RISC-V OpenSBI

v1.5

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Chapter 1

RISC-V Open Source Supervisor Binary Interface (OpenSBI)

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Introduction

The **RISC-V Supervisor Binary Interface (SBI)** is the recommended interface between:

1. A platform-specific firmware running in M-mode and a bootloader, a hypervisor or a general-purpose OS executing in S-mode or HS-mode.
2. A hypervisor running in HS-mode and a bootloader or a general-purpose OS executing in VS-mode.

The *RISC-V SBI specification* is maintained as an independent project by the RISC-V Foundation on Github.

The goal of the OpenSBI project is to provide an open-source reference implementation of the RISC-V SBI specifications for platform-specific firmwares executing in M-mode (case 1 mentioned above). An OpenSBI implementation can be easily extended by RISC-V platform and system-on-chip vendors to fit a particular hardware configuration.

The main component of OpenSBI is provided in the form of a platform-independent static library **libsbi.a** implementing the SBI interface. A firmware or bootloader implementation can link against this library to ensure conformance with the SBI interface specifications. *libsbi.a* also defines an interface for integrating with platform-specific operations provided by the platform firmware implementation (e.g. console access functions, inter-processor interrupt control, etc).

To illustrate the use of the *libsbi.a* library, OpenSBI also provides a set of platform-specific support examples. For each example, a platform-specific static library *libplatsbi.a* can be compiled. This library implements SBI call processing by integrating *libsbi.a* with the necessary platform-dependent hardware manipulation functions. For all supported platforms, OpenSBI also provides several runtime firmware examples built using the platform *libplatsbi.a*. These example firmwares can be used to replace the legacy *riscv-pk* bootloader (aka BBL) and enable the use of well-known bootloaders such as U-Boot.

Supported SBI version

Currently, OpenSBI fully supports SBI specification *v0.2*. OpenSBI also supports Hart State Management (HSM) SBI extension starting from OpenSBI v0.7. HSM extension allows S-mode software to boot all the harts a defined order rather than legacy method of random booting of harts. As a result, many required features such as CPU hotplug, kexec/kdump can also be supported easily in S-mode. HSM extension in OpenSBI is implemented in a non-backward compatible manner to reduce the maintenance burden and avoid confusion. That's why, any S-mode software using OpenSBI will not be able to boot more than 1 hart if HSM extension is not supported in S-mode.

Linux kernel already supports SBI v0.2 and HSM SBI extension starting from **v5.7-rc1**. If you are using an Linux kernel older than **5.7-rc1** or any other S-mode software without HSM SBI extension, you should stick to OpenSBI v0.6 to boot all the harts. For a UMP systems, it doesn't matter.

N.B. Any S-mode boot loader (i.e. U-Boot) doesn't need to support HSM extension, as it doesn't need to boot all the harts. The operating system should be capable enough to bring up all other non-booting harts using HSM extension.

Required Toolchain and Packages

OpenSBI can be compiled natively or cross-compiled on a x86 host. For cross-compilation, you can build your own toolchain, download a prebuilt one from the Bootlin toolchain repository or install a distribution-provided toolchain; if you opt to use LLVM/Clang, most distribution toolchains will support cross-compiling for RISC-V using the same toolchain as your native LLVM/Clang toolchain due to LLVM's ability to support multiple backends in the same binary, so is often an easy way to obtain a working cross-compilation toolchain.

Basically, we prefer toolchains with Position Independent Executable (PIE) support like *riscv64-linux-gnu-gcc*, *riscv64-unknown-freebsd-gcc*, or *Clang/LLVM* as they generate PIE firmware images that can run at arbitrary address with appropriate alignment. If a bare-metal GNU toolchain (e.g. *riscv64-unknown-elf-gcc*) is used, static linked firmware images are generated instead. *Clang/LLVM* can still generate PIE images if a bare-metal triple is used (e.g. *-target riscv64-unknown-elf*).

Please note that only a 64-bit version of the toolchain is available in the Bootlin toolchain repository for now.

In addition to a toolchain, OpenSBI also requires the following packages on the host:

1. device-tree-compiler: The device tree compiler for compiling device tree sources (DTS files).
2. python3: The python 3.0 (or compatible) language support for various scripts.

Building and Installing the OpenSBI Platform-Independent Library

The OpenSBI platform-independent static library *libsbi.a* can be compiled natively or it can be cross-compiled on a host with a different base architecture than RISC-V.

For cross-compiling, the environment variable *CROSS_COMPILE* must be defined to specify the name prefix of the RISC-V compiler toolchain executables, e.g. *riscv64-linux-gnu-* if the gcc executable used is *riscv64-linux-gnu-gcc*.

To build *libsbi.a* simply execute:
```
make
```

All compiled binaries as well as the resulting *libsbi.a* static library file will be placed in the *build/lib* directory. To specify an alternate build root directory path, run:
```
make O=<build_directory>
```

To generate files to be installed for using *libsbi.a* in other projects, run:
```
make install
```

This will create the *install* directory with all necessary include files copied under the *install/include* directory and the library file copied into the *install/lib* directory. To specify an alternate installation root directory path, run:
```
make I=<install_directory> install
```

Building and Installing a Reference Platform Static Library and Firmware

When the *PLATFORM=<platform_subdir>* argument is specified on the make command line, the platform-specific static library *libplatsbi.a* and firmware examples are built for the platform *<platform_subdir>* present in the directory *platform* in the OpenSBI top directory. For example, to compile the platform library and the firmware examples for the QEMU RISC-V *virt* machine, *<platform_subdir>* should be *generic*.

To build *libsbi.a*, *libplatsbi.a* and the firmware for one of the supported platforms, run:
```
make PLATFORM=<platform_subdir>
```

An alternate build directory path can also be specified:
```
make PLATFORM=<platform_subdir> O=<build_directory>
```

The platform-specific library *libplatsbi.a* will be generated in the *build/platform/<platform_subdir>/lib* directory. The platform firmware files will be under the *build/platform/<platform_subdir>/firmware* directory. The compiled firmwares will be available in two different formats: an ELF file and an expanded image file.

To install *libsbi.a*, *libplatsbi.a*, and the compiled firmwares, run:
```
make PLATFORM=<platform_subdir> install
```

This will copy the compiled platform-specific libraries and firmware files under the *install/platform/<platform_subdir>/* directory. An alternate install root directory path can be specified as follows:
```
make PLATFORM=<platform_subdir> I=<install_directory> install
```

In addition, platform-specific configuration options can be specified with the top-level make command line. These options, such as *PLATFORM_<xyz>* or *FW_<abc>*, are platform-specific and described in more details in the *docs/platform/<platform_name>.md* files and *docs/firmware/<firmware_name>.md* files.

All OpenSBI platforms support Kconfig style build-time configuration. Users can change the build-time configuration of a platform using a graphical interface as follows:
```
make PLATFORM=<platform_subdir> menuconfig
```

Alternately, an OpenSBI platform can have multiple default configurations and users can select a custom default configuration as follows:
```
make PLATFORM=<platform_subdir> PLATFORM_DEFCONFIG=<platform_custom_defconfig>
```

Building 32-bit / 64-bit OpenSBI Images

By default, building OpenSBI generates 32-bit or 64-bit images based on the supplied RISC-V cross-compile toolchain. For example if *CROSS_COMPILE* is set to *riscv64-linux-gnu-*, 64-bit OpenSBI images will be generated. If building 32-bit OpenSBI images, *CROSS_COMPILE* should be set to a toolchain that is pre-configured to generate 32-bit RISC-V codes, like *riscv32-linux-gnu-*.

However it's possible to explicitly specify the image bits we want to build with a given RISC-V toolchain. This can be done by setting the environment variable *PLATFORM_RISCV_XLEN* to the desired width, for example:
```
export CROSS_COMPILE=riscv64-linux-gnu-
export PLATFORM_RISCV_XLEN=32
```

will generate 32-bit OpenSBI images. And vice vesa.

Building with Clang/LLVM

OpenSBI can also be built with Clang/LLVM. To build with just Clang but keep the default binutils (which will still use the *CROSS_COMPILE* prefix if defined), override the *CC* make variable with:

```
make CC=clang
```

To build with a full LLVM-based toolchain, not just Clang, enable the *LLVM* option with:

```
make LLVM=1
```

When using Clang, *CROSS_COMPILE* often does not need to be defined unless using GNU binutils with prefixed binary names. *PLATFORM_RISCV_XLEN* will be used to infer a default triple to pass to Clang, so if *PLATFORM_RISCV_XLEN* itself defaults to an undesired value then prefer setting that rather than the full triple via *CROSS_COMPILE*. If *CROSS_COMPILE* is nonetheless defined, rather than being used as a prefix for the executable name, it will instead be passed via the `--target` option with the trailing `-` removed, so must be a valid triple.

These can also be mixed; for example using a GCC cross-compiler but LLVM binutils would be:

```
make CC=riscv64-linux-gnu-gcc LLVM=1
```

These variables must be passed for all the make invocations described in this document.

NOTE: Using Clang with a `riscv*-linux-gnu` GNU binutils linker has been seen to produce broken binaries with missing relocations; it is therefore currently recommended that this combination be avoided.

Building with timestamp and compiler info

When doing development, we may want to know the build time and compiler info for debug purpose. OpenSBI can also be built with timestamp and compiler info. To build with those info and print it out at boot time, we can just simply add `BUILD_INFO=y`, like:

```
make BUILD_INFO=y
```

But if you have used `BUILD_INFO=y`, and want to switch back to `BUILD_INFO=n`, you must do

```
make clean
```

before the next build.

NOTE: Using `BUILD_INFO=y` without specifying SOURCE_DATE_EPOCH will violate `reproducible builds`. This definition is ONLY for development and debug purpose, and should NOT be used in a product which follows "reproducible builds".

Building with optimization off for debugging

When debugging OpenSBI, we may want to turn off the compiler optimization and make debugging produce the expected results for a better debugging experience. To build with optimization off we can just simply add `DEBUG=1`, like:

```
make DEBUG=1
```

This definition is ONLY for development and debug purpose, and should NOT be used in a product build.

Contributing to OpenSBI

The OpenSBI project encourages and welcomes contributions. Contributions should follow the rules described in the OpenSBI Contribution Guideline document. In particular, all patches sent should contain a Signed-off-by tag.

The Contributors List document provides a list of individuals and organizations actively contributing to the OpenSBI project.

Documentation

Detailed documentation of various aspects of OpenSBI can be found under the *docs* directory. The documentation covers the following topics.

- [Contribution Guideline]: Guideline for contributing code to OpenSBI project
- [Library Usage]: API documentation of OpenSBI static library *libsbi.a*
- [Platform Requirements]: Requirements for using OpenSBI on a platform
- [Platform Support Guide]: Guideline for implementing support for new platforms
- [Platform Documentation]: Documentation of the platforms currently supported.
- [Firmware Documentation]: Documentation for the different types of firmware examples build supported by OpenSBI.
- [Domain Support]: Documentation for the OpenSBI domain support which helps users achieve system-level partitioning using OpenSBI.

OpenSBI source code is also well documented. For source level documentation, doxygen style is used. Please refer to the Doxygen manual for details on this format.

Doxygen can be installed on Linux distributions using ∗.deb∗ packages using the following command.

```
sudo apt-get install doxygen doxygen-latex doxygen-doc doxygen-gui graphviz
```

For ∗.rpm∗ based Linux distributions, the following commands can be used.

```
sudo yum install doxygen doxygen-latex doxywizard graphviz
```

or

```
sudo yum install doxygen doxygen-latex doxywizard graphviz
```

To build a consolidated *refman.pdf* of all documentation, run:

```
make docs
```

or

```
make O=<build_directory> docs
```

the resulting *refman.pdf* will be available under the directory ∗<build_directory>/docs/latex∗. To install this file, run:

```
make install_docs
```

or

```
make I=<install_directory> install_docs
```

refman.pdf will be installed under ∗<install_directory>/docs∗.

Chapter 2

OpenSBI Contribution Guideline

All contributions to OpenSBI can be sent in the following ways:

1. Email patches to the OpenSBI mailing list at `opensbi@lists.infradead.org`
2. GitHub Pull Requests (PRs) to the `OpenSBI main repository`

To join the OpenSBI mailing list, please visit the `OpenSBI infradead page`.

The OpenSBI maintainers prefer patches via the OpenSBI mailing list (option 1 above) so that they are visible to a wider audience. All accepted patches on the OpenSBI mailing list will be taken by any of the OpenSBI maintainers and merged into the `OpenSBI main repository` using GitHub PRs.

All contributed work must follow the following rules:

1. OpenSBI code should be written in accordance to the `Linux coding style`.
2. This project embraces the `Developer Certificate of Origin (DCO)` for contributions. This means that you must agree to the following prior to submitting patches: if you agree with this developer certificate you acknowledge this by adding a Signed-off-by tag to your patch commit log. Every submitted patch must have this tag.
3. A commit message must have a subject line, followed by a blank line, followed by a description of the patch content. A blank line and the author Signed-off-by tag must follow this description.
4. A commit subject line must start with a prefix followed by a ":". Common prefixes are for example "lib:", "platform:", "firmware:", "docs:", "utils:" and "top:".
5. Maintainers should use "Rebase and Merge" when using GitHub to merge pull requests to avoid creating unnecessary merge commits.
6. Maintainers should avoid creating branches directly in the main riscv/opensbi repository. Instead, prefer using a fork of the riscv/opensbi main repository and branches within that fork to create pull requests.
7. A maintainer cannot merge his own pull requests in the riscv/opensbi main repository.
8. A pull request must get at least one review from a maintainer.
9. A pull request must spend at least 24 hours in review to allow for other developers to review.

Developer Certificate of Origin Version 1.1

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Developer's Certificate of Origin 1.1

By making a contribution to this project, I certify that:

(a) The contribution was created in whole or in part by me and I have the right to submit it under the open source license indicated in the file; or

(b) The contribution is based upon previous work that, to the best of my knowledge, is covered under an appropriate open source license and I have the right under that license to submit that work with modifications, whether created in whole or in part by me, under the same open source license (unless I am permitted to submit under a different license), as indicated in the file; or

(c) The contribution was provided directly to me by some other person who certified (a), (b) or (c) and I have not modified it.

(d) I understand and agree that this project and the contribution are public and that a record of the contribution (including all personal information I submit with it, including my sign-off) is maintained indefinitely and may be redistributed consistent with this project or the open source license(s) involved.

Chapter 3

OpenSBI Platform Support Guideline

The OpenSBI platform support allows an implementation to define a set of platform-specific hooks (hardware manipulation functions) in the form of a *struct sbi_platform* data structure instance. This instance is required by the platform-independent *libsbi.a* to execute platform-specific operations.
Each of the reference platform supports provided by OpenSBI defines an instance of the *struct sbi_platform* data structure. For each supported platform, *libplatsbi.a* integrates this instance with *libsbi.a* to create a platform-specific OpenSBI static library. This library is installed in ∗<install_directory>/platform/<platform_subdir>/lib/libplatsbi.a∗
OpenSBI also provides implementation examples of bootable runtime firmwares for the supported platforms. These firmwares are linked against *libplatsbi.a*. Firmware binaries are installed in ∗<install_↩ directory>/platform/<platform_subdir>/bin∗. These firmwares can be used as executable runtime firmwares on the supported platforms as a replacement for the legacy *riscv-pk* boot loader (BBL).
A complete doxygen-style documentation of *struct sbi_platform* and related APIs is available in the file *include/sbi/sbi_platform.h*.

Adding support for a new platform

Support for a new platform named <*xyz*> can be added as follows:

1. Create a directory named <*xyz*> under the *platform/* directory.
2. Create platform configuration files named *Kconfig* and *configs/defconfig* under the *platform/*<*xyz*>*/* directory. These configuration files will provide the build time configuration for the sources to be compiled.
3. Create a *platform/*<*xyz*>*/objects.mk* file for listing the platform object files to be compiled. This file also provides platform-specific compiler flags, and select firmware options.
4. Create a *platform/*<*xyz*>*/platform.c* file providing a *struct sbi_platform* instance.

A platform support code template is available under the *platform/template* directory. Copying this directory and its content as a new directory named <*xyz*> under the *platform/* directory will create all the files mentioned above.

Chapter 4

OpenSBI Platform Requirements

The RISC-V platform requirements for OpenSBI can change over time with advances in RISC-V specifications and ecosystem.
To handle this, we have two types of RISC-V platform requirements:

1. **Base platform requirements** which apply to all OpenSBI releases
2. **Release specific platform requirements** which apply to a OpenSBI release and later releases

Currently, we don't have any **Release specific platform requirements**, but such platform requirements will be added in future.

Base Platform Requirements

The base RISC-V platform requirements for OpenSBI are as follows:

1. At least rv32ima_zicsr or rv64ima_zicsr required on all HARTs
2. At least one HART should have S-mode support because:
    - SBI calls are meant for RISC-V S-mode (Supervisor mode)
    - OpenSBI implements SBI calls for S-mode software
3. The MTVEC CSR on all HARTs must support direct mode
4. The PMP CSRs are optional. If PMP CSRs are not implemented then OpenSBI cannot protect M-mode firmware and secured memory regions
5. The TIME CSR is optional. If TIME CSR is not implemented in hardware then a 64-bit MMIO counter is required to track time and emulate TIME CSR
6. Hardware support for injecting M-mode software interrupts on a multi-HART platform

The RISC-V extensions not covered by rv32ima_zicsr or rv64ima_zicsr are optional for OpenSBI. Although, OpenSBI will detect and handle some of these optional RISC-V extensions at runtime.
The optional RISC-V extensions handled by OpenSBI at runtime are:

- D-extension: Double precision floating point
- F-extension: Single precision floating point
- H-extension: Hypervisor

Chapter 5

OpenSBI Library Usage

OpenSBI provides two types of static libraries:

1. *libsbi.a* - A platform-independent generic static library implementing the interface defined by the SBI specifications. Platform-specific processing hooks for the execution of this interface must be provided by the firmware or bootloader linking with this library. This library is installed as ∗<install_directory>/lib/libsbi.a∗
2. *libplatsbi.a* - An example platform-specific static library integrating *libsbi.a* with platform-specific hooks. This library is available only for the platforms supported by OpenSBI. This library is installed as ∗<install_↩ directory>/platform/<platform_subdir>/lib/libplatsbi.a∗

Implementations may choose either *libsbi.a* or *libplatsbi.a* to link with their firmware or bootloader. In the case of *libsbi.a*, platform-specific hooks in the form of a *struct sbi_platform* instance need to be provided.
The platform-specific example firmwares provided by OpenSBI are not mandatory. An implementation may choose to link the OpenSBI generic static library together with an M-mode firmware or bootloader providing the hardware-specific hooks. Since OpenSBI is a statically linked library, users must ensure that the license of these external components is compatible with the OpenSBI license.

Constraints on OpenSBI usage from external firmware

Users have to ensure that an external firmware or bootloader linking against OpenSBI static libraries (*libsbi.a* or *libplatsbi.a*) is compiled with the same GCC target options *-mabi*, *-march*, and *-mcmodel*.
There are only two constraints on calling any OpenSBI library function from an external M-mode firmware or bootloader:

1. The RISC-V *MSCRATCH* CSR must point to a valid OpenSBI scratch space (i.e. a *struct sbi_scratch* instance).
2. The RISC-V *SP* register (i.e. the stack pointer) must be set per-HART pointing to distinct non-overlapping stacks.

The most important functions from an external firmware or bootloader perspective are *sbi_init()* and *sbi_trap_handler()*.
In addition to the above constraints, the external firmware or bootloader must ensure that interrupts are disabled in the *MSTATUS* and *MIE* CSRs when calling the functions *sbi_init()* and *sbi_trap_handler()*.
The *sbi_init()* function should be called by the external firmware or bootloader for each HART that is powered-up at boot-time or in response to a CPU hotplug event.
The *sbi_trap_handler()* function should be called by the external firmware or bootloader to service the following interrupts and traps:

1. M-mode timer interrupt
2. M-mode software interrupt
3. Illegal instruction trap
4. Misaligned load trap

5. Misaligned store trap
6. Supervisor ecall trap
7. Hypervisor ecall trap

Note: external firmwares or bootloaders can be more conservative by forwarding all traps and interrupts to *sbi_trap_handler()*.

Definitions of OpenSBI Data Types for the External Firmware

OpenSBI can be built as library using external firmware build system such as EDK2 code base (The open source of UEFI firmware implementation) and linked with external firmware drivers based on the external firmware architecture.
OPENSBI_EXTERNAL_SBI_TYPES identifier is introduced to *sbi_types.h* for selecting external header file during the build preprocess in order to define OpensSBI data types based on external firmware data type binding. For example, *bool* is declared as *int* in sbi_types.h. However, in EDK2 build system, *bool* is declared as *BOOLEAN* which is defined as *unsigned char* data type.
External firmware can define **OPENSBI_EXTERNAL_SBI_TYPES** in CFLAGS and specify it to the header file maintained in its code tree. However, the external build system has to address the additional include directory for the external header file based on its own build system. For example, *-D∗∗∗OPENSBI_EXTERNAL_SBI_↩ TYPES∗∗∗=OpensbiTypes.h* Above tells *sbi_types.h* to refer to *OpensbiTypes.h* instead of using original definitions of data types.

Chapter 6

OpenSBI Domain Support

An OpenSBI domain is a system-level partition (subset) of underlying hardware having its own memory regions (RAM and MMIO devices) and HARTs. The OpenSBI will try to achieve secure isolation between domains using RISC-V platform features such as PMP, ePMP, IOPMP, SiFive Shield, etc.
Important entities which help implement OpenSBI domain support are:

- **struct sbi_domain_memregion** - Representation of a domain memory region
- **struct sbi_hartmask** - Representation of domain HART set
- **struct sbi_domain** - Representation of a domain instance

Each HART of a RISC-V platform must have an OpenSBI domain assigned to it. The OpenSBI platform support is responsible for populating domains and providing HART id to domain mapping. The OpenSBI domain support will by default assign **the ROOT domain** to all HARTs of a RISC-V platform, so it is not mandatory for the OpenSBI platform support to populate domains.

Domain Memory Region

A domain memory region is represented by **struct sbi_domain_memregion** in OpenSBI and has following details:

- **order** - The size of a memory region is **2 ^ order** where **order** must be **3 <= order <= __riscv_xlen**
- **base** - The base address of a memory region is **2 ^ order** aligned start address
- **flags** - The flags of a memory region represent memory type (i.e. RAM or MMIO) and allowed accesses (i.e. READ, WRITE, EXECUTE, etc.)

Domain Instance

A domain instance is represented by **struct sbi_domain** in OpenSBI and has following details:

- **index** - Logical index of this domain
- **name** - Name of this domain
- **assigned_harts** - HARTs assigned to this domain
- **possible_harts** - HARTs possible in this domain
- **hartindex_to_context_table** - Contexts corresponding to possible HARTs
- **regions** - Array of memory regions terminated by a memory region with order zero
- **boot_hartid** - HART id of the HART booting this domain. The domain boot HART will be started at boot-time if boot HART is possible and assigned for this domain.
- **next_addr** - Address of the next booting stage for this domain

- **next_arg1** - Arg1 (or 'a1' register) of the next booting stage for this domain
- **next_mode** - Privilege mode of the next booting stage for this domain. This can be either S-mode or U-mode.
- **system_reset_allowed** - Is domain allowed to reset the system?
- **system_suspend_allowed** - Is domain allowed to suspend the system?

The memory regions represented by **regions** in **struct sbi_domain** have following additional constraints to align with RISC-V PMP requirements:

- A memory region to protect OpenSBI firmware from S-mode and U-mode should always be present
- For two overlapping memory regions, one should be sub-region of another
- Two overlapping memory regions should not be of same size
- Two overlapping memory regions cannot have same flags
- Memory access checks on overlapping address should prefer smallest overlapping memory region flags.

ROOT Domain

The ROOT domain is the default OpenSBI domain which is assigned by default to all HARTs of a RISC-V platform. The OpenSBI domain support will hand-craft **the ROOT domain** very early at boot-time in the following manner:

- **index** - Logical index of the ROOT domain is always zero
- **name** - Name of the ROOT domain is "root"
- **assigned_harts** - At boot-time all valid HARTs of a RISC-V platform are assigned the ROOT domain which changes later based on OpenSBI platform support
- **possible_harts** - All valid HARTs of a RISC-V platform are possible HARTs of the ROOT domain
- **hartindex_to_context_table** - Contexts corresponding to ROOT domain's possible HARTs
- **regions** - Two memory regions available to the ROOT domain: **A)** A memory region to protect OpenSBI firmware from S-mode and U-mode **B)** A memory region of **order=__riscv_xlen** allowing S-mode and U-mode access to full memory address space
- **boot_hartid** - Coldboot HART is the HART booting the ROOT domain
- **next_addr** - Next booting stage address in coldboot HART scratch space is the next address for the ROOT domain
- **next_arg1** - Next booting stage arg1 in coldboot HART scratch space is the next arg1 for the ROOT domain
- **next_mode** - Next booting stage mode in coldboot HART scratch space is the next mode for the ROOT domain
- **system_reset_allowed** - The ROOT domain is allowed to reset the system
- **system_suspend_allowed** - The ROOT domain is allowed to suspend the system

Domain Effects

Few noteworthy effects of a system partitioned into domains are as follows:

- At any point in time, a HART is running in exactly one OpenSBI domain context
- The SBI IPI and RFENCE calls from HART A are restricted to the HARTs in domain assigned to HART A
- The SBI HSM calls which try to change/read state of HART B from HART A will only work if both HART A and HART B are assigned same domain
- A HART running in S-mode or U-mode can only access memory based on the memory regions of the domain assigned to the HART

Domain Device Tree Bindings

The OpenSBI domains can be described in the **device tree (DT) blob** (or flattened device tree) passed to the OpenSBI firmwares by the previous booting stage. This allows OpenSBI platform support to parse and populate OpenSBI domains from the device tree blob (or flattened device tree).

Domain Configuration Node

All OpenSBI domain description related DT nodes should be under the domain configuration DT node. The ∗∗/chosen∗∗ DT node is the preferred parent of the domain configuration DT node.
The DT properties of a domain configuration DT node are as follows:

- **compatible** (Mandatory) - The compatible string of the domain configuration. This DT property should have value ∗"opensbi,domain,config"∗

Domain Memory Region Node

The domain memory region DT node describes details of a memory region and can be pointed by multiple domain instance DT nodes. The access permissions of the memory region are specified separately in domain instance node.
The DT properties of a domain memory region DT node are as follows:

- **compatible** (Mandatory) - The compatible string of the domain memory region. This DT property should have value ∗"opensbi,domain,memregion"∗
- **base** (Mandatory) - The base address of the domain memory region. This DT property should have a **2** ^ **order** aligned 64 bit address (i.e. two DT cells).
- **order** (Mandatory) - The order of the domain memory region. This DT property should have a 32 bit value (i.e. one DT cell) in the range **3** <**= order** <**= __riscv_xlen**.
- **mmio** (Optional) - A boolean flag representing whether the domain memory region is a memory-mapped I/O (MMIO) region.
- **devices** (Optional) - The list of device DT node phandles for devices which fall under this domain memory region.

Domain Instance Node

The domain instance DT node describes set of possible HARTs, set of memory regions, and other details of a domain instance.
The DT properties of a domain instance DT node are as follows:

- **compatible** (Mandatory) - The compatible string of the domain instance. This DT property should have value ∗"opensbi,domain,instance"∗
- **possible-harts** (Optional) - The list of CPU DT node phandles for the the domain instance. This list represents the possible HARTs of the domain instance.
- **regions** (Optional) - The list of domain memory region DT node phandle and access permissions for the domain instance. Each list entry is a pair of DT node phandle and access permissions. The access permissions are represented as a 32bit bitmask having bits: **M readable** (BIT[0]), **M writeable** (BIT[1]), **M executable** (BIT[2]), **SU readable** (BIT[3]), **SU writable** (BIT[4]), and **SU executable** (BIT[5]). The enforce permission bit (BIT[6]), if set, will lock the permissions in the PMP. This will enforce the permissions on M-mode as well which otherwise will have unrestricted access. This bit must be used with caution because no changes can be made to a PMP entry once its locked until the hart is reset. Any region of a domain defined in DT node cannot have only M-bits set in access permissions i.e. it cannot be an m-mode only accessible region.
- **boot-hart** (Optional) - The DT node phandle of the HART booting the domain instance. If coldboot HART is assigned to the domain instance then this DT property is ignored and the coldboot HART is assumed to be the boot HART of the domain instance.

- **next-arg1** (Optional) - The 64 bit next booting stage arg1 for the domain instance. If this DT property is not available and coldboot HART is not assigned to the domain instance then **0x0** is used as default value. If this DT property is not available and coldboot HART is assigned to the domain instance then **next booting stage arg1 of coldboot HART** is used as default value.
- **next-addr** (Optional) - The 64 bit next booting stage address for the domain instance. If this DT property is not available and coldboot HART is not assigned to the domain instance then **0x0** is used as default value. If this DT property is not available and coldboot HART is assigned to the domain instance then **next booting stage address of coldboot HART** is used as default value.
- **next-mode** (Optional) - The 32 bit next booting stage mode for the domain instance. The possible values of this DT property are: **0x1** (S-mode), and **0x0** (U-mode). If this DT property is not available and coldboot HART is not assigned to the domain instance then **0x1** is used as default value. If this DT property is not available and coldboot HART is assigned to the domain instance then **next booting stage mode of coldboot HART** is used as default value.
- **system-reset-allowed** (Optional) - A boolean flag representing whether the domain instance is allowed to do system reset.
- **system-suspend-allowed** (Optional) - A boolean flag representing whether the domain instance is allowed to do system suspend.

Assigning HART To Domain Instance

By default, all HARTs are assigned to **the ROOT domain**. The OpenSBI platform support can provide the HART to domain instance assignment using platform specific callback.
The HART to domain instance assignment can be parsed from the device tree using optional DT property **opensbi-domain** in each CPU DT node. The value of DT property **opensbi-domain** is the DT phandle of the domain instance DT node. If **opensbi-domain** DT property is not specified then corresponding HART is assigned to **the ROOT domain**.

Domain Configuration Only Accessible to OpenSBI

The software running inside a domain instance should only be aware of devices and hardware resources accessible to itself.
To hide domain configuration from domain instances, the following should be done:

- The previous booting stage should preferably provide a separate device tree for each domain instance and mention location of device tree in respective domain instance DT nodes using **next-arg1** DT property.
- If domain assigned to a HART does not have separate device tree then OpenSBI platform support should remove all domain configuration details from the device tree passed by previous booting stage before passing it to the next booting stage.

Example

```
chosen {
    opensbi-domains {
        compatible = "opensbi,domain,config";
        tmem: tmem {
            compatible = "opensbi,domain,memregion";
            base = <0x0 0x80100000>;
            order = <20>;
        };
        tuart: tuart {
            compatible = "opensbi,domain,memregion";
            base = <0x0 0x10011000>;
            order = <12>;
            mmio;
            devices = <&uart1>;
        };
        allmem: allmem {
            compatible = "opensbi,domain,memregion";
            base = <0x0 0x0>;
            order = <64>;
        };
        tdomain: trusted-domain {
            compatible = "opensbi,domain,instance";
```

```
            possible-harts = <&cpu0>;
            regions = <&tmem 0x3f>, <&tuart 0x3f>;
            boot-hart = <&cpu0>;
            next-arg1 = <0x0 0x0>;
            next-addr = <0x0 0x80100000>;
            next-mode = <0x0>;
            system-reset-allowed;
            system-suspend-allowed;
        };
        udomain: untrusted-domain {
            compatible = "opensbi,domain,instance";
            possible-harts = <&cpu1 &cpu2 &cpu3 &cpu4>;
            regions = <&tmem 0x0>, <&tuart 0x0>, <&allmem 0x3f>;
        };
    };
};
cpus {
    #address-cells = <1>;
    #size-cells = <0>;
    timebase-frequency = <10000000>;
    cpu0: cpu@0 {
        device_type = "cpu";
        reg = <0x00>;
        compatible = "riscv";
        opensbi-domain = <&tdomain>;
        ...
    };
    cpu1: cpu@1 {
        device_type = "cpu";
        reg = <0x01>;
        compatible = "riscv";
        opensbi-domain = <&udomain>;
        ...
    };
    cpu2: cpu@2 {
        device_type = "cpu";
        reg = <0x02>;
        compatible = "riscv";
        opensbi-domain = <&udomain>;
        ...
    };
    cpu3: cpu@3 {
        device_type = "cpu";
        reg = <0x03>;
        compatible = "riscv";
        opensbi-domain = <&udomain>;
        ...
    };
    cpu4: cpu@4 {
        device_type = "cpu";
        reg = <0x04>;
        compatible = "riscv";
        opensbi-domain = <&udomain>;
        ...
    };
};
uart1: serial@10011000 {
    ...
};
```

Chapter 7

OpenSBI Device Tree Configuration Guideline

Some configurations of OpenSBI's Generic Platform can be described in the **device tree (DT) blob** (or flattened device tree) passed to the OpenSBI firmwares by the previous booting stage. OpenSBI will parse and use these configurations during the boot phase, but delete them from the device tree at the end of cold boot.

OpenSBI Configuration Node

All nodes related to OpenSBI configuration should be under the OpenSBI configuration DT node. The ∗∗/chosen∗∗ DT node is the preferred parent of the OpenSBI configuration DT node.
The DT properties of a domain configuration DT node are as follows:

- **compatible** (Mandatory) - The compatible string of the OpenSBI configuration. This DT property should have value ∗"opensbi,config"∗
- **cold-boot-harts** (Optional) - If a platform lacks an override cold_boot_allowed() mechanism, this DT property specifies that a set of harts is permitted to perform a cold boot. Otherwise, all harts are allowed to cold boot.
- **system-suspend-test** (Optional) - When present, enable a system suspend test implementation which simply waits five seconds and issues a WFI.

The OpenSBI Configuration Node will be deleted at the end of cold boot (replace the node (subtree) with nop tags).

Example

```
chosen {
    opensbi-config {
        compatible = "opensbi,config";
        cold-boot-harts = <&cpu1 &cpu2 &cpu3 &cpu4>;
        system-suspend-test;
    };
};
cpus {
    #address-cells = <1>;
    #size-cells = <0>;
    timebase-frequency = <10000000>;
    cpu0: cpu@0 {
        device_type = "cpu";
        reg = <0x00>;
        compatible = "riscv";
        ...
    };
    cpu1: cpu@1 {
        device_type = "cpu";
        reg = <0x01>;
        compatible = "riscv";
        ...
    };
    cpu2: cpu@2 {
        device_type = "cpu";
        reg = <0x02>;
        compatible = "riscv";
        ...
    };
    cpu3: cpu@3 {
        device_type = "cpu";
        reg = <0x03>;
        compatible = "riscv";
```

```
        ...
    };
    cpu4: cpu@4 {
        device_type = "cpu";
        reg = <0x04>;
        compatible = "riscv";
        ...
    };
};
uart1: serial@10011000 {
    ...
};
```

Chapter 8

Writing tests for OpenSBI

SBIUnit

SBIUnit is a set of macros and functions which simplify the test development and automate the test execution and evaluation. All of the SBIUnit definitions are in the `include/sbi/sbi_unit_test.h` header file, and implementations are available in `lib/sbi/tests/sbi_unit_test.c`.

Simple SBIUnit test

For instance, we would like to test the following function from `lib/sbi/sbi_string.c`:

```
size_t sbi_strlen(const char *str)
{
    unsigned long ret = 0;
    while (*str != '\0') {
        ret++;
        str++;
    }
    return ret;
}
```

which calculates the string length.

Create the file `lib/sbi/tests/sbi_string_test.c` with the following content:

```
#include <sbi/sbi_unit_test.h>
#include <sbi/sbi_string.h>
static void strlen_test(struct sbiunit_test_case *test)
{
    SBIUNIT_EXPECT_EQ(test, sbi_strlen("Hello"), 5);
    SBIUNIT_EXPECT_EQ(test, sbi_strlen("Hell\0o"), 4);
}
static struct sbiunit_test_case string_test_cases[] = {
    SBIUNIT_TEST_CASE(strlen_test),
    SBIUNIT_END_CASE,
};
SBIUNIT_TEST_SUITE(string_test_suite, string_test_cases);
```

Then, add the corresponding Makefile entries to `lib/sbi/tests/objects.mk`:

```
...
carray-sbi_unit_tests-$(CONFIG_SBIUNIT) += string_test_suite
libsbi-objs-$(CONFIG_SBIUNIT) += tests/sbi_string_test.o
```

If you compiled OpenSBI with CONFIG_SBIUNIT enabled before, you may need to manually remove the build folder in order to regenerate the carray files: `rm -rf build/`.

Recompile OpenSBI with the CONFIG_SBIUNIT option enabled and run it in QEMU. You will see something like this:

```
# make PLATFORM=generic run
...
# Running SBIUNIT tests #
...
## Running test suite: string_test_suite
[PASSED] strlen_test
1 PASSED / 0 FAILED / 1 TOTAL
```

Now let's try to change this test in the way that it will fail:

```
- SBIUNIT_EXPECT_EQ(test, sbi_strlen("Hello"), 5);
+ SBIUNIT_EXPECT_EQ(test, sbi_strlen("Hello"), 100);
```

`make all` and `make run` it again:

```
...
# Running SBIUNIT tests #
...
## Running test suite: string_test_suite
```

```
[SBIUnit] [.../opensbi/lib/sbi/tests/sbi_string_test.c:6]: strlen_test: Condition "(sbi_strlen("Hello")) ==
       (100)" expected to be true!
[FAILED] strlen_test
0 PASSED / 1 FAILED / 1 TOTAL
```

Covering the static functions / using the static definitions

SBIUnit also allows you to test static functions. In order to do so, simply include your test source in the file you would like to test. Complementing the example above, just add this to the `lib/sbi/sbi_string.c` file:

```
#ifdef CONFIG_SBIUNIT
#include "tests/sbi_string_test.c"
#endif
```

In this case you should only add a new carray entry pointing to the test suite to `lib/sbi/tests/objects.mk`:

```
...
carray-sbi_unit_tests-$(CONFIG_SBIUNIT) += string_test_suite
```

You don't have to compile the `sbi_string_test.o` separately, because the test code will be included into the `sbi_string` object file.

"Mocking" the structures

See the example of structure "mocking" in `lib/sbi/tests/sbi_console_test.c`, where the sbi_console_device structure was mocked to be used in various console-related functions in order to test them.

API Reference

All of the `SBIUNIT_EXPECT_*` macros will cause a test case to fail if the corresponding conditions are not met, however, the execution of a particular test case will not be stopped.
All of the `SBIUNIT_ASSERT_*` macros will cause a test case to fail and stop immediately, triggering a panic.

Chapter 9

OpenSBI Platform Firmwares

OpenSBI provides firmware builds for specific platforms. Different types of firmwares are supported to deal with the differences between different platforms early boot stage. All firmwares will execute the same initialization procedure of the platform hardware according to the platform specific code as well as OpenSBI generic library code. The supported firmwares type will differ in how the arguments passed by the platform early boot stage are handled, as well as how the boot stage following the firmware will be handled and executed.
The previous booting stage will pass information via the following registers of RISC-V CPU:

- hartid via *a0* register
- device tree blob address in memory via *a1* register. The address must be aligned to 8 bytes.

OpenSBI currently supports three different types of firmwares.

Firmware with Dynamic Information (*FW_DYNAMIC*)

The *FW_DYNAMIC* firmware gets information about the next booting stage entry, e.g. a bootloader or an OS kernel, from previous booting stage at runtime.
A *FW_DYNAMIC* firmware is particularly useful when the booting stage executed prior to OpenSBI firmware is capable of loading both the OpenSBI firmware and the booting stage binary to follow OpenSBI firmware.

Firmware with Jump Address (*FW_JUMP*)

The *FW_JUMP* firmware assumes a fixed address of the next booting stage entry, e.g. a bootloader or an OS kernel, without directly including the binary code for this next stage.
A *FW_JUMP* firmware is particularly useful when the booting stage executed prior to OpenSBI firmware is capable of loading both the OpenSBI firmware and the booting stage binary to follow OpenSBI firmware.

Firmware with Payload (*FW_PAYLOAD*)

The *FW_PAYLOAD* firmware directly includes the binary code for the booting stage to follow OpenSBI firmware execution. Typically, this payload will be a bootloader or an OS kernel.
A *FW_PAYLOAD* firmware is particularly useful when the booting stage executed prior to OpenSBI firmware is not capable of loading both OpenSBI firmware and the booting stage to follow OpenSBI firmware.
A *FW_PAYLOAD* firmware is also useful for cases where the booting stage prior to OpenSBI firmware does not pass a *flattened device tree (FDT file)*. In such case, a *FW_PAYLOAD* firmware allows embedding a flattened device tree in the .rodata section of the final firmware.

Firmware Configuration and Compilation

All firmware types support the following common compile time configuration parameters:

- **FW_TEXT_START** - Defines the compile time address of the OpenSBI firmware. This configuration parameter is optional and assumed to be 0 if not specified.
- **FW_FDT_PATH** - Path to an external flattened device tree binary file to be embedded in the *.rodata* section of the final firmware. If this option is not provided then the firmware will expect the FDT to be passed as an argument by the prior booting stage.
- **FW_FDT_PADDING** - Optional zero bytes padding to the embedded flattened device tree binary file specified by **FW_FDT_PATH** option.

Additionally, each firmware type as a set of type specific configuration parameters. Detailed information for each firmware type can be found in the following documents.

- *[FW_DYNAMIC]*: The *Firmware with Dynamic Information (FW_DYNAMIC)* is described in more details in the file *fw_dynamic.md*.
- *[FW_JUMP]*: The *Firmware with Jump Address (FW_JUMP)* is described in more details in the file *fw_jump.md*.
- *[FW_PAYLOAD]*: The *Firmware with Payload (FW_PAYLOAD)* is described in more details in the file *fw_payload.md*.

Providing different payloads to OpenSBI Firmware

OpenSBI firmware can accept various payloads using a compile time option. Typically, these payloads refer to the next stage boot loader (e.g. U-Boot) or operating system kernel images (e.g. Linux). By default, OpenSBI automatically provides a test payload if no specific payload is specified at compile time.
To specify a payload at compile time, the make variable *FW_PAYLOAD_PATH* is used.

```
make PLATFORM=<platform_subdir> FW_PAYLOAD_PATH=<payload path>
```

The instructions to build each payload is different and the details can be found in the *docs/firmware/payload_<payload_name>.md* files.

Options for OpenSBI Firmware behaviors

An optional compile time flag FW_OPTIONS can be used to control the OpenSBI firmware run-time behaviors.

```
make PLATFORM=<platform_subdir> FW_OPTIONS=<options>
```

FW_OPTIONS is a bitwise or'ed value of various options, eg: *FW_OPTIONS=0x1* stands for disabling boot prints from the OpenSBI library.
For all supported options, please check "enum sbi_scratch_options" in the *include/sbi/sbi_scratch.h* header file.

Chapter 10

OpenSBI Firmware with Dynamic Information (FW_DYNAMIC)

OpenSBI **firmware with dynamic info (FW_DYNAMIC)** is a firmware which gets information about next booting stage (e.g. a bootloader or an OS) and runtime OpenSBI library options from previous booting stage.
The previous booting stage will pass information to *FW_DYNAMIC* by creating *struct fw_dynamic_info* in memory and passing its address to *FW_DYNAMIC* via *a2* register of RISC-V CPU. The address must be aligned to 8 bytes on RV64 and 4 bytes on RV32.
A *FW_DYNAMIC* firmware is particularly useful when the booting stage executed prior to OpenSBI firmware is capable of loading both the OpenSBI firmware and the booting stage binary to follow OpenSBI firmware.

FW_DYNAMIC Compilation

A platform can enable *FW_DYNAMIC* firmware using any of the following methods.

1. Specifying `FW_DYNAMIC=y` on the top level `make` command line.
2. Specifying `FW_DYNAMIC=y` in the target platform *objects.mk* configuration file.

The compiled *FW_DYNAMIC* firmware ELF file is named *fw_dynamic.elf*. It's expanded image file is *fw_dynamic.bin*. Both files are created in the platform specific build directory under the *build/platform/<platform_subdir>/firmware* directory.

FW_DYNAMIC Firmware Configuration Options

The *FW_DYNAMIC* firmware does not require any platform specific configuration parameters because all required information is passed by previous booting stage at runtime via *struct fw_dynamic_info*.

Chapter 11

OpenSBI Firmware with Jump Address (FW_JUMP)

OpenSBI **firmware with Jump Address (FW_JUMP)** is a firmware which only handles the address of the next booting stage entry, e.g. a bootloader or an OS kernel, without directly including the binary code for this next stage. A *FW_JUMP* firmware is particularly useful when the booting stage executed prior to the OpenSBI firmware is capable of loading both the OpenSBI firmware and the booting stage binary to follow the OpenSBI firmware.

FW_JUMP Compilation

A platform *FW_JUMP* firmware can be enabled by any of the following methods:

1. Specifying `FW_JUMP=y` on the top level `make` command line.
2. Specifying `FW_JUMP=y` in the target platform *objects.mk* configuration file.

The compiled *FW_JUMP* firmware ELF file is named *fw_jump.elf*. Its expanded image file is *fw_jump.bin*. Both files are created in the platform-specific build directory under the *build/platform/<platform_subdir>/firmware* directory.

FW_JUMP Firmware Configuration Options

To operate correctly, a *FW_JUMP* firmware requires some configuration parameters to be defined using either the top level `make` command line or the target platform *objects.mk* configuration file. The possible parameters are as follows:

- **FW_JUMP_ADDR** - Address of the entry point of the booting stage to be executed following OpenSBI firmware. This address generally corresponds exactly to the address where this next booting stage was loaded. At least one of *FW_JUMP_ADDR* and *FW_JUMP_OFFSET* (see below) should be defined. Compilation errors will result from not defining one of them.
- **FW_JUMP_OFFSET** - Address offset from the opensbi load address where the entry point of the next booting stage is located. This offset is used as relocatable address of the next booting stage entry point. If *FW_JUMP_ADDR* is also defined, the firmware will prefer *FW_JUMP_ADDR*.
- **FW_JUMP_FDT_ADDR** - Address where the *flattened device tree (FDT file)* passed by the prior booting stage will be placed in memory before executing the booting stage following the OpenSBI firmware. If this option is not provided, then the OpenSBI firmware will pass the FDT address passed by the previous booting stage to the next booting stage.

  When using the default *FW_JUMP_FDT_ADDR* with *PLATFORM=generic*, you must ensure *FW_JUMP_FDT_ADDR* is set high enough to avoid overwriting the kernel. You can use the following method (e.g., using bash or zsh):

```
${CROSS_COMPILE}objdump -h $KERNEL_ELF | sort -k 5,5 | awk -n '
/^ +[0-9]+ / {addr="0x"$3; size="0x"$5; printf "0x""%x\n",addr+size}' |
(( `tail -1` > (FW_JUMP_FDT_ADDR - FW_JUMP_ADDR) )) &&
echo fdt overlaps kernel, increase FW_JUMP_FDT_ADDR
${LLVM}objdump -h --show-lma $KERNEL_ELF | sort -k 5,5 | awk -n '
/^ +[0-9]+ / {addr="0x"$3; size="0x"$5; printf "0x""%x\n",addr+size}' |
(( `tail -1` > (FW_JUMP_FDT_ADDR - FW_JUMP_ADDR) )) &&
echo fdt overlaps kernel, increase FW_JUMP_FDT_ADDR
```

- **FW_JUMP_FDT_OFFSET** - Address offset from the opensbi load address where the FDT will be passed to the next booting stage. This offset is used as relocatable address of the FDT passed to the next booting stage. If *FW_JUMP_FDT_ADDR* is also defined, the firmware will prefer *FW_JUMP_FDT_ADDR*.

FW_JUMP Example

The *[qemu/virt]* platform illustrates how to configure and use a *FW_JUMP* firmware. Detailed information regarding these platforms can be found in the platform documentation files.

Chapter 12

OpenSBI Firmware with Payload (FW_PAYLOAD)

OpenSBI **firmware with Payload (FW_PAYLOAD)** is a firmware which directly includes the binary for the booting stage to follow the OpenSBI firmware execution. Typically, this payload will be a bootloader or an OS kernel.
A *FW_PAYLOAD* firmware is particularly useful when the booting stage executed prior to the OpenSBI firmware is not capable of loading both the OpenSBI firmware and the booting stage to follow OpenSBI firmware.
A *FW_PAYLOAD* firmware is also useful for cases where the booting stage prior to the OpenSBI firmware does not pass a *flattened device tree (FDT file)*. In such a case, a *FW_PAYLOAD* firmware allows embedding a flattened device tree in the .rodata section of the final firmware.

Enabling *FW_PAYLOAD* compilation

The *FW_PAYLOAD* firmware can be enabled by any of the following methods:

1. Specifying `FW_PAYLOAD=y` on the top level `make` command line.
2. Specifying `FW_PAYLOAD=y` in the target platform *objects.mk* configuration file.

The compiled *FW_PAYLOAD* firmware ELF file is named *fw_payload.elf*. Its expanded image file is *fw_payload.bin*. Both files are created in the platform-specific build directory under the *build/platform/<platform_subdir>/firmware* directory.

Configuration Options

A *FW_PAYLOAD* firmware is built according to configuration parameters and options. These configuration parameters can be defined using either the top level `make` command line or the target platform *objects.mk* configuration file. The parameters currently defined are as follows:

- **FW_PAYLOAD_OFFSET** - Offset from the opensbi load address where the payload binary will be linked in the final *FW_PAYLOAD* firmware binary image. This configuration parameter is mandatory if *FW_PAYLOAD_ALIGN* is not defined. Compilation errors will result from an incorrect definition of *FW_PAYLOAD_OFFSET* or of *FW_PAYLOAD_ALIGN*, or if neither of these parameters are defined.
- **FW_PAYLOAD_ALIGN** - Address alignment constraint where the payload binary will be linked after the end of the base firmware binary in the final *FW_PAYLOAD* firmware binary image. This configuration parameter is mandatory if *FW_PAYLOAD_OFFSET* is not defined. If both *FW_PAYLOAD_OFFSET* and *FW_PAYLOAD_ALIGN* are defined, *FW_PAYLOAD_OFFSET* is used and *FW_PAYLOAD_ALIGN* is ignored.
- **FW_PAYLOAD_PATH** - Path to the image file of the next booting stage binary. If this option is not provided then a simple test payload is automatically generated and used as a payload. This test payload executes an infinite `while (1)` loop after printing a message on the platform console.
- **FW_PAYLOAD_FDT_ADDR** - Address where the FDT passed by the prior booting stage or specified by the *FW_FDT_PATH* parameter and embedded in the ∗.rodata∗ section will be placed before executing the next booting stage, that is, the payload firmware. If this option is not provided, then the firmware will pass the FDT address passed by the previous booting stage to the next booting stage.

- **FW_PAYLOAD_FDT_OFFSET** - Address offset from the opensbi load address where the FDT will be passed to the next booting stage. This offset is used as relocatable address of the FDT passed to the next booting stage. If *FW_PAYLOAD_FDT_ADDR* is also defined, the firmware will prefer *FW_PAYLOAD_FDT_ADDR*.

FW_PAYLOAD Example

The *[qemu/virt]* platforms illustrate how to configure and use a *FW_PAYLOAD* firmware. Detailed information regarding these platforms can be found in the platform documentation files.

Chapter 13

Linux as a direct payload to OpenSBI

OpenSBI has the capability to load a Linux kernel image directly in supervisor mode. The flattened image generated by the Linux kernel build process can be provided as a payload to OpenSBI.
Detailed examples can be found in both the QEMU and the HiFive Unleashed platform guides.

Chapter 14

U-Boot as a payload to OpenSBI

U-Boot is an open-source primary boot loader. It can be used as first and/or second stage boot loader in an embedded environment. In the context of OpenSBI, U-Boot can be specified as a payload to the OpenSBI firmware, becoming the boot stage following the OpenSBI firmware execution.

Building and Generating U-Boot images

Please refer to the U-Boot build documentation for detailed instructions on how to build U-Boot image and boot high level operating systems from U-Boot prompt.

Chapter 15

Andes AE350 SoC Platform

The AE350 AXI/AHB-based platform N25(F)/NX25(F)/D25F/A25/AX25 CPU with level-one memories, interrupt controller, debug module, AXI and AHB Bus Matrix Controller, AXI-to-AHB Bridge and a collection of fundamental AHB/APB bus IP components pre-integrated together as a system design. The high-quality and configurable AHB/APB IPs suites a majority embedded systems, and the verified platform serves as a starting point to jump start SoC designs.
To build platform specific library and firmwares, provide the *PLATFORM=generic* parameter to the top level `make` command.

Platform Options

The Andes AE350 platform does not have any platform-specific options.

Building Andes AE350 Platform

AE350's dts is included in https://github.com/andestech/linux/tree/RISCV-Linux-5.4-ast-v5_1_0-branch

Linux Kernel Payload

```
make PLATFORM=generic FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image FW_FDT_PATH=<ae350.dtb
       path>
```

DTS Example: (Quad-core AX45MP)

```
compatible = "andestech,ae350";
cpus {
    #address-cells = <1>;
    #size-cells = <0>;
    timebase-frequency = <60000000>;
    CPU0: cpu@0 {
        device_type = "cpu";
        reg = <0>;
        status = "okay";
        compatible = "riscv";
        riscv,isa = "rv64imafdc";
        riscv,priv-major = <1>;
        riscv,priv-minor = <10>;
        mmu-type = "riscv,sv48";
        clock-frequency = <60000000>;
        i-cache-size = <0x8000>;
        i-cache-sets = <256>;
        i-cache-line-size = <64>;
        i-cache-block-size = <64>;
        d-cache-size = <0x8000>;
        d-cache-sets = <128>;
        d-cache-line-size = <64>;
        d-cache-block-size = <64>;
        next-level-cache = <&L2>;
        CPU0_intc: interrupt-controller {
            #interrupt-cells = <1>;
            interrupt-controller;
            compatible = "riscv,cpu-intc";
        };
    };
```

```
    CPU1: cpu@1 {
        device_type = "cpu";
        reg = <1>;
        status = "okay";
        compatible = "riscv";
        riscv,isa = "rv64imafdc";
        riscv,priv-major = <1>;
        riscv,priv-minor = <10>;
        mmu-type = "riscv,sv48";
        clock-frequency = <60000000>;
        i-cache-size = <0x8000>;
        i-cache-sets = <256>;
        i-cache-line-size = <64>;
        i-cache-block-size = <64>;
        d-cache-size = <0x8000>;
        d-cache-sets = <128>;
        d-cache-line-size = <64>;
        d-cache-block-size = <64>;
        next-level-cache = <&L2>;
        CPU1_intc: interrupt-controller {
            #interrupt-cells = <1>;
            interrupt-controller;
            compatible = "riscv,cpu-intc";
        };
    };
    CPU2: cpu@2 {
        device_type = "cpu";
        reg = <2>;
        status = "okay";
        compatible = "riscv";
        riscv,isa = "rv64imafdc";
        riscv,priv-major = <1>;
        riscv,priv-minor = <10>;
        mmu-type = "riscv,sv48";
        clock-frequency = <60000000>;
        i-cache-size = <0x8000>;
        i-cache-sets = <256>;
        i-cache-line-size = <64>;
        i-cache-block-size = <64>;
        d-cache-size = <0x8000>;
        d-cache-sets = <128>;
        d-cache-line-size = <64>;
        d-cache-block-size = <64>;
        next-level-cache = <&L2>;
        CPU2_intc: interrupt-controller {
            #interrupt-cells = <1>;
            interrupt-controller;
            compatible = "riscv,cpu-intc";
        };
    };
    CPU3: cpu@3 {
        device_type = "cpu";
        reg = <3>;
        status = "okay";
        compatible = "riscv";
        riscv,isa = "rv64imafdc";
        riscv,priv-major = <1>;
        riscv,priv-minor = <10>;
        mmu-type = "riscv,sv48";
        clock-frequency = <60000000>;
        i-cache-size = <0x8000>;
        i-cache-sets = <256>;
        i-cache-line-size = <64>;
        i-cache-block-size = <64>;
        d-cache-size = <0x8000>;
        d-cache-sets = <128>;
        d-cache-line-size = <64>;
        d-cache-block-size = <64>;
        next-level-cache = <&L2>;
        CPU3_intc: interrupt-controller {
            #interrupt-cells = <1>;
            interrupt-controller;
            compatible = "riscv,cpu-intc";
        };
    };
};
soc {
    #address-cells = <2>;
    #size-cells = <2>;
    compatible = "andestech,riscv-ae350-soc", "simple-bus";
    ranges;
    plic0: interrupt-controller@e4000000 {
        compatible = "riscv,plic0";
        reg = <0x00000000 0xe4000000 0x00000000 0x02000000>;
        interrupts-extended = < &CPU0_intc 11 &CPU0_intc 9
                                &CPU1_intc 11 &CPU1_intc 9
                                &CPU2_intc 11 &CPU2_intc 9
```

```
                                &CPU3_intc 11 &CPU3_intc 9 >;
        interrupt-controller;
        #address-cells = <2>;
        #interrupt-cells = <2>;
        riscv,ndev = <71>;
    };
    plicsw: interrupt-controller@e6400000 {
        compatible = "andestech,plicsw";
        reg = <0x00000000 0xe6400000 0x00000000 0x00400000>;
        interrupts-extended = < &CPU0_intc 3
                                &CPU1_intc 3
                                &CPU2_intc 3
                                &CPU3_intc 3 >;
        interrupt-controller;
        #address-cells = <2>;
        #interrupt-cells = <2>;
    };
    plmt0: plmt0@e6000000 {
        compatible = "andestech,plmt0";
        reg = <0x00000000 0xe6000000 0x00000000 0x00100000>;
        interrupts-extended = < &CPU0_intc 7
                                &CPU1_intc 7
                                &CPU2_intc 7
                                &CPU3_intc 7 >;
    };
    wdt: watchdog@f0500000 {
        compatible = "andestech,atcwdt200";
        reg = <0x00000000 0xf0500000 0x00000000 0x00001000>;
        interrupts = <3 4>;
        interrupt-parent = <&plic0>;
        clock-frequency = <15000000>;
    };
    serial0: serial@f0300000 {
        compatible = "andestech,uart16550", "ns16550a";
        reg = <0x00000000 0xf0300000 0x00000000 0x00001000>;
        interrupts = <9 4>;
        interrupt-parent = <&plic0>;
        clock-frequency = <19660800>;
        current-speed = <38400>;
        reg-shift = <2>;
        reg-offset = <32>;
        reg-io-width = <4>;
        no-loopback-test = <1>;
    };
    smu: smu@f0100000 {
        compatible = "andestech,atcsmu";
        reg = <0x00000000 0xf0100000 0x00000000 0x00001000>;
    };
};
```

Chapter 16

Ariane FPGA SoC Platform

Ariane is a 6-stage, single issue, in-order CPU which implements the 64-bit RISC-V instruction set. The Ariane FPGA development platform is based on FPGA SoC (which currently supports only Genesys 2 board) and is capable of running Linux.
The FPGA SoC currently contains the following peripherals:

- DDR3 memory controller
- SPI controller to connect to an SDCard
- Ethernet controller
- JTAG port (see debugging section below)
- Bootrom containing zero stage bootloader and device tree.

To build platform specific library and firmwares, provide the *PLATFORM=fpga/ariane* parameter to the top level `make` command.

Platform Options

The *Ariane FPGA* platform does not have any platform-specific options.

Building Ariane FPGA Platform

Linux Kernel Payload

```
make PLATFORM=fpga/ariane FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
```

Booting Ariane FPGA Platform

Linux Kernel Payload
As Linux kernel image is embedded in the OpenSBI firmware binary, Ariane will directly boot into Linux directly after powered on.

Chapter 17

OpenPiton FPGA SoC Platform

OpenPiton is the world's first open source, general purpose, multithreaded manycore processor. It is a tiled many-core framework scalable from one to 1/2 billion cores. Currently, OpenPiton supports the 64bit Ariane RISC-V processor from ETH Zurich. To this end, Ariane has been equipped with a different L1 cache subsystem that follows a write-through protocol and that has support for cache invalidations and atomics.
To build platform specific library and firmwares, provide the *PLATFORM=fpga/openpiton* parameter to the top level `make` command.

Platform Options

The *OpenPiton* platform does not have any platform-specific options.

Building Ariane FPGA Platform

Linux Kernel Payload

```
make PLATFORM=fpga/openpiton FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
```

Booting Ariane FPGA Platform

Linux Kernel Payload

As Linux kernel image is embedded in the OpenSBI firmware binary, Ariane will directly boot into Linux directly after powered on.

Chapter 18

Generic Platform

The **Generic** platform is a flattened device tree (FDT) based platform where all platform specific functionality is provided based on FDT passed by previous booting stage. The **Generic** platform allows us to use same OpenSBI firmware binaries on various emulators, simulators, FPGAs, and boards.
By default, the generic FDT platform makes following assumptions:

1. platform features are default
2. platform stack size is default
3. platform has no quirks or work-arounds

The above assumptions (except 1) can be overridden by adding special platform callbacks which will be called based on FDT root node compatible string.
Users of the generic FDT platform will have to ensure that:

1. Various FDT based drivers under lib/utils directory are upto date based on their platform requirements
2. The FDT passed by previous booting stage has DT compatible strings and DT properties in sync with the FDT based drivers under lib/utils directory
3. The FDT must have "stdout-path" DT property in the "/chosen" DT node when a platform has multiple serial ports or consoles
4. On multi-HART platform, the FDT must have a DT node for IPI device and lib/utils/ipi directory must have corresponding FDT based IPI driver
5. The FDT must have a DT node for timer device and lib/utils/timer directory must have corresponding FDT based timer driver

To build the platform-specific library and firmware images, provide the *PLATFORM=generic* parameter to the top level `make` command.

Platform Options

The *Generic* platform does not have any platform-specific options.

RISC-V Platforms Using Generic Platform

- **Andes AE350 Platform** (*[andes-ae350.md]*)
- **QEMU RISC-V Virt Machine** (*[qemu_virt.md]*)
- **Renesas RZ/Five SoC** (*[renesas-rzfive.md]*)
- **Shakti C-class SoC Platform** (*[shakti_cclass.md]*)
- **SiFive HiFive Unleashed** (*[sifive_fu540.md]*)

- **Spike** (*[spike.md]*)
- **T-HEAD C9xx series Processors** (*[thead-c9xx.md]*)

Chapter 19

Nuclei UX600 Platform

The **Nuclei UX600** is a 64-bit RISC-V Core which is capable of running Linux.

> Nuclei UX600: single core, pipeline as single-issue and 6∼9 variable stages, in-order dispatch and out-of-order write-back, running up to >1.2GHz

To build the platform-specific library and firmware images, provide the *PLATFORM=nuclei/ux600* parameter to the top level `make` command.

Platform Options

The *Nuclei UX600* platform does not have any platform-specific options.

Building Nuclei UX600 Platform

```
make PLATFORM=nuclei/ux600 clean all
```

Chapter 20

OpenSBI Supported Platforms

OpenSBI currently supports the following virtual and hardware platforms:

- **Generic**: Flattened device tree (FDT) based platform where platform specific functionality is provided based on the FDT passed by previous booting stage. More details on this platform can be found in the file *[generic.md]*.
- **QEMU RISC-V Virt Machine**: Platform support for the QEMU *virt* virtual RISC-V machine. This virtual machine is intended for RISC-V software development and tests. More details on this platform can be found in the file *[qemu_virt.md]*.
- **SiFive FU540 SoC**: Platform support for SiFive FU540 SoC used on the HiFive Unleashed board, as well as the *sifive_u* QEMU virtual RISC-V machine. More details on this platform can be found in the file *[sifive_fu540.md]*.
- **Kendryte K210 SoC**: Platform support for the Kendryte K210 SoC used on boards such as the Kendryte KD233 or the Sipeed MAIX Dock.
- **Ariane FPGA SoC**: Platform support for the Ariane FPGA SoC used on Genesys 2 board. More details on this platform can be found in the file *[fpga-ariane.md]*.
- **Andes AE350 SoC**: Platform support for the Andes's SoC (AE350). More details on this platform can be found in the file *[andes-ae350.md]*.
- **Spike**: Platform support for the Spike emulator. More details on this platform can be found in the file *[spike.md]*.
- **OpenPiton FPGA SoC**: Platform support OpenPiton research platform based on ariane core. More details on this platform can be found in the file *[fpga-openpiton.md]*.
- **Shakti C-class SoC Platform**: Platform support for Shakti C-class processor based SOCs. More details on this platform can be found in the file *[shakti_cclass.md]*.
- **Renesas RZ/Five SoC**: Platform support for Renesas RZ/Five (R9A07G043F) SoC used on the Renesas RZ/Five SMARC EVK board. More details on this platform can be found in the file *[renesas-rzfive.md]*.

The code for these supported platforms can be used as example to implement support for other platforms. The *platform/template* directory also provides template files for implementing support for a new platform. The *objects.mk*, *Kconfig*, *configs/defconfig* and *platform.c* template files provides enough comments to facilitate the implementation.

Chapter 21

QEMU RISC-V Virt Machine Platform

The **QEMU RISC-V Virt Machine** is a virtual platform created for RISC-V software development and testing. It is also referred to as *QEMU RISC-V VirtIO machine* because it uses VirtIO devices for network, storage, and other types of IO.
To build the platform-specific library and firmware images, provide the *PLATFORM=generic* parameter to the top level `make` command.

Platform Options

The *QEMU RISC-V Virt Machine* platform does not have any platform-specific options.

Execution on QEMU RISC-V 64-bit

No Payload Case
Build:
```
make PLATFORM=generic
```
Run:
```
qemu-system-riscv64 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.bin
```
U-Boot Payload
Note: the command line examples here assume that U-Boot was compiled using the `qemu-riscv64_smode_defconfig` configuration.
Build:
```
make PLATFORM=generic FW_PAYLOAD_PATH=<uboot_build_directory>/u-boot.bin
```
Run:
```
qemu-system-riscv64 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.elf
```
or
```
qemu-system-riscv64 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_jump.bin \
    -kernel <uboot_build_directory>/u-boot.bin
```
Linux Kernel Payload
Note: We assume that the Linux kernel is compiled using *arch/riscv/configs/defconfig*.
Build:
```
make PLATFORM=generic FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
```
Run:
```
qemu-system-riscv64 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.elf \
    -drive file=<path_to_linux_rootfs>,format=raw,id=hd0 \
    -device virtio-blk-device,drive=hd0 \
    -append "root=/dev/vda rw console=ttyS0"
```
or
```
qemu-system-riscv64 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_jump.bin \
    -kernel <linux_build_directory>/arch/riscv/boot/Image \
    -drive file=<path_to_linux_rootfs>,format=raw,id=hd0 \
    -device virtio-blk-device,drive=hd0 \
    -append "root=/dev/vda rw console=ttyS0"
```

Execution on QEMU RISC-V 32-bit

No Payload Case

Build:

```
make PLATFORM=generic PLATFORM_RISCV_XLEN=32
```

Run:

```
qemu-system-riscv32 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.bin
```

U-Boot Payload

Note: the command line examples here assume that U-Boot was compiled using the `qemu-riscv32_smode_defconfig` configuration.

Build:

```
make PLATFORM=generic PLATFORM_RISCV_XLEN=32 FW_PAYLOAD_PATH=<uboot_build_directory>/u-boot.bin
```

Run:

```
qemu-system-riscv32 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.elf
```

or

```
qemu-system-riscv32 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_jump.bin \
    -kernel <uboot_build_directory>/u-boot.bin
```

Linux Kernel Payload

Note: We assume that the Linux kernel is compiled using *arch/riscv/configs/rv32_defconfig*.

Build:

```
make PLATFORM=generic PLATFORM_RISCV_XLEN=32 FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
```

Run:

```
qemu-system-riscv32 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.elf \
    -drive file=<path_to_linux_rootfs>,format=raw,id=hd0 \
    -device virtio-blk-device,drive=hd0 \
    -append "root=/dev/vda rw console=ttyS0"
```

or

```
qemu-system-riscv32 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_jump.bin \
    -kernel <linux_build_directory>/arch/riscv/boot/Image \
    -drive file=<path_to_linux_rootfs>,format=raw,id=hd0 \
    -device virtio-blk-device,drive=hd0 \
    -append "root=/dev/vda rw console=ttyS0"
```

Debugging with GDB

In a first console start OpenSBI with QEMU:

```
qemu-system-riscv64 -M virt -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.bin \
    -gdb tcp::1234 \
    -S
```

Parameter *-gdb tcp::1234* specifies 1234 as the debug port. Parameter *-S* lets QEMU wait at the first instruction.

In a second console start GDB:

```
gdb build/platform/generic/firmware/fw_payload.elf \
    -ex 'target remote localhost:1234'
```

Chapter 22

Renesas RZ/Five SoC (R9A07G043F) Platform

The RZ/Five microprocessor includes a single RISC-V CPU Core (Andes AX45MP) 1.0 GHz, 16-bit DDR3L/DDR4 interface. Supported interfaces include:

- Memory controller for DDR4-1600 / DDR3L-1333 with 16 bits
- System RAM (RAM of 128 Kbytes (ECC))
- SPI Multi I/O Bus Controller 1ch
- SD Card Host Interface/Multimedia Card Interface (SD/MMC) 2ch
- Serial Sound Interface (SSI) 4ch
- Sampling Rate Converter (SRC) 1ch
- USB2.0 host/function interface 2ch (ch0: Host-Function ch1: Host only)
- Gigabit Ethernet Interface (GbE) 2ch
- Controller Area Network Interface (CAN) 2ch (CAN-FD ISO 11898-1 (CD2014) compliant)
- Multi-function Timer Pulse Unit 3 (MTU3a) 9 ch (16 bits × 8 channels, 32 bits × 1 channel)
- Port Output Enable 3 (POE3)
- Watchdog Timer (WDT) 1ch
- General Timer (GTM) 3ch (32bits)
- I2C Bus Interface (I2C) 4ch
- Serial Communication Interface with FIFO (SCIFA) 5ch
- Serial Communication Interface (SCI) 2ch
- Renesas Serial Peripheral Interface (RSPI) 3ch
- A/D Converter (ADC) 2ch making it ideal for applications such as entry-class social infrastructure gateway control and industrial gateway control. More details can be found at below link [0].

[0] https://www.renesas.com/us/en/products/microcontrollers-microprocessors/rz-mpus/rzfiv
To build platform specific library and firmwares, provide the *PLATFORM=generic* parameter to the top level make command.

Platform Options

The Renesas RZ/Five platform does not have any platform-specific options.

Building Renesas RZ/Five Platform

```
make PLATFORM=generic
```

DTS Example: (RZ/Five AX45MP)

```
compatible = "renesas,r9a07g043f01", "renesas,r9a07g043";
cpus {
    #address-cells = <1>;
    #size-cells = <0>;
    timebase-frequency = <12000000>;
    cpu0: cpu@0 {
        compatible = "andestech,ax45mp", "riscv";
        device_type = "cpu";
        reg = <0x0>;
        status = "okay";
        riscv,isa = "rv64imafdc";
        mmu-type = "riscv,sv39";
        i-cache-size = <0x8000>;
        i-cache-line-size = <0x40>;
        d-cache-size = <0x8000>;
        d-cache-line-size = <0x40>;
        clocks = <&cpg CPG_CORE R9A07G043_CLK_I>;
        cpu0_intc: interrupt-controller {
            #interrupt-cells = <1>;
            compatible = "riscv,cpu-intc";
            interrupt-controller;
        };
    };
};
soc {
    compatible = "simple-bus";
    #address-cells = <1>;
    #size-cells = <0>;
    ranges;
    scif0: serial@1004b800 {
        compatible = "renesas,scif-r9a07g043",
                 "renesas,scif-r9a07g044";
        reg = <0 0x1004b800 0 0x400>;
        interrupts = <412 IRQ_TYPE_LEVEL_HIGH>,
                 <414 IRQ_TYPE_LEVEL_HIGH>,
                 <415 IRQ_TYPE_LEVEL_HIGH>,
                 <413 IRQ_TYPE_LEVEL_HIGH>,
                 <416 IRQ_TYPE_LEVEL_HIGH>,
                 <416 IRQ_TYPE_LEVEL_HIGH>;
        interrupt-names = "eri", "rxi", "txi",
                  "bri", "dri", "tei";
        clocks = <&cpg CPG_MOD R9A07G043_SCIF0_CLK_PCK>;
        clock-names = "fck";
        power-domains = <&cpg>;
        resets = <&cpg R9A07G043_SCIF0_RST_SYSTEM_N>;
        status = "disabled";
    };
    cpg: clock-controller@11010000 {
        compatible = "renesas,r9a07g043-cpg";
        reg = <0 0x11010000 0 0x10000>;
        clocks = <&extal_clk>;
        clock-names = "extal";
        #clock-cells = <2>;
        #reset-cells = <1>;
        #power-domain-cells = <0>;
    };
    sysc: system-controller@11020000 {
        compatible = "renesas,r9a07g043-sysc";
        reg = <0 0x11020000 0 0x10000>;
        status = "disabled";
    };
    pinctrl: pinctrl@11030000 {
        compatible = "renesas,r9a07g043-pinctrl";
        reg = <0 0x11030000 0 0x10000>;
        gpio-controller;
        #gpio-cells = <2>;
        #interrupt-cells = <2>;
        interrupt-controller;
        gpio-ranges = <&pinctrl 0 0 152>;
        clocks = <&cpg CPG_MOD R9A07G043_GPIO_HCLK>;
        power-domains = <&cpg>;
        resets = <&cpg R9A07G043_GPIO_RSTN>,
             <&cpg R9A07G043_GPIO_PORT_RESETN>,
             <&cpg R9A07G043_GPIO_SPARE_RESETN>;
    };
    plmt0: plmt0@110c0000 {
        compatible = "andestech,plmt0", "riscv,plmt0";
        reg = <0x0 0x110c0000 0x0 0x10000>;
```

```
        interrupts-extended = <&cpu0_intc 7>;
    };
    plic: interrupt-controller@12c00000 {
        compatible = "renesas,r9a07g043-plic", "andestech,nceplic100";
        #interrupt-cells = <2>;
        #address-cells = <0>;
        riscv,ndev = <511>;
        interrupt-controller;
        reg = <0x0 0x12c00000 0x0 0x400000>;
        clocks = <&cpg CPG_MOD R9A07G043_NCEPLIC_ACLK>;
        power-domains = <&cpg>;
        resets = <&cpg R9A07G043_NCEPLIC_ARESETN>;
        interrupts-extended = <&cpu0_intc 11 &cpu0_intc 9>;
    };
    plicsw: interrupt-controller@13000000 {
        compatible = "andestech,plicsw";
        reg = <0x0 0x13000000 0x0 0x400000>;
        interrupts-extended = <&cpu0_intc 3>;
        interrupt-controller;
        #address-cells = <2>;
        #interrupt-cells = <2>;
    };
};
```

Chapter 23

Shakti C-class SoC Platform

C-Class is a member of the SHAKTI family of processors from Indian Institute of Technology - Madras (IIT-M).
It is an extremely configurable and commercial-grade 5-stage in-order core supporting the standard RV64GCSUN ISA extensions.
For more details, refer:

- https://gitlab.com/shaktiproject/cores/c-class/blob/master/README.md
- https://c-class.readthedocs.io/en/latest
- https://shakti.org.in

Platform Options

The *Shakti C-class SoC* platform does not have any platform-specific options.

Building Shakti C-class Platform

Linux Kernel Payload

```
make PLATFORM=generic FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image FW_FDT_PATH=<shakti.dtb
      path>
```

Test Payload

```
make PLATFORM=generic FW_FDT_PATH=<shakti.dtb path>
```

Chapter 24

SiFive FU540 SoC Platform

The FU540-C000 is the world's first 4+1 64-bit RISC-V SoC from SiFive. The HiFive Unleashed development platform is based on FU540-C000 and capable of running Linux.
With QEMU v4.2 or above release, the 'sifive_u' machine can be used to test OpenSBI image built for the real hardware as well.
To build platform specific library and firmwares, provide the *PLATFORM=generic* parameter to the top level `make` command.

Platform Options

The *SiFive FU540 SoC* platform does not have any platform-specific options.

Building SiFive Fu540 Platform

In order to boot SMP Linux in U-Boot, Linux v5.1 (or higher) and latest U-Boot v2020.01 (or higher) should be used.
Linux Kernel Payload
The HiFive Unleashed device tree(DT) is merged in Linux v5.2 release. This DT (device tree) is not backward compatible with the DT passed from FSBL.
To use Linux v5.2 (or higher), the pre-built DTB (DT binary) from Linux v5.2 (or higher) should be used to build SiFive FU540 OpenSBI binaries by using the compile time option *FW_FDT_PATH*.

```
make PLATFORM=generic FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
or
(For Linux v5.2 or higher)
make PLATFORM=generic FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
       FW_FDT_PATH=<hifive-unleashed-a00.dtb path from Linux kernel>
```

U-Boot Payload
The command-line example here assumes that U-Boot was compiled using the sifive_fu540_defconfig configuration and with U-Boot v2020.01, and up to v2021.04. sifive_unleashed_defconfig shall be used with v2021.07 or above.

```
make PLATFORM=generic FW_PAYLOAD_PATH=<u-boot_build_dir>/u-boot-dtb.bin
```

For U-Boot v2020.07-rc4 or later releases, SPL support was added in U-Boot. Please refer to the detailed U-Boot booting guide available at `U-Boot`.

Flashing the OpenSBI firmware binary to storage media:

The first stage boot loader (`FSBL`) expects the storage media to have a GPT partition table. It tries to look for a partition with following GUID to load the next stage boot loader (OpenSBI in this case).

```
2E54B353-1271-4842-806F-E436D6AF6985
```

That's why the generated firmware binary in above steps should be copied to the partition of the sdcard with above GUID.

```
dd if=build/platform/generic/firmware/fw_payload.bin of=/dev/disk2s1 bs=1024
```

In my case, it is the first partition is **disk2s1** that has been formatted with the above specified GUID.
In case of a brand new sdcard, it should be formatted with below partition tables as described here.

```
sgdisk --clear                                                                  \
       --new=1:2048:67583  --change-name=1:bootloader --typecode=1:2E54B353-1271-4842-806F-E436D6AF6985   \
       --new=2:264192:     --change-name=2:root       --typecode=2:0FC63DAF-8483-4772-8E79-3D69D8477DE4 \
       ${DISK}
```

Booting SiFive Fu540 Platform

Linux Kernel Payload
As Linux kernel image is embedded in the OpenSBI firmware binary, HiFive Unleashed will directly boot into Linux directly after powered on.
U-Boot Payload
As U-Boot image is used as payload, HiFive Unleashed will boot into a U-Boot prompt. U-Boot tftp boot method can be used to load kernel image in U-Boot prompt. Here are the steps do a tftpboot.

1. Set the ip address of the board.
   `setenv ipaddr <ipaddr of the board>`
2. Set the tftpboot server IP.
   `setenv serverip <ipaddr of the tftp server>`
3. Set the network gateway address.
   `setenv gatewayip <ipaddress of the network gateway>`
4. Load the Linux kernel image from the tftp server.
   `tftpboot ${kernel_addr_r} <Image path in tftpboot directory>`
5. Load the ramdisk image from the tftp server. This is only required if ramdisk is loaded from tftp server. This step is optional, if rootfs is already part of the kernel or loaded from an external storage by kernel.
   `tftpboot ${ramdisk_addr_r} <ramdisk path in tftpboot directory>`
6. Load the pre-compiled device tree via tftpboot.
   `tftpboot ${fdt_addr_r} <hifive-unleashed-a00.dtb path in tftpboot directory>`
7. Set the boot command-line arguments.
   `setenv bootargs "root=<root partition> rw console=ttySIF0 earlycon=sbi"`

   (Note: root partition should point to ∗∗ /dev/ram ∗∗ - If a ramdisk is used ∗∗ root=/dev/mmcblk0pX ∗∗ - If a rootfs is already on some other partition of sdcard)
8. Now boot into Linux.
   ```
   booti ${kernel_addr_r} ${ramdisk_addr_r} ${fdt_addr_r}
   or
   (If ramdisk is not loaded from network)
   booti ${kernel_addr_r} - ${fdt_addr_r}
   ```

U-Boot & Linux Kernel as a single payload
At U-Boot prompt execute the following boot command to boot Linux.
`booti ${kernel_addr_r} - ${fdt_addr_r}`

QEMU Specific Instructions

If you want to test OpenSBI with QEMU 'sifive_u' machine, please follow the same instructions above, with the exception of not passing FW_FDT_PATH.
This is because QEMU generates a device tree blob on the fly based on the command line parameters, and it's compatible with the one used in the upstream Linux kernel.
When U-Boot v2021.07 (or higher) is used as the payload, as the SiFive FU540 DTB for the real hardware is embedded in U-Boot binary itself, due to the same reason above, we need to switch the U-Boot sifive_unleashed↩ _defconfig configuration from **CONFIG_OF_SEPARATE** to **CONFIG_OF_PRIOR_STAGE** so that U-Boot uses the DTB generated by QEMU, and u-boot.bin should be used as the payload image, like:
`make PLATFORM=generic FW_PAYLOAD_PATH=<u-boot_build_dir>/u-boot.bin`
U-Boot v2020.07 release added SPL support to SiFive HiFive Unleashed board, hence a build error will be seen after you switch to **CONFIG_OF_PRIOR_STAGE**.
```
./tools/mkimage: Can't open arch/riscv/dts/hifive-unleashed-a00.dtb: No such file or directory
./tools/mkimage: failed to build FIT
Makefile:1402: recipe for target 'u-boot.img' failed
make: *** [u-boot.img] Error 1
```
The above errors can be safely ignored as we don't run U-Boot SPL under QEMU.
Run:
```
qemu-system-riscv64 -M sifive_u -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.bin
```
or
```
qemu-system-riscv64 -M sifive_u -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_jump.bin \
    -kernel <uboot_build_dir>/u-boot.bin
```

While the real hardware operates at the 64-bit mode, it's possible for QEMU to test the 32-bit OpenSBI firmware. This can be helpful for testing 32-bit SiFive specific drivers.

Chapter 25

Spike Simulator Platform

The **Spike** is a RISC-V ISA simulator which implements a functional model of one or more RISC-V harts. The **Spike** compatible virtual platform is also available on QEMU. In fact, we can use same OpenSBI firmware binaries on **Spike** simulator and QEMU Spike machine.
For more details, refer Spike on GitHub
To build the platform-specific library and firmware images, provide the *PLATFORM=generic* parameter to the top level `make` command.

Platform Options

The *Spike* platform does not have any platform-specific options.

Execution on Spike Simulator

No Payload Case
Build:
```
make PLATFORM=generic
```
Run:
```
spike build/platform/generic/firmware/fw_payload.elf
```
Linux Kernel Payload
Note: We assume that the Linux kernel is compiled using *arch/riscv/configs/defconfig*.
Build:
```
make PLATFORM=generic FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
```
Run:
```
spike -m256 \
    --initrd <path_to_cpio_ramdisk> \
    --bootargs 'root=/dev/ram rw console=hvc0 earlycon=sbi' \
    build/platform/generic/firmware/fw_payload.elf
```
or
```
spike -m256 \
    --kernel <linux_build_directory>/arch/riscv/boot/Image \
    --initrd <path_to_cpio_ramdisk> \
    --bootargs 'root=/dev/ram rw console=hvc0 earlycon=sbi' \
    build/platform/generic/firmware/fw_jump.elf
```

Execution on QEMU RISC-V 64-bit

No Payload Case
Build:
```
make PLATFORM=generic
```
Run:
```
qemu-system-riscv64 -M spike -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.elf
```
Linux Kernel Payload
Note: We assume that the Linux kernel is compiled using *arch/riscv/configs/defconfig*.
Build:
```
make PLATFORM=generic FW_PAYLOAD_PATH=<linux_build_directory>/arch/riscv/boot/Image
```
Run:

```
qemu-system-riscv64 -M spike -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_payload.elf \
    -initrd <path_to_cpio_ramdisk> \
    -append "root=/dev/ram rw console=hvc0 earlycon=sbi"
```

or

```
qemu-system-riscv64 -M spike -m 256M -nographic \
    -bios build/platform/generic/firmware/fw_jump.elf \
    -kernel <linux_build_directory>/arch/riscv/boot/Image \
    -initrd <path_to_cpio_ramdisk> \
    -append "root=/dev/ram rw console=hvc0 earlycon=sbi"
```

Chapter 26

T-HEAD C9xx Series Processors

The C9xx series processors are high-performance RISC-V architecture multi-core processors with AI vector acceleration engine.
For more details, refer T-HEAD.CN
To build the platform-specific library and firmware images, provide the *PLATFORM=generic* parameter to the top level `make` command.

Platform Options

The T-HEAD C9xx does not have any platform-specific compile options because it uses generic platform.

```
CROSS_COMPILE=riscv64-linux-gnu- PLATFORM=generic make
```

Here is the simplest boot flow for a fpga prototype:
(Jtag gdbinit) -> (zsb) -> (opensbi) -> (linux)
For more details, refer: zero stage boot

Chapter 27

Data Structure Index

27.1 Data Structures

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Chapter 28

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28.1 File List

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Chapter 29

Data Structure Documentation

29.1 __aligned Struct Reference

`#include <riscv_locks.h>`

Data Fields

- u16 next
- u16 owner

29.1.1 Field Documentation

29.1.1.1 next

`u16 __aligned::next`

29.1.1.2 owner

`u16 __aligned::owner`

The documentation for this struct was generated from the following file:

- include/sbi/riscv_locks.h

29.2 aclint_mswi_data Struct Reference

`#include <aclint_mswi.h>`

Data Fields

- unsigned long addr
- unsigned long size
- u32 first_hartid
- u32 hart_count

29.2.1 Field Documentation

29.2.1.1 addr

`unsigned long aclint_mswi_data::addr`

29.2.1.2 first_hartid

```
u32 aclint_mswi_data::first_hartid
```

29.2.1.3 hart_count

```
u32 aclint_mswi_data::hart_count
```

29.2.1.4 size

```
unsigned long aclint_mswi_data::size
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/ipi/aclint_mswi.h

29.3 aclint_mtimer_data Struct Reference

```
#include <aclint_mtimer.h>
```

Data Fields

- unsigned long mtime_freq
- unsigned long mtime_addr
- unsigned long mtime_size
- unsigned long mtimecmp_addr
- unsigned long mtimecmp_size
- u32 first_hartid
- u32 hart_count
- bool has_64bit_mmio
- bool has_shared_mtime
- struct aclint_mtimer_data * time_delta_reference
- unsigned long time_delta_computed
- u64(* time_rd)(volatile u64 *addr)
- void(* time_wr)(bool timecmp, u64 value, volatile u64 *addr)

29.3.1 Field Documentation

29.3.1.1 first_hartid

```
u32 aclint_mtimer_data::first_hartid
```

29.3.1.2 hart_count

```
u32 aclint_mtimer_data::hart_count
```

29.3.1.3 has_64bit_mmio

```
bool aclint_mtimer_data::has_64bit_mmio
```

29.3.1.4 has_shared_mtime

```
bool aclint_mtimer_data::has_shared_mtime
```

29.3.1.5 mtime_addr

```
unsigned long aclint_mtimer_data::mtime_addr
```

29.3.1.6 mtime_freq

```
unsigned long aclint_mtimer_data::mtime_freq
```

29.3.1.7 mtime_size

```
unsigned long aclint_mtimer_data::mtime_size
```

29.3.1.8 mtimecmp_addr

```
unsigned long aclint_mtimer_data::mtimecmp_addr
```

29.3.1.9 mtimecmp_size

```
unsigned long aclint_mtimer_data::mtimecmp_size
```

29.3.1.10 time_delta_computed

```
unsigned long aclint_mtimer_data::time_delta_computed
```

29.3.1.11 time_delta_reference

```
struct aclint_mtimer_data* aclint_mtimer_data::time_delta_reference
```

29.3.1.12 time_rd

```
u64(* aclint_mtimer_data::time_rd) (volatile u64 *addr)
```

29.3.1.13 time_wr

```
void(* aclint_mtimer_data::time_wr) (bool timecmp, u64 value, volatile u64 *addr)
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/timer/aclint_mtimer.h

29.4 aplic_data Struct Reference

```
#include <aplic.h>
```

Data Fields

- unsigned long addr
- unsigned long size
- unsigned long num_idc
- unsigned long num_source
- bool targets_mmode
- bool has_msicfg_mmode
- struct aplic_msicfg_data msicfg_mmode
- bool has_msicfg_smode
- struct aplic_msicfg_data msicfg_smode
- struct aplic_delegate_data delegate [APLIC_MAX_DELEGATE]

29.4.1 Field Documentation

29.4.1.1 addr

```
unsigned long aplic_data::addr
```

29.4.1.2 delegate

```
struct aplic_delegate_data aplic_data::delegate[APLIC_MAX_DELEGATE]
```

29.4.1.3 has_msicfg_mmode

```
bool aplic_data::has_msicfg_mmode
```

29.4.1.4 has_msicfg_smode

```
bool aplic_data::has_msicfg_smode
```

29.4.1.5 msicfg_mmode

```
struct aplic_msicfg_data aplic_data::msicfg_mmode
```

29.4.1.6 msicfg_smode

```
struct aplic_msicfg_data aplic_data::msicfg_smode
```

29.4.1.7 num_idc

```
unsigned long aplic_data::num_idc
```

29.4.1.8 num_source

```
unsigned long aplic_data::num_source
```

29.4.1.9 size

```
unsigned long aplic_data::size
```

29.4.1.10 targets_mmode

```
bool aplic_data::targets_mmode
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/irqchip/aplic.h

29.5 aplic_delegate_data Struct Reference

```
#include <aplic.h>
```

Data Fields

- u32 first_irq
- u32 last_irq
- u32 child_index

29.5.1 Field Documentation

29.5.1.1 child_index

```
u32 aplic_delegate_data::child_index
```

29.5.1.2 first_irq

```
u32 aplic_delegate_data::first_irq
```

29.5.1.3 last_irq

```
u32 aplic_delegate_data::last_irq
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/irqchip/aplic.h

29.6 aplic_msicfg_data Struct Reference

```
#include <aplic.h>
```

Data Fields

- unsigned long lhxs
- unsigned long lhxw
- unsigned long hhxs
- unsigned long hhxw
- unsigned long base_addr

29.6.1 Field Documentation

29.6.1.1 base_addr

```
unsigned long aplic_msicfg_data::base_addr
```

29.6.1.2 hhxs

```
unsigned long aplic_msicfg_data::hhxs
```

29.6.1.3 hhxw

```
unsigned long aplic_msicfg_data::hhxw
```

29.6.1.4 lhxs

```
unsigned long aplic_msicfg_data::lhxs
```

29.6.1.5 lhxw

```
unsigned long aplic_msicfg_data::lhxw
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/irqchip/aplic.h

29.7 atomic_t Struct Reference

```
#include <riscv_atomic.h>
```

Data Fields

- volatile long counter

29.7.1 Field Documentation

29.7.1.1 counter

```
volatile long atomic_t::counter
```

The documentation for this struct was generated from the following file:

- include/sbi/riscv_atomic.h

29.8 dw_i2c_adapter Struct Reference

```
#include <dw_i2c.h>
```

Data Fields

- unsigned long addr
- struct i2c_adapter adapter

29.8.1 Field Documentation

29.8.1.1 adapter

```
struct i2c_adapter dw_i2c_adapter::adapter
```

29.8.1.2 addr

```
unsigned long dw_i2c_adapter::addr
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/i2c/dw_i2c.h

29.9 fdt_gpio Struct Reference

```
#include <fdt_gpio.h>
```

Data Fields

- const struct fdt_match * match_table
- int(* xlate)(struct gpio_chip *chip, const struct fdt_phandle_args *pargs, struct gpio_pin *out_pin)
- int(* init)(void *fdt, int nodeoff, u32 phandle, const struct fdt_match *match)

29.9.1 Detailed Description

FDT based GPIO driver

29.9.2 Field Documentation

29.9.2.1 init

```
int(* fdt_gpio::init) (void *fdt, int nodeoff, u32 phandle, const struct fdt_match *match)
```

29.9.2.2 match_table

```
const struct fdt_match* fdt_gpio::match_table
```

29.9.2.3 xlate

```
int(* fdt_gpio::xlate) (struct gpio_chip *chip, const struct fdt_phandle_args *pargs, struct
gpio_pin *out_pin)
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/gpio/fdt_gpio.h

29.10 fdt_header Struct Reference

```
#include <fdt.h>
```

Data Fields

- fdt32_t magic
- fdt32_t totalsize
- fdt32_t off_dt_struct
- fdt32_t off_dt_strings

- fdt32_t off_mem_rsvmap
- fdt32_t version
- fdt32_t last_comp_version
- fdt32_t boot_cpuid_phys
- fdt32_t size_dt_strings
- fdt32_t size_dt_struct

29.10.1 Field Documentation

29.10.1.1 boot_cpuid_phys

```
fdt32_t fdt_header::boot_cpuid_phys
```

29.10.1.2 last_comp_version

```
fdt32_t fdt_header::last_comp_version
```

29.10.1.3 magic

```
fdt32_t fdt_header::magic
```

29.10.1.4 off_dt_strings

```
fdt32_t fdt_header::off_dt_strings
```

29.10.1.5 off_dt_struct

```
fdt32_t fdt_header::off_dt_struct
```

29.10.1.6 off_mem_rsvmap

```
fdt32_t fdt_header::off_mem_rsvmap
```

29.10.1.7 size_dt_strings

```
fdt32_t fdt_header::size_dt_strings
```

29.10.1.8 size_dt_struct

```
fdt32_t fdt_header::size_dt_struct
```

29.10.1.9 totalsize

```
fdt32_t fdt_header::totalsize
```

29.10.1.10 version

```
fdt32_t fdt_header::version
```

The documentation for this struct was generated from the following file:

- lib/utils/libfdt/fdt.h

29.11 fdt_i2c_adapter Struct Reference

```
#include <fdt_i2c.h>
```

Data Fields

- const struct fdt_match * match_table
- int(* init)(void *fdt, int nodeoff, const struct fdt_match *match)

29.11.1 Detailed Description

FDT based I2C adapter driver

29.11.2 Field Documentation

29.11.2.1 init

```
int(* fdt_i2c_adapter::init) (void *fdt, int nodeoff, const struct fdt_match *match)
```

29.11.2.2 match_table

```
const struct fdt_match* fdt_i2c_adapter::match_table
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/i2c/fdt_i2c.h

29.12 fdt_match Struct Reference

```
#include <fdt_helper.h>
```

Data Fields

- const char * compatible
- const void * data

29.12.1 Field Documentation

29.12.1.1 compatible

```
const char* fdt_match::compatible
```

29.12.1.2 data

```
const void* fdt_match::data
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/fdt/fdt_helper.h

29.13 fdt_node_header Struct Reference

`#include <fdt.h>`

Data Fields

- fdt32_t tag
- char name [0]

29.13.1 Field Documentation

29.13.1.1 name

`char fdt_node_header::name[0]`

29.13.1.2 tag

`fdt32_t fdt_node_header::tag`

The documentation for this struct was generated from the following file:

- lib/utils/libfdt/fdt.h

29.14 fdt_phandle_args Struct Reference

`#include <fdt_helper.h>`

Data Fields

- int node_offset
- int args_count
- u32 args [FDT_MAX_PHANDLE_ARGS]

29.14.1 Field Documentation

29.14.1.1 args

`u32 fdt_phandle_args::args[FDT_MAX_PHANDLE_ARGS]`

29.14.1.2 args_count

`int fdt_phandle_args::args_count`

29.14.1.3 node_offset

`int fdt_phandle_args::node_offset`

The documentation for this struct was generated from the following file:

- include/sbi_utils/fdt/fdt_helper.h

29.15 fdt_pmu_hw_event_counter_map Struct Reference

`#include <fdt_pmu.h>`

Data Fields

- uint32_t eidx_start
- uint32_t eidx_end
- uint32_t ctr_map

29.15.1 Field Documentation

29.15.1.1 ctr_map

```
uint32_t fdt_pmu_hw_event_counter_map::ctr_map
```

29.15.1.2 eidx_end

```
uint32_t fdt_pmu_hw_event_counter_map::eidx_end
```

29.15.1.3 eidx_start

```
uint32_t fdt_pmu_hw_event_counter_map::eidx_start
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/fdt/fdt_pmu.h

29.16 fdt_pmu_hw_event_select_map Struct Reference

```
#include <fdt_pmu.h>
```

Data Fields

- uint32_t eidx
- uint64_t select

29.16.1 Field Documentation

29.16.1.1 eidx

```
uint32_t fdt_pmu_hw_event_select_map::eidx
```

29.16.1.2 select

```
uint64_t fdt_pmu_hw_event_select_map::select
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/fdt/fdt_pmu.h

29.17 fdt_pmu_raw_event_counter_map Struct Reference

```
#include <fdt_pmu.h>
```

Data Fields

- uint64_t select
- uint64_t select_mask
- uint32_t ctr_map

29.17.1 Field Documentation

29.17.1.1 ctr_map

```
uint32_t fdt_pmu_raw_event_counter_map::ctr_map
```

29.17.1.2 select

```
uint64_t fdt_pmu_raw_event_counter_map::select
```

29.17.1.3 select_mask

```
uint64_t fdt_pmu_raw_event_counter_map::select_mask
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/fdt/fdt_pmu.h

29.18 fdt_property Struct Reference

```
#include <fdt.h>
```

Data Fields

- fdt32_t tag
- fdt32_t len
- fdt32_t nameoff
- char data [0]

29.18.1 Field Documentation

29.18.1.1 data

```
char fdt_property::data[0]
```

29.18.1.2 len

```
fdt32_t fdt_property::len
```

29.18.1.3 nameoff

```
fdt32_t fdt_property::nameoff
```

29.18.1.4 tag

`fdt32_t fdt_property::tag`

The documentation for this struct was generated from the following file:

- lib/utils/libfdt/fdt.h

29.19 fdt_regmap Struct Reference

`#include <fdt_regmap.h>`

Data Fields

- const struct fdt_match * match_table
- int(* init)(void *fdt, int nodeoff, u32 phandle, const struct fdt_match *match)

29.19.1 Detailed Description

FDT based regmap driver

29.19.2 Field Documentation

29.19.2.1 init

```
int(* fdt_regmap::init) (void *fdt, int nodeoff, u32 phandle, const struct fdt_match *match)
```

29.19.2.2 match_table

`const struct fdt_match* fdt_regmap::match_table`

The documentation for this struct was generated from the following file:

- include/sbi_utils/regmap/fdt_regmap.h

29.20 fdt_reserve_entry Struct Reference

`#include <fdt.h>`

Data Fields

- fdt64_t address
- fdt64_t size

29.20.1 Field Documentation

29.20.1.1 address

`fdt64_t fdt_reserve_entry::address`

29.20.1.2 size

`fdt64_t fdt_reserve_entry::size`

The documentation for this struct was generated from the following file:

- lib/utils/libfdt/fdt.h

29.21 fdt_reset Struct Reference

`#include <fdt_reset.h>`

Data Fields

- const struct fdt_match * match_table
- int(* init)(void *fdt, int nodeoff, const struct fdt_match *match)

29.21.1 Field Documentation

29.21.1.1 init

```
int(* fdt_reset::init) (void *fdt, int nodeoff, const struct fdt_match *match)
```

29.21.1.2 match_table

```
const struct fdt_match* fdt_reset::match_table
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/reset/fdt_reset.h

29.22 fw_dynamic_info Struct Reference

`#include <fw_dynamic.h>`

Data Fields

- unsigned long magic
- unsigned long version
- unsigned long next_addr
- unsigned long next_mode
- unsigned long options
- unsigned long boot_hart

29.22.1 Detailed Description

Representation dynamic info passed by previous booting stage

29.22.2 Field Documentation

29.22.2.1 boot_hart

```
unsigned long fw_dynamic_info::boot_hart
```

Preferred boot HART id

It is possible that the previous booting stage uses same link address as the FW_DYNAMIC firmware. In this case, the relocation lottery mechanism can potentially overwrite the previous booting stage while other HARTs are still running in the previous booting stage leading to boot-time crash. To avoid this boot-time crash, the previous booting stage can specify last HART that will jump to the FW_DYNAMIC firmware as the preferred boot HART.

To avoid specifying a preferred boot HART, the previous booting stage can set it to -1UL which will force the FW_↩ DYNAMIC firmware to use the relocation lottery mechanism.

29.22.2.2 magic

`unsigned long fw_dynamic_info::magic`
Info magic

29.22.2.3 next_addr

`unsigned long fw_dynamic_info::next_addr`
Next booting stage address

29.22.2.4 next_mode

`unsigned long fw_dynamic_info::next_mode`
Next booting stage mode

29.22.2.5 options

`unsigned long fw_dynamic_info::options`
Options for OpenSBI library

29.22.2.6 version

`unsigned long fw_dynamic_info::version`
Info version
The documentation for this struct was generated from the following file:

- include/sbi/fw_dynamic.h

29.23 gpio_chip Struct Reference

`#include <gpio.h>`

Data Fields

- void * driver
- unsigned int id
- unsigned int ngpio
- int(* get_direction)(struct gpio_pin *gp)
- int(* direction_input)(struct gpio_pin *gp)
- int(* direction_output)(struct gpio_pin *gp, int value)
- int(* get)(struct gpio_pin *gp)
- void(* set)(struct gpio_pin *gp, int value)
- struct sbi_dlist node

29.23.1 Detailed Description

Representation of a GPIO chip

29.23.2 Field Documentation

29.23.2.1 direction_input

`int(* gpio_chip::direction_input) (struct gpio_pin *gp)`
Set input direction of GPIO pin

Returns

0 on success and negative error code on failure

29.23.2.2 direction_output

```
int(* gpio_chip::direction_output) (struct gpio_pin *gp, int value)
```

Set output direction of GPIO pin with given output value

Returns

0 on success and negative error code on failure

29.23.2.3 driver

```
void* gpio_chip::driver
```

Pointer to GPIO driver owning this GPIO chip

29.23.2.4 get

```
int(* gpio_chip::get) (struct gpio_pin *gp)
```

Get current value of GPIO pin

Returns

0=low, 1=high, or negative error

29.23.2.5 get_direction

```
int(* gpio_chip::get_direction) (struct gpio_pin *gp)
```

Get current direction of GPIO pin

Returns

0=output, 1=input, or negative error

29.23.2.6 id

```
unsigned int gpio_chip::id
```

Uniquie ID of the GPIO chip assigned by the driver

29.23.2.7 ngpio

```
unsigned int gpio_chip::ngpio
```

Number of GPIOs supported by the GPIO chip

29.23.2.8 node

```
struct sbi_dlist gpio_chip::node
```

List

29.23.2.9 set

```
void(* gpio_chip::set) (struct gpio_pin *gp, int value)
```

Set output value for GPIO pin

The documentation for this struct was generated from the following file:

- include/sbi_utils/gpio/gpio.h

29.24 gpio_pin Struct Reference

```
#include <gpio.h>
```

Data Fields

- struct gpio_chip * chip
- unsigned int offset
- unsigned int flags

29.24.1 Detailed Description

Representation of a GPIO pin

29.24.2 Field Documentation

29.24.2.1 chip

`struct gpio_chip* gpio_pin::chip`
Pointer to the GPIO chip

29.24.2.2 flags

`unsigned int gpio_pin::flags`
Additional configuration flags of the GPIO pin desired by GPIO clients.
NOTE: GPIO chip can have custom configuration flags.

29.24.2.3 offset

`unsigned int gpio_pin::offset`
Identification of GPIO pin within GPIO chip
The documentation for this struct was generated from the following file:

- include/sbi_utils/gpio/gpio.h

29.25 i2c_adapter Struct Reference

`#include <i2c.h>`

Data Fields

- int id
- int(* write)(struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)
- int(* read)(struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)
- struct sbi_dlist node

29.25.1 Detailed Description

Representation of a I2C adapter

29.25.2 Field Documentation

29.25.2.1 id

`int i2c_adapter::id`
Unique ID of the I2C adapter assigned by the driver

29.25.2.2 node

```
struct sbi_dlist i2c_adapter::node
```
List

29.25.2.3 read

```
int(* i2c_adapter::read) (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer,
int len)
```
Read buffer from given address, register

Returns

0 on success and negative error code on failure

29.25.2.4 write

```
int(* i2c_adapter::write) (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer,
int len)
```
Send buffer to given address, register

Returns

0 on success and negative error code on failure

The documentation for this struct was generated from the following file:

- include/sbi_utils/i2c/i2c.h

29.26 imsic_data Struct Reference

```
#include <imsic.h>
```

Data Fields

- bool targets_mmode
- u32 guest_index_bits
- u32 hart_index_bits
- u32 group_index_bits
- u32 group_index_shift
- unsigned long num_ids
- struct imsic_regs regs [IMSIC_MAX_REGS]

29.26.1 Field Documentation

29.26.1.1 group_index_bits

```
u32 imsic_data::group_index_bits
```

29.26.1.2 group_index_shift

```
u32 imsic_data::group_index_shift
```

29.26.1.3 guest_index_bits

```
u32 imsic_data::guest_index_bits
```

29.26.1.4 hart_index_bits

```
u32 imsic_data::hart_index_bits
```

29.26.1.5 num_ids

```
unsigned long imsic_data::num_ids
```

29.26.1.6 regs

```
struct imsic_regs imsic_data::regs[IMSIC_MAX_REGS]
```

29.26.1.7 targets_mmode

```
bool imsic_data::targets_mmode
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/irqchip/imsic.h

29.27 imsic_regs Struct Reference

```
#include <imsic.h>
```

Data Fields

- unsigned long addr
- unsigned long size

29.27.1 Field Documentation

29.27.1.1 addr

```
unsigned long imsic_regs::addr
```

29.27.1.2 size

```
unsigned long imsic_regs::size
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/irqchip/imsic.h

29.28 platform_uart_data Struct Reference

```
#include <fdt_helper.h>
```

Data Fields

- unsigned long addr
- unsigned long freq
- unsigned long baud
- unsigned long reg_shift
- unsigned long reg_io_width
- unsigned long reg_offset

29.28.1 Field Documentation

29.28.1.1 addr

```
unsigned long platform_uart_data::addr
```

29.28.1.2 baud

```
unsigned long platform_uart_data::baud
```

29.28.1.3 freq

```
unsigned long platform_uart_data::freq
```

29.28.1.4 reg_io_width

```
unsigned long platform_uart_data::reg_io_width
```

29.28.1.5 reg_offset

```
unsigned long platform_uart_data::reg_offset
```

29.28.1.6 reg_shift

```
unsigned long platform_uart_data::reg_shift
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/fdt/fdt_helper.h

29.29 plic_data Struct Reference

```
#include <plic.h>
```

Data Fields

- unsigned long addr
- unsigned long size
- unsigned long num_src

29.29.1 Field Documentation

29.29.1.1 addr

```
unsigned long plic_data::addr
```

29.29.1.2 num_src

```
unsigned long plic_data::num_src
```

29.29.1.3 size

```
unsigned long plic_data::size
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/irqchip/plic.h

29.30 plicsw_data Struct Reference

```
#include <andes_plicsw.h>
```

Data Fields

- unsigned long addr
- unsigned long size
- uint32_t hart_count

29.30.1 Field Documentation

29.30.1.1 addr

```
unsigned long plicsw_data::addr
```

29.30.1.2 hart_count

```
uint32_t plicsw_data::hart_count
```

29.30.1.3 size

```
unsigned long plicsw_data::size
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/ipi/andes_plicsw.h

29.31 plmt_data Struct Reference

```
#include <andes_plmt.h>
```

Data Fields

- u32 hart_count
- unsigned long size
- unsigned long timer_freq
- volatile u64 * time_val
- volatile u64 * time_cmp

29.31.1 Field Documentation

29.31.1.1 hart_count

```
u32 plmt_data::hart_count
```

29.31.1.2 size

```
unsigned long plmt_data::size
```

29.31.1.3 time_cmp

```
volatile u64* plmt_data::time_cmp
```

29.31.1.4 time_val

```
volatile u64* plmt_data::time_val
```

29.31.1.5 timer_freq

```
unsigned long plmt_data::timer_freq
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/timer/andes_plmt.h

29.32 regmap Struct Reference

```
#include <regmap.h>
```

Data Fields

- unsigned int id
- int reg_shift
- int reg_stride
- unsigned int reg_base
- unsigned int reg_max
- int(* reg_read)(struct regmap *rmap, unsigned int reg, unsigned int *val)
- int(* reg_write)(struct regmap *rmap, unsigned int reg, unsigned int val)
- int(* reg_update_bits)(struct regmap *rmap, unsigned int reg, unsigned int mask, unsigned int val)
- struct sbi_dlist node

29.32.1 Detailed Description

Representation of a regmap instance

29.32.2 Field Documentation

29.32.2.1 id

```
unsigned int regmap::id
```

Uniquie ID of the regmap instance assigned by the driver

29.32.2.2 node

```
struct sbi_dlist regmap::node
```
List

29.32.2.3 reg_base

```
unsigned int regmap::reg_base
```

29.32.2.4 reg_max

```
unsigned int regmap::reg_max
```

29.32.2.5 reg_read

```
int(* regmap::reg_read) (struct regmap *rmap, unsigned int reg, unsigned int *val)
```
Read a regmap register

29.32.2.6 reg_shift

```
int regmap::reg_shift
```
Configuration of regmap registers

29.32.2.7 reg_stride

```
int regmap::reg_stride
```

29.32.2.8 reg_update_bits

```
int(* regmap::reg_update_bits) (struct regmap *rmap, unsigned int reg, unsigned int mask,
unsigned int val)
```
Read-modify-write a regmap register

29.32.2.9 reg_write

```
int(* regmap::reg_write) (struct regmap *rmap, unsigned int reg, unsigned int val)
```
Write a regmap register
The documentation for this struct was generated from the following file:

- include/sbi_utils/regmap/regmap.h

29.33 sbi_console_device Struct Reference

```
#include <sbi_console.h>
```

Data Fields

- char name [32]
- void(∗ console_putc)(char ch)
- unsigned long(∗ console_puts)(const char ∗str, unsigned long len)
- int(∗ console_getc)(void)

29.33.1 Field Documentation

29.33.1.1 console_getc

```
int(* sbi_console_device::console_getc) (void)
```
Read a character from the console input

29.33.1.2 console_putc

```
void(* sbi_console_device::console_putc) (char ch)
```
Write a character to the console output

29.33.1.3 console_puts

```
unsigned long(* sbi_console_device::console_puts) (const char *str, unsigned long len)
```
Write a character string to the console output

29.33.1.4 name

```
char sbi_console_device::name[32]
```
Name of the console device
The documentation for this struct was generated from the following file:

- include/sbi/sbi_console.h

29.34 sbi_context Struct Reference

```
#include <sbi_domain_context.h>
```

Data Fields

- struct sbi_trap_context trap_ctx
- unsigned long sstatus
- unsigned long sie
- unsigned long stvec
- unsigned long sscratch
- unsigned long sepc
- unsigned long scause
- unsigned long stval
- unsigned long sip
- unsigned long satp
- unsigned long scounteren
- unsigned long senvcfg
- struct sbi_domain * dom
- struct sbi_context * prev_ctx
- bool initialized

29.34.1 Detailed Description

Context representation for a hart within a domain

29.34.2 Field Documentation

29.34.2.1 dom

```
struct sbi_domain* sbi_context::dom
```
Reference to the owning domain

29.34.2.2 initialized

```
bool sbi_context::initialized
```
Is context initialized and runnable

29.34.2.3 prev_ctx

```
struct sbi_context* sbi_context::prev_ctx
```
Previous context (caller) to jump to during context exits

29.34.2.4 satp

```
unsigned long sbi_context::satp
```
Supervisor address translation and protection register

29.34.2.5 scause

```
unsigned long sbi_context::scause
```
Supervisor cause register

29.34.2.6 scounteren

```
unsigned long sbi_context::scounteren
```
Counter-enable register

29.34.2.7 senvcfg

```
unsigned long sbi_context::senvcfg
```
Supervisor environment configuration register

29.34.2.8 sepc

```
unsigned long sbi_context::sepc
```
Supervisor exception program counter register

29.34.2.9 sie

```
unsigned long sbi_context::sie
```
Supervisor interrupt enable register

29.34.2.10 sip

```
unsigned long sbi_context::sip
```
Supervisor interrupt pending register

29.34.2.11 sscratch

```
unsigned long sbi_context::sscratch
```
Supervisor scratch register for temporary storage

29.34.2.12 sstatus

```
unsigned long sbi_context::sstatus
```
Supervisor status register

29.34.2.13 stval

```
unsigned long sbi_context::stval
```
Supervisor trap value register

29.34.2.14 stvec

`unsigned long sbi_context::stvec`
Supervisor trap vector base address register

29.34.2.15 trap_ctx

`struct sbi_trap_context sbi_context::trap_ctx`
Trap-related states such as GPRs, mepc, and mstatus
The documentation for this struct was generated from the following file:

- include/sbi/sbi_domain_context.h

29.35 sbi_cppc_device Struct Reference

`#include <sbi_cppc.h>`

Data Fields

- char name [32]
- int(∗ cppc_probe)(unsigned long reg)
- int(∗ cppc_read)(unsigned long reg, uint64_t ∗val)
- int(∗ cppc_write)(unsigned long reg, uint64_t val)

29.35.1 Detailed Description

CPPC device

29.35.2 Field Documentation

29.35.2.1 cppc_probe

`int(* sbi_cppc_device::cppc_probe) (unsigned long reg)`
probe - returns register width if implemented, 0 otherwise

29.35.2.2 cppc_read

`int(* sbi_cppc_device::cppc_read) (unsigned long reg, uint64_t *val)`
read the cppc register

29.35.2.3 cppc_write

`int(* sbi_cppc_device::cppc_write) (unsigned long reg, uint64_t val)`
write to the cppc register

29.35.2.4 name

`char sbi_cppc_device::name[32]`
Name of the CPPC device
The documentation for this struct was generated from the following file:

- include/sbi/sbi_cppc.h

29.36 sbi_cpu_idle_state Struct Reference

`#include <fdt_fixup.h>`

Data Fields

- const char * name
- uint32_t suspend_param
- bool local_timer_stop
- uint32_t entry_latency_us
- uint32_t exit_latency_us
- uint32_t min_residency_us
- uint32_t wakeup_latency_us

29.36.1 Field Documentation

29.36.1.1 entry_latency_us

```
uint32_t sbi_cpu_idle_state::entry_latency_us
```

29.36.1.2 exit_latency_us

```
uint32_t sbi_cpu_idle_state::exit_latency_us
```

29.36.1.3 local_timer_stop

```
bool sbi_cpu_idle_state::local_timer_stop
```

29.36.1.4 min_residency_us

```
uint32_t sbi_cpu_idle_state::min_residency_us
```

29.36.1.5 name

```
const char* sbi_cpu_idle_state::name
```

29.36.1.6 suspend_param

```
uint32_t sbi_cpu_idle_state::suspend_param
```

29.36.1.7 wakeup_latency_us

```
uint32_t sbi_cpu_idle_state::wakeup_latency_us
```

The documentation for this struct was generated from the following file:

- include/sbi_utils/fdt/fdt_fixup.h

29.37 sbi_dbtr_data_msg Struct Reference

```
#include <sbi_dbtr.h>
```

Data Fields

- unsigned long tstate
- unsigned long tdata1
- unsigned long tdata2
- unsigned long tdata3

29.37.1 Field Documentation

29.37.1.1 tdata1

```
unsigned long sbi_dbtr_data_msg::tdata1
```

29.37.1.2 tdata2

```
unsigned long sbi_dbtr_data_msg::tdata2
```

29.37.1.3 tdata3

```
unsigned long sbi_dbtr_data_msg::tdata3
```

29.37.1.4 tstate

```
unsigned long sbi_dbtr_data_msg::tstate
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_dbtr.h

29.38 sbi_dbtr_hart_triggers_state Struct Reference

```
#include <sbi_dbtr.h>
```

Data Fields

- struct sbi_dbtr_trigger triggers [RV_MAX_TRIGGERS]
- struct sbi_dbtr_shmem shmem
- u32 total_trigs
- u32 available_trigs
- u32 hartid
- u32 probed

29.38.1 Field Documentation

29.38.1.1 available_trigs

```
u32 sbi_dbtr_hart_triggers_state::available_trigs
```

29.38.1.2 hartid

```
u32 sbi_dbtr_hart_triggers_state::hartid
```

29.38.1.3 probed

```
u32 sbi_dbtr_hart_triggers_state::probed
```

29.38.1.4 shmem

```
struct sbi_dbtr_shmem sbi_dbtr_hart_triggers_state::shmem
```

29.38.1.5 total_trigs

```
u32 sbi_dbtr_hart_triggers_state::total_trigs
```

29.38.1.6 triggers

```
struct sbi_dbtr_trigger sbi_dbtr_hart_triggers_state::triggers[RV_MAX_TRIGGERS]
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_dbtr.h

29.39 sbi_dbtr_id_msg Struct Reference

```
#include <sbi_dbtr.h>
```

Data Fields

- unsigned long idx

29.39.1 Field Documentation

29.39.1.1 idx

```
unsigned long sbi_dbtr_id_msg::idx
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_dbtr.h

29.40 sbi_dbtr_shmem Struct Reference

```
#include <sbi_dbtr.h>
```

Data Fields

- unsigned long phys_lo
- unsigned long phys_hi

29.40.1 Field Documentation

29.40.1.1 phys_hi

```
unsigned long sbi_dbtr_shmem::phys_hi
```

29.40.1.2 phys_lo

```
unsigned long sbi_dbtr_shmem::phys_lo
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_dbtr.h

29.41 sbi_dbtr_shmem_entry Struct Reference

```
#include <sbi_dbtr.h>
```

Data Fields

- struct sbi_dbtr_data_msg data
- struct sbi_dbtr_id_msg id

29.41.1 Detailed Description

SBI shared mem messages layout

29.41.2 Field Documentation

29.41.2.1 data

```
struct sbi_dbtr_data_msg sbi_dbtr_shmem_entry::data
```

29.41.2.2 id

```
struct sbi_dbtr_id_msg sbi_dbtr_shmem_entry::id
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_dbtr.h

29.42 sbi_dbtr_trigger Struct Reference

```
#include <sbi_dbtr.h>
```

Data Fields

- unsigned long index
- unsigned long type_mask
- unsigned long state
- unsigned long tdata1
- unsigned long tdata2
- unsigned long tdata3

29.42.1 Field Documentation

29.42.1.1 index

```
unsigned long sbi_dbtr_trigger::index
```

29.42.1.2 state

```
unsigned long sbi_dbtr_trigger::state
```

29.42.1.3 tdata1

```
unsigned long sbi_dbtr_trigger::tdata1
```

29.42.1.4 tdata2

```
unsigned long sbi_dbtr_trigger::tdata2
```

29.42.1.5 tdata3

```
unsigned long sbi_dbtr_trigger::tdata3
```

29.42.1.6 type_mask

```
unsigned long sbi_dbtr_trigger::type_mask
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_dbtr.h

29.43 sbi_dlist Struct Reference

```
#include <sbi_list.h>
```

Data Fields

- struct sbi_dlist * next
- struct sbi_dlist * prev

29.43.1 Field Documentation

29.43.1.1 next

```
struct sbi_dlist* sbi_dlist::next
```

29.43.1.2 prev

```
struct sbi_dlist * sbi_dlist::prev
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_list.h

29.44 sbi_domain Struct Reference

```
#include <sbi_domain.h>
```

Data Fields

- u32 index
- struct sbi_hartmask assigned_harts
- spinlock_t assigned_harts_lock
- char name [64]
- const struct sbi_hartmask * possible_harts
- struct sbi_context * hartindex_to_context_table [SBI_HARTMASK_MAX_BITS]
- struct sbi_domain_memregion * regions
- u32 boot_hartid
- unsigned long next_arg1
- unsigned long next_addr
- unsigned long next_mode
- bool system_reset_allowed
- bool system_suspend_allowed
- bool fw_region_inited

29.44.1 Detailed Description

Representation of OpenSBI domain

29.44.2 Field Documentation

29.44.2.1 assigned_harts

`struct sbi_hartmask sbi_domain::assigned_harts`

HARTs assigned to this domain Note: This set by sbi_domain_init() and sbi_domain_finalize() in the coldboot path

29.44.2.2 assigned_harts_lock

`spinlock_t sbi_domain::assigned_harts_lock`

Spinlock for accessing assigned_harts

29.44.2.3 boot_hartid

`u32 sbi_domain::boot_hartid`

HART id of the HART booting this domain

29.44.2.4 fw_region_inited

`bool sbi_domain::fw_region_inited`

Identifies whether to include the firmware region

29.44.2.5 hartindex_to_context_table

`struct sbi_context* sbi_domain::hartindex_to_context_table[SBI_HARTMASK_MAX_BITS]`

Contexts for possible HARTs indexed by hartindex

29.44.2.6 index

`u32 sbi_domain::index`

Logical index of this domain Note: This set by sbi_domain_finalize() in the coldboot path

29.44.2.7 name

`char sbi_domain::name[64]`

Name of this domain

29.44.2.8 next_addr

`unsigned long sbi_domain::next_addr`
Address of next booting stage for this domain

29.44.2.9 next_arg1

`unsigned long sbi_domain::next_arg1`
Arg1 (or 'a1' register) of next booting stage for this domain

29.44.2.10 next_mode

`unsigned long sbi_domain::next_mode`
Privilege mode of next booting stage for this domain

29.44.2.11 possible_harts

`const struct sbi_hartmask* sbi_domain::possible_harts`
Possible HARTs in this domain

29.44.2.12 regions

`struct sbi_domain_memregion* sbi_domain::regions`
Array of memory regions terminated by a region with order zero

29.44.2.13 system_reset_allowed

`bool sbi_domain::system_reset_allowed`
Is domain allowed to reset the system

29.44.2.14 system_suspend_allowed

`bool sbi_domain::system_suspend_allowed`
Is domain allowed to suspend the system
The documentation for this struct was generated from the following file:

- include/sbi/sbi_domain.h

29.45 sbi_domain_memregion Struct Reference

`#include <sbi_domain.h>`

Data Fields

- unsigned long order
- unsigned long base
- unsigned long flags

29.45.1 Detailed Description

Representation of OpenSBI domain memory region

29.45.2 Field Documentation

29.45.2.1 base

`unsigned long sbi_domain_memregion::base`
Base address of memory region It must be 2^order aligned address

29.45.2.2 flags

```
unsigned long sbi_domain_memregion::flags
```

29.45.2.3 order

```
unsigned long sbi_domain_memregion::order
```

Size of memory region as power of 2 It has to be minimum 3 and maximum __riscv_xlen
The documentation for this struct was generated from the following file:

- include/sbi/sbi_domain.h

29.46 sbi_ecall_extension Struct Reference

```
#include <sbi_ecall.h>
```

Data Fields

- struct sbi_dlist head
- unsigned long extid_start
- unsigned long extid_end
- int(∗ register_extensions)(void)
- int(∗ probe)(unsigned long extid, unsigned long ∗out_val)
- int(∗ handle)(unsigned long extid, unsigned long funcid, struct sbi_trap_regs ∗regs, struct sbi_ecall_return ∗out)

29.46.1 Field Documentation

29.46.1.1 extid_end

```
unsigned long sbi_ecall_extension::extid_end
```

29.46.1.2 extid_start

```
unsigned long sbi_ecall_extension::extid_start
```

29.46.1.3 handle

```
int(* sbi_ecall_extension::handle) (unsigned long extid, unsigned long funcid, struct sbi_trap_regs
*regs, struct sbi_ecall_return *out)
```

29.46.1.4 head

```
struct sbi_dlist sbi_ecall_extension::head
```

29.46.1.5 probe

```
int(* sbi_ecall_extension::probe) (unsigned long extid, unsigned long *out_val)
```

29.46.1.6 register_extensions

```
int(* sbi_ecall_extension::register_extensions) (void)
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_ecall.h

29.47 sbi_ecall_return Struct Reference

```
#include <sbi_ecall.h>
```

Data Fields

- bool skip_regs_update
- unsigned long value

29.47.1 Field Documentation

29.47.1.1 skip_regs_update

```
bool sbi_ecall_return::skip_regs_update
```

29.47.1.2 value

```
unsigned long sbi_ecall_return::value
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_ecall.h

29.48 sbi_fifo Struct Reference

```
#include <sbi_fifo.h>
```

Data Fields

- void * queue
- spinlock_t qlock
- u16 entry_size
- u16 num_entries
- u16 avail
- u16 tail

29.48.1 Field Documentation

29.48.1.1 avail

```
u16 sbi_fifo::avail
```

29.48.1.2 entry_size

```
u16 sbi_fifo::entry_size
```

29.48.1.3 num_entries

```
u16 sbi_fifo::num_entries
```

29.48.1.4 qlock

```
spinlock_t sbi_fifo::qlock
```

29.48.1.5 queue

```
void* sbi_fifo::queue
```

29.48.1.6 tail

```
u16 sbi_fifo::tail
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_fifo.h

29.49 sbi_hart_ext_data Struct Reference

```
#include <sbi_hart.h>
```

Data Fields

- const unsigned int id
- const char * name

29.49.1 Field Documentation

29.49.1.1 id

```
const unsigned int sbi_hart_ext_data::id
```

29.49.1.2 name

```
const char* sbi_hart_ext_data::name
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_hart.h

29.50 sbi_hart_features Struct Reference

```
#include <sbi_hart.h>
```

Data Fields

- bool detected
- int priv_version
- unsigned long extensions [BITS_TO_LONGS(SBI_HART_EXT_MAX)]
- unsigned int pmp_count
- unsigned int pmp_addr_bits

- unsigned int pmp_log2gran
- unsigned int mhpm_mask
- unsigned int mhpm_bits

29.50.1 Field Documentation

29.50.1.1 detected

```
bool sbi_hart_features::detected
```

29.50.1.2 extensions

```
unsigned long sbi_hart_features::extensions[BITS_TO_LONGS(SBI_HART_EXT_MAX)]
```

29.50.1.3 mhpm_bits

```
unsigned int sbi_hart_features::mhpm_bits
```

29.50.1.4 mhpm_mask

```
unsigned int sbi_hart_features::mhpm_mask
```

29.50.1.5 pmp_addr_bits

```
unsigned int sbi_hart_features::pmp_addr_bits
```

29.50.1.6 pmp_count

```
unsigned int sbi_hart_features::pmp_count
```

29.50.1.7 pmp_log2gran

```
unsigned int sbi_hart_features::pmp_log2gran
```

29.50.1.8 priv_version

```
int sbi_hart_features::priv_version
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_hart.h

29.51 sbi_hartmask Struct Reference

```
#include <sbi_hartmask.h>
```

Public Member Functions

- DECLARE_BITMAP (bits, SBI_HARTMASK_MAX_BITS)

29.51.1 Detailed Description

Representation of hartmask

29.51.2 Member Function Documentation

29.51.2.1 DECLARE_BITMAP()

```
sbi_hartmask::DECLARE_BITMAP (
            bits ,
            SBI_HARTMASK_MAX_BITS  )
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_hartmask.h

29.52 sbi_hsm_device Struct Reference

```
#include <sbi_hsm.h>
```

Data Fields

- char name [32]
- int(∗ hart_start)(u32 hartid, ulong saddr)
- int(∗ hart_stop)(void)
- int(∗ hart_suspend)(u32 suspend_type)
- void(∗ hart_resume)(void)

29.52.1 Detailed Description

Hart state managment device

29.52.2 Field Documentation

29.52.2.1 hart_resume

```
void(* sbi_hsm_device::hart_resume) (void)
```

Perform platform-specific actions to resume from a suspended state.
This includes restoring any platform state that was lost during non-retentive suspend.

29.52.2.2 hart_start

```
int(* sbi_hsm_device::hart_start) (u32 hartid, ulong saddr)
```

Start (or power-up) the given hart

29.52.2.3 hart_stop

```
int(* sbi_hsm_device::hart_stop) (void)
```

Stop (or power-down) the current hart from running.
Return SBI_ENOTSUPP if the hart does not support platform-specific stop actions.
For successful stop, the call won't return.

29.52.2.4 hart_suspend

```
int(* sbi_hsm_device::hart_suspend) (u32 suspend_type)
```

Put the current hart in platform specific suspend (or low-power) state.
For successful retentive suspend, the call will return 0 when the hart resumes normal execution.
For successful non-retentive suspend, the hart will resume from the warm boot entry point.

29.52.2.5 name

```
char sbi_hsm_device::name[32]
```

Name of the hart state managment device
The documentation for this struct was generated from the following file:

- include/sbi/sbi_hsm.h

29.53 sbi_ipi_device Struct Reference

```
#include <sbi_ipi.h>
```

Data Fields

- char name [32]
- void(* ipi_send)(u32 hart_index)
- void(* ipi_clear)(u32 hart_index)

29.53.1 Detailed Description

IPI hardware device

29.53.2 Field Documentation

29.53.2.1 ipi_clear

```
void(* sbi_ipi_device::ipi_clear) (u32 hart_index)
```

Clear IPI for a target HART index

29.53.2.2 ipi_send

```
void(* sbi_ipi_device::ipi_send) (u32 hart_index)
```

Send IPI to a target HART index

29.53.2.3 name

```
char sbi_ipi_device::name[32]
```

Name of the IPI device
The documentation for this struct was generated from the following file:

- include/sbi/sbi_ipi.h

29.54 sbi_ipi_event_ops Struct Reference

```
#include <sbi_ipi.h>
```

Data Fields

- char name [32]
- int(∗ update)(struct sbi_scratch ∗scratch, struct sbi_scratch ∗remote_scratch, u32 remote_hartindex, void ∗data)
- void(∗ sync)(struct sbi_scratch ∗scratch)
- void(∗ process)(struct sbi_scratch ∗scratch)

29.54.1 Detailed Description

IPI event operations or callbacks

29.54.2 Field Documentation

29.54.2.1 name

`char sbi_ipi_event_ops::name[32]`
Name of the IPI event operations

29.54.2.2 process

`void(* sbi_ipi_event_ops::process) (struct sbi_scratch *scratch)`
Process callback to handle IPI event Note: This is a mandatory callback and it is called on the remote HART after IPI is triggered.

29.54.2.3 sync

`void(* sbi_ipi_event_ops::sync) (struct sbi_scratch *scratch)`
Sync callback to wait for remote HART Note: This is an optional callback and it is called just after triggering IPI to remote HART.

29.54.2.4 update

`int(* sbi_ipi_event_ops::update) (struct sbi_scratch *scratch, struct sbi_scratch *remote_↩ scratch, u32 remote_hartindex, void *data)`
Update callback to save/enqueue data for remote HART Note: This is an optional callback and it is called just before triggering IPI to remote HART.

Returns

< 0, error or failure

SBI_IPI_UPDATE_SUCCESS, success

SBI_IPI_UPDATE_BREAK, break IPI, done on local hart

SBI_IPI_UPDATE_RETRY, need retry

The documentation for this struct was generated from the following file:

- include/sbi/sbi_ipi.h

29.55 sbi_ldst_data Union Reference

`#include <sbi_trap_ldst.h>`

Data Fields

- u64 data_u64
- u32 data_u32
- u8 data_bytes [8]
- ulong data_ulong

29.55.1 Field Documentation

29.55.1.1 data_bytes

```
u8 sbi_ldst_data::data_bytes[8]
```

29.55.1.2 data_u32

```
u32 sbi_ldst_data::data_u32
```

29.55.1.3 data_u64

```
u64 sbi_ldst_data::data_u64
```

29.55.1.4 data_ulong

```
ulong sbi_ldst_data::data_ulong
```

The documentation for this union was generated from the following file:

- include/sbi/sbi_trap_ldst.h

29.56 sbi_platform Struct Reference

```
#include <sbi_platform.h>
```

Data Fields

- u32 opensbi_version
- u32 platform_version
- char name [64]
- u64 features
- u32 hart_count
- u32 hart_stack_size
- u32 heap_size
- u32 reserved
- unsigned long platform_ops_addr
- unsigned long firmware_context
- const u32 * hart_index2id

29.56.1 Detailed Description

Representation of a platform

29.56.2 Field Documentation

29.56.2.1 features

```
u64 sbi_platform::features
```

Supported features

29.56.2.2 firmware_context

`unsigned long sbi_platform::firmware_context`
Pointer to system firmware specific context

29.56.2.3 hart_count

`u32 sbi_platform::hart_count`
Total number of HARTs

29.56.2.4 hart_index2id

`const u32* sbi_platform::hart_index2id`
HART index to HART id table
For used HART index <abc>: hart_index2id[<abc>] = some HART id For unused HART index <abc>: hart_↩ index2id[<abc>] = -1U
If hart_index2id == NULL then we assume identity mapping hart_index2id[<abc>] = <abc>
We have only two restrictions:

1. HART index < sbi_platform hart_count
2. HART id < SBI_HARTMASK_MAX_BITS

29.56.2.5 hart_stack_size

`u32 sbi_platform::hart_stack_size`
Per-HART stack size for exception/interrupt handling

29.56.2.6 heap_size

`u32 sbi_platform::heap_size`
Size of heap shared by all HARTs

29.56.2.7 name

`char sbi_platform::name[64]`
Name of the platform

29.56.2.8 opensbi_version

`u32 sbi_platform::opensbi_version`
OpenSBI version this sbi_platform is based on. It's a 32-bit value where upper 16-bits are major number and lower 16-bits are minor number

29.56.2.9 platform_ops_addr

`unsigned long sbi_platform::platform_ops_addr`
Pointer to sbi platform operations

29.56.2.10 platform_version

`u32 sbi_platform::platform_version`
OpenSBI platform version released by vendor. It's a 32-bit value where upper 16-bits are major number and lower 16-bits are minor number

29.56.2.11 reserved

```
u32 sbi_platform::reserved
```

Reserved for future use

The documentation for this struct was generated from the following file:

- include/sbi/sbi_platform.h

29.57 sbi_platform_operations Struct Reference

```
#include <sbi_platform.h>
```

Data Fields

- bool(* cold_boot_allowed)(u32 hartid)
- int(* nascent_init)(void)
- int(* early_init)(bool cold_boot)
- int(* final_init)(bool cold_boot)
- void(* early_exit)(void)
- void(* final_exit)(void)
- int(* misa_check_extension)(char ext)
- int(* misa_get_xlen)(void)
- int(* extensions_init)(struct sbi_hart_features *hfeatures)
- int(* domains_init)(void)
- int(* pmu_init)(void)
- uint64_t(* pmu_xlate_to_mhpmevent)(uint32_t event_idx, uint64_t data)
- int(* console_init)(void)
- int(* irqchip_init)(bool cold_boot)
- void(* irqchip_exit)(void)
- int(* ipi_init)(bool cold_boot)
- void(* ipi_exit)(void)
- u64(* get_tlbr_flush_limit)(void)
- u32(* get_tlb_num_entries)(void)
- int(* timer_init)(bool cold_boot)
- void(* timer_exit)(void)
- bool(* vendor_ext_check)(void)
- int(* vendor_ext_provider)(long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- int(* emulate_load)(int rlen, unsigned long addr, union sbi_ldst_data *out_val)
- int(* emulate_store)(int wlen, unsigned long addr, union sbi_ldst_data in_val)

29.57.1 Detailed Description

Platform functions

29.57.2 Field Documentation

29.57.2.1 cold_boot_allowed

```
bool(* sbi_platform_operations::cold_boot_allowed) (u32 hartid)
```

29.57.2.2 console_init

```
int(* sbi_platform_operations::console_init) (void)
```

Initialize the platform console

29.57.2.3 domains_init

```
int(* sbi_platform_operations::domains_init) (void)
```
Initialize (or populate) domains for the platform

29.57.2.4 early_exit

```
void(* sbi_platform_operations::early_exit) (void)
```
Platform early exit

29.57.2.5 early_init

```
int(* sbi_platform_operations::early_init) (bool cold_boot)
```
Platform early initialization

29.57.2.6 emulate_load

```
int(* sbi_platform_operations::emulate_load) (int rlen, unsigned long addr, union sbi_ldst_data
*out_val)
```
platform specific handler to fixup load fault

29.57.2.7 emulate_store

```
int(* sbi_platform_operations::emulate_store) (int wlen, unsigned long addr, union sbi_ldst_data
in_val)
```
platform specific handler to fixup store fault

29.57.2.8 extensions_init

```
int(* sbi_platform_operations::extensions_init) (struct sbi_hart_features *hfeatures)
```
Initialize (or populate) HART extensions for the platform

29.57.2.9 final_exit

```
void(* sbi_platform_operations::final_exit) (void)
```
Platform final exit

29.57.2.10 final_init

```
int(* sbi_platform_operations::final_init) (bool cold_boot)
```
Platform final initialization

29.57.2.11 get_tlb_num_entries

```
u32(* sbi_platform_operations::get_tlb_num_entries) (void)
```
Get tlb fifo num entries

29.57.2.12 get_tlbr_flush_limit

```
u64(* sbi_platform_operations::get_tlbr_flush_limit) (void)
```
Get tlb flush limit value

29.57.2.13 ipi_exit

```
void(* sbi_platform_operations::ipi_exit) (void)
```
Exit IPI for current HART

29.57.2.14 ipi_init

```
int(* sbi_platform_operations::ipi_init) (bool cold_boot)
```
Initialize IPI for current HART

29.57.2.15 irqchip_exit

```
void(* sbi_platform_operations::irqchip_exit) (void)
```
Exit the platform interrupt controller for current HART

29.57.2.16 irqchip_init

```
int(* sbi_platform_operations::irqchip_init) (bool cold_boot)
```
Initialize the platform interrupt controller for current HART

29.57.2.17 misa_check_extension

```
int(* sbi_platform_operations::misa_check_extension) (char ext)
```
For platforms that do not implement misa, non-standard methods are needed to determine cpu extension.

29.57.2.18 misa_get_xlen

```
int(* sbi_platform_operations::misa_get_xlen) (void)
```
For platforms that do not implement misa, non-standard methods are needed to get MXL field of misa.

29.57.2.19 nascent_init

```
int(* sbi_platform_operations::nascent_init) (void)
```

29.57.2.20 pmu_init

```
int(* sbi_platform_operations::pmu_init) (void)
```
Initialize hw performance counters

29.57.2.21 pmu_xlate_to_mhpmevent

```
uint64_t(* sbi_platform_operations::pmu_xlate_to_mhpmevent) (uint32_t event_idx, uint64_↩
t data)
```
Get platform specific mhpmevent value

29.57.2.22 timer_exit

```
void(* sbi_platform_operations::timer_exit) (void)
```
Exit platform timer for current HART

29.57.2.23 timer_init

```
int(* sbi_platform_operations::timer_init) (bool cold_boot)
```
Initialize platform timer for current HART

29.57.2.24 vendor_ext_check

```
bool(* sbi_platform_operations::vendor_ext_check) (void)
```
Check if SBI vendor extension is implemented or not

29.57.2.25 vendor_ext_provider

```
int(* sbi_platform_operations::vendor_ext_provider) (long funcid, struct sbi_trap_regs *regs,
struct sbi_ecall_return *out)
```
platform specific SBI extension implementation provider
The documentation for this struct was generated from the following file:

- include/sbi/sbi_platform.h

29.58 sbi_pmu_device Struct Reference

`#include <sbi_pmu.h>`

Data Fields

- char name [32]
- int(* fw_event_validate_encoding)(uint32_t hartid, uint64_t event_data)
- bool(* fw_counter_match_encoding)(uint32_t hartid, uint32_t counter_index, uint64_t event_data)
- int(* fw_counter_width)(void)
- uint64_t(* fw_counter_read_value)(uint32_t hartid, uint32_t counter_index)
- void(* fw_counter_write_value)(uint32_t hartid, uint32_t counter_index, uint64_t value)
- int(* fw_counter_start)(uint32_t hartid, uint32_t counter_index, uint64_t event_data)
- int(* fw_counter_stop)(uint32_t hartid, uint32_t counter_index)
- void(* hw_counter_enable_irq)(uint32_t counter_index)
- void(* hw_counter_disable_irq)(uint32_t counter_index)
- int(* hw_counter_irq_bit)(void)
- void(* hw_counter_filter_mode)(unsigned long flags, int counter_index)

29.58.1 Field Documentation

29.58.1.1 fw_counter_match_encoding

`bool(* sbi_pmu_device::fw_counter_match_encoding) (uint32_t hartid, uint32_t counter_index, uint64_t event_data)`
Match custom firmware counter with custom firmware event Note: 0 <= counter_index < SBI_PMU_FW_CTR_↩ MAX

29.58.1.2 fw_counter_read_value

`uint64_t(* sbi_pmu_device::fw_counter_read_value) (uint32_t hartid, uint32_t counter_index)`
Read value of custom firmware counter Note: 0 <= counter_index < SBI_PMU_FW_CTR_MAX

29.58.1.3 fw_counter_start

`int(* sbi_pmu_device::fw_counter_start) (uint32_t hartid, uint32_t counter_index, uint64_↩ t event_data)`
Start custom firmware counter Note: 0 <= counter_index < SBI_PMU_FW_CTR_MAX

29.58.1.4 fw_counter_stop

`int(* sbi_pmu_device::fw_counter_stop) (uint32_t hartid, uint32_t counter_index)`
Stop custom firmware counter Note: 0 <= counter_index < SBI_PMU_FW_CTR_MAX

29.58.1.5 fw_counter_width

`int(* sbi_pmu_device::fw_counter_width) (void)`
Fetch the max width of this counter in number of bits.

29.58.1.6 fw_counter_write_value

`void(* sbi_pmu_device::fw_counter_write_value) (uint32_t hartid, uint32_t counter_index, uint64↩ _t value)`
Write value to custom firmware counter Note: 0 <= counter_index < SBI_PMU_FW_CTR_MAX

29.58.1.7 fw_event_validate_encoding

```
int(* sbi_pmu_device::fw_event_validate_encoding) (uint32_t hartid, uint64_t event_data)
```
Validate event code of custom firmware event

29.58.1.8 hw_counter_disable_irq

```
void(* sbi_pmu_device::hw_counter_disable_irq) (uint32_t counter_index)
```
Custom disable irq for hardware counter Note: 0 <= counter_index < SBI_PMU_HW_CTR_MAX

29.58.1.9 hw_counter_enable_irq

```
void(* sbi_pmu_device::hw_counter_enable_irq) (uint32_t counter_index)
```
Custom enable irq for hardware counter Note: 0 <= counter_index < SBI_PMU_HW_CTR_MAX

29.58.1.10 hw_counter_filter_mode

```
void(* sbi_pmu_device::hw_counter_filter_mode) (unsigned long flags, int counter_index)
```
Custom function to inhibit counting of events while in specified mode.

29.58.1.11 hw_counter_irq_bit

```
int(* sbi_pmu_device::hw_counter_irq_bit) (void)
```
Custom function returning the machine-specific irq-bit.

29.58.1.12 name

```
char sbi_pmu_device::name[32]
```
Name of the PMU platform device
The documentation for this struct was generated from the following file:

- include/sbi/sbi_pmu.h

29.59 sbi_scratch Struct Reference

```
#include <sbi_scratch.h>
```

Data Fields

- unsigned long fw_start
- unsigned long fw_size
- unsigned long fw_rw_offset
- unsigned long fw_heap_offset
- unsigned long fw_heap_size
- unsigned long next_arg1
- unsigned long next_addr
- unsigned long next_mode
- unsigned long warmboot_addr
- unsigned long platform_addr
- unsigned long hartid_to_scratch
- unsigned long trap_context
- unsigned long tmp0
- unsigned long options

29.59.1 Detailed Description

Representation of per-HART scratch space

29.59.2 Field Documentation

29.59.2.1 fw_heap_offset

`unsigned long sbi_scratch::fw_heap_offset`
Offset (in bytes) of the heap area

29.59.2.2 fw_heap_size

`unsigned long sbi_scratch::fw_heap_size`
Size (in bytes) of the heap area

29.59.2.3 fw_rw_offset

`unsigned long sbi_scratch::fw_rw_offset`
Offset (in bytes) of the R/W section

29.59.2.4 fw_size

`unsigned long sbi_scratch::fw_size`
Size (in bytes) of firmware linked to OpenSBI library

29.59.2.5 fw_start

`unsigned long sbi_scratch::fw_start`
Start (or base) address of firmware linked to OpenSBI library

29.59.2.6 hartid_to_scratch

`unsigned long sbi_scratch::hartid_to_scratch`
Address of HART ID to sbi_scratch conversion function

29.59.2.7 next_addr

`unsigned long sbi_scratch::next_addr`
Address of next booting stage for this HART

29.59.2.8 next_arg1

`unsigned long sbi_scratch::next_arg1`
Arg1 (or 'a1' register) of next booting stage for this HART

29.59.2.9 next_mode

`unsigned long sbi_scratch::next_mode`
Privilege mode of next booting stage for this HART

29.59.2.10 options

`unsigned long sbi_scratch::options`
Options for OpenSBI library

29.59.2.11 platform_addr

`unsigned long sbi_scratch::platform_addr`
Address of sbi_platform

29.59.2.12 tmp0

`unsigned long sbi_scratch::tmp0`
Temporary storage

29.59.2.13 trap_context

`unsigned long sbi_scratch::trap_context`
Address of current trap context

29.59.2.14 warmboot_addr

`unsigned long sbi_scratch::warmboot_addr`
Warm boot entry point address for this HART
The documentation for this struct was generated from the following file:

- include/sbi/sbi_scratch.h

29.60 sbi_sse_cb_ops Struct Reference

`#include <sbi_sse.h>`

Data Fields

- void(∗ set_hartid_cb)(uint32_t event_id, unsigned long hart_id)
- void(∗ complete_cb)(uint32_t event_id)
- void(∗ register_cb)(uint32_t event_id)
- void(∗ unregister_cb)(uint32_t event_id)
- void(∗ enable_cb)(uint32_t event_id)
- void(∗ disable_cb)(uint32_t event_id)

29.60.1 Field Documentation

29.60.1.1 complete_cb

`void(* sbi_sse_cb_ops::complete_cb) (uint32_t event_id)`
Called when the SBI_EXT_SSE_COMPLETE is invoked on the event.

29.60.1.2 disable_cb

`void(* sbi_sse_cb_ops::disable_cb) (uint32_t event_id)`
Called when the SBI_EXT_SSE_DISABLE is invoked on the event.

29.60.1.3 enable_cb

`void(* sbi_sse_cb_ops::enable_cb) (uint32_t event_id)`
Called when the SBI_EXT_SSE_ENABLE is invoked on the event.

29.60.1.4 register_cb

`void(* sbi_sse_cb_ops::register_cb) (uint32_t event_id)`
Called when the SBI_EXT_SSE_REGISTER is invoked on the event.

29.60.1.5 set_hartid_cb

`void(* sbi_sse_cb_ops::set_hartid_cb) (uint32_t event_id, unsigned long hart_id)`
Called when hart_id is changed on the event.

29.60.1.6 unregister_cb

```
void(* sbi_sse_cb_ops::unregister_cb) (uint32_t event_id)
```

Called when the SBI_EXT_SSE_UNREGISTER is invoked on the event.
The documentation for this struct was generated from the following file:

- include/sbi/sbi_sse.h

29.61 sbi_system_reset_device Struct Reference

```
#include <sbi_system.h>
```

Data Fields

- char name [32]
- int(* system_reset_check)(u32 reset_type, u32 reset_reason)
- void(* system_reset)(u32 reset_type, u32 reset_reason)
- struct sbi_dlist node

29.61.1 Detailed Description

System reset hardware device

29.61.2 Field Documentation

29.61.2.1 name

```
char sbi_system_reset_device::name[32]
```

Name of the system reset device

29.61.2.2 node

```
struct sbi_dlist sbi_system_reset_device::node
```

List

29.61.2.3 system_reset

```
void(* sbi_system_reset_device::system_reset) (u32 reset_type, u32 reset_reason)
```

Reset the system

29.61.2.4 system_reset_check

```
int(* sbi_system_reset_device::system_reset_check) (u32 reset_type, u32 reset_reason)
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_system.h

29.62 sbi_system_suspend_device Struct Reference

```
#include <sbi_system.h>
```

Data Fields

- char name [32]
- int(* system_suspend_check)(u32 sleep_type)
- int(* system_suspend)(u32 sleep_type, unsigned long mmode_resume_addr)

29.62.1 Detailed Description

System suspend device

29.62.2 Field Documentation

29.62.2.1 name

```
char sbi_system_suspend_device::name[32]
```

Name of the system suspend device

29.62.2.2 system_suspend

```
int(* sbi_system_suspend_device::system_suspend) (u32 sleep_type, unsigned long mmode_resume_↩
addr)
```

Suspend the system
@sleep_type: The sleep type identifier passed to the SBI call. @mmode_resume_addr: This is the same as sbi_scratch.warmboot_addr. Some platforms may not be able to return from system_suspend(), so they will jump directly to this address instead. Platforms which can return from system_suspend() may ignore this parameter.

29.62.2.3 system_suspend_check

```
int(* sbi_system_suspend_device::system_suspend_check) (u32 sleep_type)
```

Check whether sleep type is supported by the device
Returns 0 when @sleep_type supported, SBI_ERR_INVALID_PARAM when @sleep_type is reserved, or SBI_↩ ERR_NOT_SUPPORTED when @sleep_type is not reserved and is implemented, but the platform doesn't support it due to missing dependencies.
The documentation for this struct was generated from the following file:

- include/sbi/sbi_system.h

29.63 sbi_timer_device Struct Reference

```
#include <sbi_timer.h>
```

Data Fields

- char name [32]
- unsigned long timer_freq
- u64(* timer_value)(void)
- void(* timer_event_start)(u64 next_event)
- void(* timer_event_stop)(void)

29.63.1 Detailed Description

Timer hardware device

29.63.2 Field Documentation

29.63.2.1 name

```
char sbi_timer_device::name[32]
```

Name of the timer operations

29.63.2.2 timer_event_start

```
void(* sbi_timer_device::timer_event_start) (u64 next_event)
```
Start timer event for current HART

29.63.2.3 timer_event_stop

```
void(* sbi_timer_device::timer_event_stop) (void)
```
Stop timer event for current HART

29.63.2.4 timer_freq

```
unsigned long sbi_timer_device::timer_freq
```
Frequency of timer in HZ

29.63.2.5 timer_value

```
u64(* sbi_timer_device::timer_value) (void)
```
Get free-running timer value
The documentation for this struct was generated from the following file:

- include/sbi/sbi_timer.h

29.64 sbi_tlb_info Struct Reference

```
#include <sbi_tlb.h>
```

Data Fields

- unsigned long start
- unsigned long size
- uint16_t asid
- uint16_t vmid
- enum sbi_tlb_type type
- struct sbi_hartmask smask

29.64.1 Field Documentation

29.64.1.1 asid

```
uint16_t sbi_tlb_info::asid
```

29.64.1.2 size

```
unsigned long sbi_tlb_info::size
```

29.64.1.3 smask

```
struct sbi_hartmask sbi_tlb_info::smask
```

29.64.1.4 start

```
unsigned long sbi_tlb_info::start
```

29.64.1.5 type

```
enum sbi_tlb_type sbi_tlb_info::type
```

29.64.1.6 vmid

```
uint16_t sbi_tlb_info::vmid
```

The documentation for this struct was generated from the following file:

- include/sbi/sbi_tlb.h

29.65 sbi_trap_context Struct Reference

```
#include <sbi_trap.h>
```

Data Fields

- struct sbi_trap_regs regs
- struct sbi_trap_info trap
- struct sbi_trap_context * prev_context

29.65.1 Detailed Description

Representation of trap context saved on stack

29.65.2 Field Documentation

29.65.2.1 prev_context

```
struct sbi_trap_context* sbi_trap_context::prev_context
```

Pointer to previous trap context

29.65.2.2 regs

```
struct sbi_trap_regs sbi_trap_context::regs
```

Register state

29.65.2.3 trap

```
struct sbi_trap_info sbi_trap_context::trap
```

Trap details

The documentation for this struct was generated from the following file:

- include/sbi/sbi_trap.h

29.66 sbi_trap_info Struct Reference

```
#include <sbi_trap.h>
```

Data Fields

- unsigned long cause
- unsigned long tval
- unsigned long tval2
- unsigned long tinst
- unsigned long gva

29.66.1 Detailed Description

Representation of trap details

29.66.2 Field Documentation

29.66.2.1 cause

`unsigned long sbi_trap_info::cause`
cause Trap exception cause

29.66.2.2 gva

`unsigned long sbi_trap_info::gva`
gva Guest virtual address in tval flag

29.66.2.3 tinst

`unsigned long sbi_trap_info::tinst`
tinst Trap instruction

29.66.2.4 tval

`unsigned long sbi_trap_info::tval`
tval Trap value

29.66.2.5 tval2

`unsigned long sbi_trap_info::tval2`
tval2 Trap value 2
The documentation for this struct was generated from the following file:

- include/sbi/sbi_trap.h

29.67 sbi_trap_regs Struct Reference

`#include <sbi_trap.h>`

Data Fields

- unsigned long zero
- unsigned long ra
- unsigned long sp
- unsigned long gp
- unsigned long tp
- unsigned long t0
- unsigned long t1
- unsigned long t2
- unsigned long s0
- unsigned long s1
- unsigned long a0
- unsigned long a1
- unsigned long a2
- unsigned long a3
- unsigned long a4
- unsigned long a5

- unsigned long a6
- unsigned long a7
- unsigned long s2
- unsigned long s3
- unsigned long s4
- unsigned long s5
- unsigned long s6
- unsigned long s7
- unsigned long s8
- unsigned long s9
- unsigned long s10
- unsigned long s11
- unsigned long t3
- unsigned long t4
- unsigned long t5
- unsigned long t6
- unsigned long mepc
- unsigned long mstatus
- unsigned long mstatusH

29.67.1 Detailed Description

Representation of register state at time of trap/interrupt

29.67.2 Field Documentation

29.67.2.1 a0

`unsigned long sbi_trap_regs::a0`
a0 register state

29.67.2.2 a1

`unsigned long sbi_trap_regs::a1`
a1 register state

29.67.2.3 a2

`unsigned long sbi_trap_regs::a2`
a2 register state

29.67.2.4 a3

`unsigned long sbi_trap_regs::a3`
a3 register state

29.67.2.5 a4

`unsigned long sbi_trap_regs::a4`
a4 register state

29.67.2.6 a5

`unsigned long sbi_trap_regs::a5`
a5 register state

29.67.2.7 a6

unsigned long sbi_trap_regs::a6
a6 register state

29.67.2.8 a7

unsigned long sbi_trap_regs::a7
a7 register state

29.67.2.9 gp

unsigned long sbi_trap_regs::gp
gp register state

29.67.2.10 mepc

unsigned long sbi_trap_regs::mepc
mepc register state

29.67.2.11 mstatus

unsigned long sbi_trap_regs::mstatus
mstatus register state

29.67.2.12 mstatusH

unsigned long sbi_trap_regs::mstatusH
mstatusH register state (only for 32-bit)

29.67.2.13 ra

unsigned long sbi_trap_regs::ra
ra register state

29.67.2.14 s0

unsigned long sbi_trap_regs::s0
s0 register state

29.67.2.15 s1

unsigned long sbi_trap_regs::s1
s1 register state

29.67.2.16 s10

unsigned long sbi_trap_regs::s10
s10 register state

29.67.2.17 s11

unsigned long sbi_trap_regs::s11
s11 register state

29.67.2.18 s2

unsigned long sbi_trap_regs::s2
s2 register state

29.67.2.19 s3

```
unsigned long sbi_trap_regs::s3
```

s3 register state

29.67.2.20 s4

```
unsigned long sbi_trap_regs::s4
```

s4 register state

29.67.2.21 s5

```
unsigned long sbi_trap_regs::s5
```

s5 register state

29.67.2.22 s6

```
unsigned long sbi_trap_regs::s6
```

s6 register state

29.67.2.23 s7

```
unsigned long sbi_trap_regs::s7
```

s7 register state

29.67.2.24 s8

```
unsigned long sbi_trap_regs::s8
```

s8 register state

29.67.2.25 s9

```
unsigned long sbi_trap_regs::s9
```

s9 register state

29.67.2.26 sp

```
unsigned long sbi_trap_regs::sp
```

sp register state

29.67.2.27 t0

```
unsigned long sbi_trap_regs::t0
```

t0 register state

29.67.2.28 t1

```
unsigned long sbi_trap_regs::t1
```

t1 register state

29.67.2.29 t2

```
unsigned long sbi_trap_regs::t2
```

t2 register state

29.67.2.30 t3

```
unsigned long sbi_trap_regs::t3
```

t3 register state

29.67.2.31 t4

`unsigned long sbi_trap_regs::t4`
t4 register state

29.67.2.32 t5

`unsigned long sbi_trap_regs::t5`
t5 register state

29.67.2.33 t6

`unsigned long sbi_trap_regs::t6`
t6 register state

29.67.2.34 tp

`unsigned long sbi_trap_regs::tp`
tp register state

29.67.2.35 zero

`unsigned long sbi_trap_regs::zero`
zero register state
The documentation for this struct was generated from the following file:

- include/sbi/sbi_trap.h

29.68 smu_data Struct Reference

`#include <atcsmu.h>`

Data Fields

- unsigned long addr

29.68.1 Field Documentation

29.68.1.1 addr

`unsigned long smu_data::addr`
The documentation for this struct was generated from the following file:

- include/sbi_utils/sys/atcsmu.h

29.69 uu Union Reference

`#include <quad.h>`

Data Fields

- quad_t q
- quad_t uq
- long sl [2]
- u_long ul [2]

29.69.1 Field Documentation

29.69.1.1 q

```
quad_t uu::q
```

29.69.1.2 sl

```
long uu::sl[2]
```

29.69.1.3 ul

```
u_long uu::ul[2]
```

29.69.1.4 uq

```
quad_t uu::uq
```

The documentation for this union was generated from the following file:

- lib/utils/libquad/quad.h

Chapter 30

File Documentation

30.1 docs/contributing.md File Reference

30.2 docs/domain_support.md File Reference

30.3 docs/firmware/fw.md File Reference

30.4 docs/firmware/fw_dynamic.md File Reference

30.5 docs/firmware/fw_jump.md File Reference

30.6 docs/firmware/fw_payload.md File Reference

30.7 docs/firmware/payload_linux.md File Reference

30.8 docs/firmware/payload_uboot.md File Reference

30.9 docs/library_usage.md File Reference

30.10 docs/opensbi_config.md File Reference

30.11 docs/platform/andes-ae350.md File Reference

30.12 docs/platform/fpga-ariane.md File Reference

30.13 docs/platform/fpga-openpiton.md File Reference

30.14 docs/platform/generic.md File Reference

30.15 docs/platform/nuclei_ux600.md File Reference

30.16 docs/platform/platform.md File Reference

30.17 docs/platform/qemu_virt.md File Reference

30.18 docs/platform/renesas-rzfive.md File Reference

30.19 docs/platform/shakti_cclass.md File Reference

30.20 docs/platform/sifive_fu540.md File Reference

30.21 docs/platform/spike.md File Reference

30.22 docs/platform/thead-c9xx.md File Reference

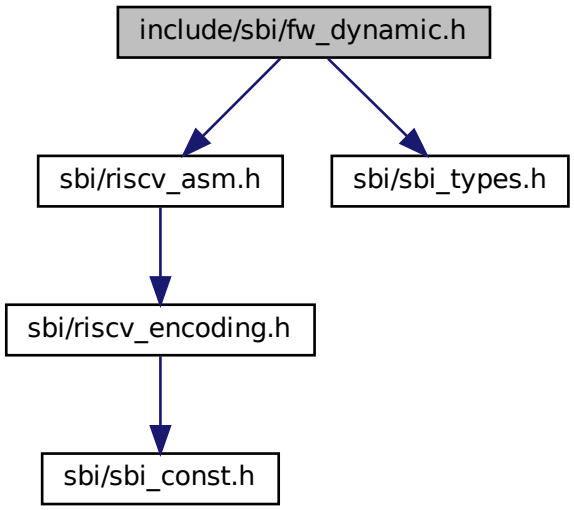
30.23 docs/platform_guide.md File Reference

30.24 docs/platform_requirements.md File Reference

30.25 docs/writing_tests.md File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for fw_dynamic.h:



Data Structures

- struct fw_dynamic_info

Macros

- #define FW_DYNAMIC_INFO_MAGIC_OFFSET (0 * __SIZEOF_LONG__)
- #define FW_DYNAMIC_INFO_VERSION_OFFSET (1 * __SIZEOF_LONG__)
- #define FW_DYNAMIC_INFO_NEXT_ADDR_OFFSET (2 * __SIZEOF_LONG__)
- #define FW_DYNAMIC_INFO_NEXT_MODE_OFFSET (3 * __SIZEOF_LONG__)
- #define FW_DYNAMIC_INFO_OPTIONS_OFFSET (4 * __SIZEOF_LONG__)
- #define FW_DYNAMIC_INFO_BOOT_HART_OFFSET (5 * __SIZEOF_LONG__)
- #define FW_DYNAMIC_INFO_MAGIC_VALUE 0x4942534f
- #define FW_DYNAMIC_INFO_VERSION_2 0x2
- #define FW_DYNAMIC_INFO_VERSION_MAX FW_DYNAMIC_INFO_VERSION_2
- #define FW_DYNAMIC_INFO_NEXT_MODE_U 0x0
- #define FW_DYNAMIC_INFO_NEXT_MODE_S 0x1
- #define FW_DYNAMIC_INFO_NEXT_MODE_M 0x3

Functions

- _Static_assert (offsetof(struct fw_dynamic_info, magic)==FW_DYNAMIC_INFO_MAGIC_OFFSET, "struct fw_dynamic_info definition has changed, please redefine " "FW_DYNAMIC_INFO_MAGIC_OFFSET")
- _Static_assert (offsetof(struct fw_dynamic_info, version)==FW_DYNAMIC_INFO_VERSION_OFFSET, "struct fw_dynamic_info definition has changed, please redefine " "FW_DYNAMIC_INFO_VERSION_OFFSET")
- _Static_assert (offsetof(struct fw_dynamic_info, next_addr)==FW_DYNAMIC_INFO_NEXT_ADDR_OFFSET, "struct fw_dynamic_info definition has changed, please redefine " "FW_DYNAMIC_INFO_NEXT_ADDR_OFFSET")
- _Static_assert (offsetof(struct fw_dynamic_info, next_mode)==FW_DYNAMIC_INFO_NEXT_MODE_OFFSET, "struct fw_dynamic_info definition has changed, please redefine " "FW_DYNAMIC_INFO_NEXT_MODE_OFFSET")

- _Static_assert (offsetof(struct fw_dynamic_info, options)==FW_DYNAMIC_INFO_OPTIONS_OFFSET, "struct fw_dynamic_info definition has changed, please redefine " "FW_DYNAMIC_INFO_OPTIONS_OFFSET")
- _Static_assert (offsetof(struct fw_dynamic_info, boot_hart)==FW_DYNAMIC_INFO_BOOT_HART_OFFSET, "struct fw_dynamic_info definition has changed, please redefine " "FW_DYNAMIC_INFO_BOOT_HART_OFFSET")

Variables

- struct fw_dynamic_info __packed

30.26.1 Macro Definition Documentation

30.26.1.1 FW_DYNAMIC_INFO_BOOT_HART_OFFSET

```
#define FW_DYNAMIC_INFO_BOOT_HART_OFFSET (5 * __SIZEOF_LONG__)
```

Offset of boot_hart member in fw_dynamic_info (version >= 2)

30.26.1.2 FW_DYNAMIC_INFO_MAGIC_OFFSET

```
#define FW_DYNAMIC_INFO_MAGIC_OFFSET (0 * __SIZEOF_LONG__)
```

Offset of magic member in fw_dynamic_info

30.26.1.3 FW_DYNAMIC_INFO_MAGIC_VALUE

```
#define FW_DYNAMIC_INFO_MAGIC_VALUE 0x4942534f
```

Expected value of info magic ('OSBI' ascii string in hex)

30.26.1.4 FW_DYNAMIC_INFO_NEXT_ADDR_OFFSET

```
#define FW_DYNAMIC_INFO_NEXT_ADDR_OFFSET (2 * __SIZEOF_LONG__)
```

Offset of next_addr member in fw_dynamic_info (version >= 1)

30.26.1.5 FW_DYNAMIC_INFO_NEXT_MODE_M

```
#define FW_DYNAMIC_INFO_NEXT_MODE_M 0x3
```

30.26.1.6 FW_DYNAMIC_INFO_NEXT_MODE_OFFSET

```
#define FW_DYNAMIC_INFO_NEXT_MODE_OFFSET (3 * __SIZEOF_LONG__)
```

Offset of next_mode member in fw_dynamic_info (version >= 1)

30.26.1.7 FW_DYNAMIC_INFO_NEXT_MODE_S

```
#define FW_DYNAMIC_INFO_NEXT_MODE_S 0x1
```

30.26.1.8 FW_DYNAMIC_INFO_NEXT_MODE_U

```
#define FW_DYNAMIC_INFO_NEXT_MODE_U 0x0
```

Possible next mode values

30.26.1.9 FW_DYNAMIC_INFO_OPTIONS_OFFSET

```
#define FW_DYNAMIC_INFO_OPTIONS_OFFSET (4 * __SIZEOF_LONG__)
```

Offset of options member in fw_dynamic_info (version >= 1)

30.26.1.10 FW_DYNAMIC_INFO_VERSION_2

```
#define FW_DYNAMIC_INFO_VERSION_2 0x2
```

Maximum supported info version

30.26.1.11 FW_DYNAMIC_INFO_VERSION_MAX

```
#define FW_DYNAMIC_INFO_VERSION_MAX FW_DYNAMIC_INFO_VERSION_2
```

30.26.1.12 FW_DYNAMIC_INFO_VERSION_OFFSET

```
#define FW_DYNAMIC_INFO_VERSION_OFFSET (1 * __SIZEOF_LONG__)
```

Offset of version member in fw_dynamic_info

30.26.2 Function Documentation

30.26.2.1 _Static_assert() [1/6]

```
_Static_assert (
            offsetof(struct fw_dynamic_info, boot_hart)  = =FW_DYNAMIC_INFO_BOOT_HART_OFFSET,
            "struct fw_dynamic_info definition has changed,
            please redefine " "FW_DYNAMIC_INFO_BOOT_HART_OFFSET"  )
```

30.26.2.2 _Static_assert() [2/6]

```
_Static_assert (
            offsetof(struct fw_dynamic_info, magic)  = =FW_DYNAMIC_INFO_MAGIC_OFFSET,
            "struct fw_dynamic_info definition has changed,
            please redefine " "FW_DYNAMIC_INFO_MAGIC_OFFSET"  )
```

Prevent modification of struct fw_dynamic_info from affecting FW_DYNAMIC_INFO_xxx_OFFSET

30.26.2.3 _Static_assert() [3/6]

```
_Static_assert (
            offsetof(struct fw_dynamic_info, next_addr)  = =FW_DYNAMIC_INFO_NEXT_ADDR_OFFSET,
            "struct fw_dynamic_info definition has changed,
            please redefine " "FW_DYNAMIC_INFO_NEXT_ADDR_OFFSET"  )
```

30.26.2.4 _Static_assert() [4/6]

```
_Static_assert (
            offsetof(struct fw_dynamic_info, next_mode)  = =FW_DYNAMIC_INFO_NEXT_MODE_OFFSET,
            "struct fw_dynamic_info definition has changed,
            please redefine " "FW_DYNAMIC_INFO_NEXT_MODE_OFFSET"  )
```

30.26.2.5 _Static_assert() [5/6]

```
_Static_assert (
            offsetof(struct fw_dynamic_info, options)  = =FW_DYNAMIC_INFO_OPTIONS_OFFSET,
            "struct fw_dynamic_info definition has changed,
            please redefine " "FW_DYNAMIC_INFO_OPTIONS_OFFSET"  )
```

30.26.2.6 _Static_assert() [6/6]

```
_Static_assert (
             offsetof(struct fw_dynamic_info, version)   = =FW_DYNAMIC_INFO_VERSION_OFFSET,
             "struct fw_dynamic_info definition has changed,
             please redefine " "FW_DYNAMIC_INFO_VERSION_OFFSET"  )
```

30.26.3 Variable Documentation

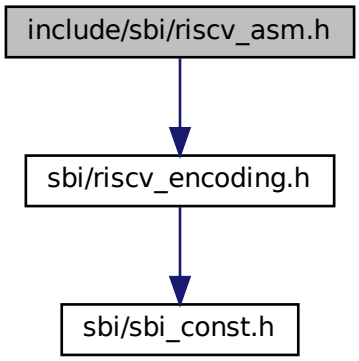
30.26.3.1 __packed

```
struct fw_dynamic_info __packed
```

30.27 include/sbi/riscv_asm.h File Reference

```
#include <sbi/riscv_encoding.h>
```

Include dependency graph for riscv_asm.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define __ASM_STR(x) #x
- #define PAGE_SHIFT (12)
- #define PAGE_SIZE (_AC(1, UL) << PAGE_SHIFT)
- #define PAGE_MASK (~(PAGE_SIZE - 1))
- #define REG_L __REG_SEL(ld, lw)
- #define REG_S __REG_SEL(sd, sw)
- #define SZREG __REG_SEL(8, 4)
- #define LGREG __REG_SEL(3, 2)
- #define csr_swap(csr, val)
- #define csr_read(csr)

- #define csr_write(csr, val)
- #define csr_read_set(csr, val)
- #define csr_set(csr, val)
- #define csr_read_clear(csr, val)
- #define csr_clear(csr, val)
- #define wfi()
- #define ebreak()
- #define current_hartid() ((unsigned int)csr_read(CSR_MHARTID))
- #define misa_extension(c)

Functions

- unsigned long csr_read_num (int csr_num)
- void csr_write_num (int csr_num, unsigned long val)
- int misa_extension_imp (char ext)
- int misa_xlen (void)
- void misa_string (int xlen, char *out, unsigned int out_sz)
- int pmp_disable (unsigned int n)
- int is_pmp_entry_mapped (unsigned long entry)
- int pmp_set (unsigned int n, unsigned long prot, unsigned long addr, unsigned long log2len)
- int pmp_get (unsigned int n, unsigned long *prot_out, unsigned long *addr_out, unsigned long *log2len)

30.27.1 Macro Definition Documentation

30.27.1.1 __ASM_STR

```
#define __ASM_STR(
              x ) #x
```

30.27.1.2 csr_clear

```
#define csr_clear(
              csr,
              val )
```

Value:

```
    ({                                                          \
        unsigned long __v = (unsigned long)(val);           \
        __asm__ __volatile__("csrc " __ASM_STR(csr) ", %0" \
                     :                                      \
                     : "rK"(__v)                            \
                     : "memory");                           \
    })
```

30.27.1.3 csr_read

```
#define csr_read(
              csr )
```

Value:

```
    ({                                                          \
        register unsigned long __v;                         \
        __asm__ __volatile__("csrr %0, " __ASM_STR(csr) \
                     : "=r"(__v)                            \
                     :                                      \
                     : "memory");                           \
        __v;                                                \
    })
```

30.27.1.4 csr_read_clear

```
#define csr_read_clear(
              csr,
              val )
```

Value:

```
    ({                                                                  \
        unsigned long __v = (unsigned long)(val);                       \
        __asm__ __volatile__("csrrc %0, " __ASM_STR(csr) ", %1" \
                     : "=r"(__v)                                        \
                     : "rK"(__v)                                        \
                     : "memory");                                       \
        __v;                                                            \
    })
```

30.27.1.5 csr_read_set

```
#define csr_read_set(
              csr,
              val )
```

Value:

```
    ({                                                                  \
        unsigned long __v = (unsigned long)(val);                       \
        __asm__ __volatile__("csrrs %0, " __ASM_STR(csr) ", %1" \
                     : "=r"(__v)                                        \
                     : "rK"(__v)                                        \
                     : "memory");                                       \
        __v;                                                            \
    })
```

30.27.1.6 csr_set

```
#define csr_set(
              csr,
              val )
```

Value:

```
    ({                                                                  \
        unsigned long __v = (unsigned long)(val);                       \
        __asm__ __volatile__("csrs " __ASM_STR(csr) ", %0" \
                     :                                                  \
                     : "rK"(__v)                                        \
                     : "memory");                                       \
    })
```

30.27.1.7 csr_swap

```
#define csr_swap(
              csr,
              val )
```

Value:

```
    ({                                                                  \
        unsigned long __v = (unsigned long)(val);                       \
        __asm__ __volatile__("csrrw %0, " __ASM_STR(csr) ", %1" \
                     : "=r"(__v)                                        \
                     : "rK"(__v)                                        \
                     : "memory");                                       \
        __v;                                                            \
    })
```

30.27.1.8 csr_write

```
#define csr_write(
              csr,
              val )
```

Value:

```
    ({                                                                  \
```

```
        unsigned long __v = (unsigned long)(val);           \
        __asm__ __volatile__("csrw " __ASM_STR(csr) ", %0" \
                             :                              \
                             : "rK"(__v)                    \
                             : "memory");                   \
    })
```

30.27.1.9 current_hartid

```
#define current_hartid( ) ((unsigned int)csr_read(CSR_MHARTID))
```

30.27.1.10 ebreak

```
#define ebreak( )
```

Value:

```
    do {                                                \
        __asm__ __volatile__("ebreak" ::: "memory"); \
    } while (0)
```

30.27.1.11 LGREG

```
#define LGREG __REG_SEL(3, 2)
```

30.27.1.12 misa_extension

```
#define misa_extension(
               c )
```

Value:

```
({\
    _Static_assert(((c >= 'A') && (c <= 'Z')),\
        "The parameter of misa_extension must be [A-Z]");\
    misa_extension_imp(c);\
})
```

30.27.1.13 PAGE_MASK

```
#define PAGE_MASK (~(PAGE_SIZE - 1))
```

30.27.1.14 PAGE_SHIFT

```
#define PAGE_SHIFT (12)
```

30.27.1.15 PAGE_SIZE

```
#define PAGE_SIZE (_AC(1, UL) << PAGE_SHIFT)
```

30.27.1.16 REG_L

```
#define REG_L __REG_SEL(ld, lw)
```

30.27.1.17 REG_S

```
#define REG_S __REG_SEL(sd, sw)
```

30.27.1.18 SZREG

```
#define SZREG __REG_SEL(8, 4)
```

30.27.1.19 wfi

```
#define wfi( )
```

Value:

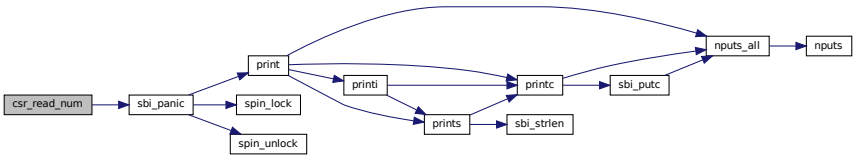
```
    do {                                            \
        __asm__ __volatile__("wfi" ::: "memory"); \
    } while (0)
```

30.27.2 Function Documentation

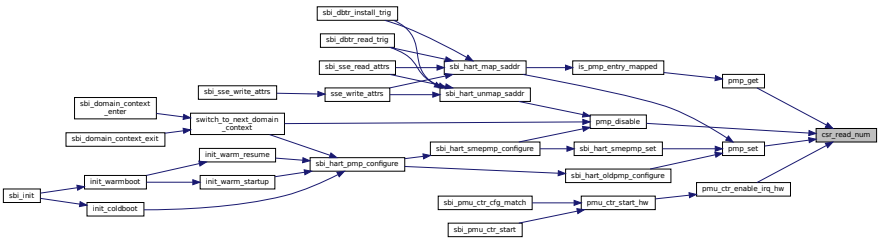
30.27.2.1 csr_read_num()

```
unsigned long csr_read_num (
            int csr_num )
```

Here is the call graph for this function:



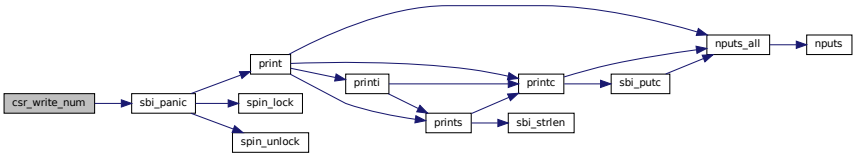
Here is the caller graph for this function:



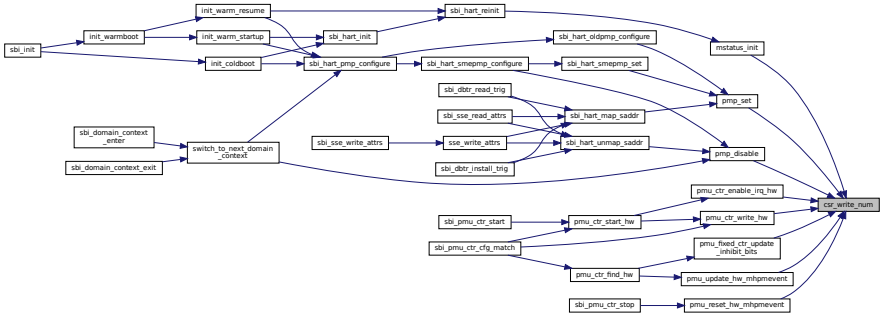
30.27.2.2 csr_write_num()

```
void csr_write_num (
            int csr_num,
            unsigned long val )
```

Here is the call graph for this function:



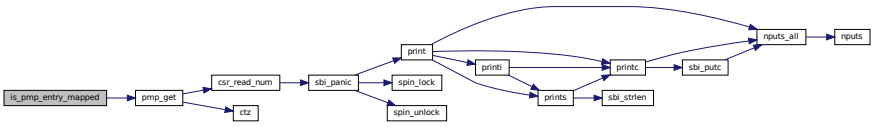
Here is the caller graph for this function:



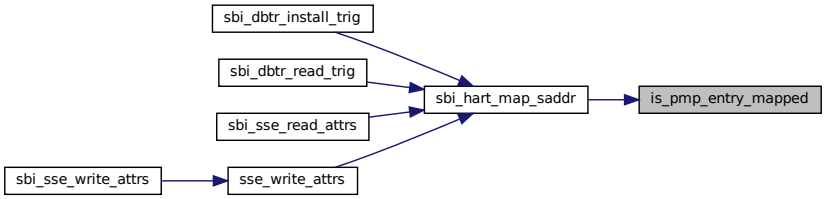
30.27.2.3 is_pmp_entry_mapped()

```
int is_pmp_entry_mapped (
            unsigned long entry )
```

Here is the call graph for this function:



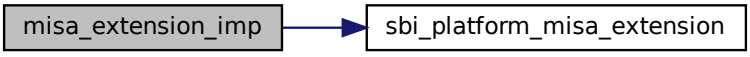
Here is the caller graph for this function:



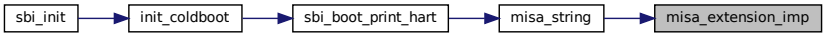
30.27.2.4 misa_extension_imp()

```
int misa_extension_imp (
            char ext )
```

Here is the call graph for this function:



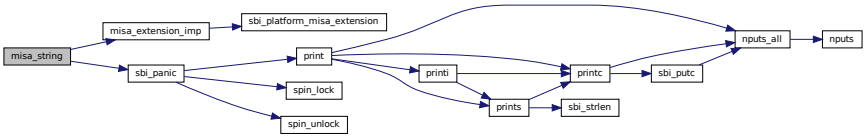
Here is the caller graph for this function:



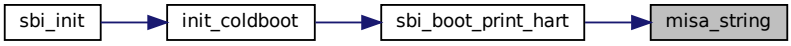
30.27.2.5 misa_string()

```
void misa_string (
            int xlen,
            char * out,
            unsigned int out_sz )
```

Here is the call graph for this function:



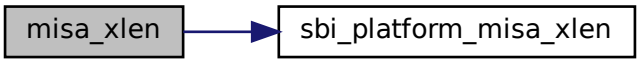
Here is the caller graph for this function:



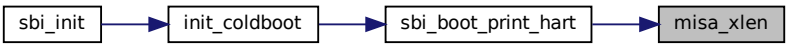
30.27.2.6 misa_xlen()

```
int misa_xlen (
            void  )
```

Here is the call graph for this function:



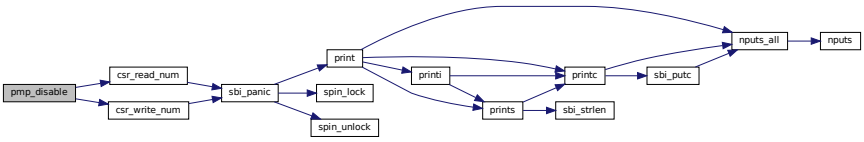
Here is the caller graph for this function:



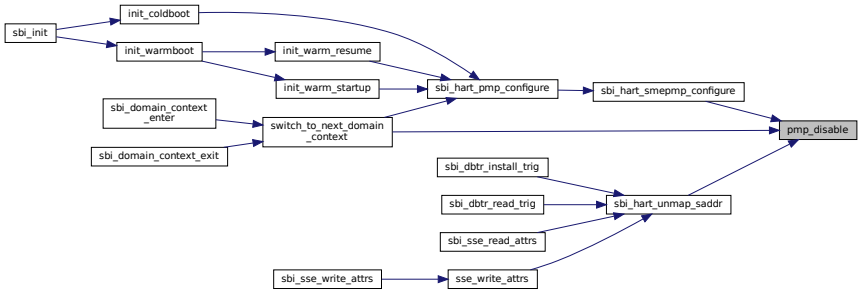
30.27.2.7 pmp_disable()

```
int pmp_disable (
            unsigned int n )
```

Here is the call graph for this function:



Here is the caller graph for this function:

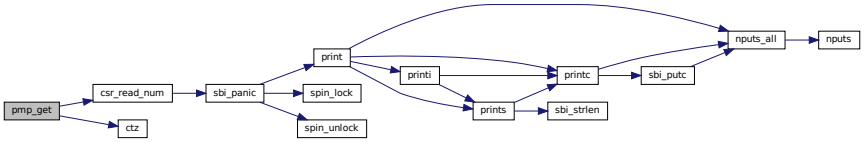


30.27.2.8 pmp_get()

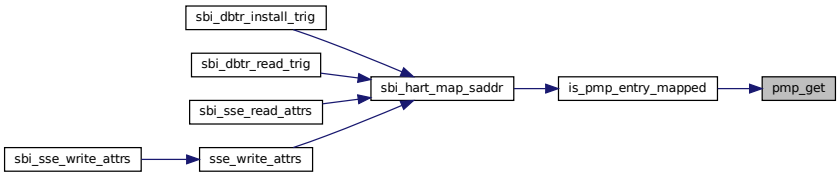
```
int pmp_get (
            unsigned int n,
```

```
            unsigned long * prot_out,
            unsigned long * addr_out,
            unsigned long * log2len )
```

Here is the call graph for this function:



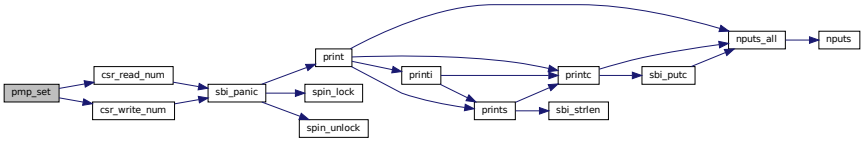
Here is the caller graph for this function:



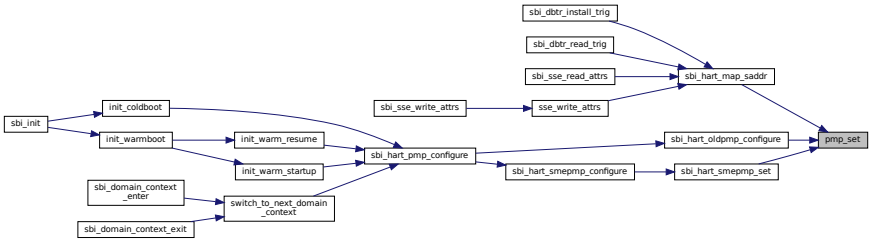
30.27.2.9 pmp_set()

```
int pmp_set (
            unsigned int n,
            unsigned long prot,
            unsigned long addr,
            unsigned long log2len )
```

Here is the call graph for this function:

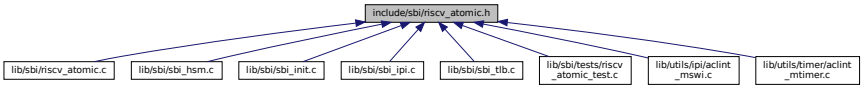


Here is the caller graph for this function:



30.28 include/sbi/riscv_atomic.h File Reference

This graph shows which files directly or indirectly include this file:



Data Structures

- struct atomic_t

Macros

- #define ATOMIC_INIT(_lptr, val) (_lptr)->counter = (val)
- #define ATOMIC_INITIALIZER(val)

Functions

- long atomic_read (atomic_t *atom)
- void atomic_write (atomic_t *atom, long value)
- long atomic_add_return (atomic_t *atom, long value)
- long atomic_sub_return (atomic_t *atom, long value)
- long atomic_cmpxchg (atomic_t *atom, long oldval, long newval)
- long atomic_xchg (atomic_t *atom, long newval)
- unsigned int atomic_raw_xchg_uint (volatile unsigned int *ptr, unsigned int newval)
- unsigned long atomic_raw_xchg_ulong (volatile unsigned long *ptr, unsigned long newval)
- int atomic_set_bit (int nr, atomic_t *atom)
- int atomic_clear_bit (int nr, atomic_t *atom)
- int atomic_raw_set_bit (int nr, volatile unsigned long *addr)
- int atomic_raw_clear_bit (int nr, volatile unsigned long *addr)

30.28.1 Macro Definition Documentation

30.28.1.1 ATOMIC_INIT

```
#define ATOMIC_INIT(
              _lptr,
              val ) (_lptr)->counter = (val)
```

30.28.1.2 ATOMIC_INITIALIZER

```
#define ATOMIC_INITIALIZER(
              val )
```

Value:

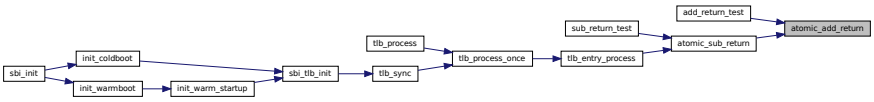
```
{                           \
    .counter = (val), \
}
```

30.28.2 Function Documentation

30.28.2.1 atomic_add_return()

```
long atomic_add_return (
            atomic_t * atom,
            long value )
```

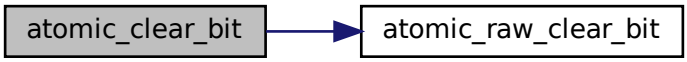
Here is the caller graph for this function:



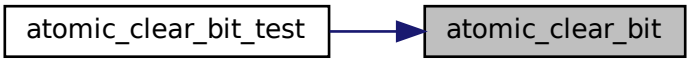
30.28.2.2 atomic_clear_bit()

```
int atomic_clear_bit (
            int nr,
            atomic_t * atom )
```

Clear a bit in an atomic variable and return the value of bit before modify. @nr : Bit to set. @atom: atomic variable to modify Here is the call graph for this function:



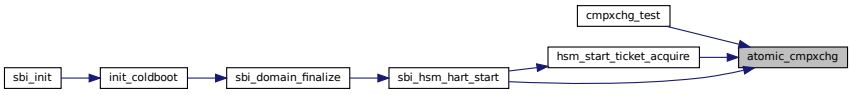
Here is the caller graph for this function:



30.28.2.3 atomic_cmpxchg()

```
long atomic_cmpxchg (
            atomic_t * atom,
            long oldval,
            long newval )
```

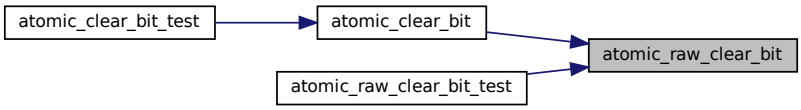
Here is the caller graph for this function:



30.28.2.4 atomic_raw_clear_bit()

```
int atomic_raw_clear_bit (
            int nr,
            volatile unsigned long * addr )
```

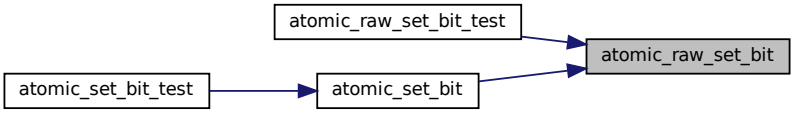
Clear a bit in any address and return the value of bit before modify. @nr : Bit to set. @addr: Address to modify Here is the caller graph for this function:



30.28.2.5 atomic_raw_set_bit()

```
int atomic_raw_set_bit (
            int nr,
            volatile unsigned long * addr )
```

Set a bit in any address and return the value of bit before modify. @nr : Bit to set. @addr: Address to modify Here is the caller graph for this function:



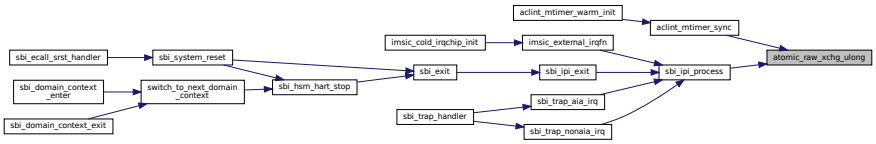
30.28.2.6 atomic_raw_xchg_uint()

```
unsigned int atomic_raw_xchg_uint (
            volatile unsigned int * ptr,
            unsigned int newval )
```

30.28.2.7 atomic_raw_xchg_ulong()

```
unsigned long atomic_raw_xchg_ulong (
            volatile unsigned long * ptr,
            unsigned long newval )
```

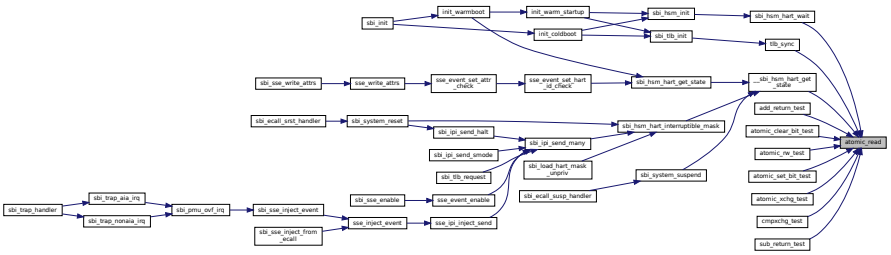
Here is the caller graph for this function:



30.28.2.8 atomic_read()

```
long atomic_read (
            atomic_t * atom )
```

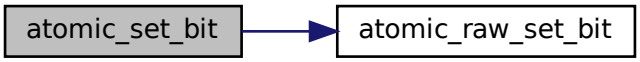
Here is the caller graph for this function:



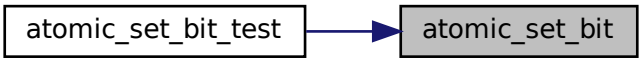
30.28.2.9 atomic_set_bit()

```
int atomic_set_bit (
            int nr,
            atomic_t * atom )
```

Set a bit in an atomic variable and return the value of bit before modify. @nr : Bit to set. @atom: atomic variable to modify Here is the call graph for this function:



Here is the caller graph for this function:

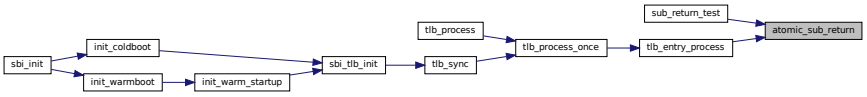


30.28.2.10 atomic_sub_return()

```
long atomic_sub_return (
            atomic_t * atom,
            long value )
```

Here is the call graph for this function:

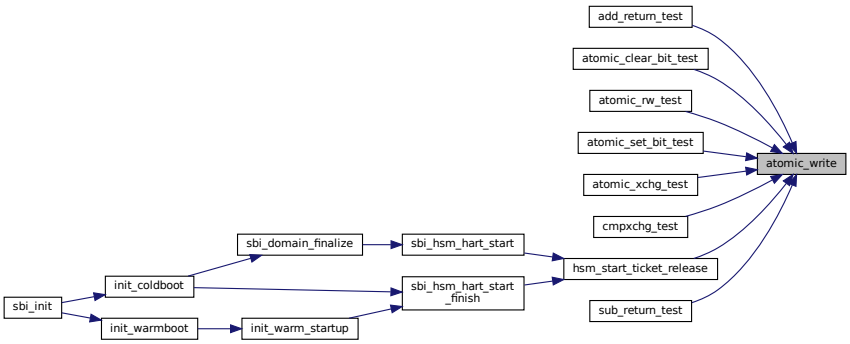
Here is the caller graph for this function:



30.28.2.11 atomic_write()

```
void atomic_write (
            atomic_t * atom,
            long value )
```

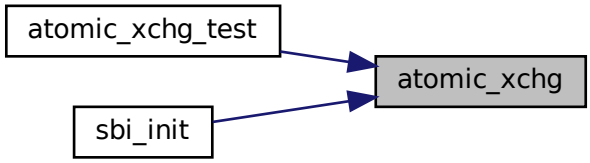
Here is the caller graph for this function:



30.28.2.12 atomic_xchg()

```
long atomic_xchg (
            atomic_t * atom,
            long newval )
```

Here is the caller graph for this function:



30.29 include/sbi/riscv_barrier.h File Reference

This graph shows which files directly or indirectly include this file:

Macros

- #define RISCV_ACQUIRE_BARRIER "\tfence r , rw\n"
- #define RISCV_RELEASE_BARRIER "\tfence rw, w\n"
- #define RISCV_FENCE(p, s) __asm__ __volatile__ ("fence " #p "," #s : : : "memory")
- #define RISCV_FENCE_I __asm__ __volatile__ ("fence.i" : : : "memory")
- #define mb() RISCV_FENCE(iorw,iorw)
- #define rmb() RISCV_FENCE(ir,ir)
- #define wmb() RISCV_FENCE(ow,ow)

- #define smp_mb() RISCV_FENCE(rw,rw)
- #define smp_rmb() RISCV_FENCE(r,r)
- #define smp_wmb() RISCV_FENCE(w,w)
- #define cpu_relax()
- #define __smp_store_release(p, v)
- #define __smp_load_acquire(p)

30.29.1 Macro Definition Documentation

30.29.1.1 __smp_load_acquire

```
#define __smp_load_acquire(
              p )
```

Value:

```
    ({                                  \
        typeof(*p) ___p1 = *(p); \
        RISCV_FENCE(r, rw);      \
        ___p1;                   \
    })
```

30.29.1.2 __smp_store_release

```
#define __smp_store_release(
              p,
              v )
```

Value:

```
    do {                           \
        RISCV_FENCE(rw, w); \
        *(p) = (v);         \
    } while (0)
```

30.29.1.3 cpu_relax

```
#define cpu_relax( )
```

Value:

```
do {                                \
    unsigned long __t;                  \
    __asm__ __volatile__ ("div %0, %0, zero" : "=r" (__t)); \
} while (0)
```

30.29.1.4 mb

```
#define mb( ) RISCV_FENCE(iorw,iorw)
```

30.29.1.5 RISCV_ACQUIRE_BARRIER

```
#define RISCV_ACQUIRE_BARRIER "\tfence r , rw\n"
```

30.29.1.6 RISCV_FENCE

```
#define RISCV_FENCE(
              p,
              s )  __asm__ __volatile__ ("fence " #p "," #s :  :  :  "memory")
```

30.29.1.7 RISCV_FENCE_I

```
#define RISCV_FENCE_I  __asm__ __volatile__ ("fence.i" : : : "memory")
```

30.29.1.8 RISCV_RELEASE_BARRIER

```
#define RISCV_RELEASE_BARRIER "\tfence rw, w\n"
```

30.29.1.9 rmb

```
#define rmb( ) RISCV_FENCE(ir,ir)
```

30.29.1.10 smp_mb

```
#define smp_mb( ) RISCV_FENCE(rw,rw)
```

30.29.1.11 smp_rmb

```
#define smp_rmb( ) RISCV_FENCE(r,r)
```

30.29.1.12 smp_wmb

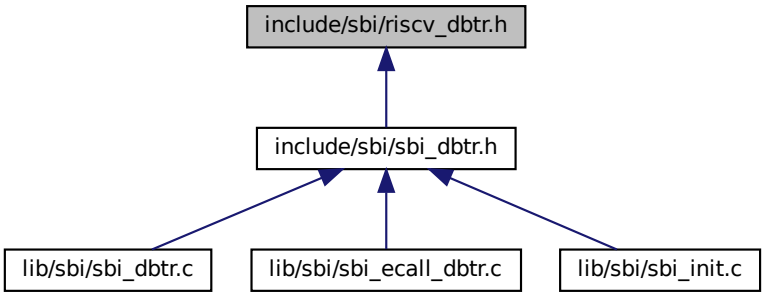
```
#define smp_wmb( ) RISCV_FENCE(w,w)
```

30.29.1.13 wmb

```
#define wmb( ) RISCV_FENCE(ow,ow)
```

30.30 include/sbi/riscv_dbtr.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define RV_MAX_TRIGGERS 32
- #define RV_DBTR_BIT(_prefix, _name) RV_DBTR_##_prefix##_##_name##_BIT

- #define RV_DBTR_BIT_MASK(_prefix, _name) RV_DBTR_##_prefix##_name##_BIT_MASK
- #define RV_DBTR_DECLARE_BIT(_prefix, _name, _val) RV_DBTR_BIT(_prefix, _name) = _val
- #define RV_DBTR_DECLARE_BIT_MASK(_prefix, _name, _width)
- #define CLEAR_DBTR_BIT(_target, _prefix, _bit_name) __clear_bit(RV_DBTR_BIT(_prefix, _bit_name), &_target)
- #define SET_DBTR_BIT(_target, _prefix, _bit_name) __set_bit(RV_DBTR_BIT(_prefix, _bit_name), &_↩ target)
- #define RV_DBTR_SET_TDATA1_TYPE(_t1, _type)
- #define RV_DBTR_SET_MC_TYPE(_t1, _type)
- #define RV_DBTR_SET_MC6_TYPE(_t1, _type)
- #define RV_DBTR_SET_MC_EXEC(_t1) SET_DBTR_BIT(_t1, MC, EXEC)
- #define RV_DBTR_SET_MC_LOAD(_t1) SET_DBTR_BIT(_t1, MC, LOAD)
- #define RV_DBTR_SET_MC_STORE(_t1) SET_DBTR_BIT(_t1, MC, STORE)
- #define RV_DBTR_SET_MC_SIZELO(_t1, _val)
- #define RV_DBTR_SET_MC_SIZEHI(_t1, _val)
- #define RV_DBTR_SET_MC6_EXEC(_t1) SET_DBTR_BIT(_t1, MC6, EXEC)
- #define RV_DBTR_SET_MC6_LOAD(_t1) SET_DBTR_BIT(_t1, MC6, LOAD)
- #define RV_DBTR_SET_MC6_STORE(_t1) SET_DBTR_BIT(_t1, MC6, STORE)
- #define RV_DBTR_SET_MC6_SIZE(_t1, _val)

Typedefs

- typedef unsigned long riscv_dbtr_tdata1_mcontrol_t
- typedef unsigned long riscv_dbtr_tdata1_mcontrol6_t
- typedef unsigned long riscv_dbtr_tdata1_t

Enumerations

- enum {
  RISCV_DBTR_TRIG_NONE = 0 , RISCV_DBTR_TRIG_LEGACY , RISCV_DBTR_TRIG_MCONTROL ,
  RISCV_DBTR_TRIG_ICOUNT ,
  RISCV_DBTR_TRIG_ITRIGGER , RISCV_DBTR_TRIG_ETRIGGER , RISCV_DBTR_TRIG_MCONTROL6
  }
- enum { RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) }
- enum { RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) }
- enum {
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) }
- enum {
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) }

- enum {
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) ,
  RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) , RV_DBTR_DECLARE_BIT =(TDATA1, DATA, 0) }
- enum {
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) , RV_DBTR_DECLARE_BIT_MASK =(TDATA1, DMODE, 1) }

30.30.1 Macro Definition Documentation

30.30.1.1 CLEAR_DBTR_BIT

```
#define CLEAR_DBTR_BIT(
              _target,
              _prefix,
              _bit_name )  __clear_bit(RV_DBTR_BIT(_prefix, _bit_name), &_target)
```

30.30.1.2 RV_DBTR_BIT

```
#define RV_DBTR_BIT(
              _prefix,
              _name )  RV_DBTR_##_prefix##_##_name##_BIT
```

30.30.1.3 RV_DBTR_BIT_MASK

```
#define RV_DBTR_BIT_MASK(
              _prefix,
              _name )  RV_DBTR_##_prefix##_name##_BIT_MASK
```

30.30.1.4 RV_DBTR_DECLARE_BIT

```
#define RV_DBTR_DECLARE_BIT(
              _prefix,
              _name,
              _val )  RV_DBTR_BIT(_prefix, _name) = _val
```

30.30.1.5 RV_DBTR_DECLARE_BIT_MASK

```
#define RV_DBTR_DECLARE_BIT_MASK(
              _prefix,
              _name,
              _width )
```

Value:

```
    RV_DBTR_BIT_MASK(_prefix, _name) =              \
        (((1UL « _width) - 1) « RV_DBTR_BIT(_prefix, _name))
```

30.30.1.6 RV_DBTR_SET_MC6_EXEC

```
#define RV_DBTR_SET_MC6_EXEC(
              _t1 )  SET_DBTR_BIT(_t1, MC6, EXEC)
```

30.30.1.7 RV_DBTR_SET_MC6_LOAD

```
#define RV_DBTR_SET_MC6_LOAD(
              _t1 )  SET_DBTR_BIT(_t1, MC6, LOAD)
```

30.30.1.8 RV_DBTR_SET_MC6_SIZE

```
#define RV_DBTR_SET_MC6_SIZE(
              _t1,
              _val )
```

Value:

```
    do {                                \
        _t1 &= ~RV_DBTR_BIT_MASK(MC6, SIZE);        \
        _t1 |= ((_val « RV_DBTR_BIT(MC6, SIZE)) \
            & RV_DBTR_BIT_MASK(MC6, SIZE));     \
    } while(0);
```

30.30.1.9 RV_DBTR_SET_MC6_STORE

```
#define RV_DBTR_SET_MC6_STORE(
              _t1 )  SET_DBTR_BIT(_t1, MC6, STORE)
```

30.30.1.10 RV_DBTR_SET_MC6_TYPE

```
#define RV_DBTR_SET_MC6_TYPE(
              _t1,
              _type )
```

Value:

```
    do {                                \
        _t1 &= ~RV_DBTR_BIT_MASK(MC6, TYPE);        \
        _t1 |= (((unsigned long)_type           \
             « RV_DBTR_BIT(MC6, TYPE))      \
            & RV_DBTR_BIT_MASK(MC6, TYPE));     \
    }while (0);
```

30.30.1.11 RV_DBTR_SET_MC_EXEC

```
#define RV_DBTR_SET_MC_EXEC(
              _t1 )  SET_DBTR_BIT(_t1, MC, EXEC)
```

30.30.1.12 RV_DBTR_SET_MC_LOAD

```
#define RV_DBTR_SET_MC_LOAD(
              _t1 )  SET_DBTR_BIT(_t1, MC, LOAD)
```

30.30.1.13 RV_DBTR_SET_MC_SIZEHI

```
#define RV_DBTR_SET_MC_SIZEHI(
              _t1,
              _val )
```

Value:

```
    do {                                \
        _t1 &= ~RV_DBTR_BIT_MASK(MC, SIZEHI);       \
        _t1 |= ((_val « RV_DBTR_BIT(MC, SIZEHI))    \
            & RV_DBTR_BIT_MASK(MC, SIZEHI));    \
    } while(0);
```

30.30.1.14 RV_DBTR_SET_MC_SIZELO

```
#define RV_DBTR_SET_MC_SIZELO(
              _t1,
              _val )
```

Value:

```
    do {                                \
        _t1 &= ~RV_DBTR_BIT_MASK(MC, SIZELO);       \
        _t1 |= ((_val « RV_DBTR_BIT(MC, SIZELO))    \
            & RV_DBTR_BIT_MASK(MC, SIZELO));    \
    } while(0);
```

30.30.1.15 RV_DBTR_SET_MC_STORE

```
#define RV_DBTR_SET_MC_STORE(
              _t1 )  SET_DBTR_BIT(_t1, MC, STORE)
```

30.30.1.16 RV_DBTR_SET_MC_TYPE

```
#define RV_DBTR_SET_MC_TYPE(
              _t1,
              _type )
```

Value:

```
    do {                                \
        _t1 &= ~RV_DBTR_BIT_MASK(MC, TYPE);     \
        _t1 |= (((unsigned long)_type           \
             « RV_DBTR_BIT(MC, TYPE))       \
            & RV_DBTR_BIT_MASK(MC, TYPE));      \
    }while (0);
```

30.30.1.17 RV_DBTR_SET_TDATA1_TYPE

```
#define RV_DBTR_SET_TDATA1_TYPE(
              _t1,
              _type )
```

Value:

```
    do {                                \
        _t1 &= ~RV_DBTR_BIT_MASK(TDATA1, TYPE);         \
        _t1 |= (((unsigned long)_type               \
             « RV_DBTR_BIT(TDATA1, TYPE))           \
            & RV_DBTR_BIT_MASK(TDATA1, TYPE));      \
    }while (0);
```

30.30.1.18 RV_MAX_TRIGGERS

```
#define RV_MAX_TRIGGERS 32
```

30.30.1.19 SET_DBTR_BIT

```
#define SET_DBTR_BIT(
            _target,
            _prefix,
            _bit_name )  __set_bit(RV_DBTR_BIT(_prefix, _bit_name), &_target)
```

30.30.2 Typedef Documentation

30.30.2.1 riscv_dbtr_tdata1_mcontrol6_t

```
typedef unsigned long riscv_dbtr_tdata1_mcontrol6_t
```

30.30.2.2 riscv_dbtr_tdata1_mcontrol_t

```
typedef unsigned long riscv_dbtr_tdata1_mcontrol_t
```

30.30.2.3 riscv_dbtr_tdata1_t

```
typedef unsigned long riscv_dbtr_tdata1_t
```

30.30.3 Enumeration Type Documentation

30.30.3.1 anonymous enum

```
anonymous enum
```

Enumerator

RISCV_DBTR_TRIG_NONE	
RISCV_DBTR_TRIG_LEGACY	
RISCV_DBTR_TRIG_MCONTROL	
RISCV_DBTR_TRIG_ICOUNT	
RISCV_DBTR_TRIG_ITRIGGER	
RISCV_DBTR_TRIG_ETRIGGER	
RISCV_DBTR_TRIG_MCONTROL6	

30.30.3.2 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT	

30.30.3.3 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	

30.30.3.4 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	

30.30.3.5 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	

Enumerator

RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	

30.30.3.6 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	

30.30.3.7 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	

Enumerator

RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	

30.31 include/sbi/riscv_elf.h File Reference

Macros

- #define R_RISCV_RELATIVE 3

30.31.1 Macro Definition Documentation

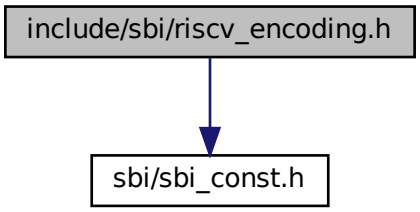
30.31.1.1 R_RISCV_RELATIVE

```
#define R_RISCV_RELATIVE 3
```

30.32 include/sbi/riscv_encoding.h File Reference

```
#include <sbi/sbi_const.h>
```

Include dependency graph for riscv_encoding.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define MSTATUS_SIE _UL(0x00000002)
- #define MSTATUS_MIE _UL(0x00000008)
- #define MSTATUS_SPIE_SHIFT 5
- #define MSTATUS_SPIE (_UL(1) << MSTATUS_SPIE_SHIFT)
- #define MSTATUS_UBE _UL(0x00000040)
- #define MSTATUS_MPIE _UL(0x00000080)
- #define MSTATUS_SPP_SHIFT 8

- #define MSTATUS_SPP (_UL(1) << MSTATUS_SPP_SHIFT)
- #define MSTATUS_MPP_SHIFT 11
- #define MSTATUS_MPP (_UL(3) << MSTATUS_MPP_SHIFT)
- #define MSTATUS_FS _UL(0x00006000)
- #define MSTATUS_XS _UL(0x00018000)
- #define MSTATUS_VS _UL(0x00000600)
- #define MSTATUS_MPRV _UL(0x00020000)
- #define MSTATUS_SUM _UL(0x00040000)
- #define MSTATUS_MXR _UL(0x00080000)
- #define MSTATUS_TVM _UL(0x00100000)
- #define MSTATUS_TW _UL(0x00200000)
- #define MSTATUS_TSR _UL(0x00400000)
- #define MSTATUS32_SD _UL(0x80000000)
- #define MSTATUSH_SBE _UL(0x00000010)
- #define MSTATUSH_MBE _UL(0x00000020)
- #define MSTATUSH_GVA _UL(0x00000040)
- #define MSTATUSH_GVA_SHIFT 6
- #define MSTATUSH_MPV _UL(0x00000080)
- #define MSTATUS32_SD _UL(0x80000000)
- #define MSTATUS64_SD _ULL(0x8000000000000000)
- #define SSTATUS_SIE MSTATUS_SIE
- #define SSTATUS_SPIE_SHIFT MSTATUS_SPIE_SHIFT
- #define SSTATUS_SPIE MSTATUS_SPIE
- #define SSTATUS_SPP_SHIFT MSTATUS_SPP_SHIFT
- #define SSTATUS_SPP MSTATUS_SPP
- #define SSTATUS_FS MSTATUS_FS
- #define SSTATUS_XS MSTATUS_XS
- #define SSTATUS_VS MSTATUS_VS
- #define SSTATUS_SUM MSTATUS_SUM
- #define SSTATUS_MXR MSTATUS_MXR
- #define SSTATUS32_SD MSTATUS32_SD
- #define SSTATUS64_UXL MSTATUS_UXL
- #define SSTATUS64_SD MSTATUS64_SD
- #define HSTATUS_VTSR _UL(0x00400000)
- #define HSTATUS_VTW _UL(0x00200000)
- #define HSTATUS_VTVM _UL(0x00100000)
- #define HSTATUS_VGEIN _UL(0x0003f000)
- #define HSTATUS_VGEIN_SHIFT 12
- #define HSTATUS_HU _UL(0x00000200)
- #define HSTATUS_SPVP _UL(0x00000100)
- #define HSTATUS_SPV _UL(0x00000080)
- #define HSTATUS_GVA _UL(0x00000040)
- #define HSTATUS_VSBE _UL(0x00000020)
- #define MCAUSE_IRQ_MASK (_UL(1) << (__riscv_xlen - 1))
- #define IRQ_S_SOFT 1
- #define IRQ_VS_SOFT 2
- #define IRQ_M_SOFT 3
- #define IRQ_S_TIMER 5
- #define IRQ_VS_TIMER 6
- #define IRQ_M_TIMER 7
- #define IRQ_S_EXT 9
- #define IRQ_VS_EXT 10
- #define IRQ_M_EXT 11
- #define IRQ_S_GEXT 12
- #define IRQ_PMU_OVF 13

- #define MIP_SSIP (_UL(1) << IRQ_S_SOFT)
- #define MIP_VSSIP (_UL(1) << IRQ_VS_SOFT)
- #define MIP_MSIP (_UL(1) << IRQ_M_SOFT)
- #define MIP_STIP (_UL(1) << IRQ_S_TIMER)
- #define MIP_VSTIP (_UL(1) << IRQ_VS_TIMER)
- #define MIP_MTIP (_UL(1) << IRQ_M_TIMER)
- #define MIP_SEIP (_UL(1) << IRQ_S_EXT)
- #define MIP_VSEIP (_UL(1) << IRQ_VS_EXT)
- #define MIP_MEIP (_UL(1) << IRQ_M_EXT)
- #define MIP_SGEIP (_UL(1) << IRQ_S_GEXT)
- #define MIP_LCOFIP (_UL(1) << IRQ_PMU_OVF)
- #define SIP_SSIP MIP_SSIP
- #define SIP_STIP MIP_STIP
- #define PRV_U _UL(0)
- #define PRV_S _UL(1)
- #define PRV_M _UL(3)
- #define SATP32_MODE _UL(0x80000000)
- #define SATP32_ASID _UL(0x7FC00000)
- #define SATP32_PPN _UL(0x003FFFFF)
- #define SATP64_MODE _ULL(0xF000000000000000)
- #define SATP64_ASID _ULL(0x0FFFF00000000000)
- #define SATP64_PPN _ULL(0x00000FFFFFFFFFFF)
- #define SATP_MODE_OFF _UL(0)
- #define SATP_MODE_SV32 _UL(1)
- #define SATP_MODE_SV39 _UL(8)
- #define SATP_MODE_SV48 _UL(9)
- #define SATP_MODE_SV57 _UL(10)
- #define SATP_MODE_SV64 _UL(11)
- #define HGATP_MODE_OFF _UL(0)
- #define HGATP_MODE_SV32X4 _UL(1)
- #define HGATP_MODE_SV39X4 _UL(8)
- #define HGATP_MODE_SV48X4 _UL(9)
- #define HGATP32_MODE_SHIFT 31
- #define HGATP32_VMID_SHIFT 22
- #define HGATP32_VMID_MASK _UL(0x1FC00000)
- #define HGATP32_PPN _UL(0x003FFFFF)
- #define HGATP64_MODE_SHIFT 60
- #define HGATP64_VMID_SHIFT 44
- #define HGATP64_VMID_MASK _ULL(0x03FFF00000000000)
- #define HGATP64_PPN _ULL(0x00000FFFFFFFFFFF)
- #define PMP_R _UL(0x01)
- #define PMP_W _UL(0x02)
- #define PMP_X _UL(0x04)
- #define PMP_A _UL(0x18)
- #define PMP_A_TOR _UL(0x08)
- #define PMP_A_NA4 _UL(0x10)
- #define PMP_A_NAPOT _UL(0x18)
- #define PMP_L _UL(0x80)
- #define PMP_SHIFT 2
- #define PMP_COUNT 64
- #define PMP_ADDR_MASK _UL(0xFFFFFFFF)
- #define MSTATUS_SD MSTATUS32_SD
- #define SSTATUS_SD SSTATUS32_SD
- #define SATP_MODE SATP32_MODE
- #define HGATP_PPN HGATP32_PPN

- #define HGATP_VMID_SHIFT HGATP32_VMID_SHIFT
- #define HGATP_VMID_MASK HGATP32_VMID_MASK
- #define HGATP_MODE_SHIFT HGATP32_MODE_SHIFT
- #define TOPI_IID_SHIFT 16
- #define TOPI_IID_MASK 0xfff
- #define TOPI_IPRIO_MASK 0xff
- #define MHPMEVENTH_OF (_ULL(1) << 31)
- #define MHPMEVENTH_MINH (_ULL(1) << 30)
- #define MHPMEVENTH_SINH (_ULL(1) << 29)
- #define MHPMEVENTH_UINH (_ULL(1) << 28)
- #define MHPMEVENTH_VSINH (_ULL(1) << 27)
- #define MHPMEVENTH_VUINH (_ULL(1) << 26)
- #define MHPMEVENT_OF (MHPMEVENTH_OF << 32)
- #define MHPMEVENT_MINH (MHPMEVENTH_MINH << 32)
- #define MHPMEVENT_SINH (MHPMEVENTH_SINH << 32)
- #define MHPMEVENT_UINH (MHPMEVENTH_UINH << 32)
- #define MHPMEVENT_VSINH (MHPMEVENTH_VSINH << 32)
- #define MHPMEVENT_VUINH (MHPMEVENTH_VUINH << 32)
- #define MHPMEVENT_SSCOF_MASK _ULL(0xFF00000000000000)
- #define ENVCFG_STCE (_ULL(1) << 63)
- #define ENVCFG_PBMTE (_ULL(1) << 62)
- #define ENVCFG_ADUE (_ULL(1) << 61)
- #define ENVCFG_CDE (_ULL(1) << 60)
- #define ENVCFG_CBZE (_UL(1) << 7)
- #define ENVCFG_CBCFE (_UL(1) << 6)
- #define ENVCFG_CBIE_SHIFT 4
- #define ENVCFG_CBIE (_UL(0x3) << ENVCFG_CBIE_SHIFT)
- #define ENVCFG_CBIE_ILL _UL(0x0)
- #define ENVCFG_CBIE_FLUSH _UL(0x1)
- #define ENVCFG_CBIE_INV _UL(0x3)
- #define ENVCFG_FIOM _UL(0x1)
- #define CSR_USTATUS 0x000
- #define CSR_UIE 0x004
- #define CSR_UTVEC 0x005
- #define CSR_USCRATCH 0x040
- #define CSR_UEPC 0x041
- #define CSR_UCAUSE 0x042
- #define CSR_UTVAL 0x043
- #define CSR_UIP 0x044
- #define CSR_FFLAGS 0x001
- #define CSR_FRM 0x002
- #define CSR_FCSR 0x003
- #define CSR_CYCLE 0xc00
- #define CSR_TIME 0xc01
- #define CSR_INSTRET 0xc02
- #define CSR_HPMCOUNTER3 0xc03
- #define CSR_HPMCOUNTER4 0xc04
- #define CSR_HPMCOUNTER5 0xc05
- #define CSR_HPMCOUNTER6 0xc06
- #define CSR_HPMCOUNTER7 0xc07
- #define CSR_HPMCOUNTER8 0xc08
- #define CSR_HPMCOUNTER9 0xc09
- #define CSR_HPMCOUNTER10 0xc0a
- #define CSR_HPMCOUNTER11 0xc0b
- #define CSR_HPMCOUNTER12 0xc0c

- #define CSR_HPMCOUNTER13 0xc0d
- #define CSR_HPMCOUNTER14 0xc0e
- #define CSR_HPMCOUNTER15 0xc0f
- #define CSR_HPMCOUNTER16 0xc10
- #define CSR_HPMCOUNTER17 0xc11
- #define CSR_HPMCOUNTER18 0xc12
- #define CSR_HPMCOUNTER19 0xc13
- #define CSR_HPMCOUNTER20 0xc14
- #define CSR_HPMCOUNTER21 0xc15
- #define CSR_HPMCOUNTER22 0xc16
- #define CSR_HPMCOUNTER23 0xc17
- #define CSR_HPMCOUNTER24 0xc18
- #define CSR_HPMCOUNTER25 0xc19
- #define CSR_HPMCOUNTER26 0xc1a
- #define CSR_HPMCOUNTER27 0xc1b
- #define CSR_HPMCOUNTER28 0xc1c
- #define CSR_HPMCOUNTER29 0xc1d
- #define CSR_HPMCOUNTER30 0xc1e
- #define CSR_HPMCOUNTER31 0xc1f
- #define CSR_CYCLEH 0xc80
- #define CSR_TIMEH 0xc81
- #define CSR_INSTRETH 0xc82
- #define CSR_HPMCOUNTER3H 0xc83
- #define CSR_HPMCOUNTER4H 0xc84
- #define CSR_HPMCOUNTER5H 0xc85
- #define CSR_HPMCOUNTER6H 0xc86
- #define CSR_HPMCOUNTER7H 0xc87
- #define CSR_HPMCOUNTER8H 0xc88
- #define CSR_HPMCOUNTER9H 0xc89
- #define CSR_HPMCOUNTER10H 0xc8a
- #define CSR_HPMCOUNTER11H 0xc8b
- #define CSR_HPMCOUNTER12H 0xc8c
- #define CSR_HPMCOUNTER13H 0xc8d
- #define CSR_HPMCOUNTER14H 0xc8e
- #define CSR_HPMCOUNTER15H 0xc8f
- #define CSR_HPMCOUNTER16H 0xc90
- #define CSR_HPMCOUNTER17H 0xc91
- #define CSR_HPMCOUNTER18H 0xc92
- #define CSR_HPMCOUNTER19H 0xc93
- #define CSR_HPMCOUNTER20H 0xc94
- #define CSR_HPMCOUNTER21H 0xc95
- #define CSR_HPMCOUNTER22H 0xc96
- #define CSR_HPMCOUNTER23H 0xc97
- #define CSR_HPMCOUNTER24H 0xc98
- #define CSR_HPMCOUNTER25H 0xc99
- #define CSR_HPMCOUNTER26H 0xc9a
- #define CSR_HPMCOUNTER27H 0xc9b
- #define CSR_HPMCOUNTER28H 0xc9c
- #define CSR_HPMCOUNTER29H 0xc9d
- #define CSR_HPMCOUNTER30H 0xc9e
- #define CSR_HPMCOUNTER31H 0xc9f
- #define CSR_SSTATUS 0x100
- #define CSR_SIE 0x104
- #define CSR_STVEC 0x105
- #define CSR_SCOUNTEREN 0x106

- #define CSR_SENVCFG 0x10a
- #define CSR_SCOUNTINHIBIT 0x120
- #define CSR_SSCRATCH 0x140
- #define CSR_SEPC 0x141
- #define CSR_SCAUSE 0x142
- #define CSR_STVAL 0x143
- #define CSR_SIP 0x144
- #define CSR_STIMECMP 0x14D
- #define CSR_STIMECMPH 0x15D
- #define CSR_SATP 0x180
- #define CSR_SISELECT 0x150
- #define CSR_SIREG 0x151
- #define CSR_SIREG2 0x152
- #define CSR_SIREG3 0x153
- #define CSR_SIREG4 0x155
- #define CSR_SIREG5 0x156
- #define CSR_SIREG6 0x157
- #define CSR_STOPEI 0x15c
- #define CSR_STOPI 0xdb0
- #define CSR_SIEH 0x114
- #define CSR_SIPH 0x154
- #define CSR_SSTATEEN0 0x10C
- #define CSR_SSTATEEN1 0x10D
- #define CSR_SSTATEEN2 0x10E
- #define CSR_SSTATEEN3 0x10F
- #define CSR_HSTATUS 0x600
- #define CSR_HEDELEG 0x602
- #define CSR_HIDELEG 0x603
- #define CSR_HIE 0x604
- #define CSR_HCOUNTEREN 0x606
- #define CSR_HGEIE 0x607
- #define CSR_HENVCFG 0x60a
- #define CSR_HENVCFGH 0x61a
- #define CSR_HTVAL 0x643
- #define CSR_HIP 0x644
- #define CSR_HVIP 0x645
- #define CSR_HTINST 0x64a
- #define CSR_HGEIP 0xe12
- #define CSR_HGATP 0x680
- #define CSR_HTIMEDELTA 0x605
- #define CSR_HTIMEDELTAH 0x615
- #define CSR_VSSTATUS 0x200
- #define CSR_VSIE 0x204
- #define CSR_VSTVEC 0x205
- #define CSR_VSSCRATCH 0x240
- #define CSR_VSEPC 0x241
- #define CSR_VSCAUSE 0x242
- #define CSR_VSTVAL 0x243
- #define CSR_VSIP 0x244
- #define CSR_VSATP 0x280
- #define CSR_HVIEN 0x608
- #define CSR_HVICTL 0x609
- #define CSR_HVIPRIO1 0x646
- #define CSR_HVIPRIO2 0x647
- #define CSR_VSISELECT 0x250

- #define CSR_VSIREG 0x251
- #define CSR_VSIREG2 0x252
- #define CSR_VSIREG3 0x253
- #define CSR_VSIREG4 0x255
- #define CSR_VSIREG5 0x256
- #define CSR_VSIREG6 0x257
- #define CSR_VSTOPEI 0x25c
- #define CSR_VSTOPI 0xeb0
- #define CSR_HIDELEGH 0x613
- #define CSR_HVIENH 0x618
- #define CSR_HVIPH 0x655
- #define CSR_HVIPRIO1H 0x656
- #define CSR_HVIPRIO2H 0x657
- #define CSR_VSIEH 0x214
- #define CSR_VSIPH 0x254
- #define CSR_HSTATEEN0 0x60C
- #define CSR_HSTATEEN0H 0x61C
- #define CSR_HSTATEEN1 0x60D
- #define CSR_HSTATEEN1H 0x61D
- #define CSR_HSTATEEN2 0x60E
- #define CSR_HSTATEEN2H 0x61E
- #define CSR_HSTATEEN3 0x60F
- #define CSR_HSTATEEN3H 0x61F
- #define CSR_MVENDORID 0xf11
- #define CSR_MARCHID 0xf12
- #define CSR_MIMPID 0xf13
- #define CSR_MHARTID 0xf14
- #define CSR_MCONFIGPTR 0xf15
- #define CSR_MSTATUS 0x300
- #define CSR_MISA 0x301
- #define CSR_MEDELEG 0x302
- #define CSR_MIDELEG 0x303
- #define CSR_MIE 0x304
- #define CSR_MTVEC 0x305
- #define CSR_MCOUNTEREN 0x306
- #define CSR_MSTATUSH 0x310
- #define CSR_MENVCFG 0x30a
- #define CSR_MENVCFGH 0x31a
- #define CSR_MSCRATCH 0x340
- #define CSR_MEPC 0x341
- #define CSR_MCAUSE 0x342
- #define CSR_MTVAL 0x343
- #define CSR_MIP 0x344
- #define CSR_MTINST 0x34a
- #define CSR_MTVAL2 0x34b
- #define CSR_PMPCFG0 0x3a0
- #define CSR_PMPCFG1 0x3a1
- #define CSR_PMPCFG2 0x3a2
- #define CSR_PMPCFG3 0x3a3
- #define CSR_PMPCFG4 0x3a4
- #define CSR_PMPCFG5 0x3a5
- #define CSR_PMPCFG6 0x3a6
- #define CSR_PMPCFG7 0x3a7
- #define CSR_PMPCFG8 0x3a8
- #define CSR_PMPCFG9 0x3a9

- #define CSR_PMPCFG10 0x3aa
- #define CSR_PMPCFG11 0x3ab
- #define CSR_PMPCFG12 0x3ac
- #define CSR_PMPCFG13 0x3ad
- #define CSR_PMPCFG14 0x3ae
- #define CSR_PMPCFG15 0x3af
- #define CSR_PMPADDR0 0x3b0
- #define CSR_PMPADDR1 0x3b1
- #define CSR_PMPADDR2 0x3b2
- #define CSR_PMPADDR3 0x3b3
- #define CSR_PMPADDR4 0x3b4
- #define CSR_PMPADDR5 0x3b5
- #define CSR_PMPADDR6 0x3b6
- #define CSR_PMPADDR7 0x3b7
- #define CSR_PMPADDR8 0x3b8
- #define CSR_PMPADDR9 0x3b9
- #define CSR_PMPADDR10 0x3ba
- #define CSR_PMPADDR11 0x3bb
- #define CSR_PMPADDR12 0x3bc
- #define CSR_PMPADDR13 0x3bd
- #define CSR_PMPADDR14 0x3be
- #define CSR_PMPADDR15 0x3bf
- #define CSR_PMPADDR16 0x3c0
- #define CSR_PMPADDR17 0x3c1
- #define CSR_PMPADDR18 0x3c2
- #define CSR_PMPADDR19 0x3c3
- #define CSR_PMPADDR20 0x3c4
- #define CSR_PMPADDR21 0x3c5
- #define CSR_PMPADDR22 0x3c6
- #define CSR_PMPADDR23 0x3c7
- #define CSR_PMPADDR24 0x3c8
- #define CSR_PMPADDR25 0x3c9
- #define CSR_PMPADDR26 0x3ca
- #define CSR_PMPADDR27 0x3cb
- #define CSR_PMPADDR28 0x3cc
- #define CSR_PMPADDR29 0x3cd
- #define CSR_PMPADDR30 0x3ce
- #define CSR_PMPADDR31 0x3cf
- #define CSR_PMPADDR32 0x3d0
- #define CSR_PMPADDR33 0x3d1
- #define CSR_PMPADDR34 0x3d2
- #define CSR_PMPADDR35 0x3d3
- #define CSR_PMPADDR36 0x3d4
- #define CSR_PMPADDR37 0x3d5
- #define CSR_PMPADDR38 0x3d6
- #define CSR_PMPADDR39 0x3d7
- #define CSR_PMPADDR40 0x3d8
- #define CSR_PMPADDR41 0x3d9
- #define CSR_PMPADDR42 0x3da
- #define CSR_PMPADDR43 0x3db
- #define CSR_PMPADDR44 0x3dc
- #define CSR_PMPADDR45 0x3dd
- #define CSR_PMPADDR46 0x3de
- #define CSR_PMPADDR47 0x3df
- #define CSR_PMPADDR48 0x3e0

- #define CSR_PMPADDR49 0x3e1
- #define CSR_PMPADDR50 0x3e2
- #define CSR_PMPADDR51 0x3e3
- #define CSR_PMPADDR52 0x3e4
- #define CSR_PMPADDR53 0x3e5
- #define CSR_PMPADDR54 0x3e6
- #define CSR_PMPADDR55 0x3e7
- #define CSR_PMPADDR56 0x3e8
- #define CSR_PMPADDR57 0x3e9
- #define CSR_PMPADDR58 0x3ea
- #define CSR_PMPADDR59 0x3eb
- #define CSR_PMPADDR60 0x3ec
- #define CSR_PMPADDR61 0x3ed
- #define CSR_PMPADDR62 0x3ee
- #define CSR_PMPADDR63 0x3ef
- #define CSR_MCYCLE 0xb00
- #define CSR_MINSTRET 0xb02
- #define CSR_MHPMCOUNTER3 0xb03
- #define CSR_MHPMCOUNTER4 0xb04
- #define CSR_MHPMCOUNTER5 0xb05
- #define CSR_MHPMCOUNTER6 0xb06
- #define CSR_MHPMCOUNTER7 0xb07
- #define CSR_MHPMCOUNTER8 0xb08
- #define CSR_MHPMCOUNTER9 0xb09
- #define CSR_MHPMCOUNTER10 0xb0a
- #define CSR_MHPMCOUNTER11 0xb0b
- #define CSR_MHPMCOUNTER12 0xb0c
- #define CSR_MHPMCOUNTER13 0xb0d
- #define CSR_MHPMCOUNTER14 0xb0e
- #define CSR_MHPMCOUNTER15 0xb0f
- #define CSR_MHPMCOUNTER16 0xb10
- #define CSR_MHPMCOUNTER17 0xb11
- #define CSR_MHPMCOUNTER18 0xb12
- #define CSR_MHPMCOUNTER19 0xb13
- #define CSR_MHPMCOUNTER20 0xb14
- #define CSR_MHPMCOUNTER21 0xb15
- #define CSR_MHPMCOUNTER22 0xb16
- #define CSR_MHPMCOUNTER23 0xb17
- #define CSR_MHPMCOUNTER24 0xb18
- #define CSR_MHPMCOUNTER25 0xb19
- #define CSR_MHPMCOUNTER26 0xb1a
- #define CSR_MHPMCOUNTER27 0xb1b
- #define CSR_MHPMCOUNTER28 0xb1c
- #define CSR_MHPMCOUNTER29 0xb1d
- #define CSR_MHPMCOUNTER30 0xb1e
- #define CSR_MHPMCOUNTER31 0xb1f
- #define CSR_MCYCLEH 0xb80
- #define CSR_MINSTRETH 0xb82
- #define CSR_MHPMCOUNTER3H 0xb83
- #define CSR_MHPMCOUNTER4H 0xb84
- #define CSR_MHPMCOUNTER5H 0xb85
- #define CSR_MHPMCOUNTER6H 0xb86
- #define CSR_MHPMCOUNTER7H 0xb87
- #define CSR_MHPMCOUNTER8H 0xb88
- #define CSR_MHPMCOUNTER9H 0xb89

- #define CSR_MHPMCOUNTER10H 0xb8a
- #define CSR_MHPMCOUNTER11H 0xb8b
- #define CSR_MHPMCOUNTER12H 0xb8c
- #define CSR_MHPMCOUNTER13H 0xb8d
- #define CSR_MHPMCOUNTER14H 0xb8e
- #define CSR_MHPMCOUNTER15H 0xb8f
- #define CSR_MHPMCOUNTER16H 0xb90
- #define CSR_MHPMCOUNTER17H 0xb91
- #define CSR_MHPMCOUNTER18H 0xb92
- #define CSR_MHPMCOUNTER19H 0xb93
- #define CSR_MHPMCOUNTER20H 0xb94
- #define CSR_MHPMCOUNTER21H 0xb95
- #define CSR_MHPMCOUNTER22H 0xb96
- #define CSR_MHPMCOUNTER23H 0xb97
- #define CSR_MHPMCOUNTER24H 0xb98
- #define CSR_MHPMCOUNTER25H 0xb99
- #define CSR_MHPMCOUNTER26H 0xb9a
- #define CSR_MHPMCOUNTER27H 0xb9b
- #define CSR_MHPMCOUNTER28H 0xb9c
- #define CSR_MHPMCOUNTER29H 0xb9d
- #define CSR_MHPMCOUNTER30H 0xb9e
- #define CSR_MHPMCOUNTER31H 0xb9f
- #define CSR_MCOUNTINHIBIT 0x320
- #define CSR_MCYCLECFG 0x321
- #define CSR_MINSTRETCFG 0x322
- #define CSR_MHPMEVENT3 0x323
- #define CSR_MHPMEVENT4 0x324
- #define CSR_MHPMEVENT5 0x325
- #define CSR_MHPMEVENT6 0x326
- #define CSR_MHPMEVENT7 0x327
- #define CSR_MHPMEVENT8 0x328
- #define CSR_MHPMEVENT9 0x329
- #define CSR_MHPMEVENT10 0x32a
- #define CSR_MHPMEVENT11 0x32b
- #define CSR_MHPMEVENT12 0x32c
- #define CSR_MHPMEVENT13 0x32d
- #define CSR_MHPMEVENT14 0x32e
- #define CSR_MHPMEVENT15 0x32f
- #define CSR_MHPMEVENT16 0x330
- #define CSR_MHPMEVENT17 0x331
- #define CSR_MHPMEVENT18 0x332
- #define CSR_MHPMEVENT19 0x333
- #define CSR_MHPMEVENT20 0x334
- #define CSR_MHPMEVENT21 0x335
- #define CSR_MHPMEVENT22 0x336
- #define CSR_MHPMEVENT23 0x337
- #define CSR_MHPMEVENT24 0x338
- #define CSR_MHPMEVENT25 0x339
- #define CSR_MHPMEVENT26 0x33a
- #define CSR_MHPMEVENT27 0x33b
- #define CSR_MHPMEVENT28 0x33c
- #define CSR_MHPMEVENT29 0x33d
- #define CSR_MHPMEVENT30 0x33e
- #define CSR_MHPMEVENT31 0x33f
- #define CSR_MCYCLECFGH 0x721

- #define CSR_MINSTRETCFGH 0x722
- #define CSR_MHPMEVENT3H 0x723
- #define CSR_MHPMEVENT4H 0x724
- #define CSR_MHPMEVENT5H 0x725
- #define CSR_MHPMEVENT6H 0x726
- #define CSR_MHPMEVENT7H 0x727
- #define CSR_MHPMEVENT8H 0x728
- #define CSR_MHPMEVENT9H 0x729
- #define CSR_MHPMEVENT10H 0x72a
- #define CSR_MHPMEVENT11H 0x72b
- #define CSR_MHPMEVENT12H 0x72c
- #define CSR_MHPMEVENT13H 0x72d
- #define CSR_MHPMEVENT14H 0x72e
- #define CSR_MHPMEVENT15H 0x72f
- #define CSR_MHPMEVENT16H 0x730
- #define CSR_MHPMEVENT17H 0x731
- #define CSR_MHPMEVENT18H 0x732
- #define CSR_MHPMEVENT19H 0x733
- #define CSR_MHPMEVENT20H 0x734
- #define CSR_MHPMEVENT21H 0x735
- #define CSR_MHPMEVENT22H 0x736
- #define CSR_MHPMEVENT23H 0x737
- #define CSR_MHPMEVENT24H 0x738
- #define CSR_MHPMEVENT25H 0x739
- #define CSR_MHPMEVENT26H 0x73a
- #define CSR_MHPMEVENT27H 0x73b
- #define CSR_MHPMEVENT28H 0x73c
- #define CSR_MHPMEVENT29H 0x73d
- #define CSR_MHPMEVENT30H 0x73e
- #define CSR_MHPMEVENT31H 0x73f
- #define CSR_MSECCFG 0x747
- #define CSR_MSECCFGH 0x757
- #define MSECCFG_MML_SHIFT (0)
- #define MSECCFG_MML (_UL(1) << MSECCFG_MML_SHIFT)
- #define MSECCFG_MMWP_SHIFT (1)
- #define MSECCFG_MMWP (_UL(1) << MSECCFG_MMWP_SHIFT)
- #define MSECCFG_RLB_SHIFT (2)
- #define MSECCFG_RLB (_UL(1) << MSECCFG_RLB_SHIFT)
- #define MSECCFG_USEED_SHIFT (8)
- #define MSECCFG_USEED (_UL(1) << MSECCFG_USEED_SHIFT)
- #define MSECCFG_SSEED_SHIFT (9)
- #define MSECCFG_SSEED (_UL(1) << MSECCFG_SSEED_SHIFT)
- #define CSR_SCOUNTOVF 0xda0
- #define CSR_TSELECT 0x7a0
- #define CSR_TDATA1 0x7a1
- #define CSR_TDATA2 0x7a2
- #define CSR_TDATA3 0x7a3
- #define CSR_TINFO 0x7a4
- #define CSR_DCSR 0x7b0
- #define CSR_DPC 0x7b1
- #define CSR_DSCRATCH0 0x7b2
- #define CSR_DSCRATCH1 0x7b3
- #define CSR_MISELECT 0x350
- #define CSR_MIREG 0x351
- #define CSR_MIREG2 0x352

- #define CSR_MIREG3 0x353
- #define CSR_MIREG4 0x355
- #define CSR_MIREG5 0x356
- #define CSR_MIREG6 0x357
- #define CSR_MTOPEI 0x35c
- #define CSR_MTOPI 0xfb0
- #define CSR_MVIEN 0x308
- #define CSR_MVIP 0x309
- #define CSR_MSTATEEN0 0x30C
- #define CSR_MSTATEEN0H 0x31C
- #define CSR_MSTATEEN1 0x30D
- #define CSR_MSTATEEN1H 0x31D
- #define CSR_MSTATEEN2 0x30E
- #define CSR_MSTATEEN2H 0x31E
- #define CSR_MSTATEEN3 0x30F
- #define CSR_MSTATEEN3H 0x31F
- #define CSR_MIDELEGH 0x313
- #define CSR_MIEH 0x314
- #define CSR_MVIENH 0x318
- #define CSR_MVIPH 0x319
- #define CSR_MIPH 0x354
- #define CAUSE_MISALIGNED_FETCH 0x0
- #define CAUSE_FETCH_ACCESS 0x1
- #define CAUSE_ILLEGAL_INSTRUCTION 0x2
- #define CAUSE_BREAKPOINT 0x3
- #define CAUSE_MISALIGNED_LOAD 0x4
- #define CAUSE_LOAD_ACCESS 0x5
- #define CAUSE_MISALIGNED_STORE 0x6
- #define CAUSE_STORE_ACCESS 0x7
- #define CAUSE_USER_ECALL 0x8
- #define CAUSE_SUPERVISOR_ECALL 0x9
- #define CAUSE_VIRTUAL_SUPERVISOR_ECALL 0xa
- #define CAUSE_MACHINE_ECALL 0xb
- #define CAUSE_FETCH_PAGE_FAULT 0xc
- #define CAUSE_LOAD_PAGE_FAULT 0xd
- #define CAUSE_STORE_PAGE_FAULT 0xf
- #define CAUSE_FETCH_GUEST_PAGE_FAULT 0x14
- #define CAUSE_LOAD_GUEST_PAGE_FAULT 0x15
- #define CAUSE_VIRTUAL_INST_FAULT 0x16
- #define CAUSE_STORE_GUEST_PAGE_FAULT 0x17
- #define SMSTATEEN_MAX_COUNT 4
- #define SMSTATEEN0_CS_SHIFT 0
- #define SMSTATEEN0_CS (_ULL(1) << SMSTATEEN0_CS_SHIFT)
- #define SMSTATEEN0_FCSR_SHIFT 1
- #define SMSTATEEN0_FCSR (_ULL(1) << SMSTATEEN0_FCSR_SHIFT)
- #define SMSTATEEN0_CONTEXT_SHIFT 57
- #define SMSTATEEN0_CONTEXT (_ULL(1) << SMSTATEEN0_CONTEXT_SHIFT)
- #define SMSTATEEN0_IMSIC_SHIFT 58
- #define SMSTATEEN0_IMSIC (_ULL(1) << SMSTATEEN0_IMSIC_SHIFT)
- #define SMSTATEEN0_AIA_SHIFT 59
- #define SMSTATEEN0_AIA (_ULL(1) << SMSTATEEN0_AIA_SHIFT)
- #define SMSTATEEN0_SVSLCT_SHIFT 60
- #define SMSTATEEN0_SVSLCT (_ULL(1) << SMSTATEEN0_SVSLCT_SHIFT)
- #define SMSTATEEN0_HSENVCFG_SHIFT 62
- #define SMSTATEEN0_HSENVCFG (_ULL(1) << SMSTATEEN0_HSENVCFG_SHIFT)

- #define SMSTATEEN_STATEN_SHIFT 63
- #define SMSTATEEN_STATEN (_ULL(1) << SMSTATEEN_STATEN_SHIFT)
- #define INSN_MATCH_LB 0x3
- #define INSN_MASK_LB 0x707f
- #define INSN_MATCH_LH 0x1003
- #define INSN_MASK_LH 0x707f
- #define INSN_MATCH_LW 0x2003
- #define INSN_MASK_LW 0x707f
- #define INSN_MATCH_LD 0x3003
- #define INSN_MASK_LD 0x707f
- #define INSN_MATCH_LBU 0x4003
- #define INSN_MASK_LBU 0x707f
- #define INSN_MATCH_LHU 0x5003
- #define INSN_MASK_LHU 0x707f
- #define INSN_MATCH_LWU 0x6003
- #define INSN_MASK_LWU 0x707f
- #define INSN_MATCH_SB 0x23
- #define INSN_MASK_SB 0x707f
- #define INSN_MATCH_SH 0x1023
- #define INSN_MASK_SH 0x707f
- #define INSN_MATCH_SW 0x2023
- #define INSN_MASK_SW 0x707f
- #define INSN_MATCH_SD 0x3023
- #define INSN_MASK_SD 0x707f
- #define INSN_MATCH_FLW 0x2007
- #define INSN_MASK_FLW 0x707f
- #define INSN_MATCH_FLD 0x3007
- #define INSN_MASK_FLD 0x707f
- #define INSN_MATCH_FLQ 0x4007
- #define INSN_MASK_FLQ 0x707f
- #define INSN_MATCH_FSW 0x2027
- #define INSN_MASK_FSW 0x707f
- #define INSN_MATCH_FSD 0x3027
- #define INSN_MASK_FSD 0x707f
- #define INSN_MATCH_FSQ 0x4027
- #define INSN_MASK_FSQ 0x707f
- #define INSN_MATCH_C_LD 0x6000
- #define INSN_MASK_C_LD 0xe003
- #define INSN_MATCH_C_SD 0xe000
- #define INSN_MASK_C_SD 0xe003
- #define INSN_MATCH_C_LW 0x4000
- #define INSN_MASK_C_LW 0xe003
- #define INSN_MATCH_C_SW 0xc000
- #define INSN_MASK_C_SW 0xe003
- #define INSN_MATCH_C_LDSP 0x6002
- #define INSN_MASK_C_LDSP 0xe003
- #define INSN_MATCH_C_SDSP 0xe002
- #define INSN_MASK_C_SDSP 0xe003
- #define INSN_MATCH_C_LWSP 0x4002
- #define INSN_MASK_C_LWSP 0xe003
- #define INSN_MATCH_C_SWSP 0xc002
- #define INSN_MASK_C_SWSP 0xe003
- #define INSN_MATCH_C_FLD 0x2000
- #define INSN_MASK_C_FLD 0xe003
- #define INSN_MATCH_C_FLW 0x6000

- #define INSN_MASK_C_FLW 0xe003
- #define INSN_MATCH_C_FSD 0xa000
- #define INSN_MASK_C_FSD 0xe003
- #define INSN_MATCH_C_FSW 0xe000
- #define INSN_MASK_C_FSW 0xe003
- #define INSN_MATCH_C_FLDSP 0x2002
- #define INSN_MASK_C_FLDSP 0xe003
- #define INSN_MATCH_C_FSDSP 0xa002
- #define INSN_MASK_C_FSDSP 0xe003
- #define INSN_MATCH_C_FLWSP 0x6002
- #define INSN_MASK_C_FLWSP 0xe003
- #define INSN_MATCH_C_FSWSP 0xe002
- #define INSN_MASK_C_FSWSP 0xe003
- #define INSN_MATCH_C_LHU 0x8400
- #define INSN_MASK_C_LHU 0xfc43
- #define INSN_MATCH_C_LH 0x8440
- #define INSN_MASK_C_LH 0xfc43
- #define INSN_MATCH_C_SH 0x8c00
- #define INSN_MASK_C_SH 0xfc43
- #define INSN_MASK_WFI 0xffffff00
- #define INSN_MATCH_WFI 0x10500000
- #define INSN_MASK_FENCE_TSO 0xffffffff
- #define INSN_MATCH_FENCE_TSO 0x8330000f
- #define INSN_16BIT_MASK 0x3
- #define INSN_32BIT_MASK 0x1c
- #define INSN_IS_16BIT(insn) (((insn) & INSN_16BIT_MASK) != INSN_16BIT_MASK)
- #define INSN_IS_32BIT(insn)
- #define INSN_LEN(insn) (INSN_IS_16BIT(insn) ? 2 : 4)
- #define LOG_REGBYTES 2
- #define REGBYTES (1 << LOG_REGBYTES)
- #define SH_RD 7
- #define SH_RS1 15
- #define SH_RS2 20
- #define SH_RS2C 2
- #define RV_X(x, s, n) (((x) >> (s)) & ((1 << (n)) - 1))
- #define RVC_LW_IMM(x)
- #define RVC_LD_IMM(x)
- #define RVC_LWSP_IMM(x)
- #define RVC_LDSP_IMM(x)
- #define RVC_SWSP_IMM(x)
- #define RVC_SDSP_IMM(x)
- #define RVC_RS1S(insn) (8 + RV_X(insn, SH_RD, 3))
- #define RVC_RS2S(insn) (8 + RV_X(insn, SH_RS2C, 3))
- #define RVC_RS2(insn) RV_X(insn, SH_RS2C, 5)
- #define SHIFT_RIGHT(x, y) ((y) < 0 ? ((x) << -(y)) : ((x) >> (y)))
- #define REG_MASK ((1 << (5 + LOG_REGBYTES)) - (1 << LOG_REGBYTES))
- #define REG_OFFSET(insn, pos) (SHIFT_RIGHT((insn), (pos) - LOG_REGBYTES) & REG_MASK)
- #define REG_PTR(insn, pos, regs) (ulong *)((ulong)(regs) + REG_OFFSET(insn, pos))
- #define GET_RM(insn) (((insn) >> 12) & 7)
- #define GET_RS1(insn, regs) (*REG_PTR(insn, SH_RS1, regs))
- #define GET_RS2(insn, regs) (*REG_PTR(insn, SH_RS2, regs))
- #define GET_RS1S(insn, regs) (*REG_PTR(RVC_RS1S(insn), 0, regs))
- #define GET_RS2S(insn, regs) (*REG_PTR(RVC_RS2S(insn), 0, regs))
- #define GET_RS2C(insn, regs) (*REG_PTR(insn, SH_RS2C, regs))
- #define GET_SP(regs) (*REG_PTR(2, 0, regs))

- #define SET_RD(insn, regs, val) (∗REG_PTR(insn, SH_RD, regs) = (val))
- #define IMM_I(insn) ((s32)(insn) >> 20)
- #define IMM_S(insn)
- #define MASK_FUNCT3 0x7000

30.32.1 Macro Definition Documentation

30.32.1.1 CAUSE_BREAKPOINT

```
#define CAUSE_BREAKPOINT 0x3
```

30.32.1.2 CAUSE_FETCH_ACCESS

```
#define CAUSE_FETCH_ACCESS 0x1
```

30.32.1.3 CAUSE_FETCH_GUEST_PAGE_FAULT

```
#define CAUSE_FETCH_GUEST_PAGE_FAULT 0x14
```

30.32.1.4 CAUSE_FETCH_PAGE_FAULT

```
#define CAUSE_FETCH_PAGE_FAULT 0xc
```

30.32.1.5 CAUSE_ILLEGAL_INSTRUCTION

```
#define CAUSE_ILLEGAL_INSTRUCTION 0x2
```

30.32.1.6 CAUSE_LOAD_ACCESS

```
#define CAUSE_LOAD_ACCESS 0x5
```

30.32.1.7 CAUSE_LOAD_GUEST_PAGE_FAULT

```
#define CAUSE_LOAD_GUEST_PAGE_FAULT 0x15
```

30.32.1.8 CAUSE_LOAD_PAGE_FAULT

```
#define CAUSE_LOAD_PAGE_FAULT 0xd
```

30.32.1.9 CAUSE_MACHINE_ECALL

```
#define CAUSE_MACHINE_ECALL 0xb
```

30.32.1.10 CAUSE_MISALIGNED_FETCH

```
#define CAUSE_MISALIGNED_FETCH 0x0
```

30.32.1.11 CAUSE_MISALIGNED_LOAD

```
#define CAUSE_MISALIGNED_LOAD 0x4
```

30.32.1.12 CAUSE_MISALIGNED_STORE

```
#define CAUSE_MISALIGNED_STORE 0x6
```

30.32.1.13 CAUSE_STORE_ACCESS

```
#define CAUSE_STORE_ACCESS 0x7
```

30.32.1.14 CAUSE_STORE_GUEST_PAGE_FAULT

```
#define CAUSE_STORE_GUEST_PAGE_FAULT 0x17
```

30.32.1.15 CAUSE_STORE_PAGE_FAULT

```
#define CAUSE_STORE_PAGE_FAULT 0xf
```

30.32.1.16 CAUSE_SUPERVISOR_ECALL

```
#define CAUSE_SUPERVISOR_ECALL 0x9
```

30.32.1.17 CAUSE_USER_ECALL

```
#define CAUSE_USER_ECALL 0x8
```

30.32.1.18 CAUSE_VIRTUAL_INST_FAULT

```
#define CAUSE_VIRTUAL_INST_FAULT 0x16
```

30.32.1.19 CAUSE_VIRTUAL_SUPERVISOR_ECALL

```
#define CAUSE_VIRTUAL_SUPERVISOR_ECALL 0xa
```

30.32.1.20 CSR_CYCLE

```
#define CSR_CYCLE 0xc00
```

30.32.1.21 CSR_CYCLEH

```
#define CSR_CYCLEH 0xc80
```

30.32.1.22 CSR_DCSR

```
#define CSR_DCSR 0x7b0
```

30.32.1.23 CSR_DPC

```
#define CSR_DPC 0x7b1
```

30.32.1.24 CSR_DSCRATCH0

```
#define CSR_DSCRATCH0 0x7b2
```

30.32.1.25 CSR_DSCRATCH1

```
#define CSR_DSCRATCH1 0x7b3
```

30.32.1.26 CSR_FCSR

```
#define CSR_FCSR 0x003
```

30.32.1.27 CSR_FFLAGS

```
#define CSR_FFLAGS 0x001
```

30.32.1.28 CSR_FRM

```
#define CSR_FRM 0x002
```

30.32.1.29 CSR_HCOUNTEREN

```
#define CSR_HCOUNTEREN 0x606
```

30.32.1.30 CSR_HEDELEG

```
#define CSR_HEDELEG 0x602
```

30.32.1.31 CSR_HENVCFG

```
#define CSR_HENVCFG 0x60a
```

30.32.1.32 CSR_HENVCFGH

```
#define CSR_HENVCFGH 0x61a
```

30.32.1.33 CSR_HGATP

```
#define CSR_HGATP 0x680
```

30.32.1.34 CSR_HGEIE

```
#define CSR_HGEIE 0x607
```

30.32.1.35 CSR_HGEIP

```
#define CSR_HGEIP 0xe12
```

30.32.1.36 CSR_HIDELEG

```
#define CSR_HIDELEG 0x603
```

30.32.1.37 CSR_HIDELEGH

```
#define CSR_HIDELEGH 0x613
```

30.32.1.38 CSR_HIE

```
#define CSR_HIE 0x604
```

30.32.1.39 CSR_HIP

```
#define CSR_HIP 0x644
```

30.32.1.40 CSR_HPMCOUNTER10

```
#define CSR_HPMCOUNTER10 0xc0a
```

30.32.1.41 CSR_HPMCOUNTER10H

```
#define CSR_HPMCOUNTER10H 0xc8a
```

30.32.1.42 CSR_HPMCOUNTER11

```
#define CSR_HPMCOUNTER11 0xc0b
```

30.32.1.43 CSR_HPMCOUNTER11H

```
#define CSR_HPMCOUNTER11H 0xc8b
```

30.32.1.44 CSR_HPMCOUNTER12

```
#define CSR_HPMCOUNTER12 0xc0c
```

30.32.1.45 CSR_HPMCOUNTER12H

```
#define CSR_HPMCOUNTER12H 0xc8c
```

30.32.1.46 CSR_HPMCOUNTER13

```
#define CSR_HPMCOUNTER13 0xc0d
```

30.32.1.47 CSR_HPMCOUNTER13H

```
#define CSR_HPMCOUNTER13H 0xc8d
```

30.32.1.48 CSR_HPMCOUNTER14

```
#define CSR_HPMCOUNTER14 0xc0e
```

30.32.1.49 CSR_HPMCOUNTER14H

```
#define CSR_HPMCOUNTER14H 0xc8e
```

30.32.1.50 CSR_HPMCOUNTER15

```
#define CSR_HPMCOUNTER15 0xc0f
```

30.32.1.51 CSR_HPMCOUNTER15H

```
#define CSR_HPMCOUNTER15H 0xc8f
```

30.32.1.52 CSR_HPMCOUNTER16

```
#define CSR_HPMCOUNTER16 0xc10
```

30.32.1.53 CSR_HPMCOUNTER16H

```
#define CSR_HPMCOUNTER16H 0xc90
```

30.32.1.54 CSR_HPMCOUNTER17

```
#define CSR_HPMCOUNTER17 0xc11
```

30.32.1.55 CSR_HPMCOUNTER17H

```
#define CSR_HPMCOUNTER17H 0xc91
```

30.32.1.56 CSR_HPMCOUNTER18

```
#define CSR_HPMCOUNTER18 0xc12
```

30.32.1.57 CSR_HPMCOUNTER18H

```
#define CSR_HPMCOUNTER18H 0xc92
```

30.32.1.58 CSR_HPMCOUNTER19

```
#define CSR_HPMCOUNTER19 0xc13
```

30.32.1.59 CSR_HPMCOUNTER19H

```
#define CSR_HPMCOUNTER19H 0xc93
```

30.32.1.60 CSR_HPMCOUNTER20

```
#define CSR_HPMCOUNTER20 0xc14
```

30.32.1.61 CSR_HPMCOUNTER20H

```
#define CSR_HPMCOUNTER20H 0xc94
```

30.32.1.62 CSR_HPMCOUNTER21

```
#define CSR_HPMCOUNTER21 0xc15
```

30.32.1.63 CSR_HPMCOUNTER21H

```
#define CSR_HPMCOUNTER21H 0xc95
```

30.32.1.64 CSR_HPMCOUNTER22

```
#define CSR_HPMCOUNTER22 0xc16
```

30.32.1.65 CSR_HPMCOUNTER22H

```
#define CSR_HPMCOUNTER22H 0xc96
```

30.32.1.66 CSR_HPMCOUNTER23

```
#define CSR_HPMCOUNTER23 0xc17
```

30.32.1.67 CSR_HPMCOUNTER23H

```
#define CSR_HPMCOUNTER23H 0xc97
```

30.32.1.68 CSR_HPMCOUNTER24

```
#define CSR_HPMCOUNTER24 0xc18
```

30.32.1.69 CSR_HPMCOUNTER24H

```
#define CSR_HPMCOUNTER24H 0xc98
```

30.32.1.70 CSR_HPMCOUNTER25

```
#define CSR_HPMCOUNTER25 0xc19
```

30.32.1.71 CSR_HPMCOUNTER25H

```
#define CSR_HPMCOUNTER25H 0xc99
```

30.32.1.72 CSR_HPMCOUNTER26

```
#define CSR_HPMCOUNTER26 0xc1a
```

30.32.1.73 CSR_HPMCOUNTER26H

```
#define CSR_HPMCOUNTER26H 0xc9a
```

30.32.1.74 CSR_HPMCOUNTER27

```
#define CSR_HPMCOUNTER27 0xc1b
```

30.32.1.75 CSR_HPMCOUNTER27H

```
#define CSR_HPMCOUNTER27H 0xc9b
```

30.32.1.76 CSR_HPMCOUNTER28

```
#define CSR_HPMCOUNTER28 0xc1c
```

30.32.1.77 CSR_HPMCOUNTER28H

```
#define CSR_HPMCOUNTER28H 0xc9c
```

30.32.1.78 CSR_HPMCOUNTER29

```
#define CSR_HPMCOUNTER29 0xc1d
```

30.32.1.79 CSR_HPMCOUNTER29H

```
#define CSR_HPMCOUNTER29H 0xc9d
```

30.32.1.80 CSR_HPMCOUNTER3

```
#define CSR_HPMCOUNTER3 0xc03
```

30.32.1.81 CSR_HPMCOUNTER30

```
#define CSR_HPMCOUNTER30 0xc1e
```

30.32.1.82 CSR_HPMCOUNTER30H

```
#define CSR_HPMCOUNTER30H 0xc9e
```

30.32.1.83 CSR_HPMCOUNTER31

```
#define CSR_HPMCOUNTER31 0xc1f
```

30.32.1.84 CSR_HPMCOUNTER31H

```
#define CSR_HPMCOUNTER31H 0xc9f
```

30.32.1.85 CSR_HPMCOUNTER3H

```
#define CSR_HPMCOUNTER3H 0xc83
```

30.32.1.86 CSR_HPMCOUNTER4

```
#define CSR_HPMCOUNTER4 0xc04
```

30.32.1.87 CSR_HPMCOUNTER4H

```
#define CSR_HPMCOUNTER4H 0xc84
```

30.32.1.88 CSR_HPMCOUNTER5

```
#define CSR_HPMCOUNTER5 0xc05
```

30.32.1.89 CSR_HPMCOUNTER5H

```
#define CSR_HPMCOUNTER5H 0xc85
```

30.32.1.90 CSR_HPMCOUNTER6

```
#define CSR_HPMCOUNTER6 0xc06
```

30.32.1.91 CSR_HPMCOUNTER6H

```
#define CSR_HPMCOUNTER6H 0xc86
```

30.32.1.92 CSR_HPMCOUNTER7

```
#define CSR_HPMCOUNTER7 0xc07
```

30.32.1.93 CSR_HPMCOUNTER7H

```
#define CSR_HPMCOUNTER7H 0xc87
```

30.32.1.94 CSR_HPMCOUNTER8

```
#define CSR_HPMCOUNTER8 0xc08
```

30.32.1.95 CSR_HPMCOUNTER8H

```
#define CSR_HPMCOUNTER8H 0xc88
```

30.32.1.96 CSR_HPMCOUNTER9

```
#define CSR_HPMCOUNTER9 0xc09
```

30.32.1.97 CSR_HPMCOUNTER9H

```
#define CSR_HPMCOUNTER9H 0xc89
```

30.32.1.98 CSR_HSTATEEN0

```
#define CSR_HSTATEEN0 0x60C
```

30.32.1.99 CSR_HSTATEEN0H

```
#define CSR_HSTATEEN0H 0x61C
```

30.32.1.100 CSR_HSTATEEN1

```
#define CSR_HSTATEEN1 0x60D
```

30.32.1.101 CSR_HSTATEEN1H

```
#define CSR_HSTATEEN1H 0x61D
```

30.32.1.102 CSR_HSTATEEN2

```
#define CSR_HSTATEEN2 0x60E
```

30.32.1.103 CSR_HSTATEEN2H

```
#define CSR_HSTATEEN2H 0x61E
```

30.32.1.104 CSR_HSTATEEN3

```
#define CSR_HSTATEEN3 0x60F
```

30.32.1.105 CSR_HSTATEEN3H

```
#define CSR_HSTATEEN3H 0x61F
```

30.32.1.106 CSR_HSTATUS

```
#define CSR_HSTATUS 0x600
```

30.32.1.107 CSR_HTIMEDELTA

```
#define CSR_HTIMEDELTA 0x605
```

30.32.1.108 CSR_HTIMEDELTAH

```
#define CSR_HTIMEDELTAH 0x615
```

30.32.1.109 CSR_HTINST

```
#define CSR_HTINST 0x64a
```

30.32.1.110 CSR_HTVAL

```
#define CSR_HTVAL 0x643
```

30.32.1.111 CSR_HVICTL

```
#define CSR_HVICTL 0x609
```

30.32.1.112 CSR_HVIEN

```
#define CSR_HVIEN 0x608
```

30.32.1.113 CSR_HVIENH

```
#define CSR_HVIENH 0x618
```

30.32.1.114 CSR_HVIP

```
#define CSR_HVIP 0x645
```

30.32.1.115 CSR_HVIPH

```
#define CSR_HVIPH 0x655
```

30.32.1.116 CSR_HVIPRIO1

```
#define CSR_HVIPRIO1 0x646
```

30.32.1.117 CSR_HVIPRIO1H

```
#define CSR_HVIPRIO1H 0x656
```

30.32.1.118 CSR_HVIPRIO2

```
#define CSR_HVIPRIO2 0x647
```

30.32.1.119 CSR_HVIPRIO2H

```
#define CSR_HVIPRIO2H 0x657
```

30.32.1.120 CSR_INSTRET

```
#define CSR_INSTRET 0xc02
```

30.32.1.121 CSR_INSTRETH

```
#define CSR_INSTRETH 0xc82
```

30.32.1.122 CSR_MARCHID

```
#define CSR_MARCHID 0xf12
```

30.32.1.123 CSR_MCAUSE

```
#define CSR_MCAUSE 0x342
```

30.32.1.124 CSR_MCONFIGPTR

```
#define CSR_MCONFIGPTR 0xf15
```

30.32.1.125 CSR_MCOUNTEREN

```
#define CSR_MCOUNTEREN 0x306
```

30.32.1.126 CSR_MCOUNTINHIBIT

```
#define CSR_MCOUNTINHIBIT 0x320
```

30.32.1.127 CSR_MCYCLE

```
#define CSR_MCYCLE 0xb00
```

30.32.1.128 CSR_MCYCLECFG

```
#define CSR_MCYCLECFG 0x321
```

30.32.1.129 CSR_MCYCLECFGH

```
#define CSR_MCYCLECFGH 0x721
```

30.32.1.130 CSR_MCYCLEH

```
#define CSR_MCYCLEH 0xb80
```

30.32.1.131 CSR_MEDELEG

```
#define CSR_MEDELEG 0x302
```

30.32.1.132 CSR_MENVCFG

```
#define CSR_MENVCFG 0x30a
```

30.32.1.133 CSR_MENVCFGH

```
#define CSR_MENVCFGH 0x31a
```

30.32.1.134 CSR_MEPC

```
#define CSR_MEPC 0x341
```

30.32.1.135 CSR_MHARTID

```
#define CSR_MHARTID 0xf14
```

30.32.1.136 CSR_MHPMCOUNTER10

```
#define CSR_MHPMCOUNTER10 0xb0a
```

30.32.1.137 CSR_MHPMCOUNTER10H

```
#define CSR_MHPMCOUNTER10H 0xb8a
```

30.32.1.138 CSR_MHPMCOUNTER11

```
#define CSR_MHPMCOUNTER11 0xb0b
```

30.32.1.139 CSR_MHPMCOUNTER11H

```
#define CSR_MHPMCOUNTER11H 0xb8b
```

30.32.1.140 CSR_MHPMCOUNTER12

```
#define CSR_MHPMCOUNTER12 0xb0c
```

30.32.1.141 CSR_MHPMCOUNTER12H

```
#define CSR_MHPMCOUNTER12H 0xb8c
```

30.32.1.142 CSR_MHPMCOUNTER13

```
#define CSR_MHPMCOUNTER13 0xb0d
```

30.32.1.143 CSR_MHPMCOUNTER13H

```
#define CSR_MHPMCOUNTER13H 0xb8d
```

30.32.1.144 CSR_MHPMCOUNTER14

```
#define CSR_MHPMCOUNTER14 0xb0e
```

30.32.1.145 CSR_MHPMCOUNTER14H

```
#define CSR_MHPMCOUNTER14H 0xb8e
```

30.32.1.146 CSR_MHPMCOUNTER15

```
#define CSR_MHPMCOUNTER15 0xb0f
```

30.32.1.147 CSR_MHPMCOUNTER15H

```
#define CSR_MHPMCOUNTER15H 0xb8f
```

30.32.1.148 CSR_MHPMCOUNTER16

```
#define CSR_MHPMCOUNTER16 0xb10
```

30.32.1.149 CSR_MHPMCOUNTER16H

```
#define CSR_MHPMCOUNTER16H 0xb90
```

30.32.1.150 CSR_MHPMCOUNTER17

```
#define CSR_MHPMCOUNTER17 0xb11
```

30.32.1.151 CSR_MHPMCOUNTER17H

```
#define CSR_MHPMCOUNTER17H 0xb91
```

30.32.1.152 CSR_MHPMCOUNTER18

```
#define CSR_MHPMCOUNTER18 0xb12
```

30.32.1.153 CSR_MHPMCOUNTER18H

```
#define CSR_MHPMCOUNTER18H 0xb92
```

30.32.1.154 CSR_MHPMCOUNTER19

```
#define CSR_MHPMCOUNTER19 0xb13
```

30.32.1.155 CSR_MHPMCOUNTER19H

```
#define CSR_MHPMCOUNTER19H 0xb93
```

30.32.1.156 CSR_MHPMCOUNTER20

```
#define CSR_MHPMCOUNTER20 0xb14
```

30.32.1.157 CSR_MHPMCOUNTER20H

```
#define CSR_MHPMCOUNTER20H 0xb94
```

30.32.1.158 CSR_MHPMCOUNTER21

```
#define CSR_MHPMCOUNTER21 0xb15
```

30.32.1.159 CSR_MHPMCOUNTER21H

```
#define CSR_MHPMCOUNTER21H 0xb95
```

30.32.1.160 CSR_MHPMCOUNTER22

```
#define CSR_MHPMCOUNTER22 0xb16
```

30.32.1.161 CSR_MHPMCOUNTER22H

```
#define CSR_MHPMCOUNTER22H 0xb96
```

30.32.1.162 CSR_MHPMCOUNTER23

```
#define CSR_MHPMCOUNTER23 0xb17
```

30.32.1.163 CSR_MHPMCOUNTER23H

```
#define CSR_MHPMCOUNTER23H 0xb97
```

30.32.1.164 CSR_MHPMCOUNTER24

```
#define CSR_MHPMCOUNTER24 0xb18
```

30.32.1.165 CSR_MHPMCOUNTER24H

```
#define CSR_MHPMCOUNTER24H 0xb98
```

30.32.1.166 CSR_MHPMCOUNTER25

```
#define CSR_MHPMCOUNTER25 0xb19
```

30.32.1.167 CSR_MHPMCOUNTER25H

```
#define CSR_MHPMCOUNTER25H 0xb99
```

30.32.1.168 CSR_MHPMCOUNTER26

```
#define CSR_MHPMCOUNTER26 0xb1a
```

30.32.1.169 CSR_MHPMCOUNTER26H

```
#define CSR_MHPMCOUNTER26H 0xb9a
```

30.32.1.170 CSR_MHPMCOUNTER27

```
#define CSR_MHPMCOUNTER27 0xb1b
```

30.32.1.171 CSR_MHPMCOUNTER27H

```
#define CSR_MHPMCOUNTER27H 0xb9b
```

30.32.1.172 CSR_MHPMCOUNTER28

```
#define CSR_MHPMCOUNTER28 0xb1c
```

30.32.1.173 CSR_MHPMCOUNTER28H

```
#define CSR_MHPMCOUNTER28H 0xb9c
```

30.32.1.174 CSR_MHPMCOUNTER29

```
#define CSR_MHPMCOUNTER29 0xb1d
```

30.32.1.175 CSR_MHPMCOUNTER29H

```
#define CSR_MHPMCOUNTER29H 0xb9d
```

30.32.1.176 CSR_MHPMCOUNTER3

```
#define CSR_MHPMCOUNTER3 0xb03
```

30.32.1.177 CSR_MHPMCOUNTER30

```
#define CSR_MHPMCOUNTER30 0xb1e
```

30.32.1.178 CSR_MHPMCOUNTER30H

```
#define CSR_MHPMCOUNTER30H 0xb9e
```

30.32.1.179 CSR_MHPMCOUNTER31

```
#define CSR_MHPMCOUNTER31 0xb1f
```

30.32.1.180 CSR_MHPMCOUNTER31H

```
#define CSR_MHPMCOUNTER31H 0xb9f
```

30.32.1.181 CSR_MHPMCOUNTER3H

```
#define CSR_MHPMCOUNTER3H 0xb83
```

30.32.1.182 CSR_MHPMCOUNTER4

```
#define CSR_MHPMCOUNTER4 0xb04
```

30.32.1.183 CSR_MHPMCOUNTER4H

```
#define CSR_MHPMCOUNTER4H 0xb84
```

30.32.1.184 CSR_MHPMCOUNTER5

```
#define CSR_MHPMCOUNTER5 0xb05
```

30.32.1.185 CSR_MHPMCOUNTER5H

```
#define CSR_MHPMCOUNTER5H 0xb85
```

30.32.1.186 CSR_MHPMCOUNTER6

```
#define CSR_MHPMCOUNTER6 0xb06
```

30.32.1.187 CSR_MHPMCOUNTER6H

```
#define CSR_MHPMCOUNTER6H 0xb86
```

30.32.1.188 CSR_MHPMCOUNTER7

```
#define CSR_MHPMCOUNTER7 0xb07
```

30.32.1.189 CSR_MHPMCOUNTER7H

```
#define CSR_MHPMCOUNTER7H 0xb87
```

30.32.1.190 CSR_MHPMCOUNTER8

```
#define CSR_MHPMCOUNTER8 0xb08
```

30.32.1.191 CSR_MHPMCOUNTER8H

```
#define CSR_MHPMCOUNTER8H 0xb88
```

30.32.1.192 CSR_MHPMCOUNTER9

```
#define CSR_MHPMCOUNTER9 0xb09
```

30.32.1.193 CSR_MHPMCOUNTER9H

```
#define CSR_MHPMCOUNTER9H 0xb89
```

30.32.1.194 CSR_MHPMEVENT10

```
#define CSR_MHPMEVENT10 0x32a
```

30.32.1.195 CSR_MHPMEVENT10H

```
#define CSR_MHPMEVENT10H 0x72a
```

30.32.1.196 CSR_MHPMEVENT11

```
#define CSR_MHPMEVENT11 0x32b
```

30.32.1.197 CSR_MHPMEVENT11H

```
#define CSR_MHPMEVENT11H 0x72b
```

30.32.1.198 CSR_MHPMEVENT12

```
#define CSR_MHPMEVENT12 0x32c
```

30.32.1.199 CSR_MHPMEVENT12H

```
#define CSR_MHPMEVENT12H 0x72c
```

30.32.1.200 CSR_MHPMEVENT13

```
#define CSR_MHPMEVENT13 0x32d
```

30.32.1.201 CSR_MHPMEVENT13H

```
#define CSR_MHPMEVENT13H 0x72d
```

30.32.1.202 CSR_MHPMEVENT14

```
#define CSR_MHPMEVENT14 0x32e
```

30.32.1.203 CSR_MHPMEVENT14H

```
#define CSR_MHPMEVENT14H 0x72e
```

30.32.1.204 CSR_MHPMEVENT15

```
#define CSR_MHPMEVENT15 0x32f
```

30.32.1.205 CSR_MHPMEVENT15H

```
#define CSR_MHPMEVENT15H 0x72f
```

30.32.1.206 CSR_MHPMEVENT16

```
#define CSR_MHPMEVENT16 0x330
```

30.32.1.207 CSR_MHPMEVENT16H

```
#define CSR_MHPMEVENT16H 0x730
```

30.32.1.208 CSR_MHPMEVENT17

```
#define CSR_MHPMEVENT17 0x331
```

30.32.1.209 CSR_MHPMEVENT17H

```
#define CSR_MHPMEVENT17H 0x731
```

30.32.1.210 CSR_MHPMEVENT18

```
#define CSR_MHPMEVENT18 0x332
```

30.32.1.211 CSR_MHPMEVENT18H

```
#define CSR_MHPMEVENT18H 0x732
```

30.32.1.212 CSR_MHPMEVENT19

```
#define CSR_MHPMEVENT19 0x333
```

30.32.1.213 CSR_MHPMEVENT19H

```
#define CSR_MHPMEVENT19H 0x733
```

30.32.1.214 CSR_MHPMEVENT20

```
#define CSR_MHPMEVENT20 0x334
```

30.32.1.215 CSR_MHPMEVENT20H

```
#define CSR_MHPMEVENT20H 0x734
```

30.32.1.216 CSR_MHPMEVENT21

```
#define CSR_MHPMEVENT21 0x335
```

30.32.1.217 CSR_MHPMEVENT21H

```
#define CSR_MHPMEVENT21H 0x735
```

30.32.1.218 CSR_MHPMEVENT22

```
#define CSR_MHPMEVENT22 0x336
```

30.32.1.219 CSR_MHPMEVENT22H

```
#define CSR_MHPMEVENT22H 0x736
```

30.32.1.220 CSR_MHPMEVENT23

```
#define CSR_MHPMEVENT23 0x337
```

30.32.1.221 CSR_MHPMEVENT23H

```
#define CSR_MHPMEVENT23H 0x737
```

30.32.1.222 CSR_MHPMEVENT24

```
#define CSR_MHPMEVENT24 0x338
```

30.32.1.223 CSR_MHPMEVENT24H

```
#define CSR_MHPMEVENT24H 0x738
```

30.32.1.224 CSR_MHPMEVENT25

```
#define CSR_MHPMEVENT25 0x339
```

30.32.1.225 CSR_MHPMEVENT25H

```
#define CSR_MHPMEVENT25H 0x739
```

30.32.1.226 CSR_MHPMEVENT26

```
#define CSR_MHPMEVENT26 0x33a
```

30.32.1.227 CSR_MHPMEVENT26H

```
#define CSR_MHPMEVENT26H 0x73a
```

30.32.1.228 CSR_MHPMEVENT27

```
#define CSR_MHPMEVENT27 0x33b
```

30.32.1.229 CSR_MHPMEVENT27H

```
#define CSR_MHPMEVENT27H 0x73b
```

30.32.1.230 CSR_MHPMEVENT28

```
#define CSR_MHPMEVENT28 0x33c
```

30.32.1.231 CSR_MHPMEVENT28H

```
#define CSR_MHPMEVENT28H 0x73c
```

30.32.1.232 CSR_MHPMEVENT29

```
#define CSR_MHPMEVENT29 0x33d
```

30.32.1.233 CSR_MHPMEVENT29H

```
#define CSR_MHPMEVENT29H 0x73d
```

30.32.1.234 CSR_MHPMEVENT3

```
#define CSR_MHPMEVENT3 0x323
```

30.32.1.235 CSR_MHPMEVENT30

```
#define CSR_MHPMEVENT30 0x33e
```

30.32.1.236 CSR_MHPMEVENT30H

```
#define CSR_MHPMEVENT30H 0x73e
```

30.32.1.237 CSR_MHPMEVENT31

```
#define CSR_MHPMEVENT31 0x33f
```

30.32.1.238 CSR_MHPMEVENT31H

```
#define CSR_MHPMEVENT31H 0x73f
```

30.32.1.239 CSR_MHPMEVENT3H

```
#define CSR_MHPMEVENT3H 0x723
```

30.32.1.240 CSR_MHPMEVENT4

```
#define CSR_MHPMEVENT4 0x324
```

30.32.1.241 CSR_MHPMEVENT4H

```
#define CSR_MHPMEVENT4H 0x724
```

30.32.1.242 CSR_MHPMEVENT5

```
#define CSR_MHPMEVENT5 0x325
```

30.32.1.243 CSR_MHPMEVENT5H

```
#define CSR_MHPMEVENT5H 0x725
```

30.32.1.244 CSR_MHPMEVENT6

```
#define CSR_MHPMEVENT6 0x326
```

30.32.1.245 CSR_MHPMEVENT6H

```
#define CSR_MHPMEVENT6H 0x726
```

30.32.1.246 CSR_MHPMEVENT7

```
#define CSR_MHPMEVENT7 0x327
```

30.32.1.247 CSR_MHPMEVENT7H

```
#define CSR_MHPMEVENT7H 0x727
```

30.32.1.248 CSR_MHPMEVENT8

```
#define CSR_MHPMEVENT8 0x328
```

30.32.1.249 CSR_MHPMEVENT8H

```
#define CSR_MHPMEVENT8H 0x728
```

30.32.1.250 CSR_MHPMEVENT9

```
#define CSR_MHPMEVENT9 0x329
```

30.32.1.251 CSR_MHPMEVENT9H

```
#define CSR_MHPMEVENT9H 0x729
```

30.32.1.252 CSR_MIDELEG

```
#define CSR_MIDELEG 0x303
```

30.32.1.253 CSR_MIDELEGH

```
#define CSR_MIDELEGH 0x313
```

30.32.1.254 CSR_MIE

```
#define CSR_MIE 0x304
```

30.32.1.255 CSR_MIEH

```
#define CSR_MIEH 0x314
```

30.32.1.256 CSR_MIMPID

```
#define CSR_MIMPID 0xf13
```

30.32.1.257 CSR_MINSTRET

```
#define CSR_MINSTRET 0xb02
```

30.32.1.258 CSR_MINSTRETCFG

```
#define CSR_MINSTRETCFG 0x322
```

30.32.1.259 CSR_MINSTRETCFGH

```
#define CSR_MINSTRETCFGH 0x722
```

30.32.1.260 CSR_MINSTRETH

```
#define CSR_MINSTRETH 0xb82
```

30.32.1.261 CSR_MIP

```
#define CSR_MIP 0x344
```

30.32.1.262 CSR_MIPH

```
#define CSR_MIPH 0x354
```

30.32.1.263 CSR_MIREG

```
#define CSR_MIREG 0x351
```

30.32.1.264 CSR_MIREG2

```
#define CSR_MIREG2 0x352
```

30.32.1.265 CSR_MIREG3

```
#define CSR_MIREG3 0x353
```

30.32.1.266 CSR_MIREG4

```
#define CSR_MIREG4 0x355
```

30.32.1.267 CSR_MIREG5

```
#define CSR_MIREG5 0x356
```

30.32.1.268 CSR_MIREG6

```
#define CSR_MIREG6 0x357
```

30.32.1.269 CSR_MISA

```
#define CSR_MISA 0x301
```

30.32.1.270 CSR_MISELECT

```
#define CSR_MISELECT 0x350
```

30.32.1.271 CSR_MSCRATCH

```
#define CSR_MSCRATCH 0x340
```

30.32.1.272 CSR_MSECCFG

```
#define CSR_MSECCFG 0x747
```

30.32.1.273 CSR_MSECCFGH

```
#define CSR_MSECCFGH 0x757
```

30.32.1.274 CSR_MSTATEEN0

```
#define CSR_MSTATEEN0 0x30C
```

30.32.1.275 CSR_MSTATEEN0H

```
#define CSR_MSTATEEN0H 0x31C
```

30.32.1.276 CSR_MSTATEEN1

```
#define CSR_MSTATEEN1 0x30D
```

30.32.1.277 CSR_MSTATEEN1H

```
#define CSR_MSTATEEN1H 0x31D
```

30.32.1.278 CSR_MSTATEEN2

```
#define CSR_MSTATEEN2 0x30E
```

30.32.1.279 CSR_MSTATEEN2H

```
#define CSR_MSTATEEN2H 0x31E
```

30.32.1.280 CSR_MSTATEEN3

```
#define CSR_MSTATEEN3 0x30F
```

30.32.1.281 CSR_MSTATEEN3H

```
#define CSR_MSTATEEN3H 0x31F
```

30.32.1.282 CSR_MSTATUS

```
#define CSR_MSTATUS 0x300
```

30.32.1.283 CSR_MSTATUSH

```
#define CSR_MSTATUSH 0x310
```

30.32.1.284 CSR_MTINST

```
#define CSR_MTINST 0x34a
```

30.32.1.285 CSR_MTOPEI

```
#define CSR_MTOPEI 0x35c
```

30.32.1.286 CSR_MTOPI

```
#define CSR_MTOPI 0xfb0
```

30.32.1.287 CSR_MTVAL

```
#define CSR_MTVAL 0x343
```

30.32.1.288 CSR_MTVAL2

```
#define CSR_MTVAL2 0x34b
```

30.32.1.289 CSR_MTVEC

```
#define CSR_MTVEC 0x305
```

30.32.1.290 CSR_MVENDORID

```
#define CSR_MVENDORID 0xf11
```

30.32.1.291 CSR_MVIEN

```
#define CSR_MVIEN 0x308
```

30.32.1.292 CSR_MVIENH

```
#define CSR_MVIENH 0x318
```

30.32.1.293 CSR_MVIP

```
#define CSR_MVIP 0x309
```

30.32.1.294 CSR_MVIPH

```
#define CSR_MVIPH 0x319
```

30.32.1.295 CSR_PMPADDR0

```
#define CSR_PMPADDR0 0x3b0
```

30.32.1.296 CSR_PMPADDR1

```
#define CSR_PMPADDR1 0x3b1
```

30.32.1.297 CSR_PMPADDR10

```
#define CSR_PMPADDR10 0x3ba
```

30.32.1.298 CSR_PMPADDR11

```
#define CSR_PMPADDR11 0x3bb
```

30.32.1.299 CSR_PMPADDR12

```
#define CSR_PMPADDR12 0x3bc
```

30.32.1.300 CSR_PMPADDR13

```
#define CSR_PMPADDR13 0x3bd
```

30.32.1.301 CSR_PMPADDR14

```
#define CSR_PMPADDR14 0x3be
```

30.32.1.302 CSR_PMPADDR15

```
#define CSR_PMPADDR15 0x3bf
```

30.32.1.303 CSR_PMPADDR16

```
#define CSR_PMPADDR16 0x3c0
```

30.32.1.304 CSR_PMPADDR17

```
#define CSR_PMPADDR17 0x3c1
```

30.32.1.305 CSR_PMPADDR18

```
#define CSR_PMPADDR18 0x3c2
```

30.32.1.306 CSR_PMPADDR19

```
#define CSR_PMPADDR19 0x3c3
```

30.32.1.307 CSR_PMPADDR2

```
#define CSR_PMPADDR2 0x3b2
```

30.32.1.308 CSR_PMPADDR20

```
#define CSR_PMPADDR20 0x3c4
```

30.32.1.309 CSR_PMPADDR21

```
#define CSR_PMPADDR21 0x3c5
```

30.32.1.310 CSR_PMPADDR22

```
#define CSR_PMPADDR22 0x3c6
```

30.32.1.311 CSR_PMPADDR23

```
#define CSR_PMPADDR23 0x3c7
```

30.32.1.312 CSR_PMPADDR24

```
#define CSR_PMPADDR24 0x3c8
```

30.32.1.313 CSR_PMPADDR25

```
#define CSR_PMPADDR25 0x3c9
```

30.32.1.314 CSR_PMPADDR26

```
#define CSR_PMPADDR26 0x3ca
```

30.32.1.315 CSR_PMPADDR27

```
#define CSR_PMPADDR27 0x3cb
```

30.32.1.316 CSR_PMPADDR28

```
#define CSR_PMPADDR28 0x3cc
```

30.32.1.317 CSR_PMPADDR29

```
#define CSR_PMPADDR29 0x3cd
```

30.32.1.318 CSR_PMPADDR3

```
#define CSR_PMPADDR3 0x3b3
```

30.32.1.319 CSR_PMPADDR30

```
#define CSR_PMPADDR30 0x3ce
```

30.32.1.320 CSR_PMPADDR31

```
#define CSR_PMPADDR31 0x3cf
```

30.32.1.321 CSR_PMPADDR32

```
#define CSR_PMPADDR32 0x3d0
```

30.32.1.322 CSR_PMPADDR33

```
#define CSR_PMPADDR33 0x3d1
```

30.32.1.323 CSR_PMPADDR34

```
#define CSR_PMPADDR34 0x3d2
```

30.32.1.324 CSR_PMPADDR35

```
#define CSR_PMPADDR35 0x3d3
```

30.32.1.325 CSR_PMPADDR36

```
#define CSR_PMPADDR36 0x3d4
```

30.32.1.326 CSR_PMPADDR37

```
#define CSR_PMPADDR37 0x3d5
```

30.32.1.327 CSR_PMPADDR38

```
#define CSR_PMPADDR38 0x3d6
```

30.32.1.328 CSR_PMPADDR39

```
#define CSR_PMPADDR39 0x3d7
```

30.32.1.329 CSR_PMPADDR4

```
#define CSR_PMPADDR4 0x3b4
```

30.32.1.330 CSR_PMPADDR40

```
#define CSR_PMPADDR40 0x3d8
```

30.32.1.331 CSR_PMPADDR41

```
#define CSR_PMPADDR41 0x3d9
```

30.32.1.332 CSR_PMPADDR42

```
#define CSR_PMPADDR42 0x3da
```

30.32.1.333 CSR_PMPADDR43

```
#define CSR_PMPADDR43 0x3db
```

30.32.1.334 CSR_PMPADDR44

```
#define CSR_PMPADDR44 0x3dc
```

30.32.1.335 CSR_PMPADDR45

```
#define CSR_PMPADDR45 0x3dd
```

30.32.1.336 CSR_PMPADDR46

```
#define CSR_PMPADDR46 0x3de
```

30.32.1.337 CSR_PMPADDR47

```
#define CSR_PMPADDR47 0x3df
```

30.32.1.338 CSR_PMPADDR48

```
#define CSR_PMPADDR48 0x3e0
```

30.32.1.339 CSR_PMPADDR49

```
#define CSR_PMPADDR49 0x3e1
```

30.32.1.340 CSR_PMPADDR5

```
#define CSR_PMPADDR5 0x3b5
```

30.32.1.341 CSR_PMPADDR50

```
#define CSR_PMPADDR50 0x3e2
```

30.32.1.342 CSR_PMPADDR51

```
#define CSR_PMPADDR51 0x3e3
```

30.32.1.343 CSR_PMPADDR52

```
#define CSR_PMPADDR52 0x3e4
```

30.32.1.344 CSR_PMPADDR53

```
#define CSR_PMPADDR53 0x3e5
```

30.32.1.345 CSR_PMPADDR54

```
#define CSR_PMPADDR54 0x3e6
```

30.32.1.346 CSR_PMPADDR55

```
#define CSR_PMPADDR55 0x3e7
```

30.32.1.347 CSR_PMPADDR56

```
#define CSR_PMPADDR56 0x3e8
```

30.32.1.348 CSR_PMPADDR57

```
#define CSR_PMPADDR57 0x3e9
```

30.32.1.349 CSR_PMPADDR58

```
#define CSR_PMPADDR58 0x3ea
```

30.32.1.350 CSR_PMPADDR59

```
#define CSR_PMPADDR59 0x3eb
```

30.32.1.351 CSR_PMPADDR6

```
#define CSR_PMPADDR6 0x3b6
```

30.32.1.352 CSR_PMPADDR60

```
#define CSR_PMPADDR60 0x3ec
```

30.32.1.353 CSR_PMPADDR61

```
#define CSR_PMPADDR61 0x3ed
```

30.32.1.354 CSR_PMPADDR62

```
#define CSR_PMPADDR62 0x3ee
```

30.32.1.355 CSR_PMPADDR63

```
#define CSR_PMPADDR63 0x3ef
```

30.32.1.356 CSR_PMPADDR7

```
#define CSR_PMPADDR7 0x3b7
```

30.32.1.357 CSR_PMPADDR8

```
#define CSR_PMPADDR8 0x3b8
```

30.32.1.358 CSR_PMPADDR9

```
#define CSR_PMPADDR9 0x3b9
```

30.32.1.359 CSR_PMPCFG0

```
#define CSR_PMPCFG0 0x3a0
```

30.32.1.360 CSR_PMPCFG1

```
#define CSR_PMPCFG1 0x3a1
```

30.32.1.361 CSR_PMPCFG10

```
#define CSR_PMPCFG10 0x3aa
```

30.32.1.362 CSR_PMPCFG11

```
#define CSR_PMPCFG11 0x3ab
```

30.32.1.363 CSR_PMPCFG12

```
#define CSR_PMPCFG12 0x3ac
```

30.32.1.364 CSR_PMPCFG13

```
#define CSR_PMPCFG13 0x3ad
```

30.32.1.365 CSR_PMPCFG14

```
#define CSR_PMPCFG14 0x3ae
```

30.32.1.366 CSR_PMPCFG15

```
#define CSR_PMPCFG15 0x3af
```

30.32.1.367 CSR_PMPCFG2

```
#define CSR_PMPCFG2 0x3a2
```

30.32.1.368 CSR_PMPCFG3

```
#define CSR_PMPCFG3 0x3a3
```

30.32.1.369 CSR_PMPCFG4

```
#define CSR_PMPCFG4 0x3a4
```

30.32.1.370 CSR_PMPCFG5

```
#define CSR_PMPCFG5 0x3a5
```

30.32.1.371 CSR_PMPCFG6

```
#define CSR_PMPCFG6 0x3a6
```

30.32.1.372 CSR_PMPCFG7

```
#define CSR_PMPCFG7 0x3a7
```

30.32.1.373 CSR_PMPCFG8

```
#define CSR_PMPCFG8 0x3a8
```

30.32.1.374 CSR_PMPCFG9

```
#define CSR_PMPCFG9 0x3a9
```

30.32.1.375 CSR_SATP

```
#define CSR_SATP 0x180
```

30.32.1.376 CSR_SCAUSE

```
#define CSR_SCAUSE 0x142
```

30.32.1.377 CSR_SCOUNTEREN

```
#define CSR_SCOUNTEREN 0x106
```

30.32.1.378 CSR_SCOUNTINHIBIT

```
#define CSR_SCOUNTINHIBIT 0x120
```

30.32.1.379 CSR_SCOUNTOVF

```
#define CSR_SCOUNTOVF 0xda0
```

30.32.1.380 CSR_SENVCFG

```
#define CSR_SENVCFG 0x10a
```

30.32.1.381 CSR_SEPC

```
#define CSR_SEPC 0x141
```

30.32.1.382 CSR_SIE

```
#define CSR_SIE 0x104
```

30.32.1.383 CSR_SIEH

```
#define CSR_SIEH 0x114
```

30.32.1.384 CSR_SIP

```
#define CSR_SIP 0x144
```

30.32.1.385 CSR_SIPH

```
#define CSR_SIPH 0x154
```

30.32.1.386 CSR_SIREG

```
#define CSR_SIREG 0x151
```

30.32.1.387 CSR_SIREG2

```
#define CSR_SIREG2 0x152
```

30.32.1.388 CSR_SIREG3

```
#define CSR_SIREG3 0x153
```

30.32.1.389 CSR_SIREG4

```
#define CSR_SIREG4 0x155
```

30.32.1.390 CSR_SIREG5

```
#define CSR_SIREG5 0x156
```

30.32.1.391 CSR_SIREG6

```
#define CSR_SIREG6 0x157
```

30.32.1.392 CSR_SISELECT

```
#define CSR_SISELECT 0x150
```

30.32.1.393 CSR_SSCRATCH

```
#define CSR_SSCRATCH 0x140
```

30.32.1.394 CSR_SSTATEEN0

```
#define CSR_SSTATEEN0 0x10C
```

30.32.1.395 CSR_SSTATEEN1

```
#define CSR_SSTATEEN1 0x10D
```

30.32.1.396 CSR_SSTATEEN2

```
#define CSR_SSTATEEN2 0x10E
```

30.32.1.397 CSR_SSTATEEN3

```
#define CSR_SSTATEEN3 0x10F
```

30.32.1.398 CSR_SSTATUS

```
#define CSR_SSTATUS 0x100
```

30.32.1.399 CSR_STIMECMP

```
#define CSR_STIMECMP 0x14D
```

30.32.1.400 CSR_STIMECMPH

```
#define CSR_STIMECMPH 0x15D
```

30.32.1.401 CSR_STOPEI

```
#define CSR_STOPEI 0x15c
```

30.32.1.402 CSR_STOPI

```
#define CSR_STOPI 0xdb0
```

30.32.1.403 CSR_STVAL

```
#define CSR_STVAL 0x143
```

30.32.1.404 CSR_STVEC

```
#define CSR_STVEC 0x105
```

30.32.1.405 CSR_TDATA1

```
#define CSR_TDATA1 0x7a1
```

30.32.1.406 CSR_TDATA2

```
#define CSR_TDATA2 0x7a2
```

30.32.1.407 CSR_TDATA3

```
#define CSR_TDATA3 0x7a3
```

30.32.1.408 CSR_TIME

```
#define CSR_TIME 0xc01
```

30.32.1.409 CSR_TIMEH

```
#define CSR_TIMEH 0xc81
```

30.32.1.410 CSR_TINFO

```
#define CSR_TINFO 0x7a4
```

30.32.1.411 CSR_TSELECT

```
#define CSR_TSELECT 0x7a0
```

30.32.1.412 CSR_UCAUSE

```
#define CSR_UCAUSE 0x042
```

30.32.1.413 CSR_UEPC

```
#define CSR_UEPC 0x041
```

30.32.1.414 CSR_UIE

```
#define CSR_UIE 0x004
```

30.32.1.415 CSR_UIP

```
#define CSR_UIP 0x044
```

30.32.1.416 CSR_USCRATCH

```
#define CSR_USCRATCH 0x040
```

30.32.1.417 CSR_USTATUS

```
#define CSR_USTATUS 0x000
```

30.32.1.418 CSR_UTVAL

```
#define CSR_UTVAL 0x043
```

30.32.1.419 CSR_UTVEC

```
#define CSR_UTVEC 0x005
```

30.32.1.420 CSR_VSATP

```
#define CSR_VSATP 0x280
```

30.32.1.421 CSR_VSCAUSE

```
#define CSR_VSCAUSE 0x242
```

30.32.1.422 CSR_VSEPC

```
#define CSR_VSEPC 0x241
```

30.32.1.423 CSR_VSIE

```
#define CSR_VSIE 0x204
```

30.32.1.424 CSR_VSIEH

```
#define CSR_VSIEH 0x214
```

30.32.1.425 CSR_VSIP

```
#define CSR_VSIP 0x244
```

30.32.1.426 CSR_VSIPH

```
#define CSR_VSIPH 0x254
```

30.32.1.427 CSR_VSIREG

```
#define CSR_VSIREG 0x251
```

30.32.1.428 CSR_VSIREG2

```
#define CSR_VSIREG2 0x252
```

30.32.1.429 CSR_VSIREG3

```
#define CSR_VSIREG3 0x253
```

30.32.1.430 CSR_VSIREG4

```
#define CSR_VSIREG4 0x255
```

30.32.1.431 CSR_VSIREG5

```
#define CSR_VSIREG5 0x256
```

30.32.1.432 CSR_VSIREG6

```
#define CSR_VSIREG6 0x257
```

30.32.1.433 CSR_VSISELECT

```
#define CSR_VSISELECT 0x250
```

30.32.1.434 CSR_VSSCRATCH

```
#define CSR_VSSCRATCH 0x240
```

30.32.1.435 CSR_VSSTATUS

```
#define CSR_VSSTATUS 0x200
```

30.32.1.436 CSR_VSTOPEI

```
#define CSR_VSTOPEI 0x25c
```

30.32.1.437 CSR_VSTOPI

```
#define CSR_VSTOPI 0xeb0
```

30.32.1.438 CSR_VSTVAL

```
#define CSR_VSTVAL 0x243
```

30.32.1.439 CSR_VSTVEC

```
#define CSR_VSTVEC 0x205
```

30.32.1.440 ENVCFG_ADUE

```
#define ENVCFG_ADUE (_ULL(1) << 61)
```

30.32.1.441 ENVCFG_CBCFE

```
#define ENVCFG_CBCFE (_UL(1) << 6)
```

30.32.1.442 ENVCFG_CBIE

```
#define ENVCFG_CBIE (_UL(0x3) << ENVCFG_CBIE_SHIFT)
```

30.32.1.443 ENVCFG_CBIE_FLUSH

```
#define ENVCFG_CBIE_FLUSH _UL(0x1)
```

30.32.1.444 ENVCFG_CBIE_ILL

```
#define ENVCFG_CBIE_ILL _UL(0x0)
```

30.32.1.445 ENVCFG_CBIE_INV

```
#define ENVCFG_CBIE_INV _UL(0x3)
```

30.32.1.446 ENVCFG_CBIE_SHIFT

```
#define ENVCFG_CBIE_SHIFT 4
```

30.32.1.447 ENVCFG_CBZE

```
#define ENVCFG_CBZE (_UL(1) << 7)
```

30.32.1.448 ENVCFG_CDE

```
#define ENVCFG_CDE (_ULL(1) << 60)
```

30.32.1.449 ENVCFG_FIOM

```
#define ENVCFG_FIOM _UL(0x1)
```

30.32.1.450 ENVCFG_PBMTE

```
#define ENVCFG_PBMTE (_ULL(1) << 62)
```

30.32.1.451 ENVCFG_STCE

```
#define ENVCFG_STCE (_ULL(1) << 63)
```

30.32.1.452 GET_RM

```
#define GET_RM(
              insn ) (((insn) >> 12) & 7)
```

30.32.1.453 GET_RS1

```
#define GET_RS1(
              insn,
              regs ) (*REG_PTR(insn, SH_RS1, regs))
```

30.32.1.454 GET_RS1S

```
#define GET_RS1S(
              insn,
              regs ) (*REG_PTR(RVC_RS1S(insn), 0, regs))
```

30.32.1.455 GET_RS2

```
#define GET_RS2(
              insn,
              regs ) (*REG_PTR(insn, SH_RS2, regs))
```

30.32.1.456 GET_RS2C

```
#define GET_RS2C(
              insn,
              regs ) (*REG_PTR(insn, SH_RS2C, regs))
```

30.32.1.457 GET_RS2S

```
#define GET_RS2S(
              insn,
              regs ) (*REG_PTR(RVC_RS2S(insn), 0, regs))
```

30.32.1.458 GET_SP

```
#define GET_SP(
              regs ) (*REG_PTR(2, 0, regs))
```

30.32.1.459 HGATP32_MODE_SHIFT

```
#define HGATP32_MODE_SHIFT 31
```

30.32.1.460 HGATP32_PPN

```
#define HGATP32_PPN _UL(0x003FFFFF)
```

30.32.1.461 HGATP32_VMID_MASK

```
#define HGATP32_VMID_MASK _UL(0x1FC00000)
```

30.32.1.462 HGATP32_VMID_SHIFT

```
#define HGATP32_VMID_SHIFT 22
```

30.32.1.463 HGATP64_MODE_SHIFT

```
#define HGATP64_MODE_SHIFT 60
```

30.32.1.464 HGATP64_PPN

```
#define HGATP64_PPN _ULL(0x00000FFFFFFFFFFF)
```

30.32.1.465 HGATP64_VMID_MASK

```
#define HGATP64_VMID_MASK _ULL(0x03FFF00000000000)
```

30.32.1.466 HGATP64_VMID_SHIFT

```
#define HGATP64_VMID_SHIFT 44
```

30.32.1.467 HGATP_MODE_OFF

```
#define HGATP_MODE_OFF _UL(0)
```

30.32.1.468 HGATP_MODE_SHIFT

```
#define HGATP_MODE_SHIFT HGATP32_MODE_SHIFT
```

30.32.1.469 HGATP_MODE_SV32X4

```
#define HGATP_MODE_SV32X4 _UL(1)
```

30.32.1.470 HGATP_MODE_SV39X4

```
#define HGATP_MODE_SV39X4 _UL(8)
```

30.32.1.471 HGATP_MODE_SV48X4

```
#define HGATP_MODE_SV48X4 _UL(9)
```

30.32.1.472 HGATP_PPN

```
#define HGATP_PPN HGATP32_PPN
```

30.32.1.473 HGATP_VMID_MASK

```
#define HGATP_VMID_MASK HGATP32_VMID_MASK
```

30.32.1.474 HGATP_VMID_SHIFT

```
#define HGATP_VMID_SHIFT HGATP32_VMID_SHIFT
```

30.32.1.475 HSTATUS_GVA

```
#define HSTATUS_GVA _UL(0x00000040)
```

30.32.1.476 HSTATUS_HU

```
#define HSTATUS_HU _UL(0x00000200)
```

30.32.1.477 HSTATUS_SPV

```
#define HSTATUS_SPV _UL(0x00000080)
```

30.32.1.478 HSTATUS_SPVP

```
#define HSTATUS_SPVP _UL(0x00000100)
```

30.32.1.479 HSTATUS_VGEIN

```
#define HSTATUS_VGEIN _UL(0x0003f000)
```

30.32.1.480 HSTATUS_VGEIN_SHIFT

```
#define HSTATUS_VGEIN_SHIFT 12
```

30.32.1.481 HSTATUS_VSBE

```
#define HSTATUS_VSBE _UL(0x00000020)
```

30.32.1.482 HSTATUS_VTSR

```
#define HSTATUS_VTSR _UL(0x00400000)
```

30.32.1.483 HSTATUS_VTVM

```
#define HSTATUS_VTVM _UL(0x00100000)
```

30.32.1.484 HSTATUS_VTW

```
#define HSTATUS_VTW _UL(0x00200000)
```

30.32.1.485 IMM_I

```
#define IMM_I(
              insn ) ((s32)(insn) >> 20)
```

30.32.1.486 IMM_S

```
#define IMM_S(
              insn )
```

Value:

```
(((s32)(insn) » 25 « 5) | \
(s32)(((insn) » 7) & 0x1f))
```

30.32.1.487 INSN_16BIT_MASK

```
#define INSN_16BIT_MASK 0x3
```

30.32.1.488 INSN_32BIT_MASK

```
#define INSN_32BIT_MASK 0x1c
```

30.32.1.489 INSN_IS_16BIT

```
#define INSN_IS_16BIT(
              insn )  (((insn) & INSN_16BIT_MASK) != INSN_16BIT_MASK)
```

30.32.1.490 INSN_IS_32BIT

```
#define INSN_IS_32BIT(
              insn )
```

Value:

```
    (((insn) & INSN_16BIT_MASK) == INSN_16BIT_MASK && \
     ((insn) & INSN_32BIT_MASK) != INSN_32BIT_MASK)
```

30.32.1.491 INSN_LEN

```
#define INSN_LEN(
              insn ) (INSN_IS_16BIT(insn) ?  2 :  4)
```

30.32.1.492 INSN_MASK_C_FLD

```
#define INSN_MASK_C_FLD 0xe003
```

30.32.1.493 INSN_MASK_C_FLDSP

```
#define INSN_MASK_C_FLDSP 0xe003
```

30.32.1.494 INSN_MASK_C_FLW

```
#define INSN_MASK_C_FLW 0xe003
```

30.32.1.495 INSN_MASK_C_FLWSP

```
#define INSN_MASK_C_FLWSP 0xe003
```

30.32.1.496 INSN_MASK_C_FSD

```
#define INSN_MASK_C_FSD 0xe003
```

30.32.1.497 INSN_MASK_C_FSDSP

```
#define INSN_MASK_C_FSDSP 0xe003
```

30.32.1.498 INSN_MASK_C_FSW

```
#define INSN_MASK_C_FSW 0xe003
```

30.32.1.499 INSN_MASK_C_FSWSP

```
#define INSN_MASK_C_FSWSP 0xe003
```

30.32.1.500 INSN_MASK_C_LD

```
#define INSN_MASK_C_LD 0xe003
```

30.32.1.501 INSN_MASK_C_LDSP

```
#define INSN_MASK_C_LDSP 0xe003
```

30.32.1.502 INSN_MASK_C_LH

```
#define INSN_MASK_C_LH 0xfc43
```

30.32.1.503 INSN_MASK_C_LHU

```
#define INSN_MASK_C_LHU 0xfc43
```

30.32.1.504 INSN_MASK_C_LW

```
#define INSN_MASK_C_LW 0xe003
```

30.32.1.505 INSN_MASK_C_LWSP

```
#define INSN_MASK_C_LWSP 0xe003
```

30.32.1.506 INSN_MASK_C_SD

```
#define INSN_MASK_C_SD 0xe003
```

30.32.1.507 INSN_MASK_C_SDSP

```
#define INSN_MASK_C_SDSP 0xe003
```

30.32.1.508 INSN_MASK_C_SH

```
#define INSN_MASK_C_SH 0xfc43
```

30.32.1.509 INSN_MASK_C_SW

```
#define INSN_MASK_C_SW 0xe003
```

30.32.1.510 INSN_MASK_C_SWSP

```
#define INSN_MASK_C_SWSP 0xe003
```

30.32.1.511 INSN_MASK_FENCE_TSO

```
#define INSN_MASK_FENCE_TSO 0xffffffff
```

30.32.1.512 INSN_MASK_FLD

```
#define INSN_MASK_FLD 0x707f
```

30.32.1.513 INSN_MASK_FLQ

```
#define INSN_MASK_FLQ 0x707f
```

30.32.1.514 INSN_MASK_FLW

```
#define INSN_MASK_FLW 0x707f
```

30.32.1.515 INSN_MASK_FSD

```
#define INSN_MASK_FSD 0x707f
```

30.32.1.516 INSN_MASK_FSQ

```
#define INSN_MASK_FSQ 0x707f
```

30.32.1.517 INSN_MASK_FSW

```
#define INSN_MASK_FSW 0x707f
```

30.32.1.518 INSN_MASK_LB

```
#define INSN_MASK_LB 0x707f
```

30.32.1.519 INSN_MASK_LBU

```
#define INSN_MASK_LBU 0x707f
```

30.32.1.520 INSN_MASK_LD

```
#define INSN_MASK_LD 0x707f
```

30.32.1.521 INSN_MASK_LH

```
#define INSN_MASK_LH 0x707f
```

30.32.1.522 INSN_MASK_LHU

```
#define INSN_MASK_LHU 0x707f
```

30.32.1.523 INSN_MASK_LW

```
#define INSN_MASK_LW 0x707f
```

30.32.1.524 INSN_MASK_LWU

```
#define INSN_MASK_LWU 0x707f
```

30.32.1.525 INSN_MASK_SB

```
#define INSN_MASK_SB 0x707f
```

30.32.1.526 INSN_MASK_SD

```
#define INSN_MASK_SD 0x707f
```

30.32.1.527 INSN_MASK_SH

```
#define INSN_MASK_SH 0x707f
```

30.32.1.528 INSN_MASK_SW

```
#define INSN_MASK_SW 0x707f
```

30.32.1.529 INSN_MASK_WFI

```
#define INSN_MASK_WFI 0xffffff00
```

30.32.1.530 INSN_MATCH_C_FLD

```
#define INSN_MATCH_C_FLD 0x2000
```

30.32.1.531 INSN_MATCH_C_FLDSP

```
#define INSN_MATCH_C_FLDSP 0x2002
```

30.32.1.532 INSN_MATCH_C_FLW

```
#define INSN_MATCH_C_FLW 0x6000
```

30.32.1.533 INSN_MATCH_C_FLWSP

```
#define INSN_MATCH_C_FLWSP 0x6002
```

30.32.1.534 INSN_MATCH_C_FSD

```
#define INSN_MATCH_C_FSD 0xa000
```

30.32.1.535 INSN_MATCH_C_FSDSP

```
#define INSN_MATCH_C_FSDSP 0xa002
```

30.32.1.536 INSN_MATCH_C_FSW

```
#define INSN_MATCH_C_FSW 0xe000
```

30.32.1.537 INSN_MATCH_C_FSWSP

```
#define INSN_MATCH_C_FSWSP 0xe002
```

30.32.1.538 INSN_MATCH_C_LD

```
#define INSN_MATCH_C_LD 0x6000
```

30.32.1.539 INSN_MATCH_C_LDSP

```
#define INSN_MATCH_C_LDSP 0x6002
```

30.32.1.540 INSN_MATCH_C_LH

```
#define INSN_MATCH_C_LH 0x8440
```

30.32.1.541 INSN_MATCH_C_LHU

```
#define INSN_MATCH_C_LHU 0x8400
```

30.32.1.542 INSN_MATCH_C_LW

```
#define INSN_MATCH_C_LW 0x4000
```

30.32.1.543 INSN_MATCH_C_LWSP

```
#define INSN_MATCH_C_LWSP 0x4002
```

30.32.1.544 INSN_MATCH_C_SD

```
#define INSN_MATCH_C_SD 0xe000
```

30.32.1.545 INSN_MATCH_C_SDSP

```
#define INSN_MATCH_C_SDSP 0xe002
```

30.32.1.546 INSN_MATCH_C_SH

```
#define INSN_MATCH_C_SH 0x8c00
```

30.32.1.547 INSN_MATCH_C_SW

```
#define INSN_MATCH_C_SW 0xc000
```

30.32.1.548 INSN_MATCH_C_SWSP

```
#define INSN_MATCH_C_SWSP 0xc002
```

30.32.1.549 INSN_MATCH_FENCE_TSO

```
#define INSN_MATCH_FENCE_TSO 0x8330000f
```

30.32.1.550 INSN_MATCH_FLD

```
#define INSN_MATCH_FLD 0x3007
```

30.32.1.551 INSN_MATCH_FLQ

```
#define INSN_MATCH_FLQ 0x4007
```

30.32.1.552 INSN_MATCH_FLW

```
#define INSN_MATCH_FLW 0x2007
```

30.32.1.553 INSN_MATCH_FSD

```
#define INSN_MATCH_FSD 0x3027
```

30.32.1.554 INSN_MATCH_FSQ

```
#define INSN_MATCH_FSQ 0x4027
```

30.32.1.555 INSN_MATCH_FSW

```
#define INSN_MATCH_FSW 0x2027
```

30.32.1.556 INSN_MATCH_LB

```
#define INSN_MATCH_LB 0x3
```

30.32.1.557 INSN_MATCH_LBU

```
#define INSN_MATCH_LBU 0x4003
```

30.32.1.558 INSN_MATCH_LD

```
#define INSN_MATCH_LD 0x3003
```

30.32.1.559 INSN_MATCH_LH

```
#define INSN_MATCH_LH 0x1003
```

30.32.1.560 INSN_MATCH_LHU

```
#define INSN_MATCH_LHU 0x5003
```

30.32.1.561 INSN_MATCH_LW

```
#define INSN_MATCH_LW 0x2003
```

30.32.1.562 INSN_MATCH_LWU

```
#define INSN_MATCH_LWU 0x6003
```

30.32.1.563 INSN_MATCH_SB

```
#define INSN_MATCH_SB 0x23
```

30.32.1.564 INSN_MATCH_SD

```
#define INSN_MATCH_SD 0x3023
```

30.32.1.565 INSN_MATCH_SH

```
#define INSN_MATCH_SH 0x1023
```

30.32.1.566 INSN_MATCH_SW

```
#define INSN_MATCH_SW 0x2023
```

30.32.1.567 INSN_MATCH_WFI

```
#define INSN_MATCH_WFI 0x10500000
```

30.32.1.568 IRQ_M_EXT

```
#define IRQ_M_EXT 11
```

30.32.1.569 IRQ_M_SOFT

```
#define IRQ_M_SOFT 3
```

30.32.1.570 IRQ_M_TIMER

```
#define IRQ_M_TIMER 7
```

30.32.1.571 IRQ_PMU_OVF

```
#define IRQ_PMU_OVF 13
```

30.32.1.572 IRQ_S_EXT

```
#define IRQ_S_EXT 9
```

30.32.1.573 IRQ_S_GEXT

```
#define IRQ_S_GEXT 12
```

30.32.1.574 IRQ_S_SOFT

```
#define IRQ_S_SOFT 1
```

30.32.1.575 IRQ_S_TIMER

```
#define IRQ_S_TIMER 5
```

30.32.1.576 IRQ_VS_EXT

```
#define IRQ_VS_EXT 10
```

30.32.1.577 IRQ_VS_SOFT

```
#define IRQ_VS_SOFT 2
```

30.32.1.578 IRQ_VS_TIMER

```
#define IRQ_VS_TIMER 6
```

30.32.1.579 LOG_REGBYTES

```
#define LOG_REGBYTES 2
```

30.32.1.580 MASK_FUNCT3

```
#define MASK_FUNCT3 0x7000
```

30.32.1.581 MCAUSE_IRQ_MASK

```
#define MCAUSE_IRQ_MASK (_UL(1) << (__riscv_xlen - 1))
```

30.32.1.582 MHPMEVENT_MINH

```
#define MHPMEVENT_MINH (MHPMEVENTH_MINH << 32)
```

30.32.1.583 MHPMEVENT_OF

```
#define MHPMEVENT_OF (MHPMEVENTH_OF << 32)
```

30.32.1.584 MHPMEVENT_SINH

```
#define MHPMEVENT_SINH (MHPMEVENTH_SINH << 32)
```

30.32.1.585 MHPMEVENT_SSCOF_MASK

```
#define MHPMEVENT_SSCOF_MASK _ULL(0xFF00000000000000)
```

30.32.1.586 MHPMEVENT_UINH

```
#define MHPMEVENT_UINH (MHPMEVENTH_UINH << 32)
```

30.32.1.587 MHPMEVENT_VSINH

```
#define MHPMEVENT_VSINH (MHPMEVENTH_VSINH << 32)
```

30.32.1.588 MHPMEVENT_VUINH

```
#define MHPMEVENT_VUINH (MHPMEVENTH_VUINH << 32)
```

30.32.1.589 MHPMEVENTH_MINH

```
#define MHPMEVENTH_MINH (_ULL(1) << 30)
```

30.32.1.590 MHPMEVENTH_OF

```
#define MHPMEVENTH_OF (_ULL(1) << 31)
```

30.32.1.591 MHPMEVENTH_SINH

```
#define MHPMEVENTH_SINH (_ULL(1) << 29)
```

30.32.1.592 MHPMEVENTH_UINH

```
#define MHPMEVENTH_UINH (_ULL(1) << 28)
```

30.32.1.593 MHPMEVENTH_VSINH

```
#define MHPMEVENTH_VSINH (_ULL(1) << 27)
```

30.32.1.594 MHPMEVENTH_VUINH

```
#define MHPMEVENTH_VUINH (_ULL(1) << 26)
```

30.32.1.595 MIP_LCOFIP

```
#define MIP_LCOFIP (_UL(1) << IRQ_PMU_OVF)
```

30.32.1.596 MIP_MEIP

```
#define MIP_MEIP (_UL(1) << IRQ_M_EXT)
```

30.32.1.597 MIP_MSIP

```
#define MIP_MSIP (_UL(1) << IRQ_M_SOFT)
```

30.32.1.598 MIP_MTIP

```
#define MIP_MTIP (_UL(1) << IRQ_M_TIMER)
```

30.32.1.599 MIP_SEIP

```
#define MIP_SEIP (_UL(1) << IRQ_S_EXT)
```

30.32.1.600 MIP_SGEIP

```
#define MIP_SGEIP (_UL(1) << IRQ_S_GEXT)
```

30.32.1.601 MIP_SSIP

```
#define MIP_SSIP (_UL(1) << IRQ_S_SOFT)
```

30.32.1.602 MIP_STIP

```
#define MIP_STIP (_UL(1) << IRQ_S_TIMER)
```

30.32.1.603 MIP_VSEIP

```
#define MIP_VSEIP (_UL(1) << IRQ_VS_EXT)
```

30.32.1.604 MIP_VSSIP

```
#define MIP_VSSIP (_UL(1) << IRQ_VS_SOFT)
```

30.32.1.605 MIP_VSTIP

```
#define MIP_VSTIP (_UL(1) << IRQ_VS_TIMER)
```

30.32.1.606 MSECCFG_MML

```
#define MSECCFG_MML (_UL(1) << MSECCFG_MML_SHIFT)
```

30.32.1.607 MSECCFG_MML_SHIFT

```
#define MSECCFG_MML_SHIFT (0)
```

30.32.1.608 MSECCFG_MMWP

```
#define MSECCFG_MMWP (_UL(1) << MSECCFG_MMWP_SHIFT)
```

30.32.1.609 MSECCFG_MMWP_SHIFT

```
#define MSECCFG_MMWP_SHIFT (1)
```

30.32.1.610 MSECCFG_RLB

```
#define MSECCFG_RLB (_UL(1) << MSECCFG_RLB_SHIFT)
```

30.32.1.611 MSECCFG_RLB_SHIFT

```
#define MSECCFG_RLB_SHIFT (2)
```

30.32.1.612 MSECCFG_SSEED

```
#define MSECCFG_SSEED (_UL(1) << MSECCFG_SSEED_SHIFT)
```

30.32.1.613 MSECCFG_SSEED_SHIFT

```
#define MSECCFG_SSEED_SHIFT (9)
```

30.32.1.614 MSECCFG_USEED

```
#define MSECCFG_USEED (_UL(1) << MSECCFG_USEED_SHIFT)
```

30.32.1.615 MSECCFG_USEED_SHIFT

```
#define MSECCFG_USEED_SHIFT (8)
```

30.32.1.616 MSTATUS32_SD [1/2]

```
#define MSTATUS32_SD _UL(0x80000000)
```

30.32.1.617 MSTATUS32_SD [2/2]

```
#define MSTATUS32_SD _UL(0x80000000)
```

30.32.1.618 MSTATUS64_SD

```
#define MSTATUS64_SD _ULL(0x8000000000000000)
```

30.32.1.619 MSTATUS_FS

```
#define MSTATUS_FS _UL(0x00006000)
```

30.32.1.620 MSTATUS_MIE

```
#define MSTATUS_MIE _UL(0x00000008)
```

30.32.1.621 MSTATUS_MPIE

```
#define MSTATUS_MPIE _UL(0x00000080)
```

30.32.1.622 MSTATUS_MPP

```
#define MSTATUS_MPP (_UL(3) << MSTATUS_MPP_SHIFT)
```

30.32.1.623 MSTATUS_MPP_SHIFT

```
#define MSTATUS_MPP_SHIFT 11
```

30.32.1.624 MSTATUS_MPRV

```
#define MSTATUS_MPRV _UL(0x00020000)
```

30.32.1.625 MSTATUS_MXR

```
#define MSTATUS_MXR _UL(0x00080000)
```

30.32.1.626 MSTATUS_SD

```
#define MSTATUS_SD MSTATUS32_SD
```

30.32.1.627 MSTATUS_SIE

```
#define MSTATUS_SIE _UL(0x00000002)
```

30.32.1.628 MSTATUS_SPIE

```
#define MSTATUS_SPIE (_UL(1) << MSTATUS_SPIE_SHIFT)
```

30.32.1.629 MSTATUS_SPIE_SHIFT

```
#define MSTATUS_SPIE_SHIFT 5
```

30.32.1.630 MSTATUS_SPP

```
#define MSTATUS_SPP (_UL(1) << MSTATUS_SPP_SHIFT)
```

30.32.1.631 MSTATUS_SPP_SHIFT

```
#define MSTATUS_SPP_SHIFT 8
```

30.32.1.632 MSTATUS_SUM

```
#define MSTATUS_SUM _UL(0x00040000)
```

30.32.1.633 MSTATUS_TSR

```
#define MSTATUS_TSR _UL(0x00400000)
```

30.32.1.634 MSTATUS_TVM

```
#define MSTATUS_TVM _UL(0x00100000)
```

30.32.1.635 MSTATUS_TW

```
#define MSTATUS_TW _UL(0x00200000)
```

30.32.1.636 MSTATUS_UBE

```
#define MSTATUS_UBE _UL(0x00000040)
```

30.32.1.637 MSTATUS_VS

```
#define MSTATUS_VS _UL(0x00000600)
```

30.32.1.638 MSTATUS_XS

```
#define MSTATUS_XS _UL(0x00018000)
```

30.32.1.639 MSTATUSH_GVA

```
#define MSTATUSH_GVA _UL(0x00000040)
```

30.32.1.640 MSTATUSH_GVA_SHIFT

```
#define MSTATUSH_GVA_SHIFT 6
```

30.32.1.641 MSTATUSH_MBE

```
#define MSTATUSH_MBE _UL(0x00000020)
```

30.32.1.642 MSTATUSH_MPV

```
#define MSTATUSH_MPV _UL(0x00000080)
```

30.32.1.643 MSTATUSH_SBE

```
#define MSTATUSH_SBE _UL(0x00000010)
```

30.32.1.644 PMP_A

```
#define PMP_A _UL(0x18)
```

30.32.1.645 PMP_A_NA4

```
#define PMP_A_NA4 _UL(0x10)
```

30.32.1.646 PMP_A_NAPOT

```
#define PMP_A_NAPOT _UL(0x18)
```

30.32.1.647 PMP_A_TOR

```
#define PMP_A_TOR _UL(0x08)
```

30.32.1.648 PMP_ADDR_MASK

```
#define PMP_ADDR_MASK _UL(0xFFFFFFFF)
```

30.32.1.649 PMP_COUNT

```
#define PMP_COUNT 64
```

30.32.1.650 PMP_L

```
#define PMP_L _UL(0x80)
```

30.32.1.651 PMP_R

```
#define PMP_R _UL(0x01)
```

30.32.1.652 PMP_SHIFT

```
#define PMP_SHIFT 2
```

30.32.1.653 PMP_W

```
#define PMP_W _UL(0x02)
```

30.32.1.654 PMP_X

```
#define PMP_X _UL(0x04)
```

30.32.1.655 PRV_M

```
#define PRV_M _UL(3)
```

30.32.1.656 PRV_S

```
#define PRV_S _UL(1)
```

30.32.1.657 PRV_U

```
#define PRV_U _UL(0)
```

30.32.1.658 REG_MASK

```
#define REG_MASK  ((1 << (5 + LOG_REGBYTES)) - (1 << LOG_REGBYTES))
```

30.32.1.659 REG_OFFSET

```
#define REG_OFFSET(
              insn,
              pos )  (SHIFT_RIGHT((insn), (pos) - LOG_REGBYTES) & REG_MASK)
```

30.32.1.660 REG_PTR

```
#define REG_PTR(
              insn,
              pos,
              regs )  (ulong *)((ulong)(regs) + REG_OFFSET(insn, pos))
```

30.32.1.661 REGBYTES

```
#define REGBYTES (1 << LOG_REGBYTES)
```

30.32.1.662 RV_X

```
#define RV_X(
              x,
              s,
              n ) (((x) >> (s)) & ((1 << (n)) - 1))
```

30.32.1.663 RVC_LD_IMM

```
#define RVC_LD_IMM(
              x )
```

Value:

```
((RV_X(x, 10, 3) « 3) | \
(RV_X(x, 5, 2) « 6))
```

30.32.1.664 RVC_LDSP_IMM

```
#define RVC_LDSP_IMM(
              x )
```

Value:

```
((RV_X(x, 5, 2) « 3) | \
(RV_X(x, 12, 1) « 5) | \
(RV_X(x, 2, 3) « 6))
```

30.32.1.665 RVC_LW_IMM

```
#define RVC_LW_IMM(
              x )
```

Value:

```
((RV_X(x, 6, 1) « 2) | \
(RV_X(x, 10, 3) « 3) | \
(RV_X(x, 5, 1) « 6))
```

30.32.1.666 RVC_LWSP_IMM

```
#define RVC_LWSP_IMM(
              x )
```

Value:

```
((RV_X(x, 4, 3) « 2) | \
(RV_X(x, 12, 1) « 5) | \
(RV_X(x, 2, 2) « 6))
```

30.32.1.667 RVC_RS1S

```
#define RVC_RS1S(
              insn ) (8 + RV_X(insn, SH_RD, 3))
```

30.32.1.668 RVC_RS2

```
#define RVC_RS2(
              insn ) RV_X(insn, SH_RS2C, 5)
```

30.32.1.669 RVC_RS2S

```
#define RVC_RS2S(
              insn ) (8 + RV_X(insn, SH_RS2C, 3))
```

30.32.1.670 RVC_SDSP_IMM

```
#define RVC_SDSP_IMM(
              x )
```

Value:

```
((RV_X(x, 10, 3) « 3) | \
(RV_X(x, 7, 3) « 6))
```

30.32.1.671 RVC_SWSP_IMM

```
#define RVC_SWSP_IMM(
              x )
```

Value:

```
((RV_X(x, 9, 4) « 2) | \
(RV_X(x, 7, 2) « 6))
```

30.32.1.672 SATP32_ASID

```
#define SATP32_ASID _UL(0x7FC00000)
```

30.32.1.673 SATP32_MODE

```
#define SATP32_MODE _UL(0x80000000)
```

30.32.1.674 SATP32_PPN

```
#define SATP32_PPN _UL(0x003FFFFF)
```

30.32.1.675 SATP64_ASID

```
#define SATP64_ASID _ULL(0x0FFFF00000000000)
```

30.32.1.676 SATP64_MODE

```
#define SATP64_MODE _ULL(0xF000000000000000)
```

30.32.1.677 SATP64_PPN

```
#define SATP64_PPN _ULL(0x00000FFFFFFFFFFF)
```

30.32.1.678 SATP_MODE

```
#define SATP_MODE SATP32_MODE
```

30.32.1.679 SATP_MODE_OFF

```
#define SATP_MODE_OFF _UL(0)
```

30.32.1.680 SATP_MODE_SV32

```
#define SATP_MODE_SV32 _UL(1)
```

30.32.1.681 SATP_MODE_SV39

```
#define SATP_MODE_SV39 _UL(8)
```

30.32.1.682 SATP_MODE_SV48

```
#define SATP_MODE_SV48 _UL(9)
```

30.32.1.683 SATP_MODE_SV57

```
#define SATP_MODE_SV57 _UL(10)
```

30.32.1.684 SATP_MODE_SV64

```
#define SATP_MODE_SV64 _UL(11)
```

30.32.1.685 SET_RD

```
#define SET_RD(
              insn,
              regs,
              val ) (*REG_PTR(insn, SH_RD, regs) = (val))
```

30.32.1.686 SH_RD

```
#define SH_RD 7
```

30.32.1.687 SH_RS1

```
#define SH_RS1 15
```

30.32.1.688 SH_RS2

```
#define SH_RS2 20
```

30.32.1.689 SH_RS2C

```
#define SH_RS2C 2
```

30.32.1.690 SHIFT_RIGHT

```
#define SHIFT_RIGHT(
              x,
              y )  ((y) < 0 ?  ((x) << -(y)) :  ((x) >> (y)))
```

30.32.1.691 SIP_SSIP

```
#define SIP_SSIP MIP_SSIP
```

30.32.1.692 SIP_STIP

```
#define SIP_STIP MIP_STIP
```

30.32.1.693 SMSTATEEN0_AIA

```
#define SMSTATEEN0_AIA (_ULL(1) << SMSTATEEN0_AIA_SHIFT)
```

30.32.1.694 SMSTATEEN0_AIA_SHIFT

```
#define SMSTATEEN0_AIA_SHIFT 59
```

30.32.1.695 SMSTATEEN0_CONTEXT

```
#define SMSTATEEN0_CONTEXT (_ULL(1) << SMSTATEEN0_CONTEXT_SHIFT)
```

30.32.1.696 SMSTATEEN0_CONTEXT_SHIFT

```
#define SMSTATEEN0_CONTEXT_SHIFT 57
```

30.32.1.697 SMSTATEEN0_CS

```
#define SMSTATEEN0_CS (_ULL(1) << SMSTATEEN0_CS_SHIFT)
```

30.32.1.698 SMSTATEEN0_CS_SHIFT

```
#define SMSTATEEN0_CS_SHIFT 0
```

30.32.1.699 SMSTATEEN0_FCSR

```
#define SMSTATEEN0_FCSR (_ULL(1) << SMSTATEEN0_FCSR_SHIFT)
```

30.32.1.700 SMSTATEEN0_FCSR_SHIFT

```
#define SMSTATEEN0_FCSR_SHIFT 1
```

30.32.1.701 SMSTATEEN0_HSENVCFG

```
#define SMSTATEEN0_HSENVCFG (_ULL(1) << SMSTATEEN0_HSENVCFG_SHIFT)
```

30.32.1.702 SMSTATEEN0_HSENVCFG_SHIFT

```
#define SMSTATEEN0_HSENVCFG_SHIFT 62
```

30.32.1.703 SMSTATEEN0_IMSIC

```
#define SMSTATEEN0_IMSIC (_ULL(1) << SMSTATEEN0_IMSIC_SHIFT)
```

30.32.1.704 SMSTATEEN0_IMSIC_SHIFT

```
#define SMSTATEEN0_IMSIC_SHIFT 58
```

30.32.1.705 SMSTATEEN0_SVSLCT

```
#define SMSTATEEN0_SVSLCT (_ULL(1) << SMSTATEEN0_SVSLCT_SHIFT)
```

30.32.1.706 SMSTATEEN0_SVSLCT_SHIFT

```
#define SMSTATEEN0_SVSLCT_SHIFT 60
```

30.32.1.707 SMSTATEEN_MAX_COUNT

```
#define SMSTATEEN_MAX_COUNT 4
```

30.32.1.708 SMSTATEEN_STATEN

```
#define SMSTATEEN_STATEN (_ULL(1) << SMSTATEEN_STATEN_SHIFT)
```

30.32.1.709 SMSTATEEN_STATEN_SHIFT

```
#define SMSTATEEN_STATEN_SHIFT 63
```

30.32.1.710 SSTATUS32_SD

```
#define SSTATUS32_SD MSTATUS32_SD
```

30.32.1.711 SSTATUS64_SD

```
#define SSTATUS64_SD MSTATUS64_SD
```

30.32.1.712 SSTATUS64_UXL

```
#define SSTATUS64_UXL MSTATUS_UXL
```

30.32.1.713 SSTATUS_FS

```
#define SSTATUS_FS MSTATUS_FS
```

30.32.1.714 SSTATUS_MXR

```
#define SSTATUS_MXR MSTATUS_MXR
```

30.32.1.715 SSTATUS_SD

```
#define SSTATUS_SD SSTATUS32_SD
```

30.32.1.716 SSTATUS_SIE

```
#define SSTATUS_SIE MSTATUS_SIE
```

30.32.1.717 SSTATUS_SPIE

```
#define SSTATUS_SPIE MSTATUS_SPIE
```

30.32.1.718 SSTATUS_SPIE_SHIFT

```
#define SSTATUS_SPIE_SHIFT MSTATUS_SPIE_SHIFT
```

30.32.1.719 SSTATUS_SPP

```
#define SSTATUS_SPP MSTATUS_SPP
```

30.32.1.720 SSTATUS_SPP_SHIFT

```
#define SSTATUS_SPP_SHIFT MSTATUS_SPP_SHIFT
```

30.32.1.721 SSTATUS_SUM

```
#define SSTATUS_SUM MSTATUS_SUM
```

30.32.1.722 SSTATUS_VS

```
#define SSTATUS_VS MSTATUS_VS
```

30.32.1.723 SSTATUS_XS

```
#define SSTATUS_XS MSTATUS_XS
```

30.32.1.724 TOPI_IID_MASK

```
#define TOPI_IID_MASK 0xfff
```

30.32.1.725 TOPI_IID_SHIFT

```
#define TOPI_IID_SHIFT 16
```

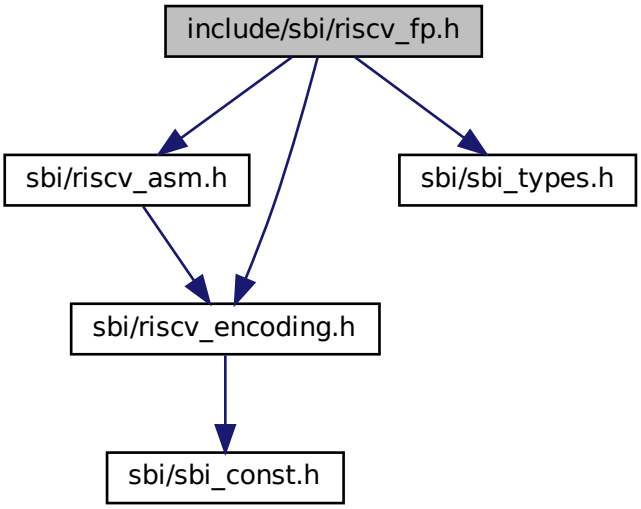
30.32.1.726 TOPI_IPRIO_MASK

```
#define TOPI_IPRIO_MASK 0xff
```

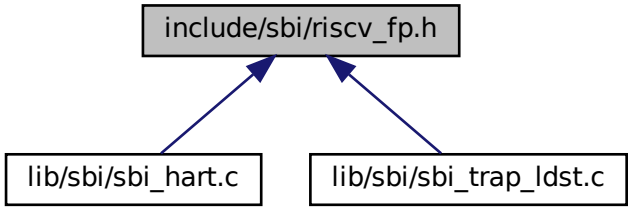
30.33 include/sbi/riscv_fp.h File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_types.h>
```

Include dependency graph for riscv_fp.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define GET_PRECISION(insn) (((insn) >> 25) & 3)
- #define GET_RM(insn) (((insn) >> 12) & 7)
- #define PRECISION_S 0
- #define PRECISION_D 1

30.33.1 Macro Definition Documentation

30.33.1.1 GET_PRECISION

```
#define GET_PRECISION(
              insn ) (((insn) >> 25) & 3)
```

30.33.1.2 GET_RM

```
#define GET_RM(
              insn ) (((insn) >> 12) & 7)
```

30.33.1.3 PRECISION_D

```
#define PRECISION_D 1
```

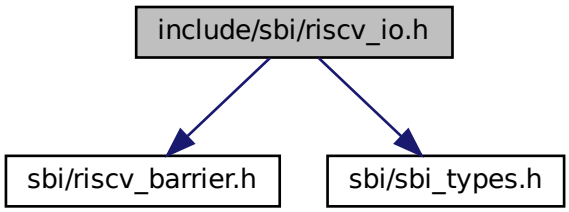
30.33.1.4 PRECISION_S

```
#define PRECISION_S 0
```

30.34 include/sbi/riscv_io.h File Reference

```
#include <sbi/riscv_barrier.h>
#include <sbi/sbi_types.h>
```

Include dependency graph for riscv_io.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define __io_rbr() do {} while (0)
- #define __io_rar() do {} while (0)
- #define __io_rbw() do {} while (0)
- #define __io_raw() do {} while (0)
- #define readb_relaxed(c) ({ u8 __v; __io_rbr(); __v = __raw_readb(c); __io_rar(); __v; })
- #define readw_relaxed(c) ({ u16 __v; __io_rbr(); __v = __raw_readw(c); __io_rar(); __v; })
- #define readl_relaxed(c) ({ u32 __v; __io_rbr(); __v = __raw_readl(c); __io_rar(); __v; })
- #define writeb_relaxed(v, c) ({ __io_rbw(); __raw_writeb((v),(c)); __io_raw(); })
- #define writew_relaxed(v, c) ({ __io_rbw(); __raw_writew((v),(c)); __io_raw(); })
- #define writel_relaxed(v, c) ({ __io_rbw(); __raw_writel((v),(c)); __io_raw(); })
- #define readq_relaxed(c) ({ u64 __v; __io_rbr(); __v = __raw_readq(c); __io_rar(); __v; })
- #define writeq_relaxed(v, c) ({ __io_rbw(); __raw_writeq((v),(c)); __io_raw(); })
- #define __io_br() do {} while (0)
- #define __io_ar() __asm__ __volatile__ ("fence i,r" : : : "memory");

- #define __io_bw() __asm__ __volatile__ ("fence w,o" : : : "memory");
- #define __io_aw() do {} while (0)
- #define readb(c) ({ u8 __v; __io_br(); __v = __raw_readb(c); __io_ar(); __v; })
- #define readw(c) ({ u16 __v; __io_br(); __v = __raw_readw(c); __io_ar(); __v; })
- #define readl(c) ({ u32 __v; __io_br(); __v = __raw_readl(c); __io_ar(); __v; })
- #define writeb(v, c) ({ __io_bw(); __raw_writeb((v),(c)); __io_aw(); })
- #define writew(v, c) ({ __io_bw(); __raw_writew((v),(c)); __io_aw(); })
- #define writel(v, c) ({ __io_bw(); __raw_writel((v),(c)); __io_aw(); })
- #define readq(c) ({ u64 __v; __io_br(); __v = __raw_readq(c); __io_ar(); __v; })
- #define writeq(v, c) ({ __io_bw(); __raw_writeq((v),(c)); __io_aw(); })

Functions

- static void __raw_writeb (u8 val, volatile void *addr)
- static void __raw_writew (u16 val, volatile void *addr)
- static void __raw_writel (u32 val, volatile void *addr)
- static void __raw_writeq (u64 val, volatile void *addr)
- static u8 __raw_readb (const volatile void *addr)
- static u16 __raw_readw (const volatile void *addr)
- static u32 __raw_readl (const volatile void *addr)
- static u64 __raw_readq (const volatile void *addr)

30.34.1 Macro Definition Documentation

30.34.1.1 __io_ar

```
#define __io_ar( ) __asm__ __volatile__ ("fence i,r" : : : "memory");
```

30.34.1.2 __io_aw

```
#define __io_aw( ) do {} while (0)
```

30.34.1.3 __io_br

```
#define __io_br( ) do {} while (0)
```

30.34.1.4 __io_bw

```
#define __io_bw( ) __asm__ __volatile__ ("fence w,o" : : : "memory");
```

30.34.1.5 __io_rar

```
#define __io_rar( ) do {} while (0)
```

30.34.1.6 __io_raw

```
#define __io_raw( ) do {} while (0)
```

30.34.1.7 __io_rbr

```
#define __io_rbr( ) do {} while (0)
```

30.34.1.8 __io_rbw

```
#define __io_rbw( ) do {} while (0)
```

30.34.1.9 readb

```
#define readb(
              c ) ({ u8 __v; __io_br(); __v = __raw_readb(c); __io_ar(); __v; })
```

30.34.1.10 readb_relaxed

```
#define readb_relaxed(
              c ) ({ u8 __v; __io_rbr(); __v = __raw_readb(c); __io_rar(); __v; })
```

30.34.1.11 readl

```
#define readl(
              c ) ({ u32 __v; __io_br(); __v = __raw_readl(c); __io_ar(); __v; })
```

30.34.1.12 readl_relaxed

```
#define readl_relaxed(
              c ) ({ u32 __v; __io_rbr(); __v = __raw_readl(c); __io_rar(); __v; })
```

30.34.1.13 readq

```
#define readq(
              c ) ({ u64 __v; __io_br(); __v = __raw_readq(c); __io_ar(); __v; })
```

30.34.1.14 readq_relaxed

```
#define readq_relaxed(
              c ) ({ u64 __v; __io_rbr(); __v = __raw_readq(c); __io_rar(); __v; })
```

30.34.1.15 readw

```
#define readw(
              c ) ({ u16 __v; __io_br(); __v = __raw_readw(c); __io_ar(); __v; })
```

30.34.1.16 readw_relaxed

```
#define readw_relaxed(
              c ) ({ u16 __v; __io_rbr(); __v = __raw_readw(c); __io_rar(); __v; })
```

30.34.1.17 writeb

```
#define writeb(
              v,
              c ) ({ __io_bw(); __raw_writeb((v),(c)); __io_aw(); })
```

30.34.1.18 writeb_relaxed

```
#define writeb_relaxed(
              v,
              c ) ({ __io_rbw(); __raw_writeb((v),(c)); __io_raw(); })
```

30.34.1.19 writel

```
#define writel(
              v,
              c ) ({ __io_bw(); __raw_writel((v),(c)); __io_aw(); })
```

30.34.1.20 writel_relaxed

```
#define writel_relaxed(
              v,
              c ) ({ __io_rbw(); __raw_writel((v),(c)); __io_raw(); })
```

30.34.1.21 writeq

```
#define writeq(
              v,
              c ) ({ __io_bw(); __raw_writeq((v),(c)); __io_aw(); })
```

30.34.1.22 writeq_relaxed

```
#define writeq_relaxed(
              v,
              c ) ({ __io_rbw(); __raw_writeq((v),(c)); __io_raw(); })
```

30.34.1.23 writew

```
#define writew(
              v,
              c ) ({ __io_bw(); __raw_writew((v),(c)); __io_aw(); })
```

30.34.1.24 writew_relaxed

```
#define writew_relaxed(
              v,
              c ) ({ __io_rbw(); __raw_writew((v),(c)); __io_raw(); })
```

30.34.2 Function Documentation

30.34.2.1 __raw_readb()

```
static u8 __raw_readb (
            const volatile void * addr )  [inline], [static]
```

30.34.2.2 __raw_readl()

```
static u32 __raw_readl (
            const volatile void * addr )  [inline], [static]
```

30.34.2.3 __raw_readq()

```
static u64 __raw_readq (
            const volatile void * addr )  [inline], [static]
```

30.34.2.4 __raw_readw()

```
static u16 __raw_readw (
            const volatile void * addr )  [inline], [static]
```

30.34.2.5 __raw_writeb()

```
static void __raw_writeb (
            u8 val,
            volatile void * addr )  [inline], [static]
```

30.34.2.6 __raw_writel()

```
static void __raw_writel (
            u32 val,
            volatile void * addr )  [inline], [static]
```

30.34.2.7 __raw_writeq()

```
static void __raw_writeq (
            u64 val,
            volatile void * addr )  [inline], [static]
```

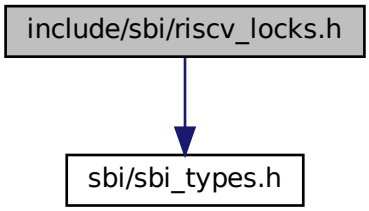
30.34.2.8 __raw_writew()

```
static void __raw_writew (
            u16 val,
            volatile void * addr )  [inline], [static]
```

30.35 include/sbi/riscv_locks.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for riscv_locks.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct __aligned

Macros

- #define TICKET_SHIFT 16
- #define __SPIN_LOCK_UNLOCKED (spinlock_t) { 0, 0 }
- #define SPIN_LOCK_INIT(x) x = __SPIN_LOCK_UNLOCKED
- #define SPIN_LOCK_INITIALIZER __SPIN_LOCK_UNLOCKED
- #define DEFINE_SPIN_LOCK(x) spinlock_t SPIN_LOCK_INIT(x)

Functions

- bool spin_lock_check (spinlock_t *lock)
- bool spin_trylock (spinlock_t *lock)
- void spin_lock (spinlock_t *lock)
- void spin_unlock (spinlock_t *lock)

30.35.1 Macro Definition Documentation

30.35.1.1 __SPIN_LOCK_UNLOCKED

```
#define __SPIN_LOCK_UNLOCKED  (spinlock_t) { 0, 0 }
```

30.35.1.2 DEFINE_SPIN_LOCK

```
#define DEFINE_SPIN_LOCK(
             x )  spinlock_t SPIN_LOCK_INIT(x)
```

30.35.1.3 SPIN_LOCK_INIT

```
#define SPIN_LOCK_INIT(
             x )   x = __SPIN_LOCK_UNLOCKED
```

30.35.1.4 SPIN_LOCK_INITIALIZER

```
#define SPIN_LOCK_INITIALIZER  __SPIN_LOCK_UNLOCKED
```

30.35.1.5 TICKET_SHIFT

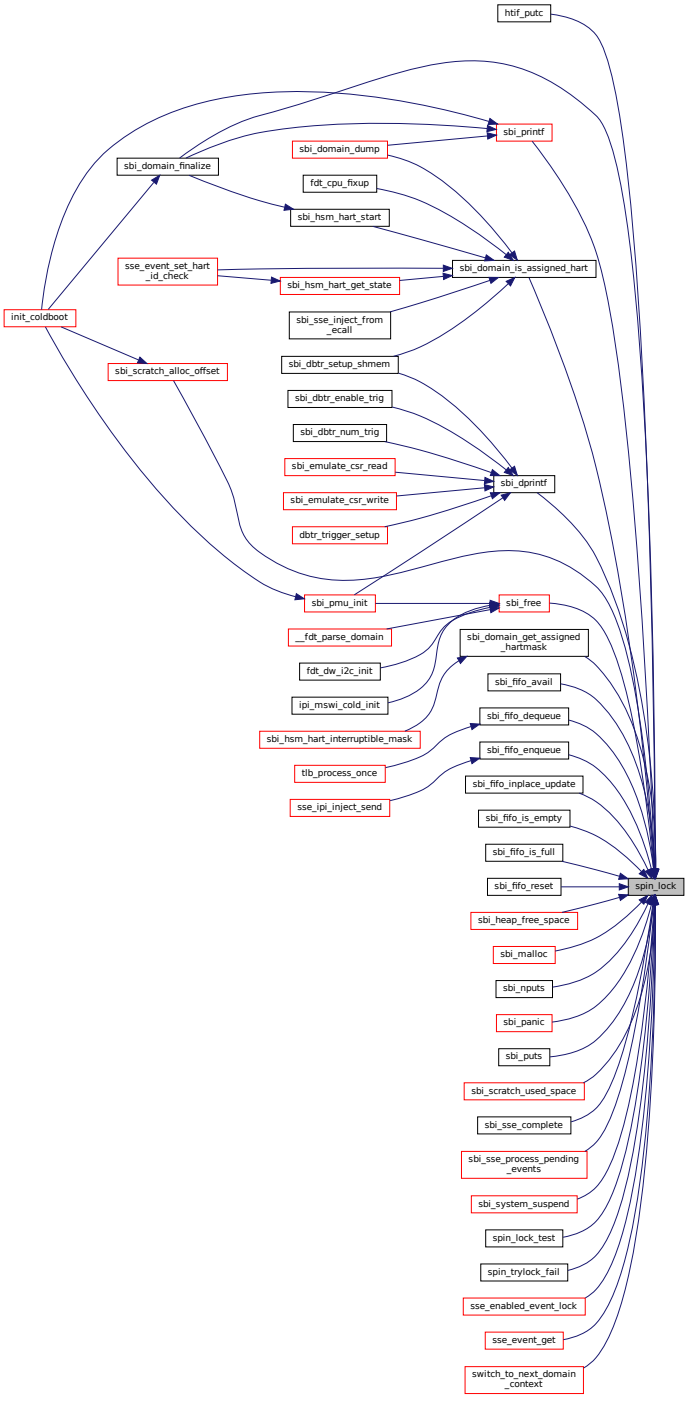
```
#define TICKET_SHIFT 16
```

30.35.2 Function Documentation

30.35.2.1 spin_lock()

```
void spin_lock (
             spinlock_t * lock )
```

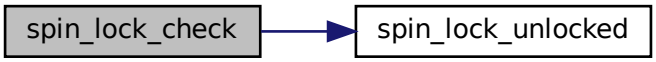
Here is the caller graph for this function:



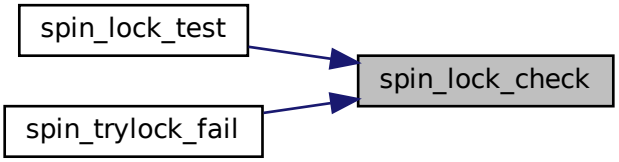
30.35.2.2 spin_lock_check()

```
bool spin_lock_check (
            spinlock_t * lock )
```

Here is the call graph for this function:



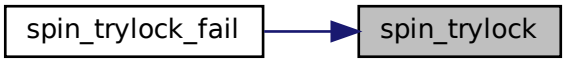
Here is the caller graph for this function:



30.35.2.3 spin_trylock()

```
bool spin_trylock (
             spinlock_t * lock )
```

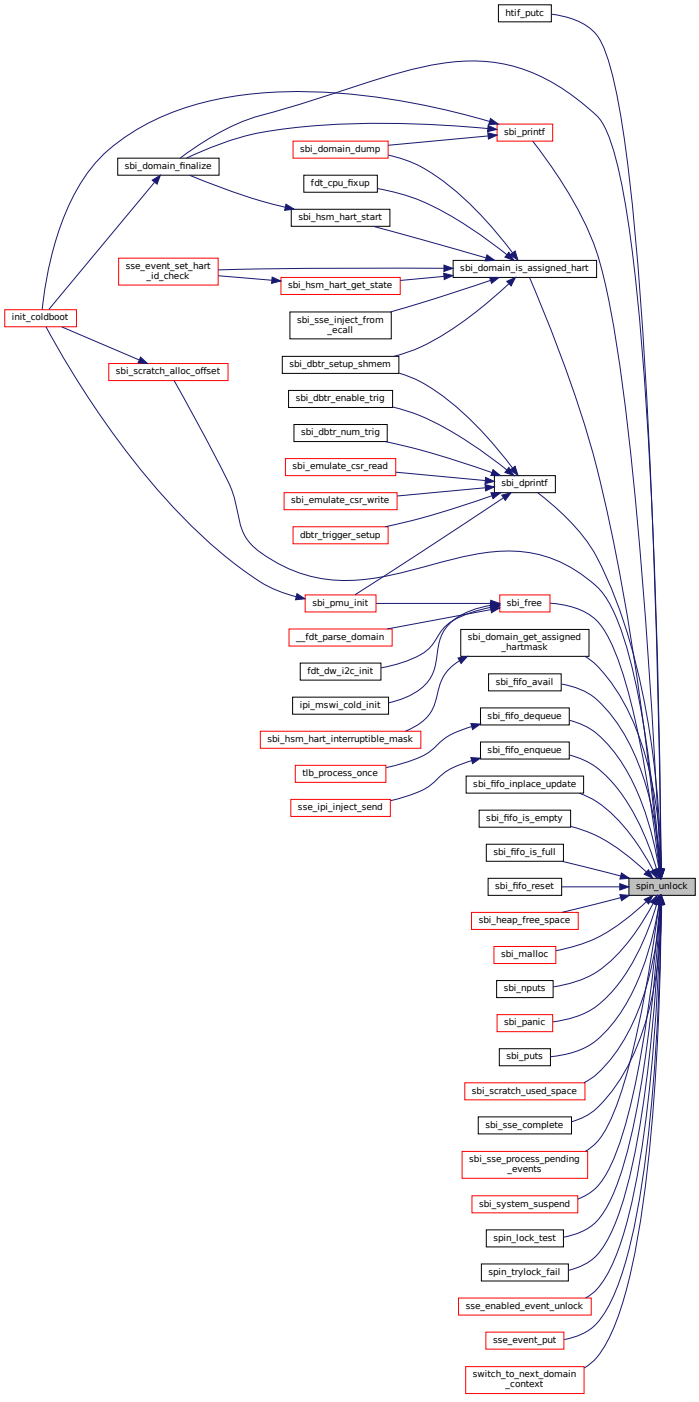
Here is the caller graph for this function:



30.35.2.4 spin_unlock()

```
void spin_unlock (
             spinlock_t * lock )
```

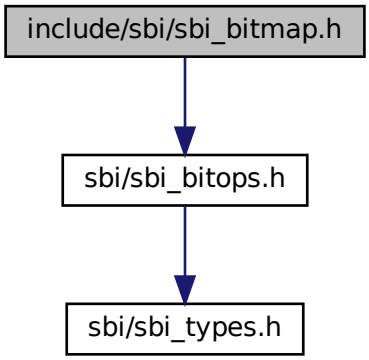
Here is the caller graph for this function:



30.36 include/sbi/sbi_bitmap.h File Reference

```
#include <sbi/sbi_bitops.h>
```

Include dependency graph for sbi_bitmap.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define BITMAP_FIRST_WORD_MASK(start) (~0UL << ((start) % BITS_PER_LONG))
- #define BITMAP_LAST_WORD_MASK(nbits)
- #define small_const_nbits(nbits) (__builtin_constant_p(nbits) && (nbits) <= BITS_PER_LONG)
- #define DECLARE_BITMAP(name, nbits) unsigned long name[BITS_TO_LONGS(nbits)]
- #define DEFINE_BITMAP(name) extern unsigned long name[ ]

Functions

- static unsigned long bitmap_estimate_size (int nbits)
- void __bitmap_and (unsigned long *dst, const unsigned long *bitmap1, const unsigned long *bitmap2, int bits)
- void __bitmap_or (unsigned long *dst, const unsigned long *bitmap1, const unsigned long *bitmap2, int bits)
- void __bitmap_xor (unsigned long *dst, const unsigned long *bitmap1, const unsigned long *bitmap2, int bits)
- static void bitmap_set (unsigned long *bmap, int start, int len)
- static void bitmap_clear (unsigned long *bmap, int start, int len)
- static void bitmap_zero (unsigned long *dst, int nbits)
- static int bitmap_test (unsigned long *bmap, int bit)
- static void bitmap_zero_except (unsigned long *dst, int exception, int nbits)
- static void bitmap_fill (unsigned long *dst, int nbits)
- static void bitmap_copy (unsigned long *dst, const unsigned long *src, int nbits)
- static void bitmap_and (unsigned long *dst, const unsigned long *src1, const unsigned long *src2, int nbits)
- static void bitmap_or (unsigned long *dst, const unsigned long *src1, const unsigned long *src2, int nbits)
- static void bitmap_xor (unsigned long *dst, const unsigned long *src1, const unsigned long *src2, int nbits)

30.36.1 Macro Definition Documentation

30.36.1.1 BITMAP_FIRST_WORD_MASK

```
#define BITMAP_FIRST_WORD_MASK(
              start ) (~0UL << ((start) % BITS_PER_LONG))
```

30.36.1.2 BITMAP_LAST_WORD_MASK

```
#define BITMAP_LAST_WORD_MASK(
              nbits )
```

Value:

```
(                                   \
    ((nbits) % BITS_PER_LONG) ?                 \
        ((1UL << ((nbits) % BITS_PER_LONG)) - 1) : ~0UL       \
)
```

30.36.1.3 DECLARE_BITMAP

```
#define DECLARE_BITMAP(
              name,
              nbits ) unsigned long name[BITS_TO_LONGS(nbits)]
```

30.36.1.4 DEFINE_BITMAP

```
#define DEFINE_BITMAP(
              name ) extern unsigned long name[]
```

30.36.1.5 small_const_nbits

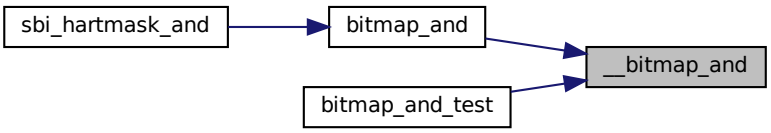
```
#define small_const_nbits(
              nbits )  (__builtin_constant_p(nbits) && (nbits) <= BITS_PER_LONG)
```

30.36.2 Function Documentation

30.36.2.1 __bitmap_and()

```
void __bitmap_and (
             unsigned long * dst,
             const unsigned long * bitmap1,
             const unsigned long * bitmap2,
             int bits )
```

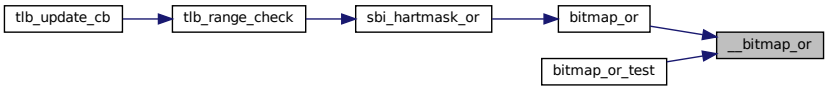
Here is the caller graph for this function:



30.36.2.2 __bitmap_or()

```
void __bitmap_or (
            unsigned long * dst,
            const unsigned long * bitmap1,
            const unsigned long * bitmap2,
            int bits )
```

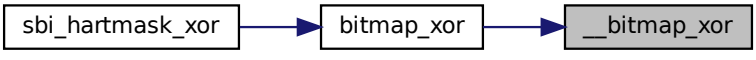
Here is the caller graph for this function:



30.36.2.3 __bitmap_xor()

```
void __bitmap_xor (
            unsigned long * dst,
            const unsigned long * bitmap1,
            const unsigned long * bitmap2,
            int bits )
```

Here is the caller graph for this function:



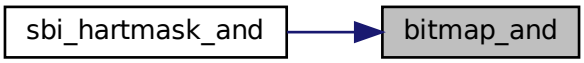
30.36.2.4 bitmap_and()

```
static void bitmap_and (
            unsigned long * dst,
```

```
            const unsigned long * src1,
            const unsigned long * src2,
            int nbits )  [inline], [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:



30.36.2.5 bitmap_clear()

```
static void bitmap_clear (
            unsigned long * bmap,
            int start,
            int len )  [inline], [static]
```

30.36.2.6 bitmap_copy()

```
static void bitmap_copy (
            unsigned long * dst,
            const unsigned long * src,
            int nbits )  [inline], [static]
```

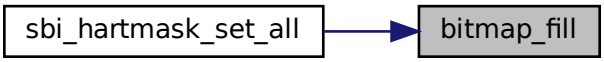
30.36.2.7 bitmap_estimate_size()

```
static unsigned long bitmap_estimate_size (
            int nbits )  [inline], [static]
```

30.36.2.8 bitmap_fill()

```
static void bitmap_fill (
            unsigned long * dst,
            int nbits )  [inline], [static]
```

Here is the caller graph for this function:



30.36.2.9 bitmap_or()

```
static void bitmap_or (
             unsigned long * dst,
             const unsigned long * src1,
             const unsigned long * src2,
             int nbits )  [inline], [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:

30.36.2.10 bitmap_set()

```
static void bitmap_set (
             unsigned long * bmap,
             int start,
             int len )  [inline], [static]
```

30.36.2.11 bitmap_test()

```
static int bitmap_test (
             unsigned long * bmap,
             int bit )  [inline], [static]
```

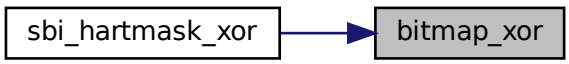
Here is the call graph for this function:

30.36.2.12 bitmap_xor()

```
static void bitmap_xor (
            unsigned long * dst,
            const unsigned long * src1,
            const unsigned long * src2,
            int nbits )  [inline], [static]
```

Here is the call graph for this function:

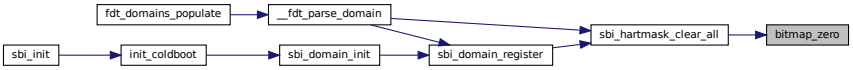
Here is the caller graph for this function:



30.36.2.13 bitmap_zero()

```
static void bitmap_zero (
            unsigned long * dst,
            int nbits )  [inline], [static]
```

Here is the caller graph for this function:



30.36.2.14 bitmap_zero_except()

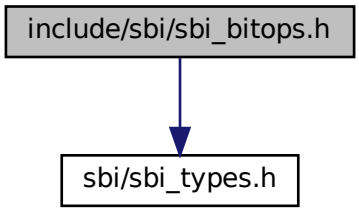
```
static void bitmap_zero_except (
            unsigned long * dst,
            int exception,
            int nbits )  [inline], [static]
```

Here is the call graph for this function:

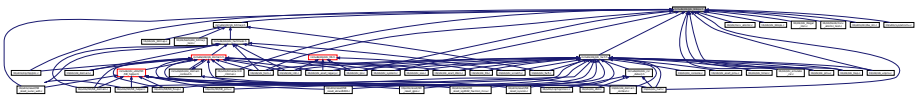
30.37 include/sbi/sbi_bitops.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_bitops.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define BITS_PER_LONG (8 * __SIZEOF_LONG__)
- #define EXTRACT_FIELD(val, which) (((val) & (which)) / ((which) & ~((which)-1)))
- #define INSERT_FIELD(val, which, fieldval) (((val) & ~(which)) | ((fieldval) * ((which) & ~((which)-1))))
- #define BITS_TO_LONGS(nbits)
- #define BIT(nr) (1UL << (nr))
- #define BIT_MASK(nr) (1UL << ((nr) % BITS_PER_LONG))
- #define BIT_WORD(bit) ((bit) / BITS_PER_LONG)
- #define BIT_WORD_OFFSET(bit) ((bit) & (BITS_PER_LONG - 1))
- #define BIT_ALIGN(bit, align) (((bit) + ((align) - 1)) & ~((align) - 1))
- #define GENMASK(h, l) (((~0UL) - (1UL << (l)) + 1) & (~0UL >> (BITS_PER_LONG - 1 - (h))))
- #define sbi_ffz(x) sbi_ffs(~(x))
- #define for_each_set_bit(bit, addr, size)
- #define for_each_set_bit_from(bit, addr, size)
- #define for_each_clear_bit(bit, addr, size)
- #define for_each_clear_bit_from(bit, addr, size)

Functions

- static int sbi_ffs (unsigned long word)
- static unsigned long sbi_fls (unsigned long word)
- static unsigned long sbi_popcount (unsigned long word)
- unsigned long find_first_bit (const unsigned long *addr, unsigned long size)
- unsigned long find_first_zero_bit (const unsigned long *addr, unsigned long size)
- unsigned long find_last_bit (const unsigned long *addr, unsigned long size)
- unsigned long find_next_bit (const unsigned long *addr, unsigned long size, unsigned long offset)
- unsigned long find_next_zero_bit (const unsigned long *addr, unsigned long size, unsigned long offset)
- static void __set_bit (int nr, volatile unsigned long *addr)
- static void __clear_bit (int nr, volatile unsigned long *addr)
- static void __change_bit (int nr, volatile unsigned long *addr)
- static int __test_and_set_bit (int nr, volatile unsigned long *addr)
- static int __test_and_clear_bit (int nr, volatile unsigned long *addr)
- static int __test_bit (int nr, const volatile unsigned long *addr)

30.37.1 Macro Definition Documentation

30.37.1.1 BIT

```
#define BIT(
            nr ) (1UL << (nr))
```

30.37.1.2 BIT_ALIGN

```
#define BIT_ALIGN(
            bit,
            align ) (((bit) + ((align) - 1)) & ~((align) - 1))
```

30.37.1.3 BIT_MASK

```
#define BIT_MASK(
            nr ) (1UL << ((nr) % BITS_PER_LONG))
```

30.37.1.4 BIT_WORD

```
#define BIT_WORD(
              bit ) ((bit) / BITS_PER_LONG)
```

30.37.1.5 BIT_WORD_OFFSET

```
#define BIT_WORD_OFFSET(
              bit ) ((bit) & (BITS_PER_LONG - 1))
```

30.37.1.6 BITS_PER_LONG

```
#define BITS_PER_LONG (8 * __SIZEOF_LONG__)
```

30.37.1.7 BITS_TO_LONGS

```
#define BITS_TO_LONGS(
              nbits )
```

Value:

```
 (((nbits) + BITS_PER_LONG - 1) / \
BITS_PER_LONG)
```

30.37.1.8 EXTRACT_FIELD

```
#define EXTRACT_FIELD(
              val,
              which )  (((val) & (which)) / ((which) & ~((which)-1)))
```

30.37.1.9 for_each_clear_bit

```
#define for_each_clear_bit(
              bit,
              addr,
              size )
```

Value:

```
    for ((bit) = find_first_zero_bit((addr), (size));    \
         (bit) < (size);                    \
         (bit) = find_next_zero_bit((addr), (size), (bit) + 1))
```

30.37.1.10 for_each_clear_bit_from

```
#define for_each_clear_bit_from(
              bit,
              addr,
              size )
```

Value:

```
    for ((bit) = find_next_zero_bit((addr), (size), (bit));   \
         (bit) < (size);                    \
         (bit) = find_next_zero_bit((addr), (size), (bit) + 1))
```

30.37.1.11 for_each_set_bit

```
#define for_each_set_bit(
              bit,
              addr,
              size )
```

Value:
```
    for ((bit) = find_first_bit((addr), (size));      \
         (bit) < (size);                              \
         (bit) = find_next_bit((addr), (size), (bit) + 1))
```

30.37.1.12 for_each_set_bit_from

```
#define for_each_set_bit_from(
              bit,
              addr,
              size )
```
Value:
```
    for ((bit) = find_next_bit((addr), (size), (bit)); \
         (bit) < (size);                               \
         (bit) = find_next_bit((addr), (size), (bit) + 1))
```

30.37.1.13 GENMASK

```
#define GENMASK(
              h,
              l )  (((~0UL) - (1UL << (l)) + 1) & (~0UL >> (BITS_PER_LONG - 1 - (h))))
```

30.37.1.14 INSERT_FIELD

```
#define INSERT_FIELD(
              val,
              which,
              fieldval )  (((val) & ~(which)) | ((fieldval) * ((which) & ~((which)-1))))
```

30.37.1.15 sbi_ffz

```
#define sbi_ffz(
              x ) sbi_ffs(~(x))
```

30.37.2 Function Documentation

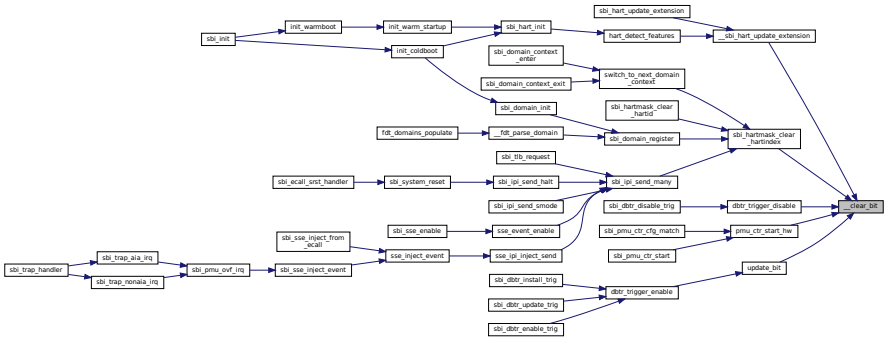
30.37.2.1 __change_bit()

```
static void __change_bit (
             int nr,
             volatile unsigned long * addr )  [inline], [static]
```
__change_bit - Toggle a bit in memory @nr: the bit to change @addr: the address to start counting from This function is non-atomic and may be reordered.

30.37.2.2 __clear_bit()

```
static void __clear_bit (
             int nr,
             volatile unsigned long * addr )  [inline], [static]
```
__clear_bit - Clear a bit in memory @nr: the bit to clear @addr: the address to start counting from

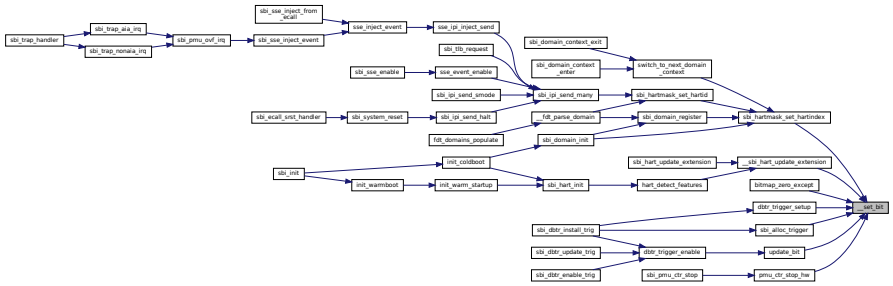
This function is non-atomic and may be reordered. Here is the caller graph for this function:



30.37.2.3 __set_bit()

```
static void __set_bit (
            int nr,
            volatile unsigned long * addr )  [inline], [static]
```

__set_bit - Set a bit in memory @nr: the bit to set @addr: the address to start counting from
This function is non-atomic and may be reordered. Here is the caller graph for this function:



30.37.2.4 __test_and_clear_bit()

```
static int __test_and_clear_bit (
            int nr,
            volatile unsigned long * addr )  [inline], [static]
```

__test_and_clear_bit - Clear a bit and return its old value @nr: Bit to clear @addr: Address to count from
This operation is non-atomic and can be reordered.

30.37.2.5 __test_and_set_bit()

```
static int __test_and_set_bit (
            int nr,
            volatile unsigned long * addr )  [inline], [static]
```

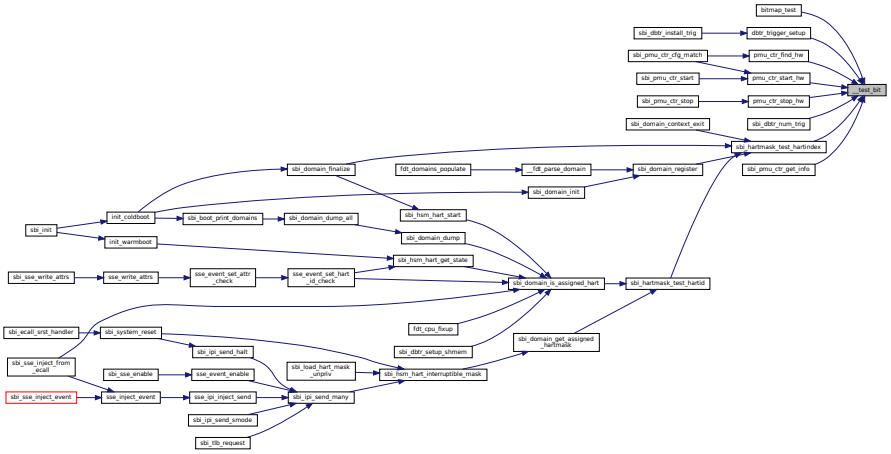
__test_and_set_bit - Set a bit and return its old value @nr: Bit to set @addr: Address to count from
This operation is non-atomic and can be reordered.

30.37.2.6 __test_bit()

```
static int __test_bit (
```

```
            int nr,
            const volatile unsigned long * addr )  [inline], [static]
```

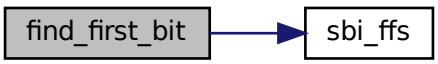
__test_bit - Determine whether a bit is set @nr: bit number to test @addr: Address to start counting from
This operation is non-atomic and can be reordered. Here is the caller graph for this function:



30.37.2.7 find_first_bit()

```
unsigned long find_first_bit (
            const unsigned long * addr,
            unsigned long size )
```

find_first_bit - find the first set bit in a memory region @addr: The address to start the search at @size: The maximum size to search
Returns the bit number of the first set bit. Here is the call graph for this function:



30.37.2.8 find_first_zero_bit()

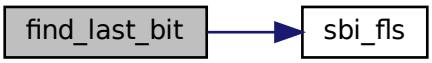
```
unsigned long find_first_zero_bit (
            const unsigned long * addr,
            unsigned long size )
```

find_first_zero_bit - find the first cleared bit in a memory region @addr: The address to start the search at @size: The maximum size to search
Returns the bit number of the first cleared bit.

30.37.2.9 find_last_bit()

```
unsigned long find_last_bit (
            const unsigned long * addr,
            unsigned long size )
```

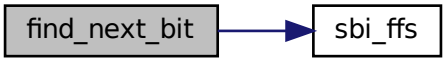
find_last_bit - find the last set bit in a memory region @addr: The address to start the search at @size: The maximum size to search
Returns the bit number of the first set bit, or size. Here is the call graph for this function:



30.37.2.10 find_next_bit()

```
unsigned long find_next_bit (
            const unsigned long * addr,
            unsigned long size,
            unsigned long offset )
```

find_next_bit - find the next set bit in a memory region @addr: The address to base the search on @offset: The bitnumber to start searching at @size: The bitmap size in bits Here is the call graph for this function:



30.37.2.11 find_next_zero_bit()

```
unsigned long find_next_zero_bit (
            const unsigned long * addr,
            unsigned long size,
            unsigned long offset )
```

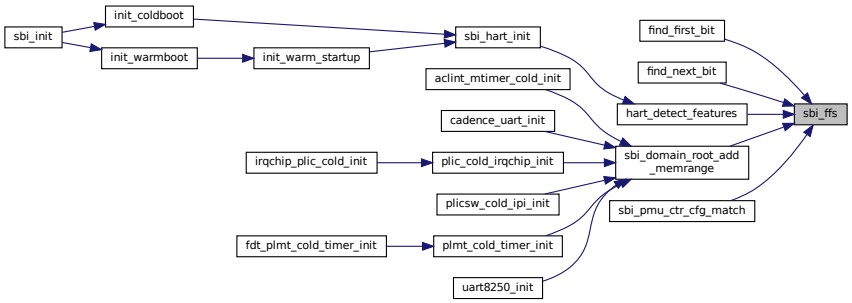
find_next_zero_bit - find the next cleared bit in a memory region @addr: The address to base the search on @offset: The bitnumber to start searching at @size: The bitmap size in bits

30.37.2.12 sbi_ffs()

```
static int sbi_ffs (
            unsigned long word )  [inline], [static]
```

sbi_ffs - find first (less-significant) set bit in a long word. @word: The word to search

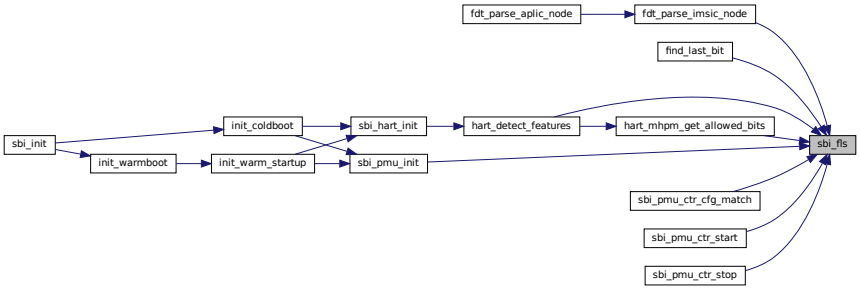
Undefined if no bit exists, so code should check against 0 first. Here is the caller graph for this function:



30.37.2.13 sbi_fls()

```
static unsigned long sbi_fls (
            unsigned long word )  [inline], [static]
```

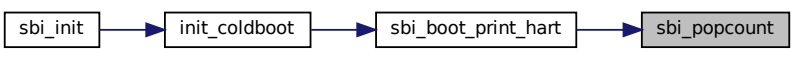
sbi_fls - find last (most-significant) set bit in a long word @word: the word to search
Undefined if no set bit exists, so code should check against 0 first. Here is the caller graph for this function:



30.37.2.14 sbi_popcount()

```
static unsigned long sbi_popcount (
            unsigned long word )  [inline], [static]
```

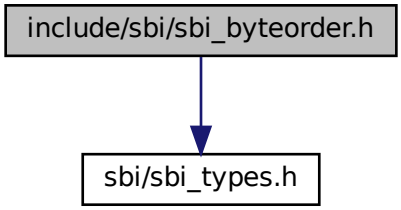
sbi_popcount - find the number of set bit in a long word @word: the word to search Here is the caller graph for this function:



30.38 include/sbi/sbi_byteorder.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_byteorder.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define _conv_cast(type, val) ((type)(val))
- #define BSWAP16(x)
- #define BSWAP32(x)
- #define BSWAP64(x)
- #define cpu_to_be16(x) _conv_cast(uint16_t, BSWAP16(x))
- #define cpu_to_be32(x) _conv_cast(uint32_t, BSWAP32(x))
- #define cpu_to_be64(x) _conv_cast(uint64_t, BSWAP64(x))
- #define be16_to_cpu(x) _conv_cast(uint16_t, BSWAP16(x))
- #define be32_to_cpu(x) _conv_cast(uint32_t, BSWAP32(x))
- #define be64_to_cpu(x) _conv_cast(uint64_t, BSWAP64(x))
- #define cpu_to_le16(x) _conv_cast(uint16_t, (x))
- #define cpu_to_le32(x) _conv_cast(uint32_t, (x))
- #define cpu_to_le64(x) _conv_cast(uint64_t, (x))
- #define le16_to_cpu(x) _conv_cast(uint16_t, (x))
- #define le32_to_cpu(x) _conv_cast(uint32_t, (x))
- #define le64_to_cpu(x) _conv_cast(uint64_t, (x))

30.38.1 Macro Definition Documentation

30.38.1.1 _conv_cast

```
#define _conv_cast(
              type,
              val ) ((type)(val))
```

30.38.1.2 be16_to_cpu

```
#define be16_to_cpu(
              x ) _conv_cast(uint16_t, BSWAP16(x))
```

30.38.1.3 be32_to_cpu

```
#define be32_to_cpu(
              x ) _conv_cast(uint32_t, BSWAP32(x))
```

30.38.1.4 be64_to_cpu

```
#define be64_to_cpu(
              x ) _conv_cast(uint64_t, BSWAP64(x))
```

30.38.1.5 BSWAP16

```
#define BSWAP16(
              x )
```

Value:

```
((((x) & 0x00ff) << 8) | \
(((x) & 0xff00) >> 8))
```

30.38.1.6 BSWAP32

```
#define BSWAP32(
              x )
```

Value:

```
((((x) & 0x000000ff) << 24) | \
(((x) & 0x0000ff00) << 8) | \
(((x) & 0x00ff0000) >> 8) | \
(((x) & 0xff000000) >> 24))
```

30.38.1.7 BSWAP64

```
#define BSWAP64(
              x )
```

Value:

```
((((x) & 0x00000000000000ffULL) << 56) | \
(((x) & 0x000000000000ff00ULL) << 40) | \
(((x) & 0x0000000000ff0000ULL) << 24) | \
(((x) & 0x00000000ff000000ULL) << 8) | \
(((x) & 0x000000ff00000000ULL) >> 8) | \
(((x) & 0x0000ff0000000000ULL) >> 24) | \
(((x) & 0x00ff000000000000ULL) >> 40) | \
(((x) & 0xff00000000000000ULL) >> 56))
```

30.38.1.8 cpu_to_be16

```
#define cpu_to_be16(
              x ) _conv_cast(uint16_t, BSWAP16(x))
```

30.38.1.9 cpu_to_be32

```
#define cpu_to_be32(
              x ) _conv_cast(uint32_t, BSWAP32(x))
```

30.38.1.10 cpu_to_be64

```
#define cpu_to_be64(
              x ) _conv_cast(uint64_t, BSWAP64(x))
```

30.38.1.11 cpu_to_le16

```
#define cpu_to_le16(
              x ) _conv_cast(uint16_t, (x))
```

30.38.1.12 cpu_to_le32

```
#define cpu_to_le32(
              x ) _conv_cast(uint32_t, (x))
```

30.38.1.13 cpu_to_le64

```
#define cpu_to_le64(
              x ) _conv_cast(uint64_t, (x))
```

30.38.1.14 le16_to_cpu

```
#define le16_to_cpu(
              x ) _conv_cast(uint16_t, (x))
```

30.38.1.15 le32_to_cpu

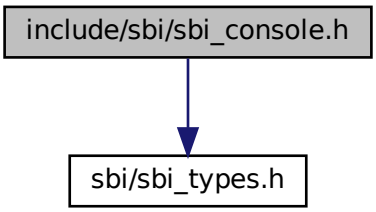
```
#define le32_to_cpu(
              x ) _conv_cast(uint32_t, (x))
```

30.38.1.16 le64_to_cpu

```
#define le64_to_cpu(
              x ) _conv_cast(uint64_t, (x))
```

30.39 include/sbi/sbi_console.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for sbi_console.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_console_device

Macros

- #define __printf(a, b) __attribute__((format(printf, a, b)))
- #define SBI_ASSERT(cond, args)

Functions

- bool sbi_isprintable (char ch)
- int sbi_getc (void)
- void sbi_putc (char ch)
- void sbi_puts (const char *str)
- unsigned long sbi_nputs (const char *str, unsigned long len)
- void sbi_gets (char *s, int maxwidth, char endchar)
- unsigned long sbi_ngets (char *str, unsigned long len)
- int __printf (2, 3) sbi_sprintf(char *out
- int const char int __printf (3, 4) sbi_snprintf(char *out
- int const char int u32 const char int __printf (1, 2) sbi_printf(const char *format
- int const char int u32 const char int int void const struct sbi_console_device * sbi_console_get_device (void)
- void sbi_console_set_device (const struct sbi_console_device *dev)
- int sbi_console_init (struct sbi_scratch *scratch)

Variables

- int const char * format
- int const char int u32 out_sz

30.39.1 Macro Definition Documentation

30.39.1.1 __printf

```
#define __printf(
                a,
                b ) __attribute__((format(printf, a, b)))
```

30.39.1.2 SBI_ASSERT

```
#define SBI_ASSERT(
                cond,
                args )
```

Value:

```
    do { \
    if (unlikely(!(cond))) \
        sbi_panic args; \
} while (0)
```

30.39.2 Function Documentation

30.39.2.1 __printf() [1/3]

```
int const char int u32 const char int int void __printf (
            1 ,
            2  ) const
```

30.39.2.2 __printf() [2/3]

```
int __printf (
            2 ,
            3  )
```

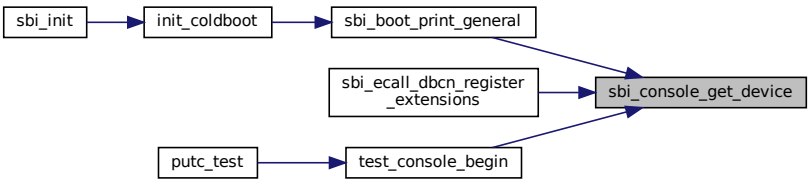
30.39.2.3 __printf() [3/3]

```
int const char int __printf (
            3 ,
            4  )
```

30.39.2.4 sbi_console_get_device()

```
int const char int u32 const char int int void const struct sbi_console_device* sbi_console_↩
get_device (
            void  )
```

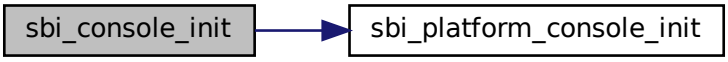
Here is the caller graph for this function:



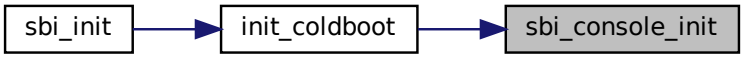
30.39.2.5 sbi_console_init()

```
int sbi_console_init (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



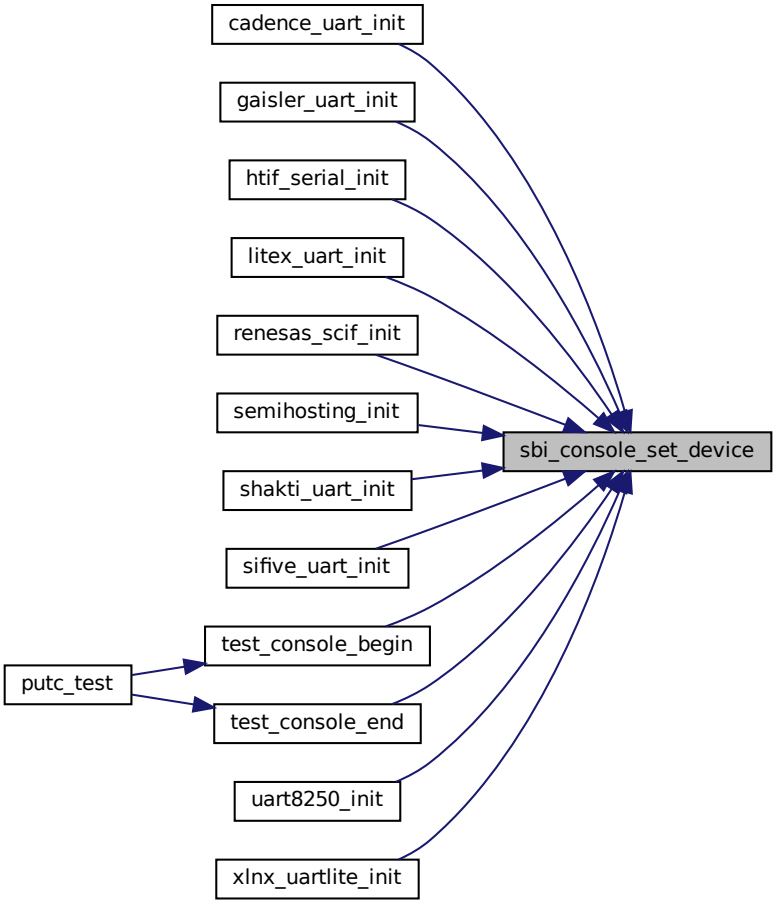
Here is the caller graph for this function:



30.39.2.6 sbi_console_set_device()

```
void sbi_console_set_device (
            const struct sbi_console_device * dev )
```

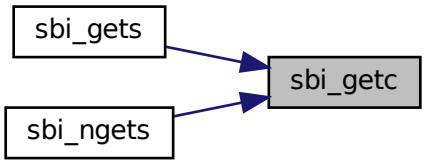
Here is the caller graph for this function:



30.39.2.7 sbi_getc()

```
int sbi_getc (
            void  )
```

Here is the caller graph for this function:



30.39.2.8 sbi_gets()

```
void sbi_gets (
            char * s,
            int maxwidth,
            char endchar )
```

Here is the call graph for this function:

30.39.2.9 sbi_isprintable()

```
bool sbi_isprintable (
            char ch )
```

30.39.2.10 sbi_ngets()

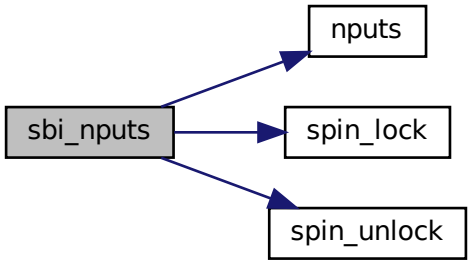
```
unsigned long sbi_ngets (
            char * str,
            unsigned long len )
```

Here is the call graph for this function:

30.39.2.11 sbi_nputs()

```
unsigned long sbi_nputs (
            const char * str,
            unsigned long len )
```

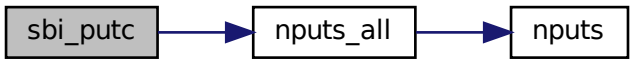
Here is the call graph for this function:



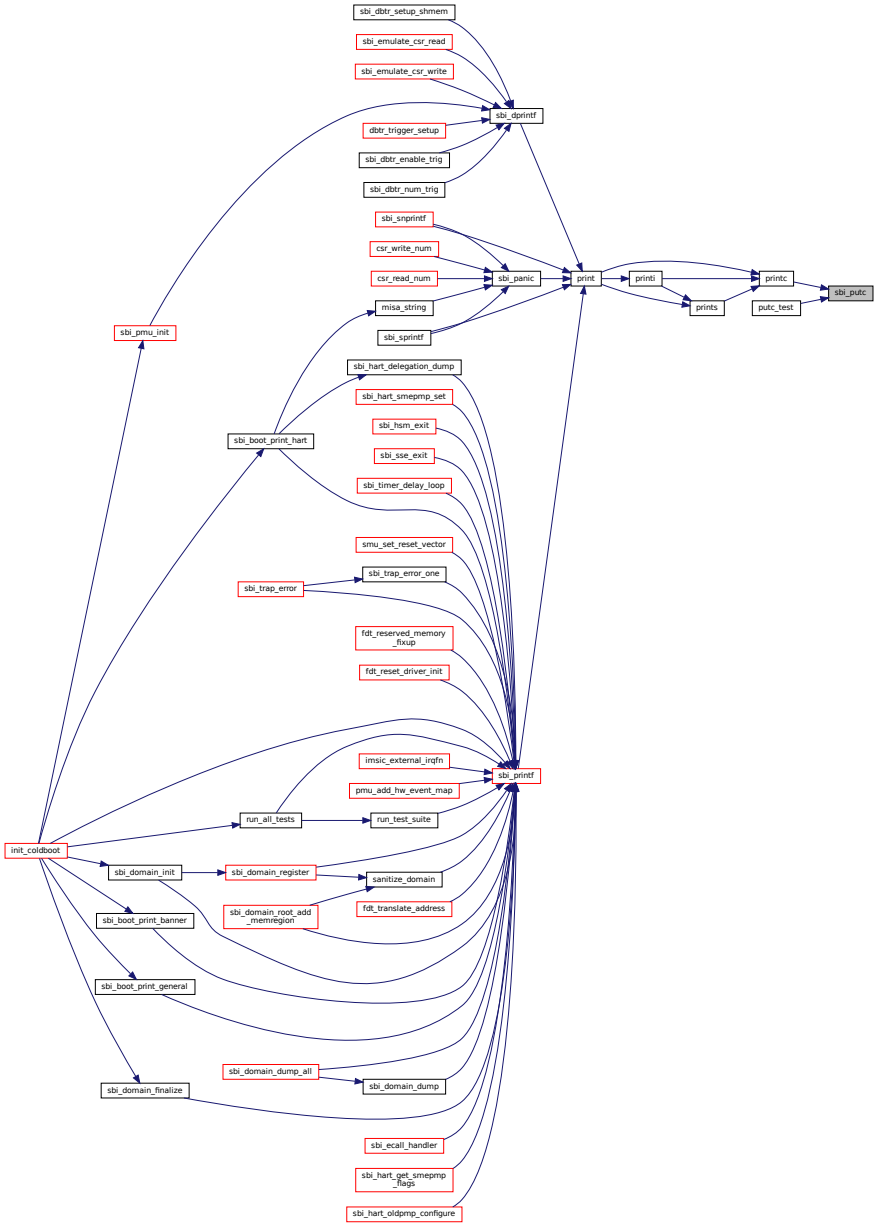
30.39.2.12 sbi_putc()

```
void sbi_putc (
            char ch )
```

Here is the call graph for this function:



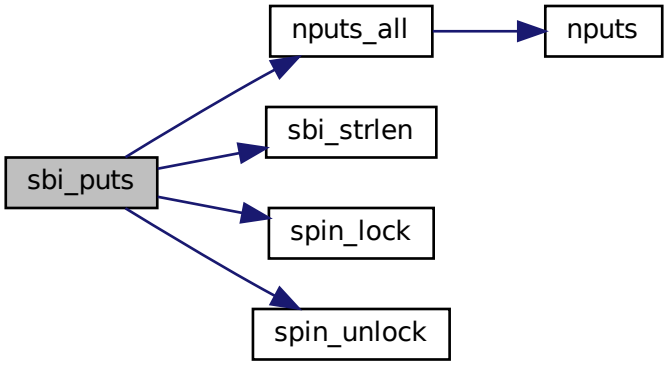
Here is the caller graph for this function:



30.39.2.13 sbi_puts()

```
void sbi_puts (
            const char * str )
```

Here is the call graph for this function:



30.39.3 Variable Documentation

30.39.3.1 format

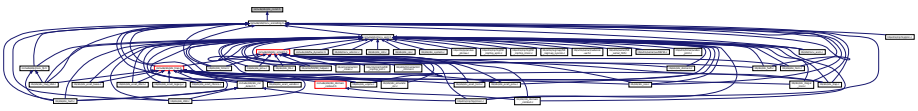
```
int const char int u32 const char * format
```

30.39.3.2 out_sz

```
int const char int u32 out_sz
```

30.40 include/sbi/sbi_const.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define __AC(X, Y) (X##Y)
- #define _AC(X, Y) __AC(X,Y)
- #define _AT(T, X) ((T)(X))
- #define _UL(x) (_AC(x, UL))
- #define _ULL(x) (_AC(x, ULL))
- #define _BITUL(x) (_UL(1) << (x))
- #define _BITULL(x) (_ULL(1) << (x))
- #define UL(x) (_UL(x))
- #define ULL(x) (_ULL(x))
- #define __STR(s) #s
- #define STRINGIFY(s) __STR(s)

30.40.1 Macro Definition Documentation

30.40.1.1 __AC

```
#define __AC(
              X,
              Y ) (X##Y)
```

30.40.1.2 __STR

```
#define __STR(
              s ) #s
```

30.40.1.3 _AC

```
#define _AC(
              X,
              Y ) __AC(X,Y)
```

30.40.1.4 _AT

```
#define _AT(
              T,
              X ) ((T)(X))
```

30.40.1.5 _BITUL

```
#define _BITUL(
              x ) (_UL(1) << (x))
```

30.40.1.6 _BITULL

```
#define _BITULL(
              x ) (_ULL(1) << (x))
```

30.40.1.7 _UL

```
#define _UL(
              x ) (_AC(x, UL))
```

30.40.1.8 _ULL

```
#define _ULL(
              x ) (_AC(x, ULL))
```

30.40.1.9 STRINGIFY

```
#define STRINGIFY(
              s ) __STR(s)
```

30.40.1.10 UL

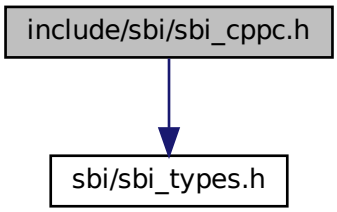
```
#define UL(
              x ) (_UL(x))
```

30.40.1.11 ULL

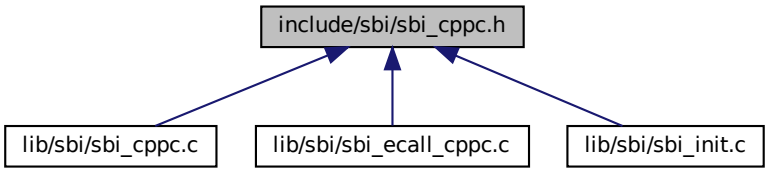
```
#define ULL(
              x ) (_ULL(x))
```

30.41 include/sbi/sbi_cppc.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for sbi_cppc.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_cppc_device

Functions

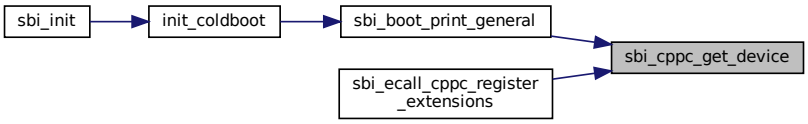
- int sbi_cppc_probe (unsigned long reg)
- int sbi_cppc_read (unsigned long reg, uint64_t *val)
- int sbi_cppc_write (unsigned long reg, uint64_t val)
- const struct sbi_cppc_device * sbi_cppc_get_device (void)
- void sbi_cppc_set_device (const struct sbi_cppc_device *dev)

30.41.1 Function Documentation

30.41.1.1 sbi_cppc_get_device()

```
const struct sbi_cppc_device* sbi_cppc_get_device (
            void  )
```

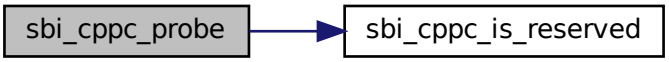
Here is the caller graph for this function:



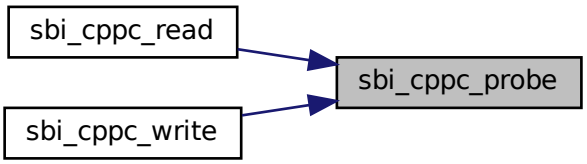
30.41.1.2 sbi_cppc_probe()

```
int sbi_cppc_probe (
            unsigned long reg )
```

Here is the call graph for this function:



Here is the caller graph for this function:

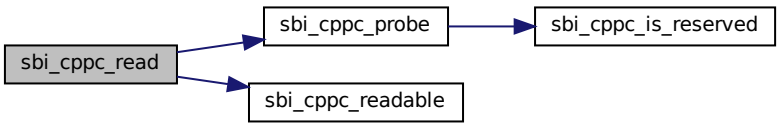


30.41.1.3 sbi_cppc_read()

```
int sbi_cppc_read (
            unsigned long reg,
```

```
            uint64_t * val )
```

Here is the call graph for this function:



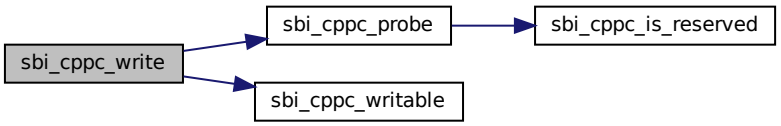
30.41.1.4 sbi_cppc_set_device()

```
void sbi_cppc_set_device (
            const struct sbi_cppc_device * dev )
```

30.41.1.5 sbi_cppc_write()

```
int sbi_cppc_write (
            unsigned long reg,
            uint64_t val )
```

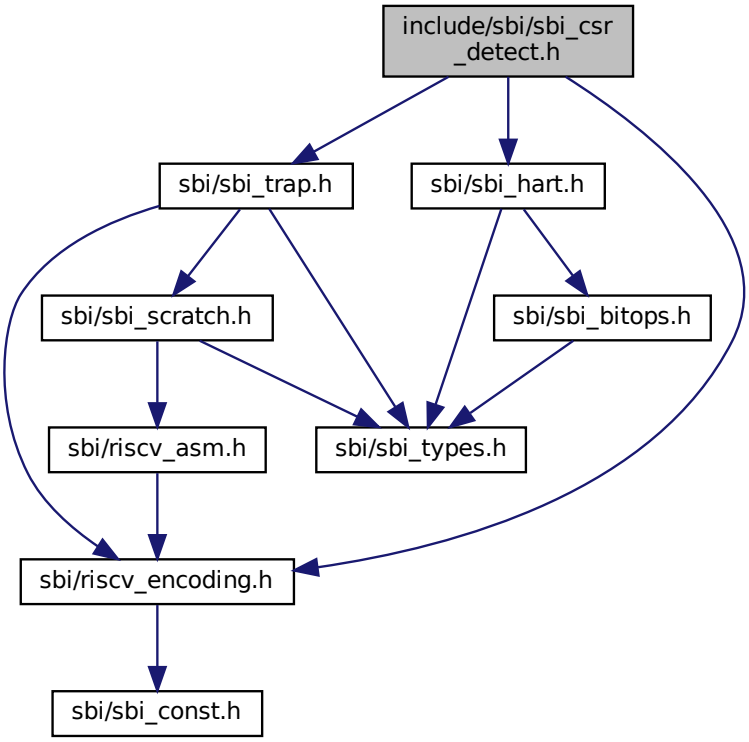
Here is the call graph for this function:



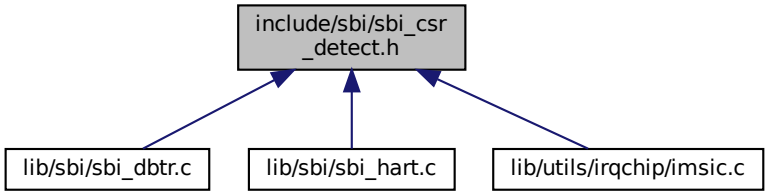
30.42 include/sbi/sbi_csr_detect.h File Reference

```
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_trap.h>
```

Include dependency graph for sbi_csr_detect.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define csr_read_allowed(csr_num, trap)
- #define csr_write_allowed(csr_num, trap, value)

30.42.1 Macro Definition Documentation

30.42.1.1 csr_read_allowed

```
#define csr_read_allowed(
                csr_num,
                trap )
```

Value:

```
({                                  \
register ulong tinfo asm("a3") = (ulong)trap;          \
register ulong ttmp asm("a4");                        \
register ulong mtvec = sbi_hart_expected_trap_addr();        \
register ulong ret = 0;                               \
((struct sbi_trap_info *)(trap))->cause = 0;          \
asm volatile(                                         \
    "add %[ttmp], %[tinfo], zero\n"                   \
    "csrrw %[mtvec], " STR(CSR_MTVEC) ", %[mtvec]\n"     \
    "csrr %[ret], %[csr]\n"                           \
    "csrw " STR(CSR_MTVEC) ", %[mtvec]"               \
    : [mtvec] "+&r"(mtvec), [tinfo] "+&r"(tinfo),        \
      [ttmp] "+&r"(ttmp), [ret] "=&r" (ret)           \
    : [csr] "i" (csr_num)                             \
    : "memory");                                      \
ret;                                                  \
})                                                    \
```

30.42.1.2 csr_write_allowed

```
#define csr_write_allowed(
                csr_num,
                trap,
                value )
```

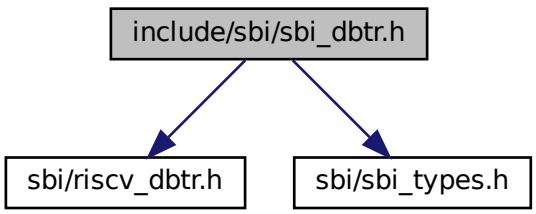
Value:

```
({                                  \
register ulong tinfo asm("a3") = (ulong)trap;          \
register ulong ttmp asm("a4");                        \
register ulong mtvec = sbi_hart_expected_trap_addr();        \
((struct sbi_trap_info *)(trap))->cause = 0;          \
asm volatile(                                         \
    "add %[ttmp], %[tinfo], zero\n"                   \
    "csrrw %[mtvec], " STR(CSR_MTVEC) ", %[mtvec]\n"     \
    "csrw %[csr], %[val]\n"                           \
    "csrw " STR(CSR_MTVEC) ", %[mtvec]"               \
    : [mtvec] "+&r"(mtvec),                           \
      [tinfo] "+&r"(tinfo), [ttmp] "+&r"(ttmp)           \
    : [csr] "i" (csr_num), [val] "r" (value)          \
    : "memory");                                      \
})                                                    \
```

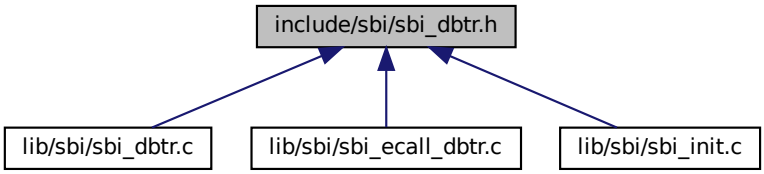
30.43 include/sbi/sbi_dbtr.h File Reference

```
#include <sbi/riscv_dbtr.h>
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_dbtr.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_dbtr_shmem
- struct sbi_dbtr_trigger
- struct sbi_dbtr_data_msg
- struct sbi_dbtr_id_msg
- struct sbi_dbtr_hart_triggers_state
- struct sbi_dbtr_shmem_entry

Macros

- #define TDATA1_GET_TYPE(_t1) EXTRACT_FIELD(_t1, RV_DBTR_BIT_MASK(TDATA1, TYPE))
- #define SET_TRIG_HW_INDEX(_state, _idx)
- #define SBI_DBTR_SHMEM_ALIGN_MASK ((__riscv_xlen / 8) - 1)

Enumerations

- enum {
  RV_DBTR_DECLARE_BIT =(TS, MAPPED, 0) , RV_DBTR_DECLARE_BIT =(TS, MAPPED, 0) ,
  RV_DBTR_DECLARE_BIT =(TS, MAPPED, 0) , RV_DBTR_DECLARE_BIT =(TS, MAPPED, 0) ,
  RV_DBTR_DECLARE_BIT =(TS, MAPPED, 0) , RV_DBTR_DECLARE_BIT =(TS, MAPPED, 0) ,
  RV_DBTR_DECLARE_BIT =(TS, MAPPED, 0) }
- enum {
  RV_DBTR_DECLARE_BIT_MASK =(TS, MAPPED, 1) , RV_DBTR_DECLARE_BIT_MASK =(TS, MAPPED, 1) , RV_DBTR_DECLARE_BIT_MASK =(TS, MAPPED, 1) , RV_DBTR_DECLARE_BIT_MASK =(TS, MAPPED, 1) ,
  RV_DBTR_DECLARE_BIT_MASK =(TS, MAPPED, 1) , RV_DBTR_DECLARE_BIT_MASK =(TS, MAPPED, 1) , RV_DBTR_DECLARE_BIT_MASK =(TS, MAPPED, 1) }

Functions

- int sbi_dbtr_init (struct sbi_scratch *scratch, bool coldboot)
- int sbi_dbtr_supported (void)
- int sbi_dbtr_setup_shmem (const struct sbi_domain *dom, unsigned long smode, unsigned long shmem_↩ phys_lo, unsigned long shmem_phys_hi)
- int sbi_dbtr_num_trig (unsigned long trig_tdata1, unsigned long *out)
- int sbi_dbtr_read_trig (unsigned long smode, unsigned long trig_idx_base, unsigned long trig_count)
- int sbi_dbtr_install_trig (unsigned long smode, unsigned long trig_count, unsigned long *out)
- int sbi_dbtr_uninstall_trig (unsigned long trig_idx_base, unsigned long trig_idx_mask)
- int sbi_dbtr_enable_trig (unsigned long trig_idx_base, unsigned long trig_idx_mask)
- int sbi_dbtr_update_trig (unsigned long smode, unsigned long trig_idx_base, unsigned long trig_idx_mask)
- int sbi_dbtr_disable_trig (unsigned long trig_idx_base, unsigned long trig_idx_mask)
- int sbi_dbtr_get_total_triggers (void)

30.43.1 Macro Definition Documentation

30.43.1.1 SBI_DBTR_SHMEM_ALIGN_MASK

```
#define SBI_DBTR_SHMEM_ALIGN_MASK ((__riscv_xlen / 8) - 1)
```

30.43.1.2 SET_TRIG_HW_INDEX

```
#define SET_TRIG_HW_INDEX(
              _state,
              _idx )
```

Value:

```
    do {                                \
        _state &= ~RV_DBTR_BIT_MASK(TS, HW_IDX);    \
        _state |= (((unsigned long)_idx         \
                « RV_DBTR_BIT(TS, HW_IDX))      \
               & RV_DBTR_BIT_MASK(TS, HW_IDX)); \
    }while (0);
```

30.43.1.3 TDATA1_GET_TYPE

```
#define TDATA1_GET_TYPE(
              _t1 )  EXTRACT_FIELD(_t1, RV_DBTR_BIT_MASK(TDATA1, TYPE))
```

30.43.2 Enumeration Type Documentation

30.43.2.1 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	
RV_DBTR_DECLARE_BIT	

30.43.2.2 anonymous enum

```
anonymous enum
```

Enumerator

RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	
RV_DBTR_DECLARE_BIT_MASK	

Enumerator

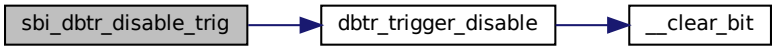
RV_DBTR_DECLARE_BIT_MASK	

30.43.3 Function Documentation

30.43.3.1 sbi_dbtr_disable_trig()

```
int sbi_dbtr_disable_trig (
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

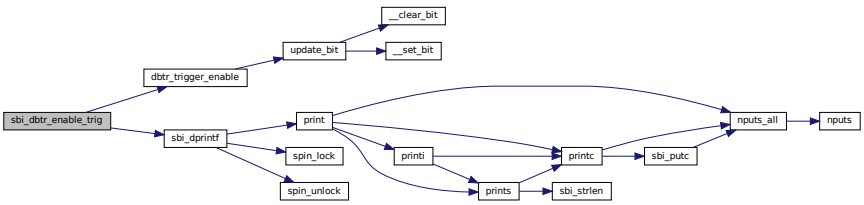
Here is the call graph for this function:



30.43.3.2 sbi_dbtr_enable_trig()

```
int sbi_dbtr_enable_trig (
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

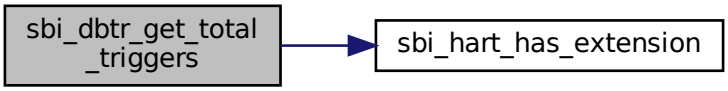
Here is the call graph for this function:



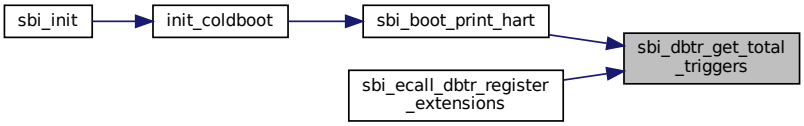
30.43.3.3 sbi_dbtr_get_total_triggers()

```
int sbi_dbtr_get_total_triggers (
            void  )
```

Here is the call graph for this function:



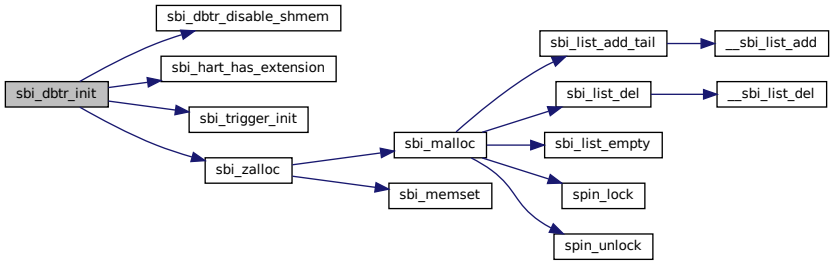
Here is the caller graph for this function:



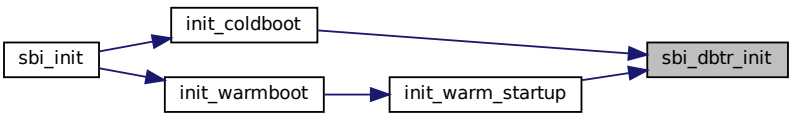
30.43.3.4 sbi_dbtr_init()

```
int sbi_dbtr_init (
            struct sbi_scratch * scratch,
            bool coldboot )
```

Initialize debug triggers Here is the call graph for this function:



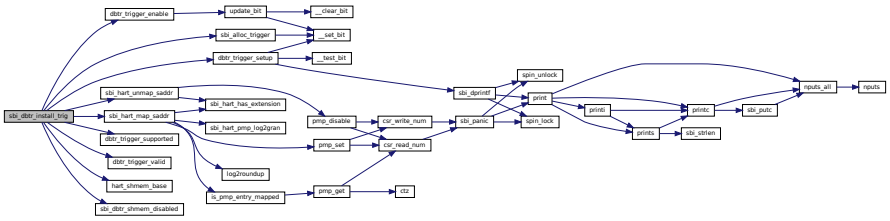
Here is the caller graph for this function:



30.43.3.5 sbi_dbtr_install_trig()

```
int sbi_dbtr_install_trig (
            unsigned long smode,
            unsigned long trig_count,
            unsigned long * out )
```

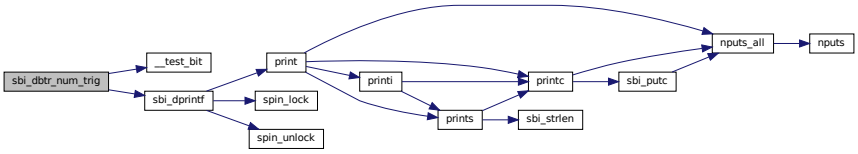
Here is the call graph for this function:



30.43.3.6 sbi_dbtr_num_trig()

```
int sbi_dbtr_num_trig (
            unsigned long trig_tdata1,
            unsigned long * out )
```

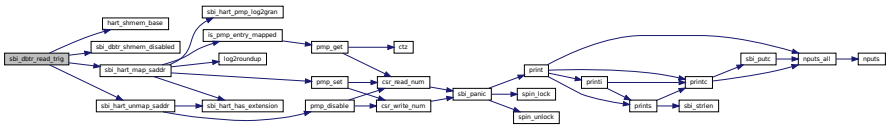
Here is the call graph for this function:



30.43.3.7 sbi_dbtr_read_trig()

```
int sbi_dbtr_read_trig (
            unsigned long smode,
            unsigned long trig_idx_base,
            unsigned long trig_count )
```

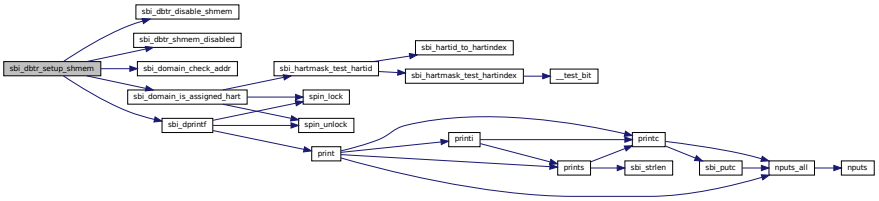
Here is the call graph for this function:



30.43.3.8 sbi_dbtr_setup_shmem()

```
int sbi_dbtr_setup_shmem (
            const struct sbi_domain * dom,
            unsigned long smode,
            unsigned long shmem_phys_lo,
            unsigned long shmem_phys_hi )
```

Here is the call graph for this function:



30.43.3.9 sbi_dbtr_supported()

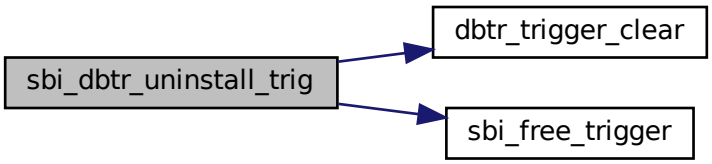
```
int sbi_dbtr_supported (
            void  )
```

SBI DBTR extension functions

30.43.3.10 sbi_dbtr_uninstall_trig()

```
int sbi_dbtr_uninstall_trig (
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

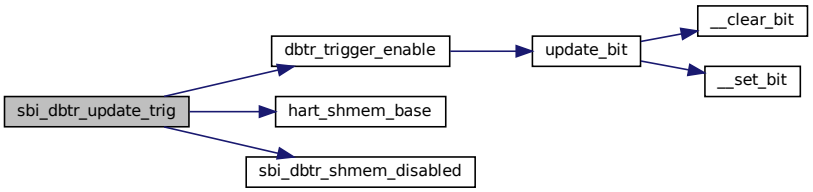
Here is the call graph for this function:



30.43.3.11 sbi_dbtr_update_trig()

```
int sbi_dbtr_update_trig (
            unsigned long smode,
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

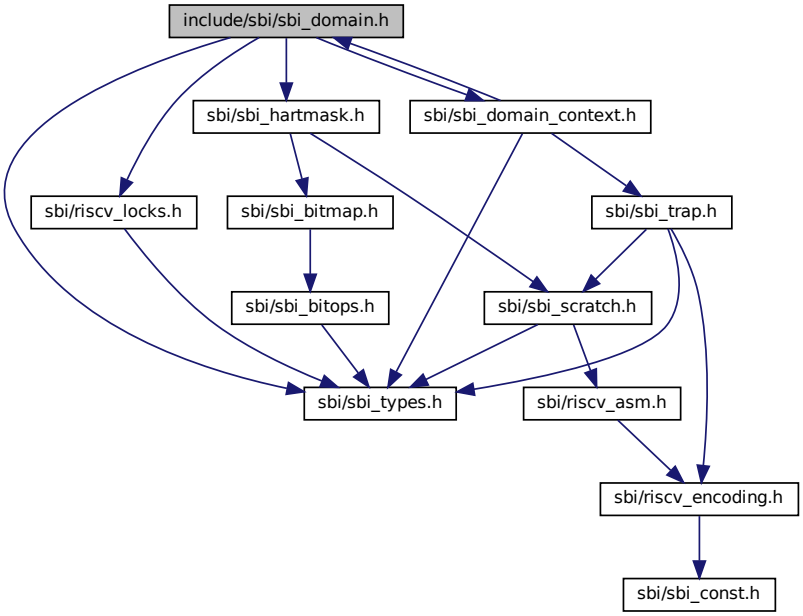
Here is the call graph for this function:



30.44 include/sbi/sbi_domain.h File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_types.h>
#include <sbi/sbi_hartmask.h>
#include <sbi/sbi_domain_context.h>
```

Include dependency graph for sbi_domain.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_domain_memregion
- struct sbi_domain

Macros

- #define SBI_DOMAIN_MEMREGION_M_READABLE (1UL << 0)
- #define SBI_DOMAIN_MEMREGION_M_WRITABLE (1UL << 1)
- #define SBI_DOMAIN_MEMREGION_M_EXECUTABLE (1UL << 2)
- #define SBI_DOMAIN_MEMREGION_SU_READABLE (1UL << 3)
- #define SBI_DOMAIN_MEMREGION_SU_WRITABLE (1UL << 4)
- #define SBI_DOMAIN_MEMREGION_SU_EXECUTABLE (1UL << 5)
- #define SBI_DOMAIN_MEMREGION_ACCESS_MASK (0x3fUL)
- #define SBI_DOMAIN_MEMREGION_M_ACCESS_MASK (0x7UL)
- #define SBI_DOMAIN_MEMREGION_SU_ACCESS_MASK (0x38UL)
- #define SBI_DOMAIN_MEMREGION_SU_ACCESS_SHIFT (3)
- #define SBI_DOMAIN_MEMREGION_SHARED_RDONLY
- #define SBI_DOMAIN_MEMREGION_SHARED_SUX_MRX
- #define SBI_DOMAIN_MEMREGION_SHARED_SUX_MX
- #define SBI_DOMAIN_MEMREGION_SHARED_SURW_MRW
- #define SBI_DOMAIN_MEMREGION_SHARED_SUR_MRW
- #define SBI_DOMAIN_MEMREGION_IS_SUR_MR(__flags)
- #define SBI_DOMAIN_MEMREGION_IS_SUX_MRX(__flags)
- #define SBI_DOMAIN_MEMREGION_IS_SUX_MX(__flags)
- #define SBI_DOMAIN_MEMREGION_IS_SURW_MRW(__flags)
- #define SBI_DOMAIN_MEMREGION_IS_SUR_MRW(__flags)
- #define SBI_DOMAIN_MEMREGION_IS_SHARED(_flags)
- #define SBI_DOMAIN_MEMREGION_M_ONLY_ACCESS(__flags)
- #define SBI_DOMAIN_MEMREGION_SU_ONLY_ACCESS(__flags)
- #define SBI_DOMAIN_MEMREGION_ENF_PERMISSIONS (1UL << 6)
- #define SBI_DOMAIN_MEMREGION_M_RWX
- #define SBI_DOMAIN_MEMREGION_SU_RWX
- #define SBI_DOMAIN_MEMREGION_READABLE
- #define SBI_DOMAIN_MEMREGION_WRITEABLE
- #define SBI_DOMAIN_MEMREGION_EXECUTABLE
- #define SBI_DOMAIN_MEMREGION_ENF_READABLE
- #define SBI_DOMAIN_MEMREGION_ENF_WRITABLE
- #define SBI_DOMAIN_MEMREGION_ENF_EXECUTABLE
- #define SBI_DOMAIN_MEMREGION_MMIO (1UL << 31)
- #define SBI_DOMAIN_MAX_INDEX 32
- #define sbi_domain_thishart_ptr() sbi_hartindex_to_domain(sbi_hartid_to_hartindex(current_hartid()))
- #define sbi_index_to_domain(__index) domidx_to_domain_table[__index]
- #define sbi_domain_for_each(__i, __d) for ((__i) = 0; ((__d) = sbi_index_to_domain(__i)); (__i)++)
- #define sbi_domain_for_each_memregion(__d, __r) for ((__r) = (__d)->regions; (__r)->order; (__r)++)

Enumerations

- enum sbi_domain_access { SBI_DOMAIN_READ = (1UL << 0) , SBI_DOMAIN_WRITE = (1UL << 1) , SBI_DOMAIN_EXECUTE = (1UL << 2) , SBI_DOMAIN_MMIO = (1UL << 3) }

Functions

- struct sbi_domain * sbi_hartindex_to_domain (u32 hartindex)
- void sbi_update_hartindex_to_domain (u32 hartindex, struct sbi_domain *dom)
- bool sbi_domain_is_assigned_hart (const struct sbi_domain *dom, u32 hartid)
- ulong sbi_domain_get_assigned_hartmask (const struct sbi_domain *dom, ulong hbase)
- void sbi_domain_memregion_init (unsigned long addr, unsigned long size, unsigned long flags, struct sbi_domain_memregion *reg)
- bool sbi_domain_check_addr (const struct sbi_domain *dom, unsigned long addr, unsigned long mode, unsigned long access_flags)

- bool sbi_domain_check_addr_range (const struct sbi_domain *dom, unsigned long addr, unsigned long size, unsigned long mode, unsigned long access_flags)
- void sbi_domain_dump (const struct sbi_domain *dom, const char *suffix)
- void sbi_domain_dump_all (const char *suffix)
- int sbi_domain_register (struct sbi_domain *dom, const struct sbi_hartmask *assign_mask)
- int sbi_domain_root_add_memregion (const struct sbi_domain_memregion *reg)
- int sbi_domain_root_add_memrange (unsigned long addr, unsigned long size, unsigned long align, unsigned long region_flags)
- int sbi_domain_finalize (struct sbi_scratch *scratch, u32 cold_hartid)
- int sbi_domain_init (struct sbi_scratch *scratch, u32 cold_hartid)

Variables

- struct sbi_domain root
- struct sbi_domain * domidx_to_domain_table [ ]

30.44.1 Macro Definition Documentation

30.44.1.1 sbi_domain_for_each

```
#define sbi_domain_for_each(
            __i,
            __d )  for ((__i) = 0; ((__d) = sbi_index_to_domain(__i)); (__i)++)
```

Iterate over each domain

30.44.1.2 sbi_domain_for_each_memregion

```
#define sbi_domain_for_each_memregion(
            __d,
            __r )  for ((__r) = (__d)->regions; (__r)->order; (__r)++)
```

Iterate over each memory region of a domain

30.44.1.3 SBI_DOMAIN_MAX_INDEX

```
#define SBI_DOMAIN_MAX_INDEX 32
```

Maximum number of domains

30.44.1.4 SBI_DOMAIN_MEMREGION_ACCESS_MASK

```
#define SBI_DOMAIN_MEMREGION_ACCESS_MASK (0x3fUL)
```

30.44.1.5 SBI_DOMAIN_MEMREGION_ENF_EXECUTABLE

```
#define SBI_DOMAIN_MEMREGION_ENF_EXECUTABLE
```

Value:

```
(SBI_DOMAIN_MEMREGION_SU_EXECUTABLE | \
 SBI_DOMAIN_MEMREGION_M_EXECUTABLE)
```

30.44.1.6 SBI_DOMAIN_MEMREGION_ENF_PERMISSIONS

```
#define SBI_DOMAIN_MEMREGION_ENF_PERMISSIONS (1UL << 6)
```

Bit to control if permissions are enforced on all modes

30.44.1.7 SBI_DOMAIN_MEMREGION_ENF_READABLE

```
#define SBI_DOMAIN_MEMREGION_ENF_READABLE
```

Value:

```
(SBI_DOMAIN_MEMREGION_SU_READABLE | \
 SBI_DOMAIN_MEMREGION_M_READABLE)
```

30.44.1.8 SBI_DOMAIN_MEMREGION_ENF_WRITABLE

```
#define SBI_DOMAIN_MEMREGION_ENF_WRITABLE
```

Value:

```
(SBI_DOMAIN_MEMREGION_SU_WRITABLE | \
 SBI_DOMAIN_MEMREGION_M_WRITABLE)
```

30.44.1.9 SBI_DOMAIN_MEMREGION_EXECUTABLE

```
#define SBI_DOMAIN_MEMREGION_EXECUTABLE
```

Value:

```
(SBI_DOMAIN_MEMREGION_SU_EXECUTABLE | \
 SBI_DOMAIN_MEMREGION_M_RWX)
```

30.44.1.10 SBI_DOMAIN_MEMREGION_IS_SHARED

```
#define SBI_DOMAIN_MEMREGION_IS_SHARED(
        _flags )
```

Value:

```
(SBI_DOMAIN_MEMREGION_IS_SUR_MR(_flags)  ||   \
 SBI_DOMAIN_MEMREGION_IS_SUX_MRX(_flags) || \
 SBI_DOMAIN_MEMREGION_IS_SUX_MX(_flags)  || \
 SBI_DOMAIN_MEMREGION_IS_SURW_MRW(_flags)|| \
 SBI_DOMAIN_MEMREGION_IS_SUR_MRW(_flags))
```

30.44.1.11 SBI_DOMAIN_MEMREGION_IS_SUR_MR

```
#define SBI_DOMAIN_MEMREGION_IS_SUR_MR(
        __flags )
```

Value:

```
((__flags & SBI_DOMAIN_MEMREGION_ACCESS_MASK) == \
 SBI_DOMAIN_MEMREGION_SHARED_RDONLY)
```

30.44.1.12 SBI_DOMAIN_MEMREGION_IS_SUR_MRW

```
#define SBI_DOMAIN_MEMREGION_IS_SUR_MRW(
        __flags )
```

Value:

```
((__flags & SBI_DOMAIN_MEMREGION_ACCESS_MASK) == \
 SBI_DOMAIN_MEMREGION_SHARED_SUR_MRW)
```

30.44.1.13 SBI_DOMAIN_MEMREGION_IS_SURW_MRW

```
#define SBI_DOMAIN_MEMREGION_IS_SURW_MRW(
        __flags )
```

Value:

```
((__flags & SBI_DOMAIN_MEMREGION_ACCESS_MASK) == \
 SBI_DOMAIN_MEMREGION_SHARED_SURW_MRW)
```

30.44.1.14 SBI_DOMAIN_MEMREGION_IS_SUX_MRX

```
#define SBI_DOMAIN_MEMREGION_IS_SUX_MRX(
              __flags )
```

Value:

```
((__flags & SBI_DOMAIN_MEMREGION_ACCESS_MASK) == \
 SBI_DOMAIN_MEMREGION_SHARED_SUX_MRX)
```

30.44.1.15 SBI_DOMAIN_MEMREGION_IS_SUX_MX

```
#define SBI_DOMAIN_MEMREGION_IS_SUX_MX(
              __flags )
```

Value:

```
((__flags & SBI_DOMAIN_MEMREGION_ACCESS_MASK) == \
 SBI_DOMAIN_MEMREGION_SHARED_SUX_MX)
```

30.44.1.16 SBI_DOMAIN_MEMREGION_M_ACCESS_MASK

```
#define SBI_DOMAIN_MEMREGION_M_ACCESS_MASK (0x7UL)
```

30.44.1.17 SBI_DOMAIN_MEMREGION_M_EXECUTABLE

```
#define SBI_DOMAIN_MEMREGION_M_EXECUTABLE (1UL << 2)
```

30.44.1.18 SBI_DOMAIN_MEMREGION_M_ONLY_ACCESS

```
#define SBI_DOMAIN_MEMREGION_M_ONLY_ACCESS(
              __flags )
```

Value:

```
((__flags & SBI_DOMAIN_MEMREGION_M_ACCESS_MASK) &&    \
 !(__flags & SBI_DOMAIN_MEMREGION_SU_ACCESS_MASK))
```

30.44.1.19 SBI_DOMAIN_MEMREGION_M_READABLE

```
#define SBI_DOMAIN_MEMREGION_M_READABLE (1UL << 0)
```

Flags representing memory region attributes

30.44.1.20 SBI_DOMAIN_MEMREGION_M_RWX

```
#define SBI_DOMAIN_MEMREGION_M_RWX
```

Value:

```
(SBI_DOMAIN_MEMREGION_M_READABLE | \
 SBI_DOMAIN_MEMREGION_M_WRITABLE | \
 SBI_DOMAIN_MEMREGION_M_EXECUTABLE)
```

30.44.1.21 SBI_DOMAIN_MEMREGION_M_WRITABLE

```
#define SBI_DOMAIN_MEMREGION_M_WRITABLE (1UL << 1)
```

30.44.1.22 SBI_DOMAIN_MEMREGION_MMIO

```
#define SBI_DOMAIN_MEMREGION_MMIO (1UL << 31)
```

30.44.1.23 SBI_DOMAIN_MEMREGION_READABLE

```
#define SBI_DOMAIN_MEMREGION_READABLE
```

Value:

```
                (SBI_DOMAIN_MEMREGION_SU_READABLE | \
                 SBI_DOMAIN_MEMREGION_M_RWX)
```

30.44.1.24 SBI_DOMAIN_MEMREGION_SHARED_RDONLY

```
#define SBI_DOMAIN_MEMREGION_SHARED_RDONLY
```

Value:

```
        (SBI_DOMAIN_MEMREGION_M_READABLE |   \
         SBI_DOMAIN_MEMREGION_SU_READABLE)
```

30.44.1.25 SBI_DOMAIN_MEMREGION_SHARED_SUR_MRW

```
#define SBI_DOMAIN_MEMREGION_SHARED_SUR_MRW
```

Value:

```
        (SBI_DOMAIN_MEMREGION_M_READABLE |   \
         SBI_DOMAIN_MEMREGION_M_WRITABLE |  \
         SBI_DOMAIN_MEMREGION_SU_READABLE)
```

30.44.1.26 SBI_DOMAIN_MEMREGION_SHARED_SURW_MRW

```
#define SBI_DOMAIN_MEMREGION_SHARED_SURW_MRW
```

Value:

```
        (SBI_DOMAIN_MEMREGION_M_READABLE |   \
         SBI_DOMAIN_MEMREGION_M_WRITABLE |  \
         SBI_DOMAIN_MEMREGION_SU_READABLE|  \
         SBI_DOMAIN_MEMREGION_SU_WRITABLE)
```

30.44.1.27 SBI_DOMAIN_MEMREGION_SHARED_SUX_MRX

```
#define SBI_DOMAIN_MEMREGION_SHARED_SUX_MRX
```

Value:

```
        (SBI_DOMAIN_MEMREGION_M_READABLE   | \
         SBI_DOMAIN_MEMREGION_M_EXECUTABLE |    \
         SBI_DOMAIN_MEMREGION_SU_EXECUTABLE)
```

30.44.1.28 SBI_DOMAIN_MEMREGION_SHARED_SUX_MX

```
#define SBI_DOMAIN_MEMREGION_SHARED_SUX_MX
```

Value:

```
        (SBI_DOMAIN_MEMREGION_M_EXECUTABLE |   \
         SBI_DOMAIN_MEMREGION_SU_EXECUTABLE)
```

30.44.1.29 SBI_DOMAIN_MEMREGION_SU_ACCESS_MASK

```
#define SBI_DOMAIN_MEMREGION_SU_ACCESS_MASK (0x38UL)
```

30.44.1.30 SBI_DOMAIN_MEMREGION_SU_ACCESS_SHIFT

```
#define SBI_DOMAIN_MEMREGION_SU_ACCESS_SHIFT (3)
```

30.44.1.31 SBI_DOMAIN_MEMREGION_SU_EXECUTABLE

```
#define SBI_DOMAIN_MEMREGION_SU_EXECUTABLE (1UL << 5)
```

30.44.1.32 SBI_DOMAIN_MEMREGION_SU_ONLY_ACCESS

```
#define SBI_DOMAIN_MEMREGION_SU_ONLY_ACCESS(
              __flags )
```

Value:

```
((__flags & SBI_DOMAIN_MEMREGION_SU_ACCESS_MASK)  && \
 !(__flags & SBI_DOMAIN_MEMREGION_M_ACCESS_MASK))
```

30.44.1.33 SBI_DOMAIN_MEMREGION_SU_READABLE

```
#define SBI_DOMAIN_MEMREGION_SU_READABLE (1UL << 3)
```

30.44.1.34 SBI_DOMAIN_MEMREGION_SU_RWX

```
#define SBI_DOMAIN_MEMREGION_SU_RWX
```

Value:

```
(SBI_DOMAIN_MEMREGION_SU_READABLE | \
 SBI_DOMAIN_MEMREGION_SU_WRITABLE | \
 SBI_DOMAIN_MEMREGION_SU_EXECUTABLE)
```

30.44.1.35 SBI_DOMAIN_MEMREGION_SU_WRITABLE

```
#define SBI_DOMAIN_MEMREGION_SU_WRITABLE (1UL << 4)
```

30.44.1.36 SBI_DOMAIN_MEMREGION_WRITEABLE

```
#define SBI_DOMAIN_MEMREGION_WRITEABLE
```

Value:

```
(SBI_DOMAIN_MEMREGION_SU_WRITABLE | \
 SBI_DOMAIN_MEMREGION_M_RWX)
```

30.44.1.37 sbi_domain_thishart_ptr

```
#define sbi_domain_thishart_ptr( )  sbi_hartindex_to_domain(sbi_hartid_to_hartindex(current_hartid()))
```

Get pointer to sbi_domain for current HART

30.44.1.38 sbi_index_to_domain

```
#define sbi_index_to_domain(
              __index )  domidx_to_domain_table[__index]
```

Get pointer to sbi_domain from index

30.44.2 Enumeration Type Documentation

30.44.2.1 sbi_domain_access

```
enum sbi_domain_access
```

Domain access types

Enumerator

SBI_DOMAIN_READ	
SBI_DOMAIN_WRITE	
SBI_DOMAIN_EXECUTE	
SBI_DOMAIN_MMIO	

30.44.3 Function Documentation

30.44.3.1 sbi_domain_check_addr()

```
bool sbi_domain_check_addr (
            const struct sbi_domain * dom,
            unsigned long addr,
            unsigned long mode,
            unsigned long access_flags )
```

Check whether we can access specified address for given mode and memory region flags under a domain

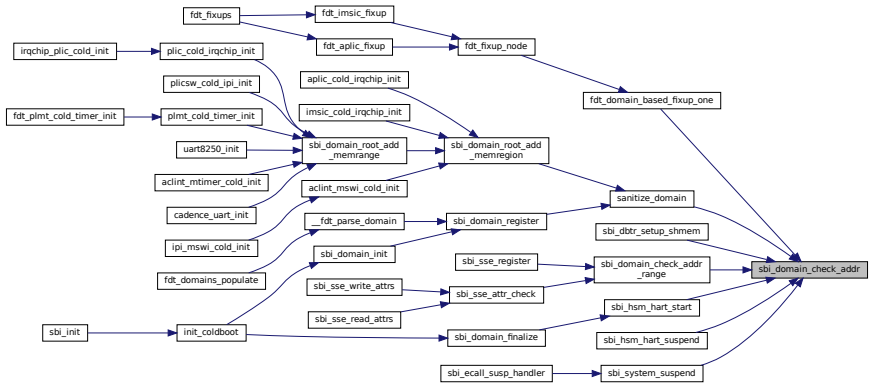
Parameters

dom	pointer to domain
addr	the address to be checked
mode	the privilege mode of access
access_flags	bitmask of domain access types (enum sbi_domain_access)

Returns

true if access allowed otherwise false

Here is the caller graph for this function:



30.44.3.2 sbi_domain_check_addr_range()

```
bool sbi_domain_check_addr_range (
            const struct sbi_domain * dom,
            unsigned long addr,
            unsigned long size,
            unsigned long mode,
            unsigned long access_flags )
```

Check whether we can access specified address range for given mode and memory region flags under a domain

Parameters

dom	pointer to domain
addr	the start of the address range to be checked

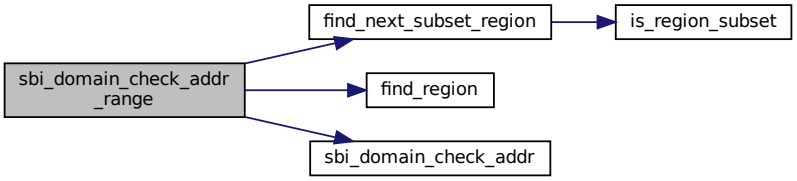
Parameters

size	the size of the address range to be checked
mode	the privilege mode of access
access_flags	bitmask of domain access types (enum sbi_domain_access)

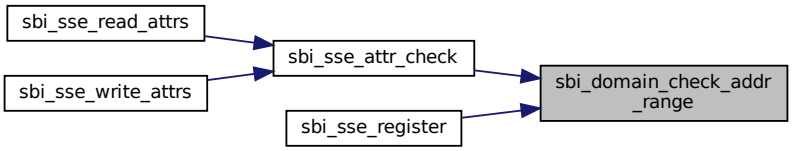
Returns

TRUE if access allowed otherwise FALSE

Here is the call graph for this function:



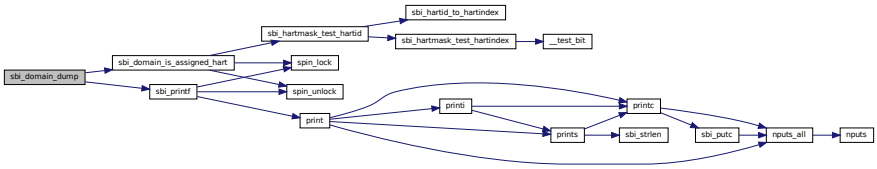
Here is the caller graph for this function:



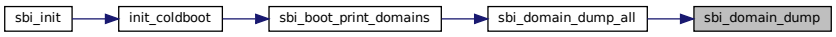
30.44.3.3 sbi_domain_dump()

```
void sbi_domain_dump (
            const struct sbi_domain * dom,
            const char * suffix )
```

Dump domain details on the console Here is the call graph for this function:



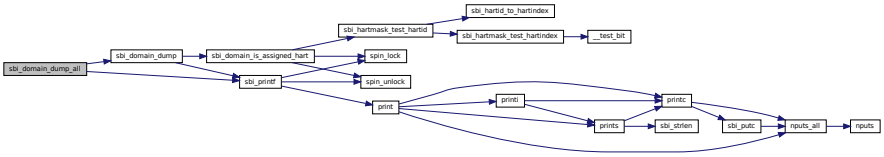
Here is the caller graph for this function:



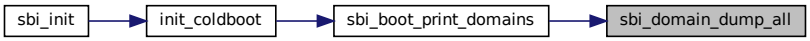
30.44.3.4 sbi_domain_dump_all()

```
void sbi_domain_dump_all (
            const char * suffix )
```

Dump all domain details on the console Here is the call graph for this function:



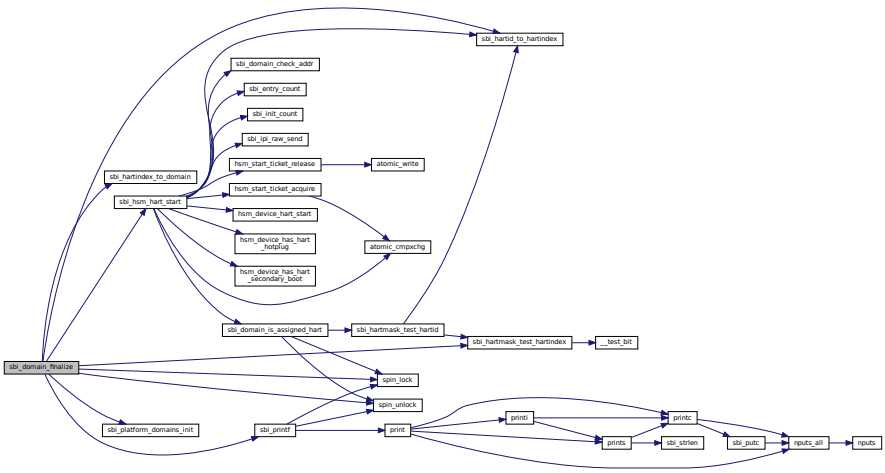
Here is the caller graph for this function:



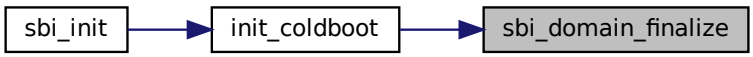
30.44.3.5 sbi_domain_finalize()

```
int sbi_domain_finalize (
            struct sbi_scratch * scratch,
            u32 cold_hartid )
```

Finalize domain tables and startup non-root domains Here is the call graph for this function:



Here is the caller graph for this function:



30.44.3.6 sbi_domain_get_assigned_hartmask()

```
ulong sbi_domain_get_assigned_hartmask (
            const struct sbi_domain * dom,
            ulong hbase )
```

Get ulong assigned HART mask for given domain and HART base ID

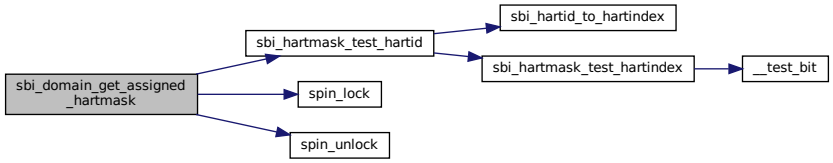
Parameters

dom	pointer to domain
hbase	the HART base ID

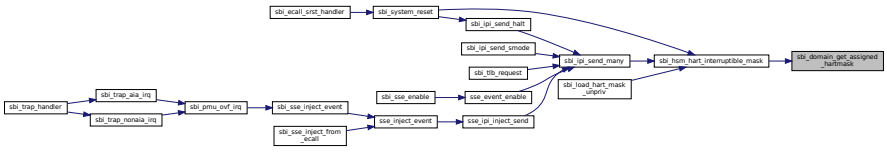
Returns

ulong possible HART mask Note: the return ulong mask will be set to zero on failure.

Here is the call graph for this function:



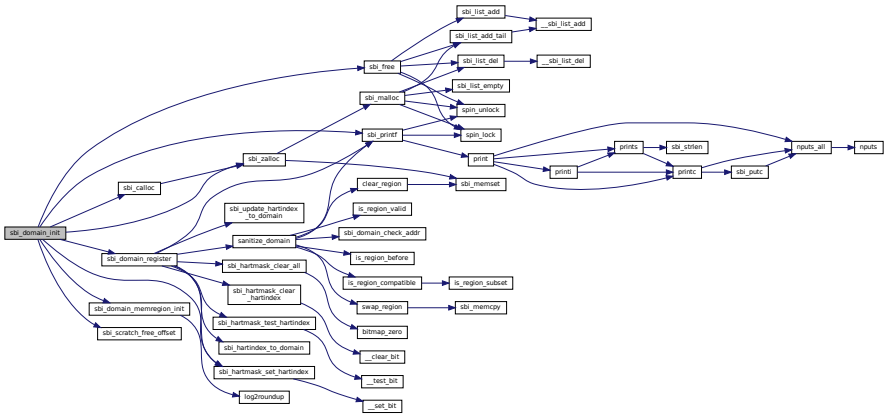
Here is the caller graph for this function:



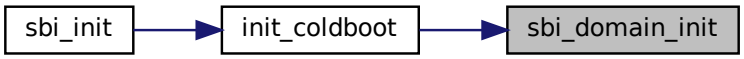
30.44.3.7 sbi_domain_init()

```
int sbi_domain_init (
            struct sbi_scratch * scratch,
            u32 cold_hartid )
```

Initialize domains Here is the call graph for this function:



Here is the caller graph for this function:



30.44.3.8 sbi_domain_is_assigned_hart()

```
bool sbi_domain_is_assigned_hart (
            const struct sbi_domain * dom,
            u32 hartid )
```

Check whether given HART is assigned to specified domain

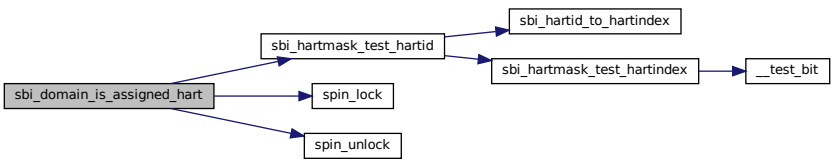
Parameters

dom	pointer to domain
hartid	the HART ID

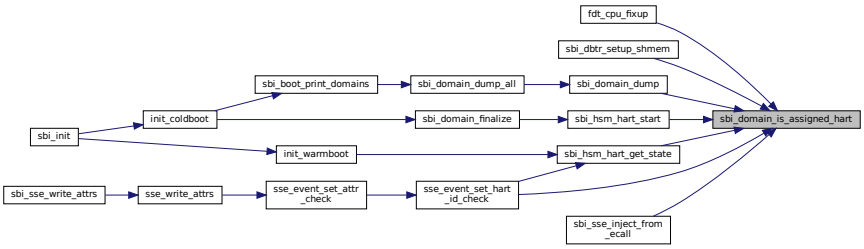
Returns

true if HART is assigned to domain otherwise false

Here is the call graph for this function:



Here is the caller graph for this function:



30.44.3.9 sbi_domain_memregion_init()

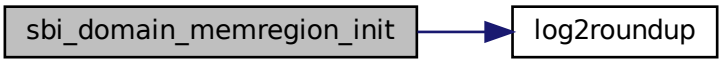
```
void sbi_domain_memregion_init (
            unsigned long addr,
            unsigned long size,
            unsigned long flags,
            struct sbi_domain_memregion * reg )
```

Initialize a domain memory region based on it's physical address and size.

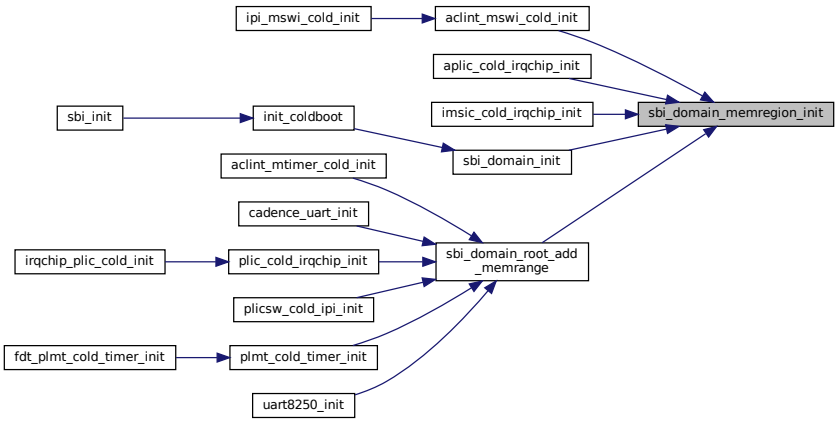
Parameters

addr	start physical address of memory region
size	physical size of memory region
flags	memory region flags
reg	pointer to memory region being initialized

Here is the call graph for this function:



Here is the caller graph for this function:



30.44.3.10 sbi_domain_register()

```
int sbi_domain_register (
            struct sbi_domain * dom,
            const struct sbi_hartmask * assign_mask )
```

Register a new domain

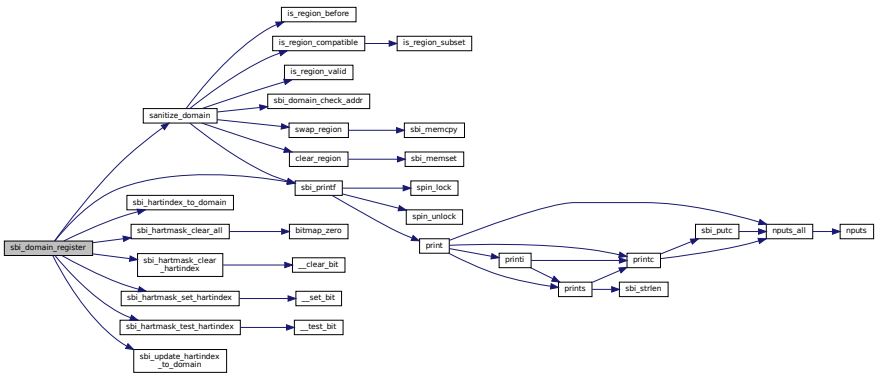
Parameters

dom	pointer to domain
assign_mask	pointer to HART mask of HARTs assigned to the domain

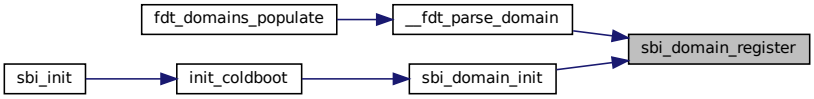
Returns

0 on success and negative error code on failure

Here is the call graph for this function:



Here is the caller graph for this function:



30.44.3.11 sbi_domain_root_add_memrange()

```
int sbi_domain_root_add_memrange (
            unsigned long addr,
            unsigned long size,
            unsigned long align,
            unsigned long region_flags )
```

Add a memory range with its flags to the root domain

Parameters

addr	start physical address of memory range
size	physical size of memory range
align	alignment of memory region
region_flags	memory range flags

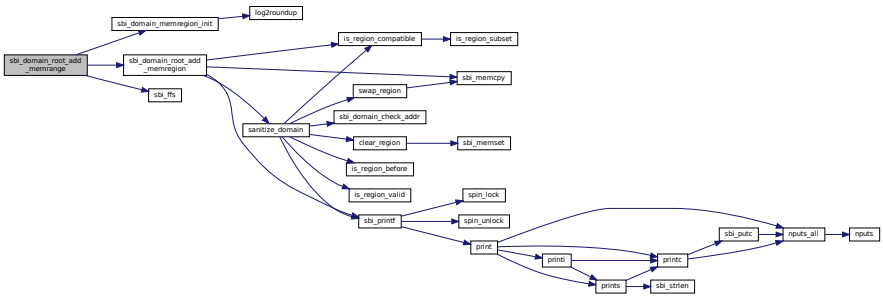
Returns

0 on success

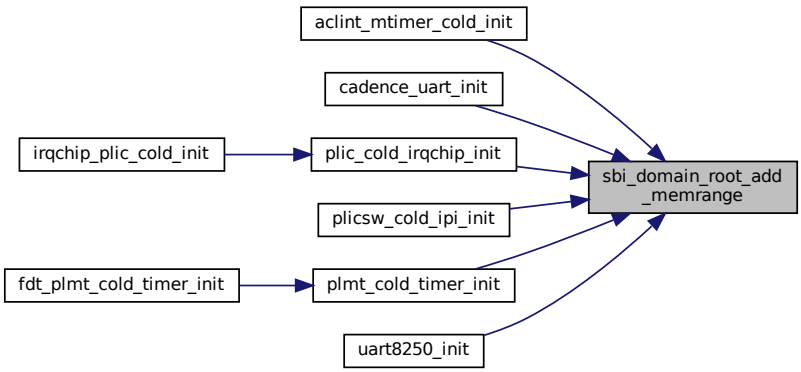
SBI_EALREADY if memory region conflicts with the existing one

SBI_EINVAL otherwise

Here is the call graph for this function:



Here is the caller graph for this function:



30.44.3.12 sbi_domain_root_add_memregion()

```
int sbi_domain_root_add_memregion (
            const struct sbi_domain_memregion * reg )
```

Add a memory region to the root domain

Parameters

reg	pointer to the memory region to be added

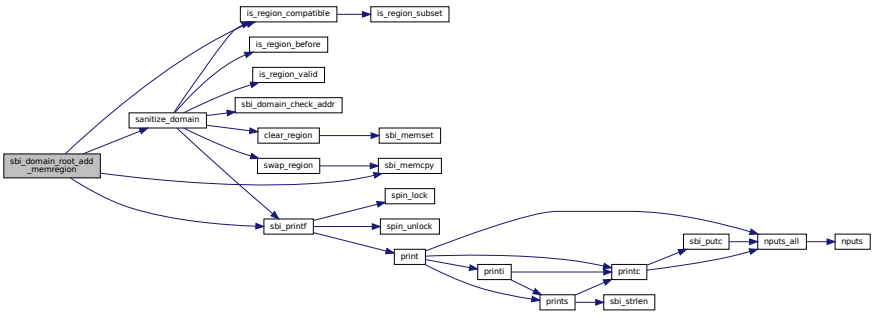
Returns

0 on success

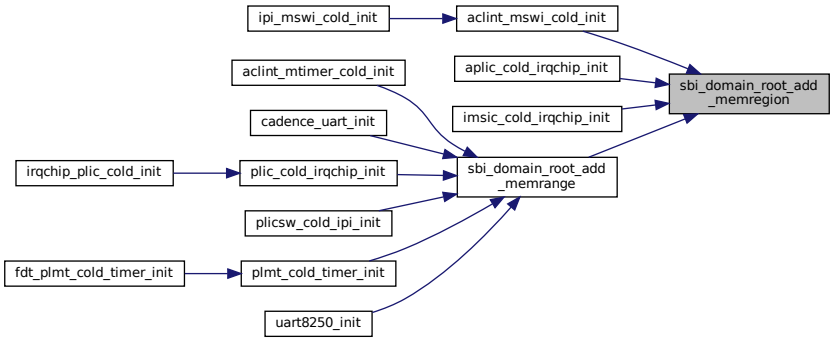
SBI_EALREADY if memory region conflicts with the existing one

SBI_EINVAL otherwise

Here is the call graph for this function:



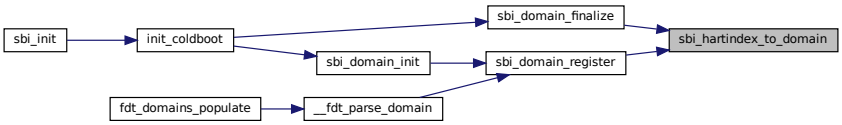
Here is the caller graph for this function:



30.44.3.13 sbi_hartindex_to_domain()

```
struct sbi_domain* sbi_hartindex_to_domain (
            u32 hartindex )
```

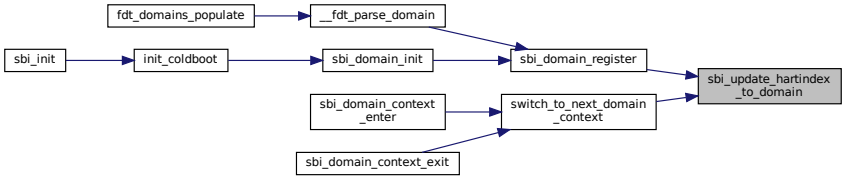
Get pointer to sbi_domain from HART index Here is the caller graph for this function:



30.44.3.14 sbi_update_hartindex_to_domain()

```
void sbi_update_hartindex_to_domain (
            u32 hartindex,
            struct sbi_domain * dom )
```

Update HART local pointer to point to specified domain Here is the caller graph for this function:



30.44.4 Variable Documentation

30.44.4.1 domidx_to_domain_table

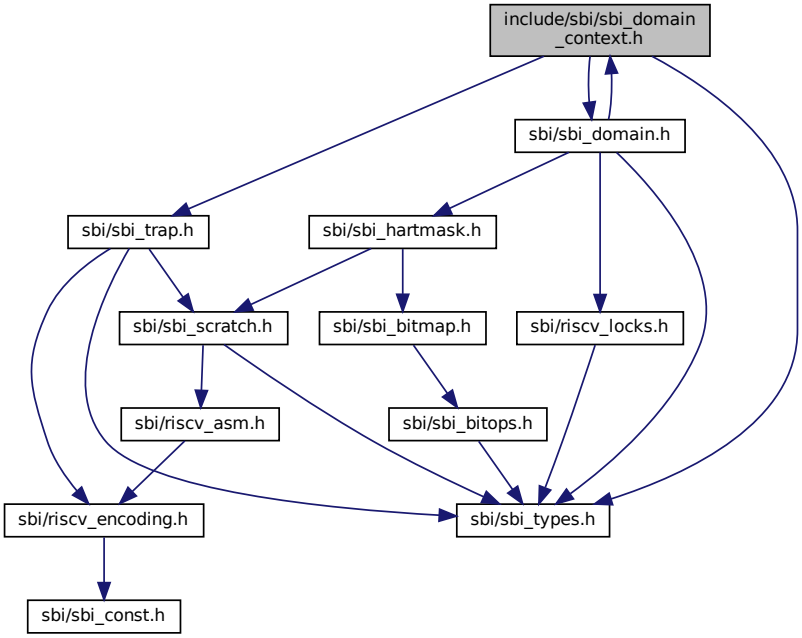
```
struct sbi_domain* domidx_to_domain_table[]  [extern]
```
Index to domain table

30.44.4.2 root

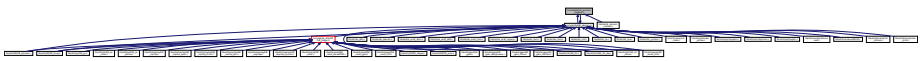
```
struct sbi_domain root  [extern]
```
The root domain instance

30.45 include/sbi/sbi_domain_context.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_domain.h>
```
Include dependency graph for sbi_domain_context.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_context

Macros

- #define sbi_hartindex_to_domain_context(__hartindex, __d) (__d)->hartindex_to_context_table[__↩ hartindex]
- #define sbi_domain_context_thishart_ptr()

Functions

- int sbi_domain_context_enter (struct sbi_domain *dom)
- int sbi_domain_context_exit (void)

30.45.1 Macro Definition Documentation

30.45.1.1 sbi_domain_context_thishart_ptr

```
#define sbi_domain_context_thishart_ptr( )
```

Value:

```
    sbi_hartindex_to_domain_context(                \
        sbi_hartid_to_hartindex(current_hartid()), \
        sbi_domain_thishart_ptr())
```

Macro to obtain the current hart's context pointer

30.45.1.2 sbi_hartindex_to_domain_context

```
#define sbi_hartindex_to_domain_context(
              __hartindex,
              __d )  (__d)->hartindex_to_context_table[__hartindex]
```

Get the context pointer for a given hart index and domain

30.45.2 Function Documentation

30.45.2.1 sbi_domain_context_enter()

```
int sbi_domain_context_enter (
            struct sbi_domain * dom )
```

Enter a specific domain context synchronously

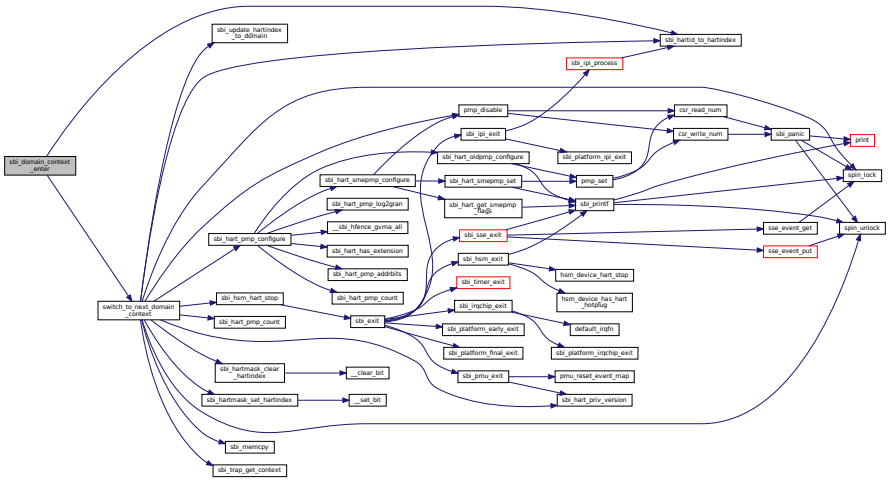
Parameters

dom	pointer to domain

Returns

0 on success and negative error code on failure

Here is the call graph for this function:



30.45.2.2 sbi_domain_context_exit()

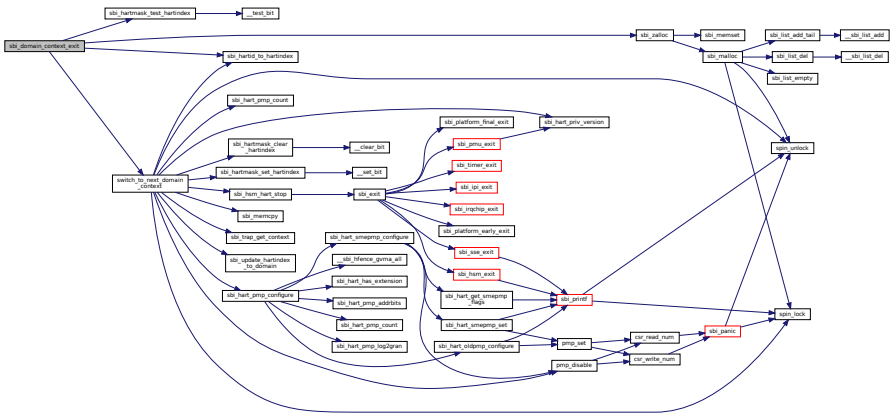
```
int sbi_domain_context_exit (
            void  )
```

Exit the current domain context, and then return to the caller of sbi_domain_context_enter or attempt to start the next domain context to be initialized

Returns

0 on success and negative error code on failure

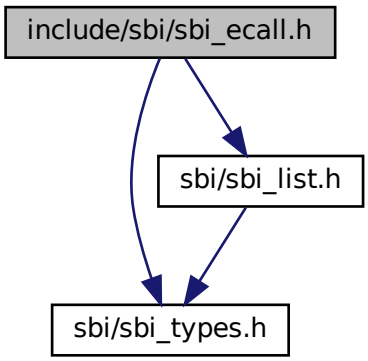
Here is the call graph for this function:



30.46 include/sbi/sbi_ecall.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_list.h>
```

Include dependency graph for sbi_ecall.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_ecall_return
- struct sbi_ecall_extension

Macros

- #define SBI_ECALL_VERSION_MAJOR 2
- #define SBI_ECALL_VERSION_MINOR 0
- #define SBI_OPENSBI_IMPID 1

Functions

- u16 sbi_ecall_version_major (void)
- u16 sbi_ecall_version_minor (void)
- unsigned long sbi_ecall_get_impid (void)
- void sbi_ecall_set_impid (unsigned long impid)
- struct sbi_ecall_extension * sbi_ecall_find_extension (unsigned long extid)
- int sbi_ecall_register_extension (struct sbi_ecall_extension *ext)
- void sbi_ecall_unregister_extension (struct sbi_ecall_extension *ext)
- int sbi_ecall_handler (struct sbi_trap_context *tcntx)
- int sbi_ecall_init (void)

30.46.1 Macro Definition Documentation

30.46.1.1 SBI_ECALL_VERSION_MAJOR

```
#define SBI_ECALL_VERSION_MAJOR 2
```

30.46.1.2 SBI_ECALL_VERSION_MINOR

```
#define SBI_ECALL_VERSION_MINOR 0
```

30.46.1.3 SBI_OPENSBI_IMPID

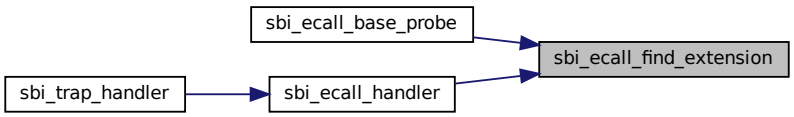
```
#define SBI_OPENSBI_IMPID 1
```

30.46.2 Function Documentation

30.46.2.1 sbi_ecall_find_extension()

```
struct sbi_ecall_extension* sbi_ecall_find_extension (
            unsigned long extid )
```

Here is the caller graph for this function:



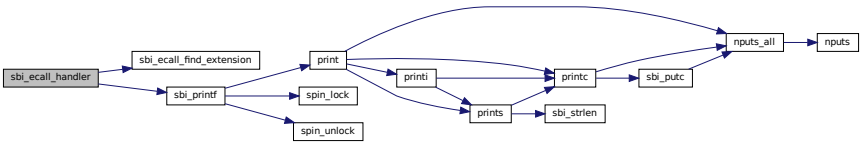
30.46.2.2 sbi_ecall_get_impid()

```
unsigned long sbi_ecall_get_impid (
            void  )
```

30.46.2.3 sbi_ecall_handler()

```
int sbi_ecall_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:

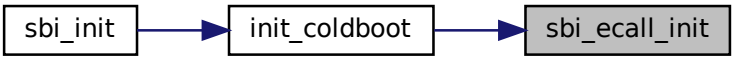


Here is the caller graph for this function:

30.46.2.4 sbi_ecall_init()

```
int sbi_ecall_init (
            void  )
```

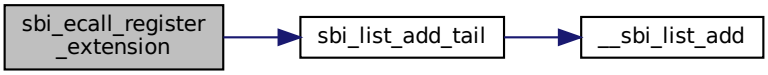
Here is the caller graph for this function:



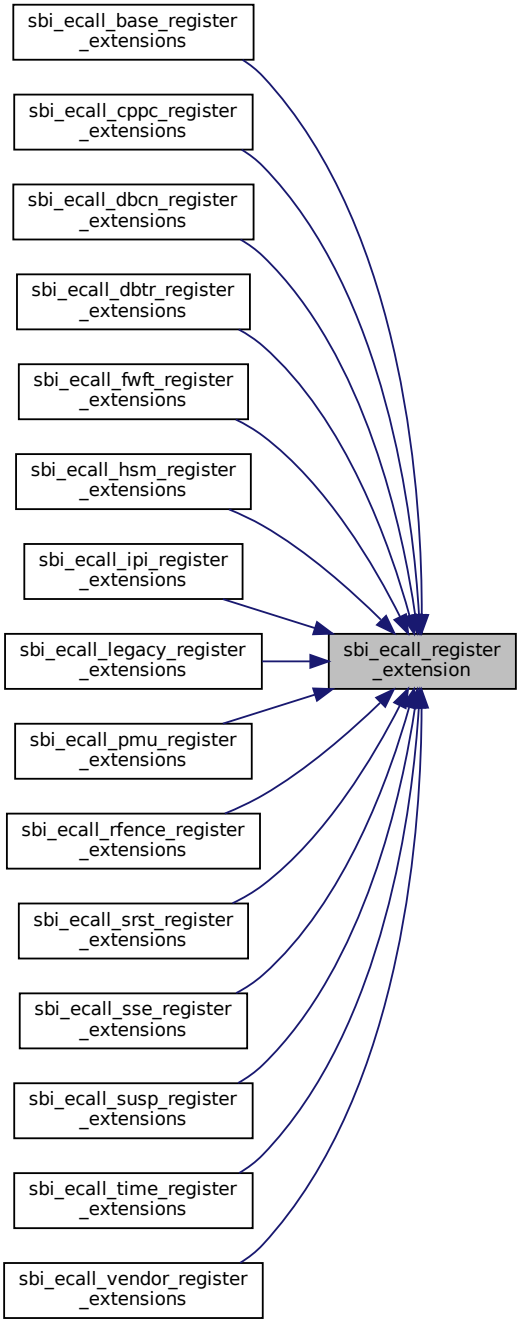
30.46.2.5 sbi_ecall_register_extension()

```
int sbi_ecall_register_extension (
            struct sbi_ecall_extension * ext )
```

Here is the call graph for this function:



Here is the caller graph for this function:



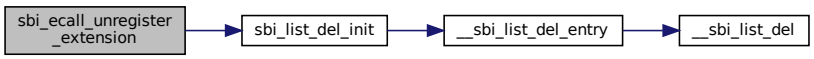
30.46.2.6 sbi_ecall_set_impid()

```
void sbi_ecall_set_impid (
            unsigned long impid )
```

30.46.2.7 sbi_ecall_unregister_extension()

```
void sbi_ecall_unregister_extension (
            struct sbi_ecall_extension * ext )
```

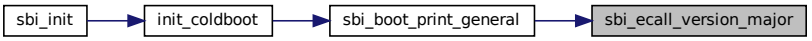
Here is the call graph for this function:



30.46.2.8 sbi_ecall_version_major()

```
u16 sbi_ecall_version_major (
            void  )
```

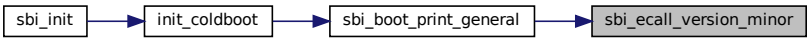
Here is the caller graph for this function:



30.46.2.9 sbi_ecall_version_minor()

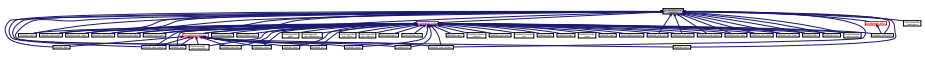
```
u16 sbi_ecall_version_minor (
            void  )
```

Here is the caller graph for this function:



30.47 include/sbi/sbi_ecall_interface.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define SBI_EXT_0_1_SET_TIMER 0x0
- #define SBI_EXT_0_1_CONSOLE_PUTCHAR 0x1
- #define SBI_EXT_0_1_CONSOLE_GETCHAR 0x2
- #define SBI_EXT_0_1_CLEAR_IPI 0x3
- #define SBI_EXT_0_1_SEND_IPI 0x4

- #define SBI_EXT_0_1_REMOTE_FENCE_I 0x5
- #define SBI_EXT_0_1_REMOTE_SFENCE_VMA 0x6
- #define SBI_EXT_0_1_REMOTE_SFENCE_VMA_ASID 0x7
- #define SBI_EXT_0_1_SHUTDOWN 0x8
- #define SBI_EXT_BASE 0x10
- #define SBI_EXT_TIME 0x54494D45
- #define SBI_EXT_IPI 0x735049
- #define SBI_EXT_RFENCE 0x52464E43
- #define SBI_EXT_HSM 0x48534D
- #define SBI_EXT_SRST 0x53525354
- #define SBI_EXT_PMU 0x504D55
- #define SBI_EXT_DBCN 0x4442434E
- #define SBI_EXT_SUSP 0x53555350
- #define SBI_EXT_CPPC 0x43505043
- #define SBI_EXT_DBTR 0x44425452
- #define SBI_EXT_SSE 0x535345
- #define SBI_EXT_FWFT 0x46574654
- #define SBI_EXT_BASE_GET_SPEC_VERSION 0x0
- #define SBI_EXT_BASE_GET_IMP_ID 0x1
- #define SBI_EXT_BASE_GET_IMP_VERSION 0x2
- #define SBI_EXT_BASE_PROBE_EXT 0x3
- #define SBI_EXT_BASE_GET_MVENDORID 0x4
- #define SBI_EXT_BASE_GET_MARCHID 0x5
- #define SBI_EXT_BASE_GET_MIMPID 0x6
- #define SBI_EXT_TIME_SET_TIMER 0x0
- #define SBI_EXT_IPI_SEND_IPI 0x0
- #define SBI_EXT_RFENCE_REMOTE_FENCE_I 0x0
- #define SBI_EXT_RFENCE_REMOTE_SFENCE_VMA 0x1
- #define SBI_EXT_RFENCE_REMOTE_SFENCE_VMA_ASID 0x2
- #define SBI_EXT_RFENCE_REMOTE_HFENCE_GVMA_VMID 0x3
- #define SBI_EXT_RFENCE_REMOTE_HFENCE_GVMA 0x4
- #define SBI_EXT_RFENCE_REMOTE_HFENCE_VVMA_ASID 0x5
- #define SBI_EXT_RFENCE_REMOTE_HFENCE_VVMA 0x6
- #define SBI_EXT_HSM_HART_START 0x0
- #define SBI_EXT_HSM_HART_STOP 0x1
- #define SBI_EXT_HSM_HART_GET_STATUS 0x2
- #define SBI_EXT_HSM_HART_SUSPEND 0x3
- #define SBI_HSM_STATE_STARTED 0x0
- #define SBI_HSM_STATE_STOPPED 0x1
- #define SBI_HSM_STATE_START_PENDING 0x2
- #define SBI_HSM_STATE_STOP_PENDING 0x3
- #define SBI_HSM_STATE_SUSPENDED 0x4
- #define SBI_HSM_STATE_SUSPEND_PENDING 0x5
- #define SBI_HSM_STATE_RESUME_PENDING 0x6
- #define SBI_HSM_SUSP_BASE_MASK 0x7fffffff
- #define SBI_HSM_SUSP_NON_RET_BIT 0x80000000
- #define SBI_HSM_SUSP_PLAT_BASE 0x10000000
- #define SBI_HSM_SUSPEND_RET_DEFAULT 0x00000000
- #define SBI_HSM_SUSPEND_RET_PLATFORM SBI_HSM_SUSP_PLAT_BASE
- #define SBI_HSM_SUSPEND_RET_LAST SBI_HSM_SUSP_BASE_MASK
- #define SBI_HSM_SUSPEND_NON_RET_DEFAULT SBI_HSM_SUSP_NON_RET_BIT
- #define SBI_HSM_SUSPEND_NON_RET_PLATFORM
- #define SBI_HSM_SUSPEND_NON_RET_LAST
- #define SBI_EXT_SRST_RESET 0x0
- #define SBI_SRST_RESET_TYPE_SHUTDOWN 0x0

- #define SBI_SRST_RESET_TYPE_COLD_REBOOT 0x1
- #define SBI_SRST_RESET_TYPE_WARM_REBOOT 0x2
- #define SBI_SRST_RESET_TYPE_LAST SBI_SRST_RESET_TYPE_WARM_REBOOT
- #define SBI_SRST_RESET_REASON_NONE 0x0
- #define SBI_SRST_RESET_REASON_SYSFAIL 0x1
- #define SBI_EXT_PMU_NUM_COUNTERS 0x0
- #define SBI_EXT_PMU_COUNTER_GET_INFO 0x1
- #define SBI_EXT_PMU_COUNTER_CFG_MATCH 0x2
- #define SBI_EXT_PMU_COUNTER_START 0x3
- #define SBI_EXT_PMU_COUNTER_STOP 0x4
- #define SBI_EXT_PMU_COUNTER_FW_READ 0x5
- #define SBI_EXT_PMU_COUNTER_FW_READ_HI 0x6
- #define SBI_EXT_PMU_SNAPSHOT_SET_SHMEM 0x7
- #define SBI_EXT_DBTR_NUM_TRIGGERS 0x0
- #define SBI_EXT_DBTR_SETUP_SHMEM 0x1
- #define SBI_EXT_DBTR_TRIGGER_READ 0x2
- #define SBI_EXT_DBTR_TRIGGER_INSTALL 0x3
- #define SBI_EXT_DBTR_TRIGGER_UPDATE 0x4
- #define SBI_EXT_DBTR_TRIGGER_UNINSTALL 0x5
- #define SBI_EXT_DBTR_TRIGGER_ENABLE 0x6
- #define SBI_EXT_DBTR_TRIGGER_DISABLE 0x7
- #define SBI_EXT_FWFT_SET 0x0
- #define SBI_EXT_FWFT_GET 0x1
- #define SBI_FWFT_GLOBAL_FEATURE_BIT (1 << 31)
- #define SBI_FWFT_PLATFORM_FEATURE_BIT (1 << 30)
- #define SBI_FWFT_SET_FLAG_LOCK (1 << 0)
- #define SBI_PMU_EVENT_IDX_MASK 0xFFFFF
- #define SBI_PMU_EVENT_IDX_TYPE_OFFSET 16
- #define SBI_PMU_EVENT_IDX_TYPE_MASK (0xF << SBI_PMU_EVENT_IDX_TYPE_OFFSET)
- #define SBI_PMU_EVENT_IDX_CODE_MASK 0xFFFF
- #define SBI_PMU_EVENT_RAW_IDX 0x20000
- #define SBI_PMU_EVENT_IDX_INVALID 0xFFFFFFFF
- #define SBI_PMU_EVENT_HW_CACHE_OPS_RESULT 0x1
- #define SBI_PMU_EVENT_HW_CACHE_OPS_ID_MASK 0x6
- #define SBI_PMU_EVENT_HW_CACHE_OPS_ID_OFFSET 1
- #define SBI_PMU_EVENT_HW_CACHE_ID_MASK 0xfff8
- #define SBI_PMU_EVENT_HW_CACHE_ID_OFFSET 3
- #define SBI_PMU_CFG_FLAG_SKIP_MATCH (1 << 0)
- #define SBI_PMU_CFG_FLAG_CLEAR_VALUE (1 << 1)
- #define SBI_PMU_CFG_FLAG_AUTO_START (1 << 2)
- #define SBI_PMU_CFG_FLAG_SET_VUINH (1 << 3)
- #define SBI_PMU_CFG_FLAG_SET_VSINH (1 << 4)
- #define SBI_PMU_CFG_FLAG_SET_UINH (1 << 5)
- #define SBI_PMU_CFG_FLAG_SET_SINH (1 << 6)
- #define SBI_PMU_CFG_FLAG_SET_MINH (1 << 7)
- #define SBI_PMU_START_FLAG_SET_INIT_VALUE (1 << 0)
- #define SBI_PMU_START_FLAG_INIT_FROM_SNAPSHOT (1 << 1)
- #define SBI_PMU_STOP_FLAG_RESET (1 << 0)
- #define SBI_PMU_STOP_FLAG_TAKE_SNAPSHOT (1 << 1)
- #define SBI_EXT_DBCN_CONSOLE_WRITE 0x0
- #define SBI_EXT_DBCN_CONSOLE_READ 0x1
- #define SBI_EXT_DBCN_CONSOLE_WRITE_BYTE 0x2
- #define SBI_EXT_SUSP_SUSPEND 0x0
- #define SBI_SUSP_SLEEP_TYPE_SUSPEND 0x0
- #define SBI_SUSP_SLEEP_TYPE_LAST SBI_SUSP_SLEEP_TYPE_SUSPEND

- #define SBI_SUSP_PLATFORM_SLEEP_START 0x80000000
- #define SBI_EXT_CPPC_PROBE 0x0
- #define SBI_EXT_CPPC_READ 0x1
- #define SBI_EXT_CPPC_READ_HI 0x2
- #define SBI_EXT_CPPC_WRITE 0x3
- #define SBI_EXT_SSE_READ_ATTR 0x00000000
- #define SBI_EXT_SSE_WRITE_ATTR 0x00000001
- #define SBI_EXT_SSE_REGISTER 0x00000002
- #define SBI_EXT_SSE_UNREGISTER 0x00000003
- #define SBI_EXT_SSE_ENABLE 0x00000004
- #define SBI_EXT_SSE_DISABLE 0x00000005
- #define SBI_EXT_SSE_COMPLETE 0x00000006
- #define SBI_EXT_SSE_INJECT 0x00000007
- #define SBI_SSE_ATTR_STATUS_STATE_OFFSET 0
- #define SBI_SSE_ATTR_STATUS_STATE_MASK 0x3
- #define SBI_SSE_ATTR_STATUS_PENDING_OFFSET 2
- #define SBI_SSE_ATTR_STATUS_INJECT_OFFSET 3
- #define SBI_SSE_ATTR_CONFIG_ONESHOT (1 << 0)
- #define SBI_SSE_ATTR_INTERRUPTED_FLAGS_STATUS_SPP BIT(0)
- #define SBI_SSE_ATTR_INTERRUPTED_FLAGS_STATUS_SPIE BIT(1)
- #define SBI_SSE_ATTR_INTERRUPTED_FLAGS_HSTATUS_SPV BIT(2)
- #define SBI_SSE_ATTR_INTERRUPTED_FLAGS_HSTATUS_SPVP BIT(3)
- #define SBI_SSE_EVENT_LOCAL_RAS 0x00000000
- #define SBI_SSE_EVENT_LOCAL_PLAT_0_START 0x00004000
- #define SBI_SSE_EVENT_LOCAL_PLAT_0_END 0x00007fff
- #define SBI_SSE_EVENT_GLOBAL_RAS 0x00008000
- #define SBI_SSE_EVENT_GLOBAL_PLAT_0_START 0x00004000
- #define SBI_SSE_EVENT_GLOBAL_PLAT_0_END 0x00007fff
- #define SBI_SSE_EVENT_LOCAL_PMU 0x00010000
- #define SBI_SSE_EVENT_LOCAL_PLAT_1_START 0x00014000
- #define SBI_SSE_EVENT_LOCAL_PLAT_1_END 0x00017fff
- #define SBI_SSE_EVENT_GLOBAL_PLAT_1_START 0x0001c000
- #define SBI_SSE_EVENT_GLOBAL_PLAT_1_END 0x0001ffff
- #define SBI_SSE_EVENT_LOCAL_PLAT_2_START 0x00024000
- #define SBI_SSE_EVENT_LOCAL_PLAT_2_END 0x00027fff
- #define SBI_SSE_EVENT_GLOBAL_PLAT_2_START 0x0002c000
- #define SBI_SSE_EVENT_GLOBAL_PLAT_2_END 0x0002ffff
- #define SBI_SSE_EVENT_LOCAL_SOFTWARE 0xffff0000
- #define SBI_SSE_EVENT_LOCAL_PLAT_3_START 0xffff4000
- #define SBI_SSE_EVENT_LOCAL_PLAT_3_END 0xffff7fff
- #define SBI_SSE_EVENT_GLOBAL_SOFTWARE 0xffff8000
- #define SBI_SSE_EVENT_GLOBAL_PLAT_3_START 0xffffc000
- #define SBI_SSE_EVENT_GLOBAL_PLAT_3_END 0xffffffff
- #define SBI_SSE_EVENT_GLOBAL_BIT (1 << 15)
- #define SBI_SSE_EVENT_PLATFORM_BIT (1 << 14)
- #define SBI_SPEC_VERSION_MAJOR_OFFSET 24
- #define SBI_SPEC_VERSION_MAJOR_MASK 0x7f
- #define SBI_SPEC_VERSION_MINOR_MASK 0xffffff
- #define SBI_EXT_VENDOR_START 0x09000000
- #define SBI_EXT_VENDOR_END 0x09FFFFFF
- #define SBI_EXT_FIRMWARE_START 0x0A000000
- #define SBI_EXT_FIRMWARE_END 0x0AFFFFFF
- #define SBI_SUCCESS 0
- #define SBI_ERR_FAILED -1
- #define SBI_ERR_NOT_SUPPORTED -2

- #define SBI_ERR_INVALID_PARAM -3
- #define SBI_ERR_DENIED -4
- #define SBI_ERR_INVALID_ADDRESS -5
- #define SBI_ERR_ALREADY_AVAILABLE -6
- #define SBI_ERR_ALREADY_STARTED -7
- #define SBI_ERR_ALREADY_STOPPED -8
- #define SBI_ERR_NO_SHMEM -9
- #define SBI_ERR_INVALID_STATE -10
- #define SBI_ERR_BAD_RANGE -11
- #define SBI_LAST_ERR SBI_ERR_BAD_RANGE

Enumerations

- enum sbi_fwft_feature_t {
  SBI_FWFT_MISALIGNED_EXC_DELEG = 0x0 , SBI_FWFT_LANDING_PAD = 0x1 , SBI_FWFT_SHADOW_STACK = 0x2 , SBI_FWFT_DOUBLE_TRAP = 0x3 ,
  SBI_FWFT_PTE_AD_HW_UPDATING = 0x4 , SBI_FWFT_LOCAL_RESERVED_START = 0x5 ,
  SBI_FWFT_LOCAL_RESERVED_END = 0x3fffffff , SBI_FWFT_LOCAL_PLATFORM_START = 0x40000000 ,
  SBI_FWFT_LOCAL_PLATFORM_END = 0x7fffffff , SBI_FWFT_GLOBAL_RESERVED_START = 0x80000000 , SBI_FWFT_GLOBAL_RESERVED_END = 0xbfffffff , SBI_FWFT_GLOBAL_PLATFORM_START = 0xc0000000 ,
  SBI_FWFT_GLOBAL_PLATFORM_END = 0xffffffff }
- enum sbi_pmu_hw_generic_events_t {
  SBI_PMU_HW_NO_EVENT = 0 , SBI_PMU_HW_CPU_CYCLES = 1 , SBI_PMU_HW_INSTRUCTIONS = 2 , SBI_PMU_HW_CACHE_REFERENCES = 3 ,
  SBI_PMU_HW_CACHE_MISSES = 4 , SBI_PMU_HW_BRANCH_INSTRUCTIONS = 5 , SBI_PMU_HW_BRANCH_MISSES = 6 , SBI_PMU_HW_BUS_CYCLES = 7 ,
  SBI_PMU_HW_STALLED_CYCLES_FRONTEND = 8 , SBI_PMU_HW_STALLED_CYCLES_BACKEND = 9 , SBI_PMU_HW_REF_CPU_CYCLES = 10 , SBI_PMU_HW_GENERAL_MAX }
- enum sbi_pmu_hw_cache_id {
  SBI_PMU_HW_CACHE_L1D = 0 , SBI_PMU_HW_CACHE_L1I = 1 , SBI_PMU_HW_CACHE_LL = 2 ,
  SBI_PMU_HW_CACHE_DTLB = 3 ,
  SBI_PMU_HW_CACHE_ITLB = 4 , SBI_PMU_HW_CACHE_BPU = 5 , SBI_PMU_HW_CACHE_NODE = 6 ,
  SBI_PMU_HW_CACHE_MAX }
- enum sbi_pmu_hw_cache_op_id { SBI_PMU_HW_CACHE_OP_READ = 0 , SBI_PMU_HW_CACHE_OP_WRITE = 1 , SBI_PMU_HW_CACHE_OP_PREFETCH = 2 , SBI_PMU_HW_CACHE_OP_MAX }
- enum sbi_pmu_hw_cache_op_result_id { SBI_PMU_HW_CACHE_RESULT_ACCESS = 0 , SBI_PMU_HW_CACHE_RESULT_ = 1 , SBI_PMU_HW_CACHE_RESULT_MAX }
- enum sbi_pmu_fw_event_code_id {
  SBI_PMU_FW_MISALIGNED_LOAD = 0 , SBI_PMU_FW_MISALIGNED_STORE = 1 , SBI_PMU_FW_ACCESS_LOAD = 2 , SBI_PMU_FW_ACCESS_STORE = 3 ,
  SBI_PMU_FW_ILLEGAL_INSN = 4 , SBI_PMU_FW_SET_TIMER = 5 , SBI_PMU_FW_IPI_SENT = 6 ,
  SBI_PMU_FW_IPI_RECVD = 7 ,
  SBI_PMU_FW_FENCE_I_SENT = 8 , SBI_PMU_FW_FENCE_I_RECVD = 9 , SBI_PMU_FW_SFENCE_VMA_SENT = 10 , SBI_PMU_FW_SFENCE_VMA_RCVD = 11 ,
  SBI_PMU_FW_SFENCE_VMA_ASID_SENT = 12 , SBI_PMU_FW_SFENCE_VMA_ASID_RCVD = 13 ,
  SBI_PMU_FW_HFENCE_GVMA_SENT = 14 , SBI_PMU_FW_HFENCE_GVMA_RCVD = 15 ,
  SBI_PMU_FW_HFENCE_GVMA_VMID_SENT = 16 , SBI_PMU_FW_HFENCE_GVMA_VMID_RCVD = 17 , SBI_PMU_FW_HFENCE_VVMA_SENT = 18 , SBI_PMU_FW_HFENCE_VVMA_RCVD = 19 ,
  SBI_PMU_FW_HFENCE_VVMA_ASID_SENT = 20 , SBI_PMU_FW_HFENCE_VVMA_ASID_RCVD = 21 ,
  SBI_PMU_FW_MAX , SBI_PMU_FW_RESERVED_MAX = 0xFFFE ,
  SBI_PMU_FW_PLATFORM = 0xFFFF }
- enum sbi_pmu_event_type_id {
  SBI_PMU_EVENT_TYPE_HW = 0x0 , SBI_PMU_EVENT_TYPE_HW_CACHE = 0x1 , SBI_PMU_EVENT_TYPE_HW_RAW = 0x2 , SBI_PMU_EVENT_TYPE_FW = 0xf ,
  SBI_PMU_EVENT_TYPE_MAX }

- enum sbi_pmu_ctr_type { SBI_PMU_CTR_TYPE_HW = 0 , SBI_PMU_CTR_TYPE_FW }
- enum sbi_cppc_reg_id {
  SBI_CPPC_HIGHEST_PERF = 0x00000000 , SBI_CPPC_NOMINAL_PERF = 0x00000001 , SBI_CPPC_LOW_NON_LINEAR
  = 0x00000002 , SBI_CPPC_LOWEST_PERF = 0x00000003 ,
  SBI_CPPC_GUARANTEED_PERF = 0x00000004 , SBI_CPPC_DESIRED_PERF = 0x00000005 ,
  SBI_CPPC_MIN_PERF = 0x00000006 , SBI_CPPC_MAX_PERF = 0x00000007 ,
  SBI_CPPC_PERF_REDUC_TOLERANCE = 0x00000008 , SBI_CPPC_TIME_WINDOW = 0x00000009 ,
  SBI_CPPC_CTR_WRAP_TIME = 0x0000000A , SBI_CPPC_REFERENCE_CTR = 0x0000000B ,
  SBI_CPPC_DELIVERED_CTR = 0x0000000C , SBI_CPPC_PERF_LIMITED = 0x0000000D , SBI_CPPC_ENABLE
  = 0x0000000E , SBI_CPPC_AUTO_SEL_ENABLE = 0x0000000F ,
  SBI_CPPC_AUTO_ACT_WINDOW = 0x00000010 , SBI_CPPC_ENERGY_PERF_PREFERENCE =
  0x00000011 , SBI_CPPC_REFERENCE_PERF = 0x00000012 , SBI_CPPC_LOWEST_FREQ =
  0x00000013 ,
  SBI_CPPC_NOMINAL_FREQ = 0x00000014 , SBI_CPPC_ACPI_LAST = SBI_CPPC_NOMINAL_FREQ
  , SBI_CPPC_TRANSITION_LATENCY = 0x80000000 , SBI_CPPC_NON_ACPI_LAST = SBI_CPPC_↩
  TRANSITION_LATENCY }
- enum sbi_sse_attr_id {
  SBI_SSE_ATTR_STATUS = 0x00000000 , SBI_SSE_ATTR_PRIO = 0x00000001 , SBI_SSE_ATTR_CONFIG
  = 0x00000002 , SBI_SSE_ATTR_PREFERRED_HART = 0x00000003 ,
  SBI_SSE_ATTR_ENTRY_PC = 0x00000004 , SBI_SSE_ATTR_ENTRY_ARG = 0x00000005 , SBI_SSE_ATTR_INTERRUPTE
  = 0x00000006 , SBI_SSE_ATTR_INTERRUPTED_FLAGS = 0x00000007 ,
  SBI_SSE_ATTR_INTERRUPTED_A6 = 0x00000008 , SBI_SSE_ATTR_INTERRUPTED_A7 = 0x00000009
  , SBI_SSE_ATTR_MAX = 0x0000000A }
- enum sbi_sse_state { SBI_SSE_STATE_UNUSED = 0 , SBI_SSE_STATE_REGISTERED = 1 ,
  SBI_SSE_STATE_ENABLED = 2 , SBI_SSE_STATE_RUNNING = 3 }

30.47.1 Macro Definition Documentation

30.47.1.1 SBI_ERR_ALREADY_AVAILABLE

```
#define SBI_ERR_ALREADY_AVAILABLE -6
```

30.47.1.2 SBI_ERR_ALREADY_STARTED

```
#define SBI_ERR_ALREADY_STARTED -7
```

30.47.1.3 SBI_ERR_ALREADY_STOPPED

```
#define SBI_ERR_ALREADY_STOPPED -8
```

30.47.1.4 SBI_ERR_BAD_RANGE

```
#define SBI_ERR_BAD_RANGE -11
```

30.47.1.5 SBI_ERR_DENIED

```
#define SBI_ERR_DENIED -4
```

30.47.1.6 SBI_ERR_FAILED

```
#define SBI_ERR_FAILED -1
```

30.47.1.7 SBI_ERR_INVALID_ADDRESS

```
#define SBI_ERR_INVALID_ADDRESS -5
```

30.47.1.8 SBI_ERR_INVALID_PARAM

```
#define SBI_ERR_INVALID_PARAM -3
```

30.47.1.9 SBI_ERR_INVALID_STATE

```
#define SBI_ERR_INVALID_STATE -10
```

30.47.1.10 SBI_ERR_NO_SHMEM

```
#define SBI_ERR_NO_SHMEM -9
```

30.47.1.11 SBI_ERR_NOT_SUPPORTED

```
#define SBI_ERR_NOT_SUPPORTED -2
```

30.47.1.12 SBI_EXT_0_1_CLEAR_IPI

```
#define SBI_EXT_0_1_CLEAR_IPI 0x3
```

30.47.1.13 SBI_EXT_0_1_CONSOLE_GETCHAR

```
#define SBI_EXT_0_1_CONSOLE_GETCHAR 0x2
```

30.47.1.14 SBI_EXT_0_1_CONSOLE_PUTCHAR

```
#define SBI_EXT_0_1_CONSOLE_PUTCHAR 0x1
```

30.47.1.15 SBI_EXT_0_1_REMOTE_FENCE_I

```
#define SBI_EXT_0_1_REMOTE_FENCE_I 0x5
```

30.47.1.16 SBI_EXT_0_1_REMOTE_SFENCE_VMA

```
#define SBI_EXT_0_1_REMOTE_SFENCE_VMA 0x6
```

30.47.1.17 SBI_EXT_0_1_REMOTE_SFENCE_VMA_ASID

```
#define SBI_EXT_0_1_REMOTE_SFENCE_VMA_ASID 0x7
```

30.47.1.18 SBI_EXT_0_1_SEND_IPI

```
#define SBI_EXT_0_1_SEND_IPI 0x4
```

30.47.1.19 SBI_EXT_0_1_SET_TIMER

```
#define SBI_EXT_0_1_SET_TIMER 0x0
```

30.47.1.20 SBI_EXT_0_1_SHUTDOWN

```
#define SBI_EXT_0_1_SHUTDOWN 0x8
```

30.47.1.21 SBI_EXT_BASE

```
#define SBI_EXT_BASE 0x10
```

30.47.1.22 SBI_EXT_BASE_GET_IMP_ID

```
#define SBI_EXT_BASE_GET_IMP_ID 0x1
```

30.47.1.23 SBI_EXT_BASE_GET_IMP_VERSION

```
#define SBI_EXT_BASE_GET_IMP_VERSION 0x2
```

30.47.1.24 SBI_EXT_BASE_GET_MARCHID

```
#define SBI_EXT_BASE_GET_MARCHID 0x5
```

30.47.1.25 SBI_EXT_BASE_GET_MIMPID

```
#define SBI_EXT_BASE_GET_MIMPID 0x6
```

30.47.1.26 SBI_EXT_BASE_GET_MVENDORID

```
#define SBI_EXT_BASE_GET_MVENDORID 0x4
```

30.47.1.27 SBI_EXT_BASE_GET_SPEC_VERSION

```
#define SBI_EXT_BASE_GET_SPEC_VERSION 0x0
```

30.47.1.28 SBI_EXT_BASE_PROBE_EXT

```
#define SBI_EXT_BASE_PROBE_EXT 0x3
```

30.47.1.29 SBI_EXT_CPPC

```
#define SBI_EXT_CPPC 0x43505043
```

30.47.1.30 SBI_EXT_CPPC_PROBE

```
#define SBI_EXT_CPPC_PROBE 0x0
```

30.47.1.31 SBI_EXT_CPPC_READ

```
#define SBI_EXT_CPPC_READ 0x1
```

30.47.1.32 SBI_EXT_CPPC_READ_HI

```
#define SBI_EXT_CPPC_READ_HI 0x2
```

30.47.1.33 SBI_EXT_CPPC_WRITE

```
#define SBI_EXT_CPPC_WRITE 0x3
```

30.47.1.34 SBI_EXT_DBCN

```
#define SBI_EXT_DBCN 0x4442434E
```

30.47.1.35 SBI_EXT_DBCN_CONSOLE_READ

```
#define SBI_EXT_DBCN_CONSOLE_READ 0x1
```

30.47.1.36 SBI_EXT_DBCN_CONSOLE_WRITE

```
#define SBI_EXT_DBCN_CONSOLE_WRITE 0x0
```

30.47.1.37 SBI_EXT_DBCN_CONSOLE_WRITE_BYTE

```
#define SBI_EXT_DBCN_CONSOLE_WRITE_BYTE 0x2
```

30.47.1.38 SBI_EXT_DBTR

```
#define SBI_EXT_DBTR 0x44425452
```

30.47.1.39 SBI_EXT_DBTR_NUM_TRIGGERS

```
#define SBI_EXT_DBTR_NUM_TRIGGERS 0x0
```

30.47.1.40 SBI_EXT_DBTR_SETUP_SHMEM

```
#define SBI_EXT_DBTR_SETUP_SHMEM 0x1
```

30.47.1.41 SBI_EXT_DBTR_TRIGGER_DISABLE

```
#define SBI_EXT_DBTR_TRIGGER_DISABLE 0x7
```

30.47.1.42 SBI_EXT_DBTR_TRIGGER_ENABLE

```
#define SBI_EXT_DBTR_TRIGGER_ENABLE 0x6
```

30.47.1.43 SBI_EXT_DBTR_TRIGGER_INSTALL

```
#define SBI_EXT_DBTR_TRIGGER_INSTALL 0x3
```

30.47.1.44 SBI_EXT_DBTR_TRIGGER_READ

```
#define SBI_EXT_DBTR_TRIGGER_READ 0x2
```

30.47.1.45 SBI_EXT_DBTR_TRIGGER_UNINSTALL

```
#define SBI_EXT_DBTR_TRIGGER_UNINSTALL 0x5
```

30.47.1.46 SBI_EXT_DBTR_TRIGGER_UPDATE

```
#define SBI_EXT_DBTR_TRIGGER_UPDATE 0x4
```

30.47.1.47 SBI_EXT_FIRMWARE_END

```
#define SBI_EXT_FIRMWARE_END 0x0AFFFFFF
```

30.47.1.48 SBI_EXT_FIRMWARE_START

```
#define SBI_EXT_FIRMWARE_START 0x0A000000
```

30.47.1.49 SBI_EXT_FWFT

```
#define SBI_EXT_FWFT 0x46574654
```

30.47.1.50 SBI_EXT_FWFT_GET

```
#define SBI_EXT_FWFT_GET 0x1
```

30.47.1.51 SBI_EXT_FWFT_SET

```
#define SBI_EXT_FWFT_SET 0x0
```

30.47.1.52 SBI_EXT_HSM

```
#define SBI_EXT_HSM 0x48534D
```

30.47.1.53 SBI_EXT_HSM_HART_GET_STATUS

```
#define SBI_EXT_HSM_HART_GET_STATUS 0x2
```

30.47.1.54 SBI_EXT_HSM_HART_START

```
#define SBI_EXT_HSM_HART_START 0x0
```

30.47.1.55 SBI_EXT_HSM_HART_STOP

```
#define SBI_EXT_HSM_HART_STOP 0x1
```

30.47.1.56 SBI_EXT_HSM_HART_SUSPEND

```
#define SBI_EXT_HSM_HART_SUSPEND 0x3
```

30.47.1.57 SBI_EXT_IPI

```
#define SBI_EXT_IPI 0x735049
```

30.47.1.58 SBI_EXT_IPI_SEND_IPI

```
#define SBI_EXT_IPI_SEND_IPI 0x0
```

30.47.1.59 SBI_EXT_PMU

```
#define SBI_EXT_PMU 0x504D55
```

30.47.1.60 SBI_EXT_PMU_COUNTER_CFG_MATCH

```
#define SBI_EXT_PMU_COUNTER_CFG_MATCH 0x2
```

30.47.1.61 SBI_EXT_PMU_COUNTER_FW_READ

```
#define SBI_EXT_PMU_COUNTER_FW_READ 0x5
```

30.47.1.62 SBI_EXT_PMU_COUNTER_FW_READ_HI

```
#define SBI_EXT_PMU_COUNTER_FW_READ_HI 0x6
```

30.47.1.63 SBI_EXT_PMU_COUNTER_GET_INFO

```
#define SBI_EXT_PMU_COUNTER_GET_INFO 0x1
```

30.47.1.64 SBI_EXT_PMU_COUNTER_START

```
#define SBI_EXT_PMU_COUNTER_START 0x3
```

30.47.1.65 SBI_EXT_PMU_COUNTER_STOP

```
#define SBI_EXT_PMU_COUNTER_STOP 0x4
```

30.47.1.66 SBI_EXT_PMU_NUM_COUNTERS

```
#define SBI_EXT_PMU_NUM_COUNTERS 0x0
```

30.47.1.67 SBI_EXT_PMU_SNAPSHOT_SET_SHMEM

```
#define SBI_EXT_PMU_SNAPSHOT_SET_SHMEM 0x7
```

30.47.1.68 SBI_EXT_RFENCE

```
#define SBI_EXT_RFENCE 0x52464E43
```

30.47.1.69 SBI_EXT_RFENCE_REMOTE_FENCE_I

```
#define SBI_EXT_RFENCE_REMOTE_FENCE_I 0x0
```

30.47.1.70 SBI_EXT_RFENCE_REMOTE_HFENCE_GVMA

```
#define SBI_EXT_RFENCE_REMOTE_HFENCE_GVMA 0x4
```

30.47.1.71 SBI_EXT_RFENCE_REMOTE_HFENCE_GVMA_VMID

```
#define SBI_EXT_RFENCE_REMOTE_HFENCE_GVMA_VMID 0x3
```

30.47.1.72 SBI_EXT_RFENCE_REMOTE_HFENCE_VVMA

```
#define SBI_EXT_RFENCE_REMOTE_HFENCE_VVMA 0x6
```

30.47.1.73 SBI_EXT_RFENCE_REMOTE_HFENCE_VVMA_ASID

```
#define SBI_EXT_RFENCE_REMOTE_HFENCE_VVMA_ASID 0x5
```

30.47.1.74 SBI_EXT_RFENCE_REMOTE_SFENCE_VMA

```
#define SBI_EXT_RFENCE_REMOTE_SFENCE_VMA 0x1
```

30.47.1.75 SBI_EXT_RFENCE_REMOTE_SFENCE_VMA_ASID

```
#define SBI_EXT_RFENCE_REMOTE_SFENCE_VMA_ASID 0x2
```

30.47.1.76 SBI_EXT_SRST

```
#define SBI_EXT_SRST 0x53525354
```

30.47.1.77 SBI_EXT_SRST_RESET

```
#define SBI_EXT_SRST_RESET 0x0
```

30.47.1.78 SBI_EXT_SSE

```
#define SBI_EXT_SSE 0x535345
```

30.47.1.79 SBI_EXT_SSE_COMPLETE

```
#define SBI_EXT_SSE_COMPLETE 0x00000006
```

30.47.1.80 SBI_EXT_SSE_DISABLE

```
#define SBI_EXT_SSE_DISABLE 0x00000005
```

30.47.1.81 SBI_EXT_SSE_ENABLE

```
#define SBI_EXT_SSE_ENABLE 0x00000004
```

30.47.1.82 SBI_EXT_SSE_INJECT

```
#define SBI_EXT_SSE_INJECT 0x00000007
```

30.47.1.83 SBI_EXT_SSE_READ_ATTR

```
#define SBI_EXT_SSE_READ_ATTR 0x00000000
```

30.47.1.84 SBI_EXT_SSE_REGISTER

```
#define SBI_EXT_SSE_REGISTER 0x00000002
```

30.47.1.85 SBI_EXT_SSE_UNREGISTER

```
#define SBI_EXT_SSE_UNREGISTER 0x00000003
```

30.47.1.86 SBI_EXT_SSE_WRITE_ATTR

```
#define SBI_EXT_SSE_WRITE_ATTR 0x00000001
```

30.47.1.87 SBI_EXT_SUSP

```
#define SBI_EXT_SUSP 0x53555350
```

30.47.1.88 SBI_EXT_SUSP_SUSPEND

```
#define SBI_EXT_SUSP_SUSPEND 0x0
```

30.47.1.89 SBI_EXT_TIME

```
#define SBI_EXT_TIME 0x54494D45
```

30.47.1.90 SBI_EXT_TIME_SET_TIMER

```
#define SBI_EXT_TIME_SET_TIMER 0x0
```

30.47.1.91 SBI_EXT_VENDOR_END

```
#define SBI_EXT_VENDOR_END 0x09FFFFFF
```

30.47.1.92 SBI_EXT_VENDOR_START

```
#define SBI_EXT_VENDOR_START 0x09000000
```

30.47.1.93 SBI_FWFT_GLOBAL_FEATURE_BIT

```
#define SBI_FWFT_GLOBAL_FEATURE_BIT (1 << 31)
```

30.47.1.94 SBI_FWFT_PLATFORM_FEATURE_BIT

```
#define SBI_FWFT_PLATFORM_FEATURE_BIT (1 << 30)
```

30.47.1.95 SBI_FWFT_SET_FLAG_LOCK

```
#define SBI_FWFT_SET_FLAG_LOCK (1 << 0)
```

30.47.1.96 SBI_HSM_STATE_RESUME_PENDING

```
#define SBI_HSM_STATE_RESUME_PENDING 0x6
```

30.47.1.97 SBI_HSM_STATE_START_PENDING

```
#define SBI_HSM_STATE_START_PENDING 0x2
```

30.47.1.98 SBI_HSM_STATE_STARTED

```
#define SBI_HSM_STATE_STARTED 0x0
```

30.47.1.99 SBI_HSM_STATE_STOP_PENDING

```
#define SBI_HSM_STATE_STOP_PENDING 0x3
```

30.47.1.100 SBI_HSM_STATE_STOPPED

```
#define SBI_HSM_STATE_STOPPED 0x1
```

30.47.1.101 SBI_HSM_STATE_SUSPEND_PENDING

```
#define SBI_HSM_STATE_SUSPEND_PENDING 0x5
```

30.47.1.102 SBI_HSM_STATE_SUSPENDED

```
#define SBI_HSM_STATE_SUSPENDED 0x4
```

30.47.1.103 SBI_HSM_SUSP_BASE_MASK

```
#define SBI_HSM_SUSP_BASE_MASK 0x7fffffff
```

30.47.1.104 SBI_HSM_SUSP_NON_RET_BIT

```
#define SBI_HSM_SUSP_NON_RET_BIT 0x80000000
```

30.47.1.105 SBI_HSM_SUSP_PLAT_BASE

```
#define SBI_HSM_SUSP_PLAT_BASE 0x10000000
```

30.47.1.106 SBI_HSM_SUSPEND_NON_RET_DEFAULT

```
#define SBI_HSM_SUSPEND_NON_RET_DEFAULT SBI_HSM_SUSP_NON_RET_BIT
```

30.47.1.107 SBI_HSM_SUSPEND_NON_RET_LAST

```
#define SBI_HSM_SUSPEND_NON_RET_LAST
```

Value:

```
(SBI_HSM_SUSP_NON_RET_BIT | \
SBI_HSM_SUSP_BASE_MASK)
```

30.47.1.108 SBI_HSM_SUSPEND_NON_RET_PLATFORM

```
#define SBI_HSM_SUSPEND_NON_RET_PLATFORM
```

Value:

```
(SBI_HSM_SUSP_NON_RET_BIT | \
SBI_HSM_SUSP_PLAT_BASE)
```

30.47.1.109 SBI_HSM_SUSPEND_RET_DEFAULT

```
#define SBI_HSM_SUSPEND_RET_DEFAULT 0x00000000
```

30.47.1.110 SBI_HSM_SUSPEND_RET_LAST

```
#define SBI_HSM_SUSPEND_RET_LAST SBI_HSM_SUSP_BASE_MASK
```

30.47.1.111 SBI_HSM_SUSPEND_RET_PLATFORM

```
#define SBI_HSM_SUSPEND_RET_PLATFORM SBI_HSM_SUSP_PLAT_BASE
```

30.47.1.112 SBI_LAST_ERR

```
#define SBI_LAST_ERR SBI_ERR_BAD_RANGE
```

30.47.1.113 SBI_PMU_CFG_FLAG_AUTO_START

```
#define SBI_PMU_CFG_FLAG_AUTO_START (1 << 2)
```

30.47.1.114 SBI_PMU_CFG_FLAG_CLEAR_VALUE

```
#define SBI_PMU_CFG_FLAG_CLEAR_VALUE (1 << 1)
```

30.47.1.115 SBI_PMU_CFG_FLAG_SET_MINH

```
#define SBI_PMU_CFG_FLAG_SET_MINH (1 << 7)
```

30.47.1.116 SBI_PMU_CFG_FLAG_SET_SINH

```
#define SBI_PMU_CFG_FLAG_SET_SINH (1 << 6)
```

30.47.1.117 SBI_PMU_CFG_FLAG_SET_UINH

```
#define SBI_PMU_CFG_FLAG_SET_UINH (1 << 5)
```

30.47.1.118 SBI_PMU_CFG_FLAG_SET_VSINH

```
#define SBI_PMU_CFG_FLAG_SET_VSINH (1 << 4)
```

30.47.1.119 SBI_PMU_CFG_FLAG_SET_VUINH

```
#define SBI_PMU_CFG_FLAG_SET_VUINH (1 << 3)
```

30.47.1.120 SBI_PMU_CFG_FLAG_SKIP_MATCH

```
#define SBI_PMU_CFG_FLAG_SKIP_MATCH (1 << 0)
```

30.47.1.121 SBI_PMU_EVENT_HW_CACHE_ID_MASK

```
#define SBI_PMU_EVENT_HW_CACHE_ID_MASK 0xfff8
```

30.47.1.122 SBI_PMU_EVENT_HW_CACHE_ID_OFFSET

```
#define SBI_PMU_EVENT_HW_CACHE_ID_OFFSET 3
```

30.47.1.123 SBI_PMU_EVENT_HW_CACHE_OPS_ID_MASK

```
#define SBI_PMU_EVENT_HW_CACHE_OPS_ID_MASK 0x6
```

30.47.1.124 SBI_PMU_EVENT_HW_CACHE_OPS_ID_OFFSET

```
#define SBI_PMU_EVENT_HW_CACHE_OPS_ID_OFFSET 1
```

30.47.1.125 SBI_PMU_EVENT_HW_CACHE_OPS_RESULT

```
#define SBI_PMU_EVENT_HW_CACHE_OPS_RESULT 0x1
```

30.47.1.126 SBI_PMU_EVENT_IDX_CODE_MASK

```
#define SBI_PMU_EVENT_IDX_CODE_MASK 0xFFFF
```

30.47.1.127 SBI_PMU_EVENT_IDX_INVALID

```
#define SBI_PMU_EVENT_IDX_INVALID 0xFFFFFFFF
```

30.47.1.128 SBI_PMU_EVENT_IDX_MASK

```
#define SBI_PMU_EVENT_IDX_MASK 0xFFFFF
```

30.47.1.129 SBI_PMU_EVENT_IDX_TYPE_MASK

```
#define SBI_PMU_EVENT_IDX_TYPE_MASK (0xF << SBI_PMU_EVENT_IDX_TYPE_OFFSET)
```

30.47.1.130 SBI_PMU_EVENT_IDX_TYPE_OFFSET

```
#define SBI_PMU_EVENT_IDX_TYPE_OFFSET 16
```

30.47.1.131 SBI_PMU_EVENT_RAW_IDX

```
#define SBI_PMU_EVENT_RAW_IDX 0x20000
```

30.47.1.132 SBI_PMU_START_FLAG_INIT_FROM_SNAPSHOT

```
#define SBI_PMU_START_FLAG_INIT_FROM_SNAPSHOT (1 << 1)
```

30.47.1.133 SBI_PMU_START_FLAG_SET_INIT_VALUE

```
#define SBI_PMU_START_FLAG_SET_INIT_VALUE (1 << 0)
```

30.47.1.134 SBI_PMU_STOP_FLAG_RESET

```
#define SBI_PMU_STOP_FLAG_RESET (1 << 0)
```

30.47.1.135 SBI_PMU_STOP_FLAG_TAKE_SNAPSHOT

```
#define SBI_PMU_STOP_FLAG_TAKE_SNAPSHOT (1 << 1)
```

30.47.1.136 SBI_SPEC_VERSION_MAJOR_MASK

```
#define SBI_SPEC_VERSION_MAJOR_MASK 0x7f
```

30.47.1.137 SBI_SPEC_VERSION_MAJOR_OFFSET

```
#define SBI_SPEC_VERSION_MAJOR_OFFSET 24
```

30.47.1.138 SBI_SPEC_VERSION_MINOR_MASK

```
#define SBI_SPEC_VERSION_MINOR_MASK 0xffffff
```

30.47.1.139 SBI_SRST_RESET_REASON_NONE

```
#define SBI_SRST_RESET_REASON_NONE 0x0
```

30.47.1.140 SBI_SRST_RESET_REASON_SYSFAIL

```
#define SBI_SRST_RESET_REASON_SYSFAIL 0x1
```

30.47.1.141 SBI_SRST_RESET_TYPE_COLD_REBOOT

```
#define SBI_SRST_RESET_TYPE_COLD_REBOOT 0x1
```

30.47.1.142 SBI_SRST_RESET_TYPE_LAST

```
#define SBI_SRST_RESET_TYPE_LAST SBI_SRST_RESET_TYPE_WARM_REBOOT
```

30.47.1.143 SBI_SRST_RESET_TYPE_SHUTDOWN

```
#define SBI_SRST_RESET_TYPE_SHUTDOWN 0x0
```

30.47.1.144 SBI_SRST_RESET_TYPE_WARM_REBOOT

```
#define SBI_SRST_RESET_TYPE_WARM_REBOOT 0x2
```

30.47.1.145 SBI_SSE_ATTR_CONFIG_ONESHOT

```
#define SBI_SSE_ATTR_CONFIG_ONESHOT (1 << 0)
```

30.47.1.146 SBI_SSE_ATTR_INTERRUPTED_FLAGS_HSTATUS_SPV

```
#define SBI_SSE_ATTR_INTERRUPTED_FLAGS_HSTATUS_SPV BIT(2)
```

30.47.1.147 SBI_SSE_ATTR_INTERRUPTED_FLAGS_HSTATUS_SPVP

```
#define SBI_SSE_ATTR_INTERRUPTED_FLAGS_HSTATUS_SPVP BIT(3)
```

30.47.1.148 SBI_SSE_ATTR_INTERRUPTED_FLAGS_STATUS_SPIE

```
#define SBI_SSE_ATTR_INTERRUPTED_FLAGS_STATUS_SPIE BIT(1)
```

30.47.1.149 SBI_SSE_ATTR_INTERRUPTED_FLAGS_STATUS_SPP

```
#define SBI_SSE_ATTR_INTERRUPTED_FLAGS_STATUS_SPP BIT(0)
```

30.47.1.150 SBI_SSE_ATTR_STATUS_INJECT_OFFSET

```
#define SBI_SSE_ATTR_STATUS_INJECT_OFFSET 3
```

30.47.1.151 SBI_SSE_ATTR_STATUS_PENDING_OFFSET

```
#define SBI_SSE_ATTR_STATUS_PENDING_OFFSET 2
```

30.47.1.152 SBI_SSE_ATTR_STATUS_STATE_MASK

```
#define SBI_SSE_ATTR_STATUS_STATE_MASK 0x3
```

30.47.1.153 SBI_SSE_ATTR_STATUS_STATE_OFFSET

```
#define SBI_SSE_ATTR_STATUS_STATE_OFFSET 0
```

30.47.1.154 SBI_SSE_EVENT_GLOBAL_BIT

```
#define SBI_SSE_EVENT_GLOBAL_BIT (1 << 15)
```

30.47.1.155 SBI_SSE_EVENT_GLOBAL_PLAT_0_END

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_0_END 0x00007fff
```

30.47.1.156 SBI_SSE_EVENT_GLOBAL_PLAT_0_START

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_0_START 0x00004000
```

30.47.1.157 SBI_SSE_EVENT_GLOBAL_PLAT_1_END

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_1_END 0x0001ffff
```

30.47.1.158 SBI_SSE_EVENT_GLOBAL_PLAT_1_START

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_1_START 0x0001c000
```

30.47.1.159 SBI_SSE_EVENT_GLOBAL_PLAT_2_END

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_2_END 0x0002ffff
```

30.47.1.160 SBI_SSE_EVENT_GLOBAL_PLAT_2_START

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_2_START 0x0002c000
```

30.47.1.161 SBI_SSE_EVENT_GLOBAL_PLAT_3_END

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_3_END 0xffffffff
```

30.47.1.162 SBI_SSE_EVENT_GLOBAL_PLAT_3_START

```
#define SBI_SSE_EVENT_GLOBAL_PLAT_3_START 0xffffc000
```

30.47.1.163 SBI_SSE_EVENT_GLOBAL_RAS

```
#define SBI_SSE_EVENT_GLOBAL_RAS 0x00008000
```

30.47.1.164 SBI_SSE_EVENT_GLOBAL_SOFTWARE

```
#define SBI_SSE_EVENT_GLOBAL_SOFTWARE 0xffff8000
```

30.47.1.165 SBI_SSE_EVENT_LOCAL_PLAT_0_END

```
#define SBI_SSE_EVENT_LOCAL_PLAT_0_END 0x00007fff
```

30.47.1.166 SBI_SSE_EVENT_LOCAL_PLAT_0_START

```
#define SBI_SSE_EVENT_LOCAL_PLAT_0_START 0x00004000
```

30.47.1.167 SBI_SSE_EVENT_LOCAL_PLAT_1_END

```
#define SBI_SSE_EVENT_LOCAL_PLAT_1_END 0x00017fff
```

30.47.1.168 SBI_SSE_EVENT_LOCAL_PLAT_1_START

```
#define SBI_SSE_EVENT_LOCAL_PLAT_1_START 0x00014000
```

30.47.1.169 SBI_SSE_EVENT_LOCAL_PLAT_2_END

```
#define SBI_SSE_EVENT_LOCAL_PLAT_2_END 0x00027fff
```

30.47.1.170 SBI_SSE_EVENT_LOCAL_PLAT_2_START

```
#define SBI_SSE_EVENT_LOCAL_PLAT_2_START 0x00024000
```

30.47.1.171 SBI_SSE_EVENT_LOCAL_PLAT_3_END

```
#define SBI_SSE_EVENT_LOCAL_PLAT_3_END 0xffff7fff
```

30.47.1.172 SBI_SSE_EVENT_LOCAL_PLAT_3_START

```
#define SBI_SSE_EVENT_LOCAL_PLAT_3_START 0xffff4000
```

30.47.1.173 SBI_SSE_EVENT_LOCAL_PMU

```
#define SBI_SSE_EVENT_LOCAL_PMU 0x00010000
```

30.47.1.174 SBI_SSE_EVENT_LOCAL_RAS

```
#define SBI_SSE_EVENT_LOCAL_RAS 0x00000000
```

30.47.1.175 SBI_SSE_EVENT_LOCAL_SOFTWARE

```
#define SBI_SSE_EVENT_LOCAL_SOFTWARE 0xffff0000
```

30.47.1.176 SBI_SSE_EVENT_PLATFORM_BIT

```
#define SBI_SSE_EVENT_PLATFORM_BIT (1 << 14)
```

30.47.1.177 SBI_SUCCESS

```
#define SBI_SUCCESS 0
```

30.47.1.178 SBI_SUSP_PLATFORM_SLEEP_START

```
#define SBI_SUSP_PLATFORM_SLEEP_START 0x80000000
```

30.47.1.179 SBI_SUSP_SLEEP_TYPE_LAST

```
#define SBI_SUSP_SLEEP_TYPE_LAST SBI_SUSP_SLEEP_TYPE_SUSPEND
```

30.47.1.180 SBI_SUSP_SLEEP_TYPE_SUSPEND

```
#define SBI_SUSP_SLEEP_TYPE_SUSPEND 0x0
```

30.47.2 Enumeration Type Documentation

30.47.2.1 sbi_cppc_reg_id

```
enum sbi_cppc_reg_id
```

Enumerator

SBI_CPPC_HIGHEST_PERF	
SBI_CPPC_NOMINAL_PERF	
SBI_CPPC_LOW_NON_LINEAR_PERF	
SBI_CPPC_LOWEST_PERF	
SBI_CPPC_GUARANTEED_PERF	
SBI_CPPC_DESIRED_PERF	
SBI_CPPC_MIN_PERF	
SBI_CPPC_MAX_PERF	
SBI_CPPC_PERF_REDUC_TOLERANCE	
SBI_CPPC_TIME_WINDOW	
SBI_CPPC_CTR_WRAP_TIME	
SBI_CPPC_REFERENCE_CTR	
SBI_CPPC_DELIVERED_CTR	
SBI_CPPC_PERF_LIMITED	

Enumerator

SBI_CPPC_ENABLE	
SBI_CPPC_AUTO_SEL_ENABLE	
SBI_CPPC_AUTO_ACT_WINDOW	
SBI_CPPC_ENERGY_PERF_PREFERENCE	
SBI_CPPC_REFERENCE_PERF	
SBI_CPPC_LOWEST_FREQ	
SBI_CPPC_NOMINAL_FREQ	
SBI_CPPC_ACPI_LAST	
SBI_CPPC_TRANSITION_LATENCY	
SBI_CPPC_NON_ACPI_LAST	

30.47.2.2 sbi_fwft_feature_t

`enum sbi_fwft_feature_t`

Enumerator

SBI_FWFT_MISALIGNED_EXC_DELEG	
SBI_FWFT_LANDING_PAD	
SBI_FWFT_SHADOW_STACK	
SBI_FWFT_DOUBLE_TRAP	
SBI_FWFT_PTE_AD_HW_UPDATING	
SBI_FWFT_LOCAL_RESERVED_START	
SBI_FWFT_LOCAL_RESERVED_END	
SBI_FWFT_LOCAL_PLATFORM_START	
SBI_FWFT_LOCAL_PLATFORM_END	
SBI_FWFT_GLOBAL_RESERVED_START	
SBI_FWFT_GLOBAL_RESERVED_END	
SBI_FWFT_GLOBAL_PLATFORM_START	
SBI_FWFT_GLOBAL_PLATFORM_END	

30.47.2.3 sbi_pmu_ctr_type

`enum sbi_pmu_ctr_type`
SBI PMU counter type

Enumerator

SBI_PMU_CTR_TYPE_HW	
SBI_PMU_CTR_TYPE_FW	

30.47.2.4 sbi_pmu_event_type_id

`enum sbi_pmu_event_type_id`
SBI PMU event idx type

Enumerator

SBI_PMU_EVENT_TYPE_HW	
SBI_PMU_EVENT_TYPE_HW_CACHE	
SBI_PMU_EVENT_TYPE_HW_RAW	
SBI_PMU_EVENT_TYPE_FW	
SBI_PMU_EVENT_TYPE_MAX	

30.47.2.5 sbi_pmu_fw_event_code_id

`enum sbi_pmu_fw_event_code_id`

Special "firmware" events provided by the OpenSBI, even if the hardware does not support performance events. These events are encoded as a raw event type in Linux kernel perf framework.

Enumerator

SBI_PMU_FW_MISALIGNED_LOAD	
SBI_PMU_FW_MISALIGNED_STORE	
SBI_PMU_FW_ACCESS_LOAD	
SBI_PMU_FW_ACCESS_STORE	
SBI_PMU_FW_ILLEGAL_INSN	
SBI_PMU_FW_SET_TIMER	
SBI_PMU_FW_IPI_SENT	
SBI_PMU_FW_IPI_RECVD	
SBI_PMU_FW_FENCE_I_SENT	
SBI_PMU_FW_FENCE_I_RECVD	
SBI_PMU_FW_SFENCE_VMA_SENT	
SBI_PMU_FW_SFENCE_VMA_RCVD	
SBI_PMU_FW_SFENCE_VMA_ASID_SENT	
SBI_PMU_FW_SFENCE_VMA_ASID_RCVD	
SBI_PMU_FW_HFENCE_GVMA_SENT	
SBI_PMU_FW_HFENCE_GVMA_RCVD	
SBI_PMU_FW_HFENCE_GVMA_VMID_SENT	
SBI_PMU_FW_HFENCE_GVMA_VMID_RCVD	
SBI_PMU_FW_HFENCE_VVMA_SENT	
SBI_PMU_FW_HFENCE_VVMA_RCVD	
SBI_PMU_FW_HFENCE_VVMA_ASID_SENT	
SBI_PMU_FW_HFENCE_VVMA_ASID_RCVD	
SBI_PMU_FW_MAX	
SBI_PMU_FW_RESERVED_MAX	
SBI_PMU_FW_PLATFORM	

30.47.2.6 sbi_pmu_hw_cache_id

`enum sbi_pmu_hw_cache_id`

Generalized hardware cache events:

```
{ L1-D, L1-I, LLC, ITLB, DTLB, BPU, NODE } x
{ read, write, prefetch } x
{ accesses, misses }
```

Enumerator

SBI_PMU_HW_CACHE_L1D	
SBI_PMU_HW_CACHE_L1I	
SBI_PMU_HW_CACHE_LL	
SBI_PMU_HW_CACHE_DTLB	
SBI_PMU_HW_CACHE_ITLB	
SBI_PMU_HW_CACHE_BPU	
SBI_PMU_HW_CACHE_NODE	
SBI_PMU_HW_CACHE_MAX	

30.47.2.7 sbi_pmu_hw_cache_op_id

`enum sbi_pmu_hw_cache_op_id`

Enumerator

SBI_PMU_HW_CACHE_OP_READ	
SBI_PMU_HW_CACHE_OP_WRITE	
SBI_PMU_HW_CACHE_OP_PREFETCH	
SBI_PMU_HW_CACHE_OP_MAX	

30.47.2.8 sbi_pmu_hw_cache_op_result_id

`enum sbi_pmu_hw_cache_op_result_id`

Enumerator

SBI_PMU_HW_CACHE_RESULT_ACCESS	
SBI_PMU_HW_CACHE_RESULT_MISS	
SBI_PMU_HW_CACHE_RESULT_MAX	

30.47.2.9 sbi_pmu_hw_generic_events_t

`enum sbi_pmu_hw_generic_events_t`

General pmu event codes specified in SBI PMU extension

Enumerator

SBI_PMU_HW_NO_EVENT	
SBI_PMU_HW_CPU_CYCLES	
SBI_PMU_HW_INSTRUCTIONS	
SBI_PMU_HW_CACHE_REFERENCES	
SBI_PMU_HW_CACHE_MISSES	
SBI_PMU_HW_BRANCH_INSTRUCTIONS	
SBI_PMU_HW_BRANCH_MISSES	
SBI_PMU_HW_BUS_CYCLES	
SBI_PMU_HW_STALLED_CYCLES_FRONTEND	
SBI_PMU_HW_STALLED_CYCLES_BACKEND	

Enumerator

SBI_PMU_HW_REF_CPU_CYCLES	
SBI_PMU_HW_GENERAL_MAX	

30.47.2.10 sbi_sse_attr_id

`enum sbi_sse_attr_id`

Enumerator

SBI_SSE_ATTR_STATUS	
SBI_SSE_ATTR_PRIO	
SBI_SSE_ATTR_CONFIG	
SBI_SSE_ATTR_PREFERRED_HART	
SBI_SSE_ATTR_ENTRY_PC	
SBI_SSE_ATTR_ENTRY_ARG	
SBI_SSE_ATTR_INTERRUPTED_SEPC	
SBI_SSE_ATTR_INTERRUPTED_FLAGS	
SBI_SSE_ATTR_INTERRUPTED_A6	
SBI_SSE_ATTR_INTERRUPTED_A7	
SBI_SSE_ATTR_MAX	

30.47.2.11 sbi_sse_state

`enum sbi_sse_state`

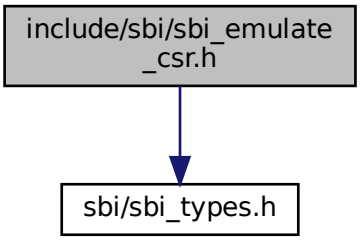
Enumerator

SBI_SSE_STATE_UNUSED	
SBI_SSE_STATE_REGISTERED	
SBI_SSE_STATE_ENABLED	
SBI_SSE_STATE_RUNNING	

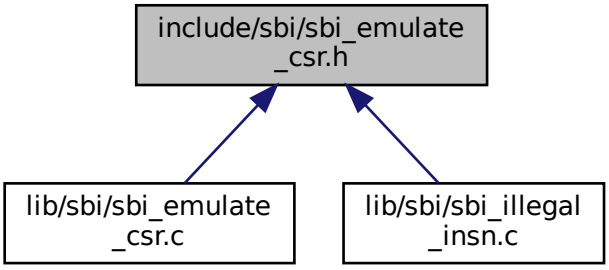
30.48 include/sbi/sbi_emulate_csr.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_emulate_csr.h:



This graph shows which files directly or indirectly include this file:



Functions

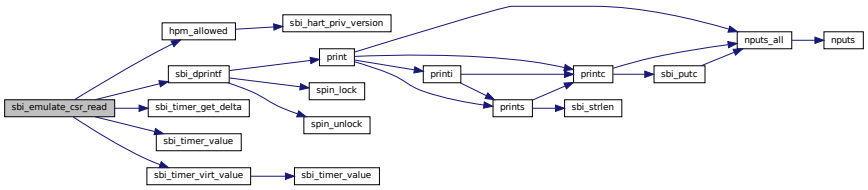
- int sbi_emulate_csr_read (int csr_num, struct sbi_trap_regs *regs, ulong *csr_val)
- int sbi_emulate_csr_write (int csr_num, struct sbi_trap_regs *regs, ulong csr_val)

30.48.1 Function Documentation

30.48.1.1 sbi_emulate_csr_read()

```
int sbi_emulate_csr_read (
            int csr_num,
            struct sbi_trap_regs * regs,
            ulong * csr_val )
```

Here is the call graph for this function:

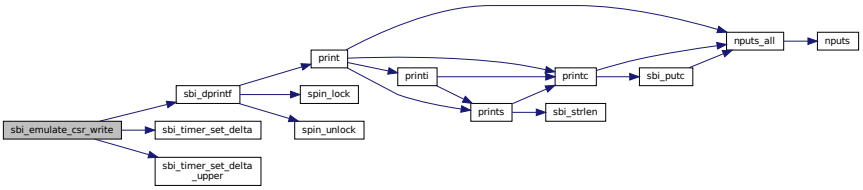


Here is the caller graph for this function:

30.48.1.2 sbi_emulate_csr_write()

```
int sbi_emulate_csr_write (
            int csr_num,
            struct sbi_trap_regs * regs,
            ulong csr_val )
```

Here is the call graph for this function:

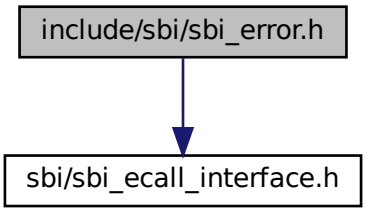


Here is the caller graph for this function:

30.49 include/sbi/sbi_error.h File Reference

```
#include <sbi/sbi_ecall_interface.h>
```

Include dependency graph for sbi_error.h:



Macros

- #define SBI_OK 0
- #define SBI_EFAIL SBI_ERR_FAILED
- #define SBI_ENOTSUPP SBI_ERR_NOT_SUPPORTED
- #define SBI_EINVAL SBI_ERR_INVALID_PARAM
- #define SBI_EDENIED SBI_ERR_DENIED
- #define SBI_EINVALID_ADDR SBI_ERR_INVALID_ADDRESS
- #define SBI_EALREADY SBI_ERR_ALREADY_AVAILABLE
- #define SBI_EALREADY_STARTED SBI_ERR_ALREADY_STARTED
- #define SBI_EALREADY_STOPPED SBI_ERR_ALREADY_STOPPED
- #define SBI_ENO_SHMEM SBI_ERR_NO_SHMEM
- #define SBI_EINVALID_STATE SBI_ERR_INVALID_STATE
- #define SBI_EBAD_RANGE SBI_ERR_BAD_RANGE
- #define SBI_ENODEV -1000
- #define SBI_ENOSYS -1001
- #define SBI_ETIMEDOUT -1002
- #define SBI_EIO -1003
- #define SBI_EILL -1004
- #define SBI_ENOSPC -1005
- #define SBI_ENOMEM -1006
- #define SBI_EUNKNOWN -1007
- #define SBI_ENOENT -1008

30.49.1 Macro Definition Documentation

30.49.1.1 SBI_EALREADY

```
#define SBI_EALREADY SBI_ERR_ALREADY_AVAILABLE
```

30.49.1.2 SBI_EALREADY_STARTED

```
#define SBI_EALREADY_STARTED SBI_ERR_ALREADY_STARTED
```

30.49.1.3 SBI_EALREADY_STOPPED

```
#define SBI_EALREADY_STOPPED SBI_ERR_ALREADY_STOPPED
```

30.49.1.4 SBI_EBAD_RANGE

```
#define SBI_EBAD_RANGE SBI_ERR_BAD_RANGE
```

30.49.1.5 SBI_EDENIED

```
#define SBI_EDENIED SBI_ERR_DENIED
```

30.49.1.6 SBI_EFAIL

```
#define SBI_EFAIL SBI_ERR_FAILED
```

30.49.1.7 SBI_EILL

```
#define SBI_EILL -1004
```

30.49.1.8 SBI_EINVAL

```
#define SBI_EINVAL SBI_ERR_INVALID_PARAM
```

30.49.1.9 SBI_EINVALID_ADDR

```
#define SBI_EINVALID_ADDR SBI_ERR_INVALID_ADDRESS
```

30.49.1.10 SBI_EINVALID_STATE

```
#define SBI_EINVALID_STATE SBI_ERR_INVALID_STATE
```

30.49.1.11 SBI_EIO

```
#define SBI_EIO -1003
```

30.49.1.12 SBI_ENO_SHMEM

```
#define SBI_ENO_SHMEM SBI_ERR_NO_SHMEM
```

30.49.1.13 SBI_ENODEV

```
#define SBI_ENODEV -1000
```

30.49.1.14 SBI_ENOENT

```
#define SBI_ENOENT -1008
```

30.49.1.15 SBI_ENOMEM

```
#define SBI_ENOMEM -1006
```

30.49.1.16 SBI_ENOSPC

```
#define SBI_ENOSPC -1005
```

30.49.1.17 SBI_ENOSYS

```
#define SBI_ENOSYS -1001
```

30.49.1.18 SBI_ENOTSUPP

```
#define SBI_ENOTSUPP SBI_ERR_NOT_SUPPORTED
```

30.49.1.19 SBI_ETIMEDOUT

```
#define SBI_ETIMEDOUT -1002
```

30.49.1.20 SBI_EUNKNOWN

```
#define SBI_EUNKNOWN -1007
```

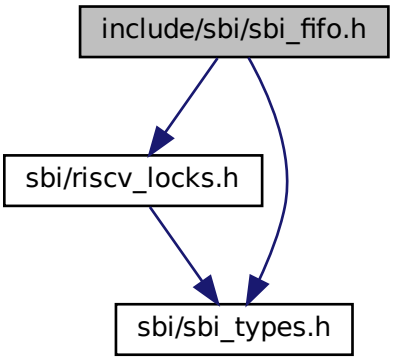
30.49.1.21 SBI_OK

```
#define SBI_OK 0
```

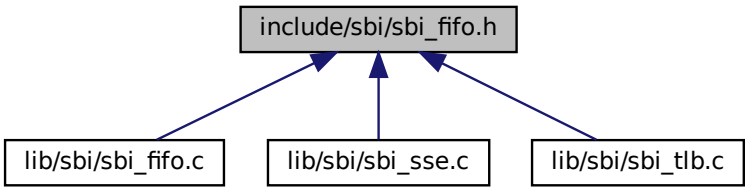
30.50 include/sbi/sbi_fifo.h File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_fifo.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_fifo

Enumerations

- enum sbi_fifo_inplace_update_types { SBI_FIFO_SKIP , SBI_FIFO_UPDATED , SBI_FIFO_UNCHANGED }

Functions

- int sbi_fifo_dequeue (struct sbi_fifo *fifo, void *data)
- int sbi_fifo_enqueue (struct sbi_fifo *fifo, void *data)
- void sbi_fifo_init (struct sbi_fifo *fifo, void *queue_mem, u16 entries, u16 entry_size)
- int sbi_fifo_is_empty (struct sbi_fifo *fifo)
- int sbi_fifo_is_full (struct sbi_fifo *fifo)
- int sbi_fifo_inplace_update (struct sbi_fifo *fifo, void *in, int(*fptr)(void *in, void *data))
- u16 sbi_fifo_avail (struct sbi_fifo *fifo)

30.50.1 Enumeration Type Documentation

30.50.1.1 sbi_fifo_inplace_update_types

```
enum sbi_fifo_inplace_update_types
```

Enumerator

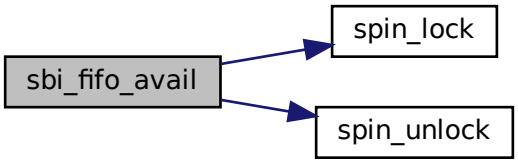
SBI_FIFO_SKIP	
SBI_FIFO_UPDATED	
SBI_FIFO_UNCHANGED	

30.50.2 Function Documentation

30.50.2.1 sbi_fifo_avail()

```
u16 sbi_fifo_avail (
            struct sbi_fifo * fifo )
```

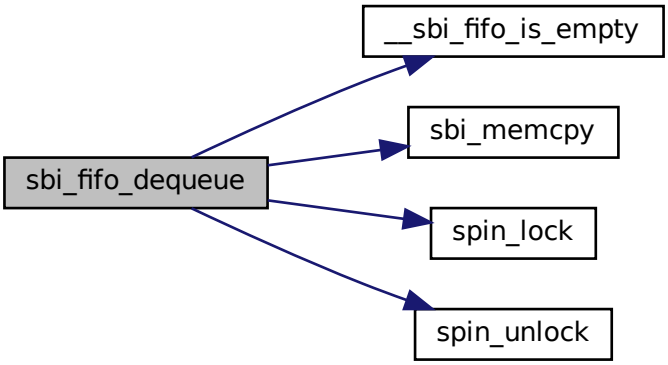
Here is the call graph for this function:



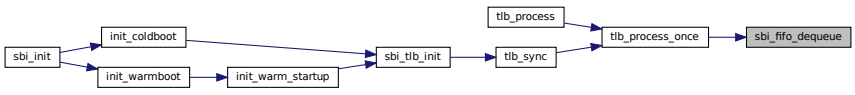
30.50.2.2 sbi_fifo_dequeue()

```
int sbi_fifo_dequeue (
            struct sbi_fifo * fifo,
            void * data )
```

Here is the call graph for this function:



Here is the caller graph for this function:

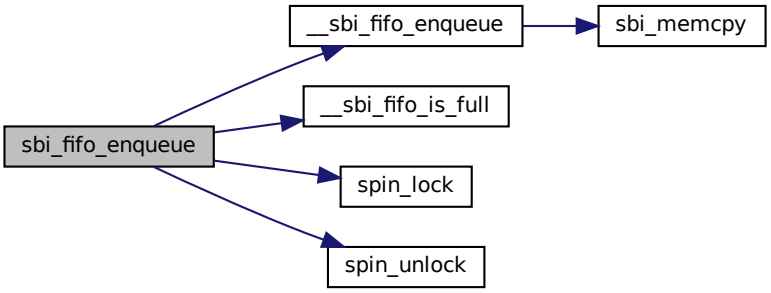


30.50.2.3 sbi_fifo_enqueue()

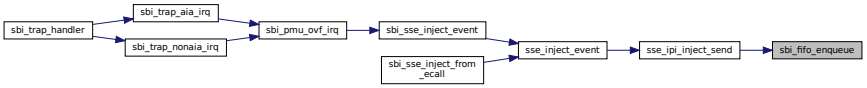
```
int sbi_fifo_enqueue (
```

```
            struct sbi_fifo * fifo,
            void * data )
```

Here is the call graph for this function:



Here is the caller graph for this function:

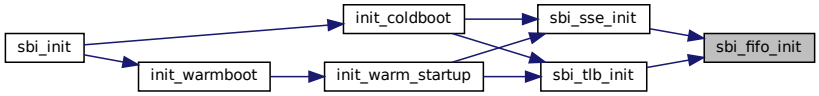


30.50.2.4 sbi_fifo_init()

```
void sbi_fifo_init (
            struct sbi_fifo * fifo,
            void * queue_mem,
            u16 entries,
            u16 entry_size )
```

Here is the call graph for this function:

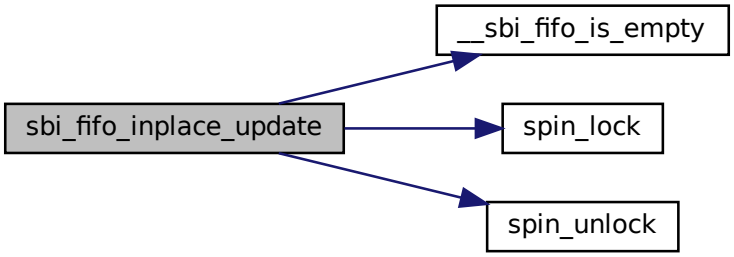
Here is the caller graph for this function:



30.50.2.5 sbi_fifo_inplace_update()

```
int sbi_fifo_inplace_update (
            struct sbi_fifo * fifo,
            void * in,
            int(*)(void *in, void *data) fptr )
```

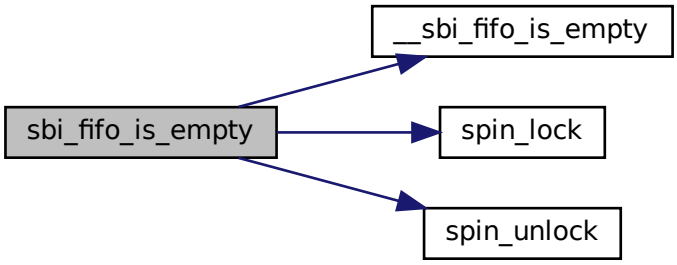
Provide a helper function to do inplace update to the fifo. Note: The callback function is called with lock being held. **Do not** invoke any other fifo function from callback. Otherwise, it will lead to deadlock. Here is the call graph for this function:



30.50.2.6 sbi_fifo_is_empty()

```
int sbi_fifo_is_empty (
            struct sbi_fifo * fifo )
```

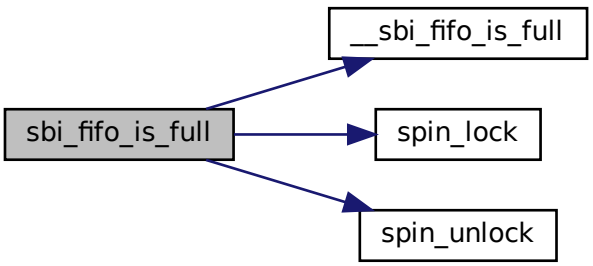
Here is the call graph for this function:



30.50.2.7 sbi_fifo_is_full()

```
int sbi_fifo_is_full (
            struct sbi_fifo * fifo )
```

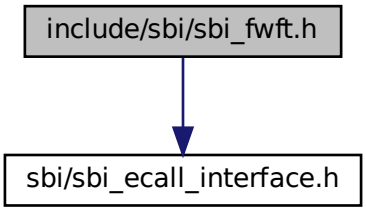
Here is the call graph for this function:



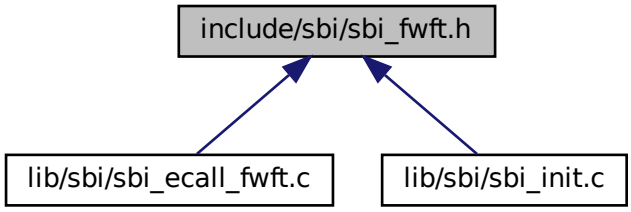
30.51 include/sbi/sbi_fwft.h File Reference

```
#include <sbi/sbi_ecall_interface.h>
```

Include dependency graph for sbi_fwft.h:



This graph shows which files directly or indirectly include this file:



Functions

- int sbi_fwft_set (enum sbi_fwft_feature_t feature, unsigned long value, unsigned long flags)
- int sbi_fwft_get (enum sbi_fwft_feature_t feature, unsigned long ∗out_val)
- int sbi_fwft_init (struct sbi_scratch ∗scratch, bool cold_boot)

30.51.1 Function Documentation

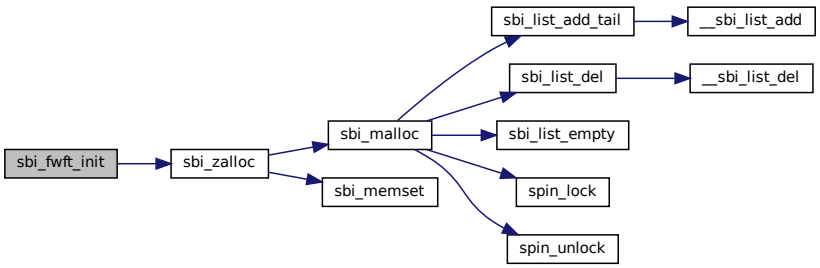
30.51.1.1 sbi_fwft_get()

```
int sbi_fwft_get (
            enum sbi_fwft_feature_t feature,
            unsigned long * out_val )
```

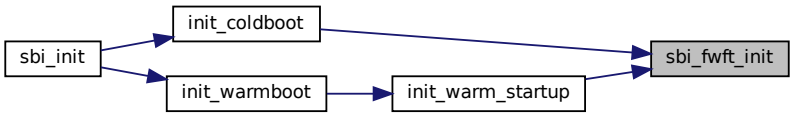
30.51.1.2 sbi_fwft_init()

```
int sbi_fwft_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



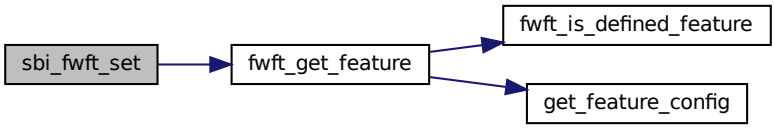
Here is the caller graph for this function:



30.51.1.3 sbi_fwft_set()

```
int sbi_fwft_set (
            enum sbi_fwft_feature_t feature,
            unsigned long value,
            unsigned long flags )
```

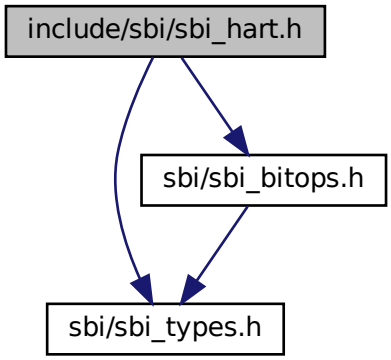
Here is the call graph for this function:



30.52 include/sbi/sbi_hart.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_bitops.h>
```

Include dependency graph for sbi_hart.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_hart_ext_data
- struct sbi_hart_features

Macros

- #define SBI_SMEPMP_RESV_ENTRY 0

Enumerations

- enum sbi_hart_priv_versions { SBI_HART_PRIV_VER_UNKNOWN = 0 , SBI_HART_PRIV_VER_1_10 = 1 , SBI_HART_PRIV_VER_1_11 = 2 , SBI_HART_PRIV_VER_1_12 = 3 }
- enum sbi_hart_extensions { SBI_HART_EXT_SMAIA = 0 , SBI_HART_EXT_SMEPMP , SBI_HART_EXT_SMSTATEEN , SBI_HART_EXT_SSCOFPMF , SBI_HART_EXT_SSTC , SBI_HART_EXT_ZICNTR , SBI_HART_EXT_ZIHPM , SBI_HART_EXT_ZKR , SBI_HART_EXT_SMCNTRPMF , SBI_HART_EXT_XANDESPMU , SBI_HART_EXT_ZICBOZ , SBI_HART_EXT_ZICBOM , SBI_HART_EXT_SVPBMT , SBI_HART_EXT_SDTRIG , SBI_HART_EXT_SMCSRIND , SBI_HART_EXT_SMCDELEG , SBI_HART_EXT_SSCSRIND , SBI_HART_EXT_SSCCFG , SBI_HART_EXT_SVADE , SBI_HART_EXT_SVADU , SBI_HART_EXT_MAX }

Functions

- int sbi_hart_reinit (struct sbi_scratch *scratch)
- int sbi_hart_init (struct sbi_scratch *scratch, bool cold_boot)
- static ulong sbi_hart_expected_trap_addr (void)

- unsigned int sbi_hart_mhpm_mask (struct sbi_scratch *scratch)
- void sbi_hart_delegation_dump (struct sbi_scratch *scratch, const char *prefix, const char *suffix)
- unsigned int sbi_hart_pmp_count (struct sbi_scratch *scratch)
- unsigned int sbi_hart_pmp_log2gran (struct sbi_scratch *scratch)
- unsigned int sbi_hart_pmp_addrbits (struct sbi_scratch *scratch)
- unsigned int sbi_hart_mhpm_bits (struct sbi_scratch *scratch)
- int sbi_hart_pmp_configure (struct sbi_scratch *scratch)
- int sbi_hart_map_saddr (unsigned long base, unsigned long size)
- int sbi_hart_unmap_saddr (void)
- int sbi_hart_priv_version (struct sbi_scratch *scratch)
- void sbi_hart_get_priv_version_str (struct sbi_scratch *scratch, char *version_str, int nvstr)
- void sbi_hart_update_extension (struct sbi_scratch *scratch, enum sbi_hart_extensions ext, bool enable)
- bool sbi_hart_has_extension (struct sbi_scratch *scratch, enum sbi_hart_extensions ext)
- void sbi_hart_get_extensions_str (struct sbi_scratch *scratch, char *extension_str, int nestr)
- void __attribute__ ((noreturn)) sbi_hart_hang(void)

Variables

- const struct sbi_hart_ext_data sbi_hart_ext [ ]
- void(* sbi_hart_expected_trap)(void)
- void unsigned long arg1
- void unsigned long unsigned long next_addr
- void unsigned long unsigned long unsigned long next_mode
- void unsigned long unsigned long unsigned long bool next_virt

30.52.1 Macro Definition Documentation

30.52.1.1 SBI_SMEPMP_RESV_ENTRY

```
#define SBI_SMEPMP_RESV_ENTRY 0
```

30.52.2 Enumeration Type Documentation

30.52.2.1 sbi_hart_extensions

```
enum sbi_hart_extensions
```

Possible ISA extensions of a hart

Enumerator

SBI_HART_EXT_SMAIA	HART has AIA M-mode CSRs
SBI_HART_EXT_SMEPMP	HART has Smepmp
SBI_HART_EXT_SMSTATEEN	HART has Smstateen CSR
SBI_HART_EXT_SSCOFPMF	Hart has Sscofpmt extension
SBI_HART_EXT_SSTC	HART has Sstc extension
SBI_HART_EXT_ZICNTR	HART has Zicntr extension (i.e. HW cycle, time & instret CSRs)
SBI_HART_EXT_ZIHPM	HART has Zihpm extension
SBI_HART_EXT_ZKR	HART has Zkr extension
SBI_HART_EXT_SMCNTRPMF	Hart has Smcntrpmf extension
SBI_HART_EXT_XANDESPMU	Hart has Xandespmu extension
SBI_HART_EXT_ZICBOZ	Hart has Zicboz extension
SBI_HART_EXT_ZICBOM	Hart has Zicbom extension

Enumerator

SBI_HART_EXT_SVPBMT	Hart has Svpbmt extension
SBI_HART_EXT_SDTRIG	Hart has debug trigger extension
SBI_HART_EXT_SMCSRIND	Hart has Smcsrind extension
SBI_HART_EXT_SMCDELEG	Hart has Smcdeleg extension
SBI_HART_EXT_SSCSRIND	Hart has Sscsrind extension
SBI_HART_EXT_SSCCFG	Hart has Ssccfg extension
SBI_HART_EXT_SVADE	Hart has Svade extension
SBI_HART_EXT_SVADU	Hart has Svadu extension
SBI_HART_EXT_MAX	Maximum index of Hart extension

30.52.2.2 sbi_hart_priv_versions

```
enum sbi_hart_priv_versions
```

Possible privileged specification versions of a hart

Enumerator

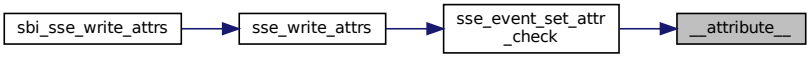
SBI_HART_PRIV_VER_UNKNOWN	Unknown privileged specification
SBI_HART_PRIV_VER_1_10	Privileged specification v1.10
SBI_HART_PRIV_VER_1_11	Privileged specification v1.11
SBI_HART_PRIV_VER_1_12	Privileged specification v1.12

30.52.3 Function Documentation

30.52.3.1 __attribute__()

```
void __attribute__ (
            (noreturn)  )
```

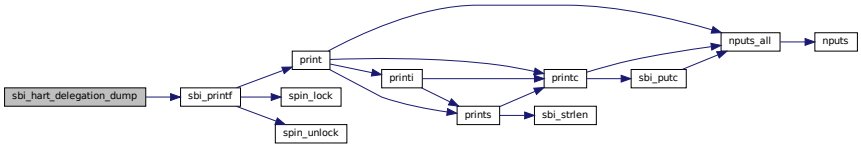
Here is the caller graph for this function:



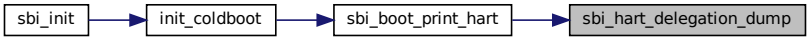
30.52.3.2 sbi_hart_delegation_dump()

```
void sbi_hart_delegation_dump (
            struct sbi_scratch * scratch,
            const char * prefix,
            const char * suffix )
```

Here is the call graph for this function:



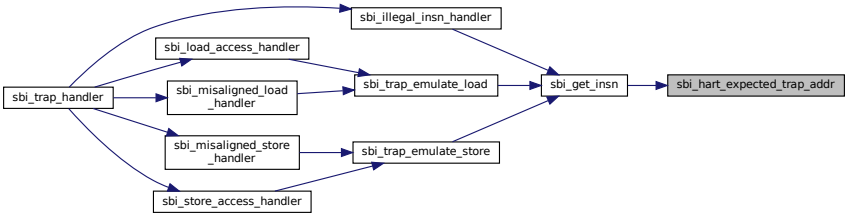
Here is the caller graph for this function:



30.52.3.3 sbi_hart_expected_trap_addr()

```
static ulong sbi_hart_expected_trap_addr (
            void  )  [inline], [static]
```

Here is the caller graph for this function:



30.52.3.4 sbi_hart_get_extensions_str()

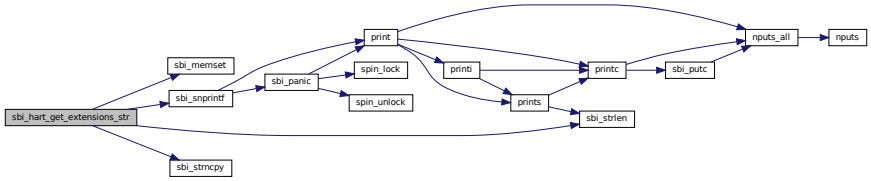
```
void sbi_hart_get_extensions_str (
            struct sbi_scratch * scratch,
            char * extensions_str,
            int nestr )
```

Get the hart extensions in string format

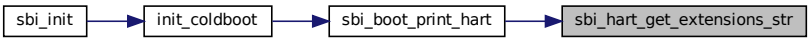
Parameters

scratch	pointer to the HART scratch space
extensions_str	pointer to a char array where the extensions string will be updated
nestr	length of the features_str. The feature string will be truncated if nestr is not long enough.

Here is the call graph for this function:



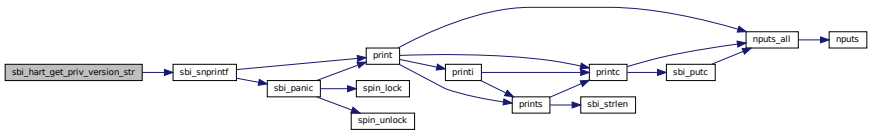
Here is the caller graph for this function:



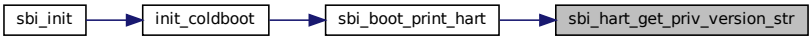
30.52.3.5 sbi_hart_get_priv_version_str()

```
void sbi_hart_get_priv_version_str (
            struct sbi_scratch * scratch,
            char * version_str,
            int nvstr )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.52.3.6 sbi_hart_has_extension()

```
bool sbi_hart_has_extension (
            struct sbi_scratch * scratch,
            enum sbi_hart_extensions ext )
```

Check whether a particular hart extension is available

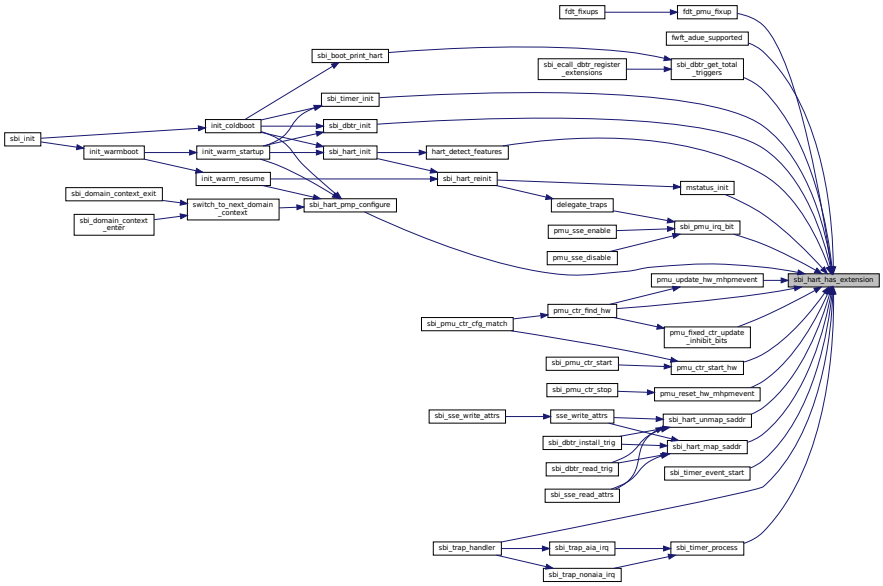
Parameters

scratch	pointer to the HART scratch space
ext	the extension number to check

Returns

true (available) or false (not available)

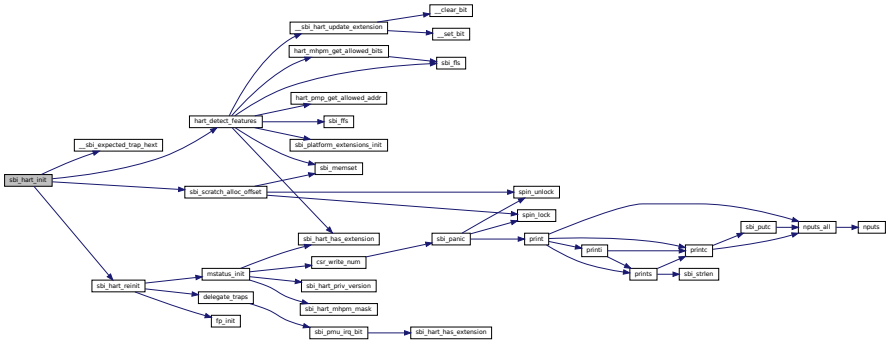
Here is the caller graph for this function:



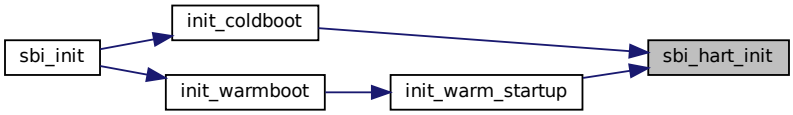
30.52.3.7 sbi_hart_init()

```
int sbi_hart_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



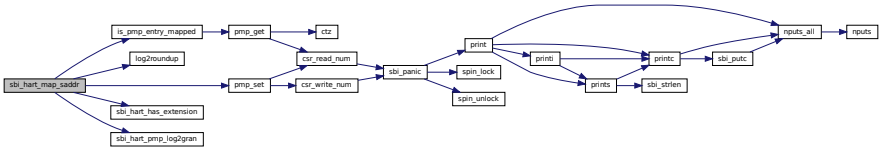
Here is the caller graph for this function:



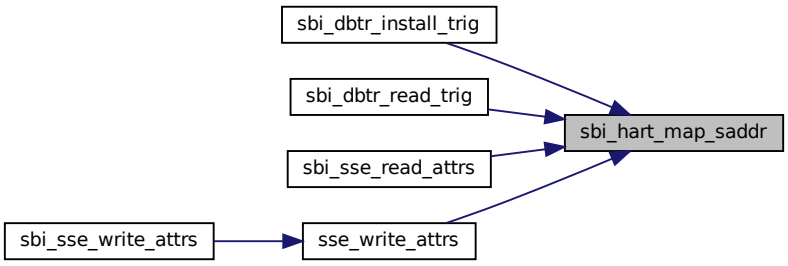
30.52.3.8 sbi_hart_map_saddr()

```
int sbi_hart_map_saddr (
            unsigned long base,
            unsigned long size )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.52.3.9 sbi_hart_mhpm_bits()

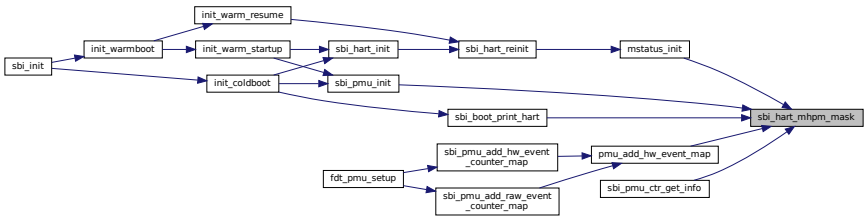
```
unsigned int sbi_hart_mhpm_bits (
            struct sbi_scratch * scratch )
```

Here is the caller graph for this function:

30.52.3.10 sbi_hart_mhpm_mask()

```
unsigned int sbi_hart_mhpm_mask (
            struct sbi_scratch * scratch )
```

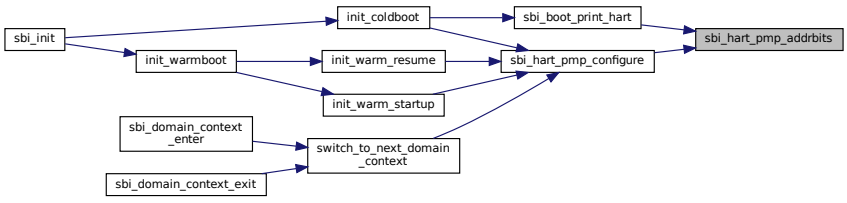
Here is the caller graph for this function:



30.52.3.11 sbi_hart_pmp_addrbits()

```
unsigned int sbi_hart_pmp_addrbits (
            struct sbi_scratch * scratch )
```

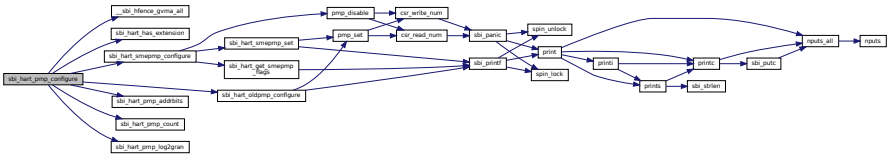
Here is the caller graph for this function:



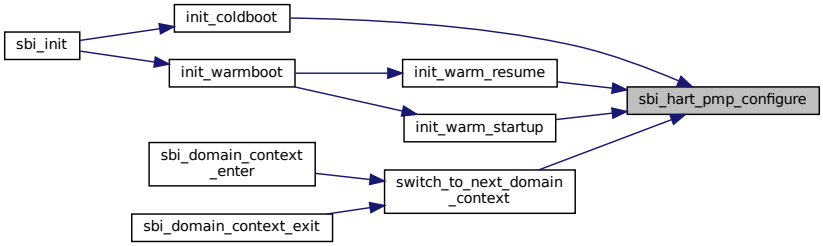
30.52.3.12 sbi_hart_pmp_configure()

```
int sbi_hart_pmp_configure (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



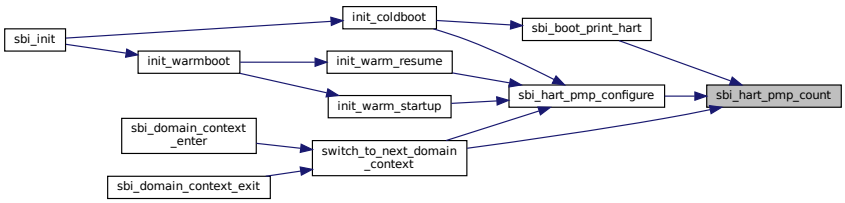
Here is the caller graph for this function:



30.52.3.13 sbi_hart_pmp_count()

```
unsigned int sbi_hart_pmp_count (
            struct sbi_scratch * scratch )
```

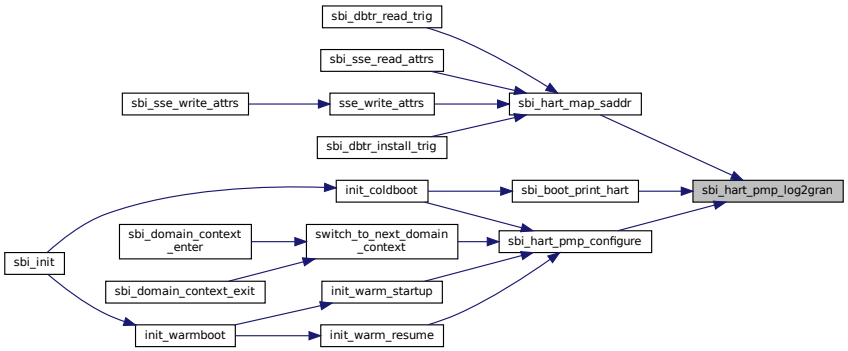
Here is the caller graph for this function:



30.52.3.14 sbi_hart_pmp_log2gran()

```
unsigned int sbi_hart_pmp_log2gran (
            struct sbi_scratch * scratch )
```

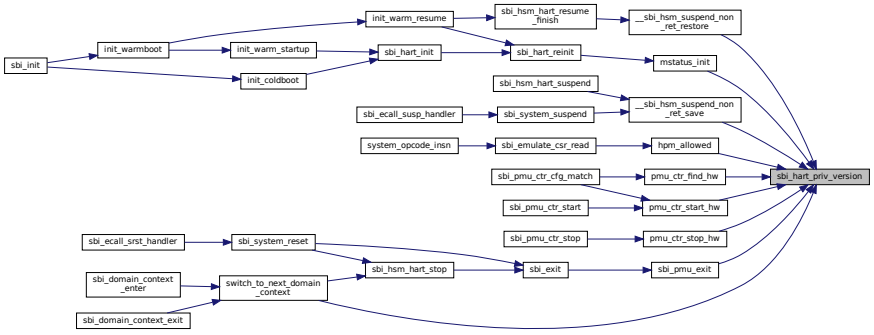
Here is the caller graph for this function:



30.52.3.15 sbi_hart_priv_version()

```
int sbi_hart_priv_version (
            struct sbi_scratch * scratch )
```

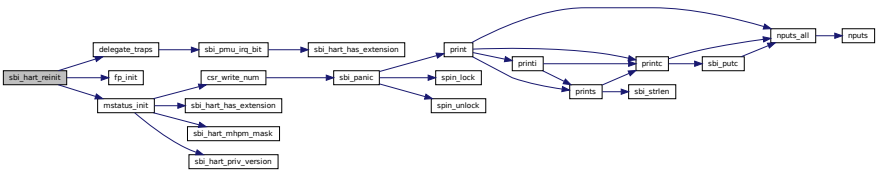
Here is the caller graph for this function:



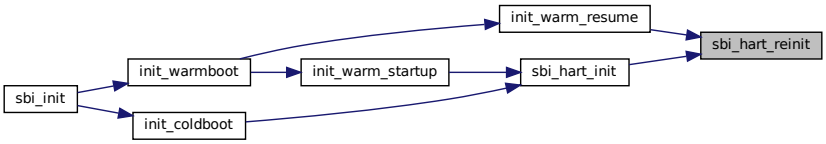
30.52.3.16 sbi_hart_reinit()

```
int sbi_hart_reinit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



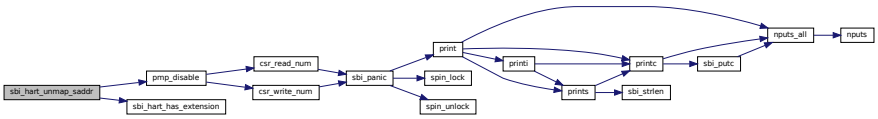
Here is the caller graph for this function:



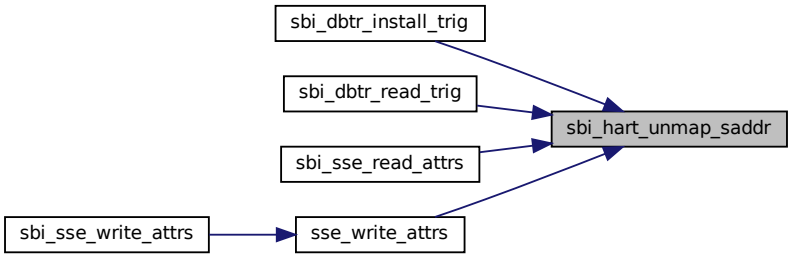
30.52.3.17 sbi_hart_unmap_saddr()

```
int sbi_hart_unmap_saddr (
            void  )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.52.3.18 sbi_hart_update_extension()

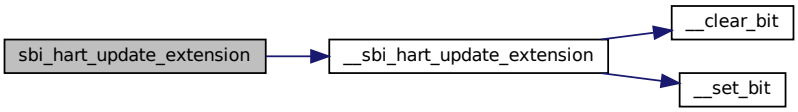
```
void sbi_hart_update_extension (
            struct sbi_scratch * scratch,
            enum sbi_hart_extensions ext,
            bool enable )
```

Enable/Disable a particular hart extension

Parameters

scratch	pointer to the HART scratch space
ext	the extension number to check
enable	new state of hart extension

Here is the call graph for this function:



30.52.4 Variable Documentation

30.52.4.1 arg1

```
void unsigned long arg1
```

30.52.4.2 next_addr

```
void unsigned long unsigned long next_addr
```

30.52.4.3 next_mode

```
void unsigned long unsigned long unsigned long next_mode
```

30.52.4.4 next_virt

```
void unsigned long unsigned long unsigned long bool next_virt
```

30.52.4.5 sbi_hart_expected_trap

```
void(* sbi_hart_expected_trap) (void) (
            void  )  [extern]
```

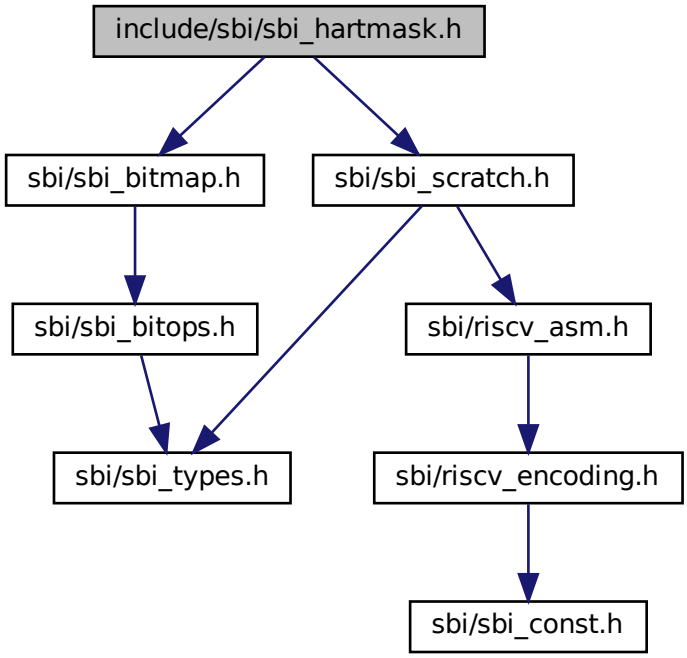
30.52.4.6 sbi_hart_ext

```
const struct sbi_hart_ext_data sbi_hart_ext[]  [extern]
```

30.53 include/sbi/sbi_hartmask.h File Reference

```
#include <sbi/sbi_bitmap.h>
#include <sbi/sbi_scratch.h>
```

Include dependency graph for sbi_hartmask.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_hartmask

Macros

- #define SBI_HARTMASK_MAX_BITS 128
- #define SBI_HARTMASK_INIT(__m) bitmap_zero(((__m)->bits), SBI_HARTMASK_MAX_BITS)
- #define SBI_HARTMASK_INIT_EXCEPT(__m, __h)
- #define sbi_hartmask_bits(__m) ((__m)->bits)
- #define sbi_hartmask_for_each_hartindex(__i, __m)

Functions

- static void sbi_hartmask_set_hartindex (u32 i, struct sbi_hartmask *m)
- static void sbi_hartmask_set_hartid (u32 h, struct sbi_hartmask *m)
- static void sbi_hartmask_clear_hartindex (u32 i, struct sbi_hartmask *m)
- static void sbi_hartmask_clear_hartid (u32 h, struct sbi_hartmask *m)
- static int sbi_hartmask_test_hartindex (u32 i, const struct sbi_hartmask *m)
- static int sbi_hartmask_test_hartid (u32 h, const struct sbi_hartmask *m)

- static void sbi_hartmask_set_all (struct sbi_hartmask *dstp)
- static void sbi_hartmask_clear_all (struct sbi_hartmask *dstp)
- static void sbi_hartmask_and (struct sbi_hartmask *dstp, const struct sbi_hartmask *src1p, const struct sbi_hartmask *src2p)
- static void sbi_hartmask_or (struct sbi_hartmask *dstp, const struct sbi_hartmask *src1p, const struct sbi_hartmask *src2p)
- static void sbi_hartmask_xor (struct sbi_hartmask *dstp, const struct sbi_hartmask *src1p, const struct sbi_hartmask *src2p)

30.53.1 Macro Definition Documentation

30.53.1.1 sbi_hartmask_bits

```
#define sbi_hartmask_bits(
            __m ) ((__m)->bits)
```

Get underlying bitmap of hartmask

Parameters

m	the hartmask pointer

30.53.1.2 sbi_hartmask_for_each_hartindex

```
#define sbi_hartmask_for_each_hartindex(
            __i,
            __m )
```

Value:

```
    for((__i) = find_first_bit((__m)->bits, SBI_HARTMASK_MAX_BITS); \
        (__i) < SBI_HARTMASK_MAX_BITS; \
        (__i) = find_next_bit((__m)->bits, SBI_HARTMASK_MAX_BITS, (__i) + 1))
```

Iterate over each HART index in hartmask __i hart index __m hartmask

30.53.1.3 SBI_HARTMASK_INIT

```
#define SBI_HARTMASK_INIT(
            __m ) bitmap_zero(((__m)->bits), SBI_HARTMASK_MAX_BITS)
```

Initialize hartmask to zero

30.53.1.4 SBI_HARTMASK_INIT_EXCEPT

```
#define SBI_HARTMASK_INIT_EXCEPT(
            __m,
            __h )
```

Value:

```
    do { \
        u32 __i = sbi_hartid_to_hartindex(__h); \
        bitmap_zero_except(((__m)->bits), __i, SBI_HARTMASK_MAX_BITS); \
    } while(0)
```

Initialize hartmask to zero except a particular HART id

30.53.1.5 SBI_HARTMASK_MAX_BITS

```
#define SBI_HARTMASK_MAX_BITS 128
```

Maximum number of bits in a hartmask

The hartmask is indexed using physical HART id so this define also represents the maximum number of HART ids generic OpenSBI can handle.

30.53.2 Function Documentation

30.53.2.1 sbi_hartmask_and()

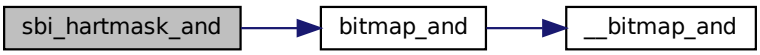
```
static void sbi_hartmask_and (
            struct sbi_hartmask * dstp,
            const struct sbi_hartmask * src1p,
            const struct sbi_hartmask * src2p )  [inline], [static]
```

∗dstp = ∗src1p & ∗src2p

Parameters

dstp	the hartmask result
src1p	the first input
src2p	the second input

Here is the call graph for this function:



30.53.2.2 sbi_hartmask_clear_all()

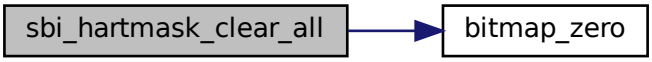
```
static void sbi_hartmask_clear_all (
            struct sbi_hartmask * dstp )  [inline], [static]
```

Clear all HARTs in a hartmask

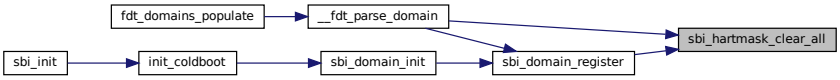
Parameters

dstp	the hartmask pointer

Here is the call graph for this function:



Here is the caller graph for this function:



30.53.2.3 sbi_hartmask_clear_hartid()

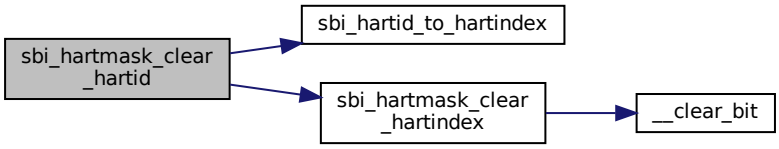
```
static void sbi_hartmask_clear_hartid (
            u32 h,
            struct sbi_hartmask * m )  [inline], [static]
```

Clear a HART id in hartmask

Parameters

h	HART id to clear
m	the hartmask pointer

Here is the call graph for this function:



30.53.2.4 sbi_hartmask_clear_hartindex()

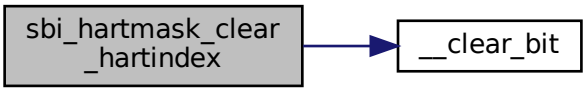
```
static void sbi_hartmask_clear_hartindex (
            u32 i,
            struct sbi_hartmask * m )  [inline], [static]
```

Clear a HART index in hartmask

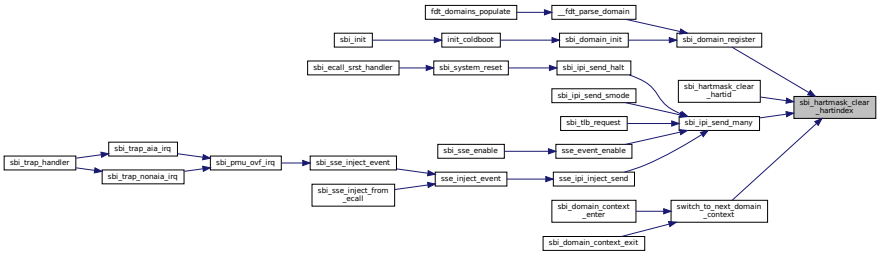
Parameters

i	HART index to clear
m	the hartmask pointer

Here is the call graph for this function:



Here is the caller graph for this function:



30.53.2.5 sbi_hartmask_or()

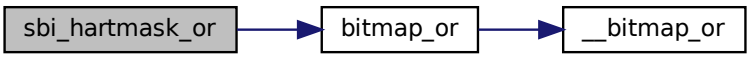
```
static void sbi_hartmask_or (
            struct sbi_hartmask * dstp,
            const struct sbi_hartmask * src1p,
            const struct sbi_hartmask * src2p )  [inline], [static]
```

∗dstp = ∗src1p | ∗src2p

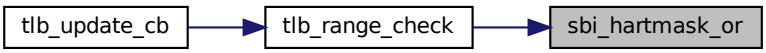
Parameters

dstp	the hartmask result
src1p	the first input
src2p	the second input

Here is the call graph for this function:



Here is the caller graph for this function:



30.53.2.6 sbi_hartmask_set_all()

```
static void sbi_hartmask_set_all (
            struct sbi_hartmask * dstp )  [inline], [static]
```

Set all HARTs in a hartmask

Parameters

dstp	the hartmask pointer

Here is the call graph for this function:

30.53.2.7 sbi_hartmask_set_hartid()

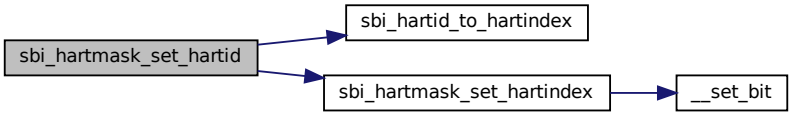
```
static void sbi_hartmask_set_hartid (
            u32 h,
            struct sbi_hartmask * m )  [inline], [static]
```

Set a HART id in hartmask

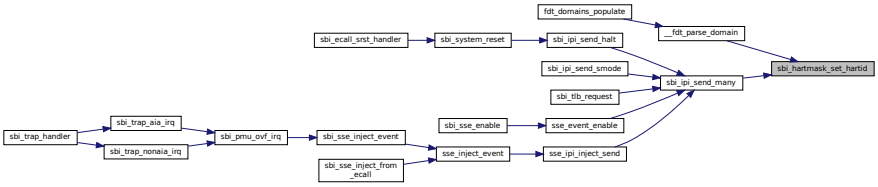
Parameters

h	HART id to set
m	the hartmask pointer

Here is the call graph for this function:



Here is the caller graph for this function:



30.53.2.8 sbi_hartmask_set_hartindex()

```
static void sbi_hartmask_set_hartindex (
            u32 i,
            struct sbi_hartmask * m )  [inline], [static]
```

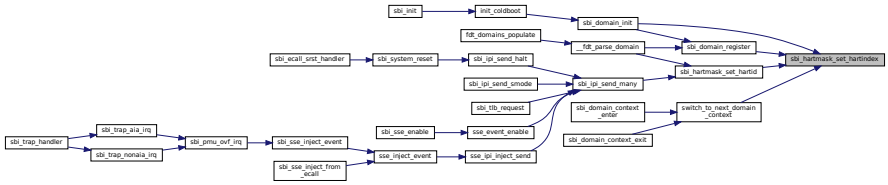
Set a HART index in hartmask

Parameters

i	HART index to set
m	the hartmask pointer

Here is the call graph for this function:

Here is the caller graph for this function:



30.53.2.9 sbi_hartmask_test_hartid()

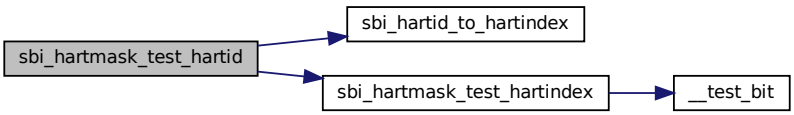
```
static int sbi_hartmask_test_hartid (
            u32 h,
            const struct sbi_hartmask * m )  [inline], [static]
```

Test a HART id in hartmask

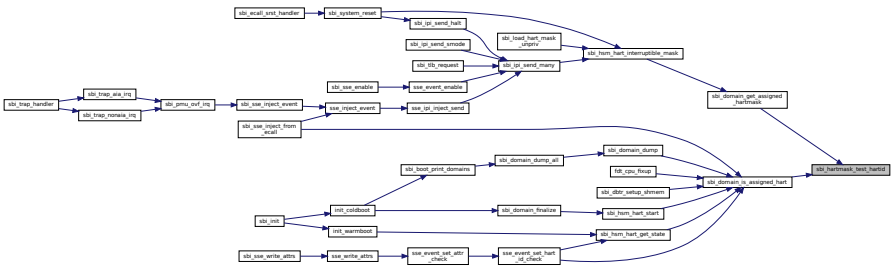
Parameters

h	HART id to test
m	the hartmask pointer

Here is the call graph for this function:



Here is the caller graph for this function:



30.53.2.10 sbi_hartmask_test_hartindex()

```
static int sbi_hartmask_test_hartindex (
            u32 i,
            const struct sbi_hartmask * m )  [inline], [static]
```

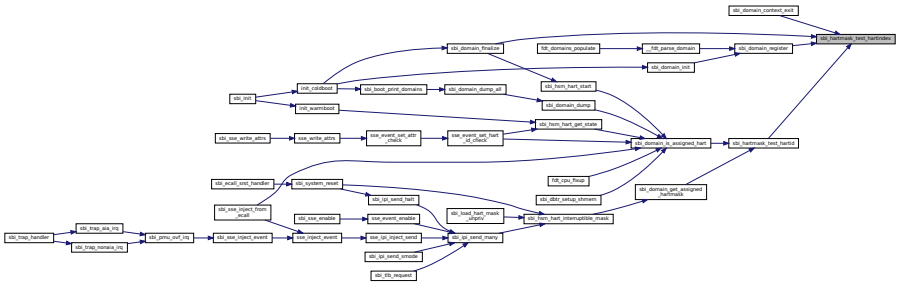
Test a HART index in hartmask

Parameters

i	HART index to test
m	the hartmask pointer

Here is the call graph for this function:

Here is the caller graph for this function:



30.53.2.11 sbi_hartmask_xor()

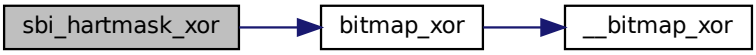
```
static void sbi_hartmask_xor (
            struct sbi_hartmask * dstp,
            const struct sbi_hartmask * src1p,
            const struct sbi_hartmask * src2p )  [inline], [static]
```

∗dstp = ∗src1p ^ ∗src2p

Parameters

dstp	the hartmask result
src1p	the first input
src2p	the second input

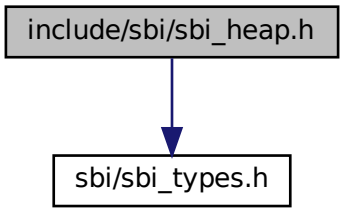
Here is the call graph for this function:



30.54 include/sbi/sbi_heap.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_heap.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define HEAP_BASE_ALIGN 1024

Functions

- void * sbi_malloc (size_t size)
- void * sbi_zalloc (size_t size)
- static void * sbi_calloc (size_t nitems, size_t size)
- void sbi_free (void *ptr)
- unsigned long sbi_heap_free_space (void)
- unsigned long sbi_heap_used_space (void)
- unsigned long sbi_heap_reserved_space (void)
- int sbi_heap_init (struct sbi_scratch *scratch)

30.54.1 Macro Definition Documentation

30.54.1.1 HEAP_BASE_ALIGN

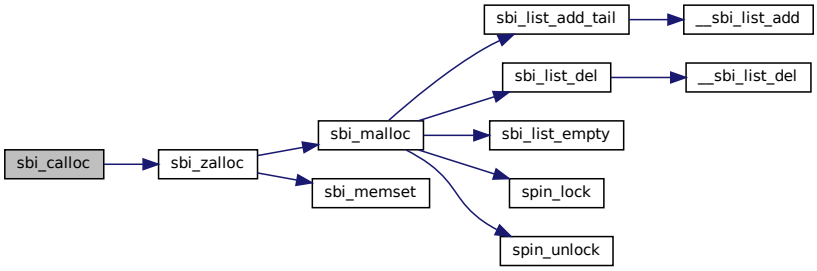
```
#define HEAP_BASE_ALIGN 1024
```

30.54.2 Function Documentation

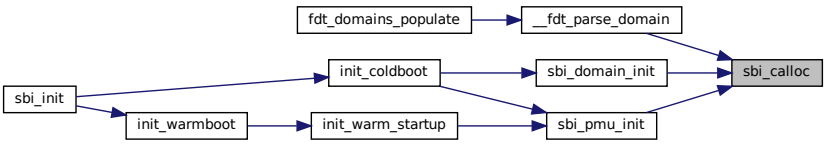
30.54.2.1 sbi_calloc()

```
static void* sbi_calloc (
            size_t nitems,
            size_t size )  [inline], [static]
```

Allocate array from heap area Here is the call graph for this function:



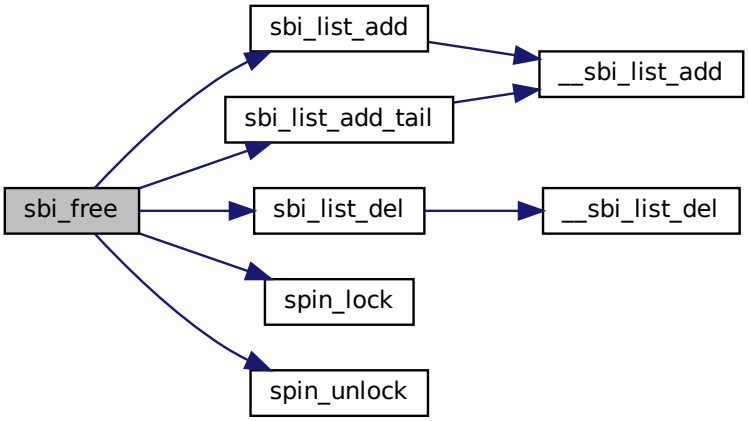
Here is the caller graph for this function:



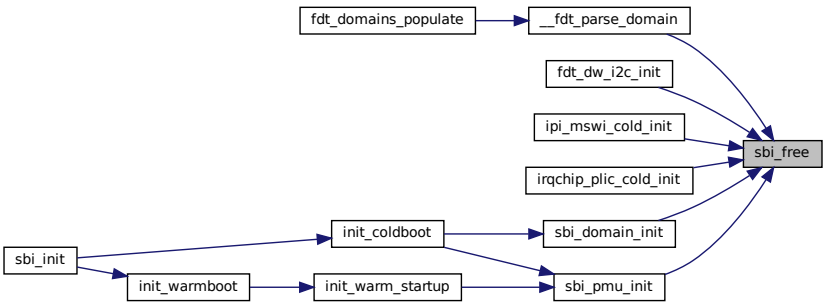
30.54.2.2 sbi_free()

```
void sbi_free (
            void * ptr )
```

Free-up to heap area Here is the call graph for this function:



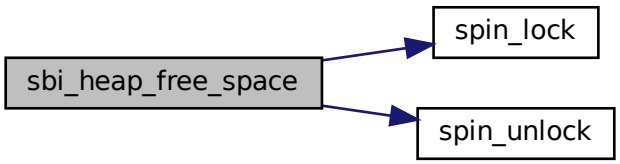
Here is the caller graph for this function:



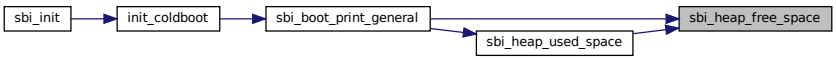
30.54.2.3 sbi_heap_free_space()

```
unsigned long sbi_heap_free_space (
            void  )
```

Amount (in bytes) of free space in the heap area Here is the call graph for this function:



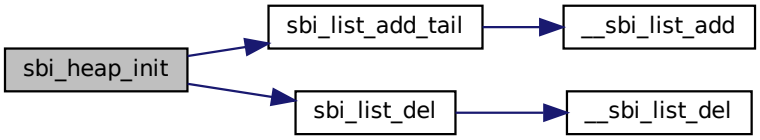
Here is the caller graph for this function:



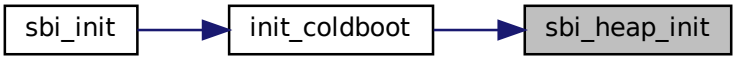
30.54.2.4 sbi_heap_init()

```
int sbi_heap_init (
            struct sbi_scratch * scratch )
```

Initialize heap area Here is the call graph for this function:



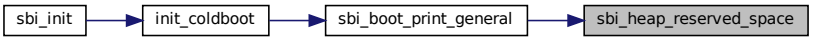
Here is the caller graph for this function:



30.54.2.5 sbi_heap_reserved_space()

```
unsigned long sbi_heap_reserved_space (
            void  )
```

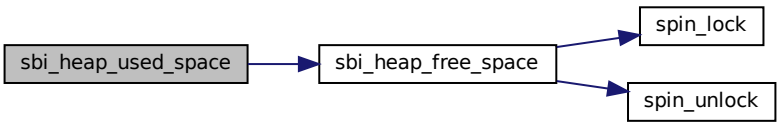
Amount (in bytes) of reserved space in the heap area Here is the caller graph for this function:



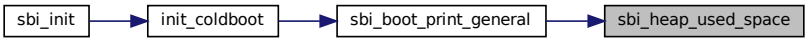
30.54.2.6 sbi_heap_used_space()

```
unsigned long sbi_heap_used_space (
            void  )
```

Amount (in bytes) of used space in the heap area Here is the call graph for this function:



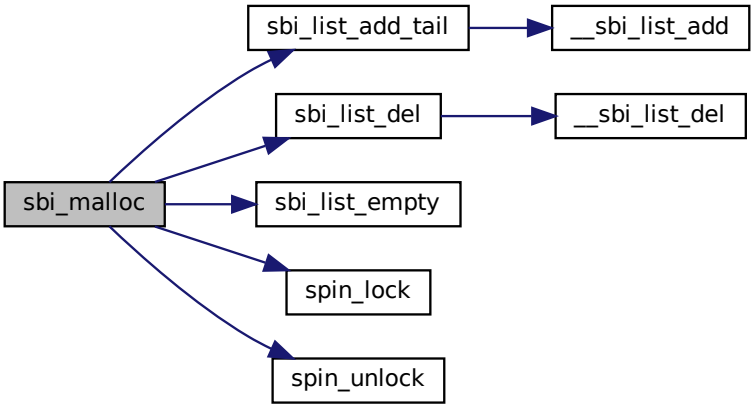
Here is the caller graph for this function:



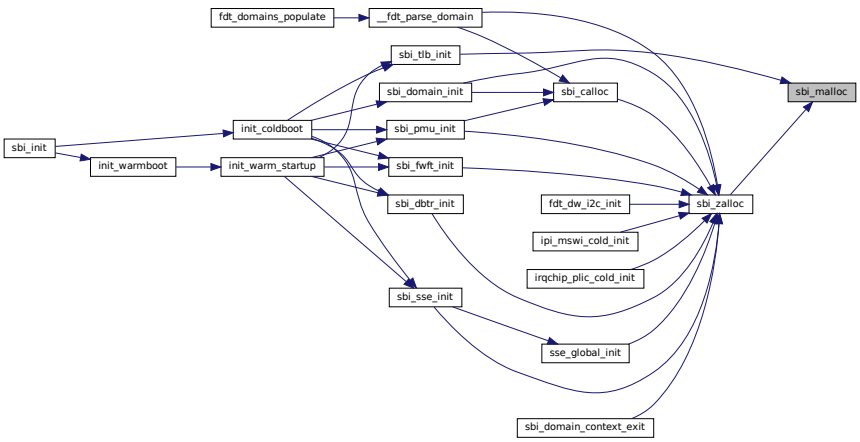
30.54.2.7 sbi_malloc()

```
void* sbi_malloc (
            size_t size )
```

Allocate from heap area Here is the call graph for this function:



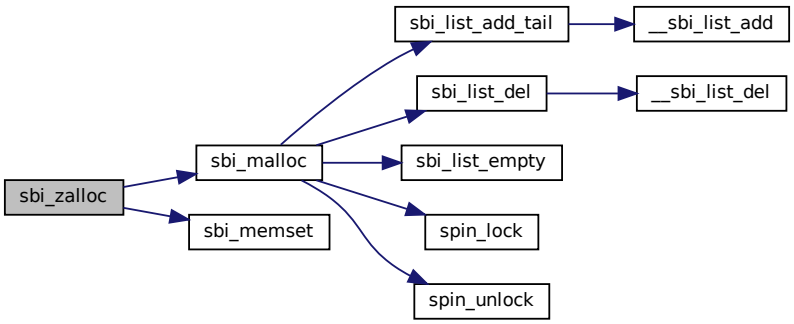
Here is the caller graph for this function:



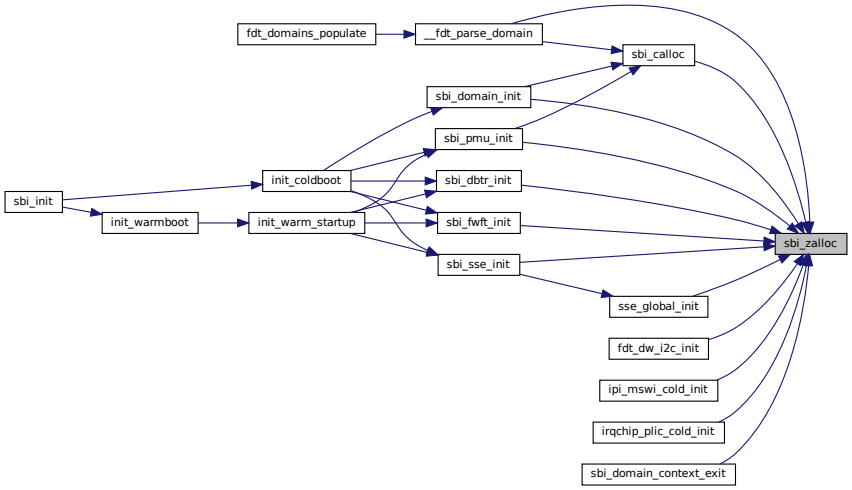
30.54.2.8 sbi_zalloc()

```
void* sbi_zalloc (
            size_t size )
```

Zero allocate from heap area Here is the call graph for this function:

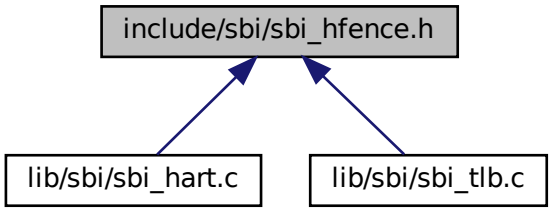


Here is the caller graph for this function:



30.55 include/sbi/sbi_hfence.h File Reference

This graph shows which files directly or indirectly include this file:



Functions

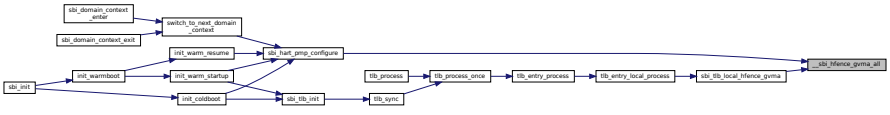
- void __sbi_hfence_gvma_vmid_gpa (unsigned long gpa_divby_4, unsigned long vmid)
- void __sbi_hfence_gvma_vmid (unsigned long vmid)
- void __sbi_hfence_gvma_gpa (unsigned long gpa_divby_4)
- void __sbi_hfence_gvma_all (void)
- void __sbi_hfence_vvma_asid_va (unsigned long va, unsigned long asid)
- void __sbi_hfence_vvma_asid (unsigned long asid)
- void __sbi_hfence_vvma_va (unsigned long va)
- void __sbi_hfence_vvma_all (void)

30.55.1 Function Documentation

30.55.1.1 __sbi_hfence_gvma_all()

```
void __sbi_hfence_gvma_all (
            void  )
```

Invalidate all possible Stage2 TLBs Here is the caller graph for this function:



30.55.1.2 __sbi_hfence_gvma_gpa()

```
void __sbi_hfence_gvma_gpa (
            unsigned long gpa_divby_4 )
```

Invalidate Stage2 TLBs for given guest physical address Here is the caller graph for this function:

30.55.1.3 __sbi_hfence_gvma_vmid()

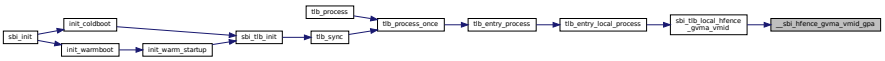
```
void __sbi_hfence_gvma_vmid (
            unsigned long vmid )
```

Invalidate Stage2 TLBs for given VMID Here is the caller graph for this function:

30.55.1.4 __sbi_hfence_gvma_vmid_gpa()

```
void __sbi_hfence_gvma_vmid_gpa (
            unsigned long gpa_divby_4,
            unsigned long vmid )
```

Invalidate Stage2 TLBs for given VMID and guest physical address Here is the caller graph for this function:



30.55.1.5 __sbi_hfence_vvma_all()

```
void __sbi_hfence_vvma_all (
            void  )
```

Invalidate all possible Stage2 TLBs Here is the caller graph for this function:

30.55.1.6 __sbi_hfence_vvma_asid()

```
void __sbi_hfence_vvma_asid (
            unsigned long asid )
```

Invalidate unified TLB entries for given ASID for a guest Here is the caller graph for this function:

30.55.1.7 __sbi_hfence_vvma_asid_va()

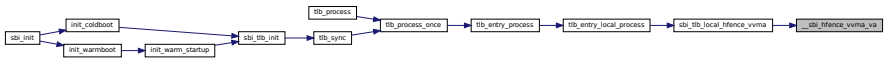
```
void __sbi_hfence_vvma_asid_va (
            unsigned long va,
            unsigned long asid )
```

Invalidate unified TLB entries for given asid and guest virtual address Here is the caller graph for this function:

30.55.1.8 __sbi_hfence_vvma_va()

```
void __sbi_hfence_vvma_va (
            unsigned long va )
```

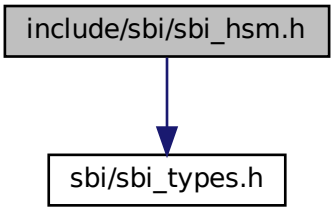
Invalidate unified TLB entries for a given guest virtual address Here is the caller graph for this function:



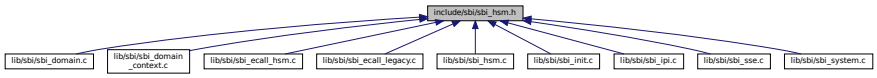
30.56 include/sbi/sbi_hsm.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_hsm.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_hsm_device

Functions

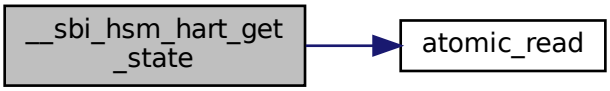
- const struct sbi_hsm_device * sbi_hsm_get_device (void)
- void sbi_hsm_set_device (const struct sbi_hsm_device *dev)
- int sbi_hsm_init (struct sbi_scratch *scratch, u32 hartid, bool cold_boot)
- void __noreturn sbi_hsm_exit (struct sbi_scratch *scratch)
- int sbi_hsm_hart_start (struct sbi_scratch *scratch, const struct sbi_domain *dom, u32 hartid, ulong saddr, ulong smode, ulong arg1)
- int sbi_hsm_hart_stop (struct sbi_scratch *scratch, bool exitnow)
- void sbi_hsm_hart_resume_start (struct sbi_scratch *scratch)
- void __noreturn sbi_hsm_hart_resume_finish (struct sbi_scratch *scratch, u32 hartid)
- int sbi_hsm_hart_suspend (struct sbi_scratch *scratch, u32 suspend_type, ulong raddr, ulong rmode, ulong arg1)
- bool sbi_hsm_hart_change_state (struct sbi_scratch *scratch, long oldstate, long newstate)
- int __sbi_hsm_hart_get_state (u32 hartid)
- int sbi_hsm_hart_get_state (const struct sbi_domain *dom, u32 hartid)
- int sbi_hsm_hart_interruptible_mask (const struct sbi_domain *dom, ulong hbase, ulong *out_hmask)
- void __sbi_hsm_suspend_non_ret_save (struct sbi_scratch *scratch)
- void __noreturn sbi_hsm_hart_start_finish (struct sbi_scratch *scratch, u32 hartid)

30.56.1 Function Documentation

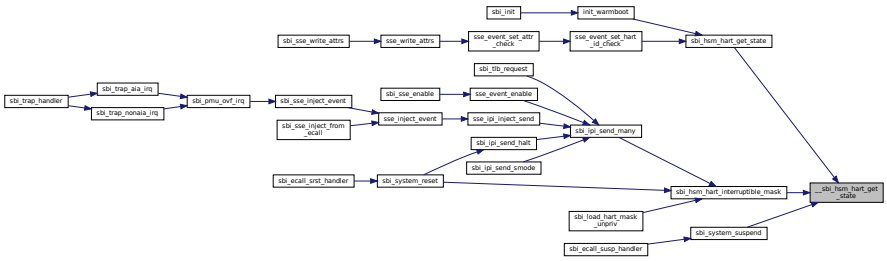
30.56.1.1 __sbi_hsm_hart_get_state()

```
int __sbi_hsm_hart_get_state (
            u32 hartid )
```

Here is the call graph for this function:



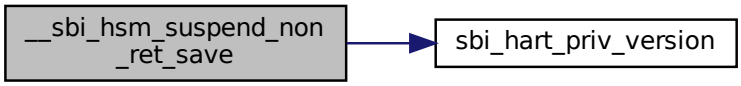
Here is the caller graph for this function:



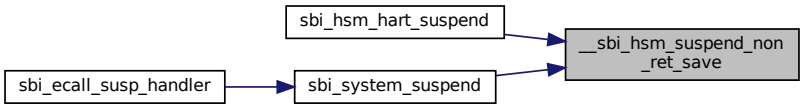
30.56.1.2 __sbi_hsm_suspend_non_ret_save()

```
void __sbi_hsm_suspend_non_ret_save (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



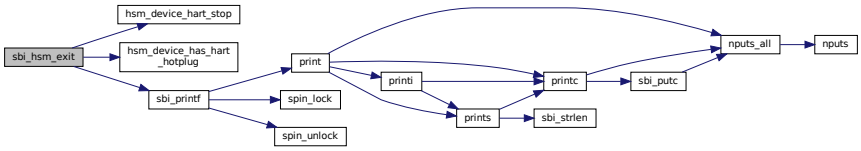
Here is the caller graph for this function:



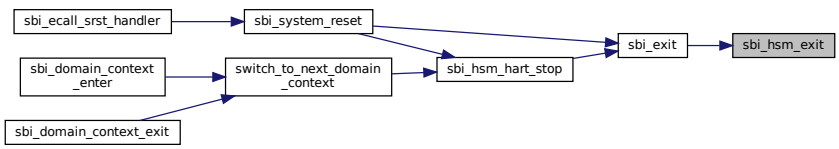
30.56.1.3 sbi_hsm_exit()

```
void __noreturn sbi_hsm_exit (
            struct sbi_scratch * scratch )
```

As platform is lacking support for hotplug, directly jump to warmboot and wait for interrupts in warmboot. We do it preemptively in order preserve the hart states and reuse the code path for hotplug.Here is the call graph for this function:



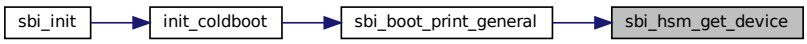
Here is the caller graph for this function:



30.56.1.4 sbi_hsm_get_device()

```
const struct sbi_hsm_device* sbi_hsm_get_device (
            void  )
```

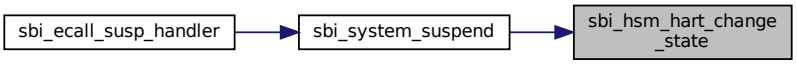
Here is the caller graph for this function:



30.56.1.5 sbi_hsm_hart_change_state()

```
bool sbi_hsm_hart_change_state (
            struct sbi_scratch * scratch,
            long oldstate,
            long newstate )
```

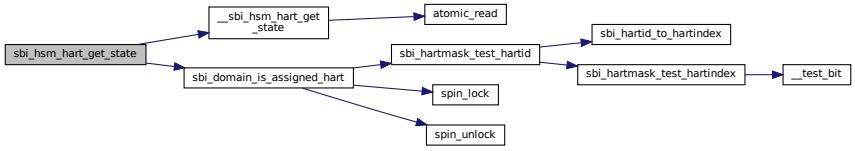
Here is the caller graph for this function:



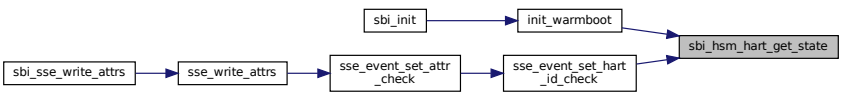
30.56.1.6 sbi_hsm_hart_get_state()

```
int sbi_hsm_hart_get_state (
            const struct sbi_domain * dom,
            u32 hartid )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.56.1.7 sbi_hsm_hart_interruptible_mask()

```
int sbi_hsm_hart_interruptible_mask (
            const struct sbi_domain * dom,
            ulong hbase,
            ulong * out_hmask )
```

Get ulong HART mask for given HART base ID

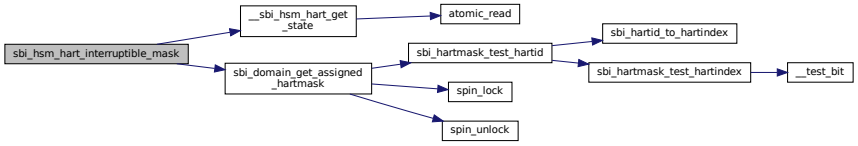
Parameters

dom	the domain to be used for output HART mask
hbase	the HART base ID
out_hmask	the output ulong HART mask

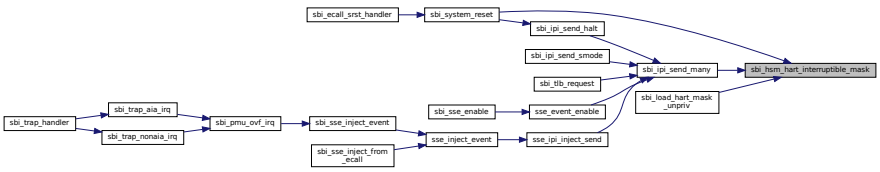
Returns

0 on success and SBI_Exxx (< 0) on failure Note: the output HART mask will be set to zero on failure as well.

Here is the call graph for this function:



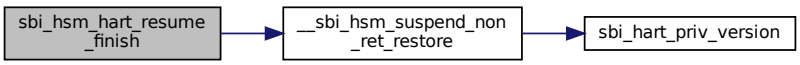
Here is the caller graph for this function:



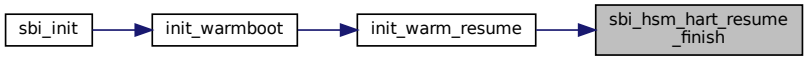
30.56.1.8 sbi_hsm_hart_resume_finish()

```
void __noreturn sbi_hsm_hart_resume_finish (
            struct sbi_scratch * scratch,
            u32 hartid )
```

Here is the call graph for this function:



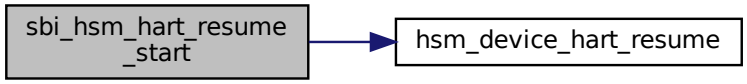
Here is the caller graph for this function:



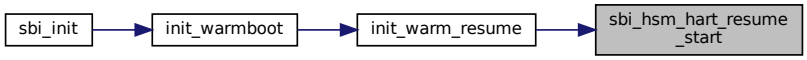
30.56.1.9 sbi_hsm_hart_resume_start()

```
void sbi_hsm_hart_resume_start (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



Here is the caller graph for this function:

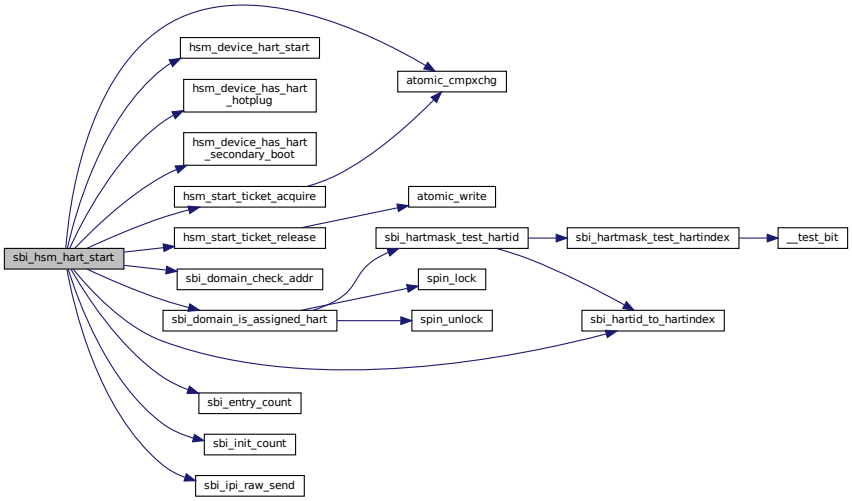


30.56.1.10 sbi_hsm_hart_start()

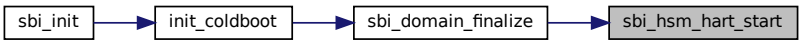
```
int sbi_hsm_hart_start (
            struct sbi_scratch * scratch,
            const struct sbi_domain * dom,
            u32 hartid,
            ulong saddr,
            ulong smode,
            ulong arg1 )
```

if a hart is already transition to start or stop, another start call is considered as invalid request.Here is the call graph

for this function:



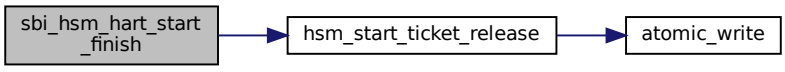
Here is the caller graph for this function:



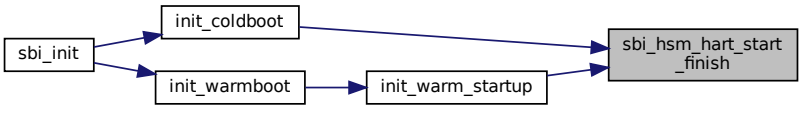
30.56.1.11 sbi_hsm_hart_start_finish()

```
void __noreturn sbi_hsm_hart_start_finish (
            struct sbi_scratch * scratch,
            u32 hartid )
```

Here is the call graph for this function:



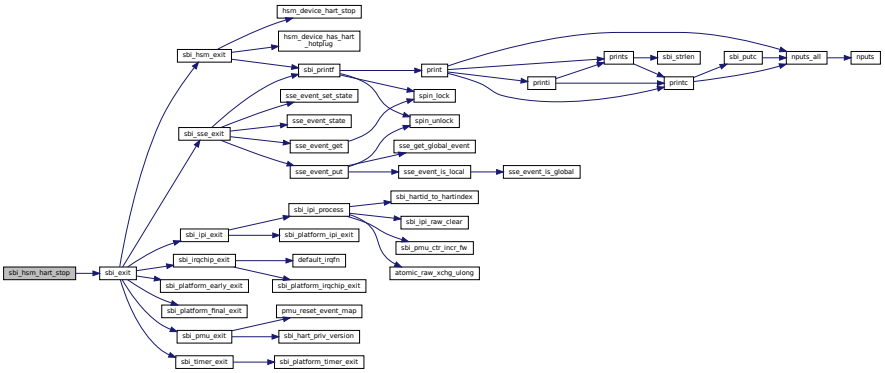
Here is the caller graph for this function:



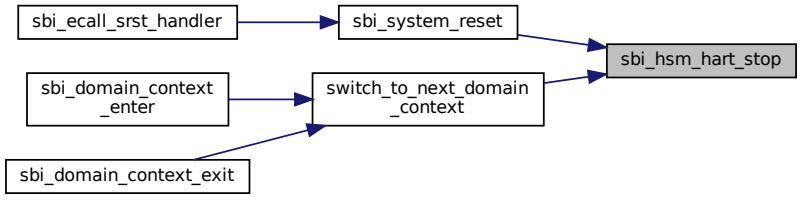
30.56.1.12 sbi_hsm_hart_stop()

```
int sbi_hsm_hart_stop (
            struct sbi_scratch * scratch,
            bool exitnow )
```

Here is the call graph for this function:



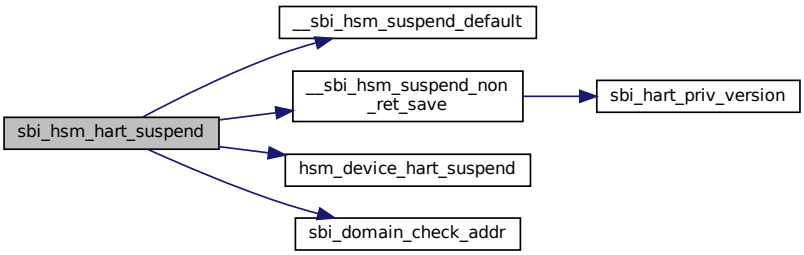
Here is the caller graph for this function:



30.56.1.13 sbi_hsm_hart_suspend()

```
int sbi_hsm_hart_suspend (
            struct sbi_scratch * scratch,
            u32 suspend_type,
            ulong raddr,
            ulong rmode,
            ulong arg1 )
```

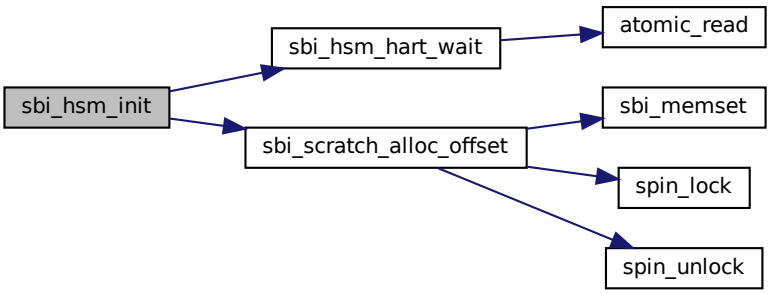
Here is the call graph for this function:



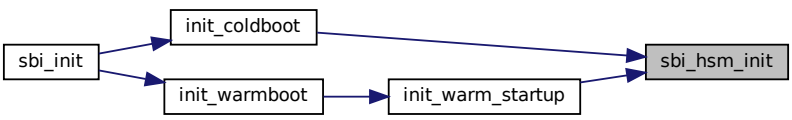
30.56.1.14 sbi_hsm_init()

```
int sbi_hsm_init (
            struct sbi_scratch * scratch,
            u32 hartid,
            bool cold_boot )
```

Here is the call graph for this function:



Here is the caller graph for this function:



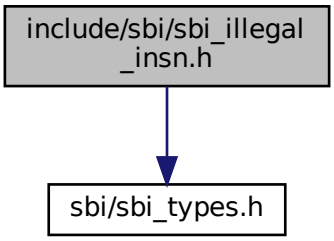
30.56.1.15 sbi_hsm_set_device()

```
void sbi_hsm_set_device (
```

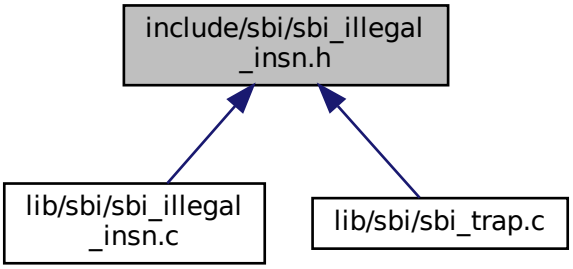
```
            const struct sbi_hsm_device * dev )
```

30.57 include/sbi/sbi_illegal_insn.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for sbi_illegal_insn.h:



This graph shows which files directly or indirectly include this file:



Functions

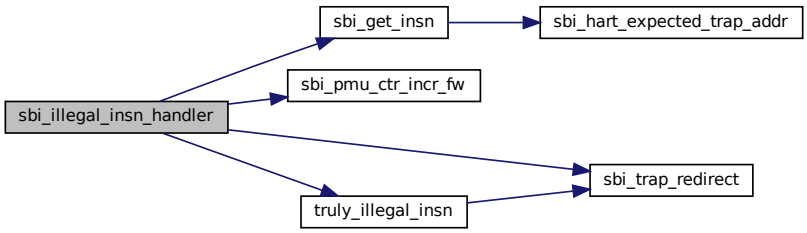
- int sbi_illegal_insn_handler (struct sbi_trap_context *tcntx)

30.57.1 Function Documentation

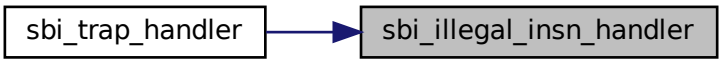
30.57.1.1 sbi_illegal_insn_handler()

```
int sbi_illegal_insn_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



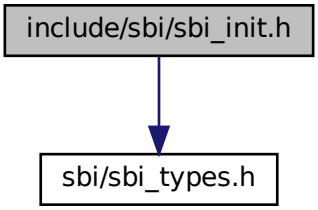
Here is the caller graph for this function:



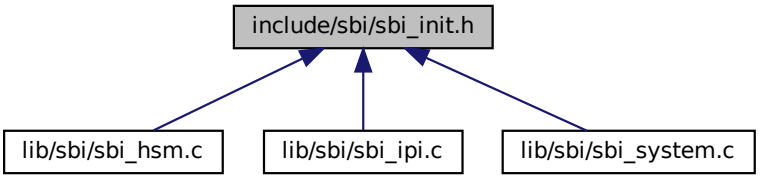
30.58 include/sbi/sbi_init.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_init.h:



This graph shows which files directly or indirectly include this file:



Functions

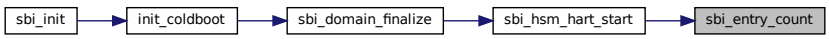
- void __noreturn sbi_init (struct sbi_scratch *scratch)
- unsigned long sbi_entry_count (u32 hartid)
- unsigned long sbi_init_count (u32 hartid)
- void __noreturn sbi_exit (struct sbi_scratch *scratch)

30.58.1 Function Documentation

30.58.1.1 sbi_entry_count()

```
unsigned long sbi_entry_count (
            u32 hartid )
```

Here is the caller graph for this function:



30.58.1.2 sbi_exit()

```
void __noreturn sbi_exit (
            struct sbi_scratch * scratch )
```

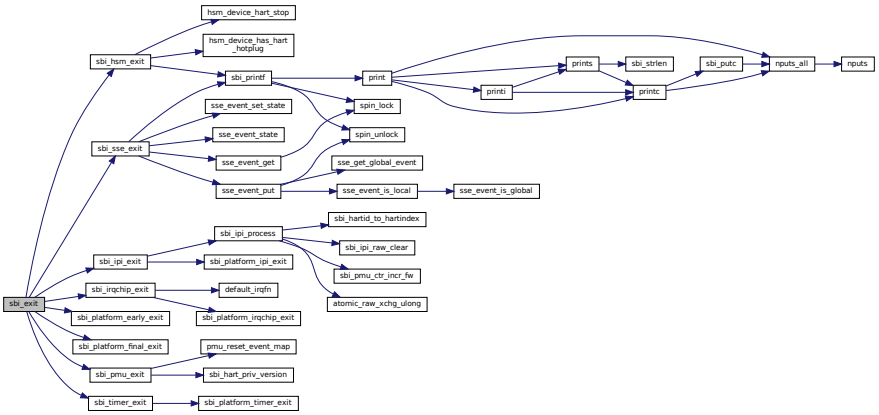
Exit OpenSBI library for current HART and stop HART
The function expects following:

1. The 'mscratch' CSR is pointing to sbi_scratch of current HART
2. Stack pointer (SP) is setup for current HART

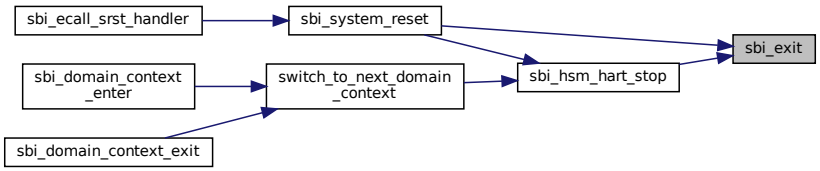
Parameters

scratch	pointer to sbi_scratch of current HART

Here is the call graph for this function:



Here is the caller graph for this function:



30.58.1.3 sbi_init()

```
void __noreturn sbi_init (
            struct sbi_scratch * scratch )
```

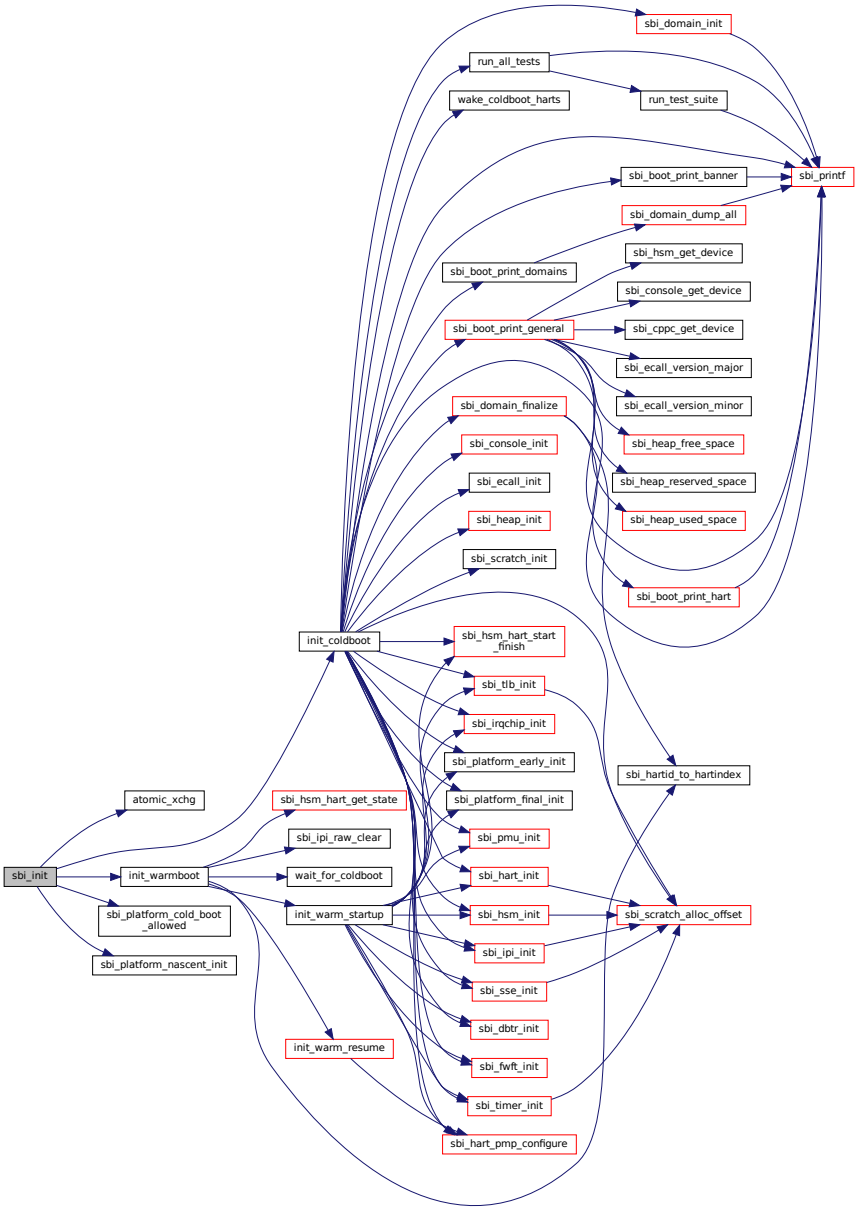
Initialize OpenSBI library for current HART and jump to next booting stage.
The function expects following:

1. The 'mscratch' CSR is pointing to sbi_scratch of current HART
2. Stack pointer (SP) is setup for current HART
3. Interrupts are disabled in MSTATUS CSR
4. All interrupts are disabled in MIE CSR

Parameters

scratch	pointer to sbi_scratch of current HART

Here is the call graph for this function:



30.58.1.4 sbi_init_count()

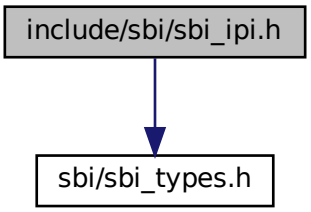
```
unsigned long sbi_init_count (
            u32 hartid )
```

Here is the caller graph for this function:

30.59 include/sbi/sbi_ipi.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_ipi.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_ipi_device
- struct sbi_ipi_event_ops

Macros

- #define SBI_IPI_EVENT_MAX (8 ∗ __SIZEOF_LONG__)

Enumerations

- enum sbi_ipi_update_type { SBI_IPI_UPDATE_SUCCESS , SBI_IPI_UPDATE_BREAK , SBI_IPI_UPDATE_RETRY }

Functions

- int sbi_ipi_send_many (ulong hmask, ulong hbase, u32 event, void ∗data)
- int sbi_ipi_event_create (const struct sbi_ipi_event_ops ∗ops)
- void sbi_ipi_event_destroy (u32 event)
- int sbi_ipi_send_smode (ulong hmask, ulong hbase)
- void sbi_ipi_clear_smode (void)
- int sbi_ipi_send_halt (ulong hmask, ulong hbase)
- void sbi_ipi_process (void)
- int sbi_ipi_raw_send (u32 hartindex)
- void sbi_ipi_raw_clear (u32 hartindex)
- const struct sbi_ipi_device ∗ sbi_ipi_get_device (void)
- void sbi_ipi_set_device (const struct sbi_ipi_device ∗dev)
- int sbi_ipi_init (struct sbi_scratch ∗scratch, bool cold_boot)
- void sbi_ipi_exit (struct sbi_scratch ∗scratch)

30.59.1 Macro Definition Documentation

30.59.1.1 SBI_IPI_EVENT_MAX

```
#define SBI_IPI_EVENT_MAX (8 * __SIZEOF_LONG__)
```

30.59.2 Enumeration Type Documentation

30.59.2.1 sbi_ipi_update_type

```
enum sbi_ipi_update_type
```

Enumerator

SBI_IPI_UPDATE_SUCCESS	
SBI_IPI_UPDATE_BREAK	
SBI_IPI_UPDATE_RETRY	

30.59.3 Function Documentation

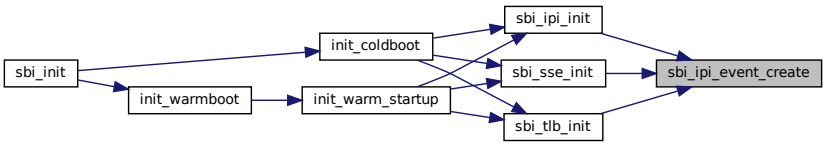
30.59.3.1 sbi_ipi_clear_smode()

```
void sbi_ipi_clear_smode (
            void  )
```

30.59.3.2 sbi_ipi_event_create()

```
int sbi_ipi_event_create (
            const struct sbi_ipi_event_ops * ops )
```

Here is the caller graph for this function:



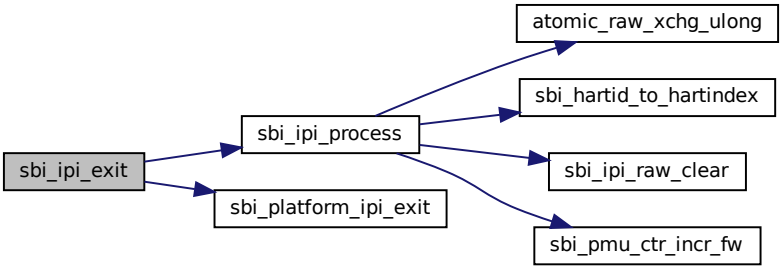
30.59.3.3 sbi_ipi_event_destroy()

```
void sbi_ipi_event_destroy (
            u32 event )
```

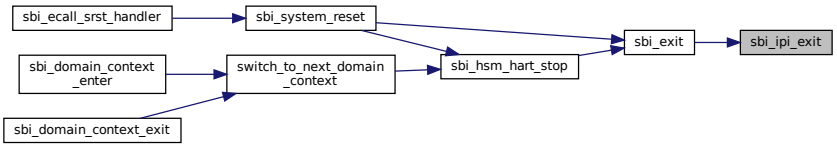
30.59.3.4 sbi_ipi_exit()

```
void sbi_ipi_exit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



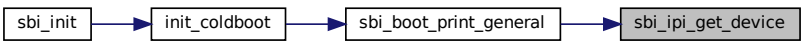
Here is the caller graph for this function:



30.59.3.5 sbi_ipi_get_device()

```
const struct sbi_ipi_device* sbi_ipi_get_device (
            void  )
```

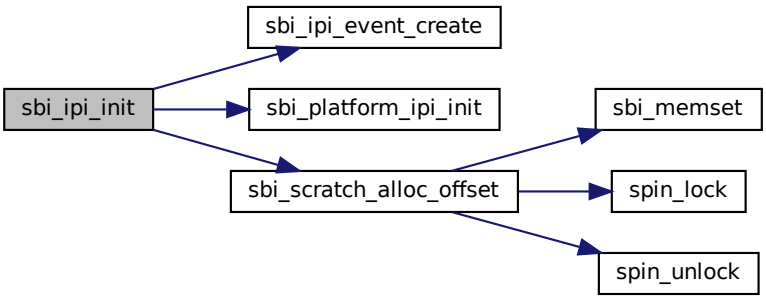
Here is the caller graph for this function:



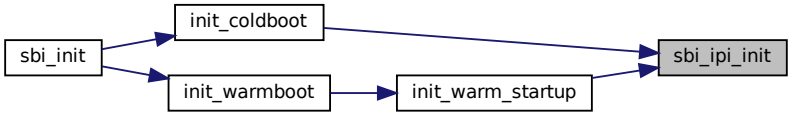
30.59.3.6 sbi_ipi_init()

```
int sbi_ipi_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



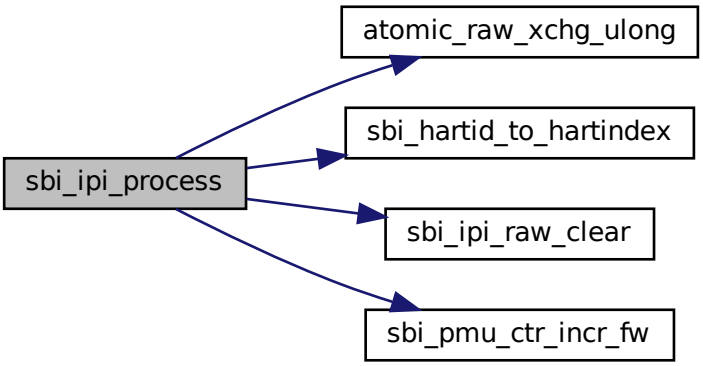
Here is the caller graph for this function:



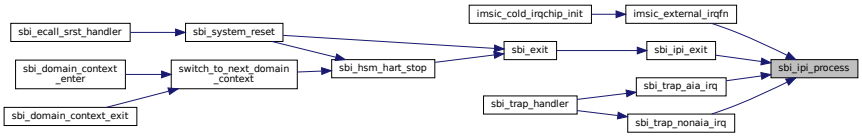
30.59.3.7 sbi_ipi_process()

```
void sbi_ipi_process (
             void  )
```

Here is the call graph for this function:



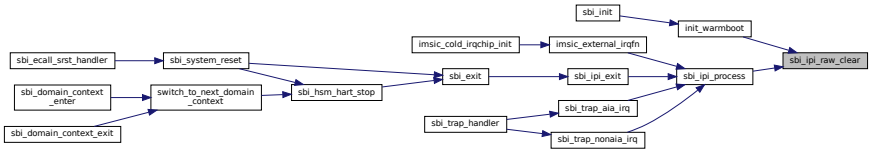
Here is the caller graph for this function:



30.59.3.8 sbi_ipi_raw_clear()

```
void sbi_ipi_raw_clear (
            u32 hartindex )
```

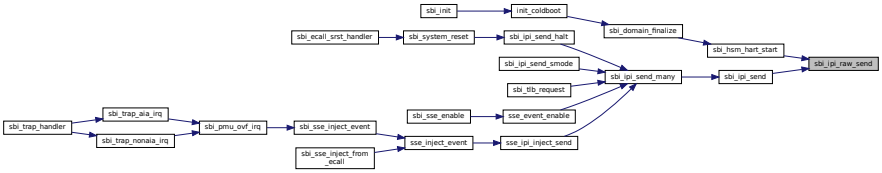
Here is the caller graph for this function:



30.59.3.9 sbi_ipi_raw_send()

```
int sbi_ipi_raw_send (
            u32 hartindex )
```

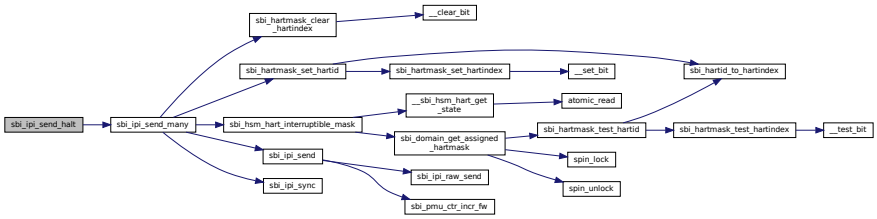
Here is the caller graph for this function:



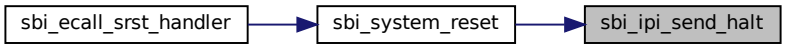
30.59.3.10 sbi_ipi_send_halt()

```
int sbi_ipi_send_halt (
            ulong hmask,
            ulong hbase )
```

Here is the call graph for this function:



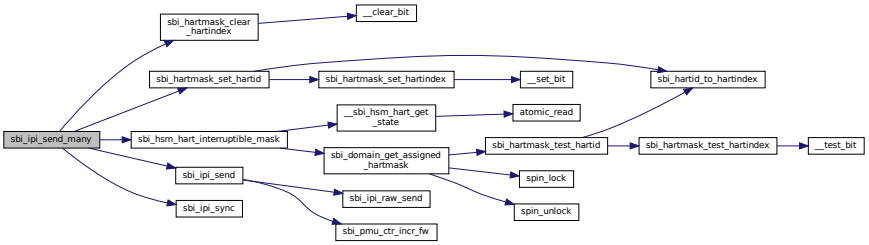
Here is the caller graph for this function:



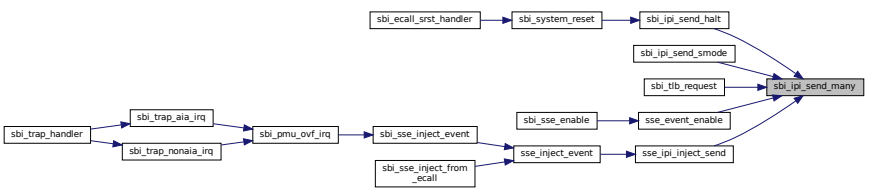
30.59.3.11 sbi_ipi_send_many()

```
int sbi_ipi_send_many (
            ulong hmask,
            ulong hbase,
            u32 event,
            void * data )
```

As this this function only handlers scalar values of hart mask, it must be set to all online harts if the intention is to send IPIs to all the harts. If hmask is zero, no IPIs will be sent. Here is the call graph for this function:



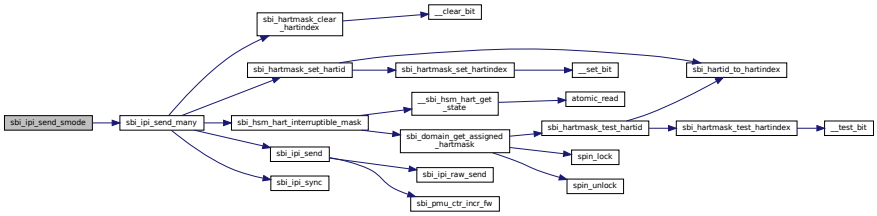
Here is the caller graph for this function:



30.59.3.12 sbi_ipi_send_smode()

```
int sbi_ipi_send_smode (
            ulong hmask,
            ulong hbase )
```

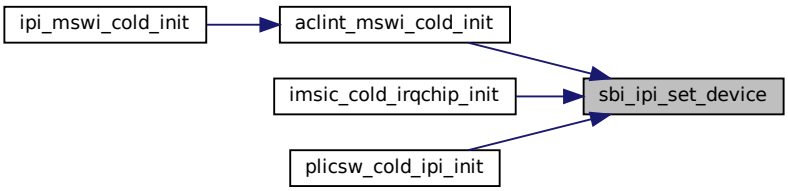
Here is the call graph for this function:



30.59.3.13 sbi_ipi_set_device()

```
void sbi_ipi_set_device (
            const struct sbi_ipi_device * dev )
```

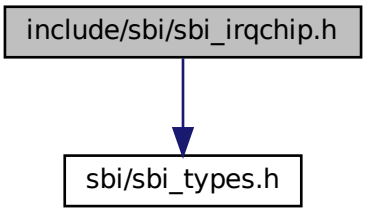
Here is the caller graph for this function:



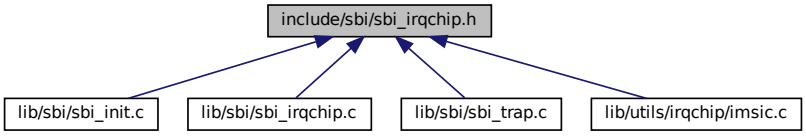
30.60 include/sbi/sbi_irqchip.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_irqchip.h:



This graph shows which files directly or indirectly include this file:



Functions

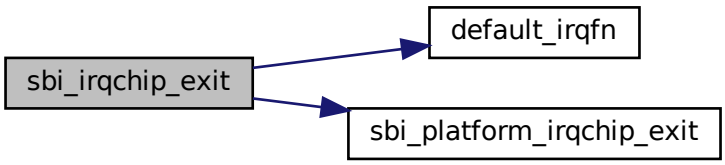
- void sbi_irqchip_set_irqfn (int(∗fn)(void))
- int sbi_irqchip_process (void)
- int sbi_irqchip_init (struct sbi_scratch ∗scratch, bool cold_boot)
- void sbi_irqchip_exit (struct sbi_scratch ∗scratch)

30.60.1 Function Documentation

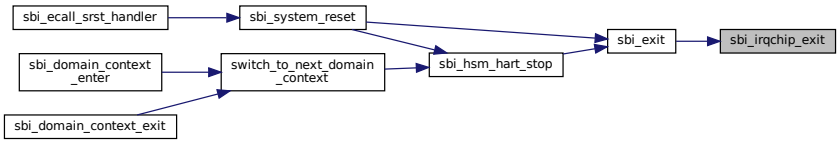
30.60.1.1 sbi_irqchip_exit()

```
void sbi_irqchip_exit (
            struct sbi_scratch * scratch )
```

Exit interrupt controllers Here is the call graph for this function:



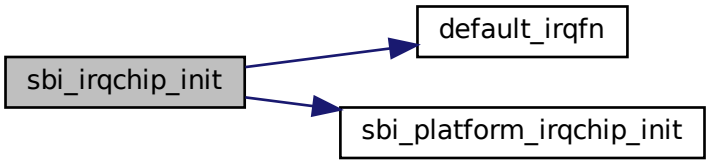
Here is the caller graph for this function:



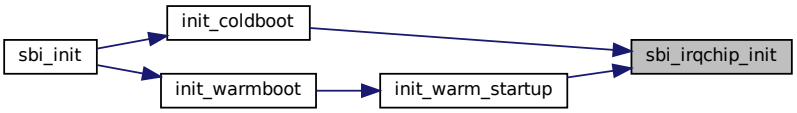
30.60.1.2 sbi_irqchip_init()

```
int sbi_irqchip_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Initialize interrupt controllers Here is the call graph for this function:



Here is the caller graph for this function:



30.60.1.3 sbi_irqchip_process()

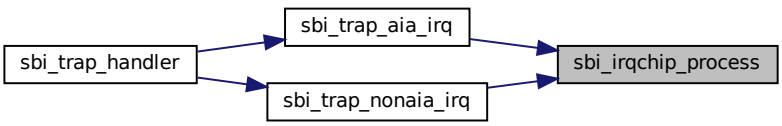
```
int sbi_irqchip_process (
            void  )
```

Process external interrupts
This function is called by sbi_trap_handler() to handle external interrupts.

Parameters

regs	pointer for trap registers

Here is the caller graph for this function:



30.60.1.4 sbi_irqchip_set_irqfn()

```
void sbi_irqchip_set_irqfn (
            int(*)(void) fn )
```

Set external interrupt handling function
This function is called by OpenSBI platform code to set a handler for external interrupts

Parameters

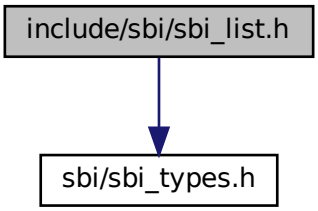
fn	function pointer for handling external irqs

Here is the caller graph for this function:

30.61 include/sbi/sbi_list.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_list.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_dlist

Macros

- #define SBI_LIST_POISON_PREV 0xDEADBEEF
- #define SBI_LIST_POISON_NEXT 0xFADEBABE

- #define SBI_LIST_HEAD_INIT(__lname) { &(__lname), &(__lname) }
- #define SBI_LIST_HEAD(_lname) struct sbi_dlist _lname = SBI_LIST_HEAD_INIT(_lname)
- #define SBI_INIT_LIST_HEAD(ptr)
- #define sbi_list_entry(ptr, type, member) container_of(ptr, type, member)
- #define sbi_list_first_entry(ptr, type, member) sbi_list_entry((ptr)->next, type, member)
- #define sbi_list_last_entry(ptr, type, member) sbi_list_entry((ptr)->prev, type, member)
- #define sbi_list_for_each(pos, head) for (pos = (head)->next; pos != (head); pos = pos->next)
- #define sbi_list_for_each_entry(pos, head, member)

Functions

- static void __sbi_list_add (struct sbi_dlist *new, struct sbi_dlist *prev, struct sbi_dlist *next)
- static bool sbi_list_empty (struct sbi_dlist *head)
- static void sbi_list_add (struct sbi_dlist *new, struct sbi_dlist *head)
- static void sbi_list_add_tail (struct sbi_dlist *new, struct sbi_dlist *tnode)
- static void __sbi_list_del (struct sbi_dlist *prev, struct sbi_dlist *next)
- static void __sbi_list_del_entry (struct sbi_dlist *entry)
- static void sbi_list_del (struct sbi_dlist *entry)
- static void sbi_list_del_init (struct sbi_dlist *entry)

30.61.1 Macro Definition Documentation

30.61.1.1 SBI_INIT_LIST_HEAD

```
#define SBI_INIT_LIST_HEAD(
            ptr )
```

Value:

```
do { \
    (ptr)->next = ptr; (ptr)->prev = ptr; \
} while (0)
```

30.61.1.2 sbi_list_entry

```
#define sbi_list_entry(
            ptr,
            type,
            member )  container_of(ptr, type, member)
```

Get the struct for this entry

Parameters

ptr	the &struct list_head pointer.
type	the type of the struct this is embedded in.
member	the name of the list_struct within the struct.

30.61.1.3 sbi_list_first_entry

```
#define sbi_list_first_entry(
            ptr,
            type,
            member )  sbi_list_entry((ptr)->next, type, member)
```

Get the first element from a list

Parameters

ptr	the list head to take the element from.
type	the type of the struct this is embedded in.
member	the name of the list_struct within the struct.

Note: that list is expected to be not empty.

30.61.1.4 sbi_list_for_each

```
#define sbi_list_for_each(
              pos,
              head )  for (pos = (head)->next; pos != (head); pos = pos->next)
```

Iterate over a list

Parameters

pos	the &struct list_head to use as a loop cursor.
head	the head for your list.

30.61.1.5 sbi_list_for_each_entry

```
#define sbi_list_for_each_entry(
              pos,
              head,
              member )
```

Value:

```
    for (pos = sbi_list_entry((head)->next, typeof(*pos), member);    \
         &pos->member != (head);    \
         pos = sbi_list_entry(pos->member.next, typeof(*pos), member))
```

Iterate over list of given type

Parameters

pos	the type * to use as a loop cursor.
head	the head for your list.
member	the name of the list_struct within the struct.

30.61.1.6 SBI_LIST_HEAD

```
#define SBI_LIST_HEAD(
              _lname ) struct sbi_dlist _lname = SBI_LIST_HEAD_INIT(_lname)
```

30.61.1.7 SBI_LIST_HEAD_INIT

```
#define SBI_LIST_HEAD_INIT(
              __lname ) { &(__lname), &(__lname) }
```

30.61.1.8 sbi_list_last_entry

```
#define sbi_list_last_entry(
              ptr,
```

```
                type,
                member )  sbi_list_entry((ptr)->prev, type, member)
```

Get the last element from a list

Parameters

ptr	the list head to take the element from.
type	the type of the struct this is embedded in.
member	the name of the list_head within the struct.

Note: that list is expected to be not empty.

30.61.1.9 SBI_LIST_POISON_NEXT

```
#define SBI_LIST_POISON_NEXT 0xFADEBABE
```

30.61.1.10 SBI_LIST_POISON_PREV

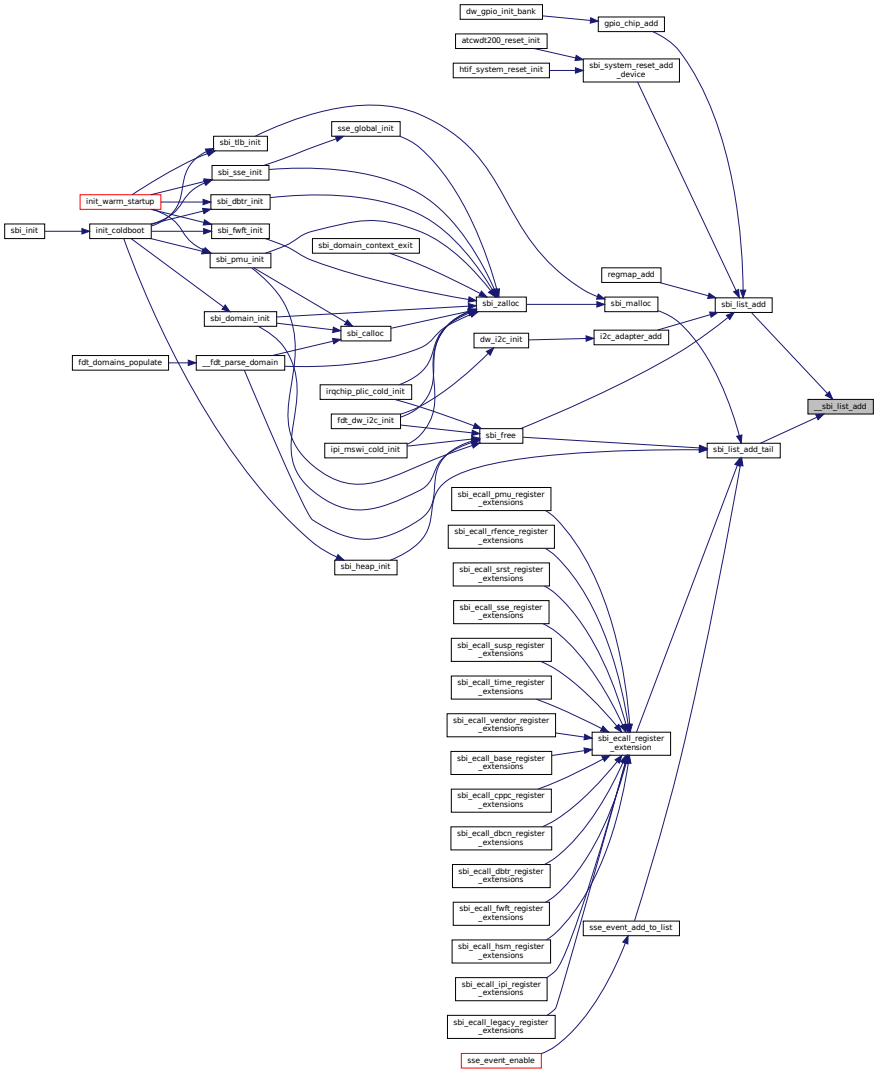
```
#define SBI_LIST_POISON_PREV 0xDEADBEEF
```

30.61.2 Function Documentation

30.61.2.1 __sbi_list_add()

```
static void __sbi_list_add (
             struct sbi_dlist * new,
             struct sbi_dlist * prev,
             struct sbi_dlist * next )  [inline], [static]
```

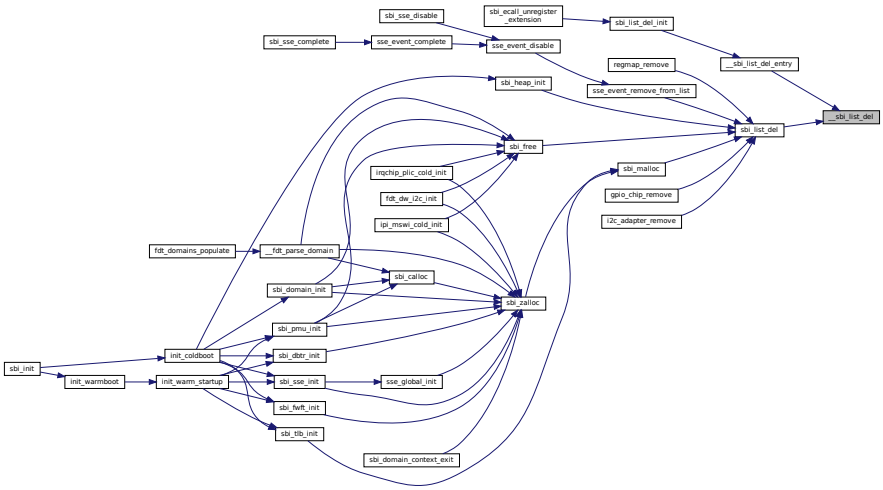
Here is the caller graph for this function:



30.61.2.2 __sbi_list_del()

```
static void __sbi_list_del (
            struct sbi_dlist * prev,
            struct sbi_dlist * next )  [inline], [static]
```

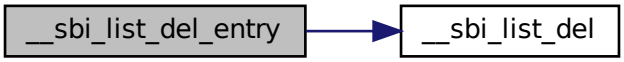
Here is the caller graph for this function:



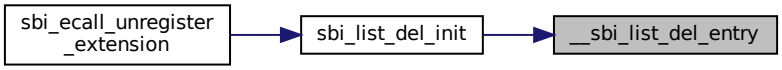
30.61.2.3 __sbi_list_del_entry()

```
static void __sbi_list_del_entry (
            struct sbi_dlist * entry )  [inline], [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.61.2.4 sbi_list_add()

```
static void sbi_list_add (
            struct sbi_dlist * new,
            struct sbi_dlist * head )  [inline], [static]
```

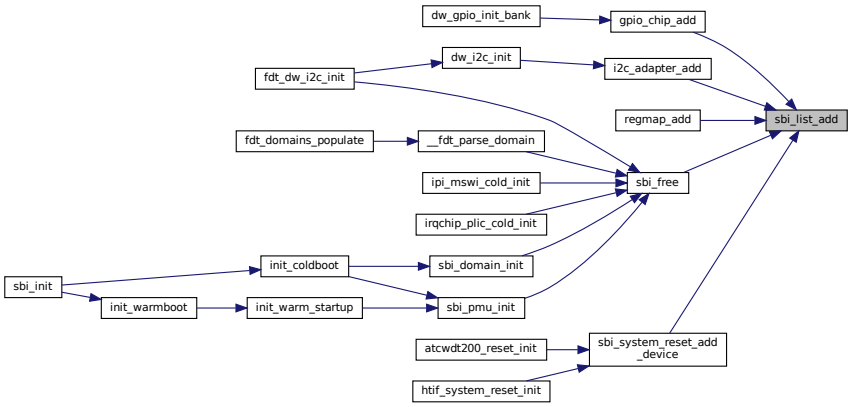
Adds the new node after the given head.

Parameters

new	New node that needs to be added to list.
head	List head after which the "new" node should be added. Note: the new node is added after the head.

Here is the call graph for this function:

Here is the caller graph for this function:



30.61.2.5 sbi_list_add_tail()

```
static void sbi_list_add_tail (
            struct sbi_dlist * new,
            struct sbi_dlist * tnode )  [inline], [static]
```

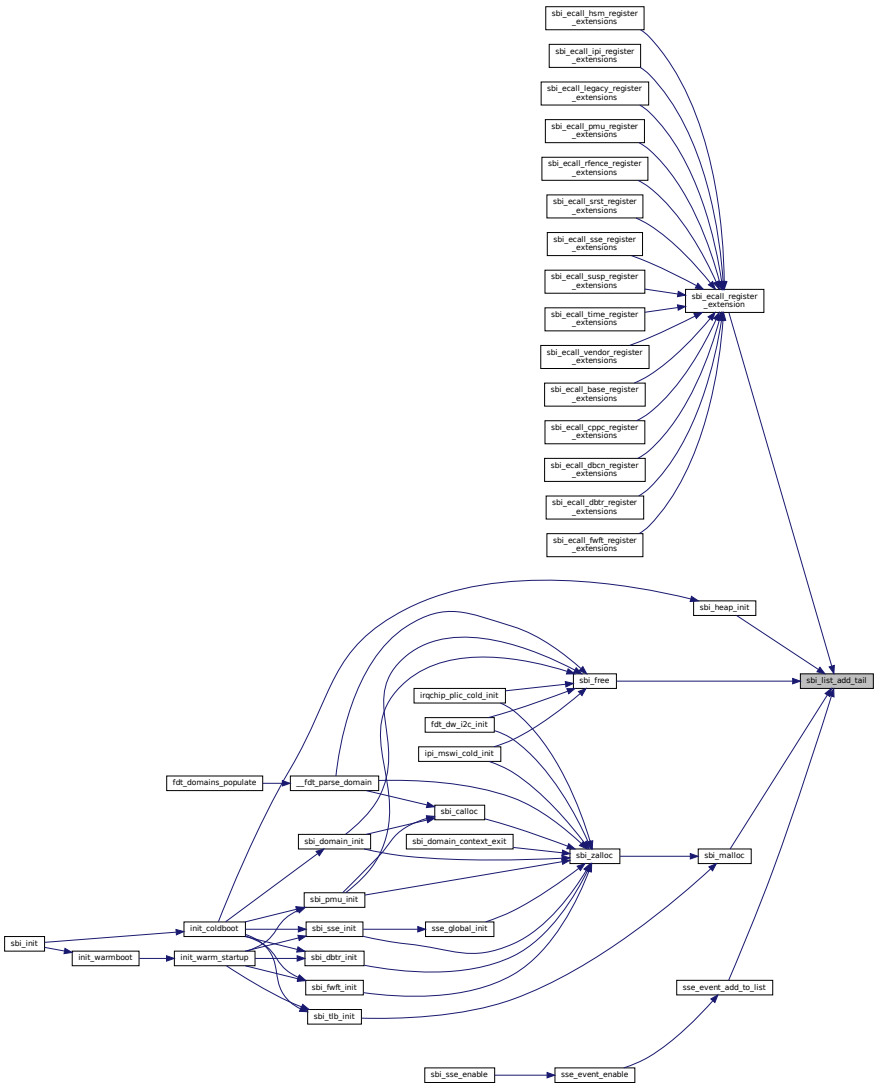
Adds a node at the tail where tnode points to tail node.

Parameters

new	The new node to be added before tail.
tnode	The current tail node. Note: the new node is added before tail node.

Here is the call graph for this function:

Here is the caller graph for this function:



30.61.2.6 sbi_list_del()

```
static void sbi_list_del (
            struct sbi_dlist * entry )  [inline], [static]
```

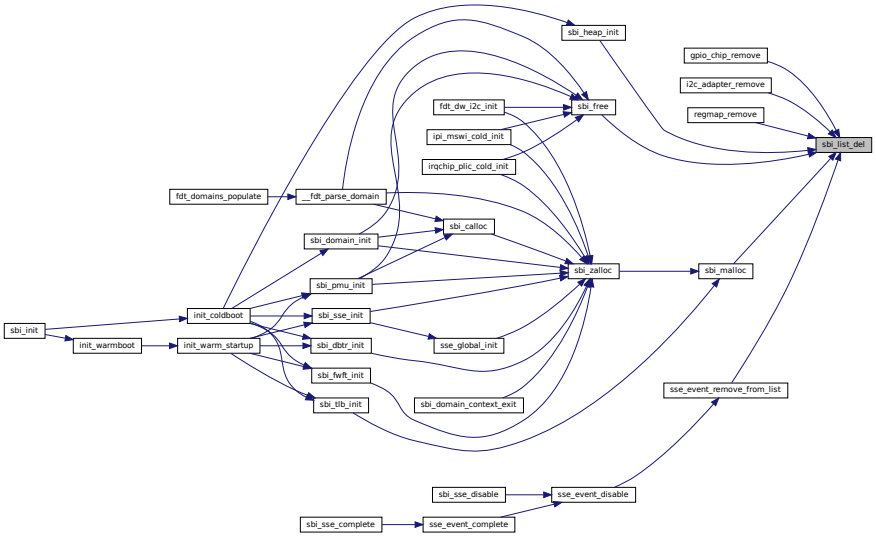
Deletes a given entry from list.

Parameters

node	Node to be deleted.

Here is the call graph for this function:

Here is the caller graph for this function:



30.61.2.7 sbi_list_del_init()

```
static void sbi_list_del_init (
            struct sbi_dlist * entry )  [inline], [static]
```

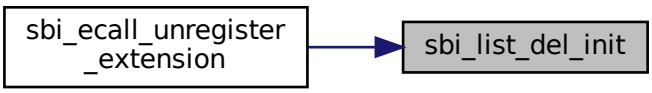
Deletes entry from list and reinitialize it.

Parameters

entry	the element to delete from the list.

Here is the call graph for this function:

Here is the caller graph for this function:



30.61.2.8 sbi_list_empty()

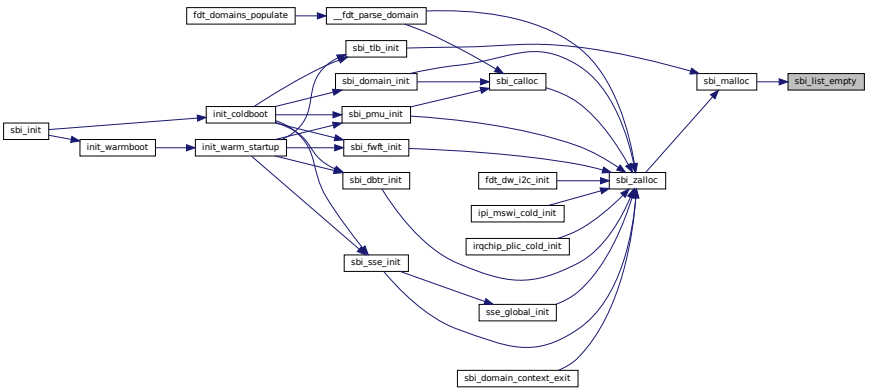
```
static bool sbi_list_empty (
            struct sbi_dlist * head )  [inline], [static]
```

Checks if the list is empty or not.

Parameters

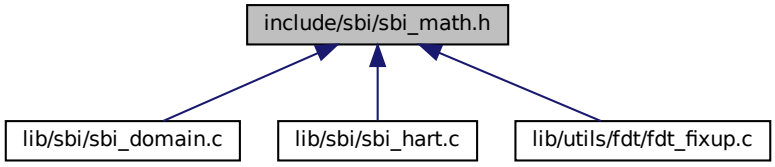
head	List head

Returns true if list is empty, false otherwise. Here is the caller graph for this function:



30.62 include/sbi/sbi_math.h File Reference

This graph shows which files directly or indirectly include this file:



Functions

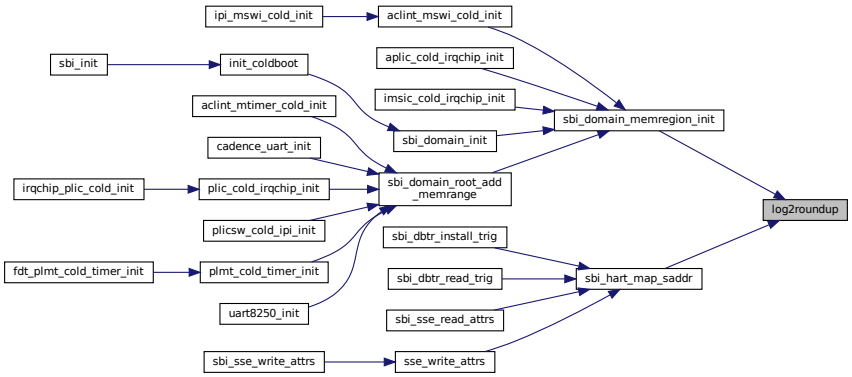
- unsigned long log2roundup (unsigned long x)

30.62.1 Function Documentation

30.62.1.1 log2roundup()

```
unsigned long log2roundup (
            unsigned long x )
```

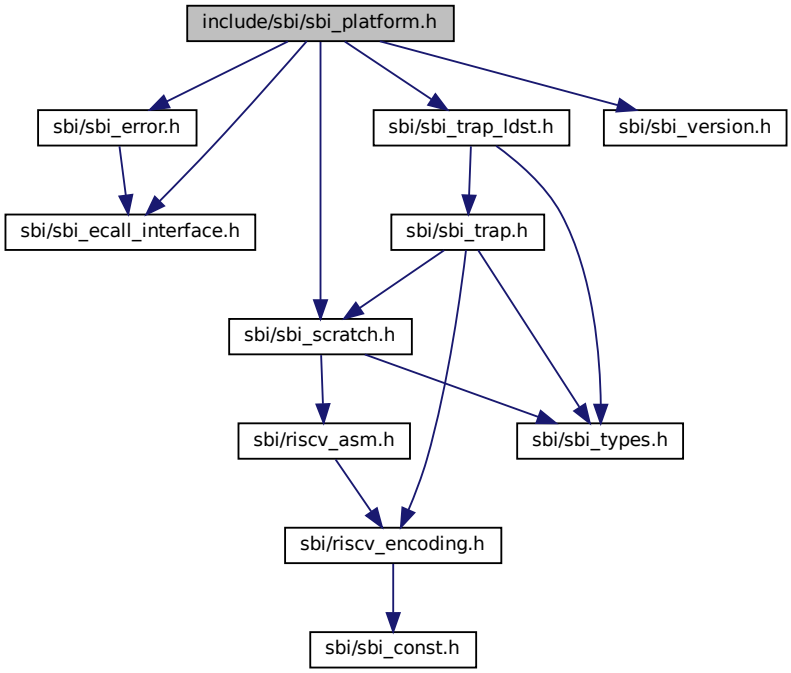
Here is the caller graph for this function:



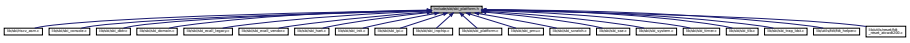
30.63 include/sbi/sbi_platform.h File Reference

```
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_version.h>
#include <sbi/sbi_trap_ldst.h>
```

Include dependency graph for sbi_platform.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_platform_operations
- struct sbi_platform

Macros

- #define SBI_PLATFORM_VERSION(Major, Minor) ((Major << 16) | Minor)
- #define SBI_PLATFORM_OPENSBI_VERSION_OFFSET (0x00)
- #define SBI_PLATFORM_VERSION_OFFSET (0x04)
- #define SBI_PLATFORM_NAME_OFFSET (0x08)
- #define SBI_PLATFORM_FEATURES_OFFSET (0x48)
- #define SBI_PLATFORM_HART_COUNT_OFFSET (0x50)
- #define SBI_PLATFORM_HART_STACK_SIZE_OFFSET (0x54)
- #define SBI_PLATFORM_HEAP_SIZE_OFFSET (0x58)
- #define SBI_PLATFORM_RESERVED_OFFSET (0x5c)
- #define SBI_PLATFORM_OPS_OFFSET (0x60)
- #define SBI_PLATFORM_FIRMWARE_CONTEXT_OFFSET (0x60 + __SIZEOF_POINTER__)
- #define SBI_PLATFORM_HART_INDEX2ID_OFFSET (0x60 + (__SIZEOF_POINTER__ * 2))
- #define SBI_PLATFORM_TLB_RANGE_FLUSH_LIMIT_DEFAULT (1UL << 12)
- #define SBI_PLATFORM_DEFAULT_FEATURES (SBI_PLATFORM_HAS_MFAULTS_DELEGATION)
- #define SBI_PLATFORM_DEFAULT_HART_STACK_SIZE 8192

- #define SBI_PLATFORM_DEFAULT_HEAP_SIZE(__num_hart) (0x8000 + 0x800 * (__num_hart))
- #define sbi_platform_ptr(__s) ((const struct sbi_platform *)((__s)->platform_addr))
- #define sbi_platform_thishart_ptr()
- #define sbi_platform_ops(__p) ((const struct sbi_platform_operations *)(__p)->platform_ops_addr)
- #define sbi_platform_has_mfaults_delegation(__p) ((__p)->features & SBI_PLATFORM_HAS_MFAULTS_DELEGATION)

Enumerations

- enum sbi_platform_features { SBI_PLATFORM_HAS_MFAULTS_DELEGATION = (1 << 1) , SBI_PLATFORM_HAS_LAST_FE = SBI_PLATFORM_HAS_MFAULTS_DELEGATION }

Functions

- _Static_assert (offsetof(struct sbi_platform, opensbi_version)==SBI_PLATFORM_OPENSBI_VERSION_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_OPENSBI_VERSION_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, platform_version)==SBI_PLATFORM_VERSION_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_VERSION_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, name)==SBI_PLATFORM_NAME_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_NAME_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, features)==SBI_PLATFORM_FEATURES_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_FEATURES_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, hart_count)==SBI_PLATFORM_HART_COUNT_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_HART_COUNT_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, hart_stack_size)==SBI_PLATFORM_HART_STACK_SIZE_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_HART_STACK_SIZE_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, platform_ops_addr)==SBI_PLATFORM_OPS_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_OPS_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, firmware_context)==SBI_PLATFORM_FIRMWARE_CONTEXT_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_FIRMWARE_CONTEXT_OFFSET")
- _Static_assert (offsetof(struct sbi_platform, hart_index2id)==SBI_PLATFORM_HART_INDEX2ID_OFFSET, "struct sbi_platform definition has changed, please redefine " "SBI_PLATFORM_HART_INDEX2ID_OFFSET")
- void sbi_platform_get_features_str (const struct sbi_platform *plat, char *features_str, int nfstr)
- static const char * sbi_platform_name (const struct sbi_platform *plat)
- static unsigned long sbi_platform_get_features (const struct sbi_platform *plat)
- static u64 sbi_platform_tlbr_flush_limit (const struct sbi_platform *plat)
- static u32 sbi_platform_tlb_fifo_num_entries (const struct sbi_platform *plat)
- static u32 sbi_platform_hart_count (const struct sbi_platform *plat)
- static u32 sbi_platform_hart_stack_size (const struct sbi_platform *plat)
- static bool sbi_platform_cold_boot_allowed (const struct sbi_platform *plat, u32 hartid)
- static int sbi_platform_nascent_init (const struct sbi_platform *plat)
- static int sbi_platform_early_init (const struct sbi_platform *plat, bool cold_boot)
- static int sbi_platform_final_init (const struct sbi_platform *plat, bool cold_boot)
- static void sbi_platform_early_exit (const struct sbi_platform *plat)
- static void sbi_platform_final_exit (const struct sbi_platform *plat)
- static int sbi_platform_misa_extension (const struct sbi_platform *plat, char ext)
- static int sbi_platform_misa_xlen (const struct sbi_platform *plat)
- static int sbi_platform_extensions_init (const struct sbi_platform *plat, struct sbi_hart_features *hfeatures)
- static int sbi_platform_domains_init (const struct sbi_platform *plat)
- static int sbi_platform_pmu_init (const struct sbi_platform *plat)
- static uint64_t sbi_platform_pmu_xlate_to_mhpmevent (const struct sbi_platform *plat, uint32_t event_idx, uint64_t data)
- static int sbi_platform_console_init (const struct sbi_platform *plat)
- static int sbi_platform_irqchip_init (const struct sbi_platform *plat, bool cold_boot)
- static void sbi_platform_irqchip_exit (const struct sbi_platform *plat)
- static int sbi_platform_ipi_init (const struct sbi_platform *plat, bool cold_boot)
- static void sbi_platform_ipi_exit (const struct sbi_platform *plat)

- static int sbi_platform_timer_init (const struct sbi_platform *plat, bool cold_boot)
- static void sbi_platform_timer_exit (const struct sbi_platform *plat)
- static bool sbi_platform_vendor_ext_check (const struct sbi_platform *plat)
- static int sbi_platform_vendor_ext_provider (const struct sbi_platform *plat, long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_platform_emulate_load (const struct sbi_platform *plat, int rlen, unsigned long addr, union sbi_ldst_data *out_val)
- static int sbi_platform_emulate_store (const struct sbi_platform *plat, int wlen, unsigned long addr, union sbi_ldst_data in_val)

30.63.1 Macro Definition Documentation

30.63.1.1 SBI_PLATFORM_DEFAULT_FEATURES

```
#define SBI_PLATFORM_DEFAULT_FEATURES  (SBI_PLATFORM_HAS_MFAULTS_DELEGATION)
```

Default feature set for a platform

30.63.1.2 SBI_PLATFORM_DEFAULT_HART_STACK_SIZE

```
#define SBI_PLATFORM_DEFAULT_HART_STACK_SIZE 8192
```

Platform default per-HART stack size for exception/interrupt handling

30.63.1.3 SBI_PLATFORM_DEFAULT_HEAP_SIZE

```
#define SBI_PLATFORM_DEFAULT_HEAP_SIZE(
            __num_hart )  (0x8000 + 0x800 * (__num_hart))
```

Platform default heap size

30.63.1.4 SBI_PLATFORM_FEATURES_OFFSET

```
#define SBI_PLATFORM_FEATURES_OFFSET (0x48)
```

Offset of features in struct sbi_platform

30.63.1.5 SBI_PLATFORM_FIRMWARE_CONTEXT_OFFSET

```
#define SBI_PLATFORM_FIRMWARE_CONTEXT_OFFSET (0x60 + __SIZEOF_POINTER__)
```

Offset of firmware_context in struct sbi_platform

30.63.1.6 SBI_PLATFORM_HART_COUNT_OFFSET

```
#define SBI_PLATFORM_HART_COUNT_OFFSET (0x50)
```

Offset of hart_count in struct sbi_platform

30.63.1.7 SBI_PLATFORM_HART_INDEX2ID_OFFSET

```
#define SBI_PLATFORM_HART_INDEX2ID_OFFSET (0x60 + (__SIZEOF_POINTER__ * 2))
```

Offset of hart_index2id in struct sbi_platform

30.63.1.8 SBI_PLATFORM_HART_STACK_SIZE_OFFSET

```
#define SBI_PLATFORM_HART_STACK_SIZE_OFFSET (0x54)
```

Offset of hart_stack_size in struct sbi_platform

30.63.1.9 sbi_platform_has_mfaults_delegation

```
#define sbi_platform_has_mfaults_delegation(
            __p )  ((__p)->features & SBI_PLATFORM_HAS_MFAULTS_DELEGATION)
```

Check whether the platform supports fault delegation

30.63.1.10 SBI_PLATFORM_HEAP_SIZE_OFFSET

```
#define SBI_PLATFORM_HEAP_SIZE_OFFSET (0x58)
```

Offset of heap_size in struct sbi_platform

30.63.1.11 SBI_PLATFORM_NAME_OFFSET

```
#define SBI_PLATFORM_NAME_OFFSET (0x08)
```

Offset of name in struct sbi_platform

30.63.1.12 SBI_PLATFORM_OPENSBI_VERSION_OFFSET

```
#define SBI_PLATFORM_OPENSBI_VERSION_OFFSET (0x00)
```

Offset of opensbi_version in struct sbi_platform

30.63.1.13 sbi_platform_ops

```
#define sbi_platform_ops(
            __p )  ((const struct sbi_platform_operations *)(__p)->platform_ops_addr)
```

Get pointer to platform_ops_addr from platform pointer

30.63.1.14 SBI_PLATFORM_OPS_OFFSET

```
#define SBI_PLATFORM_OPS_OFFSET (0x60)
```

Offset of platform_ops_addr in struct sbi_platform

30.63.1.15 sbi_platform_ptr

```
#define sbi_platform_ptr(
            __s )  ((const struct sbi_platform *)((__s)->platform_addr))
```

Get pointer to sbi_platform for sbi_scratch pointer

30.63.1.16 SBI_PLATFORM_RESERVED_OFFSET

```
#define SBI_PLATFORM_RESERVED_OFFSET (0x5c)
```

Offset of reserved in struct sbi_platform

30.63.1.17 sbi_platform_thishart_ptr

```
#define sbi_platform_thishart_ptr( )
```

Value:

```
((const struct sbi_platform *) \
(sbi_scratch_thishart_ptr()->platform_addr))
```

Get pointer to sbi_platform for current HART

30.63.1.18 SBI_PLATFORM_TLB_RANGE_FLUSH_LIMIT_DEFAULT

```
#define SBI_PLATFORM_TLB_RANGE_FLUSH_LIMIT_DEFAULT (1UL << 12)
```

30.63.1.19 SBI_PLATFORM_VERSION

```
#define SBI_PLATFORM_VERSION(
            Major,
            Minor ) ((Major << 16) | Minor)
```

OpenSBI 32-bit platform version with:

1. upper 16-bits as major number
2. lower 16-bits as minor number

30.63.1.20 SBI_PLATFORM_VERSION_OFFSET

```
#define SBI_PLATFORM_VERSION_OFFSET (0x04)
```

Offset of platform_version in struct sbi_platform

30.63.2 Enumeration Type Documentation

30.63.2.1 sbi_platform_features

```
enum sbi_platform_features
```

Possible feature flags of a platform

Enumerator

SBI_PLATFORM_HAS_MFAULTS_DELEGATION	Platform has fault delegation support
SBI_PLATFORM_HAS_LAST_FEATURE	Last index of Platform features

30.63.3 Function Documentation

30.63.3.1 _Static_assert() [1/9]

```
_Static_assert (
            offsetof(struct sbi_platform, features)  = =SBI_PLATFORM_FEATURES_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_FEATURES_OFFSET"  )
```

30.63.3.2 _Static_assert() [2/9]

```
_Static_assert (
            offsetof(struct sbi_platform, firmware_context)  = =SBI_PLATFORM_FIRMWARE_CONTEXT_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_FIRMWARE_CONTEXT_OFFSET"  )
```

30.63.3.3 _Static_assert() [3/9]

```
_Static_assert (
            offsetof(struct sbi_platform, hart_count)  = =SBI_PLATFORM_HART_COUNT_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_HART_COUNT_OFFSET"  )
```

30.63.3.4 _Static_assert() [4/9]

```
_Static_assert (
            offsetof(struct sbi_platform, hart_index2id)  = =SBI_PLATFORM_HART_INDEX2ID_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_HART_INDEX2ID_OFFSET"  )
```

30.63.3.5 _Static_assert() [5/9]

```
_Static_assert (
            offsetof(struct sbi_platform, hart_stack_size)  = =SBI_PLATFORM_HART_STACK_SIZE_OFFSET,
```

```
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_HART_STACK_SIZE_OFFSET"  )
```

30.63.3.6 _Static_assert() [6/9]

```
_Static_assert (
            offsetof(struct sbi_platform, name)  = =SBI_PLATFORM_NAME_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_NAME_OFFSET"  )
```

30.63.3.7 _Static_assert() [7/9]

```
_Static_assert (
            offsetof(struct sbi_platform, opensbi_version)  = =SBI_PLATFORM_OPENSBI_VERSION_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_OPENSBI_VERSION_OFFSET"  )
```

Prevent modification of struct sbi_platform from affecting SBI_PLATFORM_xxx_OFFSET

30.63.3.8 _Static_assert() [8/9]

```
_Static_assert (
            offsetof(struct sbi_platform, platform_ops_addr)  = =SBI_PLATFORM_OPS_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_OPS_OFFSET"  )
```

30.63.3.9 _Static_assert() [9/9]

```
_Static_assert (
            offsetof(struct sbi_platform, platform_version)  = =SBI_PLATFORM_VERSION_OFFSET,
            "struct sbi_platform definition has changed,
            please redefine " "SBI_PLATFORM_VERSION_OFFSET"  )
```

30.63.3.10 sbi_platform_cold_boot_allowed()

```
static bool sbi_platform_cold_boot_allowed (
            const struct sbi_platform * plat,
            u32 hartid )  [inline], [static]
```

Check whether given HART is allowed to do cold boot

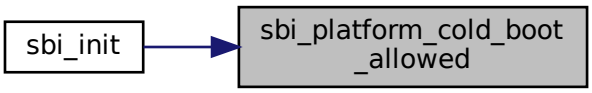
Parameters

plat	pointer to struct sbi_platform
hartid	HART ID

Returns

true if HART is allowed to do cold boot and false otherwise

Here is the caller graph for this function:



30.63.3.11 sbi_platform_console_init()

```
static int sbi_platform_console_init (
            const struct sbi_platform * plat )  [inline], [static]
```

Initialize the platform console

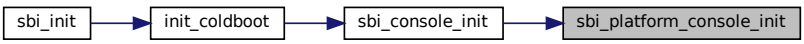
Parameters

plat	pointer to struct sbi_platform

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.12 sbi_platform_domains_init()

```
static int sbi_platform_domains_init (
            const struct sbi_platform * plat )  [inline], [static]
```

Initialize (or populate) domains for the platform

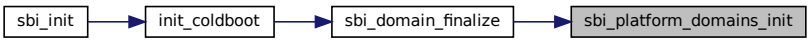
Parameters

plat	pointer to struct sbi_platform

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.13 sbi_platform_early_exit()

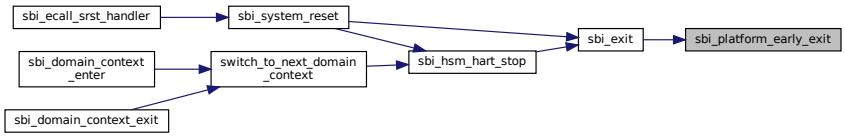
```
static void sbi_platform_early_exit (
            const struct sbi_platform * plat )  [inline], [static]
```

Early exit for current HART

Parameters

plat	pointer to struct sbi_platform

Here is the caller graph for this function:



30.63.3.14 sbi_platform_early_init()

```
static int sbi_platform_early_init (
            const struct sbi_platform * plat,
            bool cold_boot )  [inline], [static]
```

Early initialization for current HART

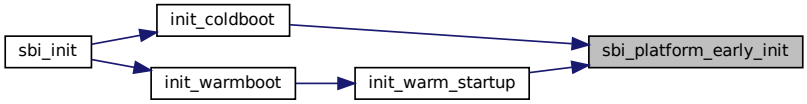
Parameters

plat	pointer to struct sbi_platform
cold_boot	whether cold boot (true) or warm_boot (false)

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.15 sbi_platform_emulate_load()

```
static int sbi_platform_emulate_load (
            const struct sbi_platform * plat,
            int rlen,
            unsigned long addr,
            union sbi_ldst_data * out_val )  [inline], [static]
```

Ask platform to emulate the trapped load

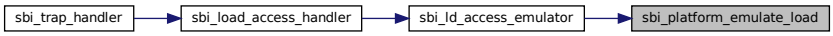
Parameters

plat	pointer to struct sbi_platform
rlen	length of the load: 1/2/4/8...
addr	virtual address of the load. Platform needs to page-walk and find the physical address if necessary
out_val	value loaded

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.16 sbi_platform_emulate_store()

```
static int sbi_platform_emulate_store (
            const struct sbi_platform * plat,
            int wlen,
            unsigned long addr,
            union sbi_ldst_data in_val )  [inline], [static]
```

Ask platform to emulate the trapped store

Parameters

plat	pointer to struct sbi_platform

Parameters

wlen	length of the store: 1/2/4/8...
addr	virtual address of the store. Platform needs to page-walk and find the physical address if necessary
in_val	value to store

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:

30.63.3.17 sbi_platform_extensions_init()

```
static int sbi_platform_extensions_init (
            const struct sbi_platform * plat,
            struct sbi_hart_features * hfeatures )  [inline], [static]
```

Initialize (or populate) HART extensions for the platform

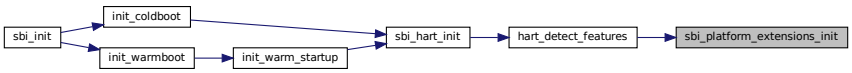
Parameters

plat	pointer to struct sbi_platform

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.18 sbi_platform_final_exit()

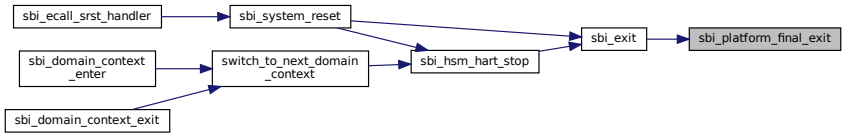
```
static void sbi_platform_final_exit (
            const struct sbi_platform * plat )  [inline], [static]
```

Final exit for current HART

Parameters

plat	pointer to struct sbi_platform

Here is the caller graph for this function:



30.63.3.19 sbi_platform_final_init()

```
static int sbi_platform_final_init (
            const struct sbi_platform * plat,
            bool cold_boot )  [inline], [static]
```

Final initialization for current HART

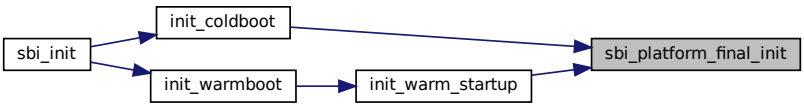
Parameters

plat	pointer to struct sbi_platform
cold_boot	whether cold boot (true) or warm_boot (false)

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.20 sbi_platform_get_features()

```
static unsigned long sbi_platform_get_features (
            const struct sbi_platform * plat )  [inline], [static]
```

Get the platform features

Parameters

plat	pointer to struct sbi_platform

Returns

the features value currently set for the given platform

Here is the caller graph for this function:

30.63.3.21 sbi_platform_get_features_str()

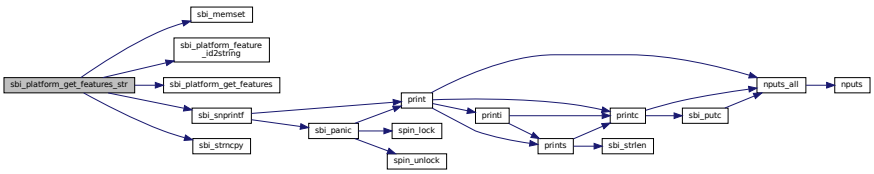
```
void sbi_platform_get_features_str (
            const struct sbi_platform * plat,
            char * features_str,
            int nfstr )
```

Get the platform features in string format

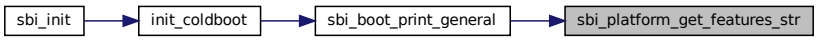
Parameters

plat	pointer to struct sbi_platform
features_str	pointer to a char array where the features string will be updated
nfstr	length of the features_str. The feature string will be truncated if nfstr is not long enough.

Here is the call graph for this function:



Here is the caller graph for this function:



30.63.3.22 sbi_platform_hart_count()

```
static u32 sbi_platform_hart_count (
            const struct sbi_platform * plat )  [inline], [static]
```

Get total number of HARTs supported by the platform

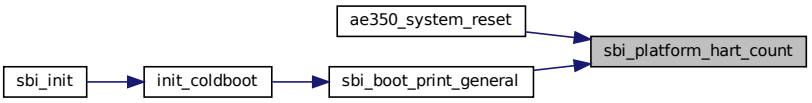
Parameters

plat	pointer to struct sbi_platform

Returns

total number of HARTs

Here is the caller graph for this function:



30.63.3.23 sbi_platform_hart_stack_size()

```
static u32 sbi_platform_hart_stack_size (
            const struct sbi_platform * plat )  [inline], [static]
```

Get per-HART stack size for exception/interrupt handling

Parameters

plat	pointer to struct sbi_platform

Returns

stack size in bytes

30.63.3.24 sbi_platform_ipi_exit()

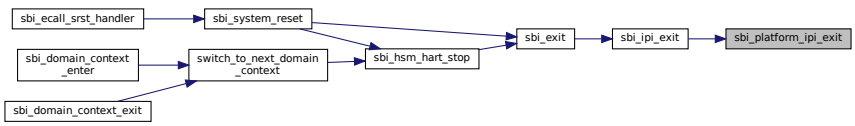
```
static void sbi_platform_ipi_exit (
            const struct sbi_platform * plat )  [inline], [static]
```

Exit the platform IPI support for current HART

Parameters

plat	pointer to struct sbi_platform

Here is the caller graph for this function:



30.63.3.25 sbi_platform_ipi_init()

```
static int sbi_platform_ipi_init (
            const struct sbi_platform * plat,
            bool cold_boot )  [inline], [static]
```

Initialize the platform IPI support for current HART

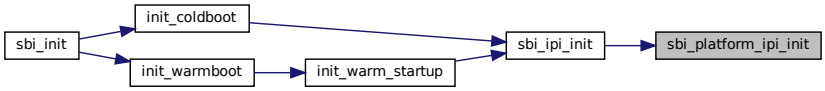
Parameters

plat	pointer to struct sbi_platform
cold_boot	whether cold boot (true) or warm_boot (false)

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.26 sbi_platform_irqchip_exit()

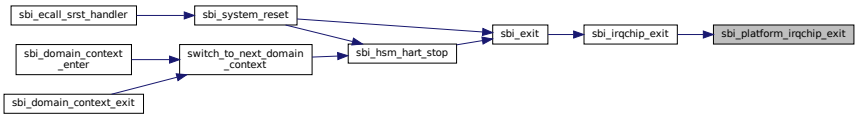
```
static void sbi_platform_irqchip_exit (
            const struct sbi_platform * plat )  [inline], [static]
```

Exit the platform interrupt controller for current HART

Parameters

plat	pointer to struct sbi_platform

Here is the caller graph for this function:



30.63.3.27 sbi_platform_irqchip_init()

```
static int sbi_platform_irqchip_init (
            const struct sbi_platform * plat,
            bool cold_boot )  [inline], [static]
```

Initialize the platform interrupt controller for current HART

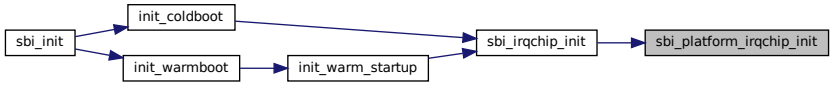
Parameters

plat	pointer to struct sbi_platform
cold_boot	whether cold boot (true) or warm_boot (false)

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.28 sbi_platform_misa_extension()

```
static int sbi_platform_misa_extension (
            const struct sbi_platform * plat,
            char ext )  [inline], [static]
```

Check CPU extension in MISA

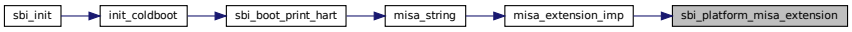
Parameters

plat	pointer to struct sbi_platform
ext	shorthand letter for CPU extensions

Returns

zero for not-supported and non-zero for supported

Here is the caller graph for this function:



30.63.3.29 sbi_platform_misa_xlen()

```
static int sbi_platform_misa_xlen (
            const struct sbi_platform * plat )  [inline], [static]
```

Get MXL field of MISA

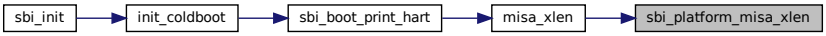
Parameters

plat	pointer to struct sbi_platform

Returns

1/2/3 on success and error code on failure

Here is the caller graph for this function:



30.63.3.30 sbi_platform_name()

```
static const char* sbi_platform_name (
            const struct sbi_platform * plat )  [inline], [static]
```

Get name of the platform

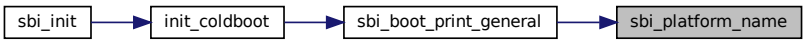
Parameters

plat	pointer to struct sbi_platform

Returns

pointer to platform name on success and "Unknown" on failure

Here is the caller graph for this function:



30.63.3.31 sbi_platform_nascent_init()

```
static int sbi_platform_nascent_init (
            const struct sbi_platform * plat )  [inline], [static]
```

Nascent (very early) initialization for current HART
NOTE: This function can be used to do very early initialization of platform specific per-HART CSRs and devices.

Parameters

plat	pointer to struct sbi_platform

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:

30.63.3.32 sbi_platform_pmu_init()

```
static int sbi_platform_pmu_init (
            const struct sbi_platform * plat )  [inline], [static]
```

Setup hw PMU events for the platform

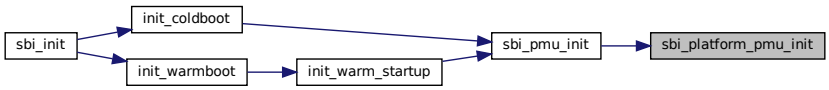
Parameters

plat	pointer to struct sbi_platform

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.33 sbi_platform_pmu_xlate_to_mhpmevent()

```
static uint64_t sbi_platform_pmu_xlate_to_mhpmevent (
            const struct sbi_platform * plat,
            uint32_t event_idx,
            uint64_t data )  [inline], [static]
```

Get the value to be written in mhpmeventx for event_idx

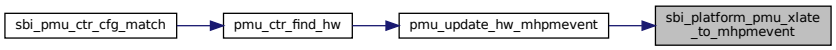
Parameters

plat	pointer to struct sbi_platform
event_idx	ID of the PMU event
data	Additional configuration data passed from supervisor software

Returns

expected value by the platform or 0 if platform doesn't know about the event

Here is the caller graph for this function:



30.63.3.34 sbi_platform_timer_exit()

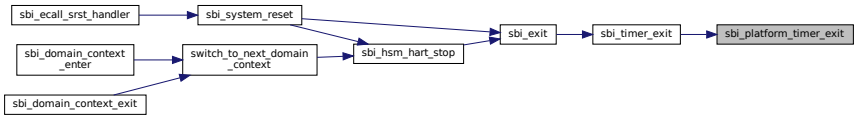
```
static void sbi_platform_timer_exit (
            const struct sbi_platform * plat )  [inline], [static]
```

Exit the platform timer for current HART

Parameters

plat	pointer to struct sbi_platform

Here is the caller graph for this function:



30.63.3.35 sbi_platform_timer_init()

```
static int sbi_platform_timer_init (
            const struct sbi_platform * plat,
            bool cold_boot )  [inline], [static]
```

Initialize the platform timer for current HART

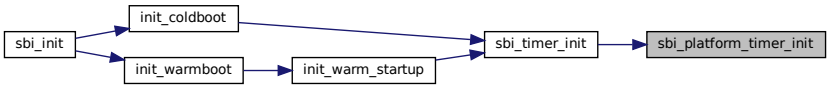
Parameters

plat	pointer to struct sbi_platform
cold_boot	whether cold boot (true) or warm_boot (false)

Returns

0 on success and negative error code on failure

Here is the caller graph for this function:



30.63.3.36 sbi_platform_tlb_fifo_num_entries()

```
static u32 sbi_platform_tlb_fifo_num_entries (
            const struct sbi_platform * plat )  [inline], [static]
```

Get platform specific tlb fifo num entries.

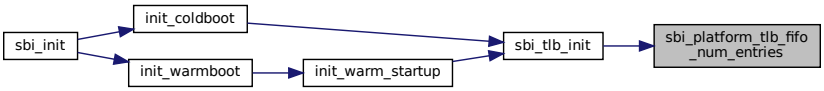
Parameters

plat	pointer to struct sbi_platform

Returns

number of tlb fifo entries

Here is the caller graph for this function:



30.63.3.37 sbi_platform_tlbr_flush_limit()

```
static u64 sbi_platform_tlbr_flush_limit (
            const struct sbi_platform * plat )  [inline], [static]
```

Get platform specific tlb range flush maximum value. Any request with size higher than this is upgraded to a full flush.

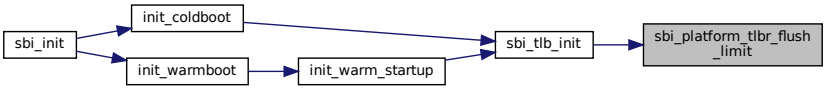
Parameters

plat	pointer to struct sbi_platform

Returns

tlb range flush limit value. Returns a default (page size) if not defined by platform.

Here is the caller graph for this function:



30.63.3.38 sbi_platform_vendor_ext_check()

```
static bool sbi_platform_vendor_ext_check (
            const struct sbi_platform * plat )  [inline], [static]
```

Check if SBI vendor extension is implemented or not.

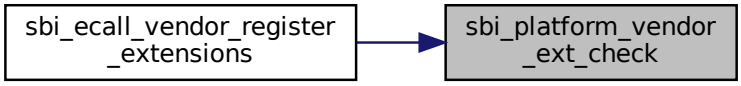
Parameters

plat	pointer to struct sbi_platform

Returns

false if not implemented and true if implemented

Here is the caller graph for this function:



30.63.3.39 sbi_platform_vendor_ext_provider()

```
static int sbi_platform_vendor_ext_provider (
            const struct sbi_platform * plat,
            long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [inline], [static]
```

Invoke platform specific vendor SBI extension implementation.

Parameters

plat	pointer to struct sbi_platform
funcid	SBI function id within the extension id
regs	pointer to trap registers passed by the caller
out_value	output value that can be filled by the callee
out_trap	trap info that can be filled by the callee

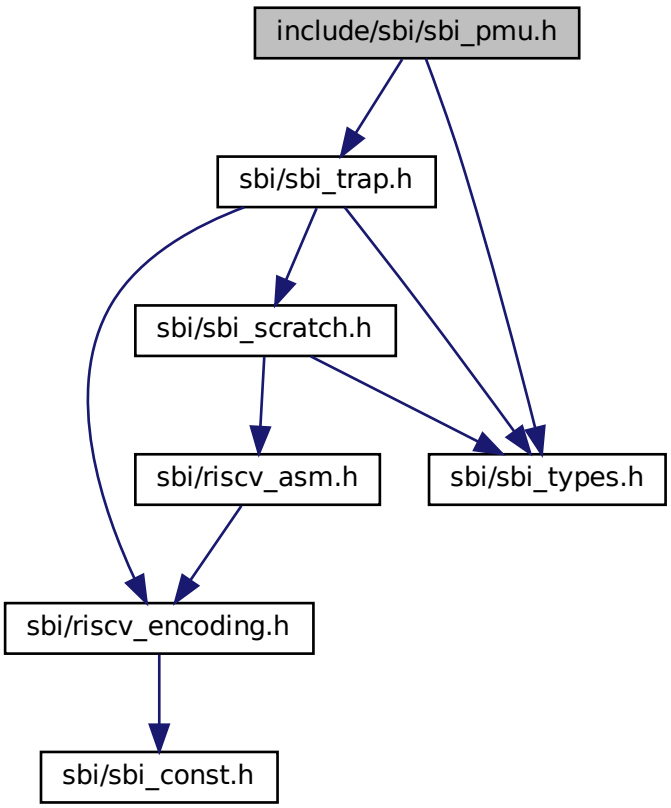
Returns

0 on success and negative error code on failure

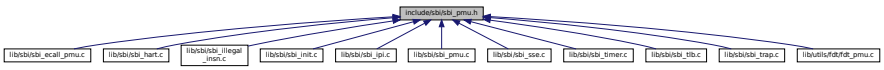
30.64 include/sbi/sbi_pmu.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_trap.h>
```

Include dependency graph for sbi_pmu.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_pmu_device

Macros

- #define SBI_PMU_HW_EVENT_MAX 256

- #define SBI_PMU_FW_CTR_MAX 16
- #define SBI_PMU_HW_CTR_MAX 32
- #define SBI_PMU_CTR_MAX (SBI_PMU_HW_CTR_MAX + SBI_PMU_FW_CTR_MAX)
- #define SBI_PMU_FIXED_CTR_MASK 0x07
- #define SBI_PMU_CY_IR_MASK 0x05

Functions

- const struct sbi_pmu_device * sbi_pmu_get_device (void)
- void sbi_pmu_set_device (const struct sbi_pmu_device *dev)
- int sbi_pmu_init (struct sbi_scratch *scratch, bool cold_boot)
- void sbi_pmu_exit (struct sbi_scratch *scratch)
- int sbi_pmu_irq_bit (void)
- int sbi_pmu_add_hw_event_counter_map (u32 eidx_start, u32 eidx_end, u32 cmap)
- int sbi_pmu_add_raw_event_counter_map (uint64_t select, uint64_t select_mask, u32 cmap)
- int sbi_pmu_ctr_fw_read (uint32_t cidx, uint64_t *cval)
- int sbi_pmu_ctr_stop (unsigned long cidx_base, unsigned long cidx_mask, unsigned long flag)
- int sbi_pmu_ctr_start (unsigned long cidx_base, unsigned long cidx_mask, unsigned long flags, uint64_t ival)
- int sbi_pmu_ctr_get_info (uint32_t cidx, unsigned long *ctr_info)
- unsigned long sbi_pmu_num_ctr (void)
- int sbi_pmu_ctr_cfg_match (unsigned long cidx_base, unsigned long cidx_mask, unsigned long flags, unsigned long event_idx, uint64_t event_data)
- int sbi_pmu_ctr_incr_fw (enum sbi_pmu_fw_event_code_id fw_id)
- void sbi_pmu_ovf_irq ()

30.64.1 Macro Definition Documentation

30.64.1.1 SBI_PMU_CTR_MAX

```
#define SBI_PMU_CTR_MAX (SBI_PMU_HW_CTR_MAX + SBI_PMU_FW_CTR_MAX)
```

30.64.1.2 SBI_PMU_CY_IR_MASK

```
#define SBI_PMU_CY_IR_MASK 0x05
```

30.64.1.3 SBI_PMU_FIXED_CTR_MASK

```
#define SBI_PMU_FIXED_CTR_MASK 0x07
```

30.64.1.4 SBI_PMU_FW_CTR_MAX

```
#define SBI_PMU_FW_CTR_MAX 16
```

30.64.1.5 SBI_PMU_HW_CTR_MAX

```
#define SBI_PMU_HW_CTR_MAX 32
```

30.64.1.6 SBI_PMU_HW_EVENT_MAX

```
#define SBI_PMU_HW_EVENT_MAX 256
```

30.64.2 Function Documentation

30.64.2.1 sbi_pmu_add_hw_event_counter_map()

```
int sbi_pmu_add_hw_event_counter_map (
            u32 eidx_start,
            u32 eidx_end,
            u32 cmap )
```

Add the hardware event to counter mapping information. This should be called from the platform code to update the mapping table.

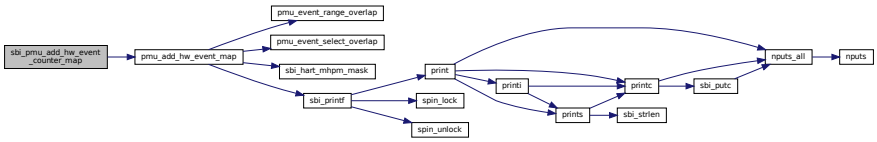
Parameters

eidx_start	Start of the event idx range for supported counters
eidx_end	End of the event idx range for supported counters
cmap	A bitmap representing counters supporting the event range

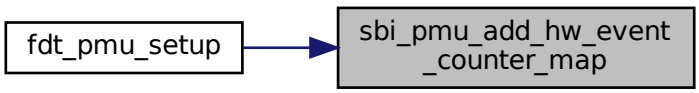
Returns

0 on success, error otherwise.

Logical counter ids are assigned to hardware counters are assigned consecutively. E.g. counter0 must count MCYCLE where counter2 must count minstret. Similarly, counterX will mhpmcounterX. Here is the call graph for this function:



Here is the caller graph for this function:



30.64.2.2 sbi_pmu_add_raw_event_counter_map()

```
int sbi_pmu_add_raw_event_counter_map (
            uint64_t select,
            uint64_t select_mask,
            u32 cmap )
```

Add the raw hardware event selector and supported counter information. This should be called from the platform code to update the mapping table.

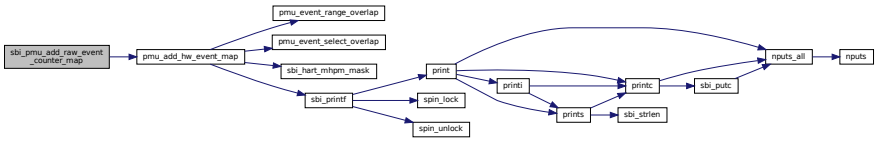
Parameters

info	a pointer to the hardware event info

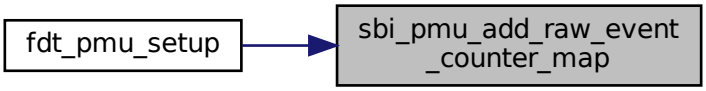
Returns

0 on success, error otherwise.

Here is the call graph for this function:



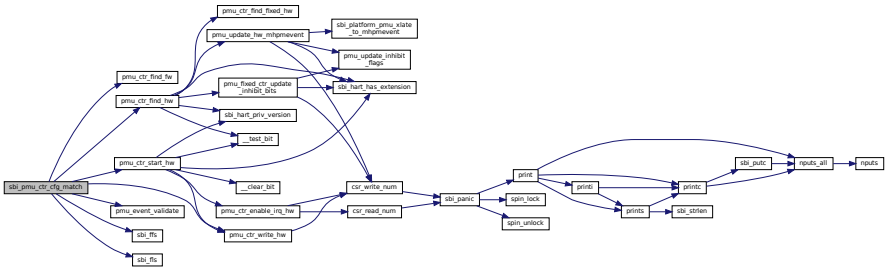
Here is the caller graph for this function:



30.64.2.3 sbi_pmu_ctr_cfg_match()

```
int sbi_pmu_ctr_cfg_match (
            unsigned long cidx_base,
            unsigned long cidx_mask,
            unsigned long flags,
            unsigned long event_idx,
            uint64_t event_data )
```

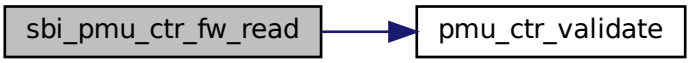
Here is the call graph for this function:



30.64.2.4 sbi_pmu_ctr_fw_read()

```
int sbi_pmu_ctr_fw_read (
            uint32_t cidx,
            uint64_t * cval )
```

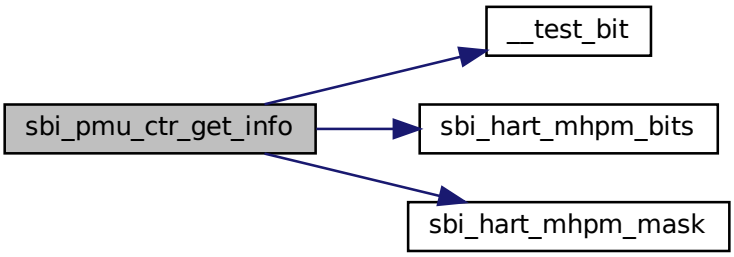
Here is the call graph for this function:



30.64.2.5 sbi_pmu_ctr_get_info()

```
int sbi_pmu_ctr_get_info (
            uint32_t cidx,
            unsigned long * ctr_info )
```

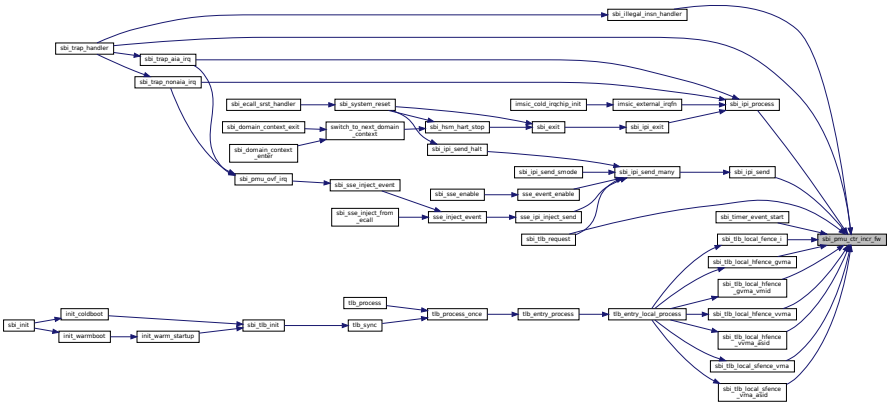
Here is the call graph for this function:



30.64.2.6 sbi_pmu_ctr_incr_fw()

```
int sbi_pmu_ctr_incr_fw (
            enum sbi_pmu_fw_event_code_id fw_id )
```

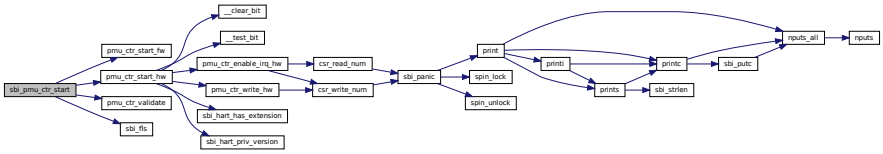
Here is the caller graph for this function:



30.64.2.7 sbi_pmu_ctr_start()

```
int sbi_pmu_ctr_start (
            unsigned long cidx_base,
            unsigned long cidx_mask,
            unsigned long flags,
            uint64_t ival )
```

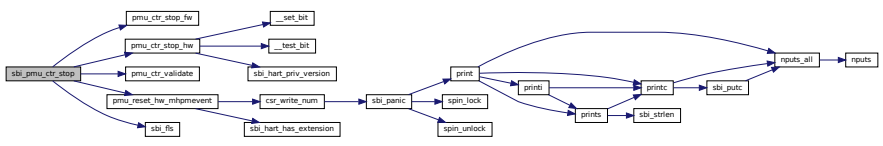
Here is the call graph for this function:



30.64.2.8 sbi_pmu_ctr_stop()

```
int sbi_pmu_ctr_stop (
            unsigned long cidx_base,
            unsigned long cidx_mask,
            unsigned long flag )
```

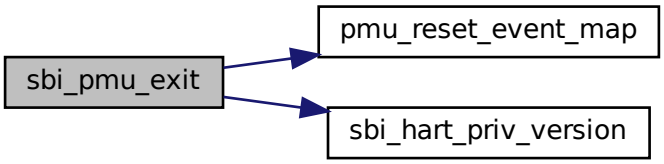
Here is the call graph for this function:



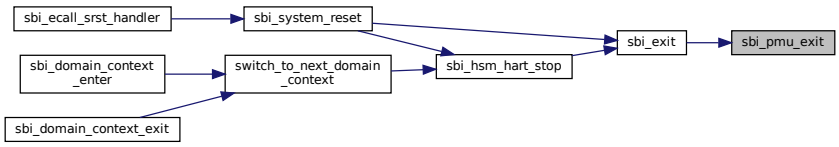
30.64.2.9 sbi_pmu_exit()

```
void sbi_pmu_exit (
            struct sbi_scratch * scratch )
```

Reset PMU during hart exit Here is the call graph for this function:



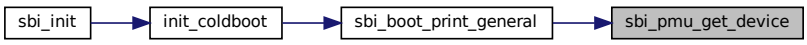
Here is the caller graph for this function:



30.64.2.10 sbi_pmu_get_device()

```
const struct sbi_pmu_device* sbi_pmu_get_device (
            void  )
```

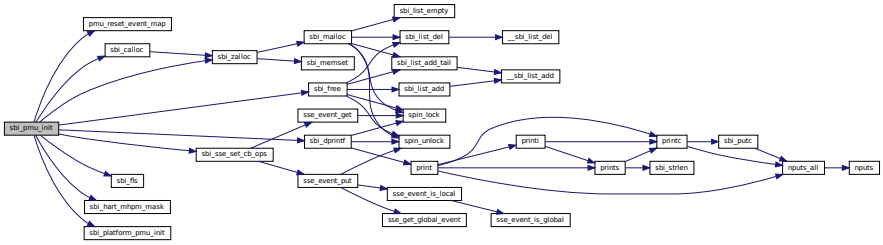
Get the PMU platform device Here is the caller graph for this function:



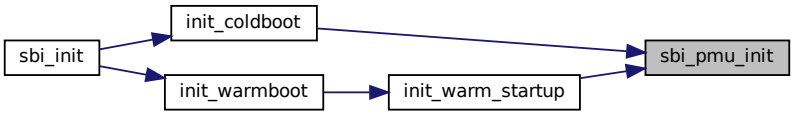
30.64.2.11 sbi_pmu_init()

```
int sbi_pmu_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Initialize PMU Here is the call graph for this function:



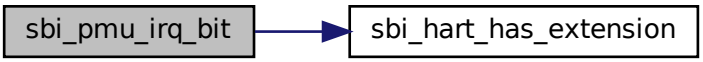
Here is the caller graph for this function:



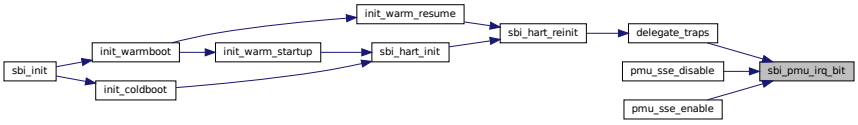
30.64.2.12 sbi_pmu_irq_bit()

```
int sbi_pmu_irq_bit (
            void  )
```

Return the pmu irq bit depending on extension existence Here is the call graph for this function:



Here is the caller graph for this function:



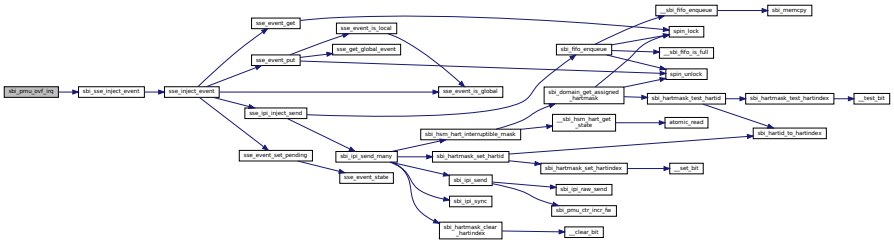
30.64.2.13 sbi_pmu_num_ctr()

```
unsigned long sbi_pmu_num_ctr (
            void  )
```

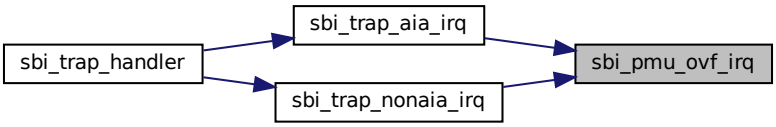
30.64.2.14 sbi_pmu_ovf_irq()

```
void sbi_pmu_ovf_irq ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.64.2.15 sbi_pmu_set_device()

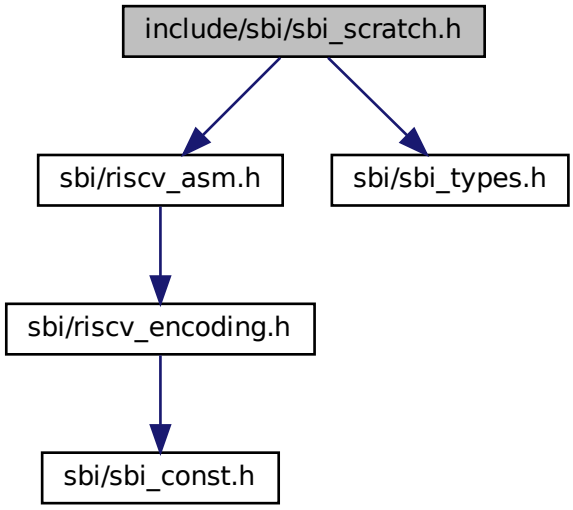
```
void sbi_pmu_set_device (
            const struct sbi_pmu_device * dev )
```

Set the PMU platform device

30.65 include/sbi/sbi_scratch.h File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_scratch.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_scratch

Macros

- #define SBI_SCRATCH_FW_START_OFFSET (0 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_FW_SIZE_OFFSET (1 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_FW_RW_OFFSET (2 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_FW_HEAP_OFFSET (3 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_FW_HEAP_SIZE_OFFSET (4 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_NEXT_ARG1_OFFSET (5 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_NEXT_ADDR_OFFSET (6 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_NEXT_MODE_OFFSET (7 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_WARMBOOT_ADDR_OFFSET (8 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_PLATFORM_ADDR_OFFSET (9 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_HARTID_TO_SCRATCH_OFFSET (10 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_TRAP_CONTEXT_OFFSET (11 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_TMP0_OFFSET (12 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_OPTIONS_OFFSET (13 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_EXTRA_SPACE_OFFSET (14 * __SIZEOF_POINTER__)
- #define SBI_SCRATCH_SIZE (0x1000)
- #define sbi_scratch_thishart_ptr() ((struct sbi_scratch *)csr_read(CSR_MSCRATCH))
- #define sbi_scratch_thishart_arg1_ptr() ((void *)(sbi_scratch_thishart_ptr()->next_arg1))

- #define sbi_scratch_offset_ptr(scratch, offset) (void *)((char *)(scratch) + (offset))
- #define sbi_scratch_thishart_offset_ptr(offset) (void *)((char *)sbi_scratch_thishart_ptr() + (offset))
- #define sbi_scratch_alloc_type_offset(__type) sbi_scratch_alloc_offset(sizeof(__type))
- #define sbi_scratch_read_type(__scratch, __type, __offset)
- #define sbi_scratch_write_type(__scratch, __type, __offset, __ptr)
- #define sbi_scratch_last_hartindex() last_hartindex_having_scratch
- #define sbi_hartindex_valid(__hartindex) (((__hartindex) <= sbi_scratch_last_hartindex()) ? true : false)
- #define sbi_hartindex_to_hartid(__hartindex)
- #define sbi_hartindex_to_scratch(__hartindex)
- #define sbi_hartid_to_scratch(__hartid) sbi_hartindex_to_scratch(sbi_hartid_to_hartindex(__hartid))
- #define sbi_hartid_valid(__hartid) sbi_hartindex_valid(sbi_hartid_to_hartindex(__hartid))

Enumerations

- enum sbi_scratch_options { SBI_SCRATCH_NO_BOOT_PRINTS = (1 << 0) , SBI_SCRATCH_DEBUG_PRINTS = (1 << 1) }

Functions

- _Static_assert (offsetof(struct sbi_scratch, fw_start)==SBI_SCRATCH_FW_START_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_FW_START_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, fw_size)==SBI_SCRATCH_FW_SIZE_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_FW_SIZE_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, next_arg1)==SBI_SCRATCH_NEXT_ARG1_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_NEXT_ARG1_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, next_addr)==SBI_SCRATCH_NEXT_ADDR_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_NEXT_ADDR_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, next_mode)==SBI_SCRATCH_NEXT_MODE_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_NEXT_MODE_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, warmboot_addr)==SBI_SCRATCH_WARMBOOT_ADDR_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_WARMBOOT_ADDR_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, platform_addr)==SBI_SCRATCH_PLATFORM_ADDR_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_PLATFORM_ADDR_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, hartid_to_scratch)==SBI_SCRATCH_HARTID_TO_SCRATCH_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_HARTID_TO_SCRATCH_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, trap_context)==SBI_SCRATCH_TRAP_CONTEXT_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_TRAP_CONTEXT_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, tmp0)==SBI_SCRATCH_TMP0_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_TMP0_OFFSET")
- _Static_assert (offsetof(struct sbi_scratch, options)==SBI_SCRATCH_OPTIONS_OFFSET, "struct sbi_scratch definition has changed, please redefine " "SBI_SCRATCH_OPTIONS_OFFSET")
- int sbi_scratch_init (struct sbi_scratch *scratch)
- unsigned long sbi_scratch_alloc_offset (unsigned long size)
- void sbi_scratch_free_offset (unsigned long offset)
- unsigned long sbi_scratch_used_space (void)
- u32 sbi_hartid_to_hartindex (u32 hartid)

Variables

- u32 last_hartindex_having_scratch
- u32 hartindex_to_hartid_table [ ]
- struct sbi_scratch * hartindex_to_scratch_table [ ]

30.65.1 Macro Definition Documentation

30.65.1.1 sbi_hartid_to_scratch

```
#define sbi_hartid_to_scratch(
            __hartid )  sbi_hartindex_to_scratch(sbi_hartid_to_hartindex(__hartid))
```

Get sbi_scratch from HART id

30.65.1.2 sbi_hartid_valid

```
#define sbi_hartid_valid(
            __hartid )  sbi_hartindex_valid(sbi_hartid_to_hartindex(__hartid))
```

Check whether particular HART id is valid or not

30.65.1.3 sbi_hartindex_to_hartid

```
#define sbi_hartindex_to_hartid(
            __hartindex )
```

Value:

```
({                          \
    ((__hartindex) <= sbi_scratch_last_hartindex()) ?\
    hartindex_to_hartid_table[__hartindex] : -1U;  \
})
```

Get sbi_scratch from HART index

30.65.1.4 sbi_hartindex_to_scratch

```
#define sbi_hartindex_to_scratch(
            __hartindex )
```

Value:

```
({                          \
    ((__hartindex) <= sbi_scratch_last_hartindex()) ?\
    hartindex_to_scratch_table[__hartindex] : NULL;\
})
```

Get sbi_scratch from HART index

30.65.1.5 sbi_hartindex_valid

```
#define sbi_hartindex_valid(
            __hartindex ) (((__hartindex) <= sbi_scratch_last_hartindex()) ?  true :  false)
```

Check whether a particular HART index is valid or not

30.65.1.6 sbi_scratch_alloc_type_offset

```
#define sbi_scratch_alloc_type_offset(
            __type )  sbi_scratch_alloc_offset(sizeof(__type))
```

Allocate offset for a data type in sbi_scratch

30.65.1.7 SBI_SCRATCH_EXTRA_SPACE_OFFSET

```
#define SBI_SCRATCH_EXTRA_SPACE_OFFSET (14 * __SIZEOF_POINTER__)
```

Offset of extra space in sbi_scratch

30.65.1.8 SBI_SCRATCH_FW_HEAP_OFFSET

```
#define SBI_SCRATCH_FW_HEAP_OFFSET (3 * __SIZEOF_POINTER__)
```

Offset of fw_heap_offset member in sbi_scratch

30.65.1.9 SBI_SCRATCH_FW_HEAP_SIZE_OFFSET

```
#define SBI_SCRATCH_FW_HEAP_SIZE_OFFSET (4 * __SIZEOF_POINTER__)
```

Offset of fw_heap_size_offset member in sbi_scratch

30.65.1.10 SBI_SCRATCH_FW_RW_OFFSET

```
#define SBI_SCRATCH_FW_RW_OFFSET (2 * __SIZEOF_POINTER__)
```

Offset (in sbi_scratch) of the R/W Offset

30.65.1.11 SBI_SCRATCH_FW_SIZE_OFFSET

```
#define SBI_SCRATCH_FW_SIZE_OFFSET (1 * __SIZEOF_POINTER__)
```

Offset of fw_size member in sbi_scratch

30.65.1.12 SBI_SCRATCH_FW_START_OFFSET

```
#define SBI_SCRATCH_FW_START_OFFSET (0 * __SIZEOF_POINTER__)
```

Offset of fw_start member in sbi_scratch

30.65.1.13 SBI_SCRATCH_HARTID_TO_SCRATCH_OFFSET

```
#define SBI_SCRATCH_HARTID_TO_SCRATCH_OFFSET (10 * __SIZEOF_POINTER__)
```

Offset of hartid_to_scratch member in sbi_scratch

30.65.1.14 sbi_scratch_last_hartindex

```
#define sbi_scratch_last_hartindex( ) last_hartindex_having_scratch
```

Get last HART index having a sbi_scratch pointer

30.65.1.15 SBI_SCRATCH_NEXT_ADDR_OFFSET

```
#define SBI_SCRATCH_NEXT_ADDR_OFFSET (6 * __SIZEOF_POINTER__)
```

Offset of next_addr member in sbi_scratch

30.65.1.16 SBI_SCRATCH_NEXT_ARG1_OFFSET

```
#define SBI_SCRATCH_NEXT_ARG1_OFFSET (5 * __SIZEOF_POINTER__)
```

Offset of next_arg1 member in sbi_scratch

30.65.1.17 SBI_SCRATCH_NEXT_MODE_OFFSET

```
#define SBI_SCRATCH_NEXT_MODE_OFFSET (7 * __SIZEOF_POINTER__)
```

Offset of next_mode member in sbi_scratch

30.65.1.18 sbi_scratch_offset_ptr

```
#define sbi_scratch_offset_ptr(
              scratch,
              offset ) (void *)((char *)(scratch) + (offset))
```

Get pointer from offset in sbi_scratch

30.65.1.19 SBI_SCRATCH_OPTIONS_OFFSET

```
#define SBI_SCRATCH_OPTIONS_OFFSET (13 * __SIZEOF_POINTER__)
```

Offset of options member in sbi_scratch

30.65.1.20 SBI_SCRATCH_PLATFORM_ADDR_OFFSET

```
#define SBI_SCRATCH_PLATFORM_ADDR_OFFSET (9 * __SIZEOF_POINTER__)
```

Offset of platform_addr member in sbi_scratch

30.65.1.21 sbi_scratch_read_type

```
#define sbi_scratch_read_type(
                __scratch,
                __type,
                __offset )
```

Value:

```
({                                      \
    *((__type *)sbi_scratch_offset_ptr((__scratch), (__offset))); \
})
```

Read a data type from sbi_scratch at given offset

30.65.1.22 SBI_SCRATCH_SIZE

```
#define SBI_SCRATCH_SIZE (0x1000)
```

Maximum size of sbi_scratch (4KB)

30.65.1.23 sbi_scratch_thishart_arg1_ptr

```
#define sbi_scratch_thishart_arg1_ptr( )   ((void *)(sbi_scratch_thishart_ptr()->next_arg1))
```

Get Arg1 of next booting stage for current HART

30.65.1.24 sbi_scratch_thishart_offset_ptr

```
#define sbi_scratch_thishart_offset_ptr(
                offset )   (void *)((char *)sbi_scratch_thishart_ptr() + (offset))
```

Get pointer from offset in sbi_scratch for current HART

30.65.1.25 sbi_scratch_thishart_ptr

```
#define sbi_scratch_thishart_ptr( )   ((struct sbi_scratch *)csr_read(CSR_MSCRATCH))
```

Get pointer to sbi_scratch for current HART

30.65.1.26 SBI_SCRATCH_TMP0_OFFSET

```
#define SBI_SCRATCH_TMP0_OFFSET (12 * __SIZEOF_POINTER__)
```

Offset of tmp0 member in sbi_scratch

30.65.1.27 SBI_SCRATCH_TRAP_CONTEXT_OFFSET

```
#define SBI_SCRATCH_TRAP_CONTEXT_OFFSET (11 * __SIZEOF_POINTER__)
```

Offset of trap_context member in sbi_scratch

30.65.1.28 SBI_SCRATCH_WARMBOOT_ADDR_OFFSET

```
#define SBI_SCRATCH_WARMBOOT_ADDR_OFFSET (8 * __SIZEOF_POINTER__)
```

Offset of warmboot_addr member in sbi_scratch

30.65.1.29 sbi_scratch_write_type

```
#define sbi_scratch_write_type(
                __scratch,
                __type,
                __offset,
                __ptr )
```

Value:

```
do {                                    \
    *((__type *)sbi_scratch_offset_ptr((__scratch), (__offset)))  \
                = (__type)(__ptr);      \
} while (0)
```

Write a data type to sbi_scratch at given offset

30.65.2 Enumeration Type Documentation

30.65.2.1 sbi_scratch_options

enum sbi_scratch_options
Possible options for OpenSBI library

Enumerator

SBI_SCRATCH_NO_BOOT_PRINTS	Disable prints during boot
SBI_SCRATCH_DEBUG_PRINTS	Enable runtime debug prints

30.65.3 Function Documentation

30.65.3.1 _Static_assert() [1/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, fw_size)  = =SBI_SCRATCH_FW_SIZE_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_FW_SIZE_OFFSET"  )
```

30.65.3.2 _Static_assert() [2/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, fw_start)  = =SBI_SCRATCH_FW_START_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_FW_START_OFFSET"  )
```

Prevent modification of struct sbi_scratch from affecting SBI_SCRATCH_xxx_OFFSET

30.65.3.3 _Static_assert() [3/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, hartid_to_scratch)  = =SBI_SCRATCH_HARTID_TO_SCRATCH_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_HARTID_TO_SCRATCH_OFFSET"  )
```

30.65.3.4 _Static_assert() [4/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, next_addr)  = =SBI_SCRATCH_NEXT_ADDR_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_NEXT_ADDR_OFFSET"  )
```

30.65.3.5 _Static_assert() [5/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, next_arg1)  = =SBI_SCRATCH_NEXT_ARG1_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_NEXT_ARG1_OFFSET"  )
```

30.65.3.6 _Static_assert() [6/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, next_mode)  = =SBI_SCRATCH_NEXT_MODE_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_NEXT_MODE_OFFSET"  )
```

30.65.3.7 _Static_assert() [7/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, options)  = =SBI_SCRATCH_OPTIONS_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_OPTIONS_OFFSET"  )
```

30.65.3.8 _Static_assert() [8/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, platform_addr)  = =SBI_SCRATCH_PLATFORM_ADDR_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_PLATFORM_ADDR_OFFSET"  )
```

30.65.3.9 _Static_assert() [9/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, tmp0)  = =SBI_SCRATCH_TMP0_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_TMP0_OFFSET"  )
```

30.65.3.10 _Static_assert() [10/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, trap_context)  = =SBI_SCRATCH_TRAP_CONTEXT_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_TRAP_CONTEXT_OFFSET"  )
```

30.65.3.11 _Static_assert() [11/11]

```
_Static_assert (
            offsetof(struct sbi_scratch, warmboot_addr)  = =SBI_SCRATCH_WARMBOOT_ADDR_OFFSET,
            "struct sbi_scratch definition has changed,
            please redefine " "SBI_SCRATCH_WARMBOOT_ADDR_OFFSET"  )
```

30.65.3.12 sbi_hartid_to_hartindex()

```
u32 sbi_hartid_to_hartindex (
            u32 hartid )
```

Get logical index for given HART id

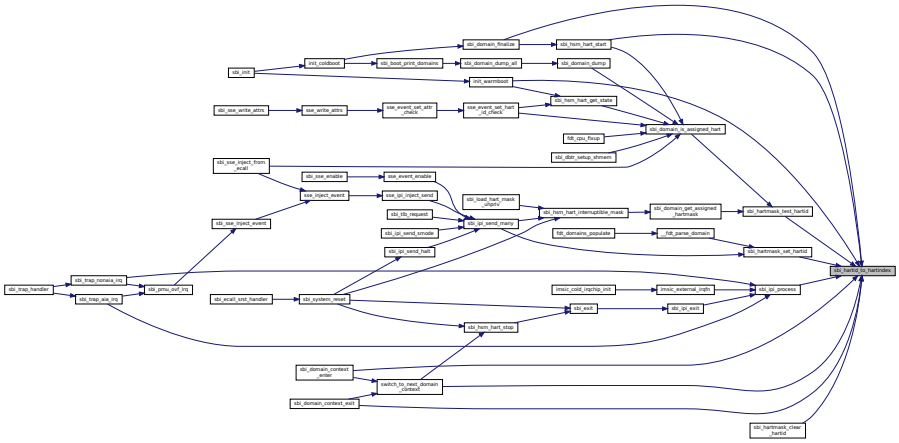
Parameters

hartid	physical HART id

Returns

value between 0 to SBI_HARTMASK_MAX_BITS upon success and SBI_HARTMASK_MAX_BITS upon failure.

Here is the caller graph for this function:



30.65.3.13 sbi_scratch_alloc_offset()

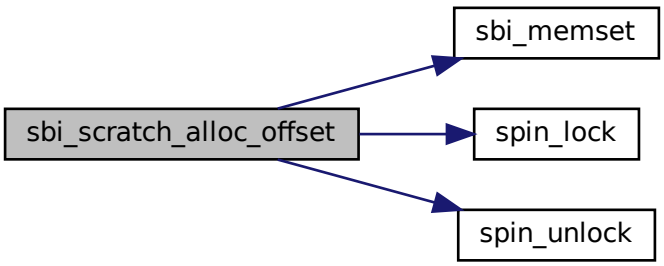
```
unsigned long sbi_scratch_alloc_offset (
            unsigned long size )
```

Allocate from extra space in sbi_scratch

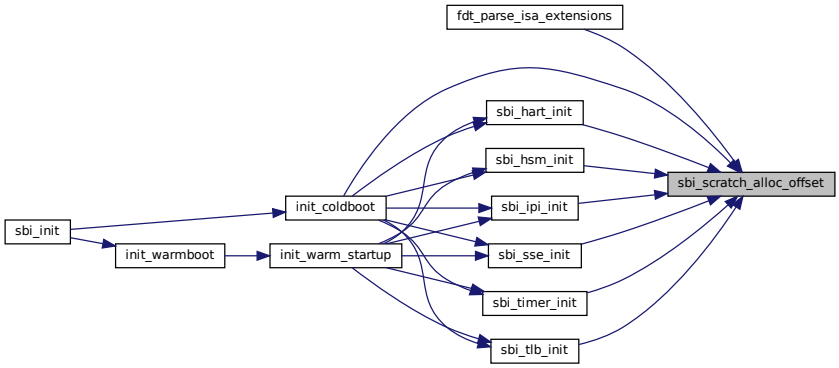
Returns

zero on failure and non-zero (>= SBI_SCRATCH_EXTRA_SPACE_OFFSET) on success

Here is the call graph for this function:



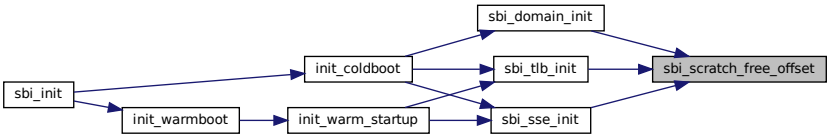
Here is the caller graph for this function:



30.65.3.14 sbi_scratch_free_offset()

```
void sbi_scratch_free_offset (
            unsigned long offset )
```

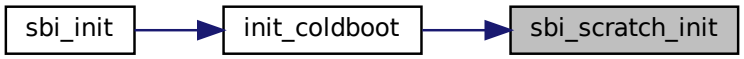
Free-up extra space in sbi_scratch Here is the caller graph for this function:



30.65.3.15 sbi_scratch_init()

```
int sbi_scratch_init (
            struct sbi_scratch * scratch )
```

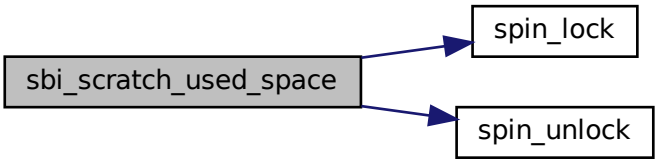
Initialize scratch table and allocator Here is the caller graph for this function:



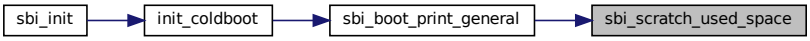
30.65.3.16 sbi_scratch_used_space()

```
unsigned long sbi_scratch_used_space (
            void  )
```

Amount (in bytes) of used space in in sbi_scratch Here is the call graph for this function:



Here is the caller graph for this function:



30.65.4 Variable Documentation

30.65.4.1 hartindex_to_hartid_table

```
u32 hartindex_to_hartid_table[]  [extern]
```

HART index to HART id table

30.65.4.2 hartindex_to_scratch_table

```
struct sbi_scratch* hartindex_to_scratch_table[]  [extern]
```

HART index to scratch table

30.65.4.3 last_hartindex_having_scratch

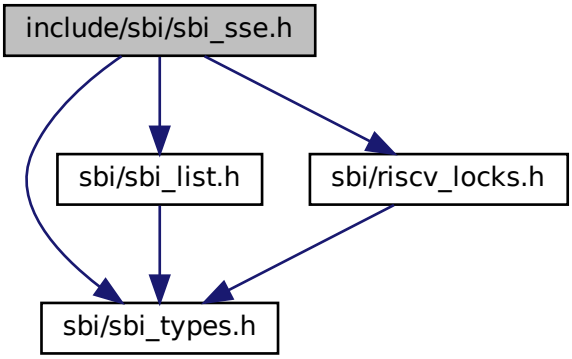
```
u32 last_hartindex_having_scratch  [extern]
```

Last HART index having a sbi_scratch pointer

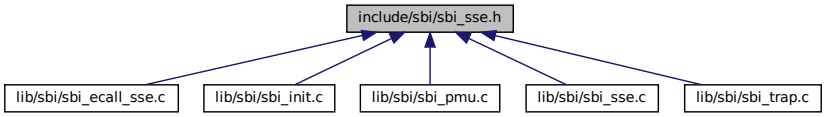
30.66 include/sbi/sbi_sse.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_list.h>
#include <sbi/riscv_locks.h>
```

Include dependency graph for sbi_sse.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_sse_cb_ops

Macros

- #define EXC_MODE_PP_SHIFT 0
- #define EXC_MODE_PP BIT(EXC_MODE_PP_SHIFT)
- #define EXC_MODE_PV_SHIFT 1
- #define EXC_MODE_PV BIT(EXC_MODE_PV_SHIFT)
- #define EXC_MODE_SSTATUS_SPIE_SHIFT 2
- #define EXC_MODE_SSTATUS_SPIE BIT(EXC_MODE_SSTATUS_SPIE_SHIFT)

Functions

- int sbi_sse_set_cb_ops (uint32_t event_id, const struct sbi_sse_cb_ops *cb_ops)
- int sbi_sse_inject_event (uint32_t event_id)
- void sbi_sse_process_pending_events (struct sbi_trap_regs *regs)
- int sbi_sse_init (struct sbi_scratch *scratch, bool cold_boot)
- void sbi_sse_exit (struct sbi_scratch *scratch)
- int sbi_sse_register (uint32_t event_id, unsigned long handler_entry_pc, unsigned long handler_entry_arg)
- int sbi_sse_unregister (uint32_t event_id)
- int sbi_sse_enable (uint32_t event_id)
- int sbi_sse_disable (uint32_t event_id)
- int sbi_sse_complete (struct sbi_trap_regs *regs, struct sbi_ecall_return *out)

- int sbi_sse_inject_from_ecall (uint32_t event_id, unsigned long hart_id, struct sbi_ecall_return *out)
- int sbi_sse_read_attrs (uint32_t event_id, uint32_t base_attr_id, uint32_t attr_count, unsigned long output_phys_lo, unsigned long output_phys_hi)
- int sbi_sse_write_attrs (uint32_t event_id, uint32_t base_attr_id, uint32_t attr_count, unsigned long input_phys_lo, unsigned long input_phys_hi)

30.66.1 Macro Definition Documentation

30.66.1.1 EXC_MODE_PP

```
#define EXC_MODE_PP BIT(EXC_MODE_PP_SHIFT)
```

30.66.1.2 EXC_MODE_PP_SHIFT

```
#define EXC_MODE_PP_SHIFT 0
```

30.66.1.3 EXC_MODE_PV

```
#define EXC_MODE_PV BIT(EXC_MODE_PV_SHIFT)
```

30.66.1.4 EXC_MODE_PV_SHIFT

```
#define EXC_MODE_PV_SHIFT 1
```

30.66.1.5 EXC_MODE_SSTATUS_SPIE

```
#define EXC_MODE_SSTATUS_SPIE BIT(EXC_MODE_SSTATUS_SPIE_SHIFT)
```

30.66.1.6 EXC_MODE_SSTATUS_SPIE_SHIFT

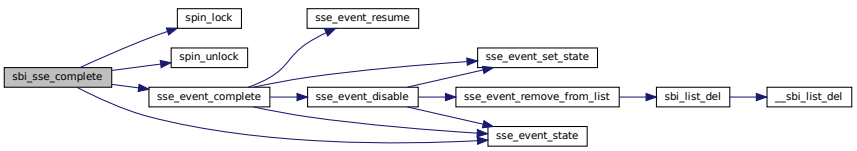
```
#define EXC_MODE_SSTATUS_SPIE_SHIFT 2
```

30.66.2 Function Documentation

30.66.2.1 sbi_sse_complete()

```
int sbi_sse_complete (
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )
```

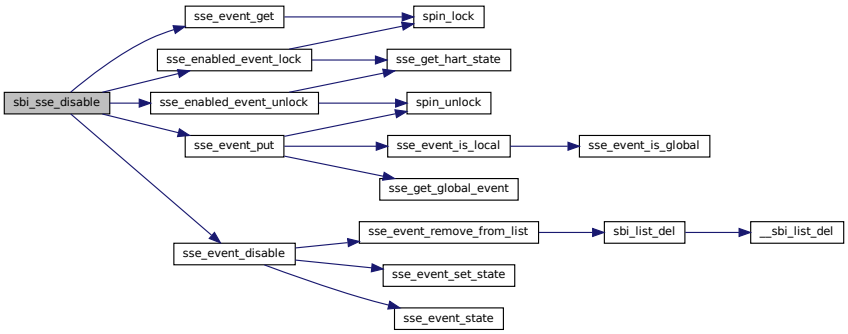
Here is the call graph for this function:



30.66.2.2 sbi_sse_disable()

```
int sbi_sse_disable (
            uint32_t event_id )
```

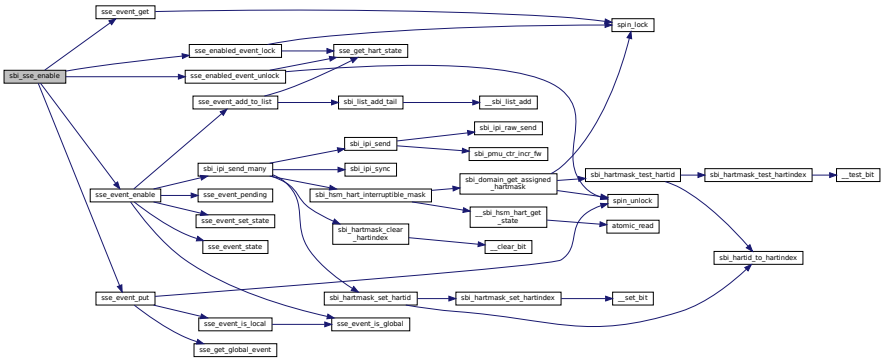
Here is the call graph for this function:



30.66.2.3 sbi_sse_enable()

```
int sbi_sse_enable (
            uint32_t event_id )
```

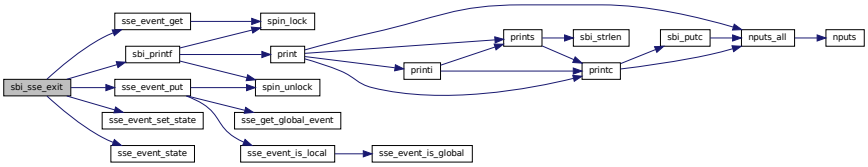
Here is the call graph for this function:



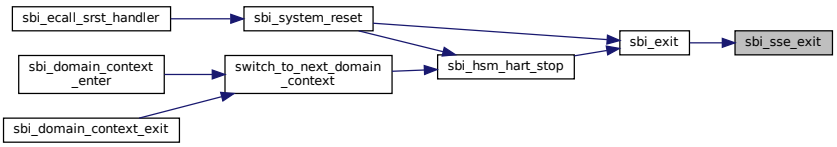
30.66.2.4 sbi_sse_exit()

```
void sbi_sse_exit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



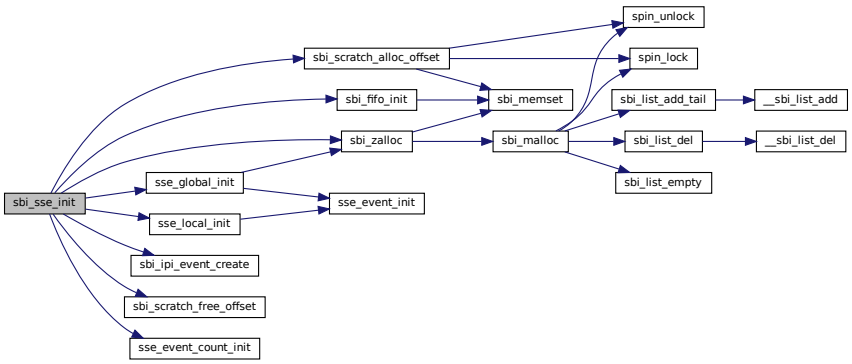
Here is the caller graph for this function:



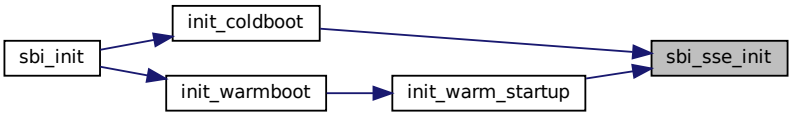
30.66.2.5 sbi_sse_init()

```
int sbi_sse_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



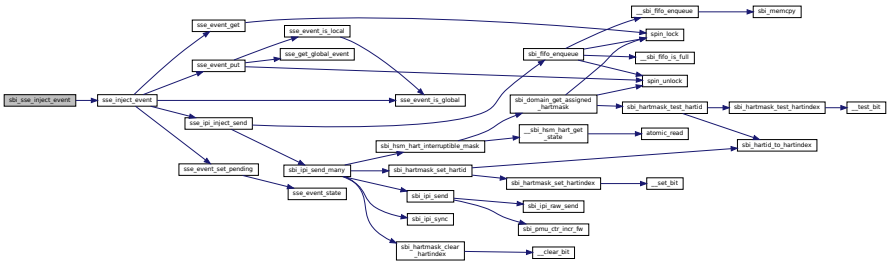
Here is the caller graph for this function:



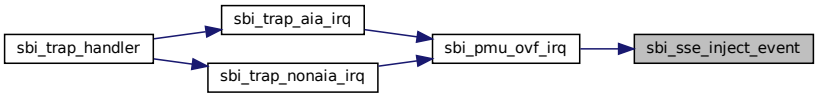
30.66.2.6 sbi_sse_inject_event()

```
int sbi_sse_inject_event (
            uint32_t event_id )
```

Here is the call graph for this function:



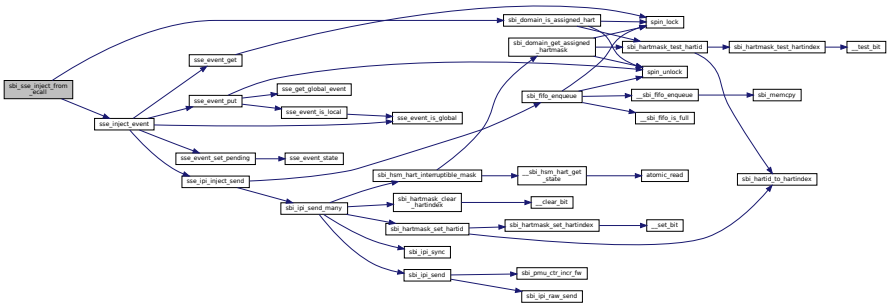
Here is the caller graph for this function:



30.66.2.7 sbi_sse_inject_from_ecall()

```
int sbi_sse_inject_from_ecall (
            uint32_t event_id,
            unsigned long hart_id,
            struct sbi_ecall_return * out )
```

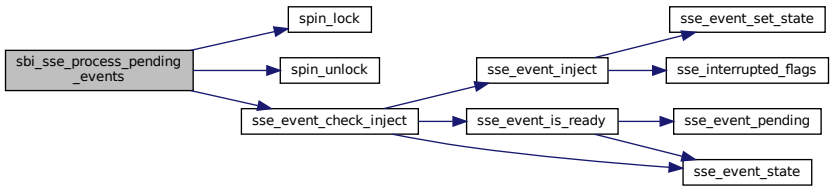
Here is the call graph for this function:



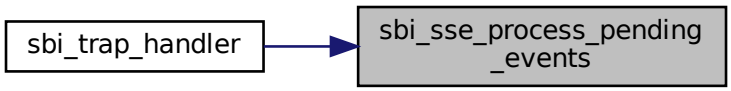
30.66.2.8 sbi_sse_process_pending_events()

```
void sbi_sse_process_pending_events (
            struct sbi_trap_regs * regs )
```

Here is the call graph for this function:



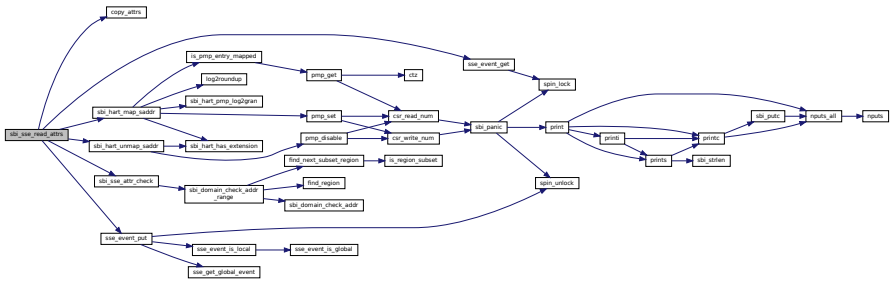
Here is the caller graph for this function:



30.66.2.9 sbi_sse_read_attrs()

```
int sbi_sse_read_attrs (
            uint32_t event_id,
            uint32_t base_attr_id,
            uint32_t attr_count,
            unsigned long output_phys_lo,
            unsigned long output_phys_hi )
```

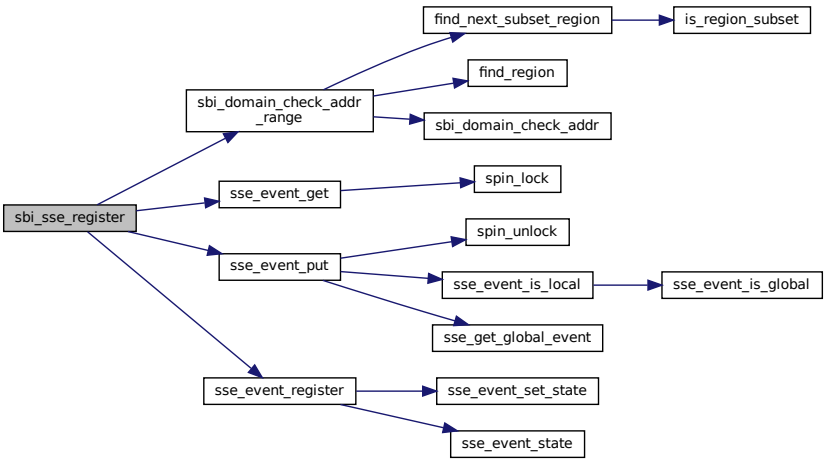
Here is the call graph for this function:



30.66.2.10 sbi_sse_register()

```
int sbi_sse_register (
            uint32_t event_id,
            unsigned long handler_entry_pc,
            unsigned long handler_entry_arg )
```

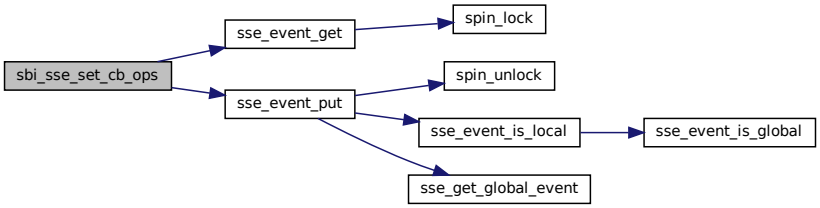
Here is the call graph for this function:



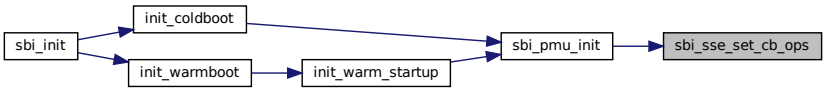
30.66.2.11 sbi_sse_set_cb_ops()

```
int sbi_sse_set_cb_ops (
            uint32_t event_id,
            const struct sbi_sse_cb_ops * cb_ops )
```

Here is the call graph for this function:



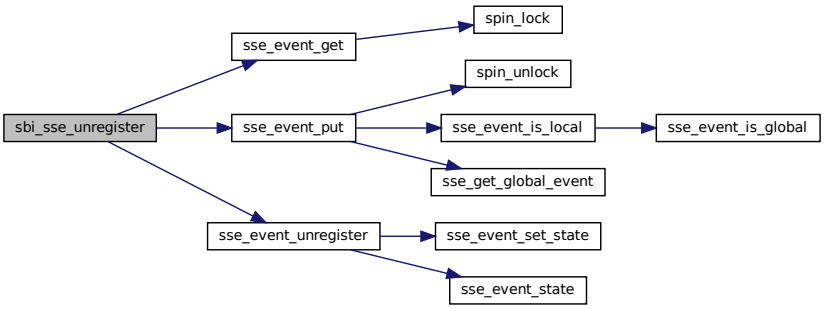
Here is the caller graph for this function:



30.66.2.12 sbi_sse_unregister()

```
int sbi_sse_unregister (
            uint32_t event_id )
```

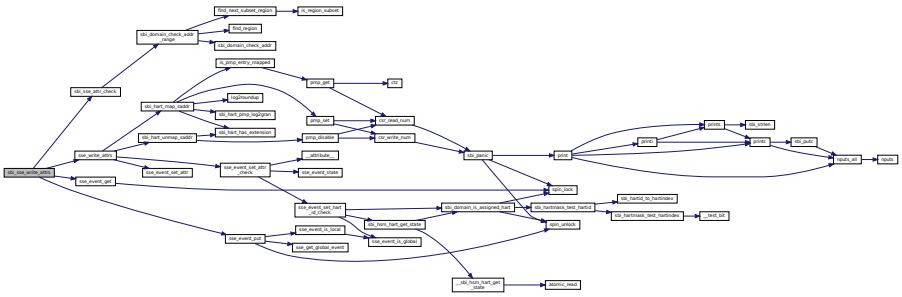
Here is the call graph for this function:



30.66.2.13 sbi_sse_write_attrs()

```
int sbi_sse_write_attrs (
            uint32_t event_id,
            uint32_t base_attr_id,
            uint32_t attr_count,
            unsigned long input_phys_lo,
            unsigned long input_phys_hi )
```

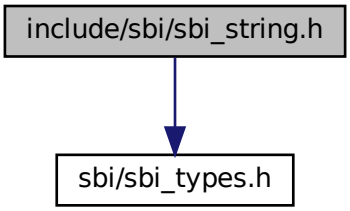
Here is the call graph for this function:



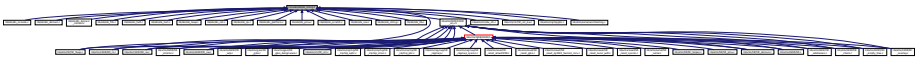
30.67 include/sbi/sbi_string.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_string.h:



This graph shows which files directly or indirectly include this file:



Functions

- int sbi_strcmp (const char *a, const char *b)
- int sbi_strncmp (const char *a, const char *b, size_t count)
- size_t sbi_strlen (const char *str)
- size_t sbi_strnlen (const char *str, size_t count)
- char * sbi_strcpy (char *dest, const char *src)
- char * sbi_strncpy (char *dest, const char *src, size_t count)
- char * sbi_strchr (const char *s, int c)
- char * sbi_strrchr (const char *s, int c)
- void * sbi_memset (void *s, int c, size_t count)
- void * sbi_memcpy (void *dest, const void *src, size_t count)
- void * sbi_memmove (void *dest, const void *src, size_t count)
- int sbi_memcmp (const void *s1, const void *s2, size_t count)
- void * sbi_memchr (const void *s, int c, size_t count)

30.67.1 Function Documentation

30.67.1.1 sbi_memchr()

```
void* sbi_memchr (
            const void * s,
            int c,
            size_t count )
```

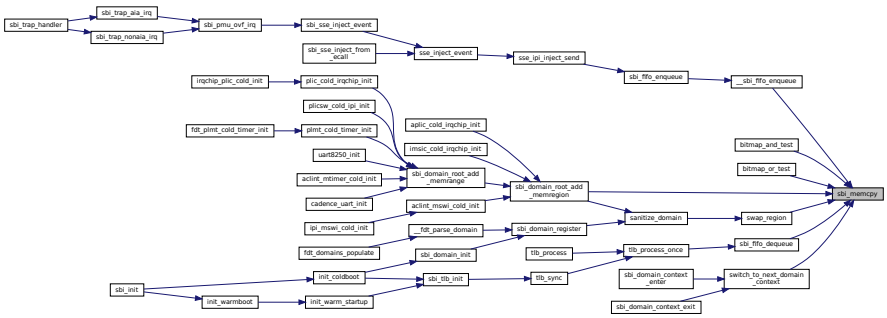
30.67.1.2 sbi_memcmp()

```
int sbi_memcmp (
            const void * s1,
            const void * s2,
            size_t count )
```

30.67.1.3 sbi_memcpy()

```
void* sbi_memcpy (
            void * dest,
            const void * src,
            size_t count )
```

Here is the caller graph for this function:



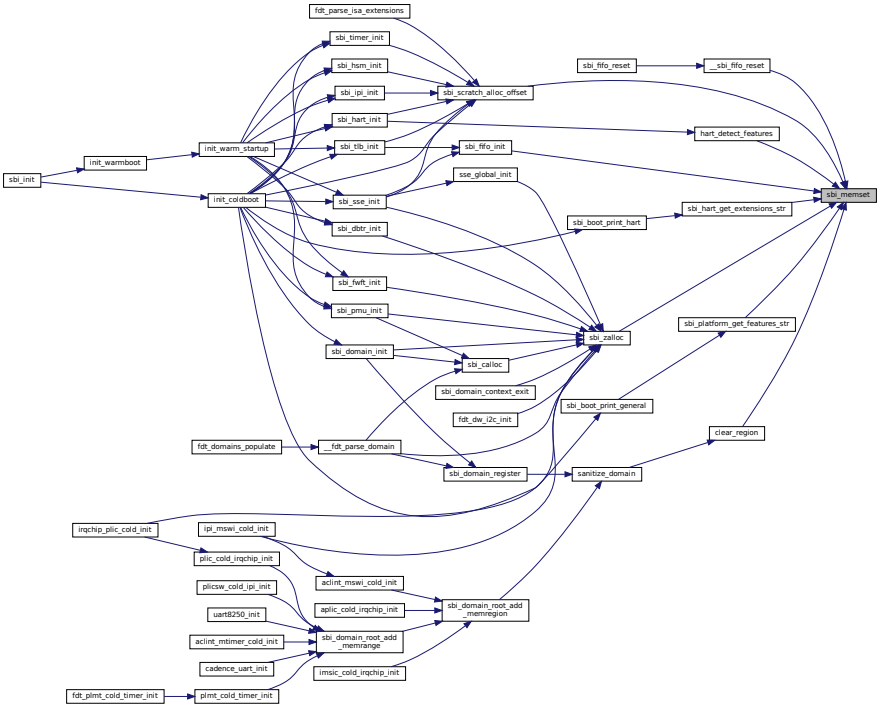
30.67.1.4 sbi_memmove()

```
void* sbi_memmove (
            void * dest,
            const void * src,
            size_t count )
```

30.67.1.5 sbi_memset()

```
void* sbi_memset (
            void * s,
            int c,
            size_t count )
```

Here is the caller graph for this function:



30.67.1.6 sbi_strchr()

```
char* sbi_strchr (
            const char * s,
            int c )
```

30.67.1.7 sbi_strcmp()

```
int sbi_strcmp (
            const char * a,
            const char * b )
```

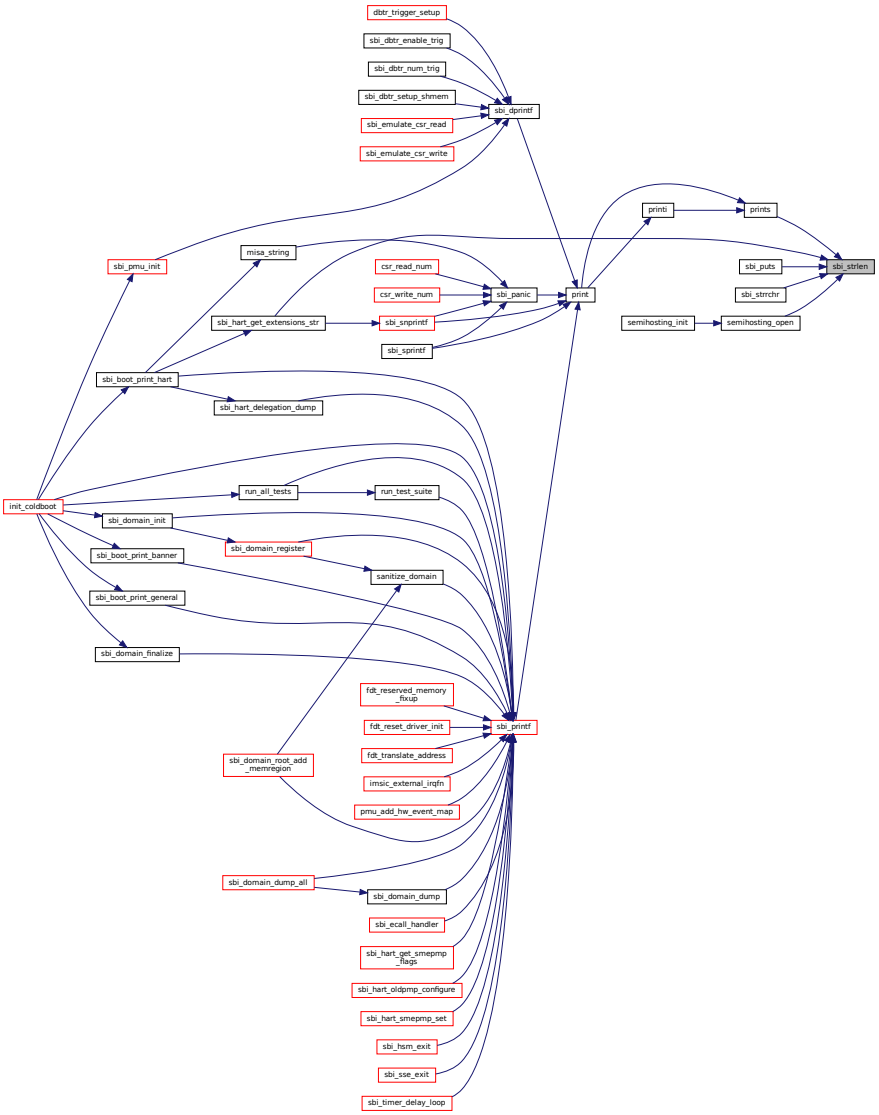
30.67.1.8 sbi_strcpy()

```
char* sbi_strcpy (
            char * dest,
            const char * src )
```

30.67.1.9 sbi_strlen()

```
size_t sbi_strlen (
            const char * str )
```

Here is the caller graph for this function:



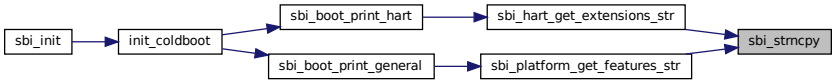
30.67.1.10 sbi_strncmp()

```
int sbi_strncmp (
            const char * a,
            const char * b,
            size_t count )
```

30.67.1.11 sbi_strncpy()

```
char* sbi_strncpy (
            char * dest,
            const char * src,
            size_t count )
```

Here is the caller graph for this function:



30.67.1.12 sbi_strnlen()

```
size_t sbi_strnlen (
            const char * str,
            size_t count )
```

30.67.1.13 sbi_strrchr()

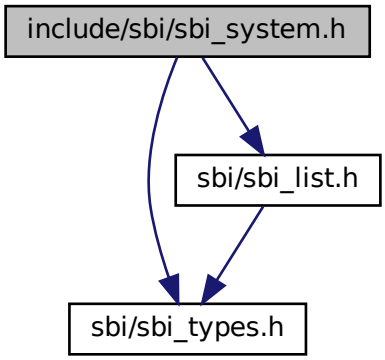
```
char* sbi_strrchr (
            const char * s,
            int c )
```

Here is the call graph for this function:

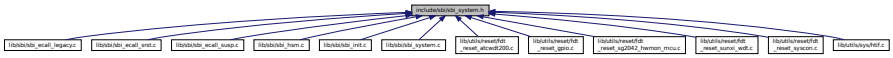
30.68 include/sbi/sbi_system.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_list.h>
```

Include dependency graph for sbi_system.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_system_reset_device
- struct sbi_system_suspend_device

Functions

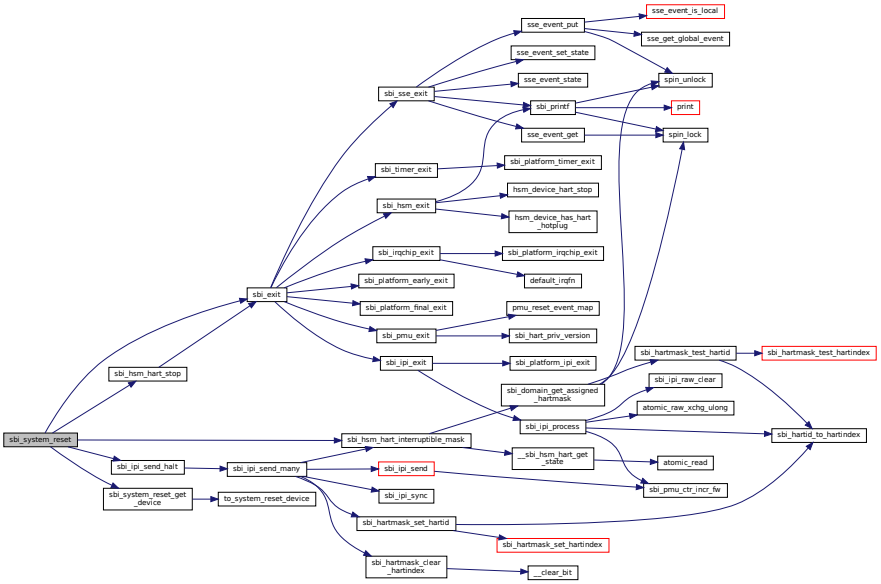
- static struct sbi_system_reset_device * to_system_reset_device (struct sbi_dlist *node)
- const struct sbi_system_reset_device * sbi_system_reset_get_device (u32 reset_type, u32 reset_reason)
- void sbi_system_reset_add_device (struct sbi_system_reset_device *dev)
- bool sbi_system_reset_supported (u32 reset_type, u32 reset_reason)
- void __noreturn sbi_system_reset (u32 reset_type, u32 reset_reason)
- const struct sbi_system_suspend_device * sbi_system_suspend_get_device (void)
- void sbi_system_suspend_set_device (struct sbi_system_suspend_device *dev)
- void sbi_system_suspend_test_enable (void)
- bool sbi_system_suspend_supported (u32 sleep_type)
- int sbi_system_suspend (u32 sleep_type, ulong resume_addr, ulong opaque)

30.68.1 Function Documentation

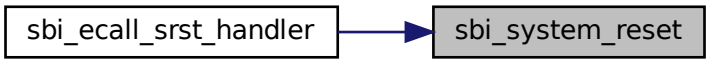
30.68.1.1 sbi_system_reset()

```
void __noreturn sbi_system_reset (
            u32 reset_type,
            u32 reset_reason )
```

Here is the call graph for this function:



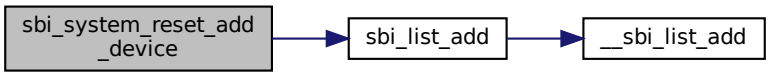
Here is the caller graph for this function:



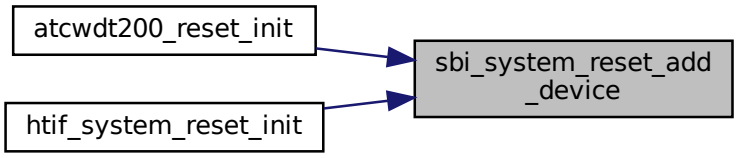
30.68.1.2 sbi_system_reset_add_device()

```
void sbi_system_reset_add_device (
            struct sbi_system_reset_device * dev )
```

Here is the call graph for this function:



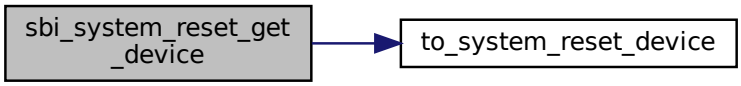
Here is the caller graph for this function:



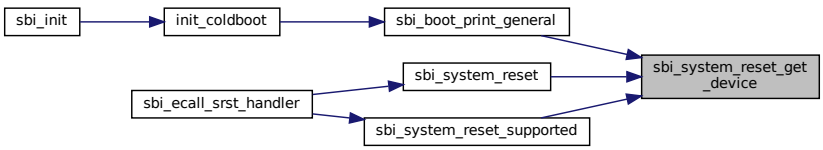
30.68.1.3 sbi_system_reset_get_device()

```
const struct sbi_system_reset_device* sbi_system_reset_get_device (
            u32 reset_type,
            u32 reset_reason )
```

lowest priority - any non zero is our candidate
reset_type not supportedHere is the call graph for this function:



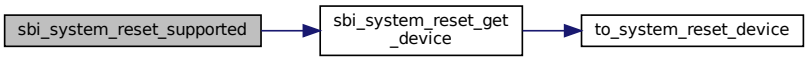
Here is the caller graph for this function:



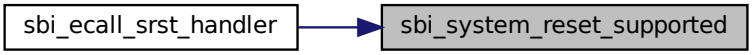
30.68.1.4 sbi_system_reset_supported()

```
bool sbi_system_reset_supported (
            u32 reset_type,
            u32 reset_reason )
```

Here is the call graph for this function:



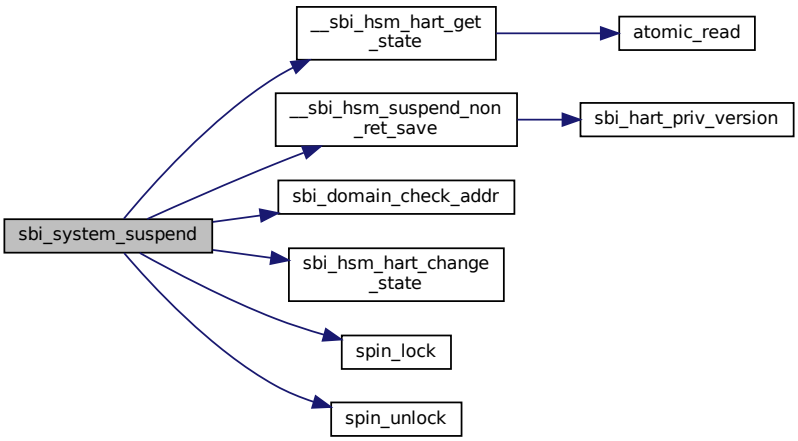
Here is the caller graph for this function:



30.68.1.5 sbi_system_suspend()

```
int sbi_system_suspend (
            u32 sleep_type,
            ulong resume_addr,
            ulong opaque )
```

Here is the call graph for this function:

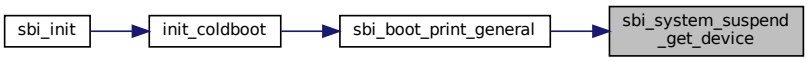


Here is the caller graph for this function:

30.68.1.6 sbi_system_suspend_get_device()

```
const struct sbi_system_suspend_device* sbi_system_suspend_get_device (
            void  )
```

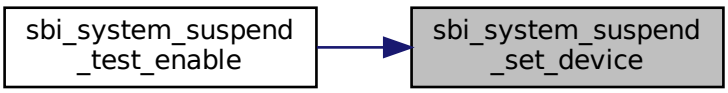
Here is the caller graph for this function:



30.68.1.7 sbi_system_suspend_set_device()

```
void sbi_system_suspend_set_device (
            struct sbi_system_suspend_device * dev )
```

Here is the caller graph for this function:



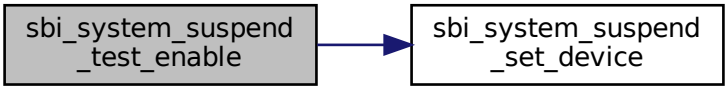
30.68.1.8 sbi_system_suspend_supported()

```
bool sbi_system_suspend_supported (
            u32 sleep_type )
```

30.68.1.9 sbi_system_suspend_test_enable()

```
void sbi_system_suspend_test_enable (
            void  )
```

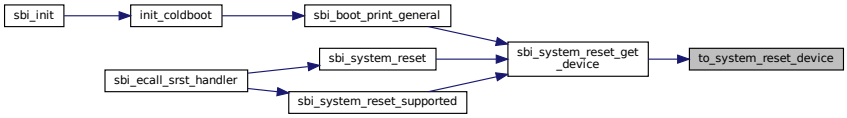
Here is the call graph for this function:



30.68.1.10 to_system_reset_device()

```
static struct sbi_system_reset_device* to_system_reset_device (
            struct sbi_dlist * node )  [inline], [static]
```

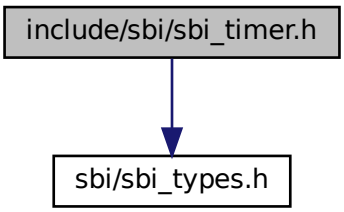
Here is the caller graph for this function:



30.69 include/sbi/sbi_timer.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sbi_timer.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct sbi_timer_device

Functions

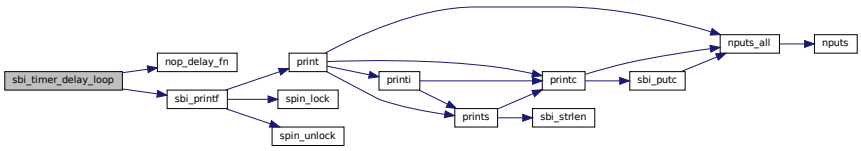
- void sbi_timer_delay_loop (ulong units, u64 unit_freq, void(∗delay_fn)(void ∗), void ∗opaque)
- static void sbi_timer_mdelay (ulong msecs)
- static void sbi_timer_udelay (ulong usecs)
- bool sbi_timer_waitms_until (bool(∗predicate)(void ∗), void ∗arg, uint64_t timeout_ms)
- u64 sbi_timer_value (void)
- u64 sbi_timer_virt_value (void)
- u64 sbi_timer_get_delta (void)
- void sbi_timer_set_delta (ulong delta)
- void sbi_timer_set_delta_upper (ulong delta_upper)
- void sbi_timer_event_start (u64 next_event)
- void sbi_timer_process (void)
- const struct sbi_timer_device ∗ sbi_timer_get_device (void)
- void sbi_timer_set_device (const struct sbi_timer_device ∗dev)
- int sbi_timer_init (struct sbi_scratch ∗scratch, bool cold_boot)
- void sbi_timer_exit (struct sbi_scratch ∗scratch)

30.69.1 Function Documentation

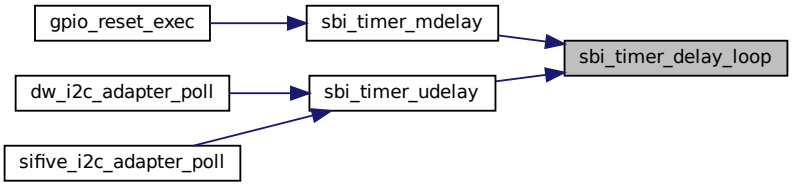
30.69.1.1 sbi_timer_delay_loop()

```
void sbi_timer_delay_loop (
            ulong units,
            u64 unit_freq,
            void(*)(void *) delay_fn,
            void * opaque )
```

Generic delay loop of desired granularity Here is the call graph for this function:



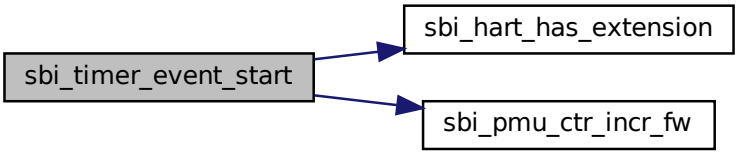
Here is the caller graph for this function:



30.69.1.2 sbi_timer_event_start()

```
void sbi_timer_event_start (
            u64 next_event )
```

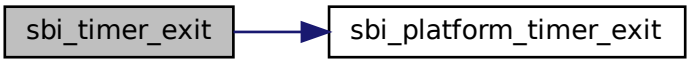
Start timer event for current HART Update the stimecmp directly if available. This allows the older software to leverage sstc extension on newer hardware.Here is the call graph for this function:



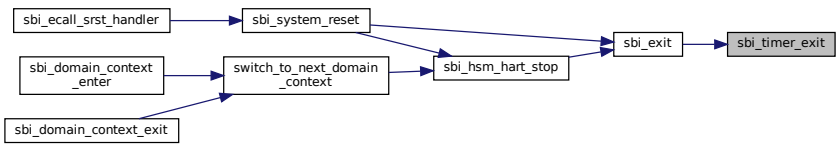
30.69.1.3 sbi_timer_exit()

```
void sbi_timer_exit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



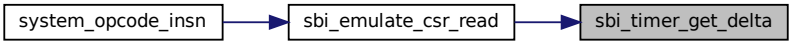
Here is the caller graph for this function:



30.69.1.4 sbi_timer_get_delta()

```
u64 sbi_timer_get_delta (
            void  )
```

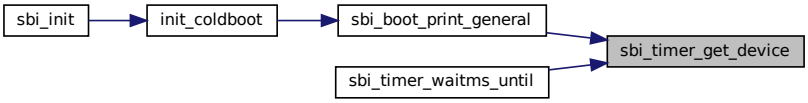
Get timer delta value for current HART Here is the caller graph for this function:



30.69.1.5 sbi_timer_get_device()

```
const struct sbi_timer_device* sbi_timer_get_device (
            void  )
```

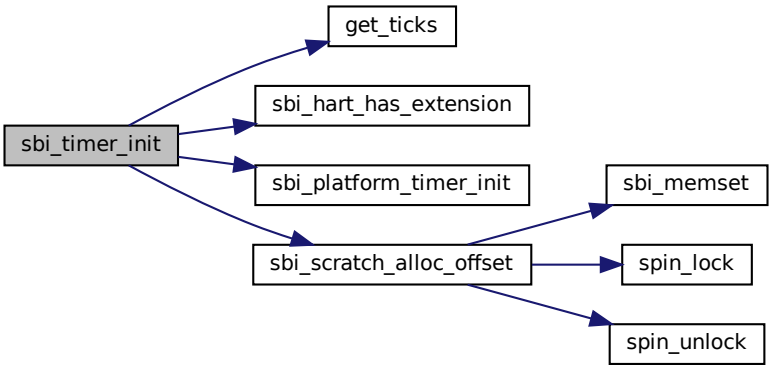
Get current timer device Here is the caller graph for this function:



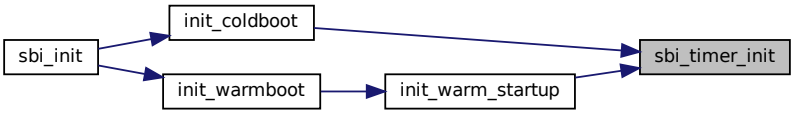
30.69.1.6 sbi_timer_init()

```
int sbi_timer_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



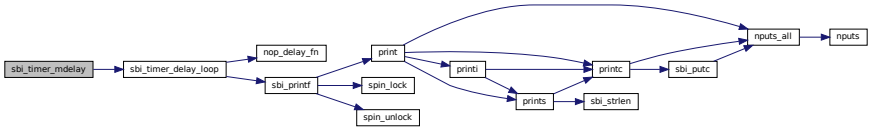
Here is the caller graph for this function:



30.69.1.7 sbi_timer_mdelay()

```
static void sbi_timer_mdelay (
            ulong msecs )  [inline], [static]
```

Provide delay in terms of milliseconds Here is the call graph for this function:

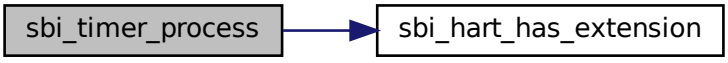


Here is the caller graph for this function:

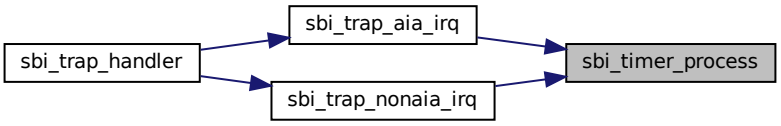
30.69.1.8 sbi_timer_process()

```
void sbi_timer_process (
            void  )
```

Process timer event for current HART Here is the call graph for this function:



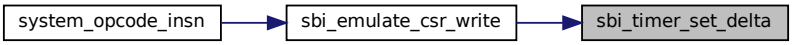
Here is the caller graph for this function:



30.69.1.9 sbi_timer_set_delta()

```
void sbi_timer_set_delta (
            ulong delta )
```

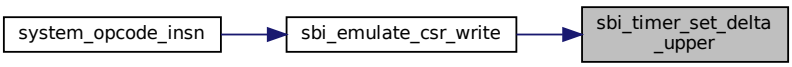
Set timer delta value for current HART Here is the caller graph for this function:



30.69.1.10 sbi_timer_set_delta_upper()

```
void sbi_timer_set_delta_upper (
            ulong delta_upper )
```

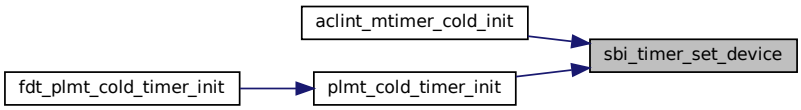
Set upper 32-bits of timer delta value for current HART Here is the caller graph for this function:



30.69.1.11 sbi_timer_set_device()

```
void sbi_timer_set_device (
            const struct sbi_timer_device * dev )
```

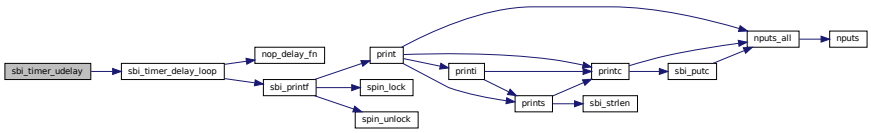
Register timer device Here is the caller graph for this function:



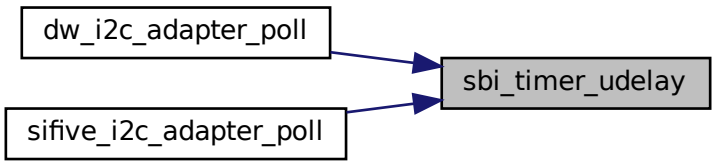
30.69.1.12 sbi_timer_udelay()

```
static void sbi_timer_udelay (
            ulong usecs )  [inline], [static]
```

Provide delay in terms of microseconds Here is the call graph for this function:



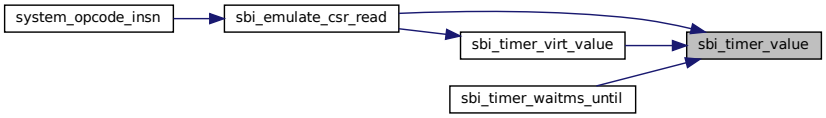
Here is the caller graph for this function:



30.69.1.13 sbi_timer_value()

```
u64 sbi_timer_value (
            void  )
```

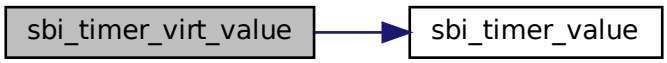
Get timer value for current HART Here is the caller graph for this function:



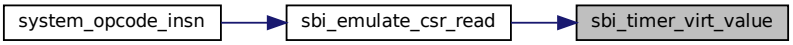
30.69.1.14 sbi_timer_virt_value()

```
u64 sbi_timer_virt_value (
            void  )
```

Get virtualized timer value for current HART Here is the call graph for this function:



Here is the caller graph for this function:



30.69.1.15 sbi_timer_waitms_until()

```
bool sbi_timer_waitms_until (
            bool(*)(void *) predicate,
            void * arg,
            uint64_t timeout_ms )
```

A blocking function that will wait until `predicate` returns true or `timeout_ms` milliseconds elapsed. `arg` will be passed as argument to `predicate` function.

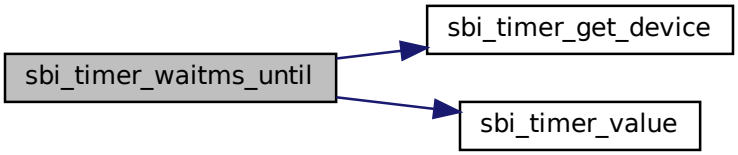
Parameters

predicate	Pointer to a function that returns true if certain condition is met. It shouldn't block the code execution.
arg	Argument to pass to `predicate`.
timeout_ms	Timeout value in milliseconds. The function will return false if `timeout_ms` time period elapsed but still `predicate` doesn't return true.

Returns

true if `predicate` returns true within `timeout_ms`, false otherwise.

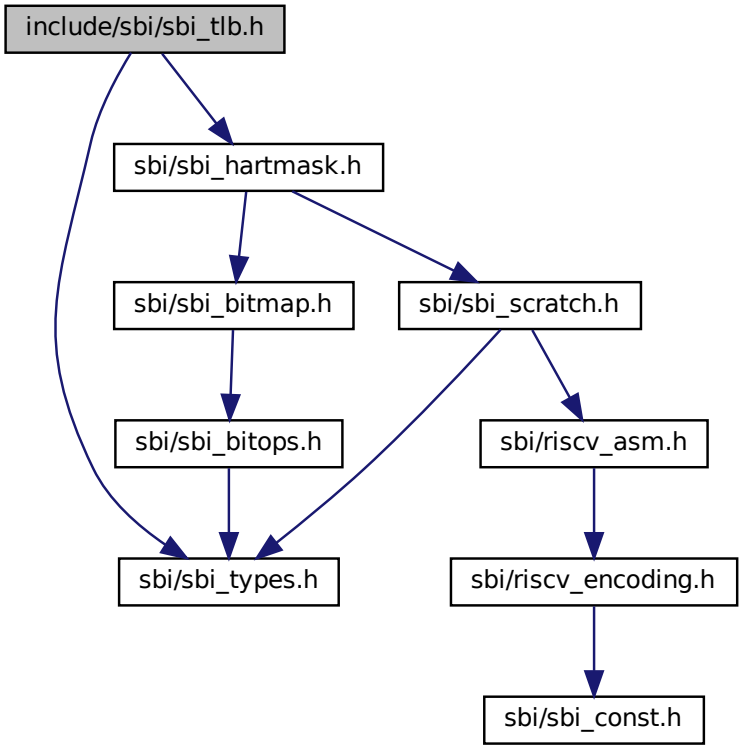
Here is the call graph for this function:



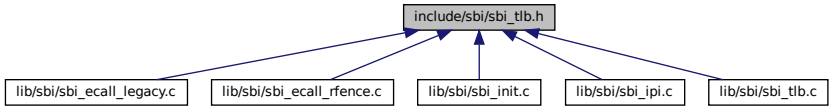
30.70 include/sbi/sbi_tlb.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_hartmask.h>
```

Include dependency graph for sbi_tlb.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_tlb_info

Macros

- #define SBI_TLB_FLUSH_ALL ((unsigned long)-1)
- #define SBI_TLB_INFO_INIT(__p, __start, __size, __asid, __vmid, __type, __src)
- #define SBI_TLB_INFO_SIZE sizeof(struct sbi_tlb_info)

Enumerations

- enum sbi_tlb_type {
  SBI_TLB_FENCE_I = 0 , SBI_TLB_SFENCE_VMA , SBI_TLB_SFENCE_VMA_ASID , SBI_TLB_HFENCE_GVMA_VMID ,
  SBI_TLB_HFENCE_GVMA , SBI_TLB_HFENCE_VVMA_ASID , SBI_TLB_HFENCE_VVMA , SBI_TLB_TYPE_MAX
  }

Functions

- int sbi_tlb_request (ulong hmask, ulong hbase, struct sbi_tlb_info *tinfo)
- int sbi_tlb_init (struct sbi_scratch *scratch, bool cold_boot)

30.70.1 Macro Definition Documentation

30.70.1.1 SBI_TLB_FLUSH_ALL

```
#define SBI_TLB_FLUSH_ALL ((unsigned long)-1)
```

30.70.1.2 SBI_TLB_INFO_INIT

```
#define SBI_TLB_INFO_INIT(
              __p,
              __start,
              __size,
              __asid,
              __vmid,
              __type,
              __src )
```

Value:

```
do { \
    (__p)->start = (__start); \
    (__p)->size = (__size); \
    (__p)->asid = (__asid); \
    (__p)->vmid = (__vmid); \
    (__p)->type = (__type); \
    SBI_HARTMASK_INIT_EXCEPT(&(__p)->smask, (__src)); \
```

```
} while (0)
```

30.70.1.3 SBI_TLB_INFO_SIZE

```
#define SBI_TLB_INFO_SIZE sizeof(struct sbi_tlb_info)
```

30.70.2 Enumeration Type Documentation

30.70.2.1 sbi_tlb_type

```
enum sbi_tlb_type
```

Enumerator

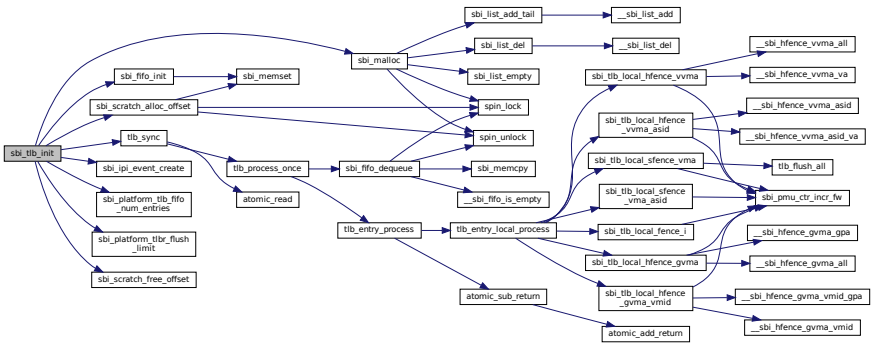
SBI_TLB_FENCE_I	
SBI_TLB_SFENCE_VMA	
SBI_TLB_SFENCE_VMA_ASID	
SBI_TLB_HFENCE_GVMA_VMID	
SBI_TLB_HFENCE_GVMA	
SBI_TLB_HFENCE_VVMA_ASID	
SBI_TLB_HFENCE_VVMA	
SBI_TLB_TYPE_MAX	

30.70.3 Function Documentation

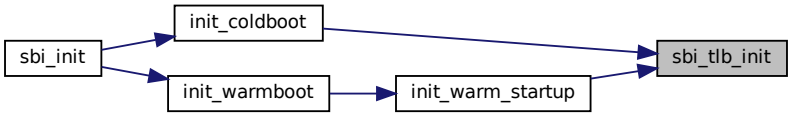
30.70.3.1 sbi_tlb_init()

```
int sbi_tlb_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



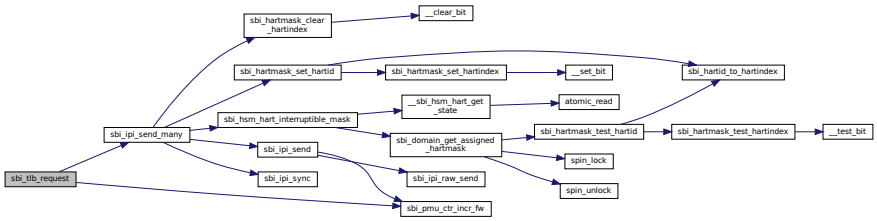
Here is the caller graph for this function:



30.70.3.2 sbi_tlb_request()

```
int sbi_tlb_request (
            ulong hmask,
            ulong hbase,
            struct sbi_tlb_info * tinfo )
```

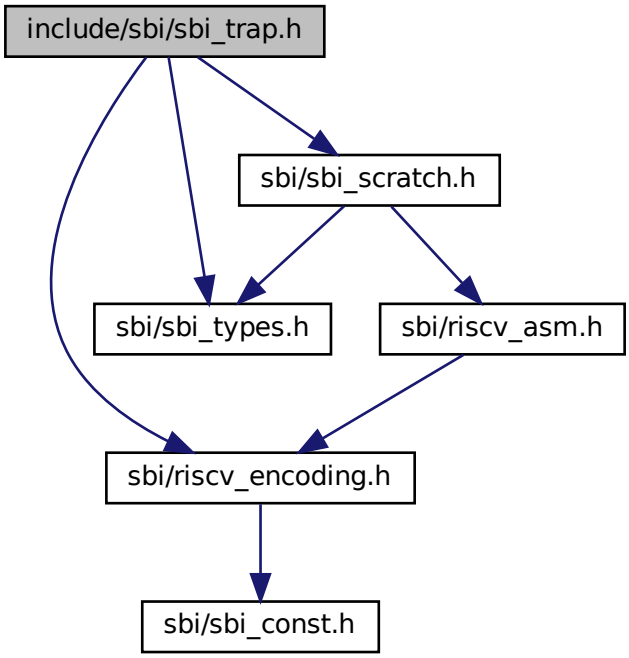
Here is the call graph for this function:



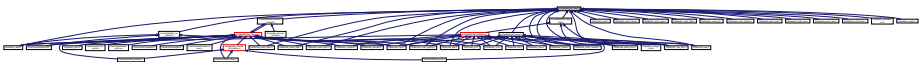
30.71 include/sbi/sbi_trap.h File Reference

```
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_types.h>
#include <sbi/sbi_scratch.h>
```

Include dependency graph for sbi_trap.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_trap_regs
- struct sbi_trap_info
- struct sbi_trap_context

Macros

- #define SBI_TRAP_REGS_zero 0
- #define SBI_TRAP_REGS_ra 1
- #define SBI_TRAP_REGS_sp 2
- #define SBI_TRAP_REGS_gp 3
- #define SBI_TRAP_REGS_tp 4
- #define SBI_TRAP_REGS_t0 5
- #define SBI_TRAP_REGS_t1 6
- #define SBI_TRAP_REGS_t2 7
- #define SBI_TRAP_REGS_s0 8
- #define SBI_TRAP_REGS_s1 9
- #define SBI_TRAP_REGS_a0 10
- #define SBI_TRAP_REGS_a1 11

- #define SBI_TRAP_REGS_a2 12
- #define SBI_TRAP_REGS_a3 13
- #define SBI_TRAP_REGS_a4 14
- #define SBI_TRAP_REGS_a5 15
- #define SBI_TRAP_REGS_a6 16
- #define SBI_TRAP_REGS_a7 17
- #define SBI_TRAP_REGS_s2 18
- #define SBI_TRAP_REGS_s3 19
- #define SBI_TRAP_REGS_s4 20
- #define SBI_TRAP_REGS_s5 21
- #define SBI_TRAP_REGS_s6 22
- #define SBI_TRAP_REGS_s7 23
- #define SBI_TRAP_REGS_s8 24
- #define SBI_TRAP_REGS_s9 25
- #define SBI_TRAP_REGS_s10 26
- #define SBI_TRAP_REGS_s11 27
- #define SBI_TRAP_REGS_t3 28
- #define SBI_TRAP_REGS_t4 29
- #define SBI_TRAP_REGS_t5 30
- #define SBI_TRAP_REGS_t6 31
- #define SBI_TRAP_REGS_mepc 32
- #define SBI_TRAP_REGS_mstatus 33
- #define SBI_TRAP_REGS_mstatusH 34
- #define SBI_TRAP_REGS_last 35
- #define SBI_TRAP_INFO_cause 0
- #define SBI_TRAP_INFO_tval 1
- #define SBI_TRAP_INFO_tval2 2
- #define SBI_TRAP_INFO_tinst 3
- #define SBI_TRAP_INFO_gva 4
- #define SBI_TRAP_INFO_last 5
- #define SBI_TRAP_REGS_OFFSET(x) ((SBI_TRAP_REGS_##x) * __SIZEOF_POINTER__)
- #define SBI_TRAP_REGS_SIZE SBI_TRAP_REGS_OFFSET(last)
- #define SBI_TRAP_INFO_OFFSET(x) ((SBI_TRAP_INFO_##x) * __SIZEOF_POINTER__)
- #define SBI_TRAP_INFO_SIZE SBI_TRAP_INFO_OFFSET(last)
- #define SBI_TRAP_CONTEXT_SIZE

Functions

- static unsigned long sbi_regs_gva (const struct sbi_trap_regs *regs)
- int sbi_trap_redirect (struct sbi_trap_regs *regs, const struct sbi_trap_info *trap)
- static struct sbi_trap_context * sbi_trap_get_context (struct sbi_scratch *scratch)
- static void sbi_trap_set_context (struct sbi_scratch *scratch, struct sbi_trap_context *tcntx)
- struct sbi_trap_context * sbi_trap_handler (struct sbi_trap_context *tcntx)

30.71.1 Macro Definition Documentation

30.71.1.1 SBI_TRAP_CONTEXT_SIZE

```
#define SBI_TRAP_CONTEXT_SIZE
```

Value:

```
(SBI_TRAP_REGS_SIZE + \
SBI_TRAP_INFO_SIZE + \
__SIZEOF_POINTER__)
```

Size (in bytes) of sbi_trap_context

30.71.1.2 SBI_TRAP_INFO_cause

```
#define SBI_TRAP_INFO_cause 0
```
Index of cause member in sbi_trap_info

30.71.1.3 SBI_TRAP_INFO_gva

```
#define SBI_TRAP_INFO_gva 4
```
Index of gva member in sbi_trap_info

30.71.1.4 SBI_TRAP_INFO_last

```
#define SBI_TRAP_INFO_last 5
```
Last member index in sbi_trap_info

30.71.1.5 SBI_TRAP_INFO_OFFSET

```
#define SBI_TRAP_INFO_OFFSET(
              x ) ((SBI_TRAP_INFO_##x) * __SIZEOF_POINTER__)
```
Get offset of member with name 'x' in sbi_trap_info

30.71.1.6 SBI_TRAP_INFO_SIZE

```
#define SBI_TRAP_INFO_SIZE SBI_TRAP_INFO_OFFSET(last)
```
Size (in bytes) of sbi_trap_info

30.71.1.7 SBI_TRAP_INFO_tinst

```
#define SBI_TRAP_INFO_tinst 3
```
Index of tinst member in sbi_trap_info

30.71.1.8 SBI_TRAP_INFO_tval

```
#define SBI_TRAP_INFO_tval 1
```
Index of tval member in sbi_trap_info

30.71.1.9 SBI_TRAP_INFO_tval2

```
#define SBI_TRAP_INFO_tval2 2
```
Index of tval2 member in sbi_trap_info

30.71.1.10 SBI_TRAP_REGS_a0

```
#define SBI_TRAP_REGS_a0 10
```
Index of a0 member in sbi_trap_regs

30.71.1.11 SBI_TRAP_REGS_a1

```
#define SBI_TRAP_REGS_a1 11
```
Index of a1 member in sbi_trap_regs

30.71.1.12 SBI_TRAP_REGS_a2

```
#define SBI_TRAP_REGS_a2 12
```
Index of a2 member in sbi_trap_regs

30.71.1.13 SBI_TRAP_REGS_a3

```
#define SBI_TRAP_REGS_a3 13
```
Index of a3 member in sbi_trap_regs

30.71.1.14 SBI_TRAP_REGS_a4

```
#define SBI_TRAP_REGS_a4 14
```

Index of a4 member in sbi_trap_regs

30.71.1.15 SBI_TRAP_REGS_a5

```
#define SBI_TRAP_REGS_a5 15
```

Index of a5 member in sbi_trap_regs

30.71.1.16 SBI_TRAP_REGS_a6

```
#define SBI_TRAP_REGS_a6 16
```

Index of a6 member in sbi_trap_regs

30.71.1.17 SBI_TRAP_REGS_a7

```
#define SBI_TRAP_REGS_a7 17
```

Index of a7 member in sbi_trap_regs

30.71.1.18 SBI_TRAP_REGS_gp

```
#define SBI_TRAP_REGS_gp 3
```

Index of gp member in sbi_trap_regs

30.71.1.19 SBI_TRAP_REGS_last

```
#define SBI_TRAP_REGS_last 35
```

Last member index in sbi_trap_regs

30.71.1.20 SBI_TRAP_REGS_mepc

```
#define SBI_TRAP_REGS_mepc 32
```

Index of mepc member in sbi_trap_regs

30.71.1.21 SBI_TRAP_REGS_mstatus

```
#define SBI_TRAP_REGS_mstatus 33
```

Index of mstatus member in sbi_trap_regs

30.71.1.22 SBI_TRAP_REGS_mstatusH

```
#define SBI_TRAP_REGS_mstatusH 34
```

Index of mstatusH member in sbi_trap_regs

30.71.1.23 SBI_TRAP_REGS_OFFSET

```
#define SBI_TRAP_REGS_OFFSET(
              x ) ((SBI_TRAP_REGS_##x) * __SIZEOF_POINTER__)
```

Get offset of member with name 'x' in sbi_trap_regs

30.71.1.24 SBI_TRAP_REGS_ra

```
#define SBI_TRAP_REGS_ra 1
```

Index of ra member in sbi_trap_regs

30.71.1.25 SBI_TRAP_REGS_s0

```
#define SBI_TRAP_REGS_s0 8
```

Index of s0 member in sbi_trap_regs

30.71.1.26 SBI_TRAP_REGS_s1

```
#define SBI_TRAP_REGS_s1 9
```
Index of s1 member in sbi_trap_regs

30.71.1.27 SBI_TRAP_REGS_s10

```
#define SBI_TRAP_REGS_s10 26
```
Index of s10 member in sbi_trap_regs

30.71.1.28 SBI_TRAP_REGS_s11

```
#define SBI_TRAP_REGS_s11 27
```
Index of s11 member in sbi_trap_regs

30.71.1.29 SBI_TRAP_REGS_s2

```
#define SBI_TRAP_REGS_s2 18
```
Index of s2 member in sbi_trap_regs

30.71.1.30 SBI_TRAP_REGS_s3

```
#define SBI_TRAP_REGS_s3 19
```
Index of s3 member in sbi_trap_regs

30.71.1.31 SBI_TRAP_REGS_s4

```
#define SBI_TRAP_REGS_s4 20
```
Index of s4 member in sbi_trap_regs

30.71.1.32 SBI_TRAP_REGS_s5

```
#define SBI_TRAP_REGS_s5 21
```
Index of s5 member in sbi_trap_regs

30.71.1.33 SBI_TRAP_REGS_s6

```
#define SBI_TRAP_REGS_s6 22
```
Index of s6 member in sbi_trap_regs

30.71.1.34 SBI_TRAP_REGS_s7

```
#define SBI_TRAP_REGS_s7 23
```
Index of s7 member in sbi_trap_regs

30.71.1.35 SBI_TRAP_REGS_s8

```
#define SBI_TRAP_REGS_s8 24
```
Index of s8 member in sbi_trap_regs

30.71.1.36 SBI_TRAP_REGS_s9

```
#define SBI_TRAP_REGS_s9 25
```
Index of s9 member in sbi_trap_regs

30.71.1.37 SBI_TRAP_REGS_SIZE

```
#define SBI_TRAP_REGS_SIZE SBI_TRAP_REGS_OFFSET(last)
```
Size (in bytes) of sbi_trap_regs

30.71.1.38 SBI_TRAP_REGS_sp

```
#define SBI_TRAP_REGS_sp 2
```
Index of sp member in sbi_trap_regs

30.71.1.39 SBI_TRAP_REGS_t0

```
#define SBI_TRAP_REGS_t0 5
```
Index of t0 member in sbi_trap_regs

30.71.1.40 SBI_TRAP_REGS_t1

```
#define SBI_TRAP_REGS_t1 6
```
Index of t1 member in sbi_trap_regs

30.71.1.41 SBI_TRAP_REGS_t2

```
#define SBI_TRAP_REGS_t2 7
```
Index of t2 member in sbi_trap_regs

30.71.1.42 SBI_TRAP_REGS_t3

```
#define SBI_TRAP_REGS_t3 28
```
Index of t3 member in sbi_trap_regs

30.71.1.43 SBI_TRAP_REGS_t4

```
#define SBI_TRAP_REGS_t4 29
```
Index of t4 member in sbi_trap_regs

30.71.1.44 SBI_TRAP_REGS_t5

```
#define SBI_TRAP_REGS_t5 30
```
Index of t5 member in sbi_trap_regs

30.71.1.45 SBI_TRAP_REGS_t6

```
#define SBI_TRAP_REGS_t6 31
```
Index of t6 member in sbi_trap_regs

30.71.1.46 SBI_TRAP_REGS_tp

```
#define SBI_TRAP_REGS_tp 4
```
Index of tp member in sbi_trap_regs

30.71.1.47 SBI_TRAP_REGS_zero

```
#define SBI_TRAP_REGS_zero 0
```
Index of zero member in sbi_trap_regs

30.71.2 Function Documentation

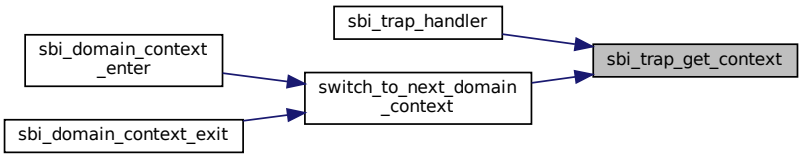
30.71.2.1 sbi_regs_gva()

```
static unsigned long sbi_regs_gva (
            const struct sbi_trap_regs * regs )  [inline], [static]
```

30.71.2.2 sbi_trap_get_context()

```
static struct sbi_trap_context* sbi_trap_get_context (
            struct sbi_scratch * scratch )  [inline], [static]
```

Here is the caller graph for this function:



30.71.2.3 sbi_trap_handler()

```
struct sbi_trap_context* sbi_trap_handler (
            struct sbi_trap_context * tcntx )
```

Handle trap/interrupt

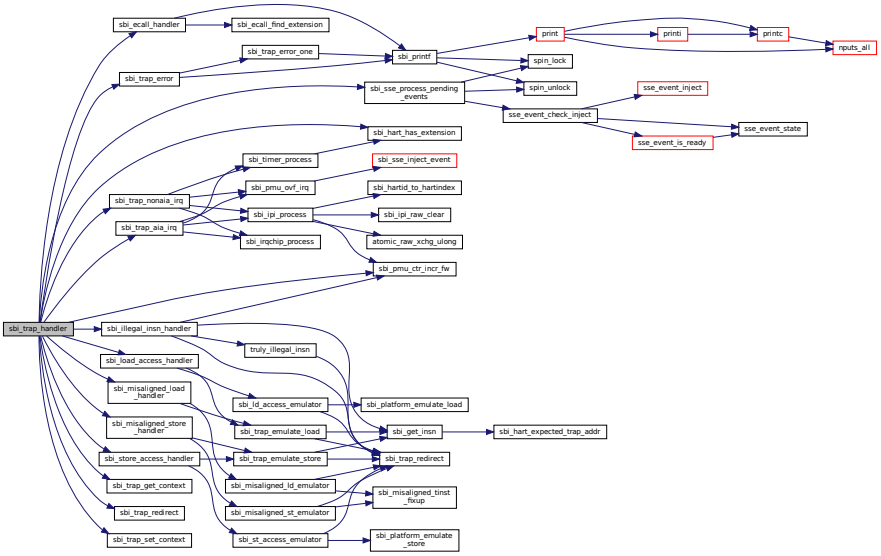
This function is called by firmware linked to OpenSBI library for handling trap/interrupt. It expects the following:

1. The 'mscratch' CSR is pointing to sbi_scratch of current HART
2. The 'mcause' CSR is having exception/interrupt cause
3. The 'mtval' CSR is having additional trap information
4. The 'mtval2' CSR is having additional trap information
5. The 'mtinst' CSR is having decoded trap instruction
6. Stack pointer (SP) is setup for current HART
7. Interrupts are disabled in MSTATUS CSR

Parameters

tcntx	pointer to trap context

Here is the call graph for this function:



30.71.2.4 sbi_trap_redirect()

```
int sbi_trap_redirect (
            struct sbi_trap_regs * regs,
            const struct sbi_trap_info * trap )
```

Redirect trap to lower privledge mode (S-mode or U-mode)

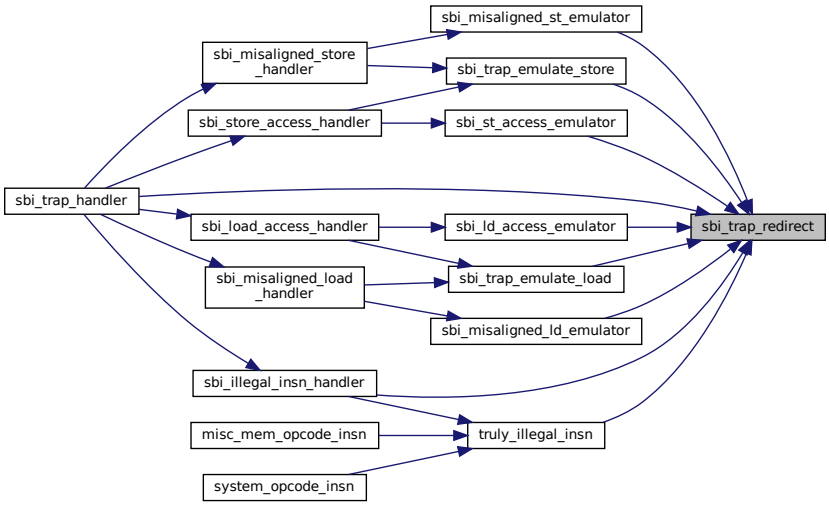
Parameters

regs	pointer to register state
trap	pointer to trap details

Returns

0 on success and negative error code on failure

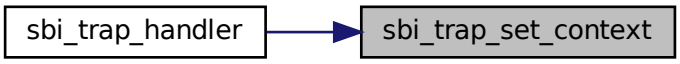
Here is the caller graph for this function:



30.71.2.5 sbi_trap_set_context()

```
static void sbi_trap_set_context (
            struct sbi_scratch * scratch,
            struct sbi_trap_context * tcntx )  [inline], [static]
```

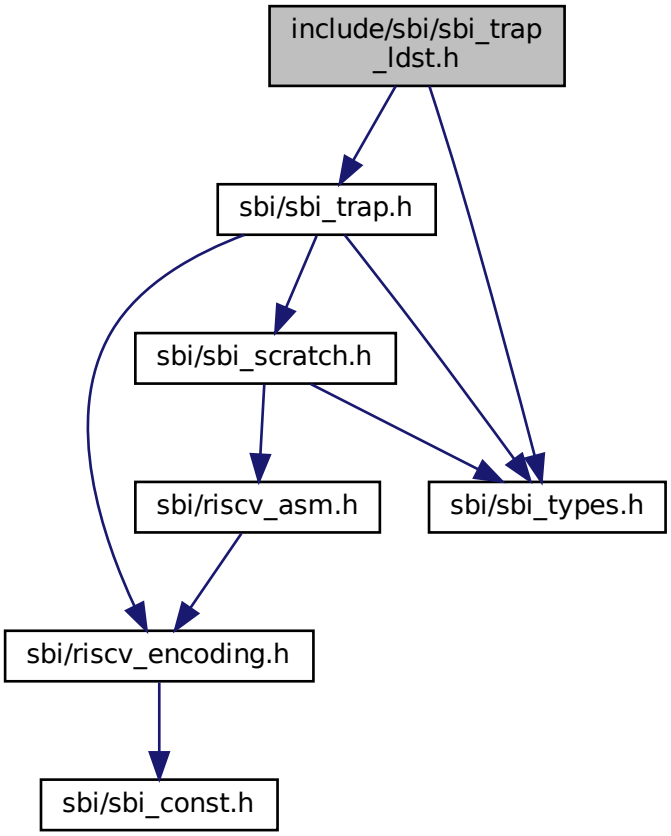
Here is the caller graph for this function:



30.72 include/sbi/sbi_trap_ldst.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_trap.h>
```

Include dependency graph for sbi_trap_ldst.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- union sbi_ldst_data

Functions

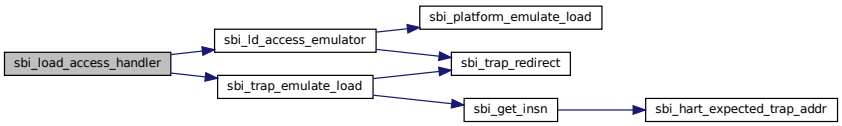
- int sbi_misaligned_load_handler (struct sbi_trap_context *tcntx)
- int sbi_misaligned_store_handler (struct sbi_trap_context *tcntx)
- int sbi_load_access_handler (struct sbi_trap_context *tcntx)
- int sbi_store_access_handler (struct sbi_trap_context *tcntx)

30.72.1 Function Documentation

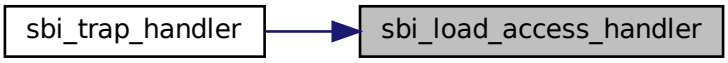
30.72.1.1 sbi_load_access_handler()

```
int sbi_load_access_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



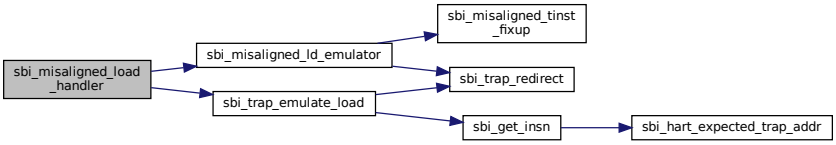
Here is the caller graph for this function:



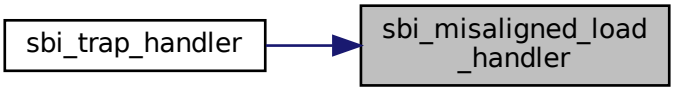
30.72.1.2 sbi_misaligned_load_handler()

```
int sbi_misaligned_load_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



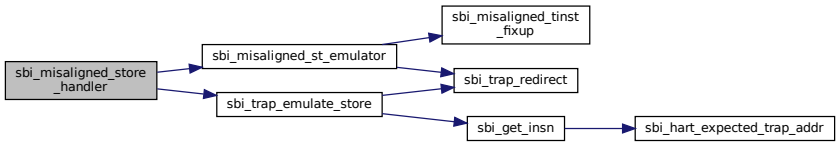
Here is the caller graph for this function:



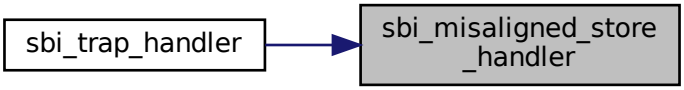
30.72.1.3 sbi_misaligned_store_handler()

```
int sbi_misaligned_store_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



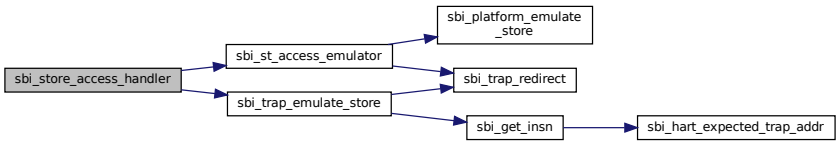
Here is the caller graph for this function:



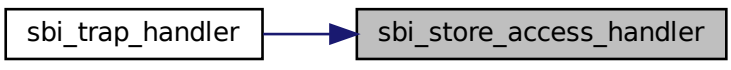
30.72.1.4 sbi_store_access_handler()

```
int sbi_store_access_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.73 include/sbi/sbi_types.h File Reference

Macros

- #define true 1
- #define false 0
- #define NULL ((void *)0)
- #define __packed __attribute__((packed))
- #define __noreturn __attribute__((noreturn))
- #define __aligned(x) __attribute__((aligned(x)))
- #define __always_inline inline __attribute__((always_inline))
- #define likely(x) __builtin_expect((x), 1)
- #define unlikely(x) __builtin_expect((x), 0)
- #define __has_builtin(...) 0
- #define offsetof(TYPE, MEMBER) ((size_t) &((TYPE *)0)->MEMBER)
- #define container_of(ptr, type, member)
- #define array_size(x) (sizeof(x) / sizeof((x)[0]))
- #define MAX(a, b) ((a) > (b) ? (a) : (b))
- #define MIN(a, b) ((a) < (b) ? (a) : (b))
- #define CLAMP(a, lo, hi) MIN(MAX(a, lo), hi)
- #define STR(x) XSTR(x)
- #define XSTR(x) #x
- #define ROUNDUP(a, b) ((((a)-1) / (b) + 1) * (b))
- #define ROUNDDOWN(a, b) ((a) / (b) * (b))

Typedefs

- typedef char s8
- typedef unsigned char u8
- typedef unsigned char uint8_t
- typedef short s16
- typedef unsigned short u16
- typedef short int16_t
- typedef unsigned short uint16_t
- typedef int s32
- typedef unsigned int u32
- typedef int int32_t
- typedef unsigned int uint32_t
- typedef int bool
- typedef unsigned long ulong
- typedef unsigned long uintptr_t
- typedef unsigned long size_t
- typedef long ssize_t
- typedef unsigned long virtual_addr_t
- typedef unsigned long virtual_size_t
- typedef unsigned long physical_addr_t
- typedef unsigned long physical_size_t
- typedef uint16_t le16_t
- typedef uint16_t be16_t
- typedef uint32_t le32_t
- typedef uint32_t be32_t
- typedef uint64_t le64_t
- typedef uint64_t be64_t

30.73.1 Macro Definition Documentation

30.73.1.1 __aligned

```
#define __aligned(
              x ) __attribute__((aligned(x)))
```

30.73.1.2 __always_inline

```
#define __always_inline inline __attribute__((always_inline))
```

30.73.1.3 __has_builtin

```
#define __has_builtin(
              ...  ) 0
```

30.73.1.4 __noreturn

```
#define __noreturn __attribute__((noreturn))
```

30.73.1.5 __packed

```
#define __packed __attribute__((packed))
```

30.73.1.6 array_size

```
#define array_size(
              x ) (sizeof(x) / sizeof((x)[0]))
```

30.73.1.7 CLAMP

```
#define CLAMP(
              a,
              lo,
              hi ) MIN(MAX(a, lo), hi)
```

30.73.1.8 container_of

```
#define container_of(
              ptr,
              type,
              member )
```

Value:

```
    ({          \
    const typeof(((type *)0)->member) * __mptr = (ptr); \
    (type *)((char *)__mptr - offsetof(type, member)); })
```

30.73.1.9 false

```
#define false 0
```

30.73.1.10 likely

```
#define likely(
              x ) __builtin_expect((x), 1)
```

30.73.1.11 MAX

```
#define MAX(
              a,
              b ) ((a) > (b) ?  (a) :  (b))
```

30.73.1.12 MIN

```
#define MIN(
              a,
              b ) ((a) < (b) ?  (a) :  (b))
```

30.73.1.13 NULL

```
#define NULL ((void *)0)
```

30.73.1.14 offsetof

```
#define offsetof(
              TYPE,
              MEMBER ) ((size_t) &((TYPE *)0)->MEMBER)
```

30.73.1.15 ROUNDDOWN

```
#define ROUNDDOWN(
              a,
              b ) ((a) / (b) * (b))
```

30.73.1.16 ROUNDUP

```
#define ROUNDUP(
              a,
              b ) ((((a)-1) / (b) + 1) * (b))
```

30.73.1.17 STR

```
#define STR(
              x ) XSTR(x)
```

30.73.1.18 true

```
#define true 1
```

30.73.1.19 unlikely

```
#define unlikely(
             x ) __builtin_expect((x), 0)
```

30.73.1.20 XSTR

```
#define XSTR(
             x ) #x
```

30.73.2 Typedef Documentation

30.73.2.1 be16_t

```
typedef uint16_t be16_t
```

30.73.2.2 be32_t

```
typedef uint32_t be32_t
```

30.73.2.3 be64_t

```
typedef uint64_t be64_t
```

30.73.2.4 bool

```
typedef int bool
```

30.73.2.5 int16_t

```
typedef short int16_t
```

30.73.2.6 int32_t

```
typedef int int32_t
```

30.73.2.7 le16_t

```
typedef uint16_t le16_t
```

30.73.2.8 le32_t

```
typedef uint32_t le32_t
```

30.73.2.9 le64_t

```
typedef uint64_t le64_t
```

30.73.2.10 physical_addr_t

```
typedef unsigned long physical_addr_t
```

30.73.2.11 physical_size_t

```
typedef unsigned long physical_size_t
```

30.73.2.12 s16

```
typedef short s16
```

30.73.2.13 s32

```
typedef int s32
```

30.73.2.14 s8

```
typedef char s8
```

30.73.2.15 size_t

```
typedef unsigned long size_t
```

30.73.2.16 ssize_t

```
typedef long ssize_t
```

30.73.2.17 u16

```
typedef unsigned short u16
```

30.73.2.18 u32

```
typedef unsigned int u32
```

30.73.2.19 u8

```
typedef unsigned char u8
```

30.73.2.20 uint16_t

```
typedef unsigned short uint16_t
```

30.73.2.21 uint32_t

```
typedef unsigned int uint32_t
```

30.73.2.22 uint8_t

```
typedef unsigned char uint8_t
```

30.73.2.23 uintptr_t

```
typedef unsigned long uintptr_t
```

30.73.2.24 ulong

```
typedef unsigned long ulong
```

30.73.2.25 virtual_addr_t

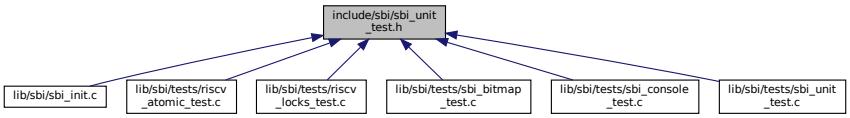
```
typedef unsigned long virtual_addr_t
```

30.73.2.26 virtual_size_t

```
typedef unsigned long virtual_size_t
```

30.74 include/sbi/sbi_unit_test.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define run_all_tests()

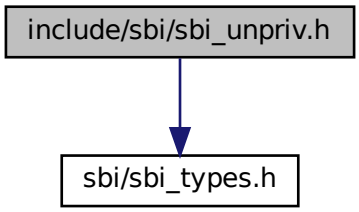
30.74.1 Macro Definition Documentation

30.74.1.1 run_all_tests

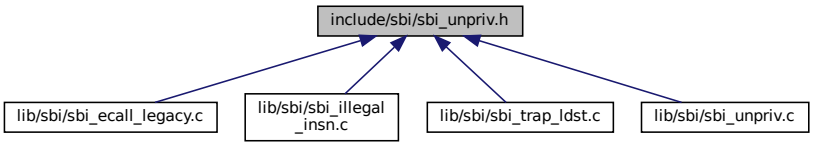
```
#define run_all_tests(
            void )
```

30.75 include/sbi/sbi_unpriv.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for sbi_unpriv.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define DECLARE_UNPRIVILEGED_LOAD_FUNCTION(type)
- #define DECLARE_UNPRIVILEGED_STORE_FUNCTION(type)

Functions

- ulong sbi_get_insn (ulong mepc, struct sbi_trap_info *trap)

30.75.1 Macro Definition Documentation

30.75.1.1 DECLARE_UNPRIVILEGED_LOAD_FUNCTION

```
#define DECLARE_UNPRIVILEGED_LOAD_FUNCTION(
              type )
```

Value:

```
    type sbi_load_##type(const type *addr,            \
                 struct sbi_trap_info *trap);
```

30.75.1.2 DECLARE_UNPRIVILEGED_STORE_FUNCTION

```
#define DECLARE_UNPRIVILEGED_STORE_FUNCTION(
              type )
```

Value:

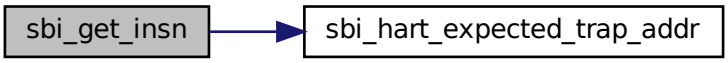
```
void sbi_store_##type(type *addr, type val,        \
              struct sbi_trap_info *trap);
```

30.75.2 Function Documentation

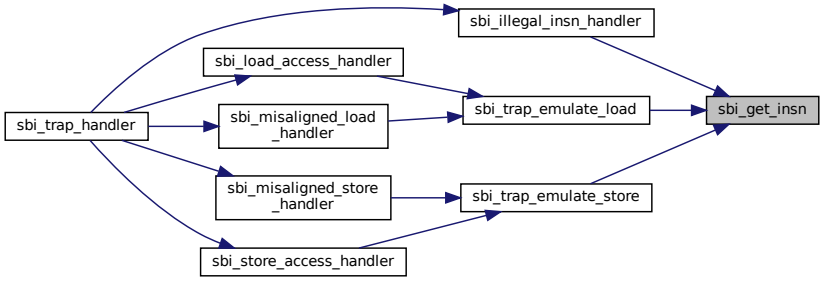
30.75.2.1 sbi_get_insn()

```
ulong sbi_get_insn (
            ulong mepc,
            struct sbi_trap_info * trap )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.76 include/sbi/sbi_version.h File Reference

This graph shows which files directly or indirectly include this file:

Macros

- #define OPENSBI_VERSION_MAJOR 1
- #define OPENSBI_VERSION_MINOR 5
- #define OPENSBI_VERSION

30.76.1 Macro Definition Documentation

30.76.1.1 OPENSBI_VERSION

```
#define OPENSBI_VERSION
```

Value:

```
((OPENSBI_VERSION_MAJOR « 16) | \
(OPENSBI_VERSION_MINOR))
```

OpenSBI 32-bit version with:

1. upper 16-bits as major number
2. lower 16-bits as minor number

30.76.1.2 OPENSBI_VERSION_MAJOR

```
#define OPENSBI_VERSION_MAJOR 1
```

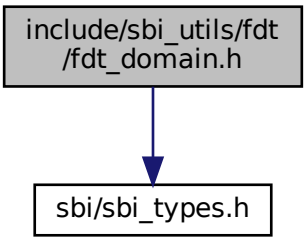
30.76.1.3 OPENSBI_VERSION_MINOR

```
#define OPENSBI_VERSION_MINOR 5
```

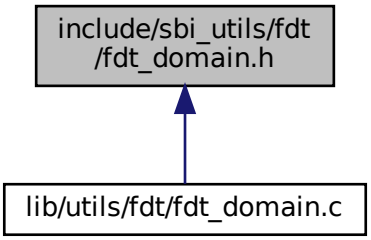
30.77 include/sbi_utils/fdt/fdt_domain.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for fdt_domain.h:



This graph shows which files directly or indirectly include this file:



Functions

- static void fdt_domain_fixup (void *fdt)
- static int fdt_domains_populate (void *fdt)

30.77.1 Function Documentation

30.77.1.1 fdt_domain_fixup()

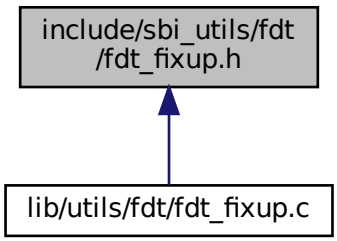
```
static void fdt_domain_fixup (
            void * fdt )  [inline], [static]
```

30.77.1.2 fdt_domains_populate()

```
static int fdt_domains_populate (
            void * fdt )  [inline], [static]
```

30.78 include/sbi_utils/fdt/fdt_fixup.h File Reference

This graph shows which files directly or indirectly include this file:



Data Structures

- struct sbi_cpu_idle_state

Functions

- int fdt_add_cpu_idle_states (void *dtb, const struct sbi_cpu_idle_state *state)
- void fdt_cpu_fixup (void *fdt)
- void fdt_aplic_fixup (void *fdt)
- void fdt_imsic_fixup (void *fdt)
- void fdt_plic_fixup (void *fdt)
- int fdt_reserved_memory_fixup (void *fdt)
- void fdt_fixups (void *fdt)

30.78.1 Function Documentation

30.78.1.1 fdt_add_cpu_idle_states()

```
int fdt_add_cpu_idle_states (
            void * dtb,
            const struct sbi_cpu_idle_state * state )
```

Add CPU idle states to cpu nodes in the DT

Add information about CPU idle states to the devicetree. This function assumes that CPU idle states are not already present in the devicetree, and that all CPU states are equally applicable to all CPUs.

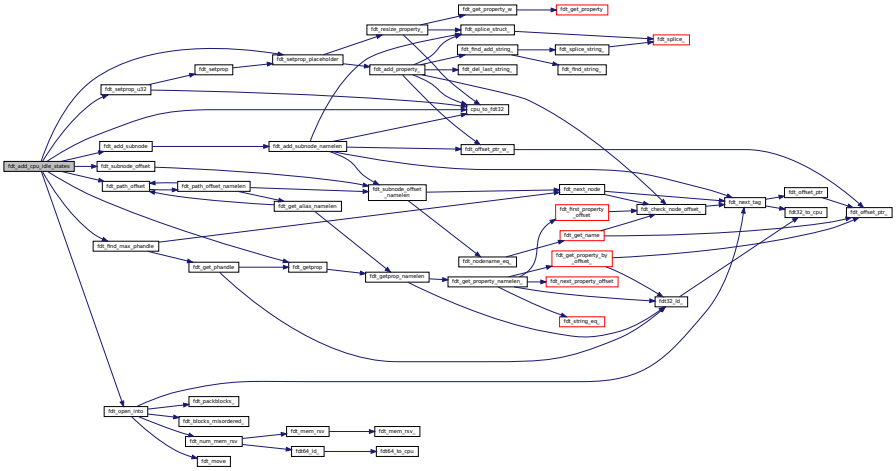
Parameters

fdt	device tree blob
states	array of idle state descriptions, ending with empty element

Returns

zero on success and -ve on failure

Here is the call graph for this function:



30.78.1.2 fdt_aplic_fixup()

```
void fdt_aplic_fixup (
            void * fdt )
```

Fix up the APLIC nodes in the device tree

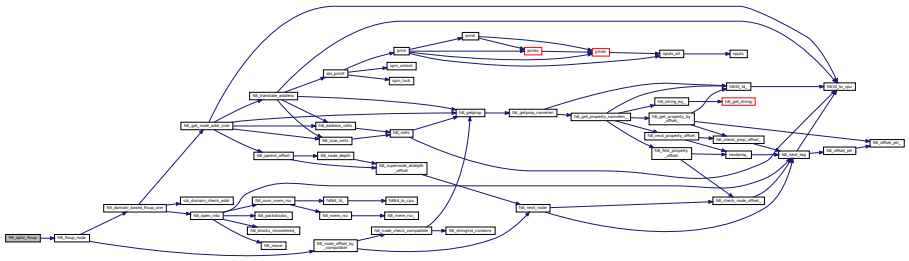
This routine disables APLIC nodes which are not accessible to the next booting stage based on currently assigned domain.

It is recommended that platform codes call this helper in their final_init()

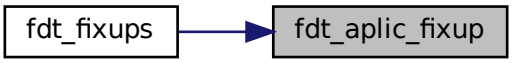
Parameters

fdt	device tree blob

Here is the call graph for this function:



Here is the caller graph for this function:



30.78.1.3 fdt_cpu_fixup()

```
void fdt_cpu_fixup (
            void * fdt )
```

Fix up the CPU node in the device tree

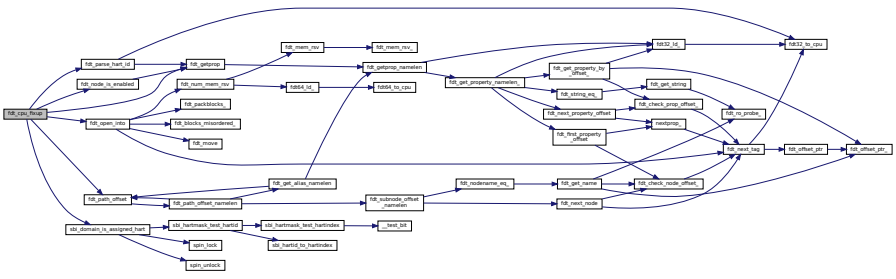
This routine updates the "status" property of a CPU node in the device tree to "disabled" if that hart is in disabled state in OpenSBI.

It is recommended that platform codes call this helper in their final_init()

Parameters

fdt	device tree blob

Here is the call graph for this function:



30.78.1.4 fdt_fixups()

```
void fdt_fixups (
```

```
            void * fdt )
```

General device tree fix-up

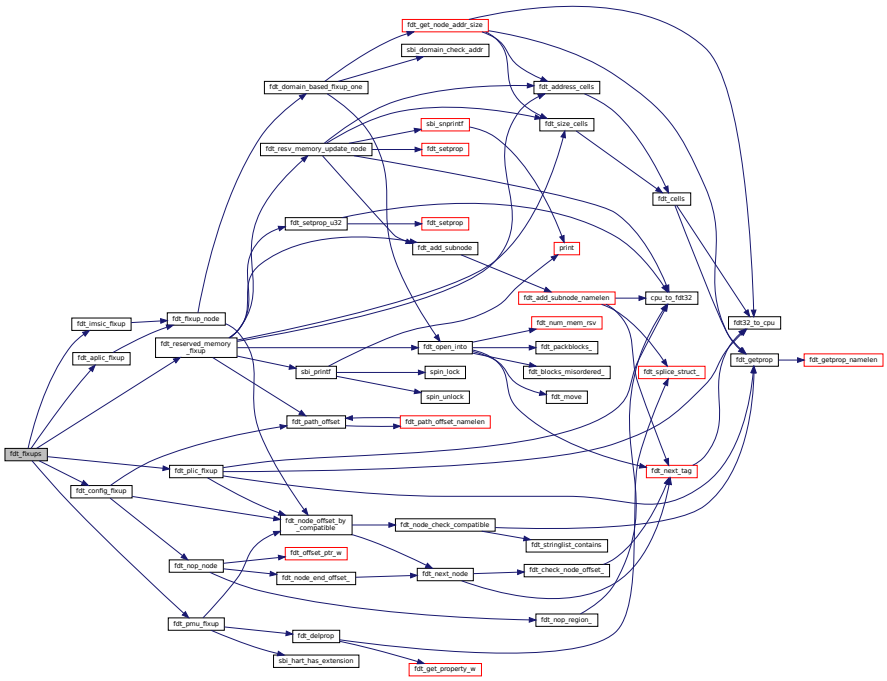
This routine do all required device tree fix-ups for a typical platform. It fixes up the PLIC node, IMSIC nodes, APLIC nodes, and the reserved memory node in the device tree by calling the corresponding helper routines to accomplish the task.

It is recommended that platform codes call this helper in their final_init()

Parameters

fdt	device tree blob

Here is the call graph for this function:



30.78.1.5 fdt_imsic_fixup()

```
void fdt_imsic_fixup (
            void * fdt )
```

Fix up the IMSIC nodes in the device tree

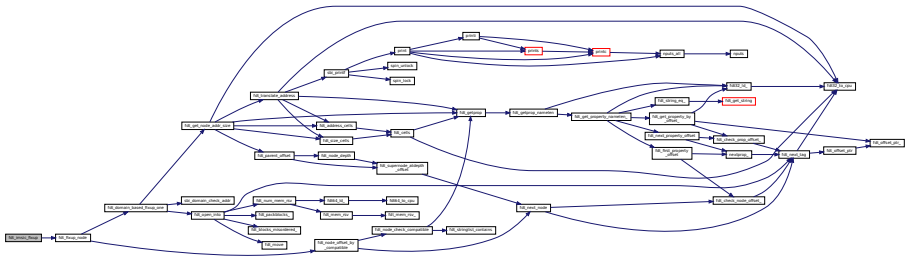
This routine disables IMSIC nodes which are not accessible to the next booting stage based on currently assigned domain.

It is recommended that platform codes call this helper in their final_init()

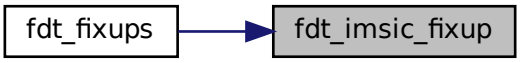
Parameters

fdt	device tree blob

Here is the call graph for this function:



Here is the caller graph for this function:



30.78.1.6 fdt_plic_fixup()

```
void fdt_plic_fixup (
            void * fdt )
```

Fix up the PLIC node in the device tree

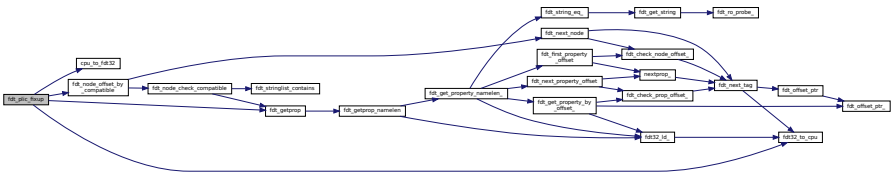
This routine updates the "interrupt-extended" property of the PLIC node in the device tree to hide the M-mode external interrupt from CPUs.

It is recommended that platform codes call this helper in their final_init()

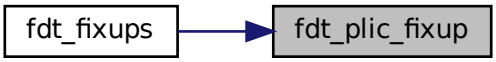
Parameters

fdt	device tree blob

Here is the call graph for this function:



Here is the caller graph for this function:



30.78.1.7 fdt_reserved_memory_fixup()

```
int fdt_reserved_memory_fixup (
            void * fdt )
```

Fix up the reserved memory node in the device tree
This routine inserts a child node of the reserved memory node in the device tree that describes the protected memory region done by OpenSBI via PMP.
It is recommended that platform codes call this helper in their final_init()

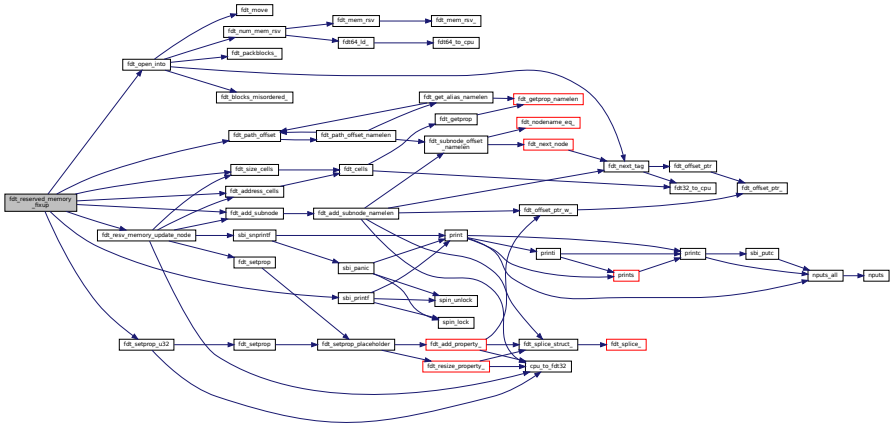
Parameters

fdt	device tree blob

Returns

zero on success and -ve on failure

We use PMP to protect OpenSBI firmware to safe-guard it from buggy S-mode software, see pmp_init() in lib/sbi/sbi_hart.c. The protected memory region information needs to be conveyed to S-mode software (e.g.↩ : operating system) via some well-known method.
With device tree, this can be done by inserting a child node of the reserved memory node which is used to specify one or more regions of reserved memory.
For the reserved memory node bindings, see Linux kernel documentation at Documentation/devicetree/bindings/reserved-memory/reserved-memory.txt
Some additional memory spaces may be protected by platform codes via PMP as well, and corresponding child nodes will be inserted. Here is the call graph for this function:

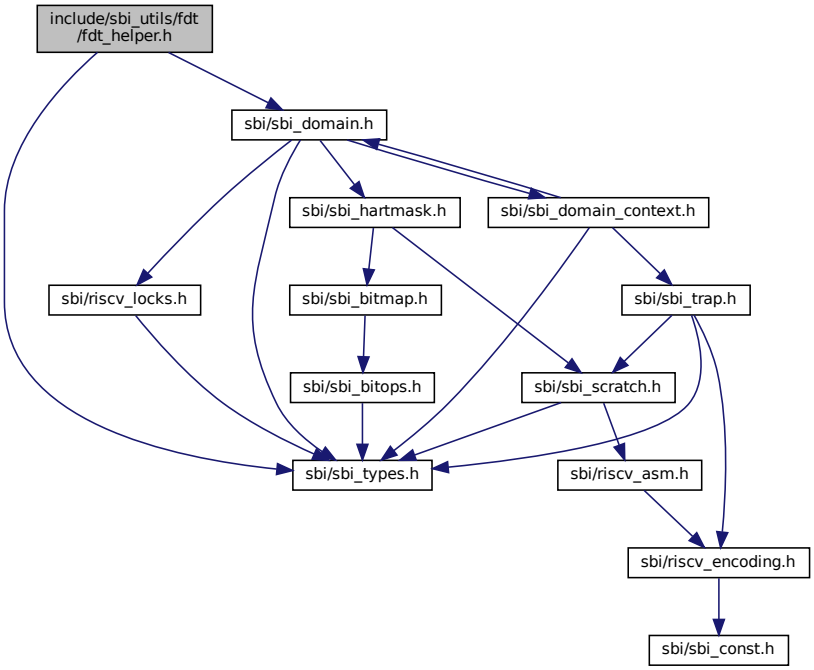


Here is the caller graph for this function:

30.79 include/sbi_utils/fdt/fdt_helper.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_domain.h>
```

Include dependency graph for fdt_helper.h:



This graph shows which files directly or indirectly include this file:

Data Structures

- struct fdt_match
- struct fdt_phandle_args
- struct platform_uart_data

Macros

- #define FDT_MAX_PHANDLE_ARGS 16

Functions

- const struct fdt_match * fdt_match_node (void *fdt, int nodeoff, const struct fdt_match *match_table)
- int fdt_find_match (void *fdt, int startoff, const struct fdt_match *match_table, const struct fdt_match **out_match)
- int fdt_parse_phandle_with_args (void *fdt, int nodeoff, const char *prop, const char *cells_prop, int index, struct fdt_phandle_args *out_args)
- int fdt_get_node_addr_size (void *fdt, int node, int index, uint64_t *addr, uint64_t *size)
- int fdt_get_node_addr_size_by_name (void *fdt, int node, const char *name, uint64_t *addr, uint64_t *size)
- bool fdt_node_is_enabled (void *fdt, int nodeoff)
- int fdt_parse_hart_id (void *fdt, int cpu_offset, u32 *hartid)
- int fdt_parse_max_enabled_hart_id (void *fdt, u32 *max_hartid)
- int fdt_parse_timebase_frequency (void *fdt, unsigned long *freq)
- int fdt_parse_isa_extensions (void *fdt, unsigned int hard_id, unsigned long *extensions)
- int fdt_parse_gaisler_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_renesas_scif_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_shakti_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_sifive_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_uart8250 (void *fdt, struct platform_uart_data *uart, const char *compatible)
- int fdt_parse_xlnx_uartlite_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_aplic_node (void *fdt, int nodeoff, struct aplic_data *aplic)
- bool fdt_check_imsic_mlevel (void *fdt)
- int fdt_parse_imsic_node (void *fdt, int nodeoff, struct imsic_data *imsic)
- int fdt_parse_plic_node (void *fdt, int nodeoffset, struct plic_data *plic)
- int fdt_parse_plic (void *fdt, struct plic_data *plic, const char *compat)
- int fdt_parse_aclint_node (void *fdt, int nodeoffset, bool for_timer, bool allow_regname, unsigned long *out_addr1, unsigned long *out_size1, unsigned long *out_addr2, unsigned long *out_size2, u32 *out_first_hartid, u32 *out_hart_count)
- int fdt_parse_plmt_node (void *fdt, int nodeoffset, unsigned long *plmt_base, unsigned long *plmt_size, u32 *hart_count)
- int fdt_parse_plicsw_node (void *fdt, int nodeoffset, unsigned long *plicsw_base, unsigned long *size, u32 *hart_count)
- int fdt_parse_compat_addr (void *fdt, uint64_t *addr, const char *compatible)
- static void * fdt_get_address (void)

30.79.1 Macro Definition Documentation

30.79.1.1 FDT_MAX_PHANDLE_ARGS

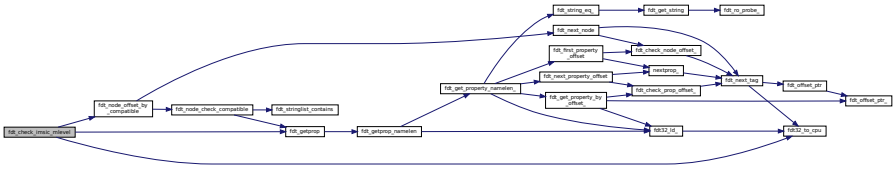
```
#define FDT_MAX_PHANDLE_ARGS 16
```

30.79.2 Function Documentation

30.79.2.1 fdt_check_imsic_mlevel()

```
bool fdt_check_imsic_mlevel (
            void * fdt )
```

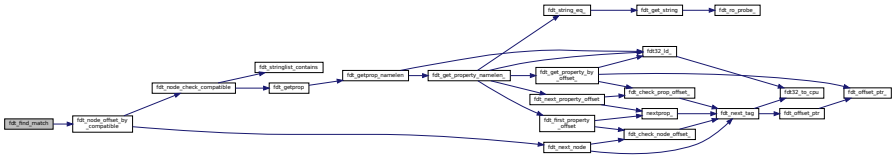
Here is the call graph for this function:



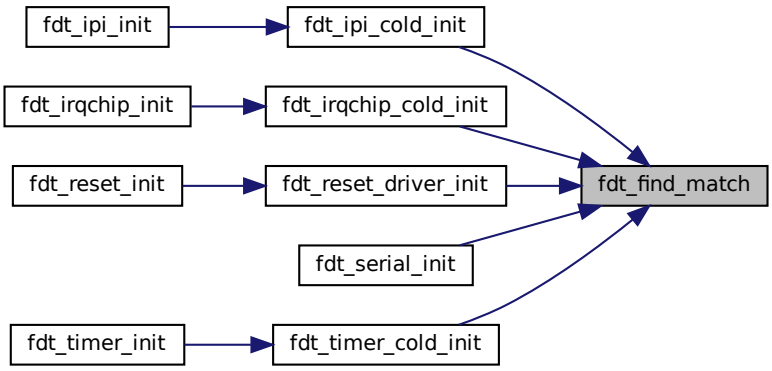
30.79.2.2 fdt_find_match()

```
int fdt_find_match (
            void * fdt,
            int startoff,
            const struct fdt_match * match_table,
            const struct fdt_match ** out_match )
```

Here is the call graph for this function:



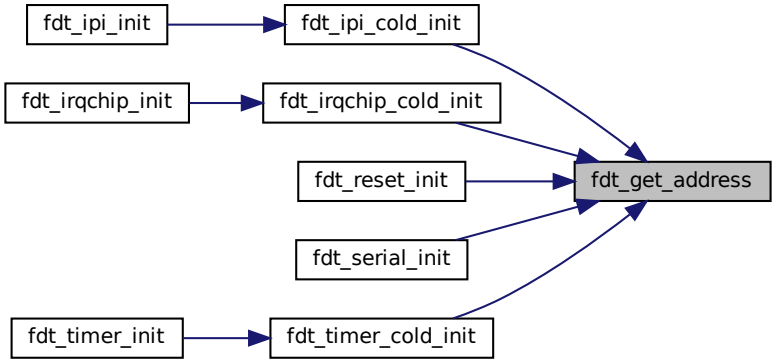
Here is the caller graph for this function:



30.79.2.3 fdt_get_address()

```
static void* fdt_get_address (
            void  )  [inline], [static]
```

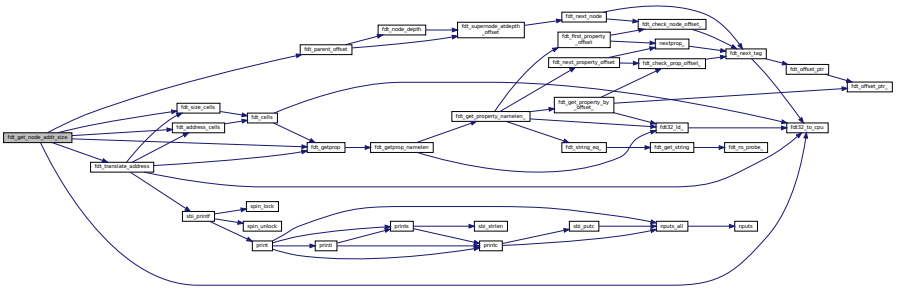
Here is the caller graph for this function:



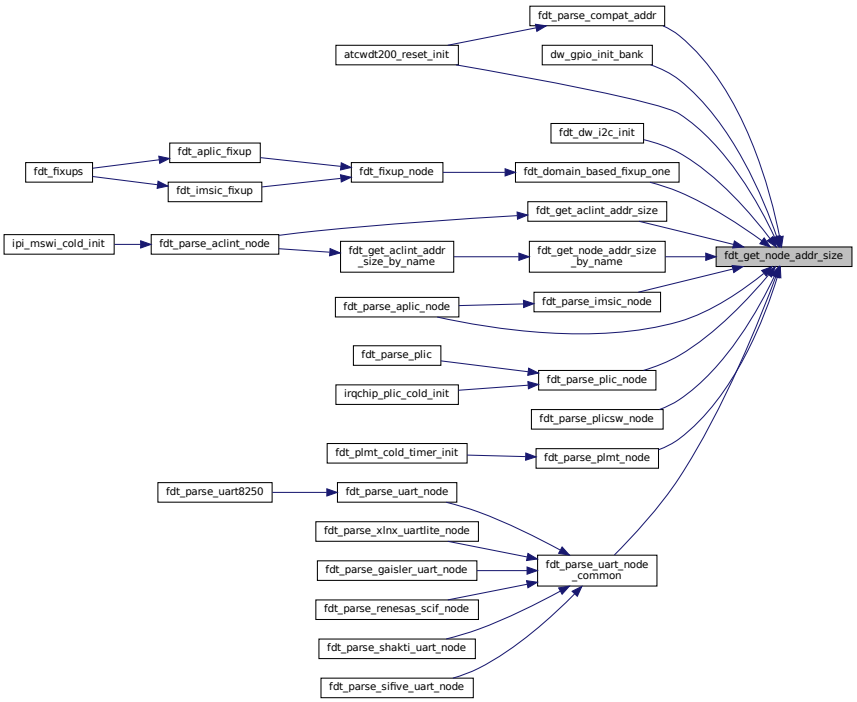
30.79.2.4 fdt_get_node_addr_size()

```
int fdt_get_node_addr_size (
            void * fdt,
            int node,
            int index,
            uint64_t * addr,
            uint64_t * size )
```

Here is the call graph for this function:



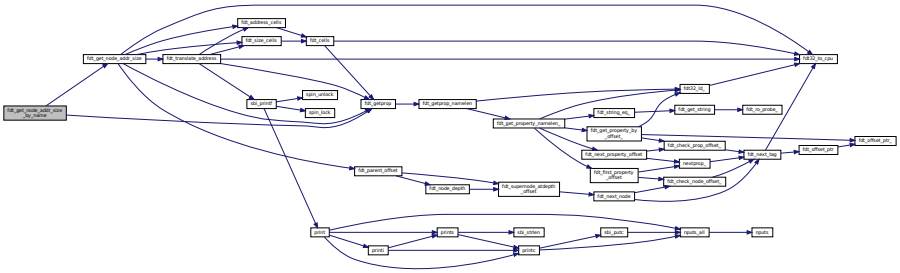
Here is the caller graph for this function:



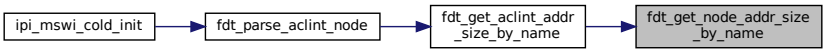
30.79.2.5 fdt_get_node_addr_size_by_name()

```
int fdt_get_node_addr_size_by_name (
            void * fdt,
            int node,
            const char * name,
            uint64_t * addr,
            uint64_t * size )
```

Here is the call graph for this function:



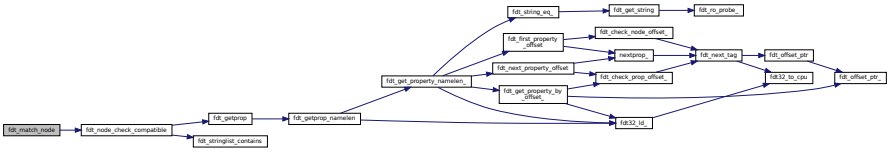
Here is the caller graph for this function:



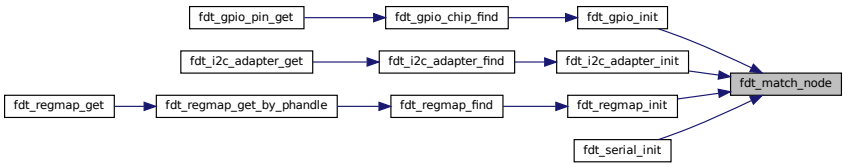
30.79.2.6 fdt_match_node()

```
const struct fdt_match* fdt_match_node (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match_table )
```

Here is the call graph for this function:



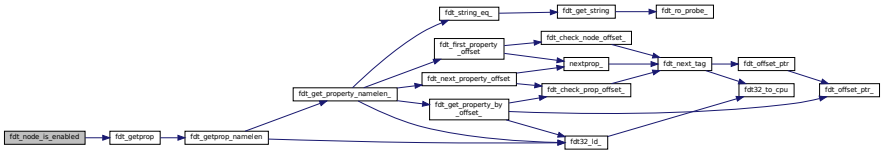
Here is the caller graph for this function:



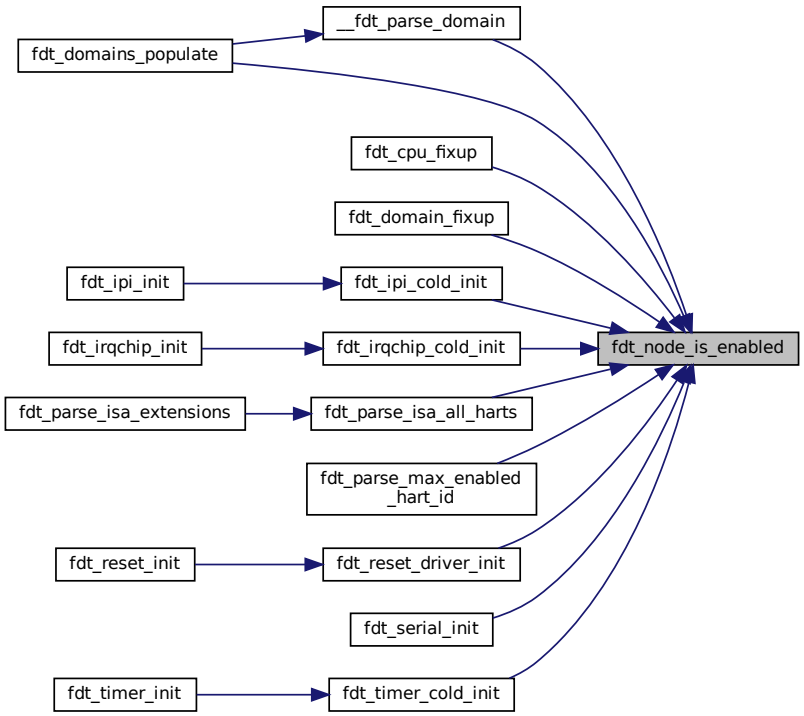
30.79.2.7 fdt_node_is_enabled()

```
bool fdt_node_is_enabled (
            void * fdt,
            int nodeoff )
```

Here is the call graph for this function:



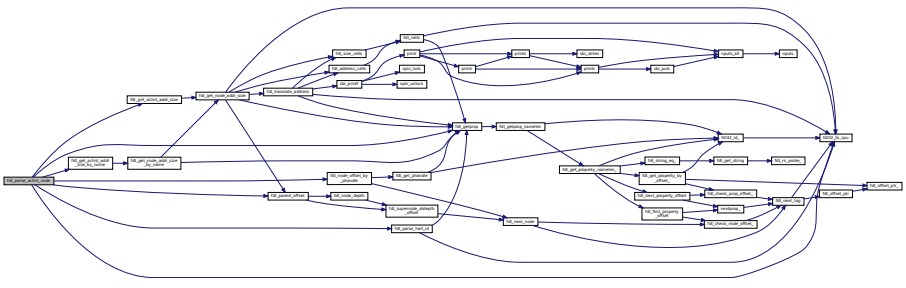
Here is the caller graph for this function:



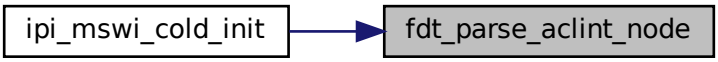
30.79.2.8 fdt_parse_aclint_node()

```
int fdt_parse_aclint_node (
            void * fdt,
            int nodeoffset,
            bool for_timer,
            bool allow_regname,
            unsigned long * out_addr1,
            unsigned long * out_size1,
            unsigned long * out_addr2,
            unsigned long * out_size2,
            u32 * out_first_hartid,
            u32 * out_hart_count )
```

Here is the call graph for this function:



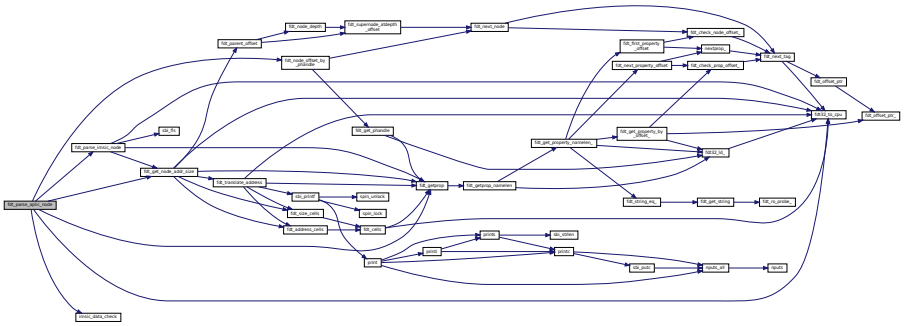
Here is the caller graph for this function:



30.79.2.9 fdt_parse_aplic_node()

```
int fdt_parse_aplic_node (
            void * fdt,
            int nodeoff,
            struct aplic_data * aplic )
```

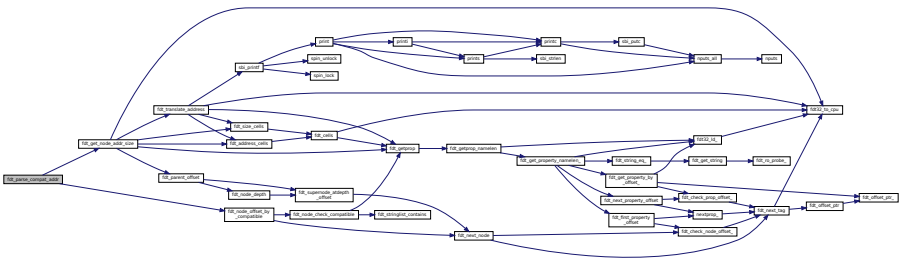
Here is the call graph for this function:



30.79.2.10 fdt_parse_compat_addr()

```
int fdt_parse_compat_addr (
            void * fdt,
            uint64_t * addr,
            const char * compatible )
```

Here is the call graph for this function:

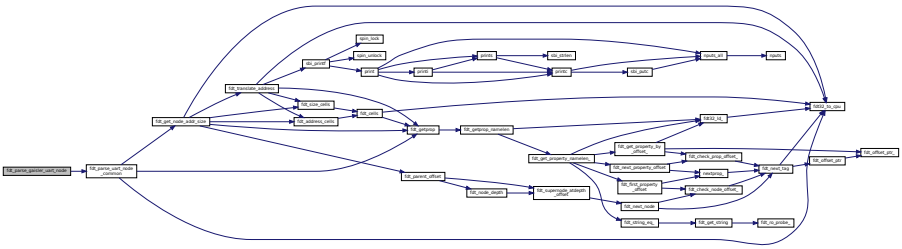


Here is the caller graph for this function:

30.79.2.11 fdt_parse_gaisler_uart_node()

```
int fdt_parse_gaisler_uart_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

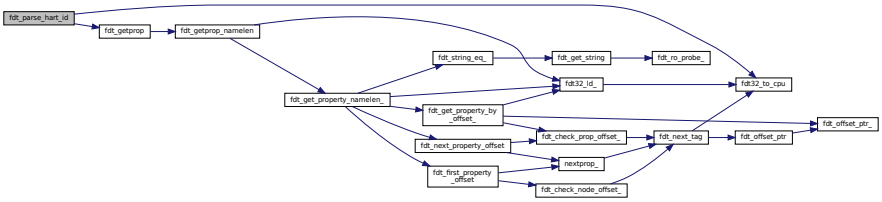
Here is the call graph for this function:



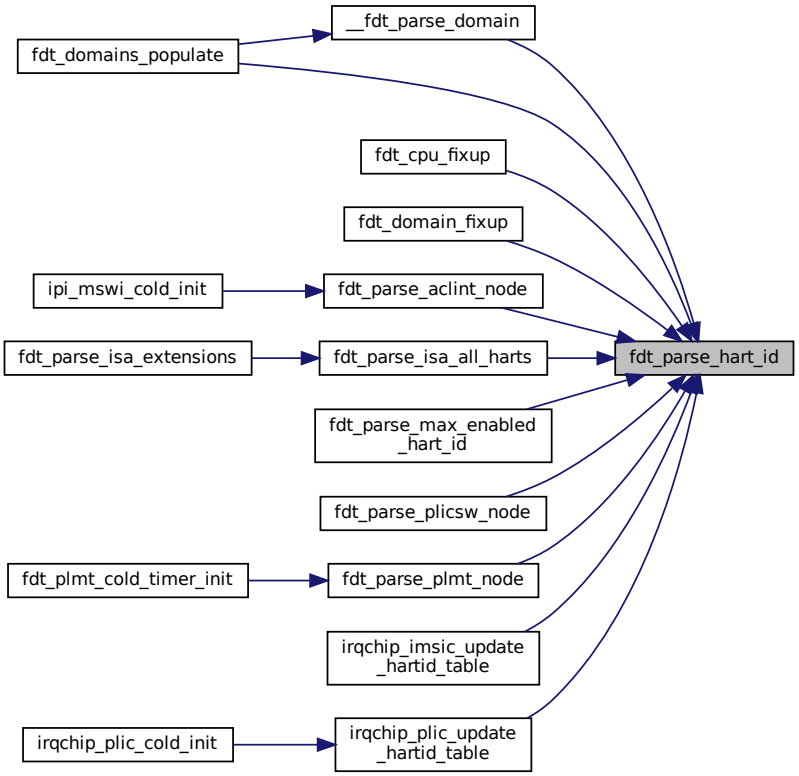
30.79.2.12 fdt_parse_hart_id()

```
int fdt_parse_hart_id (
            void * fdt,
            int cpu_offset,
            u32 * hartid )
```

Here is the call graph for this function:



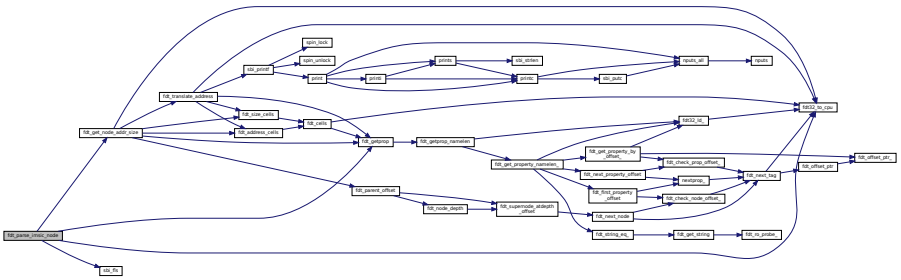
Here is the caller graph for this function:



30.79.2.13 fdt_parse_imsic_node()

```
int fdt_parse_imsic_node (
            void * fdt,
            int nodeoff,
            struct imsic_data * imsic )
```

Here is the call graph for this function:

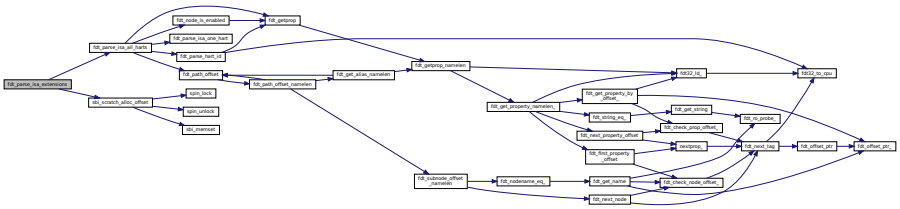


Here is the caller graph for this function:

30.79.2.14 fdt_parse_isa_extensions()

```
int fdt_parse_isa_extensions (
            void * fdt,
            unsigned int hard_id,
            unsigned long * extensions )
```

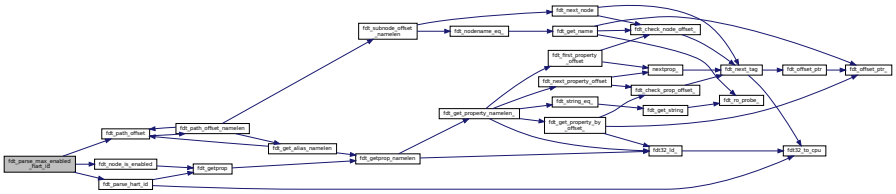
Here is the call graph for this function:



30.79.2.15 fdt_parse_max_enabled_hart_id()

```
int fdt_parse_max_enabled_hart_id (
            void * fdt,
            u32 * max_hartid )
```

Here is the call graph for this function:

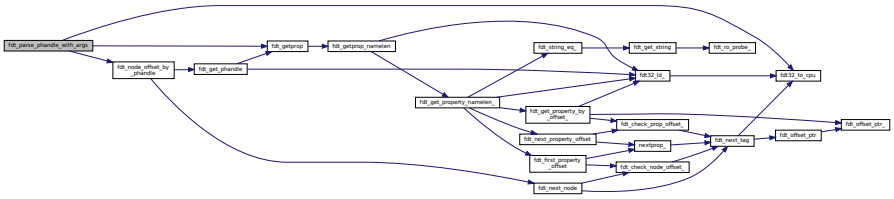


30.79.2.16 fdt_parse_phandle_with_args()

```
int fdt_parse_phandle_with_args (
            void * fdt,
            int nodeoff,
            const char * prop,
            const char * cells_prop,
```

```
            int index,
            struct fdt_phandle_args * out_args )
```

Here is the call graph for this function:

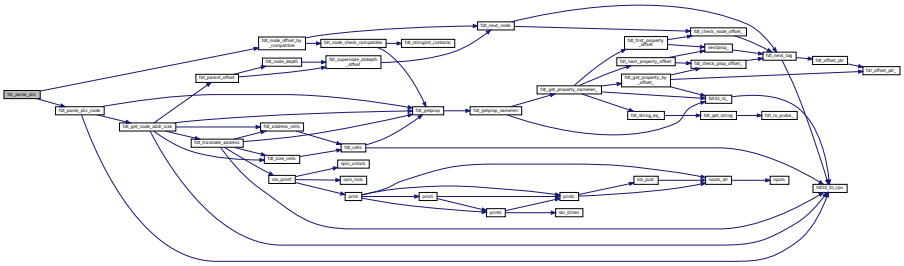


Here is the caller graph for this function:

30.79.2.17 fdt_parse_plic()

```
int fdt_parse_plic (
            void * fdt,
            struct plic_data * plic,
            const char * compat )
```

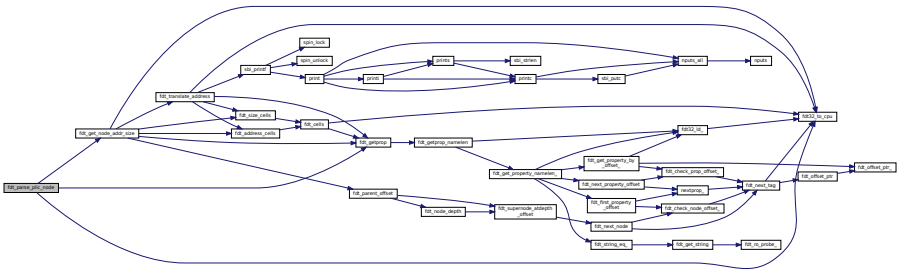
Here is the call graph for this function:



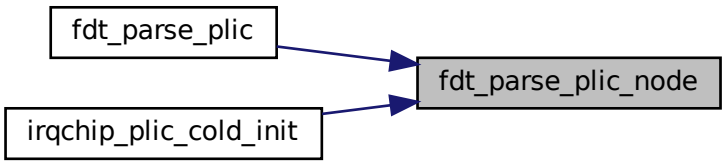
30.79.2.18 fdt_parse_plic_node()

```
int fdt_parse_plic_node (
            void * fdt,
            int nodeoffset,
            struct plic_data * plic )
```

Here is the call graph for this function:



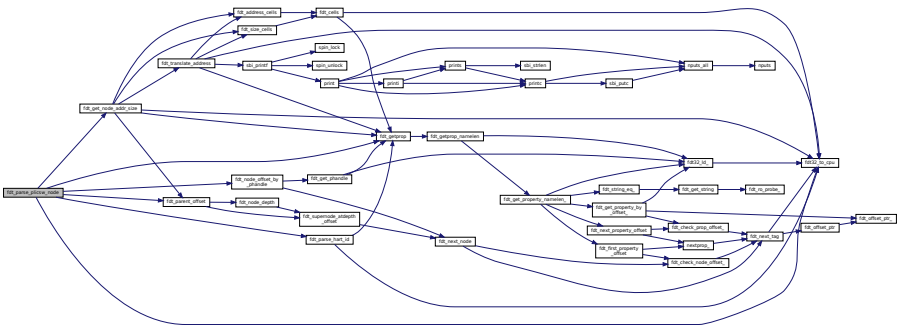
Here is the caller graph for this function:



30.79.2.19 fdt_parse_plicsw_node()

```
int fdt_parse_plicsw_node (
            void * fdt,
            int nodeoffset,
            unsigned long * plicsw_base,
            unsigned long * size,
            u32 * hart_count )
```

Here is the call graph for this function:

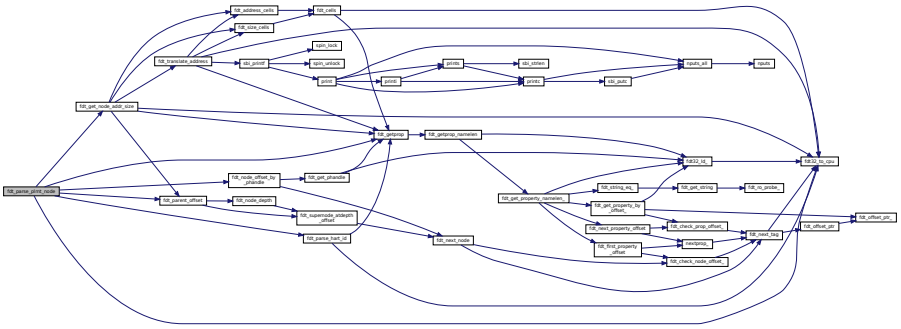


30.79.2.20 fdt_parse_plmt_node()

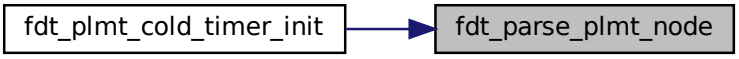
```
int fdt_parse_plmt_node (
```

```
                void * fdt,
                int nodeoffset,
                unsigned long * plmt_base,
                unsigned long * plmt_size,
                u32 * hart_count )
```

Here is the call graph for this function:



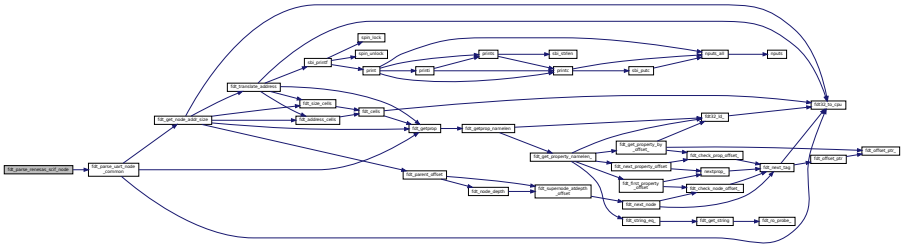
Here is the caller graph for this function:



30.79.2.21 fdt_parse_renesas_scif_node()

```
int fdt_parse_renesas_scif_node (
                void * fdt,
                int nodeoffset,
                struct platform_uart_data * uart )
```

Here is the call graph for this function:

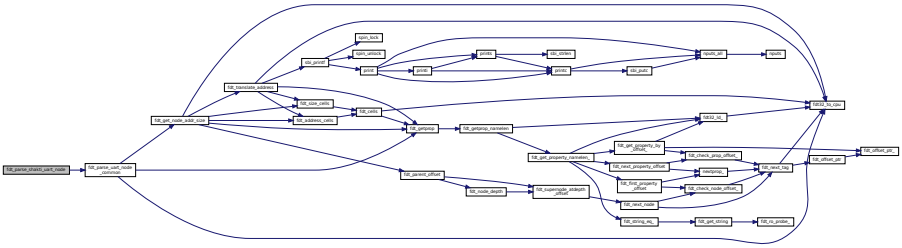


30.79.2.22 fdt_parse_shakti_uart_node()

```
int fdt_parse_shakti_uart_node (
                void * fdt,
```

```
            int nodeoffset,
            struct platform_uart_data * uart )
```

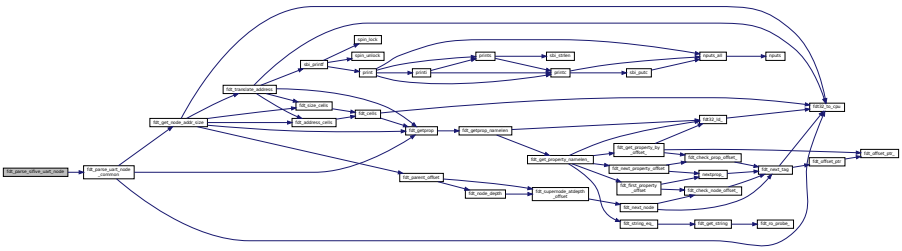
Here is the call graph for this function:



30.79.2.23 fdt_parse_sifive_uart_node()

```
int fdt_parse_sifive_uart_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

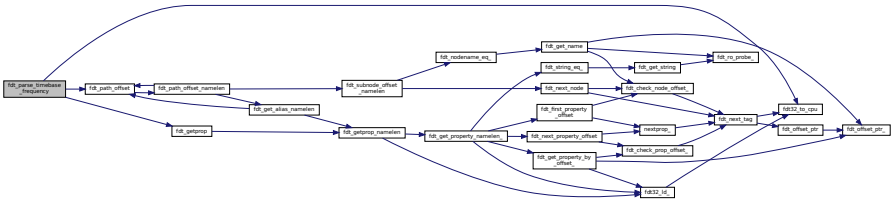
Here is the call graph for this function:



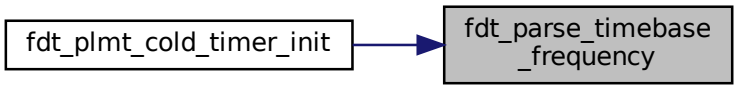
30.79.2.24 fdt_parse_timebase_frequency()

```
int fdt_parse_timebase_frequency (
            void * fdt,
            unsigned long * freq )
```

Here is the call graph for this function:



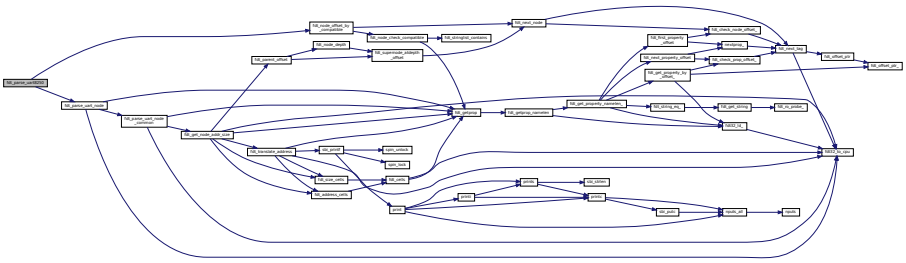
Here is the caller graph for this function:



30.79.2.25 fdt_parse_uart8250()

```
int fdt_parse_uart8250 (
            void * fdt,
            struct platform_uart_data * uart,
            const char * compatible )
```

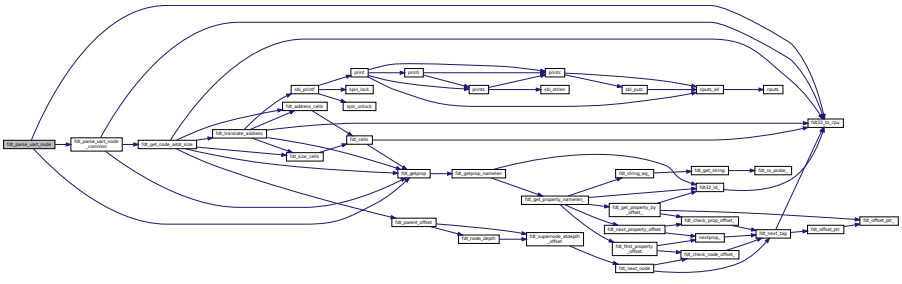
Here is the call graph for this function:



30.79.2.26 fdt_parse_uart_node()

```
int fdt_parse_uart_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

Here is the call graph for this function:

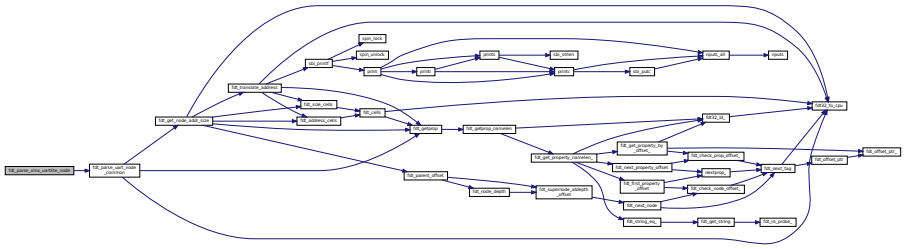


Here is the caller graph for this function:

30.79.2.27 fdt_parse_xlnx_uartlite_node()

```
int fdt_parse_xlnx_uartlite_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

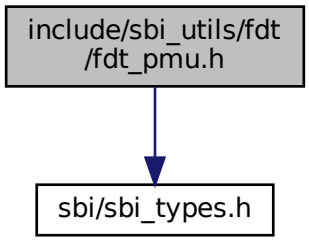
Here is the call graph for this function:



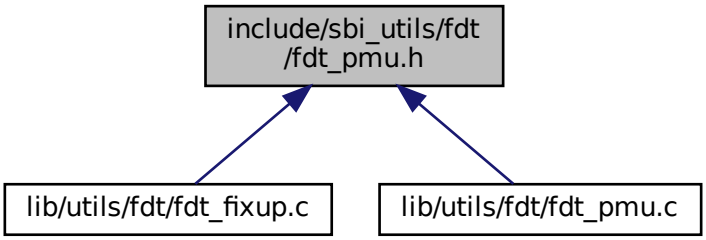
30.80 include/sbi_utils/fdt/fdt_pmu.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for fdt_pmu.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct fdt_pmu_hw_event_select_map
- struct fdt_pmu_hw_event_counter_map
- struct fdt_pmu_raw_event_counter_map

Functions

- static void fdt_pmu_fixup (void *fdt)
- static int fdt_pmu_setup (void *fdt)
- static uint64_t fdt_pmu_get_select_value (uint32_t event_idx)

30.80.1 Function Documentation

30.80.1.1 fdt_pmu_fixup()

```
static void fdt_pmu_fixup (
            void * fdt )  [inline], [static]
```

30.80.1.2 fdt_pmu_get_select_value()

```
static uint64_t fdt_pmu_get_select_value (
            uint32_t event_idx )  [inline], [static]
```

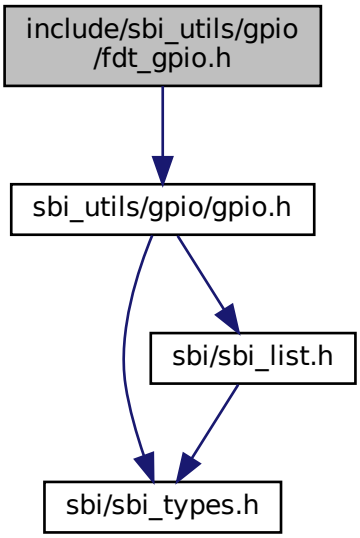
30.80.1.3 fdt_pmu_setup()

```
static int fdt_pmu_setup (
            void * fdt )  [inline], [static]
```

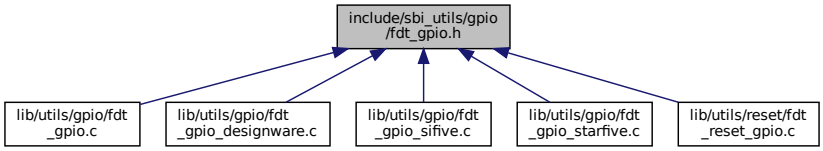
30.81 include/sbi_utils/gpio/fdt_gpio.h File Reference

```
#include <sbi_utils/gpio/gpio.h>
```

Include dependency graph for fdt_gpio.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct fdt_gpio

Functions

- int fdt_gpio_pin_get (void *fdt, int nodeoff, int index, struct gpio_pin *out_pin)
- int fdt_gpio_simple_xlate (struct gpio_chip *chip, const struct fdt_phandle_args *pargs, struct gpio_pin *out_pin)

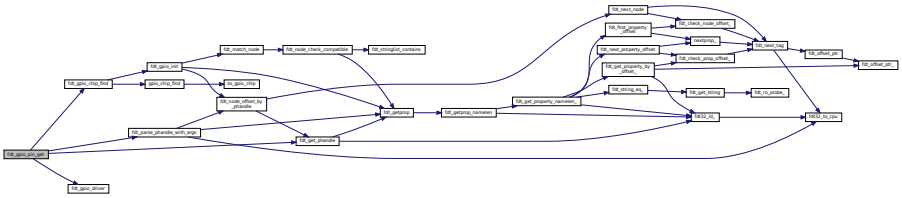
30.81.1 Function Documentation

30.81.1.1 fdt_gpio_pin_get()

```
int fdt_gpio_pin_get (
            void * fdt,
            int nodeoff,
```

```
            int index,
            struct gpio_pin * out_pin )
```

Get a GPIO pin using "gpios" DT property of client DT node Here is the call graph for this function:



30.81.1.2 fdt_gpio_simple_xlate()

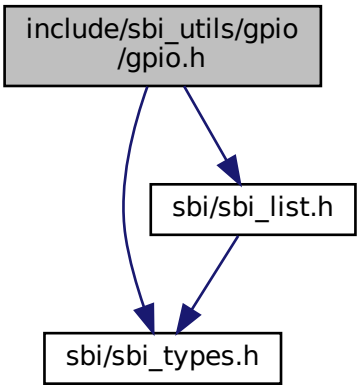
```
int fdt_gpio_simple_xlate (
            struct gpio_chip * chip,
            const struct fdt_phandle_args * pargs,
            struct gpio_pin * out_pin )
```

Simple xlate function to convert two GPIO FDT cells into GPIO pin

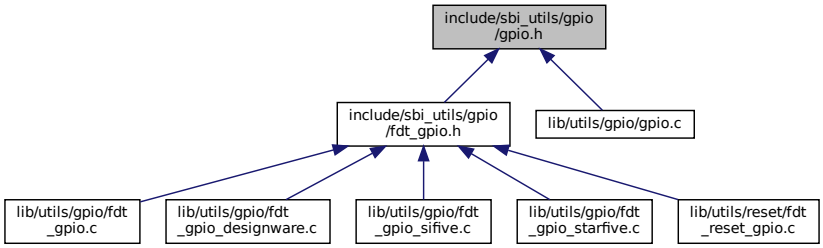
30.82 include/sbi_utils/gpio/gpio.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_list.h>
```

Include dependency graph for gpio.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct gpio_pin
- struct gpio_chip

Macros

- #define GPIO_LINE_DIRECTION_IN 1
- #define GPIO_LINE_DIRECTION_OUT 0
- #define GPIO_FLAG_ACTIVE_LOW 0x1
- #define GPIO_FLAG_SINGLE_ENDED 0x2
- #define GPIO_FLAG_OPEN_DRAIN 0x4
- #define GPIO_FLAG_TRANSITORY 0x8
- #define GPIO_FLAG_PULL_UP 0x10
- #define GPIO_FLAG_PULL_DOWN 0x20

Functions

- static struct gpio_chip ∗ to_gpio_chip (struct sbi_dlist ∗node)
- struct gpio_chip ∗ gpio_chip_find (unsigned int id)
- int gpio_chip_add (struct gpio_chip ∗gc)
- void gpio_chip_remove (struct gpio_chip ∗gc)
- int gpio_get_direction (struct gpio_pin ∗gp)
- int gpio_direction_input (struct gpio_pin ∗gp)
- int gpio_direction_output (struct gpio_pin ∗gp, int value)
- int gpio_get (struct gpio_pin ∗gp)
- int gpio_set (struct gpio_pin ∗gp, int value)

30.82.1 Macro Definition Documentation

30.82.1.1 GPIO_FLAG_ACTIVE_LOW

```
#define GPIO_FLAG_ACTIVE_LOW 0x1
```

30.82.1.2 GPIO_FLAG_OPEN_DRAIN

```
#define GPIO_FLAG_OPEN_DRAIN 0x4
```

30.82.1.3 GPIO_FLAG_PULL_DOWN

```
#define GPIO_FLAG_PULL_DOWN 0x20
```

30.82.1.4 GPIO_FLAG_PULL_UP

```
#define GPIO_FLAG_PULL_UP 0x10
```

30.82.1.5 GPIO_FLAG_SINGLE_ENDED

```
#define GPIO_FLAG_SINGLE_ENDED 0x2
```

30.82.1.6 GPIO_FLAG_TRANSITORY

```
#define GPIO_FLAG_TRANSITORY 0x8
```

30.82.1.7 GPIO_LINE_DIRECTION_IN

```
#define GPIO_LINE_DIRECTION_IN 1
```

30.82.1.8 GPIO_LINE_DIRECTION_OUT

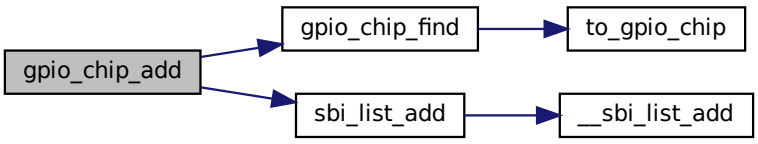
```
#define GPIO_LINE_DIRECTION_OUT 0
```

30.82.2 Function Documentation

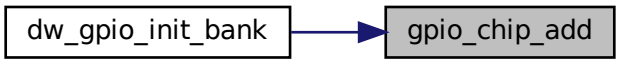
30.82.2.1 gpio_chip_add()

```
int gpio_chip_add (
            struct gpio_chip * gc )
```

Register GPIO chip Here is the call graph for this function:



Here is the caller graph for this function:

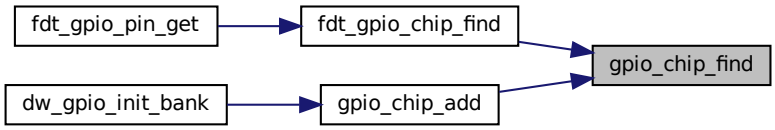


30.82.2.2 gpio_chip_find()

```
struct gpio_chip* gpio_chip_find (
            unsigned int id )
```

Find a registered GPIO chip Here is the call graph for this function:

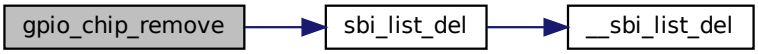
Here is the caller graph for this function:



30.82.2.3 gpio_chip_remove()

```
void gpio_chip_remove (
            struct gpio_chip * gc )
```

Un-register GPIO chip Here is the call graph for this function:



30.82.2.4 gpio_direction_input()

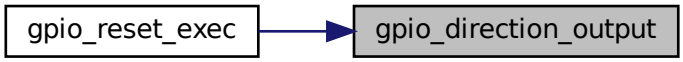
```
int gpio_direction_input (
            struct gpio_pin * gp )
```

Set input direction of GPIO pin

30.82.2.5 gpio_direction_output()

```
int gpio_direction_output (
            struct gpio_pin * gp,
            int value )
```

Set output direction of GPIO pin Here is the caller graph for this function:



30.82.2.6 gpio_get()

```
int gpio_get (
            struct gpio_pin * gp )
```

Get current value of GPIO pin

30.82.2.7 gpio_get_direction()

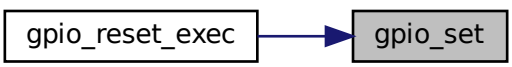
```
int gpio_get_direction (
            struct gpio_pin * gp )
```

Get current direction of GPIO pin

30.82.2.8 gpio_set()

```
int gpio_set (
            struct gpio_pin * gp,
            int value )
```

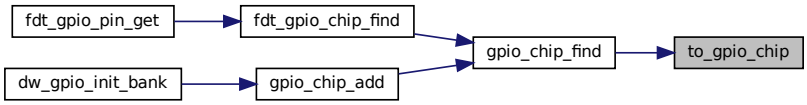
Set output value of GPIO pin Here is the caller graph for this function:



30.82.2.9 to_gpio_chip()

```
static struct gpio_chip* to_gpio_chip (
            struct sbi_dlist * node )  [inline], [static]
```

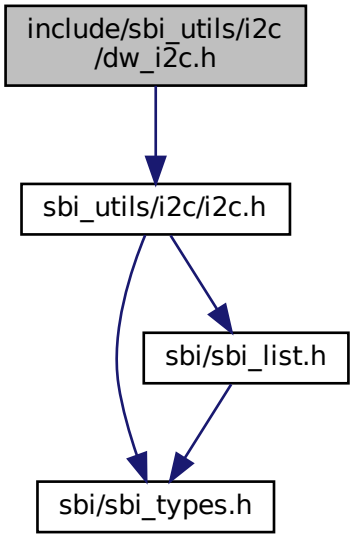
Here is the caller graph for this function:



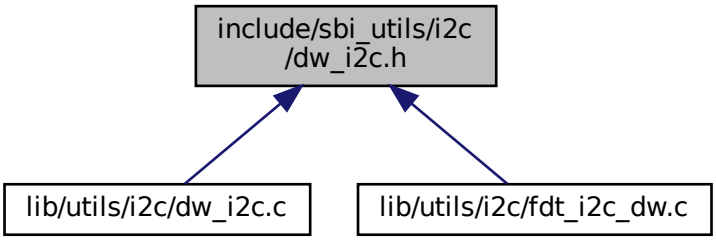
30.83 include/sbi_utils/i2c/dw_i2c.h File Reference

```
#include <sbi_utils/i2c/i2c.h>
```

Include dependency graph for dw_i2c.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct dw_i2c_adapter

Functions

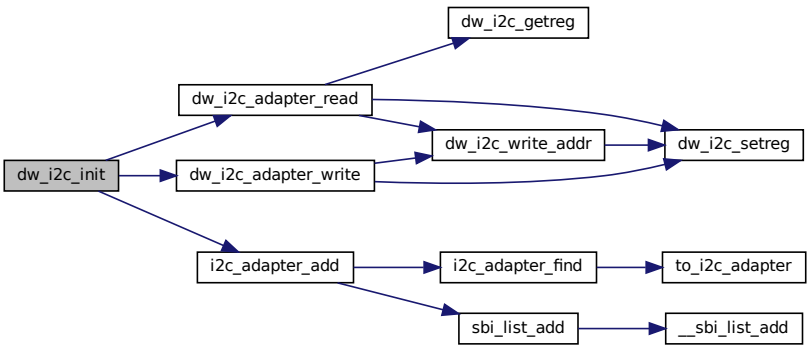
- int dw_i2c_init (struct i2c_adapter *, int nodeoff)

30.83.1 Function Documentation

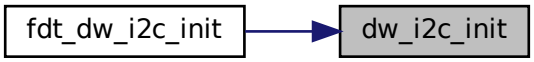
30.83.1.1 dw_i2c_init()

```
int dw_i2c_init (
            struct i2c_adapter * adapter,
            int nodeoff )
```

Here is the call graph for this function:

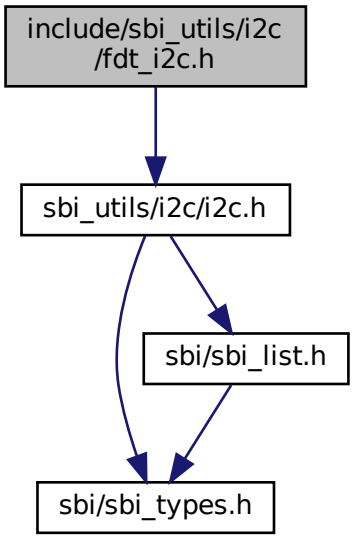


Here is the caller graph for this function:

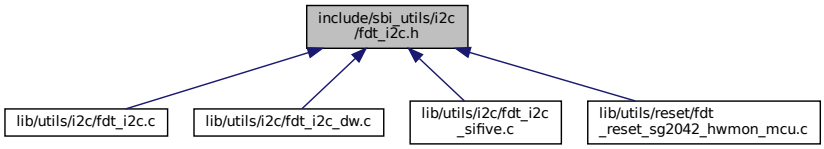


30.84 include/sbi_utils/i2c/fdt_i2c.h File Reference

`#include <sbi_utils/i2c/i2c.h>`
Include dependency graph for fdt_i2c.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct fdt_i2c_adapter

Functions

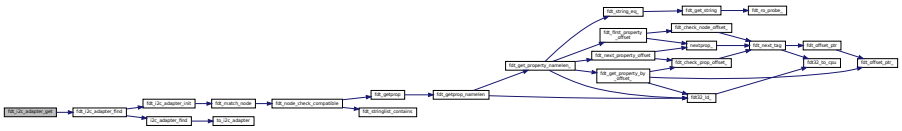
- int fdt_i2c_adapter_get (void *fdt, int nodeoff, struct i2c_adapter **out_adapter)

30.84.1 Function Documentation

30.84.1.1 fdt_i2c_adapter_get()

```
int fdt_i2c_adapter_get (
            void * fdt,
            int nodeoff,
            struct i2c_adapter ** out_adapter )
```

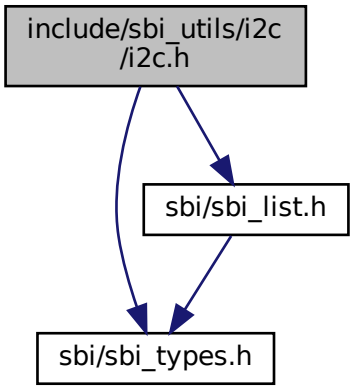
Get I2C adapter identified by nodeoff Here is the call graph for this function:



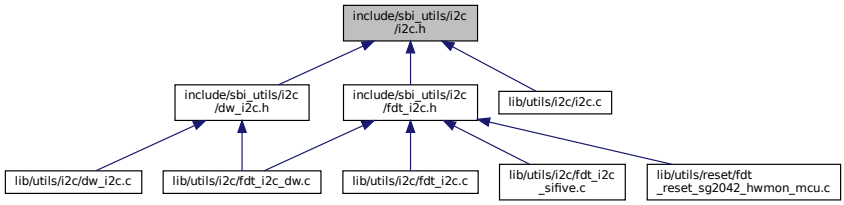
30.85 include/sbi_utils/i2c/i2c.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_list.h>
```

Include dependency graph for i2c.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct i2c_adapter

Functions

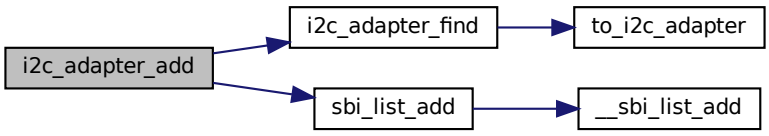
- static struct i2c_adapter * to_i2c_adapter (struct sbi_dlist *node)
- struct i2c_adapter * i2c_adapter_find (int id)
- int i2c_adapter_add (struct i2c_adapter *ia)
- void i2c_adapter_remove (struct i2c_adapter *ia)
- int i2c_adapter_write (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)
- int i2c_adapter_read (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)
- static int i2c_adapter_reg_write (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t val)
- static int i2c_adapter_reg_read (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *val)

30.85.1 Function Documentation

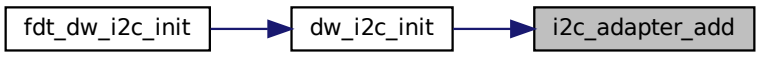
30.85.1.1 i2c_adapter_add()

```
int i2c_adapter_add (
            struct i2c_adapter * ia )
```

Register I2C adapter Here is the call graph for this function:



Here is the caller graph for this function:

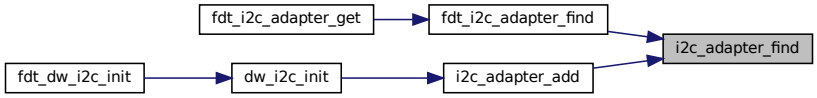


30.85.1.2 i2c_adapter_find()

```
struct i2c_adapter* i2c_adapter_find (
            int id )
```

Find a registered I2C adapter Here is the call graph for this function:

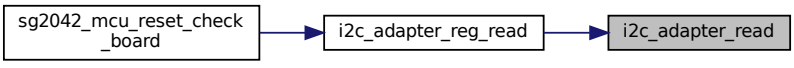
Here is the caller graph for this function:



30.85.1.3 i2c_adapter_read()

```
int i2c_adapter_read (
            struct i2c_adapter * ia,
            uint8_t addr,
            uint8_t reg,
            uint8_t * buffer,
            int len )
```

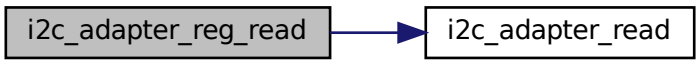
Read from device on I2C adapter bus Here is the caller graph for this function:



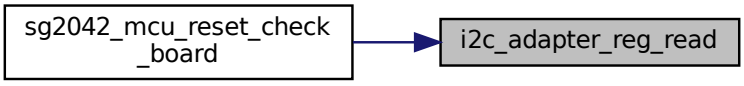
30.85.1.4 i2c_adapter_reg_read()

```
static int i2c_adapter_reg_read (
            struct i2c_adapter * ia,
            uint8_t addr,
            uint8_t reg,
            uint8_t * val )  [inline], [static]
```

Here is the call graph for this function:



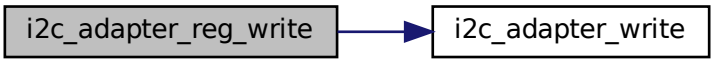
Here is the caller graph for this function:



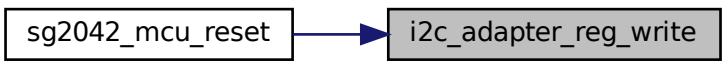
30.85.1.5 i2c_adapter_reg_write()

```
static int i2c_adapter_reg_write (
            struct i2c_adapter * ia,
            uint8_t addr,
            uint8_t reg,
            uint8_t val )  [inline], [static]
```

Here is the call graph for this function:



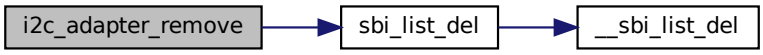
Here is the caller graph for this function:



30.85.1.6 i2c_adapter_remove()

```
void i2c_adapter_remove (
            struct i2c_adapter * ia )
```

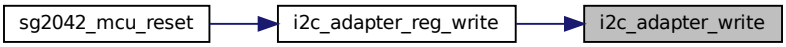
Un-register I2C adapter Here is the call graph for this function:



30.85.1.7 i2c_adapter_write()

```
int i2c_adapter_write (
            struct i2c_adapter * ia,
            uint8_t addr,
            uint8_t reg,
            uint8_t * buffer,
            int len )
```

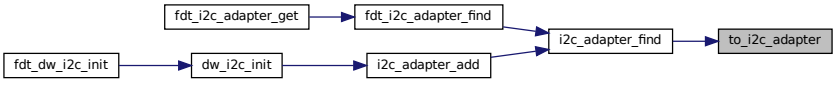
Send to device on I2C adapter bus Here is the caller graph for this function:



30.85.1.8 to_i2c_adapter()

```
static struct i2c_adapter* to_i2c_adapter (
            struct sbi_dlist * node )  [inline], [static]
```

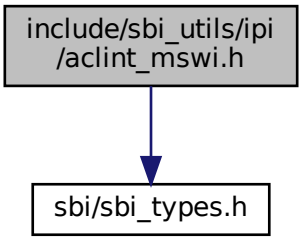
Here is the caller graph for this function:



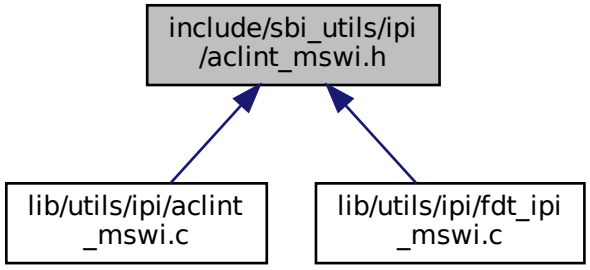
30.86 include/sbi_utils/ipi/aclint_mswi.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for aclint_mswi.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct aclint_mswi_data

Macros

- #define ACLINT_MSWI_ALIGN 0x1000
- #define ACLINT_MSWI_SIZE 0x4000
- #define ACLINT_MSWI_MAX_HARTS 4095
- #define CLINT_MSWI_OFFSET 0x0000

Functions

- int aclint_mswi_warm_init (void)
- int aclint_mswi_cold_init (struct aclint_mswi_data *mswi)

30.86.1 Macro Definition Documentation

30.86.1.1 ACLINT_MSWI_ALIGN

```
#define ACLINT_MSWI_ALIGN 0x1000
```

30.86.1.2 ACLINT_MSWI_MAX_HARTS

```
#define ACLINT_MSWI_MAX_HARTS 4095
```

30.86.1.3 ACLINT_MSWI_SIZE

```
#define ACLINT_MSWI_SIZE 0x4000
```

30.86.1.4 CLINT_MSWI_OFFSET

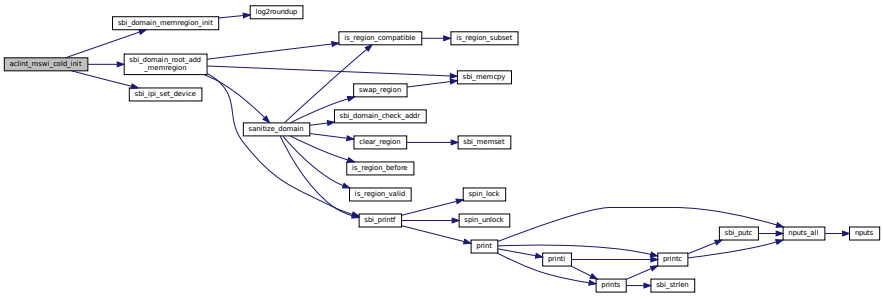
```
#define CLINT_MSWI_OFFSET 0x0000
```

30.86.2 Function Documentation

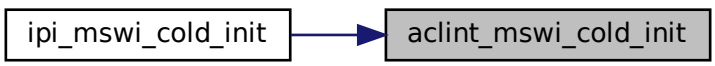
30.86.2.1 aclint_mswi_cold_init()

```
int aclint_mswi_cold_init (
            struct aclint_mswi_data * mswi )
```

Here is the call graph for this function:



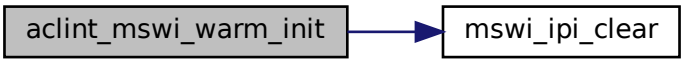
Here is the caller graph for this function:



30.86.2.2 aclint_mswi_warm_init()

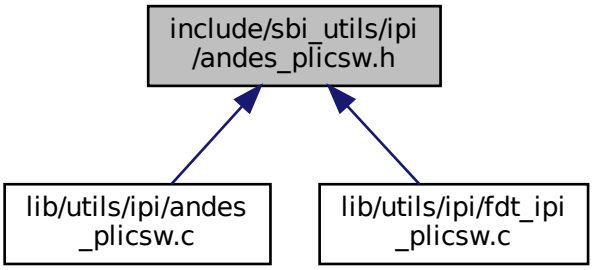
```
int aclint_mswi_warm_init (
            void  )
```

Here is the call graph for this function:



30.87 include/sbi_utils/ipi/andes_plicsw.h File Reference

This graph shows which files directly or indirectly include this file:



Data Structures

- struct plicsw_data

Macros

- #define PLICSW_PRIORITY_BASE 0x4
- #define PLICSW_PENDING_BASE 0x1000
- #define PLICSW_ENABLE_BASE 0x2000
- #define PLICSW_ENABLE_STRIDE 0x80
- #define PLICSW_CONTEXT_BASE 0x200000
- #define PLICSW_CONTEXT_STRIDE 0x1000
- #define PLICSW_CONTEXT_CLAIM 0x4
- #define PLICSW_REGION_ALIGN 0x1000

Functions

- int plicsw_warm_ipi_init (void)
- int plicsw_cold_ipi_init (struct plicsw_data *plicsw)

30.87.1 Macro Definition Documentation

30.87.1.1 PLICSW_CONTEXT_BASE

```
#define PLICSW_CONTEXT_BASE 0x200000
```

30.87.1.2 PLICSW_CONTEXT_CLAIM

```
#define PLICSW_CONTEXT_CLAIM 0x4
```

30.87.1.3 PLICSW_CONTEXT_STRIDE

```
#define PLICSW_CONTEXT_STRIDE 0x1000
```

30.87.1.4 PLICSW_ENABLE_BASE

```
#define PLICSW_ENABLE_BASE 0x2000
```

30.87.1.5 PLICSW_ENABLE_STRIDE

```
#define PLICSW_ENABLE_STRIDE 0x80
```

30.87.1.6 PLICSW_PENDING_BASE

```
#define PLICSW_PENDING_BASE 0x1000
```

30.87.1.7 PLICSW_PRIORITY_BASE

```
#define PLICSW_PRIORITY_BASE 0x4
```

30.87.1.8 PLICSW_REGION_ALIGN

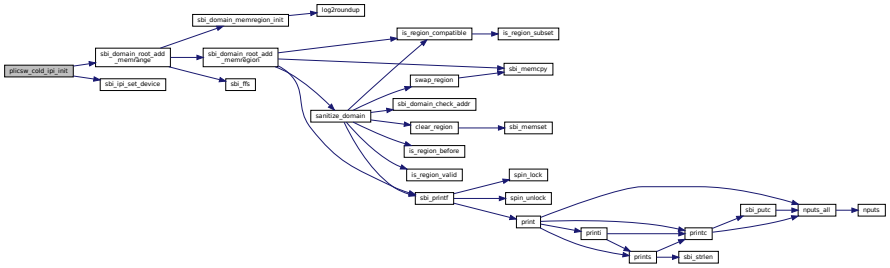
```
#define PLICSW_REGION_ALIGN 0x1000
```

30.87.2 Function Documentation

30.87.2.1 plicsw_cold_ipi_init()

```
int plicsw_cold_ipi_init (
            struct plicsw_data * plicsw )
```

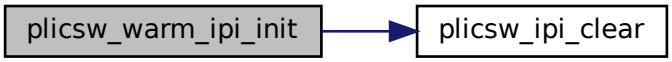
Here is the call graph for this function:



30.87.2.2 plicsw_warm_ipi_init()

```
int plicsw_warm_ipi_init (
            void  )
```

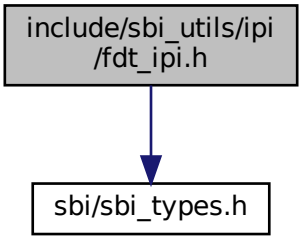
Here is the call graph for this function:



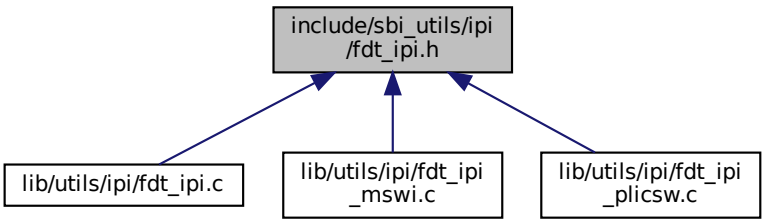
30.88 include/sbi_utils/ipi/fdt_ipi.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for fdt_ipi.h:



This graph shows which files directly or indirectly include this file:



Functions

- static void fdt_ipi_exit (void)
- static int fdt_ipi_init (bool cold_boot)

30.88.1 Function Documentation

30.88.1.1 fdt_ipi_exit()

```
static void fdt_ipi_exit (
            void  )  [inline], [static]
```

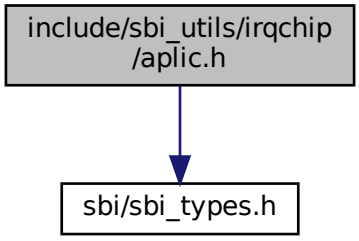
30.88.1.2 fdt_ipi_init()

```
static int fdt_ipi_init (
            bool cold_boot )  [inline], [static]
```

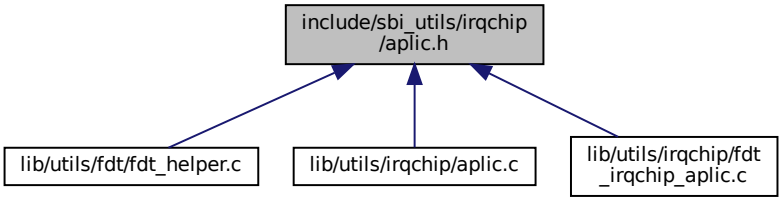
30.89 include/sbi_utils/irqchip/aplic.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for aplic.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct aplic_msicfg_data
- struct aplic_delegate_data
- struct aplic_data

Macros

- #define APLIC_MAX_DELEGATE 16

Functions

- int aplic_cold_irqchip_init (struct aplic_data ∗aplic)

30.89.1 Macro Definition Documentation

30.89.1.1 APLIC_MAX_DELEGATE

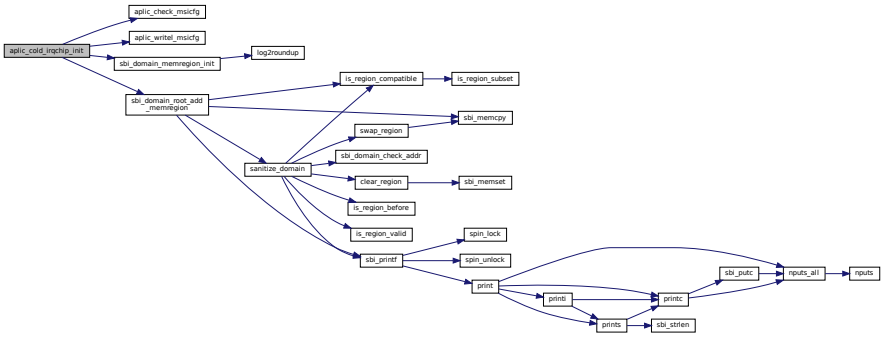
```
#define APLIC_MAX_DELEGATE 16
```

30.89.2 Function Documentation

30.89.2.1 aplic_cold_irqchip_init()

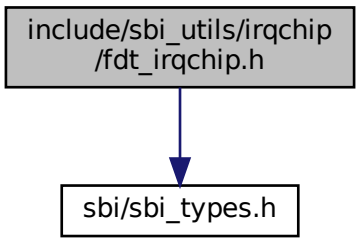
```
int aplic_cold_irqchip_init (
            struct aplic_data * aplic )
```

Here is the call graph for this function:

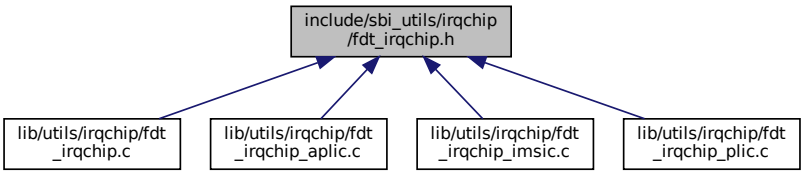


30.90 include/sbi_utils/irqchip/fdt_irqchip.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for fdt_irqchip.h:



This graph shows which files directly or indirectly include this file:



Functions

- static void fdt_irqchip_exit (void)
- static int fdt_irqchip_init (bool cold_boot)

30.90.1 Function Documentation

30.90.1.1 fdt_irqchip_exit()

```
static void fdt_irqchip_exit (
            void  )  [inline], [static]
```

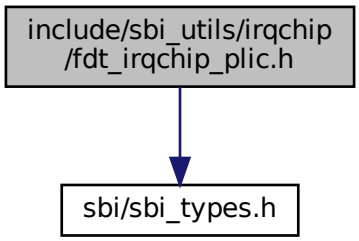
30.90.1.2 fdt_irqchip_init()

```
static int fdt_irqchip_init (
            bool cold_boot )  [inline], [static]
```

30.91 include/sbi_utils/irqchip/fdt_irqchip_plic.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for fdt_irqchip_plic.h:



Functions

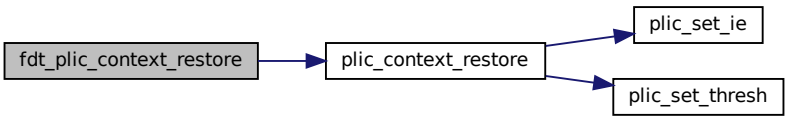
- void fdt_plic_priority_save (u8 *priority, u32 num)
- void fdt_plic_priority_restore (const u8 *priority, u32 num)
- void fdt_plic_context_save (bool smode, u32 *enable, u32 *threshold, u32 num)
- void fdt_plic_context_restore (bool smode, const u32 *enable, u32 threshold, u32 num)
- void thead_plic_restore (void)

30.91.1 Function Documentation

30.91.1.1 fdt_plic_context_restore()

```
void fdt_plic_context_restore (
            bool smode,
            const u32 * enable,
            u32 threshold,
            u32 num )
```

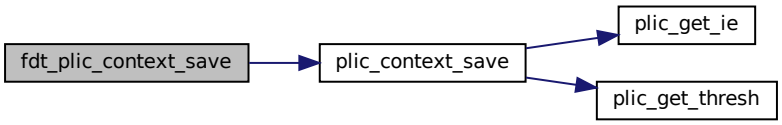
Here is the call graph for this function:



30.91.1.2 fdt_plic_context_save()

```
void fdt_plic_context_save (
            bool smode,
            u32 * enable,
            u32 * threshold,
            u32 num )
```

Here is the call graph for this function:



30.91.1.3 fdt_plic_priority_restore()

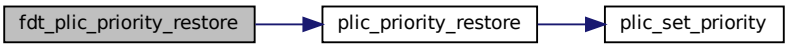
```
void fdt_plic_priority_restore (
            const u8 * priority,
            u32 num )
```

Restore the PLIC priority state

Parameters

priority	pointer to the memory region for the saved priority
num	size of the memory region including interrupt source 0

Here is the call graph for this function:



30.91.1.4 fdt_plic_priority_save()

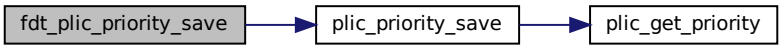
```
void fdt_plic_priority_save (
            u8 * priority,
            u32 num )
```

Save the PLIC priority state

Parameters

priority	pointer to the memory region for the saved priority
num	size of the memory region including interrupt source 0

Here is the call graph for this function:



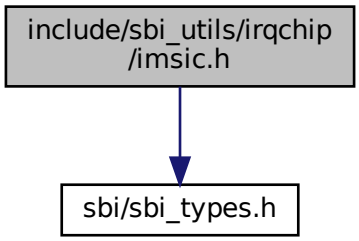
30.91.1.5 thead_plic_restore()

```
void thead_plic_restore (
            void  )
```

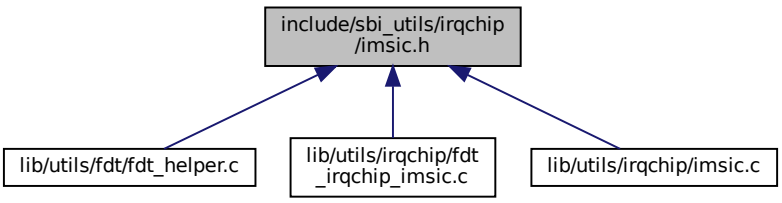
30.92 include/sbi_utils/irqchip/imsic.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for imsic.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct imsic_regs
- struct imsic_data

Macros

- #define IMSIC_MMIO_PAGE_SHIFT 12
- #define IMSIC_MMIO_PAGE_SZ (1UL << IMSIC_MMIO_PAGE_SHIFT)
- #define IMSIC_MAX_REGS 16

Functions

- static void imsic_local_irqchip_init (void)
- static int imsic_data_check (struct imsic_data *imsic)

30.92.1 Macro Definition Documentation

30.92.1.1 IMSIC_MAX_REGS

```
#define IMSIC_MAX_REGS 16
```

30.92.1.2 IMSIC_MMIO_PAGE_SHIFT

```
#define IMSIC_MMIO_PAGE_SHIFT 12
```

30.92.1.3 IMSIC_MMIO_PAGE_SZ

```
#define IMSIC_MMIO_PAGE_SZ (1UL << IMSIC_MMIO_PAGE_SHIFT)
```

30.92.2 Function Documentation

30.92.2.1 imsic_data_check()

```
static int imsic_data_check (
            struct imsic_data * imsic )  [inline], [static]
```

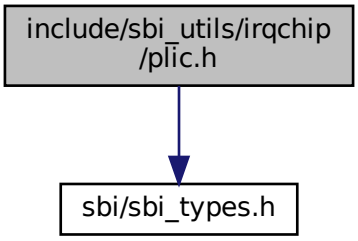
30.92.2.2 imsic_local_irqchip_init()

```
static void imsic_local_irqchip_init (
            void  )  [inline], [static]
```

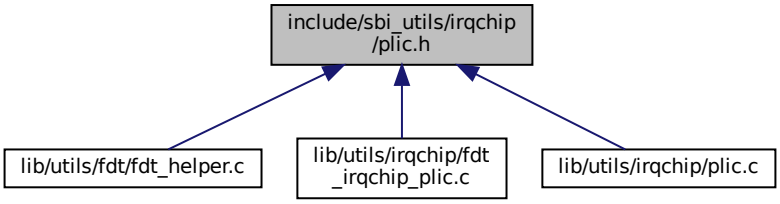
30.93 include/sbi_utils/irqchip/plic.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for plic.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct plic_data

Functions

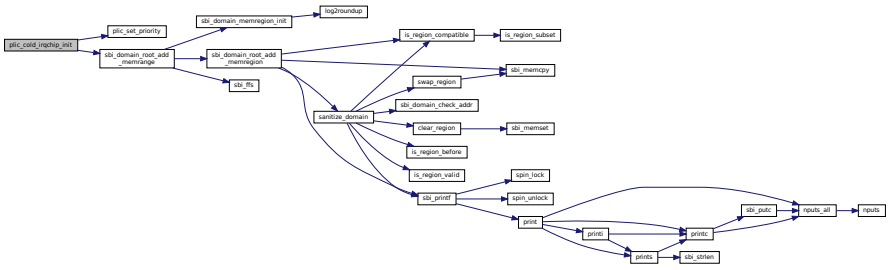
- void plic_priority_save (const struct plic_data *plic, u8 *priority, u32 num)
- void plic_priority_restore (const struct plic_data *plic, const u8 *priority, u32 num)
- void plic_context_save (const struct plic_data *plic, int context_id, u32 *enable, u32 *threshold, u32 num)
- void plic_context_restore (const struct plic_data *plic, int context_id, const u32 *enable, u32 threshold, u32 num)
- int plic_context_init (const struct plic_data *plic, int context_id, bool enable, u32 threshold)
- int plic_warm_irqchip_init (const struct plic_data *plic, int m_cntx_id, int s_cntx_id)
- int plic_cold_irqchip_init (const struct plic_data *plic)

30.93.1 Function Documentation

30.93.1.1 plic_cold_irqchip_init()

```
int plic_cold_irqchip_init (
            const struct plic_data * plic )
```

Here is the call graph for this function:

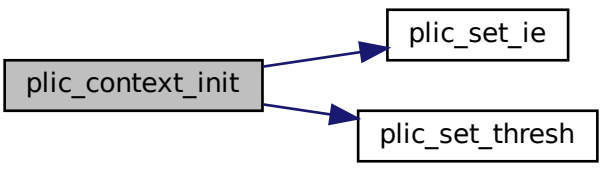


Here is the caller graph for this function:

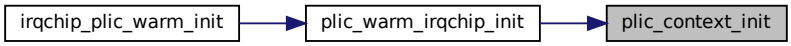
30.93.1.2 plic_context_init()

```
int plic_context_init (
            const struct plic_data * plic,
            int context_id,
            bool enable,
            u32 threshold )
```

Here is the call graph for this function:



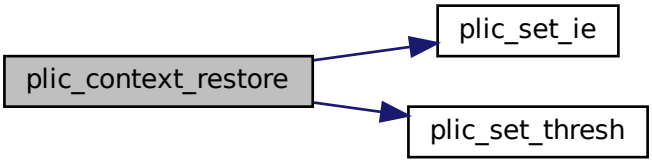
Here is the caller graph for this function:



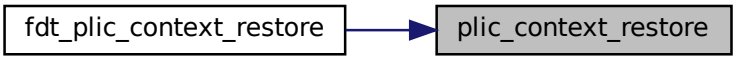
30.93.1.3 plic_context_restore()

```
void plic_context_restore (
            const struct plic_data * plic,
            int context_id,
            const u32 * enable,
            u32 threshold,
            u32 num )
```

Here is the call graph for this function:



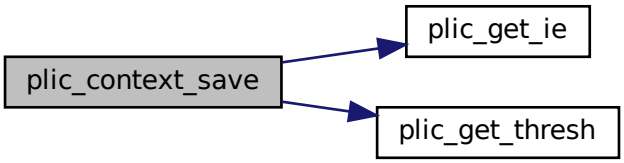
Here is the caller graph for this function:



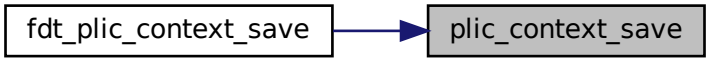
30.93.1.4 plic_context_save()

```
void plic_context_save (
            const struct plic_data * plic,
            int context_id,
            u32 * enable,
            u32 * threshold,
            u32 num )
```

Here is the call graph for this function:



Here is the caller graph for this function:

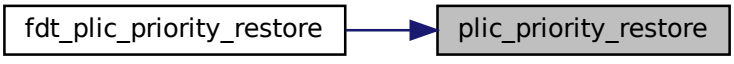


30.93.1.5 plic_priority_restore()

```
void plic_priority_restore (
            const struct plic_data * plic,
            const u8 * priority,
            u32 num )
```

Here is the call graph for this function:

Here is the caller graph for this function:

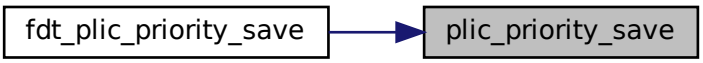


30.93.1.6 plic_priority_save()

```
void plic_priority_save (
            const struct plic_data * plic,
            u8 * priority,
            u32 num )
```

Here is the call graph for this function:

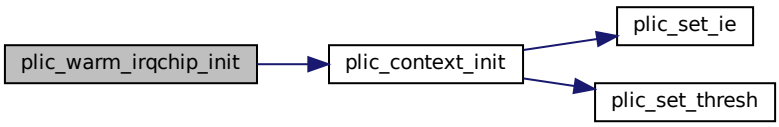
Here is the caller graph for this function:



30.93.1.7 plic_warm_irqchip_init()

```
int plic_warm_irqchip_init (
            const struct plic_data * plic,
            int m_cntx_id,
            int s_cntx_id )
```

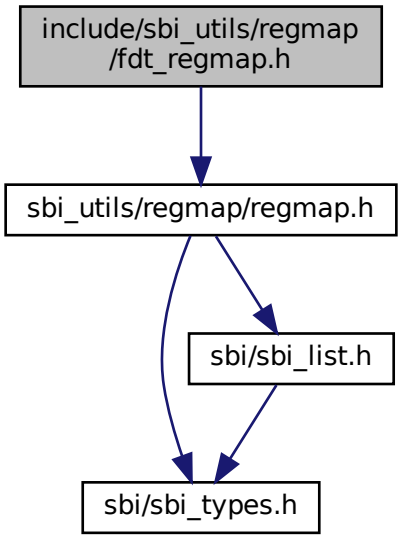
Here is the call graph for this function:



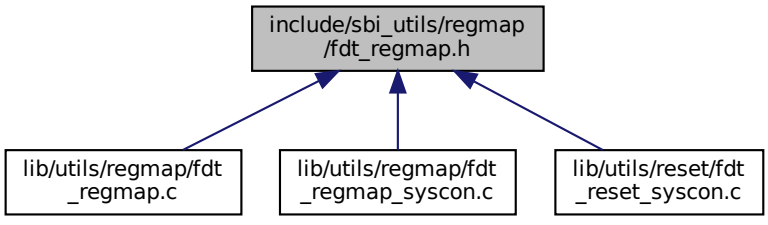
Here is the caller graph for this function:

30.94 include/sbi_utils/regmap/fdt_regmap.h File Reference

`#include <sbi_utils/regmap/regmap.h>`
Include dependency graph for fdt_regmap.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct fdt_regmap

Functions

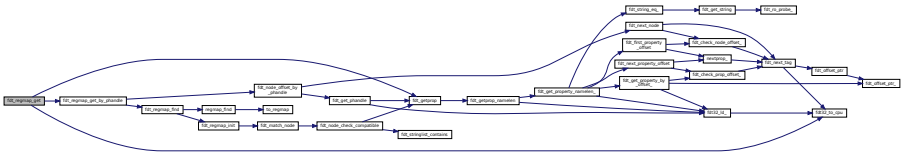
- int fdt_regmap_get_by_phandle (void *fdt, u32 phandle, struct regmap **out_rmap)
- int fdt_regmap_get (void *fdt, int nodeoff, struct regmap **out_rmap)

30.94.1 Function Documentation

30.94.1.1 fdt_regmap_get()

```
int fdt_regmap_get (
            void * fdt,
            int nodeoff,
            struct regmap ** out_rmap )
```

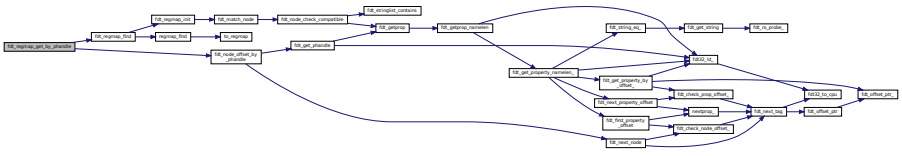
Get regmap instance based on "regmap' property of the specified DT node Here is the call graph for this function:



30.94.1.2 fdt_regmap_get_by_phandle()

```
int fdt_regmap_get_by_phandle (
            void * fdt,
            u32 phandle,
            struct regmap ** out_rmap )
```

Get regmap instance based on phandle Here is the call graph for this function:

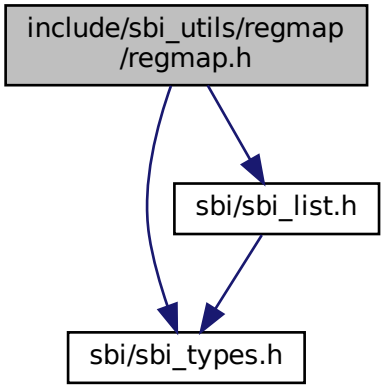


Here is the caller graph for this function:

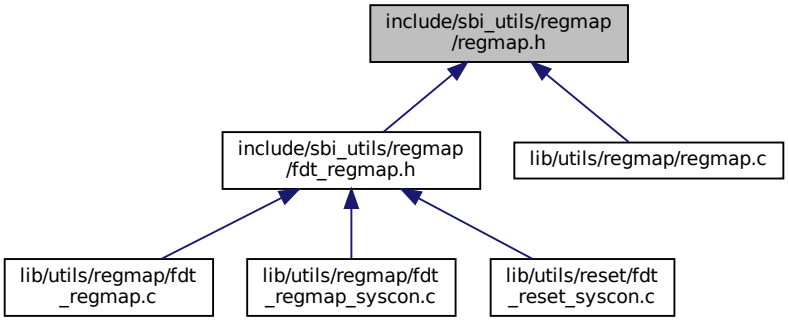
30.95 include/sbi_utils/regmap/regmap.h File Reference

```
#include <sbi/sbi_types.h>
#include <sbi/sbi_list.h>
```

Include dependency graph for regmap.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct regmap

Functions

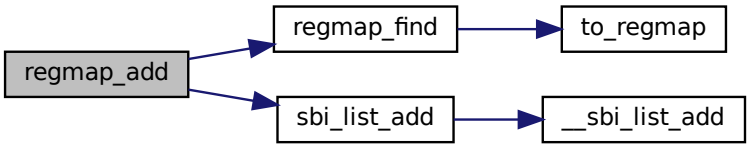
- static struct regmap ∗ to_regmap (struct sbi_dlist ∗node)
- struct regmap ∗ regmap_find (unsigned int id)
- int regmap_add (struct regmap ∗rmap)
- void regmap_remove (struct regmap ∗rmap)
- int regmap_read (struct regmap ∗rmap, unsigned int reg, unsigned int ∗val)
- int regmap_write (struct regmap ∗rmap, unsigned int reg, unsigned int val)
- int regmap_update_bits (struct regmap ∗rmap, unsigned int reg, unsigned int mask, unsigned int val)

30.95.1 Function Documentation

30.95.1.1 regmap_add()

```
int regmap_add (
            struct regmap * rmap )
```

Register a regmap instance Here is the call graph for this function:

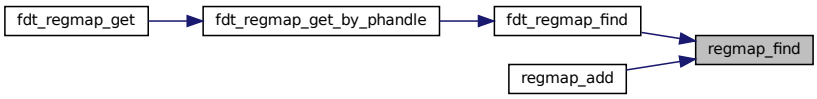


30.95.1.2 regmap_find()

```
struct regmap* regmap_find (
            unsigned int id )
```

Find a registered regmap instance Here is the call graph for this function:

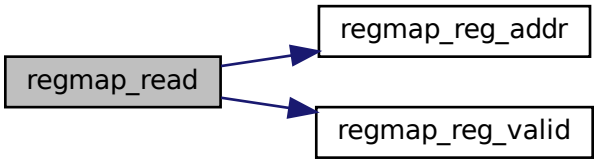
Here is the caller graph for this function:



30.95.1.3 regmap_read()

```
int regmap_read (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )
```

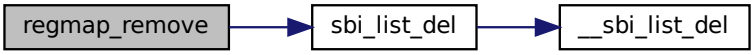
Read a register in a regmap instance Here is the call graph for this function:



30.95.1.4 regmap_remove()

```
void regmap_remove (
            struct regmap * rmap )
```

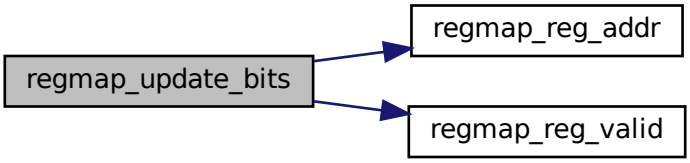
Un-register a regmap instance Here is the call graph for this function:



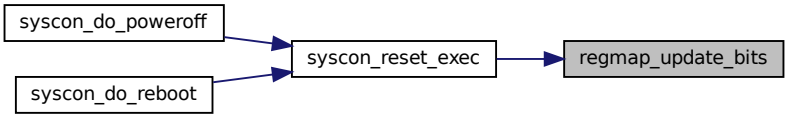
30.95.1.5 regmap_update_bits()

```
int regmap_update_bits (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int mask,
            unsigned int val )
```

Read-modify-write a register in a regmap instance Here is the call graph for this function:



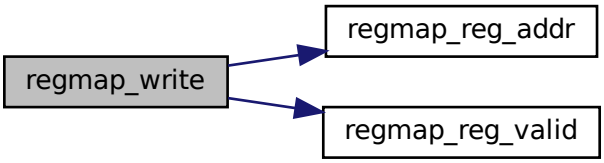
Here is the caller graph for this function:



30.95.1.6 regmap_write()

```
int regmap_write (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int val )
```

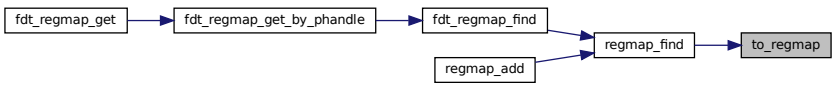
Write a register in a regmap instance Here is the call graph for this function:



30.95.1.7 to_regmap()

```
static struct regmap* to_regmap (
            struct sbi_dlist * node )  [inline], [static]
```

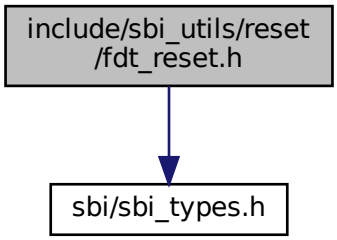
Here is the caller graph for this function:



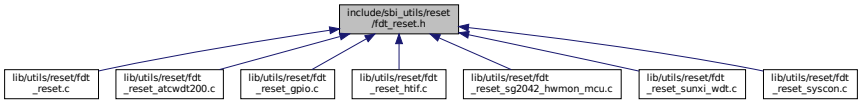
30.96 include/sbi_utils/reset/fdt_reset.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for fdt_reset.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct fdt_reset

Functions

- static int fdt_reset_driver_init (void *fdt, struct fdt_reset *drv)
- static void fdt_reset_init (void)

30.96.1 Function Documentation

30.96.1.1 fdt_reset_driver_init()

```
static int fdt_reset_driver_init (
            void * fdt,
            struct fdt_reset * drv )  [inline], [static]
```

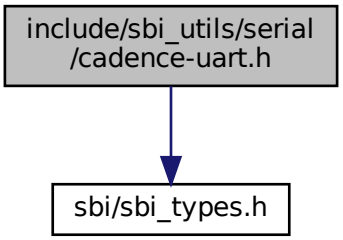
30.96.1.2 fdt_reset_init()

```
static void fdt_reset_init (
            void  )  [inline], [static]
```

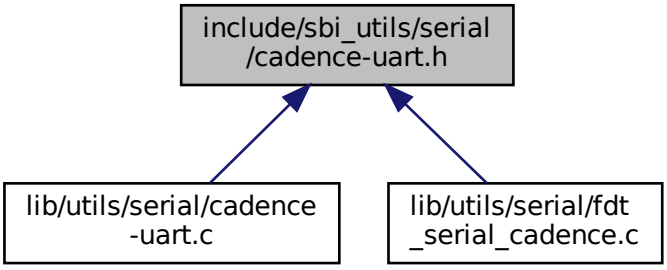
30.97 include/sbi_utils/serial/cadence-uart.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for cadence-uart.h:



This graph shows which files directly or indirectly include this file:



Functions

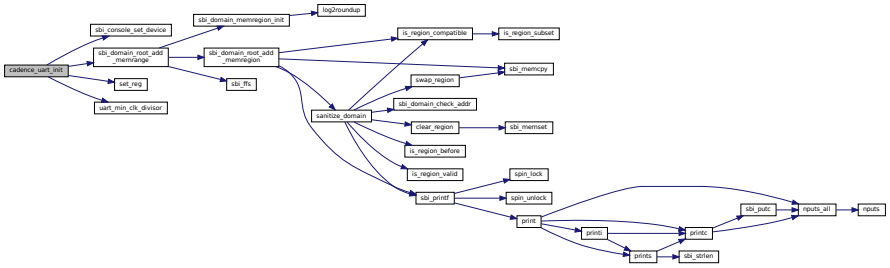
- int cadence_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

30.97.1 Function Documentation

30.97.1.1 cadence_uart_init()

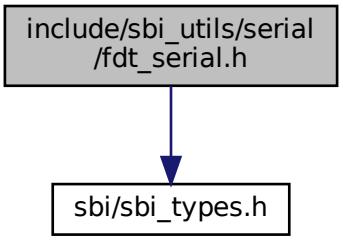
```
int cadence_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

Here is the call graph for this function:

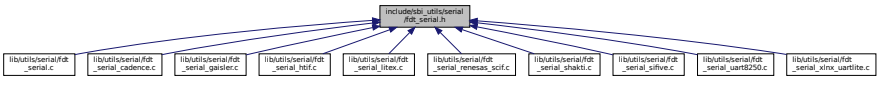


30.98 include/sbi_utils/serial/fdt_serial.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for fdt_serial.h:



This graph shows which files directly or indirectly include this file:



Functions

- static int fdt_serial_init (void)

30.98.1 Function Documentation

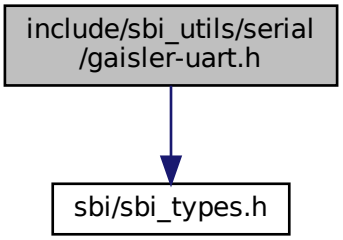
30.98.1.1 fdt_serial_init()

```
static int fdt_serial_init (
            void  )  [inline], [static]
```

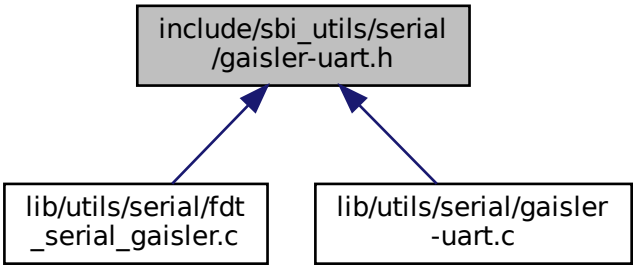
30.99 include/sbi_utils/serial/gaisler-uart.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for gaisler-uart.h:



This graph shows which files directly or indirectly include this file:



Functions

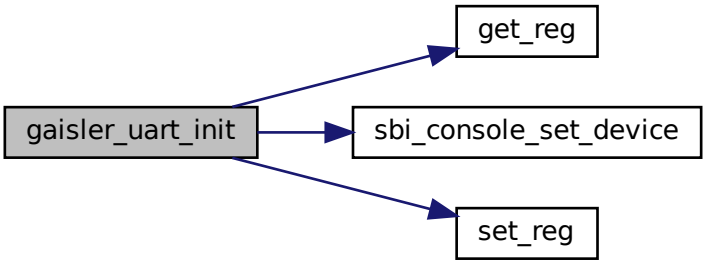
- int gaisler_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

30.99.1 Function Documentation

30.99.1.1 gaisler_uart_init()

```
int gaisler_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

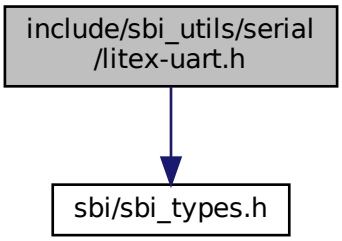
Here is the call graph for this function:



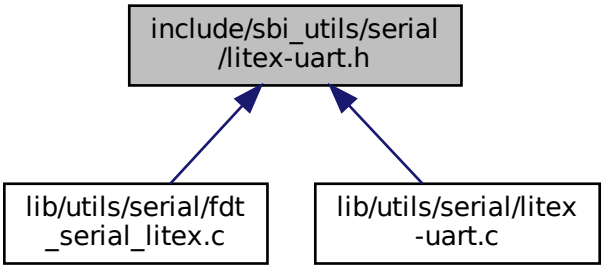
30.100 include/sbi_utils/serial/litex-uart.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for litex-uart.h:



This graph shows which files directly or indirectly include this file:



Functions

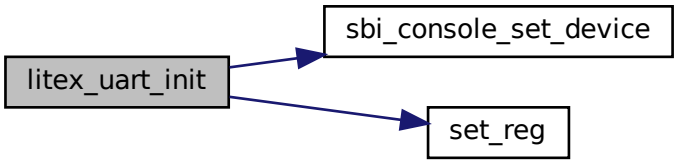
- int litex_uart_init (unsigned long base)

30.100.1 Function Documentation

30.100.1.1 litex_uart_init()

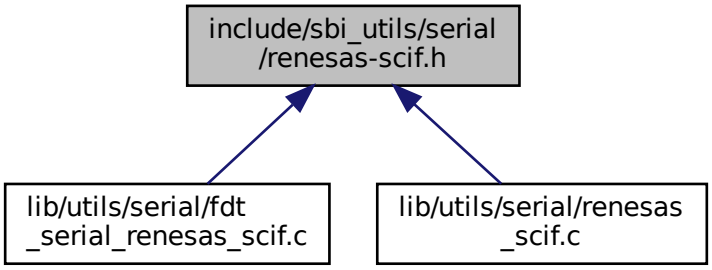
```
int litex_uart_init (
            unsigned long base )
```

Here is the call graph for this function:



30.101 include/sbi_utils/serial/renesas-scif.h File Reference

This graph shows which files directly or indirectly include this file:



Functions

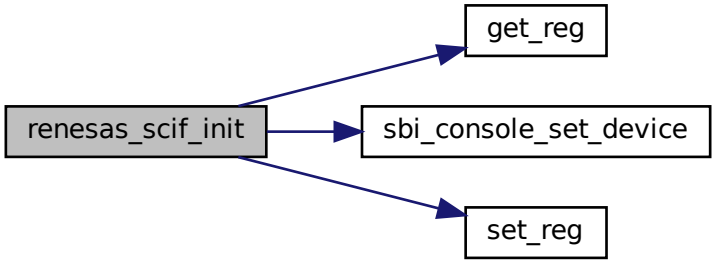
- int renesas_scif_init (unsigned long base, u32 in_freq, u32 baudrate)

30.101.1 Function Documentation

30.101.1.1 renesas_scif_init()

```
int renesas_scif_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

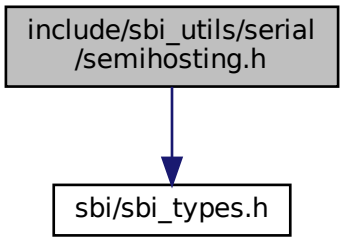
Here is the call graph for this function:



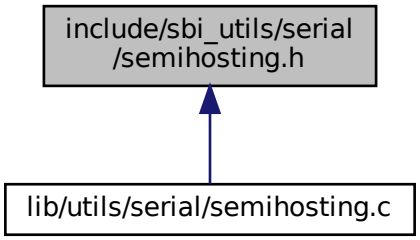
30.102 include/sbi_utils/serial/semihosting.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for semihosting.h:



This graph shows which files directly or indirectly include this file:



Enumerations

- enum semihosting_open_mode {
  MODE_READ = 0x0 , MODE_BINARY = 0x1 , MODE_PLUS = 0x2 , MODE_WRITE = 0x4 ,
  MODE_APPEND = 0x8 }

Functions

- static int semihosting_init (void)
- static int semihosting_enabled (void)

30.102.1 Enumeration Type Documentation

30.102.1.1 semihosting_open_mode

enum semihosting_open_mode

enum semihosting_open_mode - Numeric file modes for use with semihosting_open() MODE_READ: 'r' MODE_↩ BINARY: 'b' MODE_PLUS: '+' MODE_WRITE: 'w' MODE_APPEND: 'a'
These modes represent the mode string used by fopen(3) in a form which can be passed to semihosting_open(). These do NOT correspond directly to O_RDONLY, O_CREAT, etc; see fopen(3) for details. In particular, @↩ MODE_PLUS effectively results in adding O_RDWR, and @MODE_WRITE will add O_TRUNC. For compatibility, @MODE_BINARY should be added when opening non-text files (such as images).

Enumerator

MODE_READ	
MODE_BINARY	
MODE_PLUS	
MODE_WRITE	
MODE_APPEND	

30.102.2 Function Documentation

30.102.2.1 semihosting_enabled()

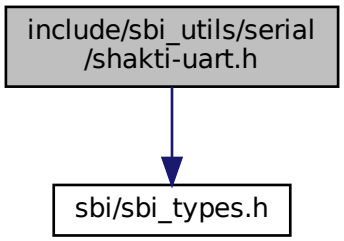
```
static int semihosting_enabled (
            void  )  [inline], [static]
```

30.102.2.2 semihosting_init()

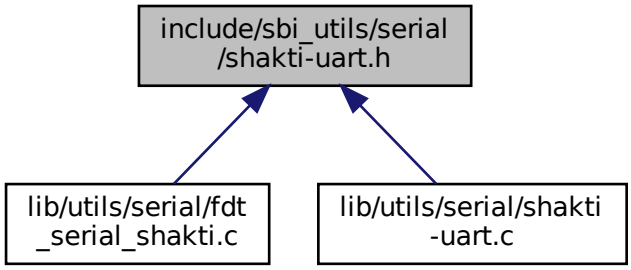
```
static int semihosting_init (
            void  )  [inline], [static]
```

30.103 include/sbi_utils/serial/shakti-uart.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for shakti-uart.h:



This graph shows which files directly or indirectly include this file:



Functions

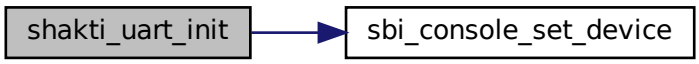
- int shakti_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

30.103.1 Function Documentation

30.103.1.1 shakti_uart_init()

```
int shakti_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

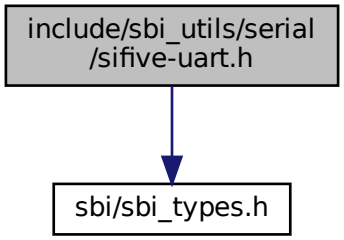
Here is the call graph for this function:



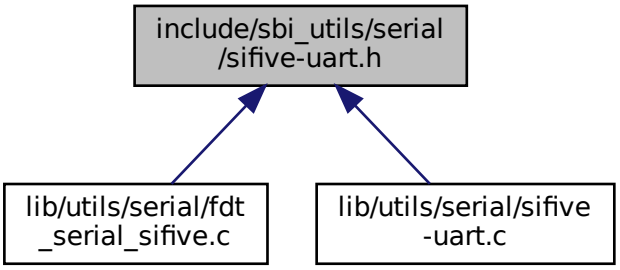
30.104 include/sbi_utils/serial/sifive-uart.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for sifive-uart.h:



This graph shows which files directly or indirectly include this file:



Functions

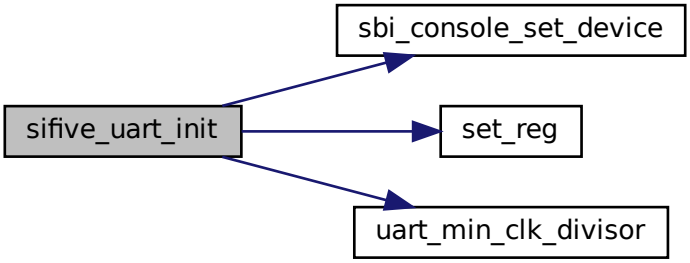
- int sifive_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

30.104.1 Function Documentation

30.104.1.1 sifive_uart_init()

```
int sifive_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

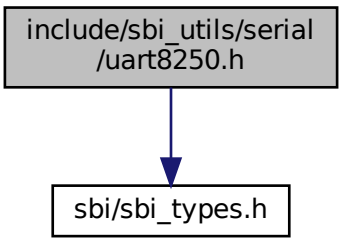
Here is the call graph for this function:



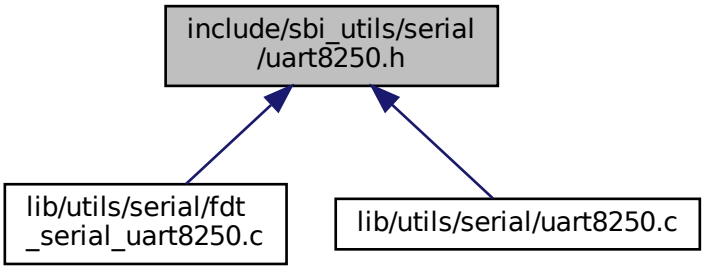
30.105 include/sbi_utils/serial/uart8250.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for uart8250.h:



This graph shows which files directly or indirectly include this file:



Functions

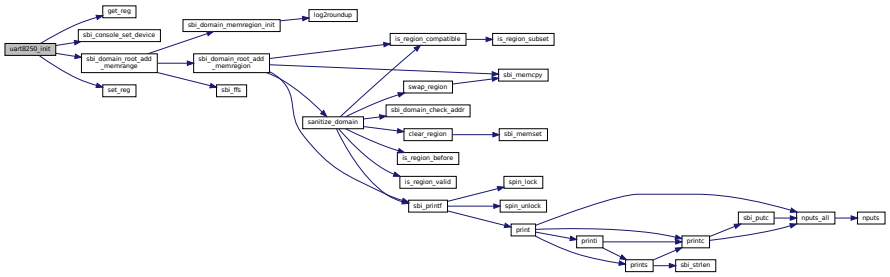
- int uart8250_init (unsigned long base, u32 in_freq, u32 baudrate, u32 reg_shift, u32 reg_width, u32 reg_↩ offset)

30.105.1 Function Documentation

30.105.1.1 uart8250_init()

```
int uart8250_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate,
            u32 reg_shift,
            u32 reg_width,
            u32 reg_offset )
```

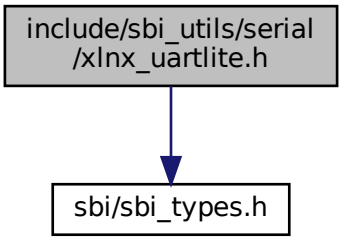
Here is the call graph for this function:



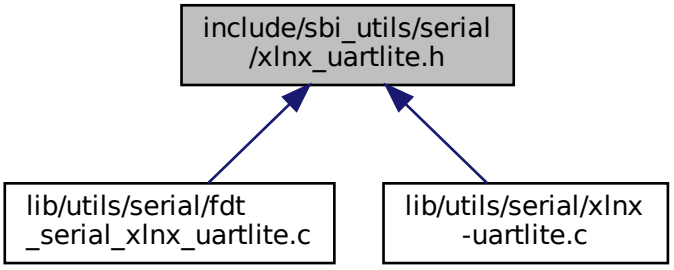
30.106 include/sbi_utils/serial/xlnx_uartlite.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for xlnx_uartlite.h:



This graph shows which files directly or indirectly include this file:



Functions

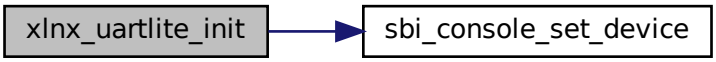
- int xlnx_uartlite_init (unsigned long base)

30.106.1 Function Documentation

30.106.1.1 xlnx_uartlite_init()

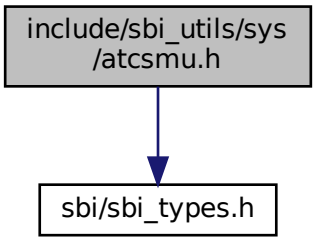
```
int xlnx_uartlite_init (
            unsigned long base )
```

Here is the call graph for this function:

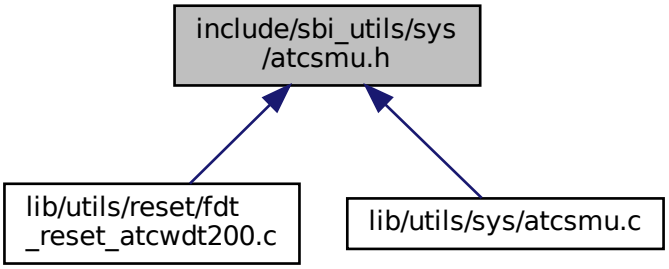


30.107 include/sbi_utils/sys/atcsmu.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for atcsmu.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct smu_data

Macros

- #define PCS0_WE_OFFSET 0x90
- #define PCSm_WE_OFFSET(i) ((i + 3) ∗ 0x20 + PCS0_WE_OFFSET)
- #define PCS0_CTL_OFFSET 0x94
- #define PCSm_CTL_OFFSET(i) ((i + 3) ∗ 0x20 + PCS0_CTL_OFFSET)
- #define PCS_CTL_CMD_SHIFT 0
- #define PCS_CTL_PARAM_SHIFT 3
- #define SLEEP_CMD 0x3
- #define WAKEUP_CMD (0x0 | (1 << PCS_CTL_PARAM_SHIFT))
- #define LIGHTSLEEP_MODE 0
- #define DEEPSLEEP_MODE 1
- #define LIGHT_SLEEP_CMD (SLEEP_CMD | (LIGHTSLEEP_MODE << PCS_CTL_PARAM_SHIFT))
- #define DEEP_SLEEP_CMD (SLEEP_CMD | (DEEPSLEEP_MODE << PCS_CTL_PARAM_SHIFT))
- #define PCS0_CFG_OFFSET 0x80
- #define PCSm_CFG_OFFSET(i) ((i + 3) ∗ 0x20 + PCS0_CFG_OFFSET)
- #define PCS_CFG_LIGHT_SLEEP_SHIFT 2
- #define PCS_CFG_LIGHT_SLEEP (1 << PCS_CFG_LIGHT_SLEEP_SHIFT)
- #define PCS_CFG_DEEP_SLEEP_SHIFT 3
- #define PCS_CFG_DEEP_SLEEP (1 << PCS_CFG_DEEP_SLEEP_SHIFT)
- #define RESET_VEC_LO_OFFSET 0x50
- #define RESET_VEC_HI_OFFSET 0x60
- #define RESET_VEC_8CORE_OFFSET 0x1a0
- #define HARTn_RESET_VEC_LO(n)
- #define HARTn_RESET_VEC_HI(n)
- #define PCS_MAX_NR 8
- #define FLASH_BASE 0x80000000ULL

Functions

- int smu_set_wakeup_events (struct smu_data ∗smu, u32 events, u32 hartid)
- bool smu_support_sleep_mode (struct smu_data ∗smu, u32 sleep_mode, u32 hartid)
- int smu_set_command (struct smu_data ∗smu, u32 pcs_ctl, u32 hartid)
- int smu_set_reset_vector (struct smu_data ∗smu, ulong wakeup_addr, u32 hartid)

30.107.1 Macro Definition Documentation

30.107.1.1 DEEP_SLEEP_CMD

```
#define DEEP_SLEEP_CMD (SLEEP_CMD | (DEEPSLEEP_MODE << PCS_CTL_PARAM_SHIFT))
```

30.107.1.2 DEEPSLEEP_MODE

```
#define DEEPSLEEP_MODE 1
```

30.107.1.3 FLASH_BASE

```
#define FLASH_BASE 0x80000000ULL
```

30.107.1.4 HARTn_RESET_VEC_HI

```
#define HARTn_RESET_VEC_HI(
            n )
```

Value:

```
(RESET_VEC_HI_OFFSET + \
((n) < 4 ? 0 : RESET_VEC_8CORE_OFFSET) + \
((n) * 0x4))
```

30.107.1.5 HARTn_RESET_VEC_LO

```
#define HARTn_RESET_VEC_LO(
            n )
```

Value:

```
(RESET_VEC_LO_OFFSET + \
((n) < 4 ? 0 : RESET_VEC_8CORE_OFFSET) + \
((n) * 0x4))
```

30.107.1.6 LIGHT_SLEEP_CMD

```
#define LIGHT_SLEEP_CMD (SLEEP_CMD | (LIGHTSLEEP_MODE << PCS_CTL_PARAM_SHIFT))
```

30.107.1.7 LIGHTSLEEP_MODE

```
#define LIGHTSLEEP_MODE 0
```

30.107.1.8 PCS0_CFG_OFFSET

```
#define PCS0_CFG_OFFSET 0x80
```

30.107.1.9 PCS0_CTL_OFFSET

```
#define PCS0_CTL_OFFSET 0x94
```

30.107.1.10 PCS0_WE_OFFSET

```
#define PCS0_WE_OFFSET 0x90
```

30.107.1.11 PCS_CFG_DEEP_SLEEP

```
#define PCS_CFG_DEEP_SLEEP (1 << PCS_CFG_DEEP_SLEEP_SHIFT)
```

30.107.1.12 PCS_CFG_DEEP_SLEEP_SHIFT

```
#define PCS_CFG_DEEP_SLEEP_SHIFT 3
```

30.107.1.13 PCS_CFG_LIGHT_SLEEP

```
#define PCS_CFG_LIGHT_SLEEP (1 << PCS_CFG_LIGHT_SLEEP_SHIFT)
```

30.107.1.14 PCS_CFG_LIGHT_SLEEP_SHIFT

```
#define PCS_CFG_LIGHT_SLEEP_SHIFT 2
```

30.107.1.15 PCS_CTL_CMD_SHIFT

```
#define PCS_CTL_CMD_SHIFT 0
```

30.107.1.16 PCS_CTL_PARAM_SHIFT

```
#define PCS_CTL_PARAM_SHIFT 3
```

30.107.1.17 PCS_MAX_NR

```
#define PCS_MAX_NR 8
```

30.107.1.18 PCSm_CFG_OFFSET

```
#define PCSm_CFG_OFFSET(
              i ) ((i + 3) * 0x20 + PCS0_CFG_OFFSET)
```

30.107.1.19 PCSm_CTL_OFFSET

```
#define PCSm_CTL_OFFSET(
              i ) ((i + 3) * 0x20 + PCS0_CTL_OFFSET)
```

30.107.1.20 PCSm_WE_OFFSET

```
#define PCSm_WE_OFFSET(
              i ) ((i + 3) * 0x20 + PCS0_WE_OFFSET)
```

30.107.1.21 RESET_VEC_8CORE_OFFSET

```
#define RESET_VEC_8CORE_OFFSET 0x1a0
```

30.107.1.22 RESET_VEC_HI_OFFSET

```
#define RESET_VEC_HI_OFFSET 0x60
```

30.107.1.23 RESET_VEC_LO_OFFSET

```
#define RESET_VEC_LO_OFFSET 0x50
```

30.107.1.24 SLEEP_CMD

```
#define SLEEP_CMD 0x3
```

30.107.1.25 WAKEUP_CMD

```
#define WAKEUP_CMD (0x0 | (1 << PCS_CTL_PARAM_SHIFT))
```

30.107.2 Function Documentation

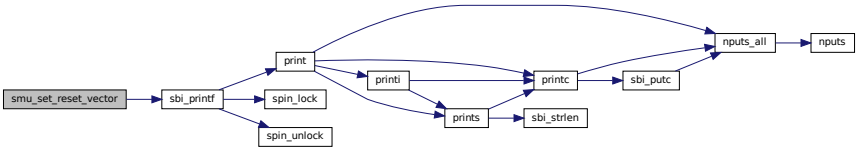
30.107.2.1 smu_set_command()

```
int smu_set_command (
            struct smu_data * smu,
            u32 pcs_ctl,
            u32 hartid )  [inline]
```

30.107.2.2 smu_set_reset_vector()

```
int smu_set_reset_vector (
            struct smu_data * smu,
            ulong wakeup_addr,
            u32 hartid )  [inline]
```

Here is the call graph for this function:



Here is the caller graph for this function:

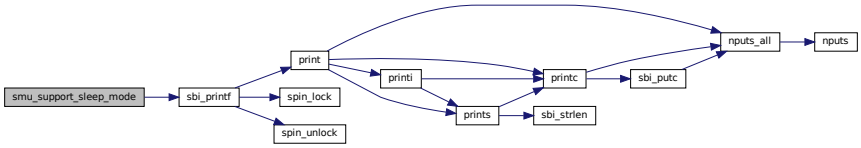
30.107.2.3 smu_set_wakeup_events()

```
int smu_set_wakeup_events (
            struct smu_data * smu,
            u32 events,
            u32 hartid )  [inline]
```

30.107.2.4 smu_support_sleep_mode()

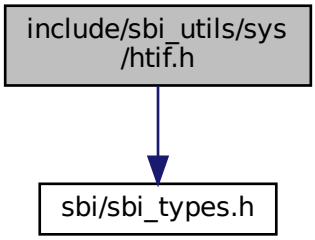
```
bool smu_support_sleep_mode (
            struct smu_data * smu,
            u32 sleep_mode,
            u32 hartid )  [inline]
```

Here is the call graph for this function:

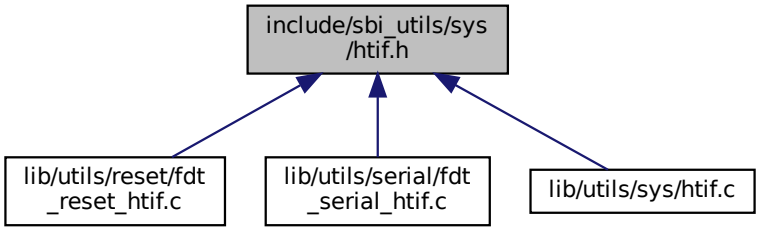


30.108 include/sbi_utils/sys/htif.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for htif.h:



This graph shows which files directly or indirectly include this file:



Functions

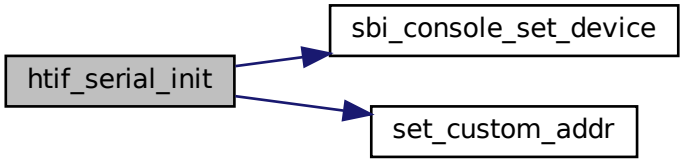
- int htif_serial_init (bool custom_addr, unsigned long custom_fromhost_addr, unsigned long custom_tohost↩ _addr)
- int htif_system_reset_init (bool custom_addr, unsigned long custom_fromhost_addr, unsigned long custom↩ _tohost_addr)

30.108.1 Function Documentation

30.108.1.1 htif_serial_init()

```
int htif_serial_init (
            bool custom_addr,
            unsigned long custom_fromhost_addr,
            unsigned long custom_tohost_addr )
```

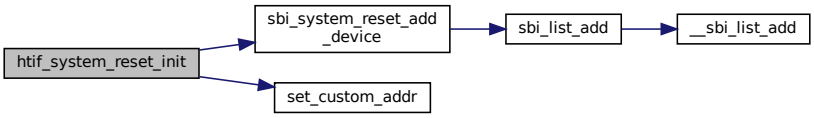
Here is the call graph for this function:



30.108.1.2 htif_system_reset_init()

```
int htif_system_reset_init (
            bool custom_addr,
            unsigned long custom_fromhost_addr,
            unsigned long custom_tohost_addr )
```

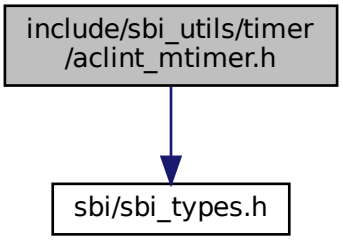
Here is the call graph for this function:



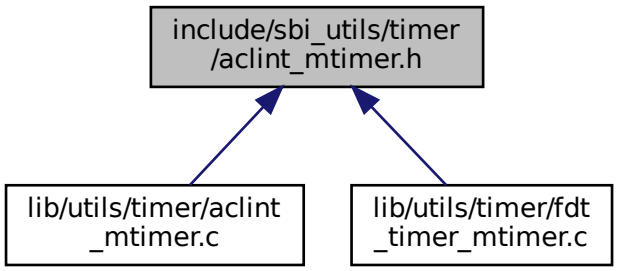
30.109 include/sbi_utils/timer/aclint_mtimer.h File Reference

```
#include <sbi/sbi_types.h>
```

Include dependency graph for aclint_mtimer.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct aclint_mtimer_data

Macros

- #define ACLINT_MTIMER_ALIGN 0x8
- #define ACLINT_MTIMER_MAX_HARTS 4095
- #define ACLINT_DEFAULT_MTIME_OFFSET 0x7ff8
- #define ACLINT_DEFAULT_MTIME_SIZE 0x8
- #define ACLINT_DEFAULT_MTIMECMP_OFFSET 0x0000
- #define ACLINT_DEFAULT_MTIMECMP_SIZE 0x7ff8
- #define CLINT_MTIMER_OFFSET 0x4000
- #define MTIMER_REGION_ALIGN 0x1000

Functions

- void aclint_mtimer_sync (struct aclint_mtimer_data *mt)
- void aclint_mtimer_set_reference (struct aclint_mtimer_data *mt, struct aclint_mtimer_data *ref)
- int aclint_mtimer_warm_init (void)
- int aclint_mtimer_cold_init (struct aclint_mtimer_data *mt, struct aclint_mtimer_data *reference)

30.109.1 Macro Definition Documentation

30.109.1.1 ACLINT_DEFAULT_MTIME_OFFSET

```
#define ACLINT_DEFAULT_MTIME_OFFSET 0x7ff8
```

30.109.1.2 ACLINT_DEFAULT_MTIME_SIZE

```
#define ACLINT_DEFAULT_MTIME_SIZE 0x8
```

30.109.1.3 ACLINT_DEFAULT_MTIMECMP_OFFSET

```
#define ACLINT_DEFAULT_MTIMECMP_OFFSET 0x0000
```

30.109.1.4 ACLINT_DEFAULT_MTIMECMP_SIZE

```
#define ACLINT_DEFAULT_MTIMECMP_SIZE 0x7ff8
```

30.109.1.5 ACLINT_MTIMER_ALIGN

```
#define ACLINT_MTIMER_ALIGN 0x8
```

30.109.1.6 ACLINT_MTIMER_MAX_HARTS

```
#define ACLINT_MTIMER_MAX_HARTS 4095
```

30.109.1.7 CLINT_MTIMER_OFFSET

```
#define CLINT_MTIMER_OFFSET 0x4000
```

30.109.1.8 MTIMER_REGION_ALIGN

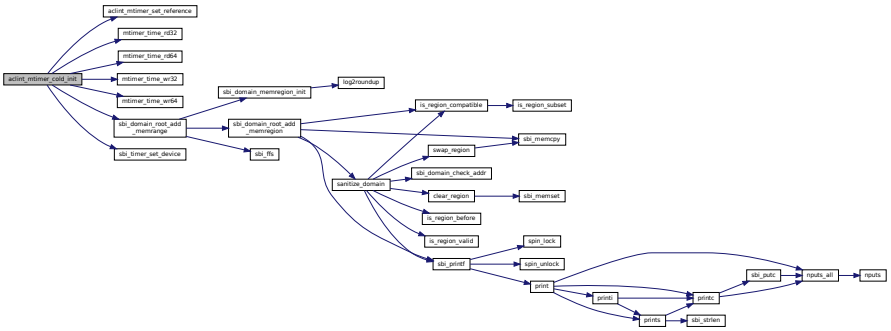
```
#define MTIMER_REGION_ALIGN 0x1000
```

30.109.2 Function Documentation

30.109.2.1 aclint_mtimer_cold_init()

```
int aclint_mtimer_cold_init (
            struct aclint_mtimer_data * mt,
            struct aclint_mtimer_data * reference )
```

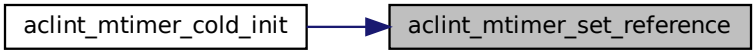
Here is the call graph for this function:



30.109.2.2 aclint_mtimer_set_reference()

```
void aclint_mtimer_set_reference (
            struct aclint_mtimer_data * mt,
            struct aclint_mtimer_data * ref )
```

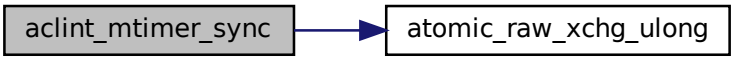
Here is the caller graph for this function:



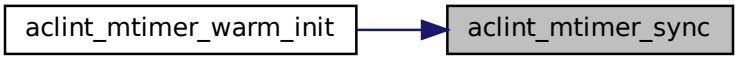
30.109.2.3 aclint_mtimer_sync()

```
void aclint_mtimer_sync (
            struct aclint_mtimer_data * mt )
```

Here is the call graph for this function:



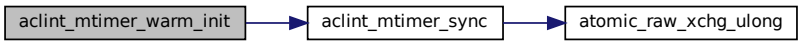
Here is the caller graph for this function:



30.109.2.4 aclint_mtimer_warm_init()

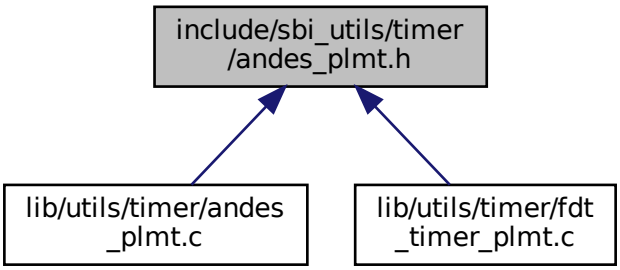
```
int aclint_mtimer_warm_init (
            void  )
```

Here is the call graph for this function:



30.110 include/sbi_utils/timer/andes_plmt.h File Reference

This graph shows which files directly or indirectly include this file:



Data Structures

- struct plmt_data

Macros

- #define DEFAULT_AE350_PLMT_FREQ 60000000
- #define PLMT_REGION_ALIGN 0x1000

Functions

- int plmt_cold_timer_init (struct plmt_data *plmt)
- int plmt_warm_timer_init (void)

30.110.1 Macro Definition Documentation

30.110.1.1 DEFAULT_AE350_PLMT_FREQ

```
#define DEFAULT_AE350_PLMT_FREQ 60000000
```

30.110.1.2 PLMT_REGION_ALIGN

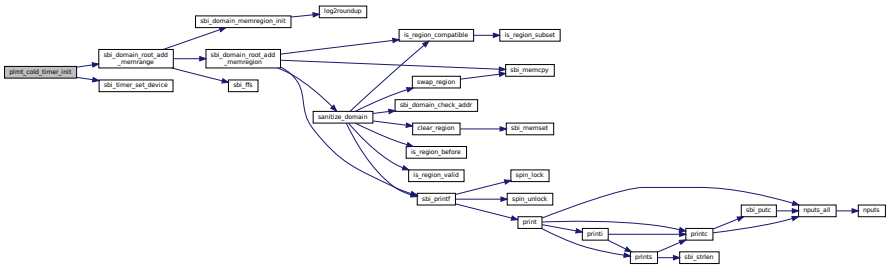
```
#define PLMT_REGION_ALIGN 0x1000
```

30.110.2 Function Documentation

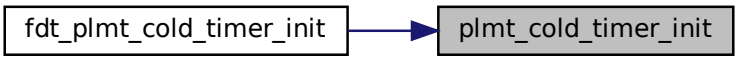
30.110.2.1 plmt_cold_timer_init()

```
int plmt_cold_timer_init (
            struct plmt_data * plmt )
```

Here is the call graph for this function:



Here is the caller graph for this function:



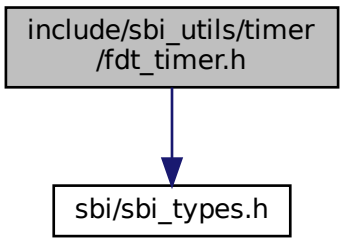
30.110.2.2 plmt_warm_timer_init()

```
int plmt_warm_timer_init (
            void  )
```

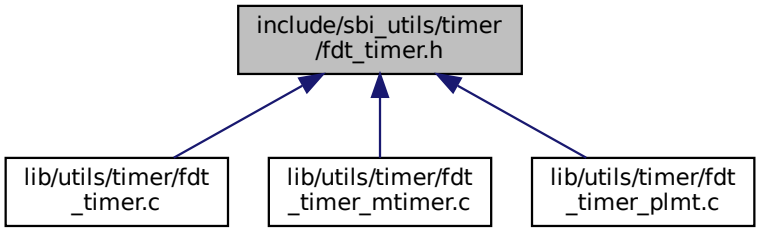
Here is the call graph for this function:

30.111 include/sbi_utils/timer/fdt_timer.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for fdt_timer.h:



This graph shows which files directly or indirectly include this file:



Functions

- static void fdt_timer_exit (void)
- static int fdt_timer_init (bool cold_boot)

30.111.1 Function Documentation

30.111.1.1 fdt_timer_exit()

```
static void fdt_timer_exit (
            void  )  [inline], [static]
```

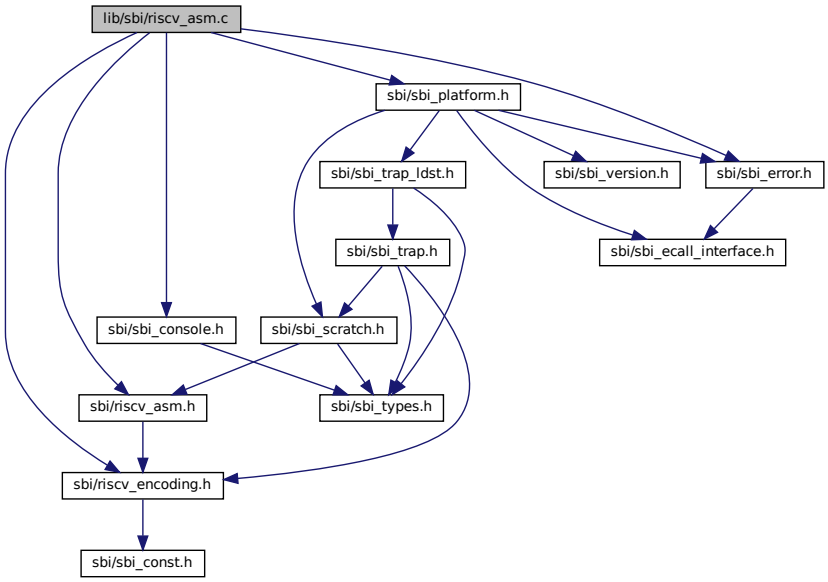
30.111.1.2 fdt_timer_init()

```
static int fdt_timer_init (
            bool cold_boot )  [inline], [static]
```

30.112 lib/sbi/riscv_asm.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_console.h>
```

Include dependency graph for riscv_asm.c:



Macros

- #define switchcase_csr_read(__csr_num, __val)
- #define switchcase_csr_read_2(__csr_num, __val)
- #define switchcase_csr_read_4(__csr_num, __val)
- #define switchcase_csr_read_8(__csr_num, __val)
- #define switchcase_csr_read_16(__csr_num, __val)
- #define switchcase_csr_read_32(__csr_num, __val)
- #define switchcase_csr_read_64(__csr_num, __val)
- #define switchcase_csr_write(__csr_num, __val)
- #define switchcase_csr_write_2(__csr_num, __val)
- #define switchcase_csr_write_4(__csr_num, __val)
- #define switchcase_csr_write_8(__csr_num, __val)
- #define switchcase_csr_write_16(__csr_num, __val)

- #define switchcase_csr_write_32(__csr_num, __val)
- #define switchcase_csr_write_64(__csr_num, __val)

Functions

- int misa_extension_imp (char ext)
- int misa_xlen (void)
- void misa_string (int xlen, char *out, unsigned int out_sz)
- unsigned long csr_read_num (int csr_num)
- void csr_write_num (int csr_num, unsigned long val)
- static unsigned long ctz (unsigned long x)
- int pmp_disable (unsigned int n)
- int is_pmp_entry_mapped (unsigned long entry)
- int pmp_set (unsigned int n, unsigned long prot, unsigned long addr, unsigned long log2len)
- int pmp_get (unsigned int n, unsigned long *prot_out, unsigned long *addr_out, unsigned long *log2len)

30.112.1 Macro Definition Documentation

30.112.1.1 switchcase_csr_read

```
#define switchcase_csr_read(
              __csr_num,
              __val )
```

Value:

```
    case __csr_num:                 \
        __val = csr_read(__csr_num);        \
        break;
```

30.112.1.2 switchcase_csr_read_16

```
#define switchcase_csr_read_16(
              __csr_num,
              __val )
```

Value:

```
    switchcase_csr_read_8(__csr_num + 0, __val)     \
    switchcase_csr_read_8(__csr_num + 8, __val)
```

30.112.1.3 switchcase_csr_read_2

```
#define switchcase_csr_read_2(
              __csr_num,
              __val )
```

Value:

```
    switchcase_csr_read(__csr_num + 0, __val)     \
    switchcase_csr_read(__csr_num + 1, __val)
```

30.112.1.4 switchcase_csr_read_32

```
#define switchcase_csr_read_32(
              __csr_num,
              __val )
```

Value:

```
    switchcase_csr_read_16(__csr_num + 0, __val)  \
    switchcase_csr_read_16(__csr_num + 16, __val)
```

30.112.1.5 switchcase_csr_read_4

```
#define switchcase_csr_read_4(
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_read_2(__csr_num + 0, __val)    \
    switchcase_csr_read_2(__csr_num + 2, __val)
```

30.112.1.6 switchcase_csr_read_64

```
#define switchcase_csr_read_64(
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_read_32(__csr_num + 0, __val)  \
    switchcase_csr_read_32(__csr_num + 32, __val)
```

30.112.1.7 switchcase_csr_read_8

```
#define switchcase_csr_read_8(
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_read_4(__csr_num + 0, __val)    \
    switchcase_csr_read_4(__csr_num + 4, __val)
```

30.112.1.8 switchcase_csr_write

```
#define switchcase_csr_write(
                __csr_num,
                __val )
```

Value:

```
    case __csr_num:                 \
        csr_write(__csr_num, __val);        \
        break;
```

30.112.1.9 switchcase_csr_write_16

```
#define switchcase_csr_write_16(
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_write_8(__csr_num + 0, __val)  \
    switchcase_csr_write_8(__csr_num + 8, __val)
```

30.112.1.10 switchcase_csr_write_2

```
#define switchcase_csr_write_2(
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_write(__csr_num + 0, __val)  \
    switchcase_csr_write(__csr_num + 1, __val)
```

30.112.1.11 switchcase_csr_write_32

```
#define switchcase_csr_write_32(
```

```
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_write_16(__csr_num + 0, __val)    \
    switchcase_csr_write_16(__csr_num + 16, __val)
```

30.112.1.12 switchcase_csr_write_4

```
#define switchcase_csr_write_4(
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_write_2(__csr_num + 0, __val)  \
    switchcase_csr_write_2(__csr_num + 2, __val)
```

30.112.1.13 switchcase_csr_write_64

```
#define switchcase_csr_write_64(
                __csr_num,
                __val )
```

Value:

```
    switchcase_csr_write_32(__csr_num + 0, __val)    \
    switchcase_csr_write_32(__csr_num + 32, __val)
```

30.112.1.14 switchcase_csr_write_8

```
#define switchcase_csr_write_8(
                __csr_num,
                __val )
```

Value:

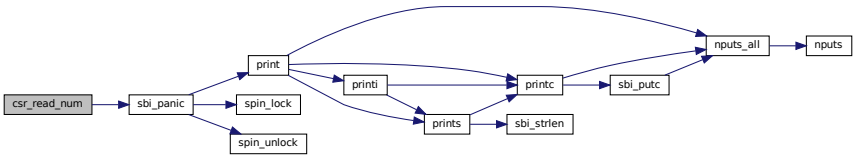
```
    switchcase_csr_write_4(__csr_num + 0, __val)  \
    switchcase_csr_write_4(__csr_num + 4, __val)
```

30.112.2 Function Documentation

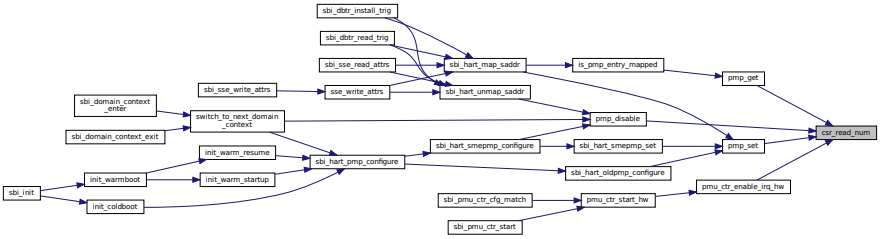
30.112.2.1 csr_read_num()

```
unsigned long csr_read_num (
            int csr_num )
```

Here is the call graph for this function:



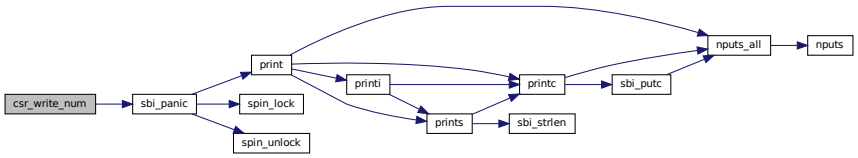
Here is the caller graph for this function:



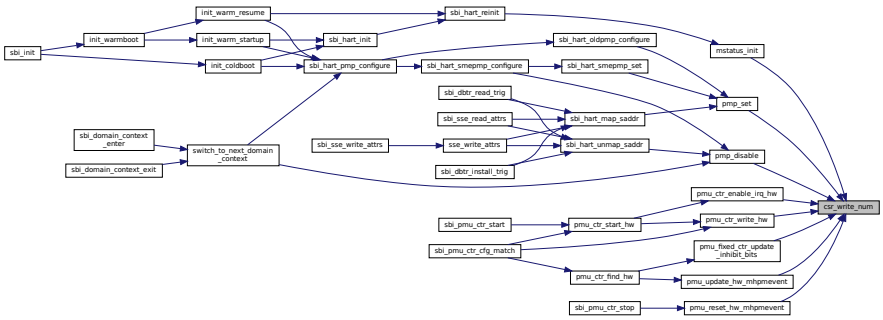
30.112.2.2 csr_write_num()

```
void csr_write_num (
            int csr_num,
            unsigned long val )
```

Here is the call graph for this function:



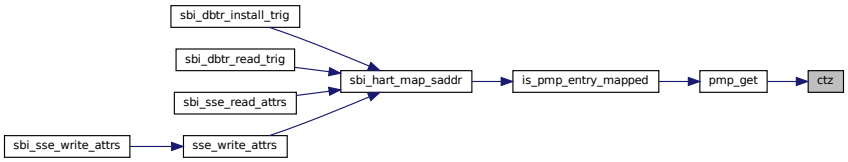
Here is the caller graph for this function:



30.112.2.3 ctz()

```
static unsigned long ctz (
            unsigned long x )  [static]
```

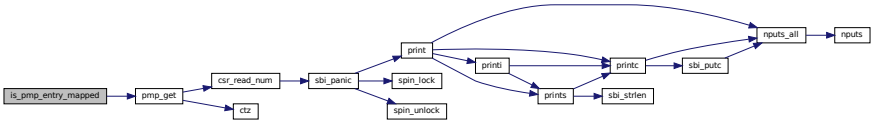
Here is the caller graph for this function:



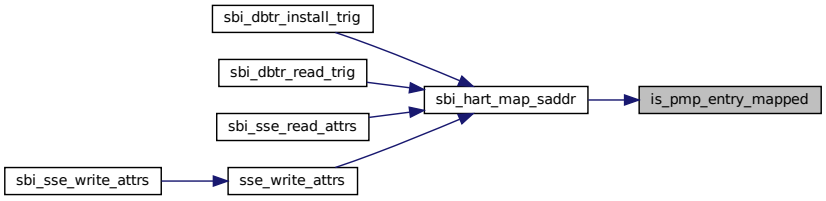
30.112.2.4 is_pmp_entry_mapped()

```
int is_pmp_entry_mapped (
            unsigned long entry )
```

Here is the call graph for this function:



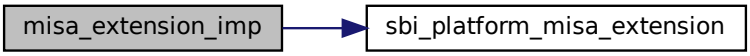
Here is the caller graph for this function:



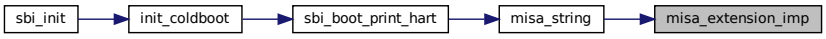
30.112.2.5 misa_extension_imp()

```
int misa_extension_imp (
            char ext )
```

Here is the call graph for this function:



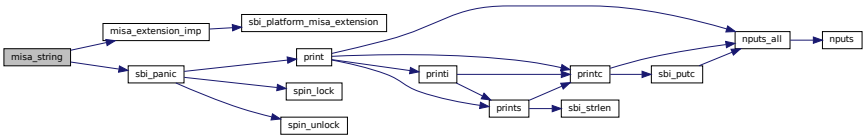
Here is the caller graph for this function:



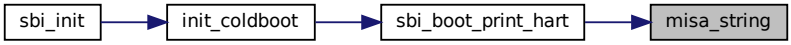
30.112.2.6 misa_string()

```
void misa_string (
            int xlen,
            char * out,
            unsigned int out_sz )
```

Here is the call graph for this function:



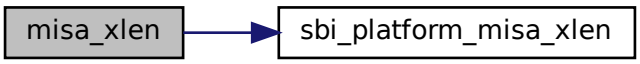
Here is the caller graph for this function:



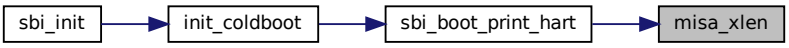
30.112.2.7 misa_xlen()

```
int misa_xlen (
            void  )
```

Here is the call graph for this function:



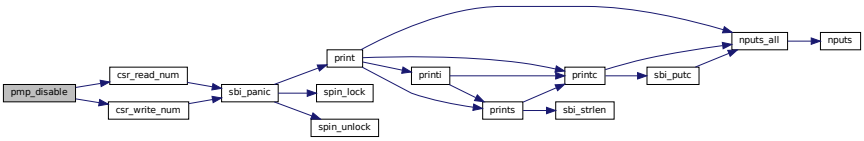
Here is the caller graph for this function:



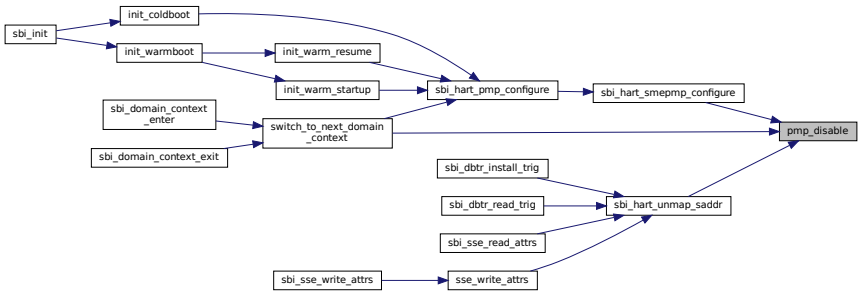
30.112.2.8 pmp_disable()

```
int pmp_disable (
            unsigned int n )
```

Here is the call graph for this function:



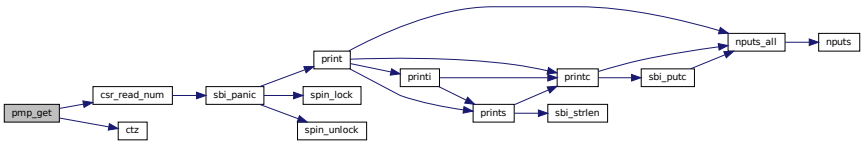
Here is the caller graph for this function:



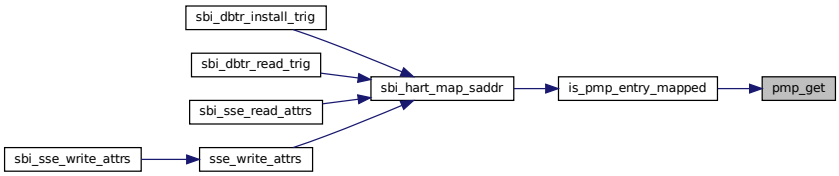
30.112.2.9 pmp_get()

```
int pmp_get (
            unsigned int n,
            unsigned long * prot_out,
            unsigned long * addr_out,
            unsigned long * log2len )
```

Here is the call graph for this function:



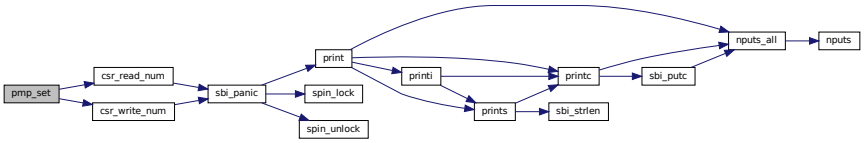
Here is the caller graph for this function:



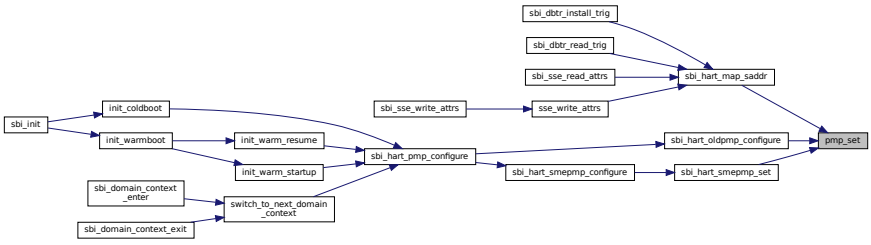
30.112.2.10 pmp_set()

```
int pmp_set (
            unsigned int n,
            unsigned long prot,
            unsigned long addr,
            unsigned long log2len )
```

Here is the call graph for this function:



Here is the caller graph for this function:

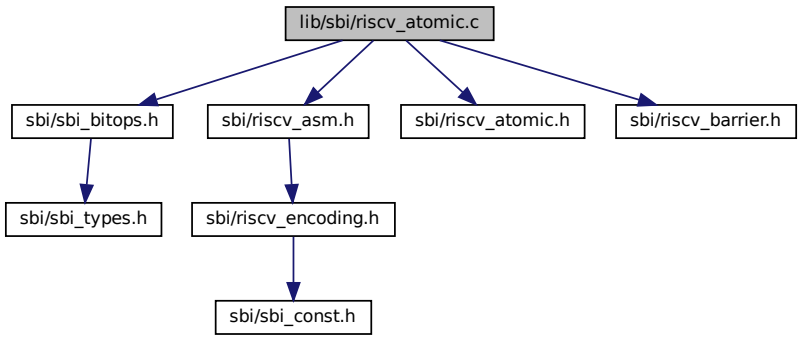


30.113 lib/sbi/riscv_atomic.c File Reference

```
#include <sbi/sbi_bitops.h>
```

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_atomic.h>
#include <sbi/riscv_barrier.h>
```

Include dependency graph for riscv_atomic.c:



Macros

- #define __axchg(ptr, new, size)
- #define axchg(ptr, x)

Functions

- long atomic_read (atomic_t *atom)
- void atomic_write (atomic_t *atom, long value)
- long atomic_add_return (atomic_t *atom, long value)
- long atomic_sub_return (atomic_t *atom, long value)
- long atomic_cmpxchg (atomic_t *atom, long oldval, long newval)
- long atomic_xchg (atomic_t *atom, long newval)
- unsigned int atomic_raw_xchg_uint (volatile unsigned int *ptr, unsigned int newval)
- unsigned long atomic_raw_xchg_ulong (volatile unsigned long *ptr, unsigned long newval)
- int atomic_raw_set_bit (int nr, volatile unsigned long *addr)
- int atomic_raw_clear_bit (int nr, volatile unsigned long *addr)
- int atomic_set_bit (int nr, atomic_t *atom)
- int atomic_clear_bit (int nr, atomic_t *atom)

30.113.1 Macro Definition Documentation

30.113.1.1 __axchg

```
#define __axchg(
                ptr,
                new,
                size )
```

Value:

```
    ({                                      \
        __typeof__(ptr) __ptr = (ptr);                  \
        __typeof__(new) __new = (new);                  \
        __typeof__(*(ptr)) __ret;                   \
        switch (size) {                         \
        case 4:                                 \
            __asm__ __volatile__ (                  \
```

```
            "   amoswap.w.aqrl %0, %2, %1\n"          \
            : "=r" (__ret), "+A" (*__ptr)             \
            : "r" (__new)                             \
            : "memory");                              \
        break;                                        \
    case 8:                                           \
        __asm__ __volatile__ (                        \
            "   amoswap.d.aqrl %0, %2, %1\n"          \
            : "=r" (__ret), "+A" (*__ptr)             \
            : "r" (__new)                             \
            : "memory");                              \
        break;                                        \
    default:                                          \
        break;                                        \
    }                                                 \
    __ret;                                            \
})
```

30.113.1.2 axchg

```
#define axchg(
            ptr,
            x )
```

Value:

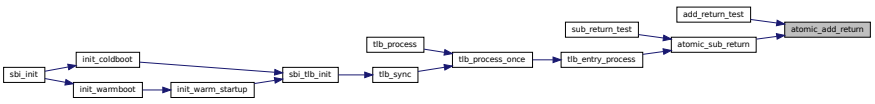
```
({                                                    \
    __typeof__(*(ptr)) _x_ = (x);                     \
    (__typeof__(*(ptr))) __axchg((ptr), _x_, sizeof(*(ptr)));    \
})
```

30.113.2 Function Documentation

30.113.2.1 atomic_add_return()

```
long atomic_add_return (
            atomic_t * atom,
            long value )
```

Here is the caller graph for this function:

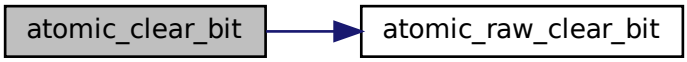


30.113.2.2 atomic_clear_bit()

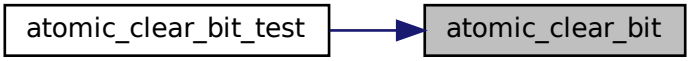
```
int atomic_clear_bit (
            int nr,
            atomic_t * atom )
```

Clear a bit in an atomic variable and return the value of bit before modify. @nr : Bit to set. @atom: atomic variable

to modify Here is the call graph for this function:



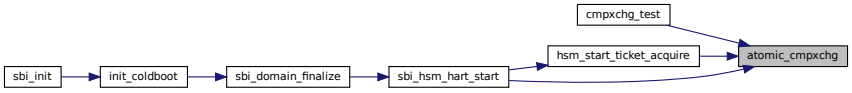
Here is the caller graph for this function:



30.113.2.3 atomic_cmpxchg()

```
long atomic_cmpxchg (
            atomic_t * atom,
            long oldval,
            long newval )
```

Here is the caller graph for this function:

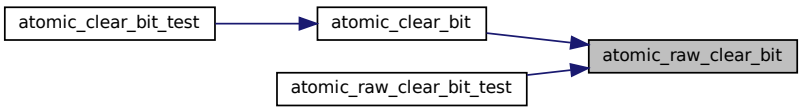


30.113.2.4 atomic_raw_clear_bit()

```
int atomic_raw_clear_bit (
            int nr,
            volatile unsigned long * addr )
```

Clear a bit in any address and return the value of bit before modify. @nr : Bit to set. @addr: Address to modify

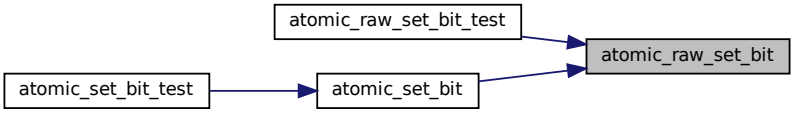
Here is the caller graph for this function:



30.113.2.5 atomic_raw_set_bit()

```
int atomic_raw_set_bit (
            int nr,
            volatile unsigned long * addr )
```

Set a bit in any address and return the value of bit before modify. @nr : Bit to set. @addr: Address to modify Here is the caller graph for this function:



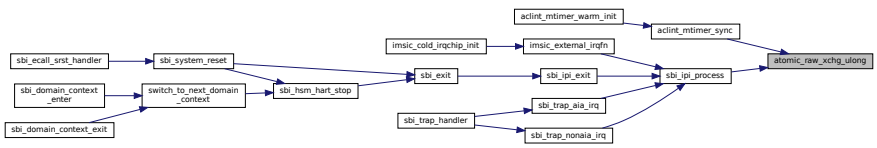
30.113.2.6 atomic_raw_xchg_uint()

```
unsigned int atomic_raw_xchg_uint (
            volatile unsigned int * ptr,
            unsigned int newval )
```

30.113.2.7 atomic_raw_xchg_ulong()

```
unsigned long atomic_raw_xchg_ulong (
            volatile unsigned long * ptr,
            unsigned long newval )
```

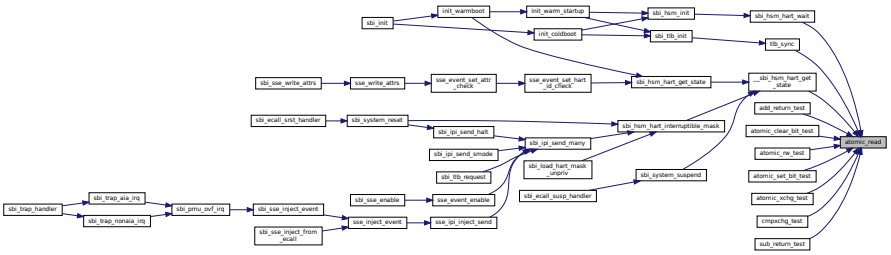
Here is the caller graph for this function:



30.113.2.8 atomic_read()

```
long atomic_read (
            atomic_t * atom )
```

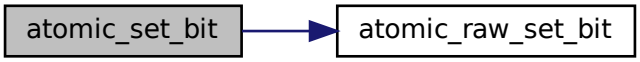
Here is the caller graph for this function:



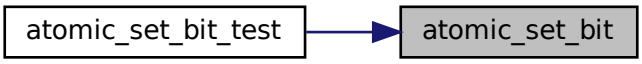
30.113.2.9 atomic_set_bit()

```
int atomic_set_bit (
            int nr,
            atomic_t * atom )
```

Set a bit in an atomic variable and return the value of bit before modify. @nr : Bit to set. @atom: atomic variable to modify Here is the call graph for this function:



Here is the caller graph for this function:

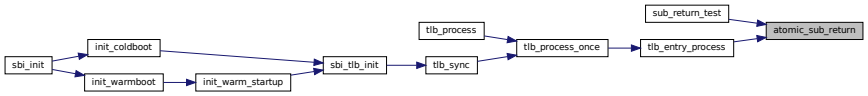


30.113.2.10 atomic_sub_return()

```
long atomic_sub_return (
            atomic_t * atom,
            long value )
```

Here is the call graph for this function:

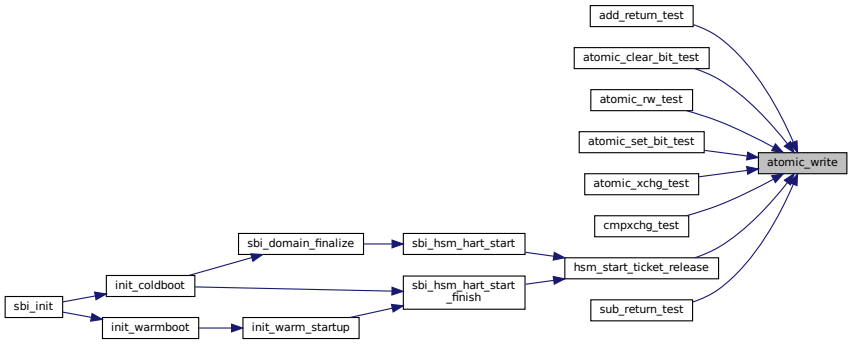
Here is the caller graph for this function:



30.113.2.11 atomic_write()

```
void atomic_write (
            atomic_t * atom,
            long value )
```

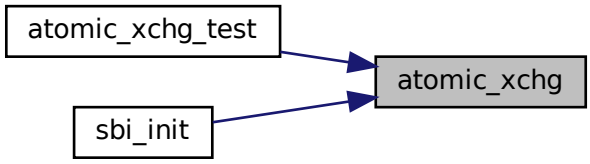
Here is the caller graph for this function:



30.113.2.12 atomic_xchg()

```
long atomic_xchg (
            atomic_t * atom,
            long newval )
```

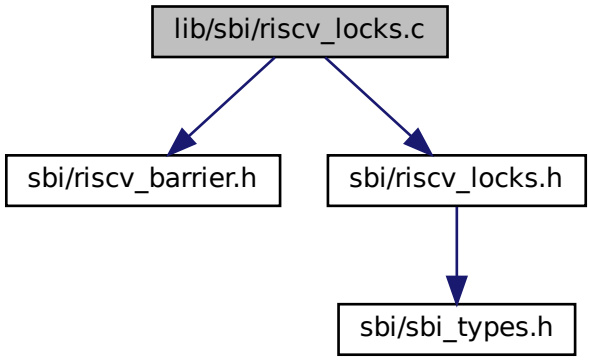
Here is the caller graph for this function:



30.114 lib/sbi/riscv_locks.c File Reference

```
#include <sbi/riscv_barrier.h>
#include <sbi/riscv_locks.h>
```

Include dependency graph for riscv_locks.c:



Functions

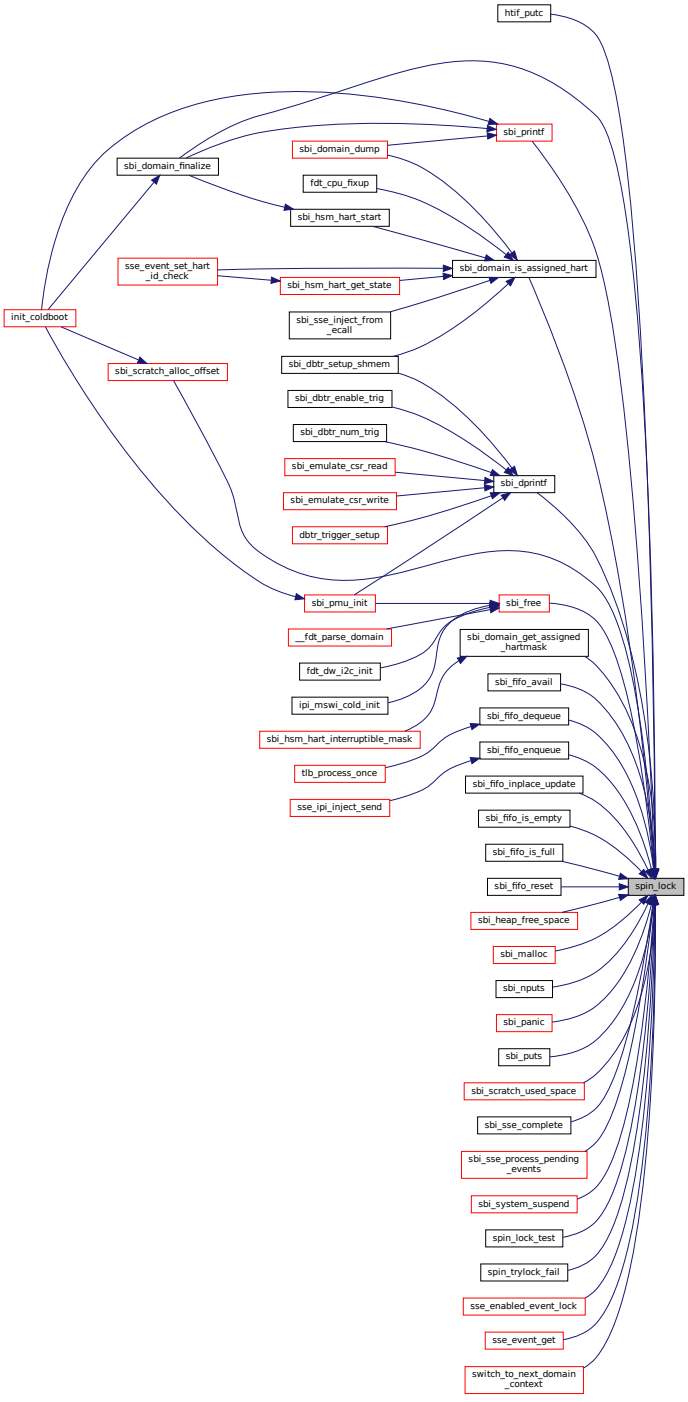
- static bool spin_lock_unlocked (spinlock_t lock)
- bool spin_lock_check (spinlock_t *lock)
- bool spin_trylock (spinlock_t *lock)
- void spin_lock (spinlock_t *lock)
- void spin_unlock (spinlock_t *lock)

30.114.1 Function Documentation

30.114.1.1 spin_lock()

```
void spin_lock (
            spinlock_t * lock )
```

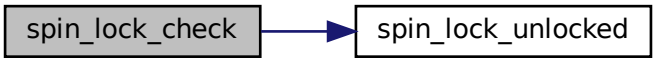
Here is the caller graph for this function:



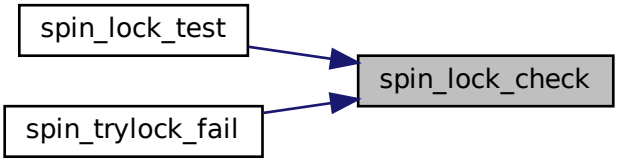
30.114.1.2 spin_lock_check()

```
bool spin_lock_check (
            spinlock_t * lock )
```

Here is the call graph for this function:



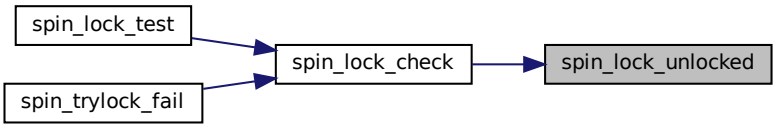
Here is the caller graph for this function:



30.114.1.3 spin_lock_unlocked()

```
static bool spin_lock_unlocked (
            spinlock_t lock )  [inline], [static]
```

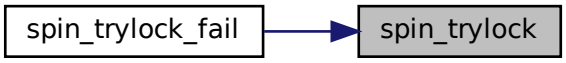
Here is the caller graph for this function:



30.114.1.4 spin_trylock()

```
bool spin_trylock (
            spinlock_t * lock )
```

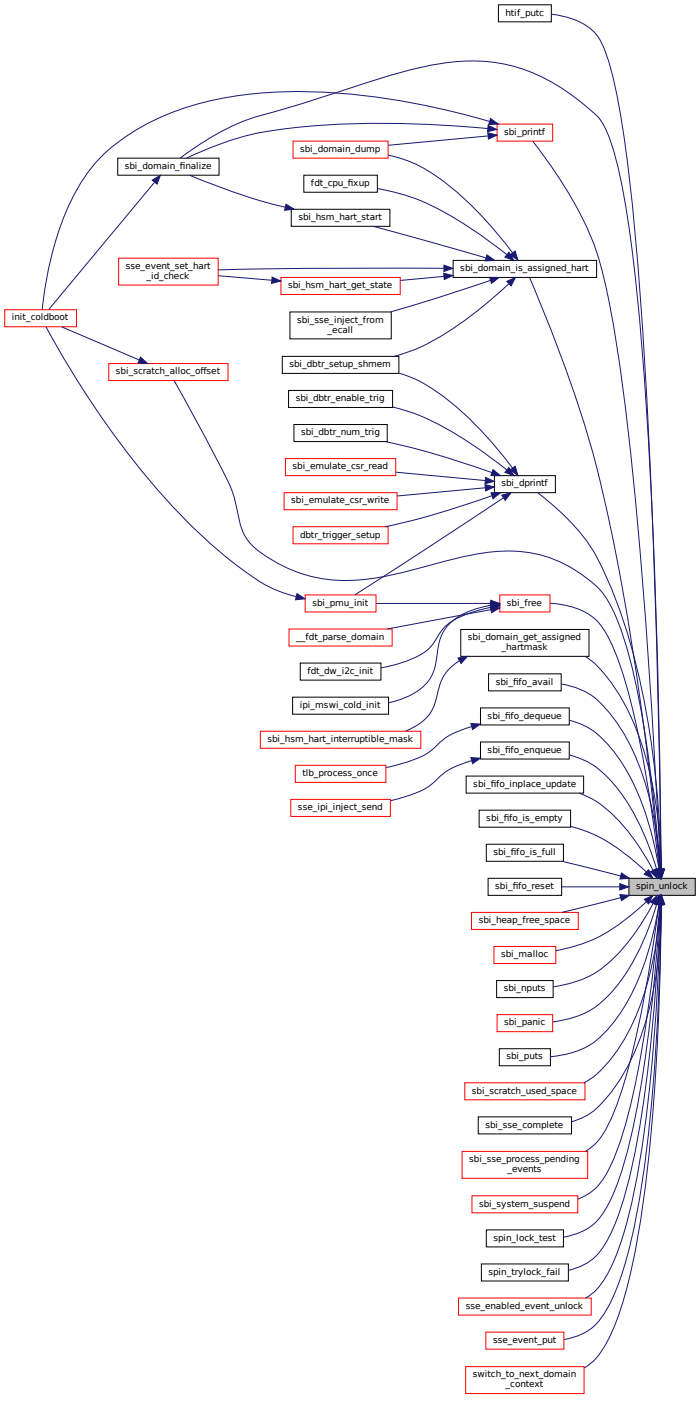
Here is the caller graph for this function:



30.114.1.5 spin_unlock()

```
void spin_unlock (
            spinlock_t * lock )
```

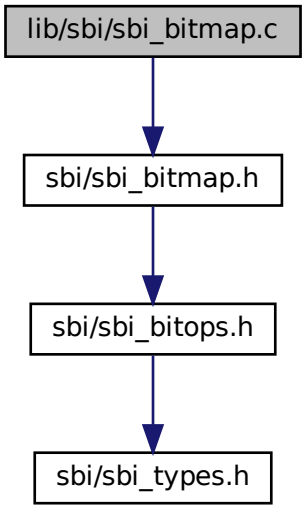
Here is the caller graph for this function:



30.115 lib/sbi/sbi_bitmap.c File Reference

```
#include <sbi/sbi_bitmap.h>
```

Include dependency graph for sbi_bitmap.c:



Functions

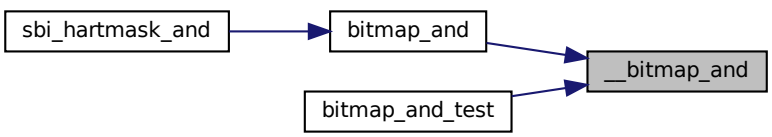
- void __bitmap_and (unsigned long *dst, const unsigned long *bitmap1, const unsigned long *bitmap2, int bits)
- void __bitmap_or (unsigned long *dst, const unsigned long *bitmap1, const unsigned long *bitmap2, int bits)
- void __bitmap_xor (unsigned long *dst, const unsigned long *bitmap1, const unsigned long *bitmap2, int bits)

30.115.1 Function Documentation

30.115.1.1 __bitmap_and()

```
void __bitmap_and (
            unsigned long * dst,
            const unsigned long * bitmap1,
            const unsigned long * bitmap2,
            int bits )
```

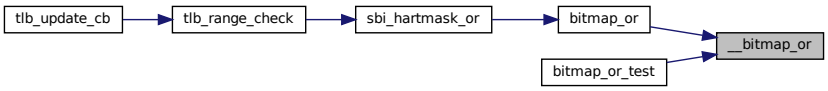
Here is the caller graph for this function:



30.115.1.2 __bitmap_or()

```
void __bitmap_or (
             unsigned long * dst,
             const unsigned long * bitmap1,
             const unsigned long * bitmap2,
             int bits )
```

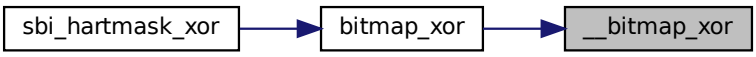
Here is the caller graph for this function:



30.115.1.3 __bitmap_xor()

```
void __bitmap_xor (
             unsigned long * dst,
             const unsigned long * bitmap1,
             const unsigned long * bitmap2,
             int bits )
```

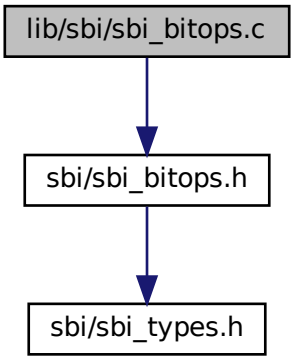
Here is the caller graph for this function:



30.116 lib/sbi/sbi_bitops.c File Reference

```
#include <sbi/sbi_bitops.h>
```

Include dependency graph for sbi_bitops.c:



Macros

- #define BITOP_WORD(nr) ((nr) / BITS_PER_LONG)

Functions

- unsigned long find_first_bit (const unsigned long *addr, unsigned long size)
- unsigned long find_first_zero_bit (const unsigned long *addr, unsigned long size)
- unsigned long find_last_bit (const unsigned long *addr, unsigned long size)
- unsigned long find_next_bit (const unsigned long *addr, unsigned long size, unsigned long offset)
- unsigned long find_next_zero_bit (const unsigned long *addr, unsigned long size, unsigned long offset)

30.116.1 Macro Definition Documentation

30.116.1.1 BITOP_WORD

```
#define BITOP_WORD(
              nr ) ((nr) / BITS_PER_LONG)
```

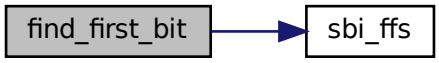
30.116.2 Function Documentation

30.116.2.1 find_first_bit()

```
unsigned long find_first_bit (
            const unsigned long * addr,
            unsigned long size )
```

find_first_bit - find the first set bit in a memory region @addr: The address to start the search at @size: The maximum size to search

Returns the bit number of the first set bit. Here is the call graph for this function:



30.116.2.2 find_first_zero_bit()

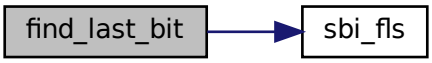
```
unsigned long find_first_zero_bit (
            const unsigned long * addr,
            unsigned long size )
```

find_first_zero_bit - find the first cleared bit in a memory region @addr: The address to start the search at @size: The maximum size to search
Returns the bit number of the first cleared bit.

30.116.2.3 find_last_bit()

```
unsigned long find_last_bit (
            const unsigned long * addr,
            unsigned long size )
```

find_last_bit - find the last set bit in a memory region @addr: The address to start the search at @size: The maximum size to search
Returns the bit number of the first set bit, or size. Here is the call graph for this function:

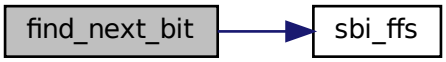


30.116.2.4 find_next_bit()

```
unsigned long find_next_bit (
            const unsigned long * addr,
            unsigned long size,
            unsigned long offset )
```

find_next_bit - find the next set bit in a memory region @addr: The address to base the search on @offset: The

bitnumber to start searching at @size: The bitmap size in bits Here is the call graph for this function:



30.116.2.5 find_next_zero_bit()

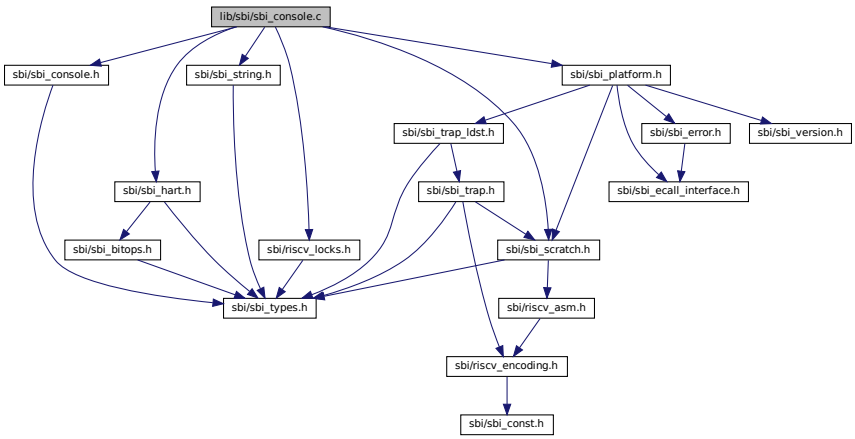
```
unsigned long find_next_zero_bit (
            const unsigned long * addr,
            unsigned long size,
            unsigned long offset )
```

find_next_zero_bit - find the next cleared bit in a memory region @addr: The address to base the search on @offset: The bitnumber to start searching at @size: The bitmap size in bits

30.117 lib/sbi/sbi_console.c File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
```

Include dependency graph for sbi_console.c:



Macros

- #define CONSOLE_TBUF_MAX 256
- #define PAD_RIGHT 1
- #define PAD_ZERO 2
- #define PAD_ALTERNATE 4

- #define PAD_SIGN 8
- #define USE_TBUF 16
- #define PRINT_BUF_LEN 64
- #define va_start(v, l) __builtin_va_start((v), l)
- #define va_end __builtin_va_end
- #define va_arg __builtin_va_arg

Typedefs

- typedef __builtin_va_list va_list

Functions

- bool sbi_isprintable (char c)
- int sbi_getc (void)
- static unsigned long nputs (const char *str, unsigned long len)
- static void nputs_all (const char *str, unsigned long len)
- void sbi_putc (char ch)
- void sbi_puts (const char *str)
- unsigned long sbi_nputs (const char *str, unsigned long len)
- void sbi_gets (char *s, int maxwidth, char endchar)
- unsigned long sbi_ngets (char *str, unsigned long len)
- static void printc (char **out, u32 *out_len, char ch, int flags)
- static int prints (char **out, u32 *out_len, const char *string, int width, int flags)
- static int printi (char **out, u32 *out_len, long long i, int width, int flags, int type)
- static int print (char **out, u32 *out_len, const char *format, va_list args)
- int sbi_sprintf (char *out, const char *format,...)
- int sbi_snprintf (char *out, u32 out_sz, const char *format,...)
- int sbi_printf (const char *format,...)
- int sbi_dprintf (const char *format,...)
- void sbi_panic (const char *format,...)
- const struct sbi_console_device * sbi_console_get_device (void)
- void sbi_console_set_device (const struct sbi_console_device *dev)
- int sbi_console_init (struct sbi_scratch *scratch)

Variables

- static const struct sbi_console_device * console_dev = NULL
- static char console_tbuf [CONSOLE_TBUF_MAX]
- static u32 console_tbuf_len
- static spinlock_t console_out_lock = SPIN_LOCK_INITIALIZER

30.117.1 Macro Definition Documentation

30.117.1.1 CONSOLE_TBUF_MAX

```
#define CONSOLE_TBUF_MAX 256
```

30.117.1.2 PAD_ALTERNATE

```
#define PAD_ALTERNATE 4
```

30.117.1.3 PAD_RIGHT

```
#define PAD_RIGHT 1
```

30.117.1.4 PAD_SIGN

```
#define PAD_SIGN 8
```

30.117.1.5 PAD_ZERO

```
#define PAD_ZERO 2
```

30.117.1.6 PRINT_BUF_LEN

```
#define PRINT_BUF_LEN 64
```

30.117.1.7 USE_TBUF

```
#define USE_TBUF 16
```

30.117.1.8 va_arg

```
#define va_arg __builtin_va_arg
```

30.117.1.9 va_end

```
#define va_end __builtin_va_end
```

30.117.1.10 va_start

```
#define va_start(
              v,
              l ) __builtin_va_start((v), l)
```

30.117.2 Typedef Documentation

30.117.2.1 va_list

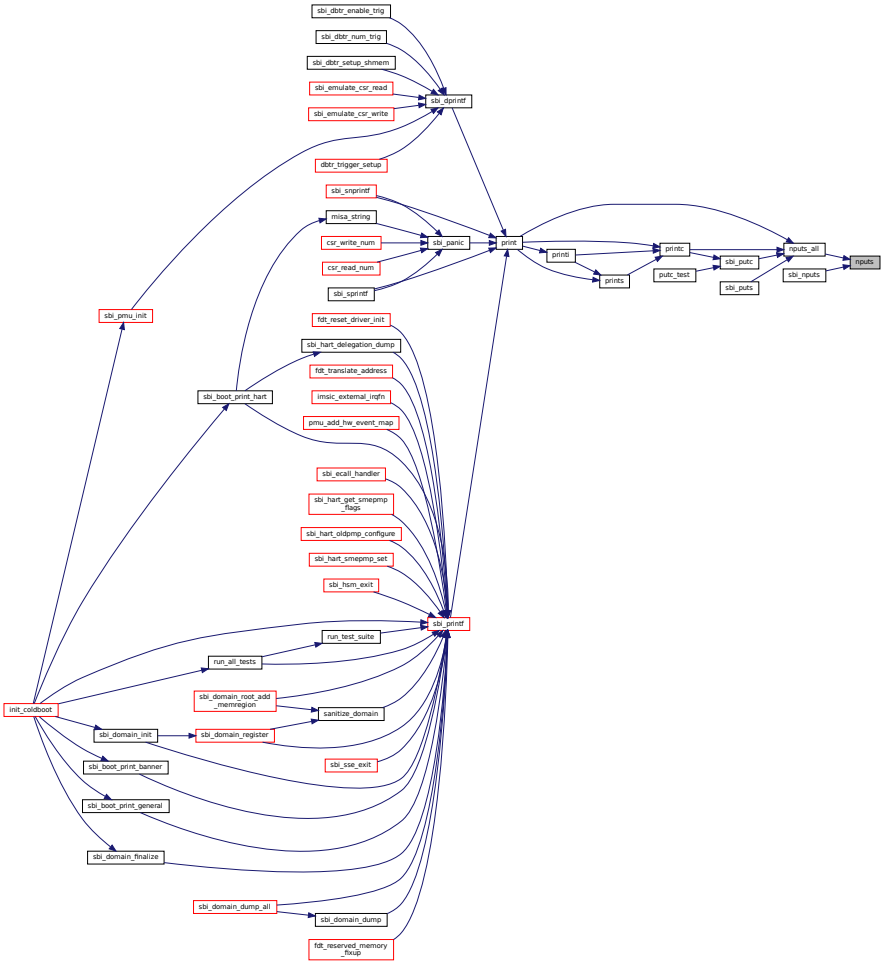
```
typedef __builtin_va_list va_list
```

30.117.3 Function Documentation

30.117.3.1 nputs()

```
static unsigned long nputs (
             const char * str,
             unsigned long len )  [static]
```

Here is the caller graph for this function:

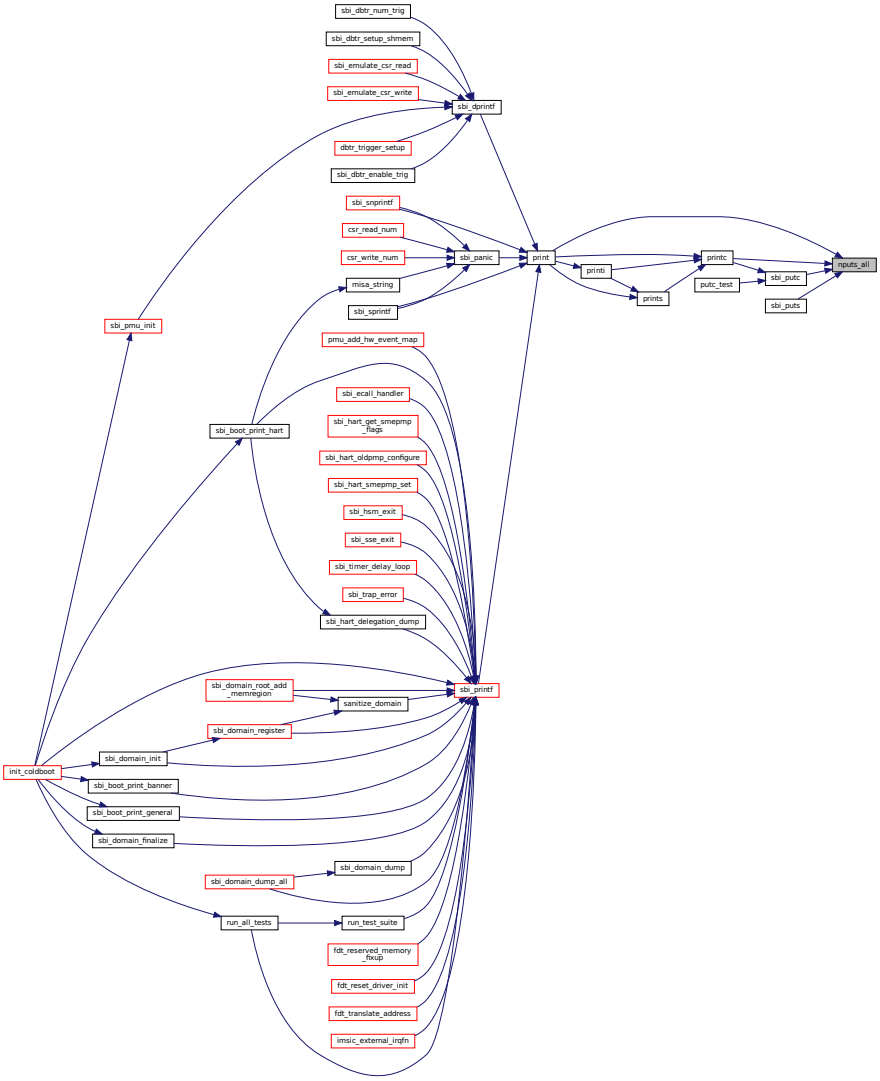


30.117.3.2 nputs_all()

```
static void nputs_all (
            const char * str,
            unsigned long len )  [static]
```

Here is the call graph for this function:

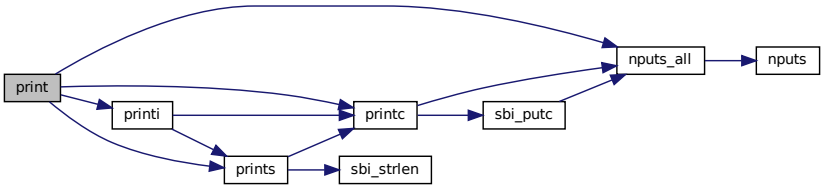
Here is the caller graph for this function:



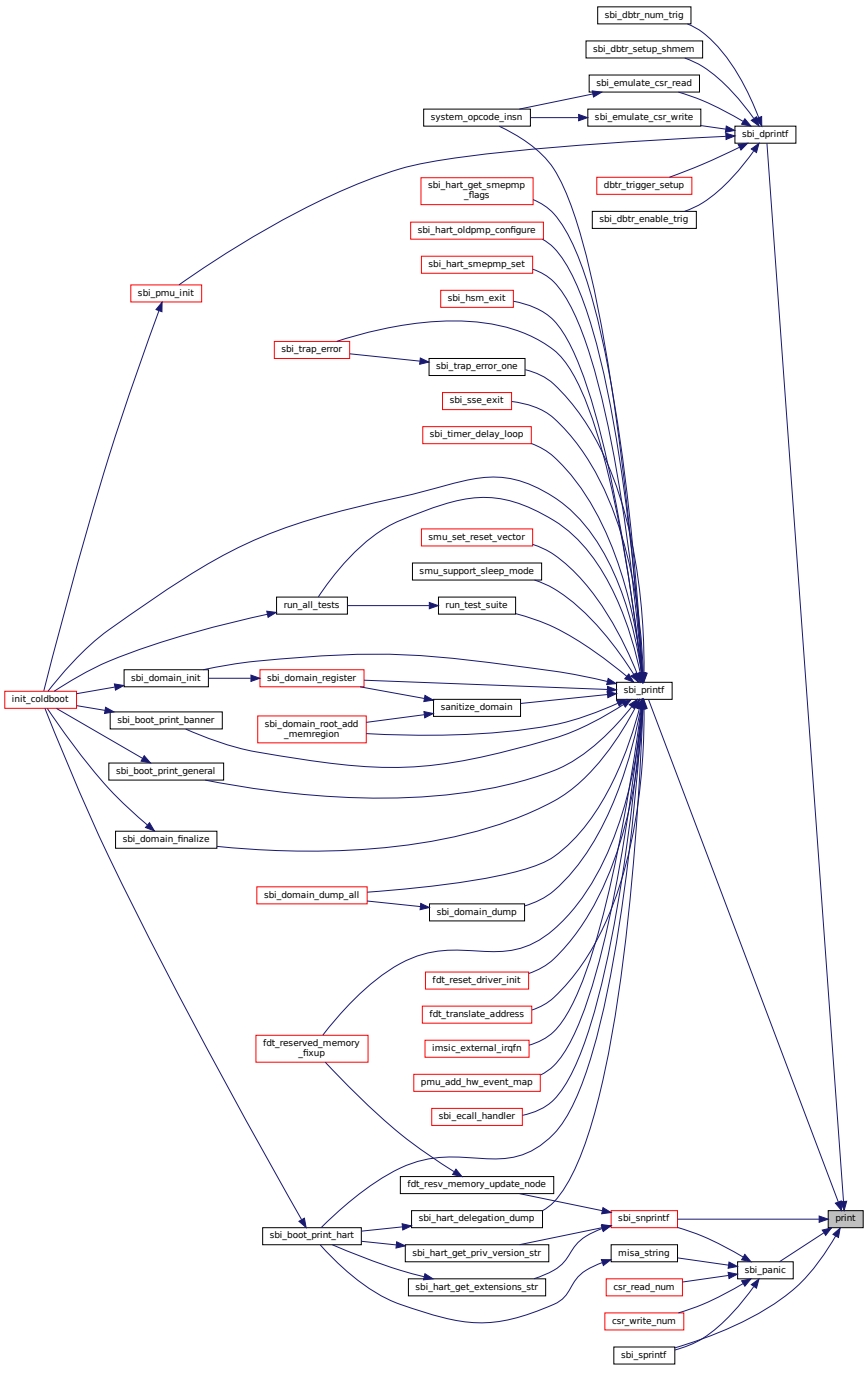
30.117.3.3 print()

```
static int print (
            char ** out,
            u32 * out_len,
            const char * format,
            va_list args )  [static]
```

Here is the call graph for this function:



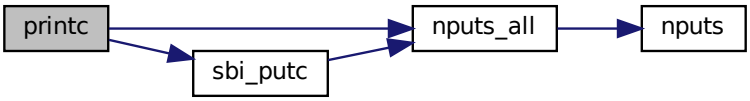
Here is the caller graph for this function:



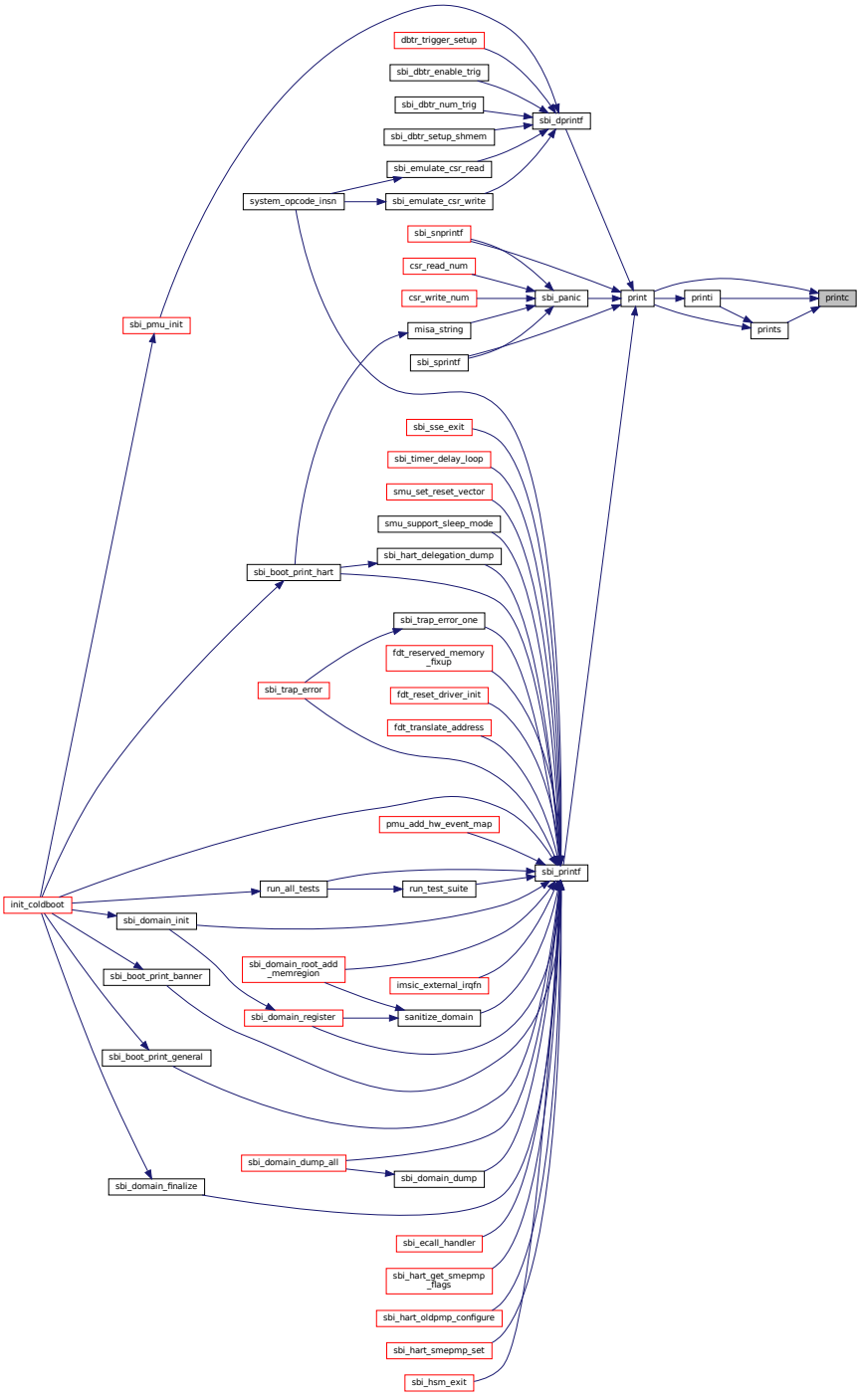
30.117.3.4 printc()

```
static void printc (
            char ** out,
            u32 * out_len,
            char ch,
            int flags )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

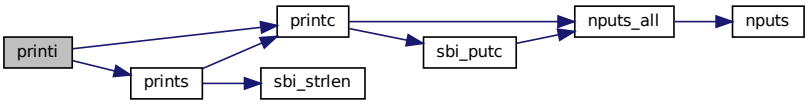


30.117.3.5 printi()

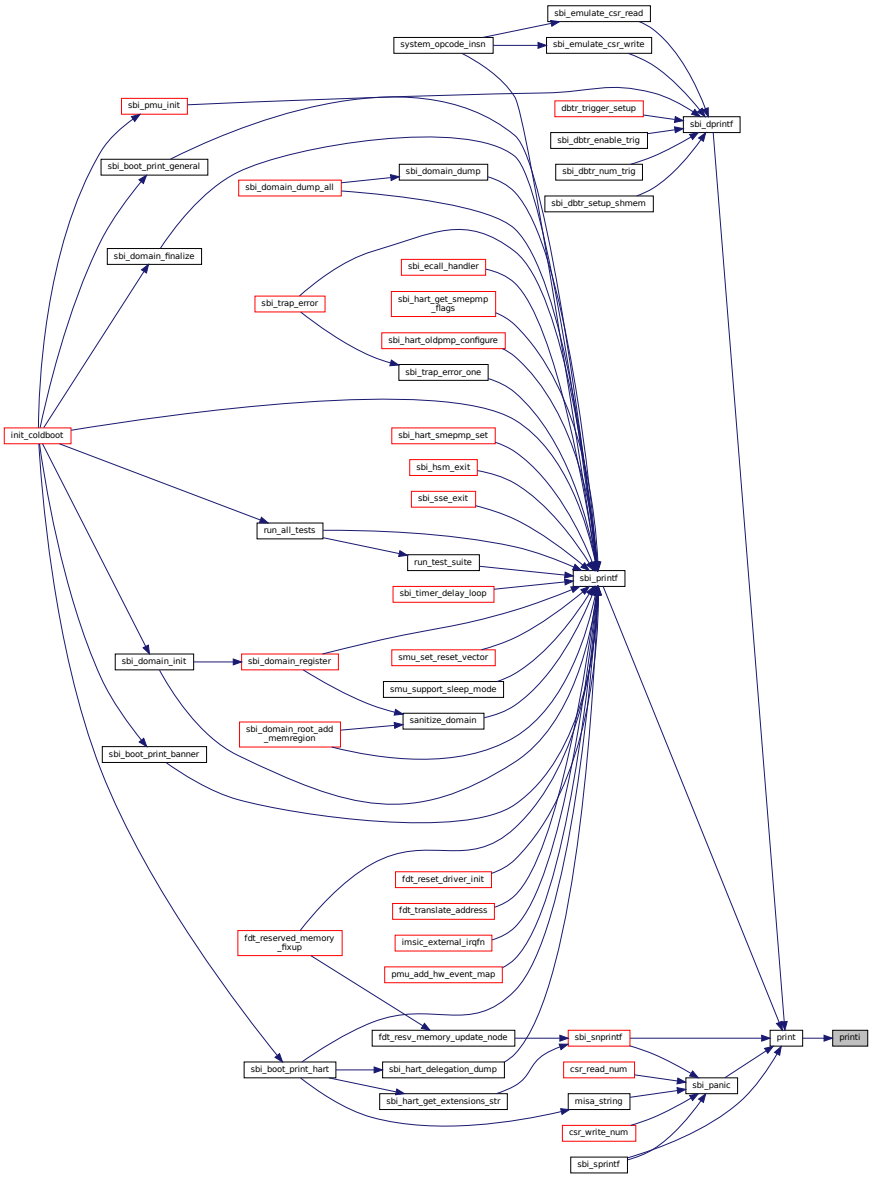
```
static int printi (
            char ** out,
            u32 * out_len,
            long long i,
            int width,
```

```
int flags,
int type )  [static]
```

Here is the call graph for this function:



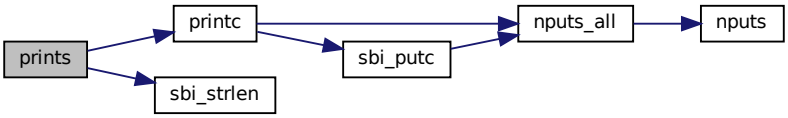
Here is the caller graph for this function:



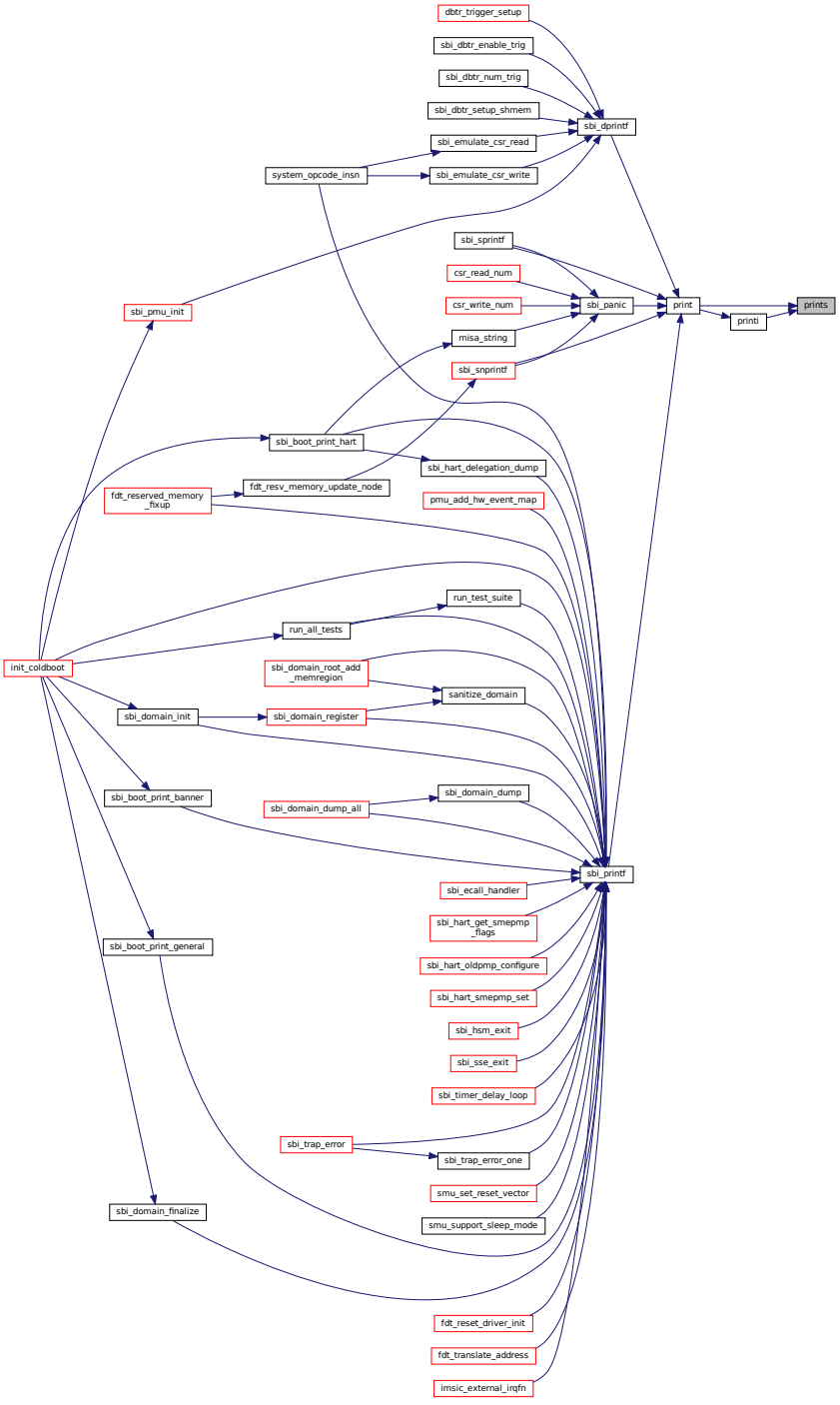
30.117.3.6 prints()

```
static int prints (
             char ** out,
             u32 * out_len,
             const char * string,
             int width,
             int flags )  [static]
```

Here is the call graph for this function:



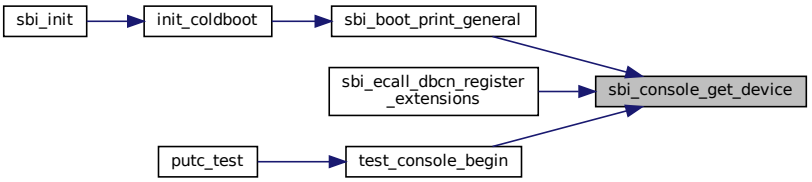
Here is the caller graph for this function:



30.117.3.7 sbi_console_get_device()

```
const struct sbi_console_device* sbi_console_get_device (
            void  )
```

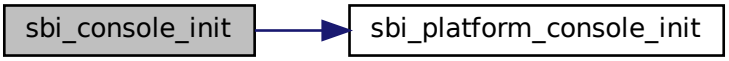
Here is the caller graph for this function:



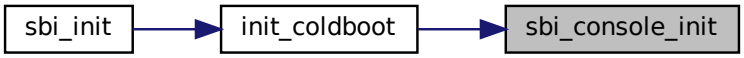
30.117.3.8 sbi_console_init()

```
int sbi_console_init (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



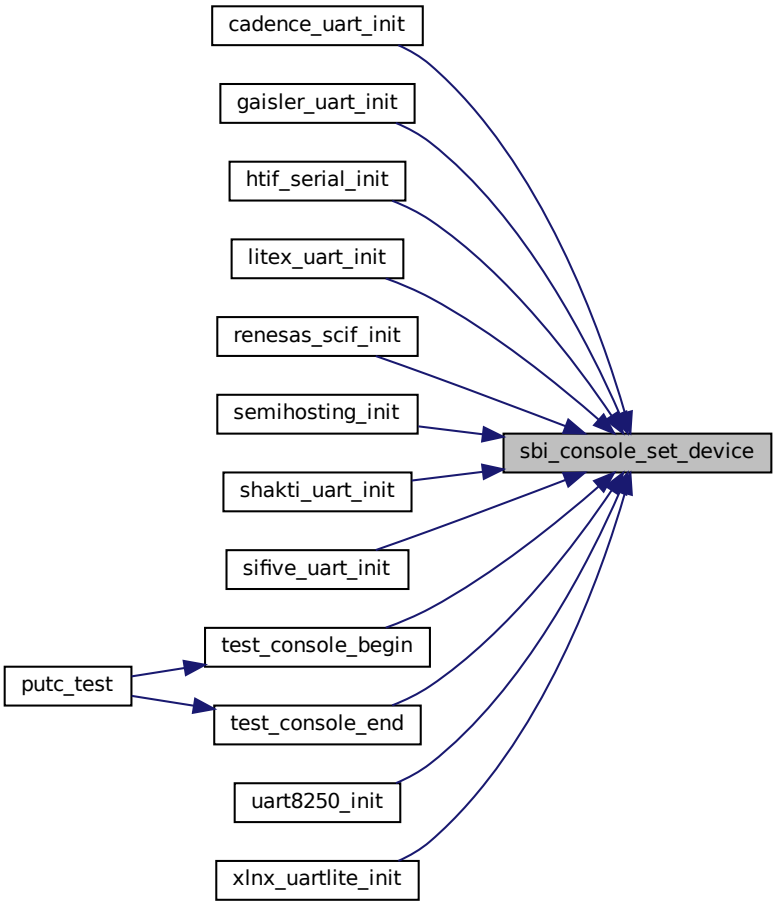
Here is the caller graph for this function:



30.117.3.9 sbi_console_set_device()

```
void sbi_console_set_device (
            const struct sbi_console_device * dev )
```

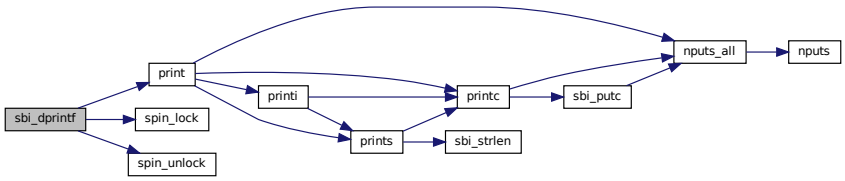
Here is the caller graph for this function:



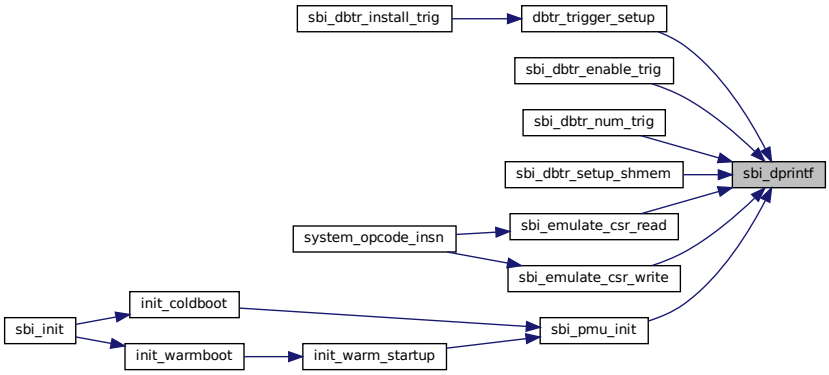
30.117.3.10 sbi_dprintf()

```
int sbi_dprintf (
             const char * format,
              ...  )
```

Here is the call graph for this function:



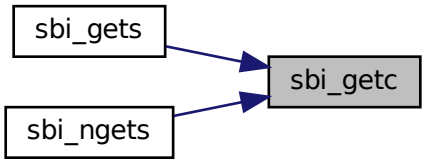
Here is the caller graph for this function:



30.117.3.11 sbi_getc()

```
int sbi_getc (
            void  )
```

Here is the caller graph for this function:



30.117.3.12 sbi_gets()

```
void sbi_gets (
            char * s,
            int maxwidth,
            char endchar )
```

Here is the call graph for this function:

30.117.3.13 sbi_isprintable()

```
bool sbi_isprintable (
            char c )
```

30.117.3.14 sbi_ngets()

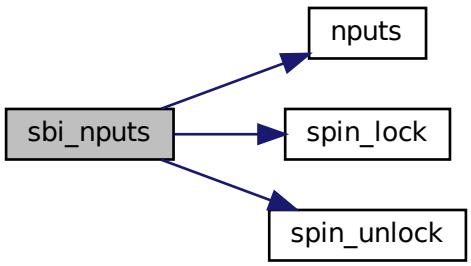
```
unsigned long sbi_ngets (
            char * str,
            unsigned long len )
```

Here is the call graph for this function:

30.117.3.15 sbi_nputs()

```
unsigned long sbi_nputs (
            const char * str,
            unsigned long len )
```

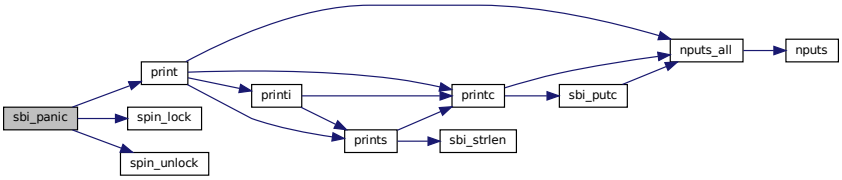
Here is the call graph for this function:



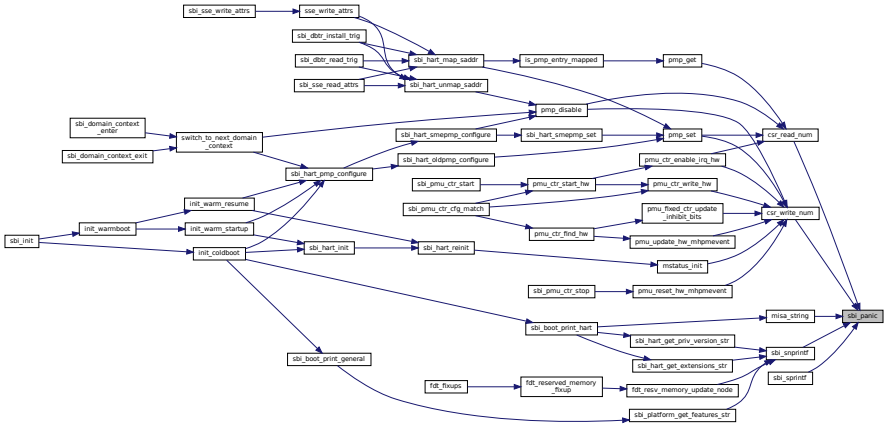
30.117.3.16 sbi_panic()

```
void sbi_panic (
            const char * format,
             ... )
```

Here is the call graph for this function:



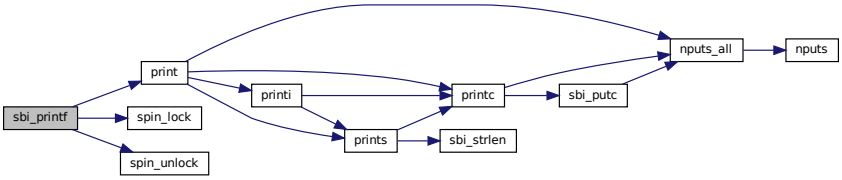
Here is the caller graph for this function:



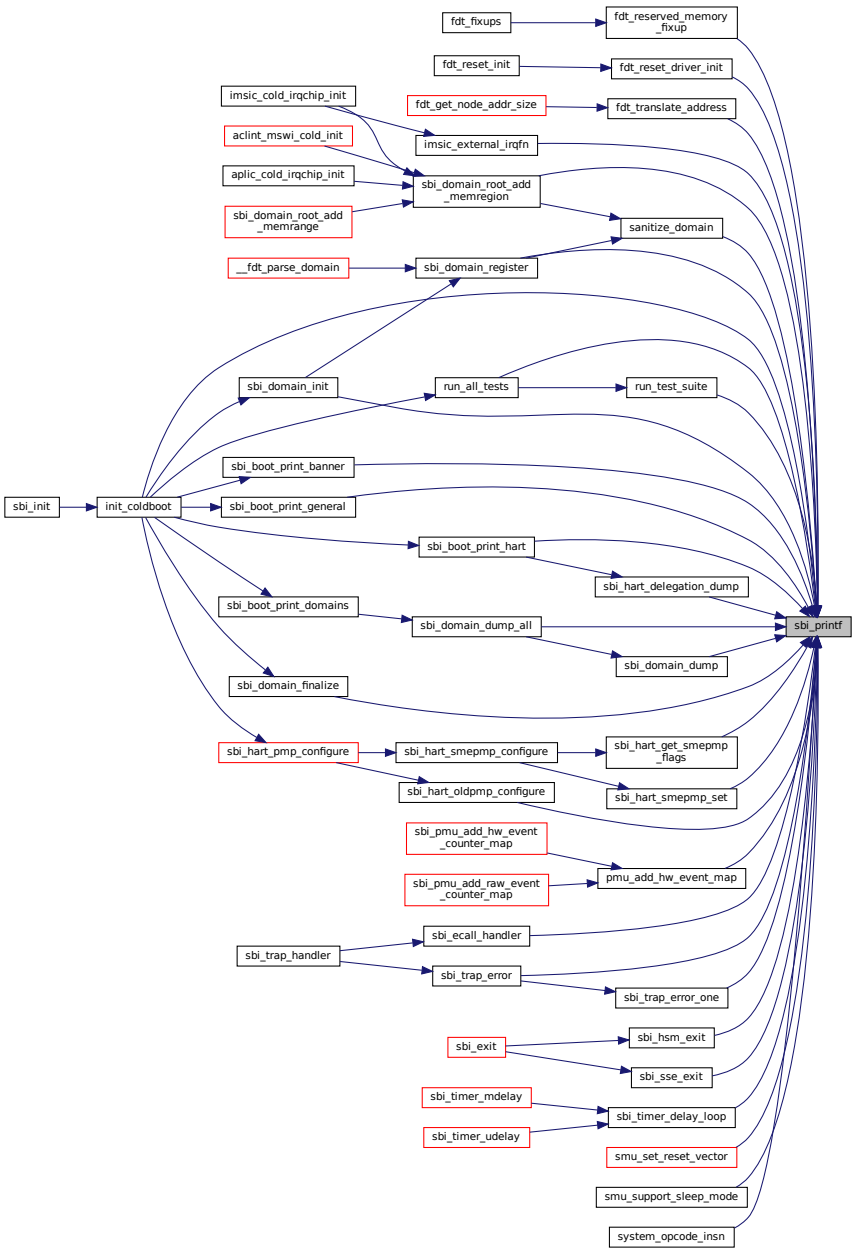
30.117.3.17 sbi_printf()

```
int sbi_printf (
            const char * format,
             ...  )
```

Here is the call graph for this function:



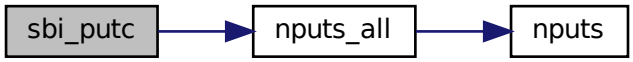
Here is the caller graph for this function:



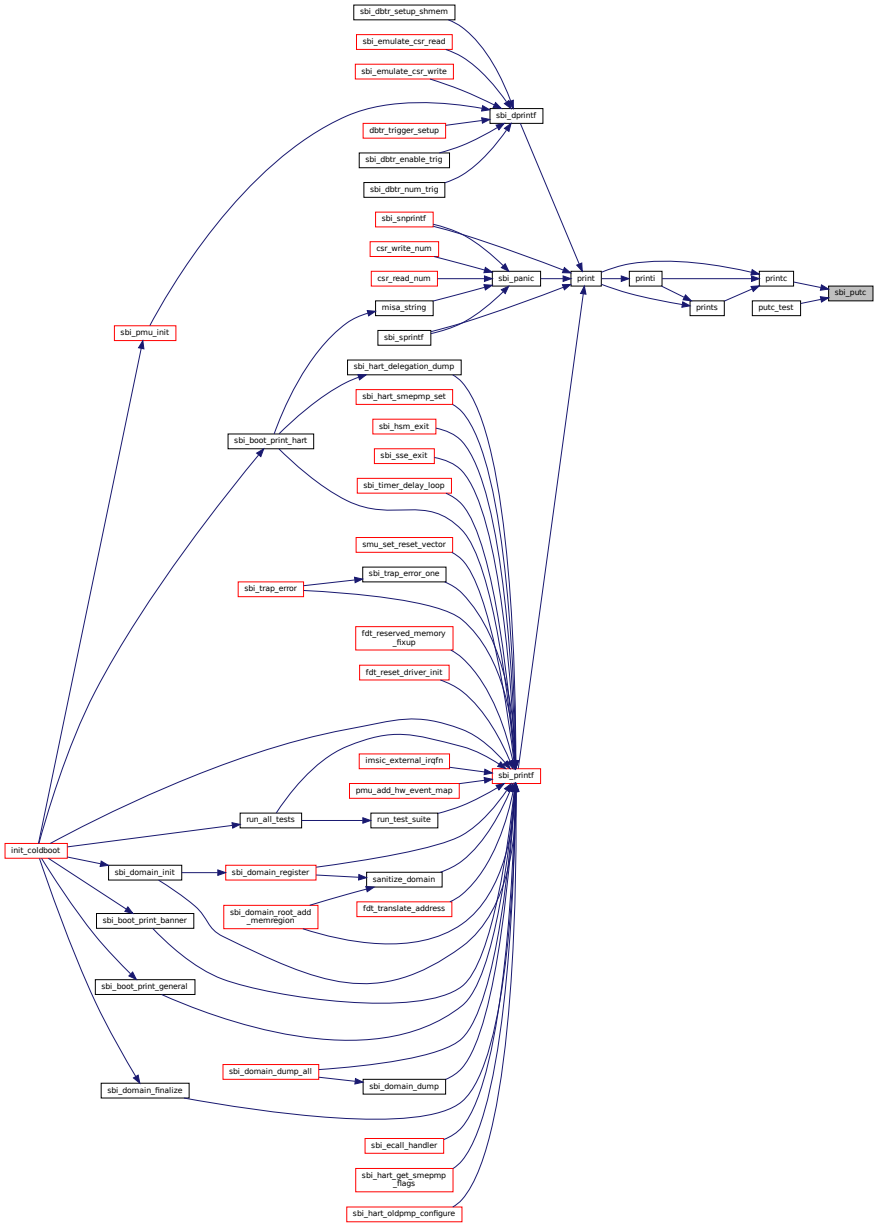
30.117.3.18 sbi_putc()

```
void sbi_putc (
            char ch )
```

Here is the call graph for this function:



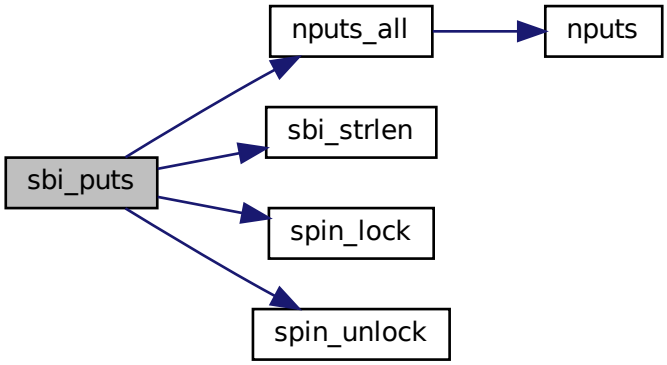
Here is the caller graph for this function:



30.117.3.19 sbi_puts()

```
void sbi_puts (
            const char * str )
```

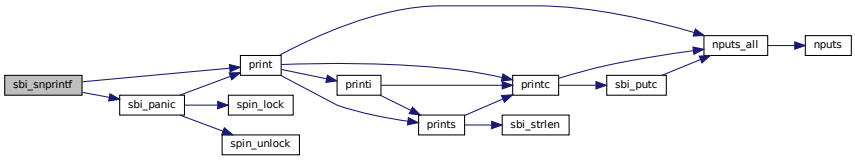
Here is the call graph for this function:



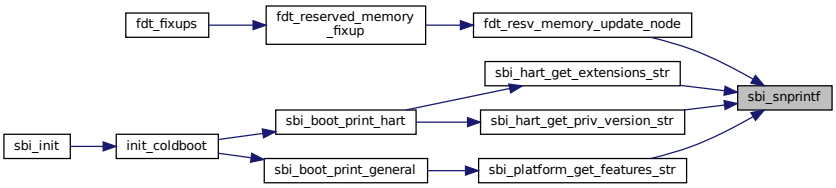
30.117.3.20 sbi_snprintf()

```
int sbi_snprintf (
            char * out,
            u32 out_sz,
            const char * format,
             ... )
```

Here is the call graph for this function:



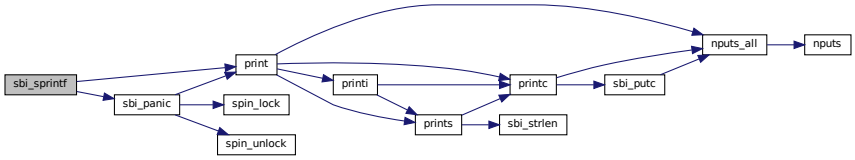
Here is the caller graph for this function:



30.117.3.21 sbi_sprintf()

```
int sbi_sprintf (
            char * out,
            const char * format,
             ...  )
```

Here is the call graph for this function:



30.117.4 Variable Documentation

30.117.4.1 console_dev

```
const struct sbi_console_device* console_dev = NULL  [static]
```

30.117.4.2 console_out_lock

```
spinlock_t console_out_lock = SPIN_LOCK_INITIALIZER  [static]
```

30.117.4.3 console_tbuf

```
char console_tbuf[CONSOLE_TBUF_MAX]  [static]
```

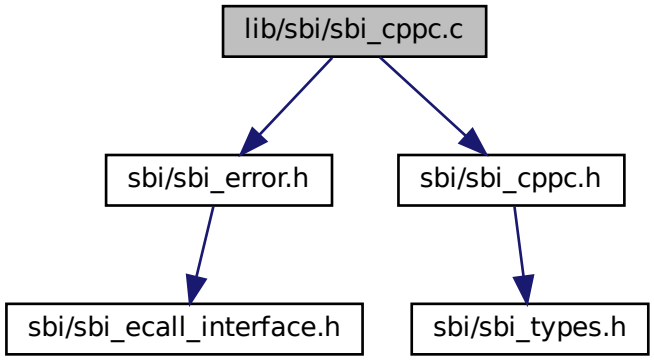
30.117.4.4 console_tbuf_len

```
u32 console_tbuf_len  [static]
```

30.118 lib/sbi/sbi_cppc.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_cppc.h>
```

Include dependency graph for sbi_cppc.c:



Functions

- const struct sbi_cppc_device * sbi_cppc_get_device (void)
- void sbi_cppc_set_device (const struct sbi_cppc_device *dev)
- static bool sbi_cppc_is_reserved (unsigned long reg)
- static bool sbi_cppc_readable (unsigned long reg)
- static bool sbi_cppc_writable (unsigned long reg)
- int sbi_cppc_probe (unsigned long reg)
- int sbi_cppc_read (unsigned long reg, uint64_t *val)
- int sbi_cppc_write (unsigned long reg, uint64_t val)

Variables

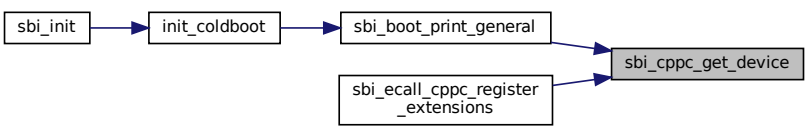
- static const struct sbi_cppc_device * cppc_dev = NULL

30.118.1 Function Documentation

30.118.1.1 sbi_cppc_get_device()

```
const struct sbi_cppc_device* sbi_cppc_get_device (
            void  )
```

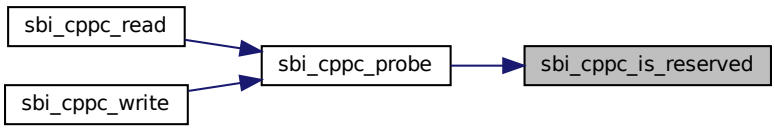
Here is the caller graph for this function:



30.118.1.2 sbi_cppc_is_reserved()

```
static bool sbi_cppc_is_reserved (
            unsigned long reg )  [static]
```

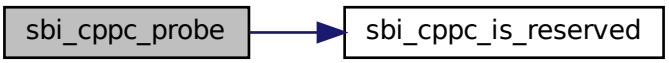
Here is the caller graph for this function:



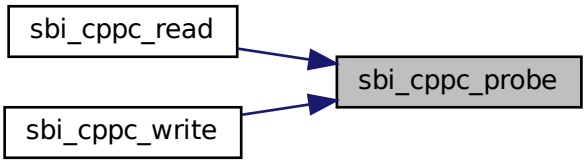
30.118.1.3 sbi_cppc_probe()

```
int sbi_cppc_probe (
            unsigned long reg )
```

Here is the call graph for this function:



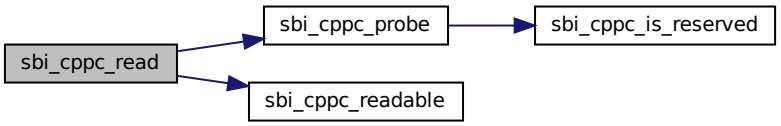
Here is the caller graph for this function:



30.118.1.4 sbi_cppc_read()

```
int sbi_cppc_read (
            unsigned long reg,
            uint64_t * val )
```

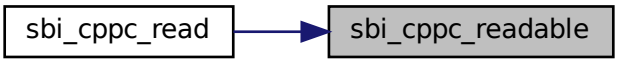
Here is the call graph for this function:



30.118.1.5 sbi_cppc_readable()

```
static bool sbi_cppc_readable (
            unsigned long reg )  [static]
```

Here is the caller graph for this function:



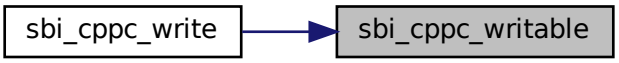
30.118.1.6 sbi_cppc_set_device()

```
void sbi_cppc_set_device (
            const struct sbi_cppc_device * dev )
```

30.118.1.7 sbi_cppc_writable()

```
static bool sbi_cppc_writable (
            unsigned long reg )  [static]
```

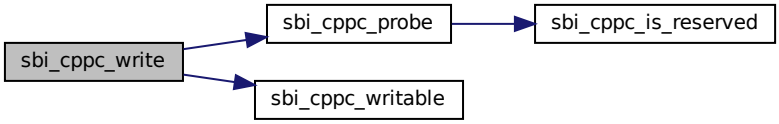
Here is the caller graph for this function:



30.118.1.8 sbi_cppc_write()

```
int sbi_cppc_write (
            unsigned long reg,
            uint64_t val )
```

Here is the call graph for this function:



30.118.2 Variable Documentation

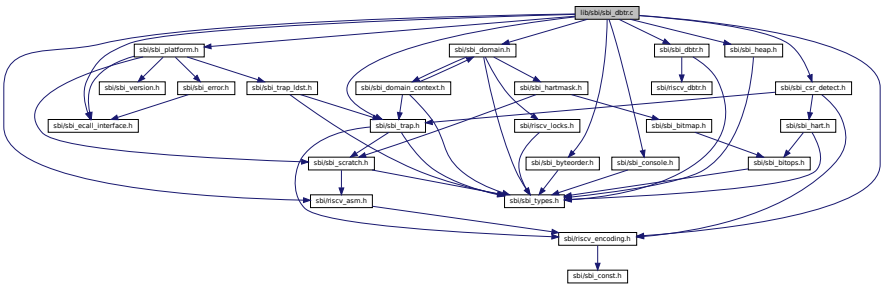
30.118.2.1 cppc_dev

```
const struct sbi_cppc_device* cppc_dev = NULL  [static]
```

30.119 lib/sbi/sbi_dbtr.c File Reference

```
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_csr_detect.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_byteorder.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_dbtr.h>
#include <sbi/sbi_heap.h>
#include <sbi/riscv_encoding.h>
#include <sbi/riscv_asm.h>
```

Include dependency graph for sbi_dbtr.c:



Macros

- #define dbtr_get_hart_state_ptr(__scratch) sbi_scratch_read_type((__scratch), void *, hart_state_ptr_offset)
- #define dbtr_thishart_state_ptr() dbtr_get_hart_state_ptr(sbi_scratch_thishart_ptr())
- #define dbtr_set_hart_state_ptr(__scratch, __hart_state)

- #define INDEX_TO_TRIGGER(_index)
- #define for_each_trig_entry(_base, _max, _etype, _entry)
- #define DBTR_SHMEM_MAKE_PHYS(_p_hi, _p_lo) (_p_lo)

Functions

- static bool sbi_dbtr_shmem_disabled (struct sbi_dbtr_hart_triggers_state *hs)
- static void sbi_dbtr_disable_shmem (struct sbi_dbtr_hart_triggers_state *hs)
- static void * hart_shmem_base (struct sbi_dbtr_hart_triggers_state *hs)
- static void sbi_trigger_init (struct sbi_dbtr_trigger *trig, unsigned long type_mask, unsigned long idx)
- static struct sbi_dbtr_trigger * sbi_alloc_trigger (void)
- static void sbi_free_trigger (struct sbi_dbtr_trigger *trig)
- int sbi_dbtr_init (struct sbi_scratch *scratch, bool coldboot)
- int sbi_dbtr_get_total_triggers (void)
- int sbi_dbtr_setup_shmem (const struct sbi_domain *dom, unsigned long smode, unsigned long shmem_phys_lo, unsigned long shmem_phys_hi)
- static void dbtr_trigger_setup (struct sbi_dbtr_trigger *trig, struct sbi_dbtr_data_msg *recv)
- static void update_bit (unsigned long new, int nr, volatile unsigned long *addr)
- static void dbtr_trigger_enable (struct sbi_dbtr_trigger *trig)
- static void dbtr_trigger_disable (struct sbi_dbtr_trigger *trig)
- static void dbtr_trigger_clear (struct sbi_dbtr_trigger *trig)
- static int dbtr_trigger_supported (unsigned long type)
- static int dbtr_trigger_valid (unsigned long type, unsigned long tdata)
- int sbi_dbtr_num_trig (unsigned long data, unsigned long *out)
- int sbi_dbtr_read_trig (unsigned long smode, unsigned long trig_idx_base, unsigned long trig_count)
- int sbi_dbtr_install_trig (unsigned long smode, unsigned long trig_count, unsigned long *out)
- int sbi_dbtr_uninstall_trig (unsigned long trig_idx_base, unsigned long trig_idx_mask)
- int sbi_dbtr_enable_trig (unsigned long trig_idx_base, unsigned long trig_idx_mask)
- int sbi_dbtr_update_trig (unsigned long smode, unsigned long trig_idx_base, unsigned long trig_idx_mask)
- int sbi_dbtr_disable_trig (unsigned long trig_idx_base, unsigned long trig_idx_mask)

Variables

- static unsigned long hart_state_ptr_offset

30.119.1 Macro Definition Documentation

30.119.1.1 dbtr_get_hart_state_ptr

```
#define dbtr_get_hart_state_ptr(
              __scratch )  sbi_scratch_read_type((__scratch), void *, hart_state_ptr_offset)
```

30.119.1.2 dbtr_set_hart_state_ptr

```
#define dbtr_set_hart_state_ptr(
              __scratch,
              __hart_state )
```

Value:

```
    sbi_scratch_write_type((__scratch), void *, hart_state_ptr_offset, \
                (__hart_state))
```

30.119.1.3 DBTR_SHMEM_MAKE_PHYS

```
#define DBTR_SHMEM_MAKE_PHYS(
              _p_hi,
              _p_lo ) (_p_lo)
```

30.119.1.4 dbtr_thishart_state_ptr

```
#define dbtr_thishart_state_ptr( )  dbtr_get_hart_state_ptr(sbi_scratch_thishart_ptr())
```

30.119.1.5 for_each_trig_entry

```
#define for_each_trig_entry(
              _base,
              _max,
              _etype,
              _entry )
```

Value:

```
    for (int _idx = 0; _entry = ((_etype *)_base + _idx),       \
         _idx < _max;                                           \
         _idx++, _entry = ((_etype *)_base + _idx))
```

30.119.1.6 INDEX_TO_TRIGGER

```
#define INDEX_TO_TRIGGER(
              _index )
```

Value:

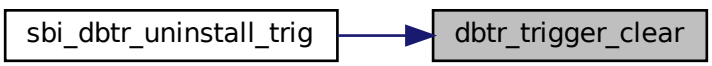
```
    ({                                  \
        struct sbi_dbtr_trigger *__trg = NULL;          \
        struct sbi_dbtr_hart_triggers_state *__hs = NULL;   \
        __hs = dbtr_get_hart_state_ptr(sbi_scratch_thishart_ptr()); \
        __trg = &__hs->triggers[_index];            \
        (__trg);                        \
    })
```

30.119.2 Function Documentation

30.119.2.1 dbtr_trigger_clear()

```
static void dbtr_trigger_clear (
             struct sbi_dbtr_trigger * trig )  [static]
```

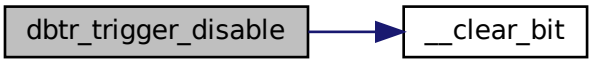
Here is the caller graph for this function:



30.119.2.2 dbtr_trigger_disable()

```
static void dbtr_trigger_disable (
            struct sbi_dbtr_trigger * trig )  [static]
```

Here is the call graph for this function:

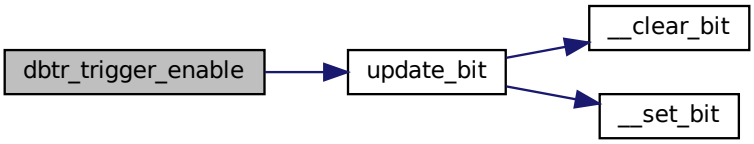


Here is the caller graph for this function:

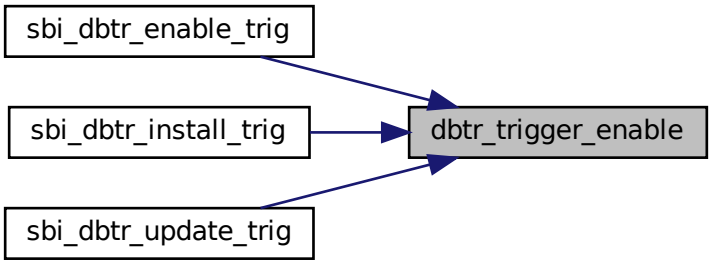
30.119.2.3 dbtr_trigger_enable()

```
static void dbtr_trigger_enable (
            struct sbi_dbtr_trigger * trig )  [static]
```

Here is the call graph for this function:



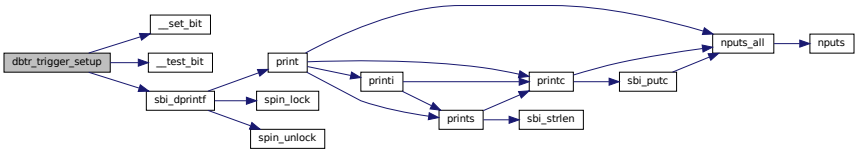
Here is the caller graph for this function:



30.119.2.4 dbtr_trigger_setup()

```
static void dbtr_trigger_setup (
            struct sbi_dbtr_trigger * trig,
            struct sbi_dbtr_data_msg * recv )  [static]
```

Here is the call graph for this function:

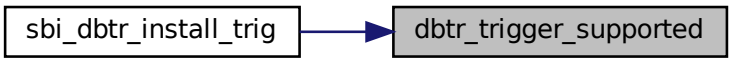


Here is the caller graph for this function:

30.119.2.5 dbtr_trigger_supported()

```
static int dbtr_trigger_supported (
            unsigned long type )  [static]
```

Here is the caller graph for this function:



30.119.2.6 dbtr_trigger_valid()

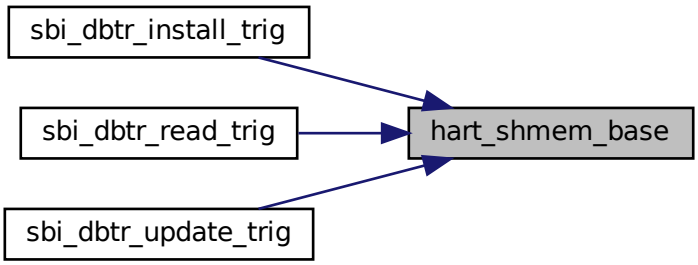
```
static int dbtr_trigger_valid (
            unsigned long type,
            unsigned long tdata )  [static]
```

Here is the caller graph for this function:

30.119.2.7 hart_shmem_base()

```
static void* hart_shmem_base (
            struct sbi_dbtr_hart_triggers_state * hs )  [inline], [static]
```

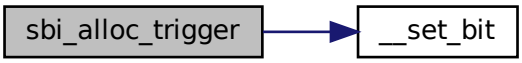
Here is the caller graph for this function:



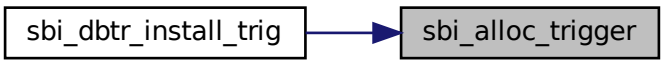
30.119.2.8 sbi_alloc_trigger()

```
static struct sbi_dbtr_trigger* sbi_alloc_trigger (
            void  )  [inline], [static]
```

Here is the call graph for this function:



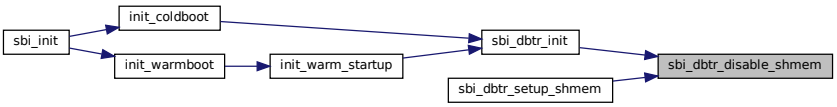
Here is the caller graph for this function:



30.119.2.9 sbi_dbtr_disable_shmem()

```
static void sbi_dbtr_disable_shmem (
            struct sbi_dbtr_hart_triggers_state * hs )  [inline], [static]
```

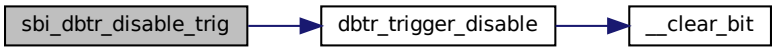
Here is the caller graph for this function:



30.119.2.10 sbi_dbtr_disable_trig()

```
int sbi_dbtr_disable_trig (
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

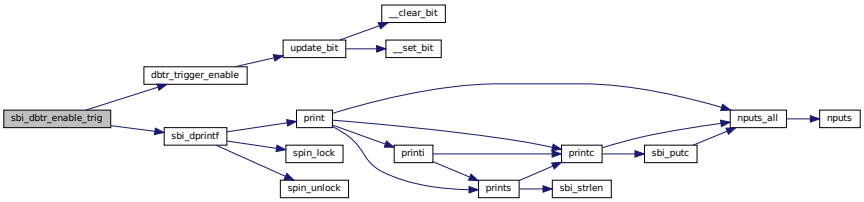
Here is the call graph for this function:



30.119.2.11 sbi_dbtr_enable_trig()

```
int sbi_dbtr_enable_trig (
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

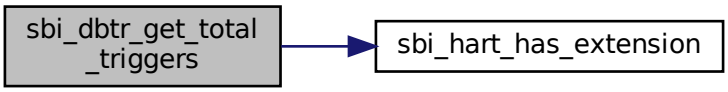
Here is the call graph for this function:



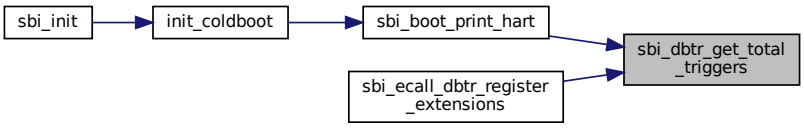
30.119.2.12 sbi_dbtr_get_total_triggers()

```
int sbi_dbtr_get_total_triggers (
            void  )
```

Here is the call graph for this function:



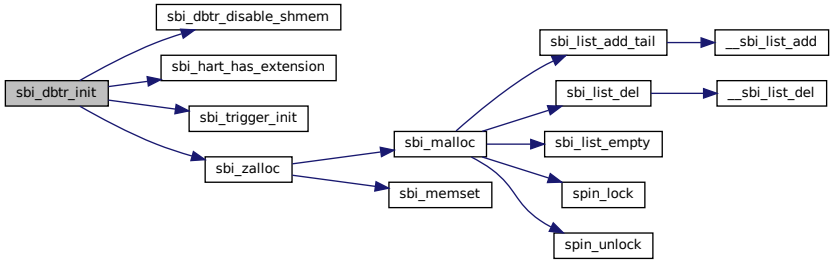
Here is the caller graph for this function:



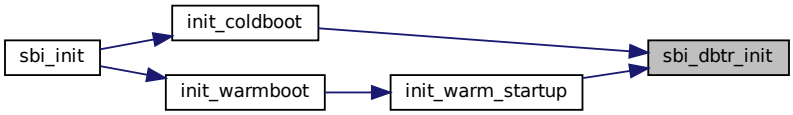
30.119.2.13 sbi_dbtr_init()

```
int sbi_dbtr_init (
            struct sbi_scratch * scratch,
            bool coldboot )
```

Initialize debug triggers Here is the call graph for this function:



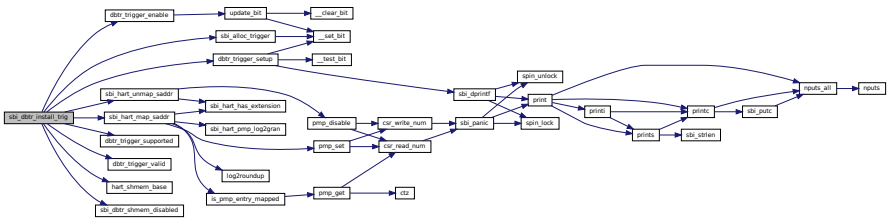
Here is the caller graph for this function:



30.119.2.14 sbi_dbtr_install_trig()

```
int sbi_dbtr_install_trig (
            unsigned long smode,
            unsigned long trig_count,
            unsigned long * out )
```

Here is the call graph for this function:

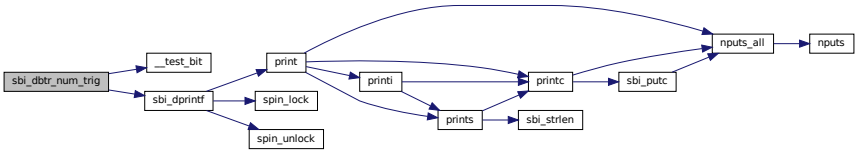


30.119.2.15 sbi_dbtr_num_trig()

```
int sbi_dbtr_num_trig (
```

```
            unsigned long data,
            unsigned long * out )
```

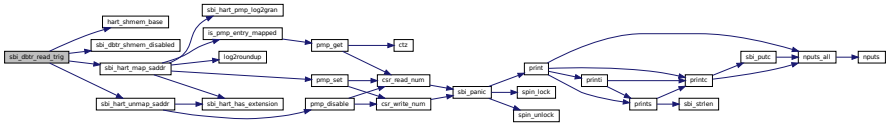
Here is the call graph for this function:



30.119.2.16 sbi_dbtr_read_trig()

```
int sbi_dbtr_read_trig (
            unsigned long smode,
            unsigned long trig_idx_base,
            unsigned long trig_count )
```

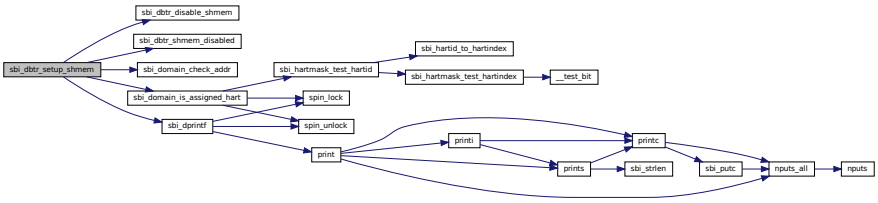
Here is the call graph for this function:



30.119.2.17 sbi_dbtr_setup_shmem()

```
int sbi_dbtr_setup_shmem (
            const struct sbi_domain * dom,
            unsigned long smode,
            unsigned long shmem_phys_lo,
            unsigned long shmem_phys_hi )
```

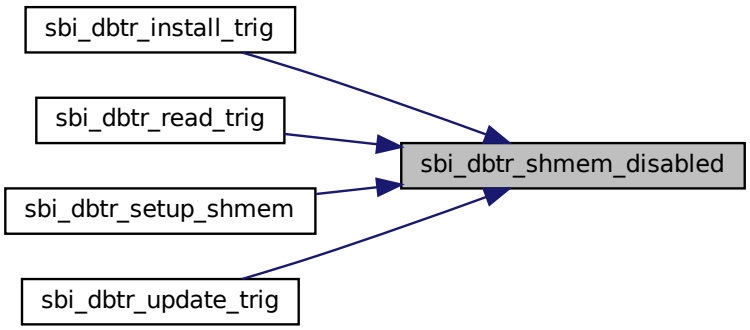
Here is the call graph for this function:



30.119.2.18 sbi_dbtr_shmem_disabled()

```
static bool sbi_dbtr_shmem_disabled (
            struct sbi_dbtr_hart_triggers_state * hs )  [inline], [static]
```

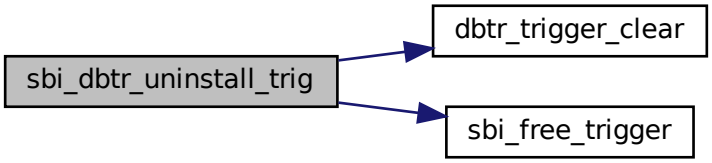
Here is the caller graph for this function:



30.119.2.19 sbi_dbtr_uninstall_trig()

```
int sbi_dbtr_uninstall_trig (
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

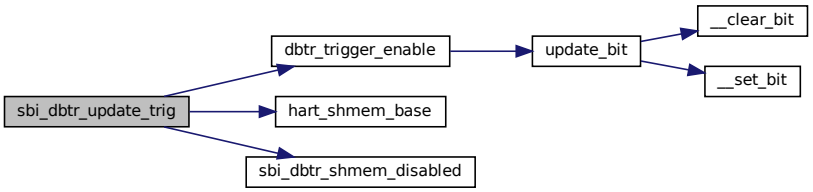
Here is the call graph for this function:



30.119.2.20 sbi_dbtr_update_trig()

```
int sbi_dbtr_update_trig (
            unsigned long smode,
            unsigned long trig_idx_base,
            unsigned long trig_idx_mask )
```

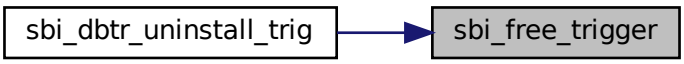
Here is the call graph for this function:



30.119.2.21 sbi_free_trigger()

```
static void sbi_free_trigger (
            struct sbi_dbtr_trigger * trig )  [inline], [static]
```

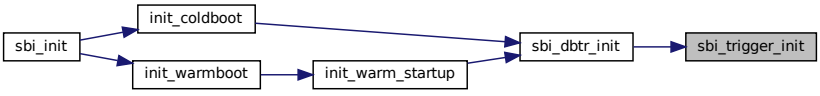
Here is the caller graph for this function:



30.119.2.22 sbi_trigger_init()

```
static void sbi_trigger_init (
            struct sbi_dbtr_trigger * trig,
            unsigned long type_mask,
            unsigned long idx )  [static]
```

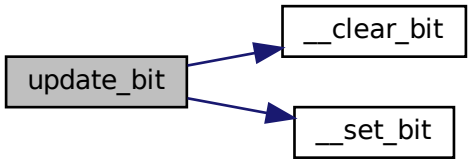
Here is the caller graph for this function:



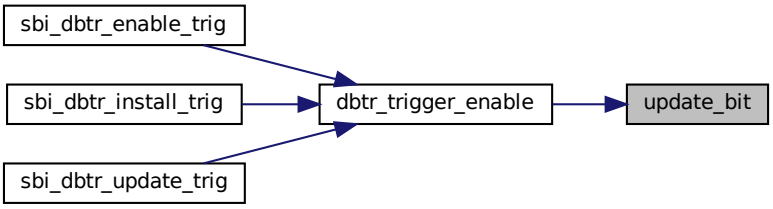
30.119.2.23 update_bit()

```
static void update_bit (
            unsigned long new,
            int nr,
            volatile unsigned long * addr )  [inline], [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.119.3 Variable Documentation

30.119.3.1 hart_state_ptr_offset

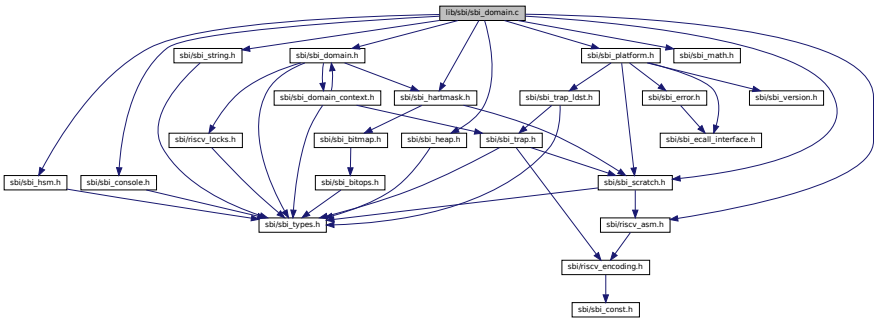
```
unsigned long hart_state_ptr_offset  [static]
```

Offset of pointer to HART's debug triggers info in scratch space

30.120 lib/sbi/sbi_domain.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_hartmask.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_math.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
```

Include dependency graph for sbi_domain.c:



Macros

- #define ROOT_REGION_MAX 16

Functions

- struct sbi_domain * sbi_hartindex_to_domain (u32 hartindex)
- void sbi_update_hartindex_to_domain (u32 hartindex, struct sbi_domain *dom)
- bool sbi_domain_is_assigned_hart (const struct sbi_domain *dom, u32 hartid)
- ulong sbi_domain_get_assigned_hartmask (const struct sbi_domain *dom, ulong hbase)
- void sbi_domain_memregion_init (unsigned long addr, unsigned long size, unsigned long flags, struct sbi_domain_memregion *reg)
- bool sbi_domain_check_addr (const struct sbi_domain *dom, unsigned long addr, unsigned long mode, unsigned long access_flags)
- static bool is_region_valid (const struct sbi_domain_memregion *reg)
- static bool is_region_subset (const struct sbi_domain_memregion *regA, const struct sbi_domain_memregion *regB)
- static bool is_region_compatible (const struct sbi_domain_memregion *regA, const struct sbi_domain_memregion *regB)
- static bool is_region_before (const struct sbi_domain_memregion *regA, const struct sbi_domain_memregion *regB)
- static const struct sbi_domain_memregion * find_region (const struct sbi_domain *dom, unsigned long addr)
- static const struct sbi_domain_memregion * find_next_subset_region (const struct sbi_domain *dom, const struct sbi_domain_memregion *reg, unsigned long addr)
- static void swap_region (struct sbi_domain_memregion *reg1, struct sbi_domain_memregion *reg2)
- static void clear_region (struct sbi_domain_memregion *reg)
- static int sanitize_domain (struct sbi_domain *dom)
- bool sbi_domain_check_addr_range (const struct sbi_domain *dom, unsigned long addr, unsigned long size, unsigned long mode, unsigned long access_flags)
- void sbi_domain_dump (const struct sbi_domain *dom, const char *suffix)
- void sbi_domain_dump_all (const char *suffix)
- int sbi_domain_register (struct sbi_domain *dom, const struct sbi_hartmask *assign_mask)
- int sbi_domain_root_add_memregion (const struct sbi_domain_memregion *reg)
- int sbi_domain_root_add_memrange (unsigned long addr, unsigned long size, unsigned long align, unsigned long region_flags)
- int sbi_domain_finalize (struct sbi_scratch *scratch, u32 cold_hartid)
- int sbi_domain_init (struct sbi_scratch *scratch, u32 cold_hartid)

Variables

- struct sbi_domain * domidx_to_domain_table [SBI_DOMAIN_MAX_INDEX+1] = { 0 }
- static u32 domain_count = 0
- static bool domain_finalized = false
- static u32 root_memregs_count = 0
- struct sbi_domain root
- static unsigned long domain_hart_ptr_offset

30.120.1 Macro Definition Documentation

30.120.1.1 ROOT_REGION_MAX

```
#define ROOT_REGION_MAX 16
```

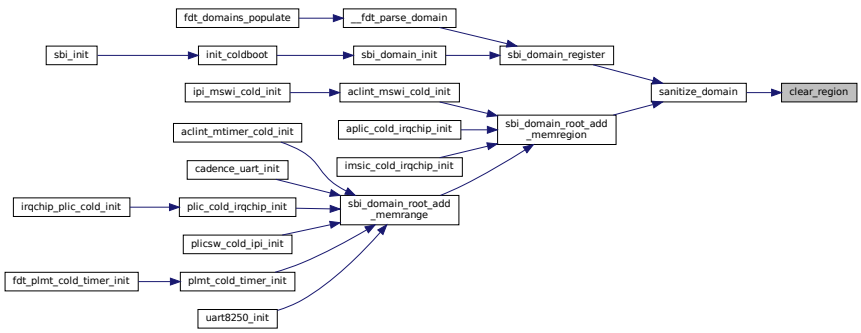
30.120.2 Function Documentation

30.120.2.1 clear_region()

```
static void clear_region (
            struct sbi_domain_memregion * reg )  [static]
```

Here is the call graph for this function:

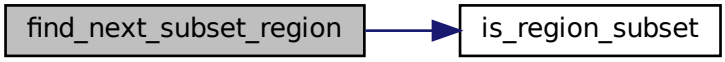
Here is the caller graph for this function:



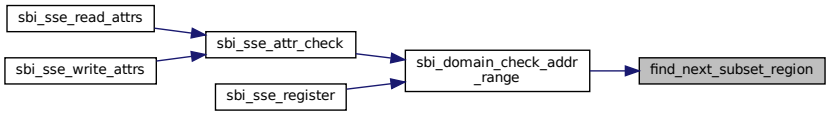
30.120.2.2 find_next_subset_region()

```
static const struct sbi_domain_memregion* find_next_subset_region (
            const struct sbi_domain * dom,
            const struct sbi_domain_memregion * reg,
            unsigned long addr )  [static]
```

Here is the call graph for this function:



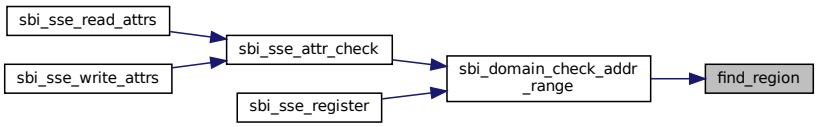
Here is the caller graph for this function:



30.120.2.3 find_region()

```
static const struct sbi_domain_memregion* find_region (
            const struct sbi_domain * dom,
            unsigned long addr )  [static]
```

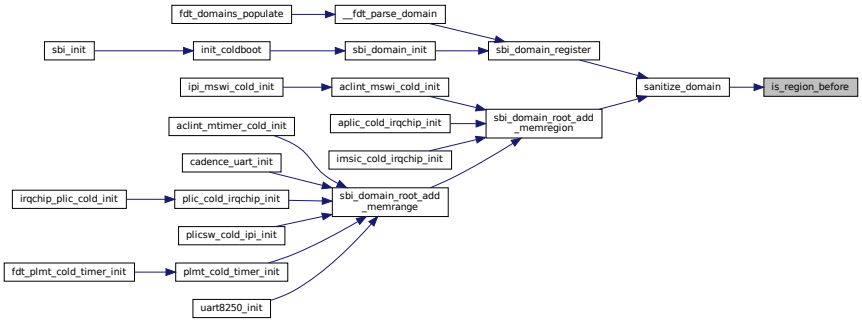
Here is the caller graph for this function:



30.120.2.4 is_region_before()

```
static bool is_region_before (
            const struct sbi_domain_memregion * regA,
            const struct sbi_domain_memregion * regB )  [static]
```

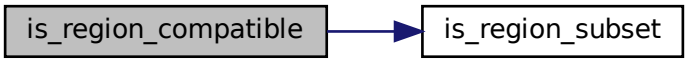
Check if regionA should be placed before regionB Here is the caller graph for this function:



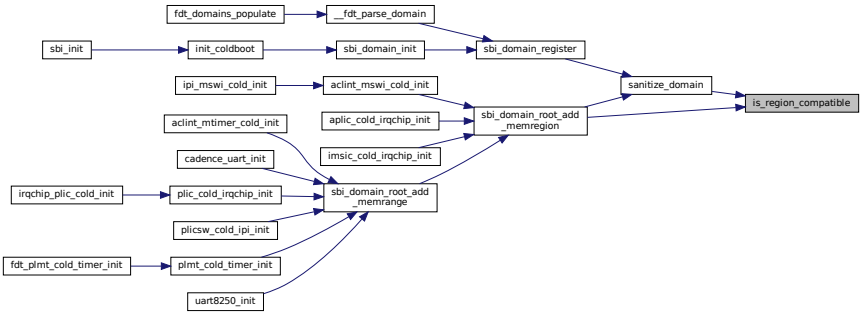
30.120.2.5 is_region_compatible()

```
static bool is_region_compatible (
            const struct sbi_domain_memregion * regA,
            const struct sbi_domain_memregion * regB )  [static]
```

Check if regionA can be replaced by regionB Here is the call graph for this function:



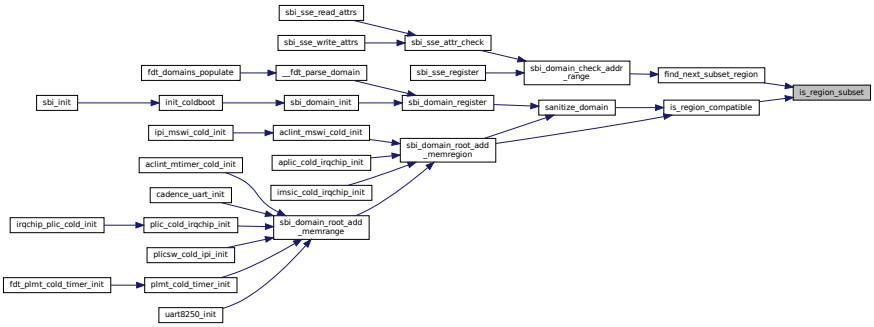
Here is the caller graph for this function:



30.120.2.6 is_region_subset()

```
static bool is_region_subset (
            const struct sbi_domain_memregion * regA,
            const struct sbi_domain_memregion * regB )  [static]
```

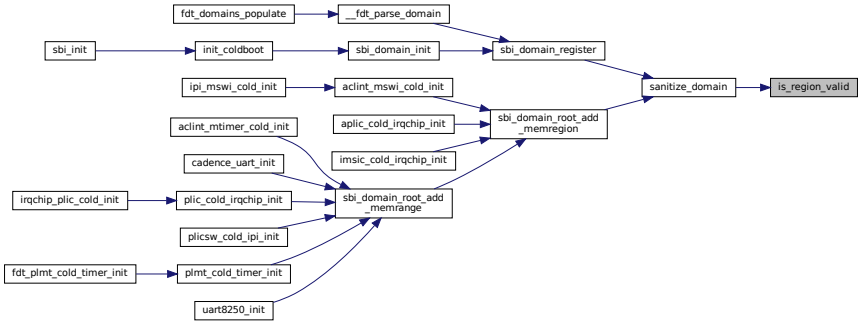
Check if regionA is sub-region of regionB Here is the caller graph for this function:



30.120.2.7 is_region_valid()

```
static bool is_region_valid (
            const struct sbi_domain_memregion * reg )  [static]
```

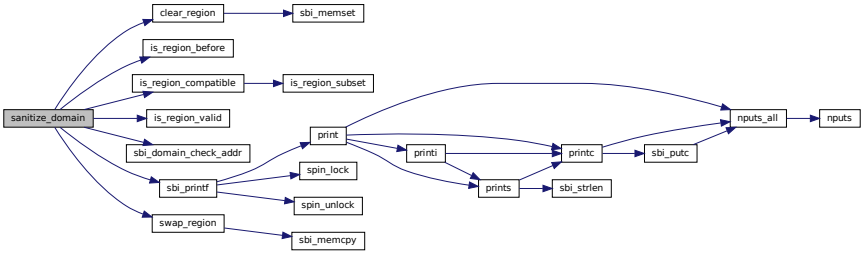
Here is the caller graph for this function:



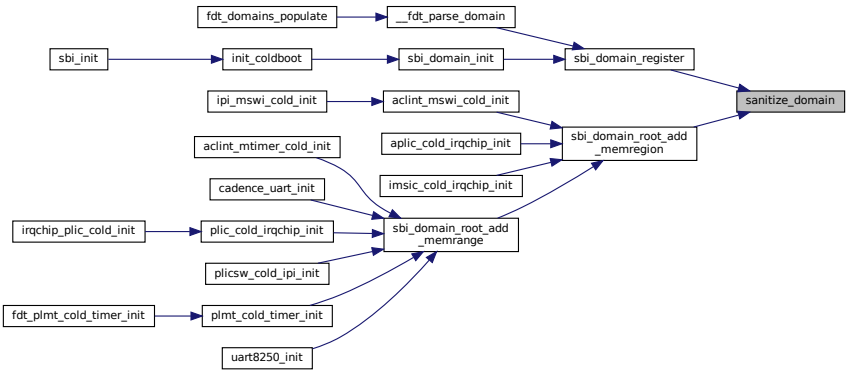
30.120.2.8 sanitize_domain()

```
static int sanitize_domain (
            struct sbi_domain * dom )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.120.2.9 sbi_domain_check_addr()

```
bool sbi_domain_check_addr (
            const struct sbi_domain * dom,
            unsigned long addr,
            unsigned long mode,
            unsigned long access_flags )
```

Check whether we can access specified address for given mode and memory region flags under a domain

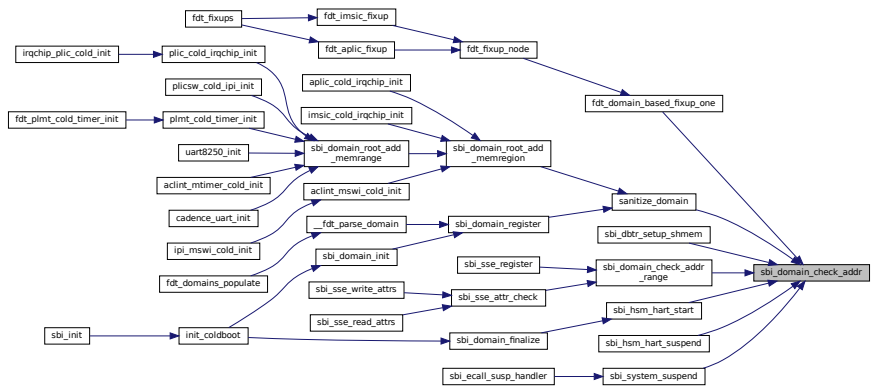
Parameters

dom	pointer to domain
addr	the address to be checked
mode	the privilege mode of access
access_flags	bitmask of domain access types (enum sbi_domain_access)

Returns

true if access allowed otherwise false

Here is the caller graph for this function:



30.120.2.10 sbi_domain_check_addr_range()

```
bool sbi_domain_check_addr_range (
            const struct sbi_domain * dom,
            unsigned long addr,
            unsigned long size,
            unsigned long mode,
            unsigned long access_flags )
```

Check whether we can access specified address range for given mode and memory region flags under a domain

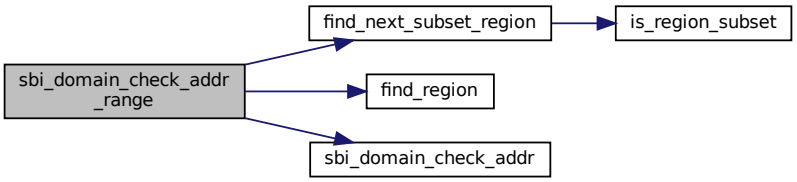
Parameters

dom	pointer to domain
addr	the start of the address range to be checked
size	the size of the address range to be checked
mode	the privilege mode of access
access_flags	bitmask of domain access types (enum sbi_domain_access)

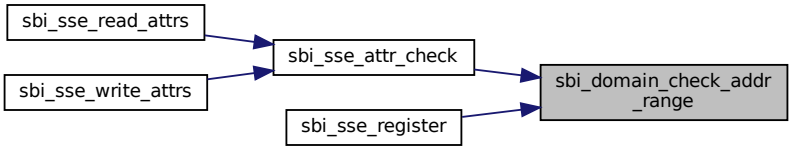
Returns

TRUE if access allowed otherwise FALSE

Here is the call graph for this function:



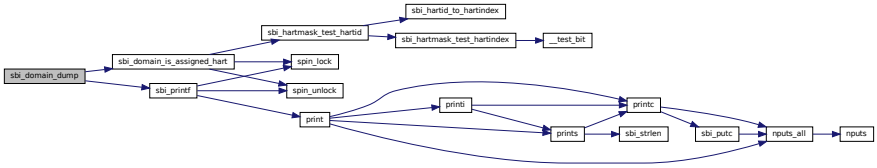
Here is the caller graph for this function:



30.120.2.11 sbi_domain_dump()

```
void sbi_domain_dump (
            const struct sbi_domain * dom,
            const char * suffix )
```

Dump domain details on the console Here is the call graph for this function:

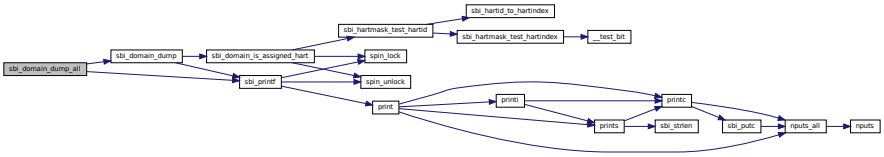


Here is the caller graph for this function:

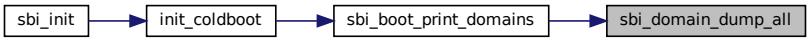
30.120.2.12 sbi_domain_dump_all()

```
void sbi_domain_dump_all (
            const char * suffix )
```

Dump all domain details on the console Here is the call graph for this function:



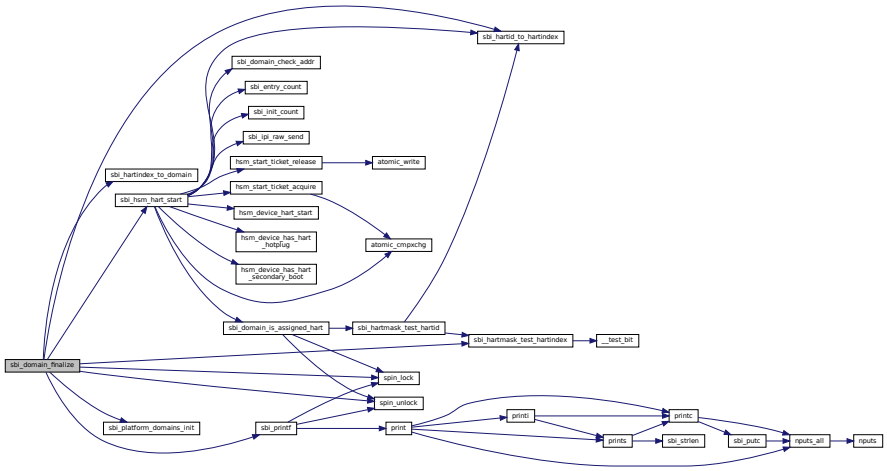
Here is the caller graph for this function:



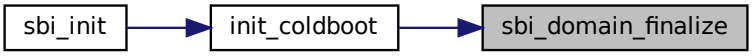
30.120.2.13 sbi_domain_finalize()

```
int sbi_domain_finalize (
            struct sbi_scratch * scratch,
            u32 cold_hartid )
```

Finalize domain tables and startup non-root domains Here is the call graph for this function:



Here is the caller graph for this function:



30.120.2.14 sbi_domain_get_assigned_hartmask()

```
ulong sbi_domain_get_assigned_hartmask (
            const struct sbi_domain * dom,
            ulong hbase )
```

Get ulong assigned HART mask for given domain and HART base ID

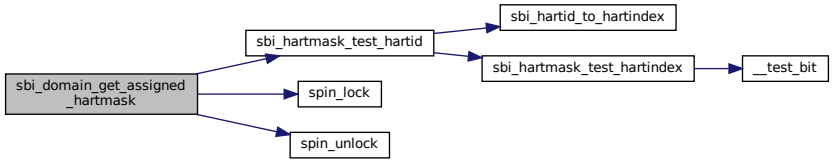
Parameters

dom	pointer to domain
hbase	the HART base ID

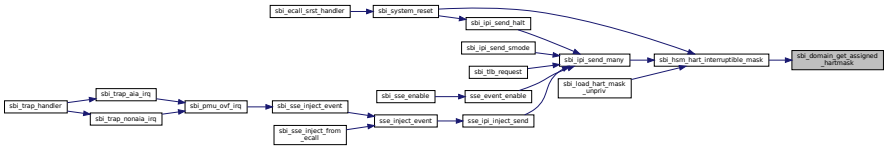
Returns

ulong possible HART mask Note: the return ulong mask will be set to zero on failure.

Here is the call graph for this function:



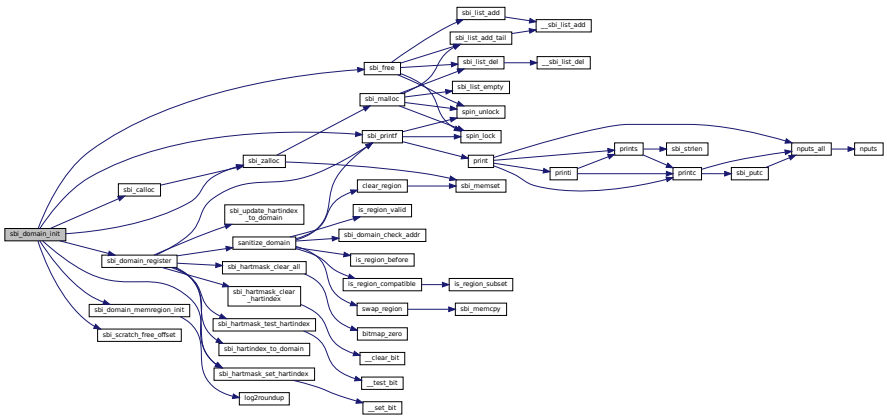
Here is the caller graph for this function:



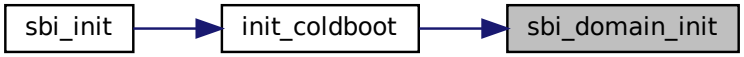
30.120.2.15 sbi_domain_init()

```
int sbi_domain_init (
            struct sbi_scratch * scratch,
            u32 cold_hartid )
```

Initialize domains Here is the call graph for this function:



Here is the caller graph for this function:



30.120.2.16 sbi_domain_is_assigned_hart()

```
bool sbi_domain_is_assigned_hart (
            const struct sbi_domain * dom,
            u32 hartid )
```

Check whether given HART is assigned to specified domain

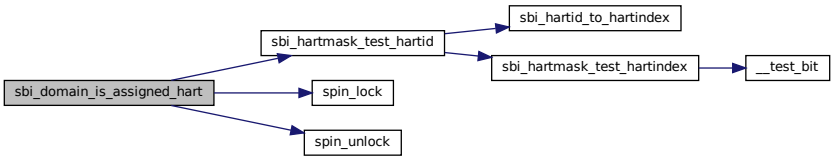
Parameters

dom	pointer to domain
hartid	the HART ID

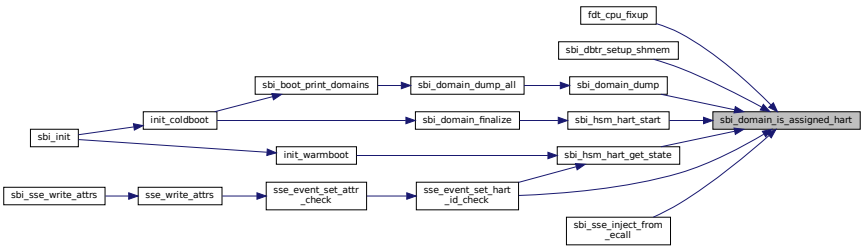
Returns

true if HART is assigned to domain otherwise false

Here is the call graph for this function:



Here is the caller graph for this function:



30.120.2.17 sbi_domain_memregion_init()

```
void sbi_domain_memregion_init (
            unsigned long addr,
            unsigned long size,
            unsigned long flags,
            struct sbi_domain_memregion * reg )
```

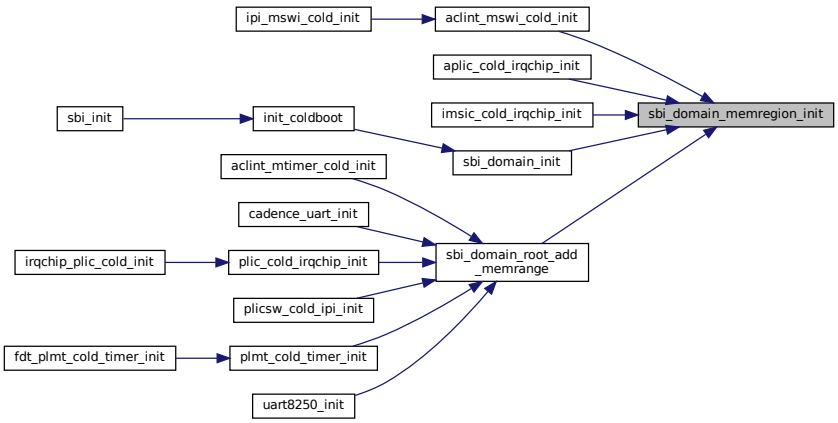
Initialize a domain memory region based on it's physical address and size.

Parameters

addr	start physical address of memory region
size	physical size of memory region
flags	memory region flags
reg	pointer to memory region being initialized

Here is the call graph for this function:

Here is the caller graph for this function:



30.120.2.18 sbi_domain_register()

```
int sbi_domain_register (
            struct sbi_domain * dom,
            const struct sbi_hartmask * assign_mask )
```

Register a new domain

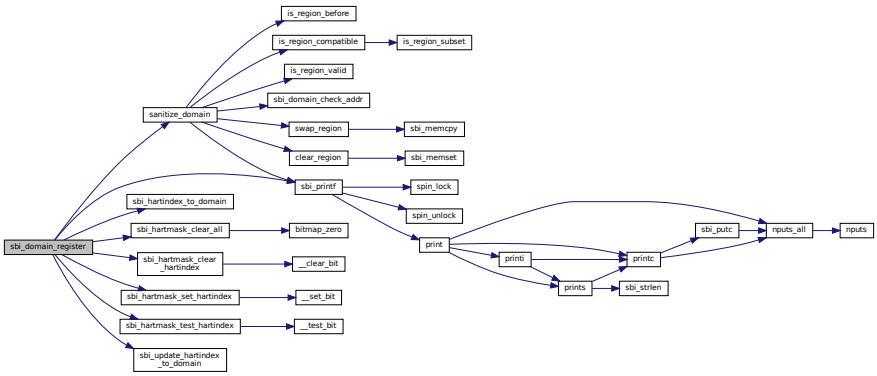
Parameters

dom	pointer to domain
assign_mask	pointer to HART mask of HARTs assigned to the domain

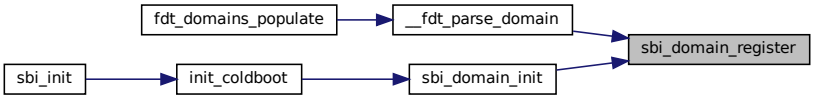
Returns

0 on success and negative error code on failure

Here is the call graph for this function:



Here is the caller graph for this function:



30.120.2.19 sbi_domain_root_add_memrange()

```
int sbi_domain_root_add_memrange (
            unsigned long addr,
            unsigned long size,
            unsigned long align,
            unsigned long region_flags )
```

Add a memory range with its flags to the root domain

Parameters

addr	start physical address of memory range
size	physical size of memory range
align	alignment of memory region
region_flags	memory range flags

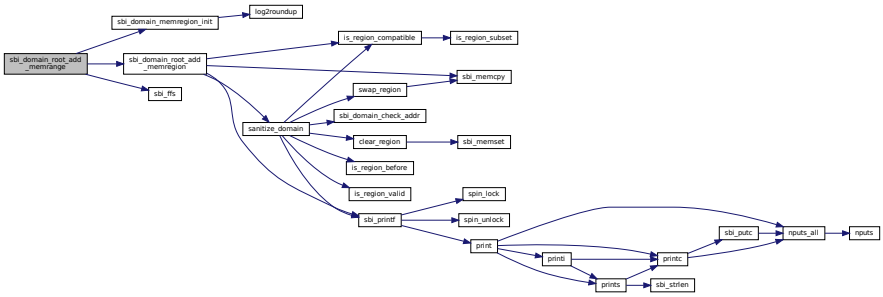
Returns

0 on success

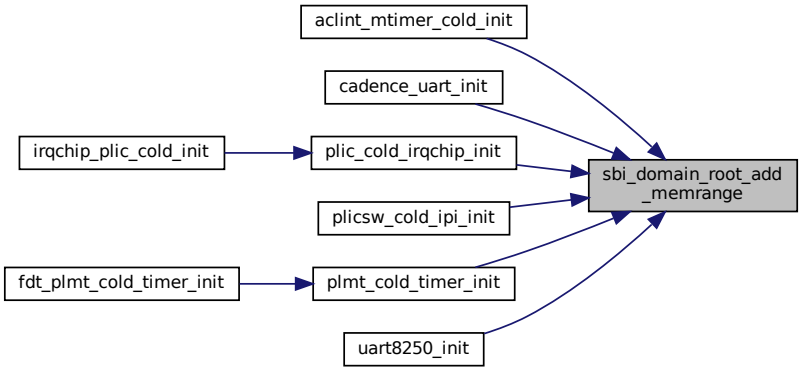
SBI_EALREADY if memory region conflicts with the existing one

SBI_EINVAL otherwise

Here is the call graph for this function:



Here is the caller graph for this function:



30.120.2.20 sbi_domain_root_add_memregion()

```
int sbi_domain_root_add_memregion (
            const struct sbi_domain_memregion * reg )
```

Add a memory region to the root domain

Parameters

reg	pointer to the memory region to be added

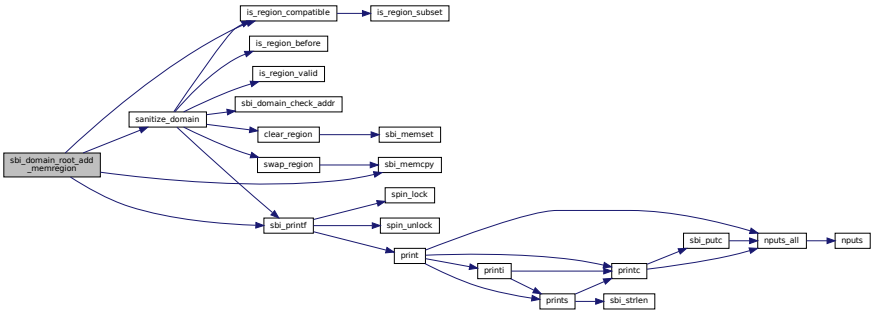
Returns

0 on success

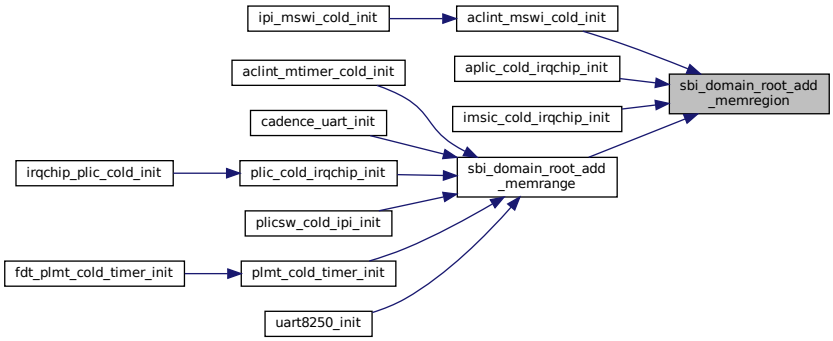
SBI_EALREADY if memory region conflicts with the existing one

SBI_EINVAL otherwise

Here is the call graph for this function:



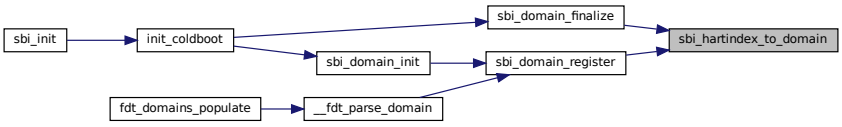
Here is the caller graph for this function:



30.120.2.21 sbi_hartindex_to_domain()

```
struct sbi_domain* sbi_hartindex_to_domain (
            u32 hartindex )
```

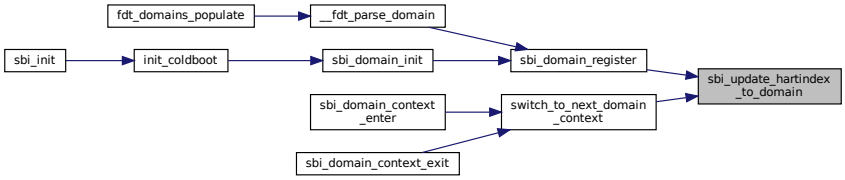
Get pointer to sbi_domain from HART index Here is the caller graph for this function:



30.120.2.22 sbi_update_hartindex_to_domain()

```
void sbi_update_hartindex_to_domain (
            u32 hartindex,
            struct sbi_domain * dom )
```

Update HART local pointer to point to specified domain Here is the caller graph for this function:

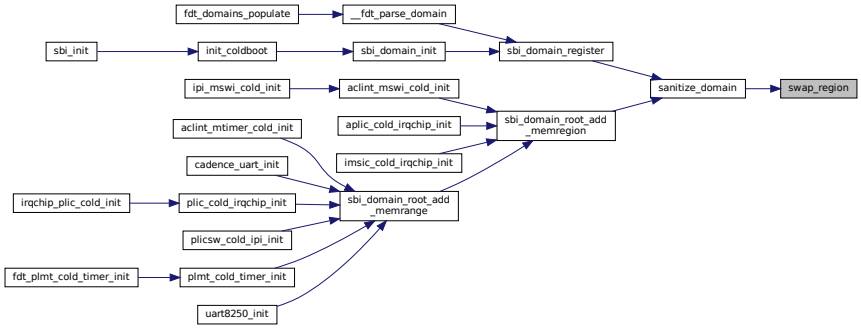


30.120.2.23 swap_region()

```
static void swap_region (
            struct sbi_domain_memregion * reg1,
            struct sbi_domain_memregion * reg2 )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:



30.120.3 Variable Documentation

30.120.3.1 domain_count

```
u32 domain_count = 0  [static]
```

30.120.3.2 domain_finalized

```
bool domain_finalized = false  [static]
```

30.120.3.3 domain_hart_ptr_offset

```
unsigned long domain_hart_ptr_offset  [static]
```

30.120.3.4 domidx_to_domain_table

```
struct sbi_domain* domidx_to_domain_table[SBI_DOMAIN_MAX_INDEX+1] = { 0 }
```

Index to domain table

30.120.3.5 root

```
struct sbi_domain root
```

Initial value:

```
= {
    .name = "root",
    .possible_harts = NULL,
    .regions = NULL,
    .system_reset_allowed = true,
    .system_suspend_allowed = true,
    .fw_region_inited = false,
}
```

The root domain instance

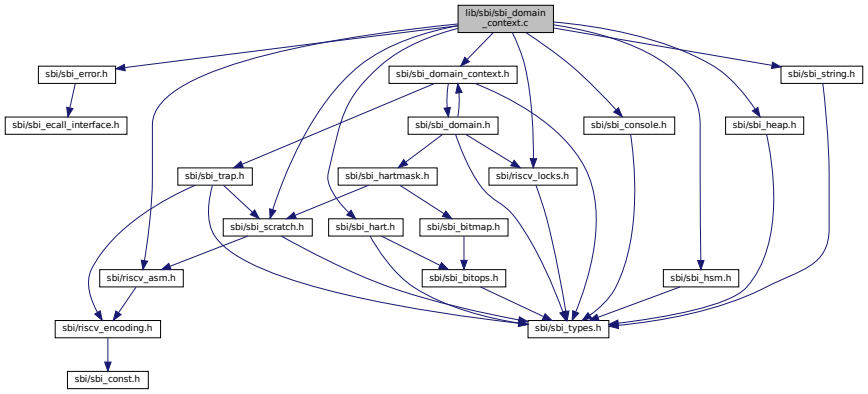
30.120.3.6 root_memregs_count

```
u32 root_memregs_count = 0  [static]
```

30.121 lib/sbi/sbi_domain_context.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/riscv_locks.h>
#include <sbi/riscv_asm.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_domain_context.h>
```

Include dependency graph for sbi_domain_context.c:



Functions

- static void switch_to_next_domain_context (struct sbi_context *ctx, struct sbi_context *dom_ctx)
- int sbi_domain_context_enter (struct sbi_domain *dom)
- int sbi_domain_context_exit (void)

30.121.1 Function Documentation

30.121.1.1 sbi_domain_context_enter()

```
int sbi_domain_context_enter (
            struct sbi_domain * dom )
```

Enter a specific domain context synchronously

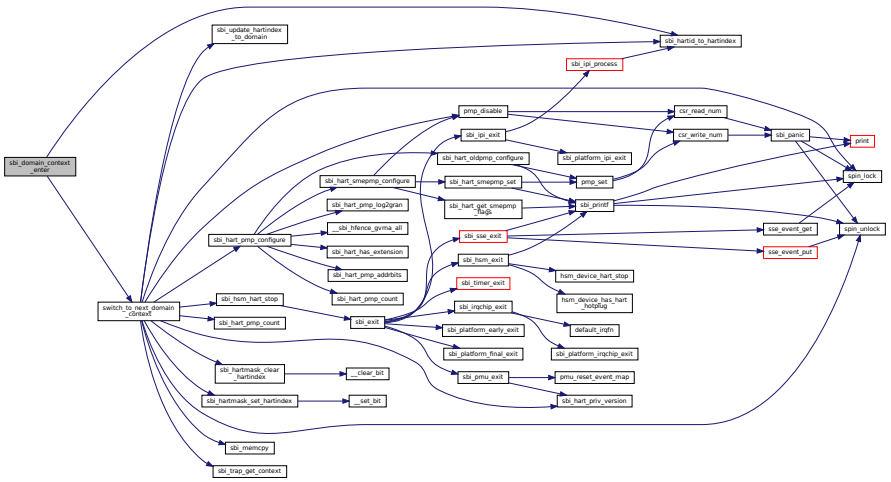
Parameters

dom	pointer to domain

Returns

0 on success and negative error code on failure

Here is the call graph for this function:



30.121.1.2 sbi_domain_context_exit()

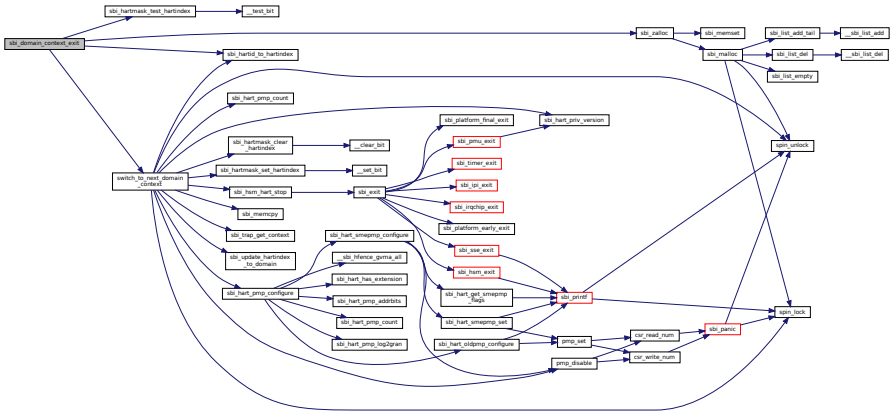
```
int sbi_domain_context_exit (
            void  )
```

Exit the current domain context, and then return to the caller of sbi_domain_context_enter or attempt to start the next domain context to be initialized

Returns

0 on success and negative error code on failure

Here is the call graph for this function:



30.121.1.3 switch_to_next_domain_context()

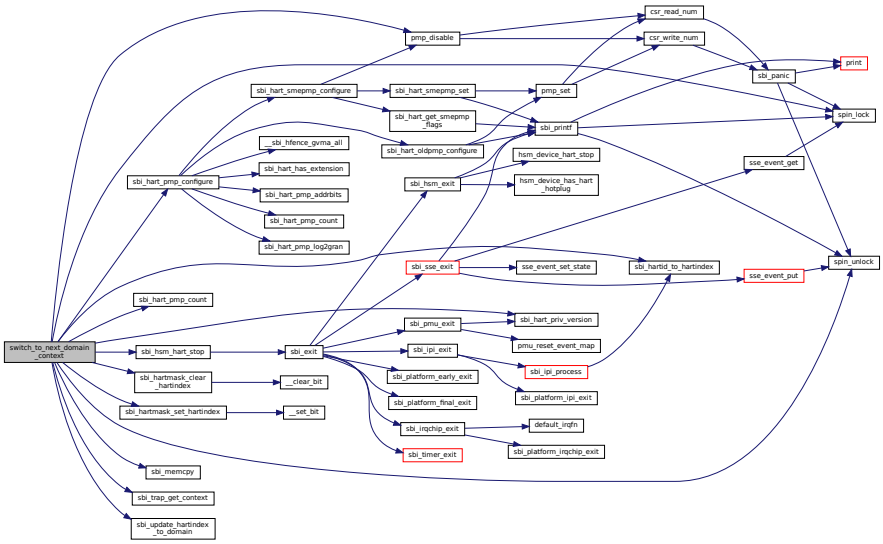
```
static void switch_to_next_domain_context (
            struct sbi_context * ctx,
            struct sbi_context * dom_ctx )  [static]
```

Switches the HART context from the current domain to the target domain. This includes changing domain assignments and reconfiguring PMP, as well as saving and restoring CSRs and trap states.

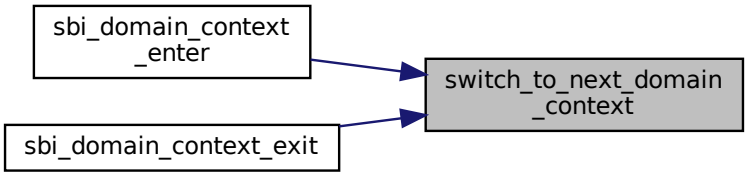
Parameters

ctx	pointer to the current HART context
dom_ctx	pointer to the target domain context

Here is the call graph for this function:



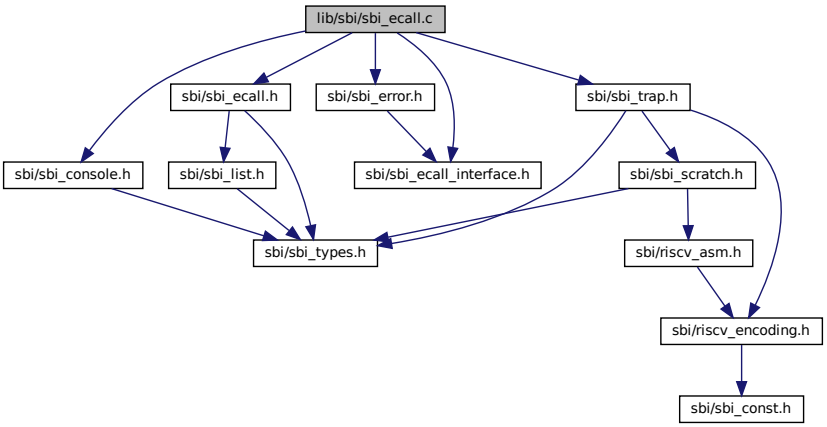
Here is the caller graph for this function:



30.122 lib/sbi/sbi_ecall.c File Reference

```
#include <sbi/sbi_console.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_trap.h>
```

Include dependency graph for sbi_ecall.c:



Functions

- u16 sbi_ecall_version_major (void)
- u16 sbi_ecall_version_minor (void)
- unsigned long sbi_ecall_get_impid (void)
- void sbi_ecall_set_impid (unsigned long impid)
- static SBI_LIST_HEAD (ecall_exts_list)
- struct sbi_ecall_extension * sbi_ecall_find_extension (unsigned long extid)
- int sbi_ecall_register_extension (struct sbi_ecall_extension *ext)
- void sbi_ecall_unregister_extension (struct sbi_ecall_extension *ext)
- int sbi_ecall_handler (struct sbi_trap_context *tcntx)
- int sbi_ecall_init (void)

Variables

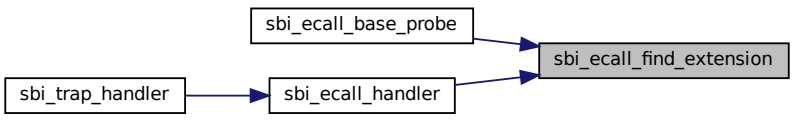
- struct sbi_ecall_extension * sbi_ecall_exts [ ]
- unsigned long sbi_ecall_exts_size
- static unsigned long ecall_impid = SBI_OPENSBI_IMPID

30.122.1 Function Documentation

30.122.1.1 sbi_ecall_find_extension()

```
struct sbi_ecall_extension* sbi_ecall_find_extension (
            unsigned long extid )
```

Here is the caller graph for this function:



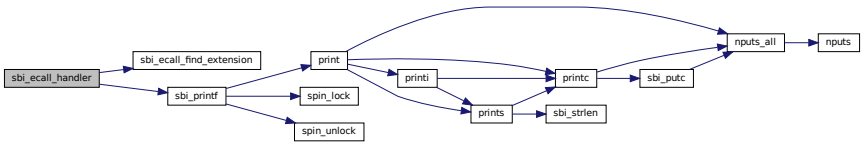
30.122.1.2 sbi_ecall_get_impid()

```
unsigned long sbi_ecall_get_impid (
            void  )
```

30.122.1.3 sbi_ecall_handler()

```
int sbi_ecall_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:

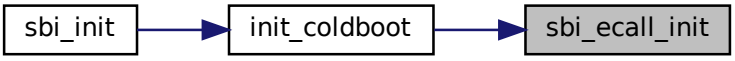


Here is the caller graph for this function:

30.122.1.4 sbi_ecall_init()

```
int sbi_ecall_init (
            void  )
```

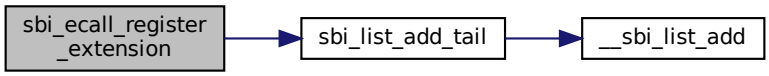
Here is the caller graph for this function:



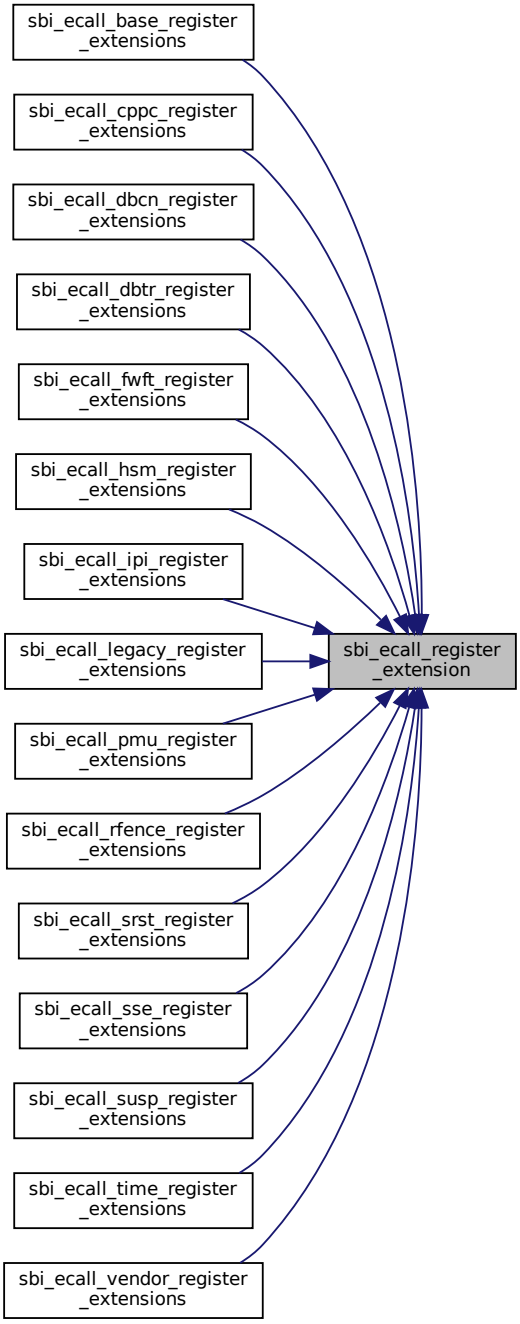
30.122.1.5 sbi_ecall_register_extension()

```
int sbi_ecall_register_extension (
            struct sbi_ecall_extension * ext )
```

Here is the call graph for this function:



Here is the caller graph for this function:



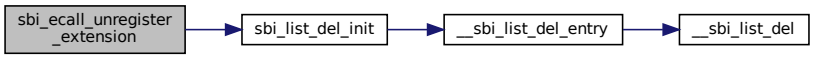
30.122.1.6 sbi_ecall_set_impid()

```
void sbi_ecall_set_impid (
            unsigned long impid )
```

30.122.1.7 sbi_ecall_unregister_extension()

```
void sbi_ecall_unregister_extension (
            struct sbi_ecall_extension * ext )
```

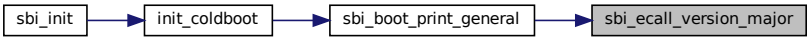
Here is the call graph for this function:



30.122.1.8 sbi_ecall_version_major()

```
u16 sbi_ecall_version_major (
            void  )
```

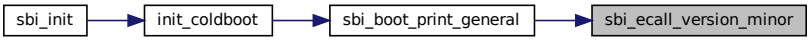
Here is the caller graph for this function:



30.122.1.9 sbi_ecall_version_minor()

```
u16 sbi_ecall_version_minor (
            void  )
```

Here is the caller graph for this function:



30.122.1.10 SBI_LIST_HEAD()

```
static SBI_LIST_HEAD (
            ecall_exts_list  )  [static]
```

30.122.2 Variable Documentation

30.122.2.1 ecall_impid

```
unsigned long ecall_impid = SBI_OPENSBI_IMPID  [static]
```

30.122.2.2 sbi_ecall_exts

```
struct sbi_ecall_extension* sbi_ecall_exts[]  [extern]
```

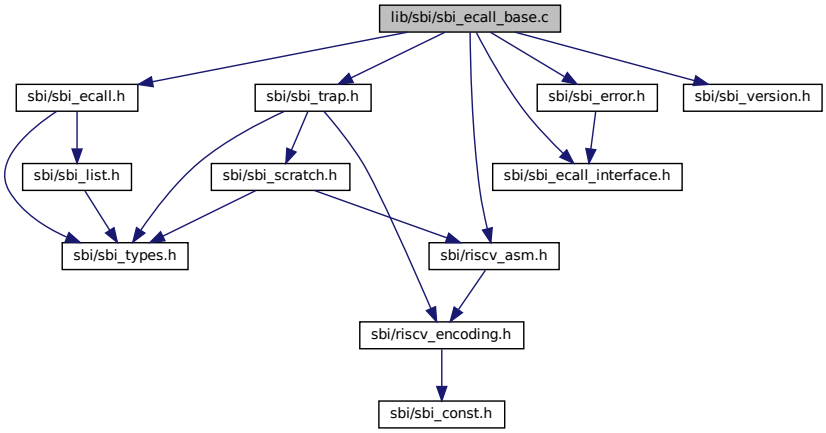
30.122.2.3 sbi_ecall_exts_size

```
unsigned long sbi_ecall_exts_size  [extern]
```

30.123 lib/sbi/sbi_ecall_base.c File Reference

```
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_version.h>
#include <sbi/riscv_asm.h>
```

Include dependency graph for sbi_ecall_base.c:



Functions

- static int sbi_ecall_base_probe (unsigned long extid, unsigned long *out_val)
- static int sbi_ecall_base_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_base_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_base

30.123.1 Function Documentation

30.123.1.1 sbi_ecall_base_handler()

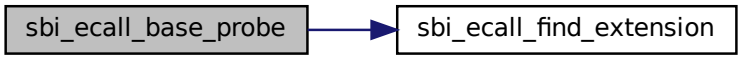
```
static int sbi_ecall_base_handler (
            unsigned long extid,
            unsigned long funcid,
```

```
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.123.1.2 sbi_ecall_base_probe()

```
static int sbi_ecall_base_probe (
            unsigned long extid,
            unsigned long * out_val )  [static]
```

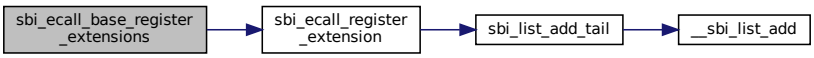
Here is the call graph for this function:



30.123.1.3 sbi_ecall_base_register_extensions()

```
static int sbi_ecall_base_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:



30.123.2 Variable Documentation

30.123.2.1 ecall_base

```
struct sbi_ecall_extension ecall_base
```

Initial value:

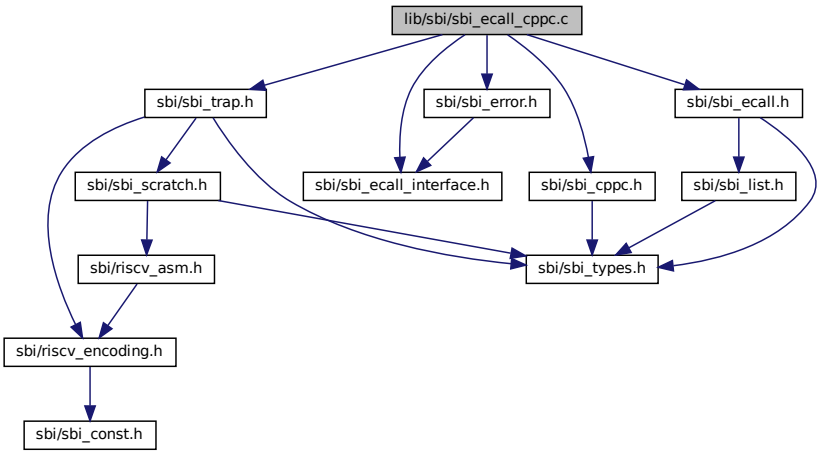
```
= {
    .extid_start        = SBI_EXT_BASE,
    .extid_end      = SBI_EXT_BASE,
    .register_extensions    = sbi_ecall_base_register_extensions,
    .handle         = sbi_ecall_base_handler,
}
```

30.124 lib/sbi/sbi_ecall_cppc.c File Reference

```
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_trap.h>
```

```
#include <sbi/sbi_cppc.h>
```

Include dependency graph for sbi_ecall_cppc.c:



Functions

- static int sbi_ecall_cppc_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_cppc_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_cppc

30.124.1 Function Documentation

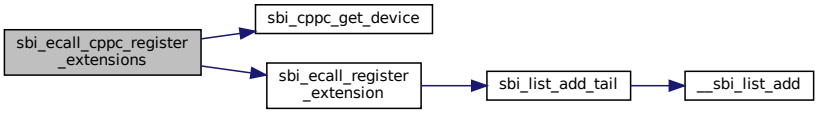
30.124.1.1 sbi_ecall_cppc_handler()

```
static int sbi_ecall_cppc_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.124.1.2 sbi_ecall_cppc_register_extensions()

```
static int sbi_ecall_cppc_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:



30.124.2 Variable Documentation

30.124.2.1 ecall_cppc

```
struct sbi_ecall_extension ecall_cppc
```

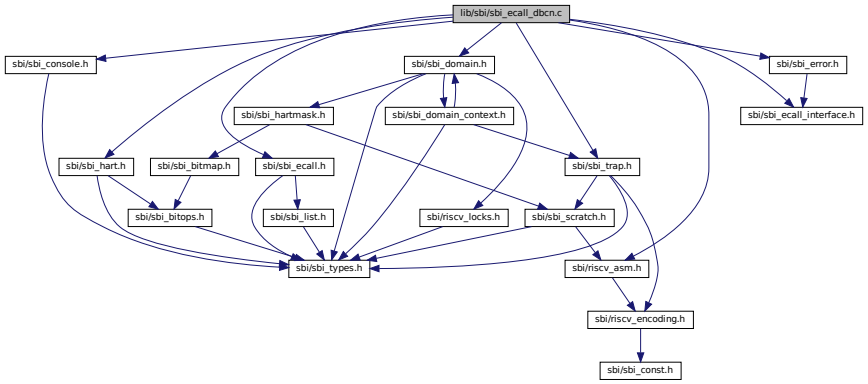
Initial value:

```
= {
    .extid_start        = SBI_EXT_CPPC,
    .extid_end      = SBI_EXT_CPPC,
    .register_extensions    = sbi_ecall_cppc_register_extensions,
    .handle         = sbi_ecall_cppc_handler,
}
```

30.125 lib/sbi/sbi_ecall_dbcn.c File Reference

```
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_trap.h>
#include <sbi/riscv_asm.h>
#include <sbi/sbi_hart.h>
```

Include dependency graph for sbi_ecall_dbcn.c:



Functions

- static int sbi_ecall_dbcn_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_dbcn_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_dbcn

30.125.1 Function Documentation

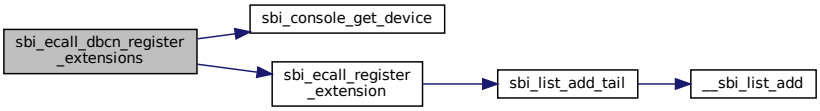
30.125.1.1 sbi_ecall_dbcn_handler()

```
static int sbi_ecall_dbcn_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.125.1.2 sbi_ecall_dbcn_register_extensions()

```
static int sbi_ecall_dbcn_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:



30.125.2 Variable Documentation

30.125.2.1 ecall_dbcn

```
struct sbi_ecall_extension ecall_dbcn
```

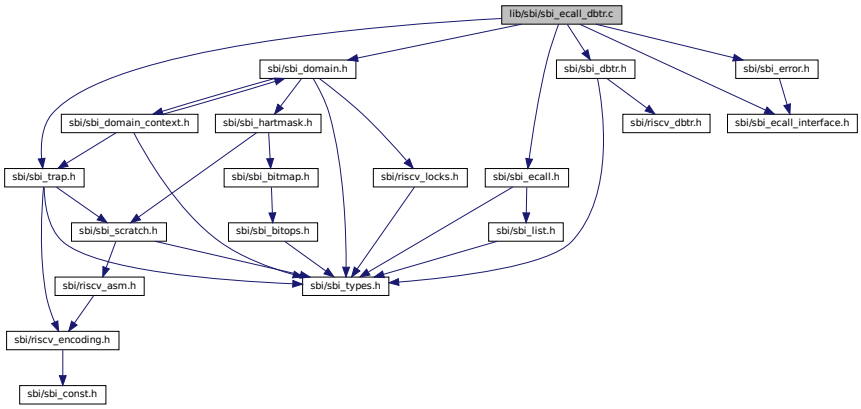
Initial value:

```
= {
    .extid_start        = SBI_EXT_DBCN,
    .extid_end      = SBI_EXT_DBCN,
    .register_extensions    = sbi_ecall_dbcn_register_extensions,
    .handle         = sbi_ecall_dbcn_handler,
}
```

30.126 lib/sbi/sbi_ecall_dbtr.c File Reference

```
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_dbtr.h>
```

Include dependency graph for sbi_ecall_dbtr.c:



Functions

- static int sbi_ecall_dbtr_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_dbtr_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_dbtr

30.126.1 Function Documentation

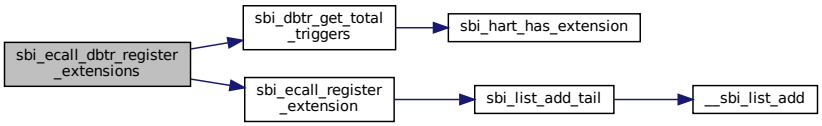
30.126.1.1 sbi_ecall_dbtr_handler()

```
static int sbi_ecall_dbtr_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.126.1.2 sbi_ecall_dbtr_register_extensions()

```
static int sbi_ecall_dbtr_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:



30.126.2 Variable Documentation

30.126.2.1 ecall_dbtr

```
struct sbi_ecall_extension ecall_dbtr
```

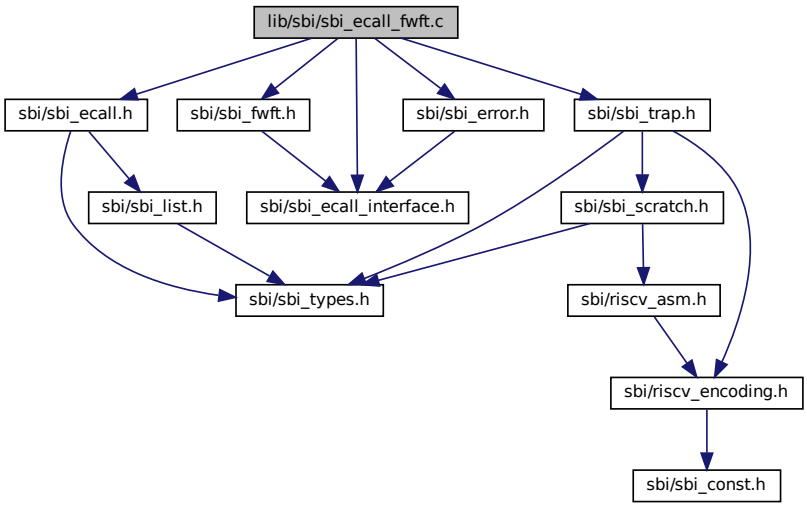
Initial value:

```
= {
    .extid_start = SBI_EXT_DBTR,
    .extid_end = SBI_EXT_DBTR,
    .handle = sbi_ecall_dbtr_handler,
    .register_extensions = sbi_ecall_dbtr_register_extensions,
}
```

30.127 lib/sbi/sbi_ecall_fwft.c File Reference

```
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_fwft.h>
#include <sbi/sbi_trap.h>
```

Include dependency graph for sbi_ecall_fwft.c:



Functions

- static int sbi_ecall_fwft_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_fwft_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_fwft

30.127.1 Function Documentation

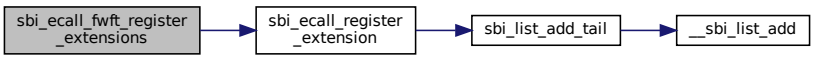
30.127.1.1 sbi_ecall_fwft_handler()

```
static int sbi_ecall_fwft_handler (
             unsigned long extid,
             unsigned long funcid,
             struct sbi_trap_regs * regs,
             struct sbi_ecall_return * out )  [static]
```

30.127.1.2 sbi_ecall_fwft_register_extensions()

```
static int sbi_ecall_fwft_register_extensions (
             void  )  [static]
```

Here is the call graph for this function:



30.127.2 Variable Documentation

30.127.2.1 ecall_fwft

```
struct sbi_ecall_extension ecall_fwft
```

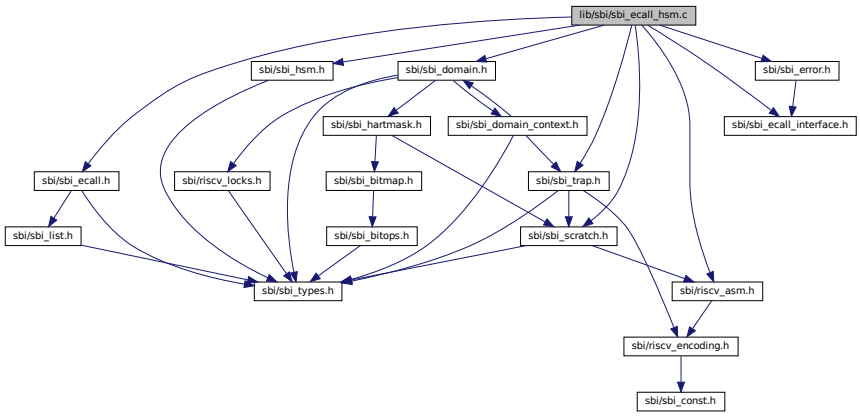
Initial value:

```
= {
    .extid_start = SBI_EXT_FWFT,
    .extid_end = SBI_EXT_FWFT,
    .register_extensions = sbi_ecall_fwft_register_extensions,
    .handle = sbi_ecall_fwft_handler,
}
```

30.128 lib/sbi/sbi_ecall_hsm.c File Reference

```
#include <sbi/sbi_domain.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_scratch.h>
#include <sbi/riscv_asm.h>
```

Include dependency graph for sbi_ecall_hsm.c:



Functions

- static int sbi_ecall_hsm_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_hsm_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_hsm

30.128.1 Function Documentation

30.128.1.1 sbi_ecall_hsm_handler()

```
static int sbi_ecall_hsm_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.128.1.2 sbi_ecall_hsm_register_extensions()

```
static int sbi_ecall_hsm_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:

30.128.2 Variable Documentation

30.128.2.1 ecall_hsm

```
struct sbi_ecall_extension ecall_hsm
```

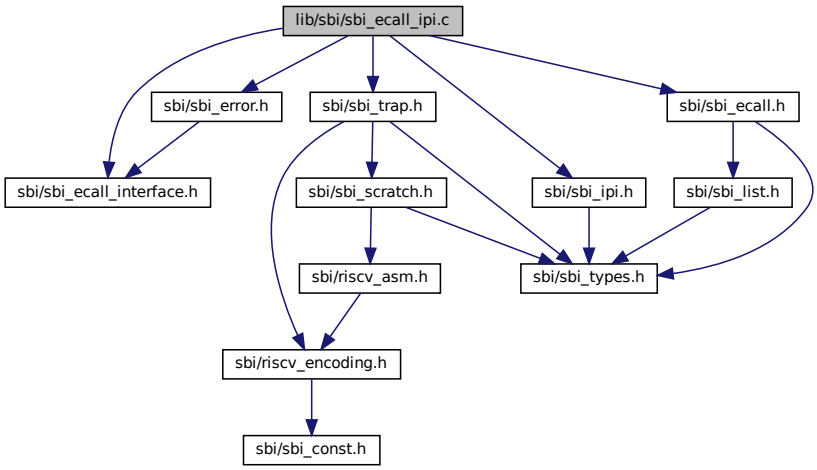
Initial value:

```
= {
    .extid_start        = SBI_EXT_HSM,
    .extid_end      = SBI_EXT_HSM,
    .register_extensions    = sbi_ecall_hsm_register_extensions,
    .handle         = sbi_ecall_hsm_handler,
}
```

30.129 lib/sbi/sbi_ecall_ipi.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_ipi.h>
```

Include dependency graph for sbi_ecall_ipi.c:



Functions

- static int sbi_ecall_ipi_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_ipi_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_ipi

30.129.1 Function Documentation

30.129.1.1 sbi_ecall_ipi_handler()

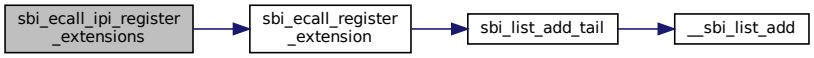
```
static int sbi_ecall_ipi_handler (
            unsigned long extid,
            unsigned long funcid,
```

```
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.129.1.2 sbi_ecall_ipi_register_extensions()

```
static int sbi_ecall_ipi_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:



30.129.2 Variable Documentation

30.129.2.1 ecall_ipi

```
struct sbi_ecall_extension ecall_ipi
```

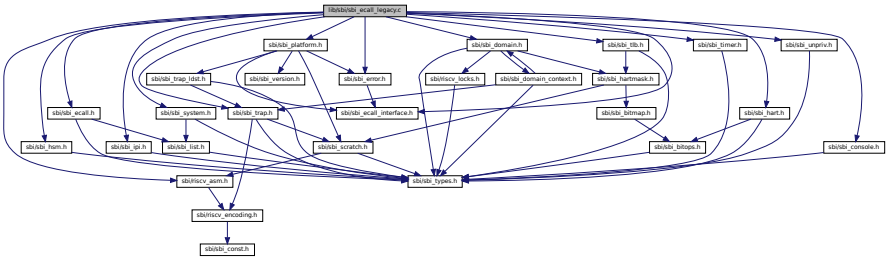
Initial value:

```
= {
    .extid_start        = SBI_EXT_IPI,
    .extid_end      = SBI_EXT_IPI,
    .register_extensions    = sbi_ecall_ipi_register_extensions,
    .handle         = sbi_ecall_ipi_handler,
}
```

30.130 lib/sbi/sbi_ecall_legacy.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_system.h>
#include <sbi/sbi_timer.h>
#include <sbi/sbi_tlb.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_unpriv.h>
#include <sbi/sbi_hart.h>
```

Include dependency graph for sbi_ecall_legacy.c:



Functions

- static bool sbi_load_hart_mask_unpriv (ulong ∗pmask, ulong ∗hmask, struct sbi_trap_info ∗uptrap)
- static int sbi_ecall_legacy_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs ∗regs, struct sbi_ecall_return ∗out)
- static int sbi_ecall_legacy_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_legacy

30.130.1 Function Documentation

30.130.1.1 sbi_ecall_legacy_handler()

```
static int sbi_ecall_legacy_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.130.1.2 sbi_ecall_legacy_register_extensions()

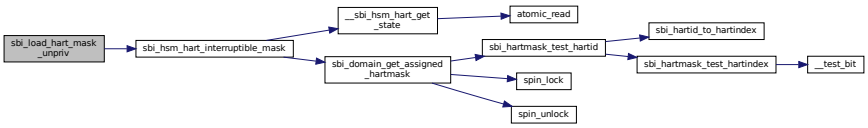
```
static int sbi_ecall_legacy_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:

30.130.1.3 sbi_load_hart_mask_unpriv()

```
static bool sbi_load_hart_mask_unpriv (
            ulong * pmask,
            ulong * hmask,
            struct sbi_trap_info * uptrap )  [static]
```

Here is the call graph for this function:



30.130.2 Variable Documentation

30.130.2.1 ecall_legacy

```
struct sbi_ecall_extension ecall_legacy
```

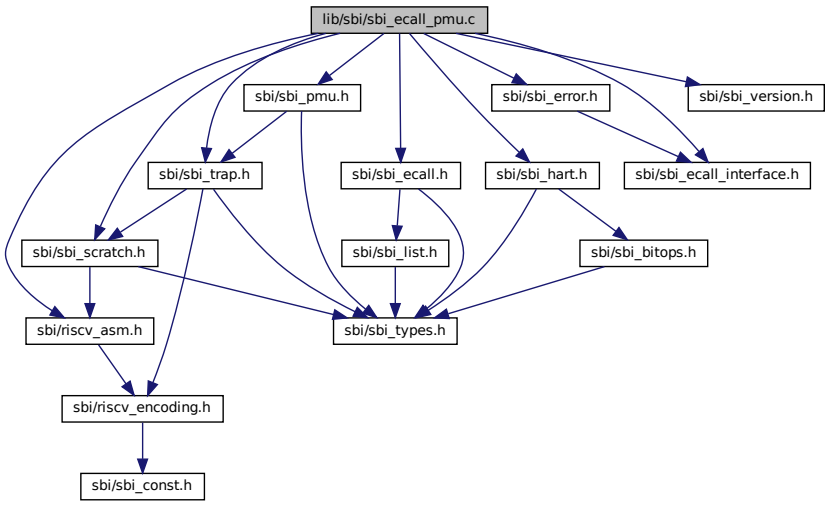
Initial value:

```
= {
    .extid_start        = SBI_EXT_0_1_SET_TIMER,
    .extid_end      = SBI_EXT_0_1_SHUTDOWN,
    .register_extensions    = sbi_ecall_legacy_register_extensions,
    .handle         = sbi_ecall_legacy_handler,
}
```

30.131 lib/sbi/sbi_ecall_pmu.c File Reference

```
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_version.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_scratch.h>
#include <sbi/riscv_asm.h>
```

Include dependency graph for sbi_ecall_pmu.c:



Functions

- static int sbi_ecall_pmu_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_pmu_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_pmu

30.131.1 Function Documentation

30.131.1.1 sbi_ecall_pmu_handler()

```
static int sbi_ecall_pmu_handler (
             unsigned long extid,
             unsigned long funcid,
             struct sbi_trap_regs * regs,
             struct sbi_ecall_return * out )  [static]
```

30.131.1.2 sbi_ecall_pmu_register_extensions()

```
static int sbi_ecall_pmu_register_extensions (
             void  )  [static]
```

Here is the call graph for this function:

30.131.2 Variable Documentation

30.131.2.1 ecall_pmu

```
struct sbi_ecall_extension ecall_pmu
```

Initial value:

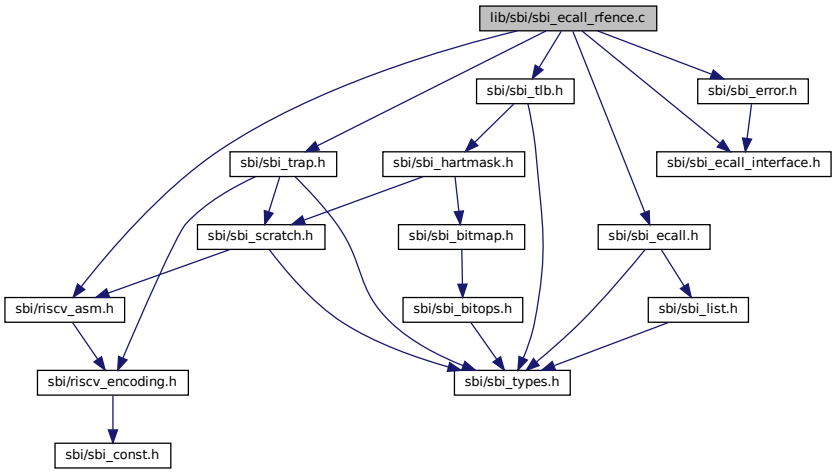
```
= {
    .extid_start        = SBI_EXT_PMU,
    .extid_end      = SBI_EXT_PMU,
    .register_extensions    = sbi_ecall_pmu_register_extensions,
    .handle         = sbi_ecall_pmu_handler,
}
```

30.132 lib/sbi/sbi_ecall_rfence.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_trap.h>
```

```
#include <sbi/sbi_tlb.h>
```

Include dependency graph for sbi_ecall_rfence.c:



Functions

- static int sbi_ecall_rfence_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_rfence_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_rfence

30.132.1 Function Documentation

30.132.1.1 sbi_ecall_rfence_handler()

```
static int sbi_ecall_rfence_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.132.1.2 sbi_ecall_rfence_register_extensions()

```
static int sbi_ecall_rfence_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:

30.132.2 Variable Documentation

30.132.2.1 ecall_rfence

```
struct sbi_ecall_extension ecall_rfence
```

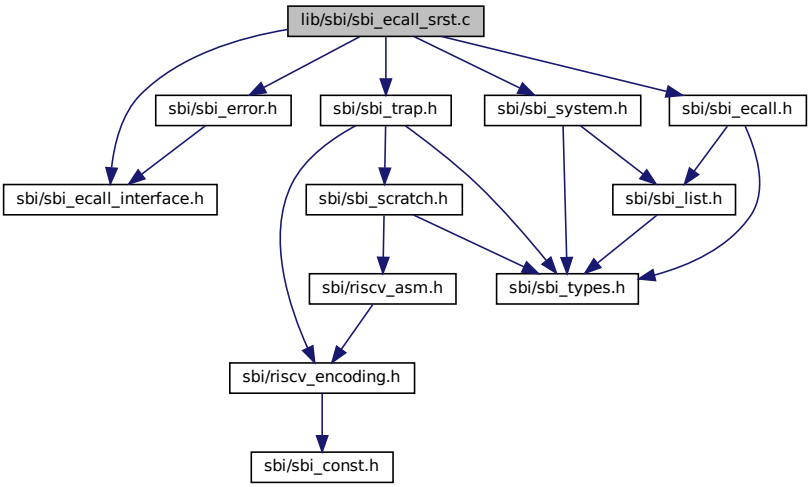
Initial value:

```
= {
    .extid_start        = SBI_EXT_RFENCE,
    .extid_end      = SBI_EXT_RFENCE,
    .register_extensions    = sbi_ecall_rfence_register_extensions,
    .handle         = sbi_ecall_rfence_handler,
}
```

30.133 lib/sbi/sbi_ecall_srst.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_system.h>
```

Include dependency graph for sbi_ecall_srst.c:



Functions

- static int sbi_ecall_srst_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static bool srst_available (void)
- static int sbi_ecall_srst_register_extensions (void)

Variables

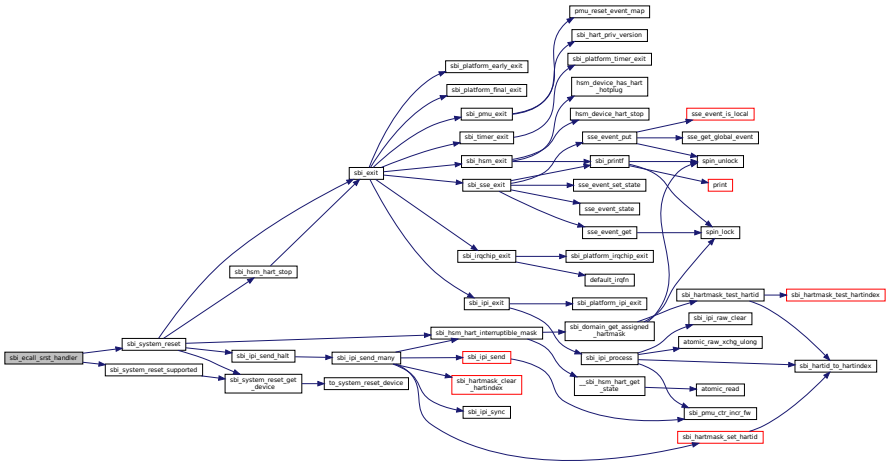
- struct sbi_ecall_extension ecall_srst

30.133.1 Function Documentation

30.133.1.1 sbi_ecall_srst_handler()

```
static int sbi_ecall_srst_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

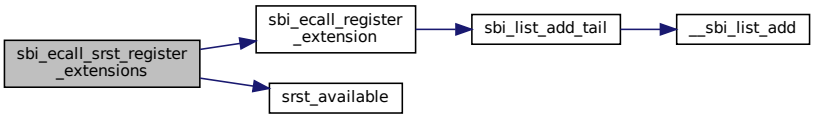
Here is the call graph for this function:



30.133.1.2 sbi_ecall_srst_register_extensions()

```
static int sbi_ecall_srst_register_extensions (
            void  )  [static]
```

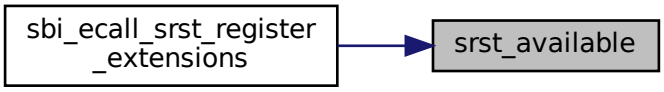
Here is the call graph for this function:



30.133.1.3 srst_available()

```
static bool srst_available (
            void  )  [static]
```

Here is the caller graph for this function:



30.133.2 Variable Documentation

30.133.2.1 ecall_srst

```
struct sbi_ecall_extension ecall_srst
```

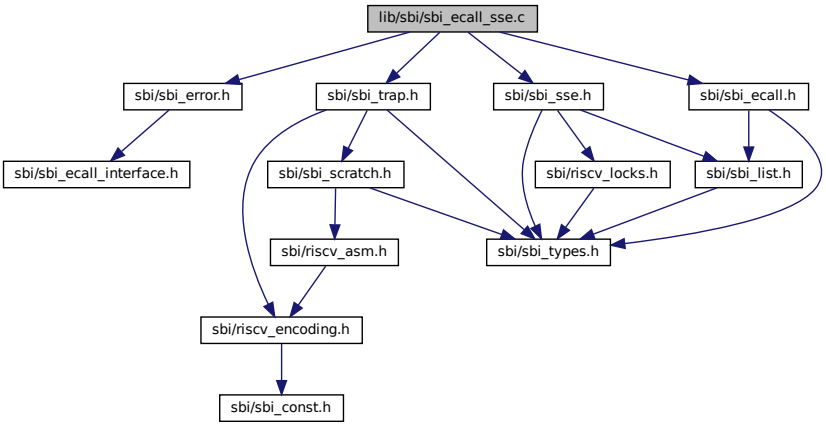
Initial value:

```
= {
    .extid_start        = SBI_EXT_SRST,
    .extid_end      = SBI_EXT_SRST,
    .register_extensions    = sbi_ecall_srst_register_extensions,
    .handle         = sbi_ecall_srst_handler,
}
```

30.134 lib/sbi/sbi_ecall_sse.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_sse.h>
```

Include dependency graph for sbi_ecall_sse.c:



Functions

- static int sbi_ecall_sse_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_sse_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_sse

30.134.1 Function Documentation

30.134.1.1 sbi_ecall_sse_handler()

```
static int sbi_ecall_sse_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.134.1.2 sbi_ecall_sse_register_extensions()

```
static int sbi_ecall_sse_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:

30.134.2 Variable Documentation

30.134.2.1 ecall_sse

```
struct sbi_ecall_extension ecall_sse
```

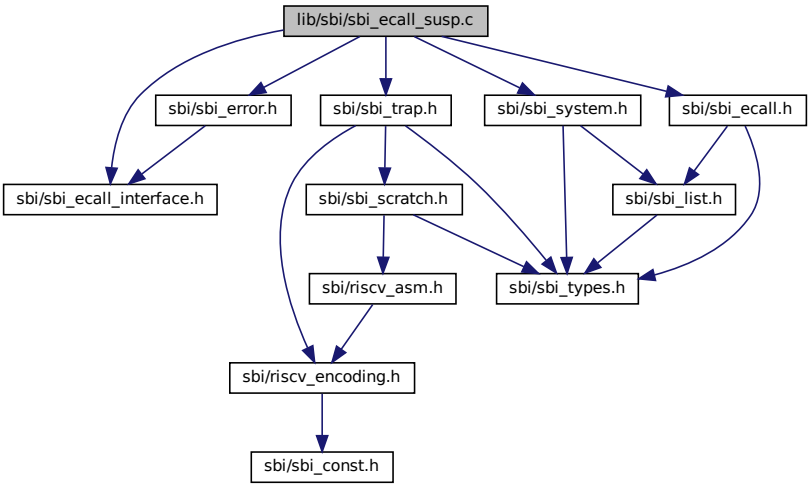
Initial value:

```
= {
    .extid_start        = SBI_EXT_SSE,
    .extid_end      = SBI_EXT_SSE,
    .register_extensions    = sbi_ecall_sse_register_extensions,
    .handle         = sbi_ecall_sse_handler,
}
```

30.135 lib/sbi/sbi_ecall_susp.c File Reference

```
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_system.h>
```

Include dependency graph for sbi_ecall_susp.c:



Functions

- static int sbi_ecall_susp_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static bool susp_available (void)
- static int sbi_ecall_susp_register_extensions (void)

Variables

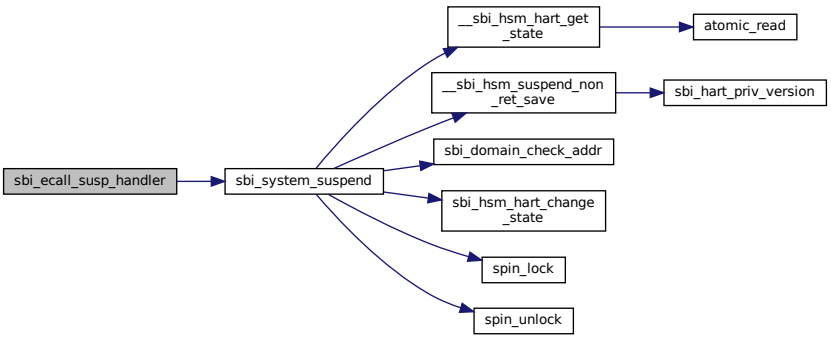
- struct sbi_ecall_extension ecall_susp

30.135.1 Function Documentation

30.135.1.1 sbi_ecall_susp_handler()

```
static int sbi_ecall_susp_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

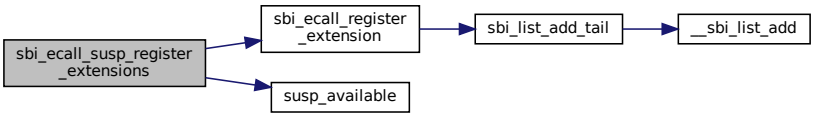
Here is the call graph for this function:



30.135.1.2 sbi_ecall_susp_register_extensions()

```
static int sbi_ecall_susp_register_extensions (
            void  )  [static]
```

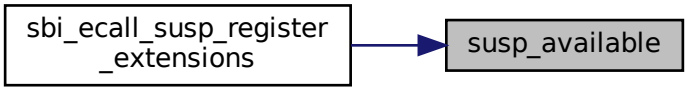
Here is the call graph for this function:



30.135.1.3 susp_available()

```
static bool susp_available (
            void  )  [static]
```

Here is the caller graph for this function:



30.135.2 Variable Documentation

30.135.2.1 ecall_susp

```
struct sbi_ecall_extension ecall_susp
```

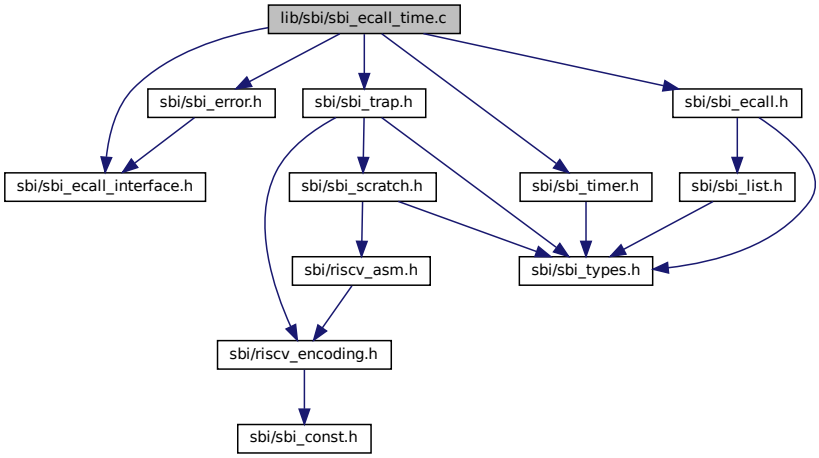
Initial value:

```
= {
    .extid_start        = SBI_EXT_SUSP,
    .extid_end      = SBI_EXT_SUSP,
    .register_extensions    = sbi_ecall_susp_register_extensions,
    .handle         = sbi_ecall_susp_handler,
}
```

30.136 lib/sbi/sbi_ecall_time.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_timer.h>
```

Include dependency graph for sbi_ecall_time.c:



Functions

- static int sbi_ecall_time_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_time_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_time

30.136.1 Function Documentation

30.136.1.1 sbi_ecall_time_handler()

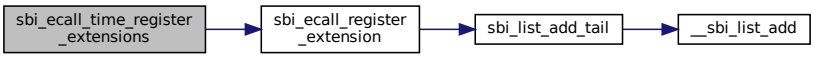
```
static int sbi_ecall_time_handler (
            unsigned long extid,
            unsigned long funcid,
```

```
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.136.1.2 sbi_ecall_time_register_extensions()

```
static int sbi_ecall_time_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:



30.136.2 Variable Documentation

30.136.2.1 ecall_time

```
struct sbi_ecall_extension ecall_time
```

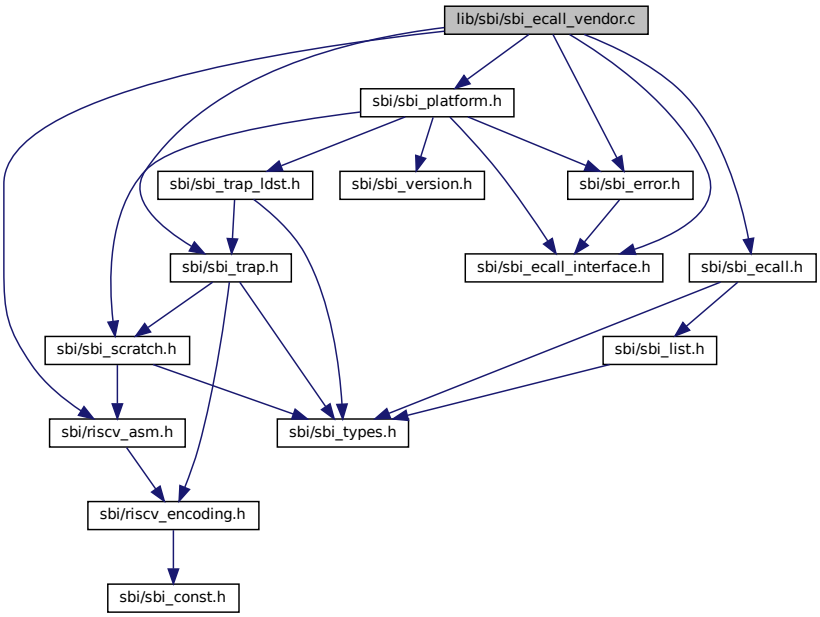
Initial value:

```
= {
    .extid_start        = SBI_EXT_TIME,
    .extid_end      = SBI_EXT_TIME,
    .register_extensions    = sbi_ecall_time_register_extensions,
    .handle         = sbi_ecall_time_handler,
}
```

30.137 lib/sbi/sbi_ecall_vendor.c File Reference

```
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_trap.h>
#include <sbi/riscv_asm.h>
```

Include dependency graph for sbi_ecall_vendor.c:



Functions

- static unsigned long sbi_ecall_vendor_id (void)
- static int sbi_ecall_vendor_handler (unsigned long extid, unsigned long funcid, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- static int sbi_ecall_vendor_register_extensions (void)

Variables

- struct sbi_ecall_extension ecall_vendor

30.137.1 Function Documentation

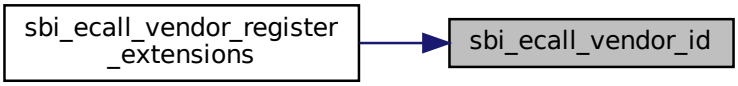
30.137.1.1 sbi_ecall_vendor_handler()

```
static int sbi_ecall_vendor_handler (
            unsigned long extid,
            unsigned long funcid,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

30.137.1.2 sbi_ecall_vendor_id()

```
static unsigned long sbi_ecall_vendor_id (
            void  )  [inline], [static]
```

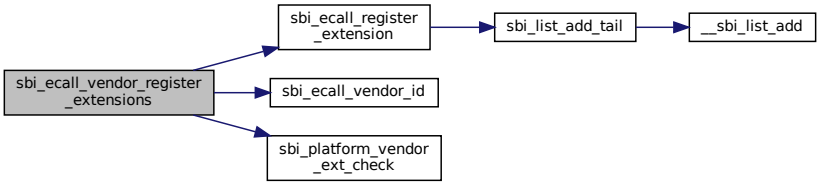
Here is the caller graph for this function:



30.137.1.3 sbi_ecall_vendor_register_extensions()

```
static int sbi_ecall_vendor_register_extensions (
            void  )  [static]
```

Here is the call graph for this function:



30.137.2 Variable Documentation

30.137.2.1 ecall_vendor

```
struct sbi_ecall_extension ecall_vendor
```

Initial value:

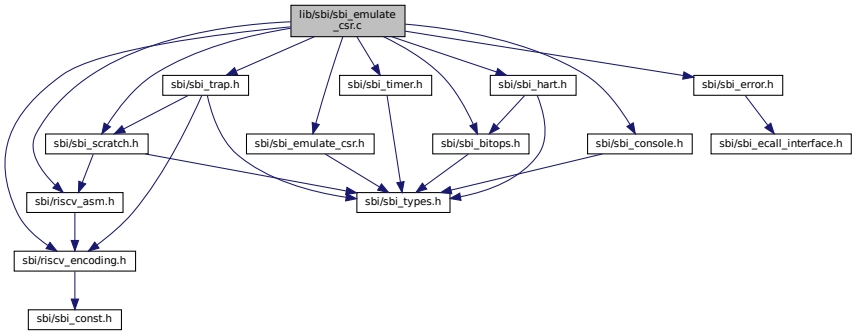
```
= {
    .extid_start        = SBI_EXT_VENDOR_START,
    .extid_end      = SBI_EXT_VENDOR_END,
    .register_extensions    = sbi_ecall_vendor_register_extensions,
    .handle         = sbi_ecall_vendor_handler,
}
```

30.138 lib/sbi/sbi_emulate_csr.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_emulate_csr.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_timer.h>
```

```
#include <sbi/sbi_trap.h>
```

Include dependency graph for sbi_emulate_csr.c:



Macros

- #define switchcase_hpm(__uref, __mref, __csr)
- #define switchcase_hpm_2(__uref, __mref, __csr)
- #define switchcase_hpm_4(__uref, __mref, __csr)
- #define switchcase_hpm_8(__uref, __mref, __csr)
- #define switchcase_hpm_16(__uref, __mref, __csr)

Functions

- static bool hpm_allowed (int hpm_num, ulong prev_mode, bool virt)
- int sbi_emulate_csr_read (int csr_num, struct sbi_trap_regs *regs, ulong *csr_val)
- int sbi_emulate_csr_write (int csr_num, struct sbi_trap_regs *regs, ulong csr_val)

30.138.1 Macro Definition Documentation

30.138.1.1 switchcase_hpm

```
#define switchcase_hpm(
            __uref,
            __mref,
            __csr )
```

Value:

```
    case __csr:                         \
        if (sbi_hart_mhpm_mask(scratch) & (1 << (__csr - __uref)))\
            return SBI_ENOTSUPP;                \
        if (!hpm_allowed(__csr - __uref, prev_mode, virt))    \
            return SBI_ENOTSUPP;                \
        *csr_val = csr_read(__mref + __csr - __uref);       \
        break;
```

30.138.1.2 switchcase_hpm_16

```
#define switchcase_hpm_16(
            __uref,
            __mref,
            __csr )
```

Value:

```
    switchcase_hpm_8(__uref, __mref, __csr + 0)         \
    switchcase_hpm_8(__uref, __mref, __csr + 8)
```

30.138.1.3 switchcase_hpm_2

```
#define switchcase_hpm_2(
              __uref,
              __mref,
              __csr )
```

Value:

```
    switchcase_hpm(__uref, __mref, __csr + 0)         \
    switchcase_hpm(__uref, __mref, __csr + 1)
```

30.138.1.4 switchcase_hpm_4

```
#define switchcase_hpm_4(
              __uref,
              __mref,
              __csr )
```

Value:

```
    switchcase_hpm_2(__uref, __mref, __csr + 0)         \
    switchcase_hpm_2(__uref, __mref, __csr + 2)
```

30.138.1.5 switchcase_hpm_8

```
#define switchcase_hpm_8(
              __uref,
              __mref,
              __csr )
```

Value:

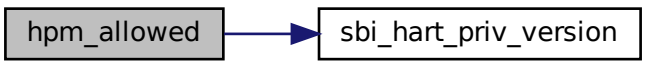
```
    switchcase_hpm_4(__uref, __mref, __csr + 0)         \
    switchcase_hpm_4(__uref, __mref, __csr + 4)
```

30.138.2 Function Documentation

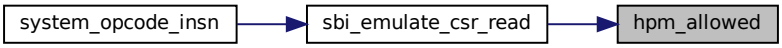
30.138.2.1 hpm_allowed()

```
static bool hpm_allowed (
             int hpm_num,
             ulong prev_mode,
             bool virt )  [static]
```

Here is the call graph for this function:



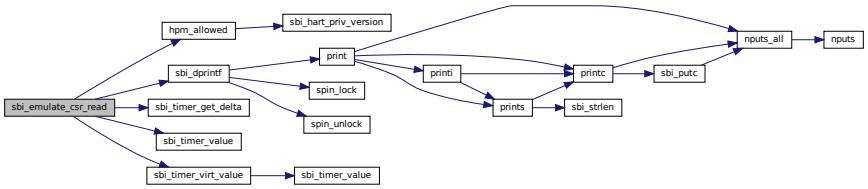
Here is the caller graph for this function:



30.138.2.2 sbi_emulate_csr_read()

```
int sbi_emulate_csr_read (
            int csr_num,
            struct sbi_trap_regs * regs,
            ulong * csr_val )
```

Here is the call graph for this function:

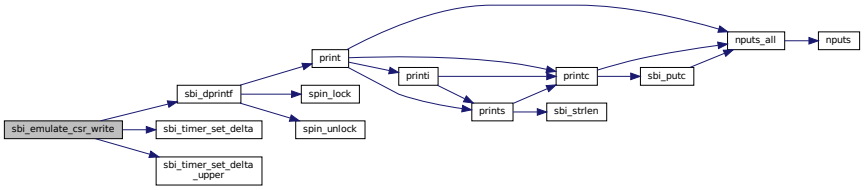


Here is the caller graph for this function:

30.138.2.3 sbi_emulate_csr_write()

```
int sbi_emulate_csr_write (
            int csr_num,
            struct sbi_trap_regs * regs,
            ulong csr_val )
```

Here is the call graph for this function:

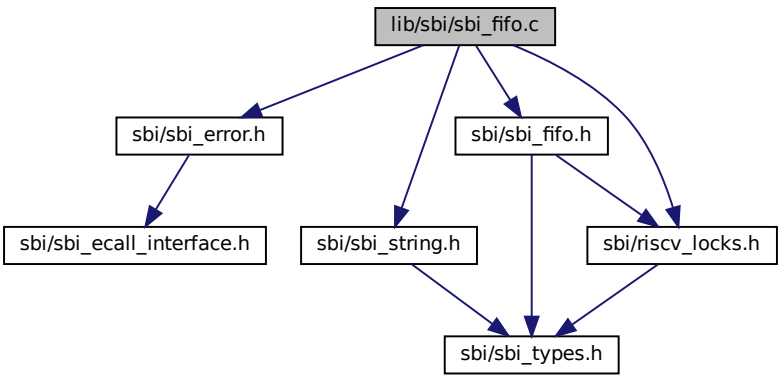


Here is the caller graph for this function:

30.139 lib/sbi/sbi_fifo.c File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_fifo.h>
#include <sbi/sbi_string.h>
```

Include dependency graph for sbi_fifo.c:



Functions

- void sbi_fifo_init (struct sbi_fifo *fifo, void *queue_mem, u16 entries, u16 entry_size)
- static bool __sbi_fifo_is_full (struct sbi_fifo *fifo)
- u16 sbi_fifo_avail (struct sbi_fifo *fifo)
- int sbi_fifo_is_full (struct sbi_fifo *fifo)
- static void __sbi_fifo_enqueue (struct sbi_fifo *fifo, void *data)

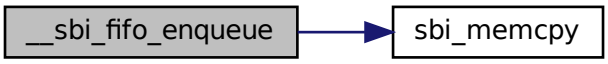
- static bool __sbi_fifo_is_empty (struct sbi_fifo *fifo)
- int sbi_fifo_is_empty (struct sbi_fifo *fifo)
- static void __sbi_fifo_reset (struct sbi_fifo *fifo)
- bool sbi_fifo_reset (struct sbi_fifo *fifo)
- int sbi_fifo_inplace_update (struct sbi_fifo *fifo, void *in, int(*fptr)(void *in, void *data))
- int sbi_fifo_enqueue (struct sbi_fifo *fifo, void *data)
- int sbi_fifo_dequeue (struct sbi_fifo *fifo, void *data)

30.139.1 Function Documentation

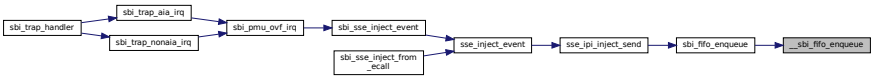
30.139.1.1 __sbi_fifo_enqueue()

```
static void __sbi_fifo_enqueue (
            struct sbi_fifo * fifo,
            void * data )  [inline], [static]
```

Here is the call graph for this function:



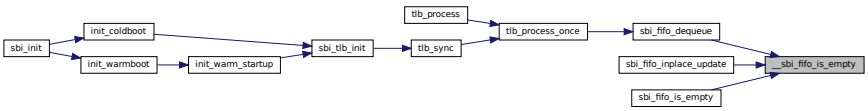
Here is the caller graph for this function:



30.139.1.2 __sbi_fifo_is_empty()

```
static bool __sbi_fifo_is_empty (
            struct sbi_fifo * fifo )  [inline], [static]
```

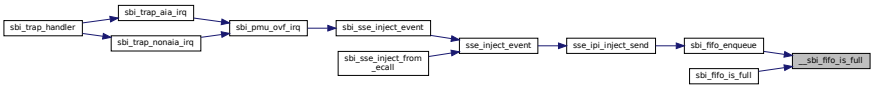
Here is the caller graph for this function:



30.139.1.3 __sbi_fifo_is_full()

```
static bool __sbi_fifo_is_full (
            struct sbi_fifo * fifo )  [inline], [static]
```

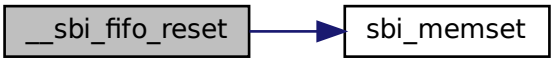
Here is the caller graph for this function:



30.139.1.4 __sbi_fifo_reset()

```
static void __sbi_fifo_reset (
            struct sbi_fifo * fifo )  [inline], [static]
```

Here is the call graph for this function:

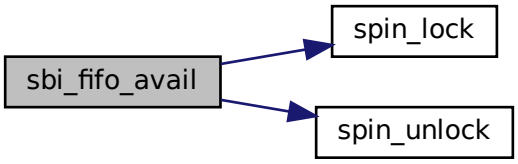


Here is the caller graph for this function:

30.139.1.5 sbi_fifo_avail()

```
u16 sbi_fifo_avail (
            struct sbi_fifo * fifo )
```

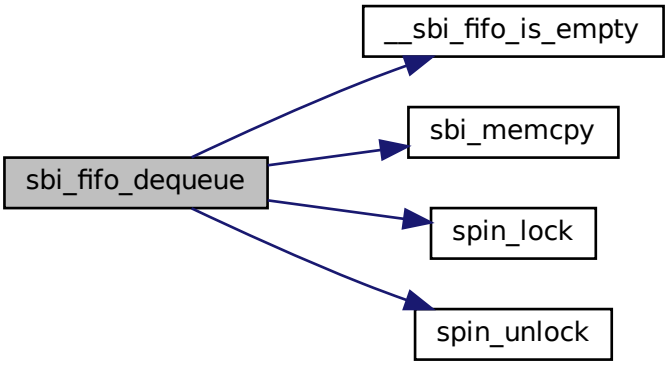
Here is the call graph for this function:



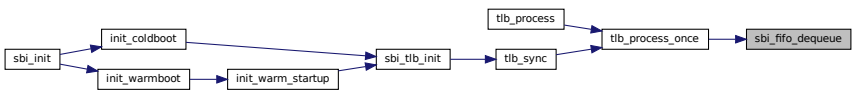
30.139.1.6 sbi_fifo_dequeue()

```
int sbi_fifo_dequeue (
            struct sbi_fifo * fifo,
            void * data )
```

Here is the call graph for this function:



Here is the caller graph for this function:

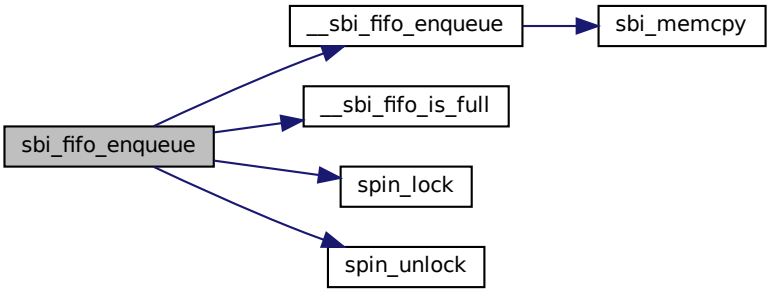


30.139.1.7 sbi_fifo_enqueue()

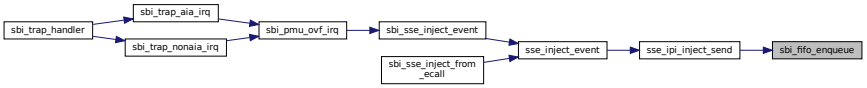
```
int sbi_fifo_enqueue (
```

```
            struct sbi_fifo * fifo,
            void * data )
```

Here is the call graph for this function:



Here is the caller graph for this function:

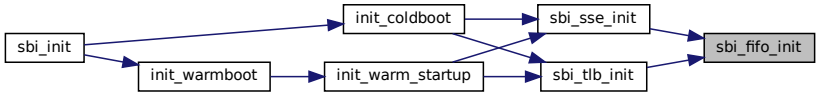


30.139.1.8 sbi_fifo_init()

```
void sbi_fifo_init (
            struct sbi_fifo * fifo,
            void * queue_mem,
            u16 entries,
            u16 entry_size )
```

Here is the call graph for this function:

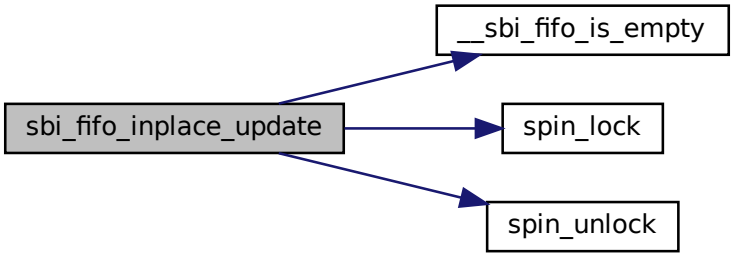
Here is the caller graph for this function:



30.139.1.9 sbi_fifo_inplace_update()

```
int sbi_fifo_inplace_update (
            struct sbi_fifo * fifo,
            void * in,
            int(*)(void *in, void *data) fptr )
```

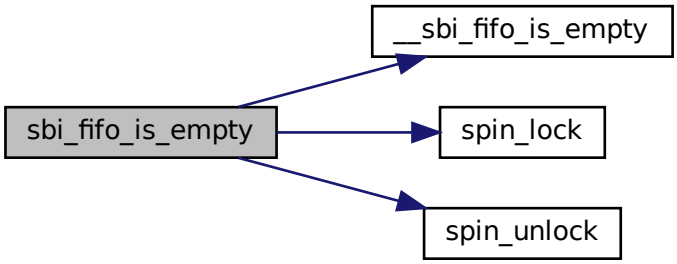
Provide a helper function to do inplace update to the fifo. Note: The callback function is called with lock being held. **Do not** invoke any other fifo function from callback. Otherwise, it will lead to deadlock. Here is the call graph for this function:



30.139.1.10 sbi_fifo_is_empty()

```
int sbi_fifo_is_empty (
            struct sbi_fifo * fifo )
```

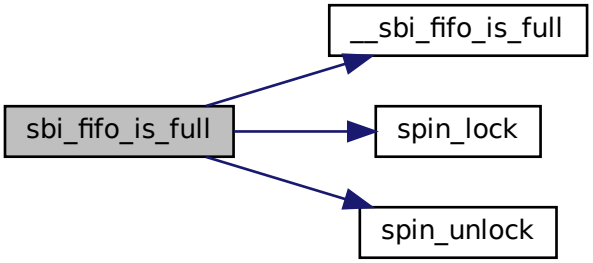
Here is the call graph for this function:



30.139.1.11 sbi_fifo_is_full()

```
int sbi_fifo_is_full (
            struct sbi_fifo * fifo )
```

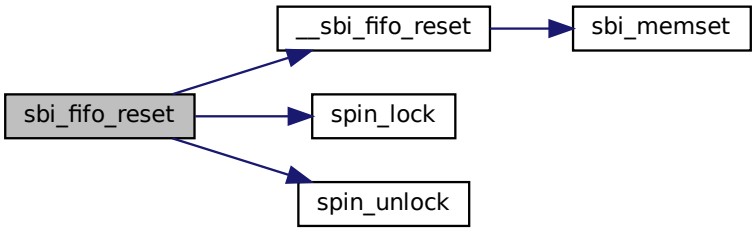
Here is the call graph for this function:



30.139.1.12 sbi_fifo_reset()

```
bool sbi_fifo_reset (
            struct sbi_fifo * fifo )
```

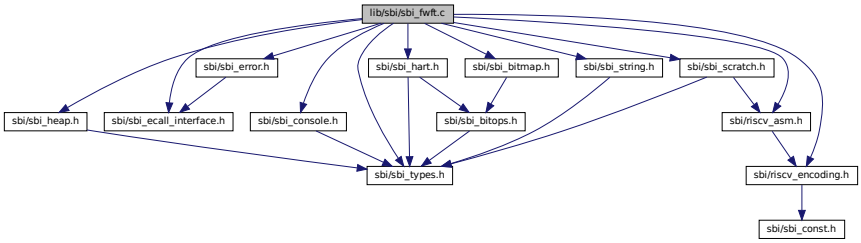
Here is the call graph for this function:



30.140 lib/sbi/sbi_fwft.c File Reference

```
#include <sbi/sbi_console.h>
#include <sbi/sbi_bitmap.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_types.h>
#include <sbi/riscv_asm.h>
#include <sbi/riscv_encoding.h>
```

Include dependency graph for sbi_fwft.c:



Macros

- #define fwft_get_hart_state_ptr(__scratch) sbi_scratch_read_type((__scratch), void *, fwft_ptr_offset)
- #define fwft_thishart_state_ptr() fwft_get_hart_state_ptr(sbi_scratch_thishart_ptr())
- #define fwft_set_hart_state_ptr(__scratch, __phs) sbi_scratch_write_type((__scratch), void *, fwft_ptr_offset, (__phs))
- #define MIS_DELEG (1UL << CAUSE_MISALIGNED_LOAD | 1UL << CAUSE_MISALIGNED_STORE)

Functions

- static bool fwft_is_defined_feature (enum sbi_fwft_feature_t feature)
- static int fwft_misaligned_delegation_supported (struct fwft_config *conf)
- static int fwft_set_misaligned_delegation (struct fwft_config *conf, unsigned long value)
- static int fwft_get_misaligned_delegation (struct fwft_config *conf, unsigned long *value)

- static int fwft_adue_supported (struct fwft_config *conf)
- static int fwft_set_adue (struct fwft_config *conf, unsigned long value)
- static int fwft_get_adue (struct fwft_config *conf, unsigned long *value)
- static struct fwft_config * get_feature_config (enum sbi_fwft_feature_t feature)
- static int fwft_get_feature (enum sbi_fwft_feature_t feature, struct fwft_config **conf)
- int sbi_fwft_set (enum sbi_fwft_feature_t feature, unsigned long value, unsigned long flags)
- int sbi_fwft_get (enum sbi_fwft_feature_t feature, unsigned long *out_val)
- int sbi_fwft_init (struct sbi_scratch *scratch, bool cold_boot)

Variables

- static unsigned long fwft_ptr_offset
- static const unsigned long fwft_defined_features [ ]
- static const struct fwft_feature features [ ]

30.140.1 Macro Definition Documentation

30.140.1.1 fwft_get_hart_state_ptr

```
#define fwft_get_hart_state_ptr(
            __scratch )  sbi_scratch_read_type((__scratch), void *, fwft_ptr_offset)
```

30.140.1.2 fwft_set_hart_state_ptr

```
#define fwft_set_hart_state_ptr(
            __scratch,
            __phs )  sbi_scratch_write_type((__scratch), void *, fwft_ptr_offset, (__phs))
```

30.140.1.3 fwft_thishart_state_ptr

```
#define fwft_thishart_state_ptr( )  fwft_get_hart_state_ptr(sbi_scratch_thishart_ptr())
```

30.140.1.4 MIS_DELEG

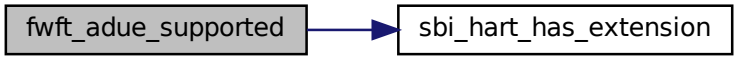
```
#define MIS_DELEG (1UL << CAUSE_MISALIGNED_LOAD | 1UL << CAUSE_MISALIGNED_STORE)
```

30.140.2 Function Documentation

30.140.2.1 fwft_adue_supported()

```
static int fwft_adue_supported (
            struct fwft_config * conf )  [static]
```

Here is the call graph for this function:



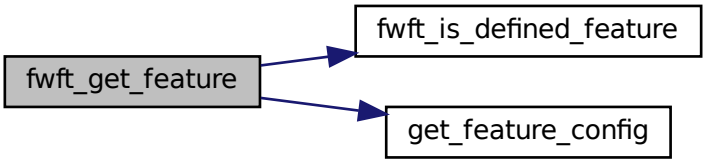
30.140.2.2 fwft_get_adue()

```
static int fwft_get_adue (
            struct fwft_config * conf,
            unsigned long * value )  [static]
```

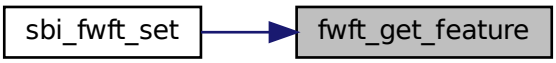
30.140.2.3 fwft_get_feature()

```
static int fwft_get_feature (
            enum sbi_fwft_feature_t feature,
            struct fwft_config ** conf )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



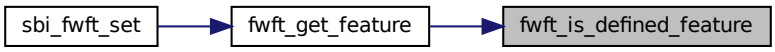
30.140.2.4 fwft_get_misaligned_delegation()

```
static int fwft_get_misaligned_delegation (
            struct fwft_config * conf,
            unsigned long * value )  [static]
```

30.140.2.5 fwft_is_defined_feature()

```
static bool fwft_is_defined_feature (
            enum sbi_fwft_feature_t feature )  [static]
```

Here is the caller graph for this function:



30.140.2.6 fwft_misaligned_delegation_supported()

```
static int fwft_misaligned_delegation_supported (
            struct fwft_config * conf )  [static]
```

30.140.2.7 fwft_set_adue()

```
static int fwft_set_adue (
            struct fwft_config * conf,
            unsigned long value )  [static]
```

30.140.2.8 fwft_set_misaligned_delegation()

```
static int fwft_set_misaligned_delegation (
            struct fwft_config * conf,
            unsigned long value )  [static]
```

30.140.2.9 get_feature_config()

```
static struct fwft_config* get_feature_config (
            enum sbi_fwft_feature_t feature )  [static]
```

Here is the caller graph for this function:

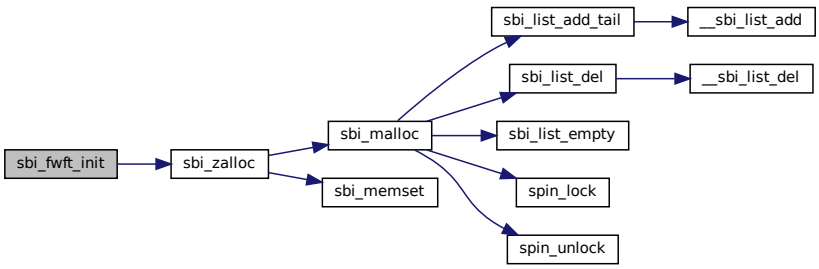
30.140.2.10 sbi_fwft_get()

```
int sbi_fwft_get (
            enum sbi_fwft_feature_t feature,
            unsigned long * out_val )
```

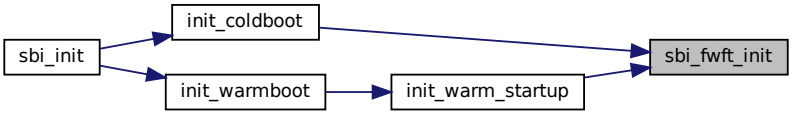
30.140.2.11 sbi_fwft_init()

```
int sbi_fwft_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



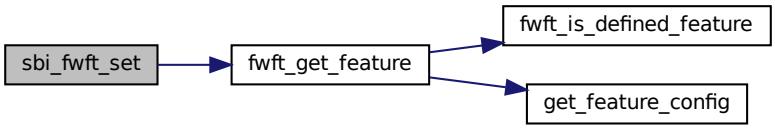
Here is the caller graph for this function:



30.140.2.12 sbi_fwft_set()

```
int sbi_fwft_set (
            enum sbi_fwft_feature_t feature,
            unsigned long value,
            unsigned long flags )
```

Here is the call graph for this function:



30.140.3 Variable Documentation

30.140.3.1 features

```
const struct fwft_feature features[]  [static]
```

Initial value:

```
=
{
    {
        .id = SBI_FWFT_MISALIGNED_EXC_DELEG,
        .supported = fwft_misaligned_delegation_supported,
        .set = fwft_set_misaligned_delegation,
        .get = fwft_get_misaligned_delegation,
    },
    {
        .id = SBI_FWFT_PTE_AD_HW_UPDATING,
        .supported = fwft_adue_supported,
        .set = fwft_set_adue,
        .get = fwft_get_adue,
    },
}
```

30.140.3.2 fwft_defined_features

```
const unsigned long fwft_defined_features[]  [static]
```

Initial value:

```
= {
    SBI_FWFT_MISALIGNED_EXC_DELEG,
    SBI_FWFT_LANDING_PAD,
    SBI_FWFT_SHADOW_STACK,
    SBI_FWFT_DOUBLE_TRAP,
    SBI_FWFT_PTE_AD_HW_UPDATING,
}
```

30.140.3.3 fwft_ptr_offset

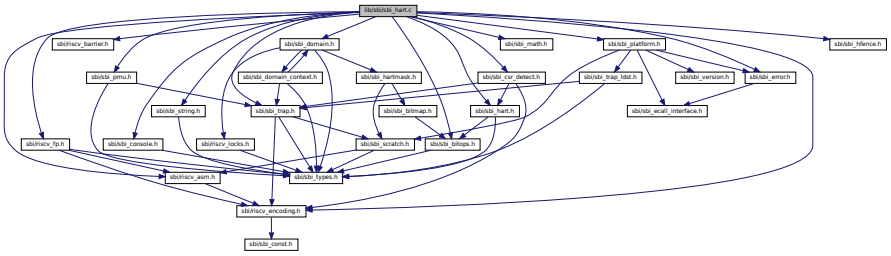
```
unsigned long fwft_ptr_offset  [static]
```

Offset of pointer to FWFT HART state in scratch space

30.141 lib/sbi/sbi_hart.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_barrier.h>
#include <sbi/riscv_encoding.h>
#include <sbi/riscv_fp.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_csr_detect.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_math.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_hfence.h>
```

Include dependency graph for sbi_hart.c:



Macros

- #define __set_menvcfg_ext(__ext, __bits)
- #define __SBI_HART_EXT_DATA(_name, _id)
- #define __check_hpm_csr(__csr, __mask)
- #define __check_hpm_csr_2(__csr, __mask)
- #define __check_hpm_csr_4(__csr, __mask)
- #define __check_hpm_csr_8(__csr, __mask)
- #define __check_hpm_csr_16(__csr, __mask)
- #define __check_csr(__csr, __rdonly, __wrval, __field, __skip)
- #define __check_csr_2(__csr, __rdonly, __wrval, __field, __skip)
- #define __check_csr_4(__csr, __rdonly, __wrval, __field, __skip)
- #define __check_csr_8(__csr, __rdonly, __wrval, __field, __skip)
- #define __check_csr_16(__csr, __rdonly, __wrval, __field, __skip)
- #define __check_csr_32(__csr, __rdonly, __wrval, __field, __skip)
- #define __check_csr_64(__csr, __rdonly, __wrval, __field, __skip)
- #define __check_priv(__csr, __base_priv, __priv)
- #define __check_ext_csr(__base_priv, __csr, __ext)

Functions

- void __sbi_expected_trap (void)
- void __sbi_expected_trap_hext (void)
- static void mstatus_init (struct sbi_scratch *scratch)
- static int fp_init (struct sbi_scratch *scratch)
- static int delegate_traps (struct sbi_scratch *scratch)
- void sbi_hart_delegation_dump (struct sbi_scratch *scratch, const char *prefix, const char *suffix)
- unsigned int sbi_hart_mhpm_mask (struct sbi_scratch *scratch)
- unsigned int sbi_hart_pmp_count (struct sbi_scratch *scratch)
- unsigned int sbi_hart_pmp_log2gran (struct sbi_scratch *scratch)
- unsigned int sbi_hart_pmp_addrbits (struct sbi_scratch *scratch)
- unsigned int sbi_hart_mhpm_bits (struct sbi_scratch *scratch)
- static unsigned int sbi_hart_get_smepmp_flags (struct sbi_scratch *scratch, struct sbi_domain *dom, struct sbi_domain_memregion *reg)
- static void sbi_hart_smepmp_set (struct sbi_scratch *scratch, struct sbi_domain *dom, struct sbi_domain_memregion *reg, unsigned int pmp_idx, unsigned int pmp_flags, unsigned int pmp_log2gran, unsigned long pmp_addr↩_max)
- static int sbi_hart_smepmp_configure (struct sbi_scratch *scratch, unsigned int pmp_count, unsigned int pmp_log2gran, unsigned long pmp_addr_max)
- static int sbi_hart_oldpmp_configure (struct sbi_scratch *scratch, unsigned int pmp_count, unsigned int pmp_log2gran, unsigned long pmp_addr_max)
- int sbi_hart_map_saddr (unsigned long addr, unsigned long size)
- int sbi_hart_unmap_saddr (void)

- int sbi_hart_pmp_configure (struct sbi_scratch *scratch)
- int sbi_hart_priv_version (struct sbi_scratch *scratch)
- void sbi_hart_get_priv_version_str (struct sbi_scratch *scratch, char *version_str, int nvstr)
- static void __sbi_hart_update_extension (struct sbi_hart_features *hfeatures, enum sbi_hart_extensions ext, bool enable)
- void sbi_hart_update_extension (struct sbi_scratch *scratch, enum sbi_hart_extensions ext, bool enable)
- bool sbi_hart_has_extension (struct sbi_scratch *scratch, enum sbi_hart_extensions ext)
- _Static_assert (SBI_HART_EXT_MAX==array_size(sbi_hart_ext), "sbi_hart_ext[ ]: wrong number of entries")
- void sbi_hart_get_extensions_str (struct sbi_scratch *scratch, char *extensions_str, int nestr)
- static unsigned long hart_pmp_get_allowed_addr (void)
- static int hart_mhpm_get_allowed_bits (void)
- static int hart_detect_features (struct sbi_scratch *scratch)
- int sbi_hart_reinit (struct sbi_scratch *scratch)
- int sbi_hart_init (struct sbi_scratch *scratch, bool cold_boot)
- void __attribute__ ((noreturn))

Variables

- void(* sbi_hart_expected_trap)(void) = &__sbi_expected_trap
- static unsigned long hart_features_offset
- const struct sbi_hart_ext_data sbi_hart_ext [ ]

30.141.1 Macro Definition Documentation

30.141.1.1 __check_csr

```
#define __check_csr(
              __csr,
              __rdonly,
              __wrval,
              __field,
              __skip )
```

Value:

```
    oldval = csr_read_allowed(__csr, (ulong)&trap);            \
    if (!trap.cause) {                                         \
        if (__rdonly) {                                        \
            (hfeatures->__field)++;                                \
        } else {                                               \
            csr_write_allowed(__csr, (ulong)&trap, __wrval);\
            if (!trap.cause) {                                 \
                if (csr_swap(__csr, oldval) == __wrval) \
                    (hfeatures->__field)++;                    \
                else                                           \
                    goto __skip;                               \
            } else {                                           \
                goto __skip;                                   \
            }                                                  \
        }                                                      \
    } else {                                                   \
        goto __skip;                                           \
    }
```

30.141.1.2 __check_csr_16

```
#define __check_csr_16(
              __csr,
              __rdonly,
              __wrval,
              __field,
              __skip )
```

Value:

```
__check_csr_8(__csr + 0, __rdonly, __wrval, __field, __skip)   \
__check_csr_8(__csr + 8, __rdonly, __wrval, __field, __skip)
```

30.141.1.3 __check_csr_2

```
#define __check_csr_2(
                __csr,
                __rdonly,
                __wrval,
                __field,
                __skip )
```

Value:

```
__check_csr(__csr + 0, __rdonly, __wrval, __field, __skip)   \
__check_csr(__csr + 1, __rdonly, __wrval, __field, __skip)
```

30.141.1.4 __check_csr_32

```
#define __check_csr_32(
                __csr,
                __rdonly,
                __wrval,
                __field,
                __skip )
```

Value:

```
__check_csr_16(__csr + 0, __rdonly, __wrval, __field, __skip) \
__check_csr_16(__csr + 16, __rdonly, __wrval, __field, __skip)
```

30.141.1.5 __check_csr_4

```
#define __check_csr_4(
                __csr,
                __rdonly,
                __wrval,
                __field,
                __skip )
```

Value:

```
__check_csr_2(__csr + 0, __rdonly, __wrval, __field, __skip)   \
__check_csr_2(__csr + 2, __rdonly, __wrval, __field, __skip)
```

30.141.1.6 __check_csr_64

```
#define __check_csr_64(
                __csr,
                __rdonly,
                __wrval,
                __field,
                __skip )
```

Value:

```
__check_csr_32(__csr + 0, __rdonly, __wrval, __field, __skip) \
__check_csr_32(__csr + 32, __rdonly, __wrval, __field, __skip)
```

30.141.1.7 __check_csr_8

```
#define __check_csr_8(
                __csr,
                __rdonly,
```

```
                __wrval,
                __field,
                __skip )
```

Value:

```
    __check_csr_4(__csr + 0, __rdonly, __wrval, __field, __skip)    \
    __check_csr_4(__csr + 4, __rdonly, __wrval, __field, __skip)
```

30.141.1.8 __check_ext_csr

```
#define __check_ext_csr(
                __base_priv,
                __csr,
                __ext )
```

Value:

```
    if (hfeatures->priv_version >= __base_priv) {           \
        csr_read_allowed(__csr, (ulong)&trap);          \
        if (!trap.cause)                        \
            __sbi_hart_update_extension(hfeatures,      \
                        __ext, true);   \
    }
```

30.141.1.9 __check_hpm_csr

```
#define __check_hpm_csr(
                __csr,
                __mask )
```

Value:

```
    oldval = csr_read_allowed(__csr, (ulong)&trap);             \
    if (!trap.cause) {                              \
        csr_write_allowed(__csr, (ulong)&trap, 1UL);        \
        if (!trap.cause && csr_swap(__csr, oldval) == 1UL) {    \
            (hfeatures->__mask) |= 1 « (__csr - CSR_MCYCLE); \
        }                               \
    }
```

30.141.1.10 __check_hpm_csr_16

```
#define __check_hpm_csr_16(
                __csr,
                __mask )
```

Value:

```
    __check_hpm_csr_8(__csr + 0, __mask)            \
    __check_hpm_csr_8(__csr + 8, __mask)
```

30.141.1.11 __check_hpm_csr_2

```
#define __check_hpm_csr_2(
                __csr,
                __mask )
```

Value:

```
    __check_hpm_csr(__csr + 0, __mask)          \
    __check_hpm_csr(__csr + 1, __mask)
```

30.141.1.12 __check_hpm_csr_4

```
#define __check_hpm_csr_4(
                __csr,
                __mask )
```

Value:

```
    __check_hpm_csr_2(__csr + 0, __mask)            \
    __check_hpm_csr_2(__csr + 2, __mask)
```

30.141.1.13 __check_hpm_csr_8

```
#define __check_hpm_csr_8(
                __csr,
                __mask )
```

Value:

```
    __check_hpm_csr_4(__csr + 0, __mask)             \
    __check_hpm_csr_4(__csr + 4, __mask)
```

30.141.1.14 __check_priv

```
#define __check_priv(
                __csr,
                __base_priv,
                __priv )
```

Value:

```
    val = csr_read_allowed(__csr, (ulong)&trap);           \
    if (!trap.cause && (hfeatures->priv_version >= __base_priv)) {  \
        hfeatures->priv_version = __priv;          \
    }
```

30.141.1.15 __SBI_HART_EXT_DATA

```
#define __SBI_HART_EXT_DATA(
                _name,
                _id )
```

Value:

```
    {   \
    .name = #_name,             \
    .id = _id,              \
}
```

30.141.1.16 __set_menvcfg_ext

```
#define __set_menvcfg_ext(
                __ext,
                __bits )
```

Value:

```
        if (sbi_hart_has_extension(scratch, __ext))       \
            menvcfg_val |= __bits;
```

30.141.2 Function Documentation

30.141.2.1 __attribute__()

```
void __attribute__ (
              (noreturn)  )
```

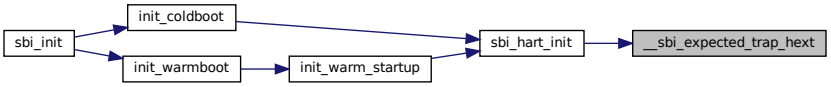
30.141.2.2 __sbi_expected_trap()

```
void __sbi_expected_trap (
             void  )
```

30.141.2.3 __sbi_expected_trap_hext()

```
void __sbi_expected_trap_hext (
            void  )
```

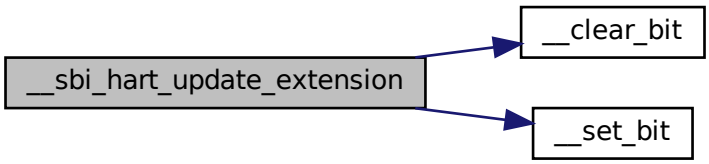
Here is the caller graph for this function:



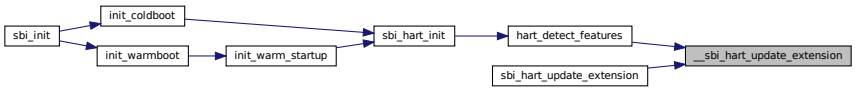
30.141.2.4 __sbi_hart_update_extension()

```
static void __sbi_hart_update_extension (
            struct sbi_hart_features * hfeatures,
            enum sbi_hart_extensions ext,
            bool enable )  [inline], [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



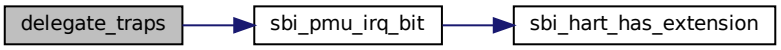
30.141.2.5 _Static_assert()

```
_Static_assert (
            SBI_HART_EXT_MAX  = =array_size(sbi_hart_ext),
            "sbi_hart_ext:  []wrong number of entries"  )
```

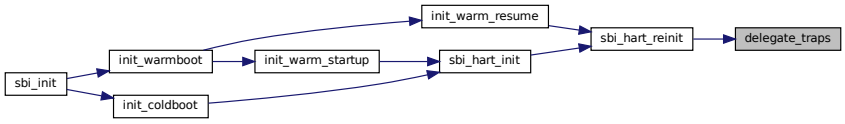
30.141.2.6 delegate_traps()

```
static int delegate_traps (
            struct sbi_scratch * scratch )  [static]
```

Here is the call graph for this function:



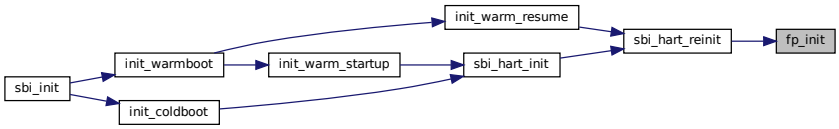
Here is the caller graph for this function:



30.141.2.7 fp_init()

```
static int fp_init (
            struct sbi_scratch * scratch )  [static]
```

Here is the caller graph for this function:

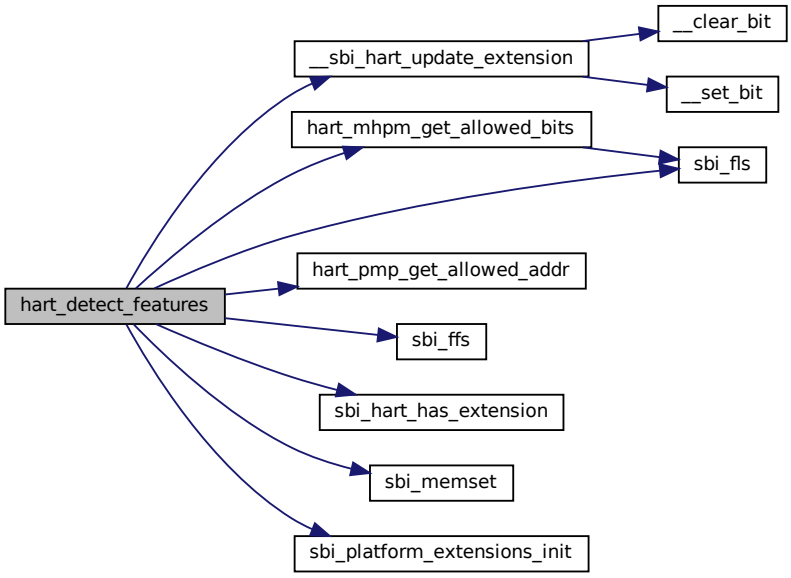


30.141.2.8 hart_detect_features()

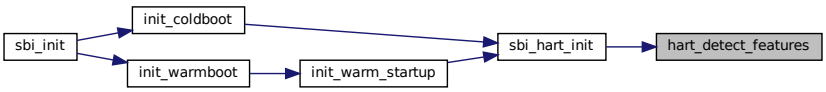
```
static int hart_detect_features (
            struct sbi_scratch * scratch )  [static]
```

Detect the allowed address bits & granularity. At least PMPADDR0 should be implemented.
No need to check for MHPMCOUNTERH for RV32 as they are expected to be implemented if MHPMCOUNTER is

implemented.Here is the call graph for this function:



Here is the caller graph for this function:

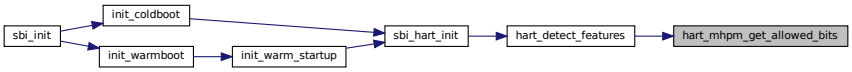


30.141.2.9 hart_mhpm_get_allowed_bits()

```
static int hart_mhpm_get_allowed_bits (
            void  )  [static]
```

It is assumed that platforms will implement same number of bits for all the performance counters including mcycle/minstret.Here is the call graph for this function:

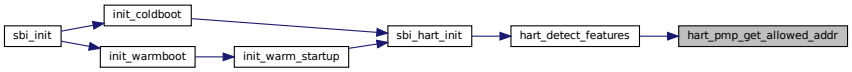
Here is the caller graph for this function:



30.141.2.10 hart_pmp_get_allowed_addr()

```
static unsigned long hart_pmp_get_allowed_addr (
            void ) [static]
```

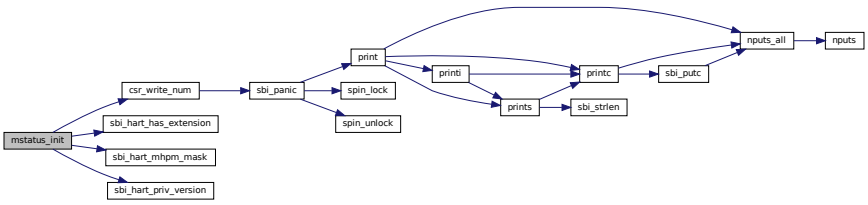
Here is the caller graph for this function:



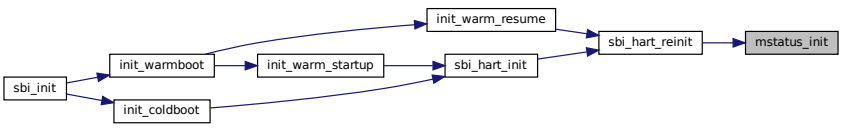
30.141.2.11 mstatus_init()

```
static void mstatus_init (
            struct sbi_scratch * scratch ) [static]
```

OpenSBI doesn't use any PMU counters in M-mode. Supervisor mode usage for all counters are enabled by default But counters will not run until mcountinhibit is set.
The mhpmeventn[h] CSR should be initialized with interrupt disabled and inhibited running in M-mode during init.Here is the call graph for this function:



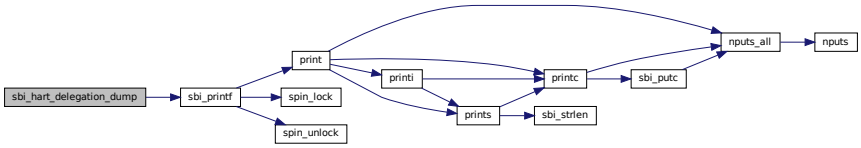
Here is the caller graph for this function:



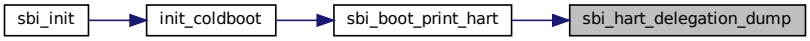
30.141.2.12 sbi_hart_delegation_dump()

```
void sbi_hart_delegation_dump (
            struct sbi_scratch * scratch,
            const char * prefix,
            const char * suffix )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.141.2.13 sbi_hart_get_extensions_str()

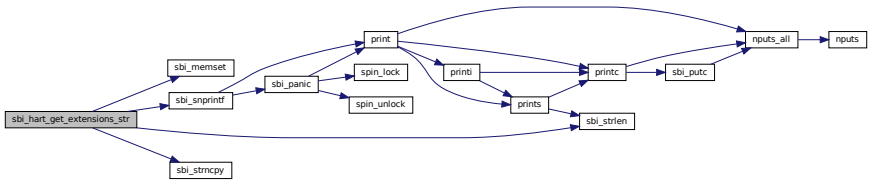
```
void sbi_hart_get_extensions_str (
            struct sbi_scratch * scratch,
            char * extensions_str,
            int nestr )
```

Get the hart extensions in string format

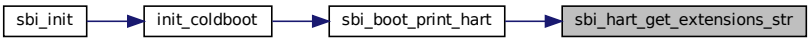
Parameters

scratch	pointer to the HART scratch space
extensions_str	pointer to a char array where the extensions string will be updated
nestr	length of the features_str. The feature string will be truncated if nestr is not long enough.

Here is the call graph for this function:



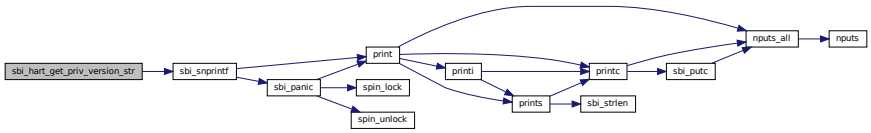
Here is the caller graph for this function:



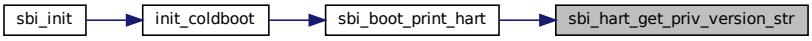
30.141.2.14 sbi_hart_get_priv_version_str()

```
void sbi_hart_get_priv_version_str (
            struct sbi_scratch * scratch,
            char * version_str,
            int nvstr )
```

Here is the call graph for this function:



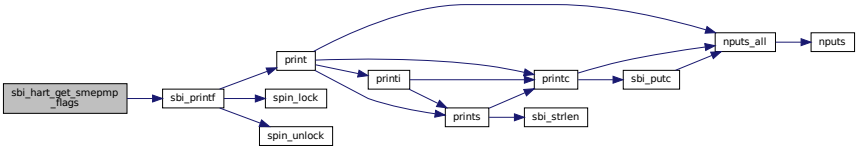
Here is the caller graph for this function:



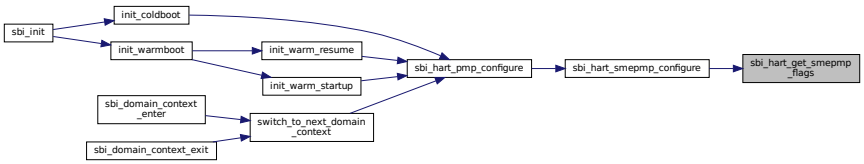
30.141.2.15 sbi_hart_get_smepmp_flags()

```
static unsigned int sbi_hart_get_smepmp_flags (
            struct sbi_scratch * scratch,
            struct sbi_domain * dom,
            struct sbi_domain_memregion * reg )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.141.2.16 sbi_hart_has_extension()

```
bool sbi_hart_has_extension (
            struct sbi_scratch * scratch,
            enum sbi_hart_extensions ext )
```

Check whether a particular hart extension is available

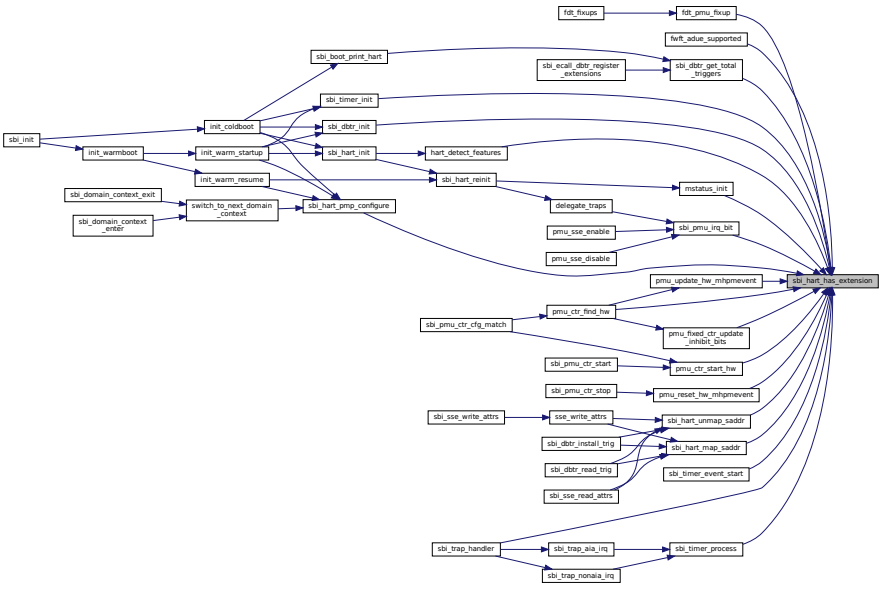
Parameters

scratch	pointer to the HART scratch space
ext	the extension number to check

Returns

true (available) or false (not available)

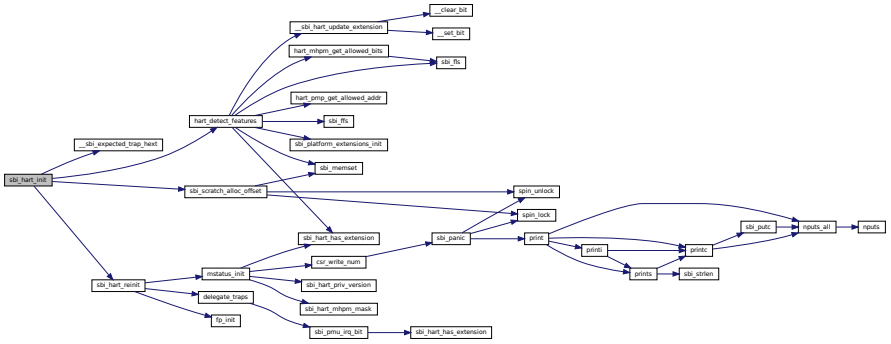
Here is the caller graph for this function:



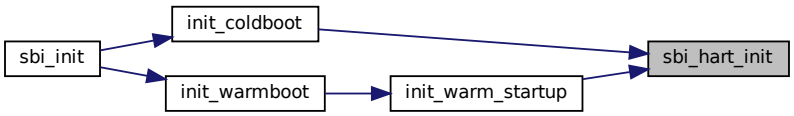
30.141.2.17 sbi_hart_init()

```
int sbi_hart_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



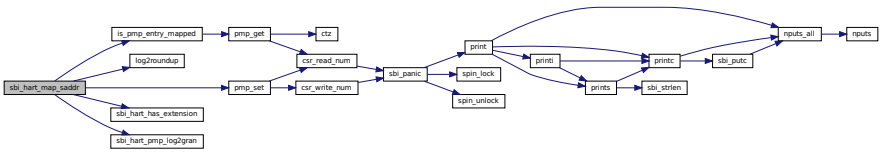
Here is the caller graph for this function:



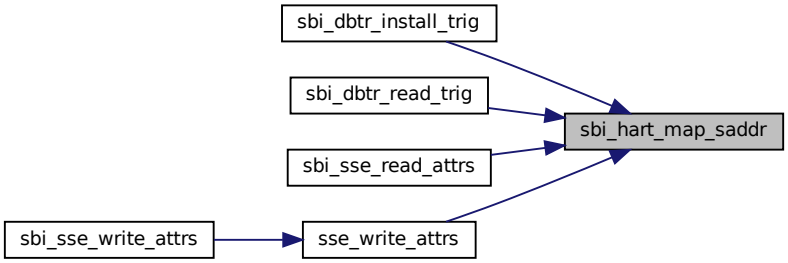
30.141.2.18 sbi_hart_map_saddr()

```
int sbi_hart_map_saddr (
            unsigned long addr,
            unsigned long size )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.141.2.19 sbi_hart_mhpm_bits()

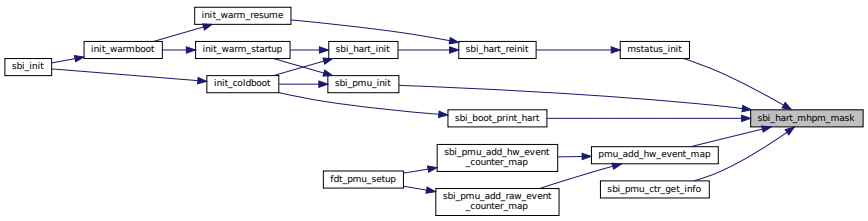
```
unsigned int sbi_hart_mhpm_bits (
            struct sbi_scratch * scratch )
```

Here is the caller graph for this function:

30.141.2.20 sbi_hart_mhpm_mask()

```
unsigned int sbi_hart_mhpm_mask (
            struct sbi_scratch * scratch )
```

Here is the caller graph for this function:

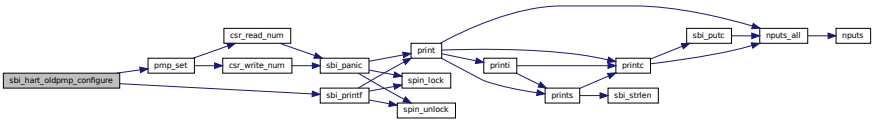


30.141.2.21 sbi_hart_oldpmp_configure()

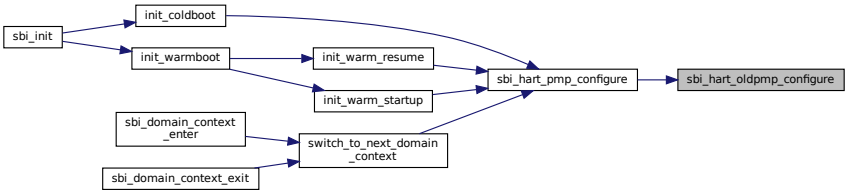
```
static int sbi_hart_oldpmp_configure (
            struct sbi_scratch * scratch,
```

```
            unsigned int pmp_count,
            unsigned int pmp_log2gran,
            unsigned long pmp_addr_max )  [static]
```

Here is the call graph for this function:



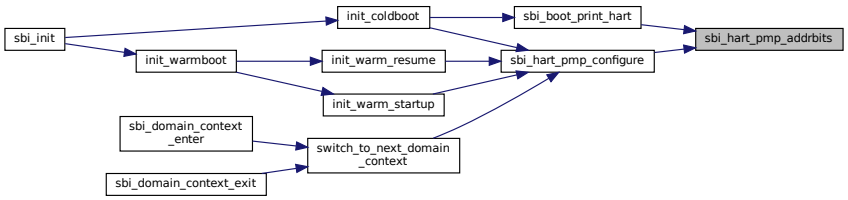
Here is the caller graph for this function:



30.141.2.22 sbi_hart_pmp_addrbits()

```
unsigned int sbi_hart_pmp_addrbits (
            struct sbi_scratch * scratch )
```

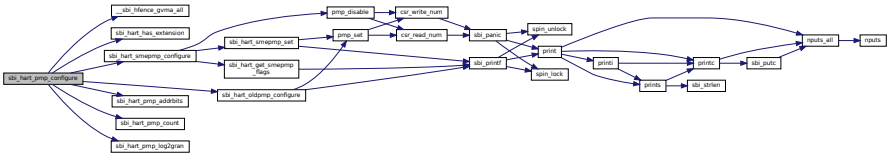
Here is the caller graph for this function:



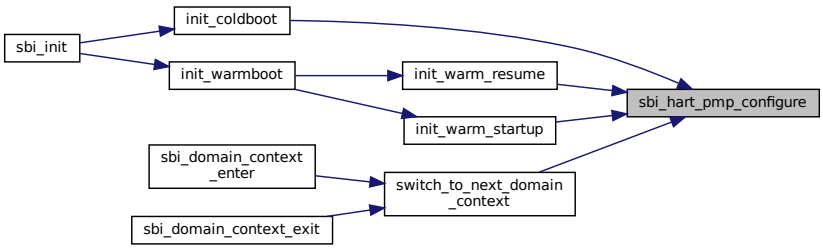
30.141.2.23 sbi_hart_pmp_configure()

```
int sbi_hart_pmp_configure (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



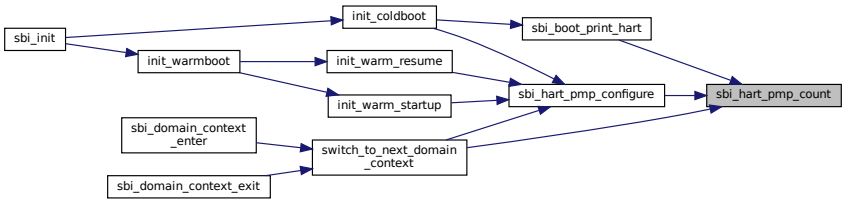
Here is the caller graph for this function:



30.141.2.24 sbi_hart_pmp_count()

```
unsigned int sbi_hart_pmp_count (
            struct sbi_scratch * scratch )
```

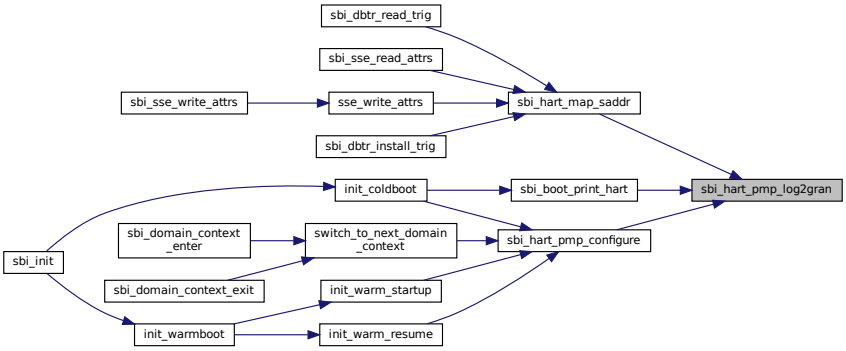
Here is the caller graph for this function:



30.141.2.25 sbi_hart_pmp_log2gran()

```
unsigned int sbi_hart_pmp_log2gran (
            struct sbi_scratch * scratch )
```

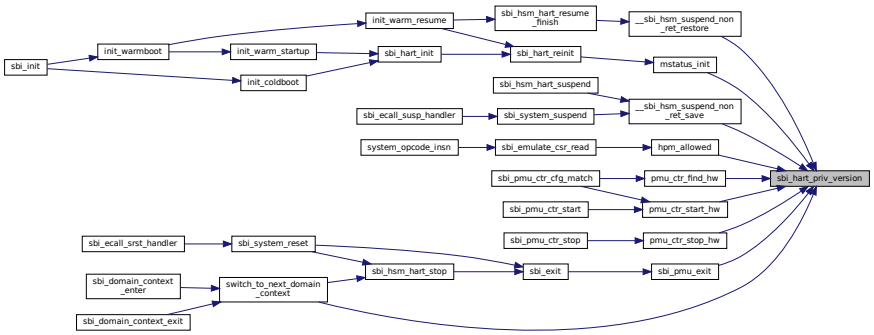
Here is the caller graph for this function:



30.141.2.26 sbi_hart_priv_version()

```
int sbi_hart_priv_version (
            struct sbi_scratch * scratch )
```

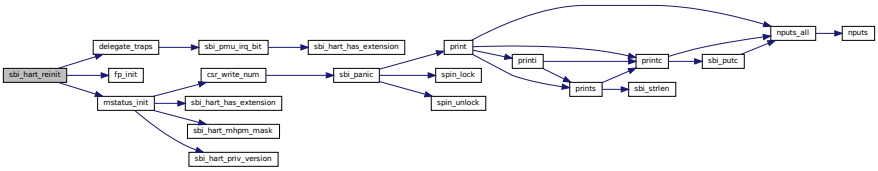
Here is the caller graph for this function:



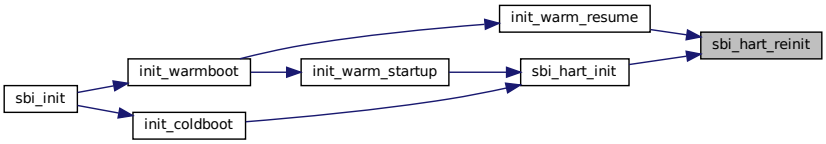
30.141.2.27 sbi_hart_reinit()

```
int sbi_hart_reinit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



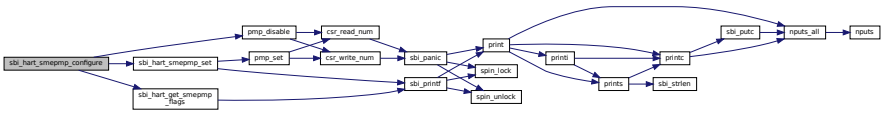
Here is the caller graph for this function:



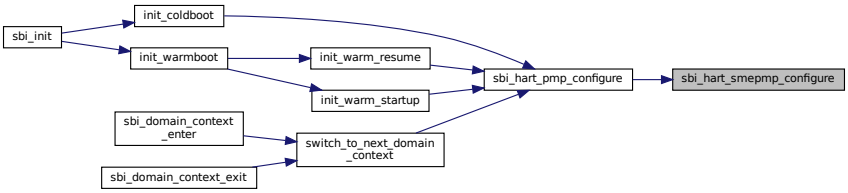
30.141.2.28 sbi_hart_smepmp_configure()

```
static int sbi_hart_smepmp_configure (
            struct sbi_scratch * scratch,
            unsigned int pmp_count,
            unsigned int pmp_log2gran,
            unsigned long pmp_addr_max )  [static]
```

Here is the call graph for this function:



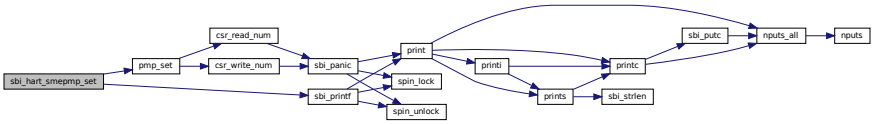
Here is the caller graph for this function:



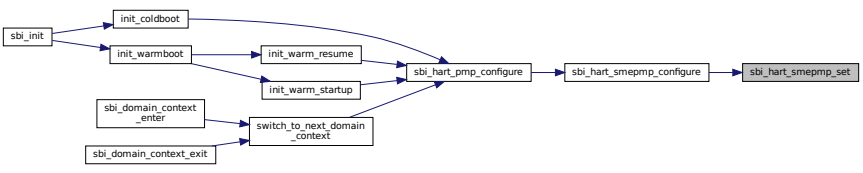
30.141.2.29 sbi_hart_smepmp_set()

```
static void sbi_hart_smepmp_set (
            struct sbi_scratch * scratch,
            struct sbi_domain * dom,
            struct sbi_domain_memregion * reg,
            unsigned int pmp_idx,
            unsigned int pmp_flags,
            unsigned int pmp_log2gran,
            unsigned long pmp_addr_max )  [static]
```

Here is the call graph for this function:



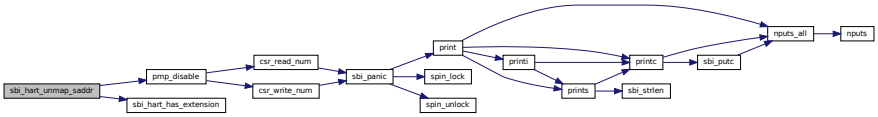
Here is the caller graph for this function:



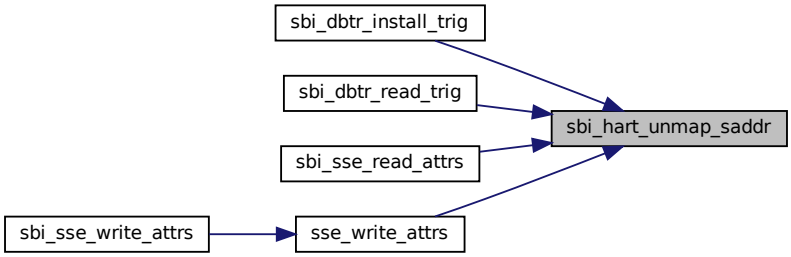
30.141.2.30 sbi_hart_unmap_saddr()

```
int sbi_hart_unmap_saddr (
            void  )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.141.2.31 sbi_hart_update_extension()

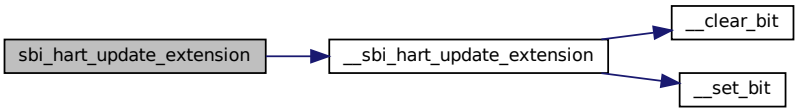
```
void sbi_hart_update_extension (
            struct sbi_scratch * scratch,
            enum sbi_hart_extensions ext,
            bool enable )
```

Enable/Disable a particular hart extension

Parameters

scratch	pointer to the HART scratch space
ext	the extension number to check
enable	new state of hart extension

Here is the call graph for this function:



30.141.3 Variable Documentation

30.141.3.1 hart_features_offset

```
unsigned long hart_features_offset  [static]
```

30.141.3.2 sbi_hart_expected_trap

```
void(* sbi_hart_expected_trap) (void) (
            void  ) = &__sbi_expected_trap
```

30.141.3.3 sbi_hart_ext

```
const struct sbi_hart_ext_data sbi_hart_ext[]
```

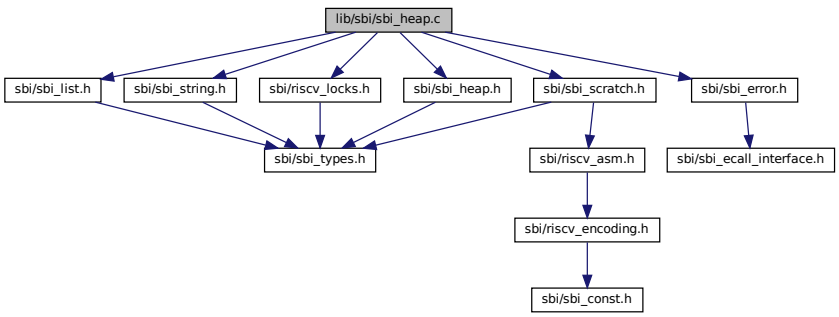
Initial value:

```
= {
    __SBI_HART_EXT_DATA(smaia, SBI_HART_EXT_SMAIA),
    __SBI_HART_EXT_DATA(smepmp, SBI_HART_EXT_SMEPMP),
    __SBI_HART_EXT_DATA(smstateen, SBI_HART_EXT_SMSTATEEN),
    __SBI_HART_EXT_DATA(sscofpmf, SBI_HART_EXT_SSCOFPMF),
    __SBI_HART_EXT_DATA(sstc, SBI_HART_EXT_SSTC),
    __SBI_HART_EXT_DATA(zicntr, SBI_HART_EXT_ZICNTR),
    __SBI_HART_EXT_DATA(zihpm, SBI_HART_EXT_ZIHPM),
    __SBI_HART_EXT_DATA(zkr, SBI_HART_EXT_ZKR),
    __SBI_HART_EXT_DATA(smcntrpmf, SBI_HART_EXT_SMCNTRPMF),
    __SBI_HART_EXT_DATA(xandespmu, SBI_HART_EXT_XANDESPMU),
    __SBI_HART_EXT_DATA(zicboz, SBI_HART_EXT_ZICBOZ),
    __SBI_HART_EXT_DATA(zicbom, SBI_HART_EXT_ZICBOM),
    __SBI_HART_EXT_DATA(svpbmt, SBI_HART_EXT_SVPBMT),
    __SBI_HART_EXT_DATA(sdtrig, SBI_HART_EXT_SDTRIG),
    __SBI_HART_EXT_DATA(smcsrind, SBI_HART_EXT_SMCSRIND),
    __SBI_HART_EXT_DATA(smcdeleg, SBI_HART_EXT_SMCDELEG),
    __SBI_HART_EXT_DATA(sscsrind, SBI_HART_EXT_SSCSRIND),
    __SBI_HART_EXT_DATA(ssccfg, SBI_HART_EXT_SSCCFG),
    __SBI_HART_EXT_DATA(svade, SBI_HART_EXT_SVADE),
    __SBI_HART_EXT_DATA(svadu, SBI_HART_EXT_SVADU),
}
```

30.142 lib/sbi/sbi_heap.c File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_list.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
```

Include dependency graph for sbi_heap.c:



Macros

- #define HEAP_ALLOC_ALIGN 64
- #define HEAP_HOUSEKEEPING_FACTOR 16

Functions

- void * sbi_malloc (size_t size)
- void * sbi_zalloc (size_t size)
- void sbi_free (void *ptr)
- unsigned long sbi_heap_free_space (void)
- unsigned long sbi_heap_used_space (void)
- unsigned long sbi_heap_reserved_space (void)
- int sbi_heap_init (struct sbi_scratch *scratch)

Variables

- static struct heap_control hpctrl

30.142.1 Macro Definition Documentation

30.142.1.1 HEAP_ALLOC_ALIGN

```
#define HEAP_ALLOC_ALIGN 64
```

30.142.1.2 HEAP_HOUSEKEEPING_FACTOR

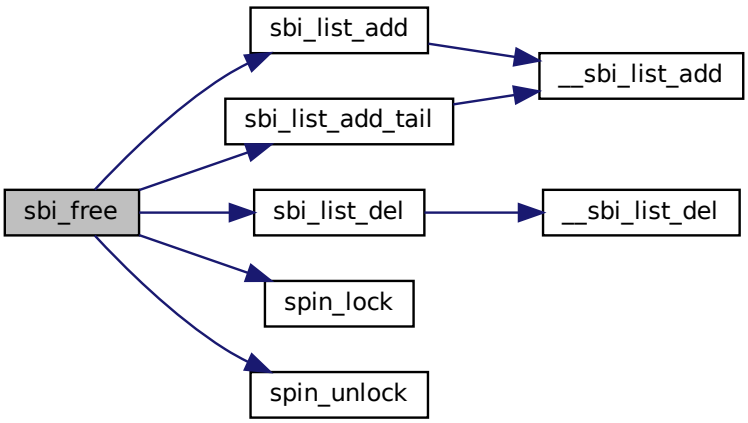
```
#define HEAP_HOUSEKEEPING_FACTOR 16
```

30.142.2 Function Documentation

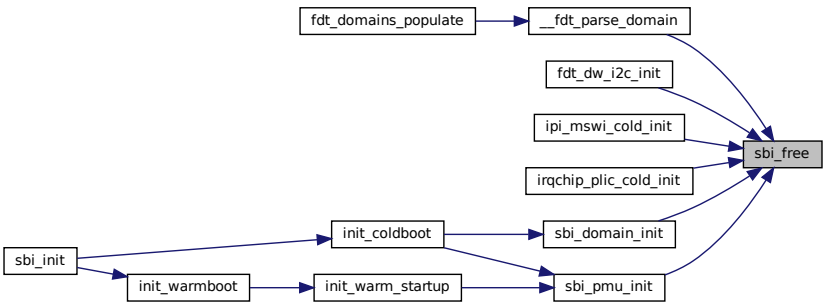
30.142.2.1 sbi_free()

```
void sbi_free (
            void * ptr )
```

Free-up to heap area Here is the call graph for this function:



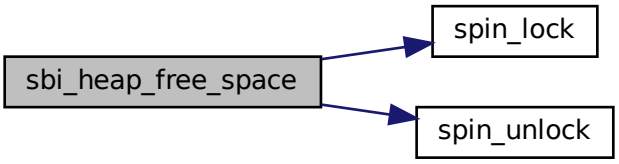
Here is the caller graph for this function:



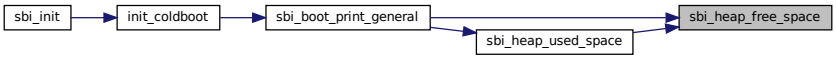
30.142.2.2 sbi_heap_free_space()

```
unsigned long sbi_heap_free_space (
            void  )
```

Amount (in bytes) of free space in the heap area Here is the call graph for this function:



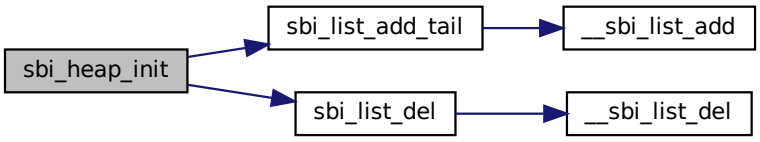
Here is the caller graph for this function:



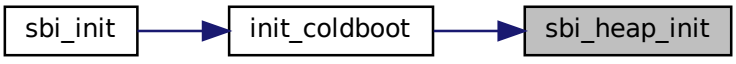
30.142.2.3 sbi_heap_init()

```
int sbi_heap_init (
            struct sbi_scratch * scratch )
```

Initialize heap area Here is the call graph for this function:



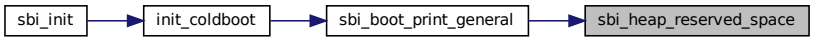
Here is the caller graph for this function:



30.142.2.4 sbi_heap_reserved_space()

```
unsigned long sbi_heap_reserved_space (
            void  )
```

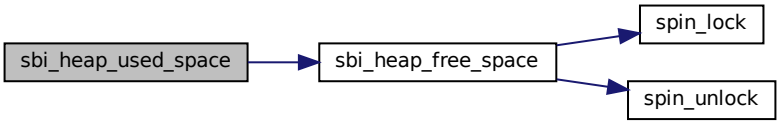
Amount (in bytes) of reserved space in the heap area Here is the caller graph for this function:



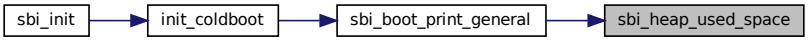
30.142.2.5 sbi_heap_used_space()

```
unsigned long sbi_heap_used_space (
            void  )
```

Amount (in bytes) of used space in the heap area Here is the call graph for this function:



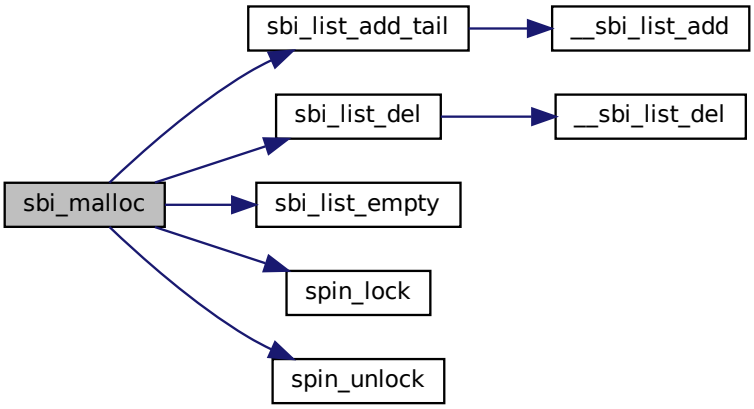
Here is the caller graph for this function:



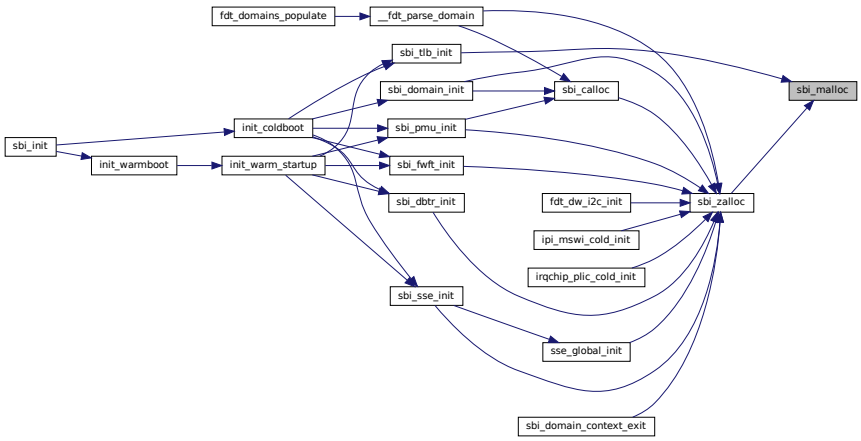
30.142.2.6 sbi_malloc()

```
void* sbi_malloc (
            size_t size )
```

Allocate from heap area Here is the call graph for this function:



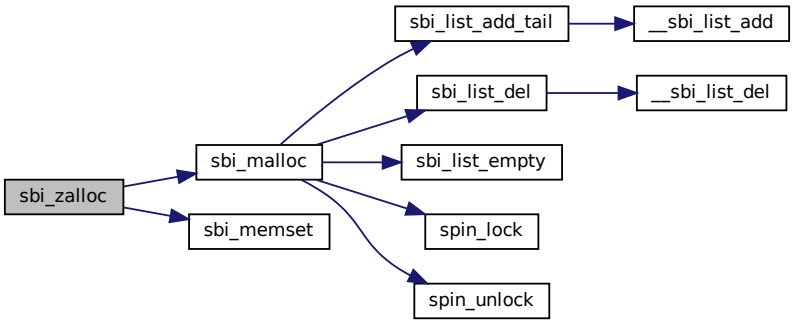
Here is the caller graph for this function:



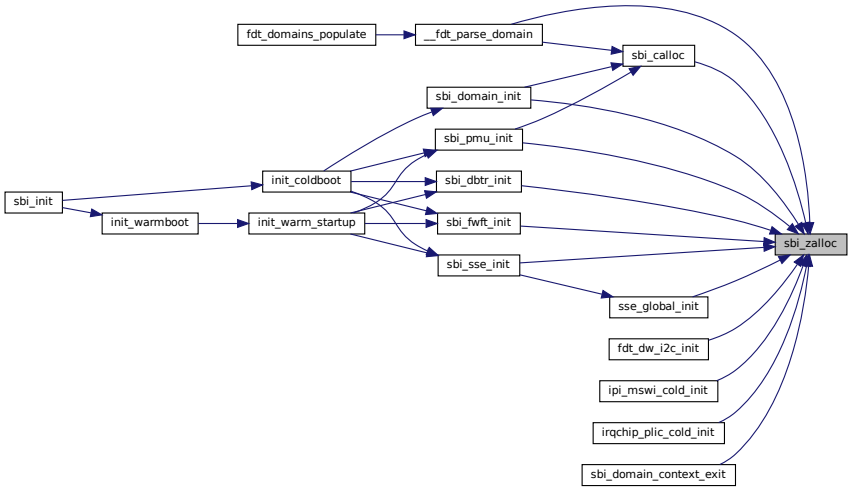
30.142.2.7 sbi_zalloc()

```
void* sbi_zalloc (
            size_t size )
```

Zero allocate from heap area Here is the call graph for this function:



Here is the caller graph for this function:



30.142.3 Variable Documentation

30.142.3.1 hpctrl

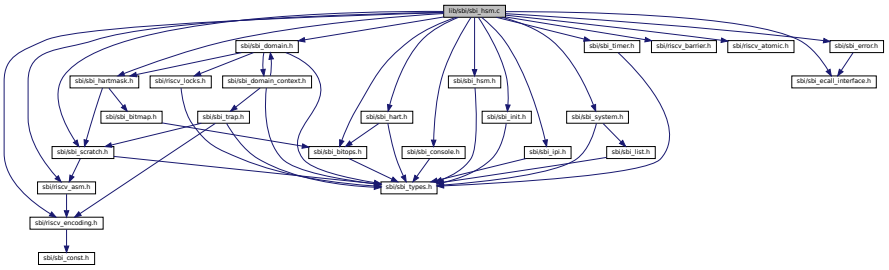
```
struct heap_control hpctrl  [static]
```

30.143 lib/sbi/sbi_hsm.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_barrier.h>
#include <sbi/riscv_encoding.h>
#include <sbi/riscv_atomic.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
```

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_hartmask.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_init.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_system.h>
#include <sbi/sbi_timer.h>
```

Include dependency graph for sbi_hsm.c:



Macros

- #define __sbi_hsm_hart_change_state(hdata, oldstate, newstate)

Functions

- bool sbi_hsm_hart_change_state (struct sbi_scratch *scratch, long oldstate, long newstate)
- int __sbi_hsm_hart_get_state (u32 hartid)
- int sbi_hsm_hart_get_state (const struct sbi_domain *dom, u32 hartid)
- static bool hsm_start_ticket_acquire (struct sbi_hsm_data *hdata)
- static void hsm_start_ticket_release (struct sbi_hsm_data *hdata)
- int sbi_hsm_hart_interruptible_mask (const struct sbi_domain *dom, ulong hbase, ulong *out_hmask)
- void __noreturn sbi_hsm_hart_start_finish (struct sbi_scratch *scratch, u32 hartid)
- static void sbi_hsm_hart_wait (struct sbi_scratch *scratch, u32 hartid)
- const struct sbi_hsm_device * sbi_hsm_get_device (void)
- void sbi_hsm_set_device (const struct sbi_hsm_device *dev)
- static bool hsm_device_has_hart_hotplug (void)
- static bool hsm_device_has_hart_secondary_boot (void)
- static int hsm_device_hart_start (u32 hartid, ulong saddr)
- static int hsm_device_hart_stop (void)
- static int hsm_device_hart_suspend (u32 suspend_type)
- static void hsm_device_hart_resume (void)
- int sbi_hsm_init (struct sbi_scratch *scratch, u32 hartid, bool cold_boot)
- void __noreturn sbi_hsm_exit (struct sbi_scratch *scratch)
- int sbi_hsm_hart_start (struct sbi_scratch *scratch, const struct sbi_domain *dom, u32 hartid, ulong saddr, ulong smode, ulong arg1)
- int sbi_hsm_hart_stop (struct sbi_scratch *scratch, bool exitnow)
- static int __sbi_hsm_suspend_default (struct sbi_scratch *scratch)
- void __sbi_hsm_suspend_non_ret_save (struct sbi_scratch *scratch)
- static void __sbi_hsm_suspend_non_ret_restore (struct sbi_scratch *scratch)
- void sbi_hsm_hart_resume_start (struct sbi_scratch *scratch)
- void __noreturn sbi_hsm_hart_resume_finish (struct sbi_scratch *scratch, u32 hartid)
- int sbi_hsm_hart_suspend (struct sbi_scratch *scratch, u32 suspend_type, ulong raddr, ulong rmode, ulong arg1)

Variables

- static const struct sbi_hsm_device * hsm_dev = NULL
- static unsigned long hart_data_offset

30.143.1 Macro Definition Documentation

30.143.1.1 __sbi_hsm_hart_change_state

```
#define __sbi_hsm_hart_change_state(
                hdata,
                oldstate,
                newstate )
```

Value:

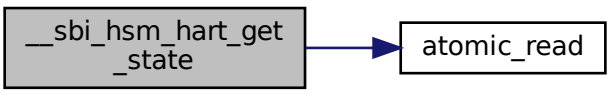
```
({                                      \
    long state = atomic_cmpxchg(&(hdata)->state, oldstate, newstate); \
    if (state != (oldstate))                        \
        sbi_printf("%s: ERR: The hart is in invalid state [%lu]\n", \
                __func__, state);               \
    state == (oldstate);                        \
})
```

30.143.2 Function Documentation

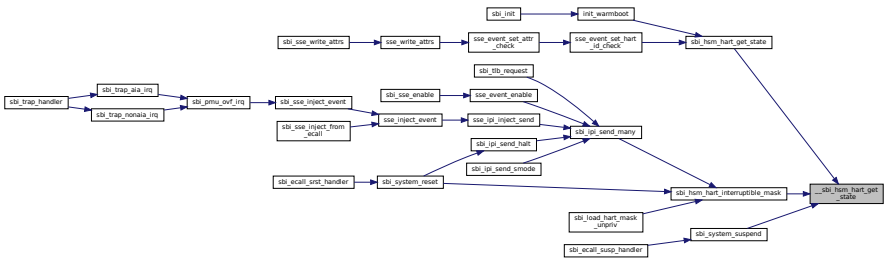
30.143.2.1 __sbi_hsm_hart_get_state()

```
int __sbi_hsm_hart_get_state (
              u32 hartid )
```

Here is the call graph for this function:



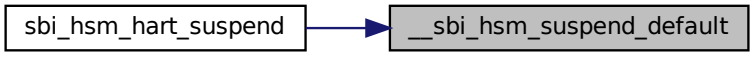
Here is the caller graph for this function:



30.143.2.2 __sbi_hsm_suspend_default()

```
static int __sbi_hsm_suspend_default (
            struct sbi_scratch * scratch )  [static]
```

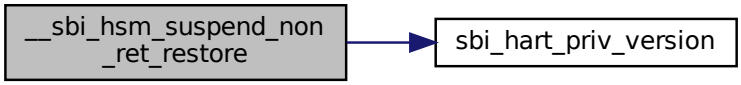
Here is the caller graph for this function:



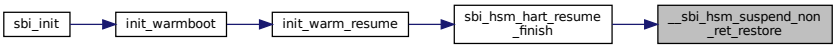
30.143.2.3 __sbi_hsm_suspend_non_ret_restore()

```
static void __sbi_hsm_suspend_non_ret_restore (
            struct sbi_scratch * scratch )  [static]
```

Here is the call graph for this function:



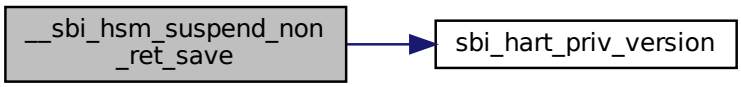
Here is the caller graph for this function:



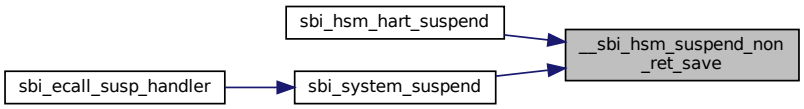
30.143.2.4 __sbi_hsm_suspend_non_ret_save()

```
void __sbi_hsm_suspend_non_ret_save (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



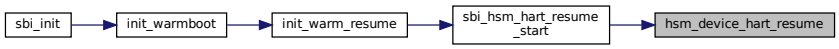
Here is the caller graph for this function:



30.143.2.5 hsm_device_hart_resume()

```
static void hsm_device_hart_resume (
            void  )  [static]
```

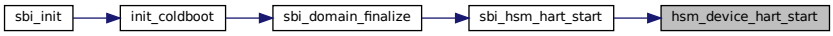
Here is the caller graph for this function:



30.143.2.6 hsm_device_hart_start()

```
static int hsm_device_hart_start (
            u32 hartid,
            ulong saddr )  [static]
```

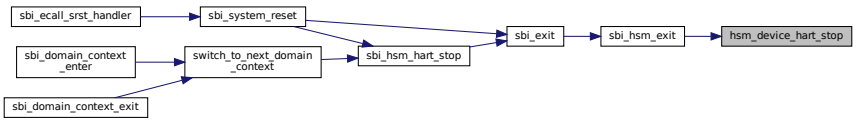
Here is the caller graph for this function:



30.143.2.7 hsm_device_hart_stop()

```
static int hsm_device_hart_stop (
            void  )  [static]
```

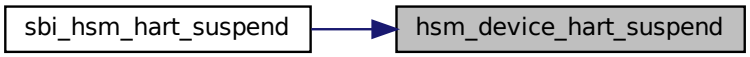
Here is the caller graph for this function:



30.143.2.8 hsm_device_hart_suspend()

```
static int hsm_device_hart_suspend (
            u32 suspend_type )  [static]
```

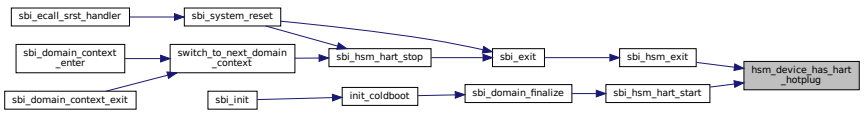
Here is the caller graph for this function:



30.143.2.9 hsm_device_has_hart_hotplug()

```
static bool hsm_device_has_hart_hotplug (
            void )  [static]
```

Here is the caller graph for this function:



30.143.2.10 hsm_device_has_hart_secondary_boot()

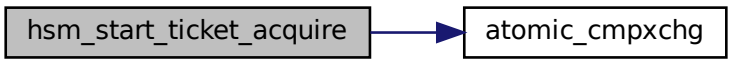
```
static bool hsm_device_has_hart_secondary_boot (
            void )  [static]
```

Here is the caller graph for this function:

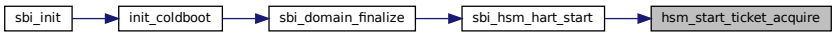
30.143.2.11 hsm_start_ticket_acquire()

```
static bool hsm_start_ticket_acquire (
            struct sbi_hsm_data * hdata )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

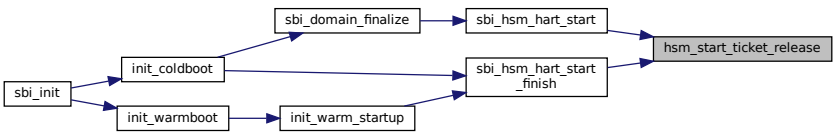


30.143.2.12 hsm_start_ticket_release()

```
static void hsm_start_ticket_release (
            struct sbi_hsm_data * hdata )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:

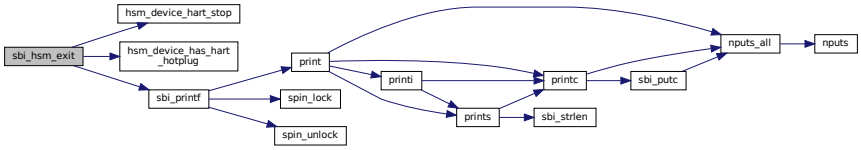


30.143.2.13 sbi_hsm_exit()

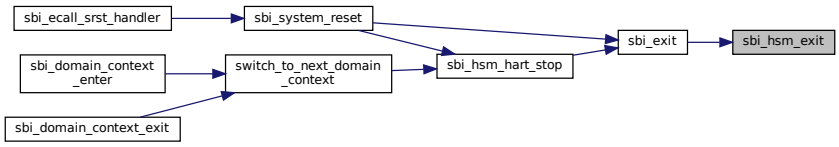
```
void __noreturn sbi_hsm_exit (
            struct sbi_scratch * scratch )
```

As platform is lacking support for hotplug, directly jump to warmboot and wait for interrupts in warmboot. We do it preemptively in order preserve the hart states and reuse the code path for hotplug.Here is the call graph for this

function:



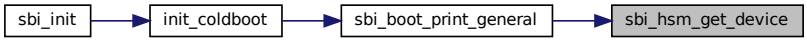
Here is the caller graph for this function:



30.143.2.14 sbi_hsm_get_device()

```
const struct sbi_hsm_device* sbi_hsm_get_device (
            void  )
```

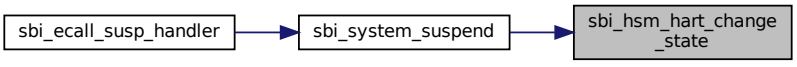
Here is the caller graph for this function:



30.143.2.15 sbi_hsm_hart_change_state()

```
bool sbi_hsm_hart_change_state (
            struct sbi_scratch * scratch,
            long oldstate,
            long newstate )
```

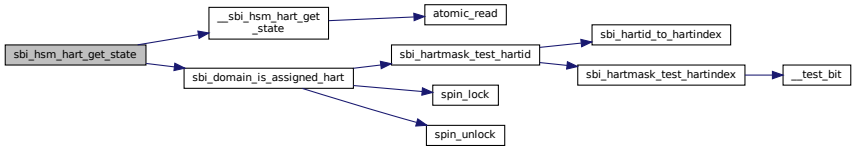
Here is the caller graph for this function:



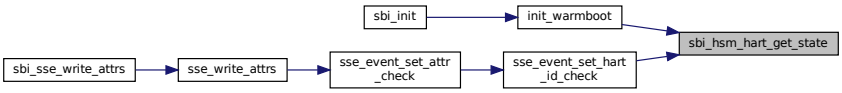
30.143.2.16 sbi_hsm_hart_get_state()

```
int sbi_hsm_hart_get_state (
            const struct sbi_domain * dom,
            u32 hartid )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.143.2.17 sbi_hsm_hart_interruptible_mask()

```
int sbi_hsm_hart_interruptible_mask (
            const struct sbi_domain * dom,
            ulong hbase,
            ulong * out_hmask )
```

Get ulong HART mask for given HART base ID

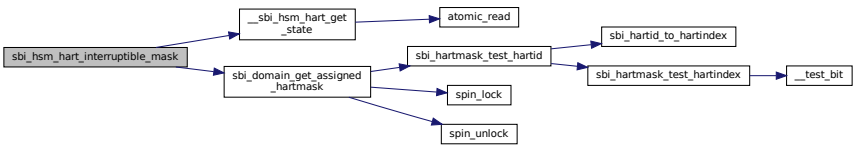
Parameters

dom	the domain to be used for output HART mask
hbase	the HART base ID
out_hmask	the output ulong HART mask

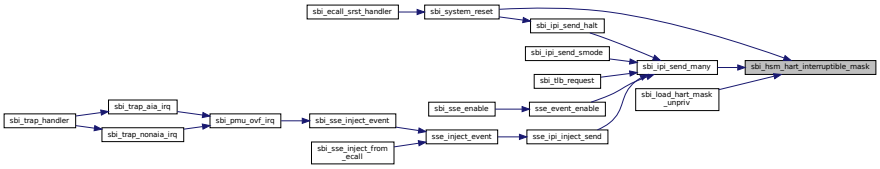
Returns

0 on success and SBI_Exxx (< 0) on failure Note: the output HART mask will be set to zero on failure as well.

Here is the call graph for this function:



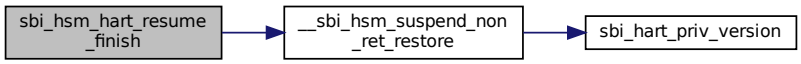
Here is the caller graph for this function:



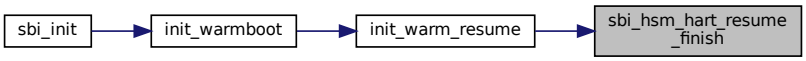
30.143.2.18 sbi_hsm_hart_resume_finish()

```
void __noreturn sbi_hsm_hart_resume_finish (
            struct sbi_scratch * scratch,
            u32 hartid )
```

Here is the call graph for this function:



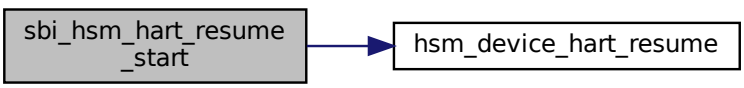
Here is the caller graph for this function:



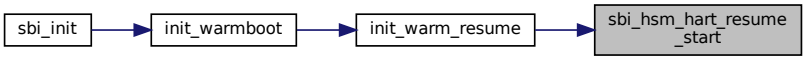
30.143.2.19 sbi_hsm_hart_resume_start()

```
void sbi_hsm_hart_resume_start (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



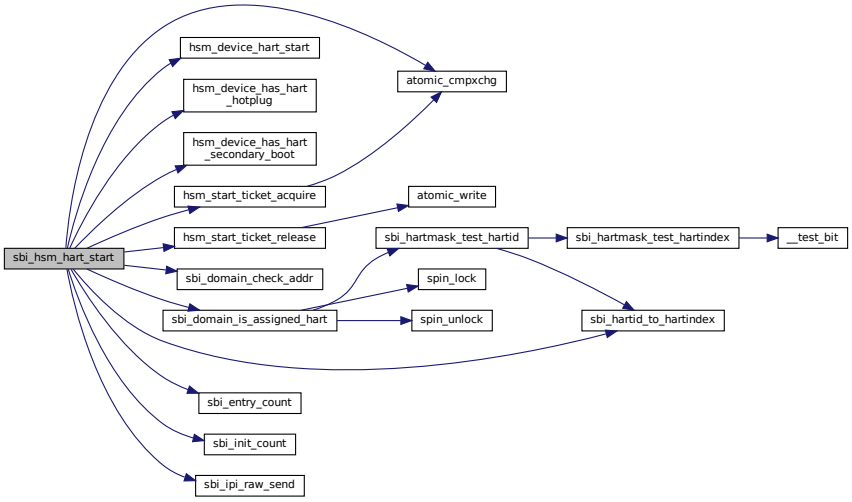
Here is the caller graph for this function:



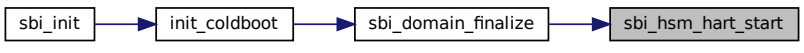
30.143.2.20 sbi_hsm_hart_start()

```
int sbi_hsm_hart_start (
            struct sbi_scratch * scratch,
            const struct sbi_domain * dom,
            u32 hartid,
            ulong saddr,
            ulong smode,
            ulong arg1 )
```

if a hart is already transition to start or stop, another start call is considered as invalid request.Here is the call graph for this function:



Here is the caller graph for this function:

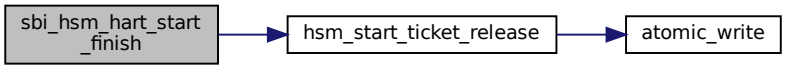


30.143.2.21 sbi_hsm_hart_start_finish()

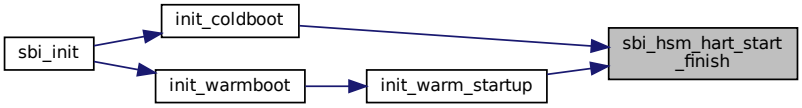
```
void __noreturn sbi_hsm_hart_start_finish (
```

```
            struct sbi_scratch * scratch,
            u32 hartid )
```

Here is the call graph for this function:



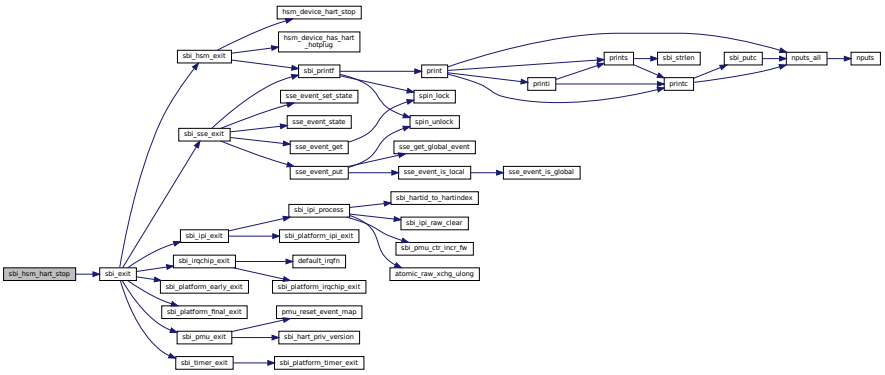
Here is the caller graph for this function:



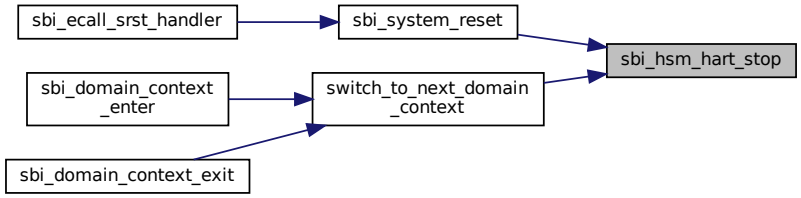
30.143.2.22 sbi_hsm_hart_stop()

```
int sbi_hsm_hart_stop (
            struct sbi_scratch * scratch,
            bool exitnow )
```

Here is the call graph for this function:



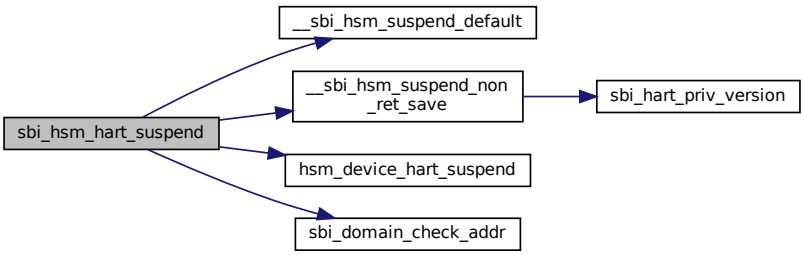
Here is the caller graph for this function:



30.143.2.23 sbi_hsm_hart_suspend()

```
int sbi_hsm_hart_suspend (
            struct sbi_scratch * scratch,
            u32 suspend_type,
            ulong raddr,
            ulong rmode,
            ulong arg1 )
```

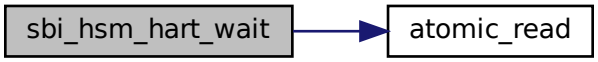
Here is the call graph for this function:



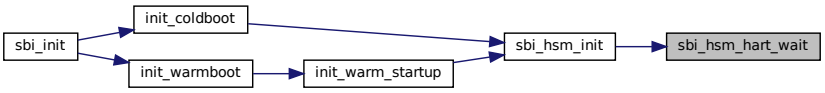
30.143.2.24 sbi_hsm_hart_wait()

```
static void sbi_hsm_hart_wait (
            struct sbi_scratch * scratch,
            u32 hartid )  [static]
```

Here is the call graph for this function:



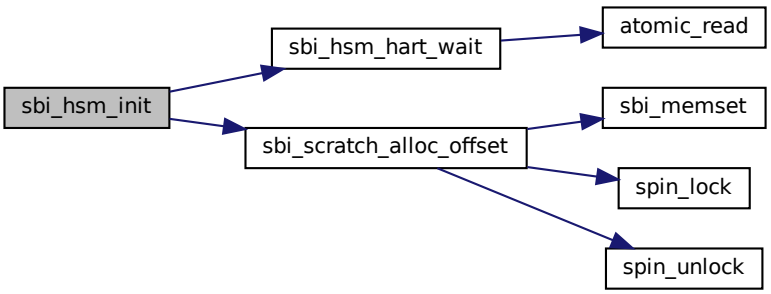
Here is the caller graph for this function:



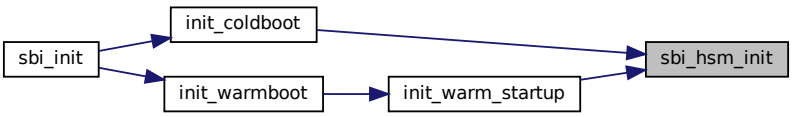
30.143.2.25 sbi_hsm_init()

```
int sbi_hsm_init (
            struct sbi_scratch * scratch,
            u32 hartid,
            bool cold_boot )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.143.2.26 sbi_hsm_set_device()

```
void sbi_hsm_set_device (
            const struct sbi_hsm_device * dev )
```

30.143.3 Variable Documentation

30.143.3.1 hart_data_offset

```
unsigned long hart_data_offset  [static]
```

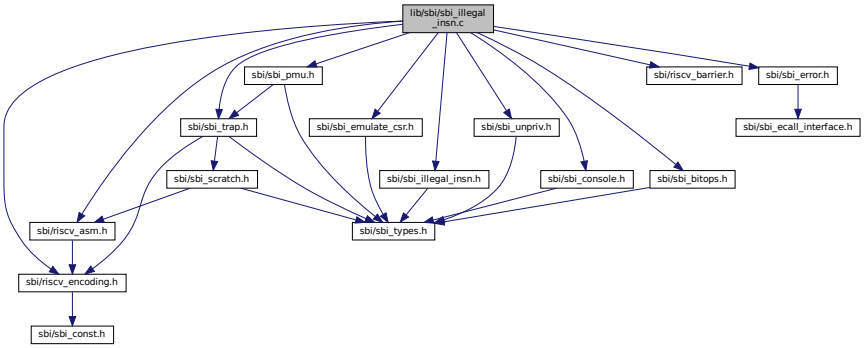
30.143.3.2 hsm_dev

```
const struct sbi_hsm_device* hsm_dev = NULL  [static]
```

30.144 lib/sbi/sbi_illegal_insn.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_barrier.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_emulate_csr.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_illegal_insn.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_unpriv.h>
#include <sbi/sbi_console.h>
```

Include dependency graph for sbi_illegal_insn.c:



Typedefs

- typedef int(∗ illegal_insn_func) (ulong insn, struct sbi_trap_regs ∗regs)

Functions

- static int truly_illegal_insn (ulong insn, struct sbi_trap_regs ∗regs)
- static int misc_mem_opcode_insn (ulong insn, struct sbi_trap_regs ∗regs)
- static int system_opcode_insn (ulong insn, struct sbi_trap_regs ∗regs)
- int sbi_illegal_insn_handler (struct sbi_trap_context ∗tcntx)

Variables

- static const illegal_insn_func illegal_insn_table [32]

30.144.1 Typedef Documentation

30.144.1.1 illegal_insn_func

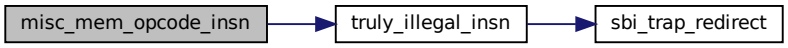
```
typedef int(* illegal_insn_func) (ulong insn, struct sbi_trap_regs *regs)
```

30.144.2 Function Documentation

30.144.2.1 misc_mem_opcode_insn()

```
static int misc_mem_opcode_insn (
            ulong insn,
            struct sbi_trap_regs * regs )  [static]
```

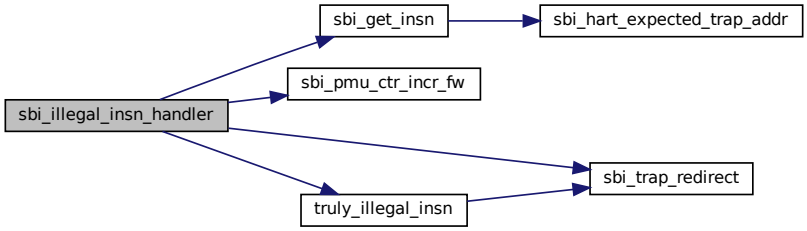
Here is the call graph for this function:



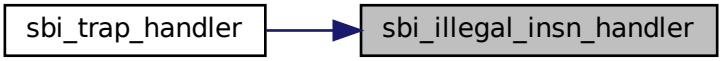
30.144.2.2 sbi_illegal_insn_handler()

```
int sbi_illegal_insn_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



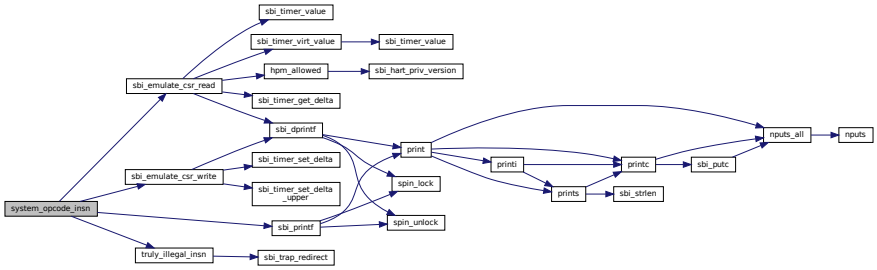
Here is the caller graph for this function:



30.144.2.3 system_opcode_insn()

```
static int system_opcode_insn (
            ulong insn,
            struct sbi_trap_regs * regs )  [static]
```

Here is the call graph for this function:

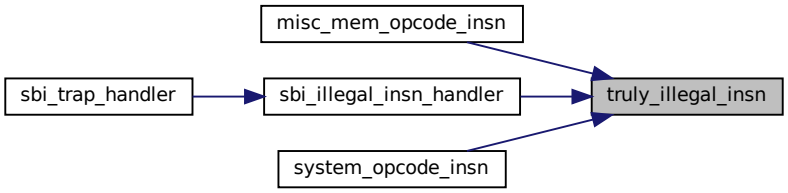


30.144.2.4 truly_illegal_insn()

```
static int truly_illegal_insn (
            ulong insn,
            struct sbi_trap_regs * regs )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:



30.144.3 Variable Documentation

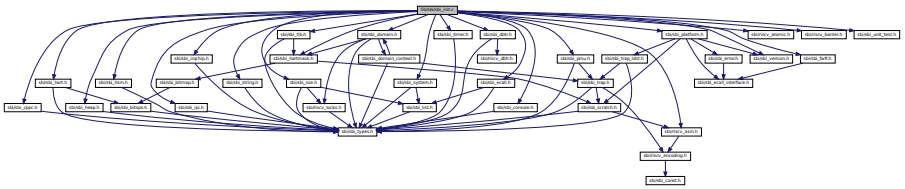
30.144.3.1 illegal_insn_table

```
const illegal_insn_func illegal_insn_table[32]  [static]
```

30.145 lib/sbi/sbi_init.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_atomic.h>
#include <sbi/riscv_barrier.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_cppc.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_fwft.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_hartmask.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_irqchip.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_dbtr.h>
#include <sbi/sbi_sse.h>
#include <sbi/sbi_system.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_timer.h>
#include <sbi/sbi_tlb.h>
#include <sbi/sbi_version.h>
#include <sbi/sbi_unit_test.h>
```

Include dependency graph for sbi_init.c:



Macros

- #define BANNER

Functions

- static void sbi_boot_print_banner (struct sbi_scratch *scratch)
- static void sbi_boot_print_general (struct sbi_scratch *scratch)
- static void sbi_boot_print_domains (struct sbi_scratch *scratch)
- static void sbi_boot_print_hart (struct sbi_scratch *scratch, u32 hartid)
- static void wait_for_coldboot (struct sbi_scratch *scratch, u32 hartid)
- static void wake_coldboot_harts (struct sbi_scratch *scratch, u32 hartid)
- static void __noreturn init_coldboot (struct sbi_scratch *scratch, u32 hartid)
- static void __noreturn init_warm_startup (struct sbi_scratch *scratch, u32 hartid)
- static void __noreturn init_warm_resume (struct sbi_scratch *scratch, u32 hartid)
- static void __noreturn init_warmboot (struct sbi_scratch *scratch, u32 hartid)
- void __noreturn sbi_init (struct sbi_scratch *scratch)
- unsigned long sbi_entry_count (u32 hartid)
- unsigned long sbi_init_count (u32 hartid)
- void __noreturn sbi_exit (struct sbi_scratch *scratch)

Variables

- static unsigned long coldboot_done
- static unsigned long entry_count_offset
- static unsigned long init_count_offset
- static atomic_t coldboot_lottery = ATOMIC_INITIALIZER(0)

30.145.1 Macro Definition Documentation

30.145.1.1 BANNER

```
#define BANNER
```

Value:

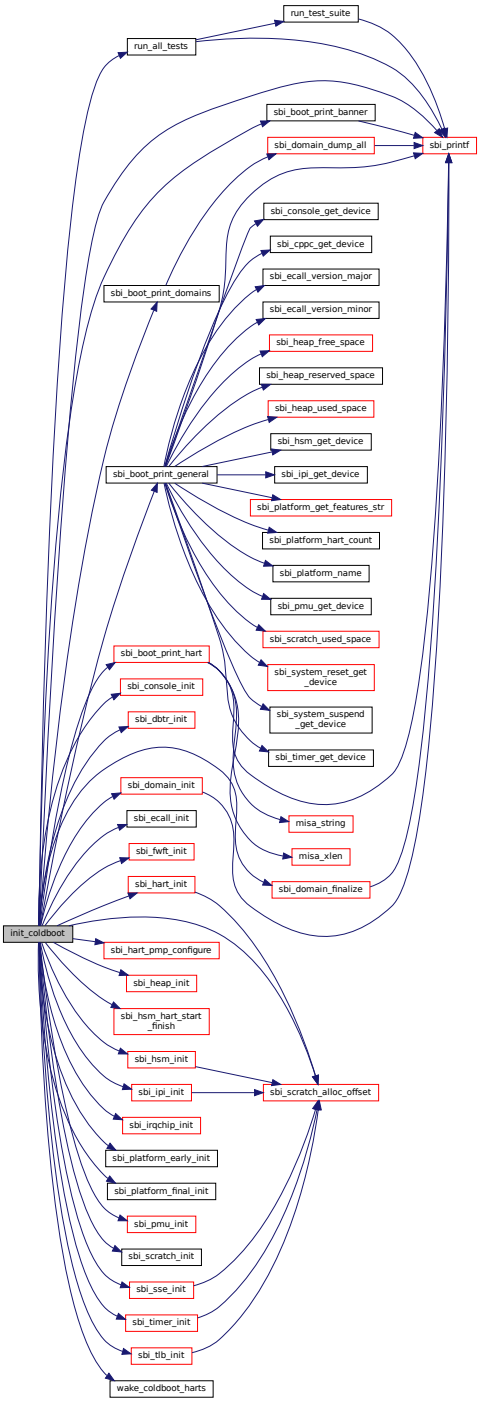
```
    "   ____                    _____ ____ _____\n"      \
    "  / __ \\                  / ____|  _ \\_   _|\n"  \
    " | |  | |_ __   ___ _ __ | (___ | |_) || |\n"      \
    " | |  | | '_ \\ / _ \\ '_ \\ \\___ \\|  _ < | |\n" \
    " | |__| | |_) |  __/ | | |____) | |_) || |_\n"     \
    "  \\____/| .__/ \\___|_| |_|_____/|____/_____|\n"  \
    "        | |\n"                                     \
    "        |_|\n\n"
```

30.145.2 Function Documentation

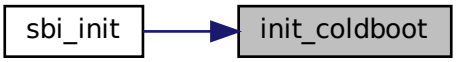
30.145.2.1 init_coldboot()

```
static void __noreturn init_coldboot (
            struct sbi_scratch * scratch,
            u32 hartid )  [static]
```

Here is the call graph for this function:



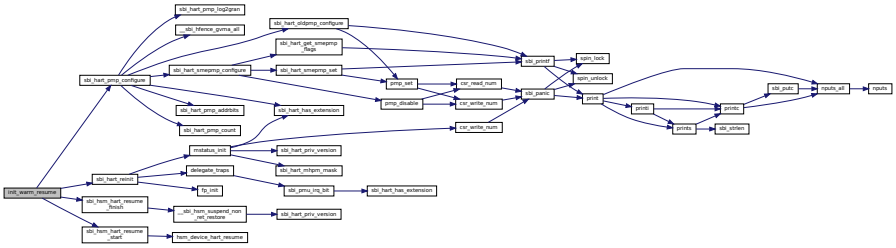
Here is the caller graph for this function:



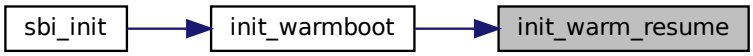
30.145.2.2 init_warm_resume()

```
static void __noreturn init_warm_resume (
            struct sbi_scratch * scratch,
            u32 hartid )  [static]
```

Here is the call graph for this function:



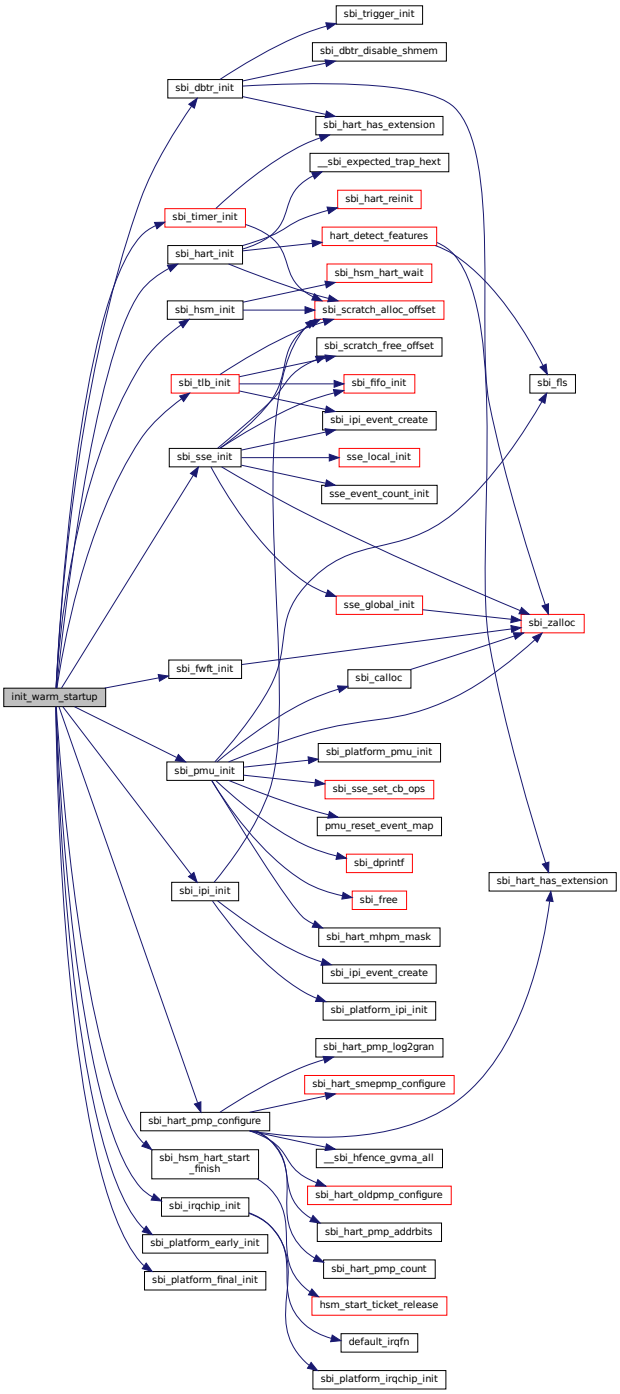
Here is the caller graph for this function:



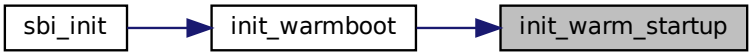
30.145.2.3 init_warm_startup()

```
static void __noreturn init_warm_startup (
            struct sbi_scratch * scratch,
            u32 hartid )  [static]
```

Here is the call graph for this function:



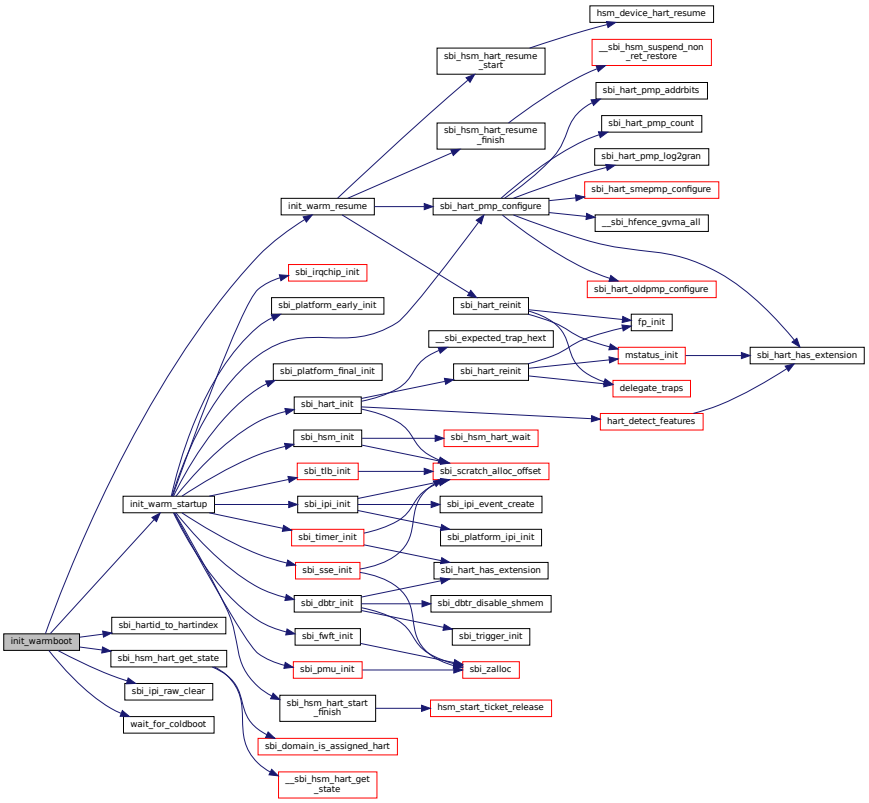
Here is the caller graph for this function:



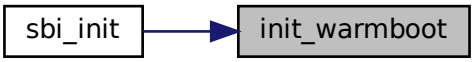
30.145.2.4 init_warmboot()

```
static void __noreturn init_warmboot (
            struct sbi_scratch * scratch,
            u32 hartid )  [static]
```

Here is the call graph for this function:



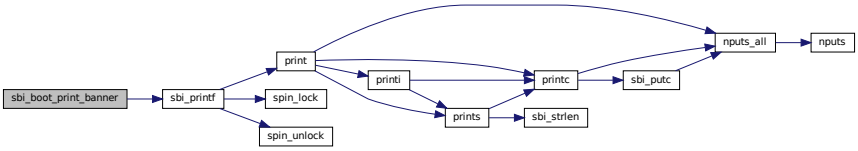
Here is the caller graph for this function:



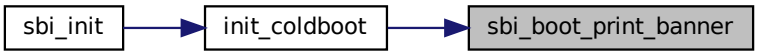
30.145.2.5 sbi_boot_print_banner()

```
static void sbi_boot_print_banner (
            struct sbi_scratch * scratch )  [static]
```

Here is the call graph for this function:



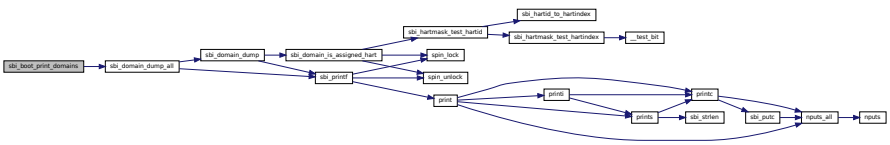
Here is the caller graph for this function:



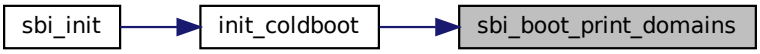
30.145.2.6 sbi_boot_print_domains()

```
static void sbi_boot_print_domains (
            struct sbi_scratch * scratch )  [static]
```

Here is the call graph for this function:



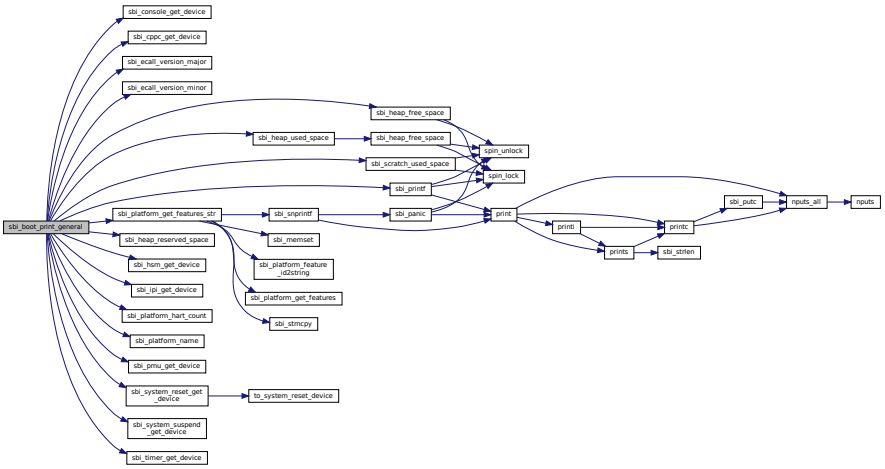
Here is the caller graph for this function:



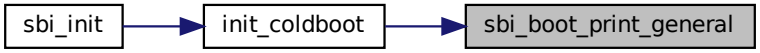
30.145.2.7 sbi_boot_print_general()

```
static void sbi_boot_print_general (
            struct sbi_scratch * scratch )  [static]
```

Here is the call graph for this function:



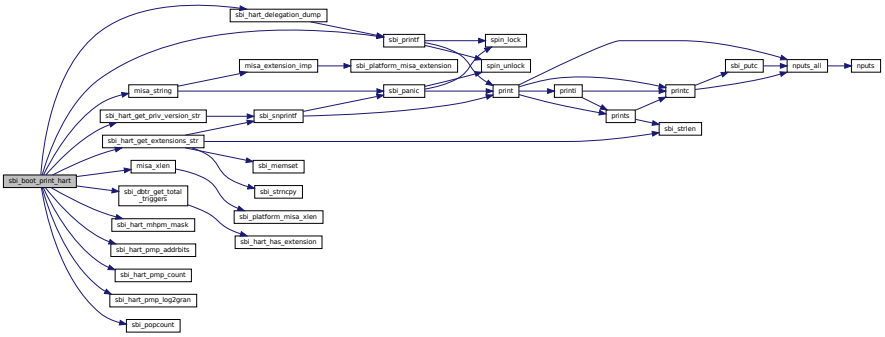
Here is the caller graph for this function:



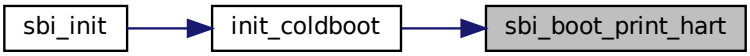
30.145.2.8 sbi_boot_print_hart()

```
static void sbi_boot_print_hart (
            struct sbi_scratch * scratch,
            u32 hartid )  [static]
```

Here is the call graph for this function:



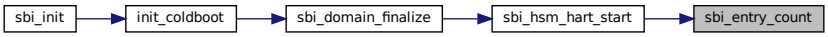
Here is the caller graph for this function:



30.145.2.9 sbi_entry_count()

```
unsigned long sbi_entry_count (
            u32 hartid )
```

Here is the caller graph for this function:



30.145.2.10 sbi_exit()

```
void __noreturn sbi_exit (
            struct sbi_scratch * scratch )
```

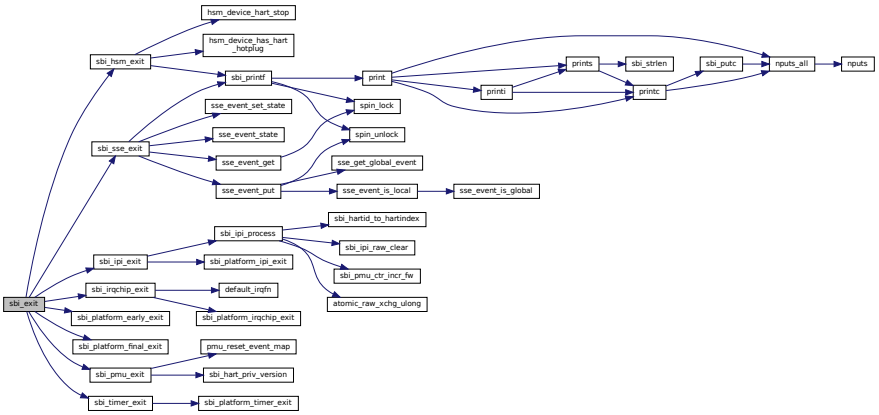
Exit OpenSBI library for current HART and stop HART
The function expects following:

1. The 'mscratch' CSR is pointing to sbi_scratch of current HART
2. Stack pointer (SP) is setup for current HART

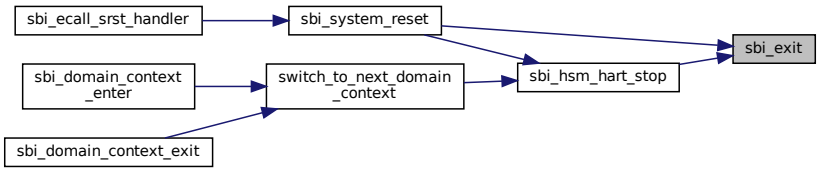
Parameters

scratch	pointer to sbi_scratch of current HART

Here is the call graph for this function:



Here is the caller graph for this function:



30.145.2.11 sbi_init()

```
void __noreturn sbi_init (
            struct sbi_scratch * scratch )
```

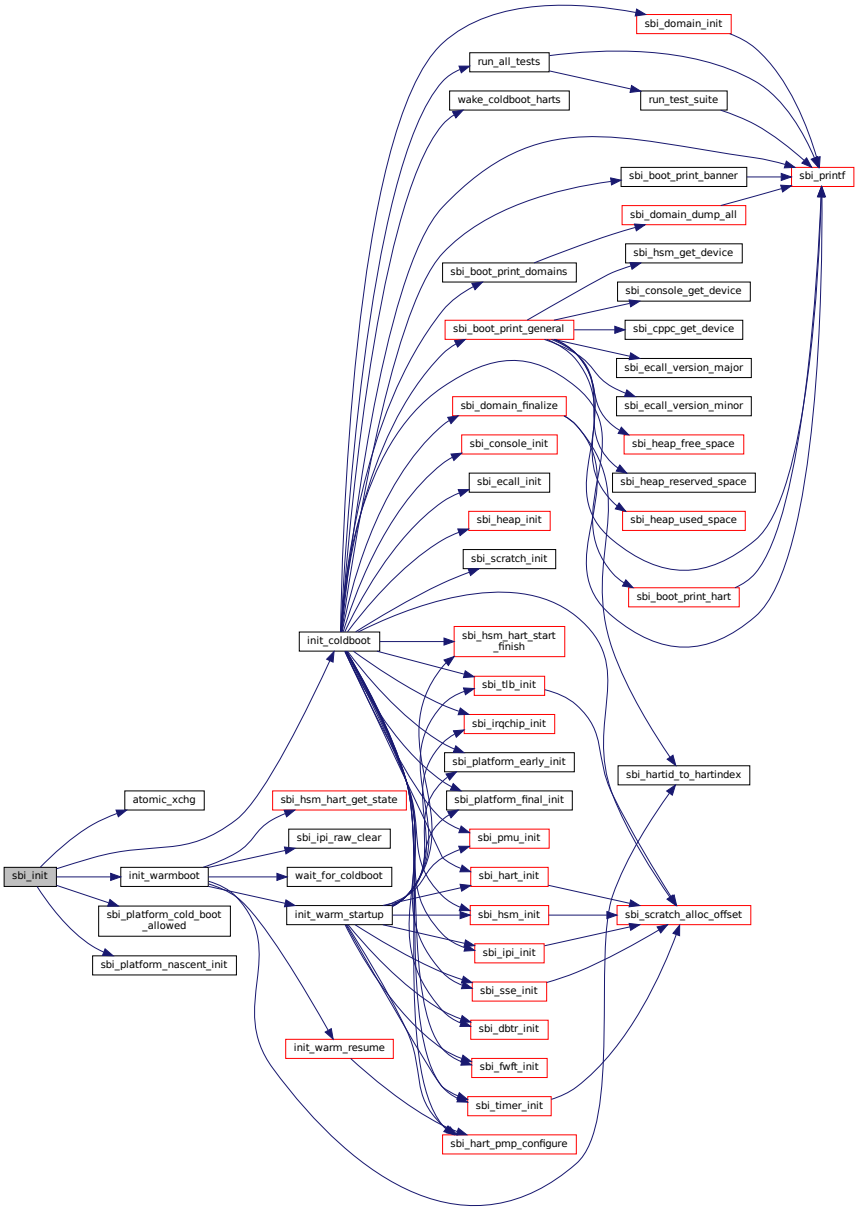
Initialize OpenSBI library for current HART and jump to next booting stage.
The function expects following:

1. The 'mscratch' CSR is pointing to sbi_scratch of current HART
2. Stack pointer (SP) is setup for current HART
3. Interrupts are disabled in MSTATUS CSR
4. All interrupts are disabled in MIE CSR

Parameters

scratch	pointer to sbi_scratch of current HART

Here is the call graph for this function:



30.145.2.12 sbi_init_count()

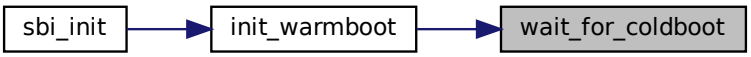
```
unsigned long sbi_init_count (
            u32 hartid )
```

Here is the caller graph for this function:

30.145.2.13 wait_for_coldboot()

```
static void wait_for_coldboot (
             struct sbi_scratch * scratch,
             u32 hartid )  [static]
```

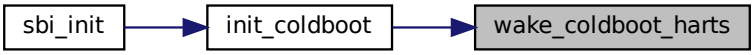
Here is the caller graph for this function:



30.145.2.14 wake_coldboot_harts()

```
static void wake_coldboot_harts (
             struct sbi_scratch * scratch,
             u32 hartid )  [static]
```

Here is the caller graph for this function:



30.145.3 Variable Documentation

30.145.3.1 coldboot_done

```
unsigned long coldboot_done  [static]
```

30.145.3.2 coldboot_lottery

```
atomic_t coldboot_lottery = ATOMIC_INITIALIZER(0)  [static]
```

30.145.3.3 entry_count_offset

```
unsigned long entry_count_offset  [static]
```

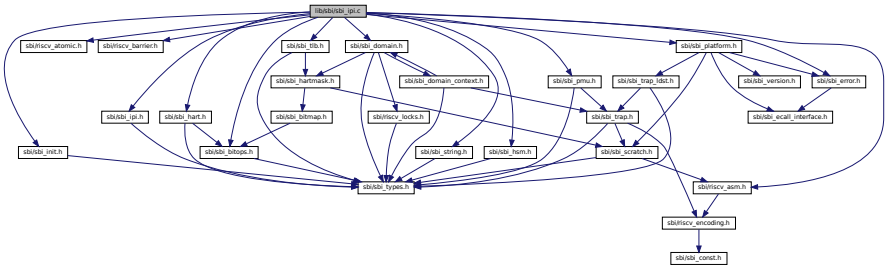
30.145.3.4 init_count_offset

```
unsigned long init_count_offset  [static]
```

30.146 lib/sbi/sbi_ipi.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_atomic.h>
#include <sbi/riscv_barrier.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_init.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_tlb.h>
```

Include dependency graph for sbi_ipi.c:



Functions

- _Static_assert (8 ∗sizeof(((struct sbi_ipi_data ∗) 0) ->ipi_type)==SBI_IPI_EVENT_MAX, "type of sbi_ipi_↩ data.ipi_type has changed, please redefine SBI_IPI_EVENT_MAX")
- static int sbi_ipi_send (struct sbi_scratch ∗scratch, u32 remote_hartindex, u32 event, void ∗data)
- static int sbi_ipi_sync (struct sbi_scratch ∗scratch, u32 event)
- int sbi_ipi_send_many (ulong hmask, ulong hbase, u32 event, void ∗data)
- int sbi_ipi_event_create (const struct sbi_ipi_event_ops ∗ops)
- void sbi_ipi_event_destroy (u32 event)
- static void sbi_ipi_process_smode (struct sbi_scratch ∗scratch)
- int sbi_ipi_send_smode (ulong hmask, ulong hbase)
- void sbi_ipi_clear_smode (void)
- static void sbi_ipi_process_halt (struct sbi_scratch ∗scratch)
- int sbi_ipi_send_halt (ulong hmask, ulong hbase)
- void sbi_ipi_process (void)
- int sbi_ipi_raw_send (u32 hartindex)
- void sbi_ipi_raw_clear (u32 hartindex)
- const struct sbi_ipi_device ∗ sbi_ipi_get_device (void)
- void sbi_ipi_set_device (const struct sbi_ipi_device ∗dev)
- int sbi_ipi_init (struct sbi_scratch ∗scratch, bool cold_boot)
- void sbi_ipi_exit (struct sbi_scratch ∗scratch)

Variables

- static unsigned long ipi_data_off
- static const struct sbi_ipi_device ∗ ipi_dev = NULL
- static const struct sbi_ipi_event_ops ∗ ipi_ops_array [SBI_IPI_EVENT_MAX]

- static struct sbi_ipi_event_ops ipi_smode_ops
- static u32 ipi_smode_event = SBI_IPI_EVENT_MAX
- static struct sbi_ipi_event_ops ipi_halt_ops
- static u32 ipi_halt_event = SBI_IPI_EVENT_MAX

30.146.1 Function Documentation

30.146.1.1 _Static_assert()

```
_Static_assert (
            8 * sizeof((struct sbi_ipi_data *) 0) ->ipi_type = =SBI_IPI_EVENT_MAX,
            "type of sbi_ipi_data.ipi_type has changed,
            please redefine SBI_IPI_EVENT_MAX"  )
```

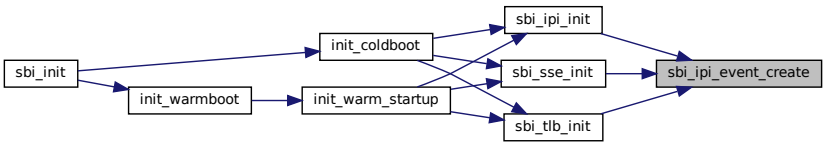
30.146.1.2 sbi_ipi_clear_smode()

```
void sbi_ipi_clear_smode (
            void  )
```

30.146.1.3 sbi_ipi_event_create()

```
int sbi_ipi_event_create (
            const struct sbi_ipi_event_ops * ops )
```

Here is the caller graph for this function:



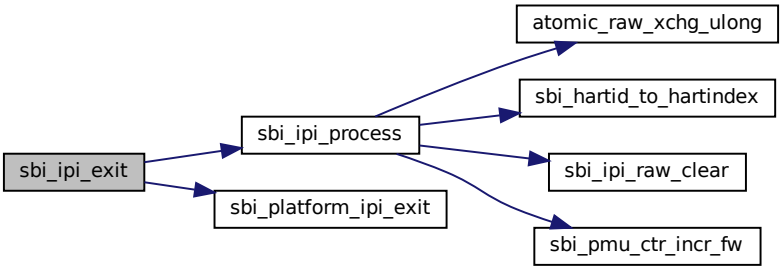
30.146.1.4 sbi_ipi_event_destroy()

```
void sbi_ipi_event_destroy (
            u32 event )
```

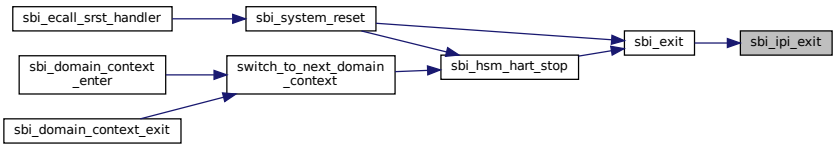
30.146.1.5 sbi_ipi_exit()

```
void sbi_ipi_exit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



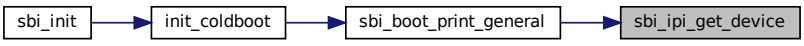
Here is the caller graph for this function:



30.146.1.6 sbi_ipi_get_device()

```
const struct sbi_ipi_device* sbi_ipi_get_device (
            void  )
```

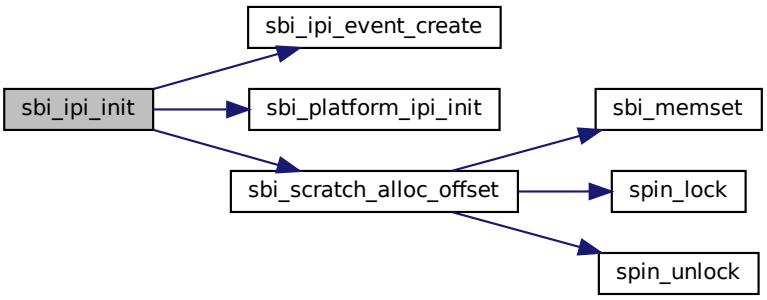
Here is the caller graph for this function:



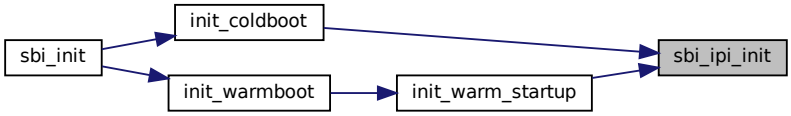
30.146.1.7 sbi_ipi_init()

```
int sbi_ipi_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



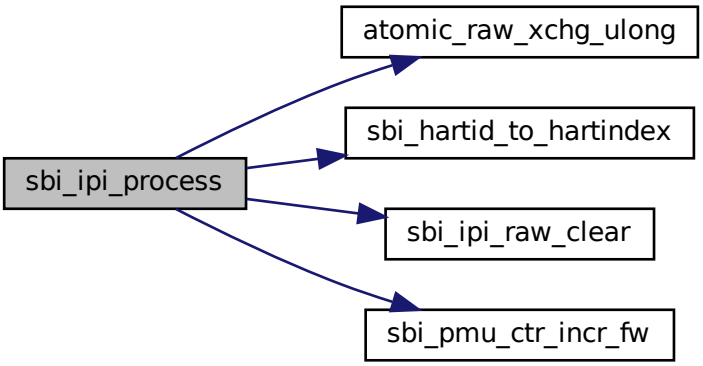
Here is the caller graph for this function:



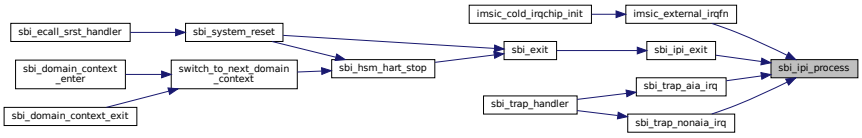
30.146.1.8 sbi_ipi_process()

```
void sbi_ipi_process (
             void  )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.146.1.9 sbi_ipi_process_halt()

```
static void sbi_ipi_process_halt (
            struct sbi_scratch * scratch )  [static]
```

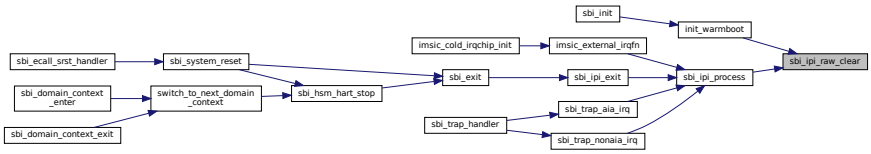
30.146.1.10 sbi_ipi_process_smode()

```
static void sbi_ipi_process_smode (
            struct sbi_scratch * scratch )  [static]
```

30.146.1.11 sbi_ipi_raw_clear()

```
void sbi_ipi_raw_clear (
            u32 hartindex )
```

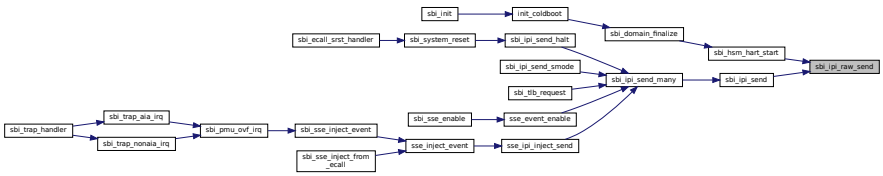
Here is the caller graph for this function:



30.146.1.12 sbi_ipi_raw_send()

```
int sbi_ipi_raw_send (
            u32 hartindex )
```

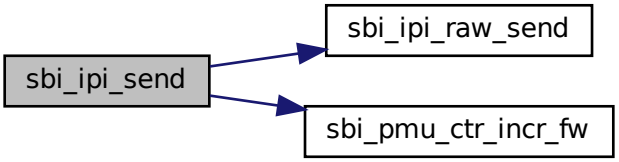
Here is the caller graph for this function:



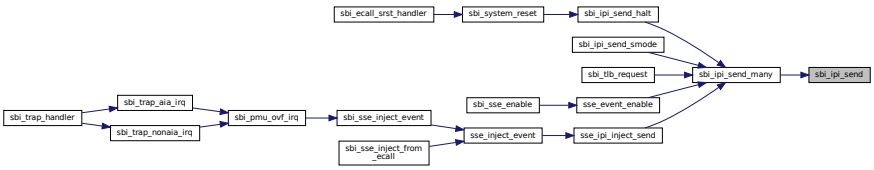
30.146.1.13 sbi_ipi_send()

```
static int sbi_ipi_send (
            struct sbi_scratch * scratch,
            u32 remote_hartindex,
            u32 event,
            void * data )  [static]
```

Here is the call graph for this function:



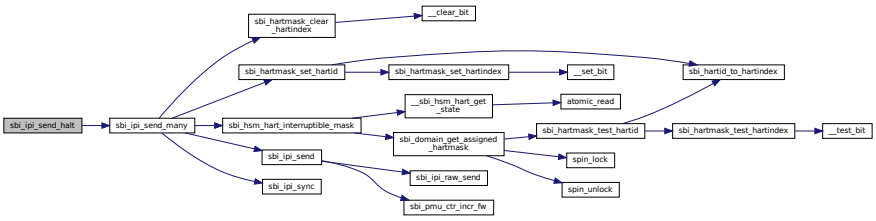
Here is the caller graph for this function:



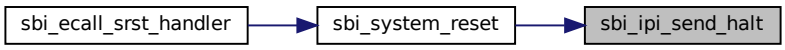
30.146.1.14 sbi_ipi_send_halt()

```
int sbi_ipi_send_halt (
            ulong hmask,
            ulong hbase )
```

Here is the call graph for this function:



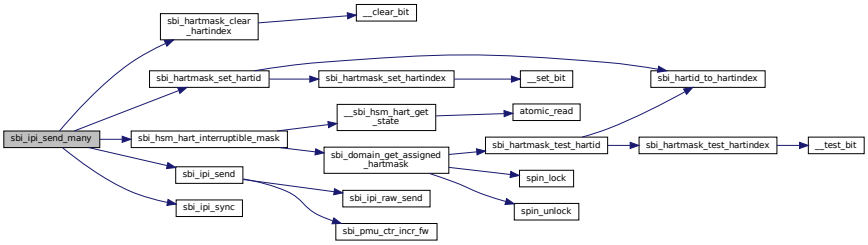
Here is the caller graph for this function:



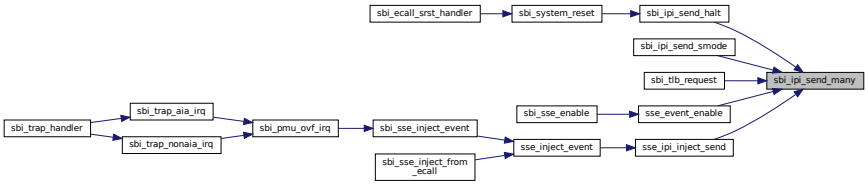
30.146.1.15 sbi_ipi_send_many()

```
int sbi_ipi_send_many (
            ulong hmask,
            ulong hbase,
            u32 event,
            void * data )
```

As this this function only handlers scalar values of hart mask, it must be set to all online harts if the intention is to send IPIs to all the harts. If hmask is zero, no IPIs will be sent. Here is the call graph for this function:



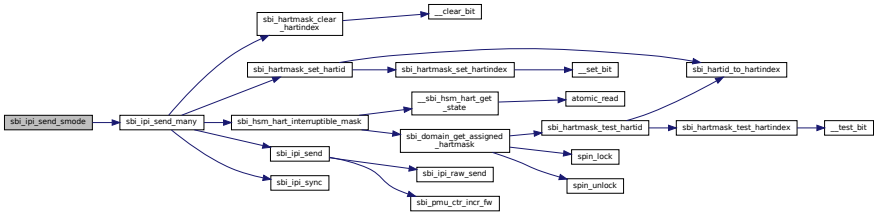
Here is the caller graph for this function:



30.146.1.16 sbi_ipi_send_smode()

```
int sbi_ipi_send_smode (
            ulong hmask,
            ulong hbase )
```

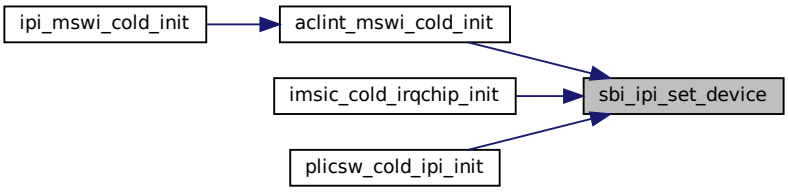
Here is the call graph for this function:



30.146.1.17 sbi_ipi_set_device()

```
void sbi_ipi_set_device (
            const struct sbi_ipi_device * dev )
```

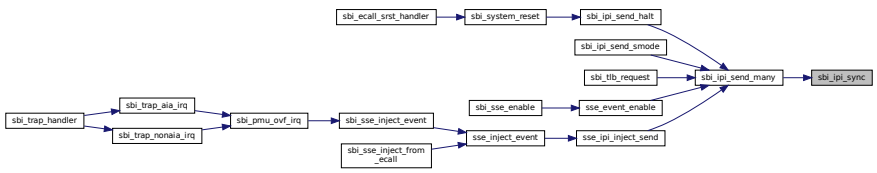
Here is the caller graph for this function:



30.146.1.18 sbi_ipi_sync()

```
static int sbi_ipi_sync (
            struct sbi_scratch * scratch,
            u32 event )  [static]
```

Here is the caller graph for this function:



30.146.2 Variable Documentation

30.146.2.1 ipi_data_off

```
unsigned long ipi_data_off  [static]
```

30.146.2.2 ipi_dev

```
const struct sbi_ipi_device* ipi_dev = NULL  [static]
```

30.146.2.3 ipi_halt_event

```
u32 ipi_halt_event = SBI_IPI_EVENT_MAX  [static]
```

30.146.2.4 ipi_halt_ops

```
struct sbi_ipi_event_ops ipi_halt_ops  [static]
```

Initial value:

```
= {
    .name = "IPI_HALT",
    .process = sbi_ipi_process_halt,
}
```

30.146.2.5 ipi_ops_array

```
const struct sbi_ipi_event_ops* ipi_ops_array[SBI_IPI_EVENT_MAX]  [static]
```

30.146.2.6 ipi_smode_event

```
u32 ipi_smode_event = SBI_IPI_EVENT_MAX  [static]
```

30.146.2.7 ipi_smode_ops

```
struct sbi_ipi_event_ops ipi_smode_ops  [static]
```

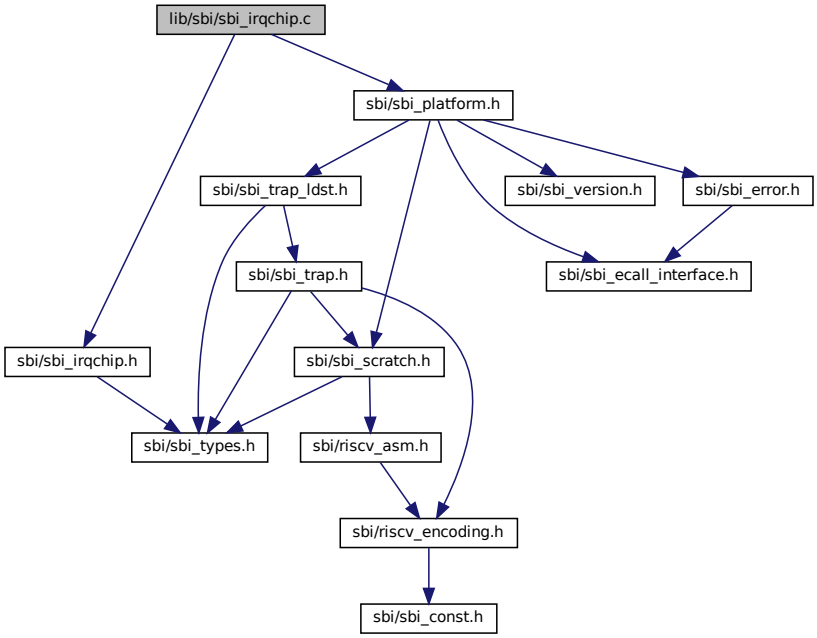
Initial value:

```
= {
    .name = "IPI_SMODE",
    .process = sbi_ipi_process_smode,
}
```

30.147 lib/sbi/sbi_irqchip.c File Reference

```
#include <sbi/sbi_irqchip.h>
#include <sbi/sbi_platform.h>
```

Include dependency graph for sbi_irqchip.c:



Functions

- static int default_irqfn (void)
- int sbi_irqchip_process (void)
- int sbi_irqchip_init (struct sbi_scratch *scratch, bool cold_boot)
- void sbi_irqchip_exit (struct sbi_scratch *scratch)

Variables

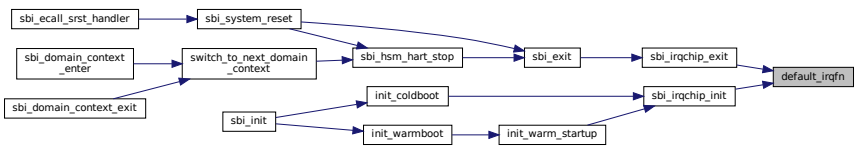
- static int(* ext_irqfn)(void)

30.147.1 Function Documentation

30.147.1.1 default_irqfn()

```
static int default_irqfn (
            void  )  [static]
```

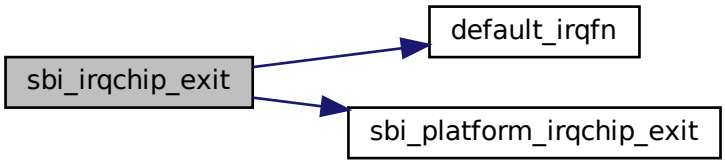
Here is the caller graph for this function:



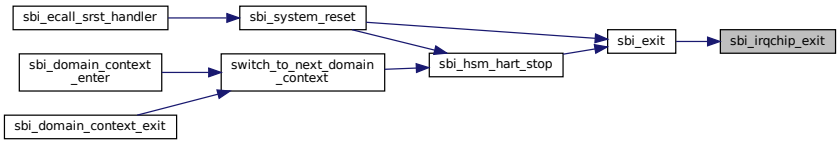
30.147.1.2 sbi_irqchip_exit()

```
void sbi_irqchip_exit (
            struct sbi_scratch * scratch )
```

Exit interrupt controllers Here is the call graph for this function:



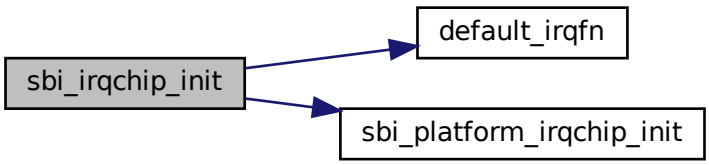
Here is the caller graph for this function:



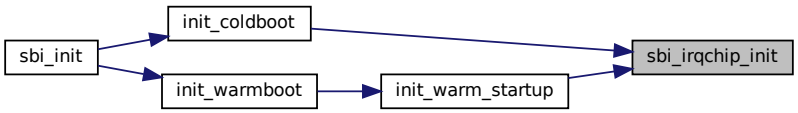
30.147.1.3 sbi_irqchip_init()

```
int sbi_irqchip_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Initialize interrupt controllers Here is the call graph for this function:



Here is the caller graph for this function:



30.147.1.4 sbi_irqchip_process()

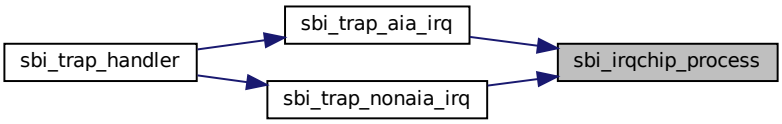
```
int sbi_irqchip_process (
            void  )
```

Process external interrupts
This function is called by sbi_trap_handler() to handle external interrupts.

Parameters

regs	pointer for trap registers

Here is the caller graph for this function:



30.147.2 Variable Documentation

30.147.2.1 ext_irqfn

```
int(* ext_irqfn) (void) (
            void  )  [static], [default]
```

30.148 lib/sbi/sbi_math.c File Reference

Functions

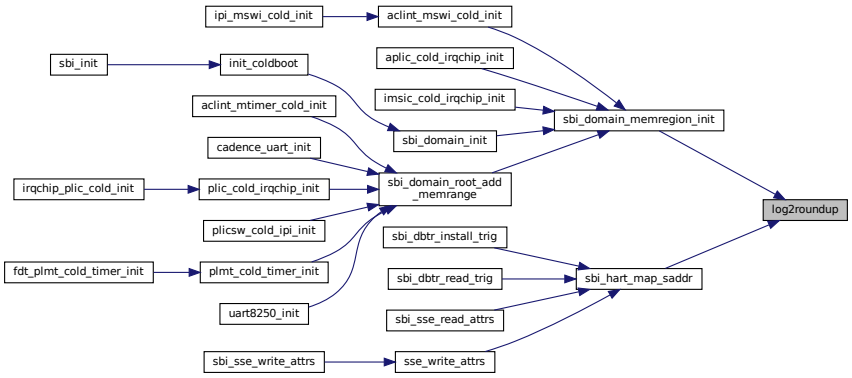
- unsigned long log2roundup (unsigned long x)

30.148.1 Function Documentation

30.148.1.1 log2roundup()

```
unsigned long log2roundup (
            unsigned long x )
```

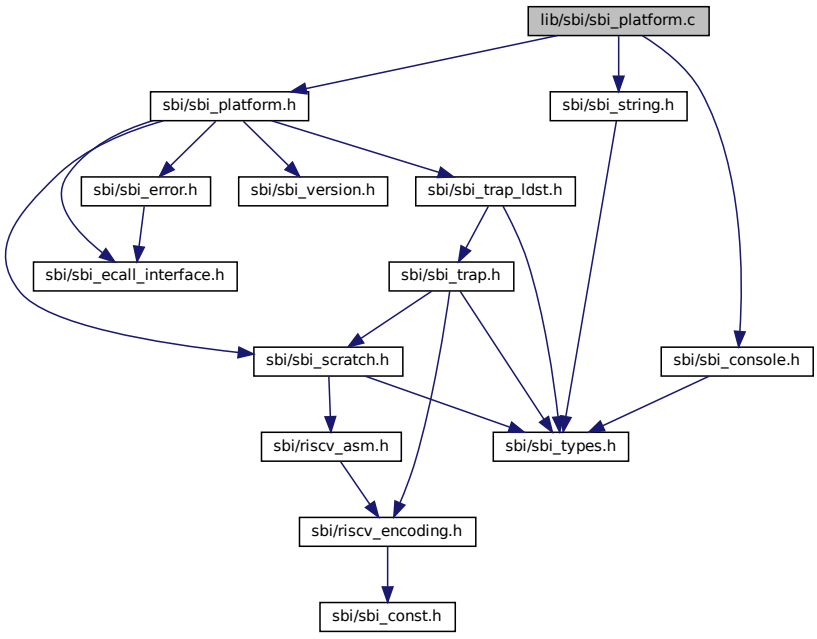
Here is the caller graph for this function:



30.149 lib/sbi/sbi_platform.c File Reference

```
#include <sbi/sbi_console.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_string.h>
```

Include dependency graph for sbi_platform.c:



Functions

- static char * sbi_platform_feature_id2string (unsigned long feature)

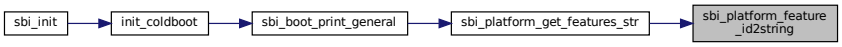
- void sbi_platform_get_features_str (const struct sbi_platform *plat, char *features_str, int nfstr)

30.149.1 Function Documentation

30.149.1.1 sbi_platform_feature_id2string()

```
static char* sbi_platform_feature_id2string (
            unsigned long feature )  [inline], [static]
```

Here is the caller graph for this function:



30.149.1.2 sbi_platform_get_features_str()

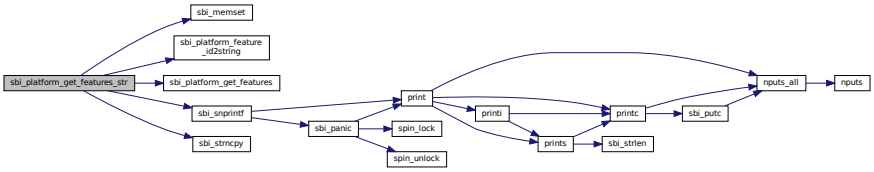
```
void sbi_platform_get_features_str (
            const struct sbi_platform * plat,
            char * features_str,
            int nfstr )
```

Get the platform features in string format

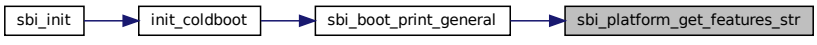
Parameters

plat	pointer to struct sbi_platform
features_str	pointer to a char array where the features string will be updated
nfstr	length of the features_str. The feature string will be truncated if nfstr is not long enough.

Here is the call graph for this function:



Here is the caller graph for this function:

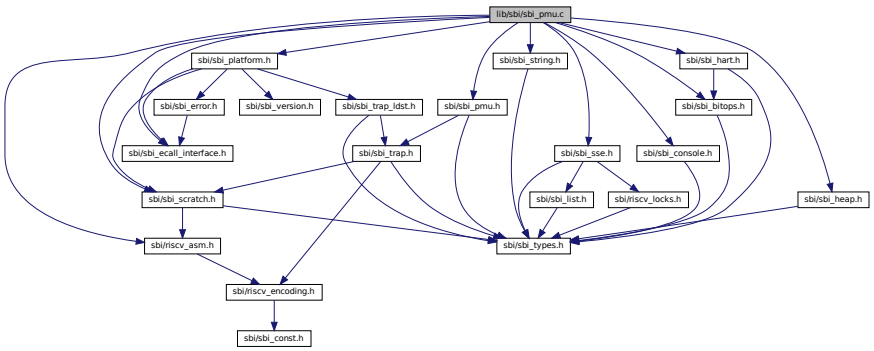


30.150 lib/sbi/sbi_pmu.c File Reference

```
#include <sbi/riscv_asm.h>
```

```
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_sse.h>
```

Include dependency graph for sbi_pmu.c:



Macros

- #define pmu_get_hart_state_ptr(__scratch) phs_ptr_offset ? sbi_scratch_read_type((__scratch), void *, phs_ptr_offset) : NULL
- #define pmu_thishart_state_ptr() pmu_get_hart_state_ptr(sbi_scratch_thishart_ptr())
- #define pmu_set_hart_state_ptr(__scratch, __phs) sbi_scratch_write_type((__scratch), void *, phs_ptr_offset, (__phs))
- #define get_cidx_type(x) (((x) & SBI_PMU_EVENT_IDX_TYPE_MASK) >> SBI_PMU_EVENT_IDX_TYPE_OFFSET)
- #define get_cidx_code(x) (x & SBI_PMU_EVENT_IDX_CODE_MASK)

Functions

- static bool pmu_event_range_overlap (struct sbi_pmu_hw_event *evtA, struct sbi_pmu_hw_event *evtB)
- static bool pmu_event_select_overlap (struct sbi_pmu_hw_event *evt, uint64_t select_val, uint64_t select_mask)
- static int pmu_event_validate (struct sbi_pmu_hart_state *phs, unsigned long event_idx, uint64_t edata)
- static int pmu_ctr_validate (struct sbi_pmu_hart_state *phs, uint32_t cidx, uint32_t *event_idx_code)
- int sbi_pmu_ctr_fw_read (uint32_t cidx, uint64_t *cval)
- static int pmu_add_hw_event_map (u32 eidx_start, u32 eidx_end, u32 cmap, uint64_t select, uint64_t select_mask)
- int sbi_pmu_add_hw_event_counter_map (u32 eidx_start, u32 eidx_end, u32 cmap)
- int sbi_pmu_add_raw_event_counter_map (uint64_t select, uint64_t select_mask, u32 cmap)
- void sbi_pmu_ovf_irq ()
- static int pmu_ctr_enable_irq_hw (int ctr_idx)
- static void pmu_ctr_write_hw (uint32_t cidx, uint64_t ival)
- static int pmu_ctr_start_hw (uint32_t cidx, uint64_t ival, bool ival_update)
- int sbi_pmu_irq_bit (void)
- static int pmu_ctr_start_fw (struct sbi_pmu_hart_state *phs, uint32_t cidx, uint32_t event_code, uint64_t event_data, uint64_t ival, bool ival_update)
- int sbi_pmu_ctr_start (unsigned long cbase, unsigned long cmask, unsigned long flags, uint64_t ival)

- static int pmu_ctr_stop_hw (uint32_t cidx)
- static int pmu_ctr_stop_fw (struct sbi_pmu_hart_state *phs, uint32_t cidx, uint32_t event_code)
- static int pmu_reset_hw_mhpmevent (int ctr_idx)
- int sbi_pmu_ctr_stop (unsigned long cbase, unsigned long cmask, unsigned long flag)
- static void pmu_update_inhibit_flags (unsigned long flags, uint64_t *mhpmevent_val)
- static int pmu_update_hw_mhpmevent (struct sbi_pmu_hw_event *hw_evt, int ctr_idx, unsigned long flags, unsigned long eindex, uint64_t data)
- static int pmu_fixed_ctr_update_inhibit_bits (int fixed_ctr, unsigned long flags)
- static int pmu_ctr_find_fixed_hw (unsigned long evt_idx_code)
- static int pmu_ctr_find_hw (struct sbi_pmu_hart_state *phs, unsigned long cbase, unsigned long cmask, unsigned long flags, unsigned long event_idx, uint64_t data)
- static int pmu_ctr_find_fw (struct sbi_pmu_hart_state *phs, unsigned long cbase, unsigned long cmask, uint32_t event_code, uint64_t edata)
- int sbi_pmu_ctr_cfg_match (unsigned long cidx_base, unsigned long cidx_mask, unsigned long flags, unsigned long event_idx, uint64_t event_data)
- int sbi_pmu_ctr_incr_fw (enum sbi_pmu_fw_event_code_id fw_id)
- unsigned long sbi_pmu_num_ctr (void)
- int sbi_pmu_ctr_get_info (uint32_t cidx, unsigned long *ctr_info)
- static void pmu_reset_event_map (struct sbi_pmu_hart_state *phs)
- const struct sbi_pmu_device * sbi_pmu_get_device (void)
- void sbi_pmu_set_device (const struct sbi_pmu_device *dev)
- void sbi_pmu_exit (struct sbi_scratch *scratch)
- static void pmu_sse_enable (uint32_t event_id)
- static void pmu_sse_disable (uint32_t event_id)
- static void pmu_sse_complete (uint32_t event_id)
- int sbi_pmu_init (struct sbi_scratch *scratch, bool cold_boot)

Variables

- static unsigned long phs_ptr_offset
- static const struct sbi_pmu_device * pmu_dev = NULL
- static struct sbi_pmu_hw_event * hw_event_map
- static uint32_t num_hw_events
- static uint32_t num_hw_ctrs
- static uint32_t total_ctrs
- static const struct sbi_sse_cb_ops pmu_sse_cb_ops

30.150.1 Macro Definition Documentation

30.150.1.1 get_cidx_code

```
#define get_cidx_code(
             x ) (x & SBI_PMU_EVENT_IDX_CODE_MASK)
```

30.150.1.2 get_cidx_type

```
#define get_cidx_type(
             x )  (((x) & SBI_PMU_EVENT_IDX_TYPE_MASK) >> SBI_PMU_EVENT_IDX_TYPE_OFFSET)
```

30.150.1.3 pmu_get_hart_state_ptr

```
#define pmu_get_hart_state_ptr(
            __scratch )  phs_ptr_offset ?  sbi_scratch_read_type((__scratch), void *, phs_ptr_offset)
:  NULL
```

30.150.1.4 pmu_set_hart_state_ptr

```
#define pmu_set_hart_state_ptr(
            __scratch,
            __phs )  sbi_scratch_write_type((__scratch), void *, phs_ptr_offset, (__phs))
```

30.150.1.5 pmu_thishart_state_ptr

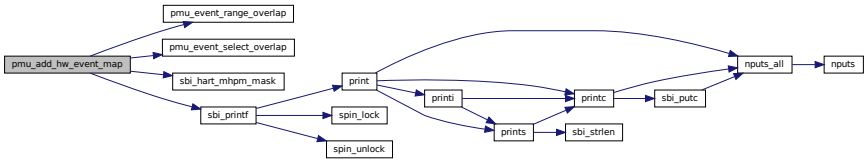
```
#define pmu_thishart_state_ptr( )  pmu_get_hart_state_ptr(sbi_scratch_thishart_ptr())
```

30.150.2 Function Documentation

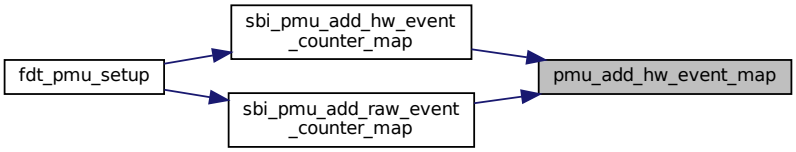
30.150.2.1 pmu_add_hw_event_map()

```
static int pmu_add_hw_event_map (
            u32 eidx_start,
            u32 eidx_end,
            u32 cmap,
            uint64_t select,
            uint64_t select_mask )  [static]
```

Here is the call graph for this function:



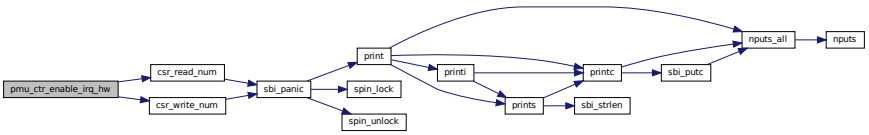
Here is the caller graph for this function:



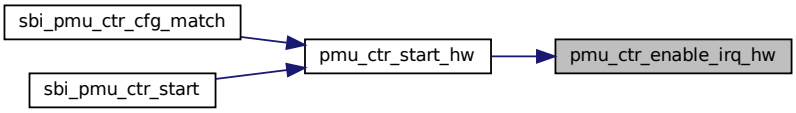
30.150.2.2 pmu_ctr_enable_irq_hw()

```
static int pmu_ctr_enable_irq_hw (
            int ctr_idx )  [static]
```

Clear out the OF bit so that next interrupt can be enabled. This should be done only when the corresponding overflow interrupt bit is cleared. That indicates that software has already handled the previous interrupts or the hardware yet to set an overflow interrupt. Otherwise, there will be race conditions where we may clear the bit the software is yet to handle the interrupt.Here is the call graph for this function:



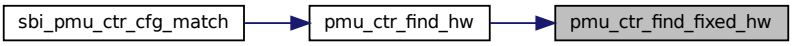
Here is the caller graph for this function:



30.150.2.3 pmu_ctr_find_fixed_hw()

```
static int pmu_ctr_find_fixed_hw (
            unsigned long evt_idx_code )  [static]
```

Here is the caller graph for this function:

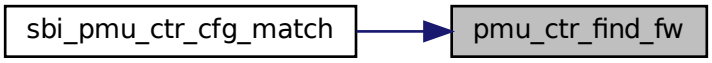


30.150.2.4 pmu_ctr_find_fw()

```
static int pmu_ctr_find_fw (
            struct sbi_pmu_hart_state * phs,
            unsigned long cbase,
            unsigned long cmask,
            uint32_t event_code,
            uint64_t edata )  [static]
```

Any firmware counter can map to any firmware event. Thus, select the first available fw counter after sanity check.

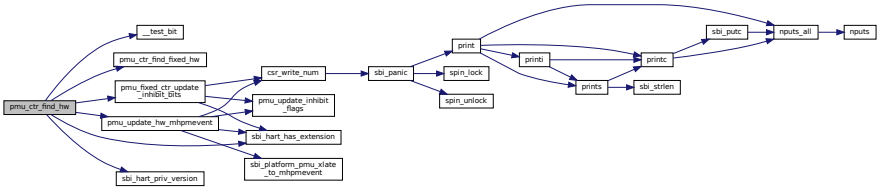
Here is the caller graph for this function:



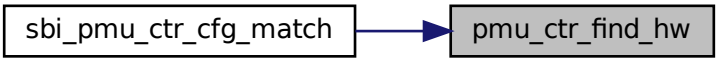
30.150.2.5 pmu_ctr_find_hw()

```
static int pmu_ctr_find_hw (
            struct sbi_pmu_hart_state * phs,
            unsigned long cbase,
            unsigned long cmask,
            unsigned long flags,
            unsigned long event_idx,
            uint64_t data ) [static]
```

If Sscof is present try to find the programmable counter for cycle/instret as well.
Some of the platform may not support mcountinhibit. Checking the active_events is enough for them
We can't find any programmable counters for cycle/instret. Return the fixed counter as they are mandatory anyways.Here is the call graph for this function:



Here is the caller graph for this function:



30.150.2.6 pmu_ctr_start_fw()

```
static int pmu_ctr_start_fw (
            struct sbi_pmu_hart_state * phs,
            uint32_t cidx,
            uint32_t event_code,
```

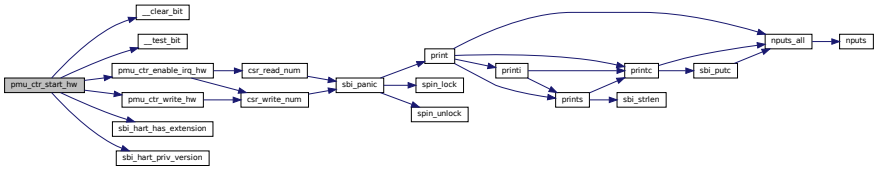
```
            uint64_t event_data,
            uint64_t ival,
            bool ival_update )  [static]
```

Here is the caller graph for this function:

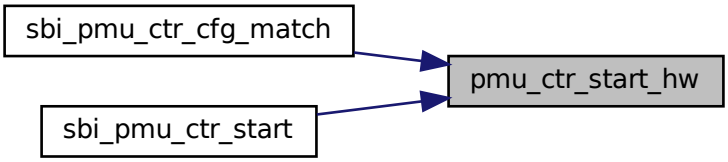
30.150.2.7 pmu_ctr_start_hw()

```
static int pmu_ctr_start_hw (
            uint32_t cidx,
            uint64_t ival,
            bool ival_update )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.150.2.8 pmu_ctr_stop_fw()

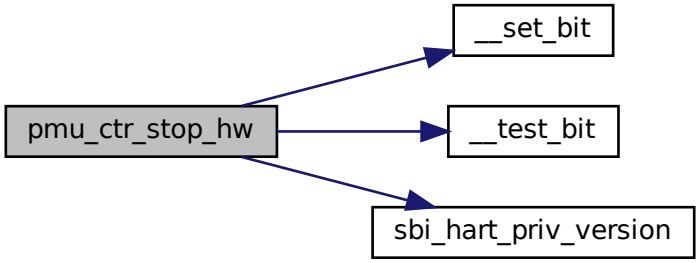
```
static int pmu_ctr_stop_fw (
            struct sbi_pmu_hart_state * phs,
            uint32_t cidx,
            uint32_t event_code )  [static]
```

Here is the caller graph for this function:

30.150.2.9 pmu_ctr_stop_hw()

```
static int pmu_ctr_stop_hw (
            uint32_t cidx ) [static]
```

Here is the call graph for this function:

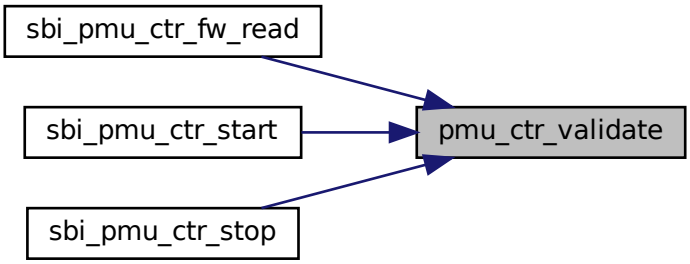


Here is the caller graph for this function:

30.150.2.10 pmu_ctr_validate()

```
static int pmu_ctr_validate (
            struct sbi_pmu_hart_state * phs,
            uint32_t cidx,
            uint32_t * event_idx_code ) [static]
```

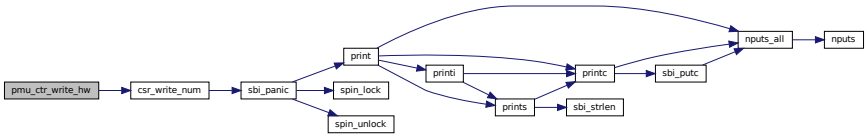
Here is the caller graph for this function:



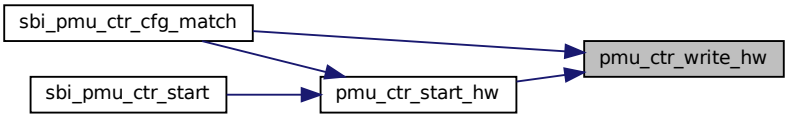
30.150.2.11 pmu_ctr_write_hw()

```
static void pmu_ctr_write_hw (
            uint32_t cidx,
            uint64_t ival ) [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.150.2.12 pmu_event_range_overlap()

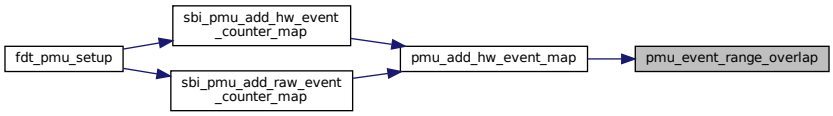
```
static bool pmu_event_range_overlap (
            struct sbi_pmu_hw_event * evtA,
            struct sbi_pmu_hw_event * evtB ) [static]
```

Perform a sanity check on event & counter mappings with event range overlap check

Parameters

evtA	Pointer to the existing hw event structure
evtB	Pointer to the new hw event structure

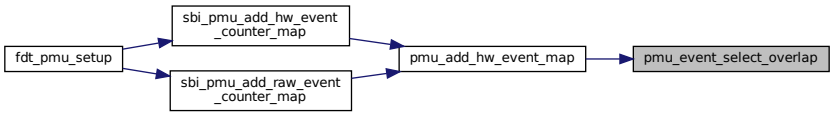
Return false if the range doesn't overlap, true otherwise Here is the caller graph for this function:



30.150.2.13 pmu_event_select_overlap()

```
static bool pmu_event_select_overlap (
            struct sbi_pmu_hw_event * evt,
            uint64_t select_val,
            uint64_t select_mask )  [static]
```

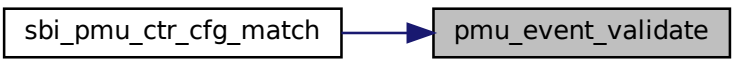
Here is the caller graph for this function:



30.150.2.14 pmu_event_validate()

```
static int pmu_event_validate (
            struct sbi_pmu_hart_state * phs,
            unsigned long event_idx,
            uint64_t edata )  [static]
```

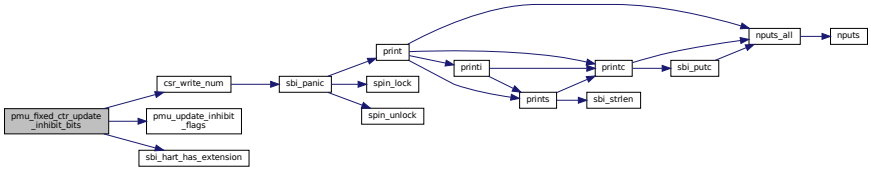
Here is the caller graph for this function:



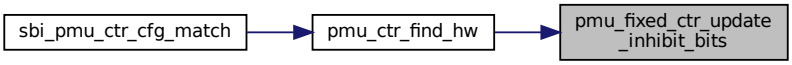
30.150.2.15 pmu_fixed_ctr_update_inhibit_bits()

```
static int pmu_fixed_ctr_update_inhibit_bits (
            int fixed_ctr,
            unsigned long flags ) [static]
```

Here is the call graph for this function:



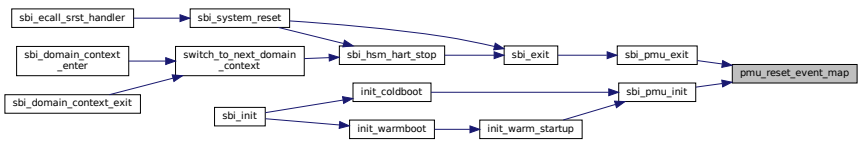
Here is the caller graph for this function:



30.150.2.16 pmu_reset_event_map()

```
static void pmu_reset_event_map (
            struct sbi_pmu_hart_state * phs ) [static]
```

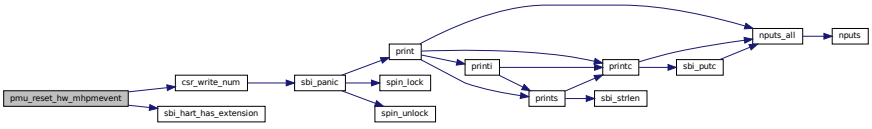
Here is the caller graph for this function:



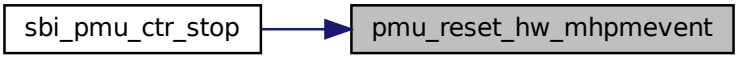
30.150.2.17 pmu_reset_hw_mhpmevent()

```
static int pmu_reset_hw_mhpmevent (
            int ctr_idx ) [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



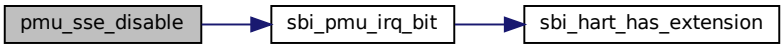
30.150.2.18 pmu_sse_complete()

```
static void pmu_sse_complete (
            uint32_t event_id )  [static]
```

30.150.2.19 pmu_sse_disable()

```
static void pmu_sse_disable (
            uint32_t event_id )  [static]
```

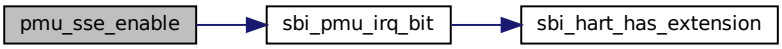
Here is the call graph for this function:



30.150.2.20 pmu_sse_enable()

```
static void pmu_sse_enable (
            uint32_t event_id )  [static]
```

Here is the call graph for this function:

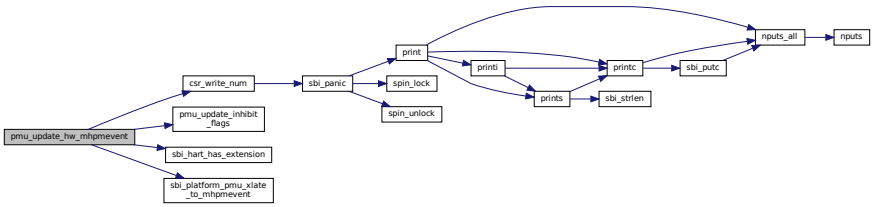


30.150.2.21 pmu_update_hw_mhpmevent()

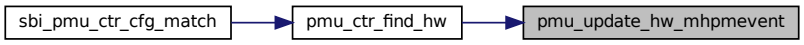
```
static int pmu_update_hw_mhpmevent (
            struct sbi_pmu_hw_event * hw_evt,
            int ctr_idx,
            unsigned long flags,
```

```
            unsigned long eindex,
            uint64_t data )  [static]
```

Always set the OVF bit(disable interrupts) and inhibit counting of events in M-mode. The OVF bit should be enabled during the start call.Here is the call graph for this function:



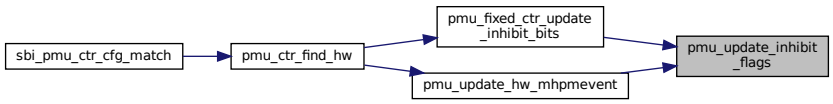
Here is the caller graph for this function:



30.150.2.22 pmu_update_inhibit_flags()

```
static void pmu_update_inhibit_flags (
            unsigned long flags,
            uint64_t * mhpmevent_val )  [static]
```

Here is the caller graph for this function:

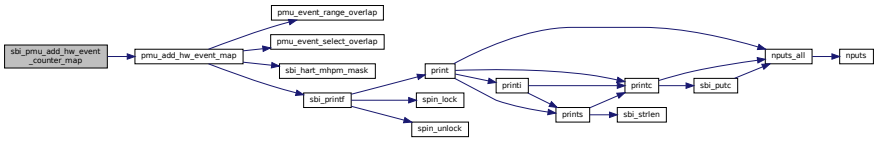


30.150.2.23 sbi_pmu_add_hw_event_counter_map()

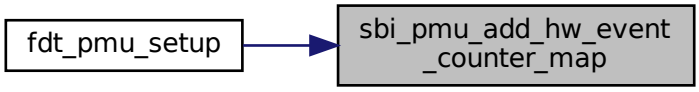
```
int sbi_pmu_add_hw_event_counter_map (
            u32 eidx_start,
            u32 eidx_end,
            u32 cmap )
```

Logical counter ids are assigned to hardware counters are assigned consecutively. E.g. counter0 must count MCYCLE where counter2 must count minstret. Similarly, counterX will mhpmcounterX. Here is the call graph for

this function:



Here is the caller graph for this function:



30.150.2.24 sbi_pmu_add_raw_event_counter_map()

```
int sbi_pmu_add_raw_event_counter_map (
            uint64_t select,
            uint64_t select_mask,
            u32 cmap )
```

Add the raw hardware event selector and supported counter information. This should be called from the platform code to update the mapping table.

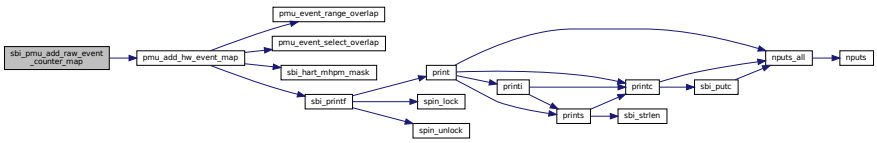
Parameters

info	a pointer to the hardware event info

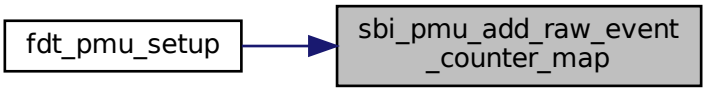
Returns

0 on success, error otherwise.

Here is the call graph for this function:



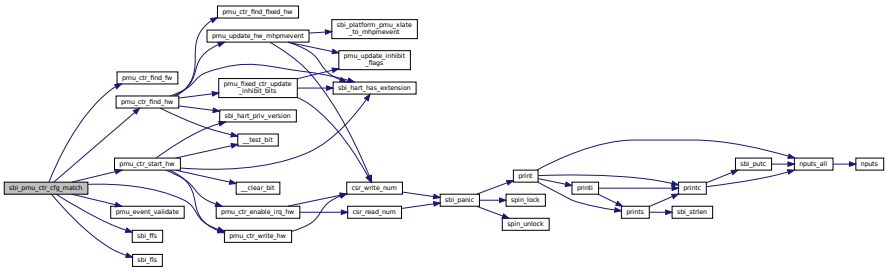
Here is the caller graph for this function:



30.150.2.25 sbi_pmu_ctr_cfg_match()

```
int sbi_pmu_ctr_cfg_match (
            unsigned long cidx_base,
            unsigned long cidx_mask,
            unsigned long flags,
            unsigned long event_idx,
            uint64_t event_data )
```

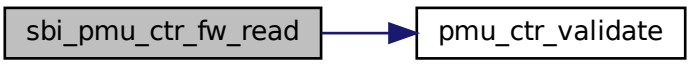
Here is the call graph for this function:



30.150.2.26 sbi_pmu_ctr_fw_read()

```
int sbi_pmu_ctr_fw_read (
            uint32_t cidx,
            uint64_t * cval )
```

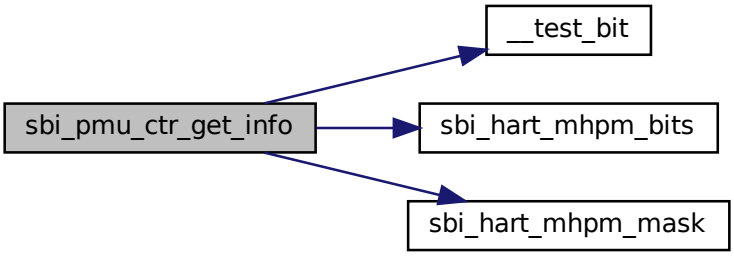
Here is the call graph for this function:



30.150.2.27 sbi_pmu_ctr_get_info()

```
int sbi_pmu_ctr_get_info (
            uint32_t cidx,
            unsigned long * ctr_info )
```

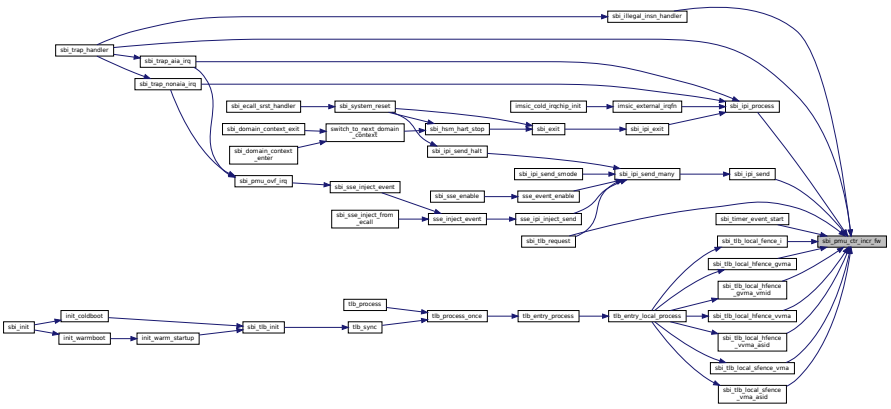
Here is the call graph for this function:



30.150.2.28 sbi_pmu_ctr_incr_fw()

```
int sbi_pmu_ctr_incr_fw (
            enum sbi_pmu_fw_event_code_id fw_id )
```

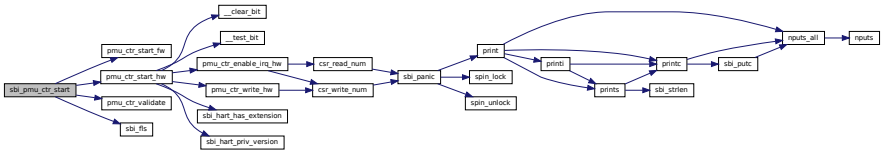
Here is the caller graph for this function:



30.150.2.29 sbi_pmu_ctr_start()

```
int sbi_pmu_ctr_start (
            unsigned long cbase,
            unsigned long cmask,
            unsigned long flags,
            uint64_t ival )
```

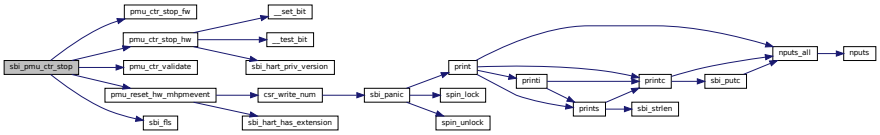
Here is the call graph for this function:



30.150.2.30 sbi_pmu_ctr_stop()

```
int sbi_pmu_ctr_stop (
            unsigned long cbase,
            unsigned long cmask,
            unsigned long flag )
```

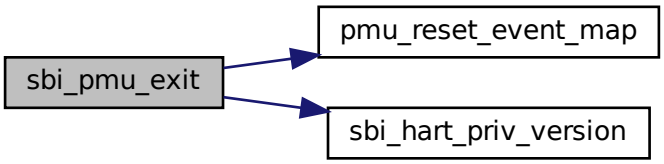
Here is the call graph for this function:



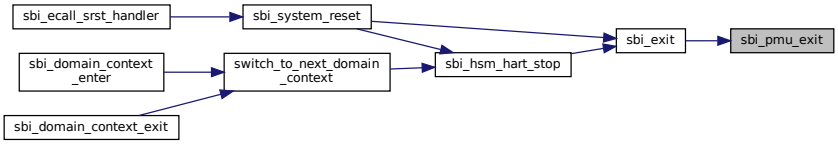
30.150.2.31 sbi_pmu_exit()

```
void sbi_pmu_exit (
            struct sbi_scratch * scratch )
```

Reset PMU during hart exit Here is the call graph for this function:



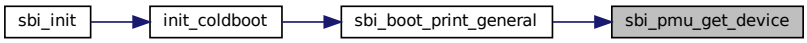
Here is the caller graph for this function:



30.150.2.32 sbi_pmu_get_device()

```
const struct sbi_pmu_device* sbi_pmu_get_device (
            void  )
```

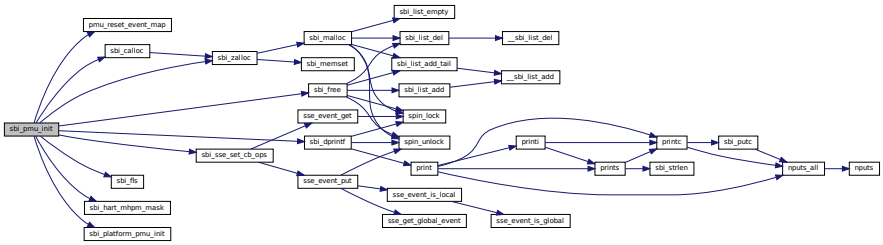
Get the PMU platform device Here is the caller graph for this function:



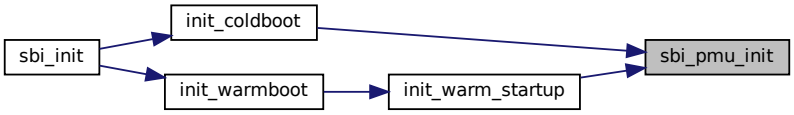
30.150.2.33 sbi_pmu_init()

```
int sbi_pmu_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Initialize PMU Here is the call graph for this function:



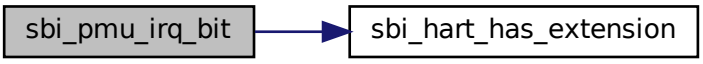
Here is the caller graph for this function:



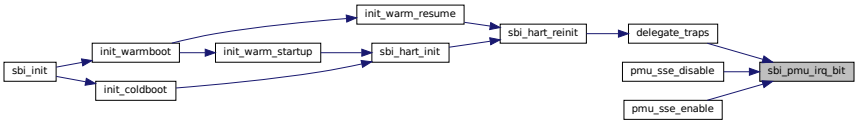
30.150.2.34 sbi_pmu_irq_bit()

```
int sbi_pmu_irq_bit (
            void  )
```

Return the pmu irq bit depending on extension existence Here is the call graph for this function:



Here is the caller graph for this function:



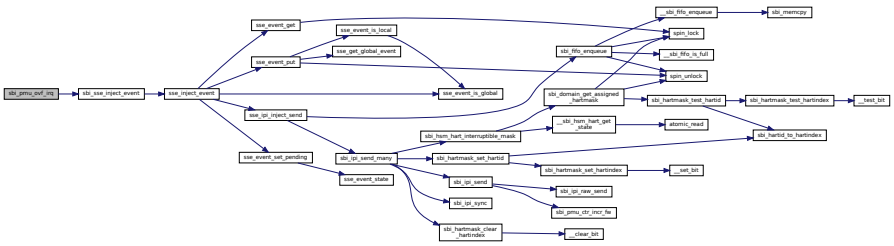
30.150.2.35 sbi_pmu_num_ctr()

```
unsigned long sbi_pmu_num_ctr (
            void  )
```

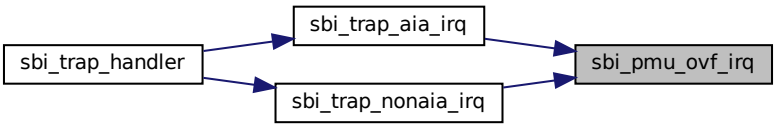
30.150.2.36 sbi_pmu_ovf_irq()

```
void sbi_pmu_ovf_irq ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.150.2.37 sbi_pmu_set_device()

```
void sbi_pmu_set_device (
             const struct sbi_pmu_device * dev )
```

Set the PMU platform device

30.150.3 Variable Documentation

30.150.3.1 hw_event_map

```
struct sbi_pmu_hw_event* hw_event_map  [static]
```

30.150.3.2 num_hw_ctrs

```
uint32_t num_hw_ctrs  [static]
```

30.150.3.3 num_hw_events

```
uint32_t num_hw_events  [static]
```

30.150.3.4 phs_ptr_offset

```
unsigned long phs_ptr_offset  [static]
```

Offset of pointer to PMU HART state in scratch space

30.150.3.5 pmu_dev

```
const struct sbi_pmu_device* pmu_dev = NULL  [static]
```

30.150.3.6 pmu_sse_cb_ops

```
const struct sbi_sse_cb_ops pmu_sse_cb_ops  [static]
```

Initial value:

```
= {
    .enable_cb = pmu_sse_enable,
    .disable_cb = pmu_sse_disable,
    .complete_cb = pmu_sse_complete,
}
```

30.150.3.7 total_ctrs

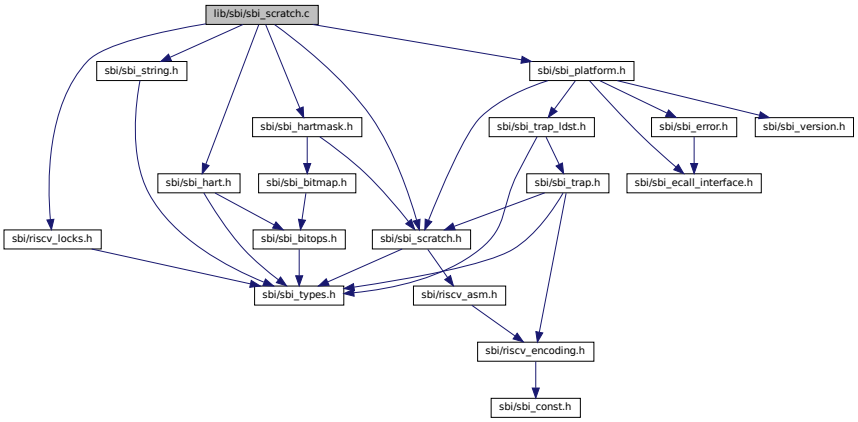
```
uint32_t total_ctrs  [static]
```

30.151 lib/sbi/sbi_scratch.c File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_hartmask.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_scratch.h>
```

```
#include <sbi/sbi_string.h>
```

Include dependency graph for sbi_scratch.c:



Typedefs

- typedef struct sbi_scratch ∗(∗ hartid2scratch) (ulong hartid, ulong hartindex)

Functions

- u32 sbi_hartid_to_hartindex (u32 hartid)
- int sbi_scratch_init (struct sbi_scratch ∗scratch)
- unsigned long sbi_scratch_alloc_offset (unsigned long size)
- void sbi_scratch_free_offset (unsigned long offset)
- unsigned long sbi_scratch_used_space (void)

Variables

- u32 last_hartindex_having_scratch = 0
- u32 hartindex_to_hartid_table [SBI_HARTMASK_MAX_BITS+1] = { -1U }
- struct sbi_scratch ∗ hartindex_to_scratch_table [SBI_HARTMASK_MAX_BITS+1] = { 0 }
- static spinlock_t extra_lock = SPIN_LOCK_INITIALIZER
- static unsigned long extra_offset = SBI_SCRATCH_EXTRA_SPACE_OFFSET

30.151.1 Typedef Documentation

30.151.1.1 hartid2scratch

```
typedef struct sbi_scratch*(* hartid2scratch) (ulong hartid, ulong hartindex)
```

30.151.2 Function Documentation

30.151.2.1 sbi_hartid_to_hartindex()

```
u32 sbi_hartid_to_hartindex (
            u32 hartid )
```

Get logical index for given HART id

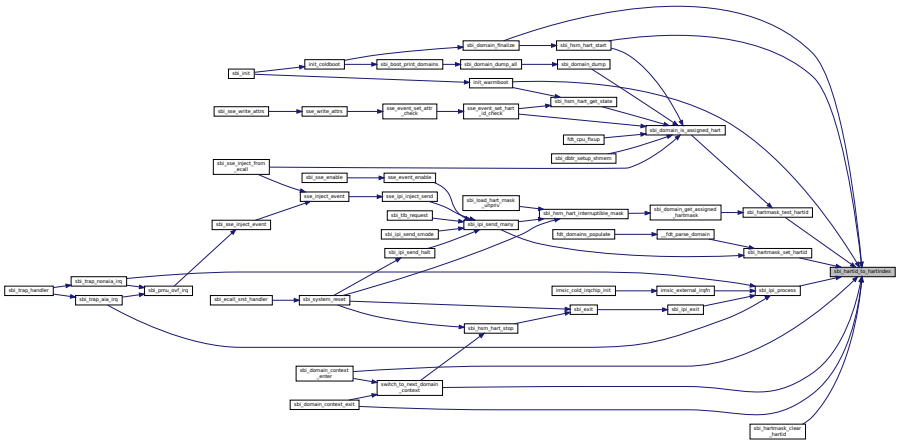
Parameters

hartid	physical HART id

Returns

value between 0 to SBI_HARTMASK_MAX_BITS upon success and SBI_HARTMASK_MAX_BITS upon failure.

Here is the caller graph for this function:



30.151.2.2 sbi_scratch_alloc_offset()

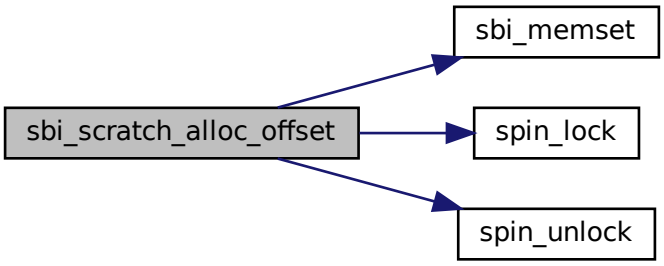
```
unsigned long sbi_scratch_alloc_offset (
            unsigned long size )
```

Allocate from extra space in sbi_scratch

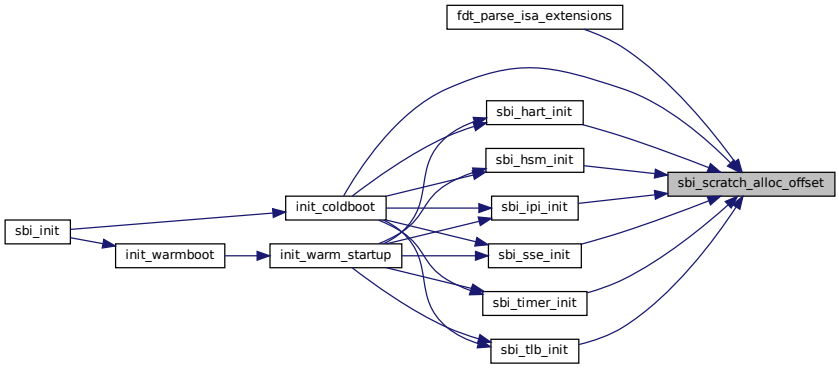
Returns

zero on failure and non-zero (>= SBI_SCRATCH_EXTRA_SPACE_OFFSET) on success

Here is the call graph for this function:



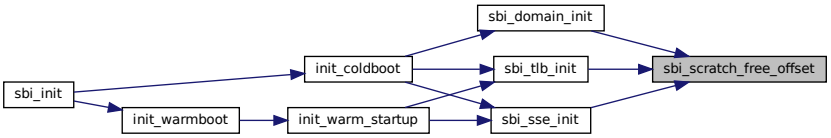
Here is the caller graph for this function:



30.151.2.3 sbi_scratch_free_offset()

```
void sbi_scratch_free_offset (
            unsigned long offset )
```

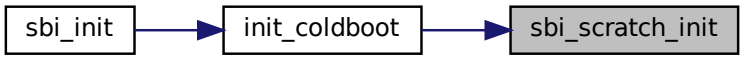
Free-up extra space in sbi_scratch Here is the caller graph for this function:



30.151.2.4 sbi_scratch_init()

```
int sbi_scratch_init (
            struct sbi_scratch * scratch )
```

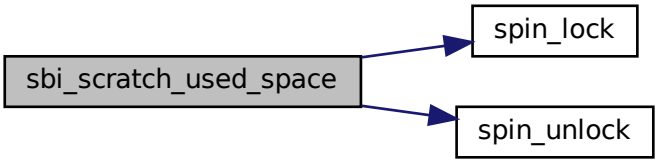
Initialize scratch table and allocator Here is the caller graph for this function:



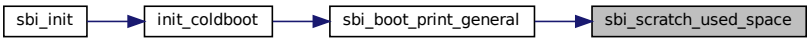
30.151.2.5 sbi_scratch_used_space()

```
unsigned long sbi_scratch_used_space (
            void  )
```

Amount (in bytes) of used space in in sbi_scratch Here is the call graph for this function:



Here is the caller graph for this function:



30.151.3 Variable Documentation

30.151.3.1 extra_lock

```
spinlock_t extra_lock = SPIN_LOCK_INITIALIZER  [static]
```

30.151.3.2 extra_offset

```
unsigned long extra_offset = SBI_SCRATCH_EXTRA_SPACE_OFFSET  [static]
```

30.151.3.3 hartindex_to_hartid_table

```
u32 hartindex_to_hartid_table[SBI_HARTMASK_MAX_BITS+1] = { -1U }
```

HART index to HART id table

30.151.3.4 hartindex_to_scratch_table

```
struct sbi_scratch* hartindex_to_scratch_table[SBI_HARTMASK_MAX_BITS+1] = { 0 }
```

HART index to scratch table

30.151.3.5 last_hartindex_having_scratch

```
u32 last_hartindex_having_scratch = 0
```

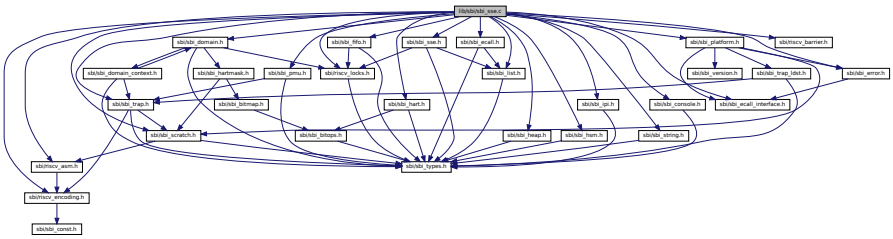
Last HART index having a sbi_scratch pointer

30.152 lib/sbi/sbi_sse.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_barrier.h>
#include <sbi/riscv_encoding.h>
```

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_fifo.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_list.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_sse.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_console.h>
```

Include dependency graph for sbi_sse.c:



Macros

- #define sse_get_hart_state_ptr(__scratch) sbi_scratch_read_type((__scratch), void *, shs_ptr_off)
- #define sse_thishart_state_ptr() sse_get_hart_state_ptr(sbi_scratch_thishart_ptr())
- #define sse_set_hart_state_ptr(__scratch, __sse_state) sbi_scratch_write_type((__scratch), void *, shs_ptr_off, (__sse_state))
- #define EVENT_IS_GLOBAL(__event_id) ((__event_id) & SBI_SSE_EVENT_GLOBAL_BIT)
- #define EVENT_COUNT array_size(supported_events)
- #define sse_event_invoke_cb(_event, _cb, ...)
- #define assert_field_offset(field, attr_offset)

Functions

- assert_field_offset (status, SBI_SSE_ATTR_STATUS)
- assert_field_offset (prio, SBI_SSE_ATTR_PRIO)
- assert_field_offset (config, SBI_SSE_ATTR_CONFIG)
- assert_field_offset (hartid, SBI_SSE_ATTR_PREFERRED_HART)
- assert_field_offset (entry.pc, SBI_SSE_ATTR_ENTRY_PC)
- assert_field_offset (entry.arg, SBI_SSE_ATTR_ENTRY_ARG)
- assert_field_offset (interrupted.sepc, SBI_SSE_ATTR_INTERRUPTED_SEPC)
- assert_field_offset (interrupted.flags, SBI_SSE_ATTR_INTERRUPTED_FLAGS)
- assert_field_offset (interrupted.a6, SBI_SSE_ATTR_INTERRUPTED_A6)
- assert_field_offset (interrupted.a7, SBI_SSE_ATTR_INTERRUPTED_A7)
- static int sse_ipi_inject_send (unsigned long hartid, uint32_t event_id)
- static unsigned long sse_event_state (struct sbi_sse_event *e)
- static unsigned long sse_event_pending (struct sbi_sse_event *e)

- static bool sse_event_is_global (struct sbi_sse_event *e)
- static bool sse_event_is_local (struct sbi_sse_event *e)
- static struct sse_hart_state * sse_get_hart_state (struct sbi_sse_event *e)
- static struct sse_global_event * sse_get_global_event (struct sbi_sse_event *e)
- static void sse_enabled_event_lock (struct sbi_sse_event *e)
- static void sse_enabled_event_unlock (struct sbi_sse_event *e)
- static void sse_event_set_state (struct sbi_sse_event *e, unsigned long new_state)
- static struct sbi_sse_event * sse_event_get (uint32_t event_id)
- static void sse_event_put (struct sbi_sse_event *e)
- static void sse_event_remove_from_list (struct sbi_sse_event *e)
- static void sse_event_add_to_list (struct sbi_sse_event *e)
- static int sse_event_disable (struct sbi_sse_event *e)
- static int sse_event_set_hart_id_check (struct sbi_sse_event *e, unsigned long new_hartid)
- static int sse_event_set_attr_check (struct sbi_sse_event *e, uint32_t attr_id, unsigned long val)
- static void sse_event_set_attr (struct sbi_sse_event *e, uint32_t attr_id, unsigned long val)
- static int sse_event_register (struct sbi_sse_event *e, unsigned long handler_entry_pc, unsigned long handler_entry_arg)
- static int sse_event_unregister (struct sbi_sse_event *e)
- static unsigned long sse_interrupted_flags (unsigned long mstatus)
- static void sse_event_inject (struct sbi_sse_event *e, struct sbi_trap_regs *regs)
- static void sse_event_resume (struct sbi_sse_event *e, struct sbi_trap_regs *regs)
- static bool sse_event_is_ready (struct sbi_sse_event *e)
- static bool sse_event_check_inject (struct sbi_sse_event *e, struct sbi_trap_regs *regs)
- void sbi_sse_process_pending_events (struct sbi_trap_regs *regs)
- static int sse_event_set_pending (struct sbi_sse_event *e)
- static void sse_ipi_inject_process (struct sbi_scratch *scratch)
- static int sse_inject_event (uint32_t event_id, unsigned long hartid, struct sbi_ecall_return *out)
- static int sse_event_enable (struct sbi_sse_event *e)
- static int sse_event_complete (struct sbi_sse_event *e, struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- int sbi_sse_complete (struct sbi_trap_regs *regs, struct sbi_ecall_return *out)
- int sbi_sse_enable (uint32_t event_id)
- int sbi_sse_disable (uint32_t event_id)
- int sbi_sse_inject_from_ecall (uint32_t event_id, unsigned long hartid, struct sbi_ecall_return *out)
- int sbi_sse_inject_event (uint32_t event_id)
- int sbi_sse_set_cb_ops (uint32_t event_id, const struct sbi_sse_cb_ops *cb_ops)
- int sbi_sse_attr_check (uint32_t base_attr_id, uint32_t attr_count, unsigned long phys_lo, unsigned long phys_hi, unsigned long access)
- static void copy_attrs (unsigned long *out, const unsigned long *in, unsigned int long_count)
- int sbi_sse_read_attrs (uint32_t event_id, uint32_t base_attr_id, uint32_t attr_count, unsigned long output_phys_lo, unsigned long output_phys_hi)
- static int sse_write_attrs (struct sbi_sse_event *e, uint32_t base_attr_id, uint32_t attr_count, unsigned long input_phys)
- int sbi_sse_write_attrs (uint32_t event_id, uint32_t base_attr_id, uint32_t attr_count, unsigned long input_phys_lo, unsigned long input_phys_hi)
- int sbi_sse_register (uint32_t event_id, unsigned long handler_entry_pc, unsigned long handler_entry_arg)
- int sbi_sse_unregister (uint32_t event_id)
- static void sse_event_init (struct sbi_sse_event *e, uint32_t event_id)
- static void sse_event_count_init ()
- static int sse_global_init ()
- static void sse_local_init (struct sse_hart_state *shs)
- int sbi_sse_init (struct sbi_scratch *scratch, bool cold_boot)
- void sbi_sse_exit (struct sbi_scratch *scratch)

Variables

- static const uint32_t supported_events [ ]
- static unsigned int local_event_count
- static unsigned int global_event_count
- static struct sse_global_event * global_events
- static unsigned long sse_inject_fifo_off
- static unsigned long sse_inject_fifo_mem_off
- static unsigned long shs_ptr_off
- static u32 sse_ipi_inject_event = SBI_IPI_EVENT_MAX
- static struct sbi_ipi_event_ops sse_ipi_inject_ops

30.152.1 Macro Definition Documentation

30.152.1.1 assert_field_offset

```
#define assert_field_offset(
              field,
              attr_offset )
```

Value:

```
    _Static_assert(                                          \
        ((offsetof(struct sbi_sse_event_attrs, field)) / \
         sizeof(unsigned long)) == attr_offset,          \
        "field " #field                                  \
        " from struct sbi_sse_event_attrs invalid offset, expected " #attr_offset)
```

30.152.1.2 EVENT_COUNT

```
#define EVENT_COUNT array_size(supported_events)
```

30.152.1.3 EVENT_IS_GLOBAL

```
#define EVENT_IS_GLOBAL(
              __event_id ) ((__event_id) & SBI_SSE_EVENT_GLOBAL_BIT)
```

30.152.1.4 sse_event_invoke_cb

```
#define sse_event_invoke_cb(
              _event,
              _cb,
              ...  )
```

Value:

```
    {                                                                    \
        if (_event->cb_ops && _event->cb_ops->_cb)                   \
            _event->cb_ops->_cb(_event->event_id, ##__VA_ARGS__); \
    }
```

30.152.1.5 sse_get_hart_state_ptr

```
#define sse_get_hart_state_ptr(
              __scratch )  sbi_scratch_read_type((__scratch), void *, shs_ptr_off)
```

30.152.1.6 sse_set_hart_state_ptr

```
#define sse_set_hart_state_ptr(
             __scratch,
             __sse_state )  sbi_scratch_write_type((__scratch), void *, shs_ptr_off, (__sse_↩
state))
```

30.152.1.7 sse_thishart_state_ptr

```
#define sse_thishart_state_ptr( )  sse_get_hart_state_ptr(sbi_scratch_thishart_ptr())
```

30.152.2 Function Documentation

30.152.2.1 assert_field_offset() [1/10]

```
assert_field_offset (
             config ,
             SBI_SSE_ATTR_CONFIG  )
```

30.152.2.2 assert_field_offset() [2/10]

```
assert_field_offset (
             entry.  arg,
             SBI_SSE_ATTR_ENTRY_ARG  )
```

30.152.2.3 assert_field_offset() [3/10]

```
assert_field_offset (
             entry.  pc,
             SBI_SSE_ATTR_ENTRY_PC  )
```

30.152.2.4 assert_field_offset() [4/10]

```
assert_field_offset (
             hartid ,
             SBI_SSE_ATTR_PREFERRED_HART  )
```

30.152.2.5 assert_field_offset() [5/10]

```
assert_field_offset (
             interrupted.  a6,
             SBI_SSE_ATTR_INTERRUPTED_A6  )
```

30.152.2.6 assert_field_offset() [6/10]

```
assert_field_offset (
             interrupted.  a7,
             SBI_SSE_ATTR_INTERRUPTED_A7  )
```

30.152.2.7 assert_field_offset() [7/10]

```
assert_field_offset (
            interrupted.  flags,
            SBI_SSE_ATTR_INTERRUPTED_FLAGS  )
```

30.152.2.8 assert_field_offset() [8/10]

```
assert_field_offset (
            interrupted.  sepc,
            SBI_SSE_ATTR_INTERRUPTED_SEPC  )
```

30.152.2.9 assert_field_offset() [9/10]

```
assert_field_offset (
            prio ,
            SBI_SSE_ATTR_PRIO  )
```

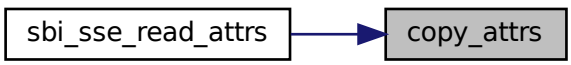
30.152.2.10 assert_field_offset() [10/10]

```
assert_field_offset (
            status ,
            SBI_SSE_ATTR_STATUS  )
```

30.152.2.11 copy_attrs()

```
static void copy_attrs (
            unsigned long * out,
            const unsigned long * in,
            unsigned int long_count )  [static]
```

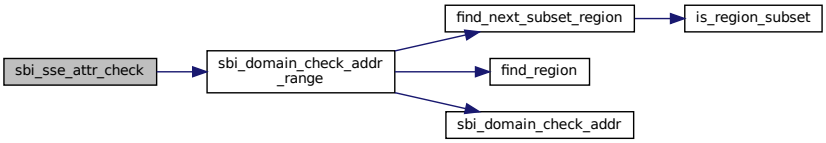
Here is the caller graph for this function:



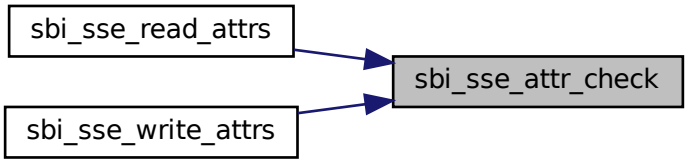
30.152.2.12 sbi_sse_attr_check()

```
int sbi_sse_attr_check (
            uint32_t base_attr_id,
            uint32_t attr_count,
            unsigned long phys_lo,
            unsigned long phys_hi,
            unsigned long access )
```

Here is the call graph for this function:



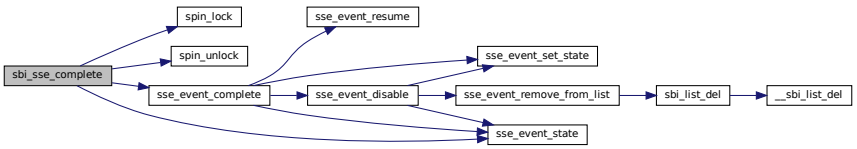
Here is the caller graph for this function:



30.152.2.13 sbi_sse_complete()

```
int sbi_sse_complete (
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )
```

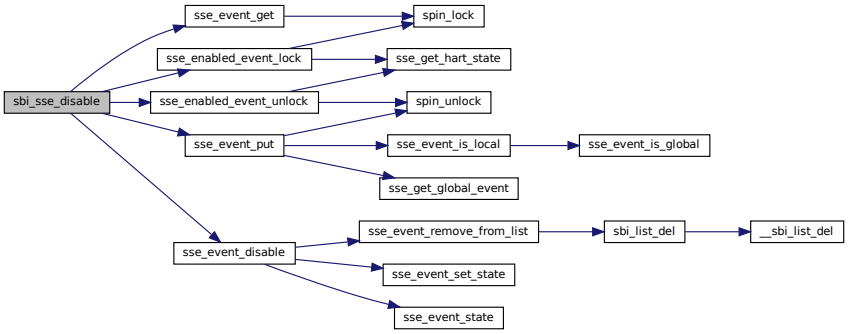
Here is the call graph for this function:



30.152.2.14 sbi_sse_disable()

```
int sbi_sse_disable (
            uint32_t event_id )
```

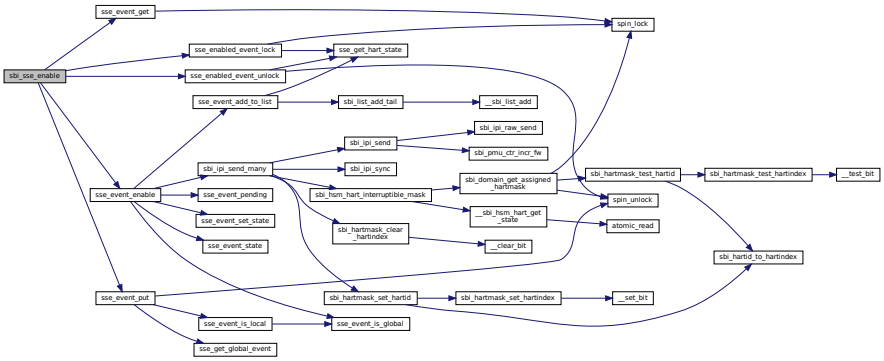
Here is the call graph for this function:



30.152.2.15 sbi_sse_enable()

```
int sbi_sse_enable (
            uint32_t event_id )
```

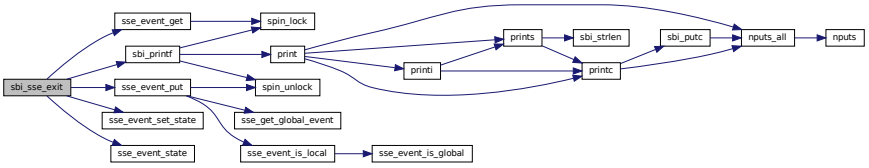
Here is the call graph for this function:



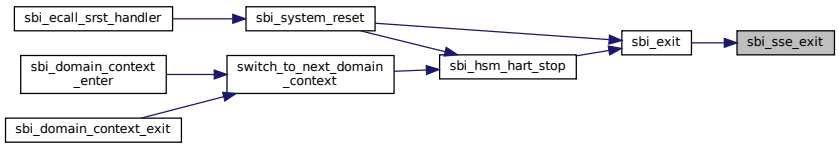
30.152.2.16 sbi_sse_exit()

```
void sbi_sse_exit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



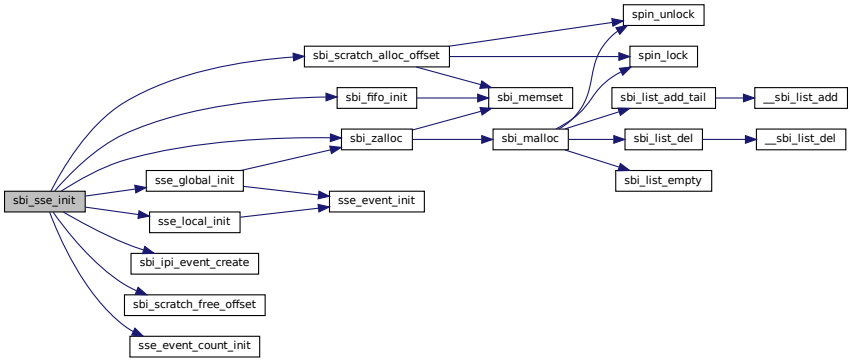
Here is the caller graph for this function:



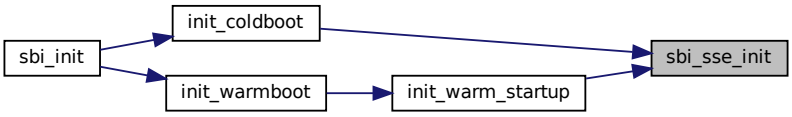
30.152.2.17 sbi_sse_init()

```
int sbi_sse_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



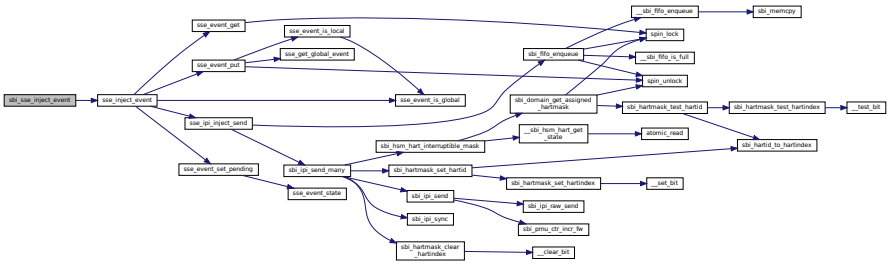
Here is the caller graph for this function:



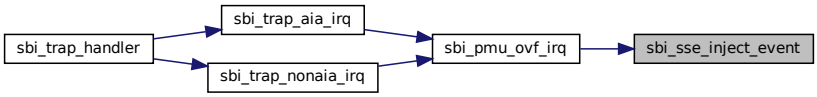
30.152.2.18 sbi_sse_inject_event()

```
int sbi_sse_inject_event (
            uint32_t event_id )
```

Here is the call graph for this function:



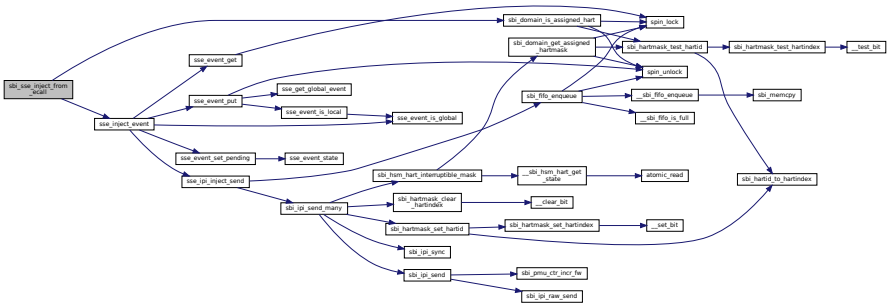
Here is the caller graph for this function:



30.152.2.19 sbi_sse_inject_from_ecall()

```
int sbi_sse_inject_from_ecall (
            uint32_t event_id,
            unsigned long hartid,
            struct sbi_ecall_return * out )
```

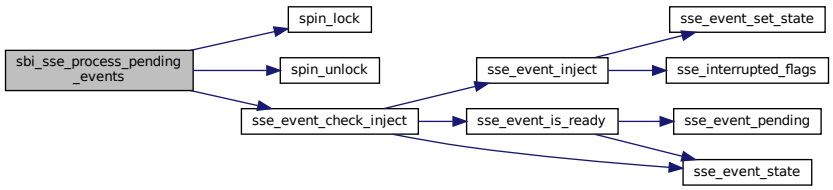
Here is the call graph for this function:



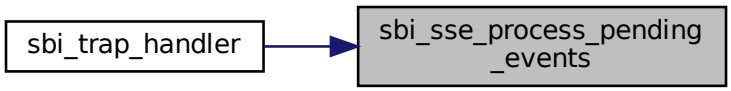
30.152.2.20 sbi_sse_process_pending_events()

```
void sbi_sse_process_pending_events (
            struct sbi_trap_regs * regs )
```

Here is the call graph for this function:



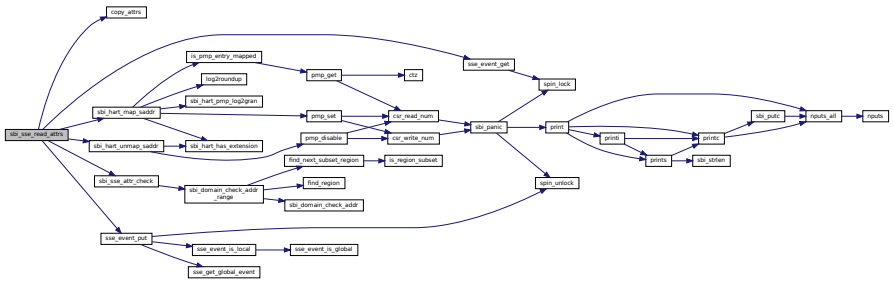
Here is the caller graph for this function:



30.152.2.21 sbi_sse_read_attrs()

```
int sbi_sse_read_attrs (
            uint32_t event_id,
            uint32_t base_attr_id,
            uint32_t attr_count,
            unsigned long output_phys_lo,
            unsigned long output_phys_hi )
```

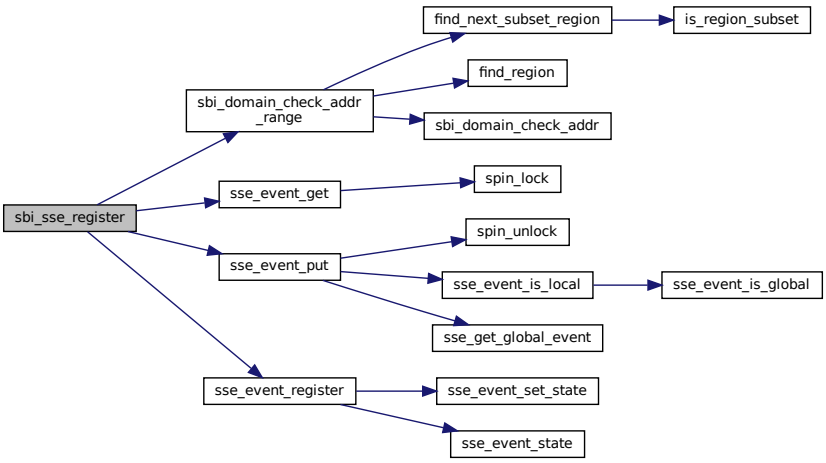
Here is the call graph for this function:



30.152.2.22 sbi_sse_register()

```
int sbi_sse_register (
            uint32_t event_id,
            unsigned long handler_entry_pc,
            unsigned long handler_entry_arg )
```

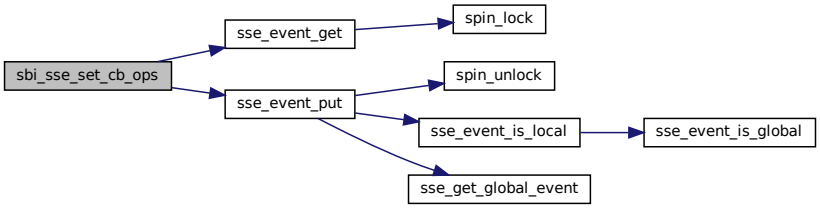
Here is the call graph for this function:



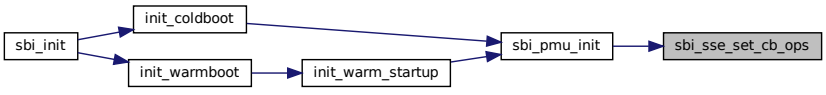
30.152.2.23 sbi_sse_set_cb_ops()

```
int sbi_sse_set_cb_ops (
            uint32_t event_id,
            const struct sbi_sse_cb_ops * cb_ops )
```

Here is the call graph for this function:



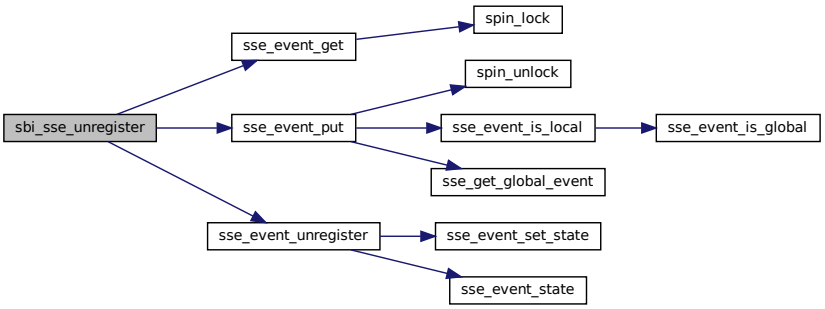
Here is the caller graph for this function:



30.152.2.24 sbi_sse_unregister()

```
int sbi_sse_unregister (
            uint32_t event_id )
```

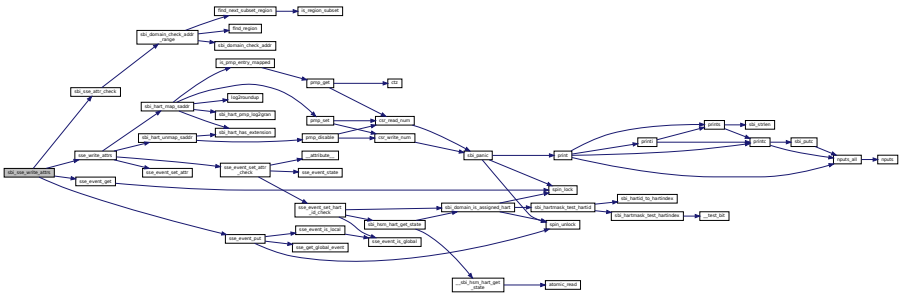
Here is the call graph for this function:



30.152.2.25 sbi_sse_write_attrs()

```
int sbi_sse_write_attrs (
            uint32_t event_id,
            uint32_t base_attr_id,
            uint32_t attr_count,
            unsigned long input_phys_lo,
            unsigned long input_phys_hi )
```

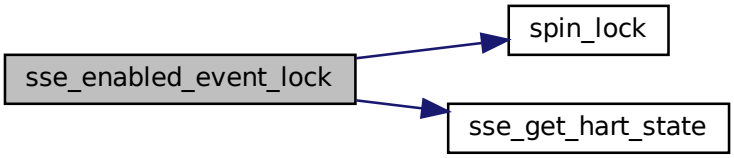
Here is the call graph for this function:



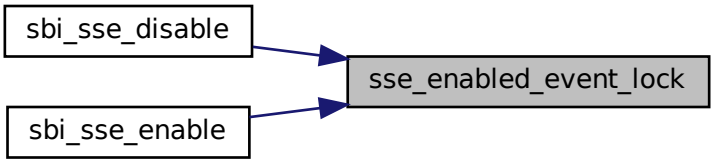
30.152.2.26 sse_enabled_event_lock()

```
static void sse_enabled_event_lock (
            struct sbi_sse_event * e )  [static]
```

If event is global, must be called under enabled event lock Here is the call graph for this function:



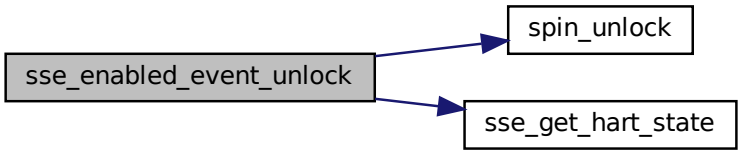
Here is the caller graph for this function:



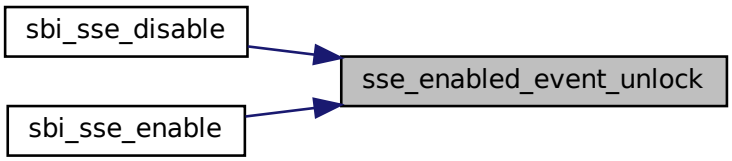
30.152.2.27 sse_enabled_event_unlock()

```
static void sse_enabled_event_unlock (
            struct sbi_sse_event * e )  [static]
```

If event is global, must be called under enabled event lock Here is the call graph for this function:



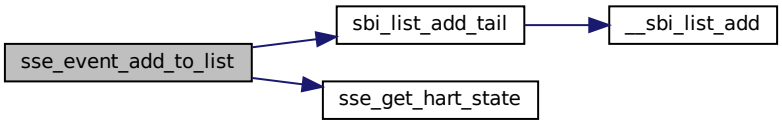
Here is the caller graph for this function:



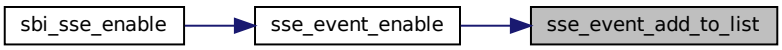
30.152.2.28 sse_event_add_to_list()

```
static void sse_event_add_to_list (
            struct sbi_sse_event * e )  [static]
```

Must be called under owner hart lock Here is the call graph for this function:



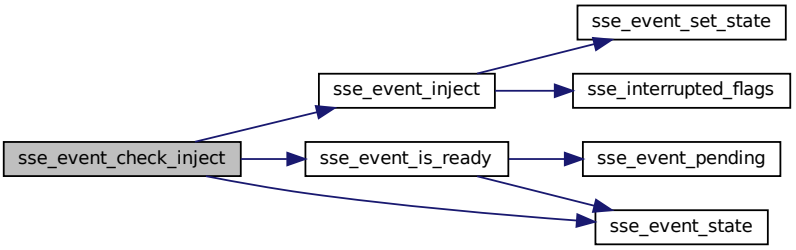
Here is the caller graph for this function:



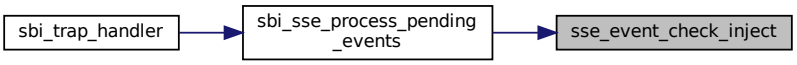
30.152.2.29 sse_event_check_inject()

```
static bool sse_event_check_inject (
            struct sbi_sse_event * e,
            struct sbi_trap_regs * regs )  [static]
```

Here is the call graph for this function:



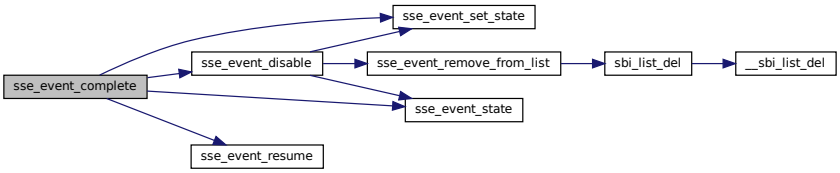
Here is the caller graph for this function:



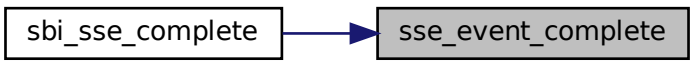
30.152.2.30 sse_event_complete()

```
static int sse_event_complete (
            struct sbi_sse_event * e,
            struct sbi_trap_regs * regs,
            struct sbi_ecall_return * out )  [static]
```

Here is the call graph for this function:



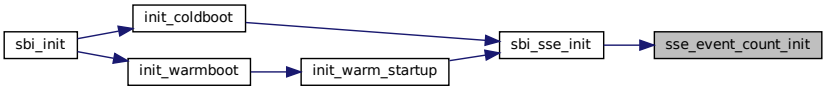
Here is the caller graph for this function:



30.152.2.31 sse_event_count_init()

```
static void sse_event_count_init ( )  [static]
```

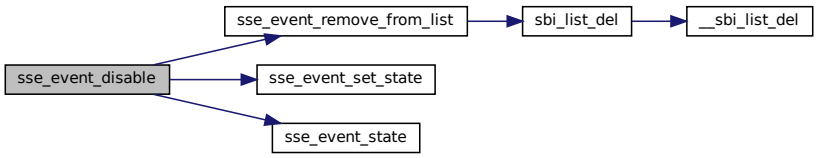
Here is the caller graph for this function:



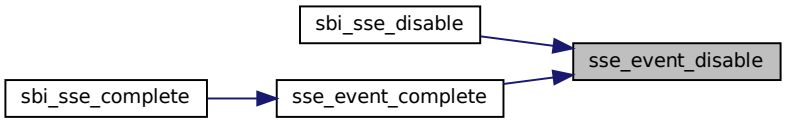
30.152.2.32 sse_event_disable()

```
static int sse_event_disable (
            struct sbi_sse_event * e )  [static]
```

Must be called under owner hart lock Here is the call graph for this function:



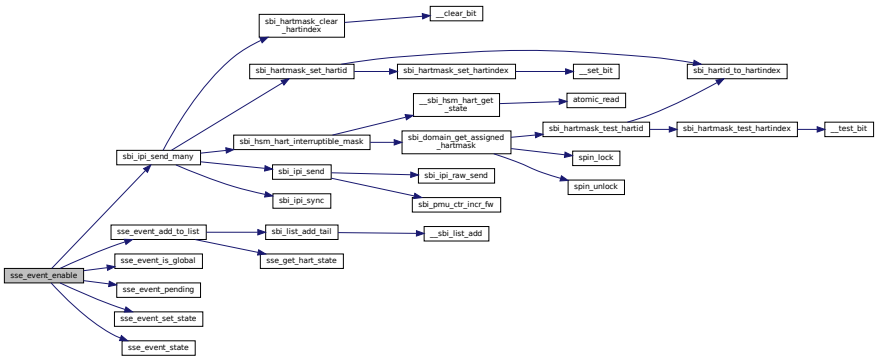
Here is the caller graph for this function:



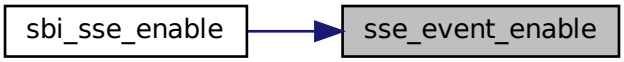
30.152.2.33 sse_event_enable()

```
static int sse_event_enable (
            struct sbi_sse_event * e )  [static]
```

Must be called under owner hart lock Here is the call graph for this function:



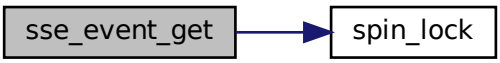
Here is the caller graph for this function:



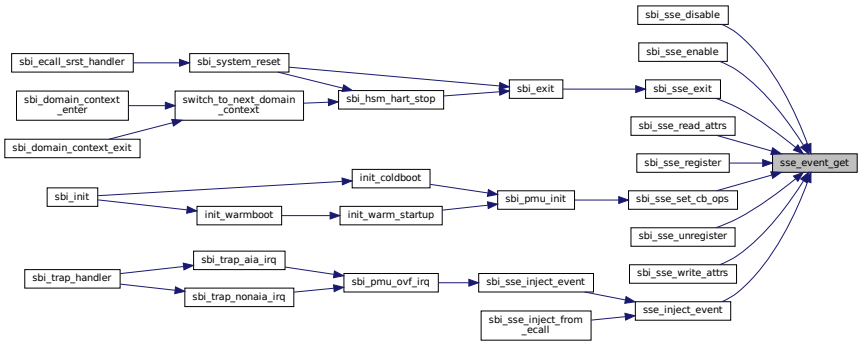
30.152.2.34 sse_event_get()

```
static struct sbi_sse_event* sse_event_get (
            uint32_t event_id )  [static]
```

Here is the call graph for this function:



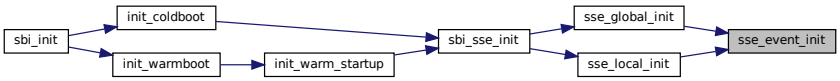
Here is the caller graph for this function:



30.152.2.35 sse_event_init()

```
static void sse_event_init (
            struct sbi_sse_event * e,
            uint32_t event_id )  [static]
```

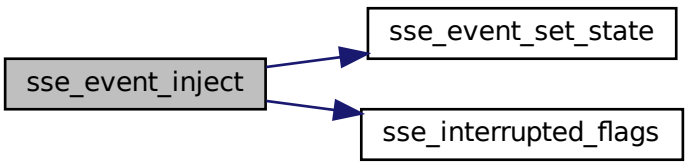
Here is the caller graph for this function:



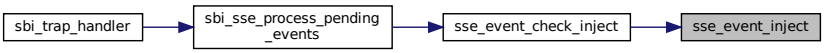
30.152.2.36 sse_event_inject()

```
static void sse_event_inject (
            struct sbi_sse_event * e,
            struct sbi_trap_regs * regs )  [static]
```

Here is the call graph for this function:



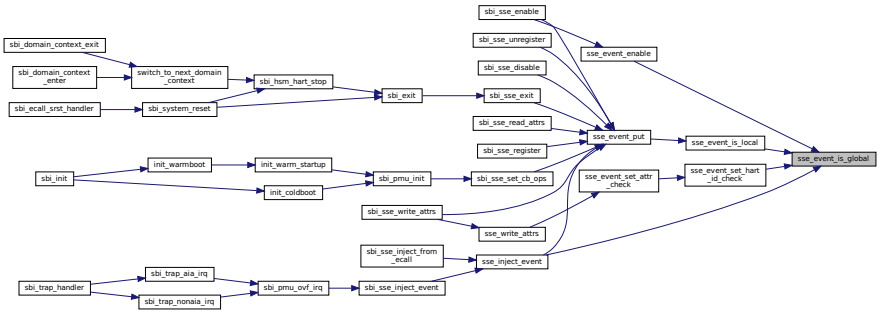
Here is the caller graph for this function:



30.152.2.37 sse_event_is_global()

```
static bool sse_event_is_global (
            struct sbi_sse_event * e )  [static]
```

Here is the caller graph for this function:

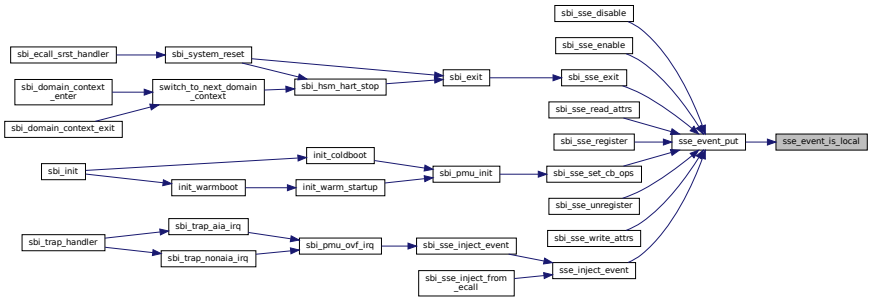


30.152.2.38 sse_event_is_local()

```
static bool sse_event_is_local (
            struct sbi_sse_event * e )  [static]
```

Here is the call graph for this function:

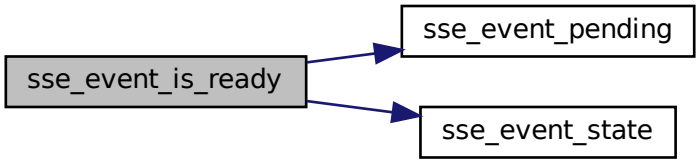
Here is the caller graph for this function:



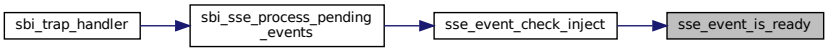
30.152.2.39 sse_event_is_ready()

```
static bool sse_event_is_ready (
            struct sbi_sse_event * e )  [static]
```

Here is the call graph for this function:



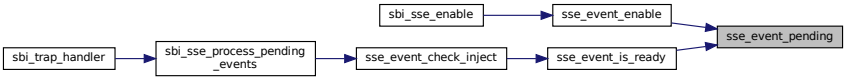
Here is the caller graph for this function:



30.152.2.40 sse_event_pending()

```
static unsigned long sse_event_pending (
            struct sbi_sse_event * e )  [static]
```

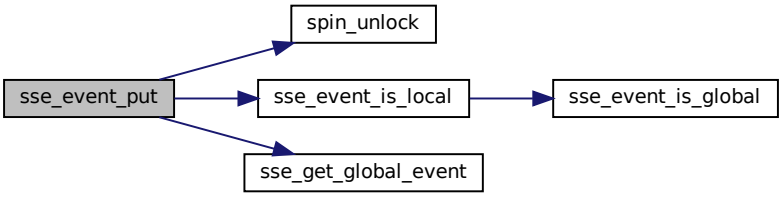
Here is the caller graph for this function:



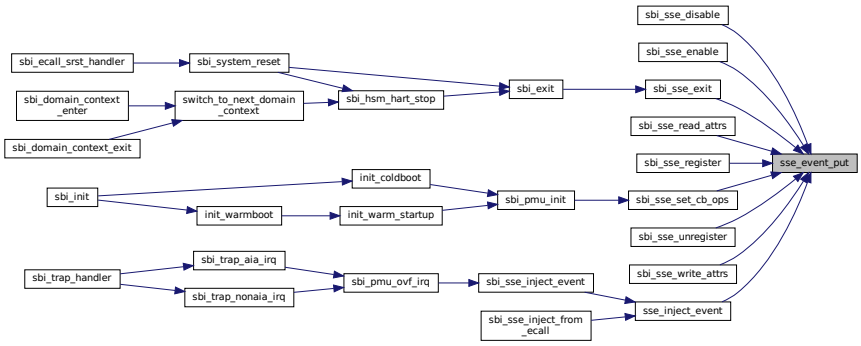
30.152.2.41 sse_event_put()

```
static void sse_event_put (
            struct sbi_sse_event * e )  [static]
```

Here is the call graph for this function:



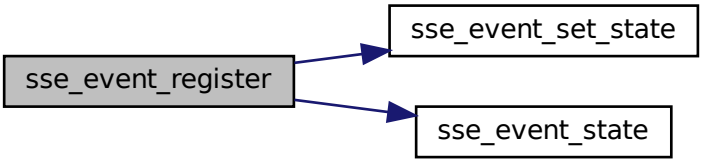
Here is the caller graph for this function:



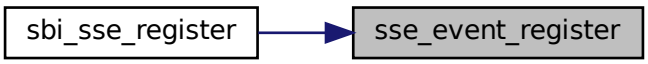
30.152.2.42 sse_event_register()

```
static int sse_event_register (
            struct sbi_sse_event * e,
            unsigned long handler_entry_pc,
            unsigned long handler_entry_arg )  [static]
```

Here is the call graph for this function:



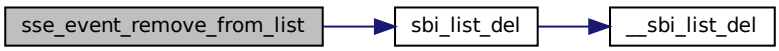
Here is the caller graph for this function:



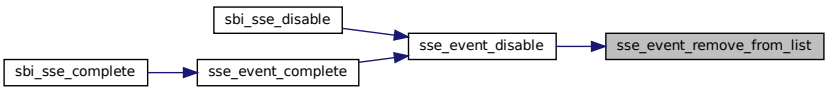
30.152.2.43 sse_event_remove_from_list()

```
static void sse_event_remove_from_list (
             struct sbi_sse_event * e )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

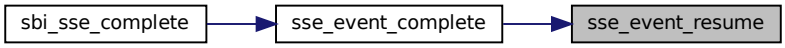


30.152.2.44 sse_event_resume()

```
static void sse_event_resume (
```

```
            struct sbi_sse_event * e,
            struct sbi_trap_regs * regs )  [static]
```

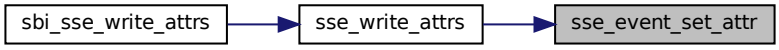
Here is the caller graph for this function:



30.152.2.45 sse_event_set_attr()

```
static void sse_event_set_attr (
            struct sbi_sse_event * e,
            uint32_t attr_id,
            unsigned long val )  [static]
```

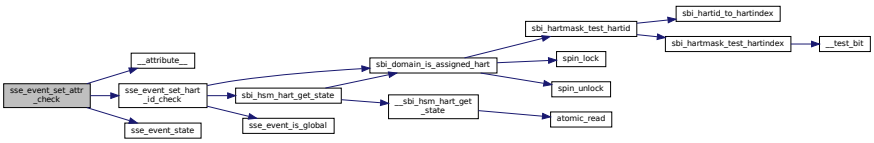
Here is the caller graph for this function:



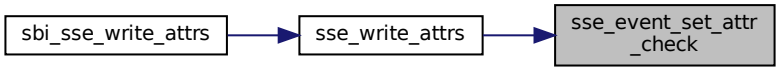
30.152.2.46 sse_event_set_attr_check()

```
static int sse_event_set_attr_check (
            struct sbi_sse_event * e,
            uint32_t attr_id,
            unsigned long val )  [static]
```

Here is the call graph for this function:



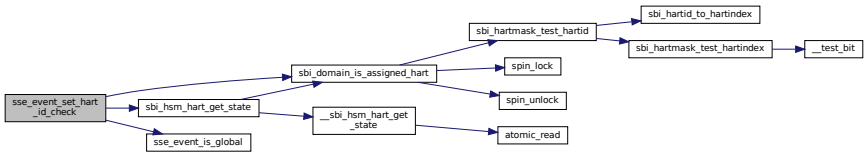
Here is the caller graph for this function:



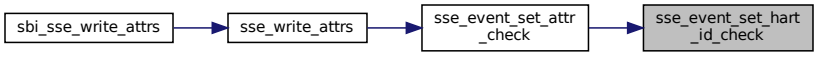
30.152.2.47 sse_event_set_hart_id_check()

```
static int sse_event_set_hart_id_check (
            struct sbi_sse_event * e,
            unsigned long new_hartid )  [static]
```

Here is the call graph for this function:



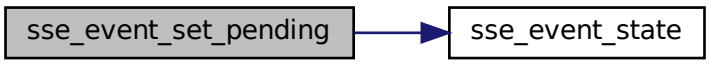
Here is the caller graph for this function:



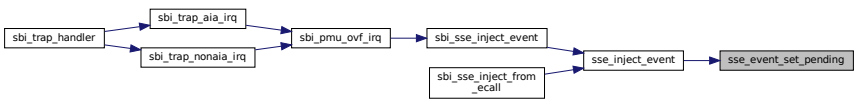
30.152.2.48 sse_event_set_pending()

```
static int sse_event_set_pending (
            struct sbi_sse_event * e )  [static]
```

Here is the call graph for this function:



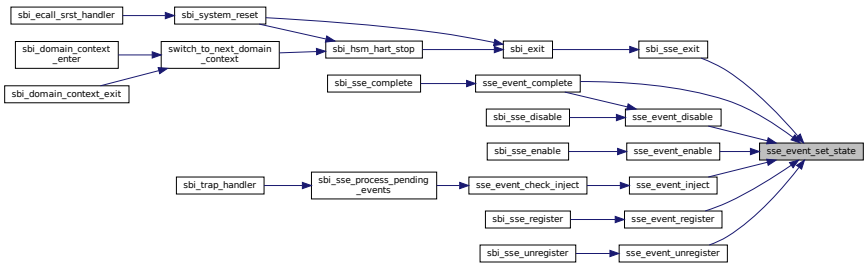
Here is the caller graph for this function:



30.152.2.49 sse_event_set_state()

```
static void sse_event_set_state (
            struct sbi_sse_event * e,
            unsigned long new_state )  [static]
```

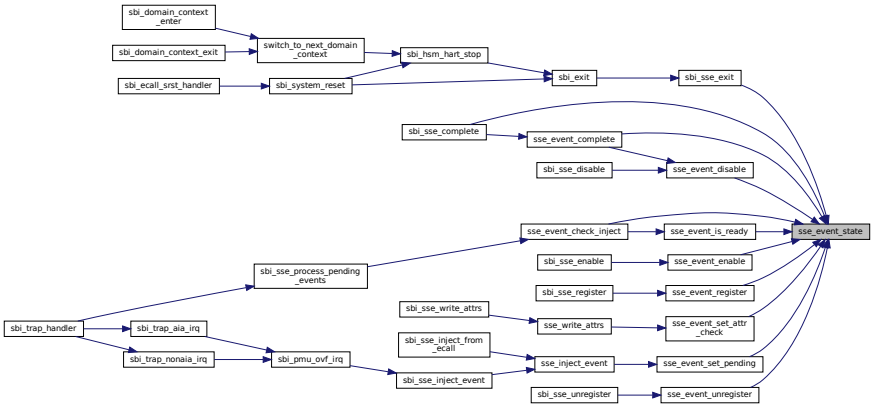
Here is the caller graph for this function:



30.152.2.50 sse_event_state()

```
static unsigned long sse_event_state (
            struct sbi_sse_event * e )  [static]
```

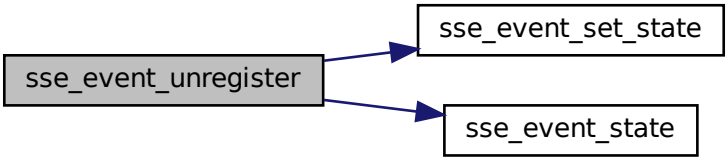
Here is the caller graph for this function:



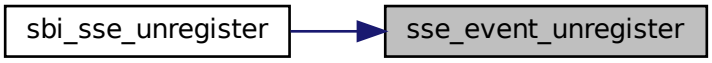
30.152.2.51 sse_event_unregister()

```
static int sse_event_unregister (
            struct sbi_sse_event * e )  [static]
```

Here is the call graph for this function:



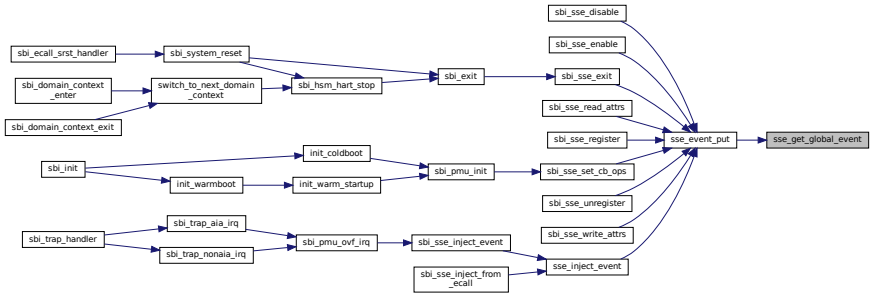
Here is the caller graph for this function:



30.152.2.52 sse_get_global_event()

```
static struct sse_global_event* sse_get_global_event (
            struct sbi_sse_event * e )  [static]
```

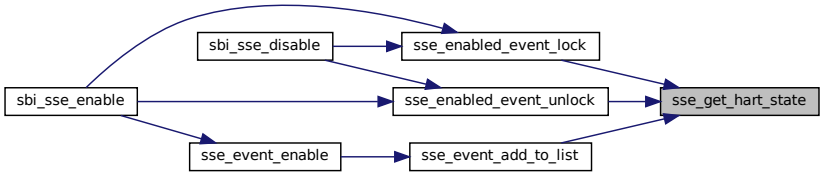
Here is the caller graph for this function:



30.152.2.53 sse_get_hart_state()

```
static struct sse_hart_state* sse_get_hart_state (
            struct sbi_sse_event * e )  [static]
```

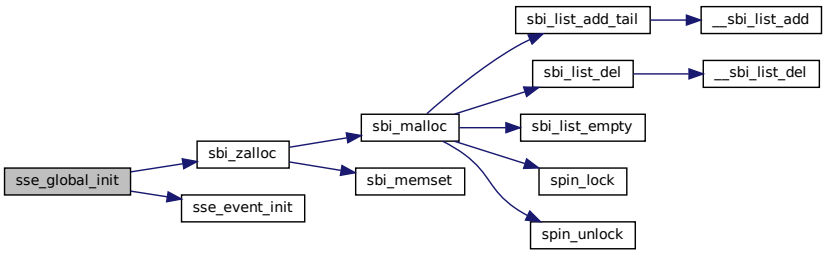
If event is global, must be called under global event lock Here is the caller graph for this function:



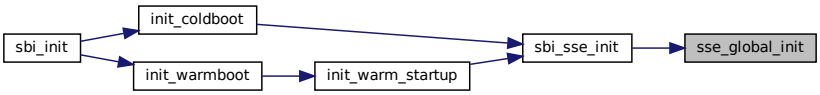
30.152.2.54 sse_global_init()

```
static int sse_global_init ( )  [static]
```

Here is the call graph for this function:



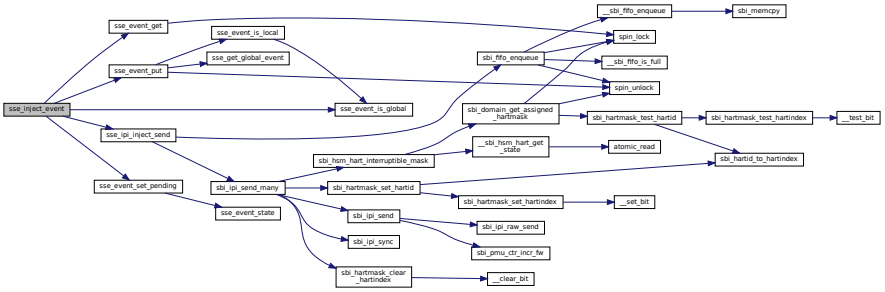
Here is the caller graph for this function:



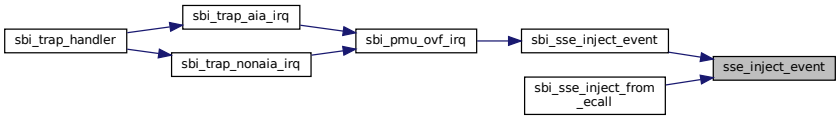
30.152.2.55 sse_inject_event()

```
static int sse_inject_event (
             uint32_t event_id,
             unsigned long hartid,
             struct sbi_ecall_return * out )  [static]
```

Here is the call graph for this function:



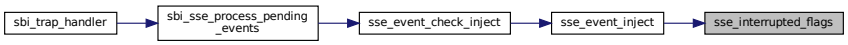
Here is the caller graph for this function:



30.152.2.56 sse_interrupted_flags()

```
static unsigned long sse_interrupted_flags (
            unsigned long mstatus )  [static]
```

Here is the caller graph for this function:



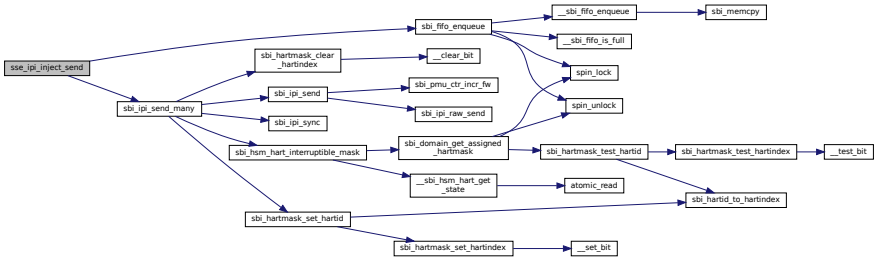
30.152.2.57 sse_ipi_inject_process()

```
static void sse_ipi_inject_process (
            struct sbi_scratch * scratch )  [static]
```

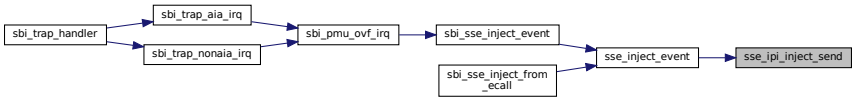
30.152.2.58 sse_ipi_inject_send()

```
static int sse_ipi_inject_send (
            unsigned long hartid,
            uint32_t event_id )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

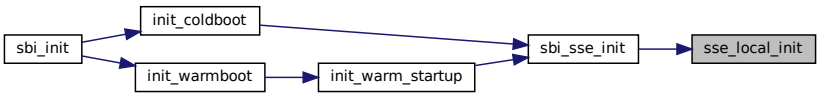


30.152.2.59 sse_local_init()

```
static void sse_local_init (
            struct sse_hart_state * shs )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:

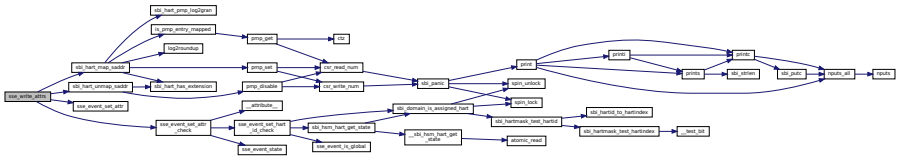


30.152.2.60 sse_write_attrs()

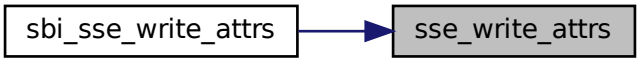
```
static int sse_write_attrs (
            struct sbi_sse_event * e,
            uint32_t base_attr_id,
```

```
        uint32_t attr_count,
        unsigned long input_phys )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.152.3 Variable Documentation

30.152.3.1 global_event_count

```
unsigned int global_event_count  [static]
```

30.152.3.2 global_events

```
struct sse_global_event* global_events  [static]
```

30.152.3.3 local_event_count

```
unsigned int local_event_count  [static]
```

30.152.3.4 shs_ptr_off

```
unsigned long shs_ptr_off  [static]
```

30.152.3.5 sse_inject_fifo_mem_off

```
unsigned long sse_inject_fifo_mem_off  [static]
```

30.152.3.6 sse_inject_fifo_off

```
unsigned long sse_inject_fifo_off  [static]
```

30.152.3.7 sse_ipi_inject_event

```
u32 sse_ipi_inject_event = SBI_IPI_EVENT_MAX  [static]
```

30.152.3.8 sse_ipi_inject_ops

```
struct sbi_ipi_event_ops sse_ipi_inject_ops  [static]
```

Initial value:

```
= {
    .name    = "IPI_SSE_INJECT",
    .process = sse_ipi_inject_process,
}
```

30.152.3.9 supported_events

```
const uint32_t supported_events[]  [static]
```

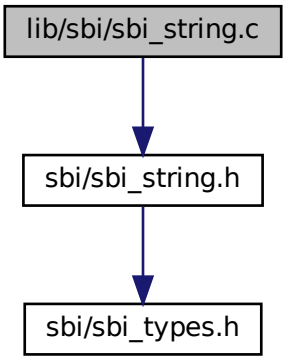
Initial value:

```
= {
    SBI_SSE_EVENT_LOCAL_RAS,
    SBI_SSE_EVENT_GLOBAL_RAS,
    SBI_SSE_EVENT_LOCAL_PMU,
    SBI_SSE_EVENT_LOCAL_SOFTWARE,
    SBI_SSE_EVENT_GLOBAL_SOFTWARE,
}
```

30.153 lib/sbi/sbi_string.c File Reference

```
#include <sbi/sbi_string.h>
```

Include dependency graph for sbi_string.c:



Functions

- int sbi_strcmp (const char *a, const char *b)
- int sbi_strncmp (const char *a, const char *b, size_t count)
- size_t sbi_strlen (const char *str)
- size_t sbi_strnlen (const char *str, size_t count)
- char * sbi_strcpy (char *dest, const char *src)
- char * sbi_strncpy (char *dest, const char *src, size_t count)
- char * sbi_strchr (const char *s, int c)
- char * sbi_strrchr (const char *s, int c)

- void * sbi_memset (void *s, int c, size_t count)
- void * sbi_memcpy (void *dest, const void *src, size_t count)
- void * sbi_memmove (void *dest, const void *src, size_t count)
- int sbi_memcmp (const void *s1, const void *s2, size_t count)
- void * sbi_memchr (const void *s, int c, size_t count)

30.153.1 Function Documentation

30.153.1.1 sbi_memchr()

```
void* sbi_memchr (
            const void * s,
            int c,
            size_t count )
```

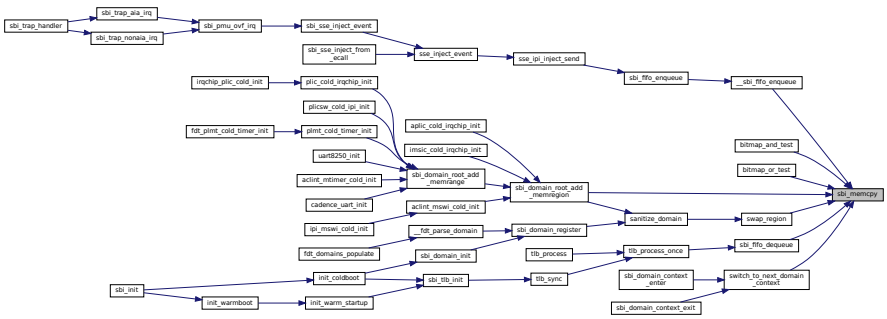
30.153.1.2 sbi_memcmp()

```
int sbi_memcmp (
            const void * s1,
            const void * s2,
            size_t count )
```

30.153.1.3 sbi_memcpy()

```
void* sbi_memcpy (
            void * dest,
            const void * src,
            size_t count )
```

Here is the caller graph for this function:



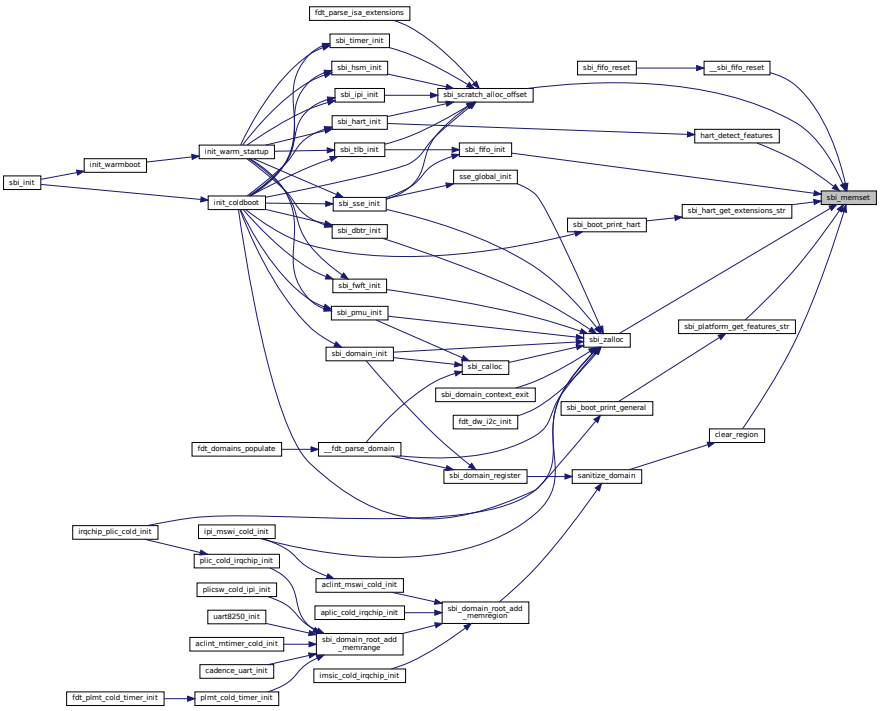
30.153.1.4 sbi_memmove()

```
void* sbi_memmove (
            void * dest,
            const void * src,
            size_t count )
```

30.153.1.5 sbi_memset()

```
void* sbi_memset (
            void * s,
            int c,
            size_t count )
```

Here is the caller graph for this function:



30.153.1.6 sbi_strchr()

```
char* sbi_strchr (
            const char * s,
            int c )
```

30.153.1.7 sbi_strcmp()

```
int sbi_strcmp (
            const char * a,
            const char * b )
```

30.153.1.8 sbi_strcpy()

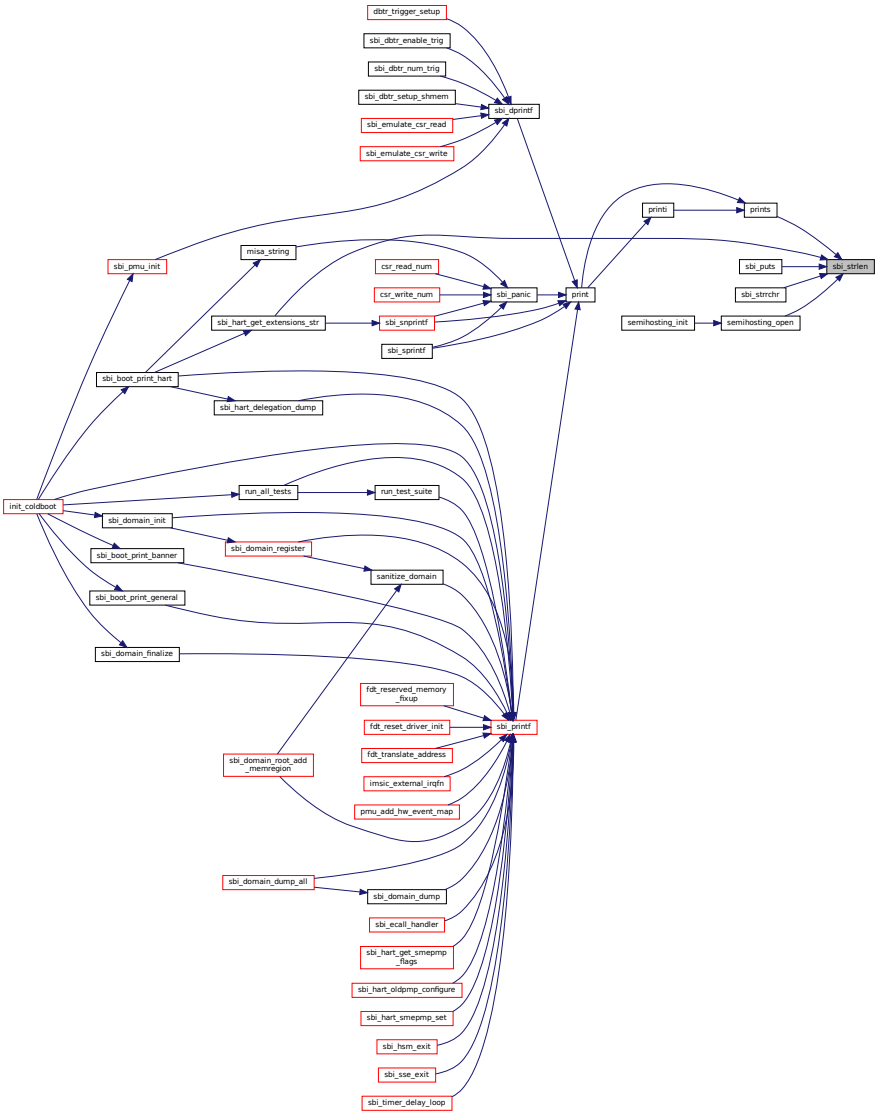
```
char* sbi_strcpy (
            char * dest,
            const char * src )
```

30.153.1.9 sbi_strlen()

```
size_t sbi_strlen (
```

```
            const char * str )
```

Here is the caller graph for this function:



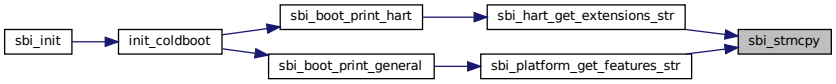
30.153.1.10 sbi_strncmp()

```
int sbi_strncmp (
            const char * a,
            const char * b,
            size_t count )
```

30.153.1.11 sbi_strncpy()

```
char* sbi_strncpy (
            char * dest,
            const char * src,
            size_t count )
```

Here is the caller graph for this function:



30.153.1.12 sbi_strnlen()

```
size_t sbi_strnlen (
            const char * str,
            size_t count )
```

30.153.1.13 sbi_strrchr()

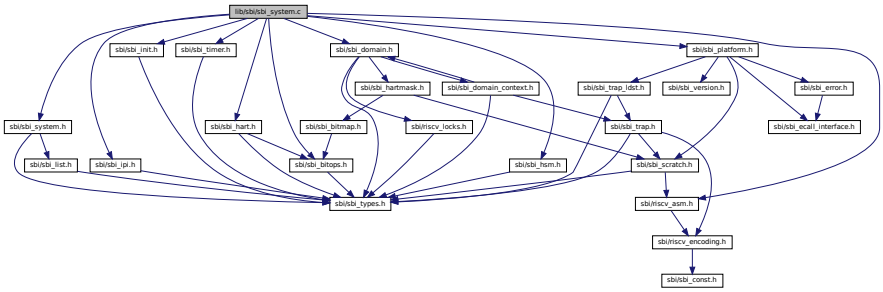
```
char* sbi_strrchr (
            const char * s,
            int c )
```

Here is the call graph for this function:

30.154 lib/sbi/sbi_system.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_hsm.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_system.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_init.h>
#include <sbi/sbi_timer.h>
```

Include dependency graph for sbi_system.c:



Functions

- static SBI_LIST_HEAD (reset_devices_list)
- const struct sbi_system_reset_device ∗ sbi_system_reset_get_device (u32 reset_type, u32 reset_reason)
- void sbi_system_reset_add_device (struct sbi_system_reset_device ∗dev)
- bool sbi_system_reset_supported (u32 reset_type, u32 reset_reason)
- void __noreturn sbi_system_reset (u32 reset_type, u32 reset_reason)
- const struct sbi_system_suspend_device ∗ sbi_system_suspend_get_device (void)
- void sbi_system_suspend_set_device (struct sbi_system_suspend_device ∗dev)
- static int sbi_system_suspend_test_check (u32 sleep_type)
- static int sbi_system_suspend_test_suspend (u32 sleep_type, unsigned long mmode_resume_addr)
- void sbi_system_suspend_test_enable (void)
- bool sbi_system_suspend_supported (u32 sleep_type)
- int sbi_system_suspend (u32 sleep_type, ulong resume_addr, ulong opaque)

Variables

- static const struct sbi_system_suspend_device ∗ suspend_dev = NULL
- static struct sbi_system_suspend_device sbi_system_suspend_test

30.154.1 Function Documentation

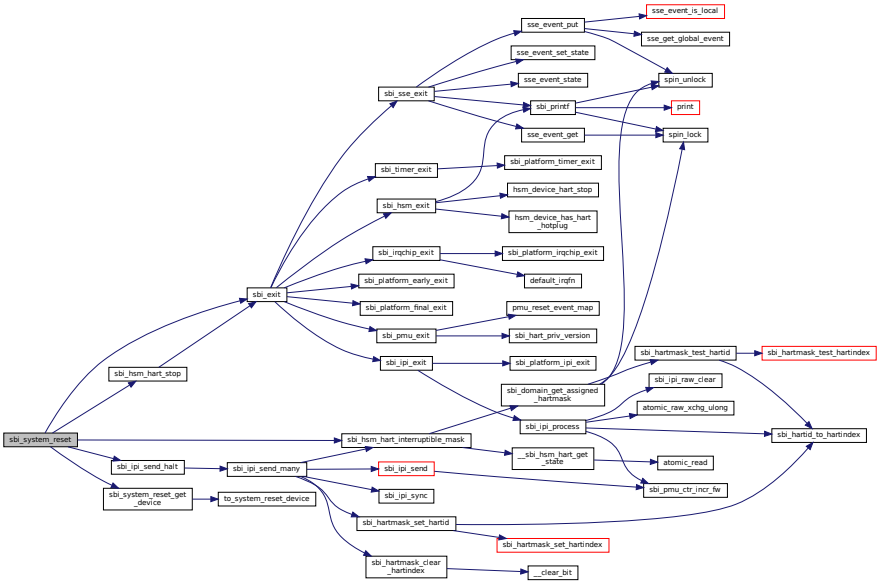
30.154.1.1 SBI_LIST_HEAD()

```
static SBI_LIST_HEAD (
            reset_devices_list  )  [static]
```

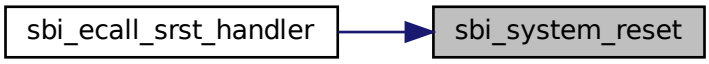
30.154.1.2 sbi_system_reset()

```
void __noreturn sbi_system_reset (
            u32 reset_type,
            u32 reset_reason )
```

Here is the call graph for this function:



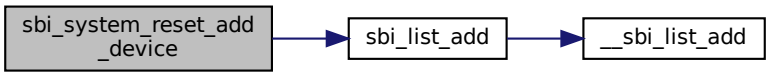
Here is the caller graph for this function:



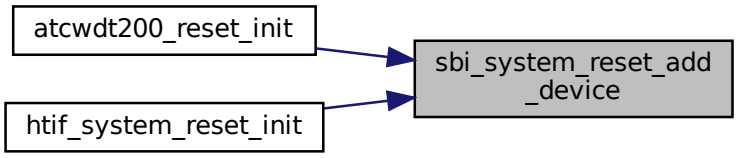
30.154.1.3 sbi_system_reset_add_device()

```
void sbi_system_reset_add_device (
            struct sbi_system_reset_device * dev )
```

Here is the call graph for this function:



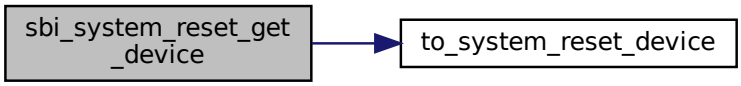
Here is the caller graph for this function:



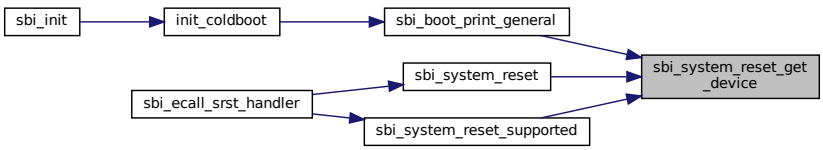
30.154.1.4 sbi_system_reset_get_device()

```
const struct sbi_system_reset_device* sbi_system_reset_get_device (
            u32 reset_type,
            u32 reset_reason )
```

lowest priority - any non zero is our candidate
reset_type not supportedHere is the call graph for this function:



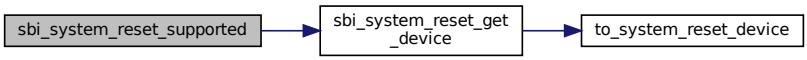
Here is the caller graph for this function:



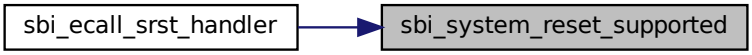
30.154.1.5 sbi_system_reset_supported()

```
bool sbi_system_reset_supported (
            u32 reset_type,
            u32 reset_reason )
```

Here is the call graph for this function:



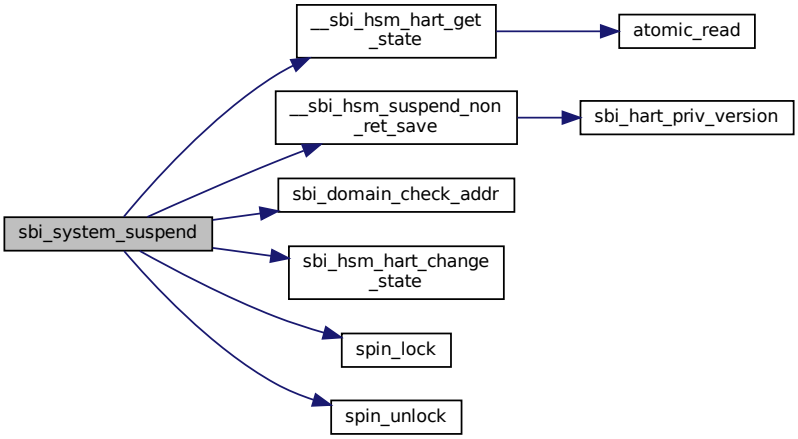
Here is the caller graph for this function:



30.154.1.6 sbi_system_suspend()

```
int sbi_system_suspend (
            u32 sleep_type,
            ulong resume_addr,
            ulong opaque )
```

Here is the call graph for this function:

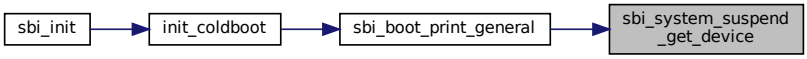


Here is the caller graph for this function:

30.154.1.7 sbi_system_suspend_get_device()

```
const struct sbi_system_suspend_device* sbi_system_suspend_get_device (
            void  )
```

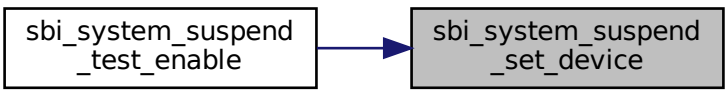
Here is the caller graph for this function:



30.154.1.8 sbi_system_suspend_set_device()

```
void sbi_system_suspend_set_device (
            struct sbi_system_suspend_device * dev )
```

Here is the caller graph for this function:



30.154.1.9 sbi_system_suspend_supported()

```
bool sbi_system_suspend_supported (
            u32 sleep_type )
```

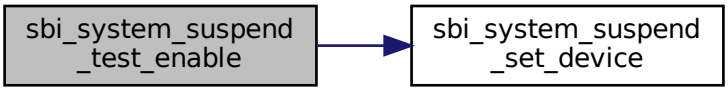
30.154.1.10 sbi_system_suspend_test_check()

```
static int sbi_system_suspend_test_check (
            u32 sleep_type )  [static]
```

30.154.1.11 sbi_system_suspend_test_enable()

```
void sbi_system_suspend_test_enable (
            void  )
```

Here is the call graph for this function:



30.154.1.12 sbi_system_suspend_test_suspend()

```
static int sbi_system_suspend_test_suspend (
             u32 sleep_type,
             unsigned long mmode_resume_addr )  [static]
```

30.154.2 Variable Documentation

30.154.2.1 sbi_system_suspend_test

```
struct sbi_system_suspend_device sbi_system_suspend_test  [static]
```

Initial value:

```
= {
    .name = "system-suspend-test",
    .system_suspend_check = sbi_system_suspend_test_check,
    .system_suspend = sbi_system_suspend_test_suspend,
}
```

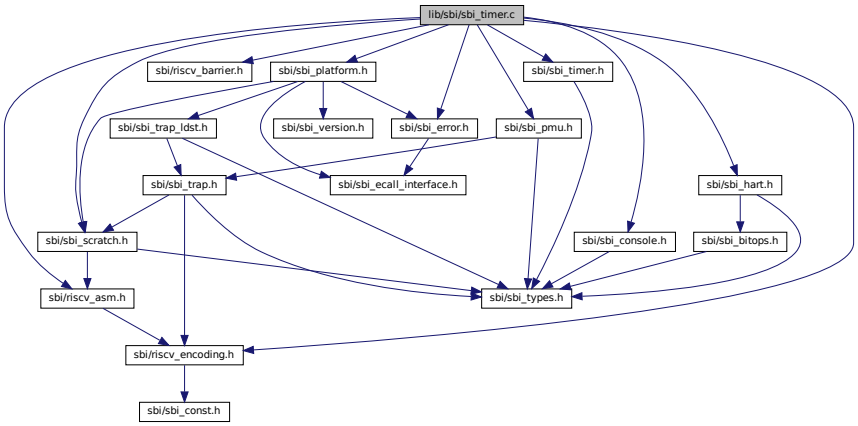
30.154.2.2 suspend_dev

```
const struct sbi_system_suspend_device* suspend_dev = NULL  [static]
```

30.155 lib/sbi/sbi_timer.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_barrier.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_timer.h>
```

Include dependency graph for sbi_timer.c:



Functions

- static u64 get_ticks (void)
- static void nop_delay_fn (void *opaque)
- void sbi_timer_delay_loop (ulong units, u64 unit_freq, void(*delay_fn)(void *), void *opaque)
- bool sbi_timer_waitms_until (bool(*predicate)(void *), void *arg, uint64_t timeout_ms)
- u64 sbi_timer_value (void)
- u64 sbi_timer_virt_value (void)
- u64 sbi_timer_get_delta (void)
- void sbi_timer_set_delta (ulong delta)
- void sbi_timer_set_delta_upper (ulong delta_upper)
- void sbi_timer_event_start (u64 next_event)
- void sbi_timer_process (void)
- const struct sbi_timer_device * sbi_timer_get_device (void)
- void sbi_timer_set_device (const struct sbi_timer_device *dev)
- int sbi_timer_init (struct sbi_scratch *scratch, bool cold_boot)
- void sbi_timer_exit (struct sbi_scratch *scratch)

Variables

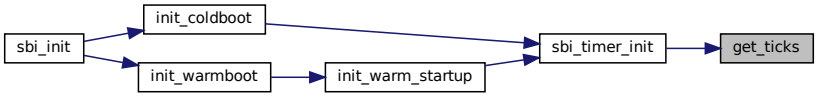
- static unsigned long time_delta_off
- static u64(* get_time_val)(void)
- static const struct sbi_timer_device * timer_dev = NULL

30.155.1 Function Documentation

30.155.1.1 get_ticks()

```
static u64 get_ticks (
            void  )  [static]
```

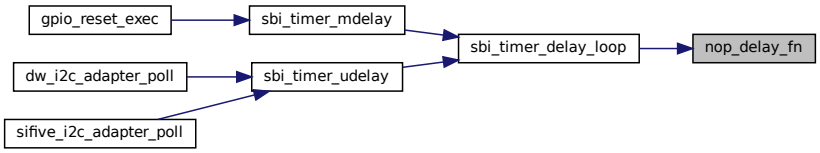
Here is the caller graph for this function:



30.155.1.2 nop_delay_fn()

```
static void nop_delay_fn (
            void * opaque )  [static]
```

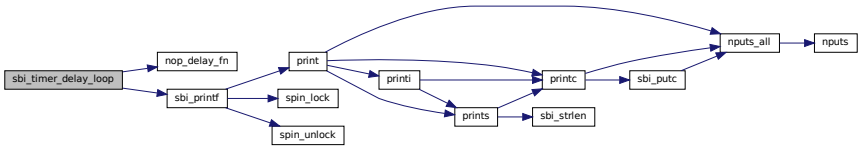
Here is the caller graph for this function:



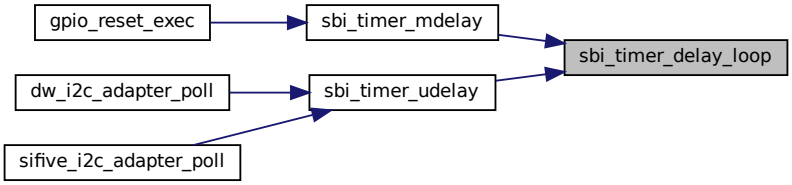
30.155.1.3 sbi_timer_delay_loop()

```
void sbi_timer_delay_loop (
            ulong units,
            u64 unit_freq,
            void(*)(void *) delay_fn,
            void * opaque )
```

Generic delay loop of desired granularity Here is the call graph for this function:



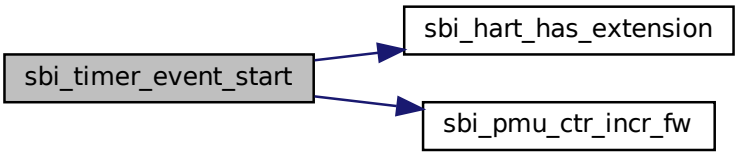
Here is the caller graph for this function:



30.155.1.4 sbi_timer_event_start()

```
void sbi_timer_event_start (
            u64 next_event )
```

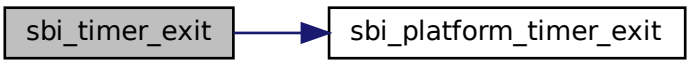
Start timer event for current HART Update the stimecmp directly if available. This allows the older software to leverage sstc extension on newer hardware.Here is the call graph for this function:



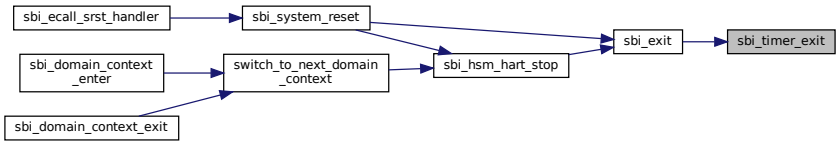
30.155.1.5 sbi_timer_exit()

```
void sbi_timer_exit (
            struct sbi_scratch * scratch )
```

Here is the call graph for this function:



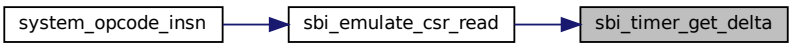
Here is the caller graph for this function:



30.155.1.6 sbi_timer_get_delta()

```
u64 sbi_timer_get_delta (
            void  )
```

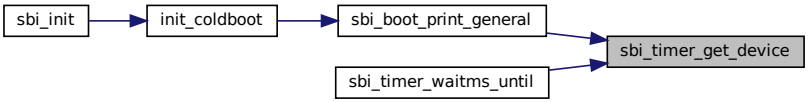
Get timer delta value for current HART Here is the caller graph for this function:



30.155.1.7 sbi_timer_get_device()

```
const struct sbi_timer_device* sbi_timer_get_device (
            void  )
```

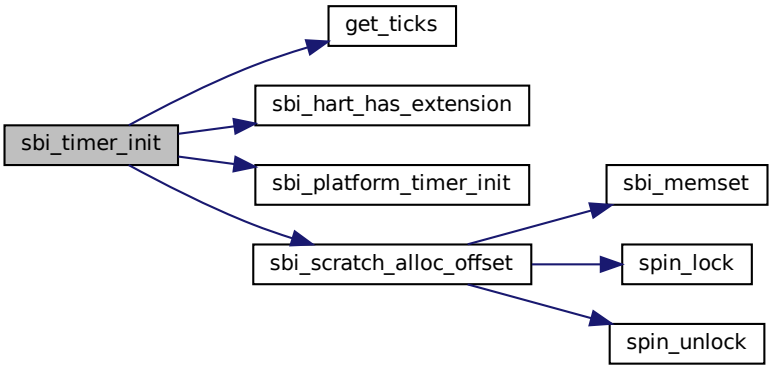
Get current timer device Here is the caller graph for this function:



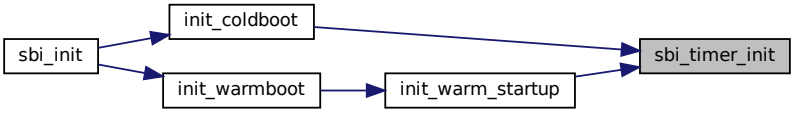
30.155.1.8 sbi_timer_init()

```
int sbi_timer_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



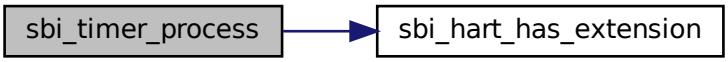
Here is the caller graph for this function:



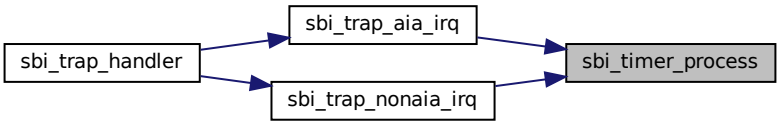
30.155.1.9 sbi_timer_process()

```
void sbi_timer_process (
            void  )
```

Process timer event for current HART Here is the call graph for this function:



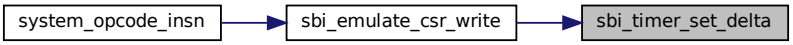
Here is the caller graph for this function:



30.155.1.10 sbi_timer_set_delta()

```
void sbi_timer_set_delta (
            ulong delta )
```

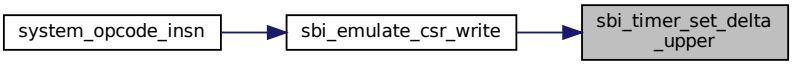
Set timer delta value for current HART Here is the caller graph for this function:



30.155.1.11 sbi_timer_set_delta_upper()

```
void sbi_timer_set_delta_upper (
            ulong delta_upper )
```

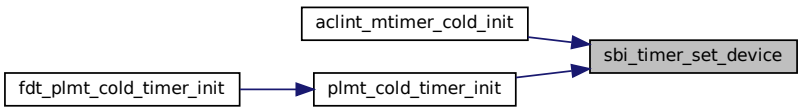
Set upper 32-bits of timer delta value for current HART Here is the caller graph for this function:



30.155.1.12 sbi_timer_set_device()

```
void sbi_timer_set_device (
            const struct sbi_timer_device * dev )
```

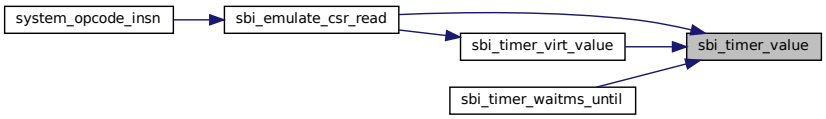
Register timer device Here is the caller graph for this function:



30.155.1.13 sbi_timer_value()

```
u64 sbi_timer_value (
            void  )
```

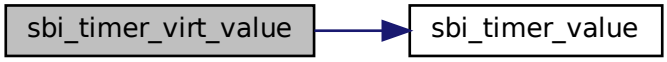
Get timer value for current HART Here is the caller graph for this function:



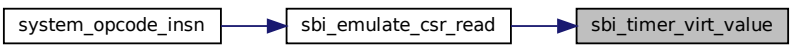
30.155.1.14 sbi_timer_virt_value()

```
u64 sbi_timer_virt_value (
            void  )
```

Get virtualized timer value for current HART Here is the call graph for this function:



Here is the caller graph for this function:



30.155.1.15 sbi_timer_waitms_until()

```
bool sbi_timer_waitms_until (
            bool(*)(void *) predicate,
            void * arg,
            uint64_t timeout_ms )
```

A blocking function that will wait until `predicate` returns true or `timeout_ms` milliseconds elapsed. `arg` will be passed as argument to `predicate` function.

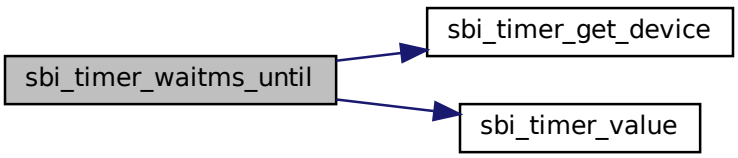
Parameters

predicate	Pointer to a function that returns true if certain condition is met. It shouldn't block the code execution.
arg	Argument to pass to `predicate`.
timeout_ms	Timeout value in milliseconds. The function will return false if `timeout_ms` time period elapsed but still `predicate` doesn't return true.

Returns

true if `predicate` returns true within `timeout_ms`, false otherwise.

Here is the call graph for this function:



30.155.2 Variable Documentation

30.155.2.1 get_time_val

```
u64(* get_time_val) (void) (
            void  )  [static]
```

30.155.2.2 time_delta_off

```
unsigned long time_delta_off  [static]
```

30.155.2.3 timer_dev

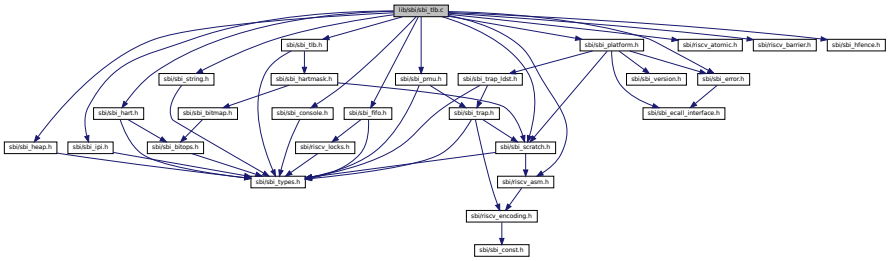
```
const struct sbi_timer_device* timer_dev = NULL  [static]
```

30.156 lib/sbi/sbi_tlb.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_atomic.h>
```

```
#include <sbi/riscv_barrier.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_fifo.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_tlb.h>
#include <sbi/sbi_hfence.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_pmu.h>
```

Include dependency graph for sbi_tlb.c:



Functions

- static void tlb_flush_all (void)
- static void sbi_tlb_local_hfence_vvma (struct sbi_tlb_info ∗tinfo)
- static void sbi_tlb_local_hfence_gvma (struct sbi_tlb_info ∗tinfo)
- static void sbi_tlb_local_sfence_vma (struct sbi_tlb_info ∗tinfo)
- static void sbi_tlb_local_hfence_vvma_asid (struct sbi_tlb_info ∗tinfo)
- static void sbi_tlb_local_hfence_gvma_vmid (struct sbi_tlb_info ∗tinfo)
- static void sbi_tlb_local_sfence_vma_asid (struct sbi_tlb_info ∗tinfo)
- static void sbi_tlb_local_fence_i (struct sbi_tlb_info ∗tinfo)
- static void tlb_entry_local_process (struct sbi_tlb_info ∗data)
- static void tlb_entry_process (struct sbi_tlb_info ∗tinfo)
- static bool tlb_process_once (struct sbi_scratch ∗scratch)
- static void tlb_process (struct sbi_scratch ∗scratch)
- static void tlb_sync (struct sbi_scratch ∗scratch)
- static int tlb_range_check (struct sbi_tlb_info ∗curr, struct sbi_tlb_info ∗next)
- static int tlb_update_cb (void ∗in, void ∗data)
- static int tlb_update (struct sbi_scratch ∗scratch, struct sbi_scratch ∗remote_scratch, u32 remote_hartindex, void ∗data)
- int sbi_tlb_request (ulong hmask, ulong hbase, struct sbi_tlb_info ∗tinfo)
- int sbi_tlb_init (struct sbi_scratch ∗scratch, bool cold_boot)

Variables

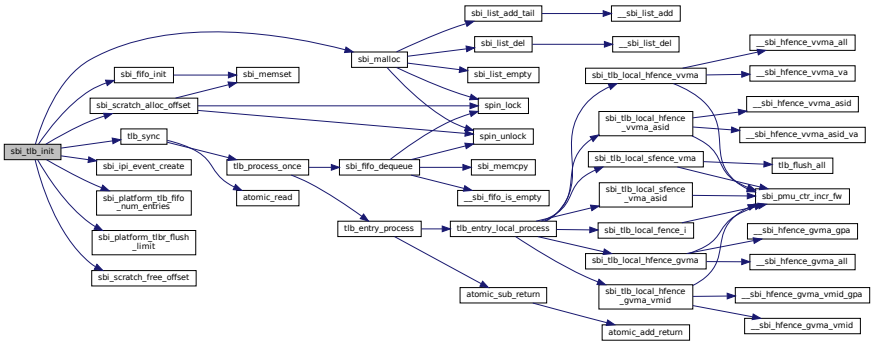
- static unsigned long tlb_sync_off
- static unsigned long tlb_fifo_off
- static unsigned long tlb_fifo_mem_off
- static unsigned long tlb_range_flush_limit
- static struct sbi_ipi_event_ops tlb_ops
- static u32 tlb_event = SBI_IPI_EVENT_MAX
- static const u32 tlb_type_to_pmu_fw_event [SBI_TLB_TYPE_MAX]

30.156.1 Function Documentation

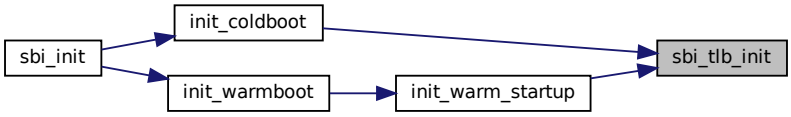
30.156.1.1 sbi_tlb_init()

```
int sbi_tlb_init (
            struct sbi_scratch * scratch,
            bool cold_boot )
```

Here is the call graph for this function:



Here is the caller graph for this function:

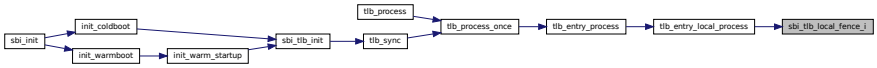


30.156.1.2 sbi_tlb_local_fence_i()

```
static void sbi_tlb_local_fence_i (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:

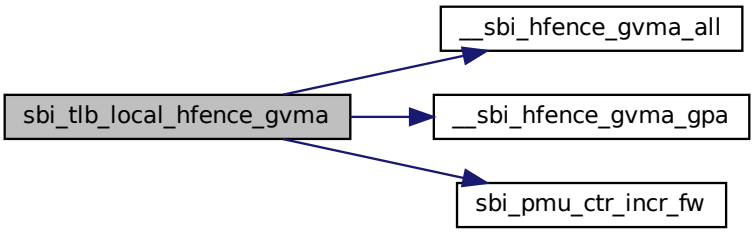
Here is the caller graph for this function:



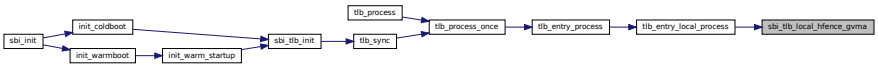
30.156.1.3 sbi_tlb_local_hfence_gvma()

```
static void sbi_tlb_local_hfence_gvma (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:



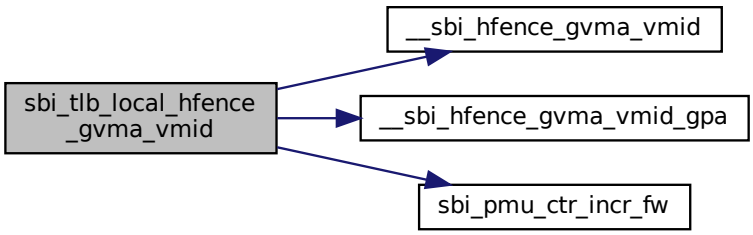
Here is the caller graph for this function:



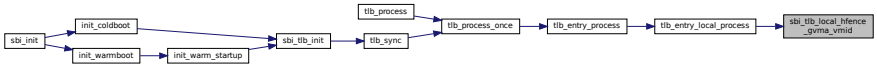
30.156.1.4 sbi_tlb_local_hfence_gvma_vmid()

```
static void sbi_tlb_local_hfence_gvma_vmid (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:



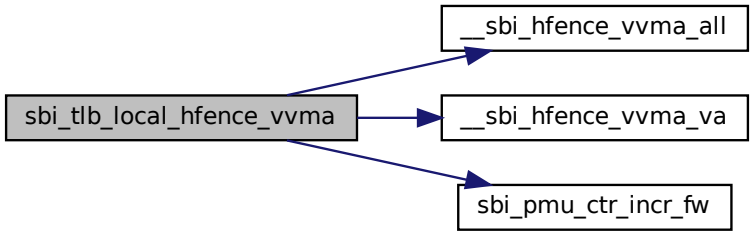
Here is the caller graph for this function:



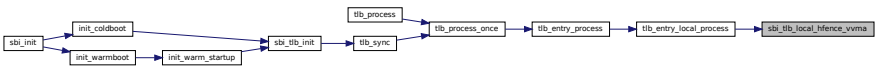
30.156.1.5 sbi_tlb_local_hfence_vvma()

```
static void sbi_tlb_local_hfence_vvma (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:



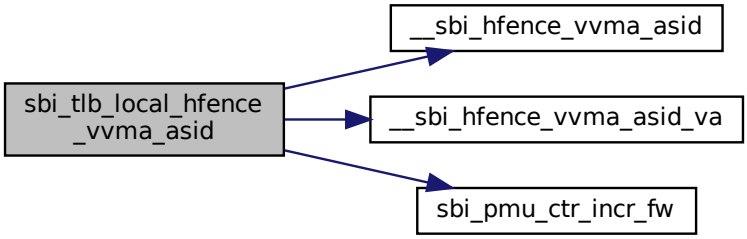
Here is the caller graph for this function:



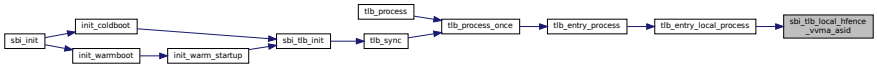
30.156.1.6 sbi_tlb_local_hfence_vvma_asid()

```
static void sbi_tlb_local_hfence_vvma_asid (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:



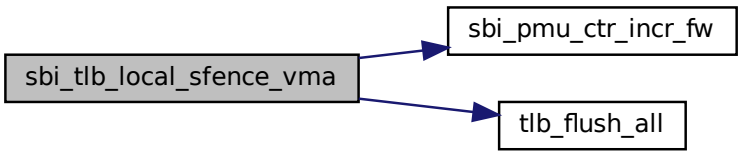
Here is the caller graph for this function:



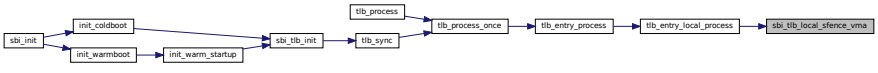
30.156.1.7 sbi_tlb_local_sfence_vma()

```
static void sbi_tlb_local_sfence_vma (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:



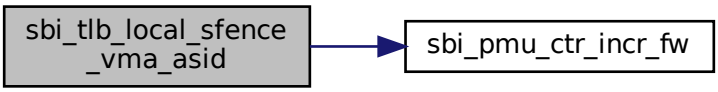
Here is the caller graph for this function:



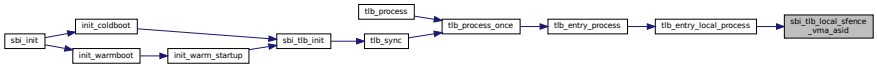
30.156.1.8 sbi_tlb_local_sfence_vma_asid()

```
static void sbi_tlb_local_sfence_vma_asid (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:



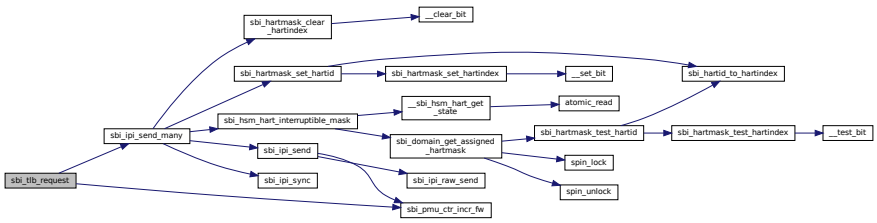
Here is the caller graph for this function:



30.156.1.9 sbi_tlb_request()

```
int sbi_tlb_request (
            ulong hmask,
            ulong hbase,
            struct sbi_tlb_info * tinfo )
```

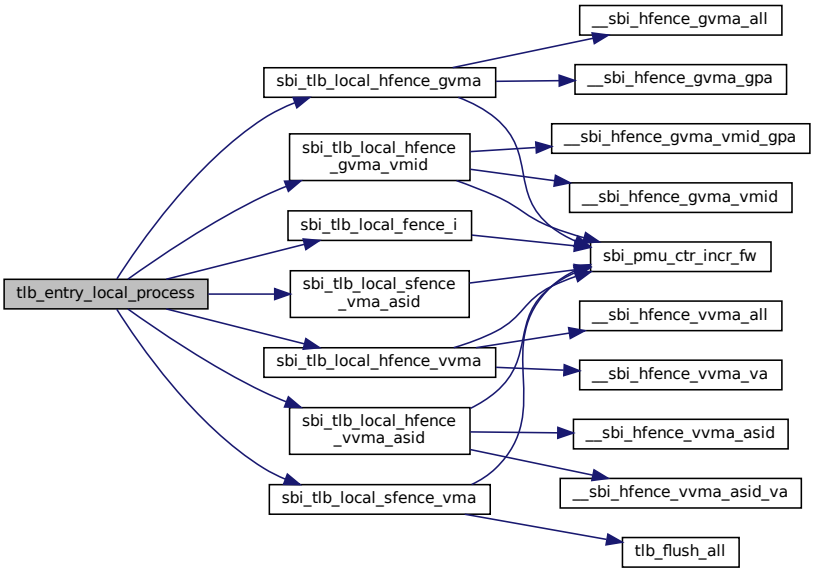
Here is the call graph for this function:



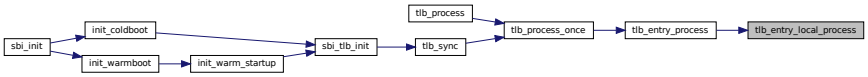
30.156.1.10 tlb_entry_local_process()

```
static void tlb_entry_local_process (
            struct sbi_tlb_info * data )  [static]
```

Here is the call graph for this function:



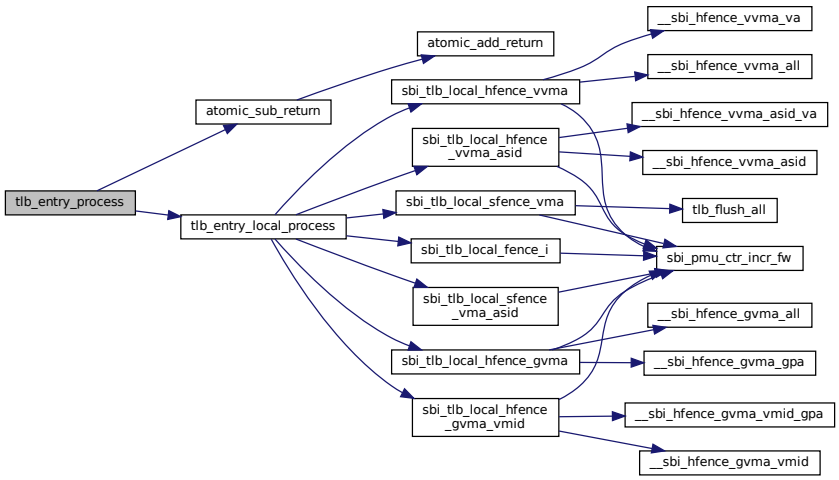
Here is the caller graph for this function:



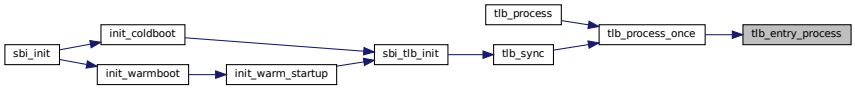
30.156.1.11 tlb_entry_process()

```
static void tlb_entry_process (
            struct sbi_tlb_info * tinfo )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.156.1.12 tlb_flush_all()

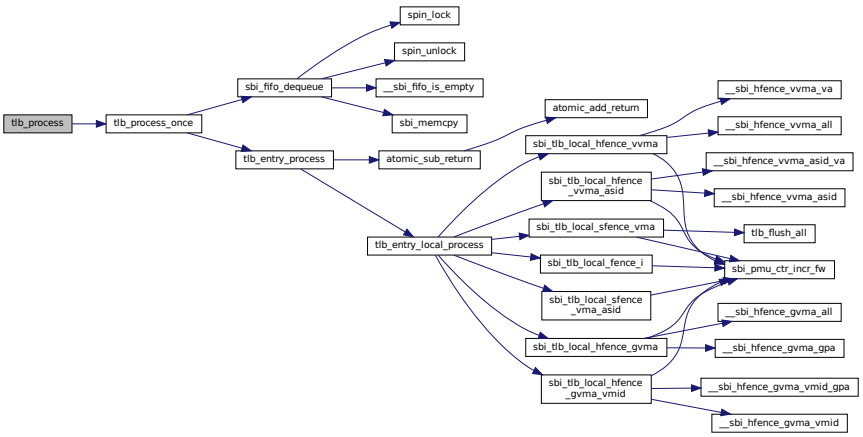
```
static void tlb_flush_all (
            void  )  [static]
```

Here is the caller graph for this function:

30.156.1.13 tlb_process()

```
static void tlb_process (
            struct sbi_scratch * scratch )  [static]
```

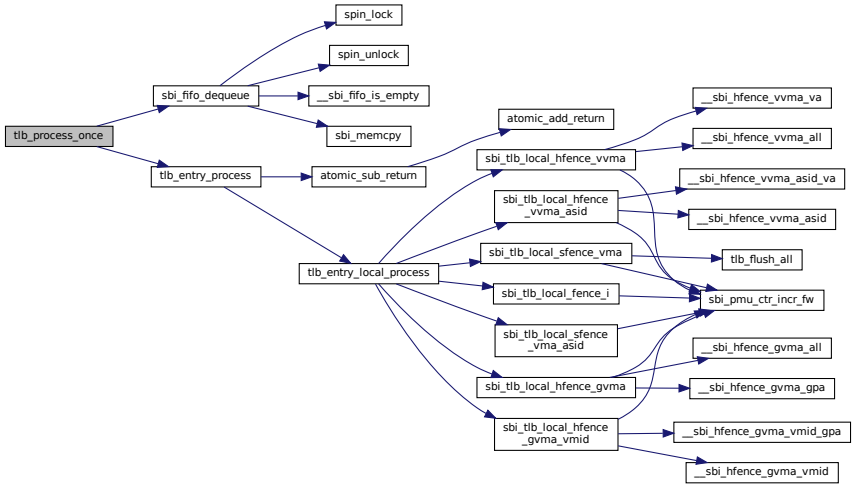
Here is the call graph for this function:



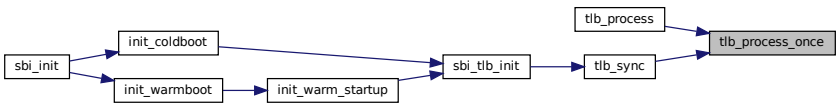
30.156.1.14 tlb_process_once()

```
static bool tlb_process_once (
            struct sbi_scratch * scratch )  [static]
```

Here is the call graph for this function:



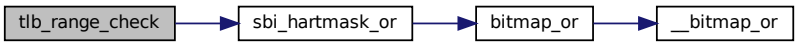
Here is the caller graph for this function:



30.156.1.15 tlb_range_check()

```
static int tlb_range_check (
            struct sbi_tlb_info * curr,
            struct sbi_tlb_info * next )  [inline], [static]
```

Here is the call graph for this function:

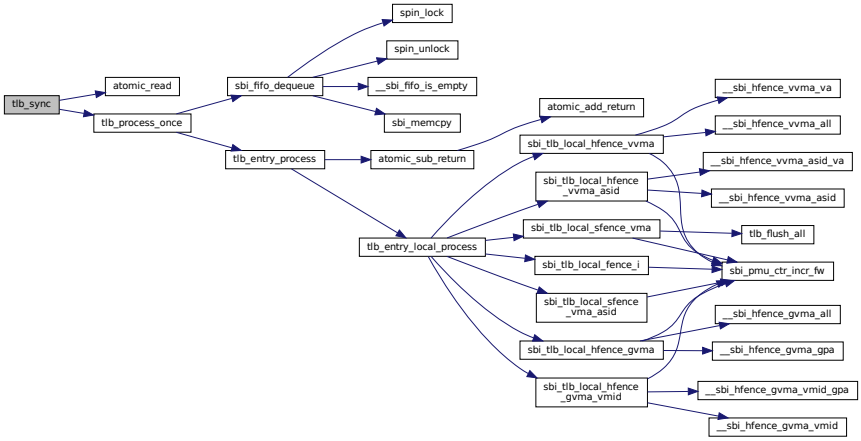


Here is the caller graph for this function:

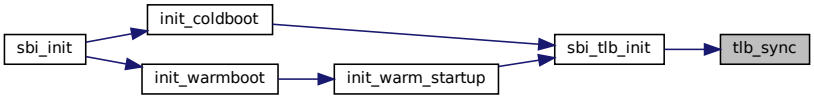
30.156.1.16 tlb_sync()

```
static void tlb_sync (
            struct sbi_scratch * scratch )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.156.1.17 tlb_update()

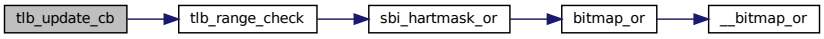
```
static int tlb_update (
             struct sbi_scratch * scratch,
             struct sbi_scratch * remote_scratch,
             u32 remote_hartindex,
             void * data )  [static]
```

For now, Busy loop until there is space in the fifo. There may be case where target hart is also enqueue in source hart's fifo. Both hart may busy loop leading to a deadlock. TODO: Introduce a wait/wakeup event mechanism to handle this properly.

30.156.1.18 tlb_update_cb()

```
static int tlb_update_cb (
             void * in,
             void * data )  [static]
```

Call back to decide if an inplace fifo update is required or next entry can can be skipped. Here are the different cases that are being handled.
Case1: if next flush request range lies within one of the existing entry, skip the next entry. Case2: if flush request range in current fifo entry lies within next flush request, update the current entry.
Note: We can not issue a fifo reset anymore if a complete vma flush is requested. This is because we are queueing FENCE.I requests as well now. To ease up the pressure in enqueue/fifo sync path, try to dequeue 1 element before continuing the while loop. This method is preferred over wfi/ipi because of MMIO cost involved in later method. Here is the call graph for this function:



30.156.2 Variable Documentation

30.156.2.1 tlb_event

```
u32 tlb_event = SBI_IPI_EVENT_MAX  [static]
```

30.156.2.2 tlb_fifo_mem_off

```
unsigned long tlb_fifo_mem_off  [static]
```

30.156.2.3 tlb_fifo_off

```
unsigned long tlb_fifo_off  [static]
```

30.156.2.4 tlb_ops

```
struct sbi_ipi_event_ops tlb_ops  [static]
```

Initial value:

```
= {
    .name = "IPI_TLB",
    .update = tlb_update,
    .sync = tlb_sync,
    .process = tlb_process,
}
```

30.156.2.5 tlb_range_flush_limit

```
unsigned long tlb_range_flush_limit  [static]
```

30.156.2.6 tlb_sync_off

```
unsigned long tlb_sync_off  [static]
```

30.156.2.7 tlb_type_to_pmu_fw_event

```
const u32 tlb_type_to_pmu_fw_event[SBI_TLB_TYPE_MAX]  [static]
```

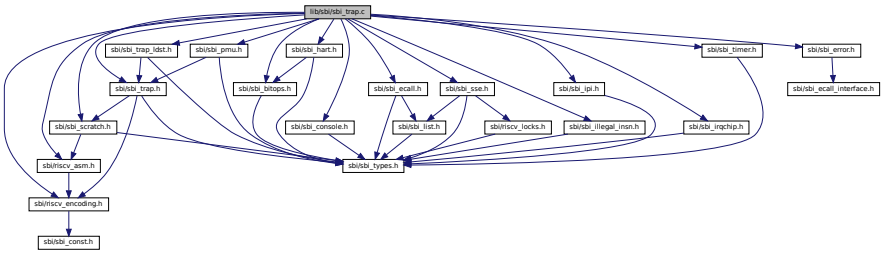
Initial value:

```
= {
    [SBI_TLB_FENCE_I] = SBI_PMU_FW_FENCE_I_SENT,
    [SBI_TLB_SFENCE_VMA] = SBI_PMU_FW_SFENCE_VMA_SENT,
    [SBI_TLB_SFENCE_VMA_ASID] = SBI_PMU_FW_SFENCE_VMA_ASID_SENT,
    [SBI_TLB_HFENCE_GVMA_VMID] = SBI_PMU_FW_HFENCE_GVMA_VMID_SENT,
    [SBI_TLB_HFENCE_GVMA] = SBI_PMU_FW_HFENCE_GVMA_SENT,
    [SBI_TLB_HFENCE_VVMA_ASID] = SBI_PMU_FW_HFENCE_VVMA_ASID_SENT,
    [SBI_TLB_HFENCE_VVMA] = SBI_PMU_FW_HFENCE_VVMA_SENT,
}
```

30.157 lib/sbi/sbi_trap.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_ecall.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_illegal_insn.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_irqchip.h>
#include <sbi/sbi_trap_ldst.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_sse.h>
#include <sbi/sbi_timer.h>
#include <sbi/sbi_trap.h>
```

Include dependency graph for sbi_trap.c:



Functions

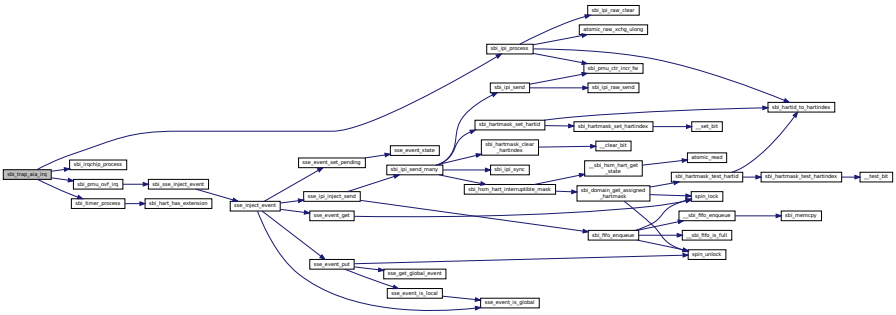
- static void sbi_trap_error_one (const struct sbi_trap_context ∗tcntx, const char ∗prefix, u32 hartid, u32 depth)
- static void __noreturn sbi_trap_error (const char ∗msg, int rc, const struct sbi_trap_context ∗tcntx)
- int sbi_trap_redirect (struct sbi_trap_regs ∗regs, const struct sbi_trap_info ∗trap)
- static int sbi_trap_nonaia_irq (unsigned long irq)
- static int sbi_trap_aia_irq (void)
- struct sbi_trap_context ∗ sbi_trap_handler (struct sbi_trap_context ∗tcntx)

30.157.1 Function Documentation

30.157.1.1 sbi_trap_aia_irq()

```
static int sbi_trap_aia_irq (
            void ) [static]
```

Here is the call graph for this function:

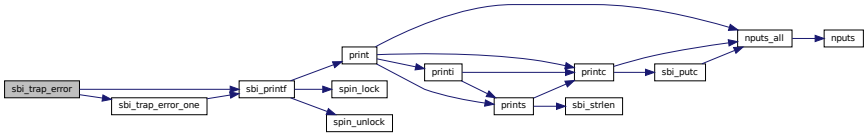


Here is the caller graph for this function:

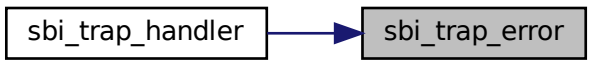
30.157.1.2 sbi_trap_error()

```
static void __noreturn sbi_trap_error (
            const char * msg,
            int rc,
            const struct sbi_trap_context * tcntx )  [static]
```

Here is the call graph for this function:



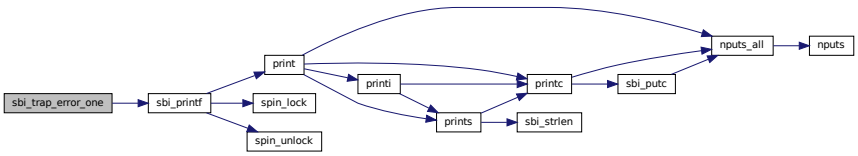
Here is the caller graph for this function:



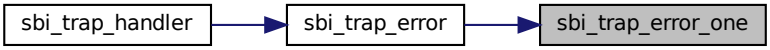
30.157.1.3 sbi_trap_error_one()

```
static void sbi_trap_error_one (
            const struct sbi_trap_context * tcntx,
            const char * prefix,
            u32 hartid,
            u32 depth )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.157.1.4 sbi_trap_handler()

```
struct sbi_trap_context* sbi_trap_handler (
            struct sbi_trap_context * tcntx )
```

Handle trap/interrupt

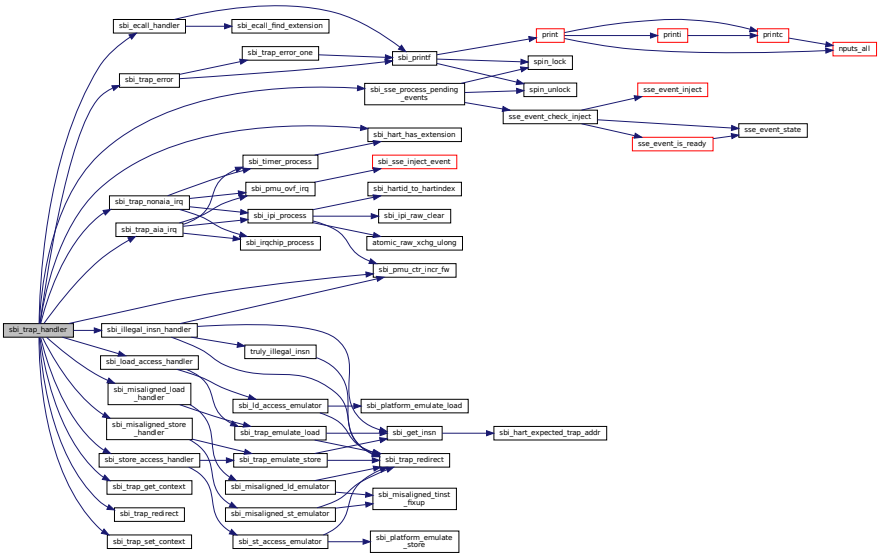
This function is called by firmware linked to OpenSBI library for handling trap/interrupt. It expects the following:

1. The 'mscratch' CSR is pointing to sbi_scratch of current HART
2. The 'mcause' CSR is having exception/interrupt cause
3. The 'mtval' CSR is having additional trap information
4. The 'mtval2' CSR is having additional trap information
5. The 'mtinst' CSR is having decoded trap instruction
6. Stack pointer (SP) is setup for current HART
7. Interrupts are disabled in MSTATUS CSR

Parameters

tcntx	pointer to trap context

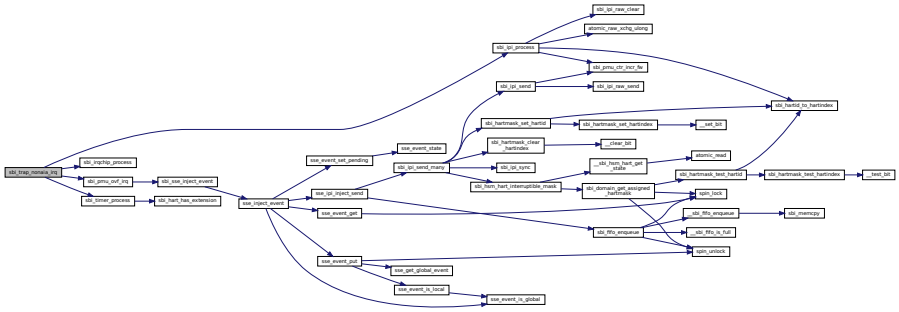
Here is the call graph for this function:



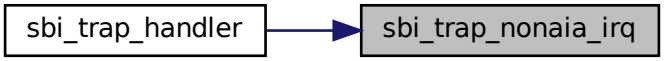
30.157.1.5 sbi_trap_nonaia_irq()

```
static int sbi_trap_nonaia_irq (
            unsigned long irq )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.157.1.6 sbi_trap_redirect()

```
int sbi_trap_redirect (
            struct sbi_trap_regs * regs,
            const struct sbi_trap_info * trap )
```

Redirect trap to lower privledge mode (S-mode or U-mode)

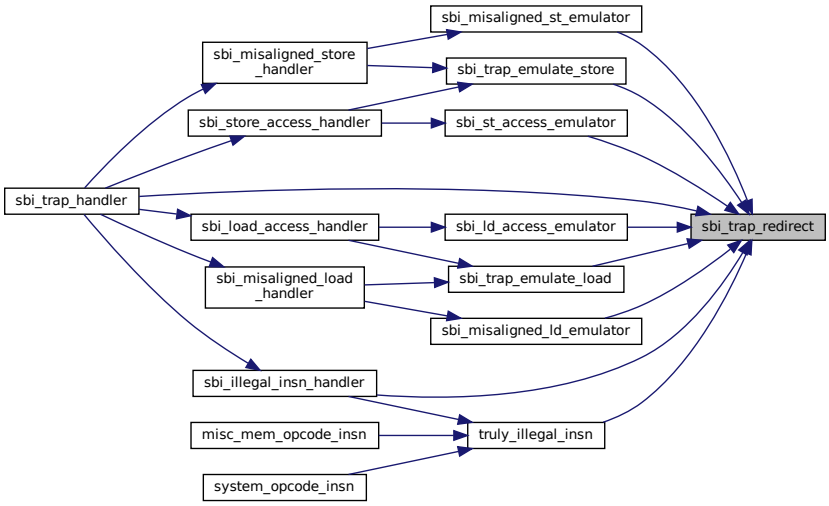
Parameters

regs	pointer to register state
trap	pointer to trap details

Returns

0 on success and negative error code on failure

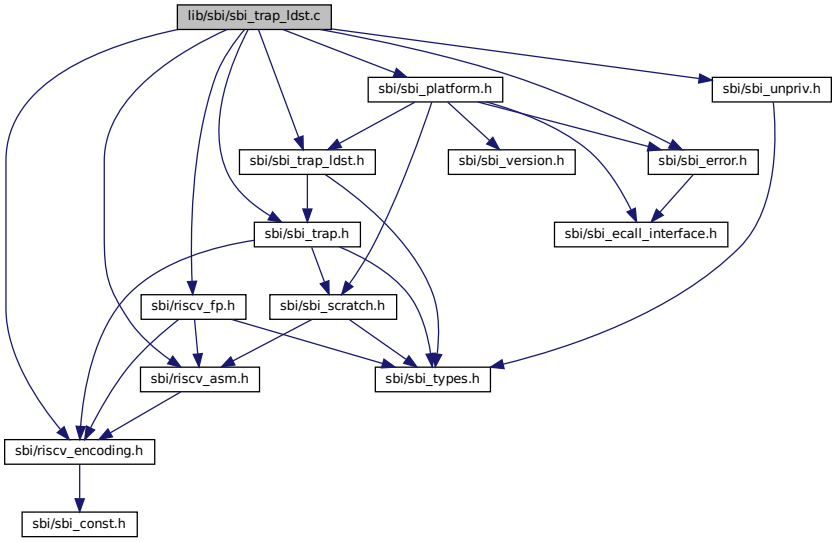
Here is the caller graph for this function:



30.158 lib/sbi/sbi_trap_ldst.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_encoding.h>
#include <sbi/riscv_fp.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_trap_ldst.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_unpriv.h>
#include <sbi/sbi_platform.h>
```

Include dependency graph for sbi_trap_ldst.c:



Typedefs

- typedef int(∗ sbi_trap_ld_emulator) (int rlen, union sbi_ldst_data ∗out_val, struct sbi_trap_context ∗tcntx)
- typedef int(∗ sbi_trap_st_emulator) (int wlen, union sbi_ldst_data in_val, struct sbi_trap_context ∗tcntx)

Functions

- static ulong sbi_misaligned_tinst_fixup (ulong orig_tinst, ulong new_tinst, ulong addr_offset)
- static int sbi_trap_emulate_load (struct sbi_trap_context ∗tcntx, sbi_trap_ld_emulator emu)
- static int sbi_trap_emulate_store (struct sbi_trap_context ∗tcntx, sbi_trap_st_emulator emu)
- static int sbi_misaligned_ld_emulator (int rlen, union sbi_ldst_data ∗out_val, struct sbi_trap_context ∗tcntx)
- int sbi_misaligned_load_handler (struct sbi_trap_context ∗tcntx)
- static int sbi_misaligned_st_emulator (int wlen, union sbi_ldst_data in_val, struct sbi_trap_context ∗tcntx)
- int sbi_misaligned_store_handler (struct sbi_trap_context ∗tcntx)
- static int sbi_ld_access_emulator (int rlen, union sbi_ldst_data ∗out_val, struct sbi_trap_context ∗tcntx)
- int sbi_load_access_handler (struct sbi_trap_context ∗tcntx)
- static int sbi_st_access_emulator (int wlen, union sbi_ldst_data in_val, struct sbi_trap_context ∗tcntx)
- int sbi_store_access_handler (struct sbi_trap_context ∗tcntx)

30.158.1 Typedef Documentation

30.158.1.1 sbi_trap_ld_emulator

```
typedef int(* sbi_trap_ld_emulator) (int rlen, union sbi_ldst_data *out_val, struct sbi_trap_context
*tcntx)
```

Load emulator callback:

Returns

rlen=success, 0=success w/o regs modification, or negative error

30.158.1.2 sbi_trap_st_emulator

```
typedef int(* sbi_trap_st_emulator) (int wlen, union sbi_ldst_data in_val, struct sbi_trap_context
*tcntx)
```

Store emulator callback:

Returns

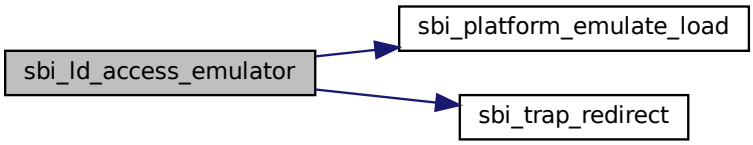
wlen=success, 0=success w/o regs modification, or negative error

30.158.2 Function Documentation

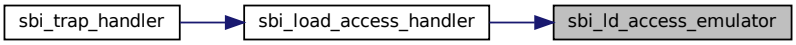
30.158.2.1 sbi_ld_access_emulator()

```
static int sbi_ld_access_emulator (
            int rlen,
            union sbi_ldst_data * out_val,
            struct sbi_trap_context * tcntx )  [static]
```

Here is the call graph for this function:



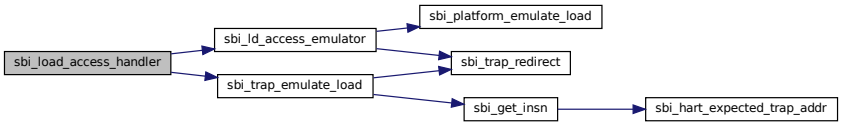
Here is the caller graph for this function:



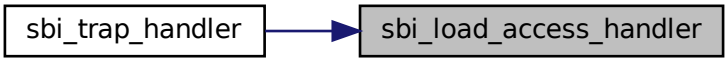
30.158.2.2 sbi_load_access_handler()

```
int sbi_load_access_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



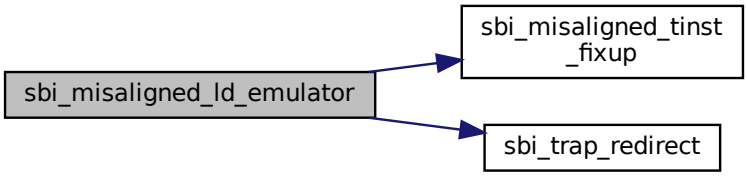
Here is the caller graph for this function:



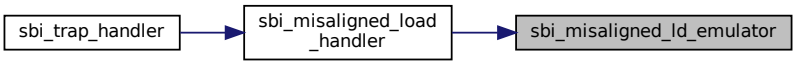
30.158.2.3 sbi_misaligned_ld_emulator()

```
static int sbi_misaligned_ld_emulator (
            int rlen,
            union sbi_ldst_data * out_val,
            struct sbi_trap_context * tcntx )  [static]
```

Here is the call graph for this function:



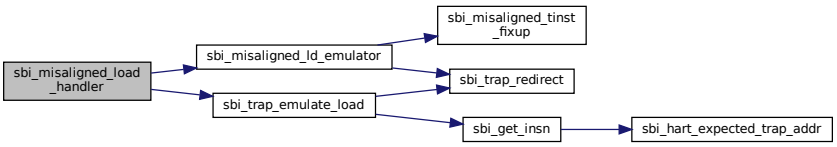
Here is the caller graph for this function:



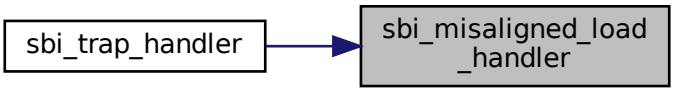
30.158.2.4 sbi_misaligned_load_handler()

```
int sbi_misaligned_load_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



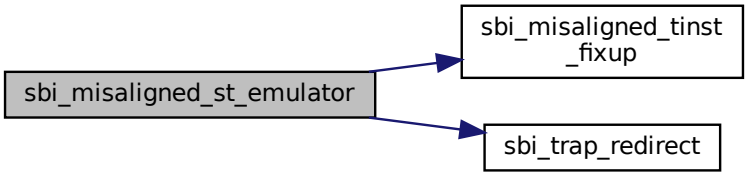
Here is the caller graph for this function:



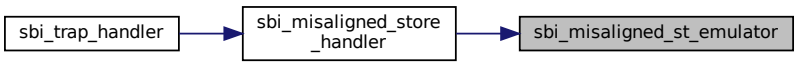
30.158.2.5 sbi_misaligned_st_emulator()

```
static int sbi_misaligned_st_emulator (
            int wlen,
            union sbi_ldst_data in_val,
            struct sbi_trap_context * tcntx )  [static]
```

Here is the call graph for this function:



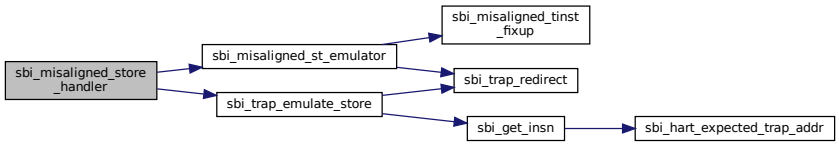
Here is the caller graph for this function:



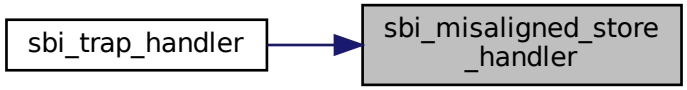
30.158.2.6 sbi_misaligned_store_handler()

```
int sbi_misaligned_store_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



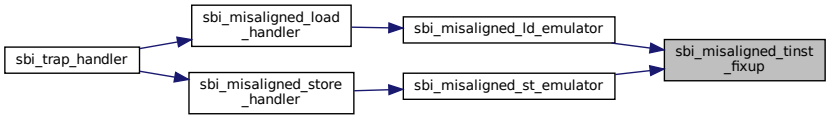
Here is the caller graph for this function:



30.158.2.7 sbi_misaligned_tinst_fixup()

```
static ulong sbi_misaligned_tinst_fixup (
            ulong orig_tinst,
            ulong new_tinst,
            ulong addr_offset )  [static]
```

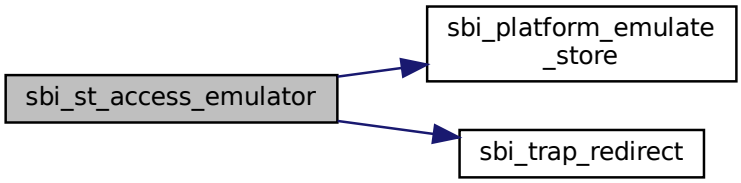
Here is the caller graph for this function:



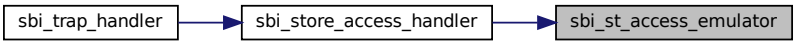
30.158.2.8 sbi_st_access_emulator()

```
static int sbi_st_access_emulator (
            int wlen,
            union sbi_ldst_data in_val,
            struct sbi_trap_context * tcntx )  [static]
```

Here is the call graph for this function:



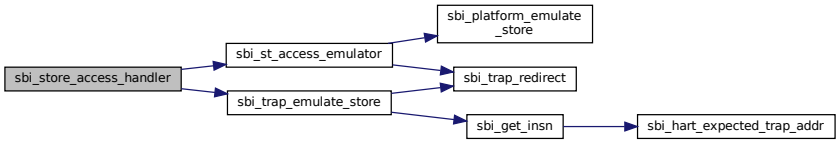
Here is the caller graph for this function:



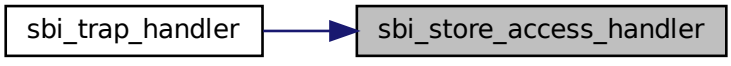
30.158.2.9 sbi_store_access_handler()

```
int sbi_store_access_handler (
            struct sbi_trap_context * tcntx )
```

Here is the call graph for this function:



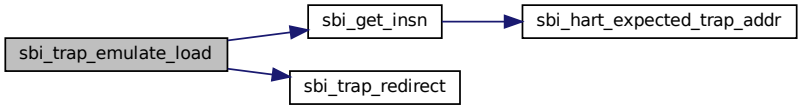
Here is the caller graph for this function:



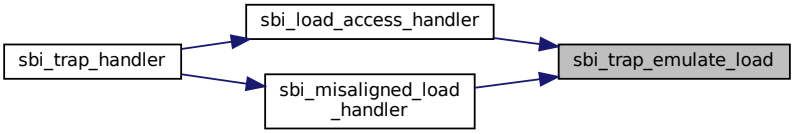
30.158.2.10 sbi_trap_emulate_load()

```
static int sbi_trap_emulate_load (
            struct sbi_trap_context * tcntx,
            sbi_trap_ld_emulator emu )  [static]
```

Here is the call graph for this function:



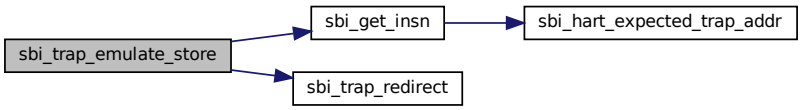
Here is the caller graph for this function:



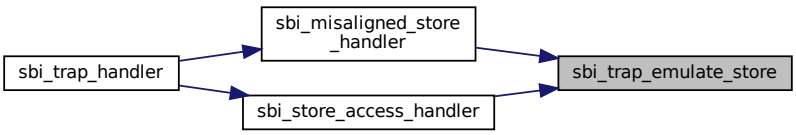
30.158.2.11 sbi_trap_emulate_store()

```
static int sbi_trap_emulate_store (
            struct sbi_trap_context * tcntx,
            sbi_trap_st_emulator emu )  [static]
```

Here is the call graph for this function:



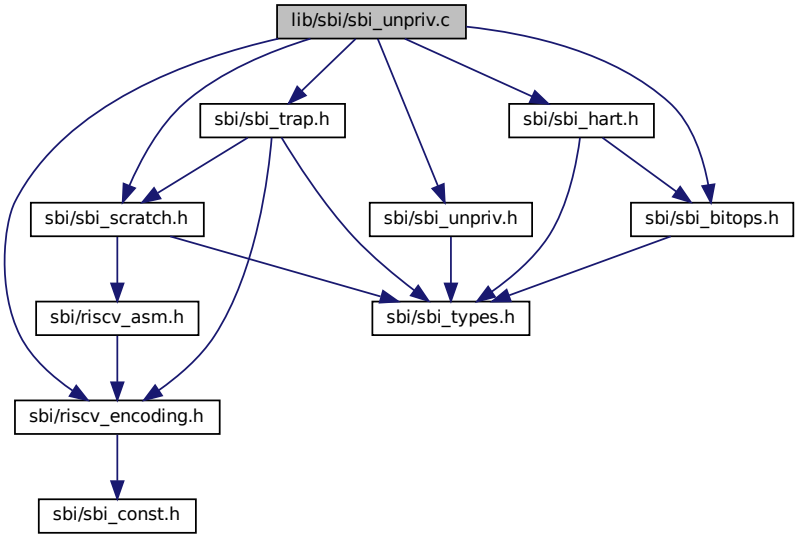
Here is the caller graph for this function:



30.159 lib/sbi/sbi_unpriv.c File Reference

```
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_trap.h>
#include <sbi/sbi_unpriv.h>
```

Include dependency graph for sbi_unpriv.c:



Macros

- #define DEFINE_UNPRIVILEGED_LOAD_FUNCTION(type, insn)
- #define DEFINE_UNPRIVILEGED_STORE_FUNCTION(type, insn)

Functions

- ulong sbi_get_insn (ulong mepc, struct sbi_trap_info *trap)

30.159.1 Macro Definition Documentation

30.159.1.1 DEFINE_UNPRIVILEGED_LOAD_FUNCTION

```
#define DEFINE_UNPRIVILEGED_LOAD_FUNCTION(
              type,
              insn )
```

Value:

```
    type sbi_load_##type(const type *addr,                                  \
                 struct sbi_trap_info *trap)                        \
    {                                                                       \
        register ulong tinfo asm("a3");                                     \
        register ulong mstatus = 0;                                         \
        register ulong mtvec = sbi_hart_expected_trap_addr();               \
        type ret = 0;                                                       \
        trap->cause = 0;                                                    \
        asm volatile(                                                       \
            "add %[tinfo], %[taddr], zero\n"                        \
```

```
            "csrrw %[mtvec], " STR(CSR_MTVEC) ", %[mtvec]\n"      \
            "csrrs %[mstatus], " STR(CSR_MSTATUS) ", %[mprv]\n"   \
            ".option push\n"                                      \
            ".option norvc\n"                                     \
            #insn " %[ret], %[addr]\n"                            \
            ".option pop\n"                                       \
            "csrw " STR(CSR_MSTATUS) ", %[mstatus]\n"             \
            "csrw " STR(CSR_MTVEC) ", %[mtvec]"                   \
            : [mstatus] "+&r"(mstatus), [mtvec] "+&r"(mtvec),         \
              [tinfo] "+&r"(tinfo), [ret] "=&r"(ret)                  \
            : [addr] "m"(*addr), [mprv] "r"(MSTATUS_MPRV),            \
              [taddr] "r"((ulong)trap)                                \
            : "a4", "memory");                                        \
        return ret;                                                   \
    }
```

a3 must a pointer to the sbi_trap_info and a4 is used as a temporary register in the trap handler. Make sure that compiler doesn't use a3 & a4.

30.159.1.2 DEFINE_UNPRIVILEGED_STORE_FUNCTION

```
#define DEFINE_UNPRIVILEGED_STORE_FUNCTION(
                type,
                insn )
```

Value:

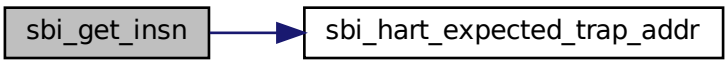
```
    void sbi_store_##type(type *addr, type val,                           \
                  struct sbi_trap_info *trap)                     \
    {                                                                     \
        register ulong tinfo asm("a3") = (ulong)trap;                 \
        register ulong mstatus = 0;                                   \
        register ulong mtvec = sbi_hart_expected_trap_addr();         \
        trap->cause = 0;                                              \
        asm volatile(                                                 \
            "add %[tinfo], %[taddr], zero\n"                          \
            "csrrw %[mtvec], " STR(CSR_MTVEC) ", %[mtvec]\n"      \
            "csrrs %[mstatus], " STR(CSR_MSTATUS) ", %[mprv]\n"   \
            ".option push\n"                                      \
            ".option norvc\n"                                     \
            #insn " %[val], %[addr]\n"                            \
            ".option pop\n"                                       \
            "csrw " STR(CSR_MSTATUS) ", %[mstatus]\n"             \
            "csrw " STR(CSR_MTVEC) ", %[mtvec]"                   \
            : [mstatus] "+&r"(mstatus), [mtvec] "+&r"(mtvec),         \
              [tinfo] "+&r"(tinfo)                                    \
            : [addr] "m"(*addr), [mprv] "r"(MSTATUS_MPRV),            \
              [val] "r"(val), [taddr] "r"((ulong)trap)                \
            : "a4", "memory");                                        \
    }
```

30.159.2 Function Documentation

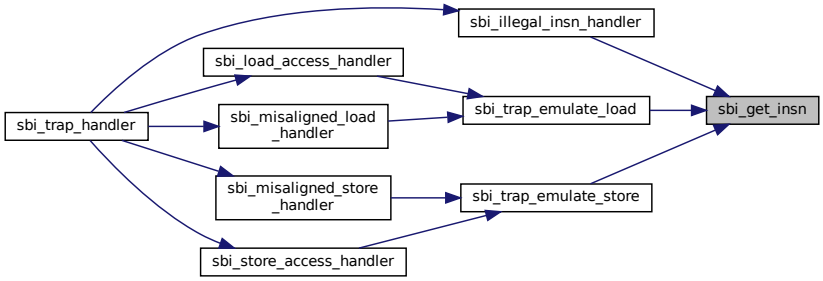
30.159.2.1 sbi_get_insn()

```
ulong sbi_get_insn (
            ulong mepc,
            struct sbi_trap_info * trap )
```

Here is the call graph for this function:



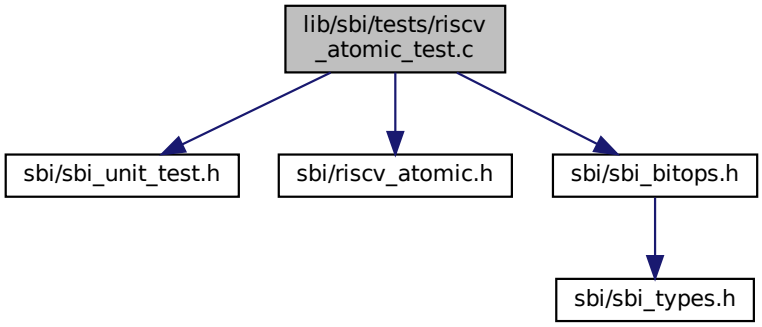
Here is the caller graph for this function:



30.160 lib/sbi/tests/riscv_atomic_test.c File Reference

```
#include <sbi/sbi_unit_test.h>
#include <sbi/riscv_atomic.h>
#include <sbi/sbi_bitops.h>
```

Include dependency graph for riscv_atomic_test.c:



Macros

- #define ATOMIC_TEST_VAL1 239l
- #define ATOMIC_TEST_VAL2 30l
- #define ATOMIC_TEST_VAL3 2024l
- #define ATOMIC_TEST_BIT_NUM 3
- #define ATOMIC_TEST_RAW_BIT_CELL 1
- #define ATOMIC_TEST_RAW_BIT_NUM 15

Functions

- static void atomic_test_suite_init (void)
- static void atomic_rw_test (struct sbiunit_test_case *test)
- static void add_return_test (struct sbiunit_test_case *test)
- static void sub_return_test (struct sbiunit_test_case *test)
- static void cmpxchg_test (struct sbiunit_test_case *test)

- static void atomic_xchg_test (struct sbiunit_test_case *test)
- static void atomic_raw_set_bit_test (struct sbiunit_test_case *test)
- static void atomic_raw_clear_bit_test (struct sbiunit_test_case *test)
- static void atomic_set_bit_test (struct sbiunit_test_case *test)
- static void atomic_clear_bit_test (struct sbiunit_test_case *test)

Variables

- static atomic_t test_atomic
- static struct sbiunit_test_case atomic_test_cases [ ]
- const struct sbiunit_test_suite atomic_test_suite

30.160.1 Macro Definition Documentation

30.160.1.1 ATOMIC_TEST_BIT_NUM

```
#define ATOMIC_TEST_BIT_NUM 3
```

30.160.1.2 ATOMIC_TEST_RAW_BIT_CELL

```
#define ATOMIC_TEST_RAW_BIT_CELL 1
```

30.160.1.3 ATOMIC_TEST_RAW_BIT_NUM

```
#define ATOMIC_TEST_RAW_BIT_NUM 15
```

30.160.1.4 ATOMIC_TEST_VAL1

```
#define ATOMIC_TEST_VAL1 239l
```

30.160.1.5 ATOMIC_TEST_VAL2

```
#define ATOMIC_TEST_VAL2 30l
```

30.160.1.6 ATOMIC_TEST_VAL3

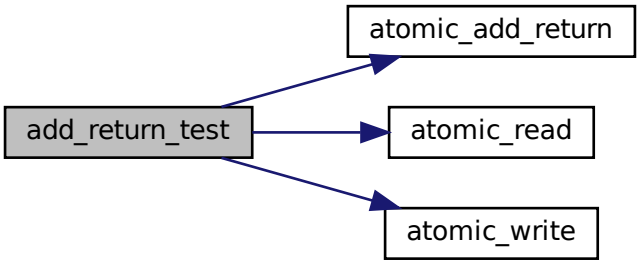
```
#define ATOMIC_TEST_VAL3 2024l
```

30.160.2 Function Documentation

30.160.2.1 add_return_test()

```
static void add_return_test (
            struct sbiunit_test_case * test )  [static]
```

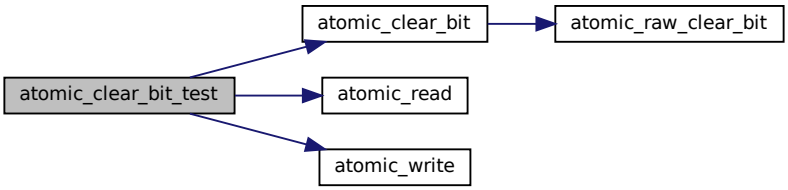
Here is the call graph for this function:



30.160.2.2 atomic_clear_bit_test()

```
static void atomic_clear_bit_test (
            struct sbiunit_test_case * test )  [static]
```

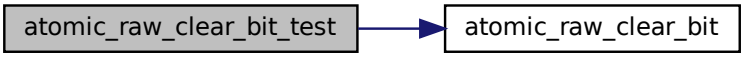
Here is the call graph for this function:



30.160.2.3 atomic_raw_clear_bit_test()

```
static void atomic_raw_clear_bit_test (
            struct sbiunit_test_case * test )  [static]
```

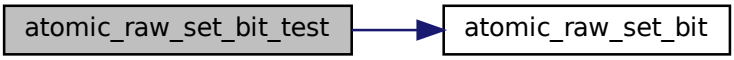
Here is the call graph for this function:



30.160.2.4 atomic_raw_set_bit_test()

```
static void atomic_raw_set_bit_test (
            struct sbiunit_test_case * test )  [static]
```

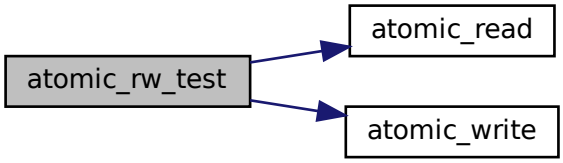
Here is the call graph for this function:



30.160.2.5 atomic_rw_test()

```
static void atomic_rw_test (
            struct sbiunit_test_case * test )  [static]
```

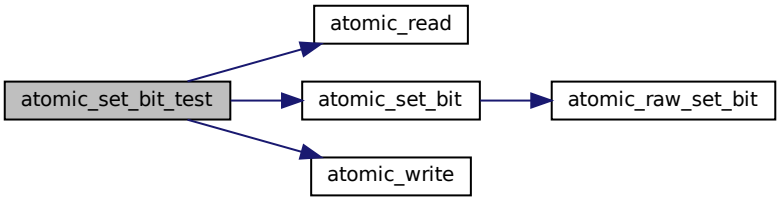
Here is the call graph for this function:



30.160.2.6 atomic_set_bit_test()

```
static void atomic_set_bit_test (
            struct sbiunit_test_case * test )  [static]
```

Here is the call graph for this function:



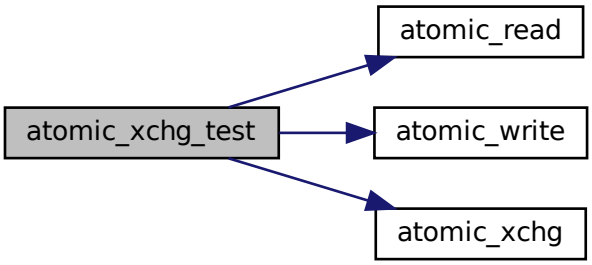
30.160.2.7 atomic_test_suite_init()

```
static void atomic_test_suite_init (
            void  )  [static]
```

30.160.2.8 atomic_xchg_test()

```
static void atomic_xchg_test (
            struct sbiunit_test_case * test )  [static]
```

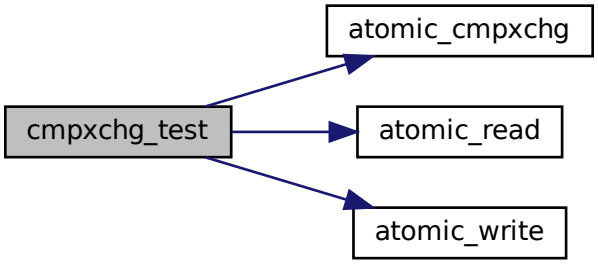
Here is the call graph for this function:



30.160.2.9 cmpxchg_test()

```
static void cmpxchg_test (
            struct sbiunit_test_case * test )  [static]
```

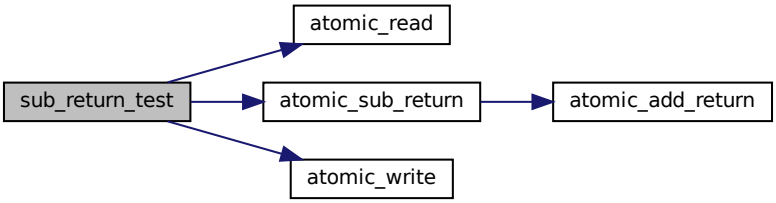
Here is the call graph for this function:



30.160.2.10 sub_return_test()

```
static void sub_return_test (
            struct sbiunit_test_case * test )  [static]
```

Here is the call graph for this function:



30.160.3 Variable Documentation

30.160.3.1 atomic_test_cases

```
struct sbiunit_test_case atomic_test_cases[]  [static]
```

Initial value:

```
= {
    SBIUNIT_TEST_CASE(atomic_rw_test),
    SBIUNIT_TEST_CASE(add_return_test),
    SBIUNIT_TEST_CASE(sub_return_test),
    SBIUNIT_TEST_CASE(cmpxchg_test),
    SBIUNIT_TEST_CASE(atomic_xchg_test),
    SBIUNIT_TEST_CASE(atomic_raw_set_bit_test),
    SBIUNIT_TEST_CASE(atomic_raw_clear_bit_test),
    SBIUNIT_TEST_CASE(atomic_set_bit_test),
    SBIUNIT_TEST_CASE(atomic_clear_bit_test),
    SBIUNIT_END_CASE,
}
```

30.160.3.2 atomic_test_suite

```
const struct sbiunit_test_suite atomic_test_suite
```

Initial value:

```
= {
    .name = "atomic_test_suite",
    .cases = atomic_test_cases,
    .init = atomic_test_suite_init
}
```

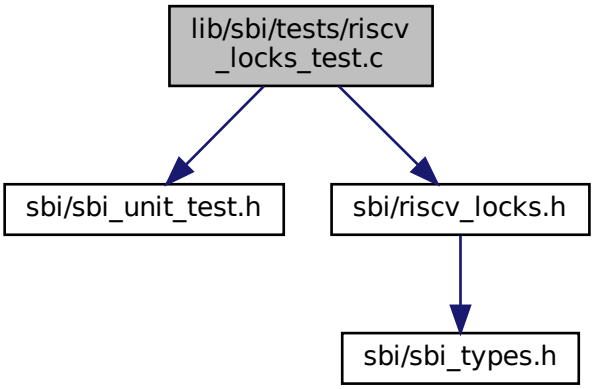
30.160.3.3 test_atomic

```
atomic_t test_atomic  [static]
```

30.161 lib/sbi/tests/riscv_locks_test.c File Reference

```
#include <sbi/sbi_unit_test.h>
#include <sbi/riscv_locks.h>
```

Include dependency graph for riscv_locks_test.c:



Functions

- static void spin_lock_test (struct sbiunit_test_case ∗test)
- static void spin_trylock_fail (struct sbiunit_test_case ∗test)
- static void spin_trylock_success (struct sbiunit_test_case ∗test)
- SBIUNIT_TEST_SUITE (locks_test_suite, locks_test_cases)

Variables

- static spinlock_t test_lock = SPIN_LOCK_INITIALIZER
- static struct sbiunit_test_case locks_test_cases [ ]

30.161.1 Function Documentation

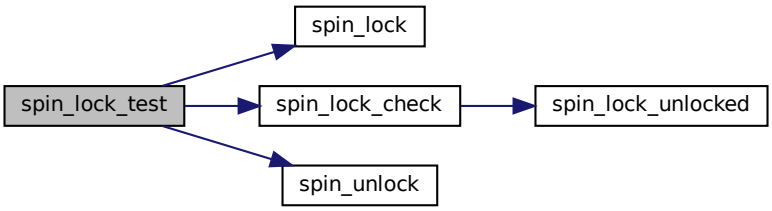
30.161.1.1 SBIUNIT_TEST_SUITE()

```
SBIUNIT_TEST_SUITE (
            locks_test_suite ,
            locks_test_cases  )
```

30.161.1.2 spin_lock_test()

```
static void spin_lock_test (
            struct sbiunit_test_case * test )  [static]
```

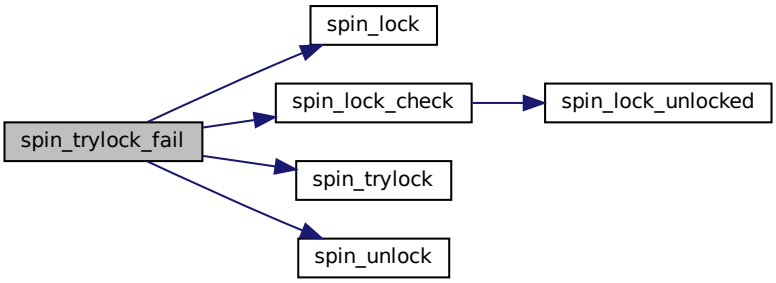
Here is the call graph for this function:



30.161.1.3 spin_trylock_fail()

```
static void spin_trylock_fail (
            struct sbiunit_test_case * test )  [static]
```

Here is the call graph for this function:



30.161.1.4 spin_trylock_success()

```
static void spin_trylock_success (
            struct sbiunit_test_case * test )  [static]
```

30.161.2 Variable Documentation

30.161.2.1 locks_test_cases

```
struct sbiunit_test_case locks_test_cases[]  [static]
```

Initial value:

```
= {
    SBIUNIT_TEST_CASE(spin_lock_test),
    SBIUNIT_TEST_CASE(spin_trylock_fail),
    SBIUNIT_TEST_CASE(spin_trylock_success),
    SBIUNIT_END_CASE,
}
```

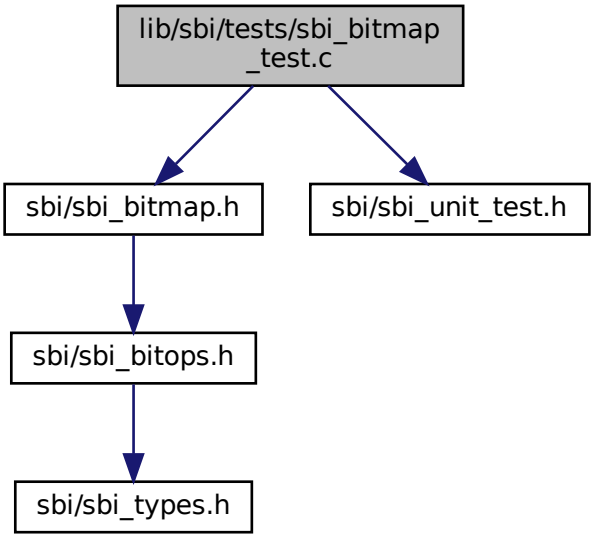
30.161.2.2 test_lock

```
spinlock_t test_lock = SPIN_LOCK_INITIALIZER  [static]
```

30.162 lib/sbi/tests/sbi_bitmap_test.c File Reference

```
#include <sbi/sbi_bitmap.h>
#include <sbi/sbi_unit_test.h>
```

Include dependency graph for sbi_bitmap_test.c:



Macros

- #define DATA_SIZE sizeof(data_zero)
- #define DATA_BIT_SIZE (DATA_SIZE ∗ 8)

Functions

- static void bitmap_and_test (struct sbiunit_test_case ∗test)
- static void bitmap_or_test (struct sbiunit_test_case ∗test)
- static void bitmap_xor_test (struct sbiunit_test_case ∗test)
- SBIUNIT_TEST_SUITE (bitmap_test_suite, bitmap_test_cases)

Variables

- static unsigned long data_a [ ] = { 0xDEADBEEF, 0x00BAB10C, 0x1BADB002, 0xABADBABE }
- static unsigned long data_b [ ] = { 0xC00010FF, 0x00BAB10C, 0xBAAAAAAD, 0xBADDCAFE }
- static unsigned long data_zero [ ] = { 0, 0, 0, 0 }
- static struct sbiunit_test_case bitmap_test_cases [ ]

30.162.1 Macro Definition Documentation

30.162.1.1 DATA_BIT_SIZE

```
#define DATA_BIT_SIZE (DATA_SIZE * 8)
```

30.162.1.2 DATA_SIZE

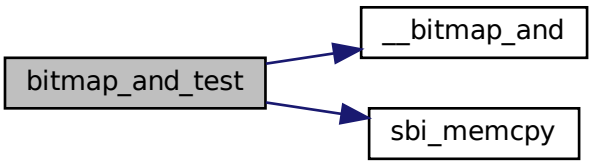
```
#define DATA_SIZE sizeof(data_zero)
```

30.162.2 Function Documentation

30.162.2.1 bitmap_and_test()

```
static void bitmap_and_test (
            struct sbiunit_test_case * test )  [static]
```

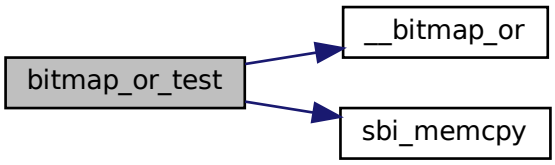
Here is the call graph for this function:



30.162.2.2 bitmap_or_test()

```
static void bitmap_or_test (
            struct sbiunit_test_case * test )  [static]
```

Here is the call graph for this function:



30.162.2.3 bitmap_xor_test()

```
static void bitmap_xor_test (
            struct sbiunit_test_case * test )  [static]
```

30.162.2.4 SBIUNIT_TEST_SUITE()

```
SBIUNIT_TEST_SUITE (
             bitmap_test_suite ,
             bitmap_test_cases  )
```

30.162.3 Variable Documentation

30.162.3.1 bitmap_test_cases

```
struct sbiunit_test_case bitmap_test_cases[]  [static]
```

Initial value:

```
= {
    SBIUNIT_TEST_CASE(bitmap_and_test),
    SBIUNIT_TEST_CASE(bitmap_or_test),
    SBIUNIT_TEST_CASE(bitmap_xor_test),
    SBIUNIT_END_CASE,
}
```

30.162.3.2 data_a

```
unsigned long data_a[] = { 0xDEADBEEF, 0x00BAB10C, 0x1BADB002, 0xABADBABE }  [static]
```

30.162.3.3 data_b

```
unsigned long data_b[] = { 0xC00010FF, 0x00BAB10C, 0xBAAAAAAD, 0xBADDCAFE }  [static]
```

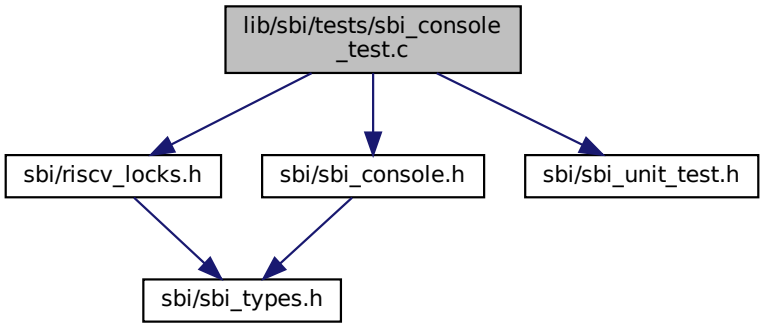
30.162.3.4 data_zero

```
unsigned long data_zero[] = { 0, 0, 0, 0 }  [static]
```

30.163 lib/sbi/tests/sbi_console_test.c File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_unit_test.h>
```

Include dependency graph for sbi_console_test.c:



Macros

- #define TEST_CONSOLE_BUF_LEN 1024
- #define PUTS_TEST(test, expected, str)
- #define PRINTF_TEST(test, expected, format, ...)

Functions

- static void test_console_putc (char c)
- static void clear_test_console_buf (void)
- static void test_console_begin (const struct sbi_console_device *device)
- static void test_console_end (void)
- static void putc_test (struct sbiunit_test_case *test)
- static void puts_test (struct sbiunit_test_case *test)
- static void printf_test (struct sbiunit_test_case *test)
- SBIUNIT_TEST_SUITE (console_test_suite, console_test_cases)

Variables

- static const struct sbi_console_device * old_dev
- static char test_console_buf [TEST_CONSOLE_BUF_LEN]
- static u32 test_console_buf_pos
- static spinlock_t test_console_lock = SPIN_LOCK_INITIALIZER
- static const struct sbi_console_device test_console_dev
- static struct sbiunit_test_case console_test_cases [ ]

30.163.1 Macro Definition Documentation

30.163.1.1 PRINTF_TEST

```
#define PRINTF_TEST(
                test,
                expected,
                format,
                ...  )
```

Value:

```
    do {        \
    spin_lock(&test_console_lock);            \
    clear_test_console_buf();                \
    test_console_begin(&test_console_dev);          \
    size_t __res = sbi_printf(format, ##__VA_ARGS__);   \
    test_console_end();                \
    SBIUNIT_ASSERT_EQ(test, __res, sbi_strlen(expected)); \
    SBIUNIT_ASSERT_STREQ(test, test_console_buf, expected,  \
                sbi_strlen(expected));       \
    spin_unlock(&test_console_lock);           \
} while (0)
```

30.163.1.2 PUTS_TEST

```
#define PUTS_TEST(
                test,
                expected,
                str )
```

Value:

```
    do {           \
    spin_lock(&test_console_lock);            \
    clear_test_console_buf();                \
    test_console_begin(&test_console_dev);          \
    sbi_puts(str);                    \
    test_console_end();                \
    SBIUNIT_ASSERT_STREQ(test, test_console_buf, expected,  \
                sbi_strlen(expected));       \
    spin_unlock(&test_console_lock);           \
} while (0)
```

30.163.1.3 TEST_CONSOLE_BUF_LEN

```
#define TEST_CONSOLE_BUF_LEN 1024
```

30.163.2 Function Documentation

30.163.2.1 clear_test_console_buf()

```
static void clear_test_console_buf (
             void  )  [static]
```

Here is the caller graph for this function:

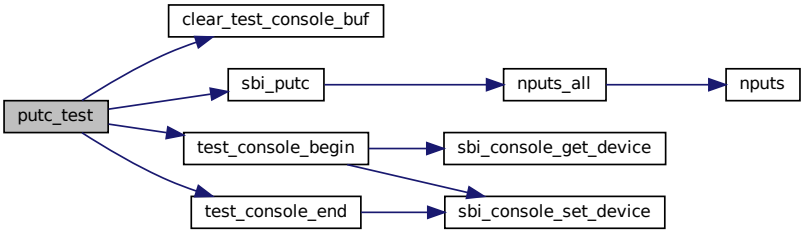
30.163.2.2 printf_test()

```
static void printf_test (
             struct sbiunit_test_case * test )  [static]
```

30.163.2.3 putc_test()

```
static void putc_test (
            struct sbiunit_test_case * test )  [static]
```

Here is the call graph for this function:



30.163.2.4 puts_test()

```
static void puts_test (
            struct sbiunit_test_case * test )  [static]
```

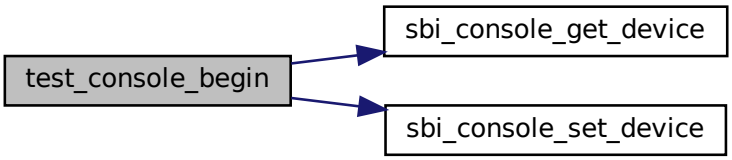
30.163.2.5 SBIUNIT_TEST_SUITE()

```
SBIUNIT_TEST_SUITE (
            console_test_suite ,
            console_test_cases  )
```

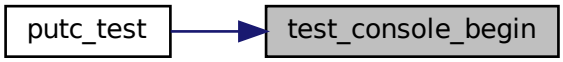
30.163.2.6 test_console_begin()

```
static void test_console_begin (
            const struct sbi_console_device * device )  [inline], [static]
```

Here is the call graph for this function:



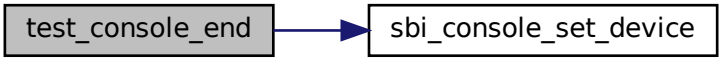
Here is the caller graph for this function:



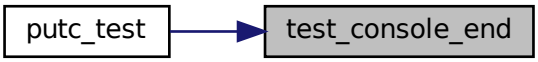
30.163.2.7 test_console_end()

```
static void test_console_end (
            void  )  [inline], [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.163.2.8 test_console_putc()

```
static void test_console_putc (
            char c )  [static]
```

30.163.3 Variable Documentation

30.163.3.1 console_test_cases

```
struct sbiunit_test_case console_test_cases[]  [static]
```

Initial value:

```
= {
```

```
    SBIUNIT_TEST_CASE(putc_test),
    SBIUNIT_TEST_CASE(puts_test),
    SBIUNIT_TEST_CASE(printf_test),
    SBIUNIT_END_CASE,
}
```

30.163.3.2 old_dev

```
const struct sbi_console_device* old_dev  [static]
```

30.163.3.3 test_console_buf

```
char test_console_buf[TEST_CONSOLE_BUF_LEN]  [static]
```

30.163.3.4 test_console_buf_pos

```
u32 test_console_buf_pos  [static]
```

30.163.3.5 test_console_dev

```
const struct sbi_console_device test_console_dev  [static]
```

Initial value:

```
= {
    .name = "Test console device",
    .console_putc = test_console_putc,
}
```

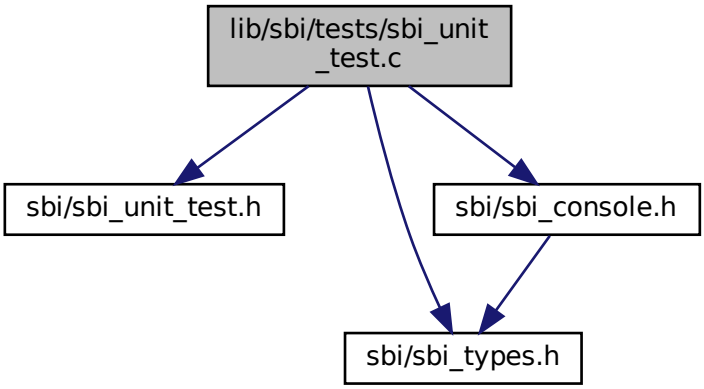
30.163.3.6 test_console_lock

```
spinlock_t test_console_lock = SPIN_LOCK_INITIALIZER  [static]
```

30.164 lib/sbi/tests/sbi_unit_test.c File Reference

```
#include <sbi/sbi_unit_test.h>
#include <sbi/sbi_types.h>
#include <sbi/sbi_console.h>
```

Include dependency graph for sbi_unit_test.c:



Functions

- static void run_test_suite (struct sbiunit_test_suite ∗suite)
- void run_all_tests (void)

Variables

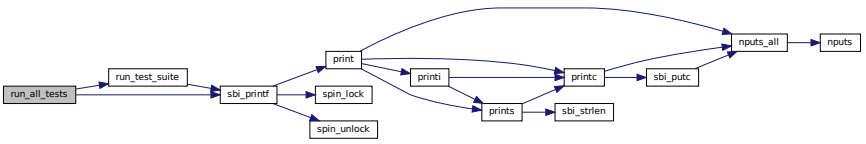
- struct sbiunit_test_suite ∗ sbi_unit_tests [ ]
- unsigned long sbi_unit_tests_size

30.164.1 Function Documentation

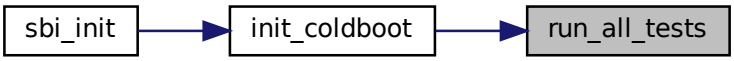
30.164.1.1 run_all_tests()

```
void run_all_tests (
            void  )
```

Here is the call graph for this function:



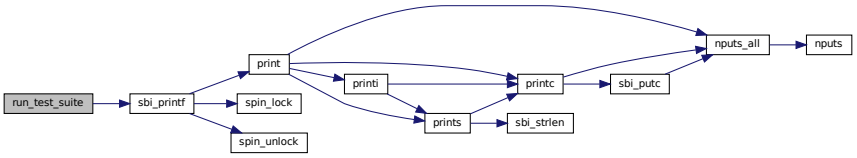
Here is the caller graph for this function:



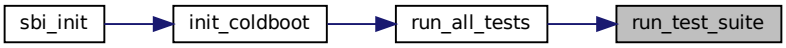
30.164.1.2 run_test_suite()

```
static void run_test_suite (
             struct sbiunit_test_suite * suite )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.164.2 Variable Documentation

30.164.2.1 sbi_unit_tests

```
struct sbiunit_test_suite* sbi_unit_tests[]  [extern]
```

30.164.2.2 sbi_unit_tests_size

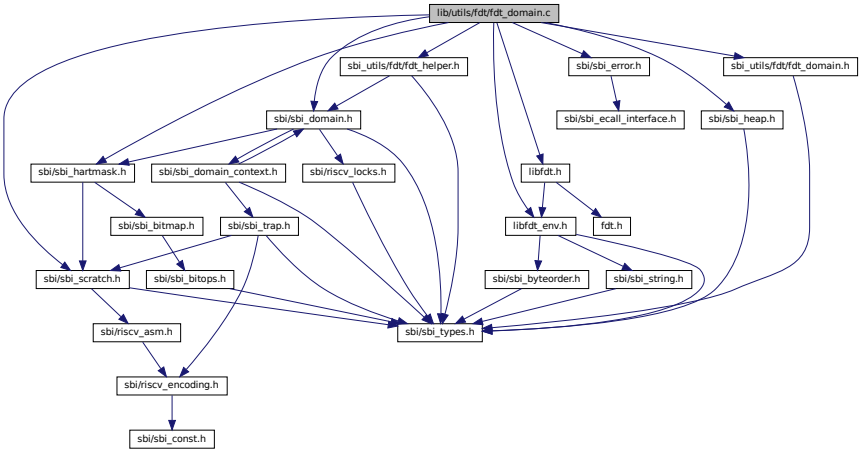
```
unsigned long sbi_unit_tests_size  [extern]
```

30.165 lib/utils/fdt/fdt_domain.c File Reference

```
#include <libfdt.h>
#include <libfdt_env.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
```

```
#include <sbi/sbi_hartmask.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/fdt/fdt_domain.h>
#include <sbi_utils/fdt/fdt_helper.h>
```

Include dependency graph for fdt_domain.c:



Macros

- #define DISABLE_DEVICES_MASK
- #define FDT_DOMAIN_REGION_MAX_COUNT 16

Functions

- int fdt_iterate_each_domain (void *fdt, void *opaque, int(*fn)(void *fdt, int domain_offset, void *opaque))
- int fdt_iterate_each_memregion (void *fdt, int domain_offset, void *opaque, int(*fn)(void *fdt, int domain_↩ offset, int region_offset, u32 region_access, void *opaque))
- static int __fixup_find_domain_offset (void *fdt, int doff, void *p)
- static int __fixup_count_disable_devices (void *fdt, int doff, int roff, u32 perm, void *p)
- static int __fixup_disable_devices (void *fdt, int doff, int roff, u32 raccess, void *p)
- void fdt_domain_fixup (void *fdt)
- static int __fdt_parse_region (void *fdt, int domain_offset, int region_offset, u32 region_access, void *opaque)
- static int __fdt_parse_domain (void *fdt, int domain_offset, void *opaque)
- int fdt_domains_populate (void *fdt)

30.165.1 Macro Definition Documentation

30.165.1.1 DISABLE_DEVICES_MASK

```
#define DISABLE_DEVICES_MASK
```

Value:

```
                (SBI_DOMAIN_MEMREGION_READABLE | \
                SBI_DOMAIN_MEMREGION_WRITEABLE | \
                SBI_DOMAIN_MEMREGION_EXECUTABLE)
```

30.165.1.2 FDT_DOMAIN_REGION_MAX_COUNT

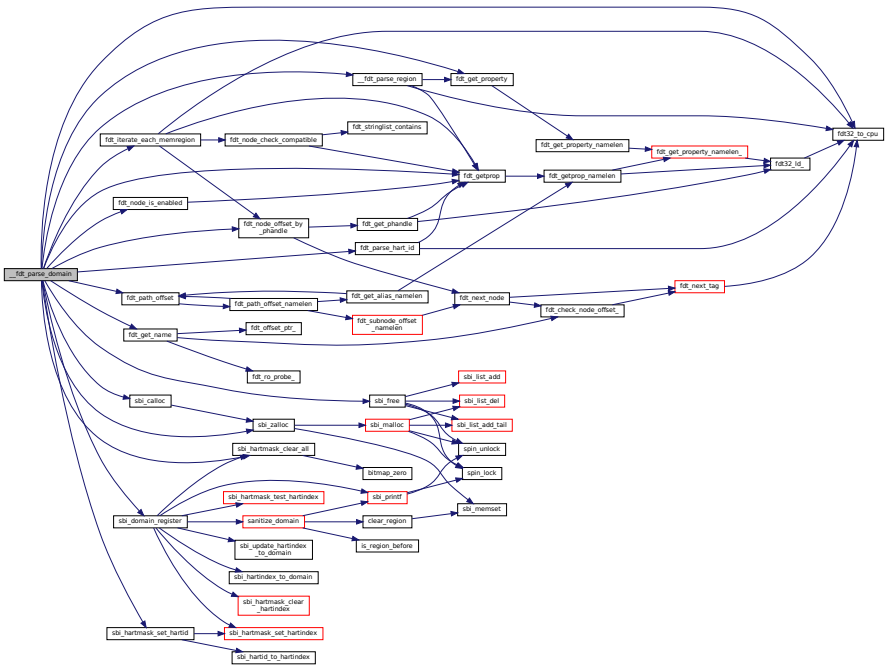
```
#define FDT_DOMAIN_REGION_MAX_COUNT 16
```

30.165.2 Function Documentation

30.165.2.1 __fdt_parse_domain()

```
static int __fdt_parse_domain (
            void * fdt,
            int domain_offset,
            void * opaque )  [static]
```

Here is the call graph for this function:



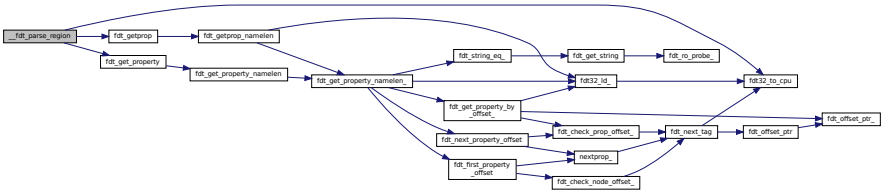
Here is the caller graph for this function:

30.165.2.2 __fdt_parse_region()

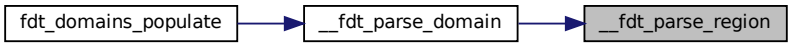
```
static int __fdt_parse_region (
            void * fdt,
            int domain_offset,
```

```
            int region_offset,
            u32 region_access,
            void * opaque )  [static]
```

Here is the call graph for this function:



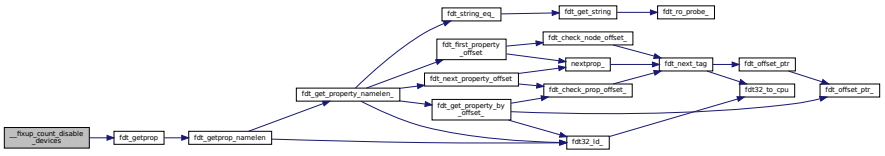
Here is the caller graph for this function:



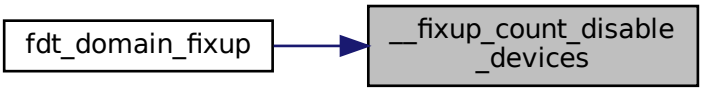
30.165.2.3 __fixup_count_disable_devices()

```
static int __fixup_count_disable_devices (
            void * fdt,
            int doff,
            int roff,
            u32 perm,
            void * p )  [static]
```

Here is the call graph for this function:



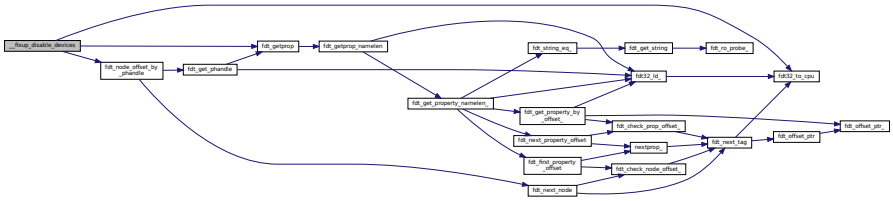
Here is the caller graph for this function:



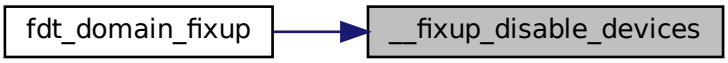
30.165.2.4 __fixup_disable_devices()

```
static int __fixup_disable_devices (
            void * fdt,
            int doff,
            int roff,
            u32 raccess,
            void * p )  [static]
```

Here is the call graph for this function:



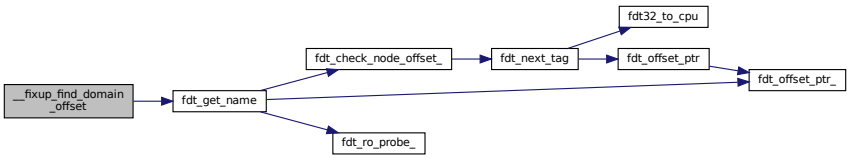
Here is the caller graph for this function:



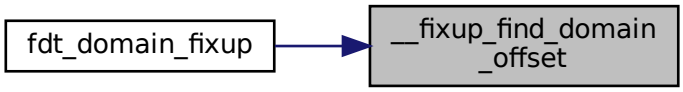
30.165.2.5 __fixup_find_domain_offset()

```
static int __fixup_find_domain_offset (
            void * fdt,
            int doff,
            void * p )  [static]
```

Here is the call graph for this function:



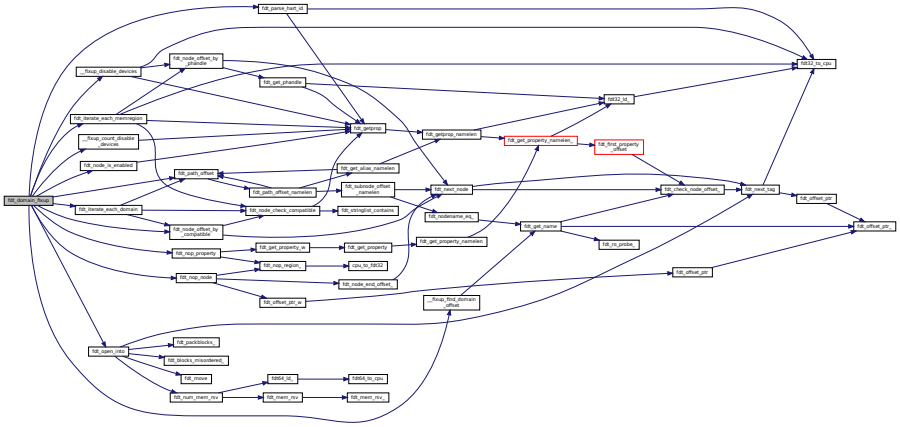
Here is the caller graph for this function:



30.165.2.6 fdt_domain_fixup()

```
void fdt_domain_fixup (
            void * fdt )
```

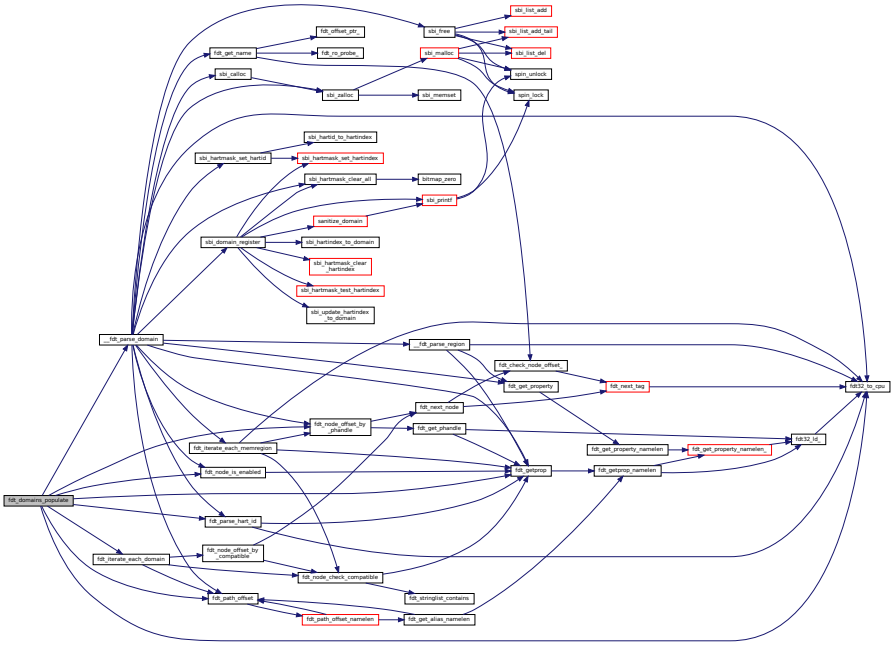
Here is the call graph for this function:



30.165.2.7 fdt_domains_populate()

```
int fdt_domains_populate (
            void * fdt )
```

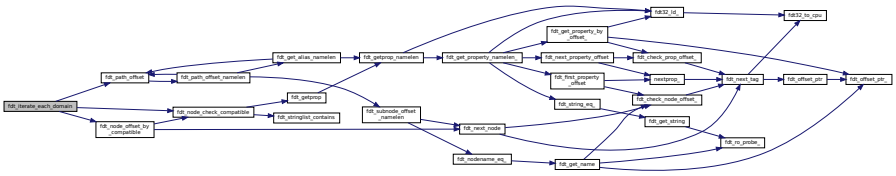
Here is the call graph for this function:



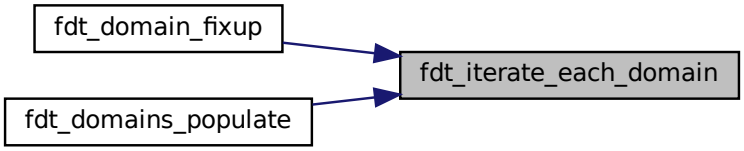
30.165.2.8 fdt_iterate_each_domain()

```
int fdt_iterate_each_domain (
            void * fdt,
            void * opaque,
            int(*)(void *fdt, int domain_offset, void *opaque) fn )
```

Here is the call graph for this function:



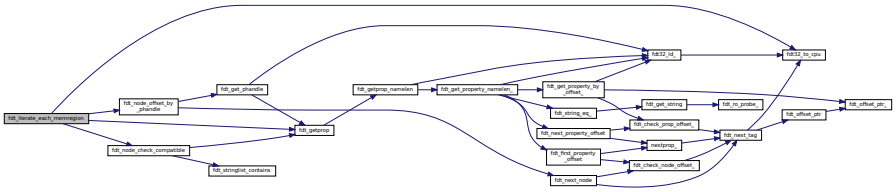
Here is the caller graph for this function:



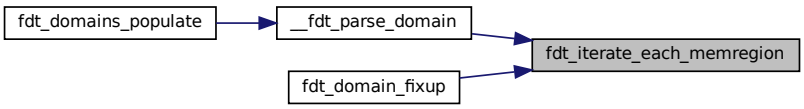
30.165.2.9 fdt_iterate_each_memregion()

```
int fdt_iterate_each_memregion (
            void * fdt,
            int domain_offset,
            void * opaque,
            int(*)(void *fdt, int domain_offset, int region_offset, u32 region_access, void
*opaque) fn )
```

Here is the call graph for this function:



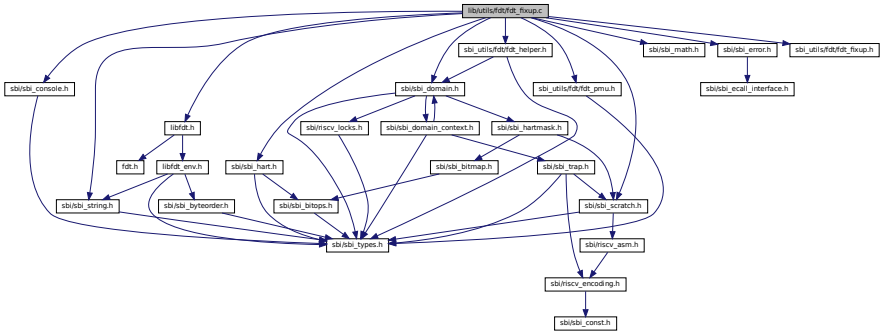
Here is the caller graph for this function:



30.166 lib/utils/fdt/fdt_fixup.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_math.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_error.h>
#include <sbi_utils/fdt/fdt_fixup.h>
#include <sbi_utils/fdt/fdt_pmu.h>
#include <sbi_utils/fdt/fdt_helper.h>
```

Include dependency graph for fdt_fixup.c:



Functions

- int fdt_add_cpu_idle_states (void *fdt, const struct sbi_cpu_idle_state *state)
- void fdt_cpu_fixup (void *fdt)
- static void fdt_domain_based_fixup_one (void *fdt, int nodeoff)
- static void fdt_fixup_node (void *fdt, const char *compatible)
- void fdt_aplic_fixup (void *fdt)
- void fdt_imsic_fixup (void *fdt)
- void fdt_plic_fixup (void *fdt)
- static int fdt_resv_memory_update_node (void *fdt, unsigned long addr, unsigned long size, int index, int parent)
- int fdt_reserved_memory_fixup (void *fdt)
- void fdt_config_fixup (void *fdt)
- void fdt_fixups (void *fdt)

30.166.1 Function Documentation

30.166.1.1 fdt_add_cpu_idle_states()

```
int fdt_add_cpu_idle_states (
            void * dtb,
            const struct sbi_cpu_idle_state * state )
```

Add CPU idle states to cpu nodes in the DT
Add information about CPU idle states to the devicetree. This function assumes that CPU idle states are not already present in the devicetree, and that all CPU states are equally applicable to all CPUs.

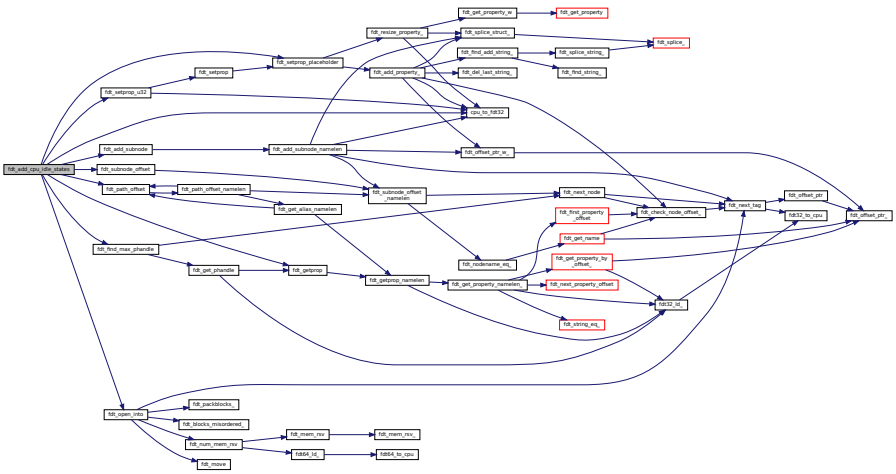
Parameters

fdt	device tree blob
states	array of idle state descriptions, ending with empty element

Returns

zero on success and -ve on failure

Here is the call graph for this function:



30.166.1.2 fdt_aplic_fixup()

```
void fdt_aplic_fixup (
            void * fdt )
```

Fix up the APLIC nodes in the device tree

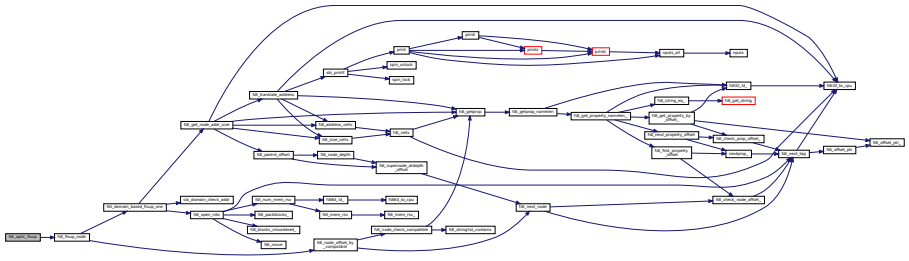
This routine disables APLIC nodes which are not accessible to the next booting stage based on currently assigned domain.

It is recommended that platform codes call this helper in their final_init()

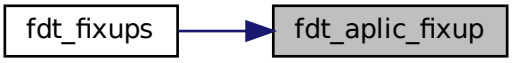
Parameters

fdt	device tree blob

Here is the call graph for this function:



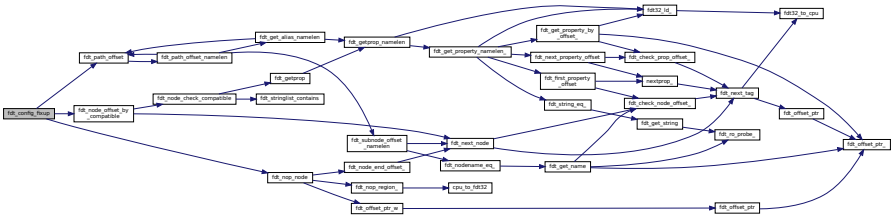
Here is the caller graph for this function:



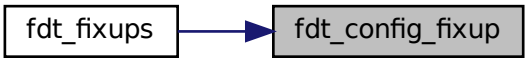
30.166.1.3 fdt_config_fixup()

```
void fdt_config_fixup (
            void * fdt )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.166.1.4 fdt_cpu_fixup()

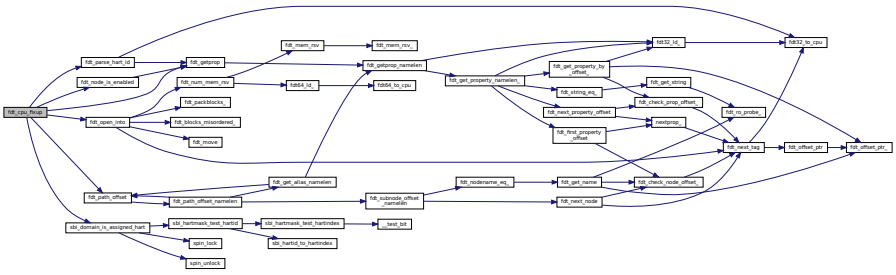
```
void fdt_cpu_fixup (
            void * fdt )
```

Fix up the CPU node in the device tree
This routine updates the "status" property of a CPU node in the device tree to "disabled" if that hart is in disabled state in OpenSBI.
It is recommended that platform codes call this helper in their final_init()

Parameters

fdt	device tree blob

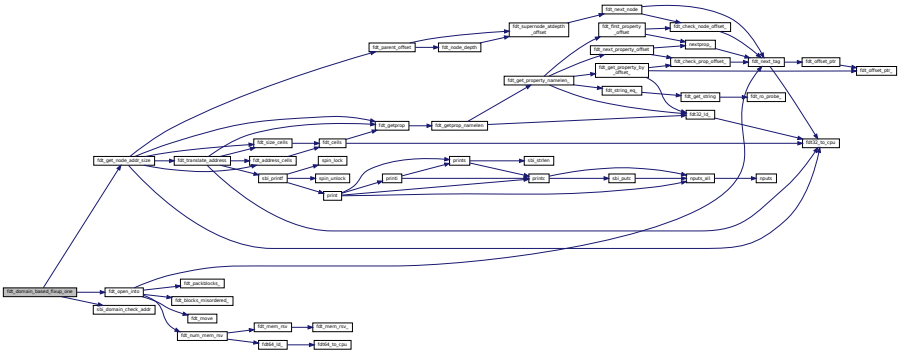
Here is the call graph for this function:



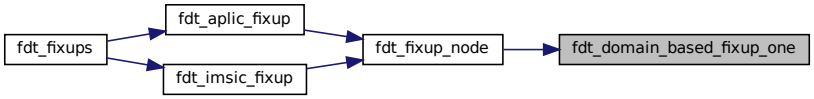
30.166.1.5 fdt_domain_based_fixup_one()

```
static void fdt_domain_based_fixup_one (
            void * fdt,
            int nodeoff )  [static]
```

Here is the call graph for this function:



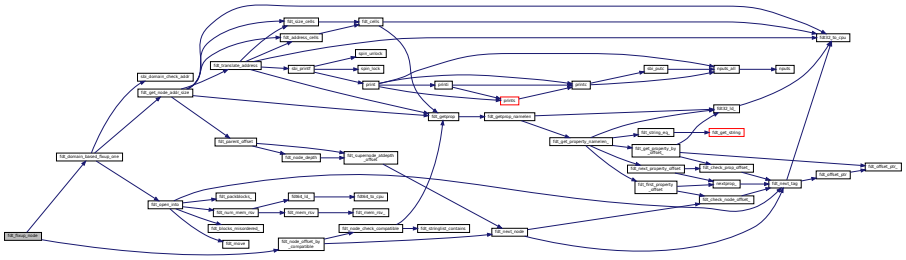
Here is the caller graph for this function:



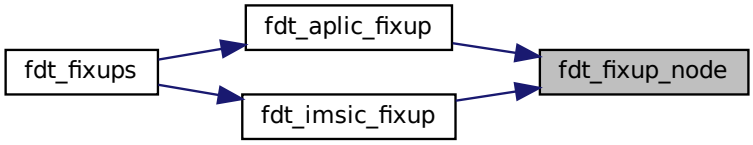
30.166.1.6 fdt_fixup_node()

```
static void fdt_fixup_node (
            void * fdt,
            const char * compatible )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.166.1.7 fdt_fixups()

```
void fdt_fixups (
            void * fdt )
```

General device tree fix-up

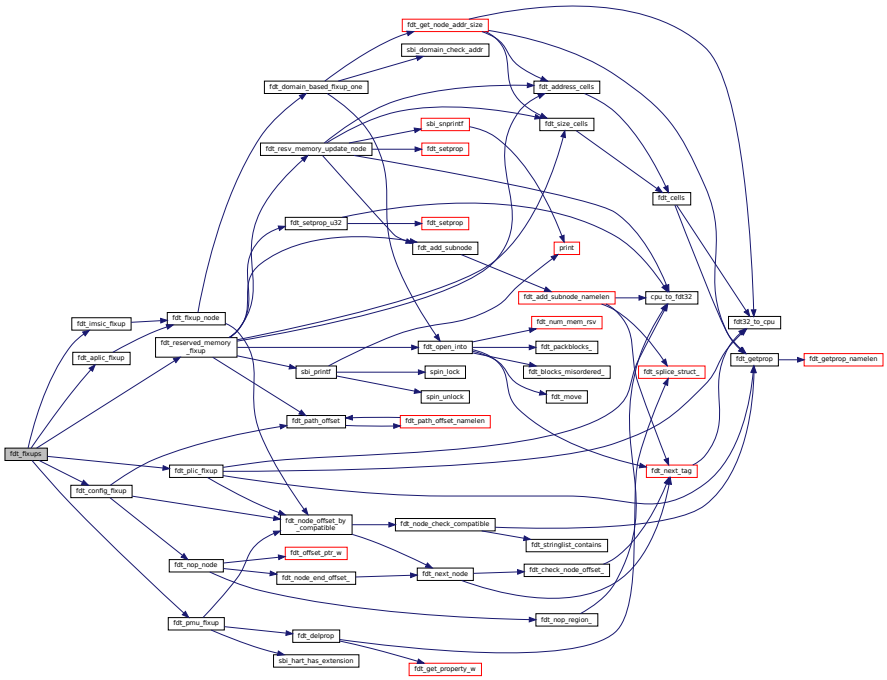
This routine do all required device tree fix-ups for a typical platform. It fixes up the PLIC node, IMSIC nodes, APLIC nodes, and the reserved memory node in the device tree by calling the corresponding helper routines to accomplish the task.

It is recommended that platform codes call this helper in their final_init()

Parameters

fdt	device tree blob

Here is the call graph for this function:



30.166.1.8 fdt_imsic_fixup()

```
void fdt_imsic_fixup (
            void * fdt )
```

Fix up the IMSIC nodes in the device tree

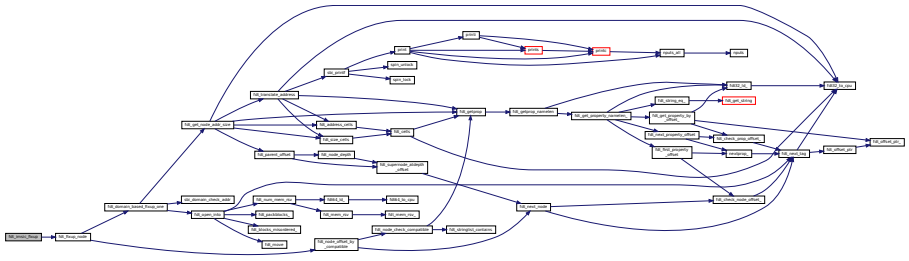
This routine disables IMSIC nodes which are not accessible to the next booting stage based on currently assigned domain.

It is recommended that platform codes call this helper in their final_init()

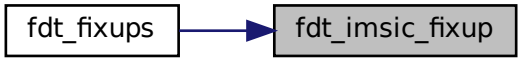
Parameters

fdt	device tree blob

Here is the call graph for this function:



Here is the caller graph for this function:



30.166.1.9 fdt_plic_fixup()

```
void fdt_plic_fixup (
            void * fdt )
```

Fix up the PLIC node in the device tree

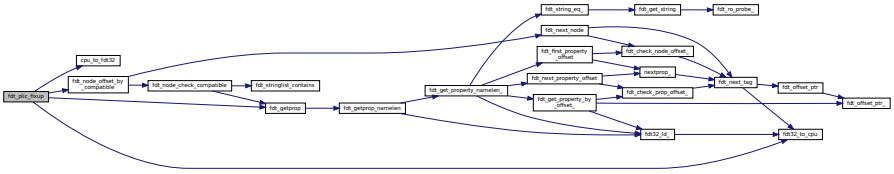
This routine updates the "interrupt-extended" property of the PLIC node in the device tree to hide the M-mode external interrupt from CPUs.

It is recommended that platform codes call this helper in their final_init()

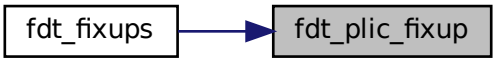
Parameters

fdt	device tree blob

Here is the call graph for this function:



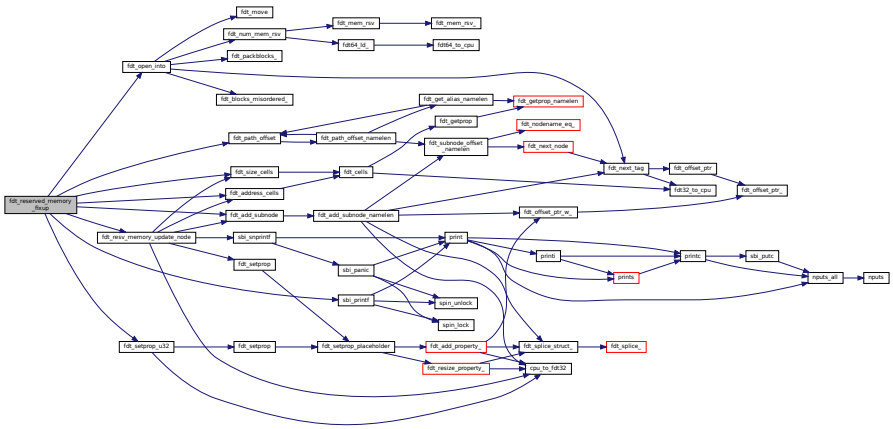
Here is the caller graph for this function:



30.166.1.10 fdt_reserved_memory_fixup()

```
int fdt_reserved_memory_fixup (
            void * fdt )
```

We use PMP to protect OpenSBI firmware to safe-guard it from buggy S-mode software, see pmp_init() in lib/sbi/sbi_hart.c. The protected memory region information needs to be conveyed to S-mode software (e.g.↩ : operating system) via some well-known method.
With device tree, this can be done by inserting a child node of the reserved memory node which is used to specify one or more regions of reserved memory.
For the reserved memory node bindings, see Linux kernel documentation at Documentation/devicetree/bindings/reserved-memory/reserved-memory.txt
Some additional memory spaces may be protected by platform codes via PMP as well, and corresponding child nodes will be inserted. Here is the call graph for this function:

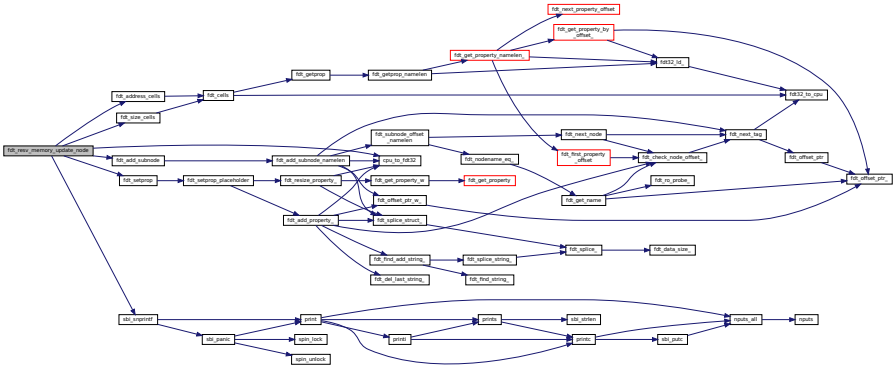


Here is the caller graph for this function:

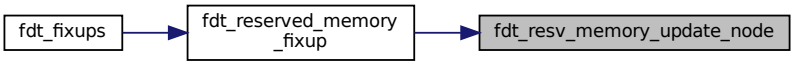
30.166.1.11 fdt_resv_memory_update_node()

```
static int fdt_resv_memory_update_node (
            void * fdt,
            unsigned long addr,
            unsigned long size,
            int index,
            int parent )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

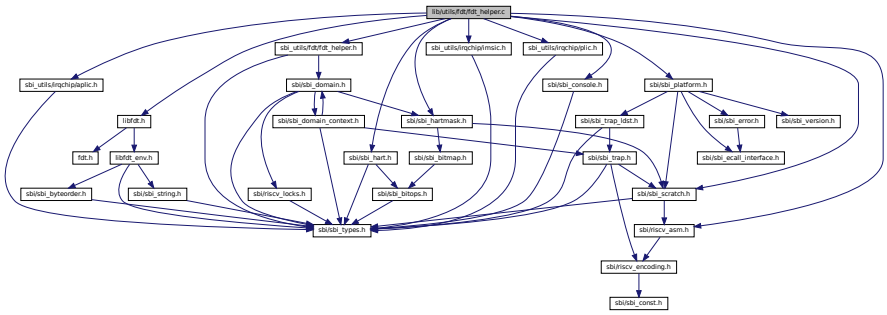


30.167 lib/utils/fdt/fdt_helper.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_asm.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_hartmask.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_scratch.h>
```

```
#include <sbi/sbi_hart.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/irqchip/aplic.h>
#include <sbi_utils/irqchip/imsic.h>
#include <sbi_utils/irqchip/plic.h>
```

Include dependency graph for fdt_helper.c:



Macros

- #define DEFAULT_UART_FREQ 0
- #define DEFAULT_UART_BAUD 115200
- #define DEFAULT_UART_REG_SHIFT 0
- #define DEFAULT_UART_REG_IO_WIDTH 1
- #define DEFAULT_UART_REG_OFFSET 0
- #define DEFAULT_RENESAS_SCIF_FREQ 100000000
- #define DEFAULT_RENESAS_SCIF_BAUD 115200
- #define DEFAULT_SIFIVE_UART_FREQ 0
- #define DEFAULT_SIFIVE_UART_BAUD 115200
- #define DEFAULT_SHAKTI_UART_FREQ 50000000
- #define DEFAULT_SHAKTI_UART_BAUD 115200
- #define RISCV_ISA_EXT_NAME_LEN_MAX 32
- #define set_multi_letter_ext(name, bit)

Functions

- const struct fdt_match * fdt_match_node (void *fdt, int nodeoff, const struct fdt_match *match_table)
- int fdt_find_match (void *fdt, int startoff, const struct fdt_match *match_table, const struct fdt_match **out↩ _match)
- int fdt_parse_phandle_with_args (void *fdt, int nodeoff, const char *prop, const char *cells_prop, int index, struct fdt_phandle_args *out_args)
- static int fdt_translate_address (void *fdt, uint64_t reg, int parent, uint64_t *addr)
- int fdt_get_node_addr_size (void *fdt, int node, int index, uint64_t *addr, uint64_t *size)
- int fdt_get_node_addr_size_by_name (void *fdt, int node, const char *name, uint64_t *addr, uint64_t *size)
- bool fdt_node_is_enabled (void *fdt, int nodeoff)
- int fdt_parse_hart_id (void *fdt, int cpu_offset, u32 *hartid)
- int fdt_parse_max_enabled_hart_id (void *fdt, u32 *max_hartid)
- int fdt_parse_timebase_frequency (void *fdt, unsigned long *freq)
- static int fdt_parse_isa_one_hart (const char *isa, unsigned long *extensions)
- static int fdt_parse_isa_all_harts (void *fdt)
- int fdt_parse_isa_extensions (void *fdt, unsigned int hartid, unsigned long *extensions)
- static int fdt_parse_uart_node_common (void *fdt, int nodeoffset, struct platform_uart_data *uart, unsigned long default_freq, unsigned long default_baud)
- int fdt_parse_gaisler_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)

- int fdt_parse_renesas_scif_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_shakti_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_sifive_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_uart_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_uart8250 (void *fdt, struct platform_uart_data *uart, const char *compatible)
- int fdt_parse_xlnx_uartlite_node (void *fdt, int nodeoffset, struct platform_uart_data *uart)
- int fdt_parse_aplic_node (void *fdt, int nodeoff, struct aplic_data *aplic)
- bool fdt_check_imsic_mlevel (void *fdt)
- int fdt_parse_imsic_node (void *fdt, int nodeoff, struct imsic_data *imsic)
- int fdt_parse_plic_node (void *fdt, int nodeoffset, struct plic_data *plic)
- int fdt_parse_plic (void *fdt, struct plic_data *plic, const char *compat)
- static int fdt_get_aclint_addr_size_by_name (void *fdt, int nodeoffset, unsigned long *out_addr1, unsigned long *out_size1, unsigned long *out_addr2, unsigned long *out_size2)
- static int fdt_get_aclint_addr_size (void *fdt, int nodeoffset, unsigned long *out_addr1, unsigned long *out_size1, unsigned long *out_addr2, unsigned long *out_size2)
- int fdt_parse_aclint_node (void *fdt, int nodeoffset, bool for_timer, bool allow_regname, unsigned long *out_addr1, unsigned long *out_size1, unsigned long *out_addr2, unsigned long *out_size2, u32 *out_first_hartid, u32 *out_hart_count)
- int fdt_parse_plmt_node (void *fdt, int nodeoffset, unsigned long *plmt_base, unsigned long *plmt_size, u32 *hart_count)
- int fdt_parse_plicsw_node (void *fdt, int nodeoffset, unsigned long *plicsw_base, unsigned long *size, u32 *hart_count)
- int fdt_parse_compat_addr (void *fdt, uint64_t *addr, const char *compatible)

Variables

- static unsigned long fdt_isa_bitmap_offset

30.167.1 Macro Definition Documentation

30.167.1.1 DEFAULT_RENESAS_SCIF_BAUD

```
#define DEFAULT_RENESAS_SCIF_BAUD 115200
```

30.167.1.2 DEFAULT_RENESAS_SCIF_FREQ

```
#define DEFAULT_RENESAS_SCIF_FREQ 100000000
```

30.167.1.3 DEFAULT_SHAKTI_UART_BAUD

```
#define DEFAULT_SHAKTI_UART_BAUD 115200
```

30.167.1.4 DEFAULT_SHAKTI_UART_FREQ

```
#define DEFAULT_SHAKTI_UART_FREQ 50000000
```

30.167.1.5 DEFAULT_SIFIVE_UART_BAUD

```
#define DEFAULT_SIFIVE_UART_BAUD 115200
```

30.167.1.6 DEFAULT_SIFIVE_UART_FREQ

```
#define DEFAULT_SIFIVE_UART_FREQ 0
```

30.167.1.7 DEFAULT_UART_BAUD

```
#define DEFAULT_UART_BAUD 115200
```

30.167.1.8 DEFAULT_UART_FREQ

```
#define DEFAULT_UART_FREQ 0
```

30.167.1.9 DEFAULT_UART_REG_IO_WIDTH

```
#define DEFAULT_UART_REG_IO_WIDTH 1
```

30.167.1.10 DEFAULT_UART_REG_OFFSET

```
#define DEFAULT_UART_REG_OFFSET 0
```

30.167.1.11 DEFAULT_UART_REG_SHIFT

```
#define DEFAULT_UART_REG_SHIFT 0
```

30.167.1.12 RISCV_ISA_EXT_NAME_LEN_MAX

```
#define RISCV_ISA_EXT_NAME_LEN_MAX 32
```

30.167.1.13 set_multi_letter_ext

```
#define set_multi_letter_ext(
            name,
            bit )
```

Value:

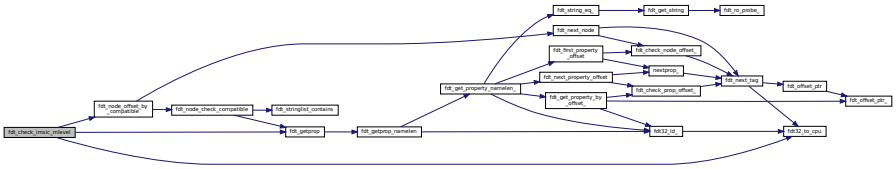
```
        if (!strcmp(mstr, name)) {        \
            __set_bit(bit, extensions); \
            continue;           \
        }
```

30.167.2 Function Documentation

30.167.2.1 fdt_check_imsic_mlevel()

```
bool fdt_check_imsic_mlevel (
            void * fdt )
```

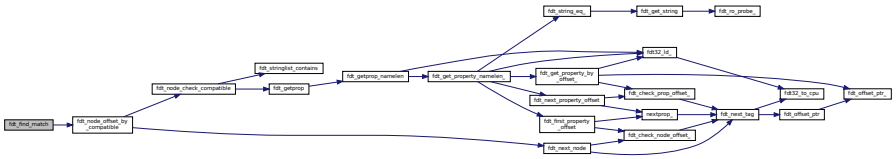
Here is the call graph for this function:



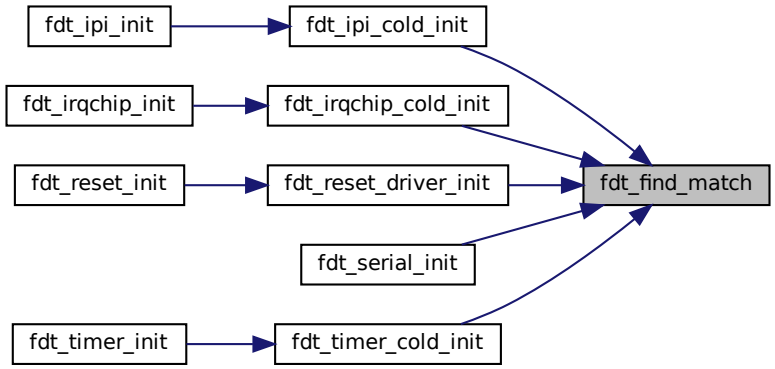
30.167.2.2 fdt_find_match()

```
int fdt_find_match (
            void * fdt,
            int startoff,
            const struct fdt_match * match_table,
            const struct fdt_match ** out_match )
```

Here is the call graph for this function:



Here is the caller graph for this function:

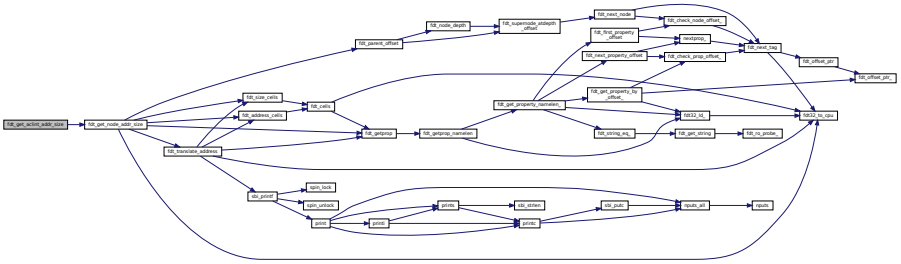


30.167.2.3 fdt_get_aclint_addr_size()

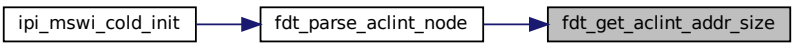
```
static int fdt_get_aclint_addr_size (
            void * fdt,
            int nodeoffset,
            unsigned long * out_addr1,
            unsigned long * out_size1,
```

```
            unsigned long * out_addr2,
            unsigned long * out_size2 )  [static]
```

Here is the call graph for this function:



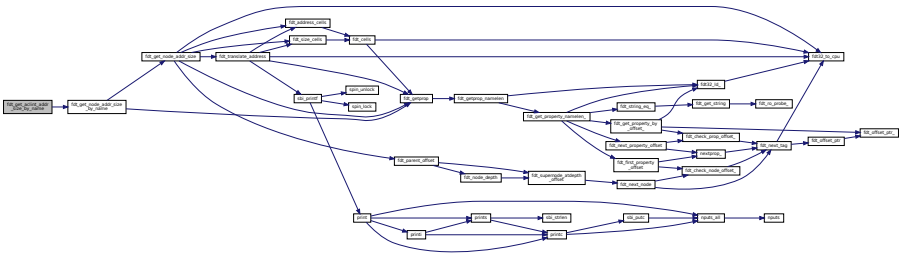
Here is the caller graph for this function:



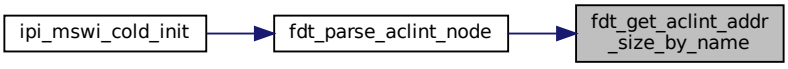
30.167.2.4 fdt_get_aclint_addr_size_by_name()

```
static int fdt_get_aclint_addr_size_by_name (
            void * fdt,
            int nodeoffset,
            unsigned long * out_addr1,
            unsigned long * out_size1,
            unsigned long * out_addr2,
            unsigned long * out_size2 )  [static]
```

Here is the call graph for this function:



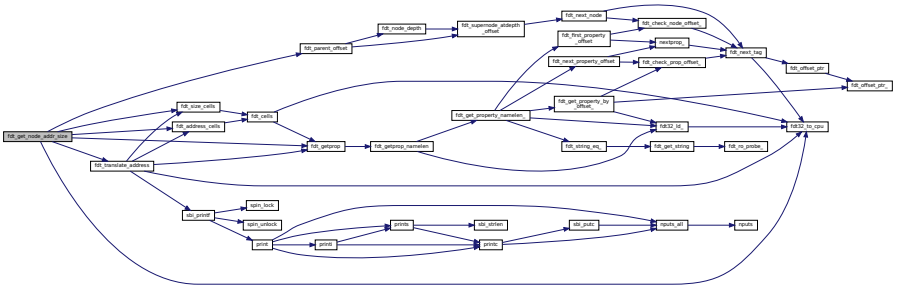
Here is the caller graph for this function:



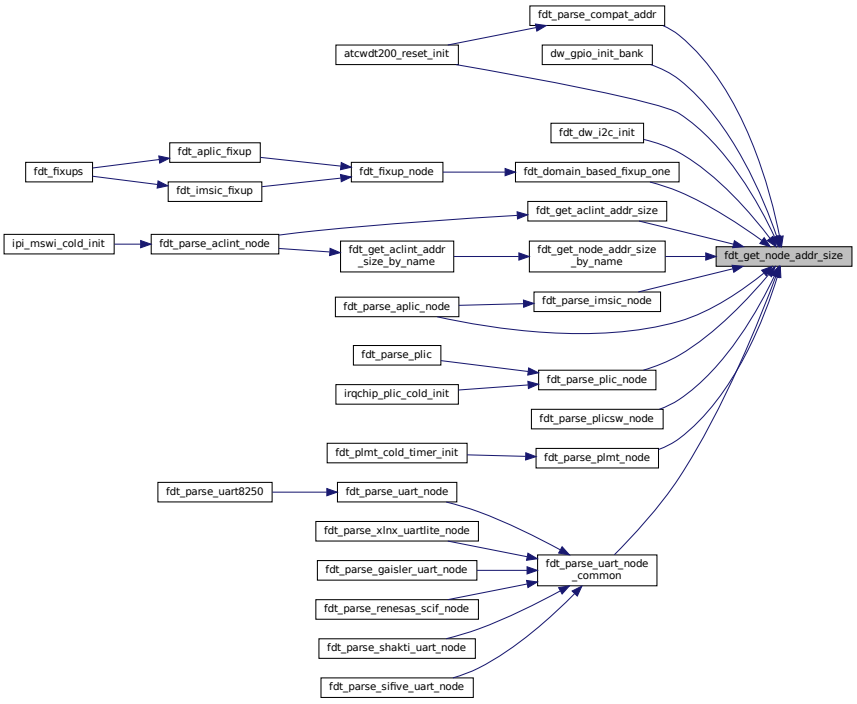
30.167.2.5 fdt_get_node_addr_size()

```
int fdt_get_node_addr_size (
            void * fdt,
            int node,
            int index,
            uint64_t * addr,
            uint64_t * size )
```

Here is the call graph for this function:



Here is the caller graph for this function:

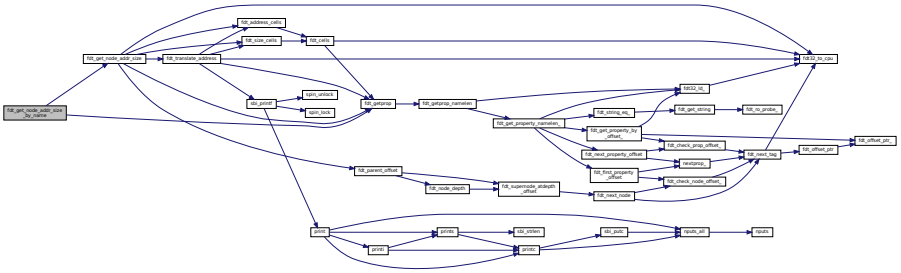


30.167.2.6 fdt_get_node_addr_size_by_name()

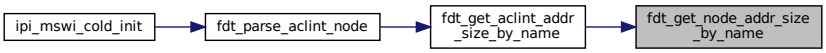
```
int fdt_get_node_addr_size_by_name (
            void * fdt,
```

```
            int node,
            const char * name,
            uint64_t * addr,
            uint64_t * size )
```

Here is the call graph for this function:



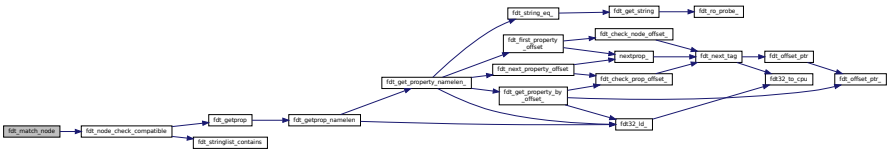
Here is the caller graph for this function:



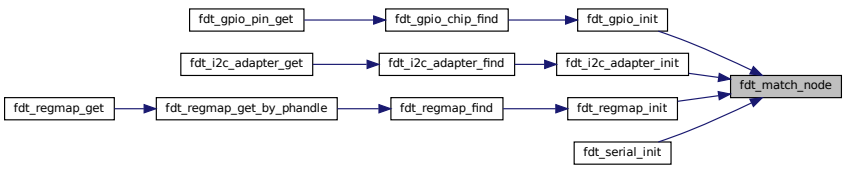
30.167.2.7 fdt_match_node()

```
const struct fdt_match* fdt_match_node (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match_table )
```

Here is the call graph for this function:



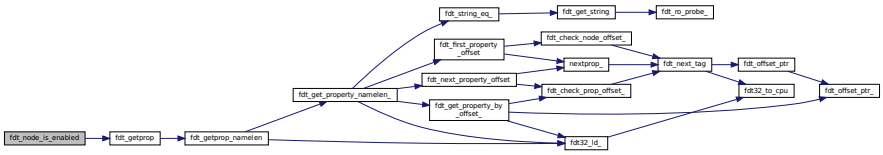
Here is the caller graph for this function:



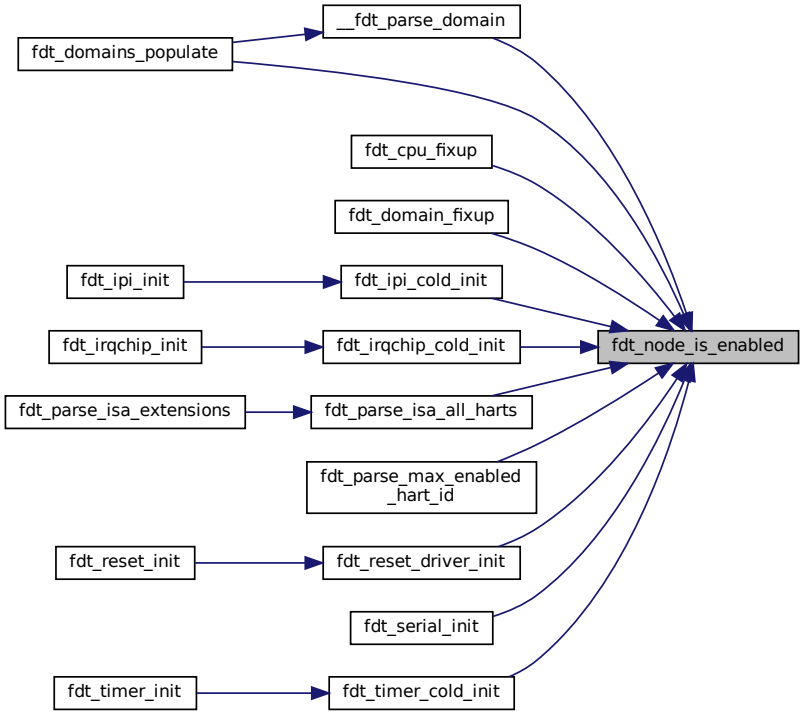
30.167.2.8 fdt_node_is_enabled()

```
bool fdt_node_is_enabled (
            void * fdt,
            int nodeoff )
```

Here is the call graph for this function:



Here is the caller graph for this function:

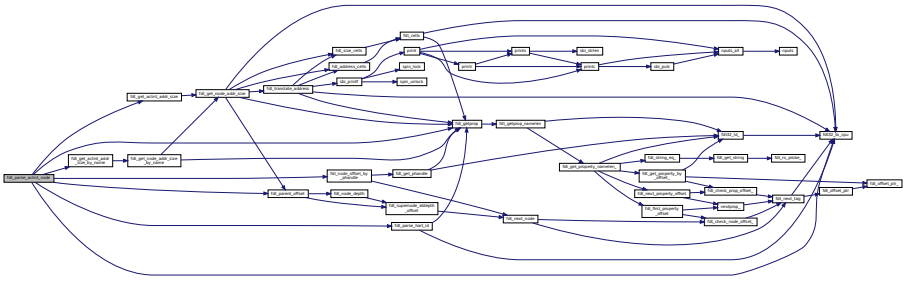


30.167.2.9 fdt_parse_aclint_node()

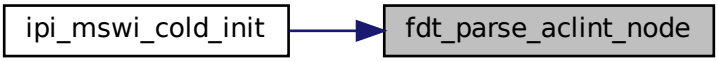
```
int fdt_parse_aclint_node (
            void * fdt,
            int nodeoffset,
            bool for_timer,
            bool allow_regname,
            unsigned long * out_addr1,
            unsigned long * out_size1,
            unsigned long * out_addr2,
            unsigned long * out_size2,
```

```
            u32 * out_first_hartid,
            u32 * out_hart_count )
```

Here is the call graph for this function:



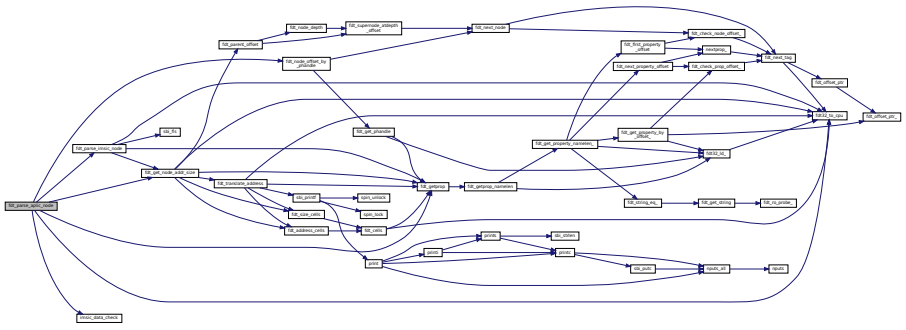
Here is the caller graph for this function:



30.167.2.10 fdt_parse_aplic_node()

```
int fdt_parse_aplic_node (
            void * fdt,
            int nodeoff,
            struct aplic_data * aplic )
```

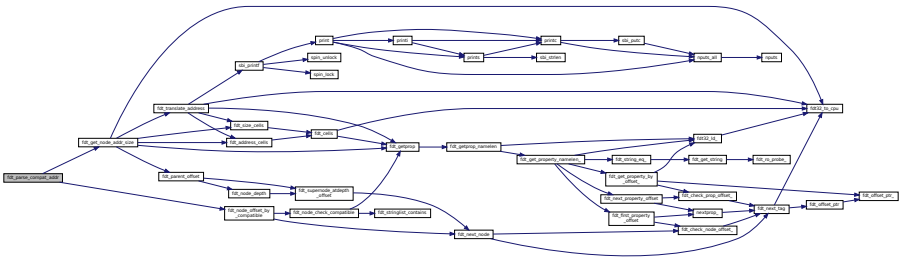
Here is the call graph for this function:



30.167.2.11 fdt_parse_compat_addr()

```
int fdt_parse_compat_addr (
            void * fdt,
            uint64_t * addr,
            const char * compatible )
```

Here is the call graph for this function:

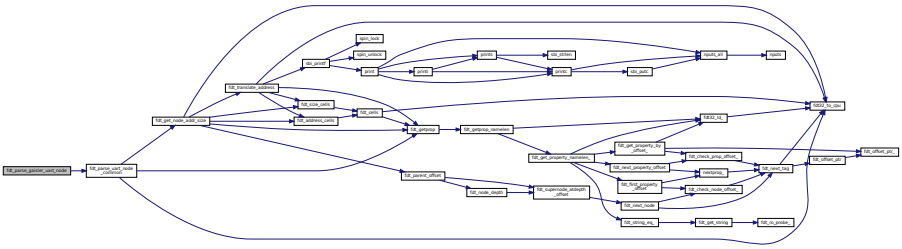


Here is the caller graph for this function:

30.167.2.12 fdt_parse_gaisler_uart_node()

```
int fdt_parse_gaisler_uart_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

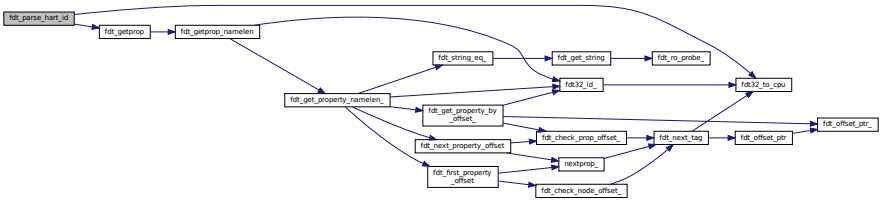
Here is the call graph for this function:



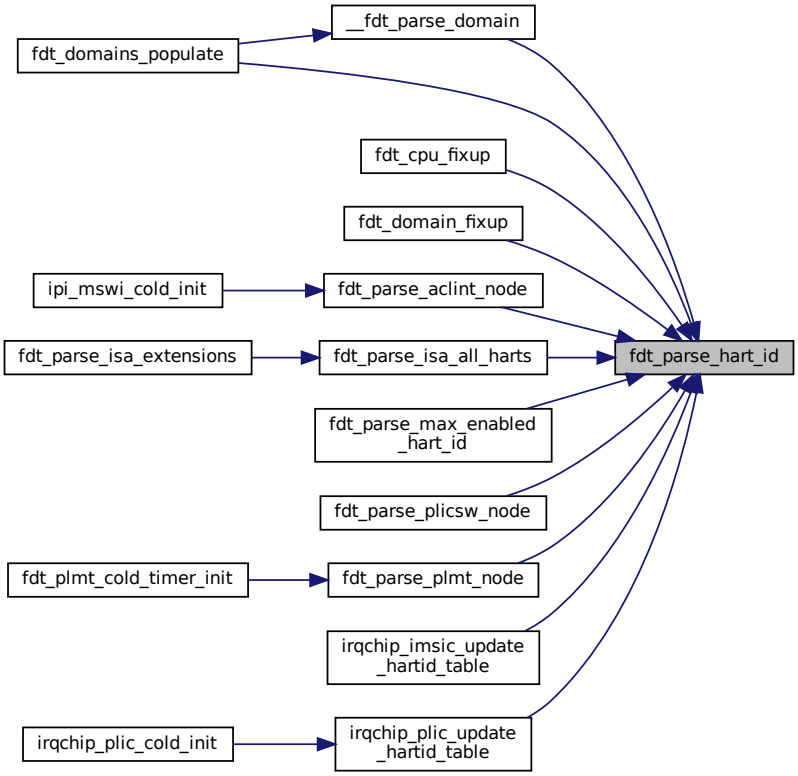
30.167.2.13 fdt_parse_hart_id()

```
int fdt_parse_hart_id (
            void * fdt,
            int cpu_offset,
            u32 * hartid )
```

Here is the call graph for this function:



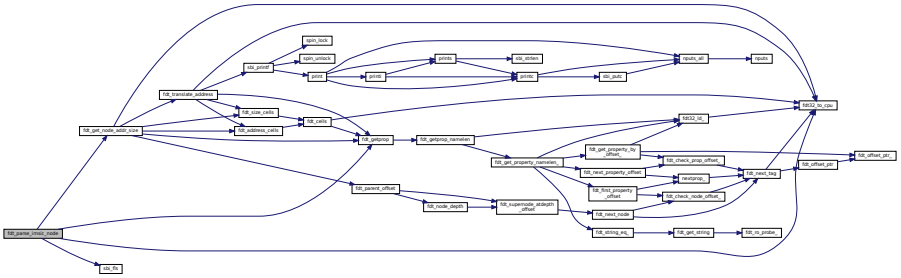
Here is the caller graph for this function:



30.167.2.14 fdt_parse_imsic_node()

```
int fdt_parse_imsic_node (
            void * fdt,
            int nodeoff,
            struct imsic_data * imsic )
```

Here is the call graph for this function:

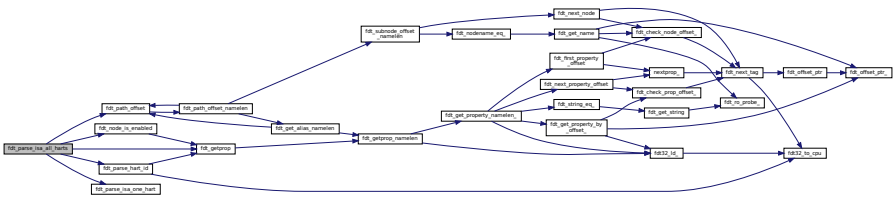


Here is the caller graph for this function:

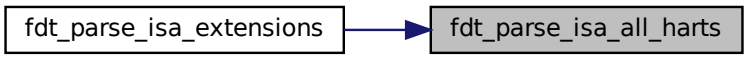
30.167.2.15 fdt_parse_isa_all_harts()

```
static int fdt_parse_isa_all_harts (
            void * fdt ) [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

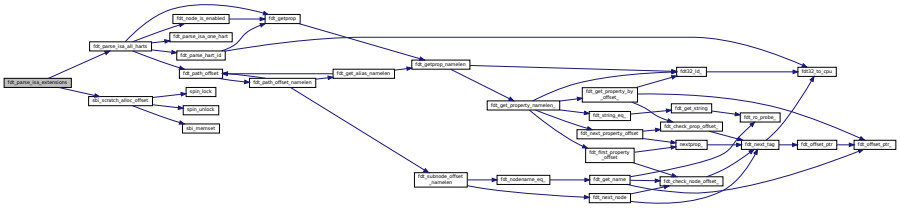


30.167.2.16 fdt_parse_isa_extensions()

```
int fdt_parse_isa_extensions (
```

```
            void * fdt,
            unsigned int hartid,
            unsigned long * extensions )
```

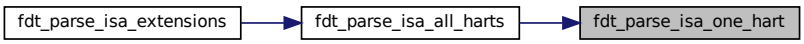
Here is the call graph for this function:



30.167.2.17 fdt_parse_isa_one_hart()

```
static int fdt_parse_isa_one_hart (
            const char * isa,
            unsigned long * extensions )  [static]
```

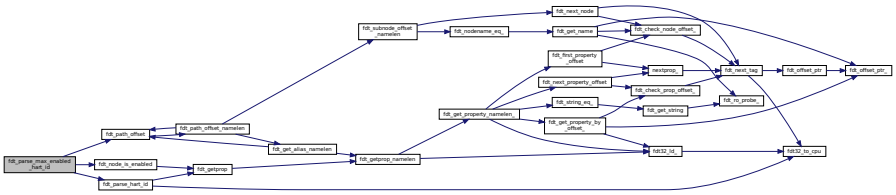
Here is the caller graph for this function:



30.167.2.18 fdt_parse_max_enabled_hart_id()

```
int fdt_parse_max_enabled_hart_id (
            void * fdt,
            u32 * max_hartid )
```

Here is the call graph for this function:

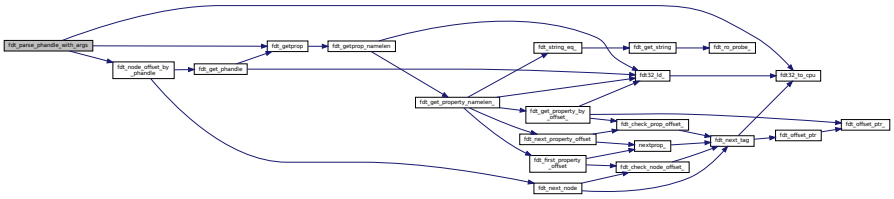


30.167.2.19 fdt_parse_phandle_with_args()

```
int fdt_parse_phandle_with_args (
            void * fdt,
            int nodeoff,
            const char * prop,
            const char * cells_prop,
```

```
            int index,
            struct fdt_phandle_args * out_args )
```

Here is the call graph for this function:

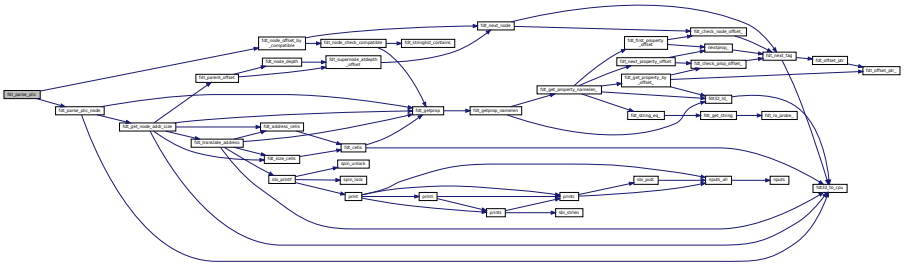


Here is the caller graph for this function:

30.167.2.20 fdt_parse_plic()

```
int fdt_parse_plic (
            void * fdt,
            struct plic_data * plic,
            const char * compat )
```

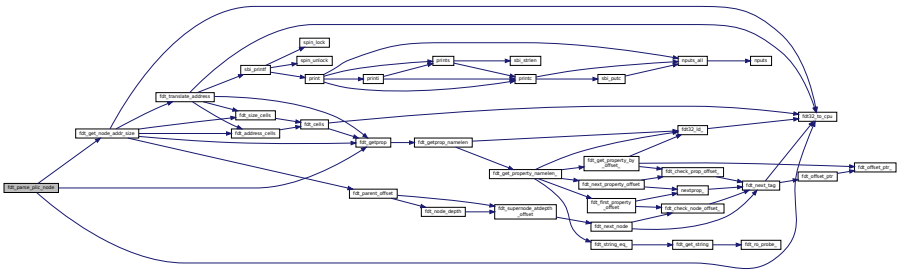
Here is the call graph for this function:



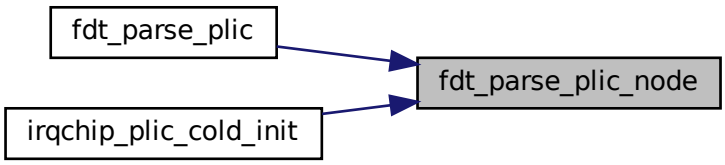
30.167.2.21 fdt_parse_plic_node()

```
int fdt_parse_plic_node (
            void * fdt,
            int nodeoffset,
            struct plic_data * plic )
```

Here is the call graph for this function:



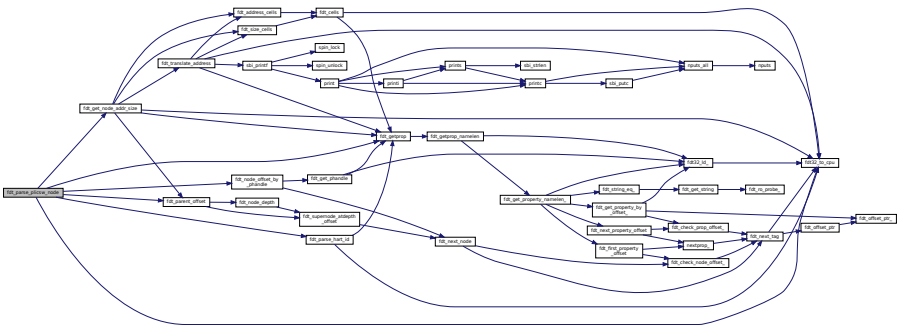
Here is the caller graph for this function:



30.167.2.22 fdt_parse_plicsw_node()

```
int fdt_parse_plicsw_node (
            void * fdt,
            int nodeoffset,
            unsigned long * plicsw_base,
            unsigned long * size,
            u32 * hart_count )
```

Here is the call graph for this function:

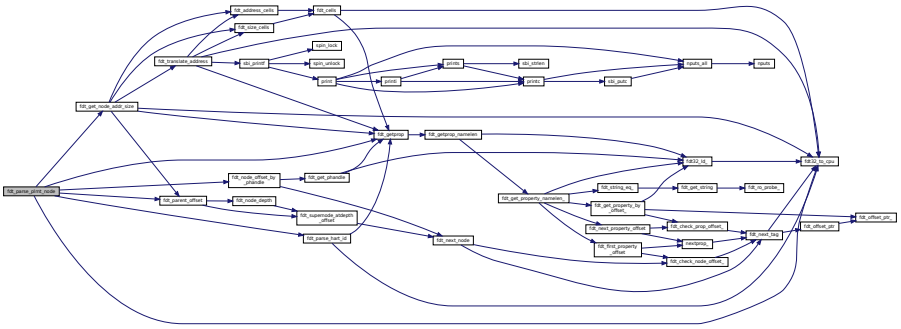


30.167.2.23 fdt_parse_plmt_node()

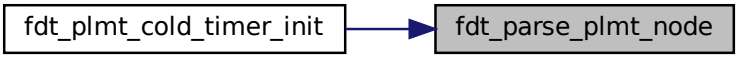
```
int fdt_parse_plmt_node (
```

```
                void * fdt,
                int nodeoffset,
                unsigned long * plmt_base,
                unsigned long * plmt_size,
                u32 * hart_count )
```

Here is the call graph for this function:



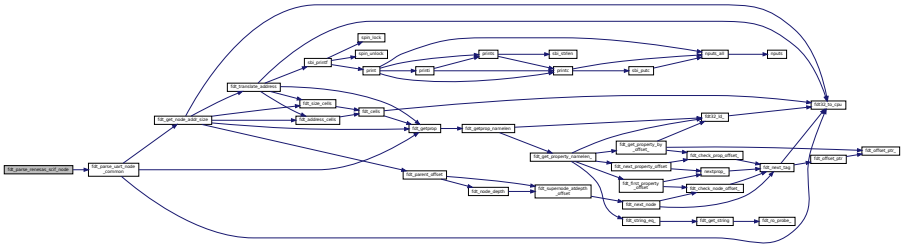
Here is the caller graph for this function:



30.167.2.24 fdt_parse_renesas_scif_node()

```
int fdt_parse_renesas_scif_node (
                void * fdt,
                int nodeoffset,
                struct platform_uart_data * uart )
```

Here is the call graph for this function:

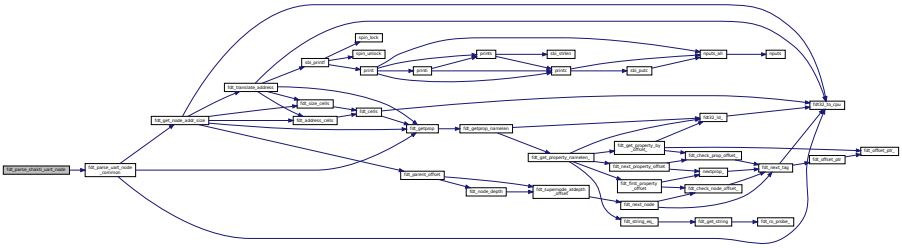


30.167.2.25 fdt_parse_shakti_uart_node()

```
int fdt_parse_shakti_uart_node (
                void * fdt,
```

```
            int nodeoffset,
            struct platform_uart_data * uart )
```

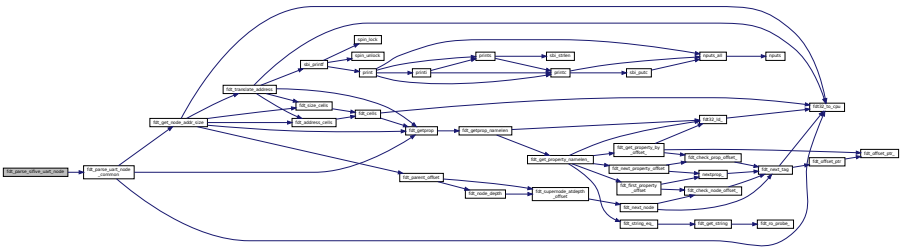
Here is the call graph for this function:



30.167.2.26 fdt_parse_sifive_uart_node()

```
int fdt_parse_sifive_uart_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

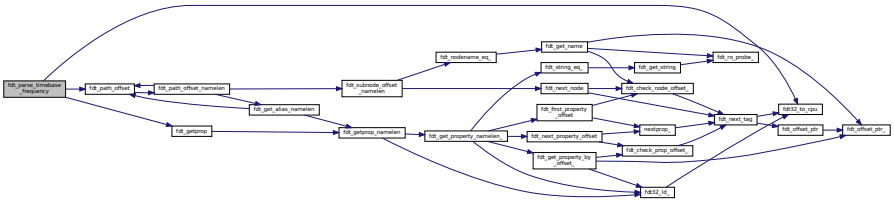
Here is the call graph for this function:



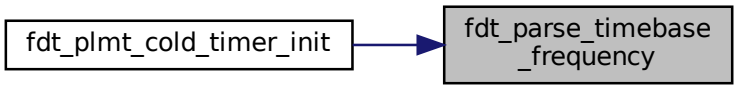
30.167.2.27 fdt_parse_timebase_frequency()

```
int fdt_parse_timebase_frequency (
            void * fdt,
            unsigned long * freq )
```

Here is the call graph for this function:



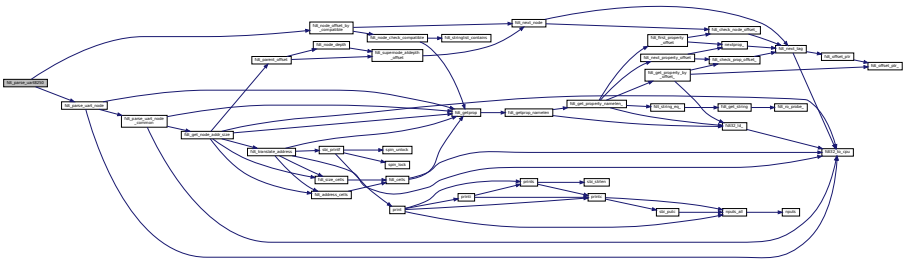
Here is the caller graph for this function:



30.167.2.28 fdt_parse_uart8250()

```
int fdt_parse_uart8250 (
            void * fdt,
            struct platform_uart_data * uart,
            const char * compatible )
```

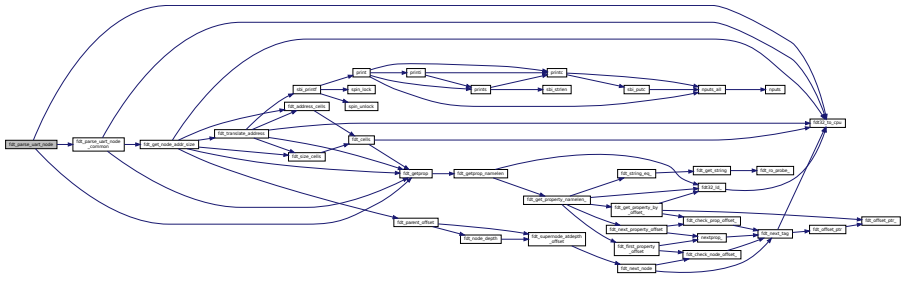
Here is the call graph for this function:



30.167.2.29 fdt_parse_uart_node()

```
int fdt_parse_uart_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

Here is the call graph for this function:

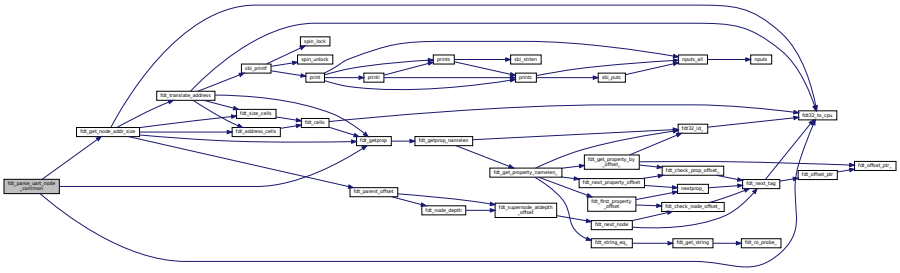


Here is the caller graph for this function:

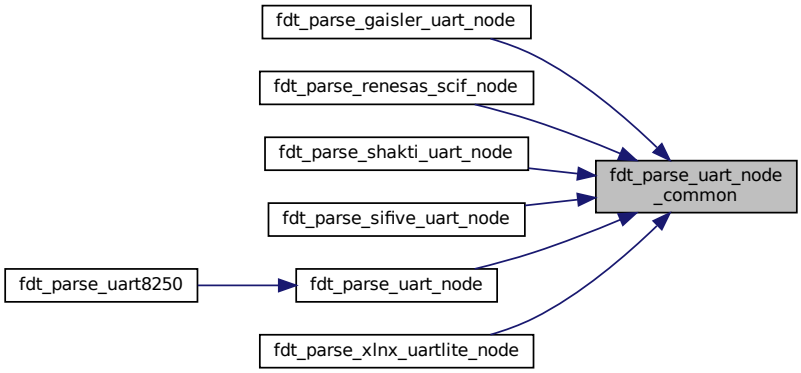
30.167.2.30 fdt_parse_uart_node_common()

```
static int fdt_parse_uart_node_common (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart,
            unsigned long default_freq,
            unsigned long default_baud )  [static]
```

UART address is mandatory. clock-frequency and current-speed may not be present. Don't return error.Here is the call graph for this function:



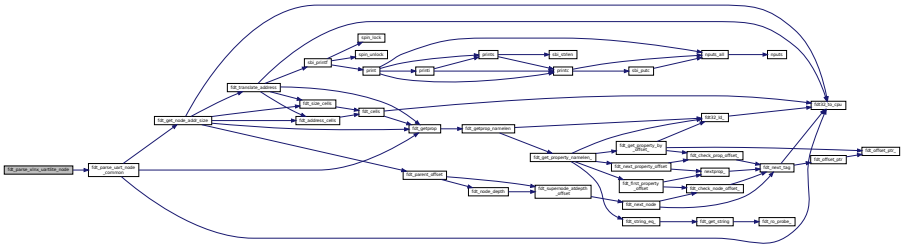
Here is the caller graph for this function:



30.167.2.31 fdt_parse_xlnx_uartlite_node()

```
int fdt_parse_xlnx_uartlite_node (
            void * fdt,
            int nodeoffset,
            struct platform_uart_data * uart )
```

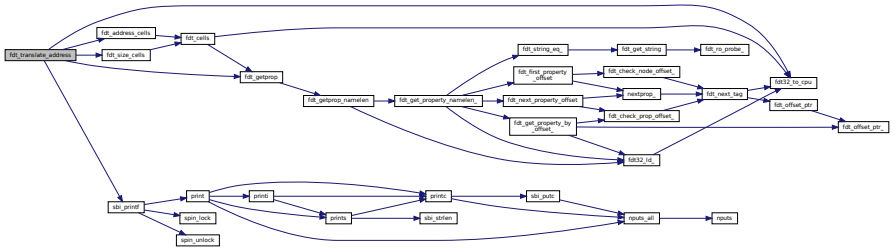
Here is the call graph for this function:



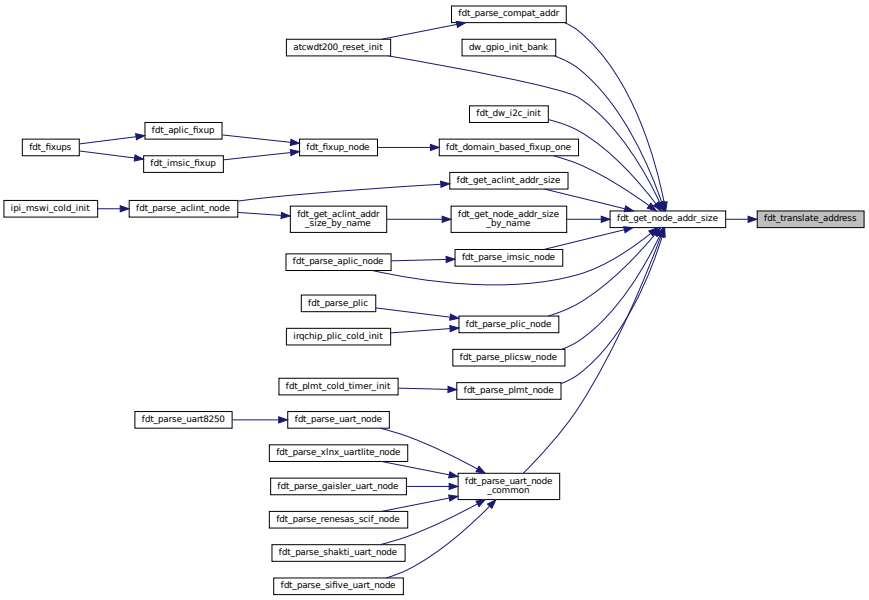
30.167.2.32 fdt_translate_address()

```
static int fdt_translate_address (
            void * fdt,
            uint64_t reg,
            int parent,
            uint64_t * addr )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.167.3 Variable Documentation

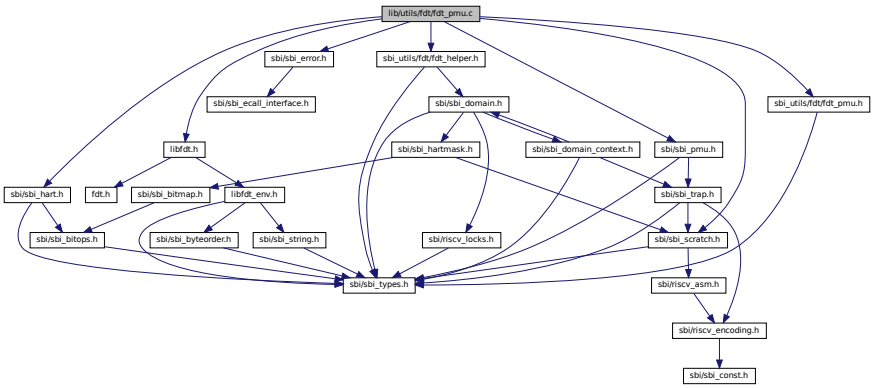
30.167.3.1 fdt_isa_bitmap_offset

```
unsigned long fdt_isa_bitmap_offset  [static]
```

30.168 lib/utils/fdt/fdt_pmu.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_pmu.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/fdt/fdt_pmu.h>
```

Include dependency graph for fdt_pmu.c:



Macros

- #define FDT_PMU_HW_EVENT_MAX (SBI_PMU_HW_EVENT_MAX ∗ 2)

Functions

- uint64_t fdt_pmu_get_select_value (uint32_t event_idx)
- int fdt_pmu_fixup (void ∗fdt)
- int fdt_pmu_setup (void ∗fdt)

Variables

- struct fdt_pmu_hw_event_select_map fdt_pmu_evt_select [FDT_PMU_HW_EVENT_MAX] = {0}
- uint32_t hw_event_count

30.168.1 Macro Definition Documentation

30.168.1.1 FDT_PMU_HW_EVENT_MAX

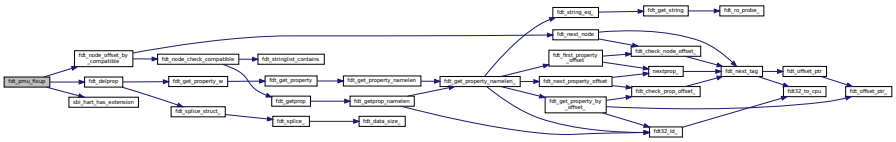
```
#define FDT_PMU_HW_EVENT_MAX (SBI_PMU_HW_EVENT_MAX * 2)
```

30.168.2 Function Documentation

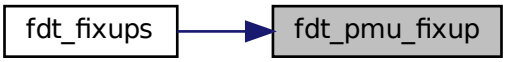
30.168.2.1 fdt_pmu_fixup()

```
int fdt_pmu_fixup (
            void * fdt )
```

Here is the call graph for this function:



Here is the caller graph for this function:



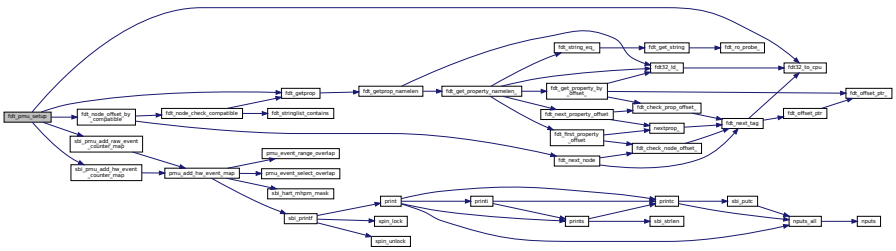
30.168.2.2 fdt_pmu_get_select_value()

```
uint64_t fdt_pmu_get_select_value (
            uint32_t event_idx )
```

30.168.2.3 fdt_pmu_setup()

```
int fdt_pmu_setup (
            void * fdt )
```

Here is the call graph for this function:



30.168.3 Variable Documentation

30.168.3.1 fdt_pmu_evt_select

```
struct fdt_pmu_hw_event_select_map fdt_pmu_evt_select[FDT_PMU_HW_EVENT_MAX] = {0}
```

30.168.3.2 hw_event_count

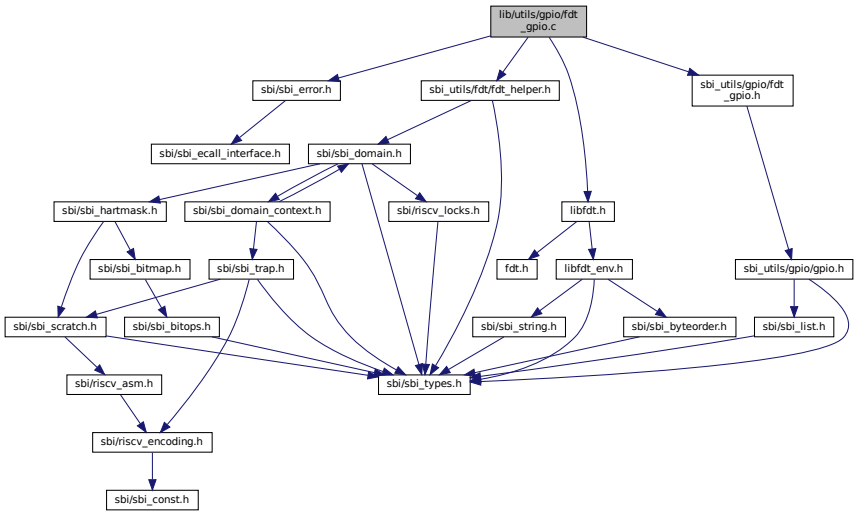
```
uint32_t hw_event_count
```

30.169 lib/utils/gpio/fdt_gpio.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_error.h>
#include <sbi_utils/fdt/fdt_helper.h>
```

```
#include <sbi_utils/gpio/fdt_gpio.h>
```

Include dependency graph for fdt_gpio.c:



Functions

- static struct fdt_gpio ∗ fdt_gpio_driver (struct gpio_chip ∗chip)
- static int fdt_gpio_init (void ∗fdt, u32 phandle)
- static int fdt_gpio_chip_find (void ∗fdt, u32 phandle, struct gpio_chip ∗∗out_chip)
- int fdt_gpio_pin_get (void ∗fdt, int nodeoff, int index, struct gpio_pin ∗out_pin)
- int fdt_gpio_simple_xlate (struct gpio_chip ∗chip, const struct fdt_phandle_args ∗pargs, struct gpio_pin ∗out_pin)

Variables

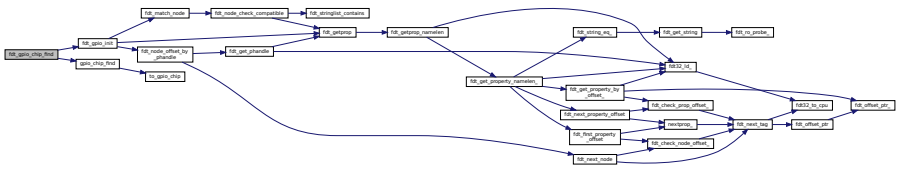
- struct fdt_gpio ∗ fdt_gpio_drivers [ ]
- unsigned long fdt_gpio_drivers_size

30.169.1 Function Documentation

30.169.1.1 fdt_gpio_chip_find()

```
static int fdt_gpio_chip_find (
            void * fdt,
            u32 phandle,
            struct gpio_chip ** out_chip )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

30.169.1.2 fdt_gpio_driver()

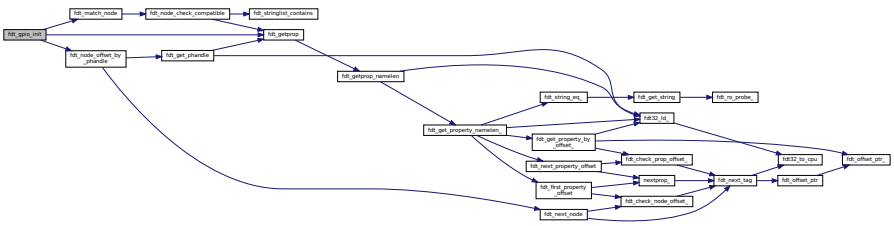
```
static struct fdt_gpio* fdt_gpio_driver (
            struct gpio_chip * chip )  [static]
```

Here is the caller graph for this function:

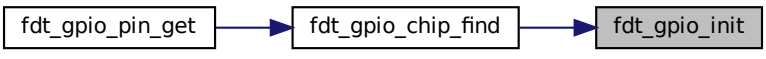
30.169.1.3 fdt_gpio_init()

```
static int fdt_gpio_init (
            void * fdt,
            u32 phandle )  [static]
```

Here is the call graph for this function:



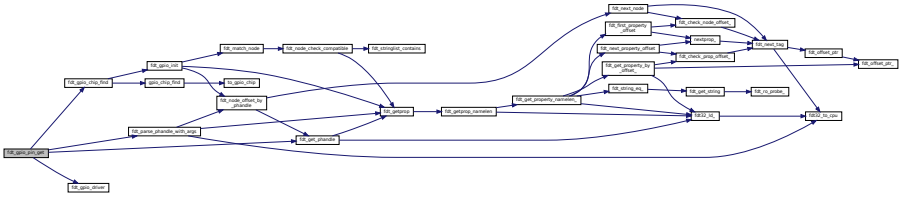
Here is the caller graph for this function:



30.169.1.4 fdt_gpio_pin_get()

```
int fdt_gpio_pin_get (
            void * fdt,
            int nodeoff,
            int index,
            struct gpio_pin * out_pin )
```

Get a GPIO pin using "gpios" DT property of client DT node Here is the call graph for this function:



30.169.1.5 fdt_gpio_simple_xlate()

```
int fdt_gpio_simple_xlate (
            struct gpio_chip * chip,
            const struct fdt_phandle_args * pargs,
            struct gpio_pin * out_pin )
```

Simple xlate function to convert two GPIO FDT cells into GPIO pin

30.169.2 Variable Documentation

30.169.2.1 fdt_gpio_drivers

```
struct fdt_gpio* fdt_gpio_drivers[]  [extern]
```

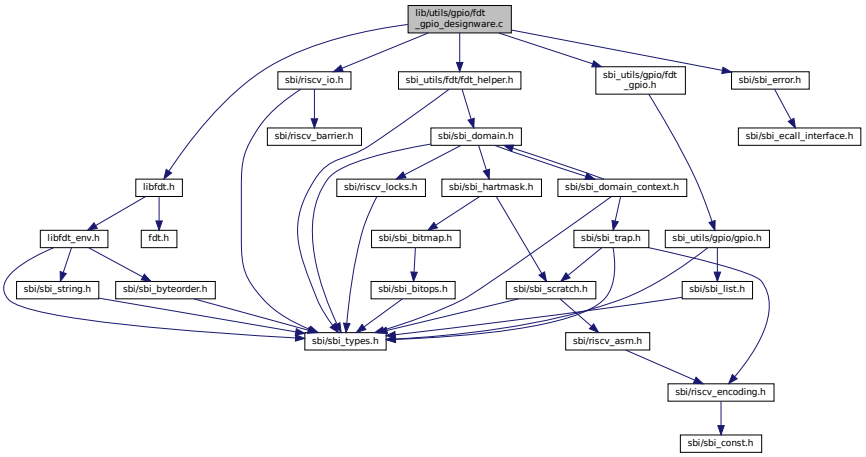
30.169.2.2 fdt_gpio_drivers_size

```
unsigned long fdt_gpio_drivers_size  [extern]
```

30.170 lib/utils/gpio/fdt_gpio_designware.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_error.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/gpio/fdt_gpio.h>
```

Include dependency graph for fdt_gpio_designware.c:



Macros

- #define DW_GPIO_CHIP_MAX 4 /* need 1 per bank in use */
- #define DW_GPIO_PINS_MAX 32
- #define DW_GPIO_DDR 0x4
- #define DW_GPIO_DR 0x0
- #define DW_GPIO_BIT(_b) (1UL << (_b))
- #define pin_to_chip(__p) container_of((__p)->chip, struct dw_gpio_chip, chip);

Functions

- static int dw_gpio_direction_output (struct gpio_pin *gp, int value)
- static void dw_gpio_set (struct gpio_pin *gp, int value)
- static int dw_gpio_init_bank (void *fdt, int nodeoff, u32 phandle, const struct fdt_match *match)

Variables

- struct fdt_gpio fdt_gpio_designware
- static unsigned int dw_gpio_chip_count
- static struct dw_gpio_chip dw_gpio_chip_array [DW_GPIO_CHIP_MAX]
- static const struct fdt_match dw_gpio_match [ ]

30.170.1 Macro Definition Documentation

30.170.1.1 DW_GPIO_BIT

```
#define DW_GPIO_BIT(
             _b ) (1UL << (_b))
```

30.170.1.2 DW_GPIO_CHIP_MAX

```
#define DW_GPIO_CHIP_MAX 4 /* need 1 per bank in use */
```

30.170.1.3 DW_GPIO_DDR

```
#define DW_GPIO_DDR 0x4
```

30.170.1.4 DW_GPIO_DR

```
#define DW_GPIO_DR 0x0
```

30.170.1.5 DW_GPIO_PINS_MAX

```
#define DW_GPIO_PINS_MAX 32
```

30.170.1.6 pin_to_chip

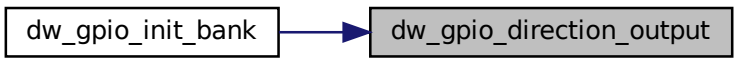
```
#define pin_to_chip(
             __p ) container_of((__p)->chip, struct dw_gpio_chip, chip);
```

30.170.2 Function Documentation

30.170.2.1 dw_gpio_direction_output()

```
static int dw_gpio_direction_output (
             struct gpio_pin * gp,
             int value )  [static]
```

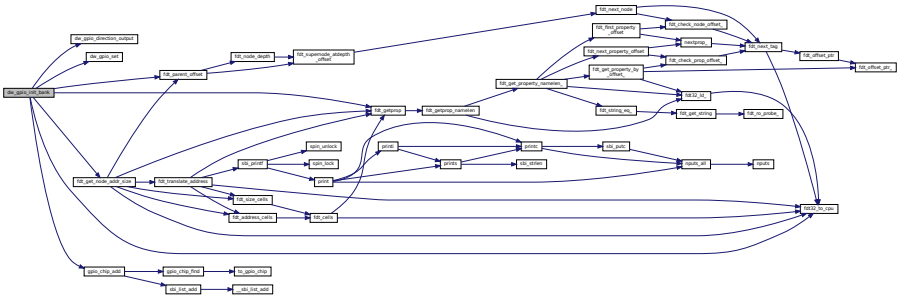
Here is the caller graph for this function:



30.170.2.2 dw_gpio_init_bank()

```
static int dw_gpio_init_bank (
             void * fdt,
             int nodeoff,
             u32 phandle,
             const struct fdt_match * match )  [static]
```

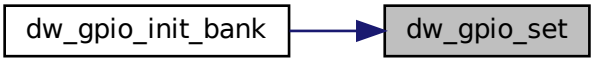
Here is the call graph for this function:



30.170.2.3 dw_gpio_set()

```
static void dw_gpio_set (
            struct gpio_pin * gp,
            int value )  [static]
```

Here is the caller graph for this function:



30.170.3 Variable Documentation

30.170.3.1 dw_gpio_chip_array

```
struct dw_gpio_chip dw_gpio_chip_array[DW_GPIO_CHIP_MAX]  [static]
```

30.170.3.2 dw_gpio_chip_count

```
unsigned int dw_gpio_chip_count  [static]
```

30.170.3.3 dw_gpio_match

```
const struct fdt_match dw_gpio_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "snps,dw-apb-gpio-port" },
    { },
}
```

30.170.3.4 fdt_gpio_designware

```
struct fdt_gpio fdt_gpio_designware
```

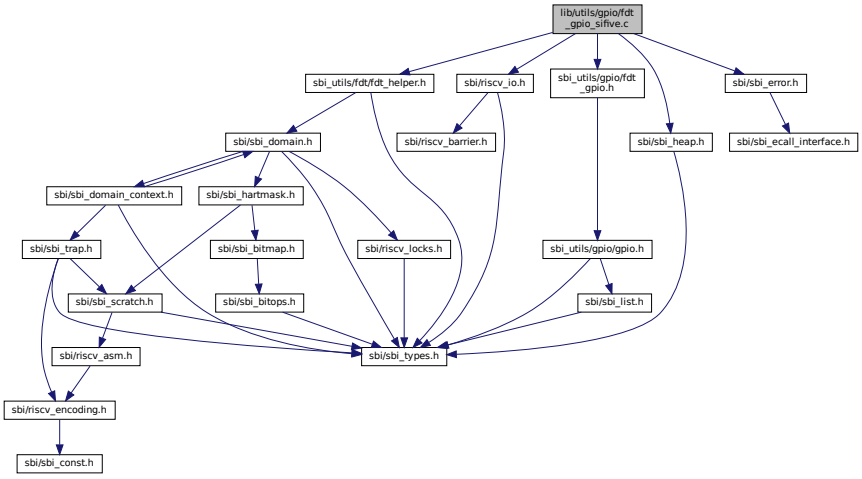
Initial value:

```
= {
    .match_table = dw_gpio_match,
    .xlate = fdt_gpio_simple_xlate,
    .init = dw_gpio_init_bank,
}
```

30.171 lib/utils/gpio/fdt_gpio_sifive.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/gpio/fdt_gpio.h>
```

Include dependency graph for fdt_gpio_sifive.c:



Macros

- #define SIFIVE_GPIO_PINS_MIN 1
- #define SIFIVE_GPIO_PINS_MAX 32
- #define SIFIVE_GPIO_PINS_DEF 16
- #define SIFIVE_GPIO_OUTEN 0x8
- #define SIFIVE_GPIO_OUTVAL 0xc
- #define SIFIVE_GPIO_BIT(b) (1U << (b))

Functions

- static int sifive_gpio_direction_output (struct gpio_pin *gp, int value)
- static void sifive_gpio_set (struct gpio_pin *gp, int value)
- static int sifive_gpio_init (void *fdt, int nodeoff, u32 phandle, const struct fdt_match *match)

Variables

- struct fdt_gpio fdt_gpio_sifive
- static const struct fdt_match sifive_gpio_match [ ]

30.171.1 Macro Definition Documentation

30.171.1.1 SIFIVE_GPIO_BIT

```
#define SIFIVE_GPIO_BIT(
             b ) (1U << (b))
```

30.171.1.2 SIFIVE_GPIO_OUTEN

```
#define SIFIVE_GPIO_OUTEN 0x8
```

30.171.1.3 SIFIVE_GPIO_OUTVAL

```
#define SIFIVE_GPIO_OUTVAL 0xc
```

30.171.1.4 SIFIVE_GPIO_PINS_DEF

```
#define SIFIVE_GPIO_PINS_DEF 16
```

30.171.1.5 SIFIVE_GPIO_PINS_MAX

```
#define SIFIVE_GPIO_PINS_MAX 32
```

30.171.1.6 SIFIVE_GPIO_PINS_MIN

```
#define SIFIVE_GPIO_PINS_MIN 1
```

30.171.2 Function Documentation

30.171.2.1 sifive_gpio_direction_output()

```
static int sifive_gpio_direction_output (
             struct gpio_pin * gp,
             int value )  [static]
```

30.171.2.2 sifive_gpio_init()

```
static int sifive_gpio_init (
             void * fdt,
             int nodeoff,
             u32 phandle,
             const struct fdt_match * match )  [static]
```

30.171.2.3 sifive_gpio_set()

```
static void sifive_gpio_set (
             struct gpio_pin * gp,
             int value )  [static]
```

30.171.3 Variable Documentation

30.171.3.1 fdt_gpio_sifive

```
struct fdt_gpio fdt_gpio_sifive
```

Initial value:

```
= {
    .match_table = sifive_gpio_match,
    .xlate = fdt_gpio_simple_xlate,
    .init = sifive_gpio_init,
}
```

30.171.3.2 sifive_gpio_match

```
const struct fdt_match sifive_gpio_match[]  [static]
```

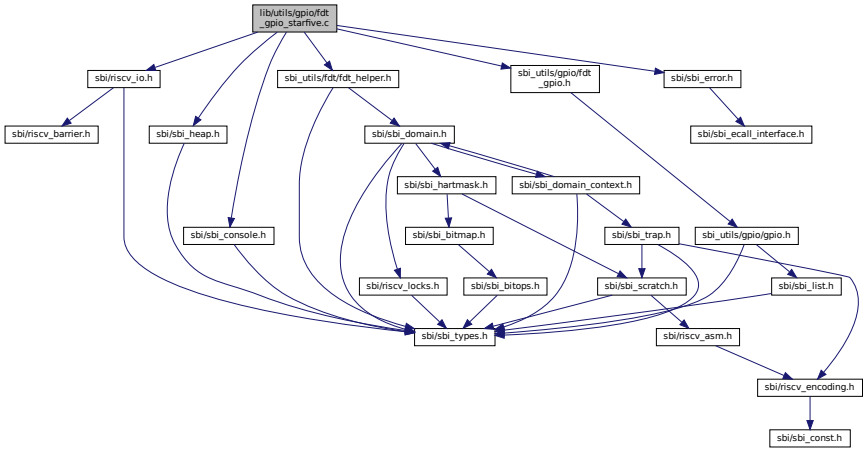
Initial value:

```
= {
    { .compatible = "sifive,gpio0" },
    { },
}
```

30.172 lib/utils/gpio/fdt_gpio_starfive.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/gpio/fdt_gpio.h>
```

Include dependency graph for fdt_gpio_starfive.c:



Macros

- #define STARFIVE_GPIO_PINS_DEF 64
- #define STARFIVE_GPIO_OUTVAL 0x40
- #define STARFIVE_GPIO_MASK 0xff
- #define STARFIVE_GPIO_REG_SHIFT_MASK 0x3
- #define STARFIVE_GPIO_SHIFT_BITS 0x3

Functions

- static int starfive_gpio_direction_output (struct gpio_pin ∗gp, int value)
- static void starfive_gpio_set (struct gpio_pin ∗gp, int value)
- static int starfive_gpio_init (void ∗fdt, int nodeoff, u32 phandle, const struct fdt_match ∗match)

Variables

- struct fdt_gpio fdt_gpio_starfive
- static const struct fdt_match starfive_gpio_match [ ]

30.172.1 Macro Definition Documentation

30.172.1.1 STARFIVE_GPIO_MASK

```
#define STARFIVE_GPIO_MASK 0xff
```

30.172.1.2 STARFIVE_GPIO_OUTVAL

```
#define STARFIVE_GPIO_OUTVAL 0x40
```

30.172.1.3 STARFIVE_GPIO_PINS_DEF

```
#define STARFIVE_GPIO_PINS_DEF 64
```

30.172.1.4 STARFIVE_GPIO_REG_SHIFT_MASK

```
#define STARFIVE_GPIO_REG_SHIFT_MASK 0x3
```

30.172.1.5 STARFIVE_GPIO_SHIFT_BITS

```
#define STARFIVE_GPIO_SHIFT_BITS 0x3
```

30.172.2 Function Documentation

30.172.2.1 starfive_gpio_direction_output()

```
static int starfive_gpio_direction_output (
            struct gpio_pin * gp,
            int value )  [static]
```

30.172.2.2 starfive_gpio_init()

```
static int starfive_gpio_init (
            void * fdt,
            int nodeoff,
            u32 phandle,
            const struct fdt_match * match )  [static]
```

30.172.2.3 starfive_gpio_set()

```
static void starfive_gpio_set (
             struct gpio_pin * gp,
             int value )  [static]
```

30.172.3 Variable Documentation

30.172.3.1 fdt_gpio_starfive

```
struct fdt_gpio fdt_gpio_starfive
```

Initial value:

```
= {
    .match_table = starfive_gpio_match,
    .xlate = fdt_gpio_simple_xlate,
    .init = starfive_gpio_init,
}
```

30.172.3.2 starfive_gpio_match

```
const struct fdt_match starfive_gpio_match[]  [static]
```

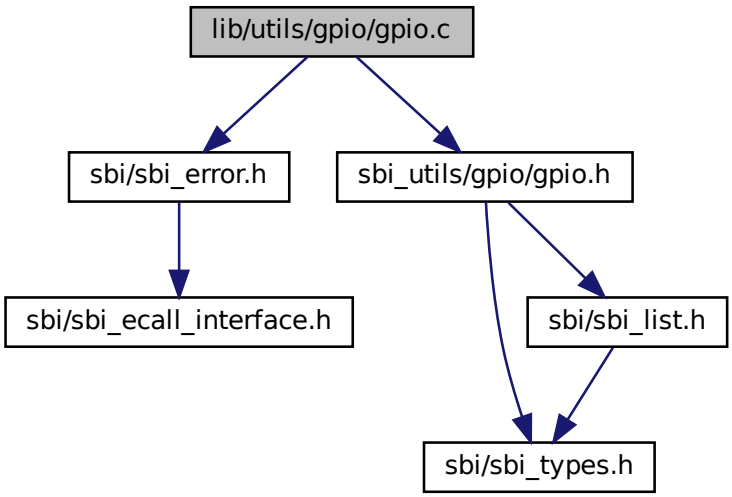
Initial value:

```
= {
    { .compatible = "starfive,jh7110-sys-pinctrl" },
    { .compatible = "starfive,iomux-pinctrl" },
    { },
}
```

30.173 lib/utils/gpio/gpio.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi_utils/gpio/gpio.h>
```

Include dependency graph for gpio.c:



Functions

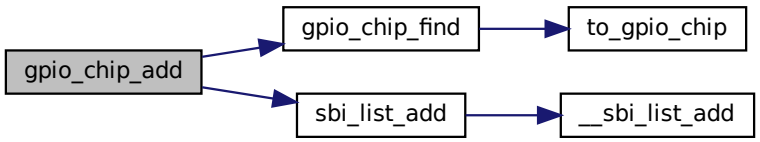
- static SBI_LIST_HEAD (gpio_chip_list)
- struct gpio_chip * gpio_chip_find (unsigned int id)
- int gpio_chip_add (struct gpio_chip *gc)
- void gpio_chip_remove (struct gpio_chip *gc)
- int gpio_get_direction (struct gpio_pin *gp)
- int gpio_direction_input (struct gpio_pin *gp)
- int gpio_direction_output (struct gpio_pin *gp, int value)
- int gpio_get (struct gpio_pin *gp)
- int gpio_set (struct gpio_pin *gp, int value)

30.173.1 Function Documentation

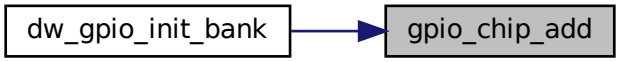
30.173.1.1 gpio_chip_add()

```
int gpio_chip_add (
            struct gpio_chip * gc )
```

Register GPIO chip Here is the call graph for this function:



Here is the caller graph for this function:

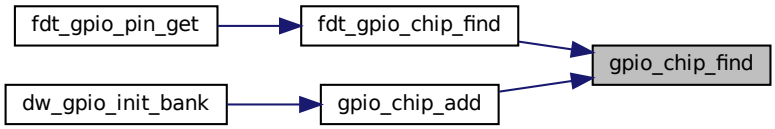


30.173.1.2 gpio_chip_find()

```
struct gpio_chip* gpio_chip_find (
            unsigned int id )
```

Find a registered GPIO chip Here is the call graph for this function:

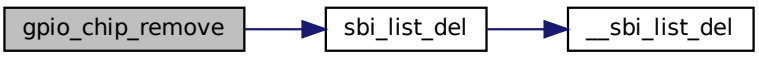
Here is the caller graph for this function:



30.173.1.3 gpio_chip_remove()

```
void gpio_chip_remove (
            struct gpio_chip * gc )
```

Un-register GPIO chip Here is the call graph for this function:



30.173.1.4 gpio_direction_input()

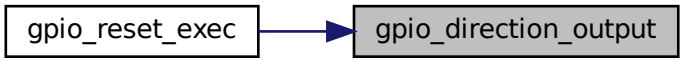
```
int gpio_direction_input (
            struct gpio_pin * gp )
```

Set input direction of GPIO pin

30.173.1.5 gpio_direction_output()

```
int gpio_direction_output (
            struct gpio_pin * gp,
            int value )
```

Set output direction of GPIO pin Here is the caller graph for this function:



30.173.1.6 gpio_get()

```
int gpio_get (
            struct gpio_pin * gp )
```

Get current value of GPIO pin

30.173.1.7 gpio_get_direction()

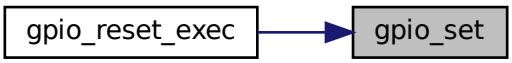
```
int gpio_get_direction (
            struct gpio_pin * gp )
```

Get current direction of GPIO pin

30.173.1.8 gpio_set()

```
int gpio_set (
            struct gpio_pin * gp,
            int value )
```

Set output value of GPIO pin Here is the caller graph for this function:



30.173.1.9 SBI_LIST_HEAD()

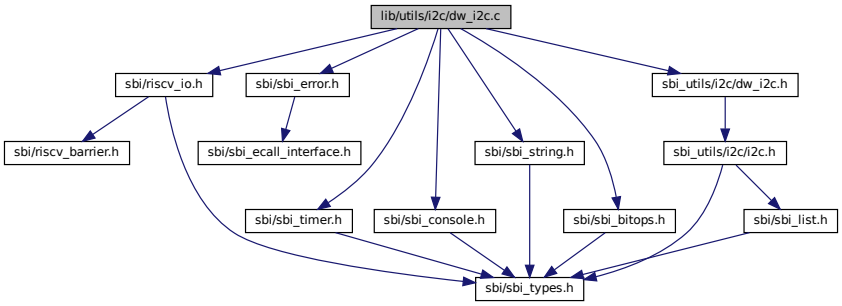
```
static SBI_LIST_HEAD (
            gpio_chip_list  )  [static]
```

30.174 lib/utils/i2c/dw_i2c.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_timer.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_string.h>
```

```
#include <sbi/sbi_bitops.h>
#include <sbi_utils/i2c/dw_i2c.h>
```

Include dependency graph for dw_i2c.c:



Macros

- #define DW_IC_CON 0x00
- #define DW_IC_TAR 0x04
- #define DW_IC_SAR 0x08
- #define DW_IC_DATA_CMD 0x10
- #define DW_IC_SS_SCL_HCNT 0x14
- #define DW_IC_SS_SCL_LCNT 0x18
- #define DW_IC_FS_SCL_HCNT 0x1c
- #define DW_IC_FS_SCL_LCNT 0x20
- #define DW_IC_HS_SCL_HCNT 0x24
- #define DW_IC_HS_SCL_LCNT 0x28
- #define DW_IC_INTR_STAT 0x2c
- #define DW_IC_INTR_MASK 0x30
- #define DW_IC_RAW_INTR_STAT 0x34
- #define DW_IC_RX_TL 0x38
- #define DW_IC_TX_TL 0x3c
- #define DW_IC_CLR_INTR 0x40
- #define DW_IC_CLR_RX_UNDER 0x44
- #define DW_IC_CLR_RX_OVER 0x48
- #define DW_IC_CLR_TX_OVER 0x4c
- #define DW_IC_CLR_RD_REQ 0x50
- #define DW_IC_CLR_TX_ABRT 0x54
- #define DW_IC_CLR_RX_DONE 0x58
- #define DW_IC_CLR_ACTIVITY 0x5c
- #define DW_IC_CLR_STOP_DET 0x60
- #define DW_IC_CLR_START_DET 0x64
- #define DW_IC_CLR_GEN_CALL 0x68
- #define DW_IC_ENABLE 0x6c
- #define DW_IC_STATUS 0x70
- #define DW_IC_TXFLR 0x74
- #define DW_IC_RXFLR 0x78
- #define DW_IC_SDA_HOLD 0x7c
- #define DW_IC_TX_ABRT_SOURCE 0x80
- #define DW_IC_ENABLE_STATUS 0x9c
- #define DW_IC_CLR_RESTART_DET 0xa8
- #define DW_IC_COMP_PARAM_1 0xf4

- #define DW_IC_COMP_VERSION 0xf8
- #define DW_I2C_STATUS_TXFIFO_EMPTY BIT(2)
- #define DW_I2C_STATUS_RXFIFO_NOT_EMPTY BIT(3)
- #define IC_DATA_CMD_READ BIT(8)
- #define IC_DATA_CMD_STOP BIT(9)
- #define IC_DATA_CMD_RESTART BIT(10)
- #define IC_INT_STATUS_STOPDET BIT(9)
- #define dw_i2c_adapter_poll_rxrdy(adap) dw_i2c_adapter_poll(adap, DW_I2C_STATUS_RXFIFO_NOT_EMPTY, DW_IC_STATUS, 0)
- #define dw_i2c_adapter_poll_txfifo_ready(adap) dw_i2c_adapter_poll(adap, DW_I2C_STATUS_TXFIFO_EMPTY, DW_IC_STATUS, 0)

Functions

- static void dw_i2c_setreg (struct dw_i2c_adapter *adap, u8 reg, u32 value)
- static u32 dw_i2c_getreg (struct dw_i2c_adapter *adap, u32 reg)
- static int dw_i2c_adapter_poll (struct dw_i2c_adapter *adap, u32 mask, u32 addr, bool inverted)
- static int dw_i2c_write_addr (struct dw_i2c_adapter *adap, u8 addr)
- static int dw_i2c_adapter_read (struct i2c_adapter *ia, u8 addr, u8 reg, u8 *buffer, int len)
- static int dw_i2c_adapter_write (struct i2c_adapter *ia, u8 addr, u8 reg, u8 *buffer, int len)
- int dw_i2c_init (struct i2c_adapter *adapter, int nodeoff)

30.174.1 Macro Definition Documentation

30.174.1.1 dw_i2c_adapter_poll_rxrdy

```
#define dw_i2c_adapter_poll_rxrdy(
              adap )  dw_i2c_adapter_poll(adap, DW_I2C_STATUS_RXFIFO_NOT_EMPTY, DW_IC_STATUS,
0)
```

30.174.1.2 dw_i2c_adapter_poll_txfifo_ready

```
#define dw_i2c_adapter_poll_txfifo_ready(
              adap )  dw_i2c_adapter_poll(adap, DW_I2C_STATUS_TXFIFO_EMPTY, DW_IC_STATUS, 0)
```

30.174.1.3 DW_I2C_STATUS_RXFIFO_NOT_EMPTY

```
#define DW_I2C_STATUS_RXFIFO_NOT_EMPTY BIT(3)
```

30.174.1.4 DW_I2C_STATUS_TXFIFO_EMPTY

```
#define DW_I2C_STATUS_TXFIFO_EMPTY BIT(2)
```

30.174.1.5 DW_IC_CLR_ACTIVITY

```
#define DW_IC_CLR_ACTIVITY 0x5c
```

30.174.1.6 DW_IC_CLR_GEN_CALL

```
#define DW_IC_CLR_GEN_CALL 0x68
```

30.174.1.7 DW_IC_CLR_INTR

```
#define DW_IC_CLR_INTR 0x40
```

30.174.1.8 DW_IC_CLR_RD_REQ

```
#define DW_IC_CLR_RD_REQ 0x50
```

30.174.1.9 DW_IC_CLR_RESTART_DET

```
#define DW_IC_CLR_RESTART_DET 0xa8
```

30.174.1.10 DW_IC_CLR_RX_DONE

```
#define DW_IC_CLR_RX_DONE 0x58
```

30.174.1.11 DW_IC_CLR_RX_OVER

```
#define DW_IC_CLR_RX_OVER 0x48
```

30.174.1.12 DW_IC_CLR_RX_UNDER

```
#define DW_IC_CLR_RX_UNDER 0x44
```

30.174.1.13 DW_IC_CLR_START_DET

```
#define DW_IC_CLR_START_DET 0x64
```

30.174.1.14 DW_IC_CLR_STOP_DET

```
#define DW_IC_CLR_STOP_DET 0x60
```

30.174.1.15 DW_IC_CLR_TX_ABRT

```
#define DW_IC_CLR_TX_ABRT 0x54
```

30.174.1.16 DW_IC_CLR_TX_OVER

```
#define DW_IC_CLR_TX_OVER 0x4c
```

30.174.1.17 DW_IC_COMP_PARAM_1

```
#define DW_IC_COMP_PARAM_1 0xf4
```

30.174.1.18 DW_IC_COMP_VERSION

```
#define DW_IC_COMP_VERSION 0xf8
```

30.174.1.19 DW_IC_CON

```
#define DW_IC_CON 0x00
```

30.174.1.20 DW_IC_DATA_CMD

```
#define DW_IC_DATA_CMD 0x10
```

30.174.1.21 DW_IC_ENABLE

```
#define DW_IC_ENABLE 0x6c
```

30.174.1.22 DW_IC_ENABLE_STATUS

```
#define DW_IC_ENABLE_STATUS 0x9c
```

30.174.1.23 DW_IC_FS_SCL_HCNT

```
#define DW_IC_FS_SCL_HCNT 0x1c
```

30.174.1.24 DW_IC_FS_SCL_LCNT

```
#define DW_IC_FS_SCL_LCNT 0x20
```

30.174.1.25 DW_IC_HS_SCL_HCNT

```
#define DW_IC_HS_SCL_HCNT 0x24
```

30.174.1.26 DW_IC_HS_SCL_LCNT

```
#define DW_IC_HS_SCL_LCNT 0x28
```

30.174.1.27 DW_IC_INTR_MASK

```
#define DW_IC_INTR_MASK 0x30
```

30.174.1.28 DW_IC_INTR_STAT

```
#define DW_IC_INTR_STAT 0x2c
```

30.174.1.29 DW_IC_RAW_INTR_STAT

```
#define DW_IC_RAW_INTR_STAT 0x34
```

30.174.1.30 DW_IC_RX_TL

```
#define DW_IC_RX_TL 0x38
```

30.174.1.31 DW_IC_RXFLR

```
#define DW_IC_RXFLR 0x78
```

30.174.1.32 DW_IC_SAR

```
#define DW_IC_SAR 0x08
```

30.174.1.33 DW_IC_SDA_HOLD

```
#define DW_IC_SDA_HOLD 0x7c
```

30.174.1.34 DW_IC_SS_SCL_HCNT

```
#define DW_IC_SS_SCL_HCNT 0x14
```

30.174.1.35 DW_IC_SS_SCL_LCNT

```
#define DW_IC_SS_SCL_LCNT 0x18
```

30.174.1.36 DW_IC_STATUS

```
#define DW_IC_STATUS 0x70
```

30.174.1.37 DW_IC_TAR

```
#define DW_IC_TAR 0x04
```

30.174.1.38 DW_IC_TX_ABRT_SOURCE

```
#define DW_IC_TX_ABRT_SOURCE 0x80
```

30.174.1.39 DW_IC_TX_TL

```
#define DW_IC_TX_TL 0x3c
```

30.174.1.40 DW_IC_TXFLR

```
#define DW_IC_TXFLR 0x74
```

30.174.1.41 IC_DATA_CMD_READ

```
#define IC_DATA_CMD_READ BIT(8)
```

30.174.1.42 IC_DATA_CMD_RESTART

```
#define IC_DATA_CMD_RESTART BIT(10)
```

30.174.1.43 IC_DATA_CMD_STOP

```
#define IC_DATA_CMD_STOP BIT(9)
```

30.174.1.44 IC_INT_STATUS_STOPDET

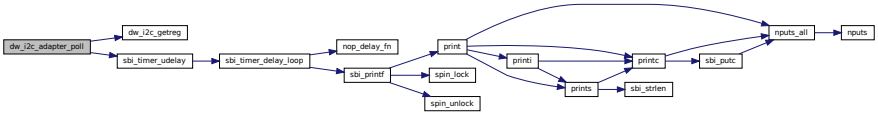
```
#define IC_INT_STATUS_STOPDET BIT(9)
```

30.174.2 Function Documentation

30.174.2.1 dw_i2c_adapter_poll()

```
static int dw_i2c_adapter_poll (
              struct dw_i2c_adapter * adap,
              u32 mask,
              u32 addr,
              bool inverted )  [static]
```

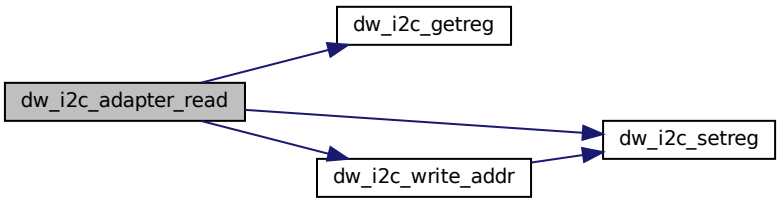
Here is the call graph for this function:



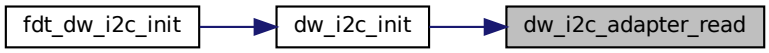
30.174.2.2 dw_i2c_adapter_read()

```
static int dw_i2c_adapter_read (
              struct i2c_adapter * ia,
              u8 addr,
              u8 reg,
              u8 * buffer,
              int len )  [static]
```

Here is the call graph for this function:



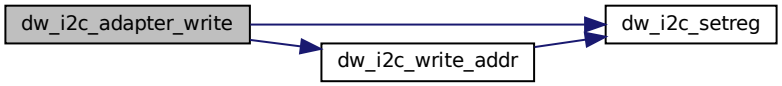
Here is the caller graph for this function:



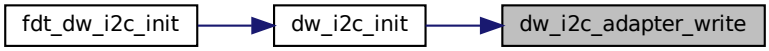
30.174.2.3 dw_i2c_adapter_write()

```
static int dw_i2c_adapter_write (
            struct i2c_adapter * ia,
            u8 addr,
            u8 reg,
            u8 * buffer,
            int len )  [static]
```

Here is the call graph for this function:



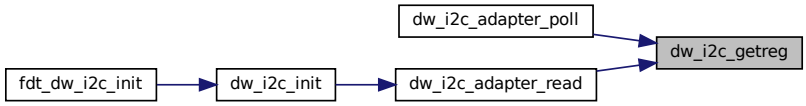
Here is the caller graph for this function:



30.174.2.4 dw_i2c_getreg()

```
static u32 dw_i2c_getreg (
            struct dw_i2c_adapter * adap,
            u32 reg )  [inline], [static]
```

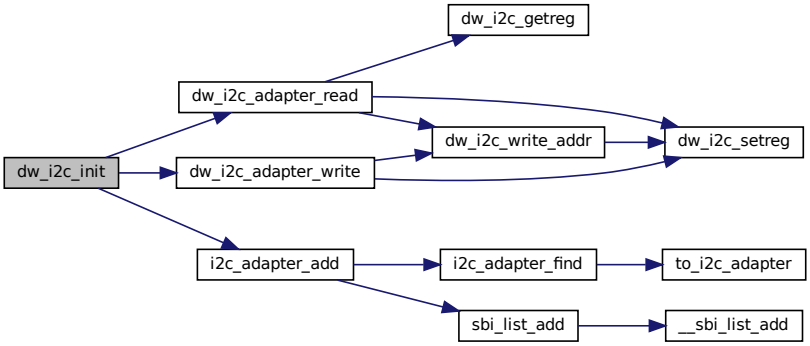
Here is the caller graph for this function:



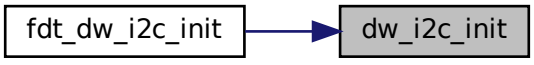
30.174.2.5 dw_i2c_init()

```
int dw_i2c_init (
            struct i2c_adapter * adapter,
            int nodeoff )
```

Here is the call graph for this function:



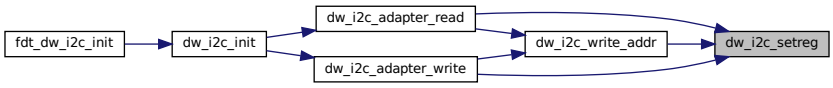
Here is the caller graph for this function:



30.174.2.6 dw_i2c_setreg()

```
static void dw_i2c_setreg (
            struct dw_i2c_adapter * adap,
            u8 reg,
            u32 value )  [inline], [static]
```

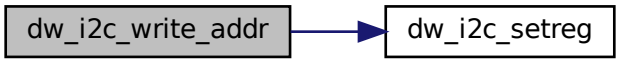
Here is the caller graph for this function:



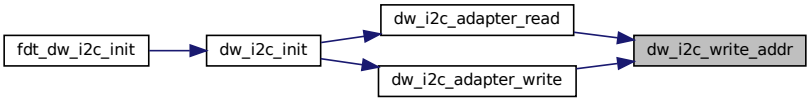
30.174.2.7 dw_i2c_write_addr()

```
static int dw_i2c_write_addr (
            struct dw_i2c_adapter * adap,
            u8 addr )  [static]
```

Here is the call graph for this function:



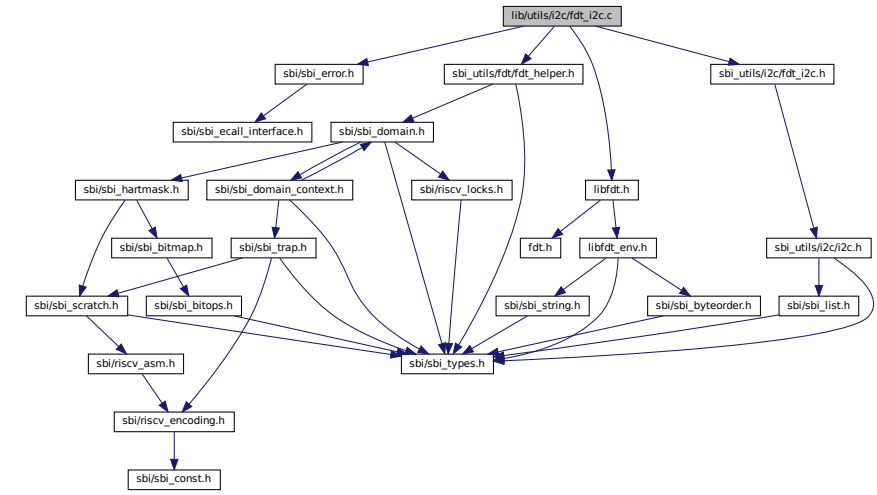
Here is the caller graph for this function:



30.175 lib/utils/i2c/fdt_i2c.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_error.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/i2c/fdt_i2c.h>
```

Include dependency graph for fdt_i2c.c:



Functions

- static int fdt_i2c_adapter_init (void *fdt, int nodeoff)
- static int fdt_i2c_adapter_find (void *fdt, int nodeoff, struct i2c_adapter **out_adapter)
- int fdt_i2c_adapter_get (void *fdt, int nodeoff, struct i2c_adapter **out_adapter)

Variables

- struct fdt_i2c_adapter * fdt_i2c_adapter_drivers [ ]
- unsigned long fdt_i2c_adapter_drivers_size

30.175.1 Function Documentation

30.175.1.1 fdt_i2c_adapter_find()

```
static int fdt_i2c_adapter_find (
            void * fdt,
            int nodeoff,
            struct i2c_adapter ** out_adapter )  [static]
```

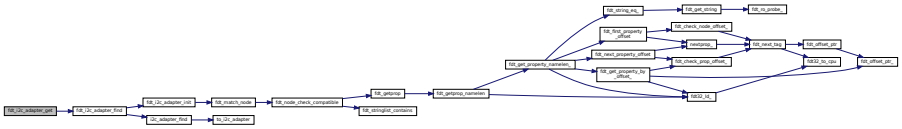
Here is the call graph for this function:

Here is the caller graph for this function:

30.175.1.2 fdt_i2c_adapter_get()

```
int fdt_i2c_adapter_get (
            void * fdt,
            int nodeoff,
            struct i2c_adapter ** out_adapter )
```

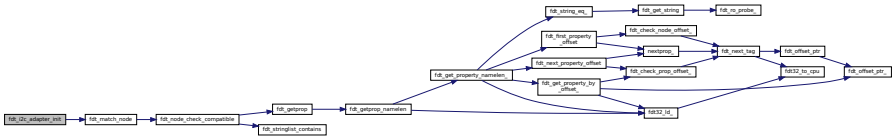
Get I2C adapter identified by nodeoff Here is the call graph for this function:



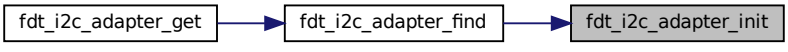
30.175.1.3 fdt_i2c_adapter_init()

```
static int fdt_i2c_adapter_init (
            void * fdt,
            int nodeoff )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.175.2 Variable Documentation

30.175.2.1 fdt_i2c_adapter_drivers

```
struct fdt_i2c_adapter* fdt_i2c_adapter_drivers[]  [extern]
```

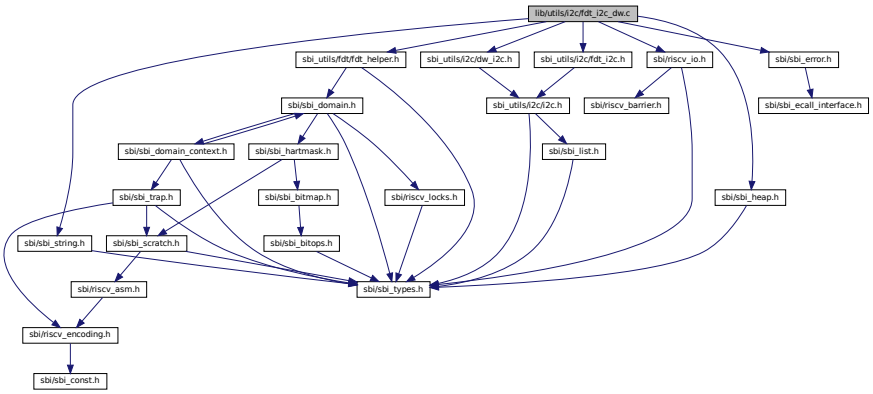
30.175.2.2 fdt_i2c_adapter_drivers_size

```
unsigned long fdt_i2c_adapter_drivers_size  [extern]
```

30.176 lib/utils/i2c/fdt_i2c_dw.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_string.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/i2c/dw_i2c.h>
#include <sbi_utils/i2c/fdt_i2c.h>
```

Include dependency graph for fdt_i2c_dw.c:



Functions

- static int fdt_dw_i2c_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

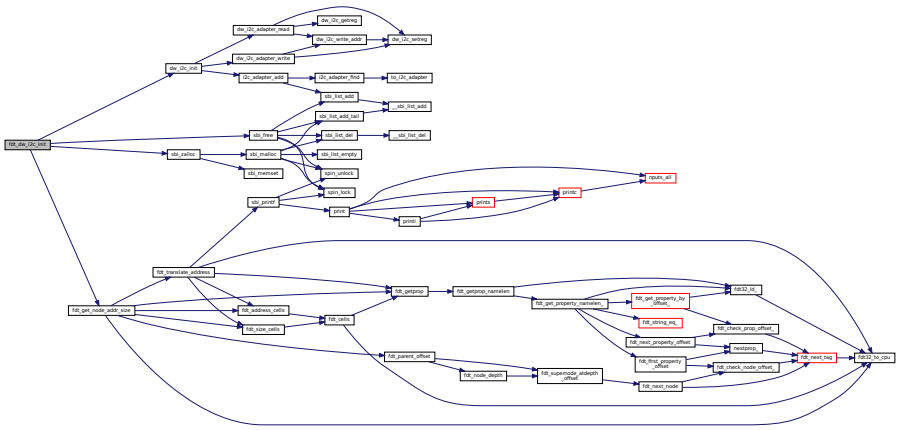
- static const struct fdt_match fdt_dw_i2c_match [ ]
- struct fdt_i2c_adapter fdt_i2c_adapter_dw

30.176.1 Function Documentation

30.176.1.1 fdt_dw_i2c_init()

```
static int fdt_dw_i2c_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

Here is the call graph for this function:



30.176.2 Variable Documentation

30.176.2.1 fdt_dw_i2c_match

```
const struct fdt_match fdt_dw_i2c_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "snps,designware-i2c" },
    { .compatible = "starfive,jh7110-i2c" },
    { },
}
```

30.176.2.2 fdt_i2c_adapter_dw

```
struct fdt_i2c_adapter fdt_i2c_adapter_dw
```

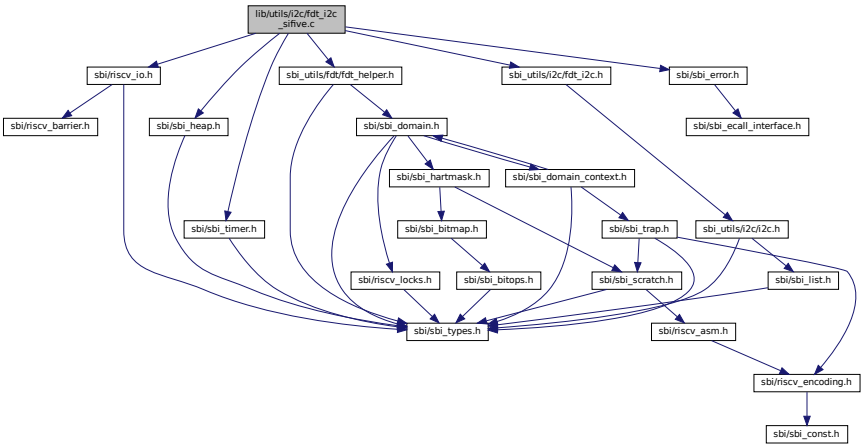
Initial value:

```
= {
    .match_table = fdt_dw_i2c_match,
    .init = fdt_dw_i2c_init,
}
```

30.177 lib/utils/i2c/fdt_i2c_sifive.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_timer.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/i2c/fdt_i2c.h>
```

Include dependency graph for fdt_i2c_sifive.c:



Macros

- #define SIFIVE_I2C_PRELO 0x00
- #define SIFIVE_I2C_PREHI 0x04
- #define SIFIVE_I2C_CTR 0x08
- #define SIFIVE_I2C_TXR 0x00c
- #define SIFIVE_I2C_RXR SIFIVE_I2C_TXR
- #define SIFIVE_I2C_CR 0x010
- #define SIFIVE_I2C_SR SIFIVE_I2C_CR
- #define SIFIVE_I2C_CTR_IEN (1 << 6)
- #define SIFIVE_I2C_CTR_EN (1 << 7)
- #define SIFIVE_I2C_CMD_IACK (1 << 0)
- #define SIFIVE_I2C_CMD_ACK (1 << 3)
- #define SIFIVE_I2C_CMD_WR (1 << 4)
- #define SIFIVE_I2C_CMD_RD (1 << 5)
- #define SIFIVE_I2C_CMD_STO (1 << 6)
- #define SIFIVE_I2C_CMD_STA (1 << 7)
- #define SIFIVE_I2C_STATUS_IF (1 << 0)
- #define SIFIVE_I2C_STATUS_TIP (1 << 1)
- #define SIFIVE_I2C_STATUS_AL (1 << 5)
- #define SIFIVE_I2C_STATUS_BUSY (1 << 6)
- #define SIFIVE_I2C_STATUS_RXACK (1 << 7)
- #define SIFIVE_I2C_WRITE_BIT (0 << 0)
- #define SIFIVE_I2C_READ_BIT (1 << 0)
- #define sifive_i2c_adapter_poll_tip(adap) sifive_i2c_adapter_poll(adap, SIFIVE_I2C_STATUS_TIP)
- #define sifive_i2c_adapter_poll_busy(adap) sifive_i2c_adapter_poll(adap, SIFIVE_I2C_STATUS_BUSY)

Functions

- static void sifive_i2c_setreg (struct sifive_i2c_adapter *adap, uint8_t reg, uint8_t value)
- static uint8_t sifive_i2c_getreg (struct sifive_i2c_adapter *adap, uint8_t reg)
- static int sifive_i2c_adapter_rxack (struct sifive_i2c_adapter *adap)
- static int sifive_i2c_adapter_poll (struct sifive_i2c_adapter *adap, uint32_t mask)
- static int sifive_i2c_adapter_start (struct sifive_i2c_adapter *adap, uint8_t addr, uint8_t bit)
- static int sifive_i2c_adapter_write (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)
- static int sifive_i2c_adapter_read (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)
- static int sifive_i2c_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match sifive_i2c_match [ ]
- struct fdt_i2c_adapter fdt_i2c_adapter_sifive

30.177.1 Macro Definition Documentation

30.177.1.1 sifive_i2c_adapter_poll_busy

```
#define sifive_i2c_adapter_poll_busy(
              adap ) sifive_i2c_adapter_poll(adap, SIFIVE_I2C_STATUS_BUSY)
```

30.177.1.2 sifive_i2c_adapter_poll_tip

```
#define sifive_i2c_adapter_poll_tip(
              adap )  sifive_i2c_adapter_poll(adap, SIFIVE_I2C_STATUS_TIP)
```

30.177.1.3 SIFIVE_I2C_CMD_ACK

```
#define SIFIVE_I2C_CMD_ACK (1 << 3)
```

30.177.1.4 SIFIVE_I2C_CMD_IACK

```
#define SIFIVE_I2C_CMD_IACK (1 << 0)
```

30.177.1.5 SIFIVE_I2C_CMD_RD

```
#define SIFIVE_I2C_CMD_RD (1 << 5)
```

30.177.1.6 SIFIVE_I2C_CMD_STA

```
#define SIFIVE_I2C_CMD_STA (1 << 7)
```

30.177.1.7 SIFIVE_I2C_CMD_STO

```
#define SIFIVE_I2C_CMD_STO (1 << 6)
```

30.177.1.8 SIFIVE_I2C_CMD_WR

```
#define SIFIVE_I2C_CMD_WR (1 << 4)
```

30.177.1.9 SIFIVE_I2C_CR

```
#define SIFIVE_I2C_CR 0x010
```

30.177.1.10 SIFIVE_I2C_CTR

```
#define SIFIVE_I2C_CTR 0x08
```

30.177.1.11 SIFIVE_I2C_CTR_EN

```
#define SIFIVE_I2C_CTR_EN (1 << 7)
```

30.177.1.12 SIFIVE_I2C_CTR_IEN

```
#define SIFIVE_I2C_CTR_IEN (1 << 6)
```

30.177.1.13 SIFIVE_I2C_PREHI

```
#define SIFIVE_I2C_PREHI 0x04
```

30.177.1.14 SIFIVE_I2C_PRELO

```
#define SIFIVE_I2C_PRELO 0x00
```

30.177.1.15 SIFIVE_I2C_READ_BIT

```
#define SIFIVE_I2C_READ_BIT (1 << 0)
```

30.177.1.16 SIFIVE_I2C_RXR

```
#define SIFIVE_I2C_RXR SIFIVE_I2C_TXR
```

30.177.1.17 SIFIVE_I2C_SR

```
#define SIFIVE_I2C_SR SIFIVE_I2C_CR
```

30.177.1.18 SIFIVE_I2C_STATUS_AL

```
#define SIFIVE_I2C_STATUS_AL (1 << 5)
```

30.177.1.19 SIFIVE_I2C_STATUS_BUSY

```
#define SIFIVE_I2C_STATUS_BUSY (1 << 6)
```

30.177.1.20 SIFIVE_I2C_STATUS_IF

```
#define SIFIVE_I2C_STATUS_IF (1 << 0)
```

30.177.1.21 SIFIVE_I2C_STATUS_RXACK

```
#define SIFIVE_I2C_STATUS_RXACK (1 << 7)
```

30.177.1.22 SIFIVE_I2C_STATUS_TIP

```
#define SIFIVE_I2C_STATUS_TIP (1 << 1)
```

30.177.1.23 SIFIVE_I2C_TXR

```
#define SIFIVE_I2C_TXR 0x00c
```

30.177.1.24 SIFIVE_I2C_WRITE_BIT

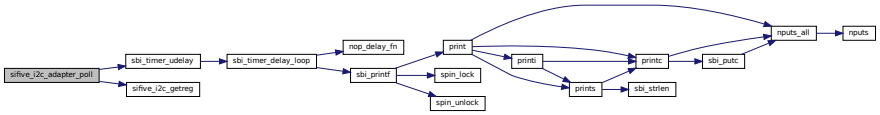
```
#define SIFIVE_I2C_WRITE_BIT (0 << 0)
```

30.177.2 Function Documentation

30.177.2.1 sifive_i2c_adapter_poll()

```
static int sifive_i2c_adapter_poll (
            struct sifive_i2c_adapter * adap,
            uint32_t mask )  [static]
```

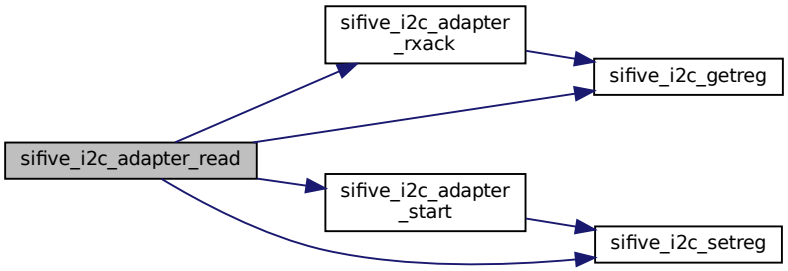
Here is the call graph for this function:



30.177.2.2 sifive_i2c_adapter_read()

```
static int sifive_i2c_adapter_read (
            struct i2c_adapter * ia,
            uint8_t addr,
            uint8_t reg,
            uint8_t * buffer,
            int len )  [static]
```

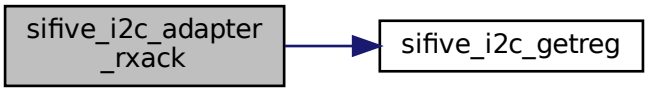
Here is the call graph for this function:



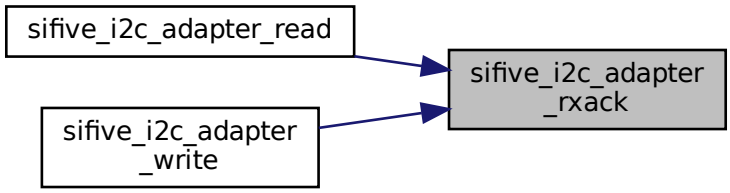
30.177.2.3 sifive_i2c_adapter_rxack()

```
static int sifive_i2c_adapter_rxack (
            struct sifive_i2c_adapter * adap )  [static]
```

Here is the call graph for this function:



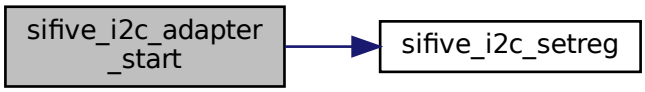
Here is the caller graph for this function:



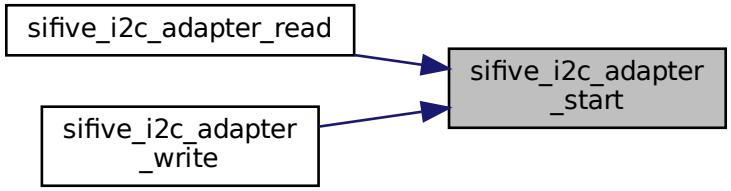
30.177.2.4 sifive_i2c_adapter_start()

```
static int sifive_i2c_adapter_start (
            struct sifive_i2c_adapter * adap,
            uint8_t addr,
            uint8_t bit )  [static]
```

Here is the call graph for this function:



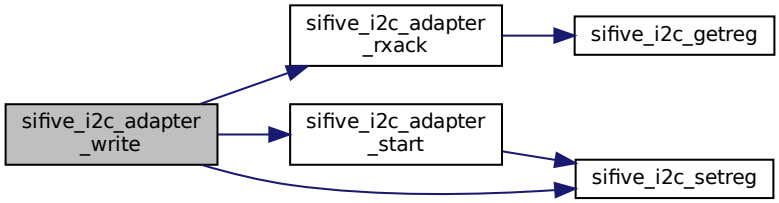
Here is the caller graph for this function:



30.177.2.5 sifive_i2c_adapter_write()

```
static int sifive_i2c_adapter_write (
            struct i2c_adapter * ia,
            uint8_t addr,
            uint8_t reg,
            uint8_t * buffer,
            int len )  [static]
```

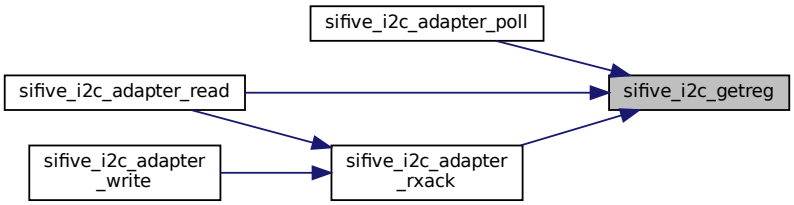
Here is the call graph for this function:



30.177.2.6 sifive_i2c_getreg()

```
static uint8_t sifive_i2c_getreg (
            struct sifive_i2c_adapter * adap,
            uint8_t reg )  [inline], [static]
```

Here is the caller graph for this function:



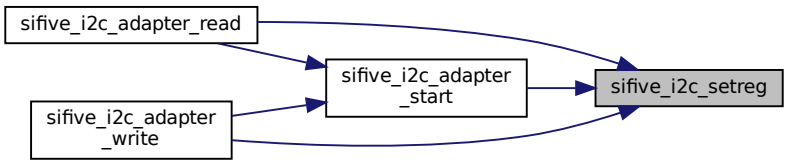
30.177.2.7 sifive_i2c_init()

```
static int sifive_i2c_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.177.2.8 sifive_i2c_setreg()

```
static void sifive_i2c_setreg (
            struct sifive_i2c_adapter * adap,
            uint8_t reg,
            uint8_t value )  [inline], [static]
```

Here is the caller graph for this function:



30.177.3 Variable Documentation

30.177.3.1 fdt_i2c_adapter_sifive

```
struct fdt_i2c_adapter fdt_i2c_adapter_sifive
```

Initial value:

```
= {
    .match_table = sifive_i2c_match,
    .init = sifive_i2c_init,
}
```

30.177.3.2 sifive_i2c_match

```
const struct fdt_match sifive_i2c_match[]  [static]
```

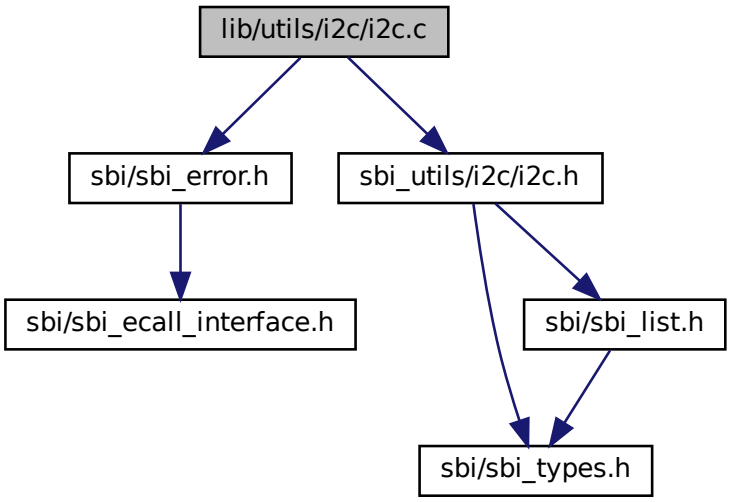
Initial value:

```
= {
    { .compatible = "sifive,i2c0" },
    { },
}
```

30.178 lib/utils/i2c/i2c.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi_utils/i2c/i2c.h>
```

Include dependency graph for i2c.c:



Functions

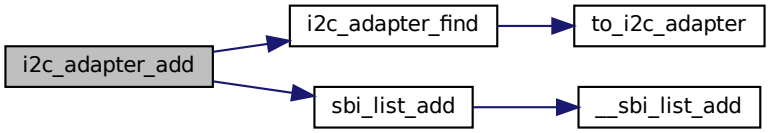
- static SBI_LIST_HEAD (i2c_adapters_list)
- struct i2c_adapter * i2c_adapter_find (int id)
- int i2c_adapter_add (struct i2c_adapter *ia)
- void i2c_adapter_remove (struct i2c_adapter *ia)
- int i2c_adapter_write (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)
- int i2c_adapter_read (struct i2c_adapter *ia, uint8_t addr, uint8_t reg, uint8_t *buffer, int len)

30.178.1 Function Documentation

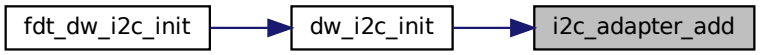
30.178.1.1 i2c_adapter_add()

```
int i2c_adapter_add (
            struct i2c_adapter * ia )
```

Register I2C adapter Here is the call graph for this function:



Here is the caller graph for this function:

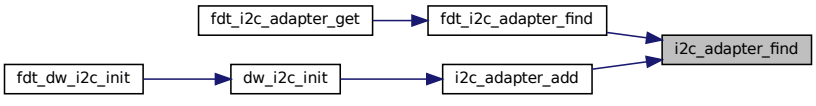


30.178.1.2 i2c_adapter_find()

```
struct i2c_adapter* i2c_adapter_find (
            int id )
```

Find a registered I2C adapter Here is the call graph for this function:

Here is the caller graph for this function:

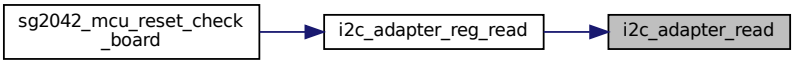


30.178.1.3 i2c_adapter_read()

```
int i2c_adapter_read (
            struct i2c_adapter * ia,
```

```
            uint8_t addr,
            uint8_t reg,
            uint8_t * buffer,
            int len )
```

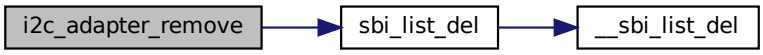
Read from device on I2C adapter bus Here is the caller graph for this function:



30.178.1.4 i2c_adapter_remove()

```
void i2c_adapter_remove (
            struct i2c_adapter * ia )
```

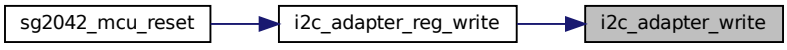
Un-register I2C adapter Here is the call graph for this function:



30.178.1.5 i2c_adapter_write()

```
int i2c_adapter_write (
            struct i2c_adapter * ia,
            uint8_t addr,
            uint8_t reg,
            uint8_t * buffer,
            int len )
```

Send to device on I2C adapter bus Here is the caller graph for this function:



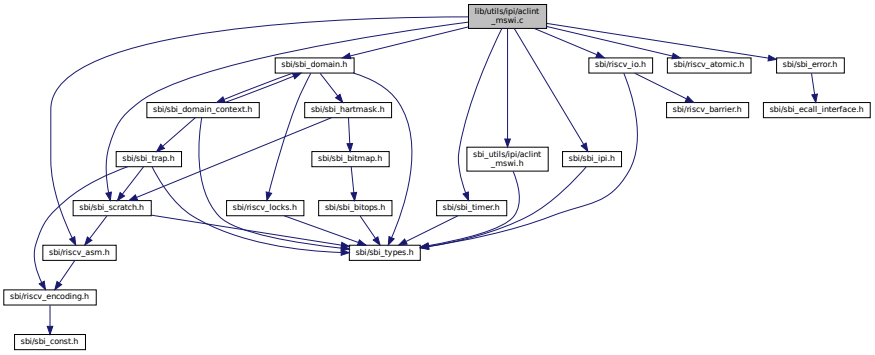
30.178.1.6 SBI_LIST_HEAD()

```
static SBI_LIST_HEAD (
            i2c_adapters_list  )  [static]
```

30.179 lib/utils/ipi/aclint_mswi.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_atomic.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_timer.h>
#include <sbi_utils/ipi/aclint_mswi.h>
```

Include dependency graph for aclint_mswi.c:



Macros

- #define mswi_get_hart_data_ptr(__scratch) sbi_scratch_read_type((__scratch), void *, mswi_ptr_offset)
- #define mswi_set_hart_data_ptr(__scratch, __mswi) sbi_scratch_write_type((__scratch), void *, mswi_ptr_offset, (__mswi))

Functions

- static void mswi_ipi_send (u32 hart_index)
- static void mswi_ipi_clear (u32 hart_index)
- int aclint_mswi_warm_init (void)
- int aclint_mswi_cold_init (struct aclint_mswi_data *mswi)

Variables

- static unsigned long mswi_ptr_offset
- static struct sbi_ipi_device aclint_mswi

30.179.1 Macro Definition Documentation

30.179.1.1 mswi_get_hart_data_ptr

```
#define mswi_get_hart_data_ptr(
            __scratch )  sbi_scratch_read_type((__scratch), void *, mswi_ptr_offset)
```

30.179.1.2 mswi_set_hart_data_ptr

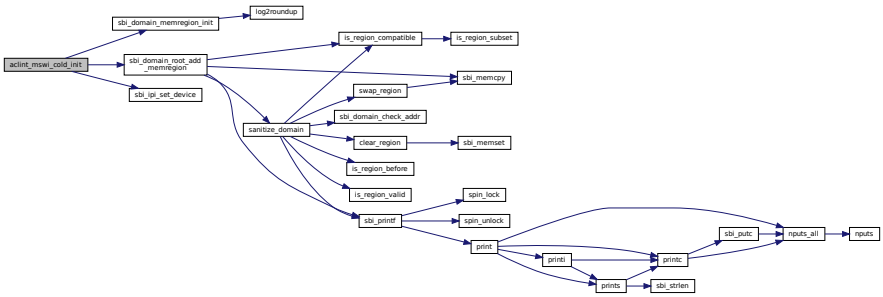
```
#define mswi_set_hart_data_ptr(
              __scratch,
              __mswi )  sbi_scratch_write_type((__scratch), void *, mswi_ptr_offset, (__mswi))
```

30.179.2 Function Documentation

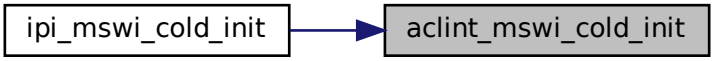
30.179.2.1 aclint_mswi_cold_init()

```
int aclint_mswi_cold_init (
             struct aclint_mswi_data * mswi )
```

Here is the call graph for this function:



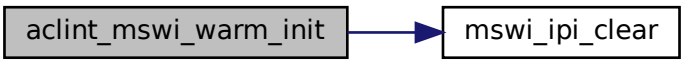
Here is the caller graph for this function:



30.179.2.2 aclint_mswi_warm_init()

```
int aclint_mswi_warm_init (
             void  )
```

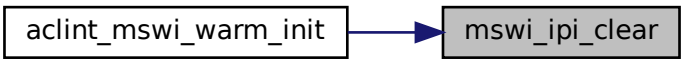
Here is the call graph for this function:



30.179.2.3 mswi_ipi_clear()

```
static void mswi_ipi_clear (
             u32 hart_index )  [static]
```

Here is the caller graph for this function:



30.179.2.4 mswi_ipi_send()

```
static void mswi_ipi_send (
             u32 hart_index )  [static]
```

30.179.3 Variable Documentation

30.179.3.1 aclint_mswi

```
struct sbi_ipi_device aclint_mswi  [static]
```

Initial value:

```
= {
    .name = "aclint-mswi",
    .ipi_send = mswi_ipi_send,
    .ipi_clear = mswi_ipi_clear
}
```

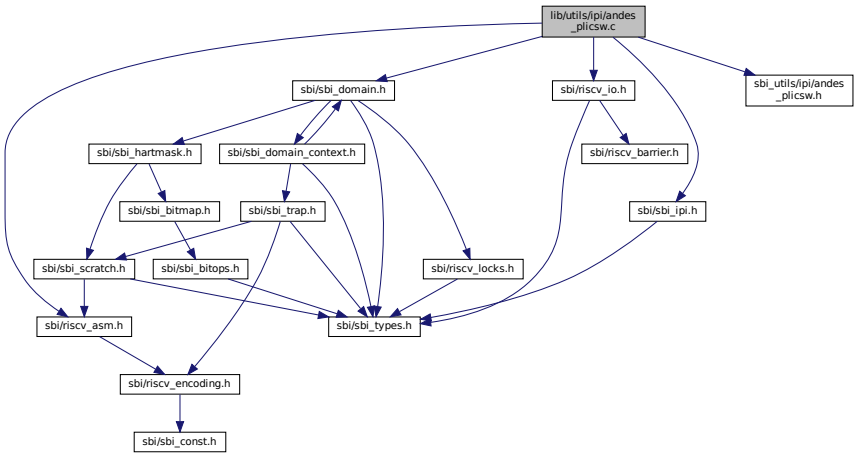
30.179.3.2 mswi_ptr_offset

```
unsigned long mswi_ptr_offset  [static]
```

30.180 lib/utils/ipi/andes_plicsw.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_ipi.h>
#include <sbi_utils/ipi/andes_plicsw.h>
```

Include dependency graph for andes_plicsw.c:



Functions

- static void plicsw_ipi_send (u32 hart_index)
- static void plicsw_ipi_clear (u32 hart_index)
- int plicsw_warm_ipi_init (void)
- int plicsw_cold_ipi_init (struct plicsw_data *plicsw)

Variables

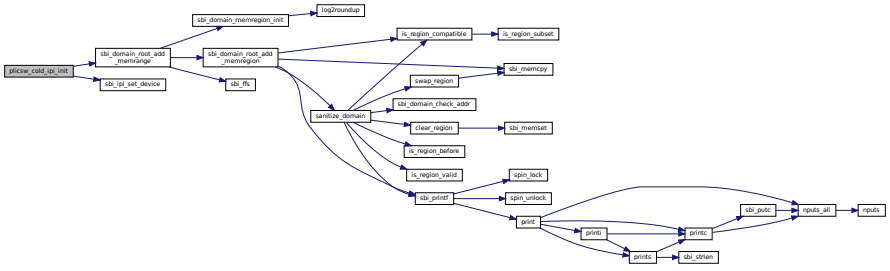
- struct plicsw_data plicsw
- static struct sbi_ipi_device plicsw_ipi

30.180.1 Function Documentation

30.180.1.1 plicsw_cold_ipi_init()

```
int plicsw_cold_ipi_init (
            struct plicsw_data * plicsw )
```

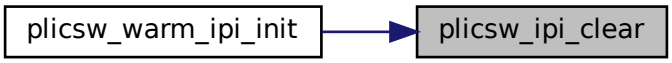
Here is the call graph for this function:



30.180.1.2 plicsw_ipi_clear()

```
static void plicsw_ipi_clear (
            u32 hart_index )  [static]
```

Here is the caller graph for this function:



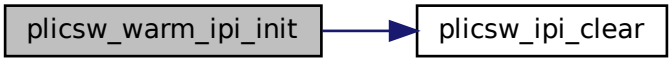
30.180.1.3 plicsw_ipi_send()

```
static void plicsw_ipi_send (
            u32 hart_index )  [static]
```

30.180.1.4 plicsw_warm_ipi_init()

```
int plicsw_warm_ipi_init (
            void  )
```

Here is the call graph for this function:



30.180.2 Variable Documentation

30.180.2.1 plicsw

```
struct plicsw_data plicsw
```

30.180.2.2 plicsw_ipi

```
struct sbi_ipi_device plicsw_ipi  [static]
```

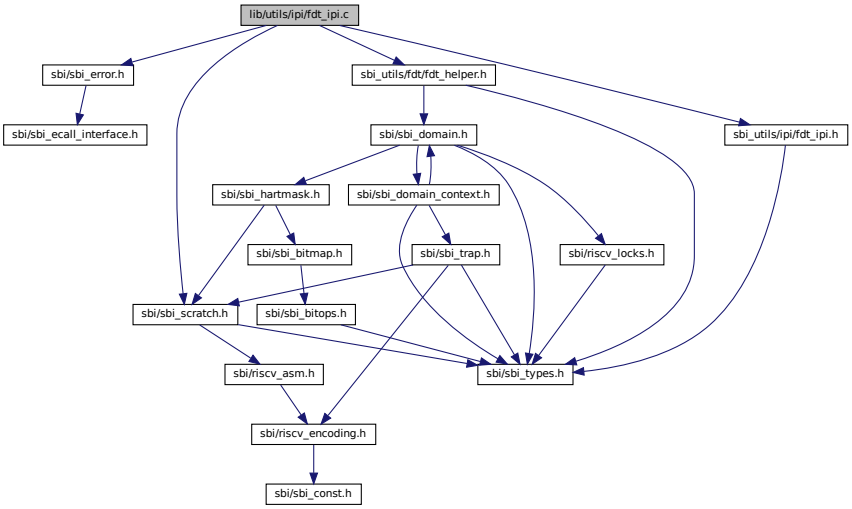
Initial value:

```
= {
    .name      = "andes_plicsw",
    .ipi_send  = plicsw_ipi_send,
    .ipi_clear = plicsw_ipi_clear
}
```

30.181 lib/utils/ipi/fdt_ipi.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/ipi/fdt_ipi.h>
```

Include dependency graph for fdt_ipi.c:



Functions

- void fdt_ipi_exit (void)
- static int fdt_ipi_warm_init (void)
- static int fdt_ipi_cold_init (void)
- int fdt_ipi_init (bool cold_boot)

Variables

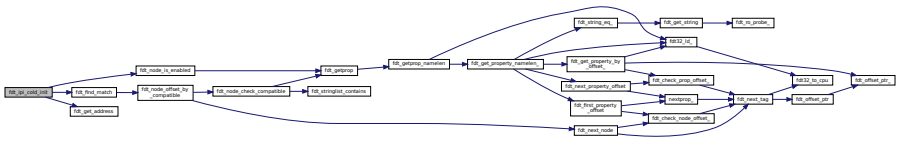
- struct fdt_ipi * fdt_ipi_drivers [ ]
- unsigned long fdt_ipi_drivers_size
- static struct fdt_ipi * current_driver = NULL

30.181.1 Function Documentation

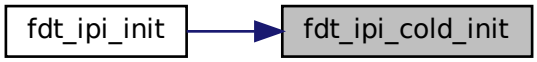
30.181.1.1 fdt_ipi_cold_init()

```
static int fdt_ipi_cold_init (
            void  )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



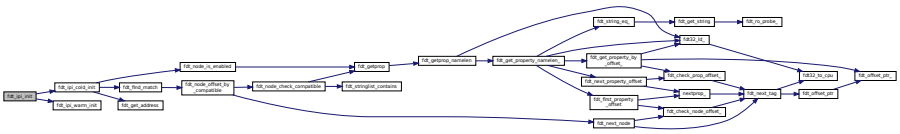
30.181.1.2 fdt_ipi_exit()

```
void fdt_ipi_exit (
            void  )
```

30.181.1.3 fdt_ipi_init()

```
int fdt_ipi_init (
            bool cold_boot )
```

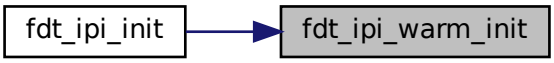
Here is the call graph for this function:



30.181.1.4 fdt_ipi_warm_init()

```
static int fdt_ipi_warm_init (
            void  )  [static]
```

Here is the caller graph for this function:



30.181.2 Variable Documentation

30.181.2.1 current_driver

```
struct fdt_ipi* current_driver = NULL  [static]
```

30.181.2.2 fdt_ipi_drivers

```
struct fdt_ipi* fdt_ipi_drivers[]  [extern]
```

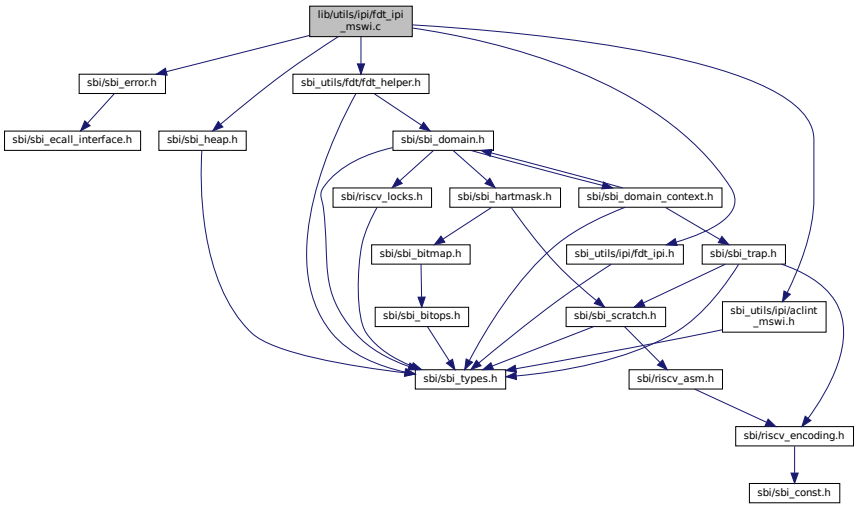
30.181.2.3 fdt_ipi_drivers_size

```
unsigned long fdt_ipi_drivers_size  [extern]
```

30.182 lib/utils/ipi/fdt_ipi_mswi.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/ipi/fdt_ipi.h>
#include <sbi_utils/ipi/aclint_mswi.h>
```

Include dependency graph for fdt_ipi_mswi.c:



Functions

- static int ipi_mswi_cold_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

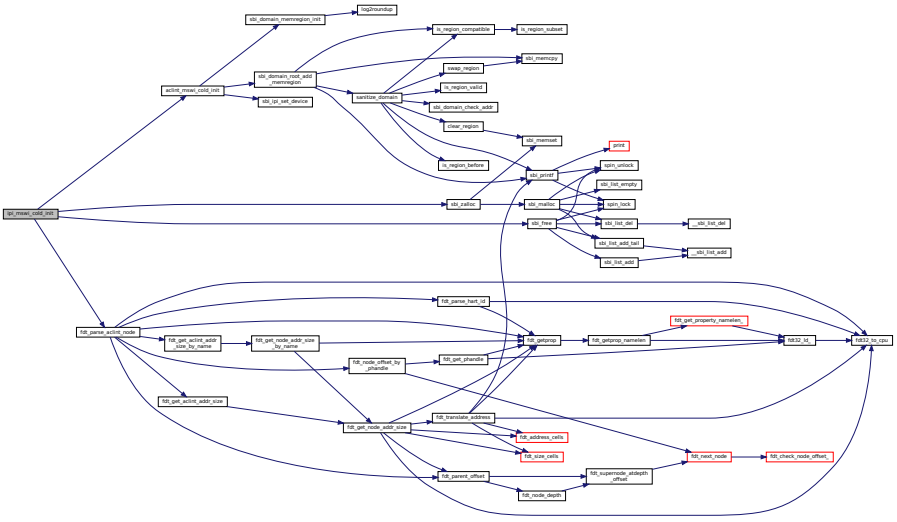
- static const unsigned long clint_offset = CLINT_MSWI_OFFSET
- static const struct fdt_match ipi_mswi_match [ ]
- struct fdt_ipi fdt_ipi_mswi

30.182.1 Function Documentation

30.182.1.1 ipi_mswi_cold_init()

```
static int ipi_mswi_cold_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

Here is the call graph for this function:



30.182.2 Variable Documentation

30.182.2.1 clint_offset

```
const unsigned long clint_offset = CLINT_MSWI_OFFSET  [static]
```

30.182.2.2 fdt_ipi_mswi

```
struct fdt_ipi fdt_ipi_mswi
```

Initial value:

```
= {
    .match_table = ipi_mswi_match,
    .cold_init = ipi_mswi_cold_init,
    .warm_init = aclint_mswi_warm_init,
    .exit = NULL,
}
```

30.182.2.3 ipi_mswi_match

```
const struct fdt_match ipi_mswi_match[]  [static]
```

Initial value:

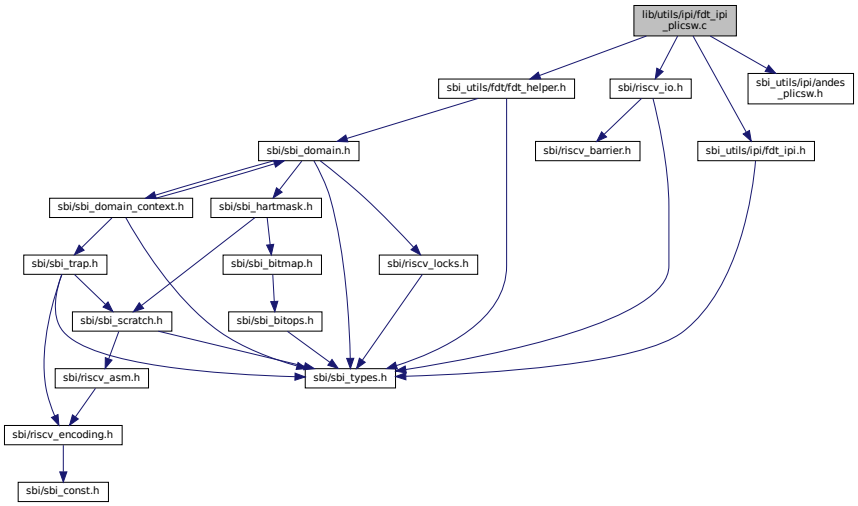
```
= {
    { .compatible = "riscv,clint0", .data = &clint_offset },
    { .compatible = "sifive,clint0", .data = &clint_offset },
    { .compatible = "thead,c900-clint", .data = &clint_offset },
    { .compatible = "thead,c900-aclint-mswi" },
    { .compatible = "riscv,aclint-mswi" },
    { },
}
```

30.183 lib/utils/ipi/fdt_ipi_plicsw.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/ipi/fdt_ipi.h>
```

```
#include <sbi_utils/ipi/andes_plicsw.h>
```

Include dependency graph for fdt_ipi_plicsw.c:



Functions

- int fdt_plicsw_cold_ipi_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- struct plicsw_data plicsw
- static const struct fdt_match ipi_plicsw_match [ ]
- struct fdt_ipi fdt_ipi_plicsw

30.183.1 Function Documentation

30.183.1.1 fdt_plicsw_cold_ipi_init()

```
int fdt_plicsw_cold_ipi_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )
```

30.183.2 Variable Documentation

30.183.2.1 fdt_ipi_plicsw

```
struct fdt_ipi fdt_ipi_plicsw
```

Initial value:

```
= {
    .match_table = ipi_plicsw_match,
    .cold_init   = fdt_plicsw_cold_ipi_init,
    .warm_init   = plicsw_warm_ipi_init,
    .exit        = NULL,
}
```

30.183.2.2 ipi_plicsw_match

```
const struct fdt_match ipi_plicsw_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "andestech,plicsw" },
    {},
}
```

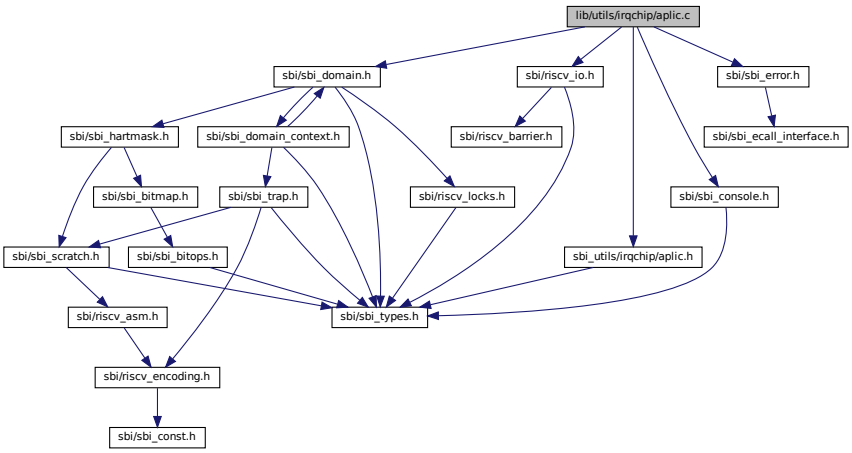
30.183.2.3 plicsw

```
struct plicsw_data plicsw  [extern]
```

30.184 lib/utils/irqchip/aplic.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
#include <sbi_utils/irqchip/aplic.h>
```

Include dependency graph for aplic.c:



Macros

- #define APLIC_MAX_IDC (1UL << 14)
- #define APLIC_MAX_SOURCE 1024
- #define APLIC_DOMAINCFG 0x0000
- #define APLIC_DOMAINCFG_IE (1 << 8)
- #define APLIC_DOMAINCFG_DM (1 << 2)
- #define APLIC_DOMAINCFG_BE (1 << 0)
- #define APLIC_SOURCECFG_BASE 0x0004
- #define APLIC_SOURCECFG_D (1 << 10)
- #define APLIC_SOURCECFG_CHILDIDX_MASK 0x000003ff
- #define APLIC_SOURCECFG_SM_MASK 0x00000007
- #define APLIC_SOURCECFG_SM_INACTIVE 0x0
- #define APLIC_SOURCECFG_SM_DETACH 0x1
- #define APLIC_SOURCECFG_SM_EDGE_RISE 0x4
- #define APLIC_SOURCECFG_SM_EDGE_FALL 0x5
- #define APLIC_SOURCECFG_SM_LEVEL_HIGH 0x6

- #define APLIC_SOURCECFG_SM_LEVEL_LOW 0x7
- #define APLIC_MMSICFGADDR 0x1bc0
- #define APLIC_MMSICFGADDRH 0x1bc4
- #define APLIC_SMSICFGADDR 0x1bc8
- #define APLIC_SMSICFGADDRH 0x1bcc
- #define APLIC_xMSICFGADDRH_L (1UL << 31)
- #define APLIC_xMSICFGADDRH_HHXS_MASK 0x1f
- #define APLIC_xMSICFGADDRH_HHXS_SHIFT 24
- #define APLIC_xMSICFGADDRH_LHXS_MASK 0x7
- #define APLIC_xMSICFGADDRH_LHXS_SHIFT 20
- #define APLIC_xMSICFGADDRH_HHXW_MASK 0x7
- #define APLIC_xMSICFGADDRH_HHXW_SHIFT 16
- #define APLIC_xMSICFGADDRH_LHXW_MASK 0xf
- #define APLIC_xMSICFGADDRH_LHXW_SHIFT 12
- #define APLIC_xMSICFGADDRH_BAPPN_MASK 0xfff
- #define APLIC_xMSICFGADDR_PPN_SHIFT 12
- #define APLIC_xMSICFGADDR_PPN_HART(__lhxs) ((1UL << (__lhxs)) - 1)
- #define APLIC_xMSICFGADDR_PPN_LHX_MASK(__lhxw) ((1UL << (__lhxw)) - 1)
- #define APLIC_xMSICFGADDR_PPN_LHX_SHIFT(__lhxs) ((__lhxs))
- #define APLIC_xMSICFGADDR_PPN_LHX(__lhxw, __lhxs)
- #define APLIC_xMSICFGADDR_PPN_HHX_MASK(__hhxw) ((1UL << (__hhxw)) - 1)
- #define APLIC_xMSICFGADDR_PPN_HHX_SHIFT(__hhxs) ((__hhxs) + APLIC_xMSICFGADDR_PPN_SHIFT)
- #define APLIC_xMSICFGADDR_PPN_HHX(__hhxw, __hhxs)
- #define APLIC_SETIP_BASE 0x1c00
- #define APLIC_SETIPNUM 0x1cdc
- #define APLIC_CLRIP_BASE 0x1d00
- #define APLIC_CLRIPNUM 0x1ddc
- #define APLIC_SETIE_BASE 0x1e00
- #define APLIC_SETIENUM 0x1edc
- #define APLIC_CLRIE_BASE 0x1f00
- #define APLIC_CLRIENUM 0x1fdc
- #define APLIC_SETIPNUM_LE 0x2000
- #define APLIC_SETIPNUM_BE 0x2004
- #define APLIC_TARGET_BASE 0x3004
- #define APLIC_TARGET_HART_IDX_SHIFT 18
- #define APLIC_TARGET_HART_IDX_MASK 0x3fff
- #define APLIC_TARGET_GUEST_IDX_SHIFT 12
- #define APLIC_TARGET_GUEST_IDX_MASK 0x3f
- #define APLIC_TARGET_IPRIO_MASK 0xff
- #define APLIC_TARGET_EIID_MASK 0x7ff
- #define APLIC_IDC_BASE 0x4000
- #define APLIC_IDC_SIZE 32
- #define APLIC_IDC_IDELIVERY 0x00
- #define APLIC_IDC_IFORCE 0x04
- #define APLIC_IDC_ITHRESHOLD 0x08
- #define APLIC_IDC_TOPI 0x18
- #define APLIC_IDC_TOPI_ID_SHIFT 16
- #define APLIC_IDC_TOPI_ID_MASK 0x3ff
- #define APLIC_IDC_TOPI_PRIO_MASK 0xff
- #define APLIC_IDC_CLAIMI 0x1c
- #define APLIC_DEFAULT_PRIORITY 1
- #define APLIC_DISABLE_IDELIVERY 0
- #define APLIC_ENABLE_IDELIVERY 1
- #define APLIC_DISABLE_ITHRESHOLD 1
- #define APLIC_ENABLE_ITHRESHOLD 0

Functions

- static void aplic_writel_msicfg (struct aplic_msicfg_data *msicfg, void *msicfgaddr, void *msicfgaddrH)
- static int aplic_check_msicfg (struct aplic_msicfg_data *msicfg)
- int aplic_cold_irqchip_init (struct aplic_data *aplic)

30.184.1 Macro Definition Documentation

30.184.1.1 APLIC_CLRIE_BASE

```
#define APLIC_CLRIE_BASE 0x1f00
```

30.184.1.2 APLIC_CLRIENUM

```
#define APLIC_CLRIENUM 0x1fdc
```

30.184.1.3 APLIC_CLRIP_BASE

```
#define APLIC_CLRIP_BASE 0x1d00
```

30.184.1.4 APLIC_CLRIPNUM

```
#define APLIC_CLRIPNUM 0x1ddc
```

30.184.1.5 APLIC_DEFAULT_PRIORITY

```
#define APLIC_DEFAULT_PRIORITY 1
```

30.184.1.6 APLIC_DISABLE_IDELIVERY

```
#define APLIC_DISABLE_IDELIVERY 0
```

30.184.1.7 APLIC_DISABLE_ITHRESHOLD

```
#define APLIC_DISABLE_ITHRESHOLD 1
```

30.184.1.8 APLIC_DOMAINCFG

```
#define APLIC_DOMAINCFG 0x0000
```

30.184.1.9 APLIC_DOMAINCFG_BE

```
#define APLIC_DOMAINCFG_BE (1 << 0)
```

30.184.1.10 APLIC_DOMAINCFG_DM

```
#define APLIC_DOMAINCFG_DM (1 << 2)
```

30.184.1.11 APLIC_DOMAINCFG_IE

```
#define APLIC_DOMAINCFG_IE (1 << 8)
```

30.184.1.12 APLIC_ENABLE_IDELIVERY

```
#define APLIC_ENABLE_IDELIVERY 1
```

30.184.1.13 APLIC_ENABLE_ITHRESHOLD

```
#define APLIC_ENABLE_ITHRESHOLD 0
```

30.184.1.14 APLIC_IDC_BASE

```
#define APLIC_IDC_BASE 0x4000
```

30.184.1.15 APLIC_IDC_CLAIMI

```
#define APLIC_IDC_CLAIMI 0x1c
```

30.184.1.16 APLIC_IDC_IDELIVERY

```
#define APLIC_IDC_IDELIVERY 0x00
```

30.184.1.17 APLIC_IDC_IFORCE

```
#define APLIC_IDC_IFORCE 0x04
```

30.184.1.18 APLIC_IDC_ITHRESHOLD

```
#define APLIC_IDC_ITHRESHOLD 0x08
```

30.184.1.19 APLIC_IDC_SIZE

```
#define APLIC_IDC_SIZE 32
```

30.184.1.20 APLIC_IDC_TOPI

```
#define APLIC_IDC_TOPI 0x18
```

30.184.1.21 APLIC_IDC_TOPI_ID_MASK

```
#define APLIC_IDC_TOPI_ID_MASK 0x3ff
```

30.184.1.22 APLIC_IDC_TOPI_ID_SHIFT

```
#define APLIC_IDC_TOPI_ID_SHIFT 16
```

30.184.1.23 APLIC_IDC_TOPI_PRIO_MASK

```
#define APLIC_IDC_TOPI_PRIO_MASK 0xff
```

30.184.1.24 APLIC_MAX_IDC

```
#define APLIC_MAX_IDC (1UL << 14)
```

30.184.1.25 APLIC_MAX_SOURCE

```
#define APLIC_MAX_SOURCE 1024
```

30.184.1.26 APLIC_MMSICFGADDR

```
#define APLIC_MMSICFGADDR 0x1bc0
```

30.184.1.27 APLIC_MMSICFGADDRH

```
#define APLIC_MMSICFGADDRH 0x1bc4
```

30.184.1.28 APLIC_SETIE_BASE

```
#define APLIC_SETIE_BASE 0x1e00
```

30.184.1.29 APLIC_SETIENUM

```
#define APLIC_SETIENUM 0x1edc
```

30.184.1.30 APLIC_SETIP_BASE

```
#define APLIC_SETIP_BASE 0x1c00
```

30.184.1.31 APLIC_SETIPNUM

```
#define APLIC_SETIPNUM 0x1cdc
```

30.184.1.32 APLIC_SETIPNUM_BE

```
#define APLIC_SETIPNUM_BE 0x2004
```

30.184.1.33 APLIC_SETIPNUM_LE

```
#define APLIC_SETIPNUM_LE 0x2000
```

30.184.1.34 APLIC_SMSICFGADDR

```
#define APLIC_SMSICFGADDR 0x1bc8
```

30.184.1.35 APLIC_SMSICFGADDRH

```
#define APLIC_SMSICFGADDRH 0x1bcc
```

30.184.1.36 APLIC_SOURCECFG_BASE

```
#define APLIC_SOURCECFG_BASE 0x0004
```

30.184.1.37 APLIC_SOURCECFG_CHILDIDX_MASK

```
#define APLIC_SOURCECFG_CHILDIDX_MASK 0x000003ff
```

30.184.1.38 APLIC_SOURCECFG_D

```
#define APLIC_SOURCECFG_D (1 << 10)
```

30.184.1.39 APLIC_SOURCECFG_SM_DETACH

```
#define APLIC_SOURCECFG_SM_DETACH 0x1
```

30.184.1.40 APLIC_SOURCECFG_SM_EDGE_FALL

```
#define APLIC_SOURCECFG_SM_EDGE_FALL 0x5
```

30.184.1.41 APLIC_SOURCECFG_SM_EDGE_RISE

```
#define APLIC_SOURCECFG_SM_EDGE_RISE 0x4
```

30.184.1.42 APLIC_SOURCECFG_SM_INACTIVE

```
#define APLIC_SOURCECFG_SM_INACTIVE 0x0
```

30.184.1.43 APLIC_SOURCECFG_SM_LEVEL_HIGH

```
#define APLIC_SOURCECFG_SM_LEVEL_HIGH 0x6
```

30.184.1.44 APLIC_SOURCECFG_SM_LEVEL_LOW

```
#define APLIC_SOURCECFG_SM_LEVEL_LOW 0x7
```

30.184.1.45 APLIC_SOURCECFG_SM_MASK

```
#define APLIC_SOURCECFG_SM_MASK 0x00000007
```

30.184.1.46 APLIC_TARGET_BASE

```
#define APLIC_TARGET_BASE 0x3004
```

30.184.1.47 APLIC_TARGET_EIID_MASK

```
#define APLIC_TARGET_EIID_MASK 0x7ff
```

30.184.1.48 APLIC_TARGET_GUEST_IDX_MASK

```
#define APLIC_TARGET_GUEST_IDX_MASK 0x3f
```

30.184.1.49 APLIC_TARGET_GUEST_IDX_SHIFT

```
#define APLIC_TARGET_GUEST_IDX_SHIFT 12
```

30.184.1.50 APLIC_TARGET_HART_IDX_MASK

```
#define APLIC_TARGET_HART_IDX_MASK 0x3fff
```

30.184.1.51 APLIC_TARGET_HART_IDX_SHIFT

```
#define APLIC_TARGET_HART_IDX_SHIFT 18
```

30.184.1.52 APLIC_TARGET_IPRIO_MASK

```
#define APLIC_TARGET_IPRIO_MASK 0xff
```

30.184.1.53 APLIC_xMSICFGADDR_PPN_HART

```
#define APLIC_xMSICFGADDR_PPN_HART(
              __lhxs )  ((1UL << (__lhxs)) - 1)
```

30.184.1.54 APLIC_xMSICFGADDR_PPN_HHX

```
#define APLIC_xMSICFGADDR_PPN_HHX(
              __hhxw,
              __hhxs )
```

Value:

```
(APLIC_xMSICFGADDR_PPN_HHX_MASK(__hhxw) « \
 APLIC_xMSICFGADDR_PPN_HHX_SHIFT(__hhxs))
```

30.184.1.55 APLIC_xMSICFGADDR_PPN_HHX_MASK

```
#define APLIC_xMSICFGADDR_PPN_HHX_MASK(
              __hhxw )  ((1UL << (__hhxw)) - 1)
```

30.184.1.56 APLIC_xMSICFGADDR_PPN_HHX_SHIFT

```
#define APLIC_xMSICFGADDR_PPN_HHX_SHIFT(
              __hhxs )  ((__hhxs) + APLIC_xMSICFGADDR_PPN_SHIFT)
```

30.184.1.57 APLIC_xMSICFGADDR_PPN_LHX

```
#define APLIC_xMSICFGADDR_PPN_LHX(
              __lhxw,
              __lhxs )
```

Value:

```
    (APLIC_xMSICFGADDR_PPN_LHX_MASK(__lhxw) « \
     APLIC_xMSICFGADDR_PPN_LHX_SHIFT(__lhxs))
```

30.184.1.58 APLIC_xMSICFGADDR_PPN_LHX_MASK

```
#define APLIC_xMSICFGADDR_PPN_LHX_MASK(
              __lhxw )  ((1UL << (__lhxw)) - 1)
```

30.184.1.59 APLIC_xMSICFGADDR_PPN_LHX_SHIFT

```
#define APLIC_xMSICFGADDR_PPN_LHX_SHIFT(
              __lhxs )  ((__lhxs))
```

30.184.1.60 APLIC_xMSICFGADDR_PPN_SHIFT

```
#define APLIC_xMSICFGADDR_PPN_SHIFT 12
```

30.184.1.61 APLIC_xMSICFGADDRH_BAPPN_MASK

```
#define APLIC_xMSICFGADDRH_BAPPN_MASK 0xfff
```

30.184.1.62 APLIC_xMSICFGADDRH_HHXS_MASK

```
#define APLIC_xMSICFGADDRH_HHXS_MASK 0x1f
```

30.184.1.63 APLIC_xMSICFGADDRH_HHXS_SHIFT

```
#define APLIC_xMSICFGADDRH_HHXS_SHIFT 24
```

30.184.1.64 APLIC_xMSICFGADDRH_HHXW_MASK

```
#define APLIC_xMSICFGADDRH_HHXW_MASK 0x7
```

30.184.1.65 APLIC_xMSICFGADDRH_HHXW_SHIFT

```
#define APLIC_xMSICFGADDRH_HHXW_SHIFT 16
```

30.184.1.66 APLIC_xMSICFGADDRH_L

```
#define APLIC_xMSICFGADDRH_L (1UL << 31)
```

30.184.1.67 APLIC_xMSICFGADDRH_LHXS_MASK

```
#define APLIC_xMSICFGADDRH_LHXS_MASK 0x7
```

30.184.1.68 APLIC_xMSICFGADDRH_LHXS_SHIFT

```
#define APLIC_xMSICFGADDRH_LHXS_SHIFT 20
```

30.184.1.69 APLIC_xMSICFGADDRH_LHXW_MASK

```
#define APLIC_xMSICFGADDRH_LHXW_MASK 0xf
```

30.184.1.70 APLIC_xMSICFGADDRH_LHXW_SHIFT

```
#define APLIC_xMSICFGADDRH_LHXW_SHIFT 12
```

30.184.2 Function Documentation

30.184.2.1 aplic_check_msicfg()

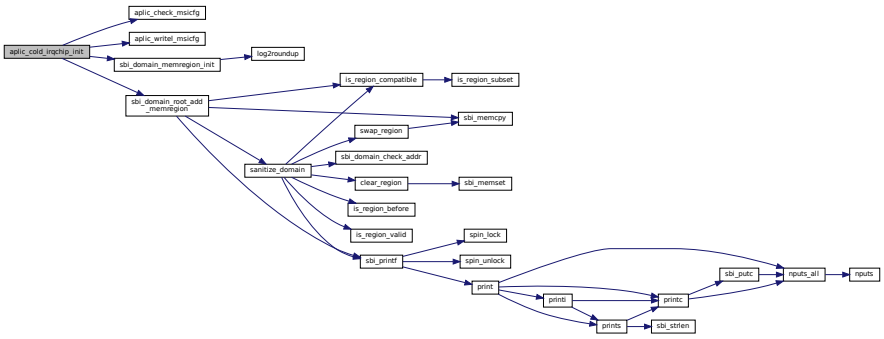
```
static int aplic_check_msicfg (
            struct aplic_msicfg_data * msicfg )  [static]
```

Here is the caller graph for this function:

30.184.2.2 aplic_cold_irqchip_init()

```
int aplic_cold_irqchip_init (
            struct aplic_data * aplic )
```

Here is the call graph for this function:



30.184.2.3 aplic_writel_msicfg()

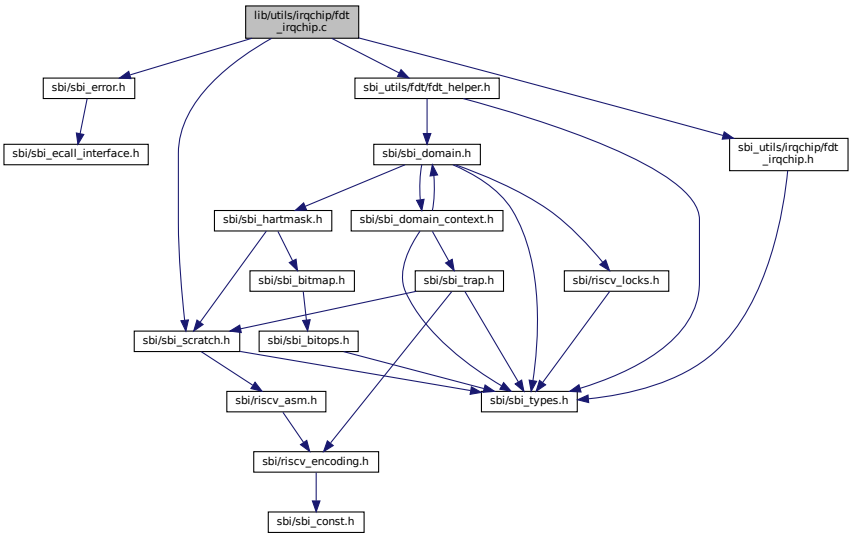
```
static void aplic_writel_msicfg (
            struct aplic_msicfg_data * msicfg,
            void * msicfgaddr,
            void * msicfgaddrH )  [static]
```

Here is the caller graph for this function:

30.185 lib/utils/irqchip/fdt_irqchip.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/irqchip/fdt_irqchip.h>
```

Include dependency graph for fdt_irqchip.c:



Macros

- #define FDT_IRQCHIP_MAX_DRIVERS 8

Functions

- void fdt_irqchip_exit (void)
- static int fdt_irqchip_warm_init (void)
- static int fdt_irqchip_cold_init (void)
- int fdt_irqchip_init (bool cold_boot)

Variables

- struct fdt_irqchip ∗ fdt_irqchip_drivers [ ]
- unsigned long fdt_irqchip_drivers_size
- static struct fdt_irqchip ∗ current_drivers [FDT_IRQCHIP_MAX_DRIVERS] = {0}
- static int current_drivers_count

30.185.1 Macro Definition Documentation

30.185.1.1 FDT_IRQCHIP_MAX_DRIVERS

```
#define FDT_IRQCHIP_MAX_DRIVERS 8
```

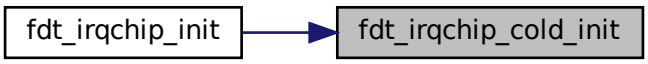
30.185.2 Function Documentation

30.185.2.1 fdt_irqchip_cold_init()

```
static int fdt_irqchip_cold_init (
            void  )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:



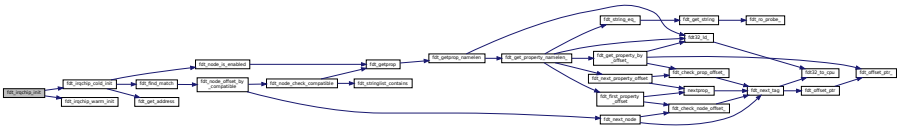
30.185.2.2 fdt_irqchip_exit()

```
void fdt_irqchip_exit (
            void  )
```

30.185.2.3 fdt_irqchip_init()

```
int fdt_irqchip_init (
            bool cold_boot )
```

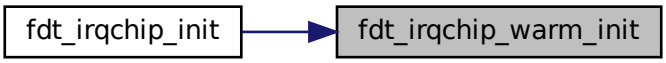
Here is the call graph for this function:



30.185.2.4 fdt_irqchip_warm_init()

```
static int fdt_irqchip_warm_init (
            void  )  [static]
```

Here is the caller graph for this function:



30.185.3 Variable Documentation

30.185.3.1 current_drivers

```
struct fdt_irqchip* current_drivers[FDT_IRQCHIP_MAX_DRIVERS] = {0}  [static]
```

30.185.3.2 current_drivers_count

```
int current_drivers_count  [static]
```

30.185.3.3 fdt_irqchip_drivers

```
struct fdt_irqchip* fdt_irqchip_drivers[]  [extern]
```

30.185.3.4 fdt_irqchip_drivers_size

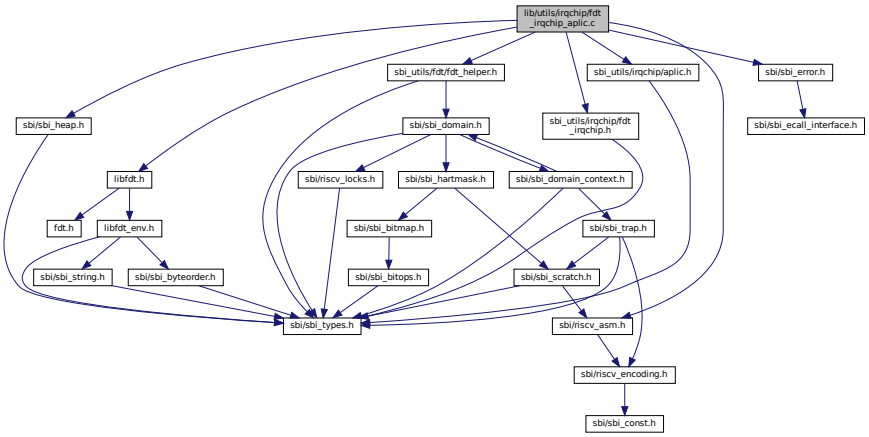
```
unsigned long fdt_irqchip_drivers_size  [extern]
```

30.186 lib/utils/irqchip/fdt_irqchip_aplic.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_asm.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/irqchip/fdt_irqchip.h>
```

```
#include <sbi_utils/irqchip/aplic.h>
```

Include dependency graph for fdt_irqchip_aplic.c:



Functions

- static int irqchip_aplic_warm_init (void)
- static int irqchip_aplic_cold_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match irqchip_aplic_match [ ]
- struct fdt_irqchip fdt_irqchip_aplic

30.186.1 Function Documentation

30.186.1.1 irqchip_aplic_cold_init()

```
static int irqchip_aplic_cold_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.186.1.2 irqchip_aplic_warm_init()

```
static int irqchip_aplic_warm_init (
            void  )  [static]
```

30.186.2 Variable Documentation

30.186.2.1 fdt_irqchip_aplic

```
struct fdt_irqchip fdt_irqchip_aplic
```

Initial value:

```
= {
    .match_table = irqchip_aplic_match,
    .cold_init = irqchip_aplic_cold_init,
    .warm_init = irqchip_aplic_warm_init,
    .exit = NULL,
```

```
}
```

30.186.2.2 irqchip_aplic_match

```
const struct fdt_match irqchip_aplic_match[]  [static]
```

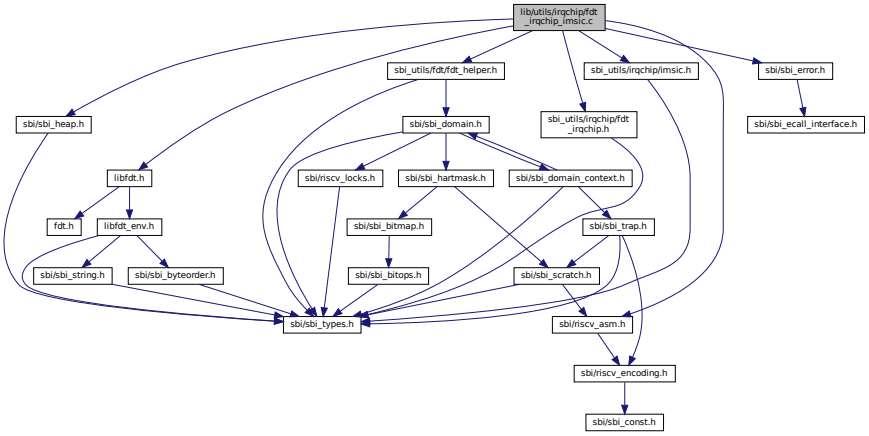
Initial value:

```
= {
    { .compatible = "riscv,aplic" },
    { },
}
```

30.187 lib/utils/irqchip/fdt_irqchip_imsic.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_asm.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/irqchip/fdt_irqchip.h>
#include <sbi_utils/irqchip/imsic.h>
```

Include dependency graph for fdt_irqchip_imsic.c:



Functions

- static int irqchip_imsic_update_hartid_table (void *fdt, int nodeoff, struct imsic_data *id)
- static int irqchip_imsic_cold_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match irqchip_imsic_match [ ]
- struct fdt_irqchip fdt_irqchip_imsic

30.187.1 Function Documentation

30.187.1.1 irqchip_imsic_cold_init()

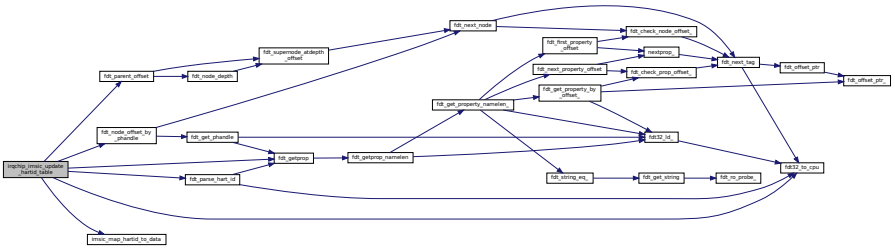
```
static int irqchip_imsic_cold_init (
            void * fdt,
```

```
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.187.1.2 irqchip_imsic_update_hartid_table()

```
static int irqchip_imsic_update_hartid_table (
            void * fdt,
            int nodeoff,
            struct imsic_data * id )  [static]
```

Here is the call graph for this function:



30.187.2 Variable Documentation

30.187.2.1 fdt_irqchip_imsic

```
struct fdt_irqchip fdt_irqchip_imsic
```

Initial value:

```
= {
    .match_table = irqchip_imsic_match,
    .cold_init = irqchip_imsic_cold_init,
    .warm_init = imsic_warm_irqchip_init,
}
```

30.187.2.2 irqchip_imsic_match

```
const struct fdt_match irqchip_imsic_match[]  [static]
```

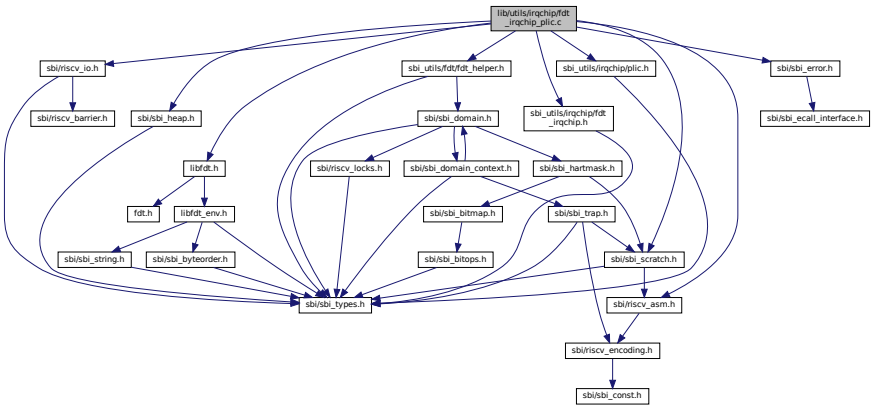
Initial value:

```
= {
    { .compatible = "riscv,imsics" },
    { },
}
```

30.188 lib/utils/irqchip/fdt_irqchip_plic.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_asm.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/irqchip/fdt_irqchip.h>
#include <sbi_utils/irqchip/plic.h>
```

Include dependency graph for fdt_irqchip_plic.c:



Macros

- #define plic_get_hart_data_ptr(__scratch) sbi_scratch_read_type((__scratch), void *, plic_ptr_offset)
- #define plic_set_hart_data_ptr(__scratch, __plic) sbi_scratch_write_type((__scratch), void *, plic_ptr_offset, (__plic))
- #define plic_get_hart_mcontext(__scratch) (sbi_scratch_read_type((__scratch), long, plic_mcontext_offset) - 1)
- #define plic_set_hart_mcontext(__scratch, __mctx) sbi_scratch_write_type((__scratch), long, plic_mcontext_offset, (__mctx) + 1)
- #define plic_get_hart_scontext(__scratch) (sbi_scratch_read_type((__scratch), long, plic_scontext_offset) - 1)
- #define plic_set_hart_scontext(__scratch, __sctx) sbi_scratch_write_type((__scratch), long, plic_scontext_offset, (__sctx) + 1)
- #define THEAD_PLIC_CTRL_REG 0x1ffffc

Functions

- void fdt_plic_priority_save (u8 *priority, u32 num)
- void fdt_plic_priority_restore (const u8 *priority, u32 num)
- void fdt_plic_context_save (bool smode, u32 *enable, u32 *threshold, u32 num)
- void fdt_plic_context_restore (bool smode, const u32 *enable, u32 threshold, u32 num)
- static int irqchip_plic_warm_init (void)
- static int irqchip_plic_update_hartid_table (void *fdt, int nodeoff, struct plic_data *pd)
- static int irqchip_plic_cold_init (void *fdt, int nodeoff, const struct fdt_match *match)
- static void thead_plic_plat_init (struct plic_data *pd)
- void thead_plic_restore (void)

Variables

- static unsigned long plic_ptr_offset
- static unsigned long plic_mcontext_offset
- static unsigned long plic_scontext_offset
- static const struct fdt_match irqchip_plic_match [ ]
- struct fdt_irqchip fdt_irqchip_plic

30.188.1 Macro Definition Documentation

30.188.1.1 plic_get_hart_data_ptr

```
#define plic_get_hart_data_ptr(
             __scratch )  sbi_scratch_read_type((__scratch), void *, plic_ptr_offset)
```

30.188.1.2 plic_get_hart_mcontext

```
#define plic_get_hart_mcontext(
             __scratch )  (sbi_scratch_read_type((__scratch), long, plic_mcontext_offset) -
1)
```

30.188.1.3 plic_get_hart_scontext

```
#define plic_get_hart_scontext(
             __scratch )  (sbi_scratch_read_type((__scratch), long, plic_scontext_offset) -
1)
```

30.188.1.4 plic_set_hart_data_ptr

```
#define plic_set_hart_data_ptr(
             __scratch,
             __plic )  sbi_scratch_write_type((__scratch), void *, plic_ptr_offset, (__plic))
```

30.188.1.5 plic_set_hart_mcontext

```
#define plic_set_hart_mcontext(
             __scratch,
             __mctx )  sbi_scratch_write_type((__scratch), long, plic_mcontext_offset, (__↩
mctx) + 1)
```

30.188.1.6 plic_set_hart_scontext

```
#define plic_set_hart_scontext(
             __scratch,
             __sctx )  sbi_scratch_write_type((__scratch), long, plic_scontext_offset, (__↩
sctx) + 1)
```

30.188.1.7 THEAD_PLIC_CTRL_REG

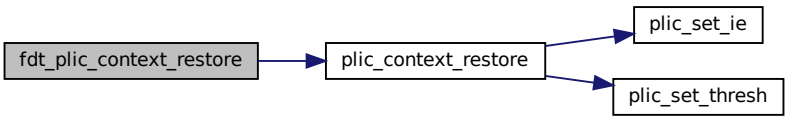
```
#define THEAD_PLIC_CTRL_REG 0x1ffffc
```

30.188.2 Function Documentation

30.188.2.1 fdt_plic_context_restore()

```
void fdt_plic_context_restore (
             bool smode,
             const u32 * enable,
             u32 threshold,
             u32 num )
```

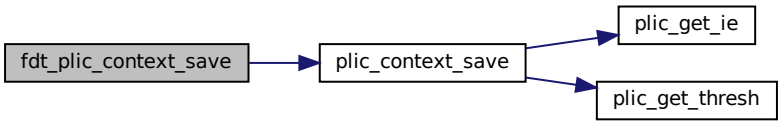
Here is the call graph for this function:



30.188.2.2 fdt_plic_context_save()

```
void fdt_plic_context_save (
            bool smode,
            u32 * enable,
            u32 * threshold,
            u32 num )
```

Here is the call graph for this function:



30.188.2.3 fdt_plic_priority_restore()

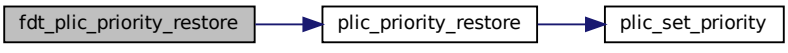
```
void fdt_plic_priority_restore (
            const u8 * priority,
            u32 num )
```

Restore the PLIC priority state

Parameters

priority	pointer to the memory region for the saved priority
num	size of the memory region including interrupt source 0

Here is the call graph for this function:



30.188.2.4 fdt_plic_priority_save()

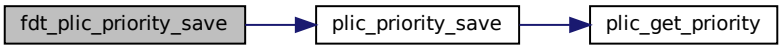
```
void fdt_plic_priority_save (
            u8 * priority,
            u32 num )
```

Save the PLIC priority state

Parameters

priority	pointer to the memory region for the saved priority
num	size of the memory region including interrupt source 0

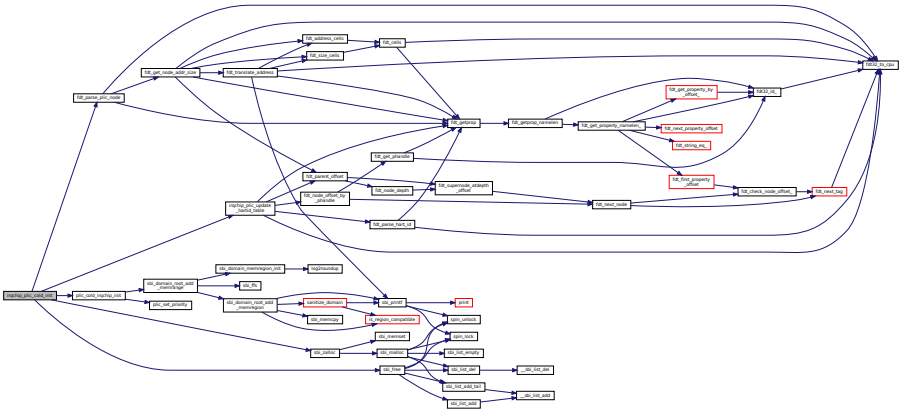
Here is the call graph for this function:



30.188.2.5 irqchip_plic_cold_init()

```
static int irqchip_plic_cold_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

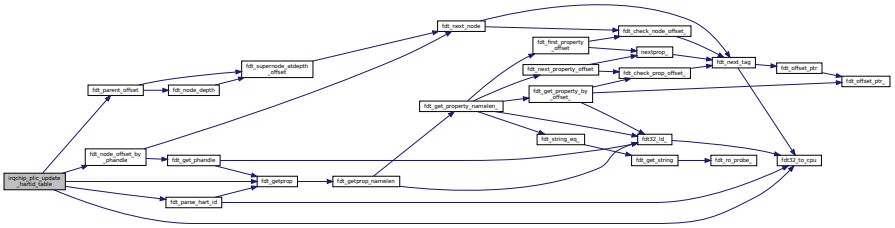
Here is the call graph for this function:



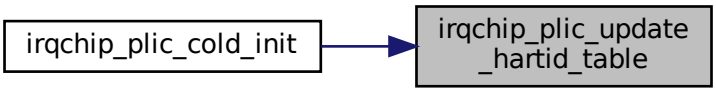
30.188.2.6 irqchip_plic_update_hartid_table()

```
static int irqchip_plic_update_hartid_table (
            void * fdt,
            int nodeoff,
            struct plic_data * pd )  [static]
```

Here is the call graph for this function:



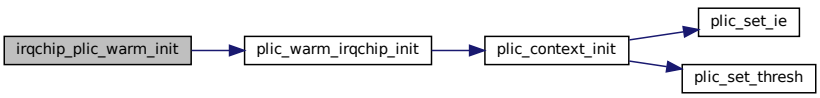
Here is the caller graph for this function:



30.188.2.7 irqchip_plic_warm_init()

```
static int irqchip_plic_warm_init (
            void  )  [static]
```

Here is the call graph for this function:



30.188.2.8 thead_plic_plat_init()

```
static void thead_plic_plat_init (
            struct plic_data * pd )  [static]
```

30.188.2.9 thead_plic_restore()

```
void thead_plic_restore (
            void  )
```

30.188.3 Variable Documentation

30.188.3.1 fdt_irqchip_plic

```
struct fdt_irqchip fdt_irqchip_plic
```

Initial value:

```
= {
    .match_table = irqchip_plic_match,
    .cold_init = irqchip_plic_cold_init,
    .warm_init = irqchip_plic_warm_init,
    .exit = NULL,
}
```

30.188.3.2 irqchip_plic_match

```
const struct fdt_match irqchip_plic_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "andestech,nceplic100" },
    { .compatible = "riscv,plic0" },
    { .compatible = "sifive,plic-1.0.0" },
    { .compatible = "thead,c900-plic",
      .data = thead_plic_plat_init },
    {  }
}
```

30.188.3.3 plic_mcontext_offset

```
unsigned long plic_mcontext_offset  [static]
```

30.188.3.4 plic_ptr_offset

```
unsigned long plic_ptr_offset  [static]
```

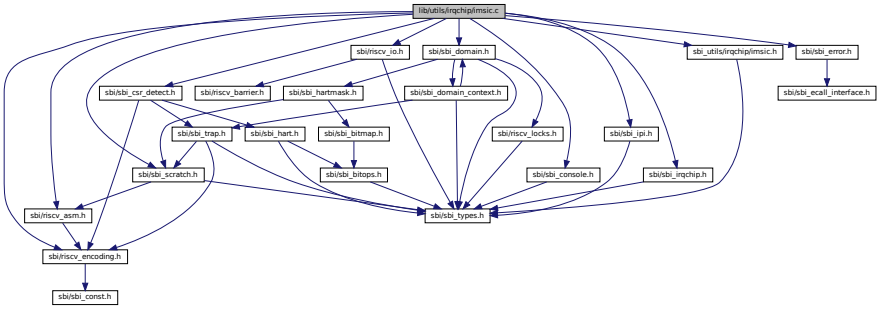
30.188.3.5 plic_scontext_offset

```
unsigned long plic_scontext_offset  [static]
```

30.189 lib/utils/irqchip/imsic.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_io.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_csr_detect.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_ipi.h>
#include <sbi/sbi_irqchip.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/irqchip/imsic.h>
```

Include dependency graph for imsic.c:



Macros

- #define IMSIC_MMIO_PAGE_LE 0x00
- #define IMSIC_MMIO_PAGE_BE 0x04
- #define IMSIC_MIN_ID 63
- #define IMSIC_MAX_ID 2047
- #define IMSIC_EIDELIVERY 0x70
- #define IMSIC_EITHRESHOLD 0x72
- #define IMSIC_TOPEI 0x76
- #define IMSIC_TOPEI_ID_SHIFT 16
- #define IMSIC_TOPEI_ID_MASK 0x7ff
- #define IMSIC_TOPEI_PRIO_MASK 0x7ff
- #define IMSIC_EIP0 0x80
- #define IMSIC_EIP63 0xbf
- #define IMSIC_EIPx_BITS 32
- #define IMSIC_EIE0 0xc0
- #define IMSIC_EIE63 0xff
- #define IMSIC_EIEx_BITS 32
- #define IMSIC_DISABLE_EIDELIVERY 0
- #define IMSIC_ENABLE_EIDELIVERY 1
- #define IMSIC_DISABLE_EITHRESHOLD 1
- #define IMSIC_ENABLE_EITHRESHOLD 0
- #define IMSIC_IPI_ID 1
- #define imsic_csr_write(__c, __v)
- #define imsic_csr_read(__c)
- #define imsic_csr_set(__c, __v)
- #define imsic_csr_clear(__c, __v)
- #define imsic_get_hart_data_ptr(__scratch) sbi_scratch_read_type((__scratch), void *, imsic_ptr_offset)
- #define imsic_set_hart_data_ptr(__scratch, __imsic) sbi_scratch_write_type((__scratch), void *, imsic_ptr_offset, (__imsic))
- #define imsic_get_hart_file(__scratch) sbi_scratch_read_type((__scratch), long, imsic_file_offset)
- #define imsic_set_hart_file(__scratch, __file) sbi_scratch_write_type((__scratch), long, imsic_file_offset, (__file))

Functions

- int imsic_map_hartid_to_data (u32 hartid, struct imsic_data *imsic, int file)
- struct imsic_data * imsic_get_data (u32 hartid)
- int imsic_get_target_file (u32 hartid)
- static int imsic_external_irqfn (void)
- static void imsic_ipi_send (u32 hart_index)

- static void imsic_local_eix_update (unsigned long base_id, unsigned long num_id, bool pend, bool val)
- void imsic_local_irqchip_init (void)
- int imsic_warm_irqchip_init (void)
- int imsic_data_check (struct imsic_data *imsic)
- int imsic_cold_irqchip_init (struct imsic_data *imsic)

Variables

- static unsigned long imsic_ptr_offset
- static unsigned long imsic_file_offset
- static struct sbi_ipi_device imsic_ipi_device

30.189.1 Macro Definition Documentation

30.189.1.1 imsic_csr_clear

```
#define imsic_csr_clear(
                __c,
                __v )
```

Value:

```
do { \
    csr_write(CSR_MISELECT, __c); \
    csr_clear(CSR_MIREG, __v); \
} while (0)
```

30.189.1.2 imsic_csr_read

```
#define imsic_csr_read(
                __c )
```

Value:

```
({ \
    unsigned long __v; \
    csr_write(CSR_MISELECT, __c); \
    __v = csr_read(CSR_MIREG); \
    __v; \
})
```

30.189.1.3 imsic_csr_set

```
#define imsic_csr_set(
                __c,
                __v )
```

Value:

```
do { \
    csr_write(CSR_MISELECT, __c); \
    csr_set(CSR_MIREG, __v); \
} while (0)
```

30.189.1.4 imsic_csr_write

```
#define imsic_csr_write(
                __c,
                __v )
```

Value:

```
do { \
    csr_write(CSR_MISELECT, __c); \
    csr_write(CSR_MIREG, __v); \
} while (0)
```

30.189.1.5 IMSIC_DISABLE_EIDELIVERY

```
#define IMSIC_DISABLE_EIDELIVERY 0
```

30.189.1.6 IMSIC_DISABLE_EITHRESHOLD

```
#define IMSIC_DISABLE_EITHRESHOLD 1
```

30.189.1.7 IMSIC_EIDELIVERY

```
#define IMSIC_EIDELIVERY 0x70
```

30.189.1.8 IMSIC_EIE0

```
#define IMSIC_EIE0 0xc0
```

30.189.1.9 IMSIC_EIE63

```
#define IMSIC_EIE63 0xff
```

30.189.1.10 IMSIC_EIEx_BITS

```
#define IMSIC_EIEx_BITS 32
```

30.189.1.11 IMSIC_EIP0

```
#define IMSIC_EIP0 0x80
```

30.189.1.12 IMSIC_EIP63

```
#define IMSIC_EIP63 0xbf
```

30.189.1.13 IMSIC_EIPx_BITS

```
#define IMSIC_EIPx_BITS 32
```

30.189.1.14 IMSIC_EITHRESHOLD

```
#define IMSIC_EITHRESHOLD 0x72
```

30.189.1.15 IMSIC_ENABLE_EIDELIVERY

```
#define IMSIC_ENABLE_EIDELIVERY 1
```

30.189.1.16 IMSIC_ENABLE_EITHRESHOLD

```
#define IMSIC_ENABLE_EITHRESHOLD 0
```

30.189.1.17 imsic_get_hart_data_ptr

```
#define imsic_get_hart_data_ptr(
             __scratch )  sbi_scratch_read_type((__scratch), void *, imsic_ptr_offset)
```

30.189.1.18 imsic_get_hart_file

```
#define imsic_get_hart_file(
             __scratch )  sbi_scratch_read_type((__scratch), long, imsic_file_offset)
```

30.189.1.19 IMSIC_IPI_ID

```
#define IMSIC_IPI_ID 1
```

30.189.1.20 IMSIC_MAX_ID

```
#define IMSIC_MAX_ID 2047
```

30.189.1.21 IMSIC_MIN_ID

```
#define IMSIC_MIN_ID 63
```

30.189.1.22 IMSIC_MMIO_PAGE_BE

```
#define IMSIC_MMIO_PAGE_BE 0x04
```

30.189.1.23 IMSIC_MMIO_PAGE_LE

```
#define IMSIC_MMIO_PAGE_LE 0x00
```

30.189.1.24 imsic_set_hart_data_ptr

```
#define imsic_set_hart_data_ptr(
             __scratch,
             __imsic )  sbi_scratch_write_type((__scratch), void *, imsic_ptr_offset, (__↩
imsic))
```

30.189.1.25 imsic_set_hart_file

```
#define imsic_set_hart_file(
             __scratch,
             __file )  sbi_scratch_write_type((__scratch), long, imsic_file_offset, (__file))
```

30.189.1.26 IMSIC_TOPEI

```
#define IMSIC_TOPEI 0x76
```

30.189.1.27 IMSIC_TOPEI_ID_MASK

```
#define IMSIC_TOPEI_ID_MASK 0x7ff
```

30.189.1.28 IMSIC_TOPEI_ID_SHIFT

```
#define IMSIC_TOPEI_ID_SHIFT 16
```

30.189.1.29 IMSIC_TOPEI_PRIO_MASK

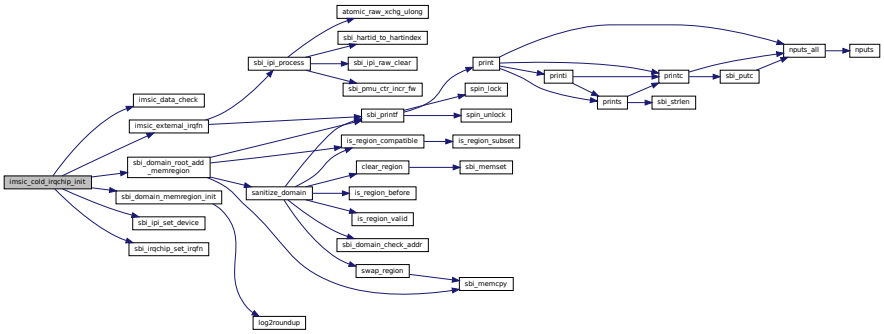
```
#define IMSIC_TOPEI_PRIO_MASK 0x7ff
```

30.189.2 Function Documentation

30.189.2.1 imsic_cold_irqchip_init()

```
int imsic_cold_irqchip_init (
            struct imsic_data * imsic )
```

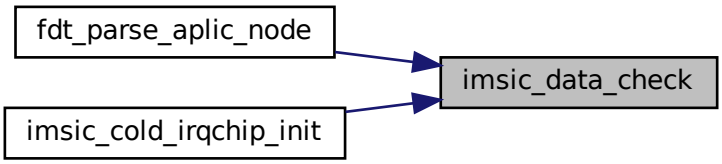
Here is the call graph for this function:



30.189.2.2 imsic_data_check()

```
int imsic_data_check (
            struct imsic_data * imsic )
```

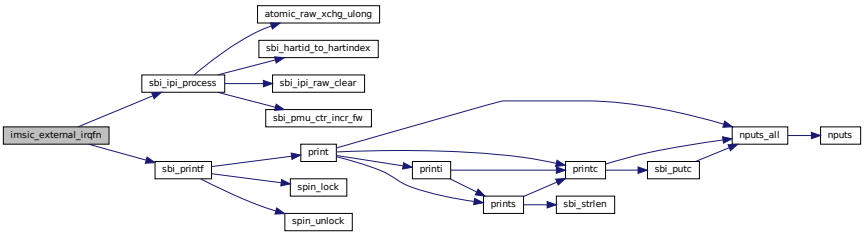
Here is the caller graph for this function:



30.189.2.3 imsic_external_irqfn()

```
static int imsic_external_irqfn (
            void ) [static]
```

Here is the call graph for this function:

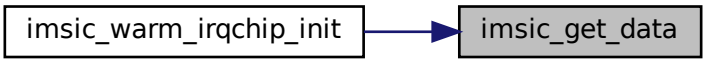


Here is the caller graph for this function:

30.189.2.4 imsic_get_data()

```
struct imsic_data* imsic_get_data (
            u32 hartid )
```

Here is the caller graph for this function:



30.189.2.5 imsic_get_target_file()

```
int imsic_get_target_file (
            u32 hartid )
```

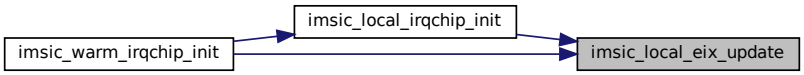
30.189.2.6 imsic_ipi_send()

```
static void imsic_ipi_send (
            u32 hart_index ) [static]
```

30.189.2.7 imsic_local_eix_update()

```
static void imsic_local_eix_update (
            unsigned long base_id,
            unsigned long num_id,
            bool pend,
            bool val )  [static]
```

Here is the caller graph for this function:



30.189.2.8 imsic_local_irqchip_init()

```
void imsic_local_irqchip_init (
            void  )
```

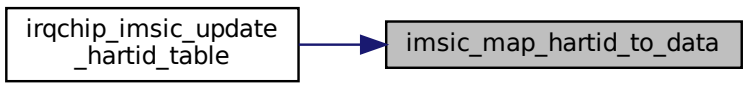
Here is the call graph for this function:

Here is the caller graph for this function:

30.189.2.9 imsic_map_hartid_to_data()

```
int imsic_map_hartid_to_data (
            u32 hartid,
            struct imsic_data * imsic,
            int file )
```

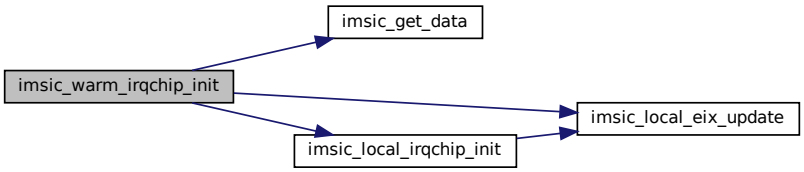
Here is the caller graph for this function:



30.189.2.10 imsic_warm_irqchip_init()

```
int imsic_warm_irqchip_init (
            void  )
```

Here is the call graph for this function:



30.189.3 Variable Documentation

30.189.3.1 imsic_file_offset

```
unsigned long imsic_file_offset  [static]
```

30.189.3.2 imsic_ipi_device

```
struct sbi_ipi_device imsic_ipi_device  [static]
```

Initial value:

```
= {
    .name       = "aia-imsic",
    .ipi_send   = imsic_ipi_send
}
```

30.189.3.3 imsic_ptr_offset

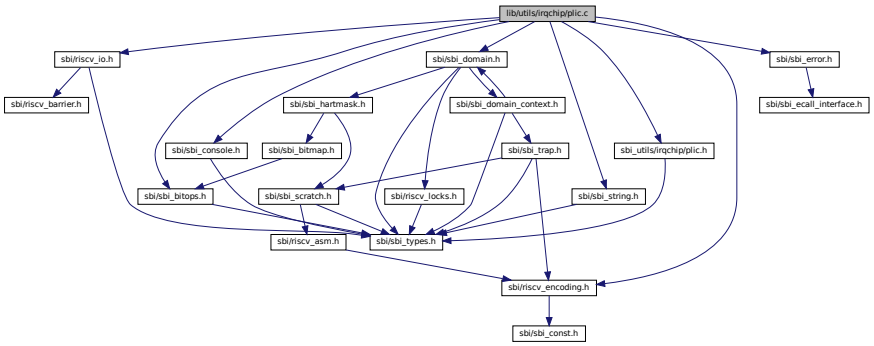
```
unsigned long imsic_ptr_offset  [static]
```

30.190 lib/utils/irqchip/plic.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/riscv_encoding.h>
#include <sbi/sbi_bitops.h>
```

```
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_string.h>
#include <sbi_utils/irqchip/plic.h>
```

Include dependency graph for plic.c:



Macros

- #define PLIC_PRIORITY_BASE 0x0
- #define PLIC_PENDING_BASE 0x1000
- #define PLIC_ENABLE_BASE 0x2000
- #define PLIC_ENABLE_STRIDE 0x80
- #define PLIC_CONTEXT_BASE 0x200000
- #define PLIC_CONTEXT_STRIDE 0x1000

Functions

- static u32 plic_get_priority (const struct plic_data *plic, u32 source)
- static void plic_set_priority (const struct plic_data *plic, u32 source, u32 val)
- void plic_priority_save (const struct plic_data *plic, u8 *priority, u32 num)
- void plic_priority_restore (const struct plic_data *plic, const u8 *priority, u32 num)
- static u32 plic_get_thresh (const struct plic_data *plic, u32 cntxid)
- static void plic_set_thresh (const struct plic_data *plic, u32 cntxid, u32 val)
- static u32 plic_get_ie (const struct plic_data *plic, u32 cntxid, u32 word_index)
- static void plic_set_ie (const struct plic_data *plic, u32 cntxid, u32 word_index, u32 val)
- void plic_context_save (const struct plic_data *plic, int context_id, u32 *enable, u32 *threshold, u32 num)
- void plic_context_restore (const struct plic_data *plic, int context_id, const u32 *enable, u32 threshold, u32 num)
- int plic_context_init (const struct plic_data *plic, int context_id, bool enable, u32 threshold)
- int plic_warm_irqchip_init (const struct plic_data *plic, int m_cntx_id, int s_cntx_id)
- int plic_cold_irqchip_init (const struct plic_data *plic)

30.190.1 Macro Definition Documentation

30.190.1.1 PLIC_CONTEXT_BASE

```
#define PLIC_CONTEXT_BASE 0x200000
```

30.190.1.2 PLIC_CONTEXT_STRIDE

```
#define PLIC_CONTEXT_STRIDE 0x1000
```

30.190.1.3 PLIC_ENABLE_BASE

```
#define PLIC_ENABLE_BASE 0x2000
```

30.190.1.4 PLIC_ENABLE_STRIDE

```
#define PLIC_ENABLE_STRIDE 0x80
```

30.190.1.5 PLIC_PENDING_BASE

```
#define PLIC_PENDING_BASE 0x1000
```

30.190.1.6 PLIC_PRIORITY_BASE

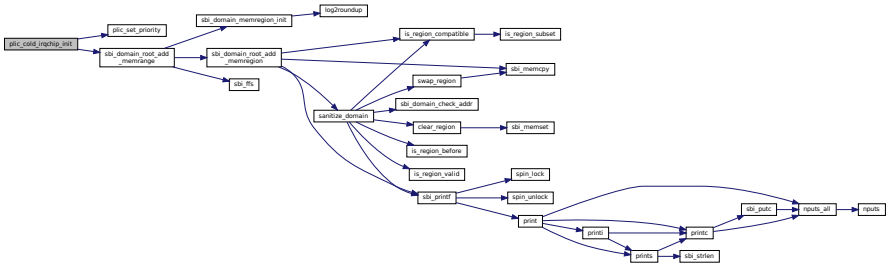
```
#define PLIC_PRIORITY_BASE 0x0
```

30.190.2 Function Documentation

30.190.2.1 plic_cold_irqchip_init()

```
int plic_cold_irqchip_init (
            const struct plic_data * plic )
```

Here is the call graph for this function:

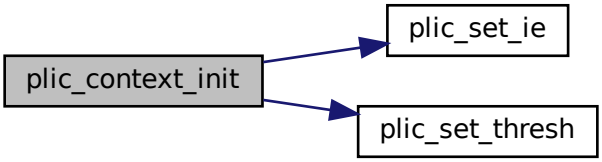


Here is the caller graph for this function:

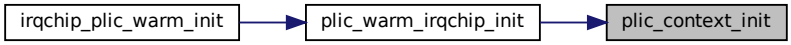
30.190.2.2 plic_context_init()

```
int plic_context_init (
            const struct plic_data * plic,
            int context_id,
            bool enable,
            u32 threshold )
```

Here is the call graph for this function:



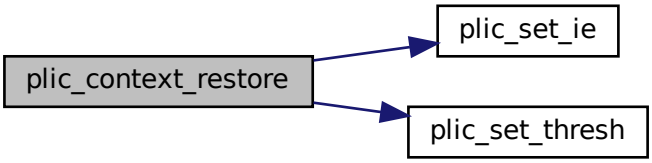
Here is the caller graph for this function:



30.190.2.3 plic_context_restore()

```
void plic_context_restore (
            const struct plic_data * plic,
            int context_id,
            const u32 * enable,
            u32 threshold,
            u32 num )
```

Here is the call graph for this function:

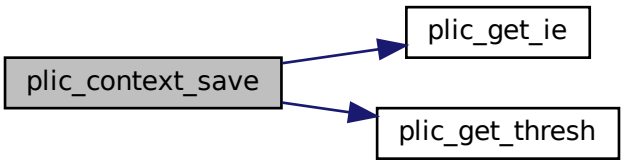


Here is the caller graph for this function:

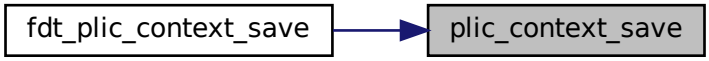
30.190.2.4 plic_context_save()

```
void plic_context_save (
            const struct plic_data * plic,
            int context_id,
            u32 * enable,
            u32 * threshold,
            u32 num )
```

Here is the call graph for this function:



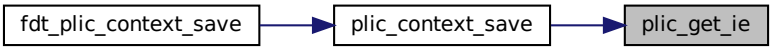
Here is the caller graph for this function:



30.190.2.5 plic_get_ie()

```
static u32 plic_get_ie (
            const struct plic_data * plic,
            u32 cntxid,
            u32 word_index )  [static]
```

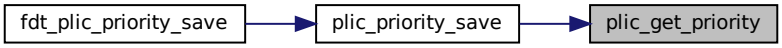
Here is the caller graph for this function:



30.190.2.6 plic_get_priority()

```
static u32 plic_get_priority (
            const struct plic_data * plic,
            u32 source ) [static]
```

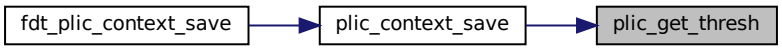
Here is the caller graph for this function:



30.190.2.7 plic_get_thresh()

```
static u32 plic_get_thresh (
            const struct plic_data * plic,
            u32 cntxid ) [static]
```

Here is the caller graph for this function:

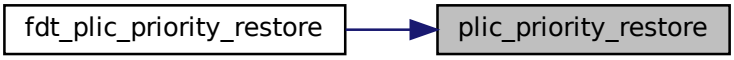


30.190.2.8 plic_priority_restore()

```
void plic_priority_restore (
            const struct plic_data * plic,
            const u8 * priority,
            u32 num )
```

Here is the call graph for this function:

Here is the caller graph for this function:

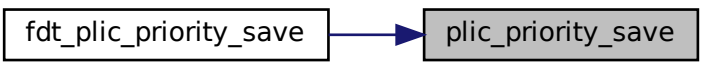


30.190.2.9 plic_priority_save()

```
void plic_priority_save (
            const struct plic_data * plic,
            u8 * priority,
            u32 num )
```

Here is the call graph for this function:

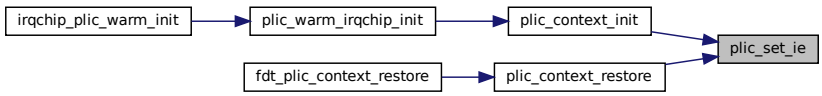
Here is the caller graph for this function:



30.190.2.10 plic_set_ie()

```
static void plic_set_ie (
            const struct plic_data * plic,
            u32 cntxid,
            u32 word_index,
            u32 val )  [static]
```

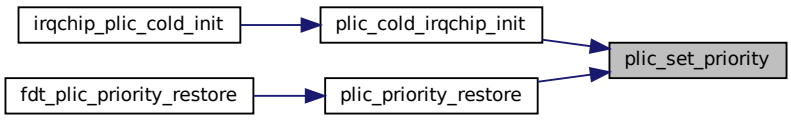
Here is the caller graph for this function:



30.190.2.11 plic_set_priority()

```
static void plic_set_priority (
            const struct plic_data * plic,
            u32 source,
            u32 val )  [static]
```

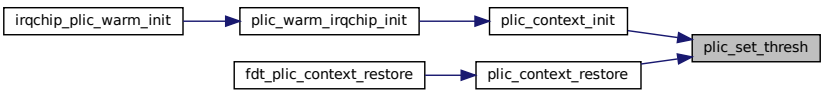
Here is the caller graph for this function:



30.190.2.12 plic_set_thresh()

```
static void plic_set_thresh (
            const struct plic_data * plic,
            u32 cntxid,
            u32 val )  [static]
```

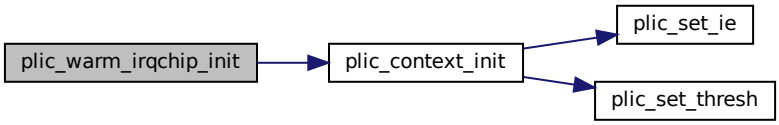
Here is the caller graph for this function:



30.190.2.13 plic_warm_irqchip_init()

```
int plic_warm_irqchip_init (
            const struct plic_data * plic,
            int m_cntx_id,
            int s_cntx_id )
```

Here is the call graph for this function:

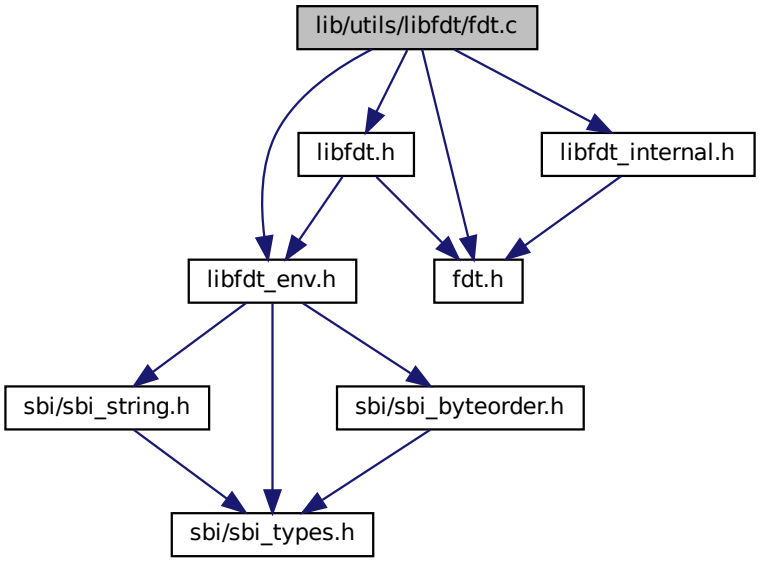


Here is the caller graph for this function:

30.191 lib/utils/libfdt/fdt.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt.c:



Functions

- int32_t fdt_ro_probe_ (const void *fdt)
- static int check_off_ (uint32_t hdrsize, uint32_t totalsize, uint32_t off)
- static int check_block_ (uint32_t hdrsize, uint32_t totalsize, uint32_t base, uint32_t size)
- size_t fdt_header_size_ (uint32_t version)
- size_t fdt_header_size (const void *fdt)
- int fdt_check_header (const void *fdt)
- const void * fdt_offset_ptr (const void *fdt, int offset, unsigned int len)
- uint32_t fdt_next_tag (const void *fdt, int startoffset, int *nextoffset)
- int fdt_check_node_offset_ (const void *fdt, int offset)
- int fdt_check_prop_offset_ (const void *fdt, int offset)
- int fdt_next_node (const void *fdt, int offset, int *depth)
- int fdt_first_subnode (const void *fdt, int offset)
- int fdt_next_subnode (const void *fdt, int offset)
- const char * fdt_find_string_ (const char *strtab, int tabsize, const char *s)
- int fdt_move (const void *fdt, void *buf, int bufsize)

30.191.1 Function Documentation

30.191.1.1 check_block_()

```
static int check_block_ (
            uint32_t hdrsize,
            uint32_t totalsize,
            uint32_t base,
            uint32_t size )  [static]
```

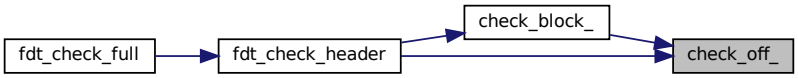
Here is the call graph for this function:

Here is the caller graph for this function:

30.191.1.2 check_off_()

```
static int check_off_ (
            uint32_t hdrsize,
            uint32_t totalsize,
            uint32_t off )  [static]
```

Here is the caller graph for this function:

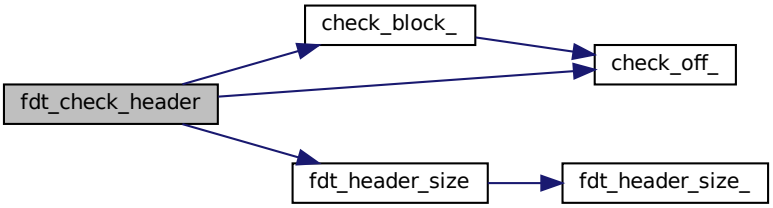


30.191.1.3 fdt_check_header()

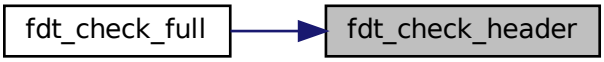
```
int fdt_check_header (
            const void * fdt )
```

fdt_check_header - sanity check a device tree header @fdt: pointer to data which might be a flattened device tree fdt_check_header() checks that the given buffer contains what appears to be a flattened device tree, and that the header contains valid information (to the extent that can be determined from the header alone).
returns: 0, if the buffer appears to contain a valid device tree -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_TRUNCATED, standard meanings, as above Here is the call graph for this

function:



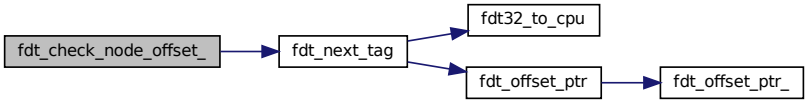
Here is the caller graph for this function:



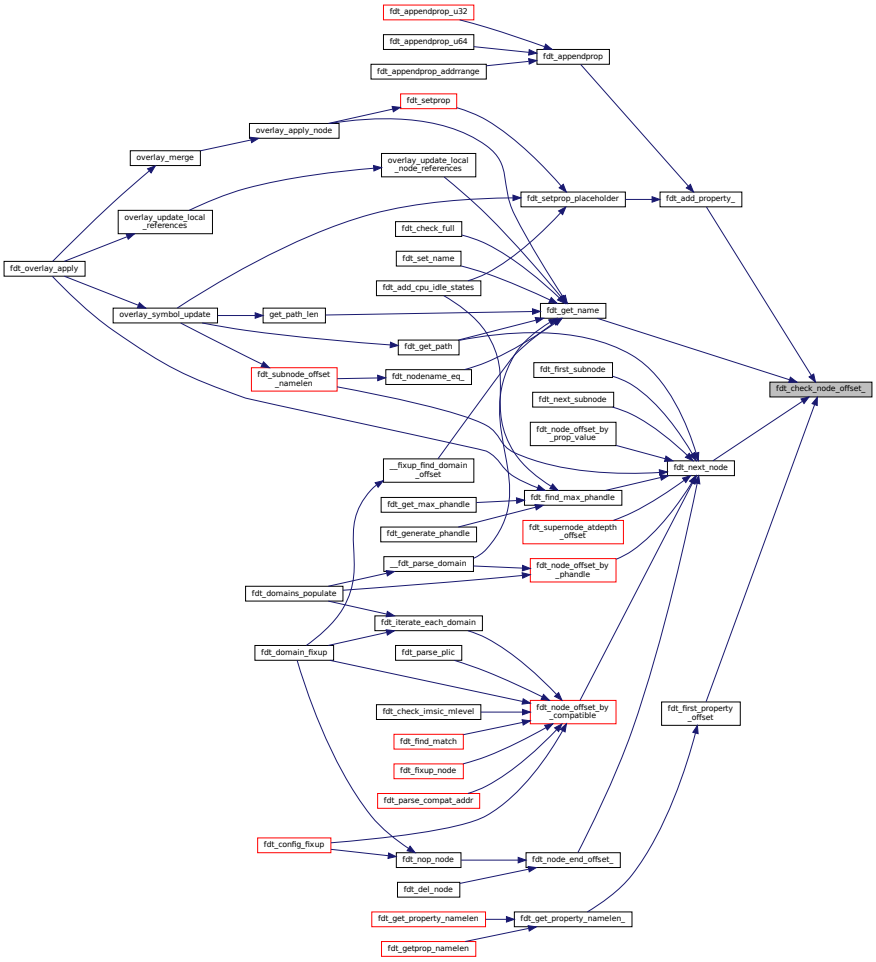
30.191.1.4 fdt_check_node_offset_()

```
int fdt_check_node_offset_ (
            const void * fdt,
            int offset )
```

Here is the call graph for this function:



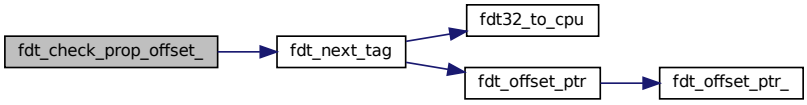
Here is the caller graph for this function:



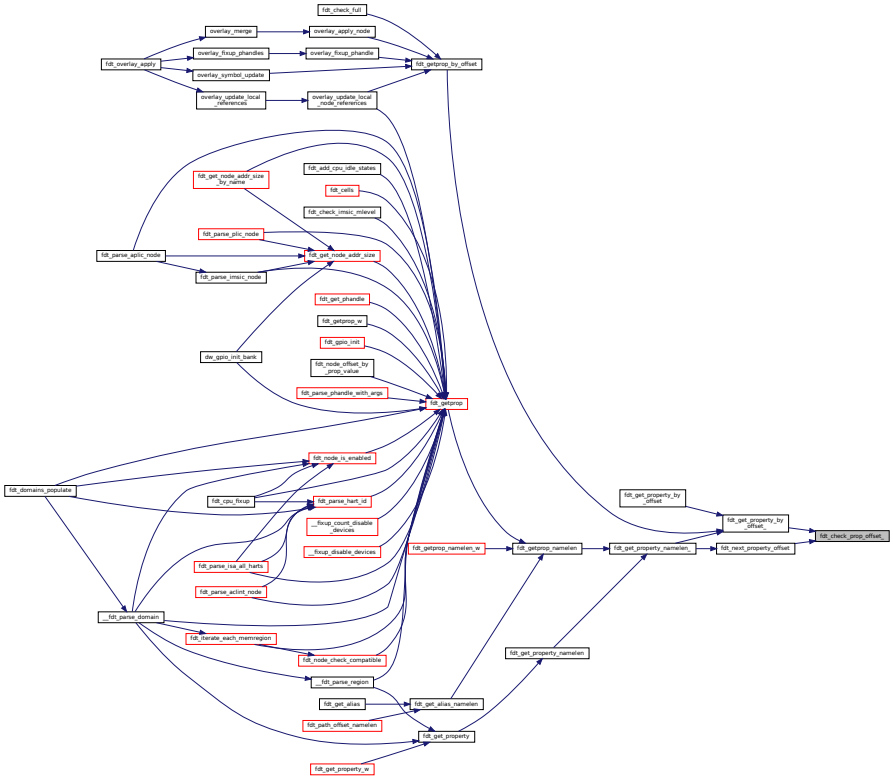
30.191.1.5 fdt_check_prop_offset_()

```
int fdt_check_prop_offset_ (
            const void * fdt,
            int offset )
```

Here is the call graph for this function:



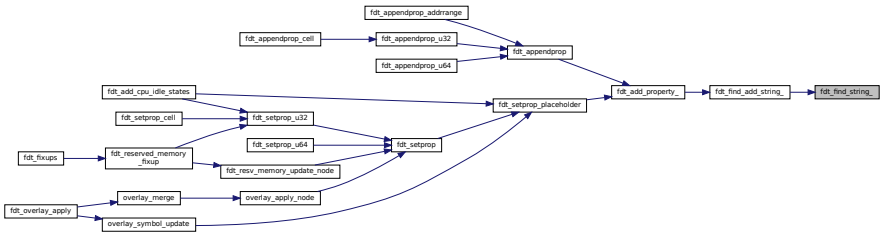
Here is the caller graph for this function:



30.191.1.6 fdt_find_string_()

```
const char* fdt_find_string_ (
            const char * strtab,
            int tabsize,
            const char * s )
```

Here is the caller graph for this function:

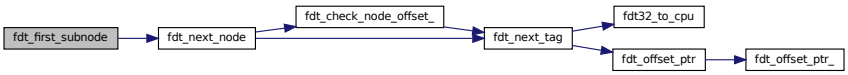


30.191.1.7 fdt_first_subnode()

```
int fdt_first_subnode (
            const void * fdt,
            int offset )
```

fdt_first_subnode() - get offset of first direct subnode @fdt: FDT blob @offset: Offset of node to check

Return: offset of first subnode, or -FDT_ERR_NOTFOUND if there is none Here is the call graph for this function:

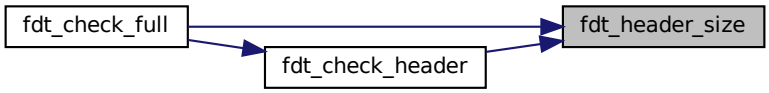


30.191.1.8 fdt_header_size()

```
size_t fdt_header_size (
            const void * fdt )
```

fdt_header_size - return the size of the tree's header @fdt: pointer to a flattened device tree
Return: size of DTB header in bytes Here is the call graph for this function:

Here is the caller graph for this function:



30.191.1.9 fdt_header_size_()

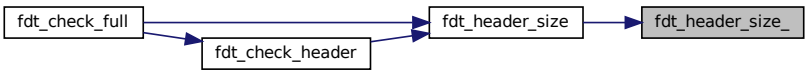
```
size_t fdt_header_size_ (
            uint32_t version )
```

fdt_header_size_ - internal function to get header size from a version number

Version

: devicetree version number

Return: size of DTB header in bytes Here is the caller graph for this function:



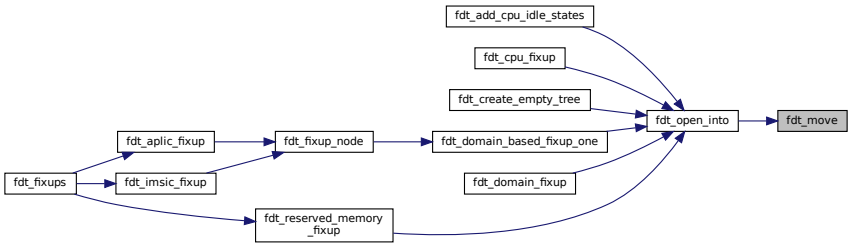
30.191.1.10 fdt_move()

```
int fdt_move (
            const void * fdt,
            void * buf,
            int bufsize )
```

fdt_move - move a device tree around in memory @fdt: pointer to the device tree to move @buf: pointer to memory where the device is to be moved @bufsize: size of the memory space at buf

fdt_move() relocates, if possible, the device tree blob located at fdt to the buffer at buf of size bufsize. The buffer may overlap with the existing device tree blob at fdt. Therefore, fdt_move(fdt, fdt, fdt_totalsize(fdt)) should always succeed.

returns: 0, on success -FDT_ERR_NOSPACE, bufsize is insufficient to contain the device tree -FDT_ERR_↩ BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, standard meanings Here is the caller graph for this function:

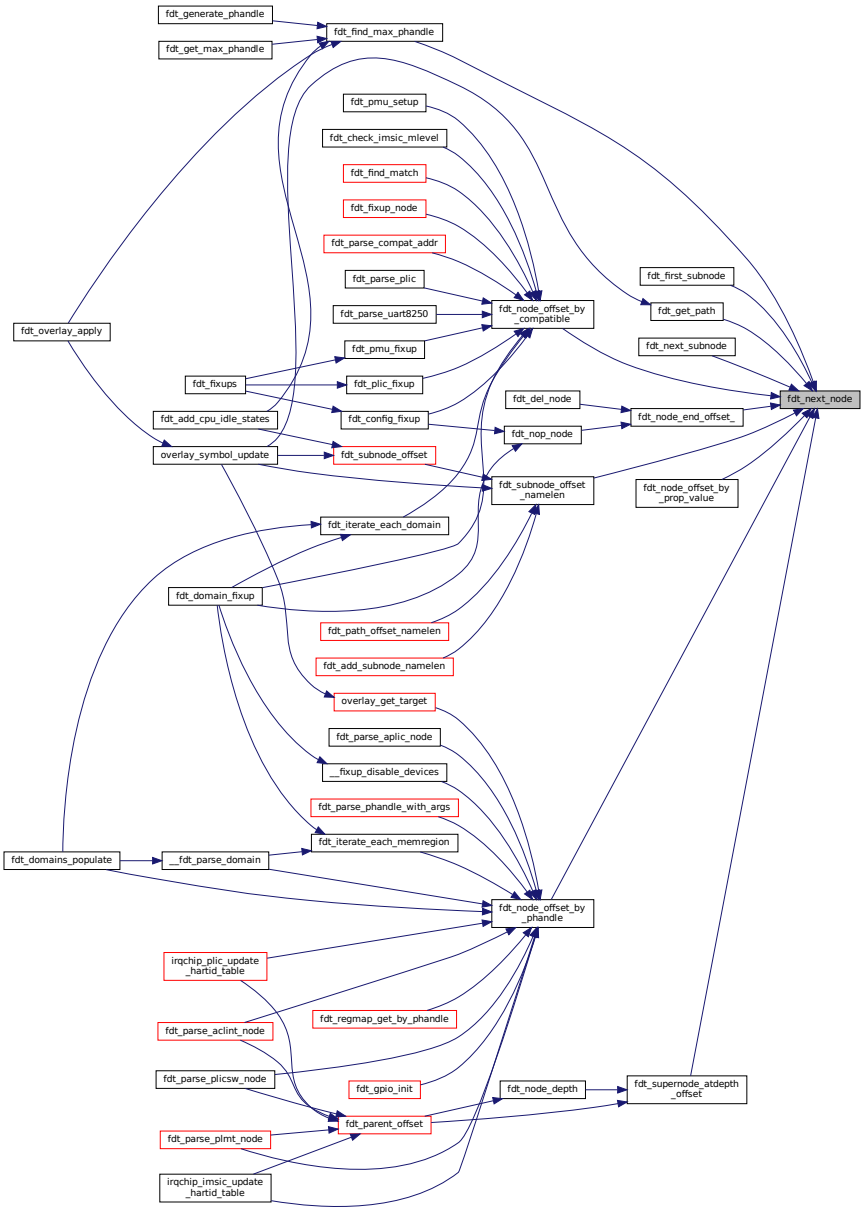


30.191.1.11 fdt_next_node()

```
int fdt_next_node (
            const void * fdt,
            int offset,
            int * depth )
```

Here is the call graph for this function:

Here is the caller graph for this function:

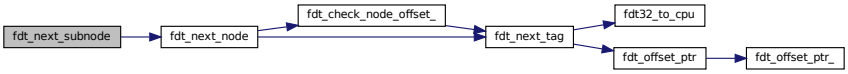


30.191.1.12 fdt_next_subnode()

```
int fdt_next_subnode (
            const void * fdt,
            int offset )
```

fdt_next_subnode() - get offset of next direct subnode @fdt: FDT blob @offset: Offset of previous subnode
After first calling fdt_first_subnode(), call this function repeatedly to get direct subnodes of a parent node.
Return: offset of next subnode, or -FDT_ERR_NOTFOUND if there are no more subnodes Here is the call graph

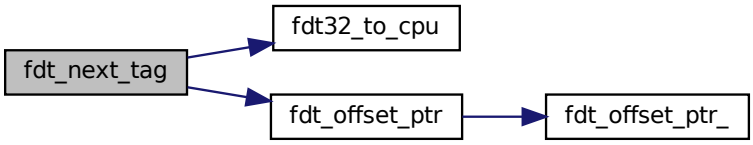
for this function:



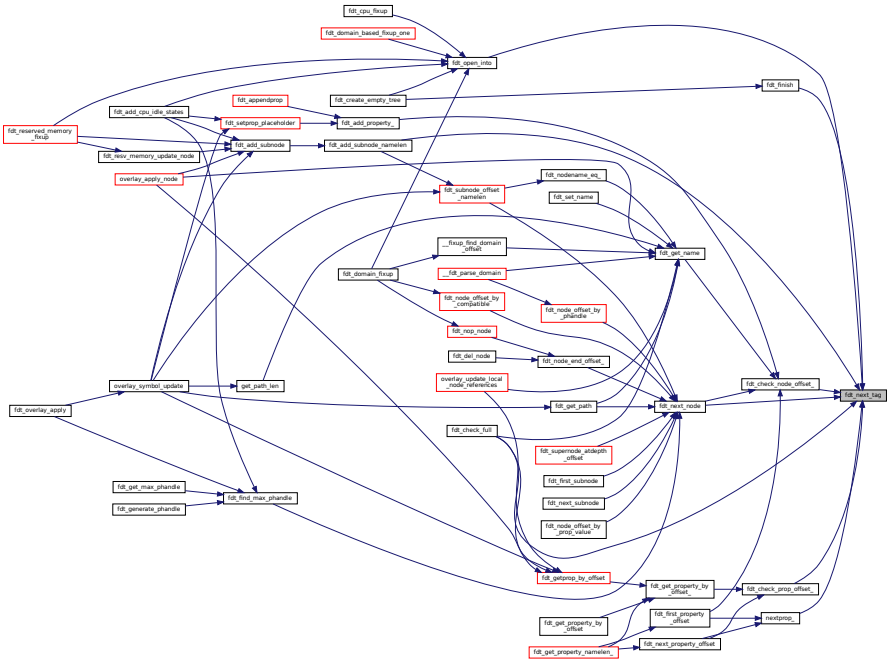
30.191.1.13 fdt_next_tag()

```
uint32_t fdt_next_tag (
            const void * fdt,
            int startoffset,
            int * nextoffset )
```

Here is the call graph for this function:



Here is the caller graph for this function:

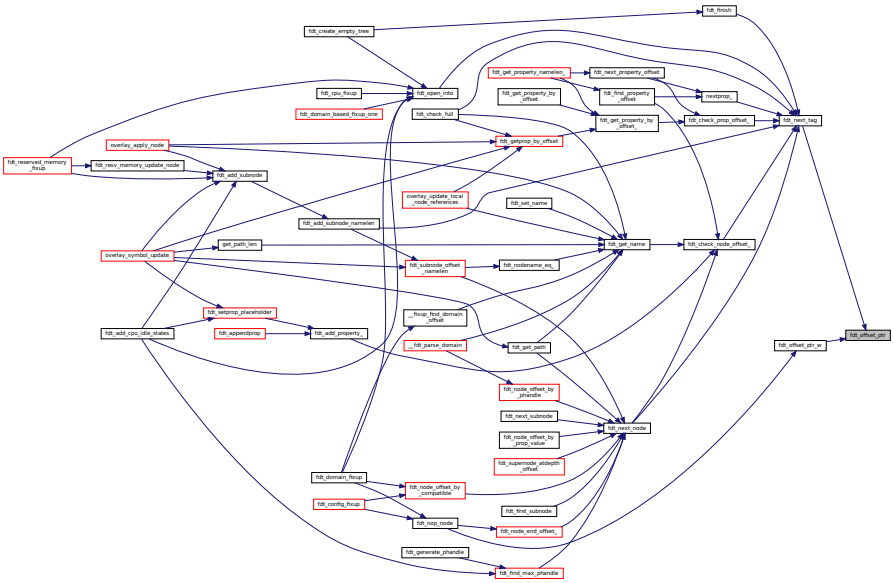


30.191.1.14 fdt_offset_ptr()

```
const void* fdt_offset_ptr (
            const void * fdt,
            int offset,
            unsigned int len )
```

Here is the call graph for this function:

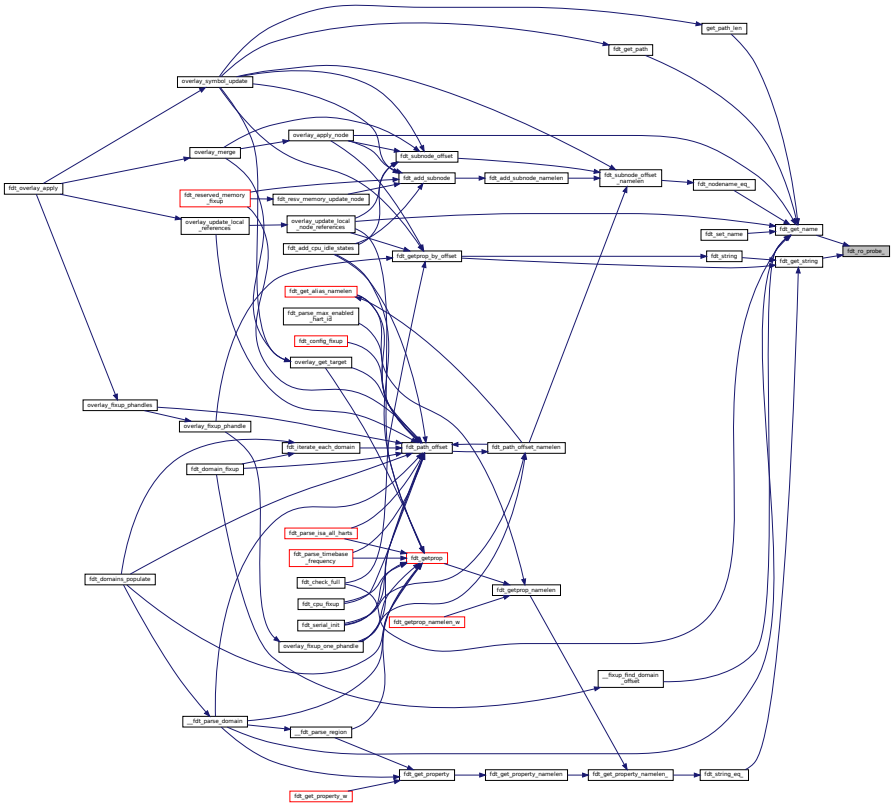
Here is the caller graph for this function:



30.191.1.15 fdt_ro_probe_()

```
int32_t fdt_ro_probe_ (
            const void * fdt )
```

Here is the caller graph for this function:



30.192 lib/utils/libfdt/fdt.h File Reference

This graph shows which files directly or indirectly include this file:

Data Structures

- struct fdt_header
- struct fdt_reserve_entry
- struct fdt_node_header
- struct fdt_property

Macros

- #define FDT_MAGIC 0xd00dfeed /∗ 4: version, 4: total size ∗/
- #define FDT_TAGSIZE sizeof(fdt32_t)
- #define FDT_BEGIN_NODE 0x1 /∗ Start node: full name ∗/
- #define FDT_END_NODE 0x2 /∗ End node ∗/
- #define FDT_PROP
- #define FDT_NOP 0x4 /∗ nop ∗/
- #define FDT_END 0x9
- #define FDT_V1_SIZE (7∗sizeof(fdt32_t))
- #define FDT_V2_SIZE (FDT_V1_SIZE + sizeof(fdt32_t))

- #define FDT_V3_SIZE (FDT_V2_SIZE + sizeof(fdt32_t))
- #define FDT_V16_SIZE FDT_V3_SIZE
- #define FDT_V17_SIZE (FDT_V16_SIZE + sizeof(fdt32_t))

30.192.1 Macro Definition Documentation

30.192.1.1 FDT_BEGIN_NODE

```
#define FDT_BEGIN_NODE 0x1 /* Start node:  full name */
```

30.192.1.2 FDT_END

```
#define FDT_END 0x9
```

30.192.1.3 FDT_END_NODE

```
#define FDT_END_NODE 0x2 /* End node */
```

30.192.1.4 FDT_MAGIC

```
#define FDT_MAGIC 0xd00dfeed /* 4:  version, 4:  total size */
```

30.192.1.5 FDT_NOP

```
#define FDT_NOP 0x4 /* nop */
```

30.192.1.6 FDT_PROP

```
#define FDT_PROP
```

Value:

```
                    0x3      /* Property: name off,
                    size, content */
```

30.192.1.7 FDT_TAGSIZE

```
#define FDT_TAGSIZE sizeof(fdt32_t)
```

30.192.1.8 FDT_V16_SIZE

```
#define FDT_V16_SIZE FDT_V3_SIZE
```

30.192.1.9 FDT_V17_SIZE

```
#define FDT_V17_SIZE (FDT_V16_SIZE + sizeof(fdt32_t))
```

30.192.1.10 FDT_V1_SIZE

```
#define FDT_V1_SIZE (7*sizeof(fdt32_t))
```

30.192.1.11 FDT_V2_SIZE

```
#define FDT_V2_SIZE (FDT_V1_SIZE + sizeof(fdt32_t))
```

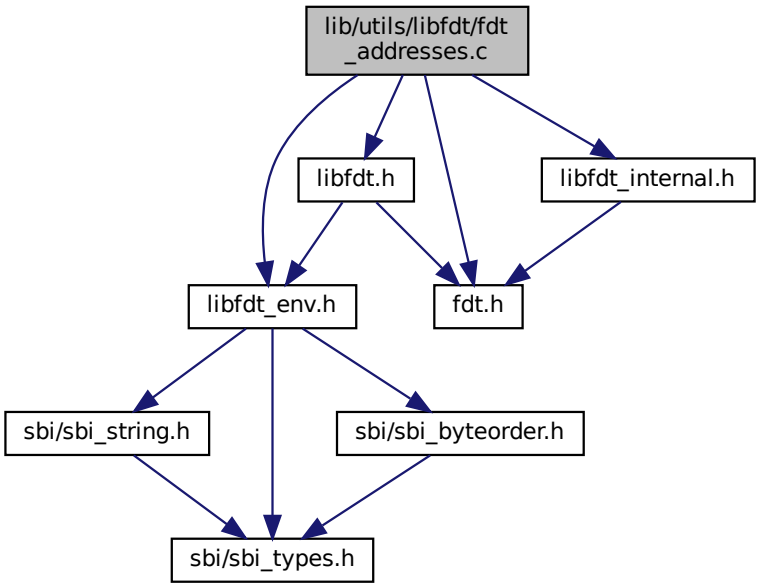
30.192.1.12 FDT_V3_SIZE

```
#define FDT_V3_SIZE (FDT_V2_SIZE + sizeof(fdt32_t))
```

30.193 lib/utils/libfdt/fdt_addresses.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_addresses.c:



Functions

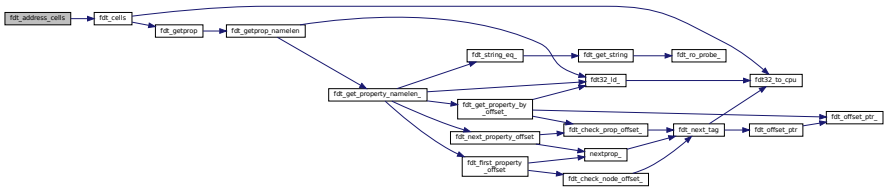
- static int fdt_cells (const void *fdt, int nodeoffset, const char *name)
- int fdt_address_cells (const void *fdt, int nodeoffset)
- int fdt_size_cells (const void *fdt, int nodeoffset)
- int fdt_appendprop_addrrange (void *fdt, int parent, int nodeoffset, const char *name, uint64_t addr, uint64↩ _t size)

30.193.1 Function Documentation

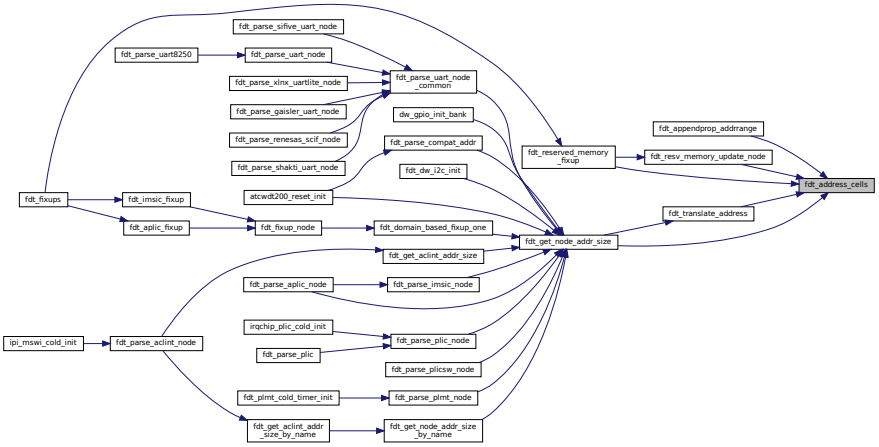
30.193.1.1 fdt_address_cells()

```
int fdt_address_cells (
            const void * fdt,
            int nodeoffset )
```

fdt_address_cells - retrieve address size for a bus represented in the tree @fdt: pointer to the device tree blob @nodeoffset: offset of the node to find the address size for
When the node has a valid #address-cells property, returns its value.
returns: 0 <= n < FDT_MAX_NCELLS, on success 2, if the node has no #address-cells property -FDT_ERR_↩ BADNCELLS, if the node has a badly formatted or invalid #address-cells property -FDT_ERR_BADMAGIC, -FDT↩ _ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



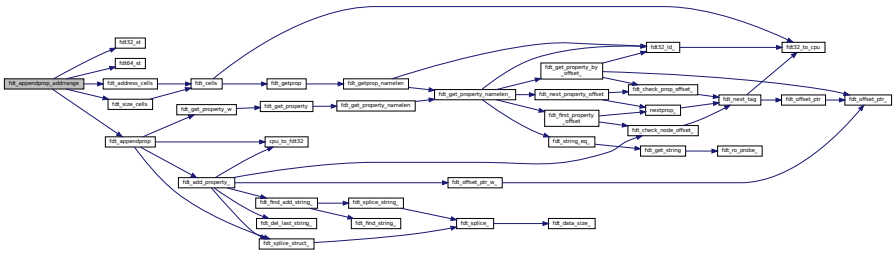
Here is the caller graph for this function:



30.193.1.2 fdt_appendprop_addrrange()

```
int fdt_appendprop_addrrange (
            void * fdt,
            int parent,
            int nodeoffset,
            const char * name,
            uint64_t addr,
            uint64_t size )
```

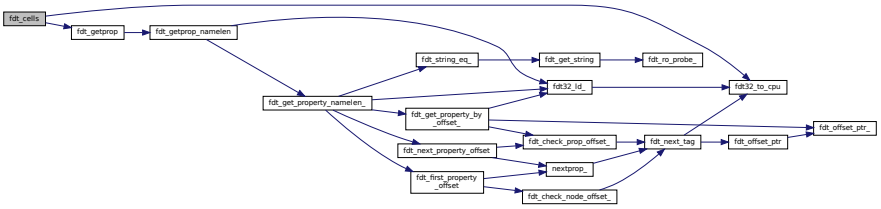
Here is the call graph for this function:



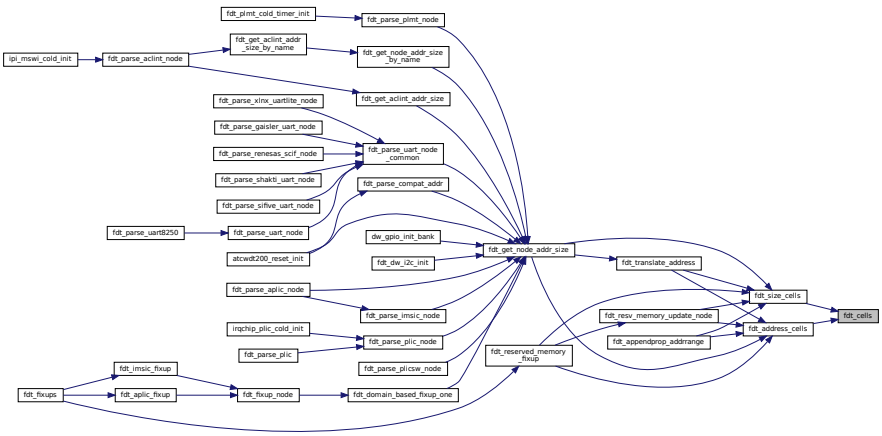
30.193.1.3 fdt_cells()

```
static int fdt_cells (
            const void * fdt,
            int nodeoffset,
            const char * name )  [static]
```

Here is the call graph for this function:



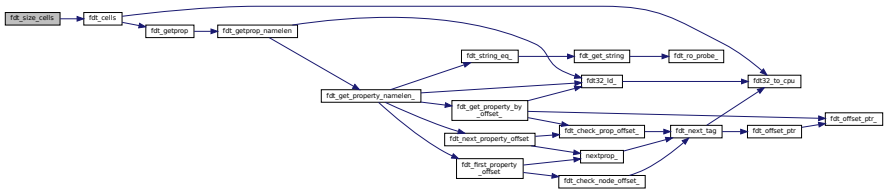
Here is the caller graph for this function:



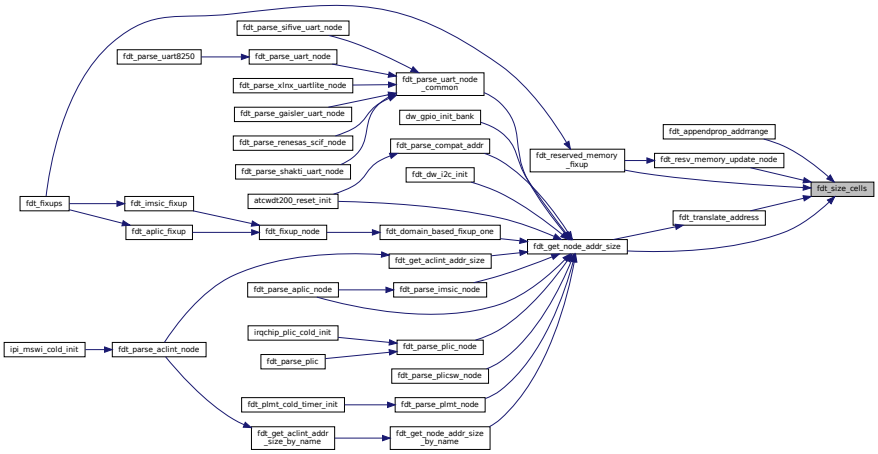
30.193.1.4 fdt_size_cells()

```
int fdt_size_cells (
            const void * fdt,
            int nodeoffset )
```

fdt_size_cells - retrieve address range size for a bus represented in the tree @fdt: pointer to the device tree blob @nodeoffset: offset of the node to find the address range size for
When the node has a valid #size-cells property, returns its value.
returns: 0 <= n < FDT_MAX_NCELLS, on success 1, if the node has no #size-cells property -FDT_ERR_↩ BADNCELLS, if the node has a badly formatted or invalid #size-cells property -FDT_ERR_BADMAGIC, -FDT↩ _ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



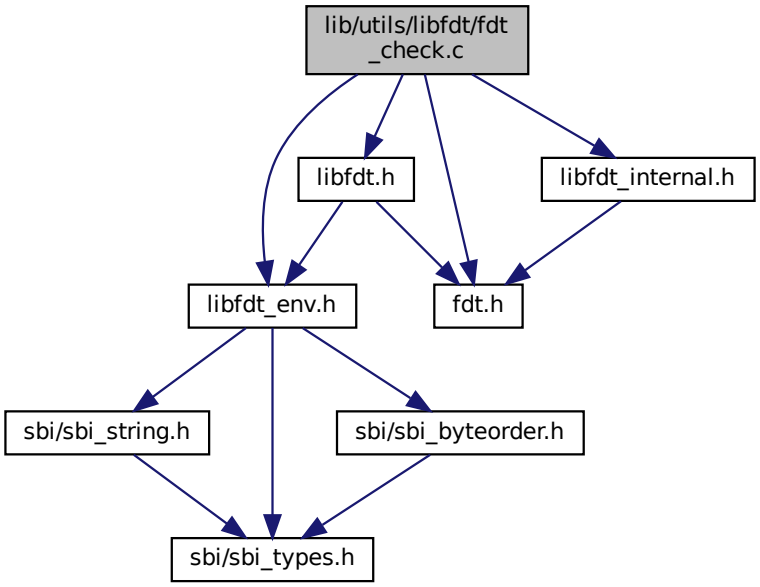
Here is the caller graph for this function:



30.194 lib/utils/libfdt/fdt_check.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_check.c:



Functions

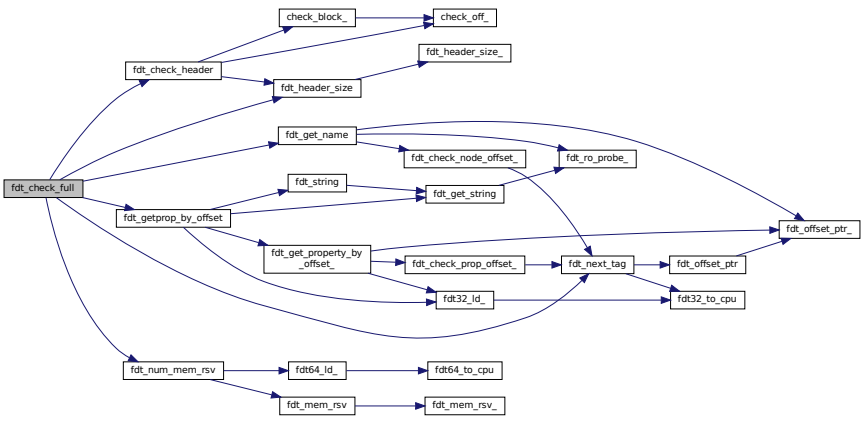
- int fdt_check_full (const void *fdt, size_t bufsize)

30.194.1 Function Documentation

30.194.1.1 fdt_check_full()

```
int fdt_check_full (
            const void * fdt,
            size_t bufsize )
```

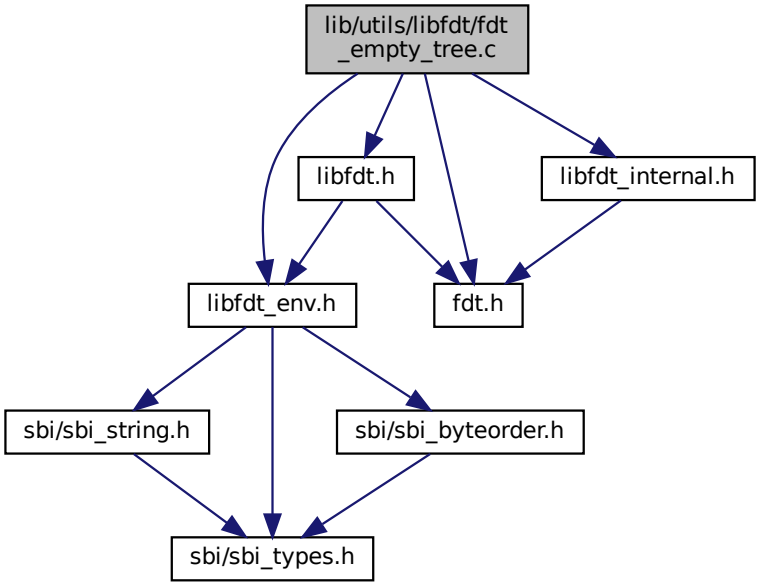
Here is the call graph for this function:



30.195 lib/utils/libfdt/fdt_empty_tree.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_empty_tree.c:



Functions

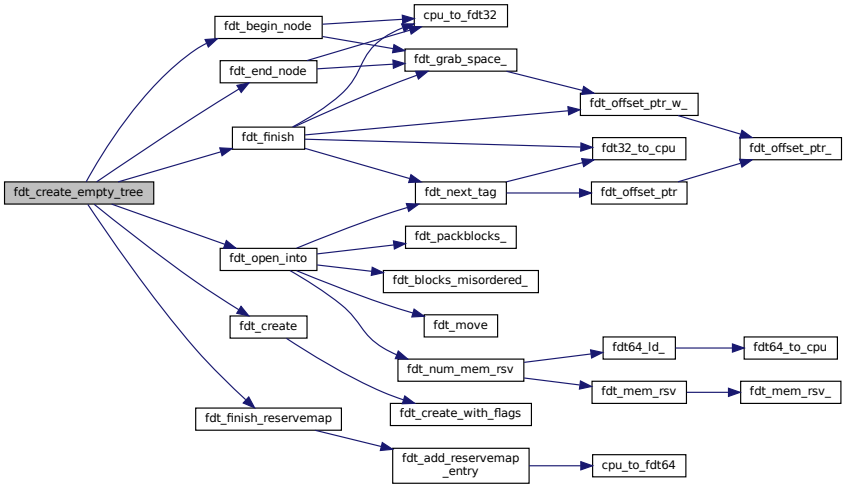
- int fdt_create_empty_tree (void *buf, int bufsize)

30.195.1 Function Documentation

30.195.1.1 fdt_create_empty_tree()

```
int fdt_create_empty_tree (
            void * buf,
            int bufsize )
```

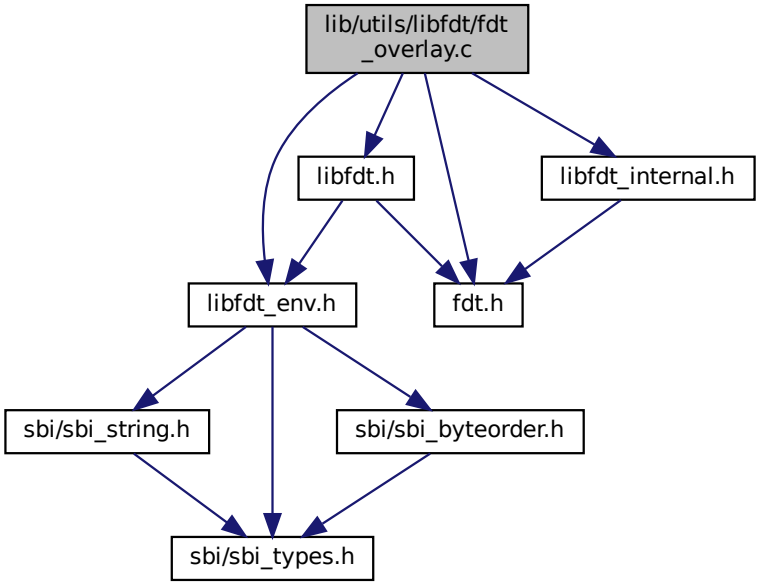
Here is the call graph for this function:



30.196 lib/utils/libfdt/fdt_overlay.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_overlay.c:



Functions

- static uint32_t overlay_get_target_phandle (const void *fdto, int fragment)
- static int overlay_get_target (const void *fdt, const void *fdto, int fragment, char const **pathp)

: Name of the property to modify (phandle or linux,phandle)

overlay_phandle_add_offset - Increases a phandle by an offset @fdt: Base device tree blob @node: Device tree overlay blob

@delta: offset to apply

overlay_phandle_add_offset() increments a node phandle by a given offset.

returns: 0 on success. Negative error code on error

- static int overlay_phandle_add_offset (void *fdt, int node, const char *name, uint32_t delta)
- static int overlay_adjust_node_phandles (void *fdto, int node, uint32_t delta)
- static int overlay_adjust_local_phandles (void *fdto, uint32_t delta)
- static int overlay_update_local_node_references (void *fdto, int tree_node, int fixup_node, uint32_t delta)
- static int overlay_update_local_references (void *fdto, uint32_t delta)

: Name of the property holding the phandle reference in the overlay

overlay_fixup_one_phandle - Set an overlay phandle to the base one @fdt: Base Device Tree blob @fdto: Device tree overlay blob @symbols_off: Node offset of the symbols node in the base device tree @path: Path to a node holding a phandle in the overlay @path_len: number of path characters to consider

@name_len: number of name characters to consider @poffset: Offset within the overlay property where the phandle is stored @label: Label of the node referenced by the phandle

overlay_fixup_one_phandle() resolves an overlay phandle pointing to a node in the base device tree.

This is part of the device tree overlay application process, when you want all the phandles in the overlay to point to the actual base dt nodes.

returns: 0 on success Negative error code on failure

- static int overlay_fixup_one_phandle (void *fdt, void *fdto, int symbols_off, const char *path, uint32_t path_len, const char *name, uint32_t name_len, int poffset, const char *label)
- static int overlay_fixup_phandle (void *fdt, void *fdto, int symbols_off, int property)
- static int overlay_fixup_phandles (void *fdt, void *fdto)
- static int overlay_apply_node (void *fdt, int target, void *fdto, int node)
- static int overlay_merge (void *fdt, void *fdto)
- static int get_path_len (const void *fdt, int nodeoffset)
- static int overlay_symbol_update (void *fdt, void *fdto)
- int fdt_overlay_apply (void *fdt, void *fdto)

30.196.1 Function Documentation

30.196.1.1 fdt_overlay_apply()

```
int fdt_overlay_apply (
            void * fdt,
            void * fdto )
```

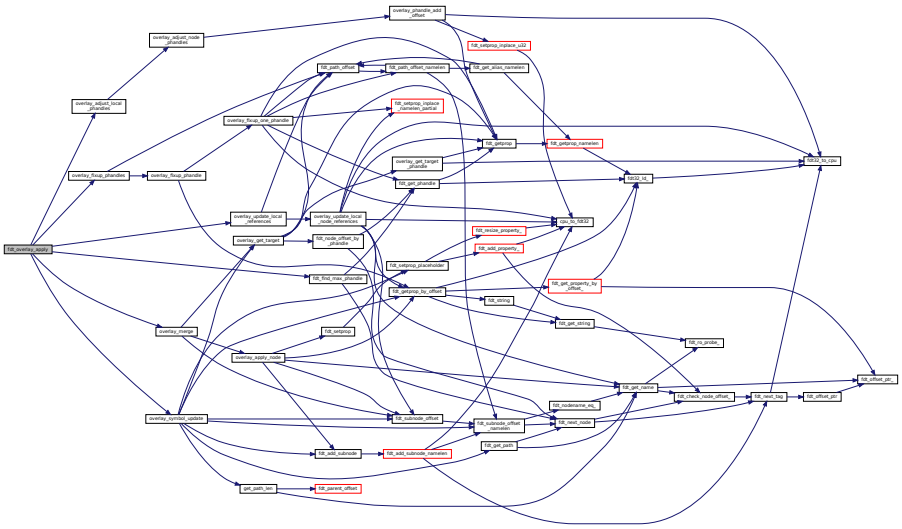
fdt_overlay_apply - Applies a DT overlay on a base DT @fdt: pointer to the base device tree blob @fdto: pointer to the device tree overlay blob

fdt_overlay_apply() will apply the given device tree overlay on the given base device tree.

Expect the base device tree to be modified, even if the function returns an error.

returns: 0, on success -FDT_ERR_NOSPACE, there's not enough space in the base device tree -FDT_ERR_NOTFOUND, the overlay points to some inexistant nodes or properties in the base DT -FDT_ERR_BADPHANDLE,

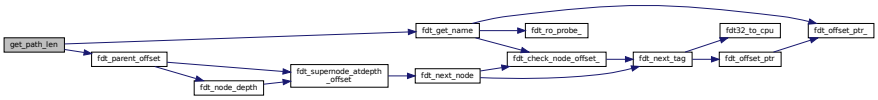
-FDT_ERR_BADOVERLAY, -FDT_ERR_NOPHANDLES, -FDT_ERR_INTERNAL, -FDT_ERR_BADLAYOUT, -FDT_ERR_BADMAGIC, -FDT_ERR_BADOFFSET, -FDT_ERR_BADPATH, -FDT_ERR_BADVERSION, -FDT_↩ ERR_BADSTRUCTURE, -FDT_ERR_BADSTATE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



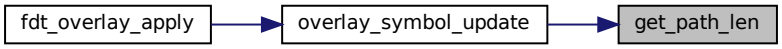
30.196.1.2 get_path_len()

```
static int get_path_len (
            const void * fdt,
            int nodeoffset )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

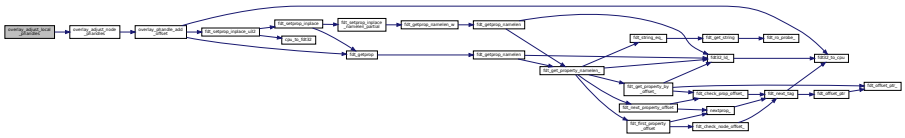


30.196.1.3 overlay_adjust_local_phandles()

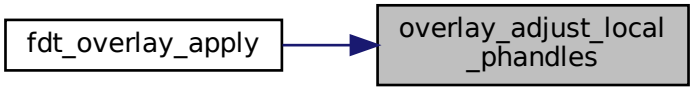
```
static int overlay_adjust_local_phandles (
            void * fdto,
            uint32_t delta )  [static]
```

overlay_adjust_local_phandles - Adjust the phandles of a whole overlay @fdto: Device tree overlay blob @delta: Offset to shift the phandles of

overlay_adjust_local_phandles() adds a constant to all the phandles of an overlay. This is mainly use as part of the overlay application process, when we want to update all the overlay phandles to not conflict with the overlays of the base device tree.
returns: 0 on success Negative error code on failure Here is the call graph for this function:



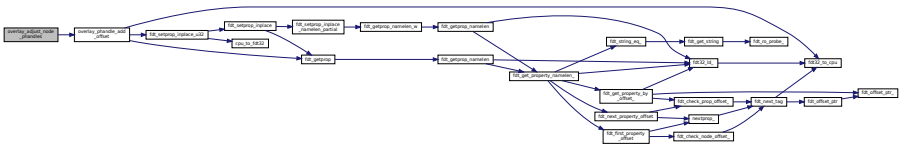
Here is the caller graph for this function:



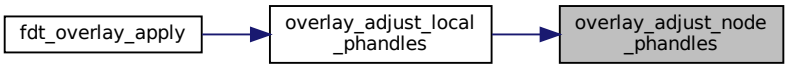
30.196.1.4 overlay_adjust_node_phandles()

```
static int overlay_adjust_node_phandles (
            void * fdto,
            int node,
            uint32_t delta )  [static]
```

overlay_adjust_node_phandles - Offsets the phandles of a node @fdto: Device tree overlay blob @node: Offset of the node we want to adjust @delta: Offset to shift the phandles of
overlay_adjust_node_phandles() adds a constant to all the phandles of a given node. This is mainly use as part of the overlay application process, when we want to update all the overlay phandles to not conflict with the overlays of the base device tree.
returns: 0 on success Negative error code on failure Here is the call graph for this function:



Here is the caller graph for this function:



30.196.1.5 overlay_apply_node()

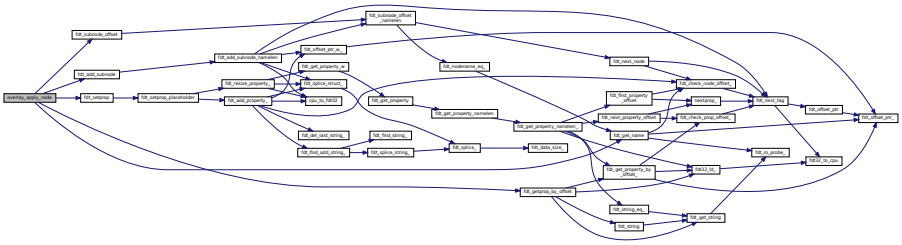
```
static int overlay_apply_node (
            void * fdt,
            int target,
            void * fdto,
            int node )  [static]
```

overlay_apply_node - Merges a node into the base device tree @fdt: Base Device Tree blob @target: Node offset in the base device tree to apply the fragment to @fdto: Device tree overlay blob @node: Node offset in the overlay holding the changes to merge

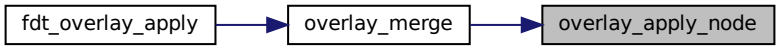
overlay_apply_node() merges a node into a target base device tree node pointed.

This is part of the final step in the device tree overlay application process, when all the phandles have been adjusted and resolved and you just have to merge overlay into the base device tree.

returns: 0 on success Negative error code on failure Here is the call graph for this function:



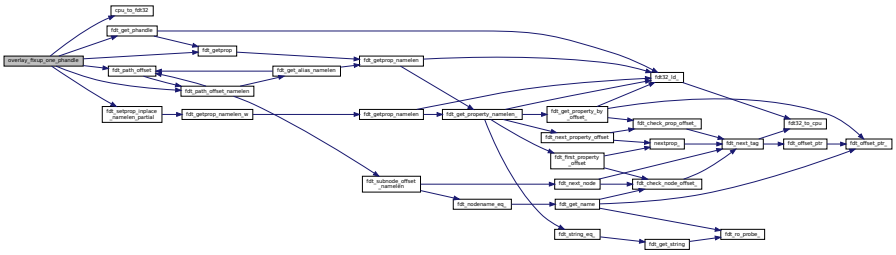
Here is the caller graph for this function:



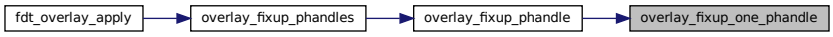
30.196.1.6 overlay_fixup_one_phandle()

```
static int overlay_fixup_one_phandle (
            void * fdt,
            void * fdto,
            int symbols_off,
            const char * path,
            uint32_t path_len,
            const char * name,
            uint32_t name_len,
            int poffset,
            const char * label )  [static]
```

Here is the call graph for this function:



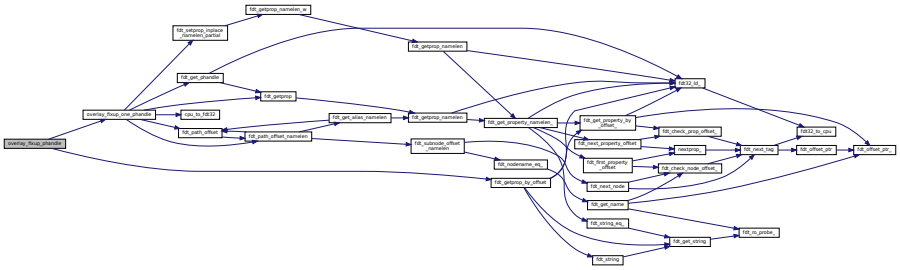
Here is the caller graph for this function:



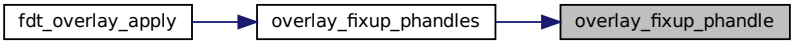
30.196.1.7 overlay_fixup_phandle()

```
static int overlay_fixup_phandle (
            void * fdt,
            void * fdto,
            int symbols_off,
            int property )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.196.1.8 overlay_fixup_phandles()

```
static int overlay_fixup_phandles (
```

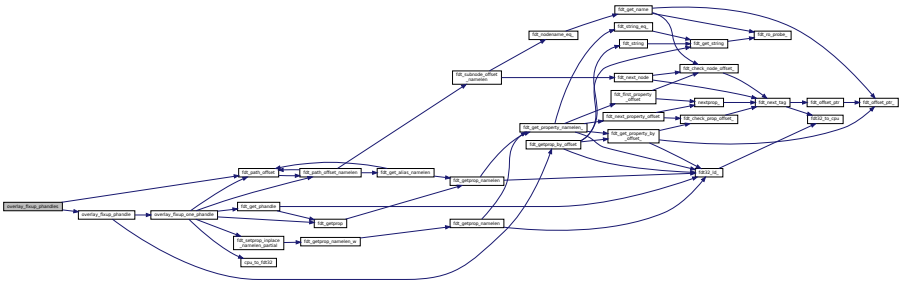
```
            void * fdt,
            void * fdto )  [static]
```

overlay_fixup_phandles - Resolve the overlay phandles to the base device tree @fdt: Base Device Tree blob @fdto: Device tree overlay blob

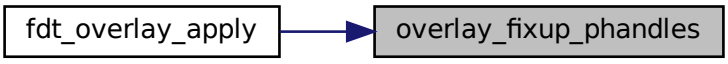
overlay_fixup_phandles() resolves all the overlay phandles pointing to nodes in the base device tree.

This is one of the steps of the device tree overlay application process, when you want all the phandles in the overlay to point to the actual base dt nodes.

returns: 0 on success Negative error code on failure Here is the call graph for this function:



Here is the caller graph for this function:



30.196.1.9 overlay_get_target()

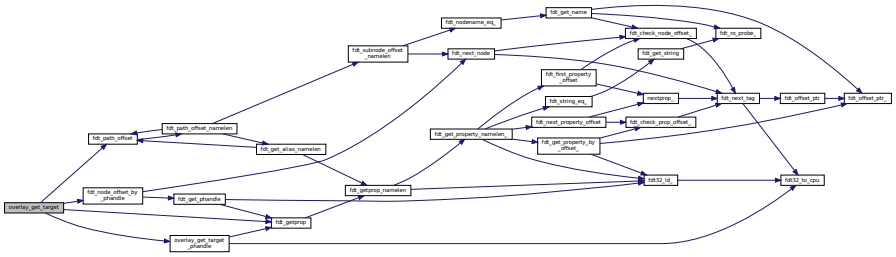
```
static int overlay_get_target (
            const void * fdt,
            const void * fdto,
            int fragment,
            char const ** pathp )  [static]
```

overlay_get_target - retrieves the offset of a fragment's target @fdt: Base device tree blob @fdto: Device tree overlay blob @fragment: node offset of the fragment in the overlay @pathp: pointer which receives the path of the target (or NULL)

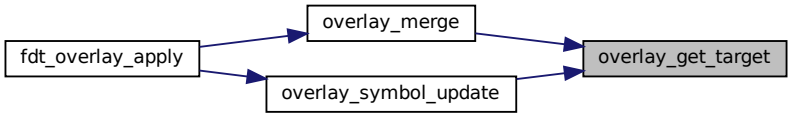
overlay_get_target() retrieves the target offset in the base device tree of a fragment, no matter how the actual targeting is done (through a phandle or a path)

returns: the targeted node offset in the base device tree Negative error code on error Here is the call graph for this

function:



Here is the caller graph for this function:



30.196.1.10 overlay_get_target_phandle()

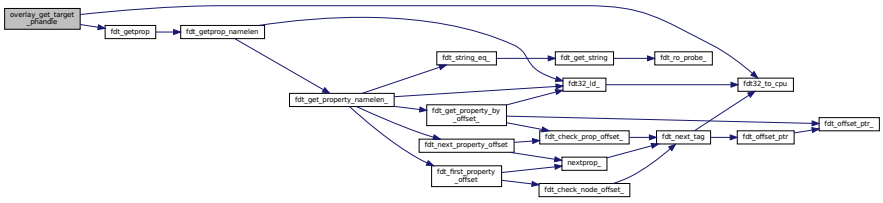
```
static uint32_t overlay_get_target_phandle (
            const void * fdto,
            int fragment )  [static]
```

overlay_get_target_phandle - retrieves the target phandle of a fragment @fdto: pointer to the device tree overlay blob @fragment: node offset of the fragment in the overlay

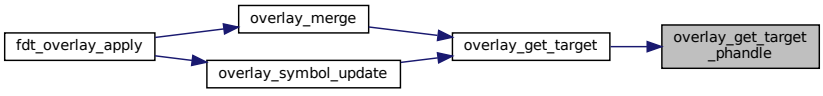
overlay_get_target_phandle() retrieves the target phandle of an overlay fragment when that fragment uses a phandle (target property) instead of a path (target-path property).

returns: the phandle pointed by the target property 0, if the phandle was not found -1, if the phandle was malformed

Here is the call graph for this function:



Here is the caller graph for this function:



30.196.1.11 overlay_merge()

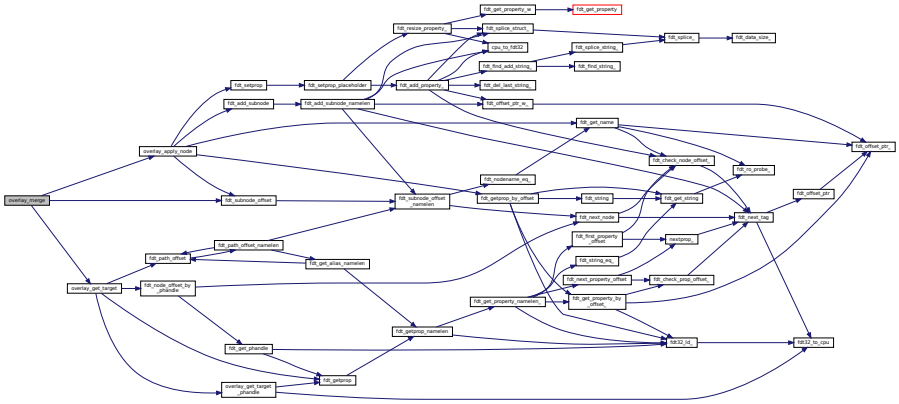
```
static int overlay_merge (
            void * fdt,
            void * fdto )  [static]
```

overlay_merge - Merge an overlay into its base device tree @fdt: Base Device Tree blob @fdto: Device tree overlay blob

overlay_merge() merges an overlay into its base device tree.

This is the next to last step in the device tree overlay application process, when all the phandles have been adjusted and resolved and you just have to merge overlay into the base device tree.

returns: 0 on success Negative error code on failure Here is the call graph for this function:

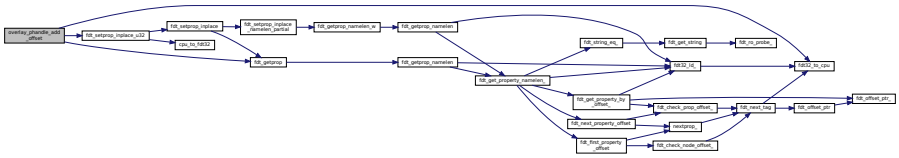


Here is the caller graph for this function:

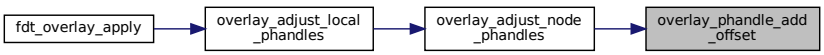
30.196.1.12 overlay_phandle_add_offset()

```
static int overlay_phandle_add_offset (
            void * fdt,
            int node,
            const char * name,
            uint32_t delta )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.196.1.13 overlay_symbol_update()

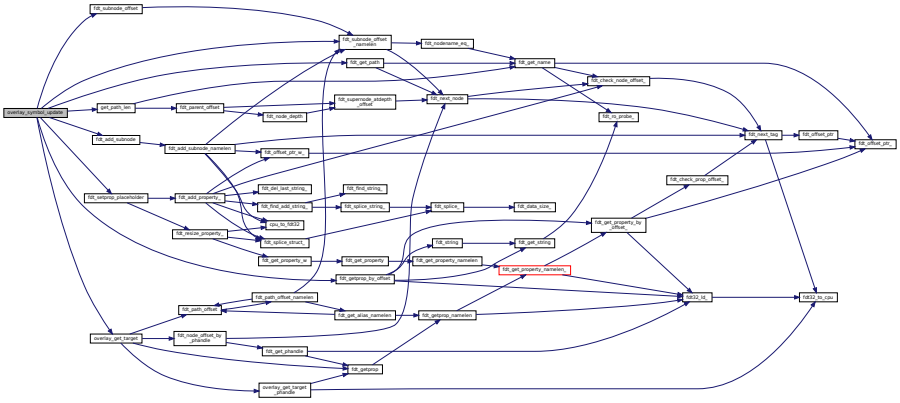
```
static int overlay_symbol_update (
            void * fdt,
            void * fdto )  [static]
```

overlay_symbol_update - Update the symbols of base tree after a merge @fdt: Base Device Tree blob @fdto: Device tree overlay blob

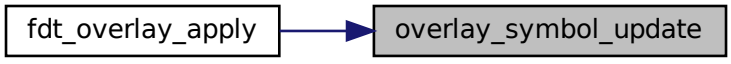
overlay_symbol_update() updates the symbols of the base tree with the symbols of the applied overlay

This is the last step in the device tree overlay application process, allowing the reference of overlay symbols by subsequent overlay operations.

returns: 0 on success Negative error code on failure Here is the call graph for this function:



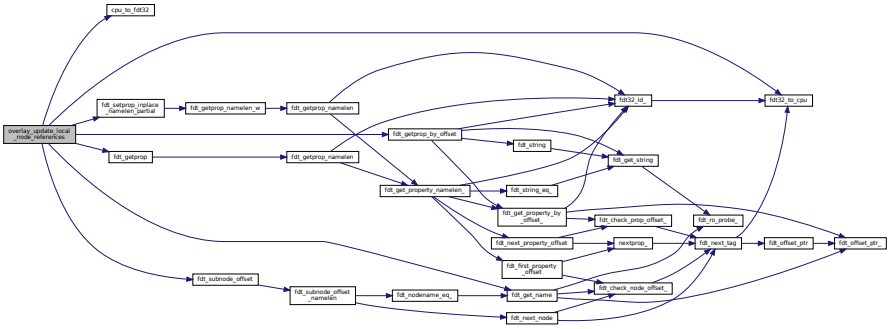
Here is the caller graph for this function:



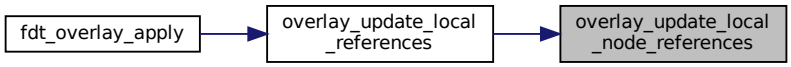
30.196.1.14 overlay_update_local_node_references()

```
static int overlay_update_local_node_references (
            void * fdto,
            int tree_node,
            int fixup_node,
            uint32_t delta )  [static]
```

overlay_update_local_node_references - Adjust the overlay references @fdto: Device tree overlay blob @tree_↩ node: Node offset of the node to operate on @fixup_node: Node offset of the matching local fixups node @delta: Offset to shift the phandles of
overlay_update_local_nodes_references() update the phandles pointing to a node within the device tree overlay by adding a constant delta.
This is mainly used as part of a device tree application process, where you want the device tree overlays phandles to not conflict with the ones from the base device tree before merging them.
returns: 0 on success Negative error code on failure Here is the call graph for this function:



Here is the caller graph for this function:

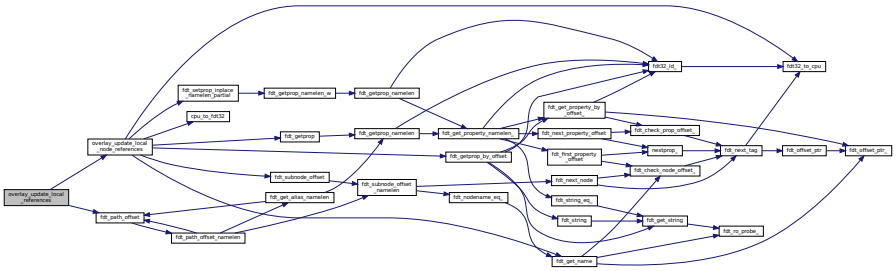


30.196.1.15 overlay_update_local_references()

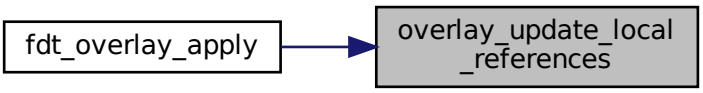
```
static int overlay_update_local_references (
            void * fdto,
            uint32_t delta )  [static]
```

overlay_update_local_references - Adjust the overlay references @fdto: Device tree overlay blob @delta: Offset to shift the phandles of
overlay_update_local_references() update all the phandles pointing to a node within the device tree overlay by adding a constant delta to not conflict with the base overlay.
This is mainly used as part of a device tree application process, where you want the device tree overlays phandles to not conflict with the ones from the base device tree before merging them.

returns: 0 on success Negative error code on failure Here is the call graph for this function:



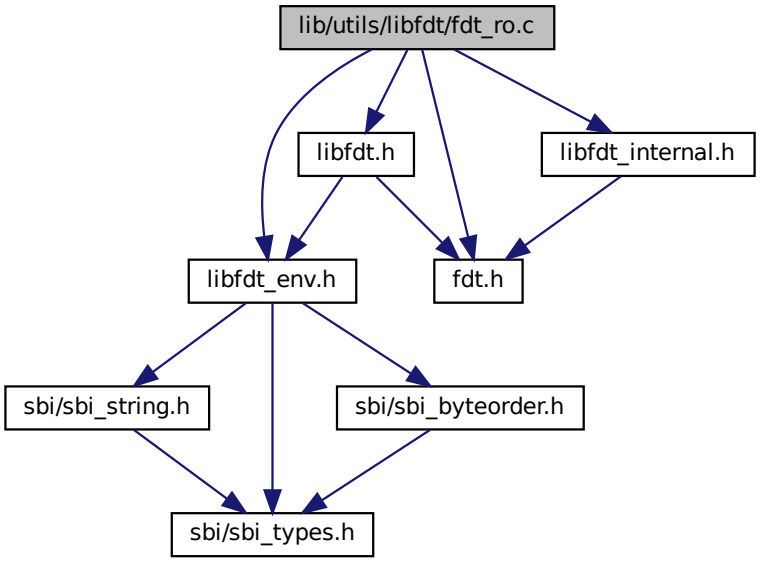
Here is the caller graph for this function:



30.197 lib/utils/libfdt/fdt_ro.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_ro.c:



Functions

- static int fdt_nodename_eq_ (const void *fdt, int offset, const char *s, int len)
- const char * fdt_get_string (const void *fdt, int stroffset, int *lenp)
- const char * fdt_string (const void *fdt, int stroffset)
- static int fdt_string_eq_ (const void *fdt, int stroffset, const char *s, int len)
- int fdt_find_max_phandle (const void *fdt, uint32_t *phandle)
- int fdt_generate_phandle (const void *fdt, uint32_t *phandle)
- static const struct fdt_reserve_entry * fdt_mem_rsv (const void *fdt, int n)
- int fdt_get_mem_rsv (const void *fdt, int n, uint64_t *address, uint64_t *size)
- int fdt_num_mem_rsv (const void *fdt)
- static int nextprop_ (const void *fdt, int offset)
- int fdt_subnode_offset_namelen (const void *fdt, int offset, const char *name, int namelen)
- int fdt_subnode_offset (const void *fdt, int parentoffset, const char *name)
- int fdt_path_offset_namelen (const void *fdt, const char *path, int namelen)
- int fdt_path_offset (const void *fdt, const char *path)
- const char * fdt_get_name (const void *fdt, int nodeoffset, int *len)
- int fdt_first_property_offset (const void *fdt, int nodeoffset)
- int fdt_next_property_offset (const void *fdt, int offset)
- static const struct fdt_property * fdt_get_property_by_offset_ (const void *fdt, int offset, int *lenp)
- const struct fdt_property * fdt_get_property_by_offset (const void *fdt, int offset, int *lenp)
- static const struct fdt_property * fdt_get_property_namelen_ (const void *fdt, int offset, const char *name, int namelen, int *lenp, int *poffset)
- const struct fdt_property * fdt_get_property_namelen (const void *fdt, int offset, const char *name, int namelen, int *lenp)
- const struct fdt_property * fdt_get_property (const void *fdt, int nodeoffset, const char *name, int *lenp)
- const void * fdt_getprop_namelen (const void *fdt, int nodeoffset, const char *name, int namelen, int *lenp)
- const void * fdt_getprop_by_offset (const void *fdt, int offset, const char **namep, int *lenp)
- const void * fdt_getprop (const void *fdt, int nodeoffset, const char *name, int *lenp)

- uint32_t fdt_get_phandle (const void *fdt, int nodeoffset)
- const char * fdt_get_alias_namelen (const void *fdt, const char *name, int namelen)
- const char * fdt_get_alias (const void *fdt, const char *name)
- int fdt_get_path (const void *fdt, int nodeoffset, char *buf, int buflen)
- int fdt_supernode_atdepth_offset (const void *fdt, int nodeoffset, int supernodedepth, int *nodedepth)
- int fdt_node_depth (const void *fdt, int nodeoffset)
- int fdt_parent_offset (const void *fdt, int nodeoffset)
- int fdt_node_offset_by_prop_value (const void *fdt, int startoffset, const char *propname, const void *propval, int proplen)
- int fdt_node_offset_by_phandle (const void *fdt, uint32_t phandle)
- int fdt_stringlist_contains (const char *strlist, int listlen, const char *str)
- int fdt_stringlist_count (const void *fdt, int nodeoffset, const char *property)
- int fdt_stringlist_search (const void *fdt, int nodeoffset, const char *property, const char *string)
- const char * fdt_stringlist_get (const void *fdt, int nodeoffset, const char *property, int idx, int *lenp)
- int fdt_node_check_compatible (const void *fdt, int nodeoffset, const char *compatible)
- int fdt_node_offset_by_compatible (const void *fdt, int startoffset, const char *compatible)

30.197.1 Function Documentation

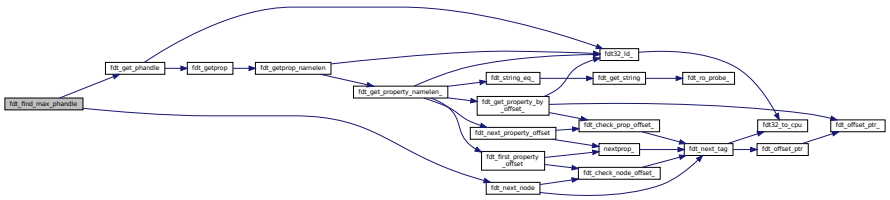
30.197.1.1 fdt_find_max_phandle()

```
int fdt_find_max_phandle (
            const void * fdt,
            uint32_t * phandle )
```

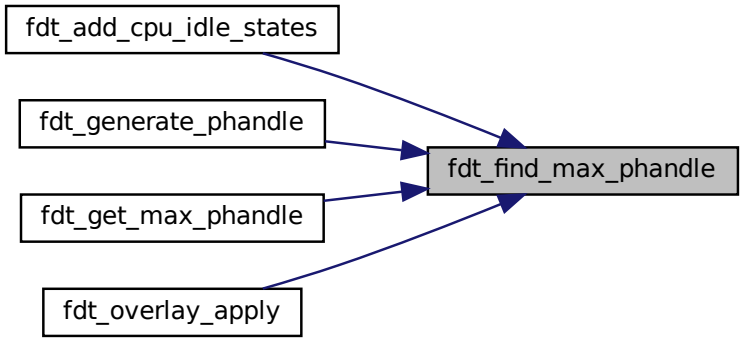
fdt_find_max_phandle - find and return the highest phandle in a tree @fdt: pointer to the device tree blob @phandle: return location for the highest phandle value found in the tree

fdt_find_max_phandle() finds the highest phandle value in the given device tree. The value returned in @phandle is only valid if the function returns success.

returns: 0 on success or a negative error code on failure Here is the call graph for this function:



Here is the caller graph for this function:



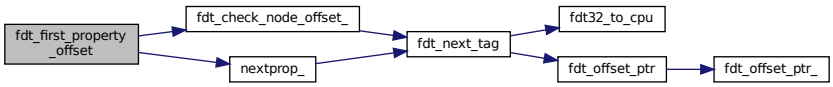
30.197.1.2 fdt_first_property_offset()

```
int fdt_first_property_offset (
            const void * fdt,
            int nodeoffset )
```

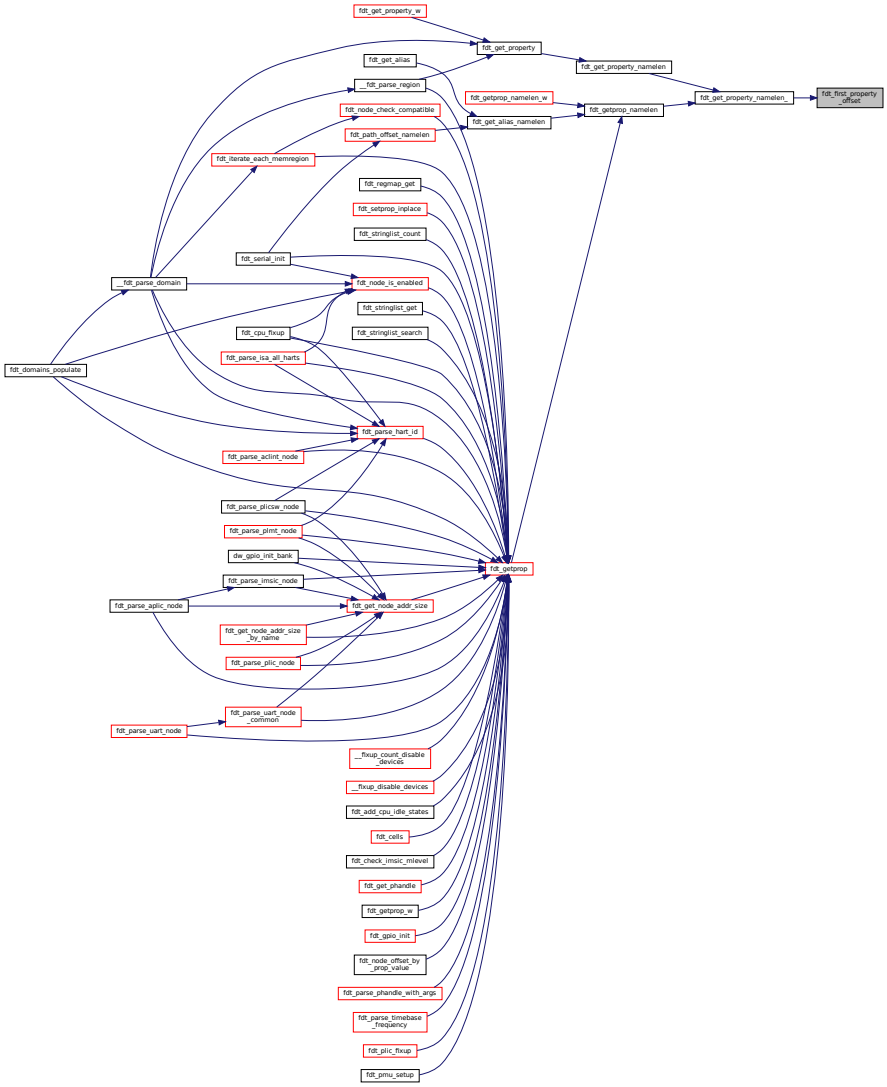
fdt_first_property_offset - find the offset of a node's first property @fdt: pointer to the device tree blob @nodeoffset: structure block offset of a node

fdt_first_property_offset() finds the first property of the node at the given structure block offset.

returns: structure block offset of the property (>=0), on success -FDT_ERR_NOTFOUND, if the requested node has no properties -FDT_ERR_BADOFFSET, if nodeoffset did not point to an FDT_BEGIN_NODE tag -FDT_ERR↩ _BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR↩ _TRUNCATED, standard meanings. Here is the call graph for this function:



Here is the caller graph for this function:



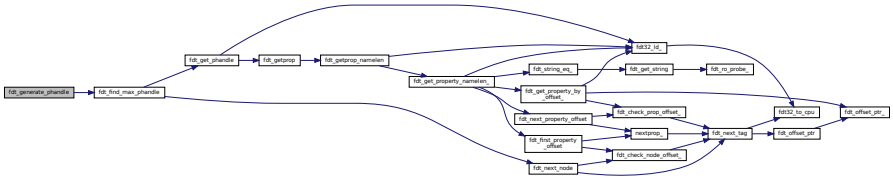
30.197.1.3 fdt_generate_phandle()

```
int fdt_generate_phandle (
            const void * fdt,
            uint32_t * phandle )
```

fdt_generate_phandle - return a new, unused phandle for a device tree blob @fdt: pointer to the device tree blob @phandle: return location for the new phandle

Walks the device tree blob and looks for the highest phandle value. On success, the new, unused phandle value (one higher than the previously highest phandle value in the device tree blob) will be returned in the @phandle parameter.

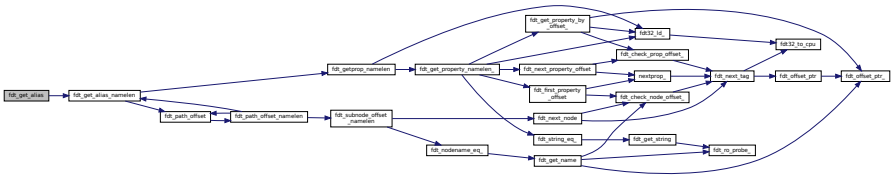
Return: 0 on success or a negative error-code on failure Here is the call graph for this function:



30.197.1.4 fdt_get_alias()

```
const char* fdt_get_alias (
            const void * fdt,
            const char * name )
```

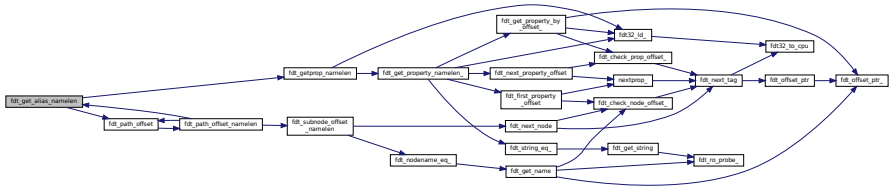
Here is the call graph for this function:



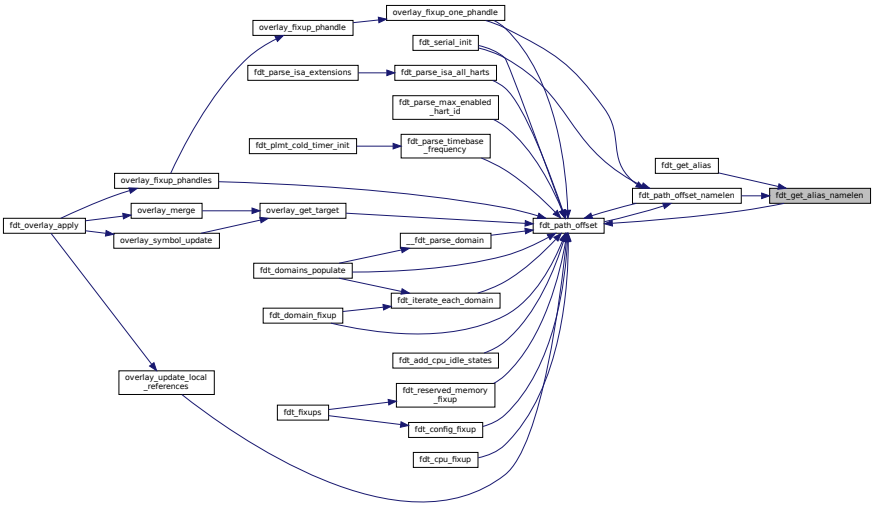
30.197.1.5 fdt_get_alias_namelen()

```
const char* fdt_get_alias_namelen (
            const void * fdt,
            const char * name,
            int namelen )
```

Here is the call graph for this function:



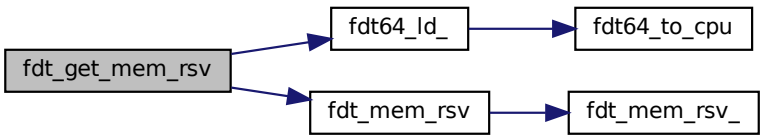
Here is the caller graph for this function:



30.197.1.6 fdt_get_mem_rsv()

```
int fdt_get_mem_rsv (
            const void * fdt,
            int n,
            uint64_t * address,
            uint64_t * size )
```

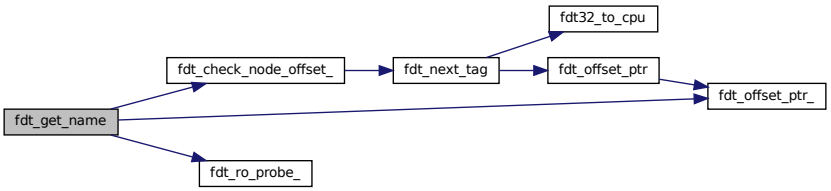
fdt_get_mem_rsv - retrieve one memory reserve map entry @fdt: pointer to the device tree blob
: index of reserve map entry @address: pointer to 64-bit variable to hold the start address @size: pointer to 64-bit variable to hold the size of the entry
On success, @address and @size will contain the address and size of the n-th reserve map entry from the device tree blob, in native-endian format.
returns: 0, on success -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, standard meanings Here is the call graph for this function:



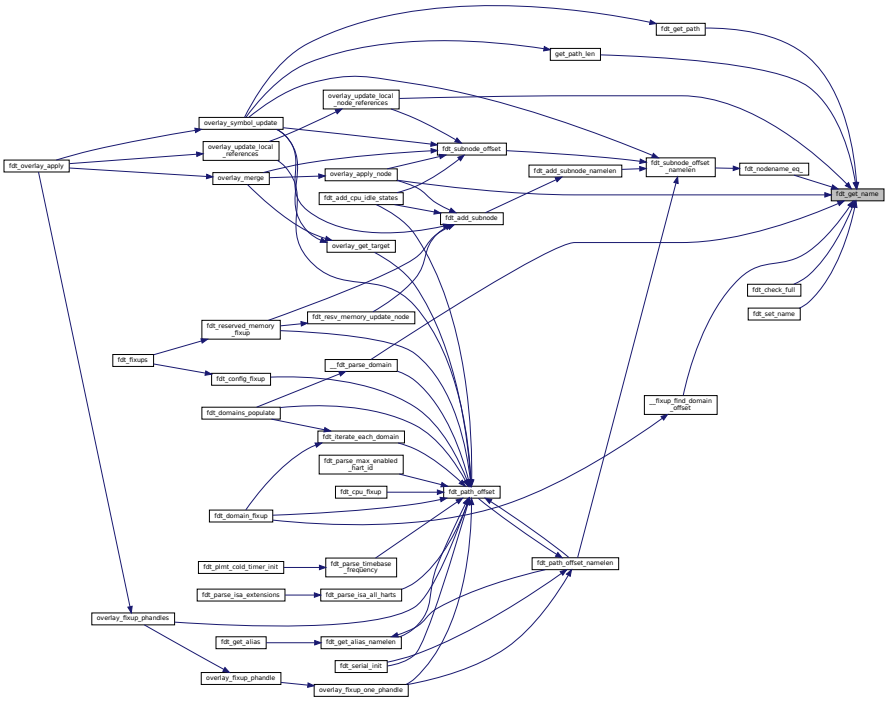
30.197.1.7 fdt_get_name()

```
const char* fdt_get_name (
            const void * fdt,
            int nodeoffset,
            int * lenp )
```

fdt_get_name - retrieve the name of a given node @fdt: pointer to the device tree blob @nodeoffset: structure block offset of the starting node @lenp: pointer to an integer variable (will be overwritten) or NULL
fdt_get_name() retrieves the name (including unit address) of the device tree node at structure block offset nodeoffset. If lenp is non-NULL, the length of this name is also returned, in the integer pointed to by lenp.
returns: pointer to the node's name, on success If lenp is non-NULL, ∗lenp contains the length of that name (>=0) NULL, on error if lenp is non-NULL ∗lenp contains an error code (<0): -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:

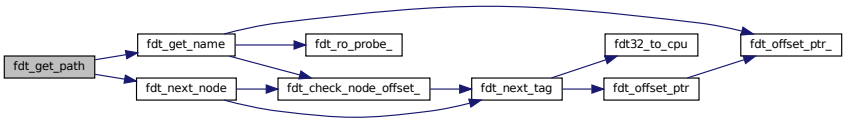


30.197.1.8 fdt_get_path()

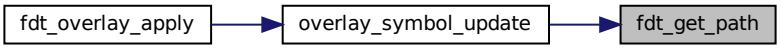
```
int fdt_get_path (
            const void * fdt,
            int nodeoffset,
            char * buf,
            int buflen )
```

fdt_get_path - determine the full path of a node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose path to find @buf: character buffer to contain the returned path (will be overwritten) @buflen: size of the character buffer at buf

fdt_get_path() computes the full path of the node at offset nodeoffset, and records that path in the buffer at buf.
NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset.
returns: 0, on success buf contains the absolute path of the node at nodeoffset, as a NUL-terminated string. -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_NOSPACE, the path of the given node is longer than (bufsize-1) characters and will not fit in the given buffer. -FDT_ERR_BADMAGIC, -FDT_↩ ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



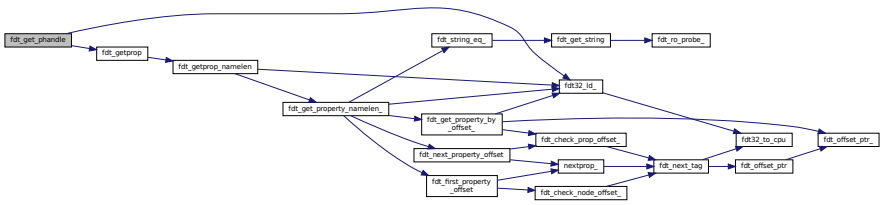
Here is the caller graph for this function:



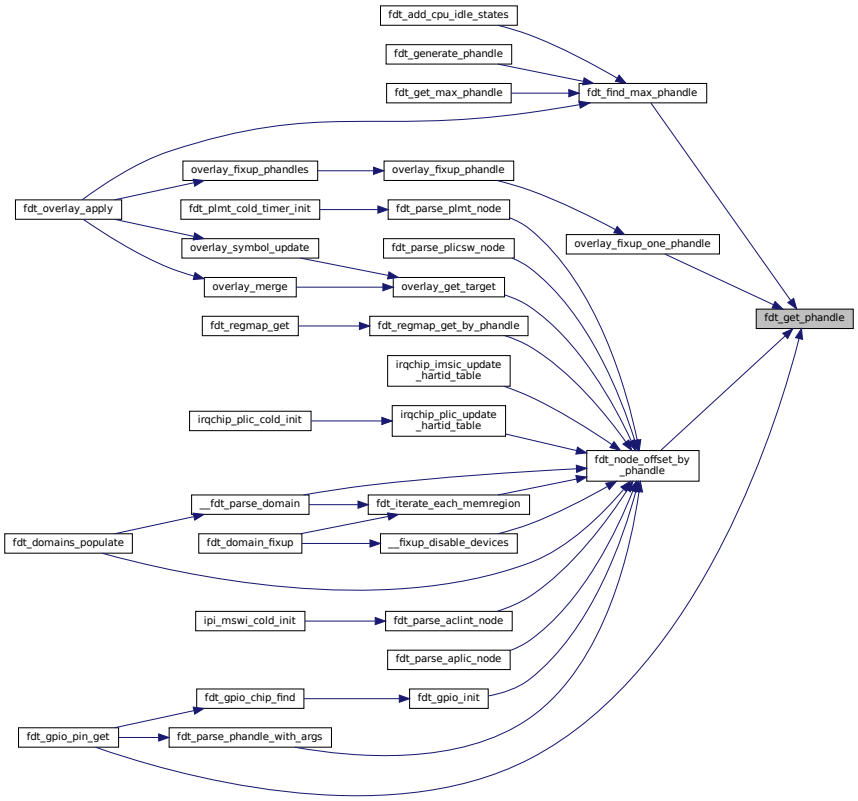
30.197.1.9 fdt_get_phandle()

```
uint32_t fdt_get_phandle (
            const void * fdt,
            int nodeoffset )
```

fdt_get_phandle - retrieve the phandle of a given node @fdt: pointer to the device tree blob @nodeoffset: structure block offset of the node
fdt_get_phandle() retrieves the phandle of the device tree node at structure block offset nodeoffset.
returns: the phandle of the node at nodeoffset, on success (!= 0, != -1) 0, if the node has no phandle, or another error occurs Here is the call graph for this function:



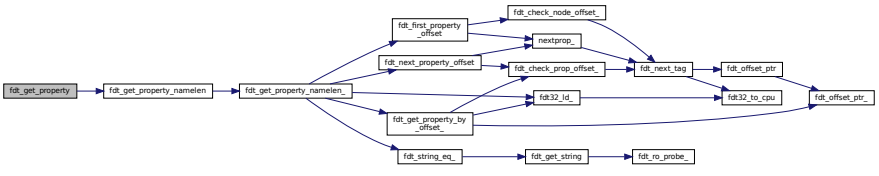
Here is the caller graph for this function:



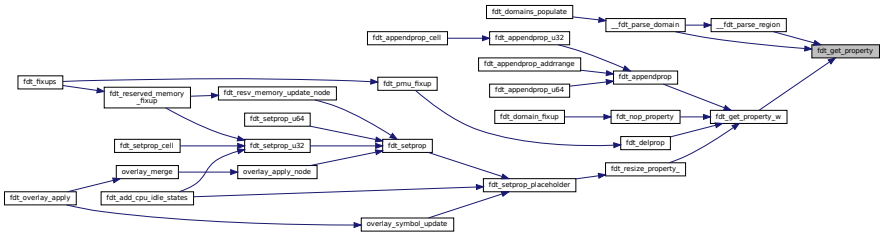
30.197.1.10 fdt_get_property()

```
const struct fdt_property* fdt_get_property (
            const void * fdt,
            int nodeoffset,
            const char * name,
            int * lenp )
```

Here is the call graph for this function:



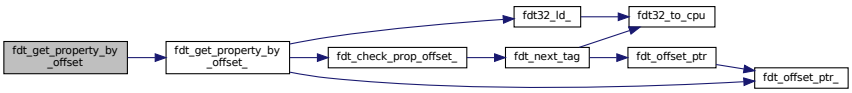
Here is the caller graph for this function:



30.197.1.11 fdt_get_property_by_offset()

```
const struct fdt_property* fdt_get_property_by_offset (
            const void * fdt,
            int offset,
            int * lenp )
```

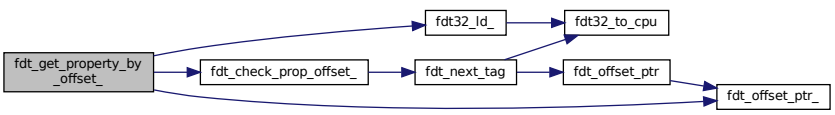
fdt_get_property_by_offset - retrieve the property at a given offset @fdt: pointer to the device tree blob @offset: offset of the property to retrieve @lenp: pointer to an integer variable (will be overwritten) or NULL fdt_get_property_by_offset() retrieves a pointer to the fdt_property structure within the device tree blob at the given offset. If lenp is non-NULL, the length of the property value is also returned, in the integer pointed to by lenp. Note that this code only works on device tree versions >= 16. fdt_getprop() works on all versions. returns: pointer to the structure representing the property if lenp is non-NULL, *lenp contains the length of the property value (>=0) NULL, on error if lenp is non-NULL, *lenp contains an error code (<0): -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_PROP tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_↩ BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



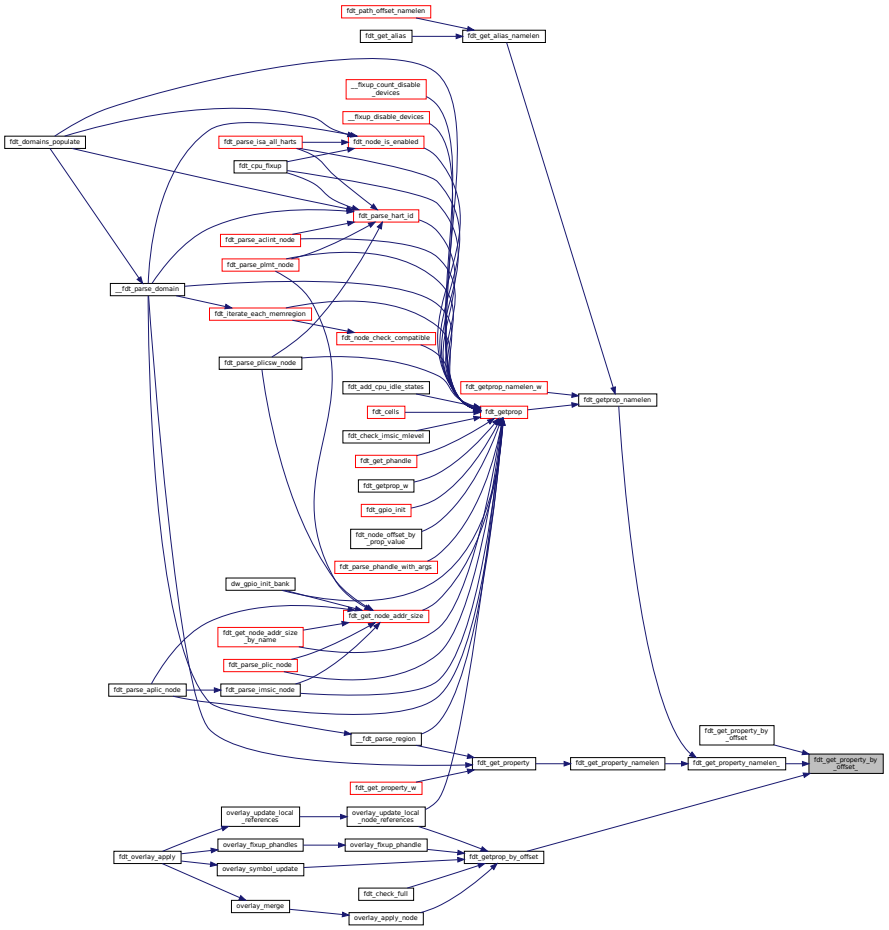
30.197.1.12 fdt_get_property_by_offset_()

```
static const struct fdt_property* fdt_get_property_by_offset_ (
            const void * fdt,
            int offset,
            int * lenp )  [static]
```

Here is the call graph for this function:



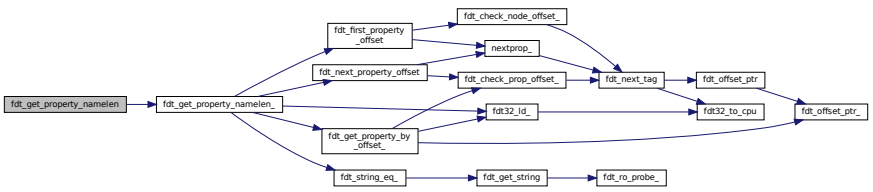
Here is the caller graph for this function:



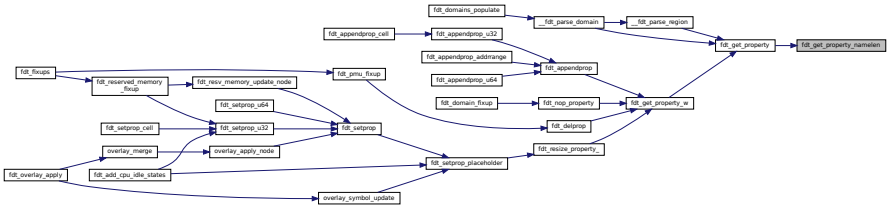
30.197.1.13 fdt_get_property_namelen()

```
const struct fdt_property* fdt_get_property_namelen (
            const void * fdt,
            int offset,
            const char * name,
            int namelen,
            int * lenp )
```

Here is the call graph for this function:



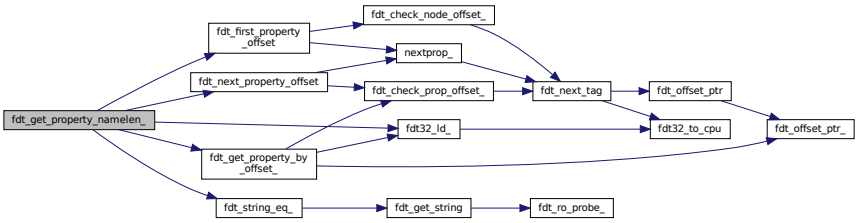
Here is the caller graph for this function:



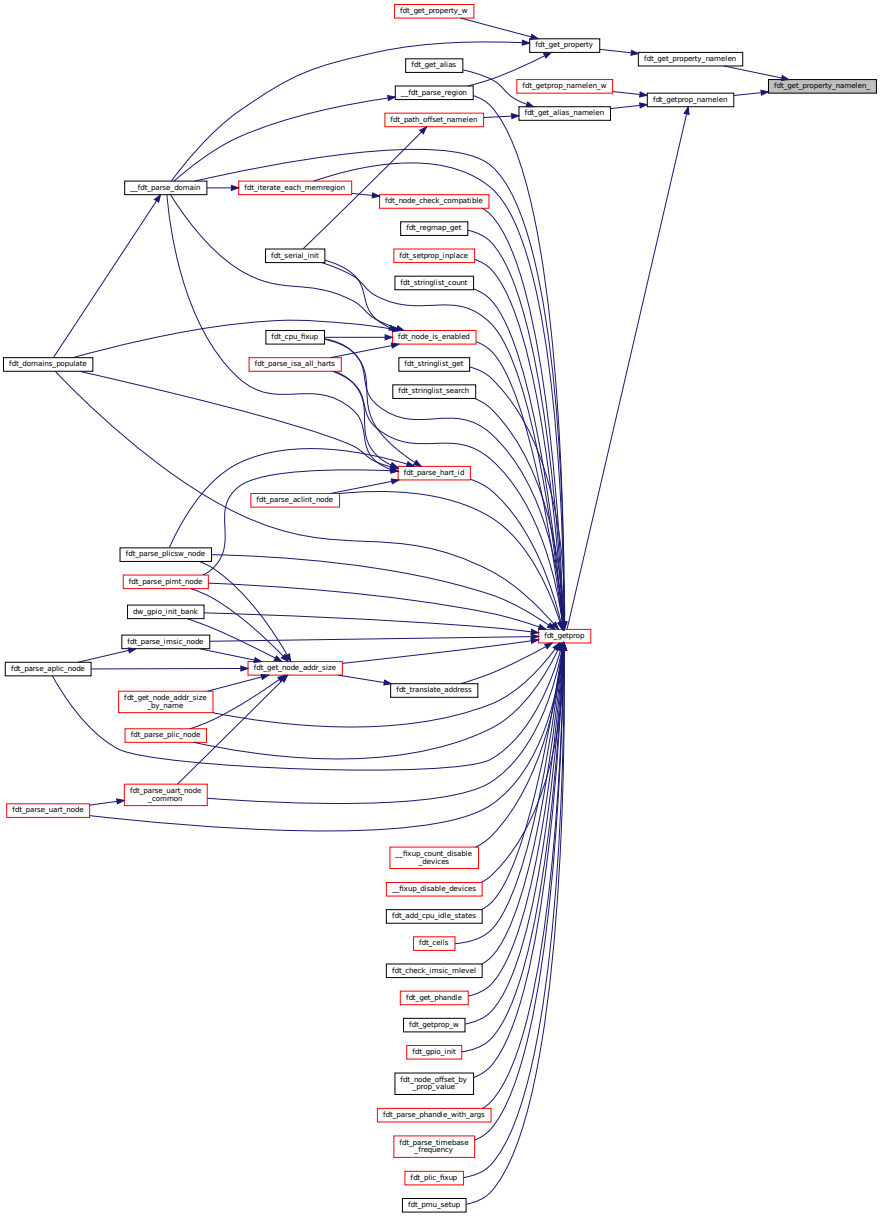
30.197.1.14 fdt_get_property_namelen_()

```
static const struct fdt_property* fdt_get_property_namelen_ (
            const void * fdt,
            int offset,
            const char * name,
            int namelen,
            int * lenp,
            int * poffset )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.197.1.15 fdt_get_string()

```
const char* fdt_get_string (
            const void * fdt,
            int stroffset,
            int * lenp )
```

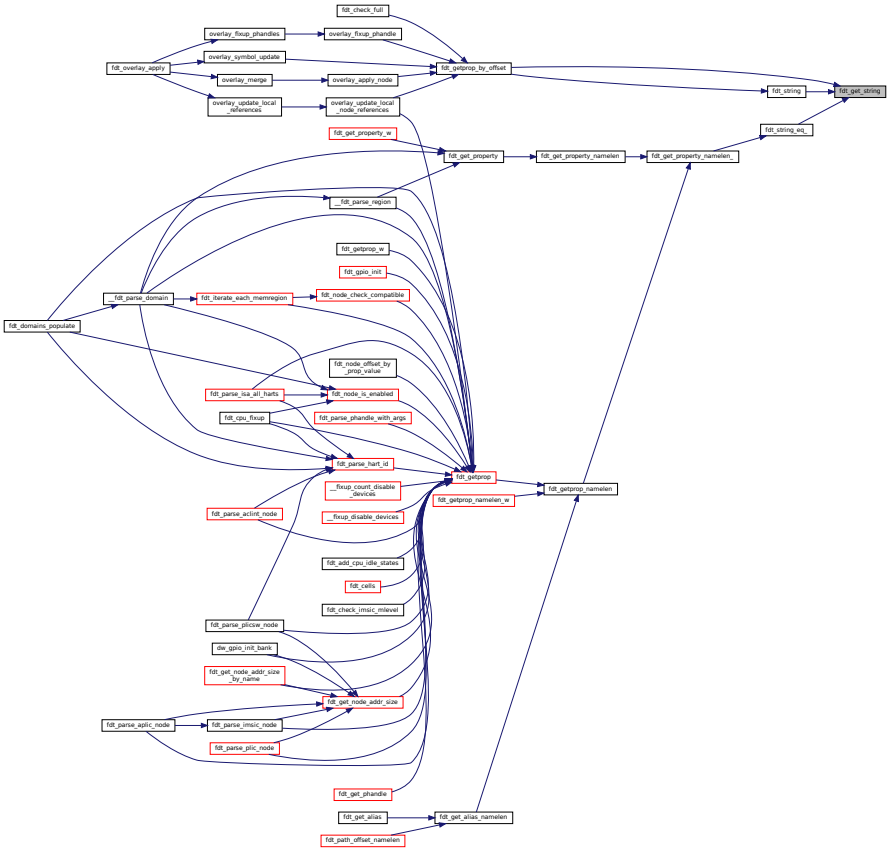
fdt_get_string - retrieve a string from the strings block of a device tree @fdt: pointer to the device tree blob @stroffset: offset of the string within the strings block (native endian) @lenp: optional pointer to return the string's length

fdt_get_string() retrieves a pointer to a single string from the strings block of the device tree blob at fdt, and optionally also returns the string's length in *lenp.

returns: a pointer to the string, on success NULL, if stroffset is out of bounds, or doesn't point to a valid string Here

is the call graph for this function:

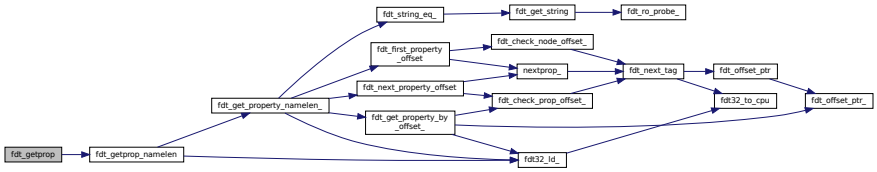
Here is the caller graph for this function:



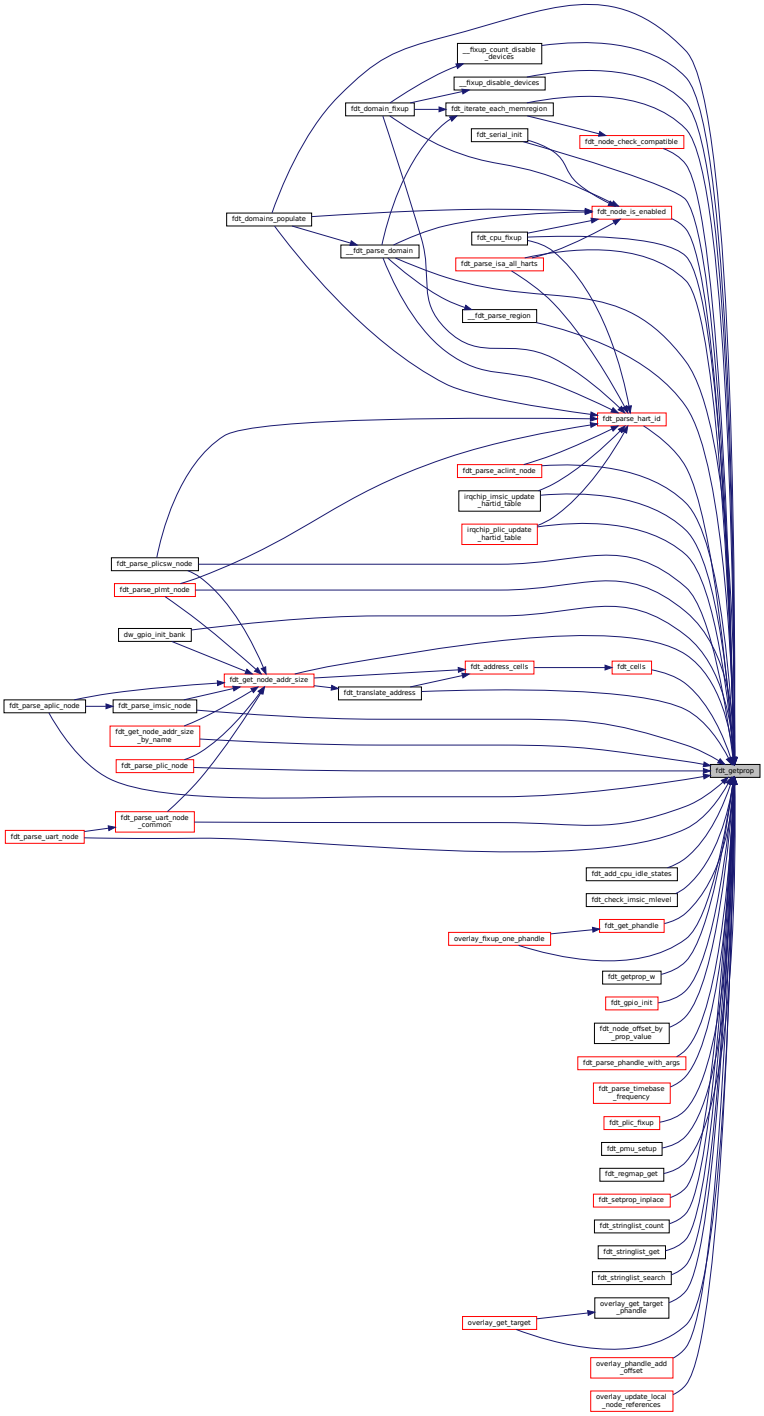
30.197.1.16 fdt_getprop()

```
const void* fdt_getprop (
            const void * fdt,
            int nodeoffset,
            const char * name,
            int * lenp )
```

Here is the call graph for this function:



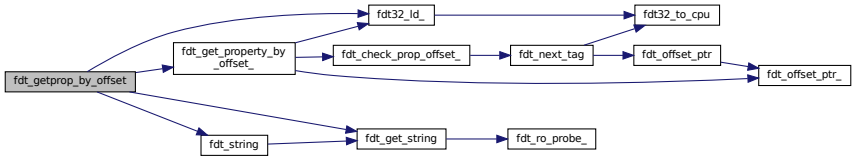
Here is the caller graph for this function:



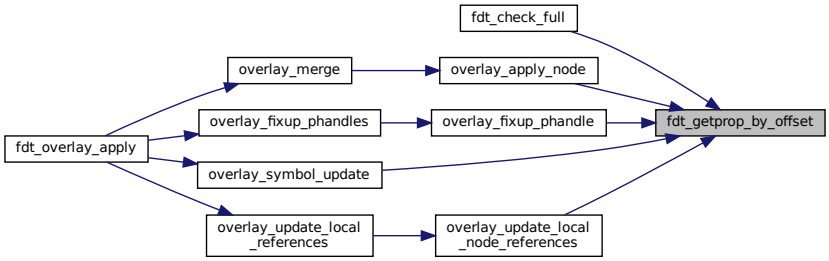
30.197.1.17 fdt_getprop_by_offset()

```
const void* fdt_getprop_by_offset (
            const void * fdt,
            int offset,
            const char ** namep,
            int * lenp )
```

fdt_getprop_by_offset - retrieve the value of a property at a given offset @fdt: pointer to the device tree blob @offset: offset of the property to read @namep: pointer to a string variable (will be overwritten) or NULL @lenp: pointer to an integer variable (will be overwritten) or NULL
fdt_getprop_by_offset() retrieves a pointer to the value of the property at structure block offset 'offset' (this will be a pointer to within the device blob itself, not a copy of the value). If lenp is non-NULL, the length of the property value is also returned, in the integer pointed to by lenp. If namep is non-NULL, the property's namne will also be returned in the char * pointed to by namep (this will be a pointer to within the device tree's string block, not a new copy of the name).
returns: pointer to the property's value if lenp is non-NULL, *lenp contains the length of the property value (>=0) if namep is non-NULL *namep contiains a pointer to the property name. NULL, on error if lenp is non-NULL, *lenp contains an error code (<0): -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_PROP tag -FDT_ERR_↩ BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_↩ TRUNCATED, standard meanings Here is the call graph for this function:



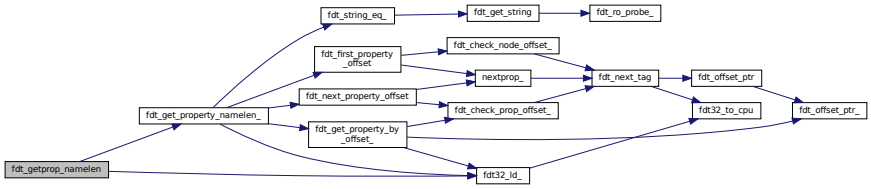
Here is the caller graph for this function:



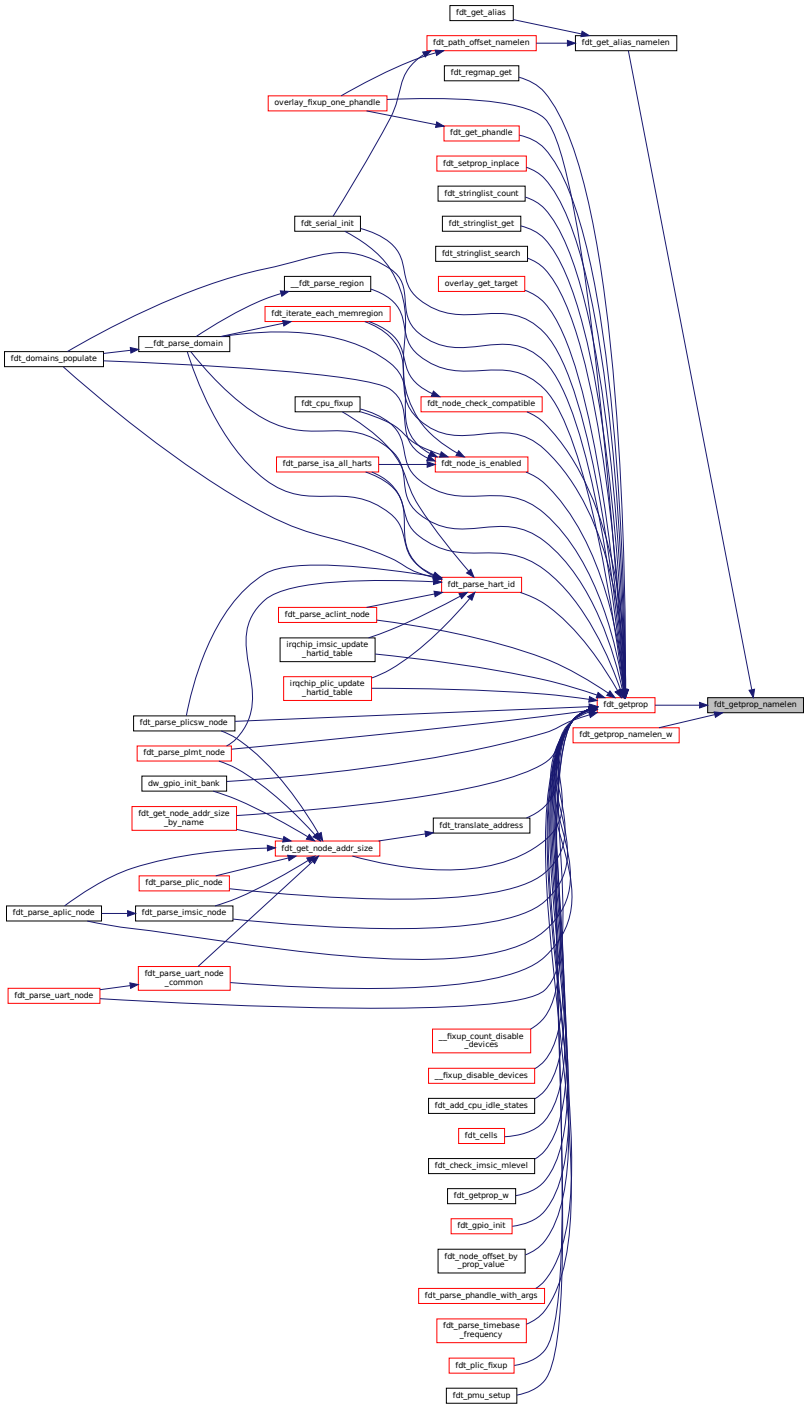
30.197.1.18 fdt_getprop_namelen()

```
const void* fdt_getprop_namelen (
            const void * fdt,
            int nodeoffset,
            const char * name,
            int namelen,
            int * lenp )
```

Here is the call graph for this function:



Here is the caller graph for this function:

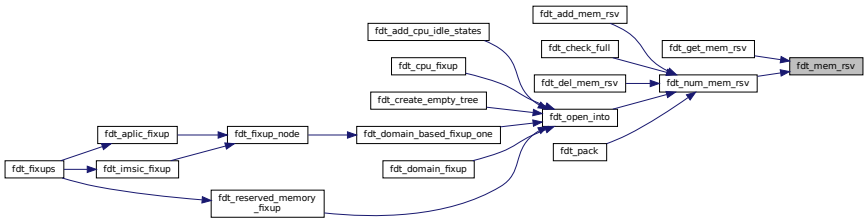


30.197.1.19 fdt_mem_rsv()

```
static const struct fdt_reserve_entry* fdt_mem_rsv (
            const void * fdt,
            int n )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:



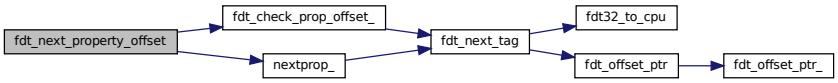
30.197.1.20 fdt_next_property_offset()

```
int fdt_next_property_offset (
            const void * fdt,
            int offset )
```

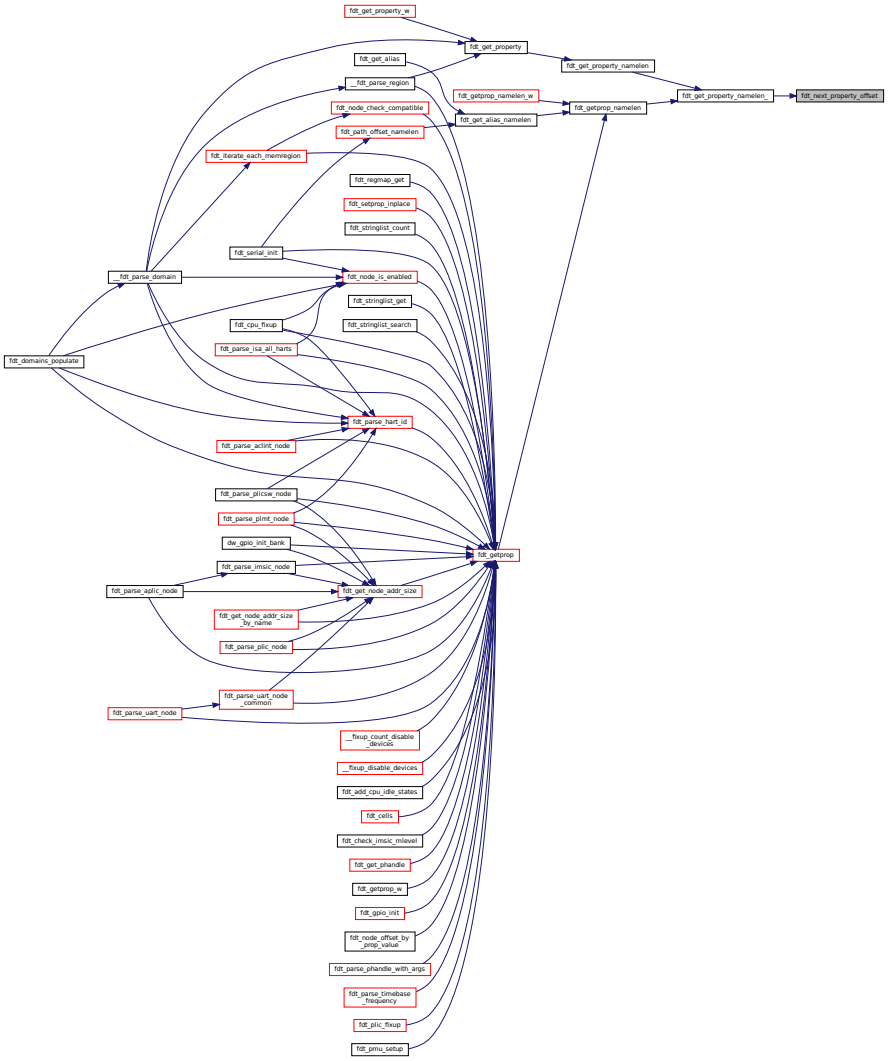
fdt_next_property_offset - step through a node's properties @fdt: pointer to the device tree blob @offset: structure block offset of a property

fdt_next_property_offset() finds the property immediately after the one at the given structure block offset. This will be a property of the same node as the given property.

returns: structure block offset of the next property (>=0), on success -FDT_ERR_NOTFOUND, if the given property is the last in its node -FDT_ERR_BADOFFSET, if nodeoffset did not point to an FDT_PROP tag -FDT_ERR_↩ BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_↩ TRUNCATED, standard meanings. Here is the call graph for this function:



Here is the caller graph for this function:



30.197.1.21 fdt_node_check_compatible()

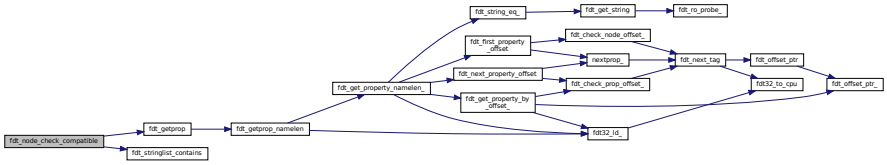
```
int fdt_node_check_compatible (
            const void * fdt,
            int nodeoffset,
            const char * compatible )
```

fdt_node_check_compatible - check a node's compatible property @fdt: pointer to the device tree blob @nodeoffset: offset of a tree node @compatible: string to match against

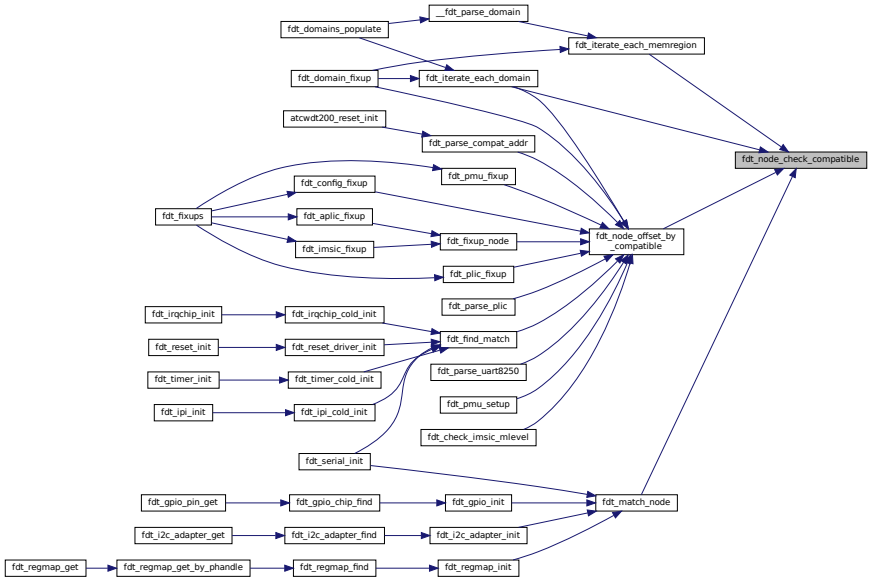
fdt_node_check_compatible() returns 0 if the given node contains a @compatible property with the given string as one of its elements, it returns non-zero otherwise, or on error.

returns: 0, if the node has a 'compatible' property listing the given string 1, if the node has a 'compatible' property, but it does not list the given string -FDT_ERR_NOTFOUND, if the given node has no 'compatible' property -FDT↩ _ERR_BADOFFSET, if nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_↩ BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph

for this function:



Here is the caller graph for this function:



30.197.1.22 fdt_node_depth()

```
int fdt_node_depth (
            const void * fdt,
            int nodeoffset )
```

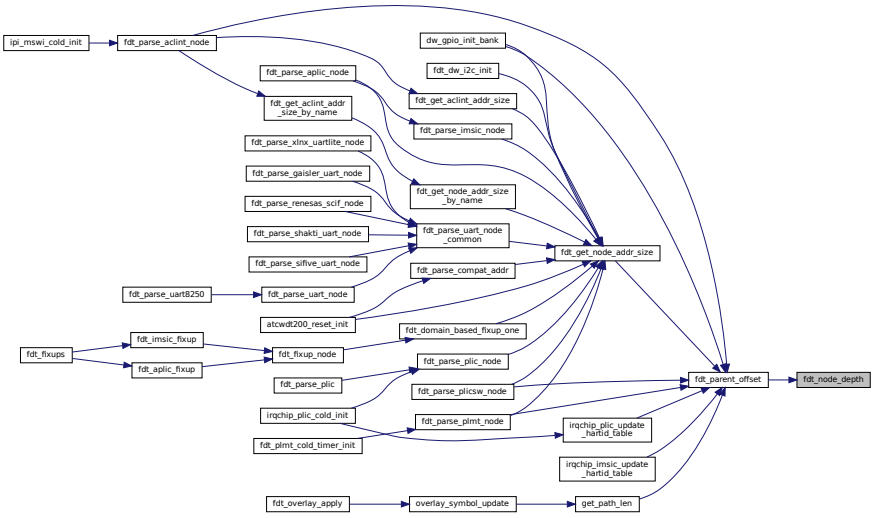
fdt_node_depth - find the depth of a given node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose parent to find

fdt_node_depth() finds the depth of a given node. The root node has depth 0, its immediate subnodes depth 1 and so forth.

NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset.

returns: depth of the node at nodeoffset (>=0), on success -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR↩ _BADSTRUCTURE, standard meanings Here is the call graph for this function:

Here is the caller graph for this function:



30.197.1.23 fdt_node_offset_by_compatible()

```
int fdt_node_offset_by_compatible (
            const void * fdt,
            int startoffset,
            const char * compatible )
```

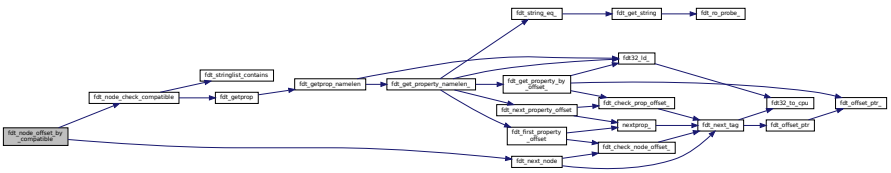
fdt_node_offset_by_compatible - find nodes with a given 'compatible' value @fdt: pointer to the device tree blob @startoffset: only find nodes after this offset @compatible: 'compatible' string to match against

fdt_node_offset_by_compatible() returns the offset of the first node after startoffset, which has a 'compatible' property which lists the given compatible string; or if startoffset is -1, the very first such node in the tree.

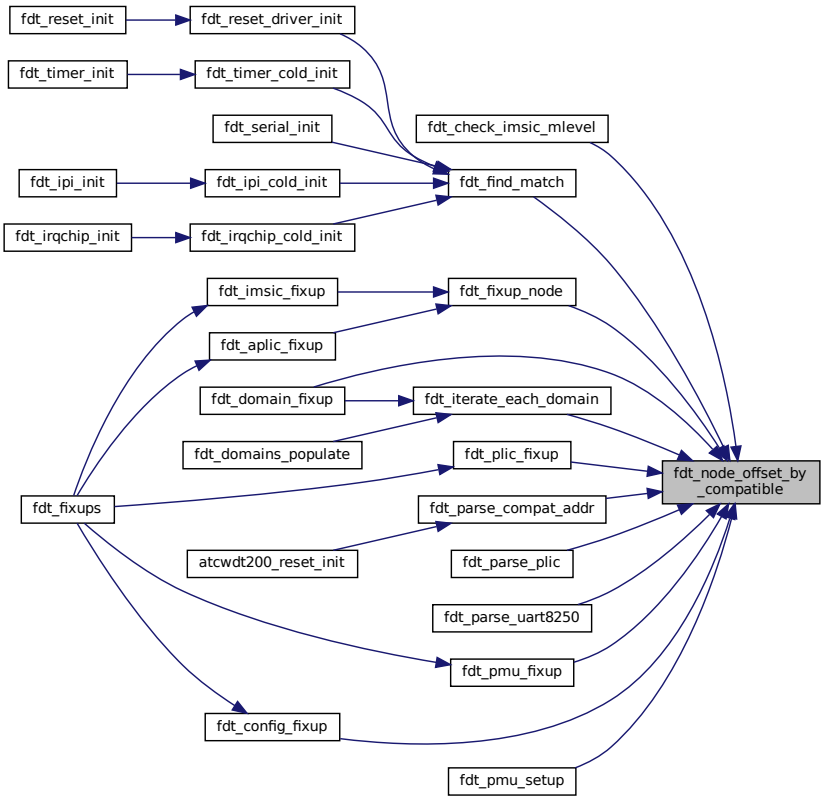
To iterate through all nodes matching the criterion, the following idiom can be used: offset = fdt_node_offset_by_↩ compatible(fdt, -1, compatible); while (offset != -FDT_ERR_NOTFOUND) { // other code here offset = fdt_node_↩ offset_by_compatible(fdt, offset, compatible); }

Note the -1 in the first call to the function, if 0 is used here instead, the function will never locate the root node, even if it matches the criterion.

returns: structure block offset of the located node (>= 0, >startoffset), on success -FDT_ERR_NOTFOUND, no node matching the criterion exists in the tree after startoffset -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR↩ _BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



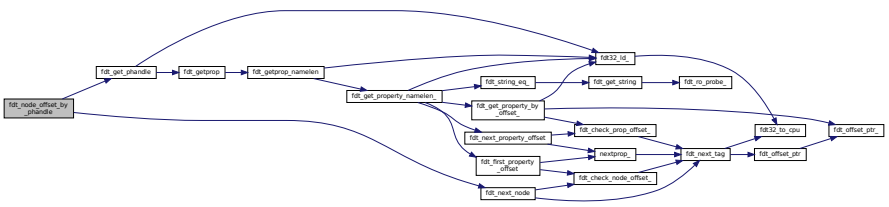
30.197.1.24 fdt_node_offset_by_phandle()

```
int fdt_node_offset_by_phandle (
            const void * fdt,
            uint32_t phandle )
```

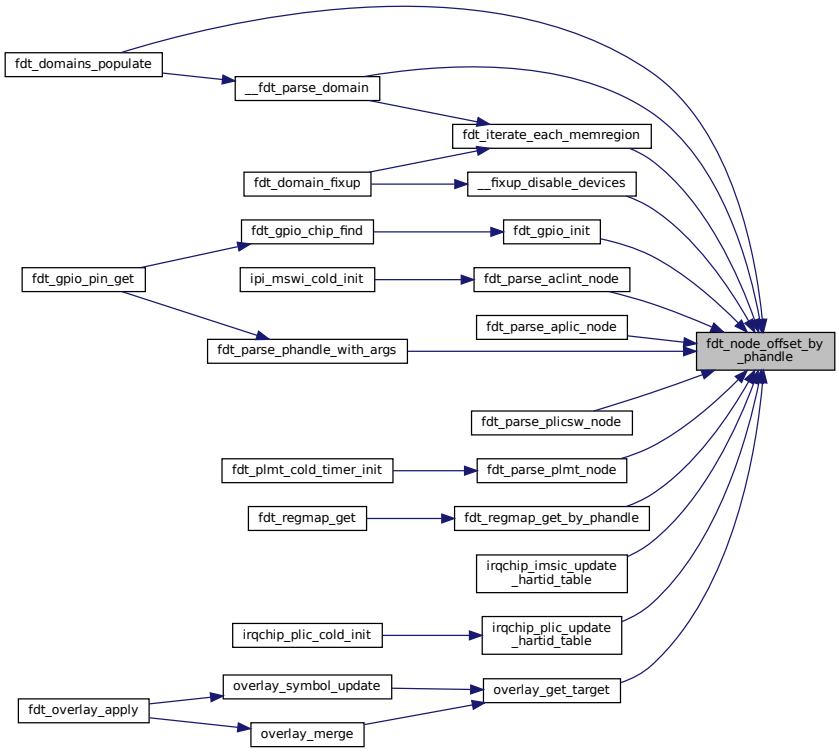
fdt_node_offset_by_phandle - find the node with a given phandle @fdt: pointer to the device tree blob @phandle: phandle value

fdt_node_offset_by_phandle() returns the offset of the node which has the given phandle value. If there is more than one node in the tree with the given phandle (an invalid tree), results are undefined.

returns: structure block offset of the located node (>= 0), on success -FDT_ERR_NOTFOUND, no node with that phandle exists -FDT_ERR_BADPHANDLE, given phandle value was invalid (0 or -1) -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



30.197.1.25 fdt_node_offset_by_prop_value()

```
int fdt_node_offset_by_prop_value (
            const void * fdt,
            int startoffset,
            const char * propname,
            const void * propval,
            int proplen )
```

fdt_node_offset_by_prop_value - find nodes with a given property value @fdt: pointer to the device tree blob @startoffset: only find nodes after this offset @propname: property name to check @propval: property value to search for @proplen: length of the value in propval

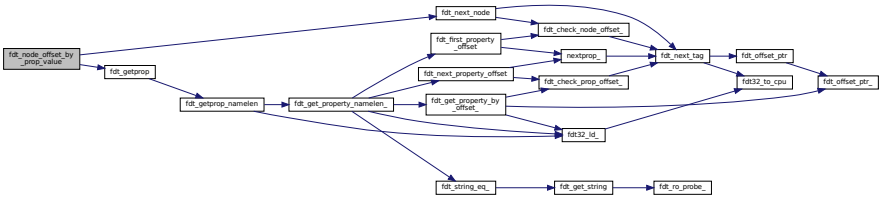
fdt_node_offset_by_prop_value() returns the offset of the first node after startoffset, which has a property named propname whose value is of length proplen and has value equal to propval; or if startoffset is -1, the very first such node in the tree.

To iterate through all nodes matching the criterion, the following idiom can be used: offset = fdt_node_offset_↩ by_prop_value(fdt, -1, propname, propval, proplen); while (offset != -FDT_ERR_NOTFOUND) { // other code here offset = fdt_node_offset_by_prop_value(fdt, offset, propname, propval, proplen); }

Note the -1 in the first call to the function, if 0 is used here instead, the function will never locate the root node, even if it matches the criterion.

returns: structure block offset of the located node (>= 0, >startoffset), on success -FDT_ERR_NOTFOUND, no node matching the criterion exists in the tree after startoffset -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR↩

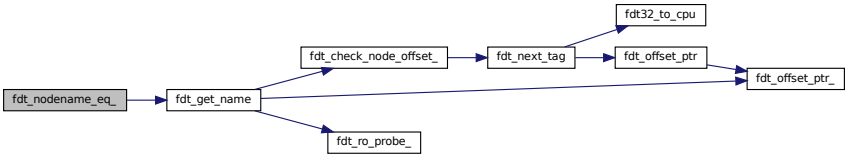
_BADSTRUCTURE, standard meanings Here is the call graph for this function:



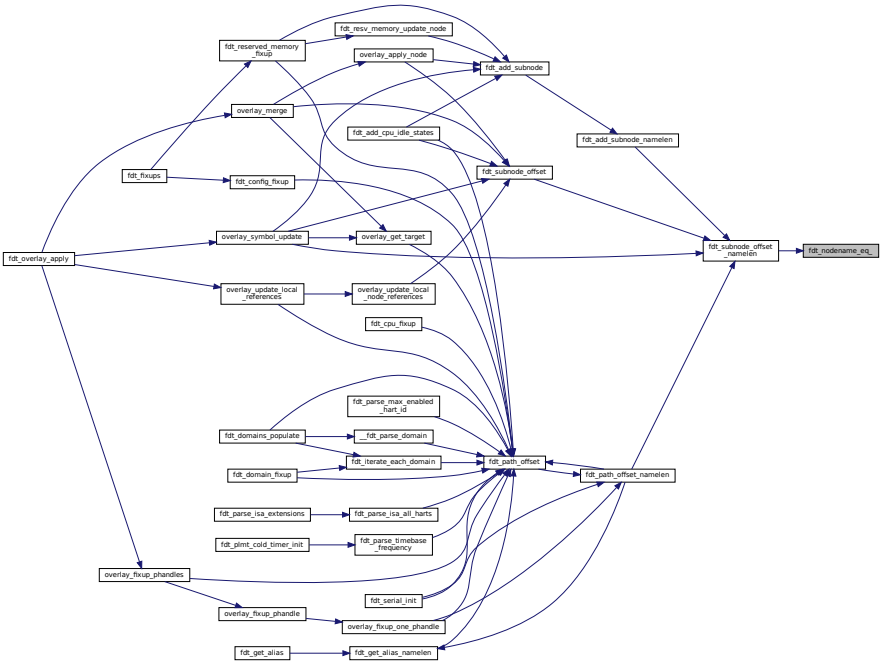
30.197.1.26 fdt_nodename_eq_()

```
static int fdt_nodename_eq_ (
            const void * fdt,
            int offset,
            const char * s,
            int len )  [static]
```

Here is the call graph for this function:



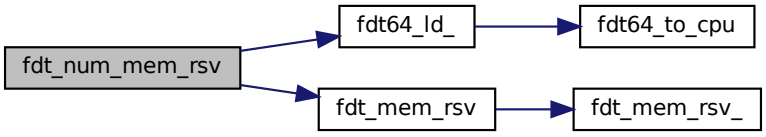
Here is the caller graph for this function:



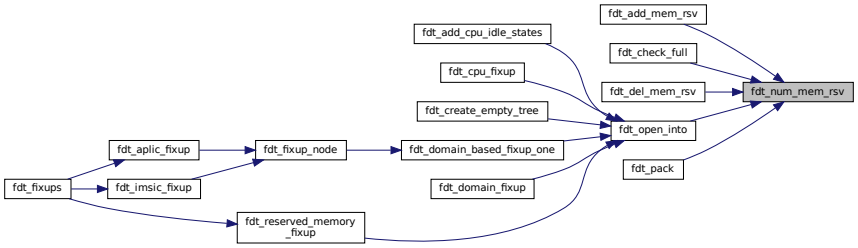
30.197.1.27 fdt_num_mem_rsv()

```
int fdt_num_mem_rsv (
            const void * fdt )
```

fdt_num_mem_rsv - retrieve the number of memory reserve map entries @fdt: pointer to the device tree blob Returns the number of entries in the device tree blob's memory reservation map. This does not include the terminating 0,0 entry or any other (0,0) entries reserved for expansion.
returns: the number of entries Here is the call graph for this function:



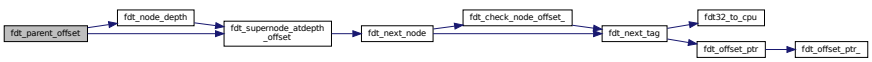
Here is the caller graph for this function:



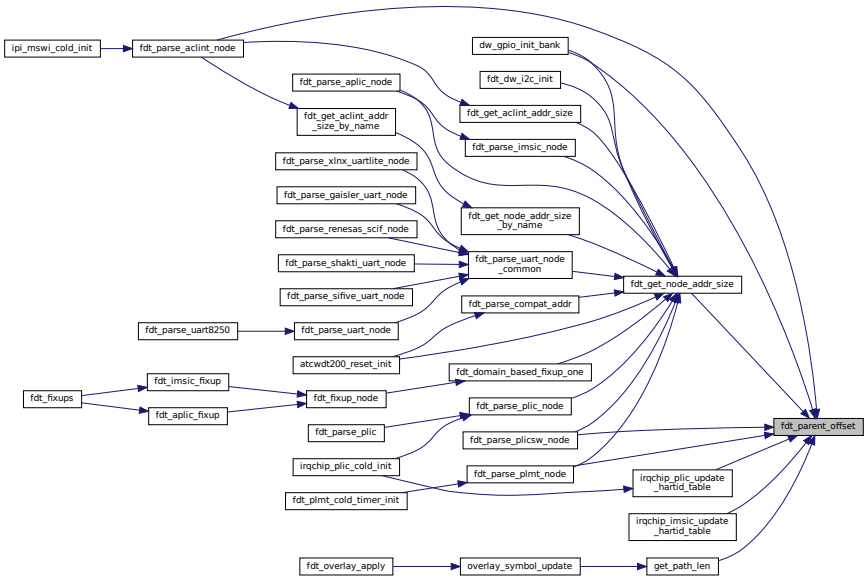
30.197.1.28 fdt_parent_offset()

```
int fdt_parent_offset (
            const void * fdt,
            int nodeoffset )
```

fdt_parent_offset - find the parent of a given node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose parent to find
fdt_parent_offset() locates the parent node of a given node (that is, it finds the offset of the node which contains the node at nodeoffset as a subnode).
NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset, *twice*.
returns: structure block offset of the parent of the node at nodeoffset (>=0), on success -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_↩ ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



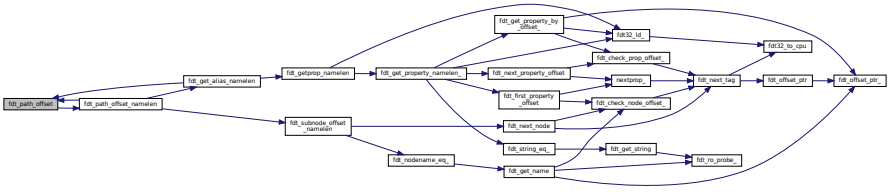
30.197.1.29 fdt_path_offset()

```
int fdt_path_offset (
            const void * fdt,
            const char * path )
```

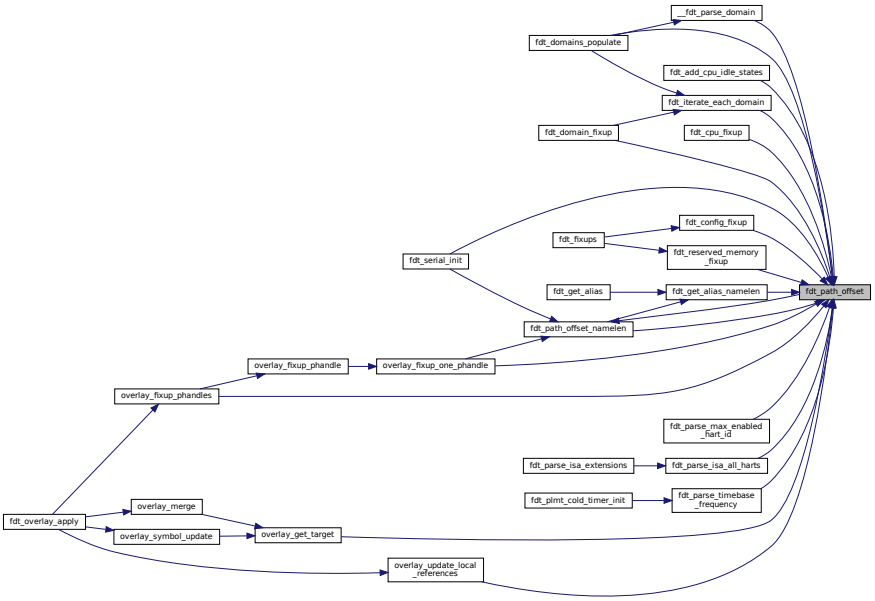
fdt_path_offset - find a tree node by its full path @fdt: pointer to the device tree blob @path: full path of the node to locate

fdt_path_offset() finds a node of a given path in the device tree. Each path component may omit the unit address portion, but the results of this are undefined if any such path component is ambiguous (that is if there are multiple nodes at the relevant level matching the given component, differentiated only by unit address).

returns: structure block offset of the node with the requested path (>=0), on success -FDT_ERR_BADPATH, given path does not begin with '/' or is invalid -FDT_ERR_NOTFOUND, if the requested node does not exist -FDT_ERR↩ _BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR↩ _TRUNCATED, standard meanings. Here is the call graph for this function:



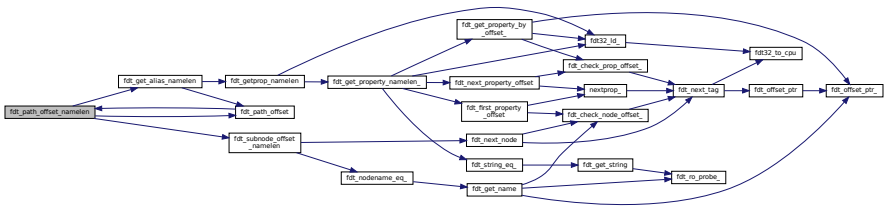
Here is the caller graph for this function:



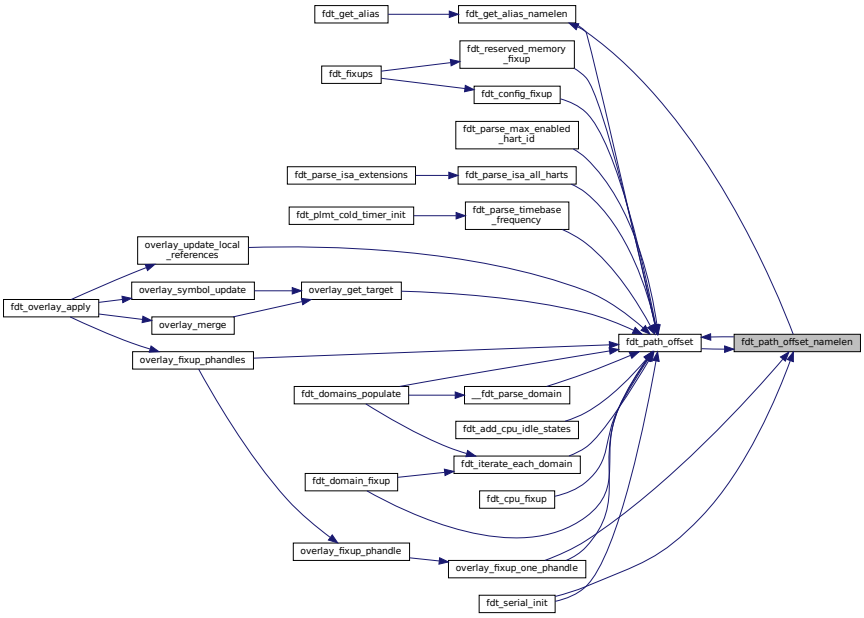
30.197.1.30 fdt_path_offset_namelen()

```
int fdt_path_offset_namelen (
            const void * fdt,
            const char * path,
            int namelen )
```

fdt_path_offset_namelen - find a tree node by its full path @fdt: pointer to the device tree blob @path: full path of the node to locate @namelen: number of characters of path to consider
Identical to fdt_path_offset(), but only consider the first namelen characters of path as the path name.
Return: offset of the node or negative libfdt error value otherwise Here is the call graph for this function:



Here is the caller graph for this function:



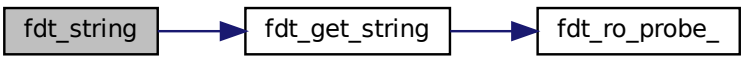
30.197.1.31 fdt_string()

```
const char* fdt_string (
            const void * fdt,
            int stroffset )
```

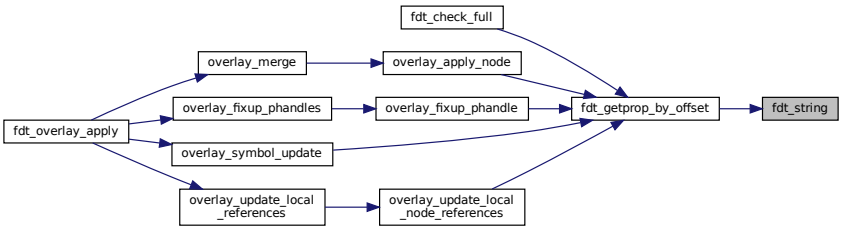
fdt_string - retrieve a string from the strings block of a device tree @fdt: pointer to the device tree blob @stroffset: offset of the string within the strings block (native endian)

fdt_string() retrieves a pointer to a single string from the strings block of the device tree blob at fdt.

returns: a pointer to the string, on success NULL, if stroffset is out of bounds, or doesn't point to a valid string Here is the call graph for this function:



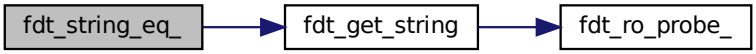
Here is the caller graph for this function:



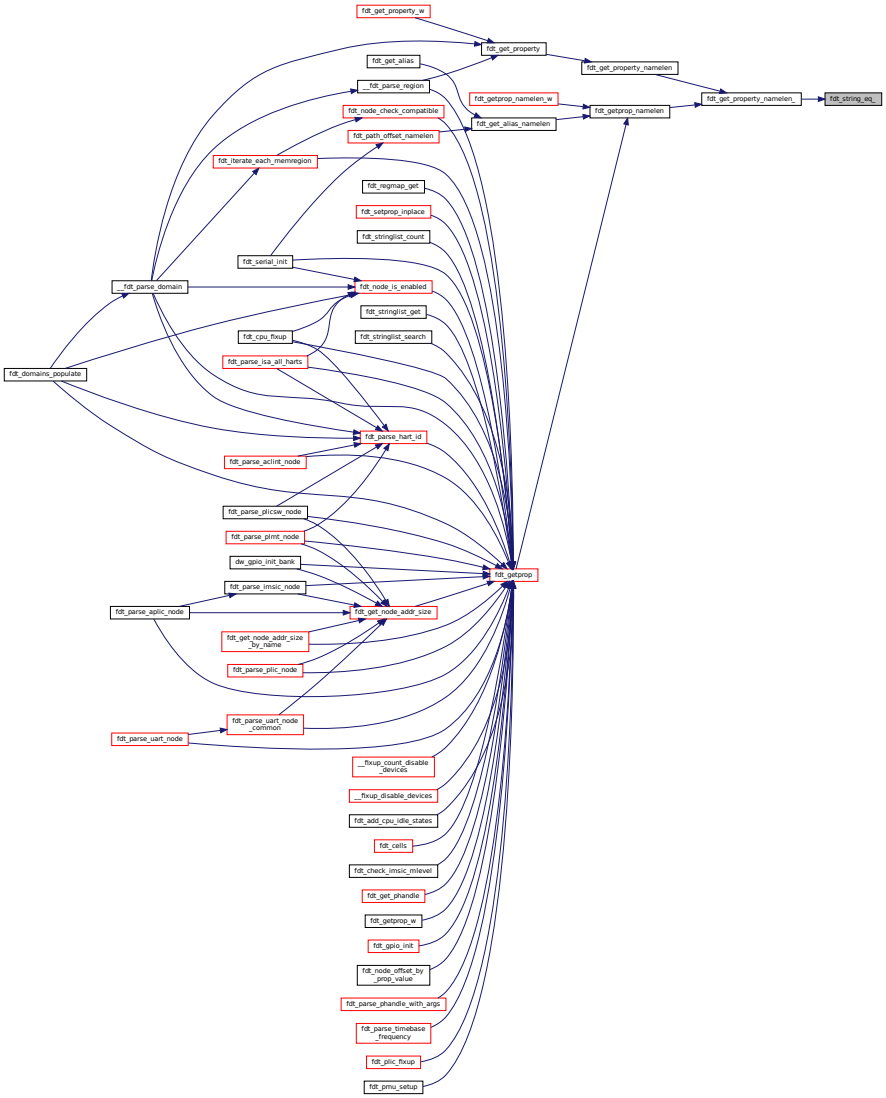
30.197.1.32 fdt_string_eq_()

```
static int fdt_string_eq_ (
            const void * fdt,
            int stroffset,
            const char * s,
            int len )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



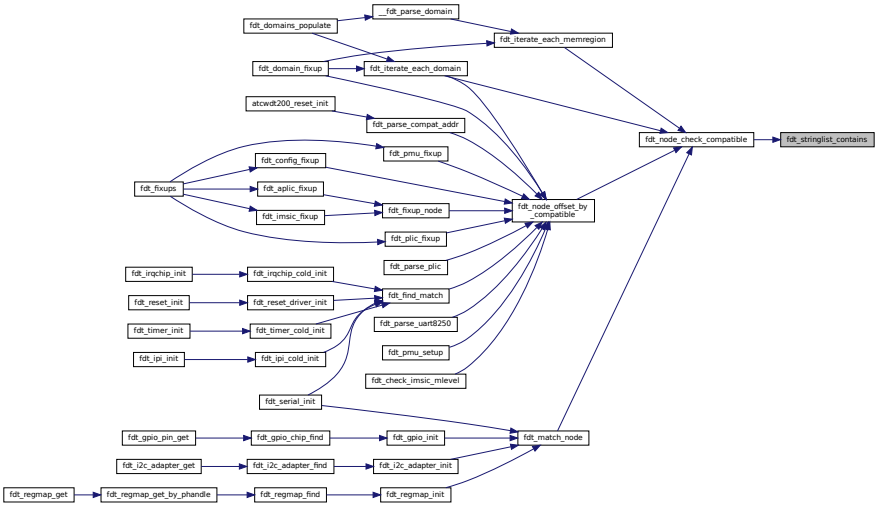
30.197.1.33 fdt_stringlist_contains()

```
int fdt_stringlist_contains (
            const char * strlist,
            int listlen,
            const char * str )
```

fdt_stringlist_contains - check a string list property for a string @strlist: Property containing a list of strings to check @listlen: Length of property @str: String to search for

This is a utility function provided for convenience. The list contains one or more strings, each terminated by \0, as is found in a device tree "compatible" property.

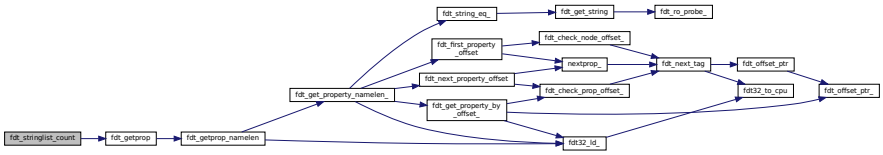
Return: 1 if the string is found in the list, 0 not found, or invalid list Here is the caller graph for this function:



30.197.1.34 fdt_stringlist_count()

```
int fdt_stringlist_count (
            const void * fdt,
            int nodeoffset,
            const char * property )
```

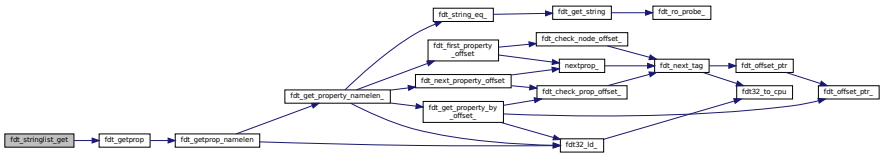
Here is the call graph for this function:



30.197.1.35 fdt_stringlist_get()

```
const char* fdt_stringlist_get (
            const void * fdt,
            int nodeoffset,
            const char * property,
            int idx,
            int * lenp )
```

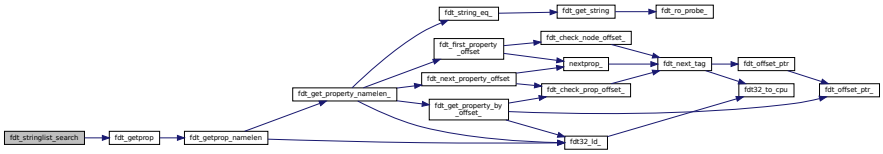
Here is the call graph for this function:



30.197.1.36 fdt_stringlist_search()

```
int fdt_stringlist_search (
            const void * fdt,
            int nodeoffset,
            const char * property,
            const char * string )
```

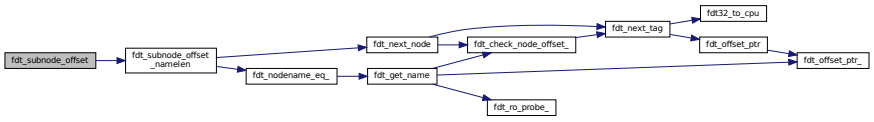
Here is the call graph for this function:



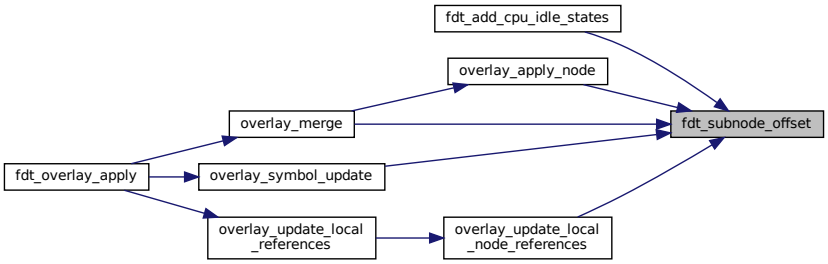
30.197.1.37 fdt_subnode_offset()

```
int fdt_subnode_offset (
            const void * fdt,
            int parentoffset,
            const char * name )
```

Here is the call graph for this function:



Here is the caller graph for this function:

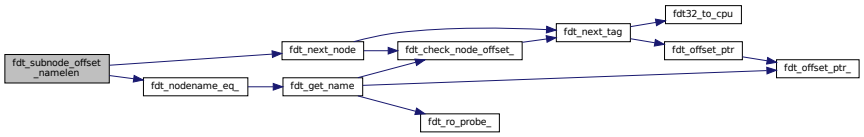


30.197.1.38 fdt_subnode_offset_namelen()

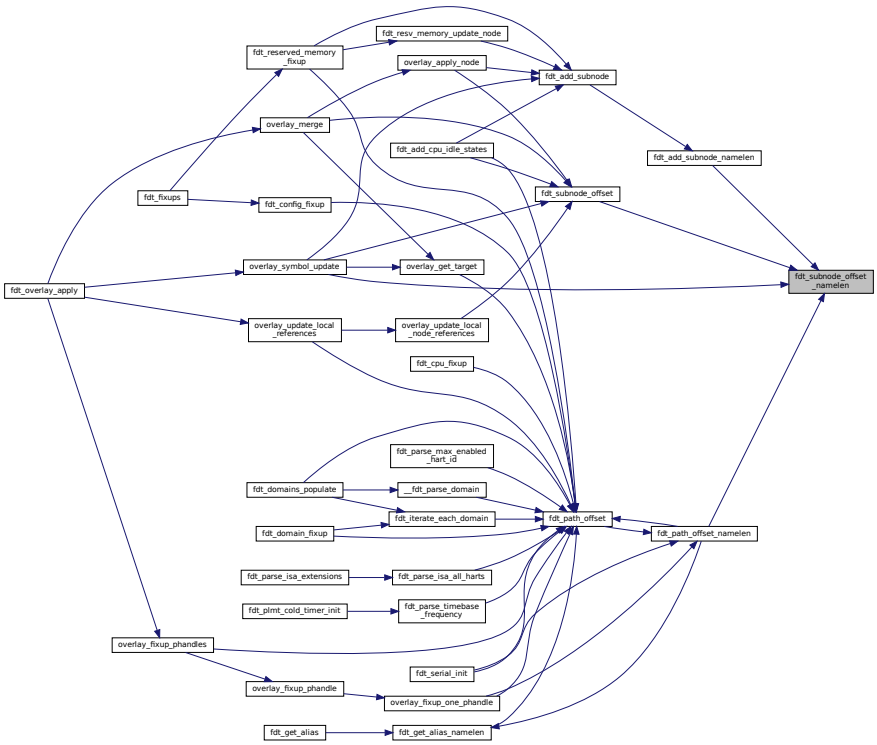
```
int fdt_subnode_offset_namelen (
            const void * fdt,
```

```
            int offset,
            const char * name,
            int namelen )
```

Here is the call graph for this function:



Here is the caller graph for this function:



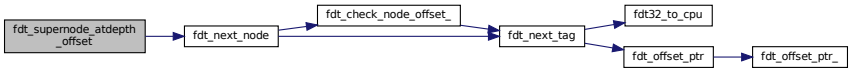
30.197.1.39 fdt_supernode_atdepth_offset()

```
int fdt_supernode_atdepth_offset (
            const void * fdt,
            int nodeoffset,
            int supernodedepth,
            int * nodedepth )
```

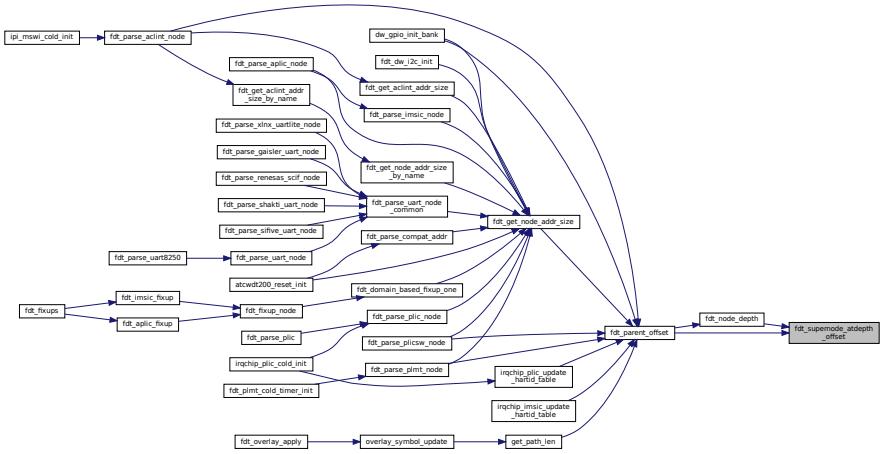
fdt_supernode_atdepth_offset - find a specific ancestor of a node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose parent to find @supernodedepth: depth of the ancestor to find @nodedepth: pointer to an integer variable (will be overwritten) or NULL

fdt_supernode_atdepth_offset() finds an ancestor of the given node at a specific depth from the root (where the root itself has depth 0, its immediate subnodes depth 1 and so forth). So fdt_supernode_atdepth_offset(fdt, nodeoffset, 0, NULL); will always return 0, the offset of the root node. If the node at nodeoffset has depth D, then: fdt_↩ supernode_atdepth_offset(fdt, nodeoffset, D, NULL); will return nodeoffset itself.

NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset.
returns: structure block offset of the node at node offset's ancestor of depth supernodedepth (>=0), on success -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_NOTFOUND, supernodedepth was greater than the depth of nodeoffset -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_↩ ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



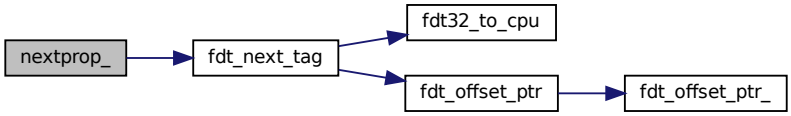
Here is the caller graph for this function:



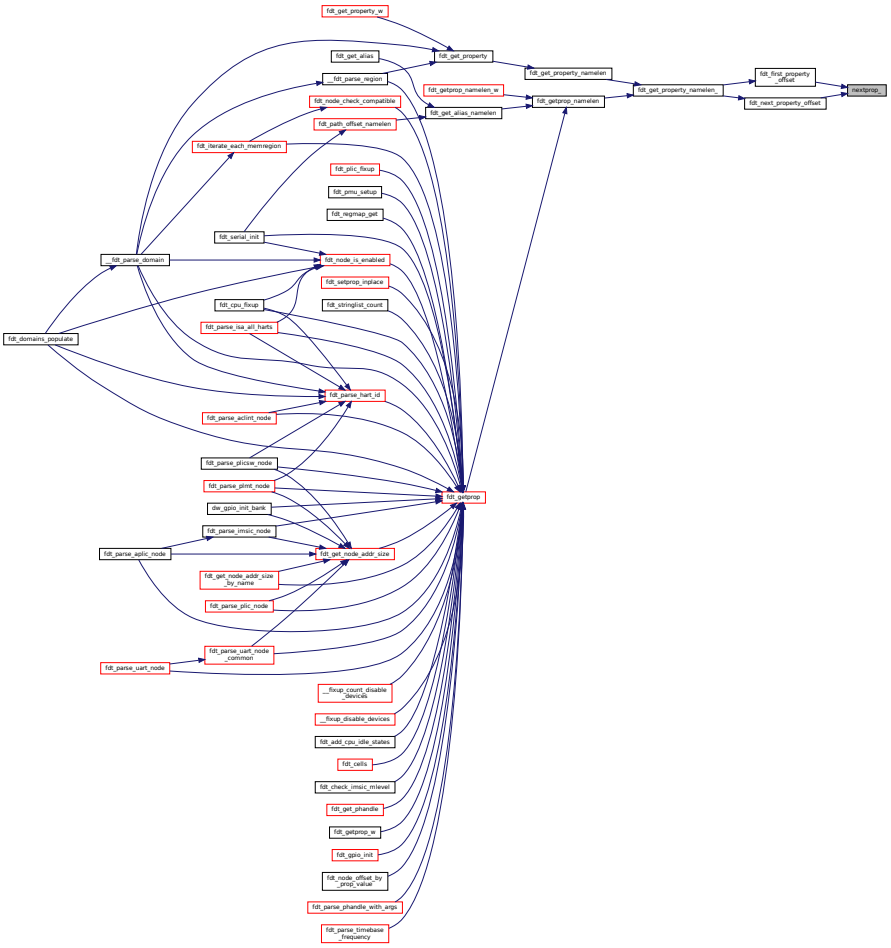
30.197.1.40 nextprop_()

```
static int nextprop_ (
            const void * fdt,
            int offset )  [static]
```

Here is the call graph for this function:



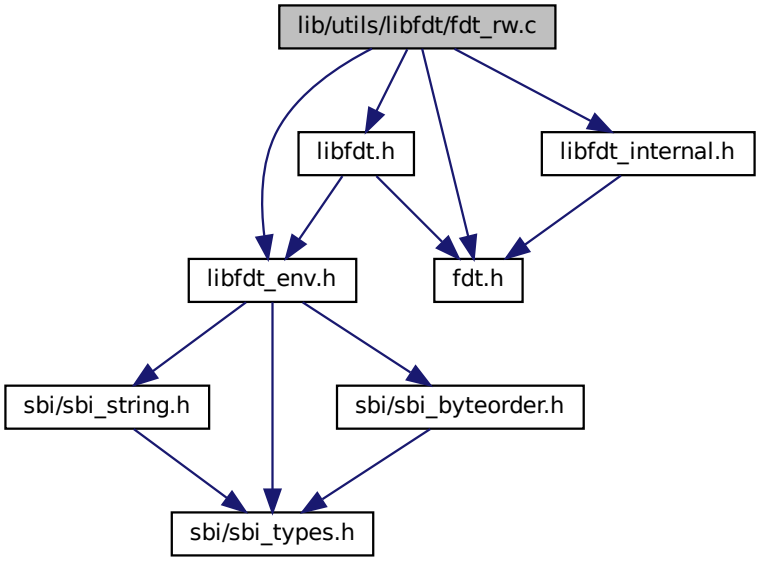
Here is the caller graph for this function:



30.198 lib/utils/libfdt/fdt_rw.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_rw.c:



Macros

- #define FDT_RW_PROBE(fdt)

Functions

- static int fdt_blocks_misordered_ (const void *fdt, int mem_rsv_size, int struct_size)
- static int fdt_rw_probe_ (void *fdt)
- static unsigned int fdt_data_size_ (void *fdt)
- static int fdt_splice_ (void *fdt, void *splicepoint, int oldlen, int newlen)
- static int fdt_splice_mem_rsv_ (void *fdt, struct fdt_reserve_entry *p, int oldn, int newn)
- static int fdt_splice_struct_ (void *fdt, void *p, int oldlen, int newlen)
- static void fdt_del_last_string_ (void *fdt, const char *s)
- static int fdt_splice_string_ (void *fdt, int newlen)
- static int fdt_find_add_string_ (void *fdt, const char *s, int *allocated)
- int fdt_add_mem_rsv (void *fdt, uint64_t address, uint64_t size)
- int fdt_del_mem_rsv (void *fdt, int n)
- static int fdt_resize_property_ (void *fdt, int nodeoffset, const char *name, int len, struct fdt_property **prop)
- static int fdt_add_property_ (void *fdt, int nodeoffset, const char *name, int len, struct fdt_property **prop)
- int fdt_set_name (void *fdt, int nodeoffset, const char *name)
- int fdt_setprop_placeholder (void *fdt, int nodeoffset, const char *name, int len, void **prop_data)
- int fdt_setprop (void *fdt, int nodeoffset, const char *name, const void *val, int len)
- int fdt_appendprop (void *fdt, int nodeoffset, const char *name, const void *val, int len)
- int fdt_delprop (void *fdt, int nodeoffset, const char *name)
- int fdt_add_subnode_namelen (void *fdt, int parentoffset, const char *name, int namelen)
- int fdt_add_subnode (void *fdt, int parentoffset, const char *name)
- int fdt_del_node (void *fdt, int nodeoffset)
- static void fdt_packblocks_ (const char *old, char *new, int mem_rsv_size, int struct_size, int strings_size)
- int fdt_open_into (const void *fdt, void *buf, int bufsize)
- int fdt_pack (void *fdt)

30.198.1 Macro Definition Documentation

30.198.1.1 FDT_RW_PROBE

```
#define FDT_RW_PROBE(
              fdt )
```

Value:

```
    { \
        int err_; \
        if ((err_ = fdt_rw_probe_(fdt)) != 0) \
            return err_; \
    }
```

30.198.2 Function Documentation

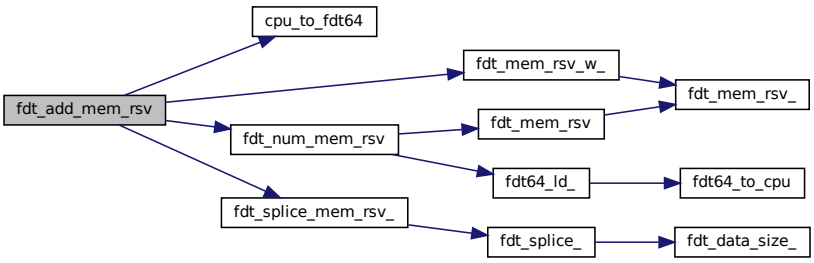
30.198.2.1 fdt_add_mem_rsv()

```
int fdt_add_mem_rsv (
             void * fdt,
             uint64_t address,
             uint64_t size )
```

fdt_add_mem_rsv - add one memory reserve map entry @fdt: pointer to the device tree blob @address: 64-bit start address of the reserve map entry @size: 64-bit size of the reserved region

Adds a reserve map entry to the given blob reserving a region at address address of length size.

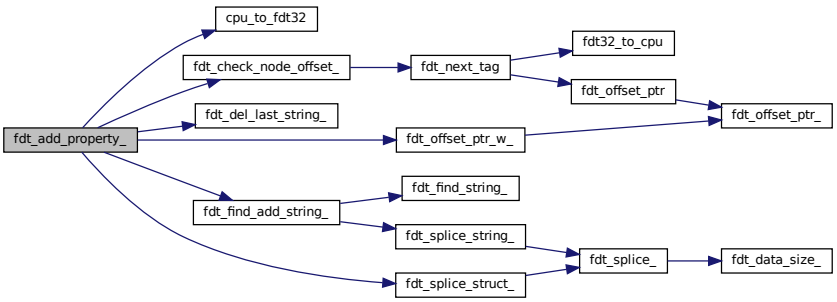
This function will insert data into the reserve map and will therefore change the indexes of some entries in the table. returns: 0, on success -FDT_ERR_NOSPACE, there is insufficient free space in the blob to contain the new reservation entry -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_↩ BADSTRUCTURE, -FDT_ERR_BADLAYOUT, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



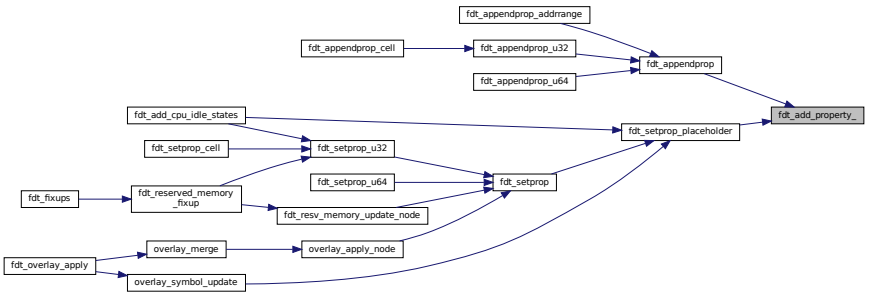
30.198.2.2 fdt_add_property_()

```
static int fdt_add_property_ (
             void * fdt,
             int nodeoffset,
             const char * name,
             int len,
             struct fdt_property ** prop )  [static]
```

Here is the call graph for this function:



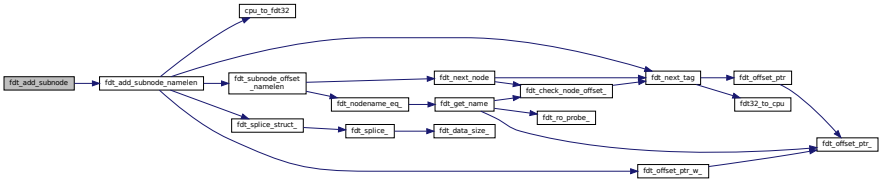
Here is the caller graph for this function:



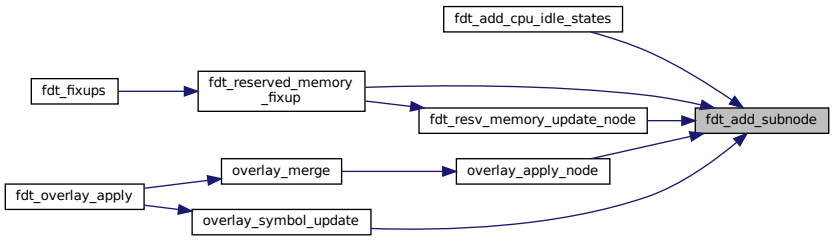
30.198.2.3 fdt_add_subnode()

```
int fdt_add_subnode (
            void * fdt,
            int parentoffset,
            const char * name )
```

Here is the call graph for this function:



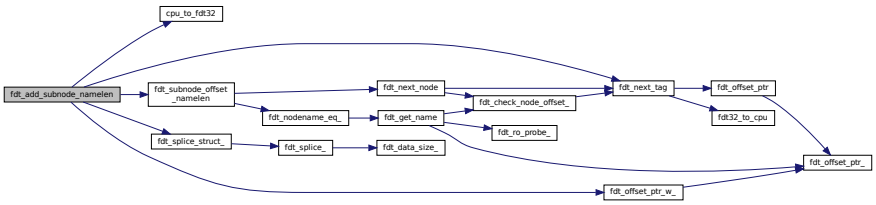
Here is the caller graph for this function:



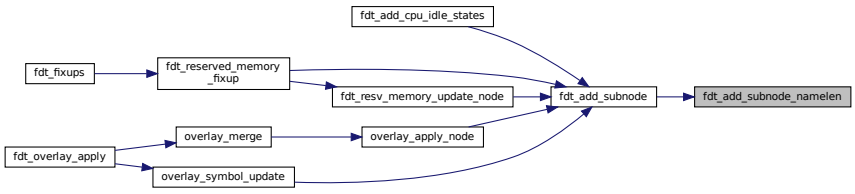
30.198.2.4 fdt_add_subnode_namelen()

```
int fdt_add_subnode_namelen (
            void * fdt,
            int parentoffset,
            const char * name,
            int namelen )
```

Here is the call graph for this function:



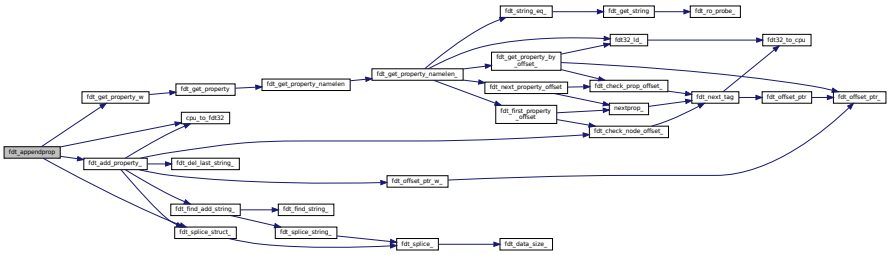
Here is the caller graph for this function:



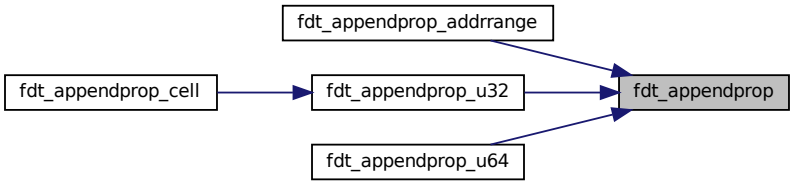
30.198.2.5 fdt_appendprop()

```
int fdt_appendprop (
            void * fdt,
            int nodeoffset,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



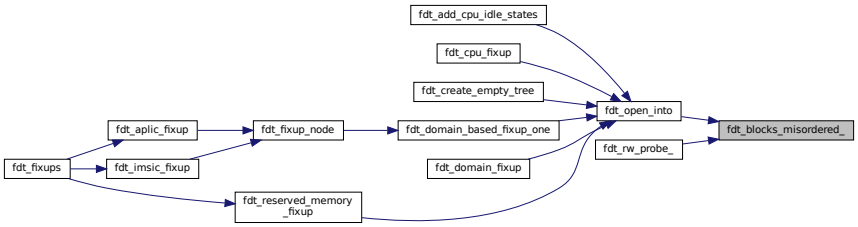
Here is the caller graph for this function:



30.198.2.6 fdt_blocks_misordered_()

```
static int fdt_blocks_misordered_ (
            const void * fdt,
            int mem_rsv_size,
            int struct_size )  [static]
```

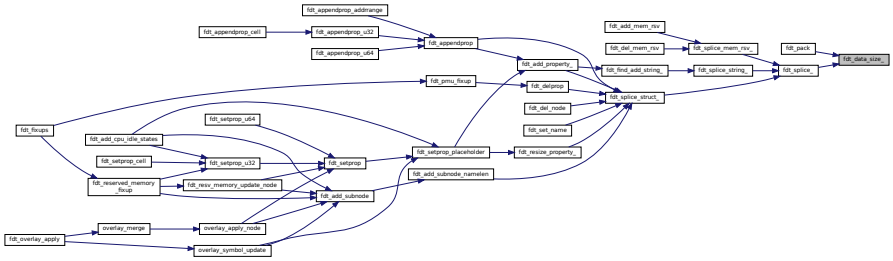
Here is the caller graph for this function:



30.198.2.7 fdt_data_size_()

```
static unsigned int fdt_data_size_ (
            void * fdt )  [inline], [static]
```

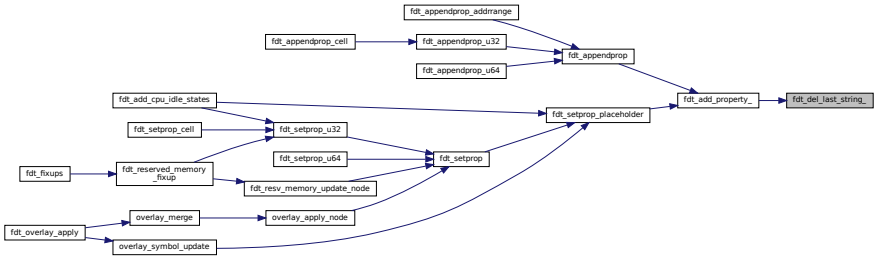
Here is the caller graph for this function:



30.198.2.8 fdt_del_last_string_()

```
static void fdt_del_last_string_ (
            void * fdt,
            const char * s )  [static]
```

Here is the caller graph for this function:

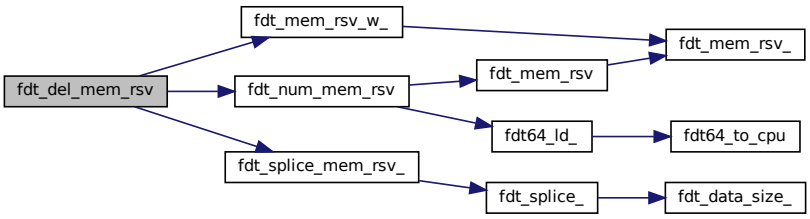


30.198.2.9 fdt_del_mem_rsv()

```
int fdt_del_mem_rsv (
            void * fdt,
            int n )
```

fdt_del_mem_rsv - remove a memory reserve map entry @fdt: pointer to the device tree blob
: entry to remove
fdt_del_mem_rsv() removes the n-th memory reserve map entry from the blob.
This function will delete data from the reservation table and will therefore change the indexes of some entries in the table.
returns: 0, on success -FDT_ERR_NOTFOUND, there is no entry of the given index (i.e. there are less than n+1 reserve map entries) -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_↩ BADSTRUCTURE, -FDT_ERR_BADLAYOUT, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph

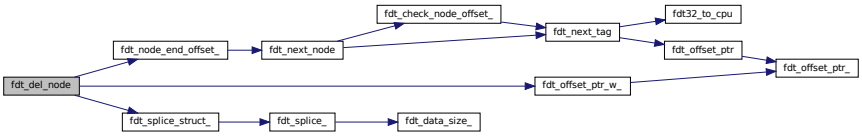
for this function:



30.198.2.10 fdt_del_node()

```
int fdt_del_node (
            void * fdt,
            int nodeoffset )
```

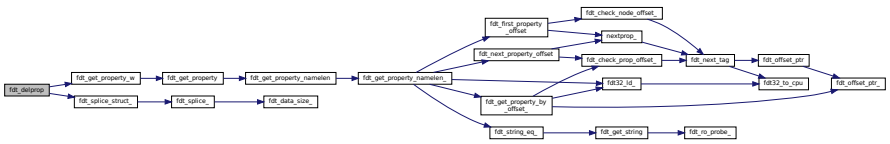
fdt_del_node - delete a node (subtree) @fdt: pointer to the device tree blob @nodeoffset: offset of the node to nop fdt_del_node() will remove the given node, including all its subnodes if any, from the blob.
This function will delete data from the blob, and will therefore change the offsets of some existing nodes.
returns: 0, on success -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_↩ ERR_BADLAYOUT, -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_↩ BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



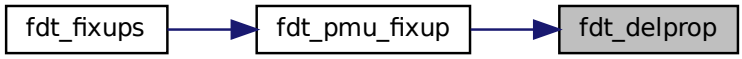
30.198.2.11 fdt_delprop()

```
int fdt_delprop (
            void * fdt,
            int nodeoffset,
            const char * name )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.198.2.12 fdt_find_add_string_()

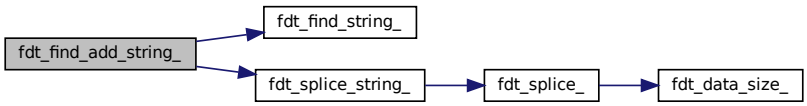
```
static int fdt_find_add_string_ (
            void * fdt,
            const char * s,
            int * allocated )  [static]
```

fdt_find_add_string_() - Find or allocate a string
@fdt: pointer to the device tree to check/adjust @s: string to find/add @allocated: Set to 0 if the string was found, 1 if not found and so allocated. Ignored if can_assume(NO_ROLLBACK)

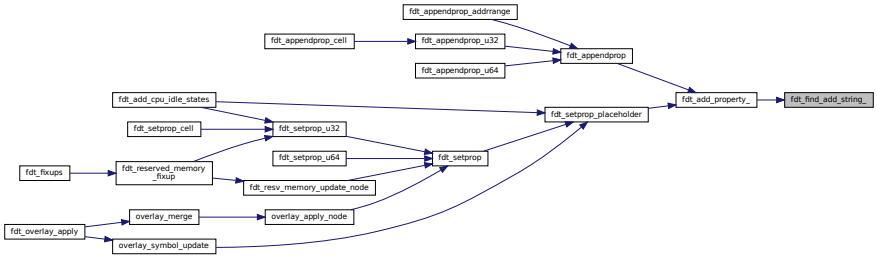
Returns

offset of string in the string table (whether found or added)

Here is the call graph for this function:



Here is the caller graph for this function:

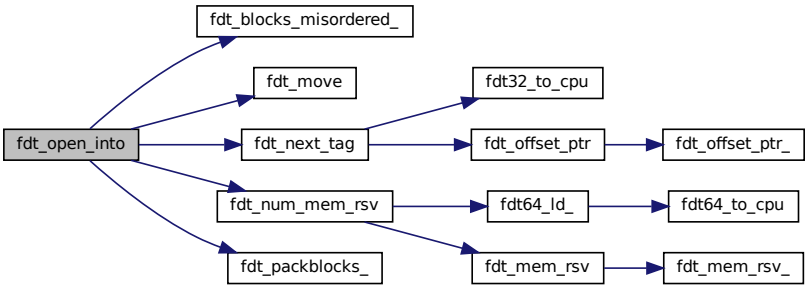


30.198.2.13 fdt_open_into()

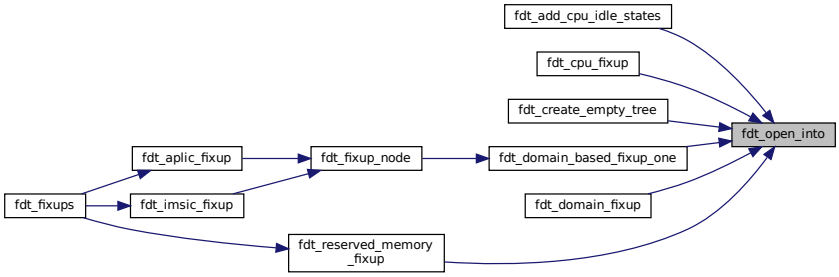
```
int fdt_open_into (
            const void * fdt,
```

```
            void * buf,
            int bufsize )
```

Here is the call graph for this function:



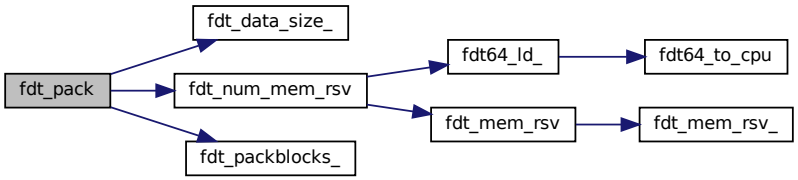
Here is the caller graph for this function:



30.198.2.14 fdt_pack()

```
int fdt_pack (
            void * fdt )
```

Here is the call graph for this function:

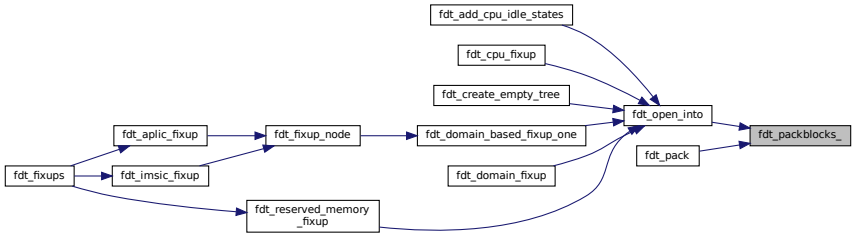


30.198.2.15 fdt_packblocks_()

```
static void fdt_packblocks_ (
```

```
            const char * old,
            char * new,
            int mem_rsv_size,
            int struct_size,
            int strings_size )  [static]
```

Here is the caller graph for this function:

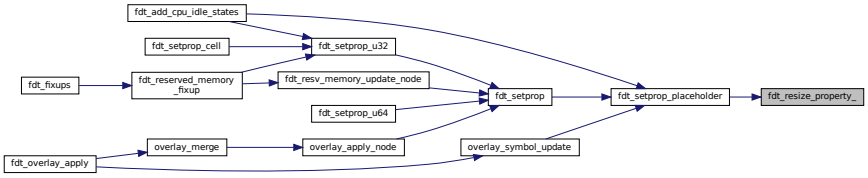


30.198.2.16 fdt_resize_property_()

```
static int fdt_resize_property_ (
            void * fdt,
            int nodeoffset,
            const char * name,
            int len,
            struct fdt_property ** prop )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:



30.198.2.17 fdt_rw_probe_()

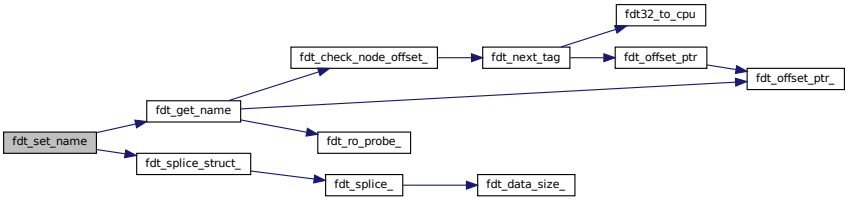
```
static int fdt_rw_probe_ (
            void * fdt )  [static]
```

Here is the call graph for this function:

30.198.2.18 fdt_set_name()

```
int fdt_set_name (
            void * fdt,
            int nodeoffset,
            const char * name )
```

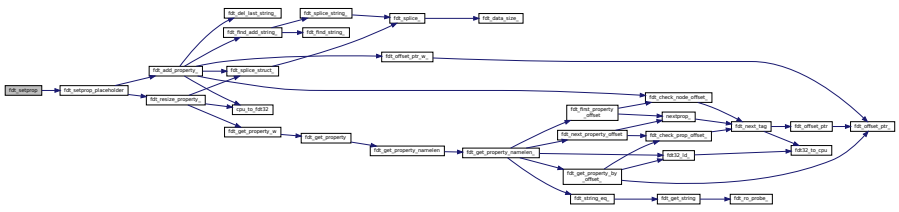
Here is the call graph for this function:



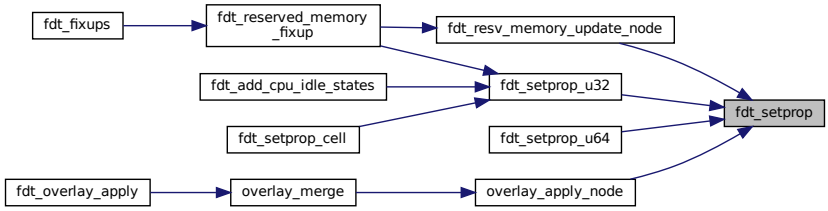
30.198.2.19 fdt_setprop()

```
int fdt_setprop (
            void * fdt,
            int nodeoffset,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



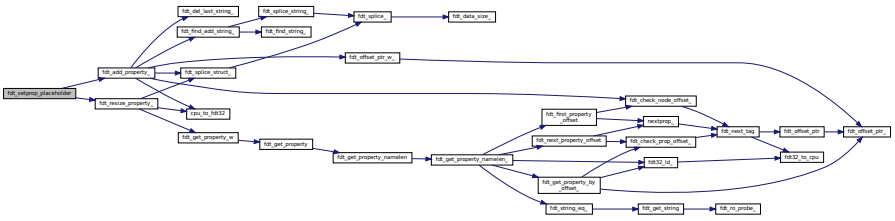
Here is the caller graph for this function:



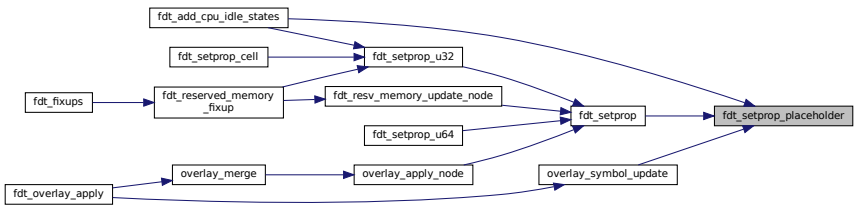
30.198.2.20 fdt_setprop_placeholder()

```
int fdt_setprop_placeholder (
            void * fdt,
            int nodeoffset,
            const char * name,
            int len,
            void ** prop_data )
```

Here is the call graph for this function:



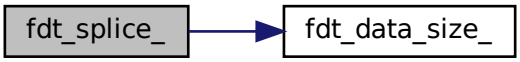
Here is the caller graph for this function:



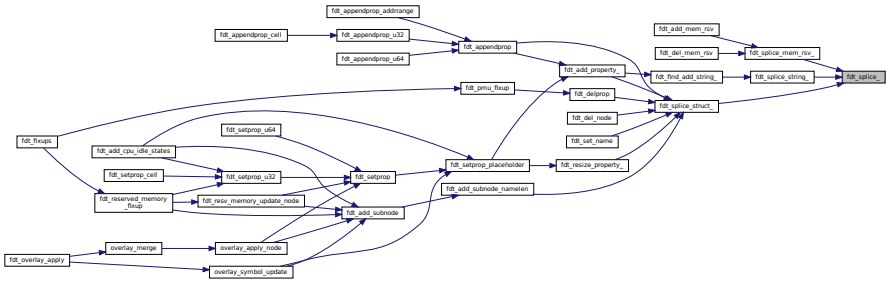
30.198.2.21 fdt_splice_()

```
static int fdt_splice_ (
            void * fdt,
            void * splicepoint,
            int oldlen,
            int newlen )  [static]
```

Here is the call graph for this function:



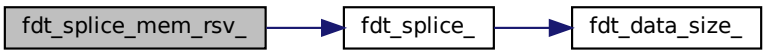
Here is the caller graph for this function:



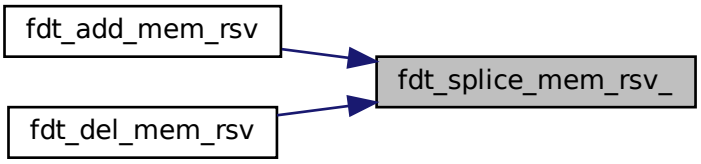
30.198.2.22 fdt_splice_mem_rsv_()

```
static int fdt_splice_mem_rsv_ (
            void * fdt,
            struct fdt_reserve_entry * p,
            int oldn,
            int newn )  [static]
```

Here is the call graph for this function:



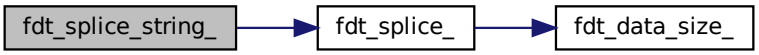
Here is the caller graph for this function:



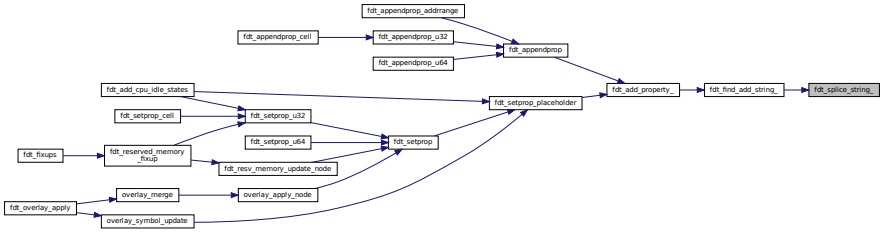
30.198.2.23 fdt_splice_string_()

```
static int fdt_splice_string_ (
            void * fdt,
            int newlen )  [static]
```

Here is the call graph for this function:



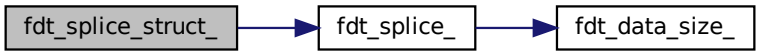
Here is the caller graph for this function:



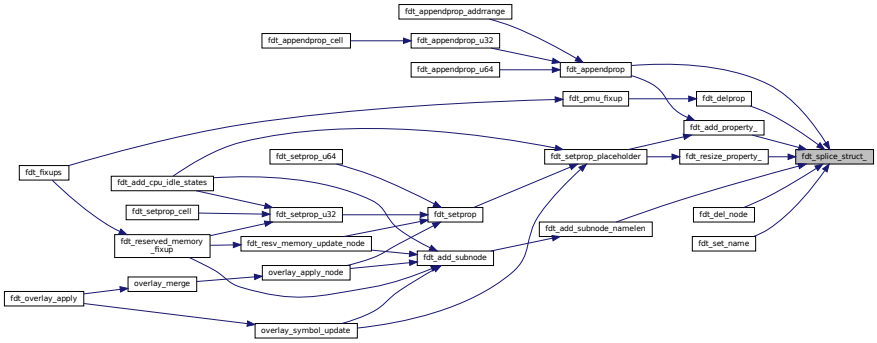
30.198.2.24 fdt_splice_struct_()

```
static int fdt_splice_struct_ (
            void * fdt,
            void * p,
            int oldlen,
            int newlen )  [static]
```

Here is the call graph for this function:



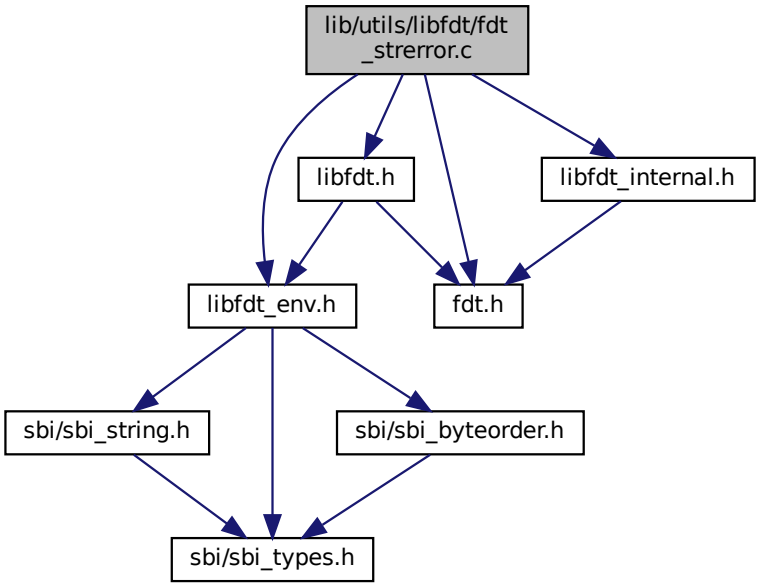
Here is the caller graph for this function:



30.199 lib/utils/libfdt/fdt_strerror.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_strerror.c:



Macros

- #define FDT_ERRTABENT(val) [(val)] = { .str = #val, }
- #define FDT_ERRTABSIZE ((int)(sizeof(fdt_errtable) / sizeof(fdt_errtable[0])))

Functions

- const char * fdt_strerror (int errval)

Variables

- static struct fdt_errtabent fdt_errtable [ ]

30.199.1 Macro Definition Documentation

30.199.1.1 FDT_ERRTABENT

```
#define FDT_ERRTABENT(
              val )  [(val)] = { .str = #val, }
```

30.199.1.2 FDT_ERRTABSIZE

```
#define FDT_ERRTABSIZE ((int)(sizeof(fdt_errtable) / sizeof(fdt_errtable[0])))
```

30.199.2 Function Documentation

30.199.2.1 fdt_strerror()

```
const char* fdt_strerror (
            int errval )
```

30.199.3 Variable Documentation

30.199.3.1 fdt_errtable

```
struct fdt_errtabent fdt_errtable[]  [static]
```

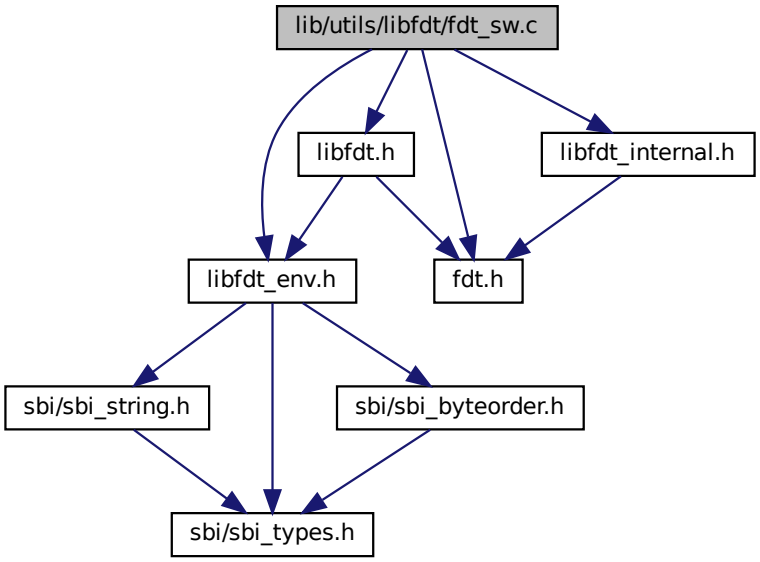
Initial value:

```
= {
    FDT_ERRTABENT(FDT_ERR_NOTFOUND),
    FDT_ERRTABENT(FDT_ERR_EXISTS),
    FDT_ERRTABENT(FDT_ERR_NOSPACE),
    FDT_ERRTABENT(FDT_ERR_BADOFFSET),
    FDT_ERRTABENT(FDT_ERR_BADPATH),
    FDT_ERRTABENT(FDT_ERR_BADPHANDLE),
    FDT_ERRTABENT(FDT_ERR_BADSTATE),
    FDT_ERRTABENT(FDT_ERR_TRUNCATED),
    FDT_ERRTABENT(FDT_ERR_BADMAGIC),
    FDT_ERRTABENT(FDT_ERR_BADVERSION),
    FDT_ERRTABENT(FDT_ERR_BADSTRUCTURE),
    FDT_ERRTABENT(FDT_ERR_BADLAYOUT),
    FDT_ERRTABENT(FDT_ERR_INTERNAL),
    FDT_ERRTABENT(FDT_ERR_BADNCELLS),
    FDT_ERRTABENT(FDT_ERR_BADVALUE),
    FDT_ERRTABENT(FDT_ERR_BADOVERLAY),
    FDT_ERRTABENT(FDT_ERR_NOPHANDLES),
    FDT_ERRTABENT(FDT_ERR_BADFLAGS),
}
```

30.200 lib/utils/libfdt/fdt_sw.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
#include "libfdt_internal.h"
```

Include dependency graph for fdt_sw.c:



Macros

- #define FDT_SW_PROBE(fdt)
- #define FDT_SW_PROBE_MEMRSV(fdt)
- #define FDT_SW_PROBE_STRUCT(fdt)

Functions

- static int fdt_sw_probe_ (void *fdt)
- static int fdt_sw_probe_memrsv_ (void *fdt)
- static int fdt_sw_probe_struct_ (void *fdt)
- static uint32_t sw_flags (void *fdt)
- static void * fdt_grab_space_ (void *fdt, size_t len)
- int fdt_create_with_flags (void *buf, int bufsize, uint32_t flags)
- int fdt_create (void *buf, int bufsize)
- int fdt_resize (void *fdt, void *buf, int bufsize)
- int fdt_add_reservemap_entry (void *fdt, uint64_t addr, uint64_t size)
- int fdt_finish_reservemap (void *fdt)
- int fdt_begin_node (void *fdt, const char *name)
- int fdt_end_node (void *fdt)
- static int fdt_add_string_ (void *fdt, const char *s)
- static void fdt_del_last_string_ (void *fdt, const char *s)
- static int fdt_find_add_string_ (void *fdt, const char *s, int *allocated)
- int fdt_property_placeholder (void *fdt, const char *name, int len, void **valp)
- int fdt_property (void *fdt, const char *name, const void *val, int len)
- int fdt_finish (void *fdt)

30.200.1 Macro Definition Documentation

30.200.1.1 FDT_SW_PROBE

```
#define FDT_SW_PROBE(
                fdt )
```

Value:

```
    { \
        int err; \
        if ((err = fdt_sw_probe_(fdt)) != 0) \
            return err; \
    }
```

30.200.1.2 FDT_SW_PROBE_MEMRSV

```
#define FDT_SW_PROBE_MEMRSV(
                fdt )
```

Value:

```
    { \
        int err; \
        if ((err = fdt_sw_probe_memrsv_(fdt)) != 0) \
            return err; \
    }
```

30.200.1.3 FDT_SW_PROBE_STRUCT

```
#define FDT_SW_PROBE_STRUCT(
                fdt )
```

Value:

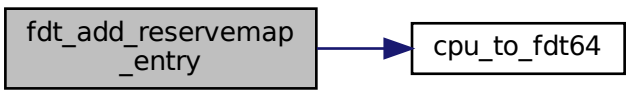
```
    { \
        int err; \
        if ((err = fdt_sw_probe_struct_(fdt)) != 0) \
            return err; \
    }
```

30.200.2 Function Documentation

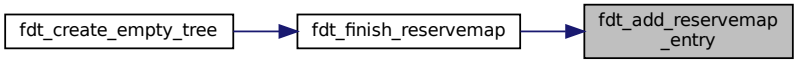
30.200.2.1 fdt_add_reservemap_entry()

```
int fdt_add_reservemap_entry (
              void * fdt,
              uint64_t addr,
              uint64_t size )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.200.2.2 fdt_add_string_()

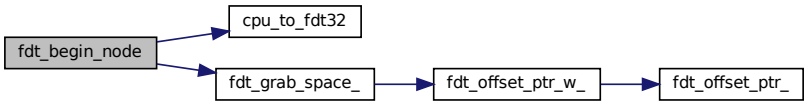
```
static int fdt_add_string_ (
            void * fdt,
            const char * s )  [static]
```

Here is the caller graph for this function:

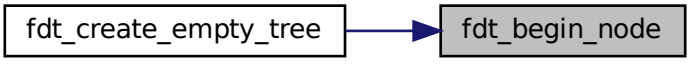
30.200.2.3 fdt_begin_node()

```
int fdt_begin_node (
            void * fdt,
            const char * name )
```

Here is the call graph for this function:



Here is the caller graph for this function:

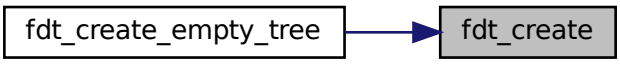


30.200.2.4 fdt_create()

```
int fdt_create (
            void * buf,
            int bufsize )
```

fdt_create - begin creation of a new fdt @buf: pointer to memory allocated where fdt will be created @bufsize: size of the memory space at fdt
fdt_create() is equivalent to fdt_create_with_flags() with flags=0.
returns: 0, on success -FDT_ERR_NOSPACE, bufsize is insufficient for a minimal fdt Here is the call graph for this function:

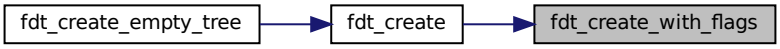
Here is the caller graph for this function:



30.200.2.5 fdt_create_with_flags()

```
int fdt_create_with_flags (
            void * buf,
            int bufsize,
            uint32_t flags )
```

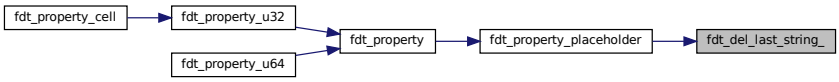
fdt_create_with_flags - begin creation of a new fdt @buf: pointer to memory allocated where fdt will be created @bufsize: size of the memory space at fdt @flags: a valid combination of FDT_CREATE_FLAG_ flags, or 0.
fdt_create_with_flags() begins the process of creating a new fdt with the sequential write interface.
fdt creation process must end with fdt_finished() to produce a valid fdt.
returns: 0, on success -FDT_ERR_NOSPACE, bufsize is insufficient for a minimal fdt -FDT_ERR_BADFLAGS, flags is not valid Here is the caller graph for this function:



30.200.2.6 fdt_del_last_string_()

```
static void fdt_del_last_string_ (
            void * fdt,
            const char * s )  [static]
```

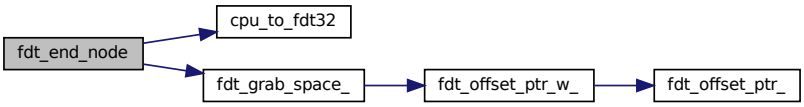
Here is the caller graph for this function:



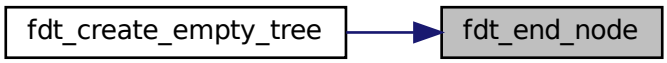
30.200.2.7 fdt_end_node()

```
int fdt_end_node (
            void * fdt )
```

Here is the call graph for this function:



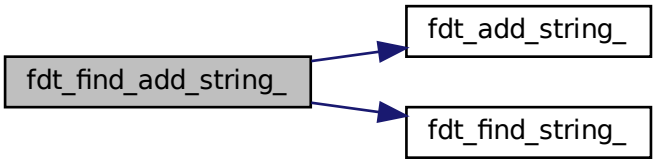
Here is the caller graph for this function:



30.200.2.8 fdt_find_add_string_()

```
static int fdt_find_add_string_ (
            void * fdt,
            const char * s,
            int * allocated )  [static]
```

Here is the call graph for this function:

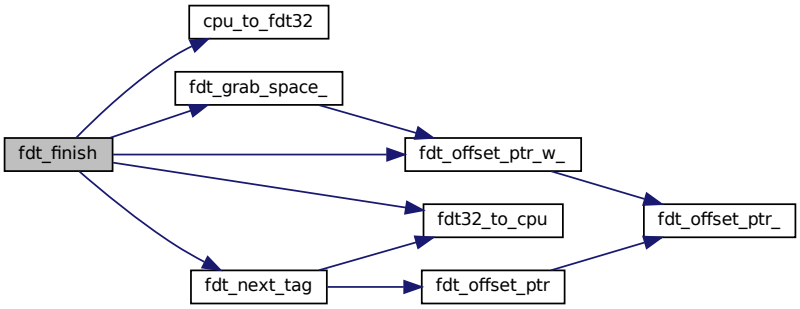


Here is the caller graph for this function:

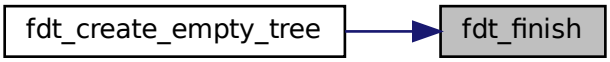
30.200.2.9 fdt_finish()

```
int fdt_finish (
            void * fdt )
```

Here is the call graph for this function:



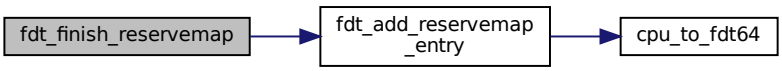
Here is the caller graph for this function:



30.200.2.10 fdt_finish_reservemap()

```
int fdt_finish_reservemap (
            void * fdt )
```

Here is the call graph for this function:

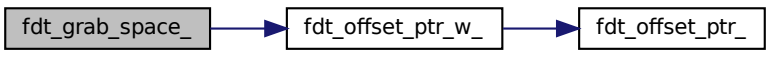


Here is the caller graph for this function:

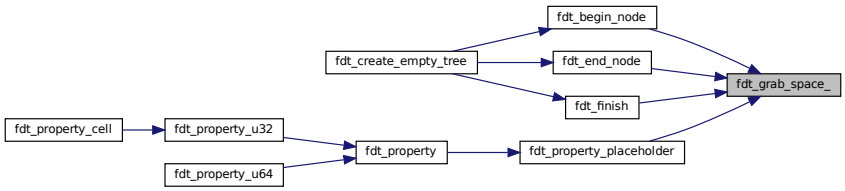
30.200.2.11 fdt_grab_space_()

```
static void* fdt_grab_space_ (
            void * fdt,
            size_t len )  [static]
```

Here is the call graph for this function:



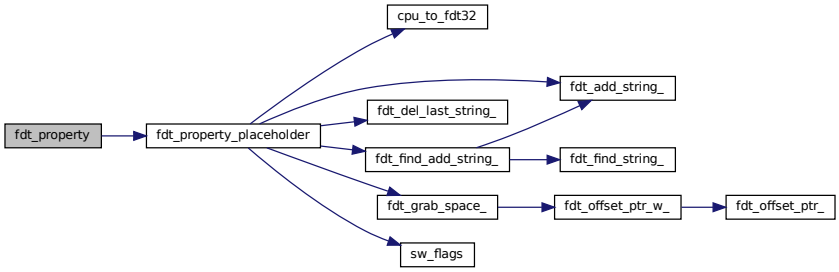
Here is the caller graph for this function:



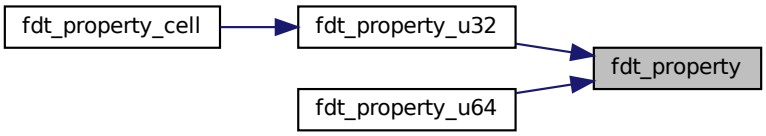
30.200.2.12 fdt_property()

```
int fdt_property (
            void * fdt,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



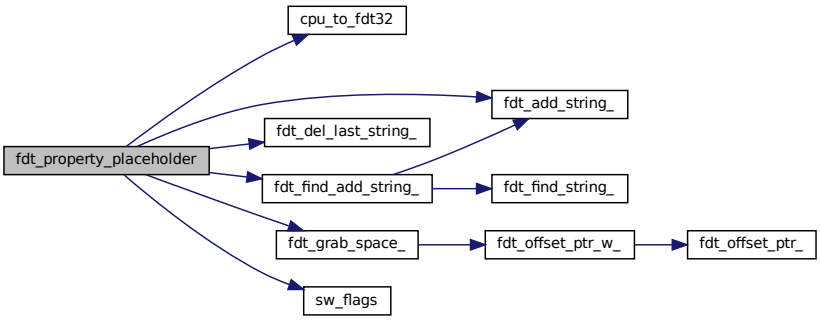
Here is the caller graph for this function:



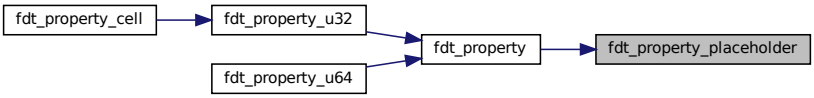
30.200.2.13 fdt_property_placeholder()

```
int fdt_property_placeholder (
            void * fdt,
            const char * name,
            int len,
            void ** valp )
```

Here is the call graph for this function:



Here is the caller graph for this function:



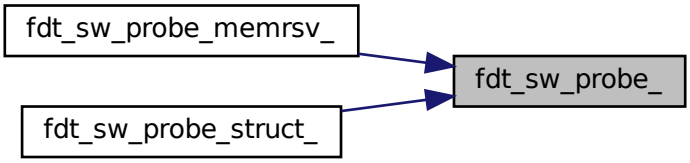
30.200.2.14 fdt_resize()

```
int fdt_resize (
            void * fdt,
            void * buf,
            int bufsize )
```

30.200.2.15 fdt_sw_probe_()

```
static int fdt_sw_probe_ (
            void * fdt )  [static]
```

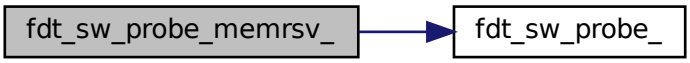
Here is the caller graph for this function:



30.200.2.16 fdt_sw_probe_memrsv_()

```
static int fdt_sw_probe_memrsv_ (
            void * fdt )  [static]
```

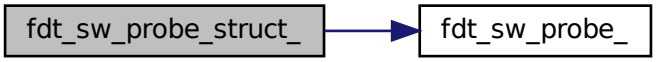
Here is the call graph for this function:



30.200.2.17 fdt_sw_probe_struct_()

```
static int fdt_sw_probe_struct_ (
            void * fdt )  [static]
```

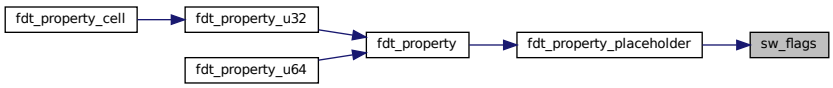
Here is the call graph for this function:



30.200.2.18 sw_flags()

```
static uint32_t sw_flags (
            void * fdt )  [inline], [static]
```

Here is the caller graph for this function:

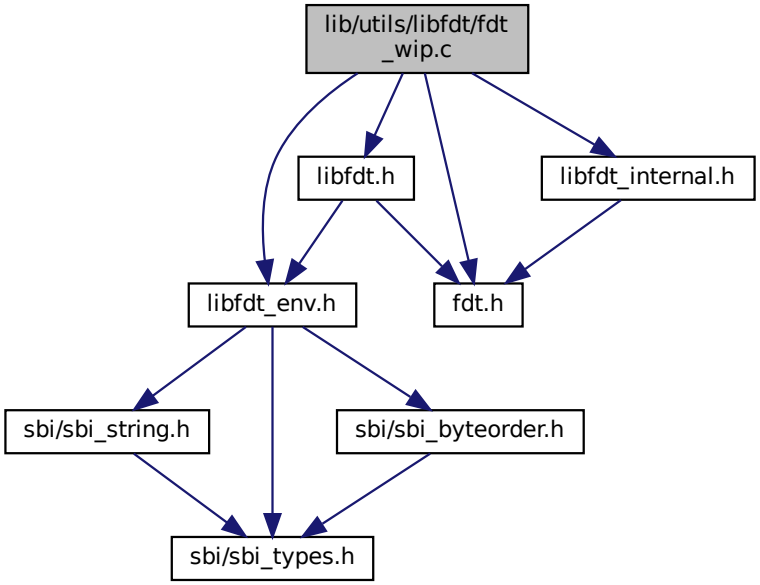


30.201 lib/utils/libfdt/fdt_wip.c File Reference

```
#include "libfdt_env.h"
#include <fdt.h>
#include <libfdt.h>
```

```
#include "libfdt_internal.h"
```

Include dependency graph for fdt_wip.c:



Functions

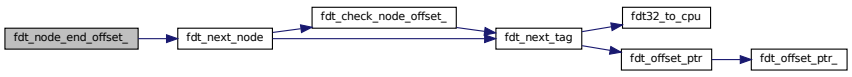
- int fdt_setprop_inplace_namelen_partial (void *fdt, int nodeoffset, const char *name, int namelen, uint32_t idx, const void *val, int len)
- int fdt_setprop_inplace (void *fdt, int nodeoffset, const char *name, const void *val, int len)
- static void fdt_nop_region_ (void *start, int len)
- int fdt_nop_property (void *fdt, int nodeoffset, const char *name)
- int fdt_node_end_offset_ (void *fdt, int offset)
- int fdt_nop_node (void *fdt, int nodeoffset)

30.201.1 Function Documentation

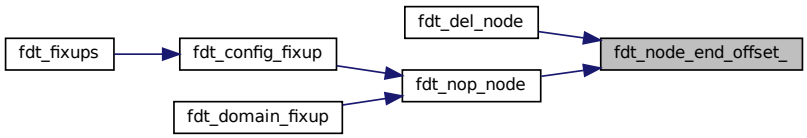
30.201.1.1 fdt_node_end_offset_()

```
int fdt_node_end_offset_ (
            void * fdt,
            int offset )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.201.1.2 fdt_nop_node()

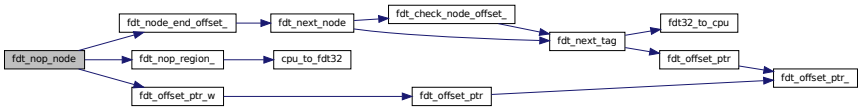
```
int fdt_nop_node (
            void * fdt,
            int nodeoffset )
```

fdt_nop_node - replace a node (subtree) with nop tags @fdt: pointer to the device tree blob @nodeoffset: offset of the node to nop

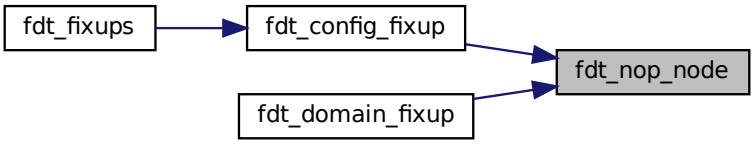
fdt_nop_node() will replace a given node's representation in the blob, including all its subnodes, if any, with FDT↩ _NOP tags, effectively removing it from the tree.

This function will alter only the bytes in the blob which contain the node and its properties and subnodes, and will not alter or move any other part of the tree.

returns: 0, on success -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR↩ _BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR↩ _TRUNCATED, standard meanings Here is the call graph for this function:



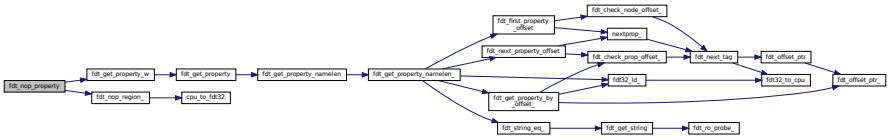
Here is the caller graph for this function:



30.201.1.3 fdt_nop_property()

```
int fdt_nop_property (
            void * fdt,
            int nodeoffset,
            const char * name )
```

Here is the call graph for this function:

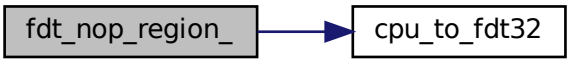


Here is the caller graph for this function:

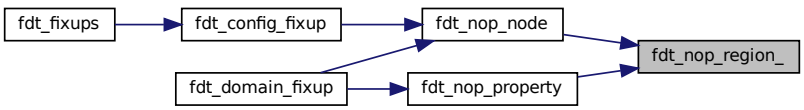
30.201.1.4 fdt_nop_region_()

```
static void fdt_nop_region_ (
            void * start,
            int len )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

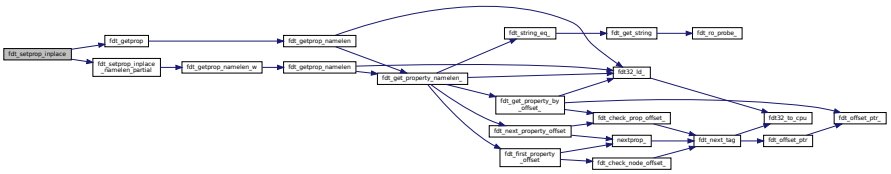


30.201.1.5 fdt_setprop_inplace()

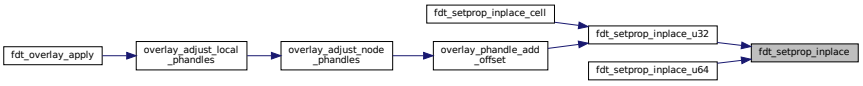
```
int fdt_setprop_inplace (
            void * fdt,
```

```
            int nodeoffset,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



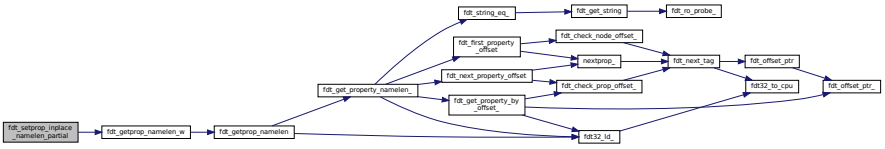
Here is the caller graph for this function:



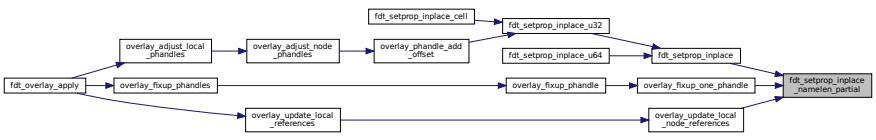
30.201.1.6 fdt_setprop_inplace_namelen_partial()

```
int fdt_setprop_inplace_namelen_partial (
            void * fdt,
            int nodeoffset,
            const char * name,
            int namelen,
            uint32_t idx,
            const void * val,
            int len )
```

Here is the call graph for this function:



Here is the caller graph for this function:

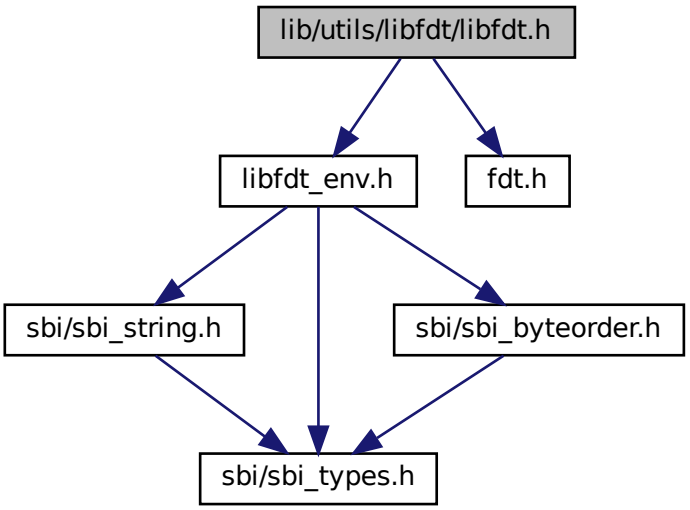


30.202 lib/utils/libfdt/libfdt.h File Reference

```
#include <libfdt_env.h>
```

```
#include <fdt.h>
```

Include dependency graph for libfdt.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define FDT_FIRST_SUPPORTED_VERSION 0x02
- #define FDT_LAST_COMPATIBLE_VERSION 0x10
- #define FDT_LAST_SUPPORTED_VERSION 0x11
- #define FDT_ERR_NOTFOUND 1
- #define FDT_ERR_EXISTS 2
- #define FDT_ERR_NOSPACE 3
- #define FDT_ERR_BADOFFSET 4
- #define FDT_ERR_BADPATH 5
- #define FDT_ERR_BADPHANDLE 6
- #define FDT_ERR_BADSTATE 7
- #define FDT_ERR_TRUNCATED 8
- #define FDT_ERR_BADMAGIC 9
- #define FDT_ERR_BADVERSION 10
- #define FDT_ERR_BADSTRUCTURE 11
- #define FDT_ERR_BADLAYOUT 12
- #define FDT_ERR_INTERNAL 13
- #define FDT_ERR_BADNCELLS 14
- #define FDT_ERR_BADVALUE 15
- #define FDT_ERR_BADOVERLAY 16
- #define FDT_ERR_NOPHANDLES 17
- #define FDT_ERR_BADFLAGS 18
- #define FDT_ERR_ALIGNMENT 19

- #define FDT_ERR_MAX 19
- #define FDT_MAX_PHANDLE 0xfffffffe
- #define fdt_for_each_subnode(node, fdt, parent)
- #define fdt_get_header(fdt, field) (fdt32_ld(&((const struct fdt_header *)(fdt))->field))
- #define fdt_magic(fdt) (fdt_get_header(fdt, magic))
- #define fdt_totalsize(fdt) (fdt_get_header(fdt, totalsize))
- #define fdt_off_dt_struct(fdt) (fdt_get_header(fdt, off_dt_struct))
- #define fdt_off_dt_strings(fdt) (fdt_get_header(fdt, off_dt_strings))
- #define fdt_off_mem_rsvmap(fdt) (fdt_get_header(fdt, off_mem_rsvmap))
- #define fdt_version(fdt) (fdt_get_header(fdt, version))
- #define fdt_last_comp_version(fdt) (fdt_get_header(fdt, last_comp_version))
- #define fdt_boot_cpuid_phys(fdt) (fdt_get_header(fdt, boot_cpuid_phys))
- #define fdt_size_dt_strings(fdt) (fdt_get_header(fdt, size_dt_strings))
- #define fdt_size_dt_struct(fdt) (fdt_get_header(fdt, size_dt_struct))
- #define fdt_set_hdr_(name)

Functions

- const void * fdt_offset_ptr (const void *fdt, int offset, unsigned int checklen)
- static void * fdt_offset_ptr_w (void *fdt, int offset, int checklen)
- uint32_t fdt_next_tag (const void *fdt, int offset, int *nextoffset)
- static uint32_t fdt32_ld (const fdt32_t *p)
- static void fdt32_st (void *property, uint32_t value)
- static uint64_t fdt64_ld (const fdt64_t *p)
- static void fdt64_st (void *property, uint64_t value)
- int fdt_next_node (const void *fdt, int offset, int *depth)
- int fdt_first_subnode (const void *fdt, int offset)
- int fdt_next_subnode (const void *fdt, int offset)
- fdt_set_hdr_ (magic)
- fdt_set_hdr_ (totalsize)
- fdt_set_hdr_ (off_dt_struct)
- fdt_set_hdr_ (off_dt_strings)
- fdt_set_hdr_ (off_mem_rsvmap)
- fdt_set_hdr_ (version)
- fdt_set_hdr_ (last_comp_version)
- fdt_set_hdr_ (boot_cpuid_phys)
- fdt_set_hdr_ (size_dt_strings)
- fdt_set_hdr_ (size_dt_struct)
- size_t fdt_header_size (const void *fdt)
- size_t fdt_header_size_ (uint32_t version)
- int fdt_check_header (const void *fdt)
- int fdt_move (const void *fdt, void *buf, int bufsize)
- int fdt_check_full (const void *fdt, size_t bufsize)
- const char * fdt_get_string (const void *fdt, int stroffset, int *lenp)
- const char * fdt_string (const void *fdt, int stroffset)
- int fdt_find_max_phandle (const void *fdt, uint32_t *phandle)
- static uint32_t fdt_get_max_phandle (const void *fdt)
- int fdt_generate_phandle (const void *fdt, uint32_t *phandle)
- int fdt_num_mem_rsv (const void *fdt)
- int fdt_get_mem_rsv (const void *fdt, int n, uint64_t *address, uint64_t *size)

: name of the property to find

fdt_getprop - retrieve the value of a given property @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose property to find

@lenp: pointer to an integer variable (will be overwritten) or NULL

fdt_getprop() retrieves a pointer to the value of the property named

- const struct fdt_property * fdt_get_property_namelen (const void *fdt, int nodeoffset, const char *name, int namelen, int *lenp)
- const struct fdt_property * fdt_get_property (const void *fdt, int nodeoffset, const char *name, int *lenp)
- static struct fdt_property * fdt_get_property_w (void *fdt, int nodeoffset, const char *name, int *lenp)
- const void * fdt_getprop_by_offset (const void *fdt, int offset, const char **namep, int *lenp)
- const void * fdt_getprop_namelen (const void *fdt, int nodeoffset, const char *name, int namelen, int *lenp)
- static void * fdt_getprop_namelen_w (void *fdt, int nodeoffset, const char *name, int namelen, int *lenp)

of the node at offset @nodeoffset (this will be a

pointer to within the device blob itself, not a copy of the value). If @lenp is non-NULL, the length of the property value is also returned, in the integer pointed to by @lenp.

*returns: pointer to the property's value if lenp is non-NULL, *lenp contains the length of the property value (>=0) NULL, on error if lenp is non-NULL, *lenp contains an error code (<0): -FDT_ERR_NOTFOUND, node does not have named property -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings*

- const void * fdt_getprop (const void *fdt, int nodeoffset, const char *name, int *lenp)
- static void * fdt_getprop_w (void *fdt, int nodeoffset, const char *name, int *lenp)
- uint32_t fdt_get_phandle (const void *fdt, int nodeoffset)

, if it exists,

NULL otherwise

- const char * fdt_get_alias_namelen (const void *fdt, const char *name, int namelen)

: name of the property to change the value of

fdt_setprop_inplace_cell - change the value of a single-cell property @fdt: pointer to the device tree blob @nodeoffset: offset of the node containing the property

@val: new value of the 32-bit cell

This is an alternative name for fdt_setprop_inplace_u32() Return: 0 on success, negative libfdt error number otherwise.

- static int fdt_setprop_inplace_cell (void *fdt, int nodeoffset, const char *name, uint32_t val)

: name to give the node

fdt_set_name - change the name of a given node @fdt: pointer to the device tree blob @nodeoffset: structure block offset of a node

fdt_set_name() replaces the name (including unit address, if any) of the given node with the given string. NOTE: this function can't efficiently check if the new name is unique amongst the given node's siblings; results are undefined if this function is invoked with a name equal to one of the given node's siblings.

This function may insert or delete data from the blob, and will therefore change the offsets of some existing nodes.

returns: 0, on success -FDT_ERR_NOSPACE, there is insufficient free space in the blob to contain the new name -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, standard meanings

- int fdt_set_name (void *fdt, int nodeoffset, const char *name)

: name of the property to append to

fdt_appendprop - append to or create a property @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose property to change

@val: pointer to data to append to the property value @len: length of the data to append to the property value

fdt_appendprop() appends the value to the named property in the given node, creating the property if it does not already exist.

This function may insert data into the blob, and will therefore change the offsets of some existing nodes.

returns: 0, on success -FDT_ERR_NOSPACE, there is insufficient free space in the blob to contain the new property value -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR↩ _BADLAYOUT, -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_↩ BADSTRUCTURE, -FDT_ERR_BADLAYOUT, -FDT_ERR_TRUNCATED, standard meanings

- int fdt_appendprop (void ∗fdt, int nodeoffset, const char ∗name, const void ∗val, int len)

: name of property

fdt_appendprop_addrrange - append a address range property @fdt: pointer to the device tree blob @parent: offset of the parent node @nodeoffset: offset of the node to add a property at

@addr: start address of a given range @size: size of a given range

fdt_appendprop_addrrange() appends an address range value (start address and size) to the value of the named property in the given node, or creates a new property with that value if it does not already exist. If "name" is not specified, a default "reg" is used. Cell sizes are determined by parent's #address-cells and #size-cells.

This function may insert data into the blob, and will therefore change the offsets of some existing nodes.

returns: 0, on success -FDT_ERR_BADLAYOUT, -FDT_ERR_BADMAGIC, -FDT_ERR_BADNCELLS, if the node has a badly formatted or invalid #address-cells property -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_↩ BADVERSION, -FDT_ERR_BADVALUE, addr or size doesn't fit to respective cells size -FDT_ERR_NOSPACE, there is insufficient free space in the blob to contain a new property -FDT_ERR_TRUNCATED, standard meanings

- int fdt_appendprop_addrrange (void ∗fdt, int parent, int nodeoffset, const char ∗name, uint64_t addr, uint64_t size)

as the name of the new node. This is useful for

creating subnodes based on a portion of a larger string, such as a full path.

Return: structure block offset of the created subnode (>=0), negative libfdt error value otherwise

- int fdt_add_subnode_namelen (void ∗fdt, int parentoffset, const char ∗name, int namelen)

: name of the subnode to locate

fdt_add_subnode - creates a new node @fdt: pointer to the device tree blob @parentoffset: structure block offset of a node
fdt_add_subnode() creates a new node as a subnode of the node at structure block offset parentoffset, with the given name (which should include the unit address, if any).
This function will insert data into the blob, and will therefore change the offsets of some existing nodes.
returns: structure block offset of the created nodeequested subnode (>=0), on success -FDT_ERR_NOTFOUND, if the requested subnode does not exist -FDT_ERR_BADOFFSET, if parentoffset did not point to an FDT_BEGIN↩ _NODE tag -FDT_ERR_EXISTS, if the node at parentoffset already has a subnode of the given name -FDT↩ _ERR_NOSPACE, if there is insufficient free space in the blob to contain the new node -FDT_ERR_NOSPACE -FDT_ERR_BADLAYOUT -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_↩ ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings.

- #define fdt_for_each_property_offset(property, fdt, node)
- int fdt_subnode_offset_namelen (const void ∗fdt, int parentoffset, const char ∗name, int namelen)
- int fdt_subnode_offset (const void ∗fdt, int parentoffset, const char ∗name)
- int fdt_path_offset_namelen (const void ∗fdt, const char ∗path, int namelen)
- int fdt_path_offset (const void ∗fdt, const char ∗path)
- const char ∗ fdt_get_name (const void ∗fdt, int nodeoffset, int ∗lenp)
- int fdt_first_property_offset (const void ∗fdt, int nodeoffset)
- int fdt_next_property_offset (const void ∗fdt, int offset)
- const struct fdt_property ∗ fdt_get_property_by_offset (const void ∗fdt, int offset, int ∗lenp)
- int fdt_add_subnode (void ∗fdt, int parentoffset, const char ∗name)
- int fdt_del_node (void ∗fdt, int nodeoffset)
- int fdt_overlay_apply (void ∗fdt, void ∗fdto)
- const char ∗ fdt_strerror (int errval)

in the node /aliases.

returns: a pointer to the expansion of the alias named 'name', if it exists NULL, if the given alias or the /aliases node does not exist

- #define FDT_MAX_NCELLS 4
- const char * fdt_get_alias (const void *fdt, const char *name)
- int fdt_get_path (const void *fdt, int nodeoffset, char *buf, int buflen)
- int fdt_supernode_atdepth_offset (const void *fdt, int nodeoffset, int supernodedepth, int *nodedepth)
- int fdt_node_depth (const void *fdt, int nodeoffset)
- int fdt_parent_offset (const void *fdt, int nodeoffset)
- int fdt_node_offset_by_prop_value (const void *fdt, int startoffset, const char *propname, const void *propval, int proplen)
- int fdt_node_offset_by_phandle (const void *fdt, uint32_t phandle)
- int fdt_node_check_compatible (const void *fdt, int nodeoffset, const char *compatible)
- int fdt_node_offset_by_compatible (const void *fdt, int startoffset, const char *compatible)
- int fdt_stringlist_contains (const char *strlist, int listlen, const char *str)
- int fdt_stringlist_count (const void *fdt, int nodeoffset, const char *property)
- int fdt_stringlist_search (const void *fdt, int nodeoffset, const char *property, const char *string)
- const char * fdt_stringlist_get (const void *fdt, int nodeoffset, const char *property, int index, int *lenp)
- int fdt_address_cells (const void *fdt, int nodeoffset)
- int fdt_size_cells (const void *fdt, int nodeoffset)

: name of the property to nop

fdt_delprop - delete a property @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose property to nop
fdt_del_property() will delete the given property.
This function will delete data from the blob, and will therefore change the offsets of some existing nodes.
returns: 0, on success -FDT_ERR_NOTFOUND, node does not have the named property -FDT_ERR_↩ BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR_BADLAYOUT, -FDT_ERR_↩ BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_↩ TRUNCATED, standard meanings

- #define FDT_CREATE_FLAG_NO_NAME_DEDUP 0x1
- #define FDT_CREATE_FLAGS_ALL (FDT_CREATE_FLAG_NO_NAME_DEDUP)
- int fdt_nop_property (void *fdt, int nodeoffset, const char *name)
- int fdt_nop_node (void *fdt, int nodeoffset)
- int fdt_create_with_flags (void *buf, int bufsize, uint32_t flags)
- int fdt_create (void *buf, int bufsize)
- int fdt_resize (void *fdt, void *buf, int bufsize)
- int fdt_add_reservemap_entry (void *fdt, uint64_t addr, uint64_t size)
- int fdt_finish_reservemap (void *fdt)
- int fdt_begin_node (void *fdt, const char *name)
- int fdt_property (void *fdt, const char *name, const void *val, int len)
- static int fdt_property_u32 (void *fdt, const char *name, uint32_t val)
- static int fdt_property_u64 (void *fdt, const char *name, uint64_t val)
- static int fdt_property_cell (void *fdt, const char *name, uint32_t val)
- int fdt_delprop (void *fdt, int nodeoffset, const char *name)

: name of property to add

fdt_property_placeholder - add a new property and return a ptr to its value
@fdt: pointer to the device tree blob
@len: length of property value in bytes @valp: returns a pointer to where where the value should be placed
returns: 0, on success -FDT_ERR_BADMAGIC, -FDT_ERR_NOSPACE, standard meanings

- #define fdt_property_string(fdt, name, str) fdt_property(fdt, name, str, strlen(str)+1)

- int fdt_property_placeholder (void *fdt, const char *name, int len, void **valp)
- int fdt_end_node (void *fdt)
- int fdt_finish (void *fdt)
- int fdt_create_empty_tree (void *buf, int bufsize)
- int fdt_open_into (const void *fdt, void *buf, int bufsize)
- int fdt_pack (void *fdt)
- int fdt_add_mem_rsv (void *fdt, uint64_t address, uint64_t size)
- int fdt_del_mem_rsv (void *fdt, int n)

: name of the property to change

fdt_appendprop_string - append a string to a property @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose property to change
@str: string value to append to the property
fdt_appendprop_string() appends the given string to the value of the named property in the given node, or creates a new property with that value if it does not already exist.
This function may insert data into the blob, and will therefore change the offsets of some existing nodes.
returns: 0, on success -FDT_ERR_NOSPACE, there is insufficient free space in the blob to contain the new property value -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR_BADLAYOUT, -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_BADLAYOUT, -FDT_ERR_TRUNCATED, standard meanings

- #define fdt_setprop_string(fdt, nodeoffset, name, str) fdt_setprop((fdt), (nodeoffset), (name), (str), strlen(str)+1)
- #define fdt_setprop_empty(fdt, nodeoffset, name) fdt_setprop((fdt), (nodeoffset), (name), NULL, 0)
- #define fdt_appendprop_string(fdt, nodeoffset, name, str) fdt_appendprop((fdt), (nodeoffset), (name), (str), strlen(str)+1)
- int fdt_setprop_inplace_namelen_partial (void *fdt, int nodeoffset, const char *name, int namelen, uint32_t idx, const void *val, int len)
- int fdt_setprop_inplace (void *fdt, int nodeoffset, const char *name, const void *val, int len)
- static int fdt_setprop_inplace_u32 (void *fdt, int nodeoffset, const char *name, uint32_t val)
- static int fdt_setprop_inplace_u64 (void *fdt, int nodeoffset, const char *name, uint64_t val)
- int fdt_setprop (void *fdt, int nodeoffset, const char *name, const void *val, int len)
- int fdt_setprop_placeholder (void *fdt, int nodeoffset, const char *name, int len, void **prop_data)
- static int fdt_setprop_u32 (void *fdt, int nodeoffset, const char *name, uint32_t val)
- static int fdt_setprop_u64 (void *fdt, int nodeoffset, const char *name, uint64_t val)
- static int fdt_setprop_cell (void *fdt, int nodeoffset, const char *name, uint32_t val)
- static int fdt_appendprop_u32 (void *fdt, int nodeoffset, const char *name, uint32_t val)
- static int fdt_appendprop_u64 (void *fdt, int nodeoffset, const char *name, uint64_t val)
- static int fdt_appendprop_cell (void *fdt, int nodeoffset, const char *name, uint32_t val)

30.202.1 Macro Definition Documentation

30.202.1.1 fdt_appendprop_string

```
#define fdt_appendprop_string(
              fdt,
              nodeoffset,
              name,
              str )  fdt_appendprop((fdt), (nodeoffset), (name), (str), strlen(str)+1)
```

30.202.1.2 fdt_boot_cpuid_phys

```
#define fdt_boot_cpuid_phys(
              fdt ) (fdt_get_header(fdt, boot_cpuid_phys))
```

30.202.1.3 FDT_CREATE_FLAG_NO_NAME_DEDUP

```
#define FDT_CREATE_FLAG_NO_NAME_DEDUP 0x1
```

30.202.1.4 FDT_CREATE_FLAGS_ALL

```
#define FDT_CREATE_FLAGS_ALL (FDT_CREATE_FLAG_NO_NAME_DEDUP)
```

30.202.1.5 FDT_ERR_ALIGNMENT

```
#define FDT_ERR_ALIGNMENT 19
```

30.202.1.6 FDT_ERR_BADFLAGS

```
#define FDT_ERR_BADFLAGS 18
```

30.202.1.7 FDT_ERR_BADLAYOUT

```
#define FDT_ERR_BADLAYOUT 12
```

30.202.1.8 FDT_ERR_BADMAGIC

```
#define FDT_ERR_BADMAGIC 9
```

30.202.1.9 FDT_ERR_BADNCELLS

```
#define FDT_ERR_BADNCELLS 14
```

30.202.1.10 FDT_ERR_BADOFFSET

```
#define FDT_ERR_BADOFFSET 4
```

30.202.1.11 FDT_ERR_BADOVERLAY

```
#define FDT_ERR_BADOVERLAY 16
```

30.202.1.12 FDT_ERR_BADPATH

```
#define FDT_ERR_BADPATH 5
```

30.202.1.13 FDT_ERR_BADPHANDLE

```
#define FDT_ERR_BADPHANDLE 6
```

30.202.1.14 FDT_ERR_BADSTATE

```
#define FDT_ERR_BADSTATE 7
```

30.202.1.15 FDT_ERR_BADSTRUCTURE

```
#define FDT_ERR_BADSTRUCTURE 11
```

30.202.1.16 FDT_ERR_BADVALUE

```
#define FDT_ERR_BADVALUE 15
```

30.202.1.17 FDT_ERR_BADVERSION

```
#define FDT_ERR_BADVERSION 10
```

30.202.1.18 FDT_ERR_EXISTS

```
#define FDT_ERR_EXISTS 2
```

30.202.1.19 FDT_ERR_INTERNAL

```
#define FDT_ERR_INTERNAL 13
```

30.202.1.20 FDT_ERR_MAX

```
#define FDT_ERR_MAX 19
```

30.202.1.21 FDT_ERR_NOPHANDLES

```
#define FDT_ERR_NOPHANDLES 17
```

30.202.1.22 FDT_ERR_NOSPACE

```
#define FDT_ERR_NOSPACE 3
```

30.202.1.23 FDT_ERR_NOTFOUND

```
#define FDT_ERR_NOTFOUND 1
```

30.202.1.24 FDT_ERR_TRUNCATED

```
#define FDT_ERR_TRUNCATED 8
```

30.202.1.25 FDT_FIRST_SUPPORTED_VERSION

```
#define FDT_FIRST_SUPPORTED_VERSION 0x02
```

30.202.1.26 fdt_for_each_property_offset

```
#define fdt_for_each_property_offset(
                property,
                fdt,
                node )
```

Value:

```
    for (property = fdt_first_property_offset(fdt, node);  \
         property >= 0;                \
         property = fdt_next_property_offset(fdt, property))
```

30.202.1.27 fdt_for_each_subnode

```
#define fdt_for_each_subnode(
                node,
                fdt,
                parent )
```

Value:

```
    for (node = fdt_first_subnode(fdt, parent);    \
         node >= 0;                \
         node = fdt_next_subnode(fdt, node))
```

fdt_for_each_subnode - iterate over all subnodes of a parent
@node: child node (int, lvalue) @fdt: FDT blob (const void *) @parent: parent node (int)
This is actually a wrapper around a for loop and would be used like so:
fdt_for_each_subnode(node, fdt, parent) { Use node ... }
if ((node < 0) && (node != -FDT_ERR_NOTFOUND)) { Error handling }
Note that this is implemented as a macro and @node is used as iterator in the loop. The parent variable be constant or even a literal.

30.202.1.28 fdt_get_header

```
#define fdt_get_header(
                fdt,
                field )  (fdt32_ld(&((const struct fdt_header *)(fdt))->field))
```

30.202.1.29 fdt_last_comp_version

```
#define fdt_last_comp_version(
                fdt ) (fdt_get_header(fdt, last_comp_version))
```

30.202.1.30 FDT_LAST_COMPATIBLE_VERSION

```
#define FDT_LAST_COMPATIBLE_VERSION 0x10
```

30.202.1.31 FDT_LAST_SUPPORTED_VERSION

```
#define FDT_LAST_SUPPORTED_VERSION 0x11
```

30.202.1.32 fdt_magic

```
#define fdt_magic(
                fdt ) (fdt_get_header(fdt, magic))
```

30.202.1.33 FDT_MAX_NCELLS

```
#define FDT_MAX_NCELLS 4
```

FDT_MAX_NCELLS - maximum value for #address-cells and #size-cells

This is the maximum value for #address-cells, #size-cells and similar properties that will be processed by libfdt. IEE1275 requires that OF implementations handle values up to 4. Implementations may support larger values, but in practice higher values aren't used.

30.202.1.34 FDT_MAX_PHANDLE

```
#define FDT_MAX_PHANDLE 0xfffffffe
```

30.202.1.35 fdt_off_dt_strings

```
#define fdt_off_dt_strings(
              fdt ) (fdt_get_header(fdt, off_dt_strings))
```

30.202.1.36 fdt_off_dt_struct

```
#define fdt_off_dt_struct(
              fdt ) (fdt_get_header(fdt, off_dt_struct))
```

30.202.1.37 fdt_off_mem_rsvmap

```
#define fdt_off_mem_rsvmap(
              fdt ) (fdt_get_header(fdt, off_mem_rsvmap))
```

30.202.1.38 fdt_property_string

```
#define fdt_property_string(
              fdt,
              name,
              str )  fdt_property(fdt, name, str, strlen(str)+1)
```

30.202.1.39 fdt_set_hdr_

```
#define fdt_set_hdr_(
              name )
```

Value:

```
    static inline void fdt_set_##name(void *fdt, uint32_t val) \
    { \
        struct fdt_header *fdth = (struct fdt_header *)fdt; \
        fdth->name = cpu_to_fdt32(val); \
    }
```

30.202.1.40 fdt_setprop_empty

```
#define fdt_setprop_empty(
              fdt,
              nodeoffset,
              name )  fdt_setprop((fdt), (nodeoffset), (name), NULL, 0)
```

30.202.1.41 fdt_setprop_string

```
#define fdt_setprop_string(
              fdt,
              nodeoffset,
              name,
              str )  fdt_setprop((fdt), (nodeoffset), (name), (str), strlen(str)+1)
```

30.202.1.42 fdt_size_dt_strings

```
#define fdt_size_dt_strings(
              fdt ) (fdt_get_header(fdt, size_dt_strings))
```

30.202.1.43 fdt_size_dt_struct

```
#define fdt_size_dt_struct(
              fdt ) (fdt_get_header(fdt, size_dt_struct))
```

30.202.1.44 fdt_totalsize

```
#define fdt_totalsize(
              fdt ) (fdt_get_header(fdt, totalsize))
```

30.202.1.45 fdt_version

```
#define fdt_version(
              fdt ) (fdt_get_header(fdt, version))
```

30.202.2 Function Documentation

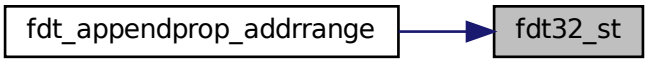
30.202.2.1 fdt32_ld()

```
static uint32_t fdt32_ld (
             const fdt32_t * p )  [inline], [static]
```

30.202.2.2 fdt32_st()

```
static void fdt32_st (
             void * property,
             uint32_t value )  [inline], [static]
```

Here is the caller graph for this function:



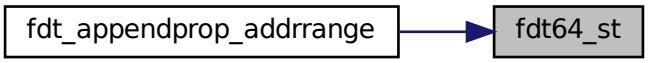
30.202.2.3 fdt64_ld()

```
static uint64_t fdt64_ld (
            const fdt64_t * p )  [inline], [static]
```

30.202.2.4 fdt64_st()

```
static void fdt64_st (
            void * property,
            uint64_t value )  [inline], [static]
```

Here is the caller graph for this function:



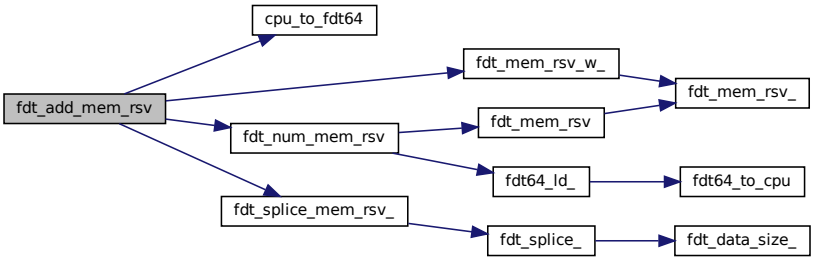
30.202.2.5 fdt_add_mem_rsv()

```
int fdt_add_mem_rsv (
            void * fdt,
            uint64_t address,
            uint64_t size )
```

fdt_add_mem_rsv - add one memory reserve map entry @fdt: pointer to the device tree blob @address: 64-bit start address of the reserve map entry @size: 64-bit size of the reserved region

Adds a reserve map entry to the given blob reserving a region at address address of length size.

This function will insert data into the reserve map and will therefore change the indexes of some entries in the table. returns: 0, on success -FDT_ERR_NOSPACE, there is insufficient free space in the blob to contain the new reservation entry -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_↩ BADSTRUCTURE, -FDT_ERR_BADLAYOUT, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:

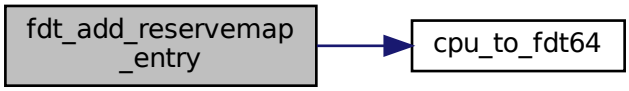


30.202.2.6 fdt_add_reservemap_entry()

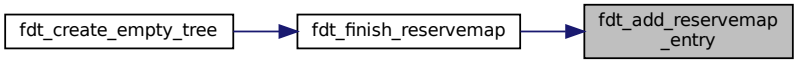
```
int fdt_add_reservemap_entry (
            void * fdt,
```

```
            uint64_t addr,
            uint64_t size )
```

Here is the call graph for this function:



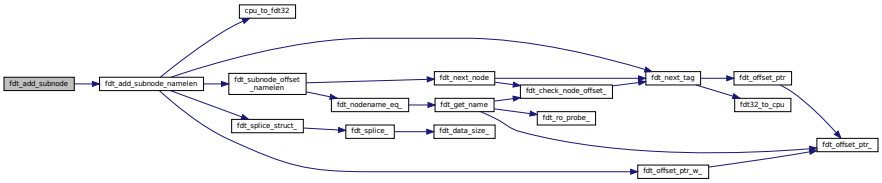
Here is the caller graph for this function:



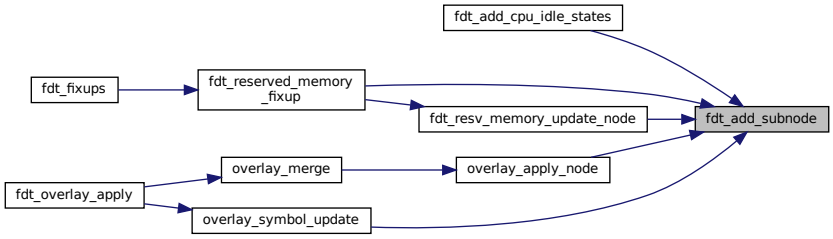
30.202.2.7 fdt_add_subnode()

```
int fdt_add_subnode (
            void * fdt,
            int parentoffset,
            const char * name )
```

Here is the call graph for this function:



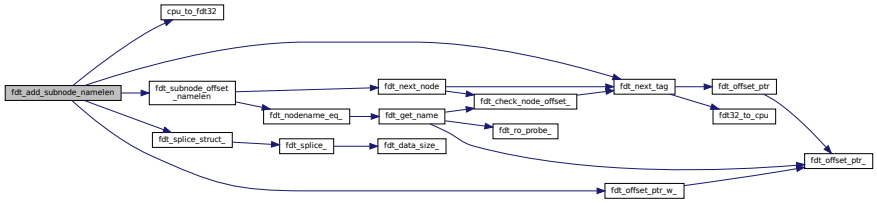
Here is the caller graph for this function:



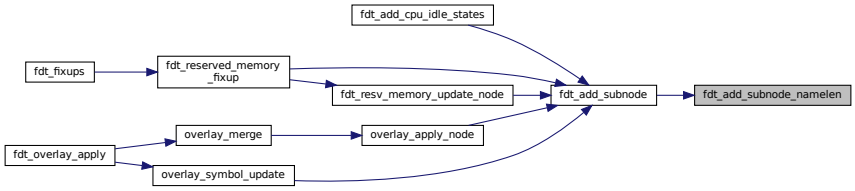
30.202.2.8 fdt_add_subnode_namelen()

```
int fdt_add_subnode_namelen (
            void * fdt,
            int parentoffset,
            const char * name,
            int namelen )
```

Here is the call graph for this function:



Here is the caller graph for this function:



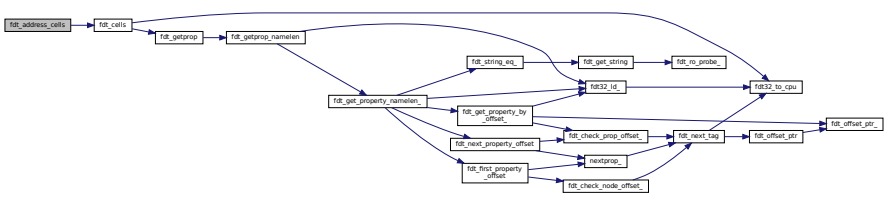
30.202.2.9 fdt_address_cells()

```
int fdt_address_cells (
            const void * fdt,
            int nodeoffset )
```

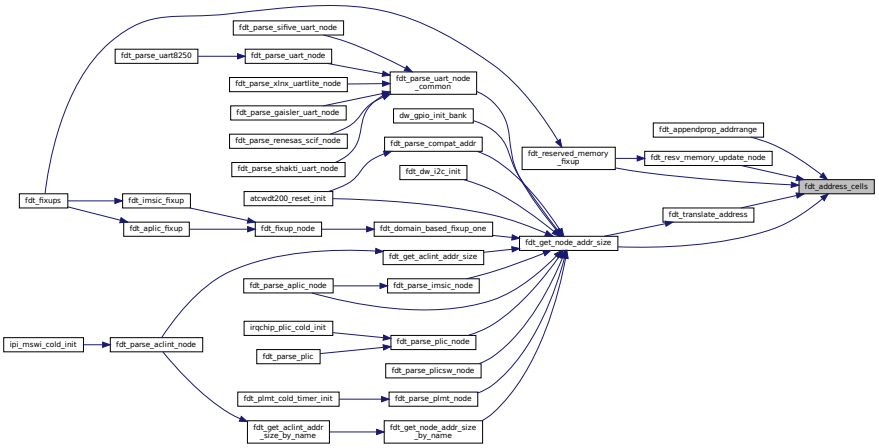
fdt_address_cells - retrieve address size for a bus represented in the tree @fdt: pointer to the device tree blob @nodeoffset: offset of the node to find the address size for

When the node has a valid #address-cells property, returns its value.

returns: 0 <= n < FDT_MAX_NCELLS, on success 2, if the node has no #address-cells property -FDT_ERR_↩ BADNCELLS, if the node has a badly formatted or invalid #address-cells property -FDT_ERR_BADMAGIC, -FDT↩ _ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



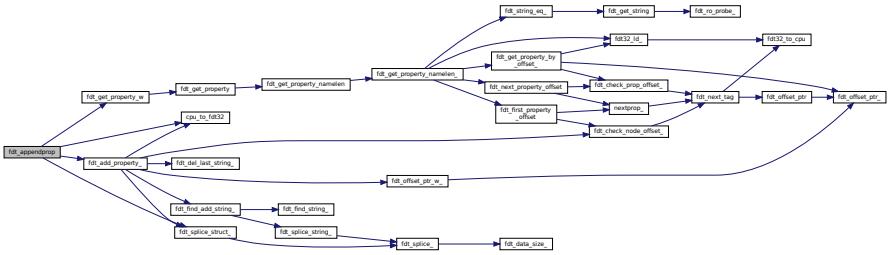
Here is the caller graph for this function:



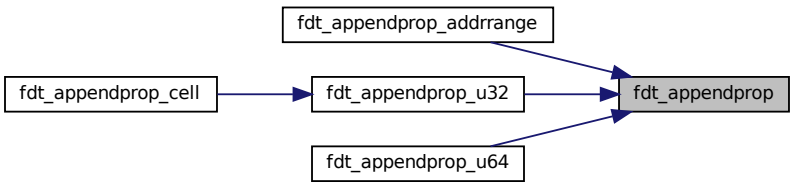
30.202.2.10 fdt_appendprop()

```
int fdt_appendprop (
            void * fdt,
            int nodeoffset,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



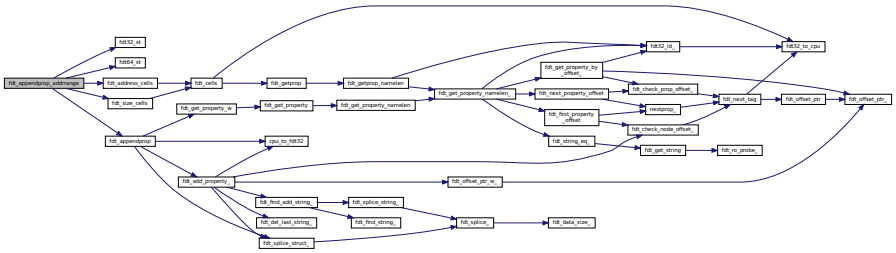
Here is the caller graph for this function:



30.202.2.11 fdt_appendprop_addrrange()

```
int fdt_appendprop_addrrange (
            void * fdt,
            int parent,
            int nodeoffset,
            const char * name,
            uint64_t addr,
            uint64_t size )
```

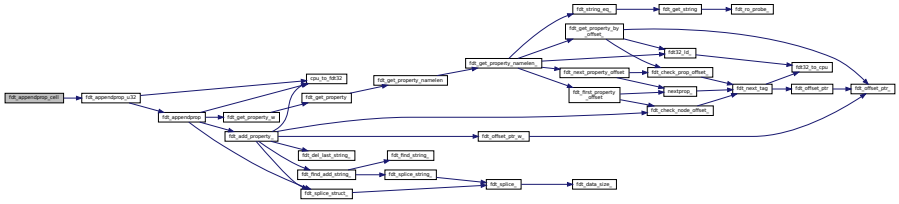
Here is the call graph for this function:



30.202.2.12 fdt_appendprop_cell()

```
static int fdt_appendprop_cell (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint32_t val )  [inline], [static]
```

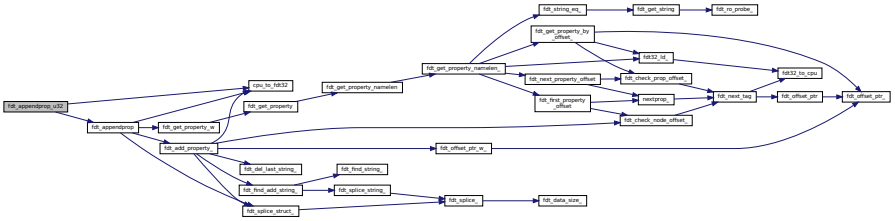
Here is the call graph for this function:



30.202.2.13 fdt_appendprop_u32()

```
static int fdt_appendprop_u32 (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint32_t val )  [inline], [static]
```

Here is the call graph for this function:

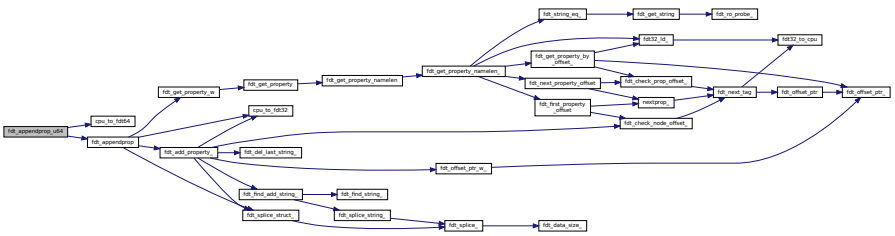


Here is the caller graph for this function:

30.202.2.14 fdt_appendprop_u64()

```
static int fdt_appendprop_u64 (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint64_t val )  [inline], [static]
```

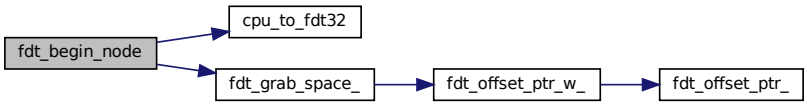
Here is the call graph for this function:



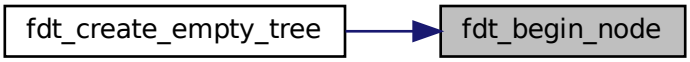
30.202.2.15 fdt_begin_node()

```
int fdt_begin_node (
            void * fdt,
            const char * name )
```

Here is the call graph for this function:



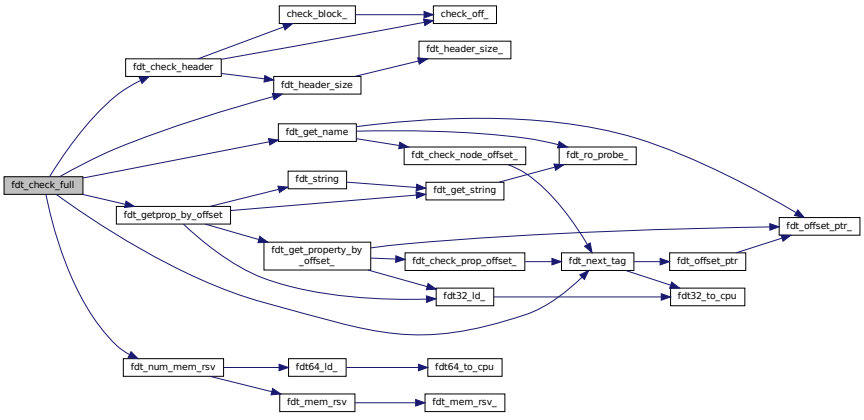
Here is the caller graph for this function:



30.202.2.16 fdt_check_full()

```
int fdt_check_full (
            const void * fdt,
            size_t bufsize )
```

Here is the call graph for this function:

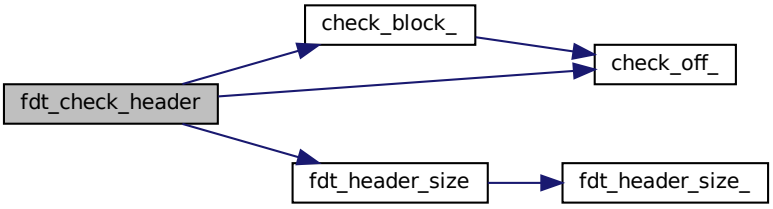


30.202.2.17 fdt_check_header()

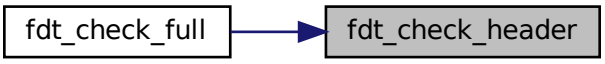
```
int fdt_check_header (
            const void * fdt )
```

fdt_check_header - sanity check a device tree header @fdt: pointer to data which might be a flattened device tree fdt_check_header() checks that the given buffer contains what appears to be a flattened device tree, and that the header contains valid information (to the extent that can be determined from the header alone).

returns: 0, if the buffer appears to contain a valid device tree -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_TRUNCATED, standard meanings, as above Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.18 fdt_create()

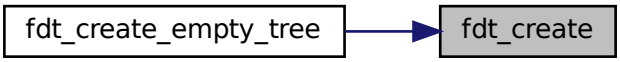
```
int fdt_create (
            void * buf,
            int bufsize )
```

fdt_create - begin creation of a new fdt @buf: pointer to memory allocated where fdt will be created @bufsize: size of the memory space at fdt

fdt_create() is equivalent to fdt_create_with_flags() with flags=0.

returns: 0, on success -FDT_ERR_NOSPACE, bufsize is insufficient for a minimal fdt Here is the call graph for this function:

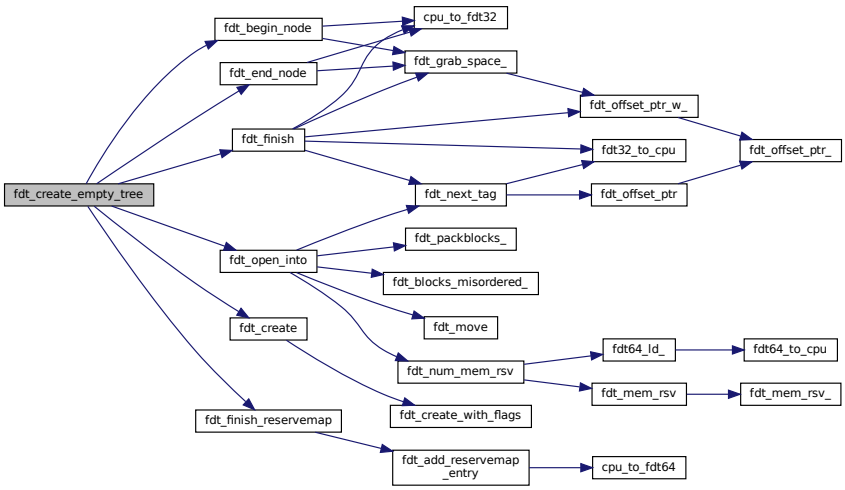
Here is the caller graph for this function:



30.202.2.19 fdt_create_empty_tree()

```
int fdt_create_empty_tree (
            void * buf,
            int bufsize )
```

Here is the call graph for this function:

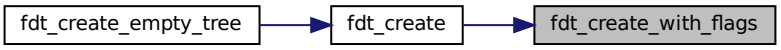


30.202.2.20 fdt_create_with_flags()

```
int fdt_create_with_flags (
            void * buf,
            int bufsize,
            uint32_t flags )
```

fdt_create_with_flags - begin creation of a new fdt @buf: pointer to memory allocated where fdt will be created @bufsize: size of the memory space at fdt @flags: a valid combination of FDT_CREATE_FLAG_ flags, or 0.
fdt_create_with_flags() begins the process of creating a new fdt with the sequential write interface.
fdt creation process must end with fdt_finished() to produce a valid fdt.
returns: 0, on success -FDT_ERR_NOSPACE, bufsize is insufficient for a minimal fdt -FDT_ERR_BADFLAGS, flags

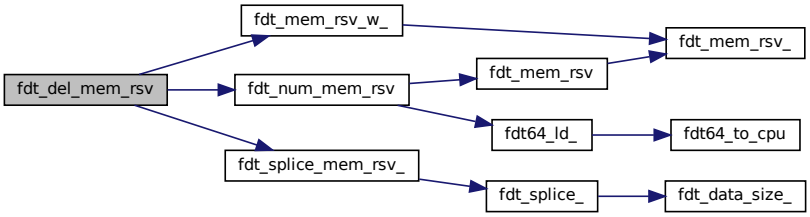
is not valid Here is the caller graph for this function:



30.202.2.21 fdt_del_mem_rsv()

```
int fdt_del_mem_rsv (
            void * fdt,
            int n )
```

fdt_del_mem_rsv - remove a memory reserve map entry @fdt: pointer to the device tree blob
: entry to remove
fdt_del_mem_rsv() removes the n-th memory reserve map entry from the blob.
This function will delete data from the reservation table and will therefore change the indexes of some entries in the table.
returns: 0, on success -FDT_ERR_NOTFOUND, there is no entry of the given index (i.e. there are less than n+1 reserve map entries) -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_↩ BADSTRUCTURE, -FDT_ERR_BADLAYOUT, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:

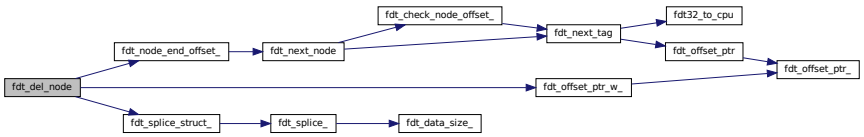


30.202.2.22 fdt_del_node()

```
int fdt_del_node (
            void * fdt,
            int nodeoffset )
```

fdt_del_node - delete a node (subtree) @fdt: pointer to the device tree blob @nodeoffset: offset of the node to nop
fdt_del_node() will remove the given node, including all its subnodes if any, from the blob.
This function will delete data from the blob, and will therefore change the offsets of some existing nodes.
returns: 0, on success -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_↩ ERR_BADLAYOUT, -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_↩

BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:

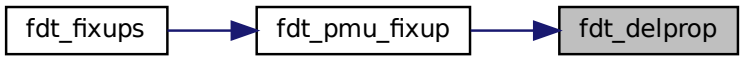


30.202.2.23 fdt_delprop()

```
int fdt_delprop (
            void * fdt,
            int nodeoffset,
            const char * name )
```

Here is the call graph for this function:

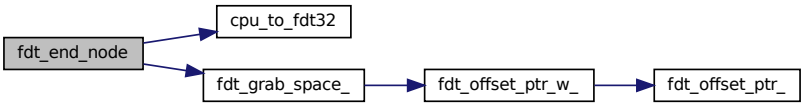
Here is the caller graph for this function:



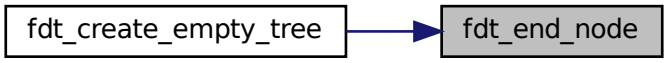
30.202.2.24 fdt_end_node()

```
int fdt_end_node (
            void * fdt )
```

Here is the call graph for this function:



Here is the caller graph for this function:



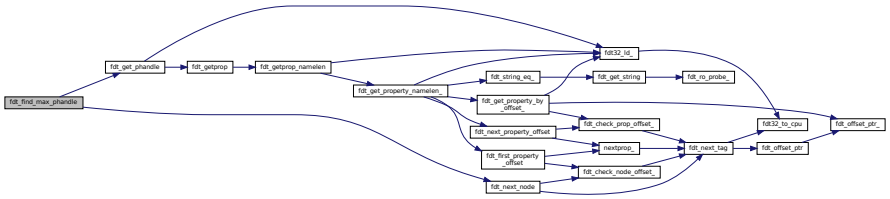
30.202.2.25 fdt_find_max_phandle()

```
int fdt_find_max_phandle (
            const void * fdt,
            uint32_t * phandle )
```

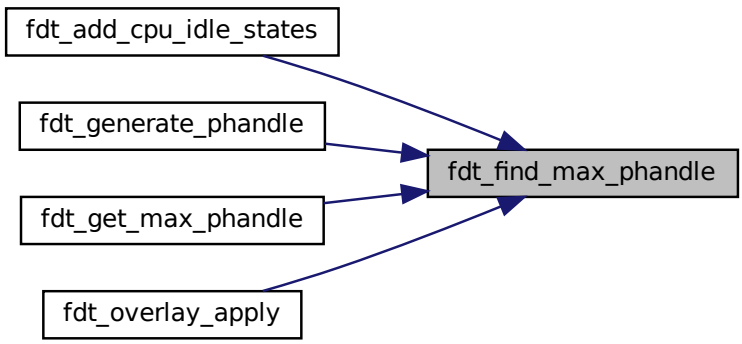
fdt_find_max_phandle - find and return the highest phandle in a tree @fdt: pointer to the device tree blob @phandle: return location for the highest phandle value found in the tree

fdt_find_max_phandle() finds the highest phandle value in the given device tree. The value returned in @phandle is only valid if the function returns success.

returns: 0 on success or a negative error code on failure Here is the call graph for this function:



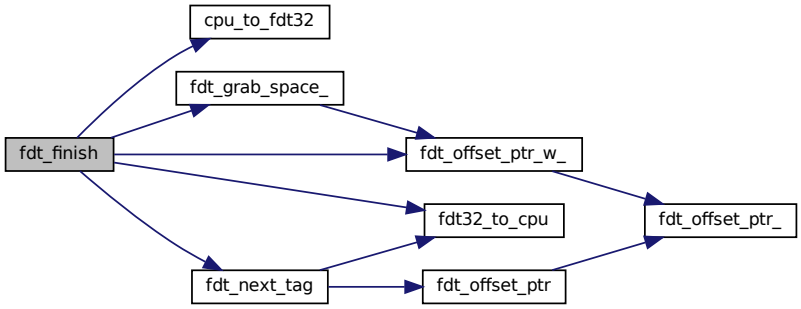
Here is the caller graph for this function:



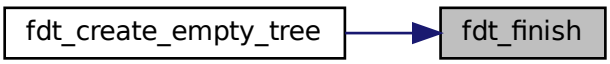
30.202.2.26 fdt_finish()

```
int fdt_finish (
            void * fdt )
```

Here is the call graph for this function:



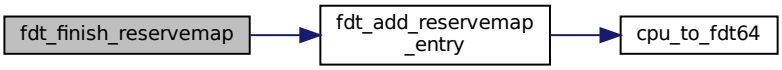
Here is the caller graph for this function:



30.202.2.27 fdt_finish_reservemap()

```
int fdt_finish_reservemap (
            void * fdt )
```

Here is the call graph for this function:



Here is the caller graph for this function:

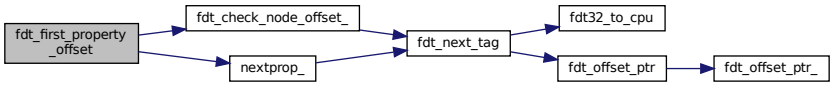
30.202.2.28 fdt_first_property_offset()

```
int fdt_first_property_offset (
            const void * fdt,
            int nodeoffset )
```

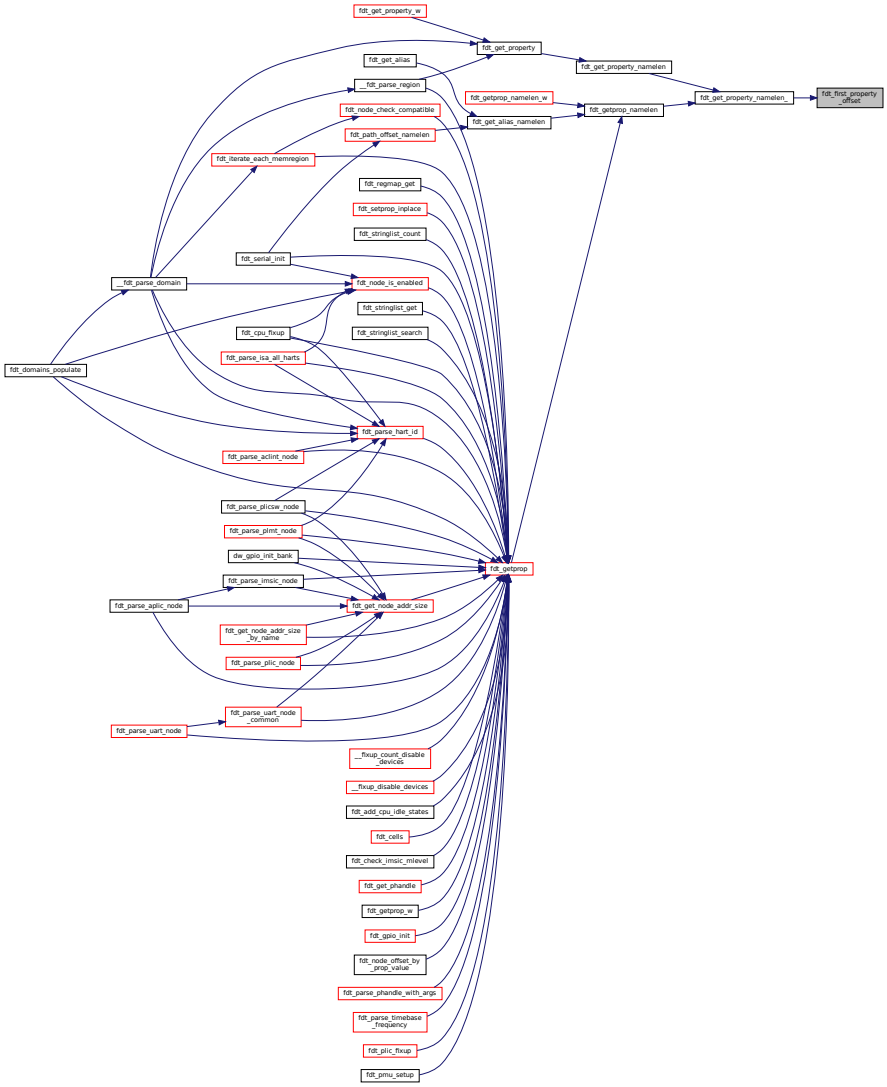
fdt_first_property_offset - find the offset of a node's first property @fdt: pointer to the device tree blob @nodeoffset: structure block offset of a node

fdt_first_property_offset() finds the first property of the node at the given structure block offset.

returns: structure block offset of the property (>=0), on success -FDT_ERR_NOTFOUND, if the requested node has no properties -FDT_ERR_BADOFFSET, if nodeoffset did not point to an FDT_BEGIN_NODE tag -FDT_ERR↩ _BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR↩ _TRUNCATED, standard meanings. Here is the call graph for this function:



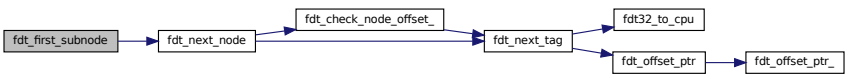
Here is the caller graph for this function:



30.202.2.29 fdt_first_subnode()

```
int fdt_first_subnode (
            const void * fdt,
            int offset )
```

fdt_first_subnode() - get offset of first direct subnode @fdt: FDT blob @offset: Offset of node to check
Return: offset of first subnode, or -FDT_ERR_NOTFOUND if there is none Here is the call graph for this function:



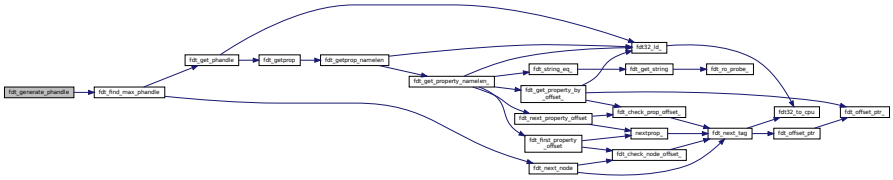
30.202.2.30 fdt_generate_phandle()

```
int fdt_generate_phandle (
            const void * fdt,
            uint32_t * phandle )
```

fdt_generate_phandle - return a new, unused phandle for a device tree blob @fdt: pointer to the device tree blob @phandle: return location for the new phandle

Walks the device tree blob and looks for the highest phandle value. On success, the new, unused phandle value (one higher than the previously highest phandle value in the device tree blob) will be returned in the @phandle parameter.

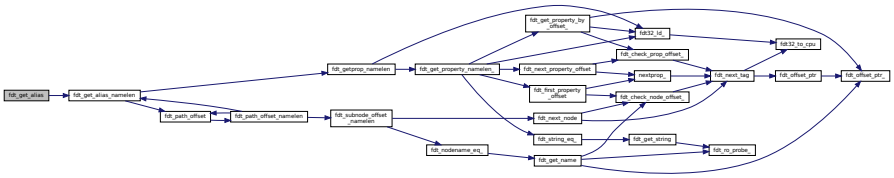
Return: 0 on success or a negative error-code on failure Here is the call graph for this function:



30.202.2.31 fdt_get_alias()

```
const char* fdt_get_alias (
            const void * fdt,
            const char * name )
```

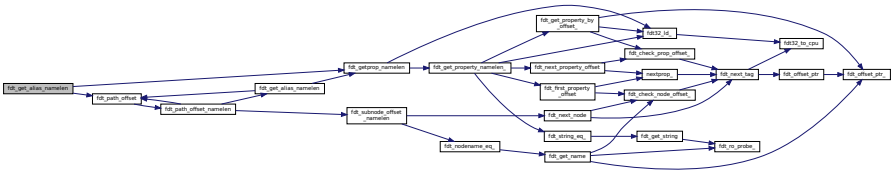
Here is the call graph for this function:



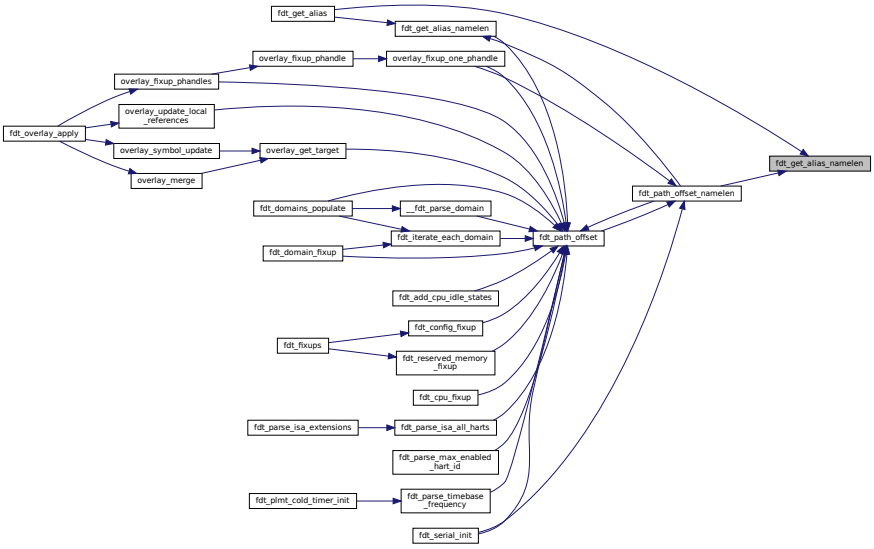
30.202.2.32 fdt_get_alias_namelen()

```
const char* fdt_get_alias_namelen (
            const void * fdt,
            const char * name,
            int namelen )
```

Here is the call graph for this function:



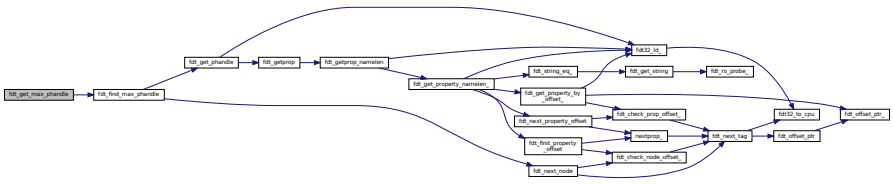
Here is the caller graph for this function:



30.202.2.33 fdt_get_max_phandle()

```
static uint32_t fdt_get_max_phandle (
            const void * fdt )  [inline], [static]
```

fdt_get_max_phandle - retrieves the highest phandle in a tree @fdt: pointer to the device tree blob
fdt_get_max_phandle retrieves the highest phandle in the given device tree. This will ignore badly formatted phandles, or phandles with a value of 0 or -1.
This function is deprecated in favour of fdt_find_max_phandle().
returns: the highest phandle on success 0, if no phandle was found in the device tree -1, if an error occurred Here is the call graph for this function:

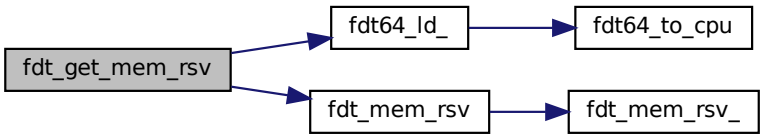


30.202.2.34 fdt_get_mem_rsv()

```
int fdt_get_mem_rsv (
            const void * fdt,
            int n,
            uint64_t * address,
            uint64_t * size )
```

fdt_get_mem_rsv - retrieve one memory reserve map entry @fdt: pointer to the device tree blob
: index of reserve map entry @address: pointer to 64-bit variable to hold the start address @size: pointer to 64-bit variable to hold the size of the entry
On success, @address and @size will contain the address and size of the n-th reserve map entry from the device tree blob, in native-endian format.

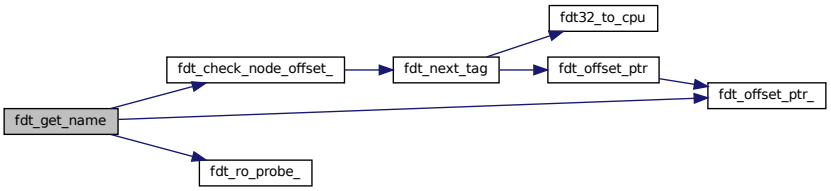
returns: 0, on success -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, standard meanings Here is the call graph for this function:



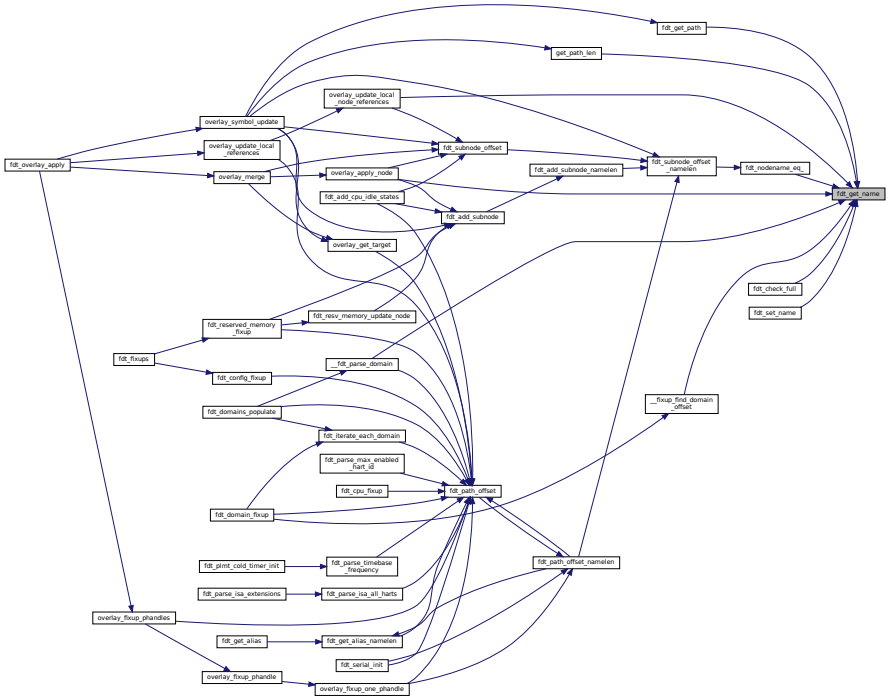
30.202.2.35 fdt_get_name()

```
const char* fdt_get_name (
            const void * fdt,
            int nodeoffset,
            int * lenp )
```

fdt_get_name - retrieve the name of a given node @fdt: pointer to the device tree blob @nodeoffset: structure block offset of the starting node @lenp: pointer to an integer variable (will be overwritten) or NULL
fdt_get_name() retrieves the name (including unit address) of the device tree node at structure block offset nodeoffset. If lenp is non-NULL, the length of this name is also returned, in the integer pointed to by lenp.
returns: pointer to the node's name, on success If lenp is non-NULL, ∗lenp contains the length of that name (>=0) NULL, on error if lenp is non-NULL ∗lenp contains an error code (<0): -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.36 fdt_get_path()

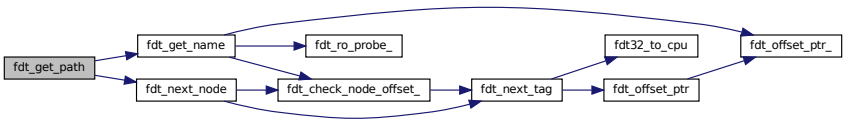
```
int fdt_get_path (
            const void * fdt,
            int nodeoffset,
            char * buf,
            int buflen )
```

fdt_get_path - determine the full path of a node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose path to find @buf: character buffer to contain the returned path (will be overwritten) @buflen: size of the character buffer at buf

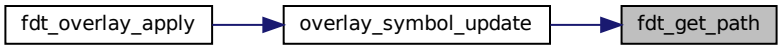
fdt_get_path() computes the full path of the node at offset nodeoffset, and records that path in the buffer at buf.

NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset.

returns: 0, on success buf contains the absolute path of the node at nodeoffset, as a NUL-terminated string. -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_NOSPACE, the path of the given node is longer than (bufsize-1) characters and will not fit in the given buffer. -FDT_ERR_BADMAGIC, -FDT_↩ ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



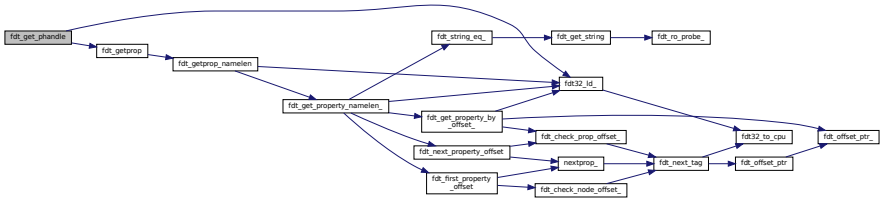
30.202.2.37 fdt_get_phandle()

```
uint32_t fdt_get_phandle (
            const void * fdt,
            int nodeoffset )
```

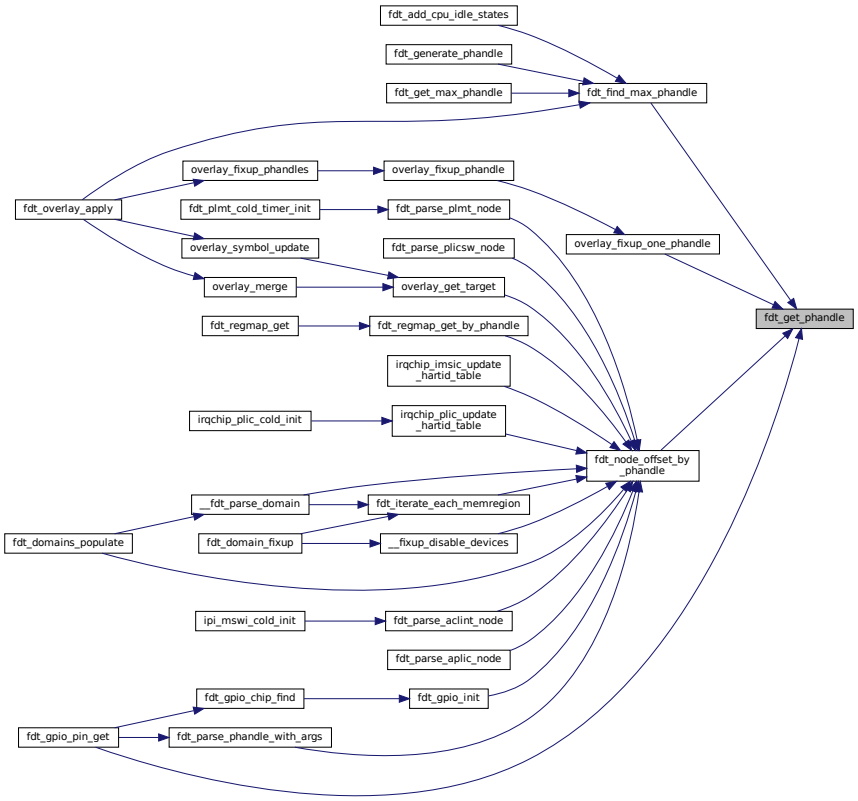
fdt_get_phandle - retrieve the phandle of a given node @fdt: pointer to the device tree blob @nodeoffset: structure block offset of the node

fdt_get_phandle() retrieves the phandle of the device tree node at structure block offset nodeoffset.

returns: the phandle of the node at nodeoffset, on success (!= 0, != -1) 0, if the node has no phandle, or another error occurs Here is the call graph for this function:



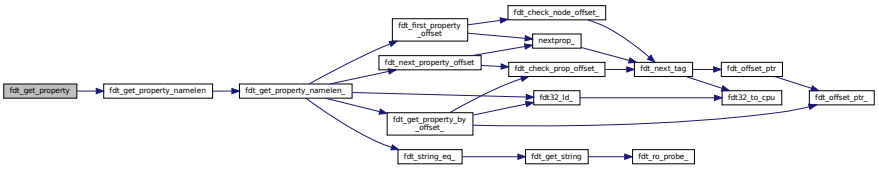
Here is the caller graph for this function:



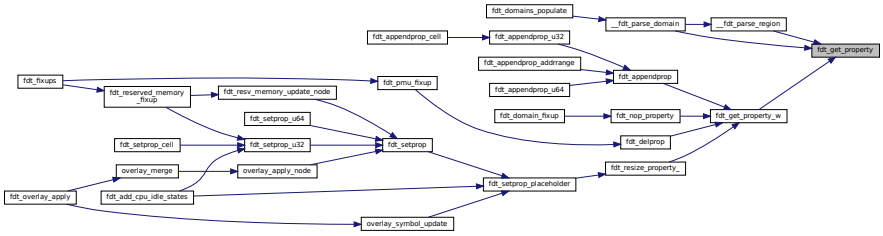
30.202.2.38 fdt_get_property()

```
const struct fdt_property* fdt_get_property (
            const void * fdt,
            int nodeoffset,
            const char * name,
            int * lenp )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.39 fdt_get_property_by_offset()

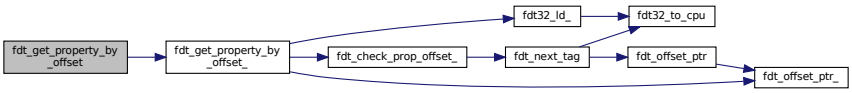
```
const struct fdt_property* fdt_get_property_by_offset (
            const void * fdt,
            int offset,
            int * lenp )
```

fdt_get_property_by_offset - retrieve the property at a given offset @fdt: pointer to the device tree blob @offset: offset of the property to retrieve @lenp: pointer to an integer variable (will be overwritten) or NULL

fdt_get_property_by_offset() retrieves a pointer to the fdt_property structure within the device tree blob at the given offset. If lenp is non-NULL, the length of the property value is also returned, in the integer pointed to by lenp.

Note that this code only works on device tree versions >= 16. fdt_getprop() works on all versions.

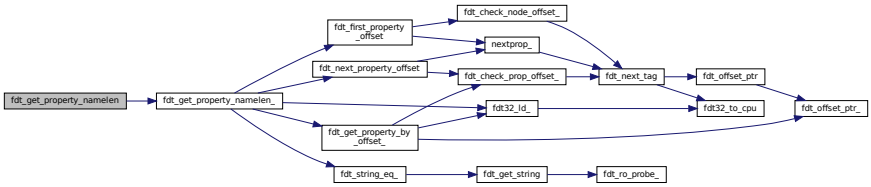
returns: pointer to the structure representing the property if lenp is non-NULL, *lenp contains the length of the property value (>=0) NULL, on error if lenp is non-NULL, *lenp contains an error code (<0): -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_PROP tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_↩ BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



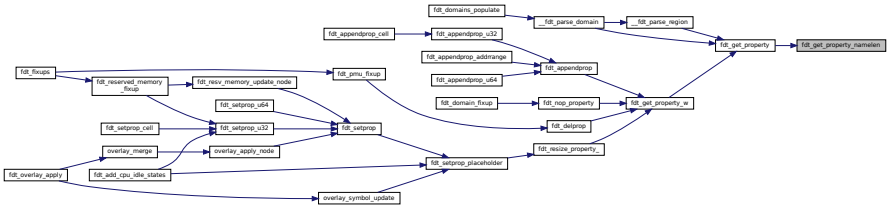
30.202.2.40 fdt_get_property_namelen()

```
const struct fdt_property* fdt_get_property_namelen (
            const void * fdt,
            int nodeoffset,
            const char * name,
            int namelen,
            int * lenp )
```

Here is the call graph for this function:



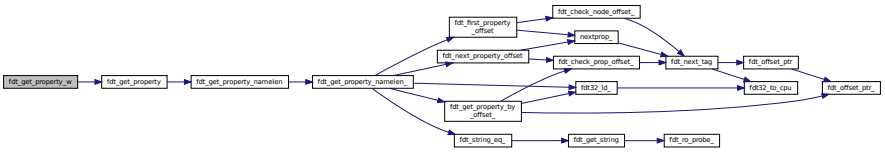
Here is the caller graph for this function:



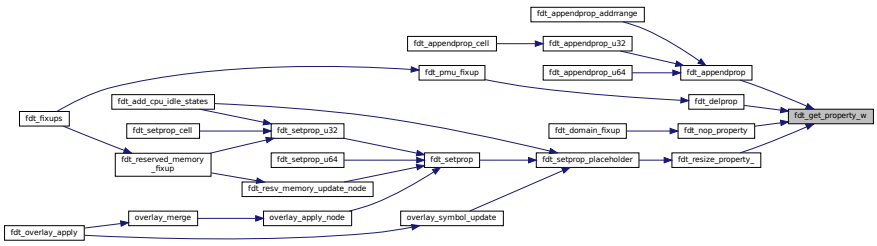
30.202.2.41 fdt_get_property_w()

```
static struct fdt_property* fdt_get_property_w (
            void * fdt,
            int nodeoffset,
            const char * name,
            int * lenp )  [inline], [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.42 fdt_get_string()

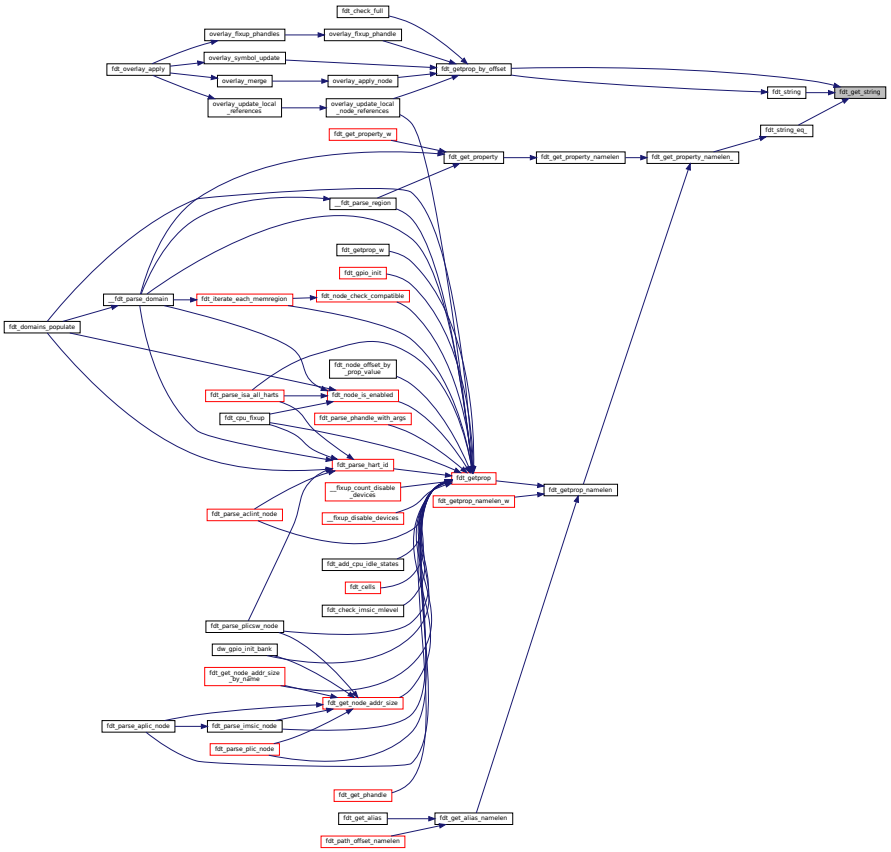
```
const char* fdt_get_string (
            const void * fdt,
            int stroffset,
            int * lenp )
```

fdt_get_string - retrieve a string from the strings block of a device tree @fdt: pointer to the device tree blob @stroffset: offset of the string within the strings block (native endian) @lenp: optional pointer to return the string's length

fdt_get_string() retrieves a pointer to a single string from the strings block of the device tree blob at fdt, and optionally also returns the string's length in ∗lenp.

returns: a pointer to the string, on success NULL, if stroffset is out of bounds, or doesn't point to a valid string Here is the call graph for this function:

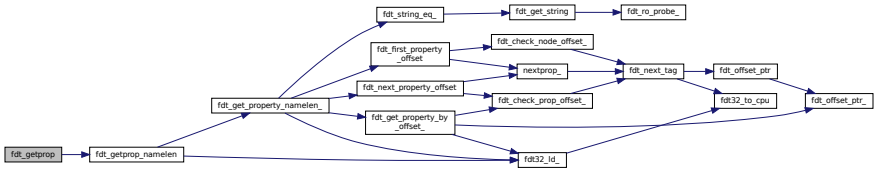
Here is the caller graph for this function:



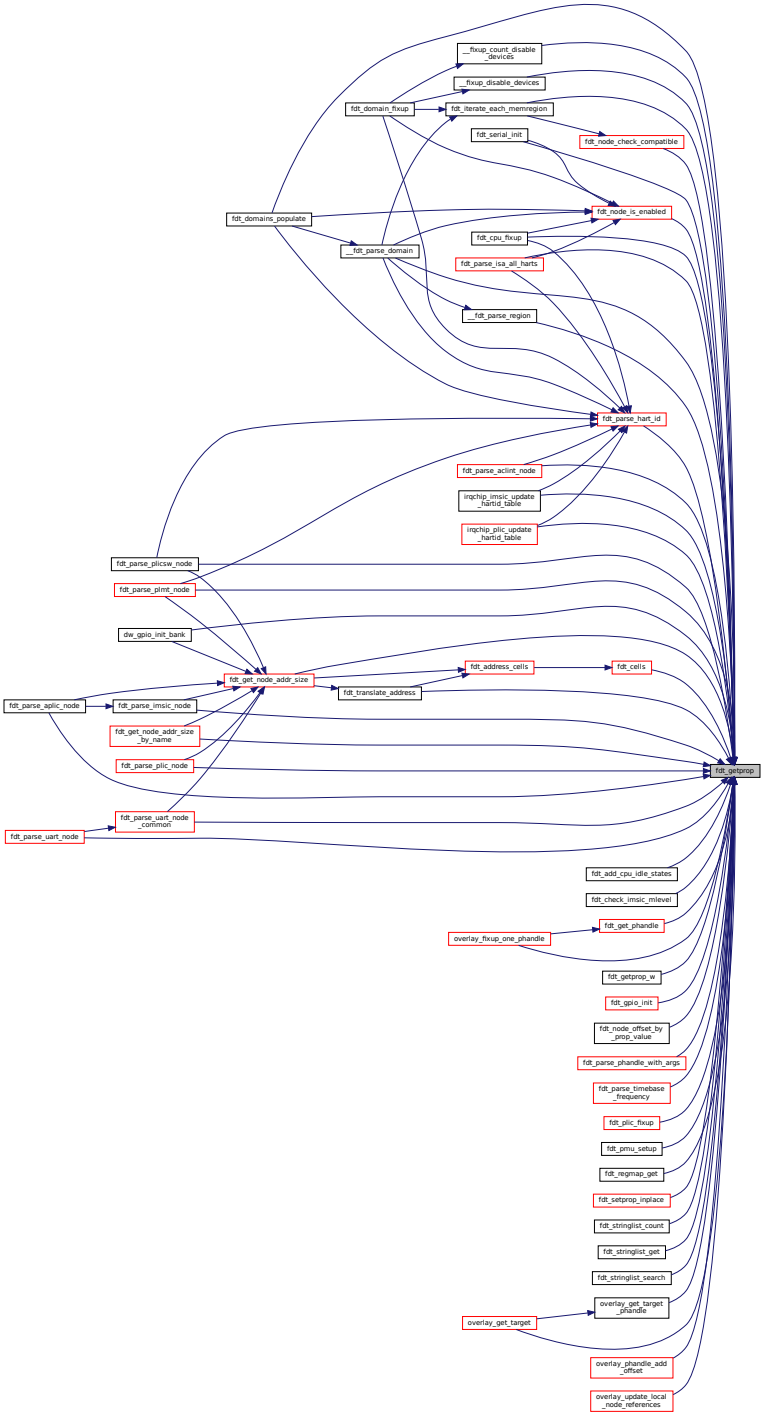
30.202.2.43 fdt_getprop()

```
const void* fdt_getprop (
            const void * fdt,
            int nodeoffset,
            const char * name,
            int * lenp )
```

Here is the call graph for this function:



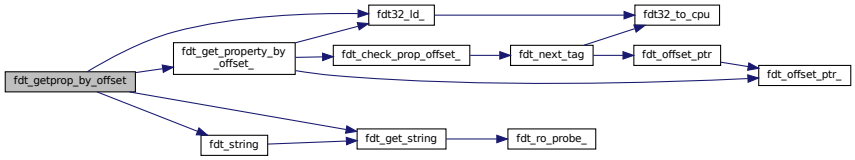
Here is the caller graph for this function:



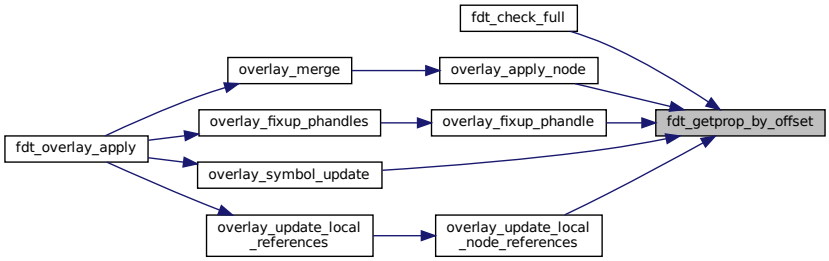
30.202.2.44 fdt_getprop_by_offset()

```
const void* fdt_getprop_by_offset (
            const void * fdt,
            int offset,
            const char ** namep,
            int * lenp )
```

fdt_getprop_by_offset - retrieve the value of a property at a given offset @fdt: pointer to the device tree blob @offset: offset of the property to read @namep: pointer to a string variable (will be overwritten) or NULL @lenp: pointer to an integer variable (will be overwritten) or NULL
fdt_getprop_by_offset() retrieves a pointer to the value of the property at structure block offset 'offset' (this will be a pointer to within the device blob itself, not a copy of the value). If lenp is non-NULL, the length of the property value is also returned, in the integer pointed to by lenp. If namep is non-NULL, the property's namne will also be returned in the char * pointed to by namep (this will be a pointer to within the device tree's string block, not a new copy of the name).
returns: pointer to the property's value if lenp is non-NULL, *lenp contains the length of the property value (>=0) if namep is non-NULL *namep contiains a pointer to the property name. NULL, on error if lenp is non-NULL, *lenp contains an error code (<0): -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_PROP tag -FDT_ERR_↩ BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_↩ TRUNCATED, standard meanings Here is the call graph for this function:



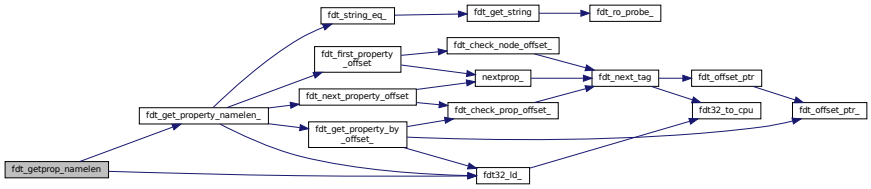
Here is the caller graph for this function:



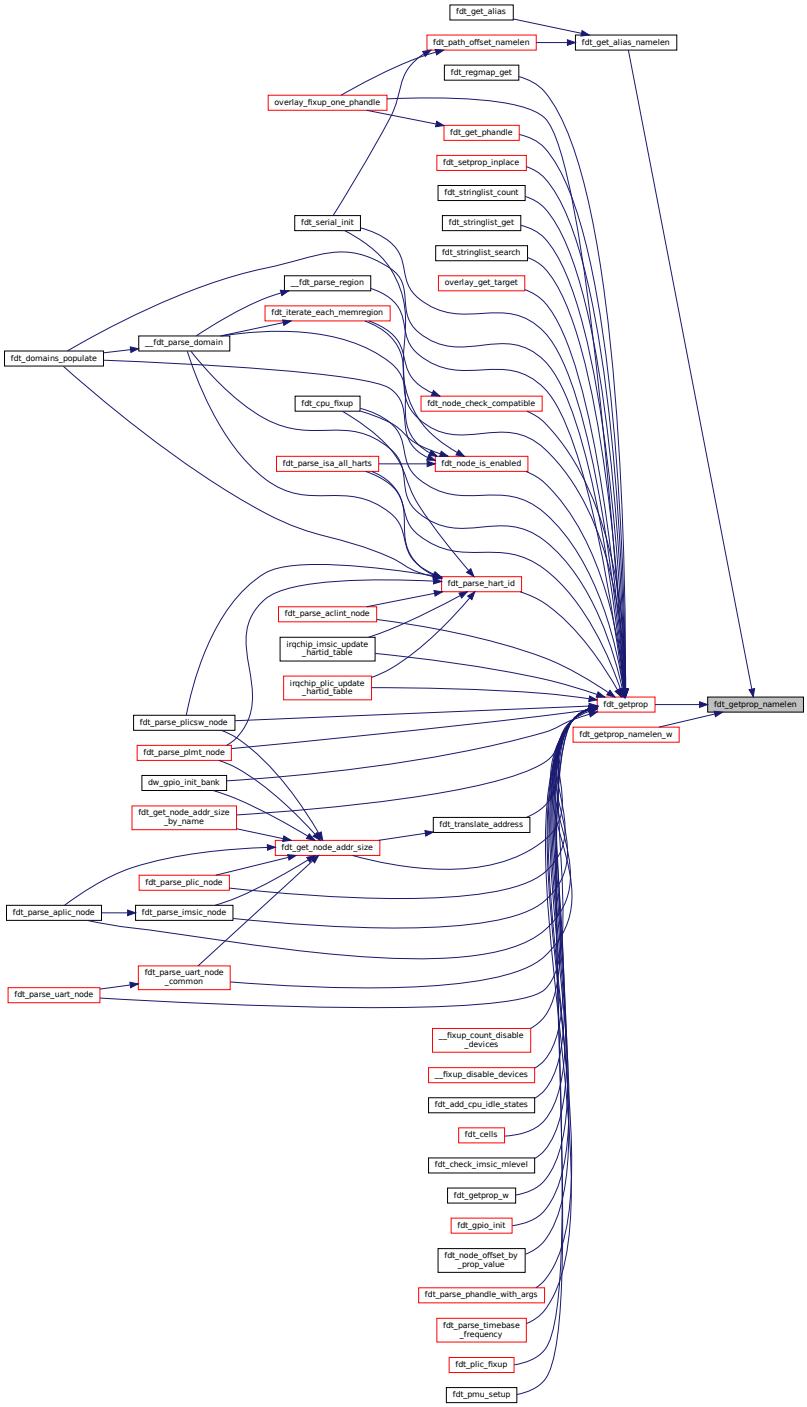
30.202.2.45 fdt_getprop_namelen()

```
const void* fdt_getprop_namelen (
            const void * fdt,
            int nodeoffset,
            const char * name,
            int namelen,
            int * lenp )
```

Here is the call graph for this function:



Here is the caller graph for this function:

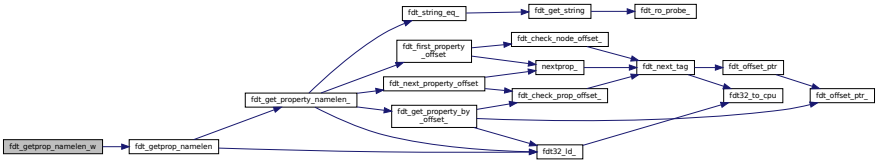


30.202.2.46 fdt_getprop_namelen_w()

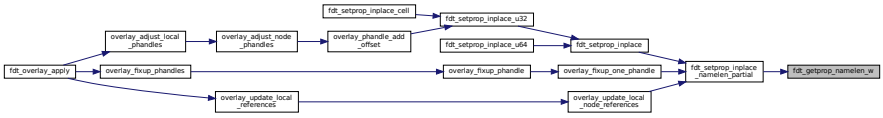
```
static void* fdt_getprop_namelen_w (
            void * fdt,
            int nodeoffset,
            const char * name,
            int namelen,
```

```
            int * lenp )  [inline], [static]
```

Here is the call graph for this function:



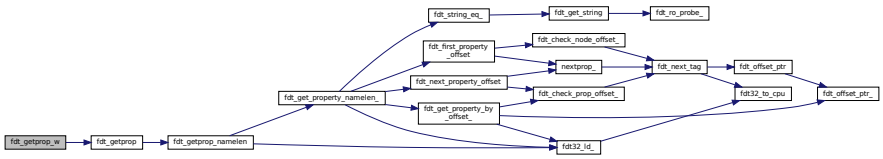
Here is the caller graph for this function:



30.202.2.47 fdt_getprop_w()

```
static void* fdt_getprop_w (
            void * fdt,
            int nodeoffset,
            const char * name,
            int * lenp )  [inline], [static]
```

Here is the call graph for this function:

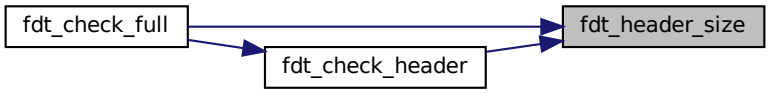


30.202.2.48 fdt_header_size()

```
size_t fdt_header_size (
            const void * fdt )
```

fdt_header_size - return the size of the tree's header @fdt: pointer to a flattened device tree
Return: size of DTB header in bytes Here is the call graph for this function:

Here is the caller graph for this function:



30.202.2.49 fdt_header_size_()

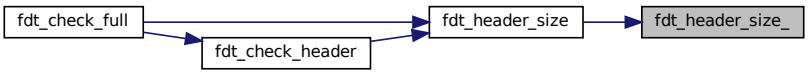
```
size_t fdt_header_size_ (
            uint32_t version )
```

fdt_header_size_ - internal function to get header size from a version number

Version

: devicetree version number

Return: size of DTB header in bytes Here is the caller graph for this function:

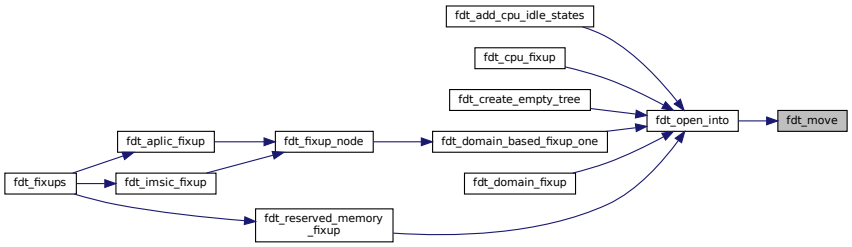


30.202.2.50 fdt_move()

```
int fdt_move (
            const void * fdt,
            void * buf,
            int bufsize )
```

fdt_move - move a device tree around in memory @fdt: pointer to the device tree to move @buf: pointer to memory where the device is to be moved @bufsize: size of the memory space at buf
fdt_move() relocates, if possible, the device tree blob located at fdt to the buffer at buf of size bufsize. The buffer may overlap with the existing device tree blob at fdt. Therefore, fdt_move(fdt, fdt, fdt_totalsize(fdt)) should always succeed.
returns: 0, on success -FDT_ERR_NOSPACE, bufsize is insufficient to contain the device tree -FDT_ERR_↩ BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, standard meanings Here is the caller graph for

this function:

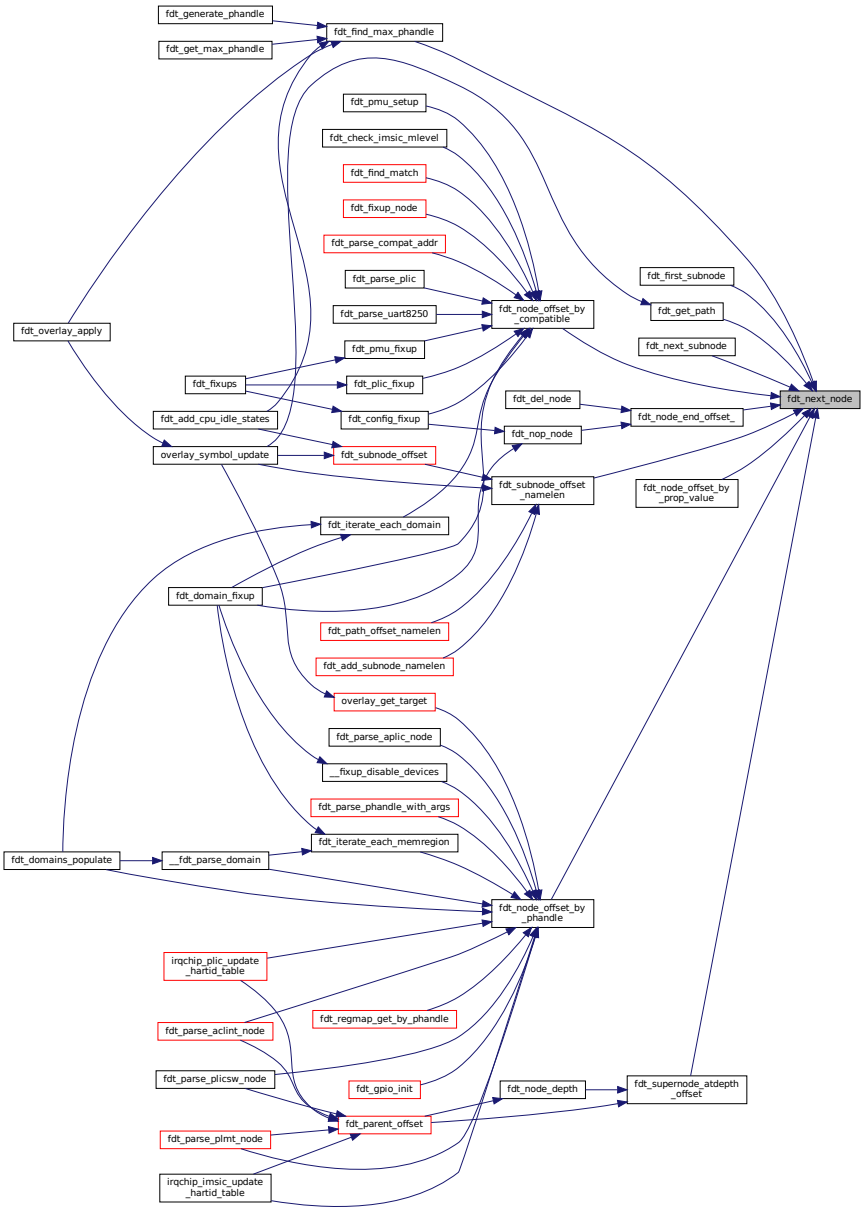


30.202.2.51 fdt_next_node()

```
int fdt_next_node (
            const void * fdt,
            int offset,
            int * depth )
```

Here is the call graph for this function:

Here is the caller graph for this function:



30.202.2.52 fdt_next_property_offset()

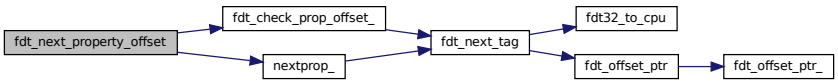
```
int fdt_next_property_offset (
            const void * fdt,
            int offset )
```

fdt_next_property_offset - step through a node's properties @fdt: pointer to the device tree blob @offset: structure block offset of a property

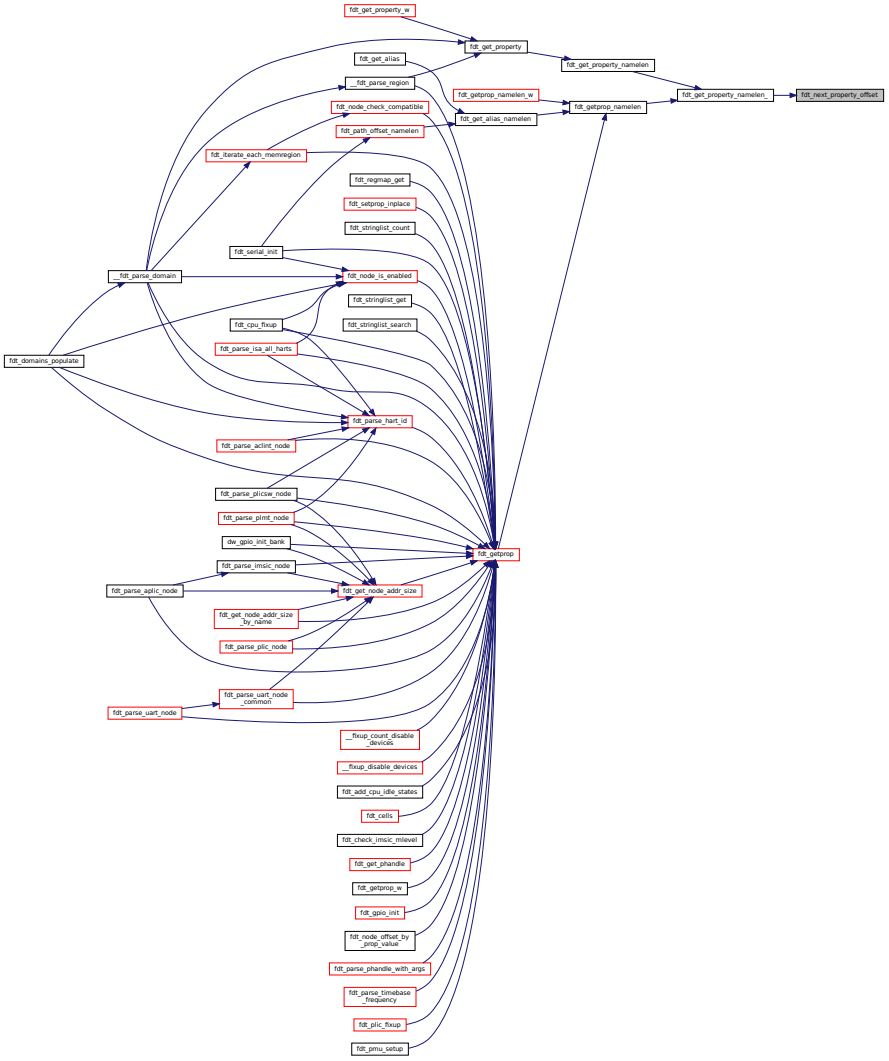
fdt_next_property_offset() finds the property immediately after the one at the given structure block offset. This will be a property of the same node as the given property.

returns: structure block offset of the next property (>=0), on success -FDT_ERR_NOTFOUND, if the given property is the last in its node -FDT_ERR_BADOFFSET, if nodeoffset did not point to an FDT_PROP tag -FDT_ERR_↩ BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_↩

TRUNCATED, standard meanings. Here is the call graph for this function:



Here is the caller graph for this function:

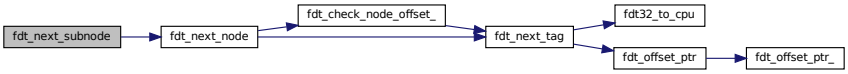


30.202.2.53 fdt_next_subnode()

```
int fdt_next_subnode (
            const void * fdt,
            int offset )
```

fdt_next_subnode() - get offset of next direct subnode @fdt: FDT blob @offset: Offset of previous subnode After first calling fdt_first_subnode(), call this function repeatedly to get direct subnodes of a parent node. Return: offset of next subnode, or -FDT_ERR_NOTFOUND if there are no more subnodes Here is the call graph

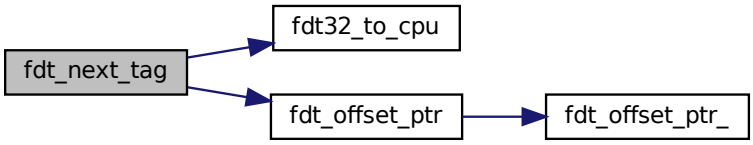
for this function:



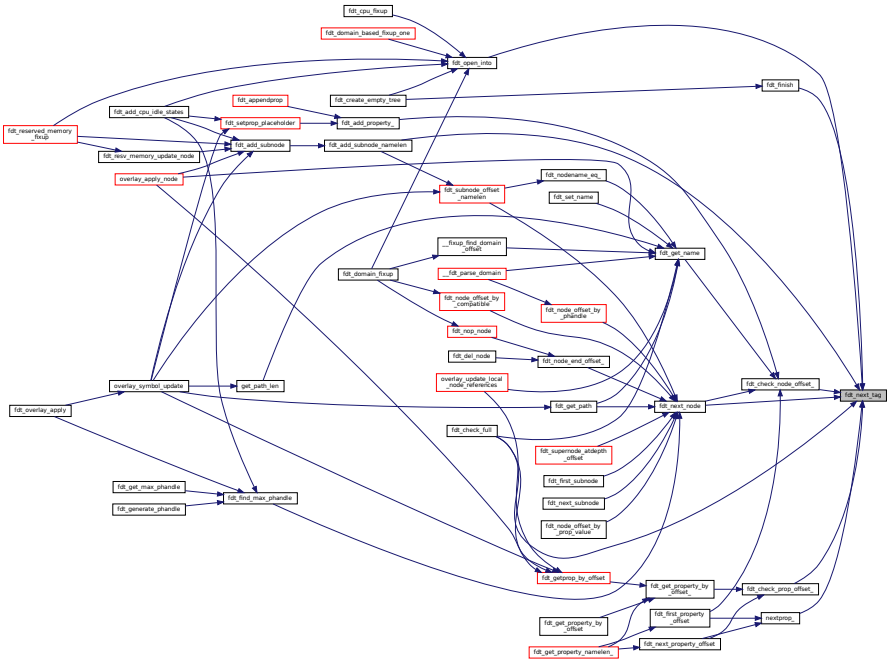
30.202.2.54 fdt_next_tag()

```
uint32_t fdt_next_tag (
            const void * fdt,
            int offset,
            int * nextoffset )
```

Here is the call graph for this function:



Here is the caller graph for this function:



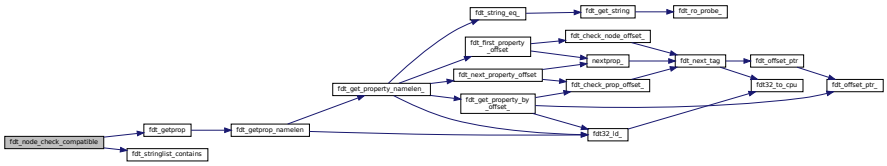
30.202.2.55 fdt_node_check_compatible()

```
int fdt_node_check_compatible (
            const void * fdt,
            int nodeoffset,
            const char * compatible )
```

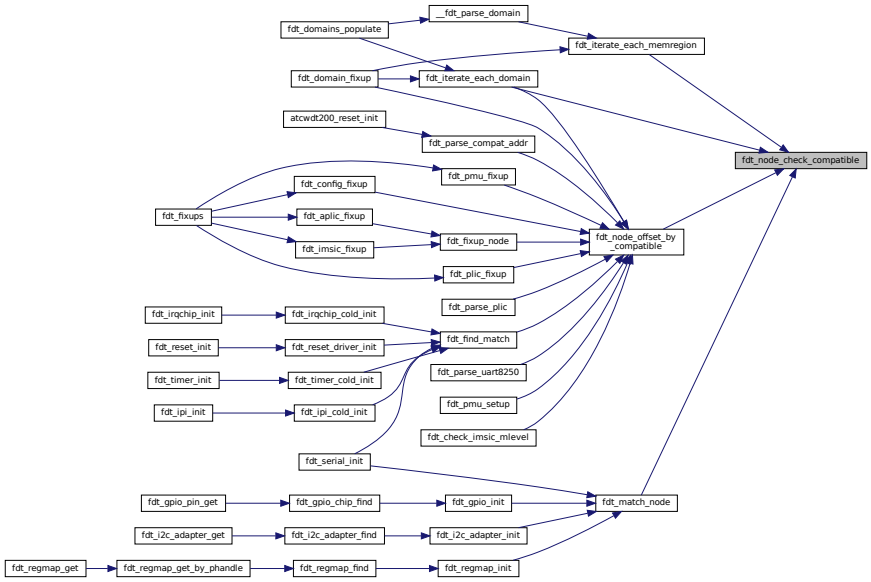
fdt_node_check_compatible - check a node's compatible property @fdt: pointer to the device tree blob @nodeoffset: offset of a tree node @compatible: string to match against

fdt_node_check_compatible() returns 0 if the given node contains a @compatible property with the given string as one of its elements, it returns non-zero otherwise, or on error.

returns: 0, if the node has a 'compatible' property listing the given string 1, if the node has a 'compatible' property, but it does not list the given string -FDT_ERR_NOTFOUND, if the given node has no 'compatible' property -FDT↩ _ERR_BADOFFSET, if nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_↩ BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



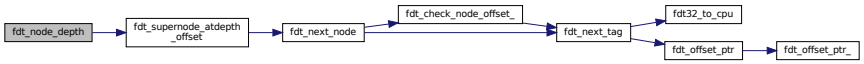
30.202.2.56 fdt_node_depth()

```
int fdt_node_depth (
            const void * fdt,
            int nodeoffset )
```

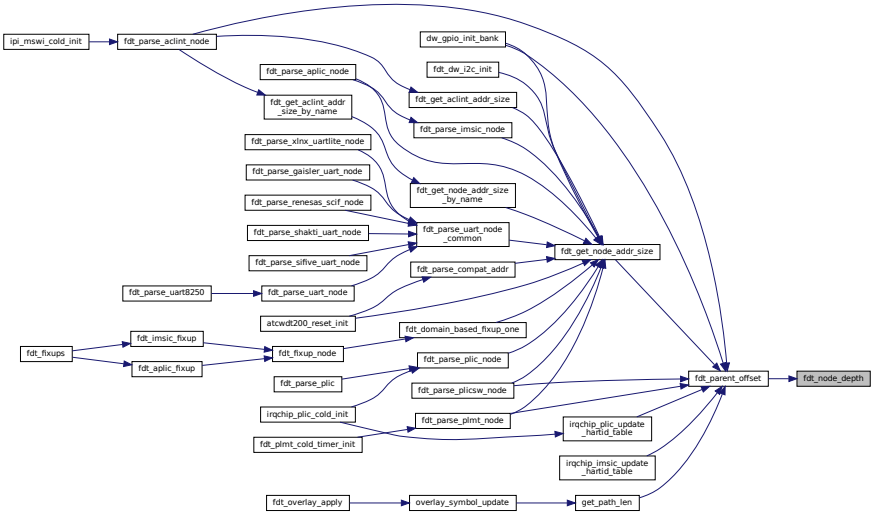
fdt_node_depth - find the depth of a given node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose parent to find

fdt_node_depth() finds the depth of a given node. The root node has depth 0, its immediate subnodes depth 1 and so forth.

NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset.
returns: depth of the node at nodeoffset (>=0), on success -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:

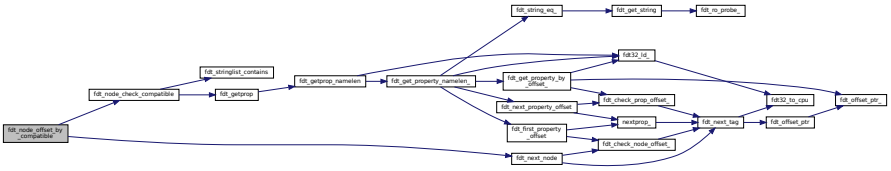


30.202.2.57 fdt_node_offset_by_compatible()

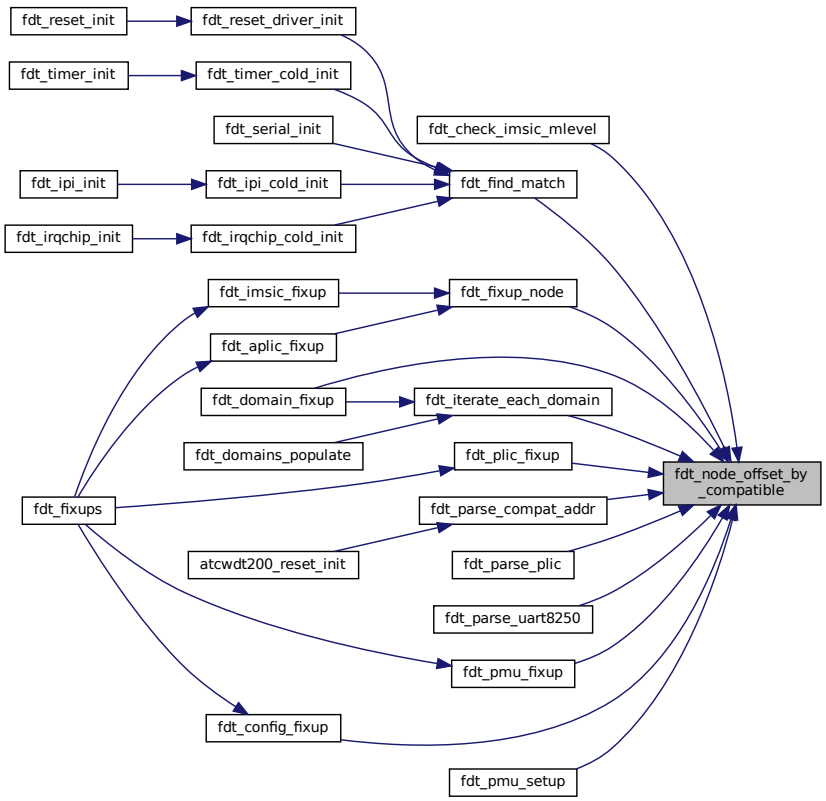
```
int fdt_node_offset_by_compatible (
            const void * fdt,
            int startoffset,
            const char * compatible )
```

fdt_node_offset_by_compatible - find nodes with a given 'compatible' value @fdt: pointer to the device tree blob @startoffset: only find nodes after this offset @compatible: 'compatible' string to match against
fdt_node_offset_by_compatible() returns the offset of the first node after startoffset, which has a 'compatible' property which lists the given compatible string; or if startoffset is -1, the very first such node in the tree.
To iterate through all nodes matching the criterion, the following idiom can be used: offset = fdt_node_offset_by_compatible(fdt, -1, compatible); while (offset != -FDT_ERR_NOTFOUND) { // other code here offset = fdt_node_offset_by_compatible(fdt, offset, compatible); }
Note the -1 in the first call to the function, if 0 is used here instead, the function will never locate the root node, even if it matches the criterion.
returns: structure block offset of the located node (>= 0, >startoffset), on success -FDT_ERR_NOTFOUND, no node matching the criterion exists in the tree after startoffset -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_

_BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.58 fdt_node_offset_by_phandle()

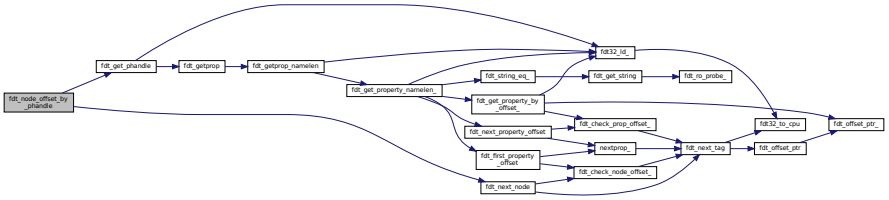
```
int fdt_node_offset_by_phandle (
            const void * fdt,
            uint32_t phandle )
```

fdt_node_offset_by_phandle - find the node with a given phandle @fdt: pointer to the device tree blob @phandle: phandle value

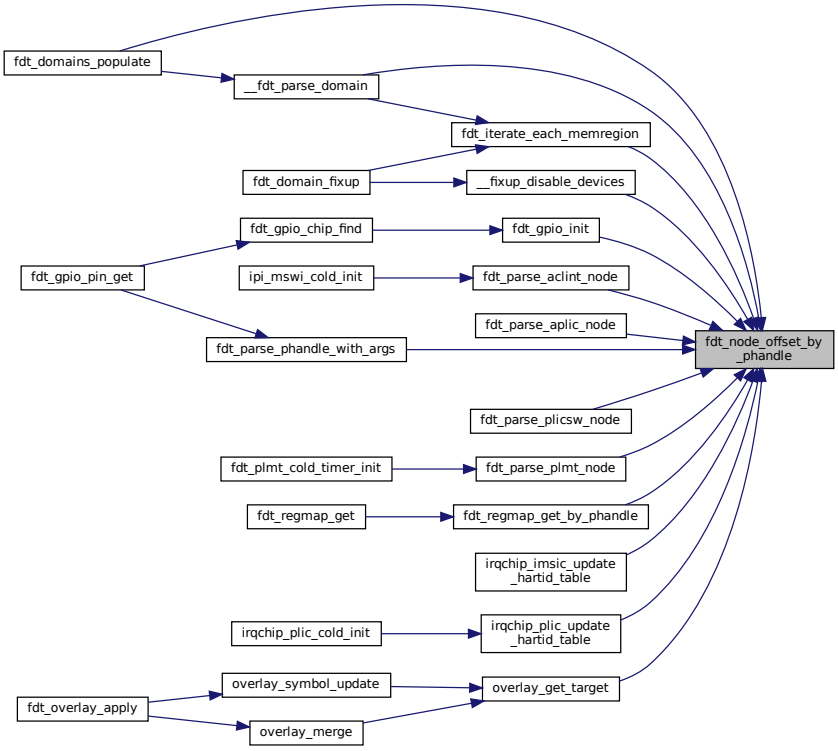
fdt_node_offset_by_phandle() returns the offset of the node which has the given phandle value. If there is more than one node in the tree with the given phandle (an invalid tree), results are undefined.

returns: structure block offset of the located node (>= 0), on success -FDT_ERR_NOTFOUND, no node with that phandle exists -FDT_ERR_BADPHANDLE, given phandle value was invalid (0 or -1) -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is

the call graph for this function:



Here is the caller graph for this function:



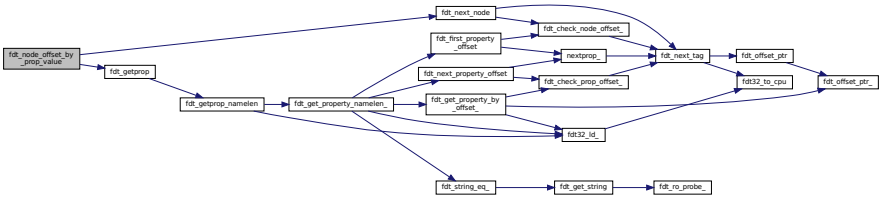
30.202.2.59 fdt_node_offset_by_prop_value()

```
int fdt_node_offset_by_prop_value (
            const void * fdt,
            int startoffset,
            const char * propname,
            const void * propval,
            int proplen )
```

fdt_node_offset_by_prop_value - find nodes with a given property value @fdt: pointer to the device tree blob @startoffset: only find nodes after this offset @propname: property name to check @propval: property value to search for @proplen: length of the value in propval

fdt_node_offset_by_prop_value() returns the offset of the first node after startoffset, which has a property named propname whose value is of length proplen and has value equal to propval; or if startoffset is -1, the very first such node in the tree.

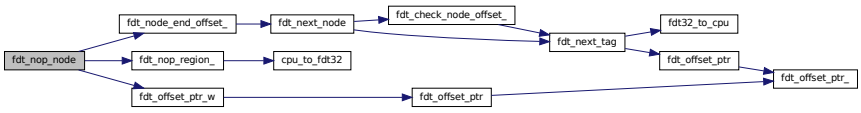
To iterate through all nodes matching the criterion, the following idiom can be used: offset = fdt_node_offset_↩ by_prop_value(fdt, -1, propname, propval, proplen); while (offset != -FDT_ERR_NOTFOUND) { // other code here offset = fdt_node_offset_by_prop_value(fdt, offset, propname, propval, proplen); }
Note the -1 in the first call to the function, if 0 is used here instead, the function will never locate the root node, even if it matches the criterion.
returns: structure block offset of the located node (>= 0, >startoffset), on success -FDT_ERR_NOTFOUND, no node matching the criterion exists in the tree after startoffset -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR↩ _BADSTRUCTURE, standard meanings Here is the call graph for this function:



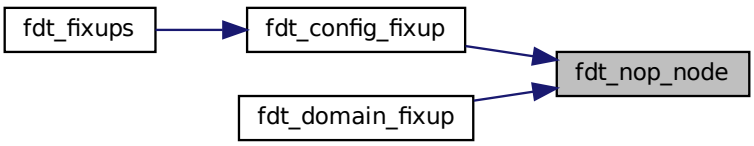
30.202.2.60 fdt_nop_node()

```
int fdt_nop_node (
            void * fdt,
            int nodeoffset )
```

fdt_nop_node - replace a node (subtree) with nop tags @fdt: pointer to the device tree blob @nodeoffset: offset of the node to nop
fdt_nop_node() will replace a given node's representation in the blob, including all its subnodes, if any, with FDT↩ _NOP tags, effectively removing it from the tree.
This function will alter only the bytes in the blob which contain the node and its properties and subnodes, and will not alter or move any other part of the tree.
returns: 0, on success -FDT_ERR_BADOFFSET, nodeoffset did not point to FDT_BEGIN_NODE tag -FDT_ERR↩ _BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR↩ _TRUNCATED, standard meanings Here is the call graph for this function:



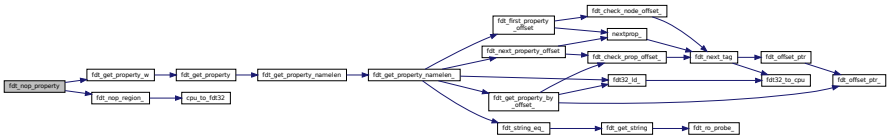
Here is the caller graph for this function:



30.202.2.61 fdt_nop_property()

```
int fdt_nop_property (
            void * fdt,
            int nodeoffset,
            const char * name )
```

Here is the call graph for this function:

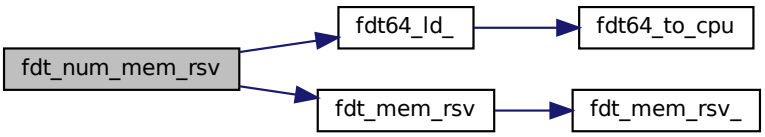


Here is the caller graph for this function:

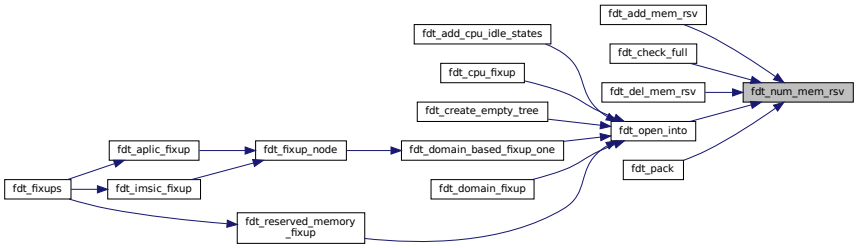
30.202.2.62 fdt_num_mem_rsv()

```
int fdt_num_mem_rsv (
            const void * fdt )
```

fdt_num_mem_rsv - retrieve the number of memory reserve map entries @fdt: pointer to the device tree blob Returns the number of entries in the device tree blob's memory reservation map. This does not include the terminating 0,0 entry or any other (0,0) entries reserved for expansion.
returns: the number of entries Here is the call graph for this function:



Here is the caller graph for this function:

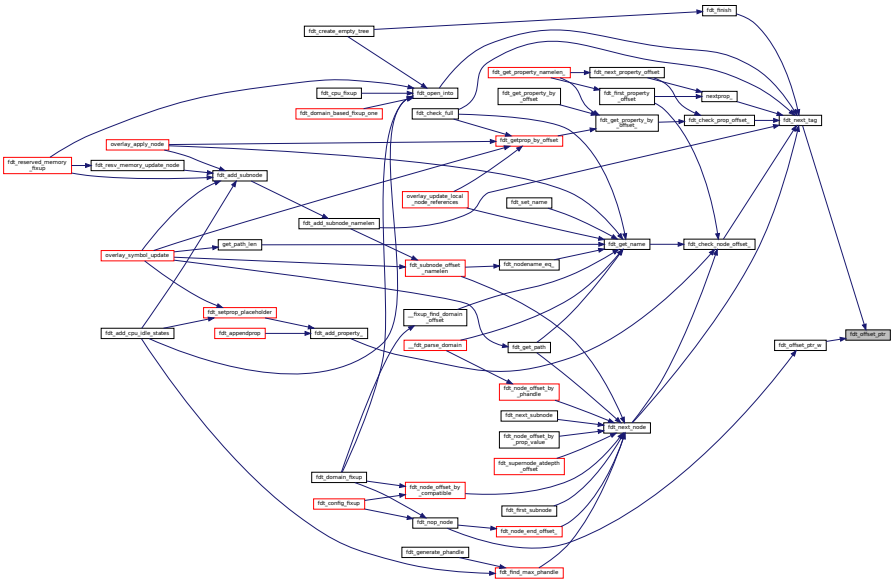


30.202.2.63 fdt_offset_ptr()

```
const void* fdt_offset_ptr (
            const void * fdt,
            int offset,
            unsigned int checklen )
```

Here is the call graph for this function:

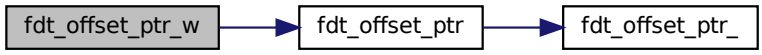
Here is the caller graph for this function:



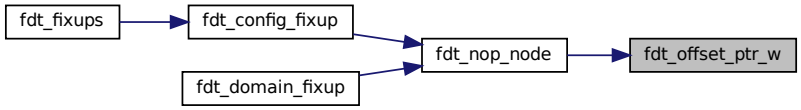
30.202.2.64 fdt_offset_ptr_w()

```
static void* fdt_offset_ptr_w (
            void * fdt,
            int offset,
            int checklen )  [inline], [static]
```

Here is the call graph for this function:



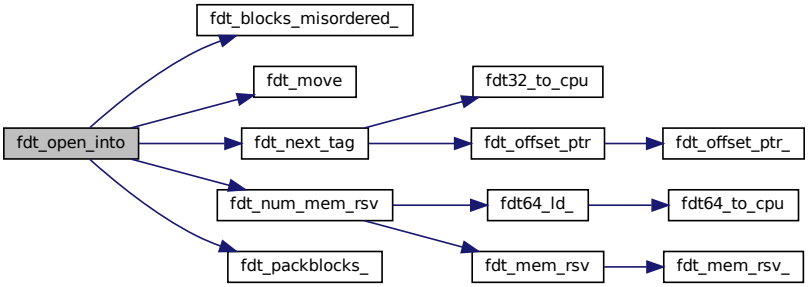
Here is the caller graph for this function:



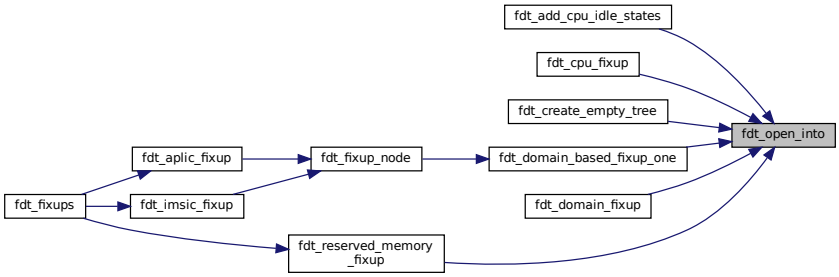
30.202.2.65 fdt_open_into()

```
int fdt_open_into (
            const void * fdt,
            void * buf,
            int bufsize )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.66 fdt_overlay_apply()

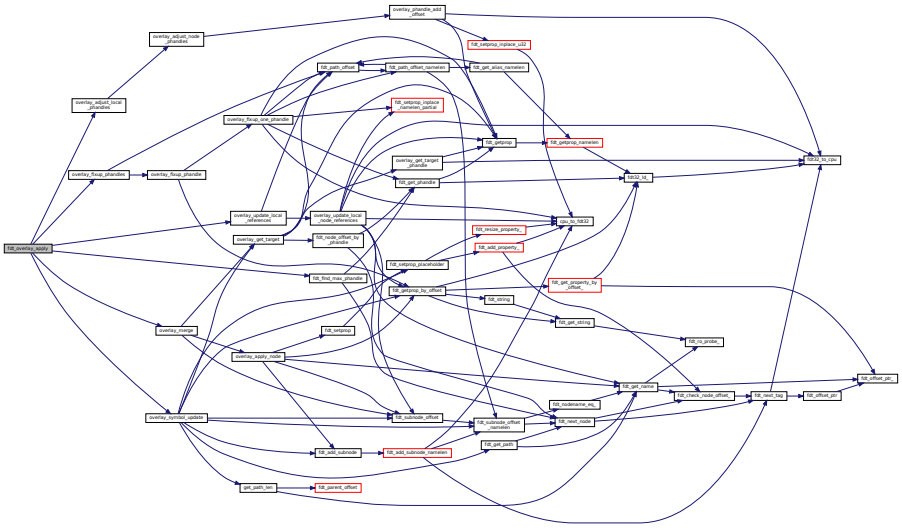
```
int fdt_overlay_apply (
            void * fdt,
            void * fdto )
```

fdt_overlay_apply - Applies a DT overlay on a base DT @fdt: pointer to the base device tree blob @fdto: pointer to the device tree overlay blob

fdt_overlay_apply() will apply the given device tree overlay on the given base device tree.

Expect the base device tree to be modified, even if the function returns an error.

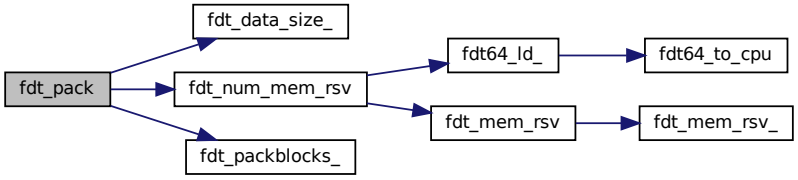
returns: 0, on success -FDT_ERR_NOSPACE, there's not enough space in the base device tree -FDT_ERR_↩ NOTFOUND, the overlay points to some inexistant nodes or properties in the base DT -FDT_ERR_BADPHANDLE, -FDT_ERR_BADOVERLAY, -FDT_ERR_NOPHANDLES, -FDT_ERR_INTERNAL, -FDT_ERR_BADLAYOUT, -FDT_ERR_BADMAGIC, -FDT_ERR_BADOFFSET, -FDT_ERR_BADPATH, -FDT_ERR_BADVERSION, -FDT_↩ ERR_BADSTRUCTURE, -FDT_ERR_BADSTATE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



30.202.2.67 fdt_pack()

```
int fdt_pack (
            void * fdt )
```

Here is the call graph for this function:



30.202.2.68 fdt_parent_offset()

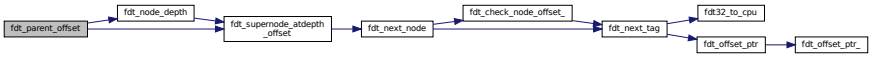
```
int fdt_parent_offset (
            const void * fdt,
            int nodeoffset )
```

fdt_parent_offset - find the parent of a given node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose parent to find

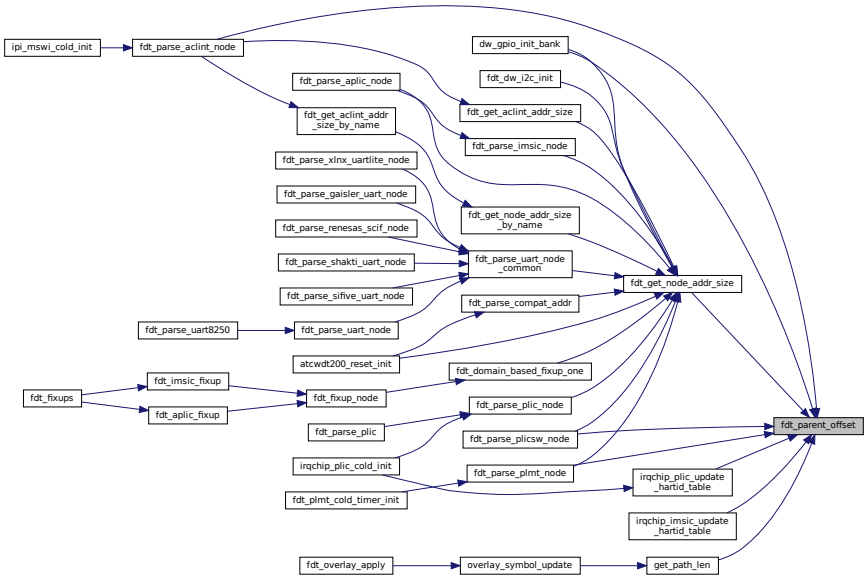
fdt_parent_offset() locates the parent node of a given node (that is, it finds the offset of the node which contains the node at nodeoffset as a subnode).

NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset, *twice*.

returns: structure block offset of the parent of the node at nodeoffset (>=0), on success -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_↩ ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



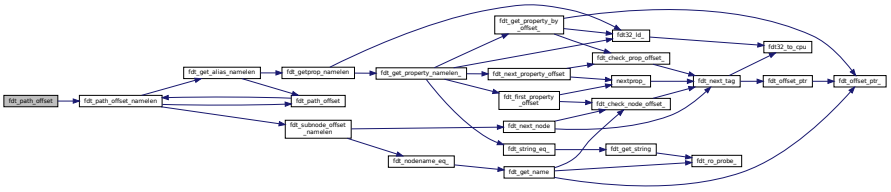
30.202.2.69 fdt_path_offset()

```
int fdt_path_offset (
            const void * fdt,
            const char * path )
```

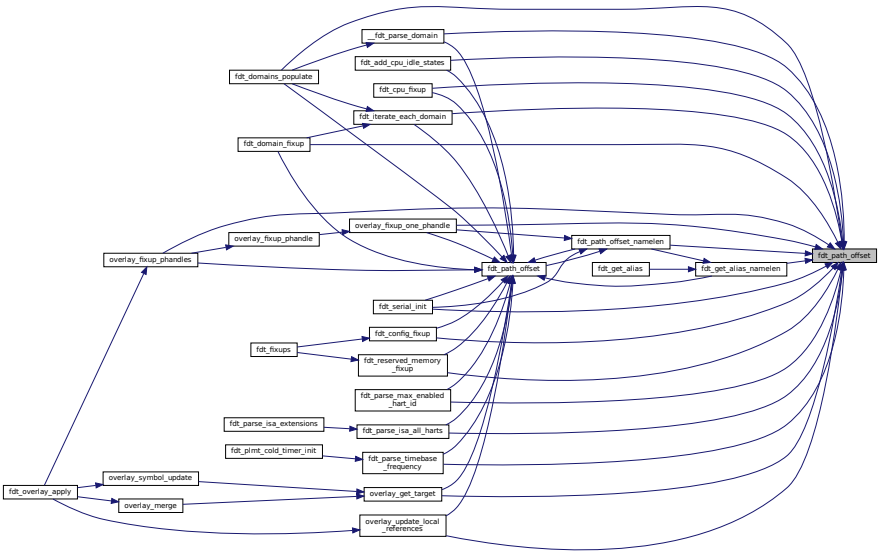
fdt_path_offset - find a tree node by its full path @fdt: pointer to the device tree blob @path: full path of the node to locate

fdt_path_offset() finds a node of a given path in the device tree. Each path component may omit the unit address portion, but the results of this are undefined if any such path component is ambiguous (that is if there are multiple nodes at the relevant level matching the given component, differentiated only by unit address).

returns: structure block offset of the node with the requested path (>=0), on success -FDT_ERR_BADPATH, given path does not begin with '/' or is invalid -FDT_ERR_NOTFOUND, if the requested node does not exist -FDT_ERR↩ _BADMAGIC, -FDT_ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR↩ _TRUNCATED, standard meanings. Here is the call graph for this function:



Here is the caller graph for this function:

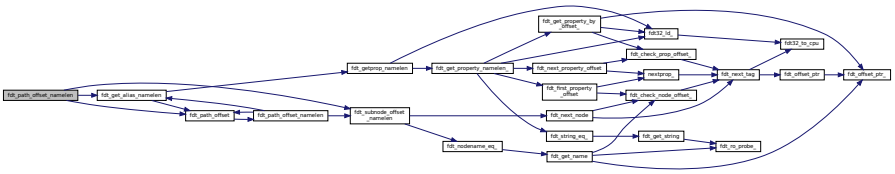


30.202.2.70 fdt_path_offset_namelen()

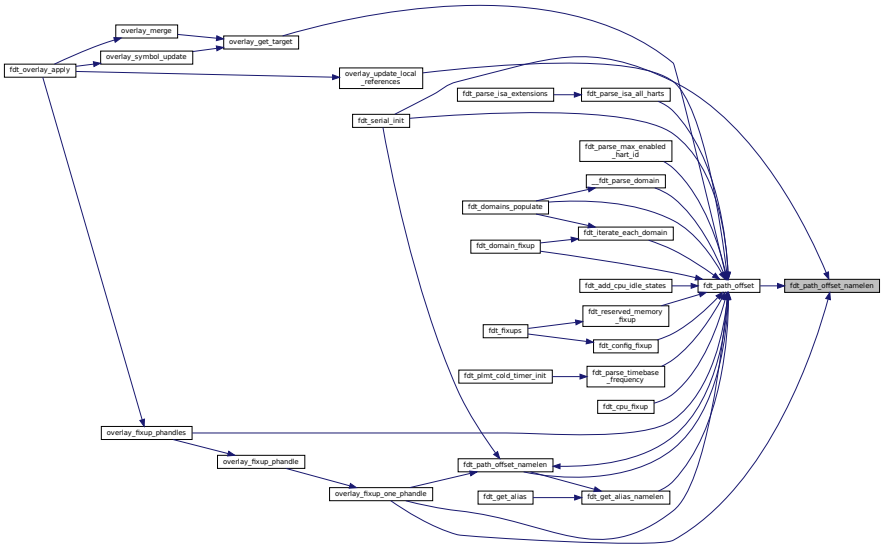
```
int fdt_path_offset_namelen (
            const void * fdt,
            const char * path,
            int namelen )
```

fdt_path_offset_namelen - find a tree node by its full path @fdt: pointer to the device tree blob @path: full path of the node to locate @namelen: number of characters of path to consider

Identical to fdt_path_offset(), but only consider the first namelen characters of path as the path name.
Return: offset of the node or negative libfdt error value otherwise Here is the call graph for this function:



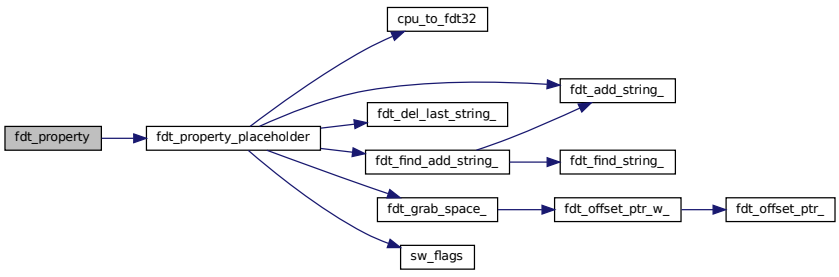
Here is the caller graph for this function:



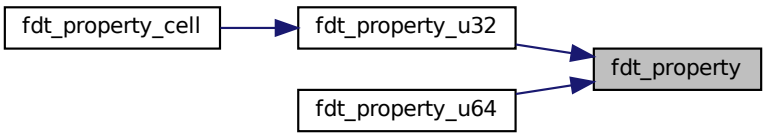
30.202.2.71 fdt_property()

```
int fdt_property (
            void * fdt,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



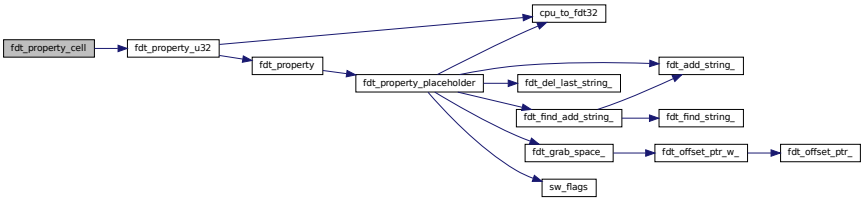
Here is the caller graph for this function:



30.202.2.72 fdt_property_cell()

```
static int fdt_property_cell (
            void * fdt,
            const char * name,
            uint32_t val )  [inline], [static]
```

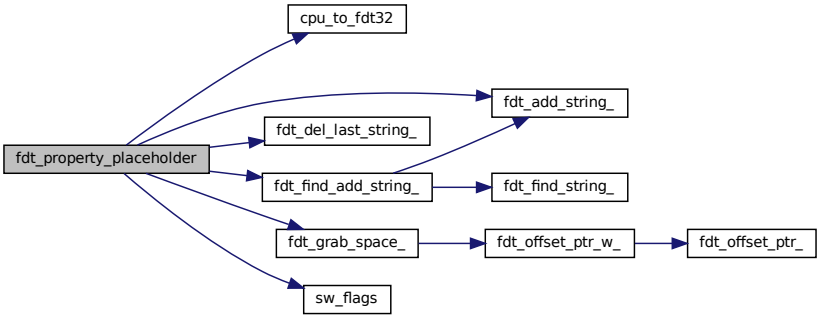
Here is the call graph for this function:



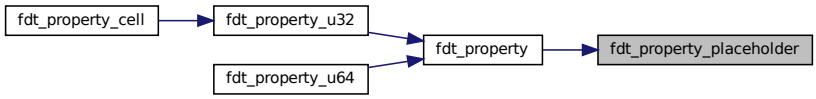
30.202.2.73 fdt_property_placeholder()

```
int fdt_property_placeholder (
            void * fdt,
            const char * name,
            int len,
            void ** valp )
```

Here is the call graph for this function:



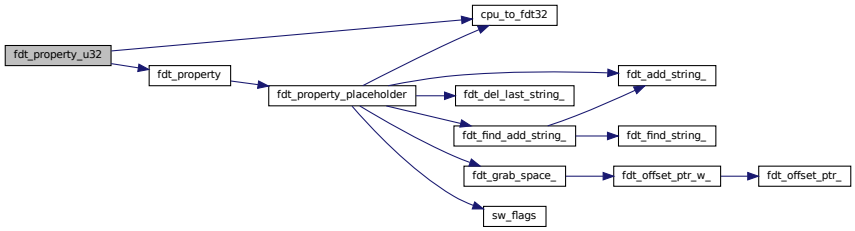
Here is the caller graph for this function:



30.202.2.74 fdt_property_u32()

```
static int fdt_property_u32 (
            void * fdt,
            const char * name,
            uint32_t val )  [inline], [static]
```

Here is the call graph for this function:

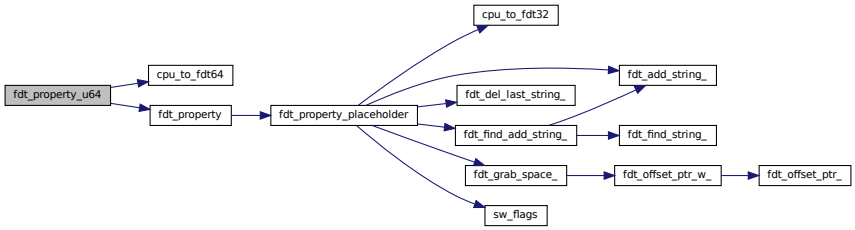


Here is the caller graph for this function:

30.202.2.75 fdt_property_u64()

```
static int fdt_property_u64 (
            void * fdt,
            const char * name,
            uint64_t val )  [inline], [static]
```

Here is the call graph for this function:



30.202.2.76 fdt_resize()

```
int fdt_resize (
            void * fdt,
            void * buf,
            int bufsize )
```

30.202.2.77 fdt_set_hdr_() [1/10]

```
fdt_set_hdr_ (
            boot_cpuid_phys  )
```

30.202.2.78 fdt_set_hdr_() [2/10]

```
fdt_set_hdr_ (
            last_comp_version  )
```

30.202.2.79 fdt_set_hdr_() [3/10]

```
fdt_set_hdr_ (
            magic  )
```

30.202.2.80 fdt_set_hdr_() [4/10]

```
fdt_set_hdr_ (
            off_dt_strings  )
```

30.202.2.81 fdt_set_hdr_() [5/10]

```
fdt_set_hdr_ (
            off_dt_struct  )
```

30.202.2.82 fdt_set_hdr_() [6/10]

```
fdt_set_hdr_ (
            off_mem_rsvmap  )
```

30.202.2.83 fdt_set_hdr_() [7/10]

```
fdt_set_hdr_ (
            size_dt_strings  )
```

30.202.2.84 fdt_set_hdr_() [8/10]

```
fdt_set_hdr_ (
            size_dt_struct  )
```

30.202.2.85 fdt_set_hdr_() [9/10]

```
fdt_set_hdr_ (
            totalsize  )
```

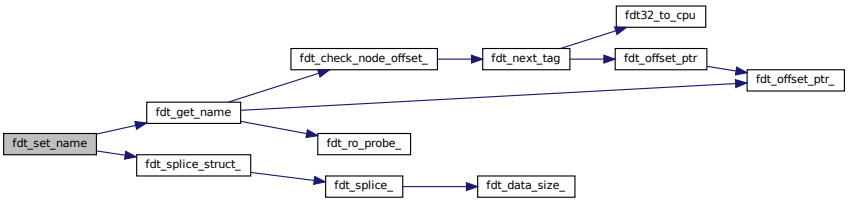
30.202.2.86 fdt_set_hdr_() [10/10]

```
fdt_set_hdr_ (
            version  )
```

30.202.2.87 fdt_set_name()

```
int fdt_set_name (
            void * fdt,
            int nodeoffset,
            const char * name )
```

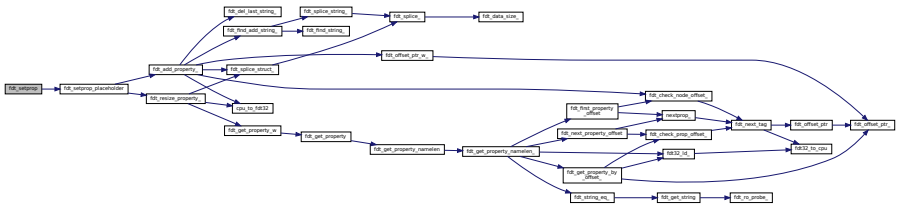
Here is the call graph for this function:



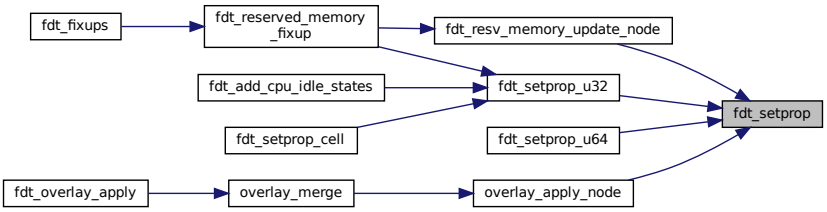
30.202.2.88 fdt_setprop()

```
int fdt_setprop (
            void * fdt,
            int nodeoffset,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



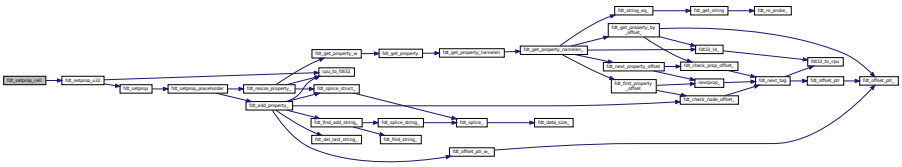
Here is the caller graph for this function:



30.202.2.89 fdt_setprop_cell()

```
static int fdt_setprop_cell (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint32_t val )  [inline], [static]
```

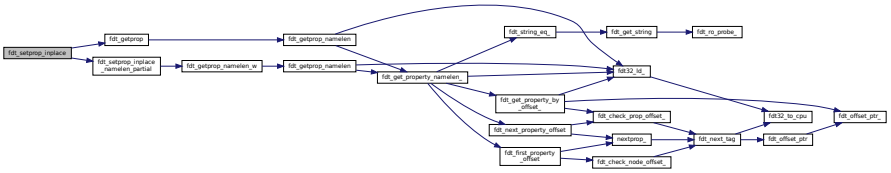
Here is the call graph for this function:



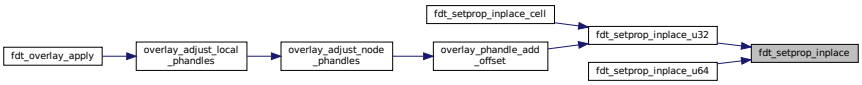
30.202.2.90 fdt_setprop_inplace()

```
int fdt_setprop_inplace (
            void * fdt,
            int nodeoffset,
            const char * name,
            const void * val,
            int len )
```

Here is the call graph for this function:



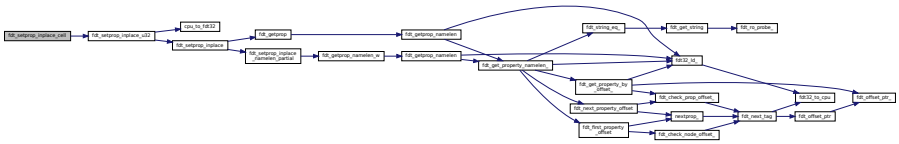
Here is the caller graph for this function:



30.202.2.91 fdt_setprop_inplace_cell()

```
static int fdt_setprop_inplace_cell (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint32_t val )  [inline], [static]
```

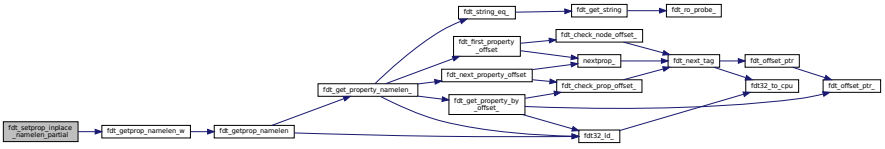
Here is the call graph for this function:



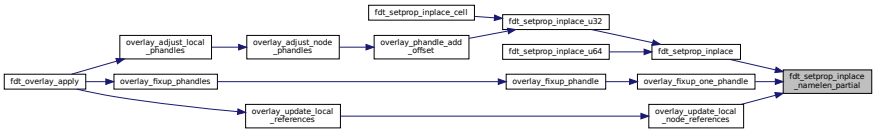
30.202.2.92 fdt_setprop_inplace_namelen_partial()

```
int fdt_setprop_inplace_namelen_partial (
            void * fdt,
            int nodeoffset,
            const char * name,
            int namelen,
            uint32_t idx,
            const void * val,
            int len )
```

Here is the call graph for this function:



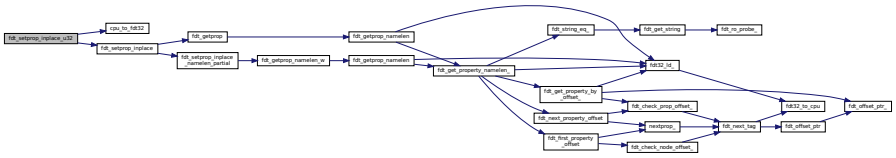
Here is the caller graph for this function:



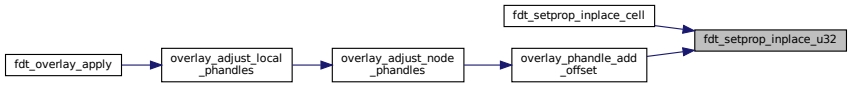
30.202.2.93 fdt_setprop_inplace_u32()

```
static int fdt_setprop_inplace_u32 (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint32_t val )  [inline], [static]
```

Here is the call graph for this function:



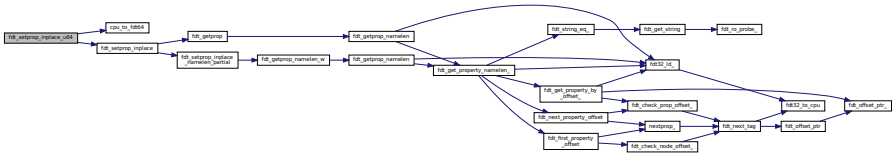
Here is the caller graph for this function:



30.202.2.94 fdt_setprop_inplace_u64()

```
static int fdt_setprop_inplace_u64 (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint64_t val )  [inline], [static]
```

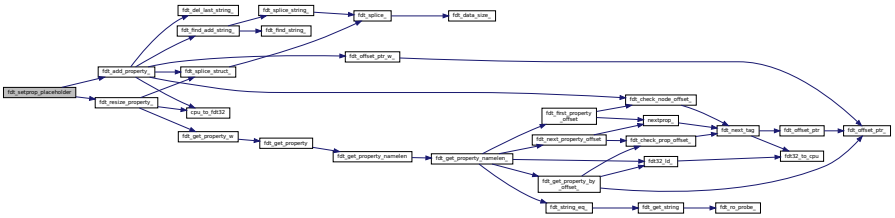
Here is the call graph for this function:



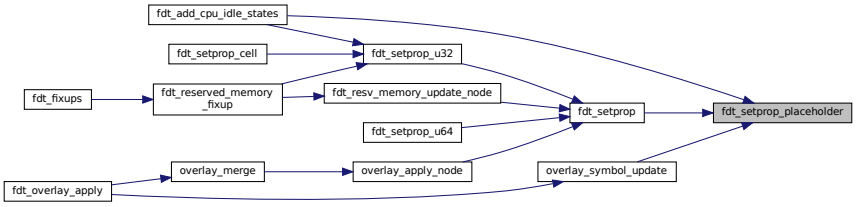
30.202.2.95 fdt_setprop_placeholder()

```
int fdt_setprop_placeholder (
            void * fdt,
            int nodeoffset,
            const char * name,
            int len,
            void ** prop_data )
```

Here is the call graph for this function:



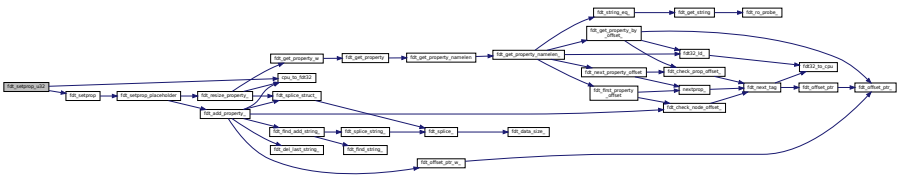
Here is the caller graph for this function:



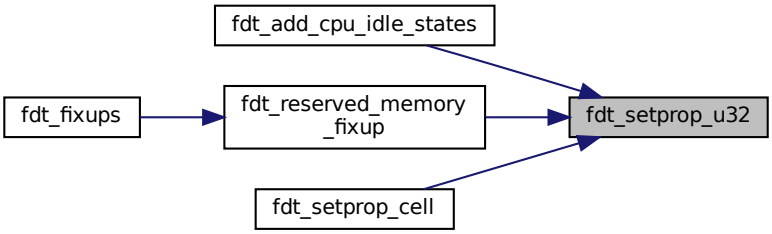
30.202.2.96 fdt_setprop_u32()

```
static int fdt_setprop_u32 (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint32_t val )  [inline], [static]
```

Here is the call graph for this function:



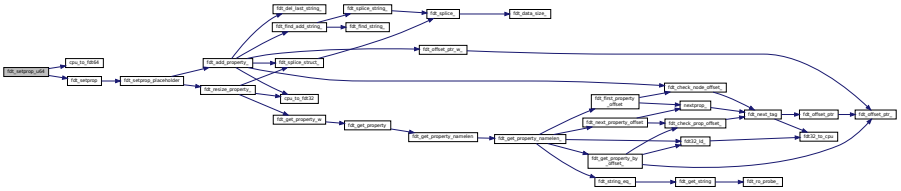
Here is the caller graph for this function:



30.202.2.97 fdt_setprop_u64()

```
static int fdt_setprop_u64 (
            void * fdt,
            int nodeoffset,
            const char * name,
            uint64_t val )  [inline], [static]
```

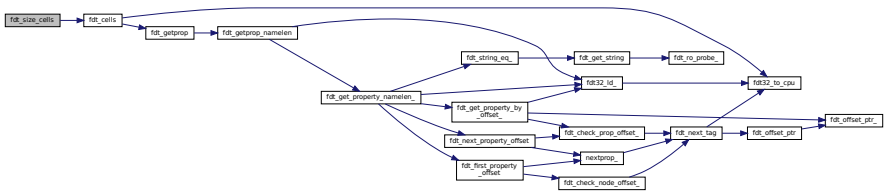
Here is the call graph for this function:



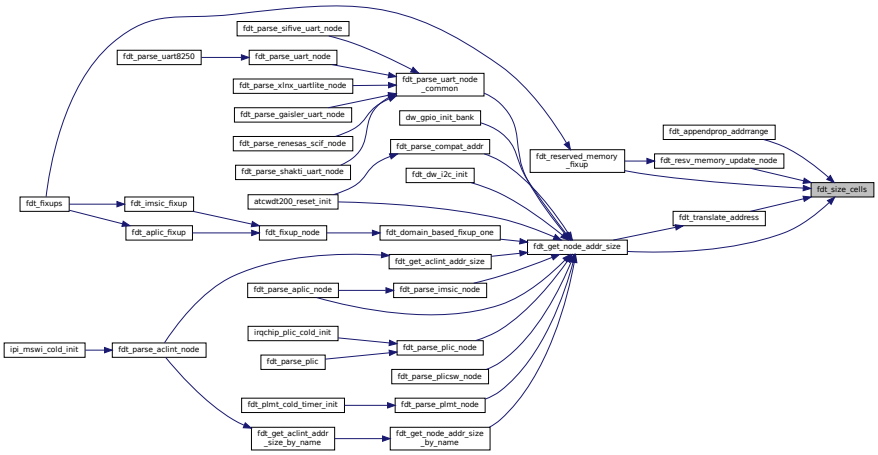
30.202.2.98 fdt_size_cells()

```
int fdt_size_cells (
            const void * fdt,
            int nodeoffset )
```

fdt_size_cells - retrieve address range size for a bus represented in the tree @fdt: pointer to the device tree blob @nodeoffset: offset of the node to find the address range size for
When the node has a valid #size-cells property, returns its value.
returns: 0 <= n < FDT_MAX_NCELLS, on success 1, if the node has no #size-cells property -FDT_ERR_↩ BADNCELLS, if the node has a badly formatted or invalid #size-cells property -FDT_ERR_BADMAGIC, -FDT↩ _ERR_BADVERSION, -FDT_ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, -FDT_ERR_TRUNCATED, standard meanings Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.99 fdt_strerror()

```
const char* fdt_strerror (
            int errval )
```

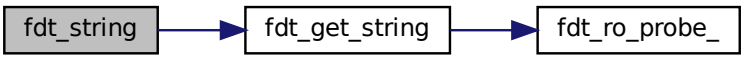
30.202.2.100 fdt_string()

```
const char* fdt_string (
            const void * fdt,
            int stroffset )
```

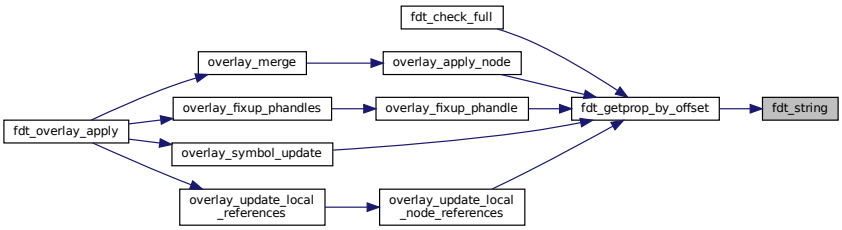
fdt_string - retrieve a string from the strings block of a device tree @fdt: pointer to the device tree blob @stroffset: offset of the string within the strings block (native endian)

fdt_string() retrieves a pointer to a single string from the strings block of the device tree blob at fdt.

returns: a pointer to the string, on success NULL, if stroffset is out of bounds, or doesn't point to a valid string Here is the call graph for this function:



Here is the caller graph for this function:



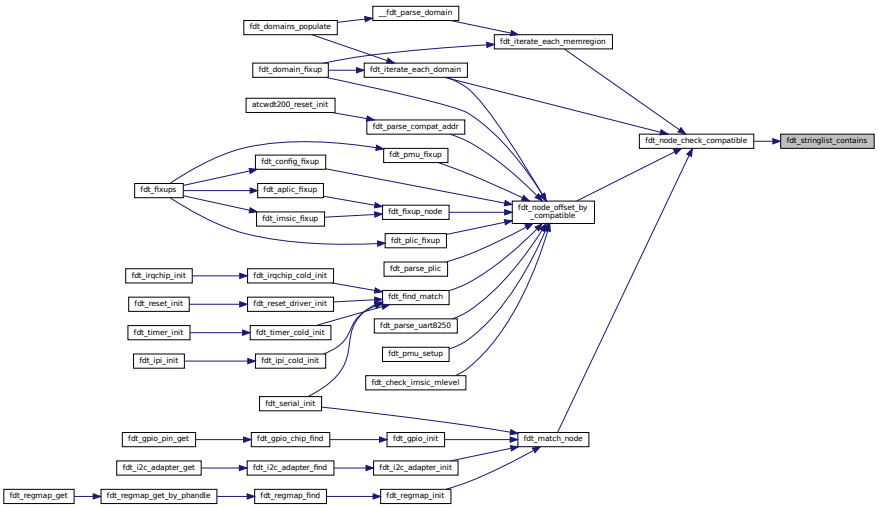
30.202.2.101 fdt_stringlist_contains()

```
int fdt_stringlist_contains (
            const char * strlist,
            int listlen,
            const char * str )
```

fdt_stringlist_contains - check a string list property for a string @strlist: Property containing a list of strings to check @listlen: Length of property @str: String to search for

This is a utility function provided for convenience. The list contains one or more strings, each terminated by \0, as is found in a device tree "compatible" property.

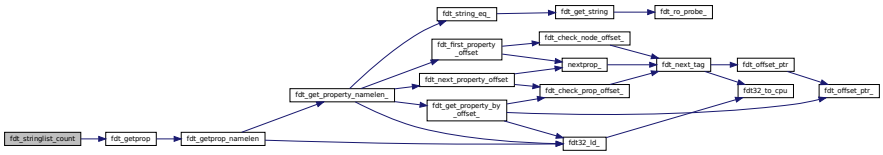
Return: 1 if the string is found in the list, 0 not found, or invalid list Here is the caller graph for this function:



30.202.2.102 fdt_stringlist_count()

```
int fdt_stringlist_count (
            const void * fdt,
            int nodeoffset,
            const char * property )
```

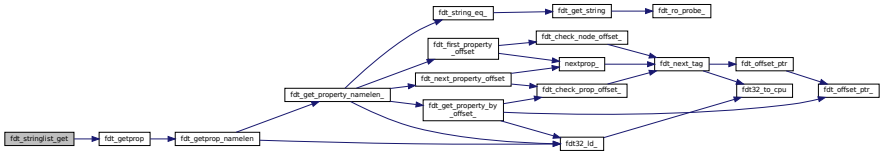
Here is the call graph for this function:



30.202.2.103 fdt_stringlist_get()

```
const char* fdt_stringlist_get (
            const void * fdt,
            int nodeoffset,
            const char * property,
            int index,
            int * lenp )
```

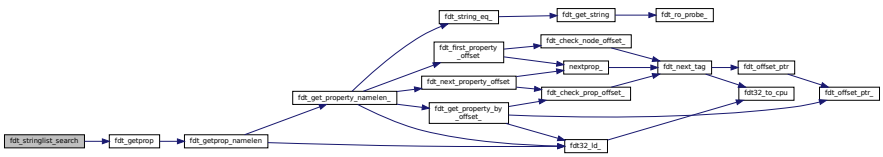
Here is the call graph for this function:



30.202.2.104 fdt_stringlist_search()

```
int fdt_stringlist_search (
            const void * fdt,
            int nodeoffset,
            const char * property,
            const char * string )
```

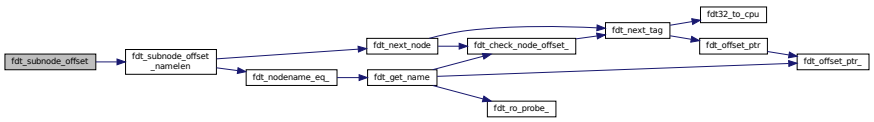
Here is the call graph for this function:



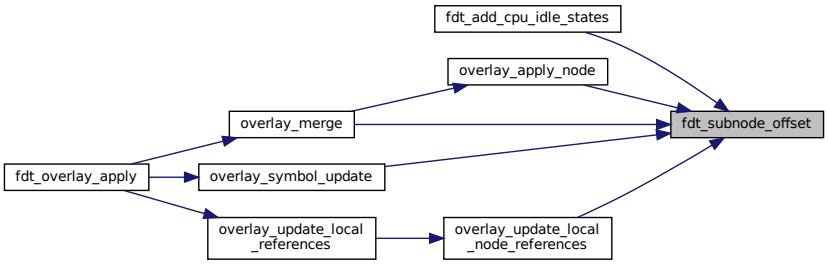
30.202.2.105 fdt_subnode_offset()

```
int fdt_subnode_offset (
            const void * fdt,
            int parentoffset,
            const char * name )
```

Here is the call graph for this function:



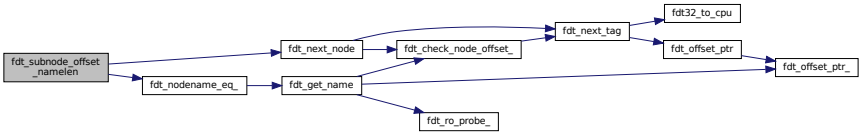
Here is the caller graph for this function:



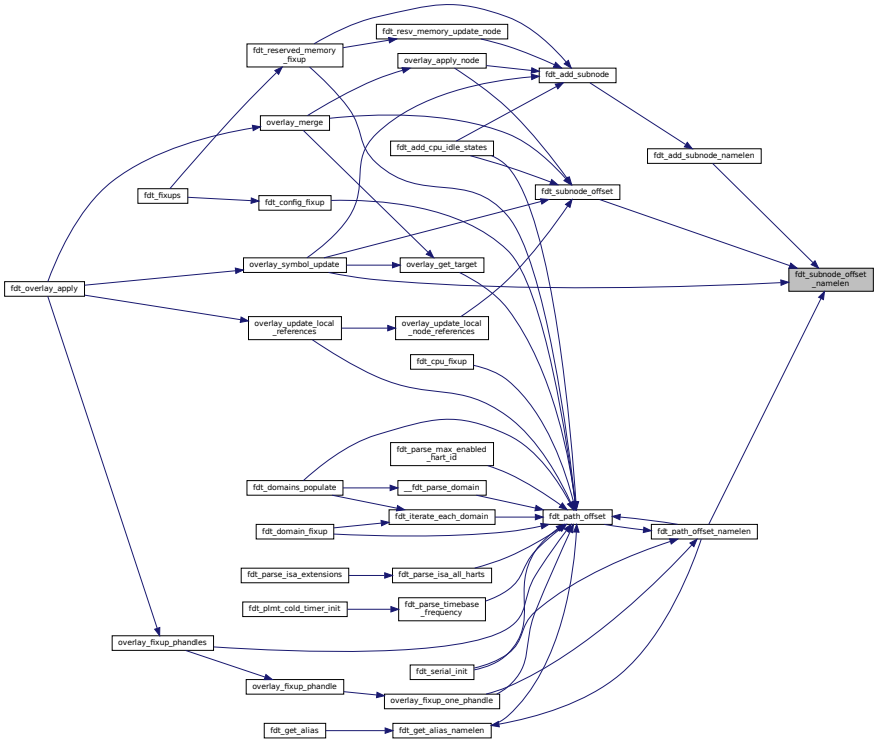
30.202.2.106 fdt_subnode_offset_namelen()

```
int fdt_subnode_offset_namelen (
            const void * fdt,
            int parentoffset,
            const char * name,
            int namelen )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.202.2.107 fdt_supernode_atdepth_offset()

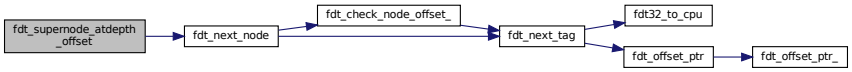
```
int fdt_supernode_atdepth_offset (
            const void * fdt,
            int nodeoffset,
            int supernodedepth,
            int * nodedepth )
```

fdt_supernode_atdepth_offset - find a specific ancestor of a node @fdt: pointer to the device tree blob @nodeoffset: offset of the node whose parent to find @supernodedepth: depth of the ancestor to find @nodedepth: pointer to an integer variable (will be overwritten) or NULL

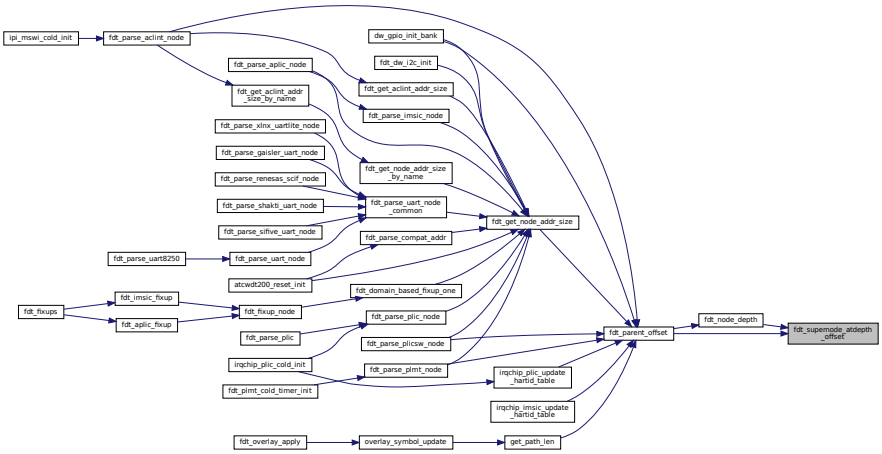
fdt_supernode_atdepth_offset() finds an ancestor of the given node at a specific depth from the root (where the root itself has depth 0, its immediate subnodes depth 1 and so forth). So fdt_supernode_atdepth_offset(fdt, nodeoffset, 0, NULL); will always return 0, the offset of the root node. If the node at nodeoffset has depth D, then: fdt_↩ supernode_atdepth_offset(fdt, nodeoffset, D, NULL); will return nodeoffset itself.

NOTE: This function is expensive, as it must scan the device tree structure from the start to nodeoffset.

returns: structure block offset of the node at node offset's ancestor of depth supernodedepth (>=0), on success -FDT_ERR_BADOFFSET, nodeoffset does not refer to a BEGIN_NODE tag -FDT_ERR_NOTFOUND, supernodedepth was greater than the depth of nodeoffset -FDT_ERR_BADMAGIC, -FDT_ERR_BADVERSION, -FDT_↩ ERR_BADSTATE, -FDT_ERR_BADSTRUCTURE, standard meanings Here is the call graph for this function:



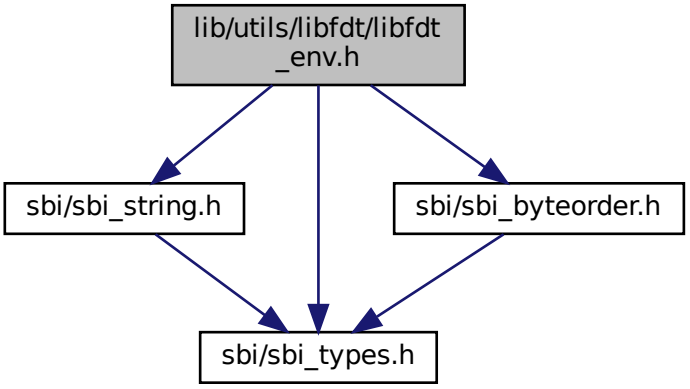
Here is the caller graph for this function:



30.203 lib/utils/libfdt/libfdt_env.h File Reference

```
#include <sbi/sbi_string.h>
#include <sbi/sbi_types.h>
#include <sbi/sbi_byteorder.h>
```

Include dependency graph for libfdt_env.h:



This graph shows which files directly or indirectly include this file:

Macros

- #define INT_MAX ((int)(~0U >> 1))
- #define UINT_MAX ((unsigned int)~0U)

- #define INT32_MAX INT_MAX
- #define UINT32_MAX UINT_MAX
- #define FDT_FORCE
- #define FDT_BITWISE
- #define memmove sbi_memmove
- #define memcpy sbi_memcpy
- #define memcmp sbi_memcmp
- #define memchr sbi_memchr
- #define memset sbi_memset
- #define strchr sbi_strchr
- #define strrchr sbi_strrchr
- #define strcpy sbi_strcpy
- #define strncpy sbi_strncpy
- #define strcmp sbi_strcmp
- #define strncmp sbi_strncmp
- #define strlen sbi_strlen
- #define strnlen sbi_strnlen

Typedefs

- typedef be16_t FDT_BITWISE fdt16_t
- typedef be32_t FDT_BITWISE fdt32_t
- typedef be64_t FDT_BITWISE fdt64_t

Functions

- static uint16_t fdt16_to_cpu (fdt16_t x)
- static fdt16_t cpu_to_fdt16 (uint16_t x)
- static uint32_t fdt32_to_cpu (fdt32_t x)
- static fdt32_t cpu_to_fdt32 (uint32_t x)
- static uint64_t fdt64_to_cpu (fdt64_t x)
- static fdt64_t cpu_to_fdt64 (uint64_t x)

30.203.1 Macro Definition Documentation

30.203.1.1 FDT_BITWISE

```
#define FDT_BITWISE
```

30.203.1.2 FDT_FORCE

```
#define FDT_FORCE
```

30.203.1.3 INT32_MAX

```
#define INT32_MAX INT_MAX
```

30.203.1.4 INT_MAX

```
#define INT_MAX ((int)(~0U >> 1))
```

30.203.1.5 memchr

```
#define memchr sbi_memchr
```

30.203.1.6 memcmp

```
#define memcmp sbi_memcmp
```

30.203.1.7 memcpy

```
#define memcpy sbi_memcpy
```

30.203.1.8 memmove

```
#define memmove sbi_memmove
```

30.203.1.9 memset

```
#define memset sbi_memset
```

30.203.1.10 strchr

```
#define strchr sbi_strchr
```

30.203.1.11 strcmp

```
#define strcmp sbi_strcmp
```

30.203.1.12 strcpy

```
#define strcpy sbi_strcpy
```

30.203.1.13 strlen

```
#define strlen sbi_strlen
```

30.203.1.14 strncmp

```
#define strncmp sbi_strncmp
```

30.203.1.15 strncpy

```
#define strncpy sbi_strncpy
```

30.203.1.16 strnlen

```
#define strnlen sbi_strnlen
```

30.203.1.17 strrchr

```
#define strrchr sbi_strrchr
```

30.203.1.18 UINT32_MAX

```
#define UINT32_MAX UINT_MAX
```

30.203.1.19 UINT_MAX

```
#define UINT_MAX ((unsigned int)~0U)
```

30.203.2 Typedef Documentation

30.203.2.1 fdt16_t

```
typedef be16_t FDT_BITWISE fdt16_t
```

30.203.2.2 fdt32_t

```
typedef be32_t FDT_BITWISE fdt32_t
```

30.203.2.3 fdt64_t

```
typedef be64_t FDT_BITWISE fdt64_t
```

30.203.3 Function Documentation

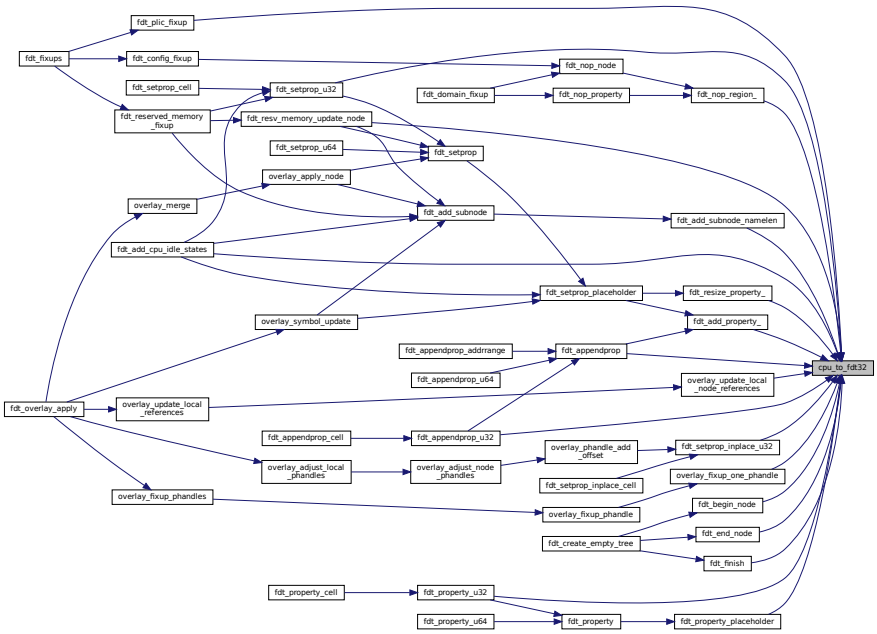
30.203.3.1 cpu_to_fdt16()

```
static fdt16_t cpu_to_fdt16 (
            uint16_t x )  [inline], [static]
```

30.203.3.2 cpu_to_fdt32()

```
static fdt32_t cpu_to_fdt32 (
            uint32_t x )  [inline], [static]
```

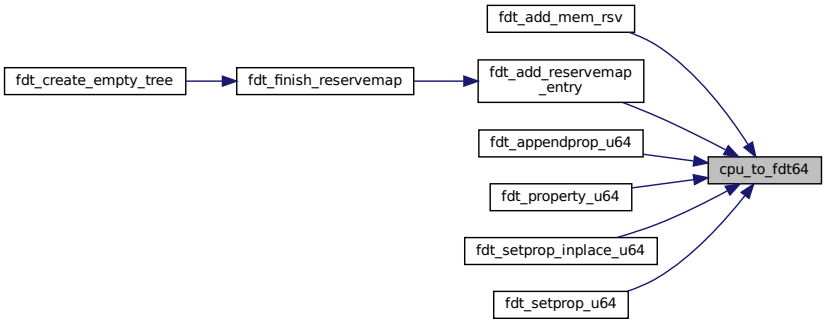
Here is the caller graph for this function:



30.203.3.3 cpu_to_fdt64()

```
static fdt64_t cpu_to_fdt64 (
            uint64_t x )  [inline], [static]
```

Here is the caller graph for this function:



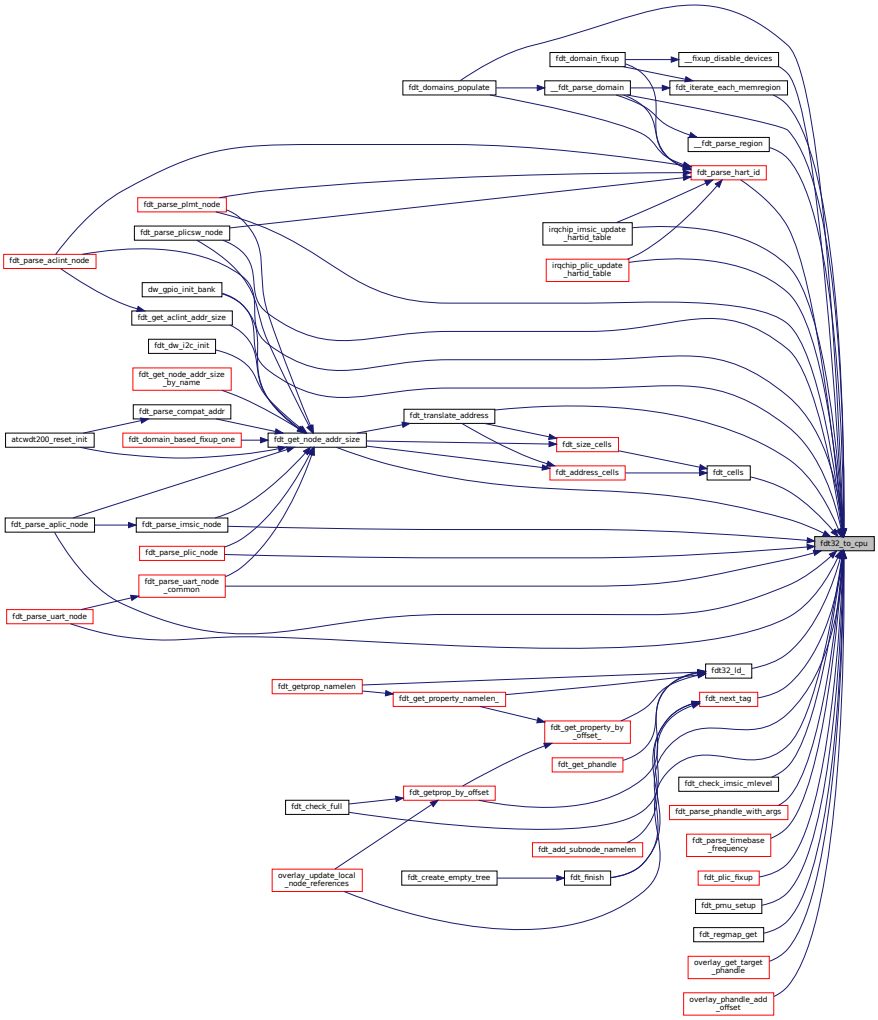
30.203.3.4 fdt16_to_cpu()

```
static uint16_t fdt16_to_cpu (
            fdt16_t x )  [inline], [static]
```

30.203.3.5 fdt32_to_cpu()

```
static uint32_t fdt32_to_cpu (
            fdt32_t x )  [inline], [static]
```

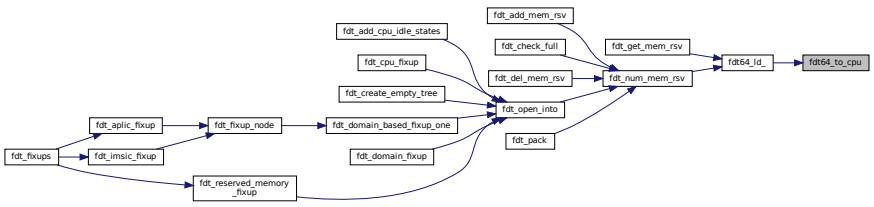
Here is the caller graph for this function:



30.203.3.6 fdt64_to_cpu()

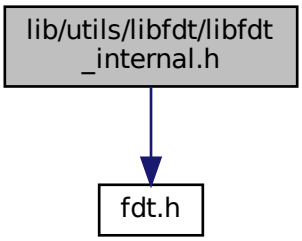
```
static uint64_t fdt64_to_cpu (
            fdt64_t x )  [inline], [static]
```

Here is the caller graph for this function:

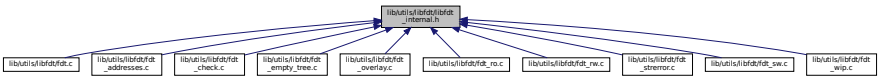


30.204 lib/utils/libfdt/libfdt_internal.h File Reference

`#include <fdt.h>`
Include dependency graph for libfdt_internal.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define FDT_ALIGN(x, a) (((x) + (a) - 1) & ~((a) - 1))
- #define FDT_TAGALIGN(x) (FDT_ALIGN((x), FDT_TAGSIZE))
- #define FDT_RO_PROBE(fdt)
- #define FDT_SW_MAGIC (~FDT_MAGIC)
- #define FDT_ASSUME_MASK 0
- #define can_assume(_assume) can_assume_(ASSUME_ ## _assume)

Enumerations

- enum {
  ASSUME_PERFECT = 0xff , ASSUME_VALID_DTB = 1 << 0 , ASSUME_VALID_INPUT = 1 << 1 ,
  ASSUME_LATEST = 1 << 2 ,
  ASSUME_NO_ROLLBACK = 1 << 3 , ASSUME_LIBFDT_ORDER = 1 << 4 , ASSUME_LIBFDT_FLAWLESS
  = 1 << 5 }

Functions

- int32_t fdt_ro_probe_ (const void *fdt)
- int fdt_check_node_offset_ (const void *fdt, int offset)
- int fdt_check_prop_offset_ (const void *fdt, int offset)
- const char * fdt_find_string_ (const char *strtab, int tabsize, const char *s)
- int fdt_node_end_offset_ (void *fdt, int nodeoffset)
- static const void * fdt_offset_ptr_ (const void *fdt, int offset)
- static void * fdt_offset_ptr_w_ (void *fdt, int offset)
- static const struct fdt_reserve_entry * fdt_mem_rsv_ (const void *fdt, int n)
- static struct fdt_reserve_entry * fdt_mem_rsv_w_ (void *fdt, int n)

- static uint32_t fdt32_ld_ (const fdt32_t *p)
- static uint64_t fdt64_ld_ (const fdt64_t *p)
- static bool can_assume_ (int mask)

30.204.1 Macro Definition Documentation

30.204.1.1 can_assume

```
#define can_assume(
              _assume ) can_assume_(ASSUME_ ## _assume)
```

helper macros for checking assumptions

30.204.1.2 FDT_ALIGN

```
#define FDT_ALIGN(
              x,
              a ) (((x) + (a) - 1) & ~((a) - 1))
```

30.204.1.3 FDT_ASSUME_MASK

```
#define FDT_ASSUME_MASK 0
```

30.204.1.4 FDT_RO_PROBE

```
#define FDT_RO_PROBE(
              fdt )
```

Value:

```
    {                               \
        int32_t totalsize_;             \
        if ((totalsize_ = fdt_ro_probe_(fdt)) < 0) \
            return totalsize_;          \
    }
```

30.204.1.5 FDT_SW_MAGIC

```
#define FDT_SW_MAGIC (~FDT_MAGIC)
```

30.204.1.6 FDT_TAGALIGN

```
#define FDT_TAGALIGN(
              x ) (FDT_ALIGN((x), FDT_TAGSIZE))
```

30.204.2 Enumeration Type Documentation

30.204.2.1 anonymous enum

```
anonymous enum
```

Enumerator

ASSUME_PERFECT	
ASSUME_VALID_DTB	
ASSUME_VALID_INPUT	

Enumerator

ASSUME_LATEST	
ASSUME_NO_ROLLBACK	
ASSUME_LIBFDT_ORDER	
ASSUME_LIBFDT_FLAWLESS	

30.204.3 Function Documentation

30.204.3.1 can_assume_()

```
static bool can_assume_ (
            int mask )  [inline], [static]
```

can_assume_() - check if a particular assumption is enabled
@mask: Mask to check (ASSUME_...)

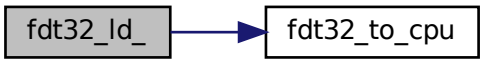
Returns

true if that assumption is enabled, else false

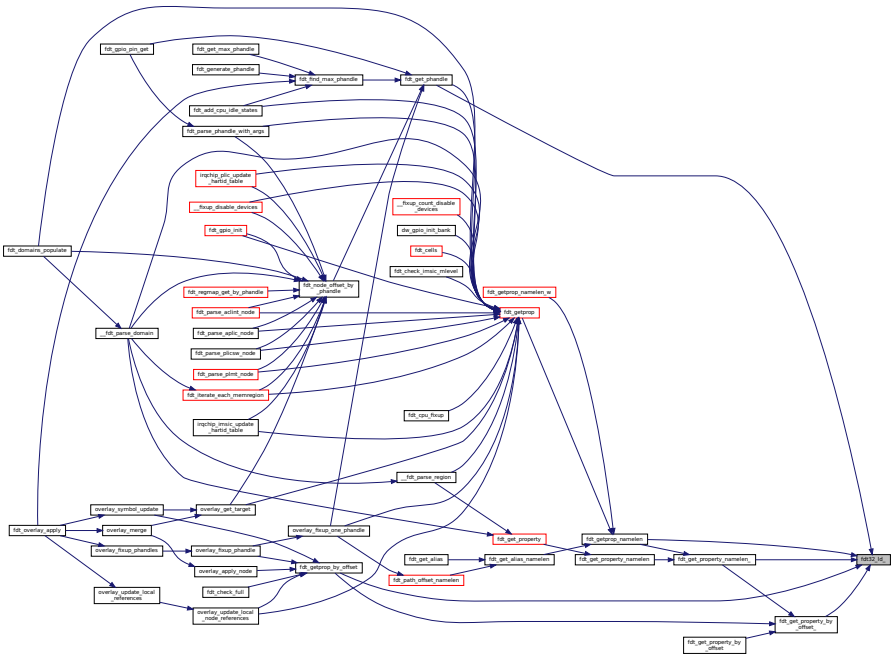
30.204.3.2 fdt32_ld_()

```
static uint32_t fdt32_ld_ (
            const fdt32_t * p )  [inline], [static]
```

Here is the call graph for this function:



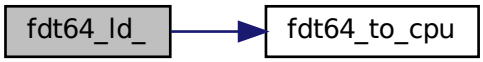
Here is the caller graph for this function:



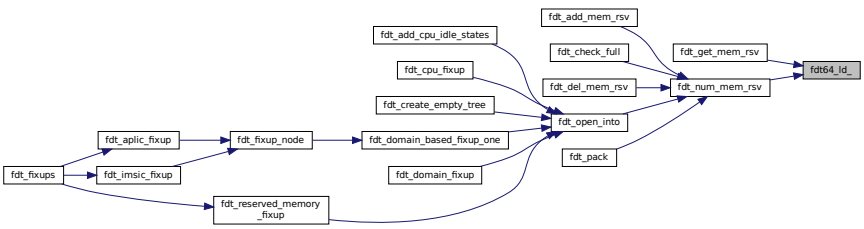
30.204.3.3 fdt64_ld_()

```
static uint64_t fdt64_ld_ (
            const fdt64_t * p )  [inline], [static]
```

Here is the call graph for this function:



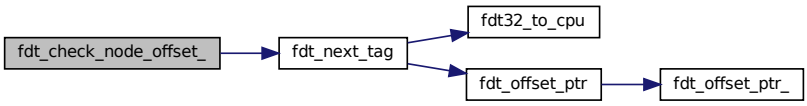
Here is the caller graph for this function:



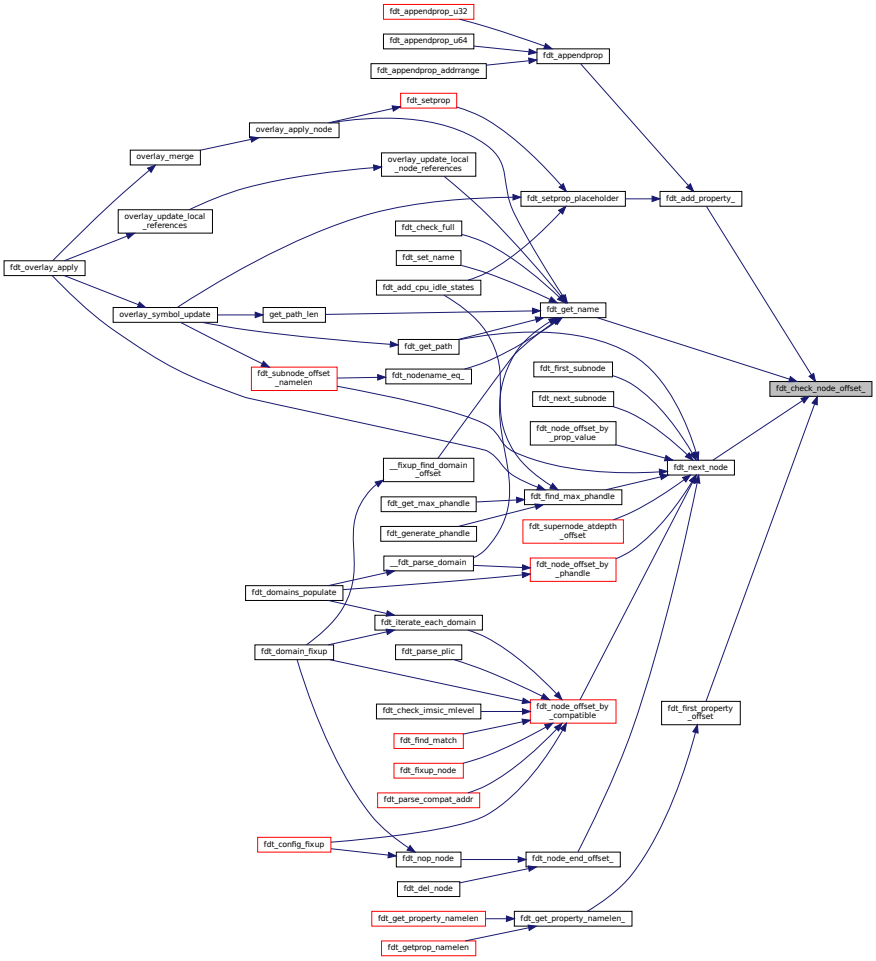
30.204.3.4 fdt_check_node_offset_()

```
int fdt_check_node_offset_ (
            const void * fdt,
            int offset )
```

Here is the call graph for this function:



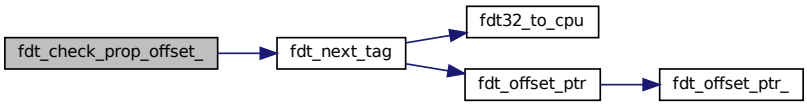
Here is the caller graph for this function:



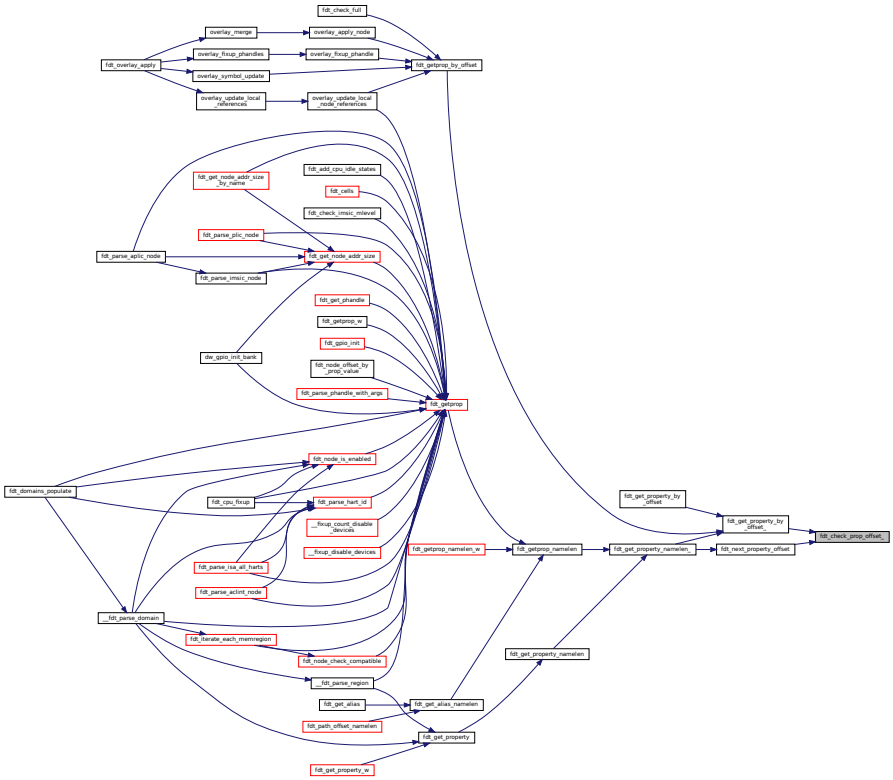
30.204.3.5 fdt_check_prop_offset_()

```
int fdt_check_prop_offset_ (
            const void * fdt,
            int offset )
```

Here is the call graph for this function:



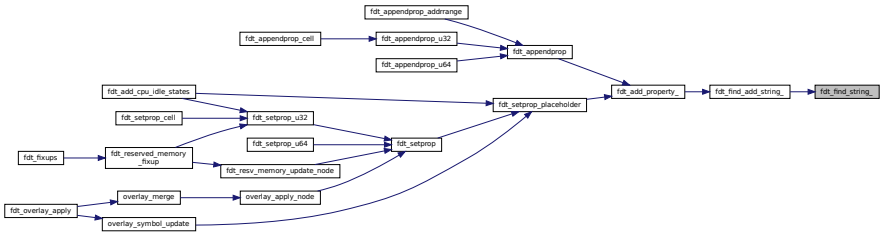
Here is the caller graph for this function:



30.204.3.6 fdt_find_string_()

```
const char* fdt_find_string_ (
            const char * strtab,
            int tabsize,
            const char * s )
```

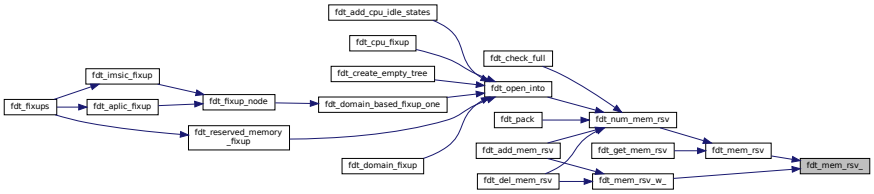
Here is the caller graph for this function:



30.204.3.7 fdt_mem_rsv_()

```
static const struct fdt_reserve_entry* fdt_mem_rsv_ (
            const void * fdt,
            int n )  [inline], [static]
```

Here is the caller graph for this function:

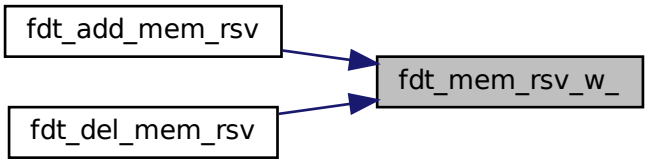


30.204.3.8 fdt_mem_rsv_w_()

```
static struct fdt_reserve_entry* fdt_mem_rsv_w_ (
            void * fdt,
            int n )  [inline], [static]
```

Here is the call graph for this function:

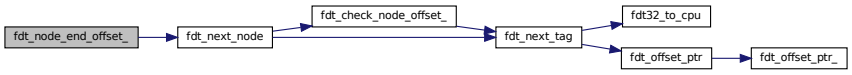
Here is the caller graph for this function:



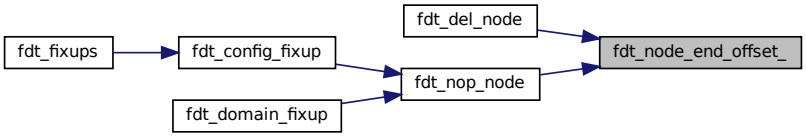
30.204.3.9 fdt_node_end_offset_()

```
int fdt_node_end_offset_ (
            void * fdt,
            int nodeoffset )
```

Here is the call graph for this function:



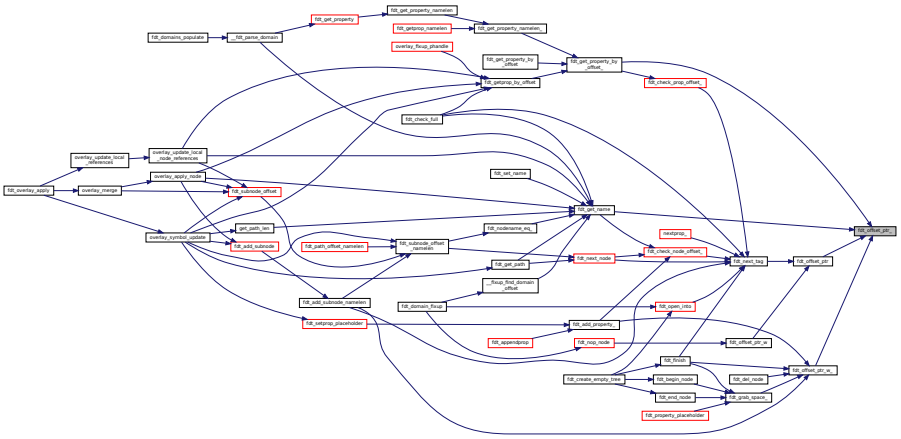
Here is the caller graph for this function:



30.204.3.10 fdt_offset_ptr_()

```
static const void* fdt_offset_ptr_ (
            const void * fdt,
            int offset )  [inline], [static]
```

Here is the caller graph for this function:

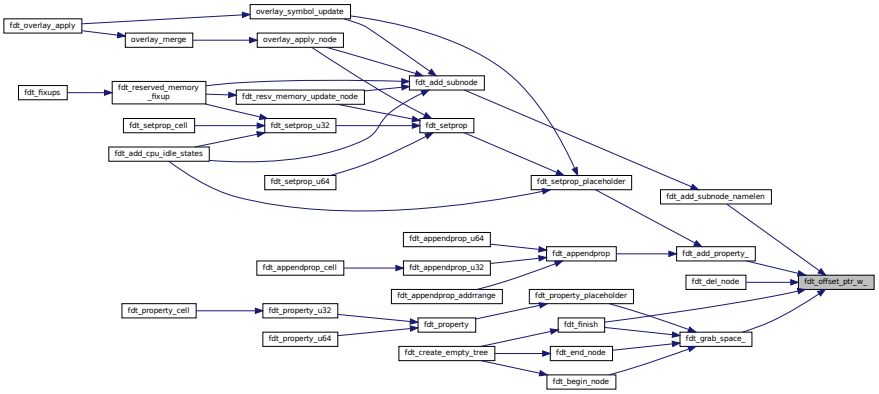


30.204.3.11 fdt_offset_ptr_w_()

```
static void* fdt_offset_ptr_w_ (
            void * fdt,
            int offset )  [inline], [static]
```

Here is the call graph for this function:

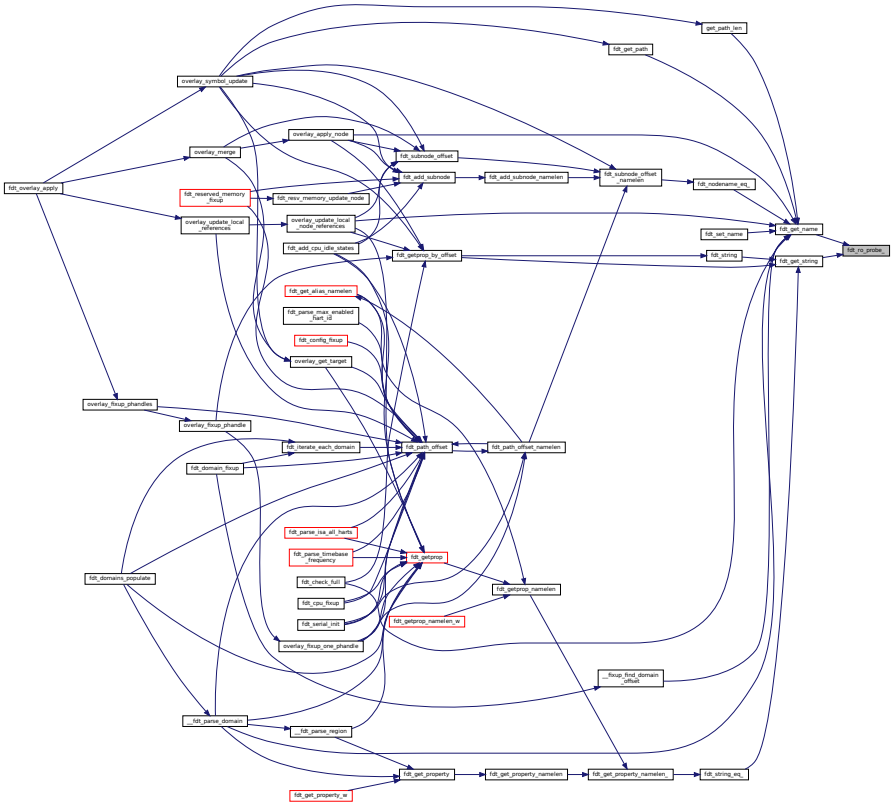
Here is the caller graph for this function:



30.204.3.12 fdt_ro_probe_()

```
int32_t fdt_ro_probe_ (
            const void * fdt )
```

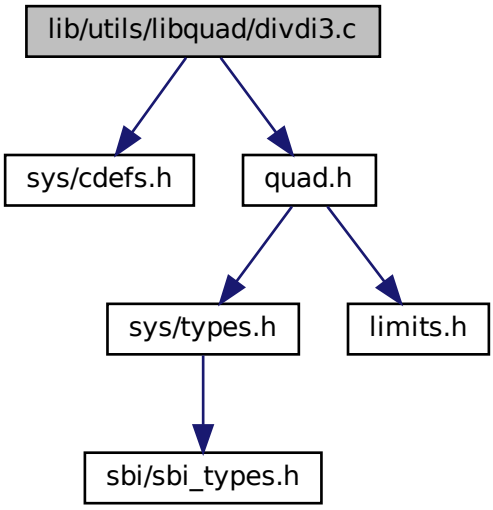
Here is the caller graph for this function:



30.205 lib/utils/libquad/divdi3.c File Reference

```
#include <sys/cdefs.h>
#include "quad.h"
```

Include dependency graph for divdi3.c:



Functions

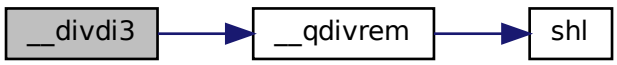
- __FBSDID ("$FreeBSD$")
- quad_t __divdi3 (quad_t a, quad_t b)

30.205.1 Function Documentation

30.205.1.1 __divdi3()

```
quad_t __divdi3 (
            quad_t a,
            quad_t b )
```

Here is the call graph for this function:

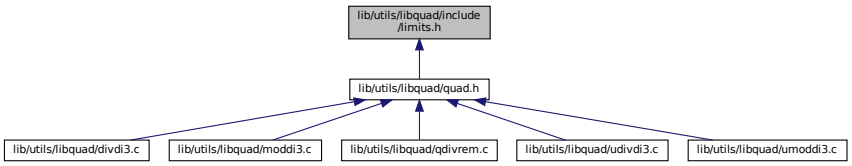


30.205.1.2 __FBSDID()

```
__FBSDID (
            "$FreeBSD$"  )
```

30.206 lib/utils/libquad/include/limits.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define CHAR_BIT 8

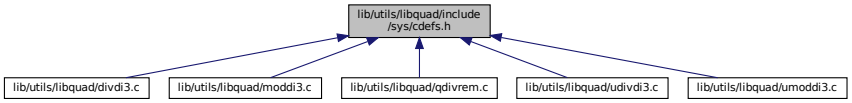
30.206.1 Macro Definition Documentation

30.206.1.1 CHAR_BIT

```
#define CHAR_BIT 8
```

30.207 lib/utils/libquad/include/sys/cdefs.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define __FBSDID(s) struct __hack

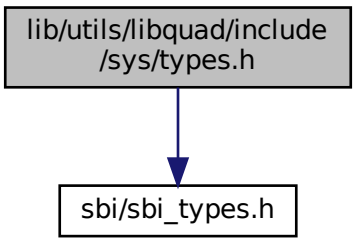
30.207.1 Macro Definition Documentation

30.207.1.1 __FBSDID

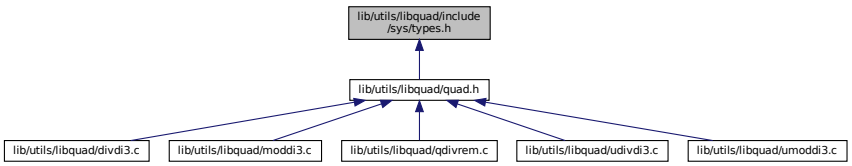
```
#define __FBSDID(
              s ) struct __hack
```

30.208 lib/utils/libquad/include/sys/types.h File Reference

`#include <sbi/sbi_types.h>`
Include dependency graph for types.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define _QUAD_LOWWORD 1
- #define _QUAD_HIGHWORD 0

Typedefs

- typedef unsigned long u_long
- typedef int64_t quad_t
- typedef uint64_t u_quad_t

30.208.1 Macro Definition Documentation

30.208.1.1 _QUAD_HIGHWORD

```
#define _QUAD_HIGHWORD 0
```

30.208.1.2 _QUAD_LOWWORD

```
#define _QUAD_LOWWORD 1
```

30.208.2 Typedef Documentation

30.208.2.1 quad_t

```
typedef int64_t quad_t
```

30.208.2.2 u_long

```
typedef unsigned long u_long
```

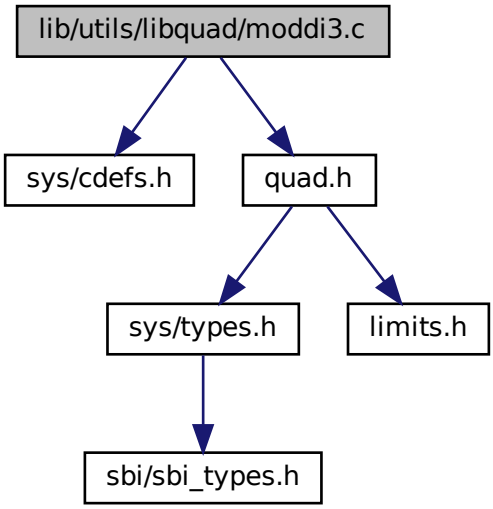
30.208.2.3 u_quad_t

```
typedef uint64_t u_quad_t
```

30.209 lib/utils/libquad/moddi3.c File Reference

```
#include <sys/cdefs.h>
#include "quad.h"
```

Include dependency graph for moddi3.c:



Functions

- __FBSDID ("$FreeBSD$")
- quad_t __moddi3 (quad_t a, quad_t b)

30.209.1 Function Documentation

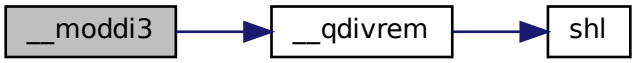
30.209.1.1 __FBSDID()

```
__FBSDID (
            "$FreeBSD$"  )
```

30.209.1.2 __moddi3()

```
quad_t __moddi3 (
            quad_t a,
            quad_t b )
```

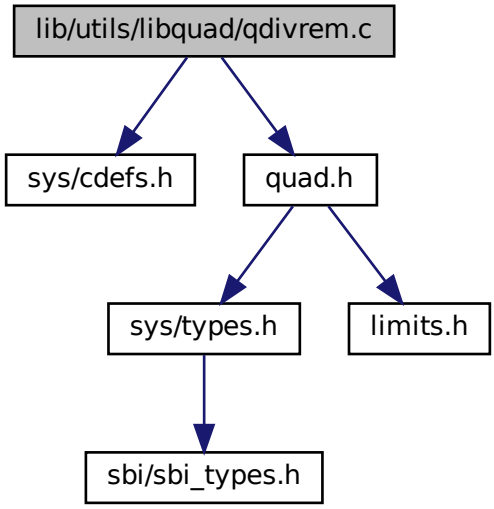
Here is the call graph for this function:



30.210 lib/utils/libquad/qdivrem.c File Reference

```
#include <sys/cdefs.h>
#include "quad.h"
```

Include dependency graph for qdivrem.c:



Macros

- #define B (1L << HALF_BITS) /* digit base */
- #define COMBINE(a, b) (((u_long)(a) << HALF_BITS) | (b))

Typedefs

- typedef u_long digit

Functions

- __FBSDID ("$FreeBSD$")
- static void shl (digit *p, int len, int sh)
- u_quad_t __qdivrem (u_quad_t uq, u_quad_t vq, u_quad_t *arq)

30.210.1 Macro Definition Documentation

30.210.1.1 B

```
#define B (1L << HALF_BITS) /* digit base */
```

30.210.1.2 COMBINE

```
#define COMBINE(
              a,
              b ) (((u_long)(a) << HALF_BITS) | (b))
```

30.210.2 Typedef Documentation

30.210.2.1 digit

```
typedef u_long digit
```

30.210.3 Function Documentation

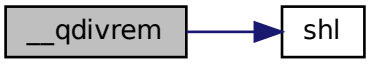
30.210.3.1 __FBSDID()

```
__FBSDID (
              "$FreeBSD$"  )
```

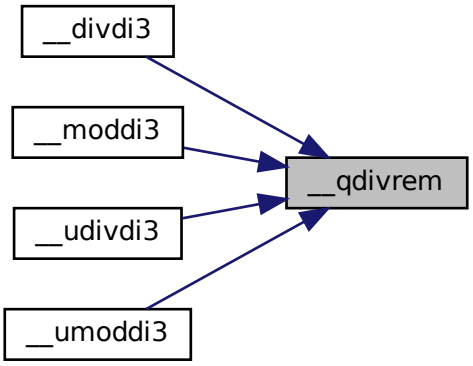
30.210.3.2 __qdivrem()

```
u_quad_t __qdivrem (
              u_quad_t uq,
              u_quad_t vq,
              u_quad_t * arq )
```

Here is the call graph for this function:



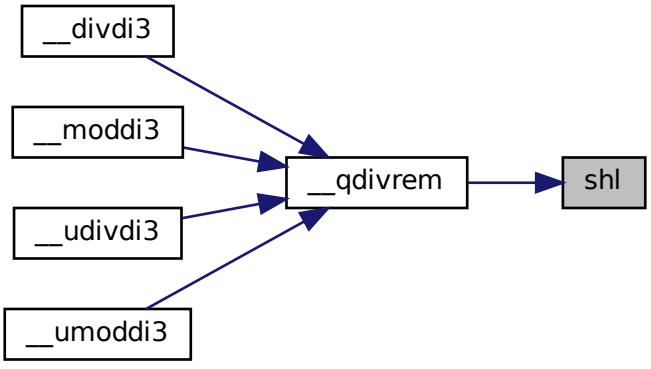
Here is the caller graph for this function:



30.210.3.3 shl()

```
static void shl (
            digit * p,
            int len,
            int sh )  [static]
```

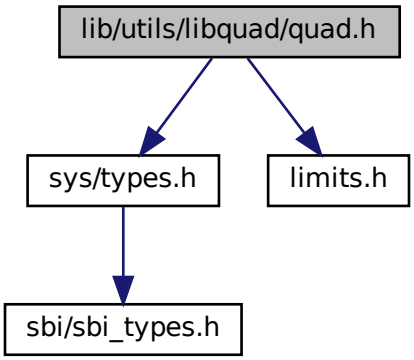
Here is the caller graph for this function:



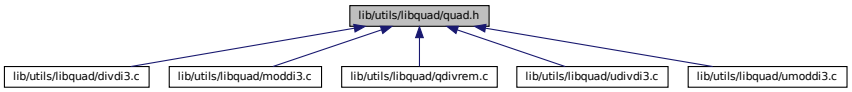
30.211 lib/utils/libquad/quad.h File Reference

```
#include <sys/types.h>
#include <limits.h>
```

Include dependency graph for quad.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- union uu

Macros

- #define H _QUAD_HIGHWORD
- #define L _QUAD_LOWWORD
- #define QUAD_BITS (sizeof(quad_t) * CHAR_BIT)
- #define LONG_BITS (sizeof(long) * CHAR_BIT)
- #define HALF_BITS (sizeof(long) * CHAR_BIT / 2)
- #define HHALF(x) ((x) >> HALF_BITS)
- #define LHALF(x) ((x) & ((1L << HALF_BITS) - 1))
- #define LHUP(x) ((x) << HALF_BITS)

Typedefs

- typedef unsigned int qshift_t

Functions

- int __cmpdi2 (quad_t a, quad_t b)
- quad_t __divdi3 (quad_t a, quad_t b)
- quad_t __moddi3 (quad_t a, quad_t b)
- u_quad_t __qdivrem (u_quad_t u, u_quad_t v, u_quad_t *rem)
- int __ucmpdi2 (u_quad_t a, u_quad_t b)
- u_quad_t __udivdi3 (u_quad_t a, u_quad_t b)
- u_quad_t __umoddi3 (u_quad_t a, u_quad_t b)

30.211.1 Macro Definition Documentation

30.211.1.1 H

```
#define H _QUAD_HIGHWORD
```

30.211.1.2 HALF_BITS

```
#define HALF_BITS (sizeof(long) * CHAR_BIT / 2)
```

30.211.1.3 HHALF

```
#define HHALF(
              x ) ((x) >> HALF_BITS)
```

30.211.1.4 L

```
#define L _QUAD_LOWWORD
```

30.211.1.5 LHALF

```
#define LHALF(
              x ) ((x) & ((1L << HALF_BITS) - 1))
```

30.211.1.6 LHUP

```
#define LHUP(
              x ) ((x) << HALF_BITS)
```

30.211.1.7 LONG_BITS

```
#define LONG_BITS (sizeof(long) * CHAR_BIT)
```

30.211.1.8 QUAD_BITS

```
#define QUAD_BITS (sizeof(quad_t) * CHAR_BIT)
```

30.211.2 Typedef Documentation

30.211.2.1 qshift_t

```
typedef unsigned int qshift_t
```

30.211.3 Function Documentation

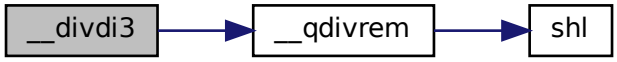
30.211.3.1 __cmpdi2()

```
int __cmpdi2 (
            quad_t a,
            quad_t b )
```

30.211.3.2 __divdi3()

```
quad_t __divdi3 (
            quad_t a,
            quad_t b )
```

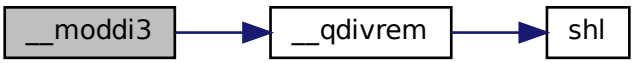
Here is the call graph for this function:



30.211.3.3 __moddi3()

```
quad_t __moddi3 (
            quad_t a,
            quad_t b )
```

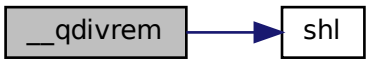
Here is the call graph for this function:



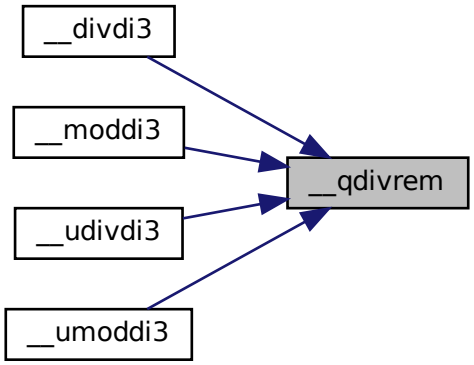
30.211.3.4 __qdivrem()

```
u_quad_t __qdivrem (
            u_quad_t u,
            u_quad_t v,
            u_quad_t * rem )
```

Here is the call graph for this function:



Here is the caller graph for this function:



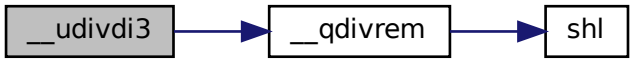
30.211.3.5 __ucmpdi2()

```
int __ucmpdi2 (
            u_quad_t a,
            u_quad_t b )
```

30.211.3.6 __udivdi3()

```
u_quad_t __udivdi3 (
            u_quad_t a,
            u_quad_t b )
```

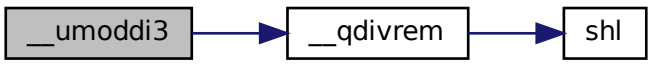
Here is the call graph for this function:



30.211.3.7 __umoddi3()

```
u_quad_t __umoddi3 (
            u_quad_t a,
            u_quad_t b )
```

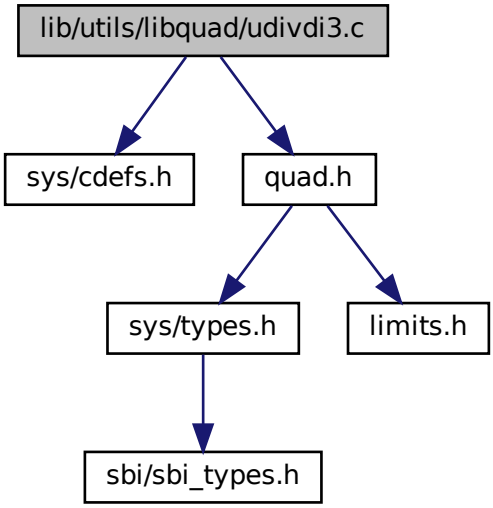
Here is the call graph for this function:



30.212 lib/utils/libquad/udivdi3.c File Reference

```
#include <sys/cdefs.h>
#include "quad.h"
```

Include dependency graph for udivdi3.c:



Functions

- __FBSDID ("$FreeBSD$")
- u_quad_t __udivdi3 (u_quad_t a, u_quad_t b)

30.212.1 Function Documentation

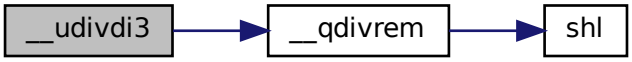
30.212.1.1 __FBSDID()

```
__FBSDID (
            "$FreeBSD$"  )
```

30.212.1.2 __udivdi3()

```
u_quad_t __udivdi3 (
            u_quad_t a,
            u_quad_t b )
```

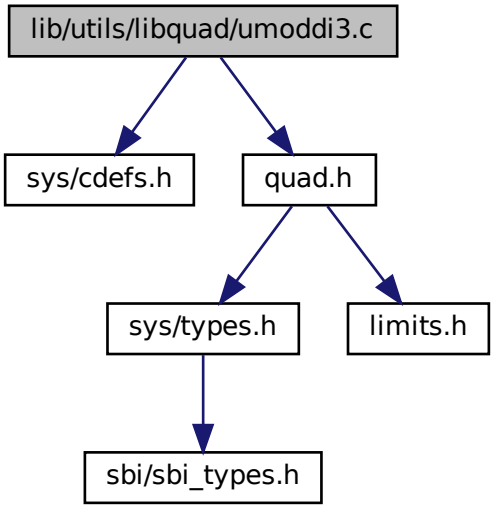
Here is the call graph for this function:



30.213 lib/utils/libquad/umoddi3.c File Reference

```
#include <sys/cdefs.h>
#include "quad.h"
```

Include dependency graph for umoddi3.c:



Functions

- __FBSDID ("$FreeBSD$")
- u_quad_t __umoddi3 (u_quad_t a, u_quad_t b)

30.213.1 Function Documentation

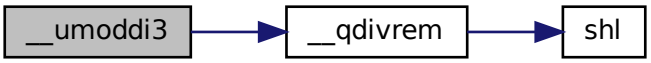
30.213.1.1 __FBSDID()

```
__FBSDID (
            "$FreeBSD$"  )
```

30.213.1.2 __umoddi3()

```
u_quad_t __umoddi3 (
            u_quad_t a,
            u_quad_t b )
```

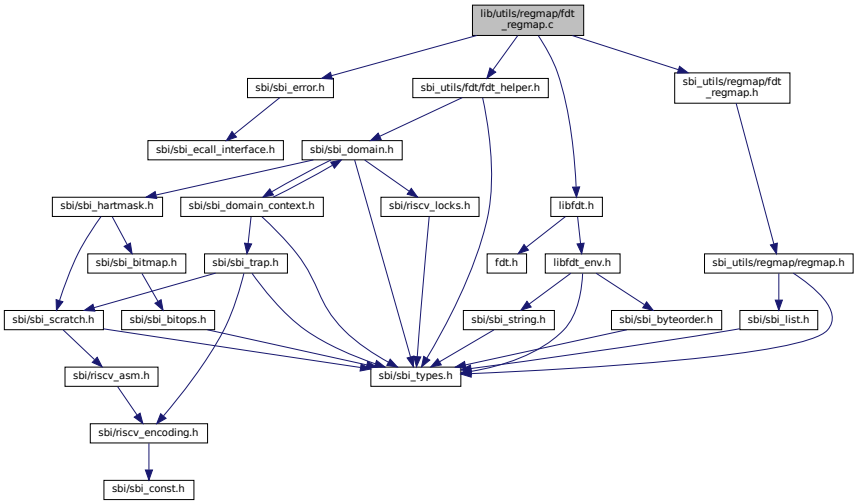
Here is the call graph for this function:



30.214 lib/utils/regmap/fdt_regmap.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_error.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/regmap/fdt_regmap.h>
```

Include dependency graph for fdt_regmap.c:



Functions

- static int fdt_regmap_init (void *fdt, int nodeoff, u32 phandle)

- static int fdt_regmap_find (void *fdt, int nodeoff, u32 phandle, struct regmap **out_rmap)
- int fdt_regmap_get_by_phandle (void *fdt, u32 phandle, struct regmap **out_rmap)
- int fdt_regmap_get (void *fdt, int nodeoff, struct regmap **out_rmap)

Variables

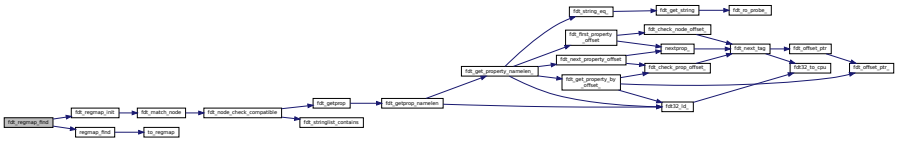
- struct fdt_regmap * fdt_regmap_drivers [ ]
- unsigned long fdt_regmap_drivers_size

30.214.1 Function Documentation

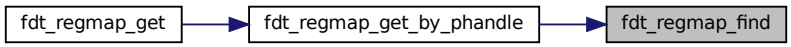
30.214.1.1 fdt_regmap_find()

```
static int fdt_regmap_find (
              void * fdt,
              int nodeoff,
              u32 phandle,
              struct regmap ** out_rmap )  [static]
```

Here is the call graph for this function:



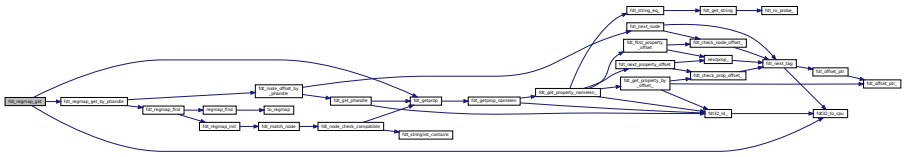
Here is the caller graph for this function:



30.214.1.2 fdt_regmap_get()

```
int fdt_regmap_get (
              void * fdt,
              int nodeoff,
              struct regmap ** out_rmap )
```

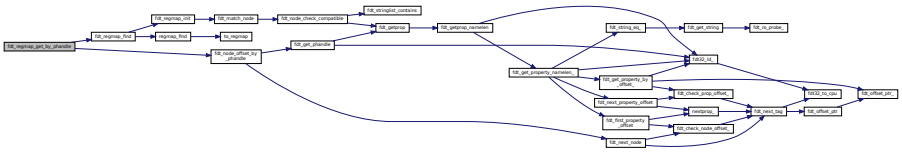
Get regmap instance based on "regmap' property of the specified DT node Here is the call graph for this function:



30.214.1.3 fdt_regmap_get_by_phandle()

```
int fdt_regmap_get_by_phandle (
            void * fdt,
            u32 phandle,
            struct regmap ** out_rmap )
```

Get regmap instance based on phandle Here is the call graph for this function:

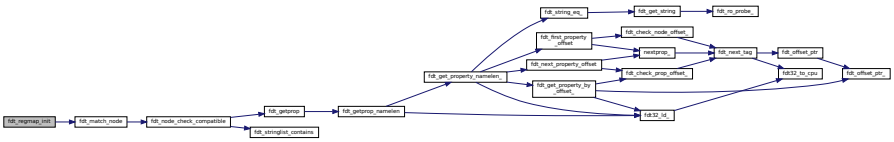


Here is the caller graph for this function:

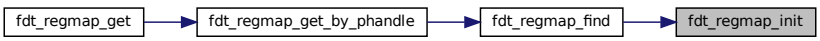
30.214.1.4 fdt_regmap_init()

```
static int fdt_regmap_init (
            void * fdt,
            int nodeoff,
            u32 phandle )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.214.2 Variable Documentation

30.214.2.1 fdt_regmap_drivers

```
struct fdt_regmap* fdt_regmap_drivers[]  [extern]
```

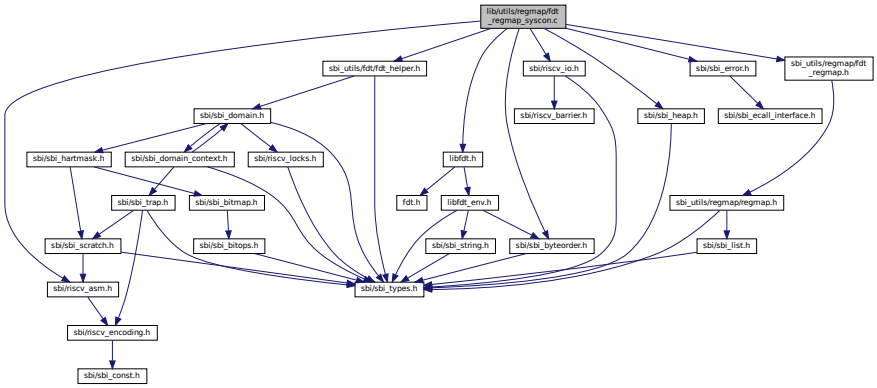
30.214.2.2 fdt_regmap_drivers_size

```
unsigned long fdt_regmap_drivers_size  [extern]
```

30.215 lib/utils/regmap/fdt_regmap_syscon.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_asm.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_byteorder.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/regmap/fdt_regmap.h>
```

Include dependency graph for fdt_regmap_syscon.c:



Macros

- #define to_syscon_regmap(__rmap) container_of((__rmap), struct syscon_regmap, rmap)

Enumerations

- enum syscon_regmap_endian { SYSCON_ENDIAN_NATIVE = 0 , SYSCON_ENDIAN_LITTLE , SYSCON_ENDIAN_BIG , SYSCON_ENDIAN_MAX }

Functions

- static int regmap_syscon_read_8 (struct regmap *rmap, unsigned int reg, unsigned int *val)
- static int regmap_syscon_write_8 (struct regmap *rmap, unsigned int reg, unsigned int val)
- static int regmap_syscon_read_16 (struct regmap *rmap, unsigned int reg, unsigned int *val)
- static int regmap_syscon_write_16 (struct regmap *rmap, unsigned int reg, unsigned int val)
- static int regmap_syscon_read_32 (struct regmap *rmap, unsigned int reg, unsigned int *val)
- static int regmap_syscon_write_32 (struct regmap *rmap, unsigned int reg, unsigned int val)
- static int regmap_syscon_read_le16 (struct regmap *rmap, unsigned int reg, unsigned int *val)
- static int regmap_syscon_write_le16 (struct regmap *rmap, unsigned int reg, unsigned int val)
- static int regmap_syscon_read_le32 (struct regmap *rmap, unsigned int reg, unsigned int *val)
- static int regmap_syscon_write_le32 (struct regmap *rmap, unsigned int reg, unsigned int val)

- static int regmap_syscon_read_be16 (struct regmap *rmap, unsigned int reg, unsigned int *val)
- static int regmap_syscon_write_be16 (struct regmap *rmap, unsigned int reg, unsigned int val)
- static int regmap_syscon_read_be32 (struct regmap *rmap, unsigned int reg, unsigned int *val)
- static int regmap_syscon_write_be32 (struct regmap *rmap, unsigned int reg, unsigned int val)
- static int regmap_syscon_init (void *fdt, int nodeoff, u32 phandle, const struct fdt_match *match)

Variables

- static const struct fdt_match regmap_syscon_match [ ]
- struct fdt_regmap fdt_regmap_syscon

30.215.1 Macro Definition Documentation

30.215.1.1 to_syscon_regmap

```
#define to_syscon_regmap(
            __rmap )  container_of((__rmap), struct syscon_regmap, rmap)
```

30.215.2 Enumeration Type Documentation

30.215.2.1 syscon_regmap_endian

```
enum syscon_regmap_endian
```

Enumerator

SYSCON_ENDIAN_NATIVE	
SYSCON_ENDIAN_LITTLE	
SYSCON_ENDIAN_BIG	
SYSCON_ENDIAN_MAX	

30.215.3 Function Documentation

30.215.3.1 regmap_syscon_init()

```
static int regmap_syscon_init (
            void * fdt,
            int nodeoff,
            u32 phandle,
            const struct fdt_match * match )  [static]
```

30.215.3.2 regmap_syscon_read_16()

```
static int regmap_syscon_read_16 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )  [static]
```

30.215.3.3 regmap_syscon_read_32()

```
static int regmap_syscon_read_32 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )  [static]
```

30.215.3.4 regmap_syscon_read_8()

```
static int regmap_syscon_read_8 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )  [static]
```

30.215.3.5 regmap_syscon_read_be16()

```
static int regmap_syscon_read_be16 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )  [static]
```

30.215.3.6 regmap_syscon_read_be32()

```
static int regmap_syscon_read_be32 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )  [static]
```

30.215.3.7 regmap_syscon_read_le16()

```
static int regmap_syscon_read_le16 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )  [static]
```

30.215.3.8 regmap_syscon_read_le32()

```
static int regmap_syscon_read_le32 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )  [static]
```

30.215.3.9 regmap_syscon_write_16()

```
static int regmap_syscon_write_16 (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int val )  [static]
```

30.215.3.10 regmap_syscon_write_32()

```
static int regmap_syscon_write_32 (
            struct regmap * rmap,
```

```
              unsigned int reg,
              unsigned int val )  [static]
```

30.215.3.11 regmap_syscon_write_8()

```
static int regmap_syscon_write_8 (
              struct regmap * rmap,
              unsigned int reg,
              unsigned int val )  [static]
```

30.215.3.12 regmap_syscon_write_be16()

```
static int regmap_syscon_write_be16 (
              struct regmap * rmap,
              unsigned int reg,
              unsigned int val )  [static]
```

30.215.3.13 regmap_syscon_write_be32()

```
static int regmap_syscon_write_be32 (
              struct regmap * rmap,
              unsigned int reg,
              unsigned int val )  [static]
```

30.215.3.14 regmap_syscon_write_le16()

```
static int regmap_syscon_write_le16 (
              struct regmap * rmap,
              unsigned int reg,
              unsigned int val )  [static]
```

30.215.3.15 regmap_syscon_write_le32()

```
static int regmap_syscon_write_le32 (
              struct regmap * rmap,
              unsigned int reg,
              unsigned int val )  [static]
```

30.215.4 Variable Documentation

30.215.4.1 fdt_regmap_syscon

```
struct fdt_regmap fdt_regmap_syscon
```

Initial value:

```
= {
    .match_table = regmap_syscon_match,
    .init = regmap_syscon_init,
}
```

30.215.4.2 regmap_syscon_match

```
const struct fdt_match regmap_syscon_match[]  [static]
```

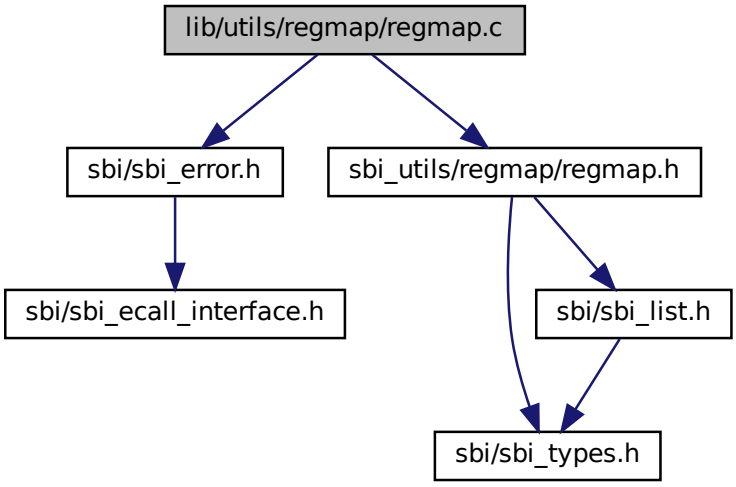
Initial value:

```
= {
    { .compatible = "syscon" },
    { },
}
```

30.216 lib/utils/regmap/regmap.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi_utils/regmap/regmap.h>
```

Include dependency graph for regmap.c:



Functions

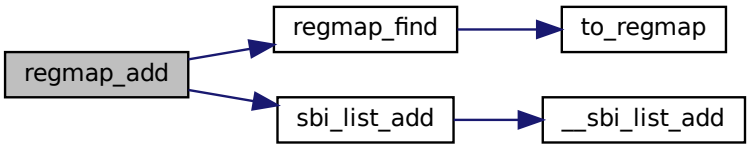
- static SBI_LIST_HEAD (regmap_list)
- struct regmap ∗ regmap_find (unsigned int id)
- int regmap_add (struct regmap ∗rmap)
- void regmap_remove (struct regmap ∗rmap)
- static bool regmap_reg_valid (struct regmap ∗rmap, unsigned int reg)
- static unsigned int regmap_reg_addr (struct regmap ∗rmap, unsigned int reg)
- int regmap_read (struct regmap ∗rmap, unsigned int reg, unsigned int ∗val)
- int regmap_write (struct regmap ∗rmap, unsigned int reg, unsigned int val)
- int regmap_update_bits (struct regmap ∗rmap, unsigned int reg, unsigned int mask, unsigned int val)

30.216.1 Function Documentation

30.216.1.1 regmap_add()

```
int regmap_add (
            struct regmap * rmap )
```

Register a regmap instance Here is the call graph for this function:

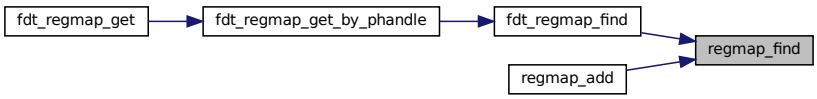


30.216.1.2 regmap_find()

```
struct regmap* regmap_find (
            unsigned int id )
```

Find a registered regmap instance Here is the call graph for this function:

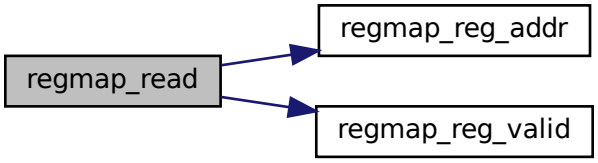
Here is the caller graph for this function:



30.216.1.3 regmap_read()

```
int regmap_read (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int * val )
```

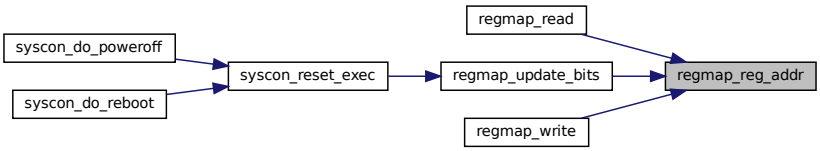
Read a register in a regmap instance Here is the call graph for this function:



30.216.1.4 regmap_reg_addr()

```
static unsigned int regmap_reg_addr (
            struct regmap * rmap,
            unsigned int reg )  [static]
```

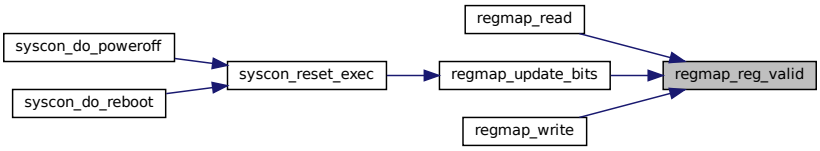
Here is the caller graph for this function:



30.216.1.5 regmap_reg_valid()

```
static bool regmap_reg_valid (
            struct regmap * rmap,
            unsigned int reg )  [static]
```

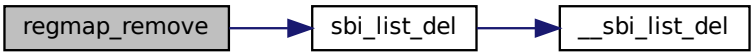
Here is the caller graph for this function:



30.216.1.6 regmap_remove()

```
void regmap_remove (
            struct regmap * rmap )
```

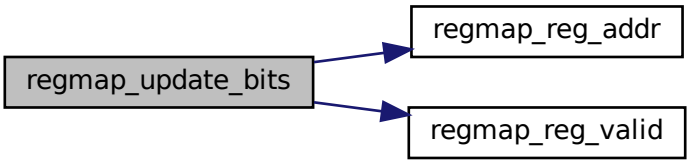
Un-register a regmap instance Here is the call graph for this function:



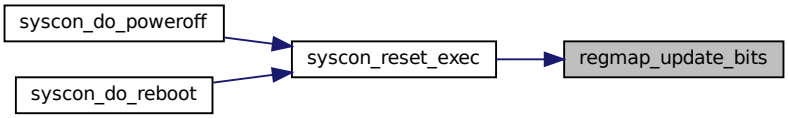
30.216.1.7 regmap_update_bits()

```
int regmap_update_bits (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int mask,
            unsigned int val )
```

Read-modify-write a register in a regmap instance Here is the call graph for this function:



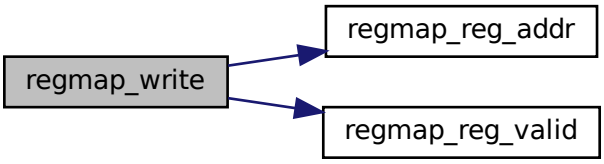
Here is the caller graph for this function:



30.216.1.8 regmap_write()

```
int regmap_write (
            struct regmap * rmap,
            unsigned int reg,
            unsigned int val )
```

Write a register in a regmap instance Here is the call graph for this function:



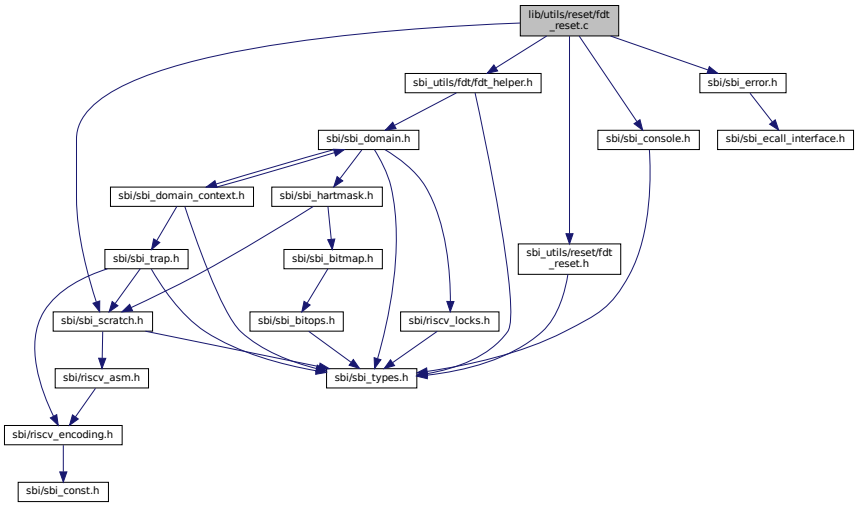
30.216.1.9 SBI_LIST_HEAD()

```
static SBI_LIST_HEAD (
            regmap_list  )  [static]
```

30.217 lib/utils/reset/fdt_reset.c File Reference

```
#include <sbi/sbi_console.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/reset/fdt_reset.h>
```

Include dependency graph for fdt_reset.c:



Functions

- int fdt_reset_driver_init (void *fdt, struct fdt_reset *drv)
- void fdt_reset_init (void)

Variables

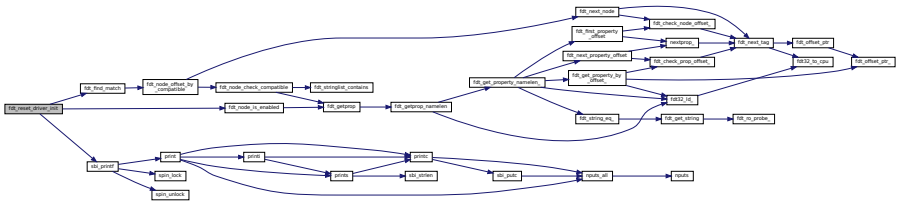
- struct fdt_reset * fdt_reset_drivers [ ]
- unsigned long fdt_reset_drivers_size

30.217.1 Function Documentation

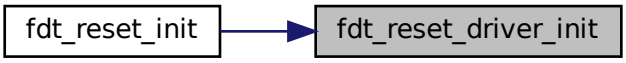
30.217.1.1 fdt_reset_driver_init()

```
int fdt_reset_driver_init (
            void * fdt,
            struct fdt_reset * drv )
```

Here is the call graph for this function:



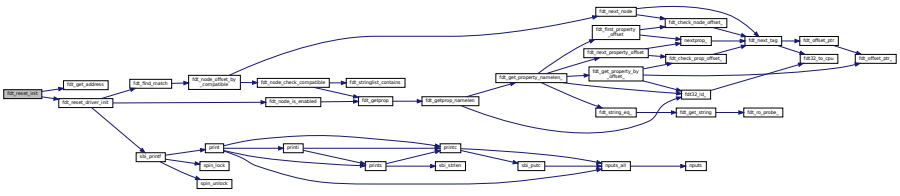
Here is the caller graph for this function:



30.217.1.2 fdt_reset_init()

```
void fdt_reset_init (
            void  )
```

Here is the call graph for this function:



30.217.2 Variable Documentation

30.217.2.1 fdt_reset_drivers

```
struct fdt_reset* fdt_reset_drivers[]  [extern]
```

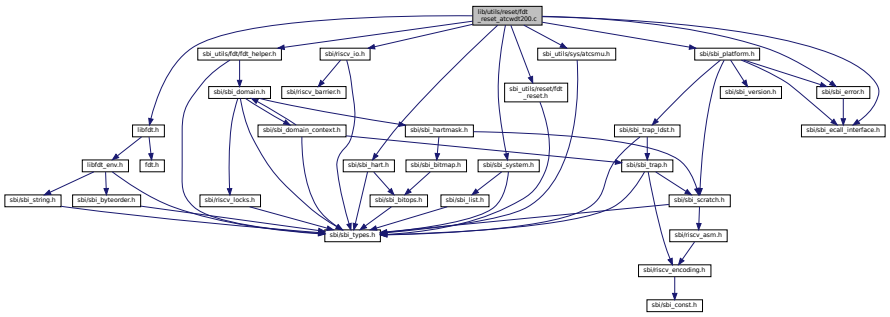
30.217.2.2 fdt_reset_drivers_size

```
unsigned long fdt_reset_drivers_size  [extern]
```

30.218 lib/utils/reset/fdt_reset_atcwdt200.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_platform.h>
#include <sbi/sbi_system.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/reset/fdt_reset.h>
#include <sbi_utils/sys/atcsmu.h>
```

Include dependency graph for fdt_reset_atcwdt200.c:



Macros

- #define ATCWDT200_WP_NUM 0x5aa5
- #define WREN_REG 0x18
- #define CTRL_REG 0x10
- #define RST_TIME_OFF 8
- #define RST_TIME_MSK (0x3 << RST_TIME_OFF)
- #define RST_CLK_128 (0 << RST_TIME_OFF)
- #define RST_CLK_256 (1 << RST_TIME_OFF)
- #define RST_CLK_512 (2 << RST_TIME_OFF)
- #define RST_CLK_1024 (3 << RST_TIME_OFF)
- #define INT_TIME_OFF 4
- #define INT_TIME_MSK (0xf << INT_TIME_OFF)
- #define INT_CLK_64 (0 << INT_TIME_OFF)
- #define INT_CLK_256 (1 << INT_TIME_OFF)
- #define INT_CLK_1024 (2 << INT_TIME_OFF)
- #define INT_CLK_2048 (3 << INT_TIME_OFF)
- #define INT_CLK_4096 (4 << INT_TIME_OFF)
- #define INT_CLK_8192 (5 << INT_TIME_OFF)
- #define INT_CLK_16384 (6 << INT_TIME_OFF)
- #define INT_CLK_32768 (7 << INT_TIME_OFF)

- #define RST_EN (1 << 3)
- #define INT_EN (1 << 2)
- #define CLK_PCLK (1 << 1)
- #define WDT_EN (1 << 0)

Functions

- static int ae350_system_reset_check (u32 type, u32 reason)
- static void ae350_system_reset (u32 type, u32 reason)
- static int atcwdt200_reset_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static volatile char * wdt_addr = NULL
- static struct smu_data smu = { 0 }
- static struct sbi_system_reset_device atcwdt200_reset
- static const struct fdt_match atcwdt200_reset_match [ ]
- struct fdt_reset fdt_reset_atcwdt200

30.218.1 Macro Definition Documentation

30.218.1.1 ATCWDT200_WP_NUM

```
#define ATCWDT200_WP_NUM 0x5aa5
```

30.218.1.2 CLK_PCLK

```
#define CLK_PCLK (1 << 1)
```

30.218.1.3 CTRL_REG

```
#define CTRL_REG 0x10
```

30.218.1.4 INT_CLK_1024

```
#define INT_CLK_1024 (2 << INT_TIME_OFF)
```

30.218.1.5 INT_CLK_16384

```
#define INT_CLK_16384 (6 << INT_TIME_OFF)
```

30.218.1.6 INT_CLK_2048

```
#define INT_CLK_2048 (3 << INT_TIME_OFF)
```

30.218.1.7 INT_CLK_256

```
#define INT_CLK_256 (1 << INT_TIME_OFF)
```

30.218.1.8 INT_CLK_32768

```
#define INT_CLK_32768 (7 << INT_TIME_OFF)
```

30.218.1.9 INT_CLK_4096

```
#define INT_CLK_4096 (4 << INT_TIME_OFF)
```

30.218.1.10 INT_CLK_64

```
#define INT_CLK_64 (0 << INT_TIME_OFF)
```

30.218.1.11 INT_CLK_8192

```
#define INT_CLK_8192 (5 << INT_TIME_OFF)
```

30.218.1.12 INT_EN

```
#define INT_EN (1 << 2)
```

30.218.1.13 INT_TIME_MSK

```
#define INT_TIME_MSK (0xf << INT_TIME_OFF)
```

30.218.1.14 INT_TIME_OFF

```
#define INT_TIME_OFF 4
```

30.218.1.15 RST_CLK_1024

```
#define RST_CLK_1024 (3 << RST_TIME_OFF)
```

30.218.1.16 RST_CLK_128

```
#define RST_CLK_128 (0 << RST_TIME_OFF)
```

30.218.1.17 RST_CLK_256

```
#define RST_CLK_256 (1 << RST_TIME_OFF)
```

30.218.1.18 RST_CLK_512

```
#define RST_CLK_512 (2 << RST_TIME_OFF)
```

30.218.1.19 RST_EN

```
#define RST_EN (1 << 3)
```

30.218.1.20 RST_TIME_MSK

```
#define RST_TIME_MSK (0x3 << RST_TIME_OFF)
```

30.218.1.21 RST_TIME_OFF

```
#define RST_TIME_OFF 8
```

30.218.1.22 WDT_EN

```
#define WDT_EN (1 << 0)
```

30.218.1.23 WREN_REG

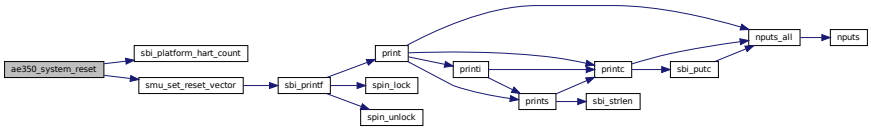
```
#define WREN_REG 0x18
```

30.218.2 Function Documentation

30.218.2.1 ae350_system_reset()

```
static void ae350_system_reset (
            u32 type,
            u32 reason )  [static]
```

Here is the call graph for this function:



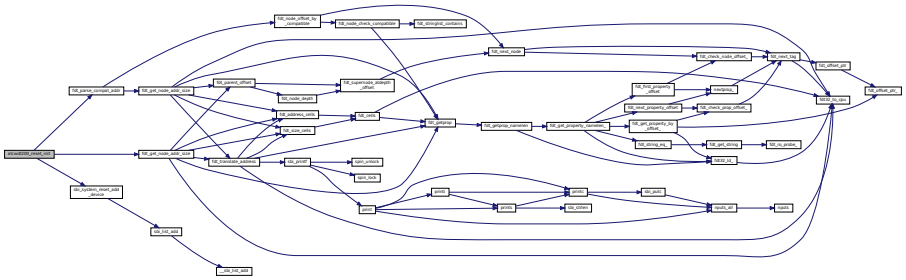
30.218.2.2 ae350_system_reset_check()

```
static int ae350_system_reset_check (
            u32 type,
            u32 reason )  [static]
```

30.218.2.3 atcwdt200_reset_init()

```
static int atcwdt200_reset_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

Here is the call graph for this function:



30.218.3 Variable Documentation

30.218.3.1 atcwdt200_reset

```
struct sbi_system_reset_device atcwdt200_reset  [static]
```

Initial value:

```
= {
    .name           = "atcwdt200",
    .system_reset_check = ae350_system_reset_check,
    .system_reset       = ae350_system_reset,
}
```

30.218.3.2 atcwdt200_reset_match

```
const struct fdt_match atcwdt200_reset_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "andestech,atcwdt200" },
    {},
}
```

30.218.3.3 fdt_reset_atcwdt200

```
struct fdt_reset fdt_reset_atcwdt200
```

Initial value:

```
= {
    .match_table = atcwdt200_reset_match,
    .init        = atcwdt200_reset_init,
}
```

30.218.3.4 smu

```
struct smu_data smu = { 0 }  [static]
```

30.218.3.5 wdt_addr

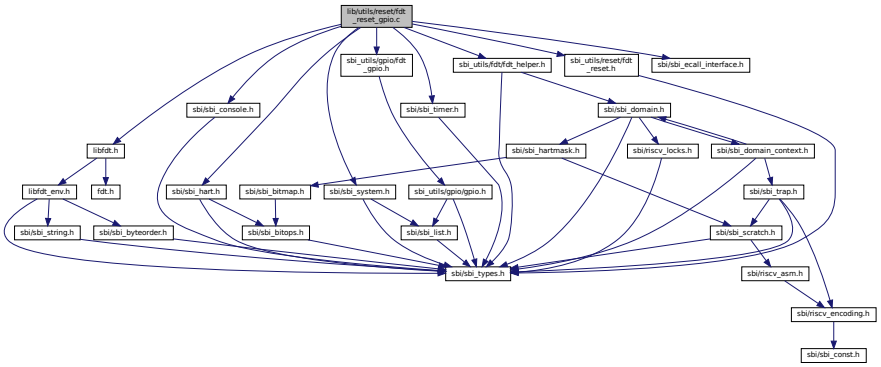
```
volatile char* wdt_addr = NULL  [static]
```

30.219 lib/utils/reset/fdt_reset_gpio.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_ecall_interface.h>
```

```
#include <sbi/sbi_hart.h>
#include <sbi/sbi_system.h>
#include <sbi/sbi_timer.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/gpio/fdt_gpio.h>
#include <sbi_utils/reset/fdt_reset.h>
```

Include dependency graph for fdt_reset_gpio.c:



Functions

- static struct gpio_reset ∗ gpio_reset_get (bool is_restart, u32 type)
- static void gpio_reset_exec (struct gpio_reset ∗reset)
- static int gpio_system_poweroff_check (u32 type, u32 reason)
- static void gpio_system_poweroff (u32 type, u32 reason)
- static int gpio_system_restart_check (u32 type, u32 reason)
- static void gpio_system_restart (u32 type, u32 reason)
- static int gpio_reset_init (void ∗fdt, int nodeoff, const struct fdt_match ∗match)

Variables

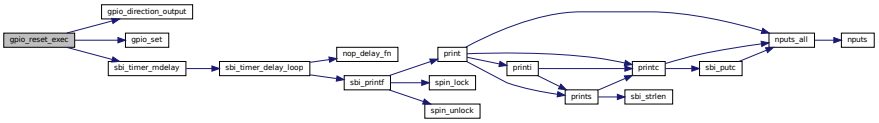
- static struct gpio_reset poweroff
- static struct gpio_reset restart
- static struct sbi_system_reset_device gpio_poweroff
- static struct sbi_system_reset_device gpio_restart
- static const struct fdt_match gpio_poweroff_match [ ]
- struct fdt_reset fdt_poweroff_gpio
- static const struct fdt_match gpio_reset_match [ ]
- struct fdt_reset fdt_reset_gpio

30.219.1 Function Documentation

30.219.1.1 gpio_reset_exec()

```
static void gpio_reset_exec (
            struct gpio_reset * reset )  [static]
```

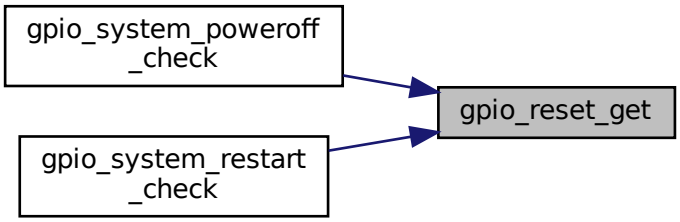
Here is the call graph for this function:



30.219.1.2 gpio_reset_get()

```
static struct gpio_reset* gpio_reset_get (
            bool is_restart,
            u32 type )  [static]
```

Here is the caller graph for this function:



30.219.1.3 gpio_reset_init()

```
static int gpio_reset_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

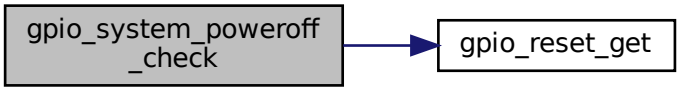
30.219.1.4 gpio_system_poweroff()

```
static void gpio_system_poweroff (
            u32 type,
            u32 reason )  [static]
```

30.219.1.5 gpio_system_poweroff_check()

```
static int gpio_system_poweroff_check (
            u32 type,
            u32 reason )  [static]
```

Here is the call graph for this function:



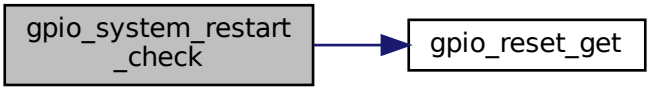
30.219.1.6 gpio_system_restart()

```
static void gpio_system_restart (
            u32 type,
            u32 reason )  [static]
```

30.219.1.7 gpio_system_restart_check()

```
static int gpio_system_restart_check (
            u32 type,
            u32 reason )  [static]
```

Here is the call graph for this function:



30.219.2 Variable Documentation

30.219.2.1 fdt_poweroff_gpio

```
struct fdt_reset fdt_poweroff_gpio
```

Initial value:

```
= {
    .match_table = gpio_poweroff_match,
    .init = gpio_reset_init,
}
```

30.219.2.2 fdt_reset_gpio

```
struct fdt_reset fdt_reset_gpio
```

Initial value:

```
= {
    .match_table = gpio_reset_match,
    .init = gpio_reset_init,
```

```
}
```

30.219.2.3 gpio_poweroff

```
struct sbi_system_reset_device gpio_poweroff  [static]
```

Initial value:

```
= {
    .name = "gpio-poweroff",
    .system_reset_check = gpio_system_poweroff_check,
    .system_reset = gpio_system_poweroff
}
```

30.219.2.4 gpio_poweroff_match

```
const struct fdt_match gpio_poweroff_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "gpio-poweroff", .data = (const void *)false },
    { },
}
```

30.219.2.5 gpio_reset_match

```
const struct fdt_match gpio_reset_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "gpio-restart", .data = (const void *)true },
    { },
}
```

30.219.2.6 gpio_restart

```
struct sbi_system_reset_device gpio_restart  [static]
```

Initial value:

```
= {
    .name = "gpio-restart",
    .system_reset_check = gpio_system_restart_check,
    .system_reset = gpio_system_restart
}
```

30.219.2.7 poweroff

```
struct gpio_reset poweroff  [static]
```

Initial value:

```
= {
    .active_delay = 100,
    .inactive_delay = 100
}
```

30.219.2.8 restart

```
struct gpio_reset restart  [static]
```

Initial value:

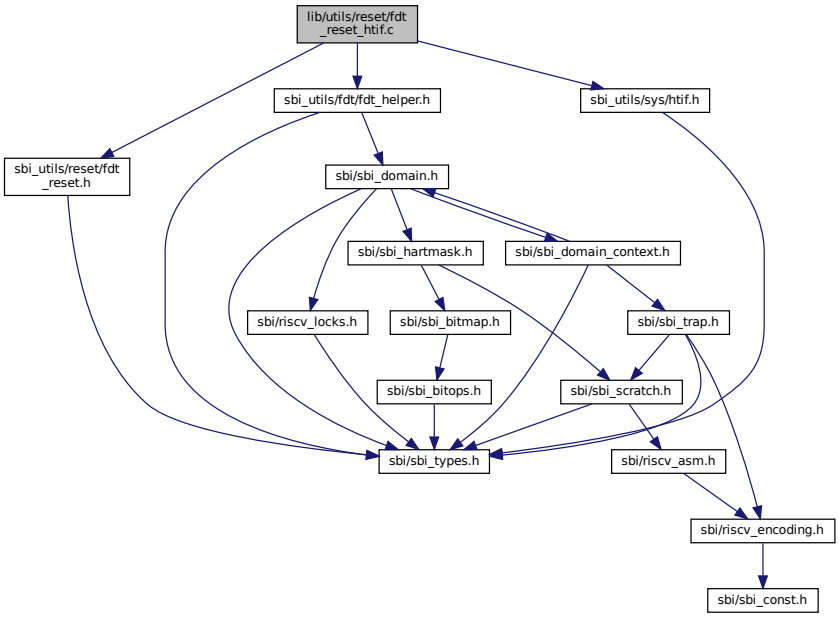
```
= {
    .active_delay = 100,
    .inactive_delay = 100
}
```

30.220 lib/utils/reset/fdt_reset_htif.c File Reference

```
#include <sbi_utils/reset/fdt_reset.h>
```

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/sys/htif.h>
```

Include dependency graph for fdt_reset_htif.c:



Functions

- static int htif_reset_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match htif_reset_match [ ]
- struct fdt_reset fdt_reset_htif

30.220.1 Function Documentation

30.220.1.1 htif_reset_init()

```
static int htif_reset_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.220.2 Variable Documentation

30.220.2.1 fdt_reset_htif

```
struct fdt_reset fdt_reset_htif
```

Initial value:

```
= {
    .match_table = htif_reset_match,
    .init = htif_reset_init
}
```

30.220.2.2 htif_reset_match

```
const struct fdt_match htif_reset_match[]  [static]
```

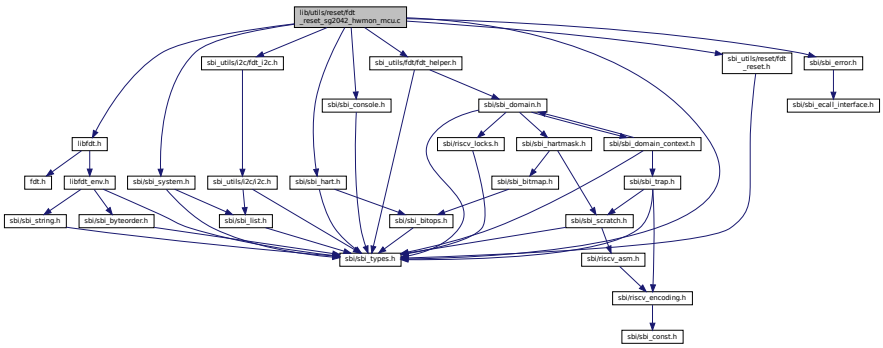
Initial value:

```
= {
    { .compatible = "ucb,htif0" },
    { },
}
```

30.221 lib/utils/reset/fdt_reset_sg2042_hwmon_mcu.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_types.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_system.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/reset/fdt_reset.h>
#include <sbi_utils/i2c/fdt_i2c.h>
```

Include dependency graph for fdt_reset_sg2042_hwmon_mcu.c:



Macros

- #define MANGO_BOARD_TYPE_MASK 0x80
- #define REG_BOARD_TYPE 0x00
- #define REG_CMD 0x03
- #define CMD_POWEROFF 0x02
- #define CMD_RESET 0x03
- #define CMD_REBOOT 0x07

Functions

- static int sg2042_mcu_reset_check (u32 type, u32 reason)
- static void sg2042_mcu_reset (u32 type, u32 reason)
- static int sg2042_mcu_reset_check_board (struct i2c_adapter *adap, uint32_t reg)
- static int sg2042_mcu_reset_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static struct i2c_adapter * mcu_adapter = NULL
- static uint32_t mcu_reg = 0

- static struct sbi_system_reset_device sg2042_mcu_reset_device
- static const struct fdt_match sg2042_mcu_reset_match [ ]
- struct fdt_reset fdt_reset_sg2042_mcu

30.221.1 Macro Definition Documentation

30.221.1.1 CMD_POWEROFF

```
#define CMD_POWEROFF 0x02
```

30.221.1.2 CMD_REBOOT

```
#define CMD_REBOOT 0x07
```

30.221.1.3 CMD_RESET

```
#define CMD_RESET 0x03
```

30.221.1.4 MANGO_BOARD_TYPE_MASK

```
#define MANGO_BOARD_TYPE_MASK 0x80
```

30.221.1.5 REG_BOARD_TYPE

```
#define REG_BOARD_TYPE 0x00
```

30.221.1.6 REG_CMD

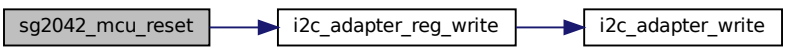
```
#define REG_CMD 0x03
```

30.221.2 Function Documentation

30.221.2.1 sg2042_mcu_reset()

```
static void sg2042_mcu_reset (
            u32 type,
            u32 reason )  [static]
```

Here is the call graph for this function:



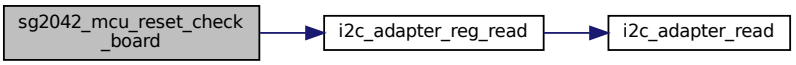
30.221.2.2 sg2042_mcu_reset_check()

```
static int sg2042_mcu_reset_check (
            u32 type,
            u32 reason )  [static]
```

30.221.2.3 sg2042_mcu_reset_check_board()

```
static int sg2042_mcu_reset_check_board (
            struct i2c_adapter * adap,
            uint32_t reg )  [static]
```

Here is the call graph for this function:



30.221.2.4 sg2042_mcu_reset_init()

```
static int sg2042_mcu_reset_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.221.3 Variable Documentation

30.221.3.1 fdt_reset_sg2042_mcu

```
struct fdt_reset fdt_reset_sg2042_mcu
```

Initial value:

```
= {
    .match_table = sg2042_mcu_reset_match,
    .init = sg2042_mcu_reset_init,
}
```

30.221.3.2 mcu_adapter

```
struct i2c_adapter* mcu_adapter = NULL  [static]
```

30.221.3.3 mcu_reg

```
uint32_t mcu_reg = 0  [static]
```

30.221.3.4 sg2042_mcu_reset_device

```
struct sbi_system_reset_device sg2042_mcu_reset_device  [static]
```

Initial value:

```
= {
    .name = "sg2042-mcu-reset",
    .system_reset_check = sg2042_mcu_reset_check,
```

```
    .system_reset = sg2042_mcu_reset
}
```

30.221.3.5 sg2042_mcu_reset_match

```
const struct fdt_match sg2042_mcu_reset_match[]  [static]
```

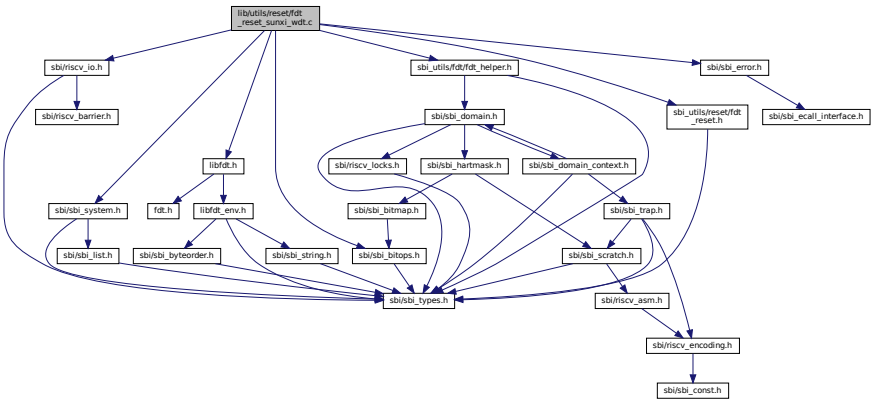
Initial value:

```
= {
    { .compatible = "sophgo,sg2042-hwmon-mcu", .data = (void *)true},
    { },
}
```

30.222 lib/utils/reset/fdt_reset_sunxi_wdt.c File Reference

```
#include <libfdt.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_system.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/reset/fdt_reset.h>
```

Include dependency graph for fdt_reset_sunxi_wdt.c:



Macros

- #define WDT_KEY_VAL 0x16aa0000
- #define WDT_SOFT_RST_REG 0x08
- #define WDT_SOFT_RST_EN BIT(0)
- #define WDT_MODE_REG 0x18

Functions

- static int sunxi_wdt_system_reset_check (u32 type, u32 reason)
- static void sunxi_wdt_system_reset (u32 type, u32 reason)
- static int sunxi_wdt_reset_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static volatile char * sunxi_wdt_base
- static struct sbi_system_reset_device sunxi_wdt_reset
- static const struct fdt_match sunxi_wdt_reset_match [ ]
- struct fdt_reset fdt_reset_sunxi_wdt

30.222.1 Macro Definition Documentation

30.222.1.1 WDT_KEY_VAL

```
#define WDT_KEY_VAL 0x16aa0000
```

30.222.1.2 WDT_MODE_REG

```
#define WDT_MODE_REG 0x18
```

30.222.1.3 WDT_SOFT_RST_EN

```
#define WDT_SOFT_RST_EN BIT(0)
```

30.222.1.4 WDT_SOFT_RST_REG

```
#define WDT_SOFT_RST_REG 0x08
```

30.222.2 Function Documentation

30.222.2.1 sunxi_wdt_reset_init()

```
static int sunxi_wdt_reset_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.222.2.2 sunxi_wdt_system_reset()

```
static void sunxi_wdt_system_reset (
            u32 type,
            u32 reason )  [static]
```

30.222.2.3 sunxi_wdt_system_reset_check()

```
static int sunxi_wdt_system_reset_check (
            u32 type,
            u32 reason )  [static]
```

30.222.3 Variable Documentation

30.222.3.1 fdt_reset_sunxi_wdt

```
struct fdt_reset fdt_reset_sunxi_wdt
```

Initial value:

```
= {
    .match_table = sunxi_wdt_reset_match,
    .init = sunxi_wdt_reset_init,
}
```

30.222.3.2 sunxi_wdt_base

```
volatile char* sunxi_wdt_base  [static]
```

30.222.3.3 sunxi_wdt_reset

```
struct sbi_system_reset_device sunxi_wdt_reset  [static]
```

Initial value:

```
= {
    .name = "sunxi-wdt-reset",
    .system_reset_check = sunxi_wdt_system_reset_check,
    .system_reset = sunxi_wdt_system_reset,
}
```

30.222.3.4 sunxi_wdt_reset_match

```
const struct fdt_match sunxi_wdt_reset_match[]  [static]
```

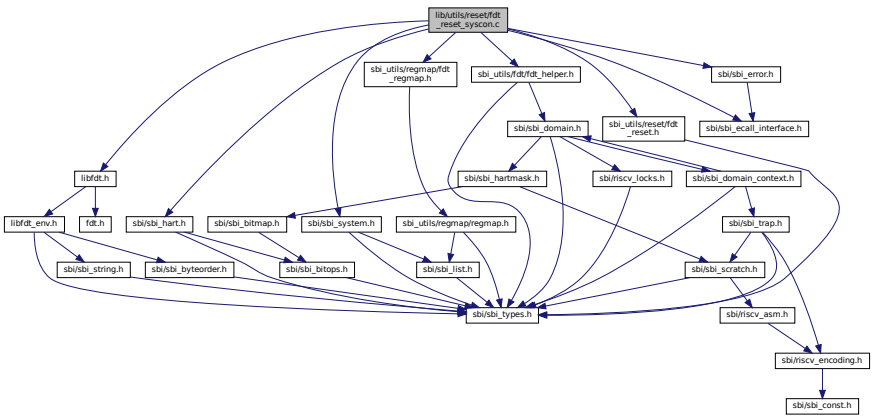
Initial value:

```
= {
    { .compatible = "allwinner,sun20i-d1-wdt-reset" },
    { },
}
```

30.223 lib/utils/reset/fdt_reset_syscon.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_ecall_interface.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_hart.h>
#include <sbi/sbi_system.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/regmap/fdt_regmap.h>
#include <sbi_utils/reset/fdt_reset.h>
```

Include dependency graph for fdt_reset_syscon.c:



Functions

- static struct syscon_reset * syscon_reset_get (bool is_reboot, u32 type)
- static void syscon_reset_exec (struct syscon_reset *reset)
- static int syscon_poweroff_check (u32 type, u32 reason)
- static void syscon_do_poweroff (u32 type, u32 reason)
- static int syscon_reboot_check (u32 type, u32 reason)

- static void syscon_do_reboot (u32 type, u32 reason)
- static int syscon_reset_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

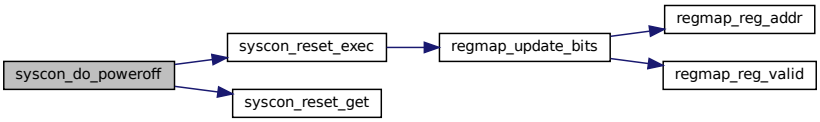
- static struct syscon_reset poweroff
- static struct syscon_reset reboot
- static struct sbi_system_reset_device syscon_poweroff
- static struct sbi_system_reset_device syscon_reboot
- static const struct fdt_match syscon_poweroff_match [ ]
- struct fdt_reset fdt_syscon_poweroff
- static const struct fdt_match syscon_reboot_match [ ]
- struct fdt_reset fdt_syscon_reboot

30.223.1 Function Documentation

30.223.1.1 syscon_do_poweroff()

```
static void syscon_do_poweroff (
            u32 type,
            u32 reason )  [static]
```

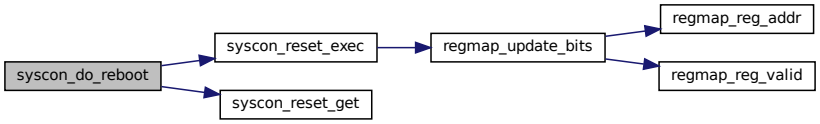
Here is the call graph for this function:



30.223.1.2 syscon_do_reboot()

```
static void syscon_do_reboot (
            u32 type,
            u32 reason )  [static]
```

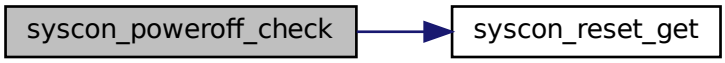
Here is the call graph for this function:



30.223.1.3 syscon_poweroff_check()

```
static int syscon_poweroff_check (
            u32 type,
            u32 reason )  [static]
```

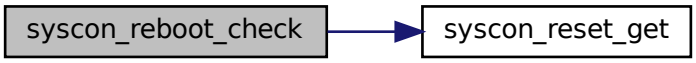
Here is the call graph for this function:



30.223.1.4 syscon_reboot_check()

```
static int syscon_reboot_check (
            u32 type,
            u32 reason )  [static]
```

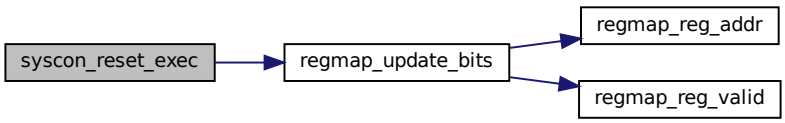
Here is the call graph for this function:



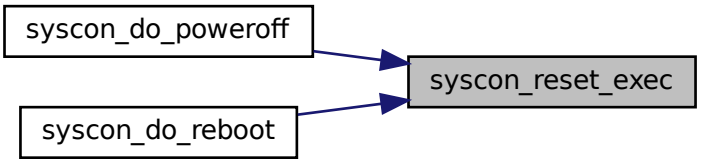
30.223.1.5 syscon_reset_exec()

```
static void syscon_reset_exec (
            struct syscon_reset * reset )  [static]
```

Here is the call graph for this function:



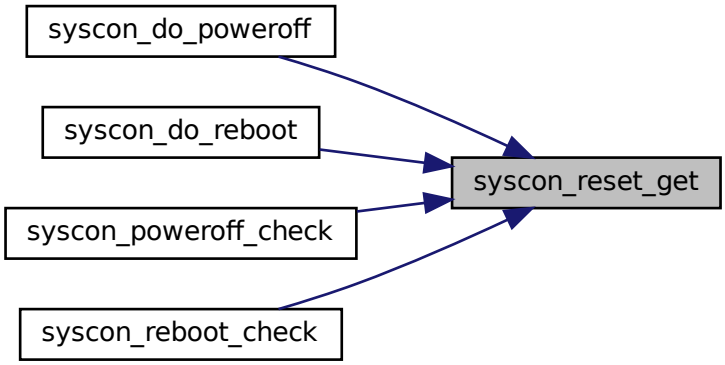
Here is the caller graph for this function:



30.223.1.6 syscon_reset_get()

```
static struct syscon_reset* syscon_reset_get (
            bool is_reboot,
            u32 type )  [static]
```

Here is the caller graph for this function:



30.223.1.7 syscon_reset_init()

```
static int syscon_reset_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.223.2 Variable Documentation

30.223.2.1 fdt_syscon_poweroff

```
struct fdt_reset fdt_syscon_poweroff
```

Initial value:

```
= {
    .match_table = syscon_poweroff_match,
    .init = syscon_reset_init,
}
```

30.223.2.2 fdt_syscon_reboot

```
struct fdt_reset fdt_syscon_reboot
```

Initial value:

```
= {
    .match_table = syscon_reboot_match,
    .init = syscon_reset_init,
}
```

30.223.2.3 poweroff

```
struct syscon_reset poweroff  [static]
```

30.223.2.4 reboot

```
struct syscon_reset reboot  [static]
```

30.223.2.5 syscon_poweroff

```
struct sbi_system_reset_device syscon_poweroff  [static]
```

Initial value:

```
= {
    .name = "syscon-poweroff",
    .system_reset_check = syscon_poweroff_check,
    .system_reset = syscon_do_poweroff
}
```

30.223.2.6 syscon_poweroff_match

```
const struct fdt_match syscon_poweroff_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "syscon-poweroff", .data = (const void *)false },
    { },
}
```

30.223.2.7 syscon_reboot

```
struct sbi_system_reset_device syscon_reboot  [static]
```

Initial value:

```
= {
    .name = "syscon-reboot",
    .system_reset_check = syscon_reboot_check,
    .system_reset = syscon_do_reboot
}
```

30.223.2.8 syscon_reboot_match

```
const struct fdt_match syscon_reboot_match[]  [static]
```

Initial value:

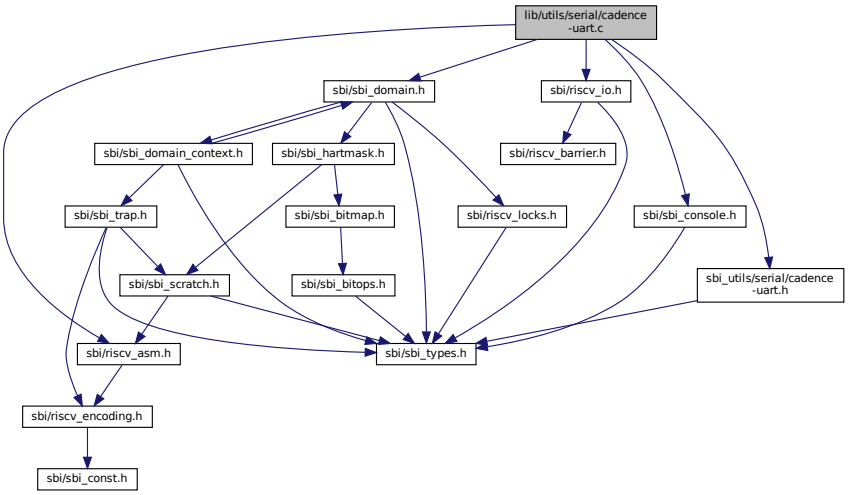
```
= {
    { .compatible = "syscon-reboot", .data = (const void *)true },
```

```
    { },
}
```

30.224 lib/utils/serial/cadence-uart.c File Reference

```
#include <sbi/sbi_domain.h>
#include <sbi/riscv_asm.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/serial/cadence-uart.h>
```

Include dependency graph for cadence-uart.c:



Macros

- #define UART_REG_CTRL 0x00
- #define UART_REG_MODE 0x04
- #define UART_REG_IDR 0x0C
- #define UART_REG_BRGR 0x18
- #define UART_REG_CSR 0x2C
- #define UART_REG_RFIFO_TFIFO 0x30
- #define UART_REG_BDIVR 0x34
- #define UART_CTRL_RXRES 0x00000001
- #define UART_CTRL_TXRES 0x00000002
- #define UART_CTRL_RXEN 0x00000004
- #define UART_CTRL_RXDIS 0x00000008
- #define UART_CTRL_TXEN 0x00000010
- #define UART_CTRL_TXDIS 0x00000020
- #define UART_MODE_PAR_NONE 0x00000020 /∗ No parity set ∗/
- #define UART_BRGR_CD_CLKDIVISOR 0x00000001 /∗ baud_sample = sel_clk ∗/
- #define UART_CSR_REMPTY 0x00000002
- #define UART_CSR_TFUL 0x00000010

Functions

- static unsigned int uart_min_clk_divisor (uint64_t in_freq, uint64_t max_target_hz)
- static u32 get_reg (u32 offset)

- static void set_reg (u32 offset, u32 val)
- static void cadence_uart_putc (char ch)
- static int cadence_uart_getc (void)
- int cadence_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

Variables

- static volatile void * uart_base
- static u32 uart_in_freq
- static u32 uart_baudrate
- static struct sbi_console_device cadence_console

30.224.1 Macro Definition Documentation

30.224.1.1 UART_BRGR_CD_CLKDIVISOR

```
#define UART_BRGR_CD_CLKDIVISOR 0x00000001 /* baud_sample = sel_clk */
```

30.224.1.2 UART_CSR_REMPTY

```
#define UART_CSR_REMPTY 0x00000002
```

30.224.1.3 UART_CSR_TFUL

```
#define UART_CSR_TFUL 0x00000010
```

30.224.1.4 UART_CTRL_RXDIS

```
#define UART_CTRL_RXDIS 0x00000008
```

30.224.1.5 UART_CTRL_RXEN

```
#define UART_CTRL_RXEN 0x00000004
```

30.224.1.6 UART_CTRL_RXRES

```
#define UART_CTRL_RXRES 0x00000001
```

30.224.1.7 UART_CTRL_TXDIS

```
#define UART_CTRL_TXDIS 0x00000020
```

30.224.1.8 UART_CTRL_TXEN

```
#define UART_CTRL_TXEN 0x00000010
```

30.224.1.9 UART_CTRL_TXRES

```
#define UART_CTRL_TXRES 0x00000002
```

30.224.1.10 UART_MODE_PAR_NONE

```
#define UART_MODE_PAR_NONE 0x00000020 /* No parity set */
```

30.224.1.11 UART_REG_BDIVR

```
#define UART_REG_BDIVR 0x34
```

30.224.1.12 UART_REG_BRGR

```
#define UART_REG_BRGR 0x18
```

30.224.1.13 UART_REG_CSR

```
#define UART_REG_CSR 0x2C
```

30.224.1.14 UART_REG_CTRL

```
#define UART_REG_CTRL 0x00
```

30.224.1.15 UART_REG_IDR

```
#define UART_REG_IDR 0x0C
```

30.224.1.16 UART_REG_MODE

```
#define UART_REG_MODE 0x04
```

30.224.1.17 UART_REG_RFIFO_TFIFO

```
#define UART_REG_RFIFO_TFIFO 0x30
```

30.224.2 Function Documentation

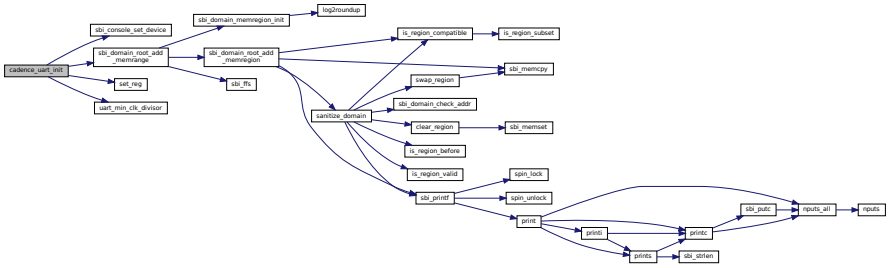
30.224.2.1 cadence_uart_getc()

```
static int cadence_uart_getc (
            void  )  [static]
```

30.224.2.2 cadence_uart_init()

```
int cadence_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

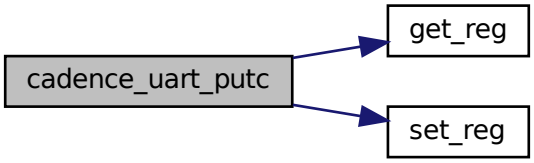
Here is the call graph for this function:



30.224.2.3 cadence_uart_putc()

```
static void cadence_uart_putc (
              char ch )  [static]
```

Here is the call graph for this function:



30.224.2.4 get_reg()

```
static u32 get_reg (
              u32 offset )  [static]
```

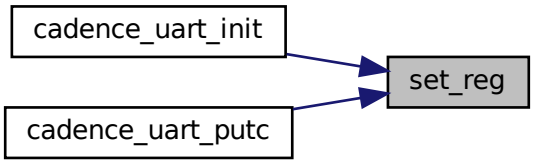
Here is the caller graph for this function:

30.224.2.5 set_reg()

```
static void set_reg (
```

```
            u32 offset,
            u32 val )  [static]
```

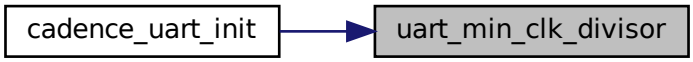
Here is the caller graph for this function:



30.224.2.6 uart_min_clk_divisor()

```
static unsigned int uart_min_clk_divisor (
            uint64_t in_freq,
            uint64_t max_target_hz )  [inline], [static]
```

Here is the caller graph for this function:



30.224.3 Variable Documentation

30.224.3.1 cadence_console

```
struct sbi_console_device cadence_console  [static]
```

Initial value:

```
= {
    .name = "cadence_uart",
    .console_putc = cadence_uart_putc,
    .console_getc = cadence_uart_getc
}
```

30.224.3.2 uart_base

```
volatile void* uart_base  [static]
```

30.224.3.3 uart_baudrate

```
u32 uart_baudrate  [static]
```

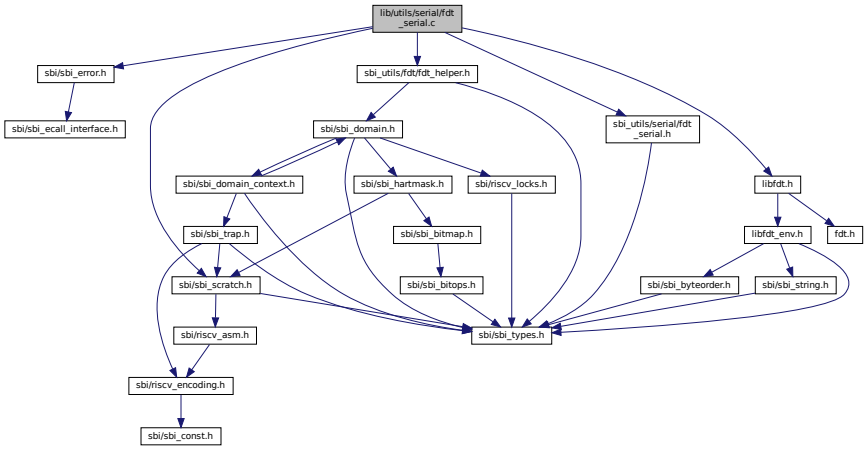
30.224.3.4 uart_in_freq

```
u32 uart_in_freq  [static]
```

30.225 lib/utils/serial/fdt_serial.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
```

Include dependency graph for fdt_serial.c:



Functions

- int fdt_serial_init (void)

Variables

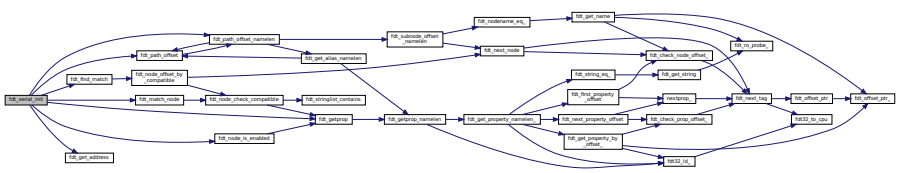
- struct fdt_serial ∗ fdt_serial_drivers [ ]
- unsigned long fdt_serial_drivers_size

30.225.1 Function Documentation

30.225.1.1 fdt_serial_init()

```
int fdt_serial_init (
            void  )
```

Here is the call graph for this function:



30.225.2 Variable Documentation

30.225.2.1 fdt_serial_drivers

```
struct fdt_serial* fdt_serial_drivers[]  [extern]
```

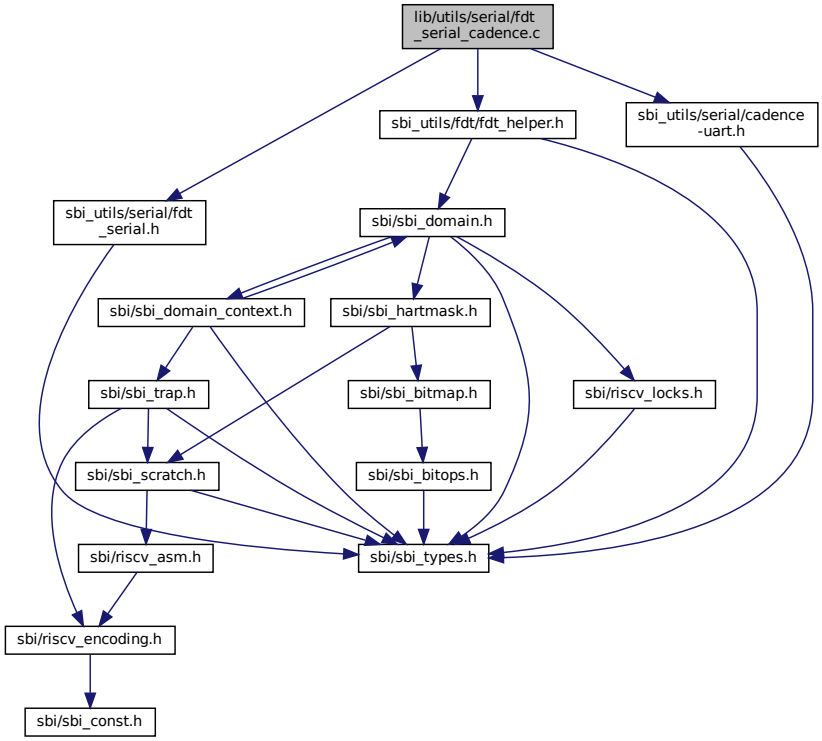
30.225.2.2 fdt_serial_drivers_size

```
unsigned long fdt_serial_drivers_size  [extern]
```

30.226 lib/utils/serial/fdt_serial_cadence.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/cadence-uart.h>
```

Include dependency graph for fdt_serial_cadence.c:



Functions

- static int serial_cadence_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_cadence_match [ ]
- struct fdt_serial fdt_serial_cadence

30.226.1 Function Documentation

30.226.1.1 serial_cadence_init()

```
static int serial_cadence_init (
              void * fdt,
              int nodeoff,
              const struct fdt_match * match )  [static]
```

30.226.2 Variable Documentation

30.226.2.1 fdt_serial_cadence

```
struct fdt_serial fdt_serial_cadence
```

Initial value:

```
= {
    .match_table = serial_cadence_match,
    .init = serial_cadence_init
}
```

30.226.2.2 serial_cadence_match

```
const struct fdt_match serial_cadence_match[]  [static]
```

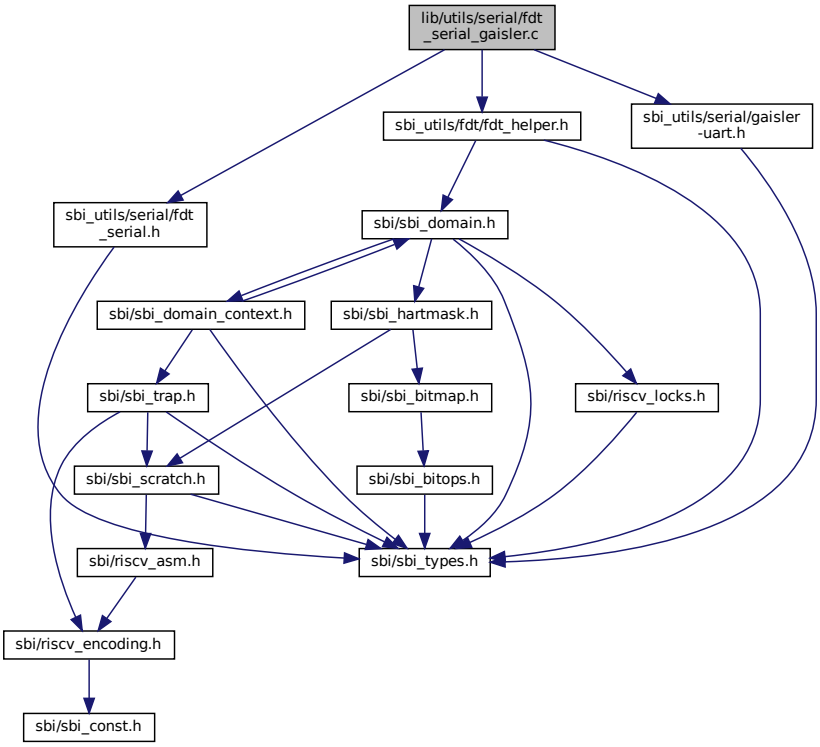
Initial value:

```
= {
    { .compatible = "cdns,uart-r1p8", },
    { .compatible = "cdns,uart-r1p12" },
    { .compatible = "starfive,jh8100-uart" },
    { },
}
```

30.227 lib/utils/serial/fdt_serial_gaisler.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/gaisler-uart.h>
```

Include dependency graph for fdt_serial_gaisler.c:



Functions

- static int serial_gaisler_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_gaisler_match [ ]
- struct fdt_serial fdt_serial_gaisler

30.227.1 Function Documentation

30.227.1.1 serial_gaisler_init()

```
static int serial_gaisler_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.227.2 Variable Documentation

30.227.2.1 fdt_serial_gaisler

```
struct fdt_serial fdt_serial_gaisler
```

Initial value:

```
= {
    .match_table = serial_gaisler_match,
    .init = serial_gaisler_init
}
```

30.227.2.2 serial_gaisler_match

```
const struct fdt_match serial_gaisler_match[]  [static]
```

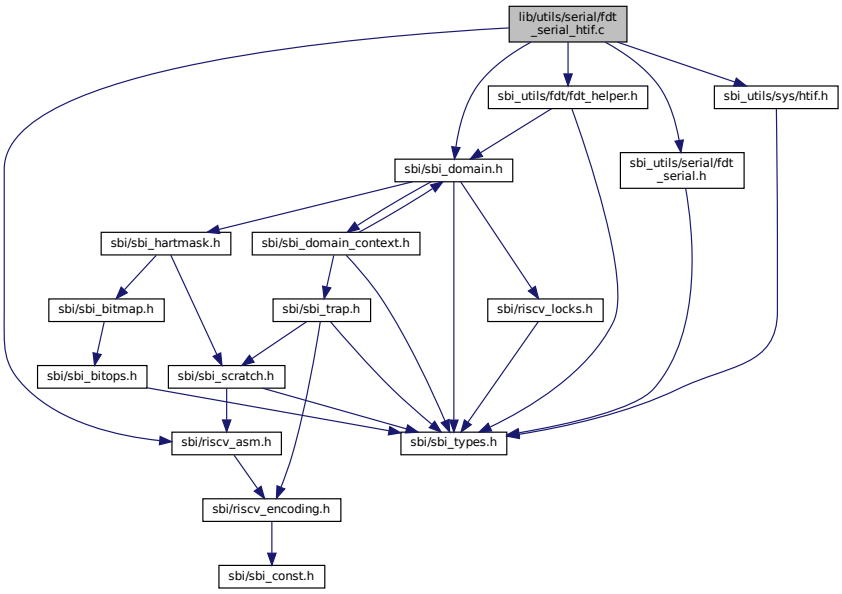
Initial value:

```
= {
    { .compatible = "gaisler,apbuart" },
    {},
}
```

30.228 lib/utils/serial/fdt_serial_htif.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/sbi_domain.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/sys/htif.h>
```

Include dependency graph for fdt_serial_htif.c:



Functions

- static int serial_htif_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_htif_match []
- struct fdt_serial fdt_serial_htif

30.228.1 Function Documentation

30.228.1.1 serial_htif_init()

```
static int serial_htif_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.228.2 Variable Documentation

30.228.2.1 fdt_serial_htif

```
struct fdt_serial fdt_serial_htif
```

Initial value:

```
= {
    .match_table = serial_htif_match,
    .init = serial_htif_init
}
```

30.228.2.2 serial_htif_match

```
const struct fdt_match serial_htif_match[]  [static]
```

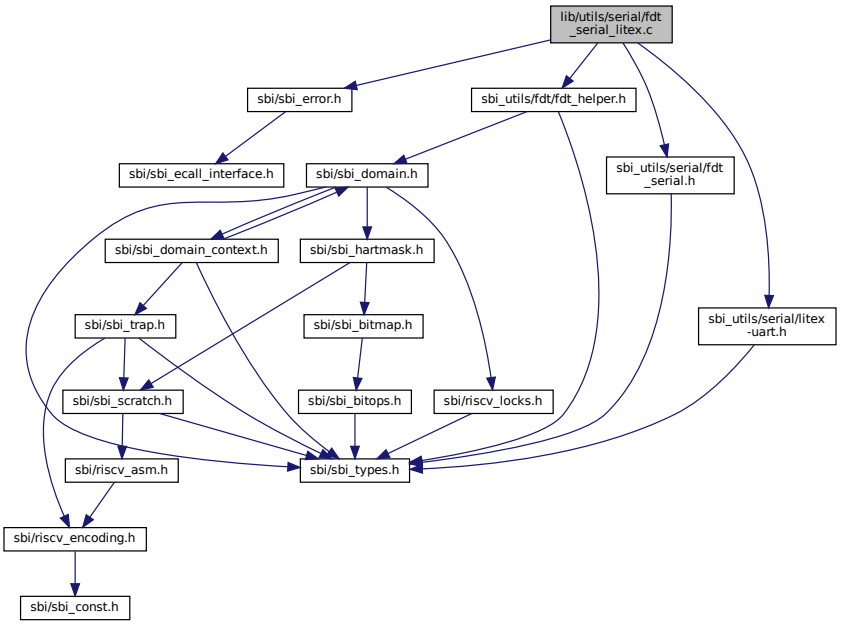
Initial value:

```
= {
    { .compatible = "ucb,htif0" },
    { },
}
```

30.229 lib/utils/serial/fdt_serial_litex.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/litex-uart.h>
```

Include dependency graph for fdt_serial_litex.c:



Functions

- static int serial_litex_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_litex_match [ ]
- struct fdt_serial fdt_serial_litex

30.229.1 Function Documentation

30.229.1.1 serial_litex_init()

```
static int serial_litex_init (
              void * fdt,
              int nodeoff,
              const struct fdt_match * match )  [static]
```

30.229.2 Variable Documentation

30.229.2.1 fdt_serial_litex

```
struct fdt_serial fdt_serial_litex
```

Initial value:

```
= {
    .match_table = serial_litex_match,
    .init = serial_litex_init
}
```

30.229.2.2 serial_litex_match

```
const struct fdt_match serial_litex_match[]  [static]
```

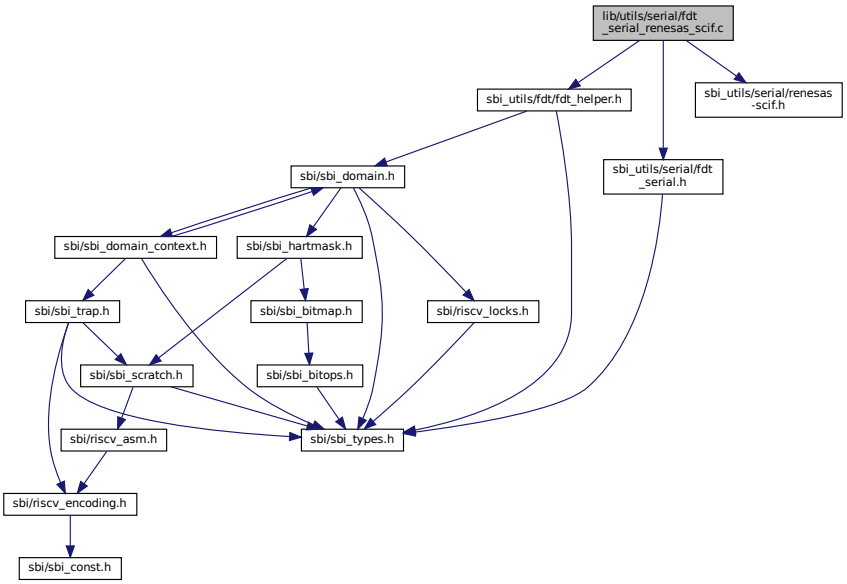
Initial value:

```
= {
    { .compatible = "litex,liteuart" },
    { },
}
```

30.230 lib/utils/serial/fdt_serial_renesas_scif.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/renesas-scif.h>
```

Include dependency graph for fdt_serial_renesas_scif.c:



Functions

- static int serial_renesas_scif_init (void ∗fdt, int nodeoff, const struct fdt_match ∗match)

Variables

- static const struct fdt_match serial_renesas_scif_match [ ]
- struct fdt_serial fdt_serial_renesas_scif

30.230.1 Function Documentation

30.230.1.1 serial_renesas_scif_init()

```
static int serial_renesas_scif_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.230.2 Variable Documentation

30.230.2.1 fdt_serial_renesas_scif

```
struct fdt_serial fdt_serial_renesas_scif
```

Initial value:

```
= {
    .match_table = serial_renesas_scif_match,
    .init = serial_renesas_scif_init
}
```

30.230.2.2 serial_renesas_scif_match

```
const struct fdt_match serial_renesas_scif_match[]  [static]
```

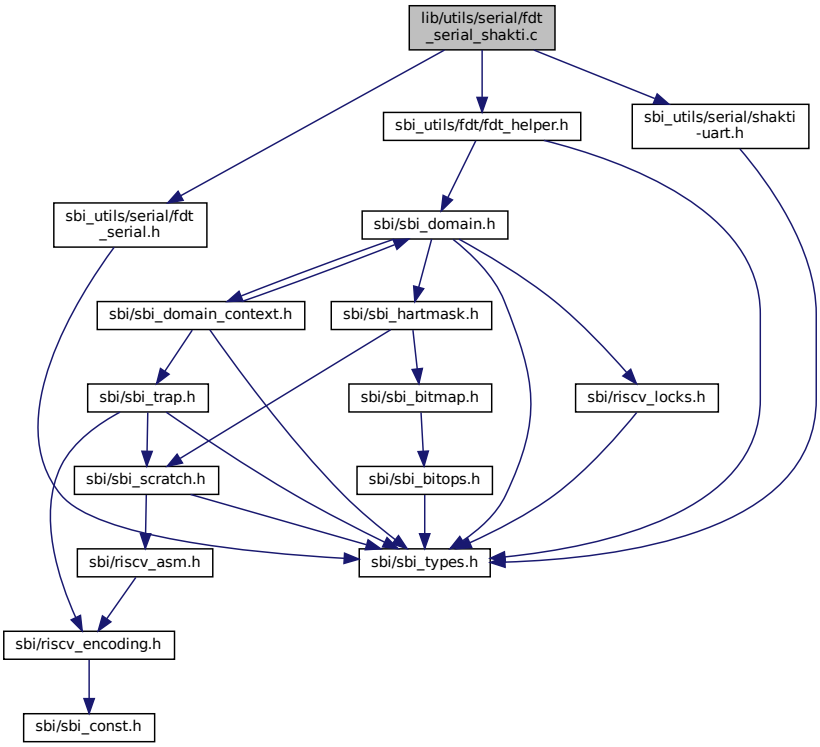
Initial value:

```
= {
    { .compatible = "renesas,scif-r9a07g043" },
    {  }
}
```

30.231 lib/utils/serial/fdt_serial_shakti.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/shakti-uart.h>
```

Include dependency graph for fdt_serial_shakti.c:



Functions

- static int serial_shakti_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_shakti_match [ ]
- struct fdt_serial fdt_serial_shakti

30.231.1 Function Documentation

30.231.1.1 serial_shakti_init()

```
static int serial_shakti_init (
             void * fdt,
             int nodeoff,
             const struct fdt_match * match )  [static]
```

30.231.2 Variable Documentation

30.231.2.1 fdt_serial_shakti

```
struct fdt_serial fdt_serial_shakti
```

Initial value:

```
= {
    .match_table = serial_shakti_match,
    .init = serial_shakti_init
}
```

30.231.2.2 serial_shakti_match

```
const struct fdt_match serial_shakti_match[]  [static]
```

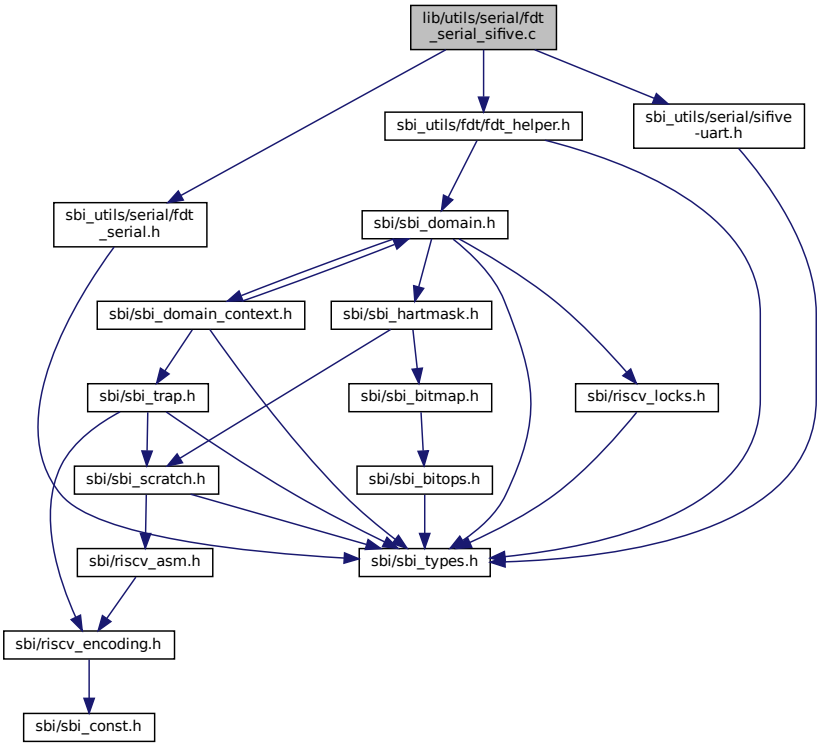
Initial value:

```
= {
    { .compatible = "shakti,uart0" },
    { },
}
```

30.232 lib/utils/serial/fdt_serial_sifive.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/sifive-uart.h>
```

Include dependency graph for fdt_serial_sifive.c:



Functions

- static int serial_sifive_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_sifive_match []
- struct fdt_serial fdt_serial_sifive

30.232.1 Function Documentation

30.232.1.1 serial_sifive_init()

```
static int serial_sifive_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.232.2 Variable Documentation

30.232.2.1 fdt_serial_sifive

```
struct fdt_serial fdt_serial_sifive
```

Initial value:

```
= {
    .match_table = serial_sifive_match,
    .init = serial_sifive_init
}
```

30.232.2.2 serial_sifive_match

```
const struct fdt_match serial_sifive_match[]  [static]
```

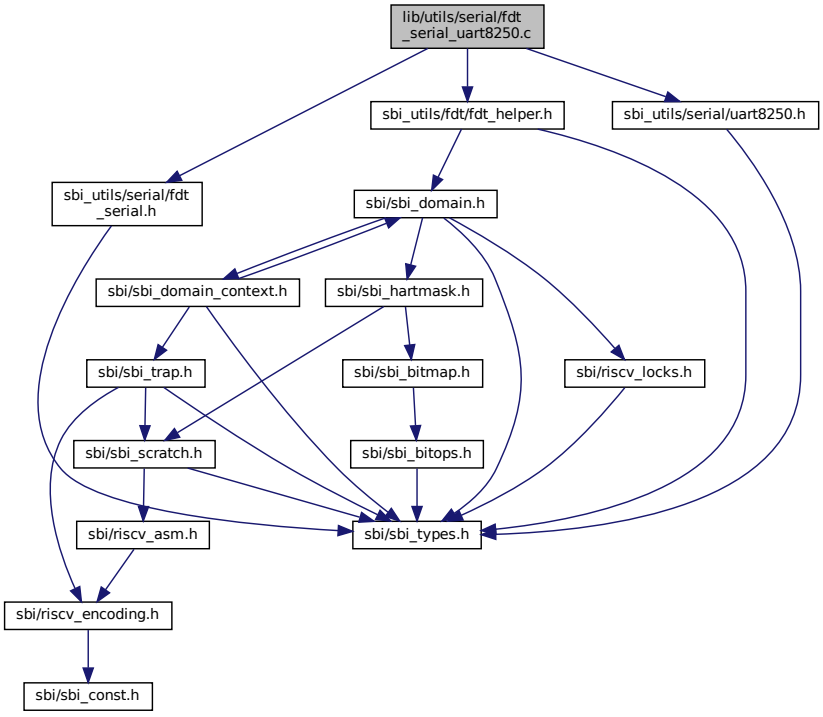
Initial value:

```
= {
    { .compatible = "sifive,fu540-c000-uart" },
    { .compatible = "sifive,uart0" },
    { },
}
```

30.233 lib/utils/serial/fdt_serial_uart8250.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/uart8250.h>
```

Include dependency graph for fdt_serial_uart8250.c:



Functions

- static int serial_uart8250_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_uart8250_match [ ]
- struct fdt_serial fdt_serial_uart8250

30.233.1 Function Documentation

30.233.1.1 serial_uart8250_init()

```
static int serial_uart8250_init (
              void * fdt,
              int nodeoff,
              const struct fdt_match * match )  [static]
```

30.233.2 Variable Documentation

30.233.2.1 fdt_serial_uart8250

```
struct fdt_serial fdt_serial_uart8250
```

Initial value:

```
= {
    .match_table = serial_uart8250_match,
    .init = serial_uart8250_init,
}
```

30.233.2.2 serial_uart8250_match

```
const struct fdt_match serial_uart8250_match[]  [static]
```

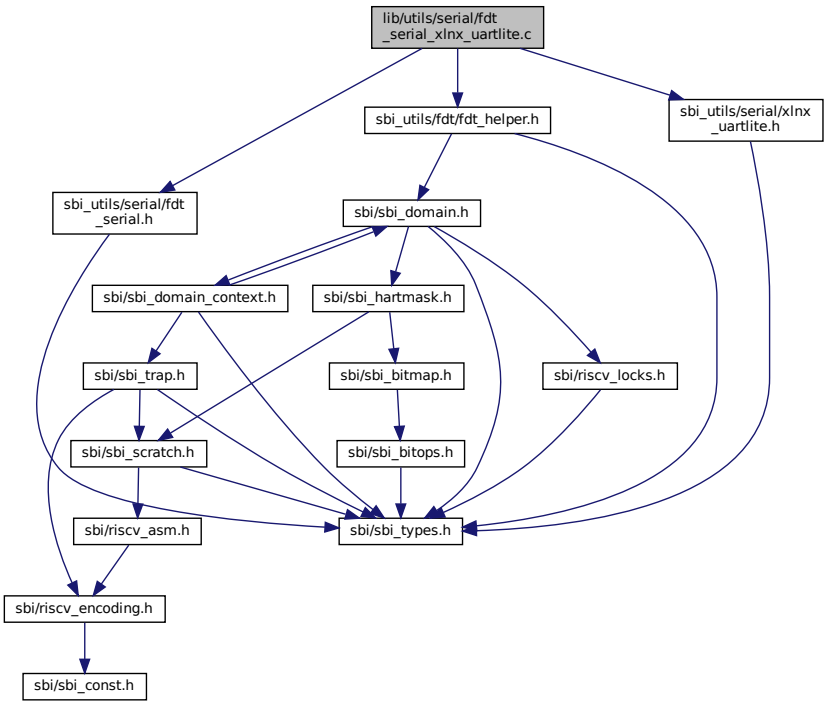
Initial value:

```
= {
    { .compatible = "ns16550" },
    { .compatible = "ns16550a" },
    { .compatible = "snps,dw-apb-uart" },
    { },
}
```

30.234 lib/utils/serial/fdt_serial_xlnx_uartlite.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/serial/fdt_serial.h>
#include <sbi_utils/serial/xlnx_uartlite.h>
```

Include dependency graph for fdt_serial_xlnx_uartlite.c:



Functions

- static int serial_xlnx_uartlite_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static const struct fdt_match serial_xlnx_uartlite_match [ ]
- struct fdt_serial fdt_serial_xlnx_uartlite

30.234.1 Function Documentation

30.234.1.1 serial_xlnx_uartlite_init()

```
static int serial_xlnx_uartlite_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.234.2 Variable Documentation

30.234.2.1 fdt_serial_xlnx_uartlite

```
struct fdt_serial fdt_serial_xlnx_uartlite
```

Initial value:

```
= {
    .match_table = serial_xlnx_uartlite_match,
```

```
    .init = serial_xlnx_uartlite_init,
}
```

30.234.2.2 serial_xlnx_uartlite_match

```
const struct fdt_match serial_xlnx_uartlite_match[]  [static]
```

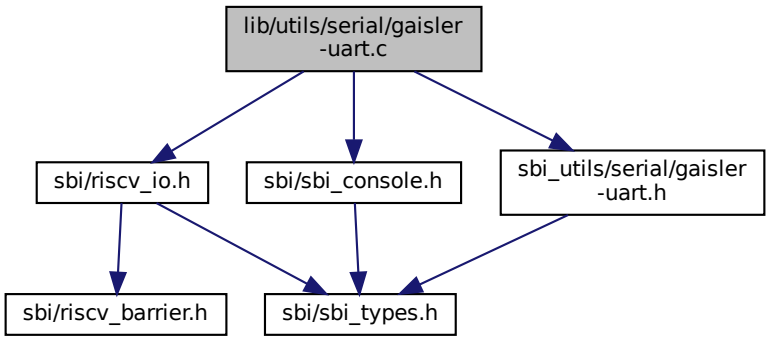
Initial value:

```
= {
    { .compatible = "xlnx,xps-uartlite-1.00.a" },
    { },
}
```

30.235 lib/utils/serial/gaisler-uart.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/serial/gaisler-uart.h>
```

Include dependency graph for gaisler-uart.c:



Macros

- #define UART_REG_DATA 0
- #define UART_REG_STATUS 1
- #define UART_REG_CTRL 2
- #define UART_REG_SCALER 3
- #define UART_DATA_DATA 0x000000ff
- #define UART_STATUS_FIFOFULL 0x00000200
- #define UART_STATUS_DATAREADY 0x00000001
- #define UART_CTRL_DB (1<<11)
- #define UART_CTRL_FL (1<<6)
- #define UART_CTRL_TE (1<<1)
- #define UART_CTRL_RE (1<<0)

Functions

- static u32 get_reg (u32 num)
- static void set_reg (u32 num, u32 val)
- static void gaisler_uart_putc (char ch)
- static int gaisler_uart_getc (void)
- int gaisler_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

Variables

- static volatile char * uart_base
- static struct sbi_console_device gaisler_console

30.235.1 Macro Definition Documentation

30.235.1.1 UART_CTRL_DB

```
#define UART_CTRL_DB (1<<11)
```

30.235.1.2 UART_CTRL_FL

```
#define UART_CTRL_FL (1<<6)
```

30.235.1.3 UART_CTRL_RE

```
#define UART_CTRL_RE (1<<0)
```

30.235.1.4 UART_CTRL_TE

```
#define UART_CTRL_TE (1<<1)
```

30.235.1.5 UART_DATA_DATA

```
#define UART_DATA_DATA 0x000000ff
```

30.235.1.6 UART_REG_CTRL

```
#define UART_REG_CTRL 2
```

30.235.1.7 UART_REG_DATA

```
#define UART_REG_DATA 0
```

30.235.1.8 UART_REG_SCALER

```
#define UART_REG_SCALER 3
```

30.235.1.9 UART_REG_STATUS

```
#define UART_REG_STATUS 1
```

30.235.1.10 UART_STATUS_DATAREADY

```
#define UART_STATUS_DATAREADY 0x00000001
```

30.235.1.11 UART_STATUS_FIFOFULL

```
#define UART_STATUS_FIFOFULL 0x00000200
```

30.235.2 Function Documentation

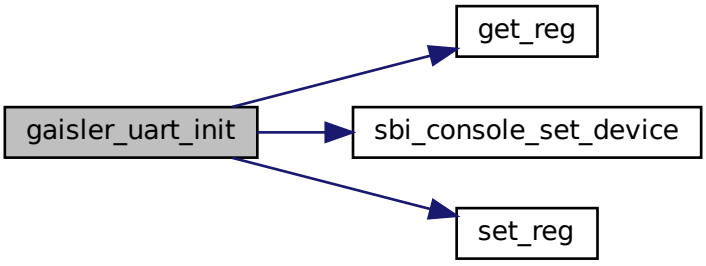
30.235.2.1 gaisler_uart_getc()

```
static int gaisler_uart_getc (
            void  )  [static]
```

30.235.2.2 gaisler_uart_init()

```
int gaisler_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

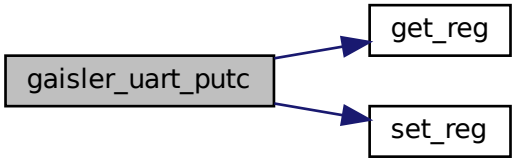
Here is the call graph for this function:



30.235.2.3 gaisler_uart_putc()

```
static void gaisler_uart_putc (
            char ch )  [static]
```

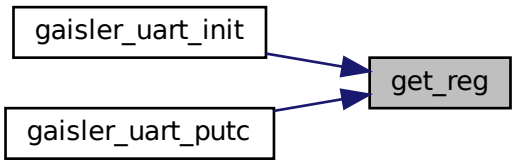
Here is the call graph for this function:



30.235.2.4 get_reg()

```
static u32 get_reg (
            u32 num )  [static]
```

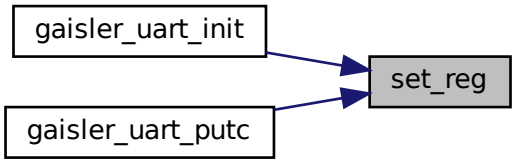
Here is the caller graph for this function:



30.235.2.5 set_reg()

```
static void set_reg (
            u32 num,
            u32 val )  [static]
```

Here is the caller graph for this function:



30.235.3 Variable Documentation

30.235.3.1 gaisler_console

```
struct sbi_console_device gaisler_console  [static]
```

Initial value:

```
= {
    .name         = "gaisler_uart",
    .console_putc = gaisler_uart_putc,
    .console_getc = gaisler_uart_getc
}
```

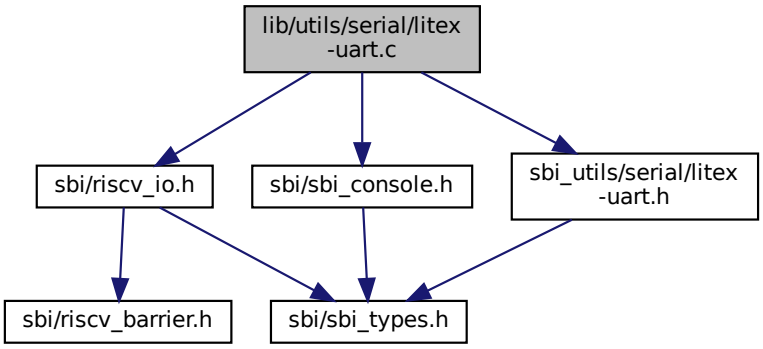
30.235.3.2 uart_base

```
volatile char* uart_base  [static]
```

30.236 lib/utils/serial/litex-uart.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/serial/litex-uart.h>
```

Include dependency graph for litex-uart.c:



Macros

- #define UART_REG_RXTX 0
- #define UART_REG_TXFULL 1
- #define UART_REG_RXEMPTY 2
- #define UART_REG_EV_STATUS 3
- #define UART_REG_EV_PENDING 4
- #define UART_REG_EV_ENABLE 5
- #define UART_EV_RX 0x2

Functions

- static u8 get_reg (u8 reg)
- static void set_reg (u8 reg, u8 val)
- static void litex_uart_putc (char ch)
- static int litex_uart_getc (void)
- int litex_uart_init (unsigned long base)

Variables

- static volatile u32 * uart_base
- static struct sbi_console_device litex_console

30.236.1 Macro Definition Documentation

30.236.1.1 UART_EV_RX

```
#define UART_EV_RX 0x2
```

30.236.1.2 UART_REG_EV_ENABLE

```
#define UART_REG_EV_ENABLE 5
```

30.236.1.3 UART_REG_EV_PENDING

```
#define UART_REG_EV_PENDING 4
```

30.236.1.4 UART_REG_EV_STATUS

```
#define UART_REG_EV_STATUS 3
```

30.236.1.5 UART_REG_RXEMPTY

```
#define UART_REG_RXEMPTY 2
```

30.236.1.6 UART_REG_RXTX

```
#define UART_REG_RXTX 0
```

30.236.1.7 UART_REG_TXFULL

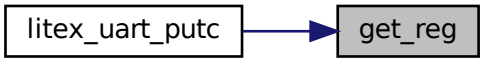
```
#define UART_REG_TXFULL 1
```

30.236.2 Function Documentation

30.236.2.1 get_reg()

```
static u8 get_reg (
            u8 reg )  [static]
```

Here is the caller graph for this function:



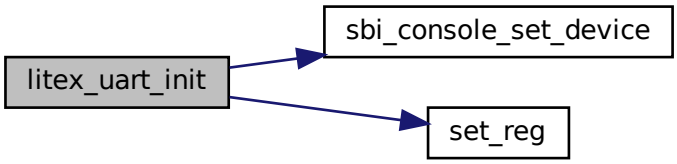
30.236.2.2 litex_uart_getc()

```
static int litex_uart_getc (
            void  )  [static]
```

30.236.2.3 litex_uart_init()

```
int litex_uart_init (
            unsigned long base )
```

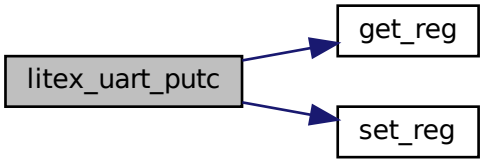
Here is the call graph for this function:



30.236.2.4 litex_uart_putc()

```
static void litex_uart_putc (
            char ch )  [static]
```

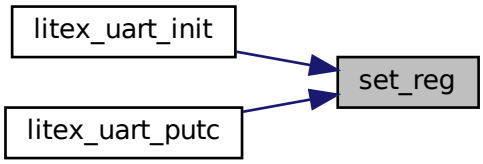
Here is the call graph for this function:



30.236.2.5 set_reg()

```
static void set_reg (
            u8 reg,
            u8 val )  [static]
```

Here is the caller graph for this function:



30.236.3 Variable Documentation

30.236.3.1 litex_console

```
struct sbi_console_device litex_console  [static]
```

Initial value:

```
= {
    .name = "litex_uart",
    .console_putc = litex_uart_putc,
    .console_getc = litex_uart_getc
}
```

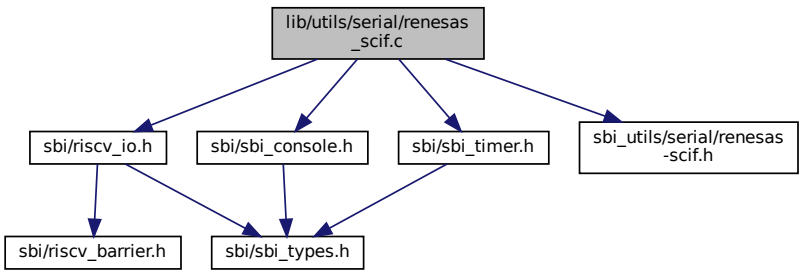
30.236.3.2 uart_base

```
volatile u32* uart_base  [static]
```

30.237 lib/utils/serial/renesas_scif.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_timer.h>
#include <sbi_utils/serial/renesas-scif.h>
```

Include dependency graph for renesas_scif.c:



Macros

- #define SCIF_REG_SMR 0x0

- #define SCIF_REG_BRR 0x2
- #define SCIF_REG_SCR 0x4
- #define SCIF_REG_FTDR 0x6
- #define SCIF_REG_FSR 0x8
- #define SCIF_REG_FCR 0xc
- #define SCIF_REG_LSR 0x12
- #define SCIF_REG_SEMR 0x14
- #define SCIF_FCR_RFRST 0x2 /* Reset assert receive-FIFO (bit[1]) */
- #define SCIF_FCR_TFRST 0x4 /* Reset assert transmit-FIFO(bit[2]) */
- #define SCIF_FCR_RST_ASSRT_RFTF (SCIF_FCR_RFRST | SCIF_FCR_TFRST) /* Reset assert tx-FIFO & rx-FIFO */
- #define SCIF_FCR_RST_NGATE_RFTF 0x0 /* Reset negate tx-FIFO & rx-FIFO */
- #define SCIF_SCR_RE 0x10 /* Enable receive (bit[4]) */
- #define SCIF_SCR_TE 0x20 /* Enable transmit(bit[5]) */
- #define SCIF_SCR_RCV_TRN_EN (SCIF_SCR_RE | SCIF_SCR_TE) /* Enable receive & transmit */
- #define SCIF_SCR_RCV_TRN_DIS 0x0 /* Disable receive & transmit */
- #define SCIF_FSR_ER 0x80 /* Receive error flag */
- #define SCIF_FSR_TEND 0x40 /* Transmit End Flag */
- #define SCIF_FSR_TDFE 0x20 /* Transmit FIFO Data Empty Flag */
- #define SCIF_FSR_BRK 0x10 /* Detect break flag */
- #define SCIF_FSR_DR 0x1 /* Receive data ready flag */
- #define SCIF_FSR_TXD_CHK (SCIF_FSR_TEND | SCIF_FSR_TDFE)
- #define SCIF_SEMR_MDDRS 0x10 /* MDDR access enable */
- #define SCIF_REG_8BIT(reg)
- #define SCBRR_VALUE(clk, baudrate) ((clk) / (32 * (baudrate)) - 1)

Functions

- static u32 get_reg (u32 offset)
- static void set_reg (u32 offset, u32 val)
- static void renesas_scif_putc (char ch)
- int renesas_scif_init (unsigned long base, u32 in_freq, u32 baudrate)

Variables

- static volatile char * scif_base
- static struct sbi_console_device renesas_scif_console

30.237.1 Macro Definition Documentation

30.237.1.1 SCBRR_VALUE

```
#define SCBRR_VALUE(
              clk,
              baudrate ) ((clk) / (32 * (baudrate)) - 1)
```

30.237.1.2 SCIF_FCR_RFRST

```
#define SCIF_FCR_RFRST 0x2 /* Reset assert receive-FIFO (bit[1]) */
```

30.237.1.3 SCIF_FCR_RST_ASSRT_RFTF

```
#define SCIF_FCR_RST_ASSRT_RFTF (SCIF_FCR_RFRST | SCIF_FCR_TFRST) /* Reset assert tx-FIFO &
rx-FIFO */
```

30.237.1.4 SCIF_FCR_RST_NGATE_RFTF

```
#define SCIF_FCR_RST_NGATE_RFTF 0x0 /* Reset negate tx-FIFO & rx-FIFO */
```

30.237.1.5 SCIF_FCR_TFRST

```
#define SCIF_FCR_TFRST 0x4 /* Reset assert transmit-FIFO(bit[2]) */
```

30.237.1.6 SCIF_FSR_BRK

```
#define SCIF_FSR_BRK 0x10 /* Detect break flag */
```

30.237.1.7 SCIF_FSR_DR

```
#define SCIF_FSR_DR 0x1 /* Receive data ready flag */
```

30.237.1.8 SCIF_FSR_ER

```
#define SCIF_FSR_ER 0x80 /* Receive error flag */
```

30.237.1.9 SCIF_FSR_TDFE

```
#define SCIF_FSR_TDFE 0x20 /* Transmit FIFO Data Empty Flag */
```

30.237.1.10 SCIF_FSR_TEND

```
#define SCIF_FSR_TEND 0x40 /* Transmit End Flag */
```

30.237.1.11 SCIF_FSR_TXD_CHK

```
#define SCIF_FSR_TXD_CHK (SCIF_FSR_TEND | SCIF_FSR_TDFE)
```

30.237.1.12 SCIF_REG_8BIT

```
#define SCIF_REG_8BIT(
              reg )
```

Value:

```
((reg == SCIF_REG_BRR) || \
(reg == SCIF_REG_FTDR) || \
(reg == SCIF_REG_SEMR))
```

30.237.1.13 SCIF_REG_BRR

```
#define SCIF_REG_BRR 0x2
```

30.237.1.14 SCIF_REG_FCR

```
#define SCIF_REG_FCR 0xc
```

30.237.1.15 SCIF_REG_FSR

```
#define SCIF_REG_FSR 0x8
```

30.237.1.16 SCIF_REG_FTDR

```
#define SCIF_REG_FTDR 0x6
```

30.237.1.17 SCIF_REG_LSR

```
#define SCIF_REG_LSR 0x12
```

30.237.1.18 SCIF_REG_SCR

```
#define SCIF_REG_SCR 0x4
```

30.237.1.19 SCIF_REG_SEMR

```
#define SCIF_REG_SEMR 0x14
```

30.237.1.20 SCIF_REG_SMR

```
#define SCIF_REG_SMR 0x0
```

30.237.1.21 SCIF_SCR_RCV_TRN_DIS

```
#define SCIF_SCR_RCV_TRN_DIS 0x0 /* Disable receive & transmit */
```

30.237.1.22 SCIF_SCR_RCV_TRN_EN

```
#define SCIF_SCR_RCV_TRN_EN (SCIF_SCR_RE | SCIF_SCR_TE) /* Enable receive & transmit */
```

30.237.1.23 SCIF_SCR_RE

```
#define SCIF_SCR_RE 0x10 /* Enable receive (bit[4]) */
```

30.237.1.24 SCIF_SCR_TE

```
#define SCIF_SCR_TE 0x20 /* Enable transmit(bit[5]) */
```

30.237.1.25 SCIF_SEMR_MDDRS

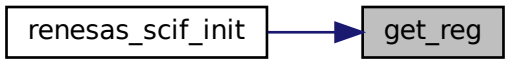
```
#define SCIF_SEMR_MDDRS 0x10 /* MDDR access enable */
```

30.237.2 Function Documentation

30.237.2.1 get_reg()

```
static u32 get_reg (
            u32 offset )  [static]
```

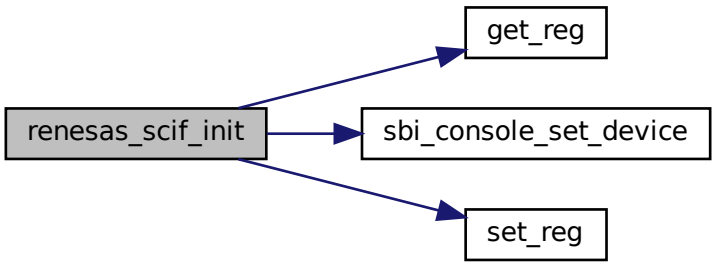
Here is the caller graph for this function:



30.237.2.2 renesas_scif_init()

```
int renesas_scif_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

Here is the call graph for this function:



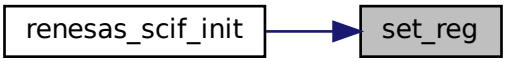
30.237.2.3 renesas_scif_putc()

```
static void renesas_scif_putc (
            char ch )  [static]
```

30.237.2.4 set_reg()

```
static void set_reg (
            u32 offset,
            u32 val )  [static]
```

Here is the caller graph for this function:



30.237.3 Variable Documentation

30.237.3.1 renesas_scif_console

```
struct sbi_console_device renesas_scif_console  [static]
```

Initial value:

```
= {
    .name       = "renesas_scif",
    .console_putc   = renesas_scif_putc,
}
```

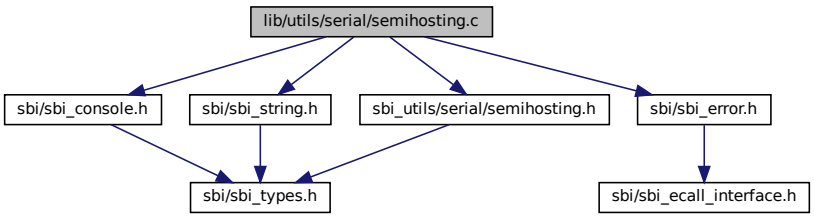
30.237.3.2 scif_base

```
volatile char* scif_base  [static]
```

30.238 lib/utils/serial/semihosting.c File Reference

```
#include <sbi/sbi_console.h>
#include <sbi/sbi_string.h>
#include <sbi/sbi_error.h>
#include <sbi_utils/serial/semihosting.h>
```

Include dependency graph for semihosting.c:



Macros

- #define SYSOPEN 0x01
- #define SYSWRITEC 0x03
- #define SYSWRITE 0x05
- #define SYSREAD 0x06
- #define SYSREADC 0x07
- #define SYSERRNO 0x13

Functions

- static long semihosting_trap (int sysnum, void *addr)
- bool semihosting_enabled (void)
- static int semihosting_errno (void)
- static long semihosting_open (const char *fname, enum semihosting_open_mode mode)
- static long semihosting_read (long fd, void *memp, size_t len)
- static long semihosting_write (long fd, const void *memp, size_t len)
- static unsigned long semihosting_puts (const char *str, unsigned long len)
- static int semihosting_getc (void)
- int semihosting_init (void)

Variables

- static bool _semihosting_enabled = true
- static bool try_semihosting = true
- static int semihosting_infd = SBI_ENODEV
- static int semihosting_outfd = SBI_ENODEV
- static struct sbi_console_device semihosting_console

30.238.1 Macro Definition Documentation

30.238.1.1 SYSERRNO

```
#define SYSERRNO 0x13
```

30.238.1.2 SYSOPEN

```
#define SYSOPEN 0x01
```

30.238.1.3 SYSREAD

```
#define SYSREAD 0x06
```

30.238.1.4 SYSREADC

```
#define SYSREADC 0x07
```

30.238.1.5 SYSWRITE

```
#define SYSWRITE 0x05
```

30.238.1.6 SYSWRITEC

```
#define SYSWRITEC 0x03
```

30.238.2 Function Documentation

30.238.2.1 semihosting_enabled()

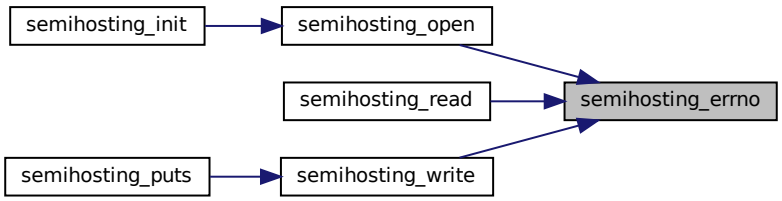
```
bool semihosting_enabled (
            void  )
```

30.238.2.2 semihosting_errno()

```
static int semihosting_errno (
            void  )  [static]
```

Here is the call graph for this function:

Here is the caller graph for this function:



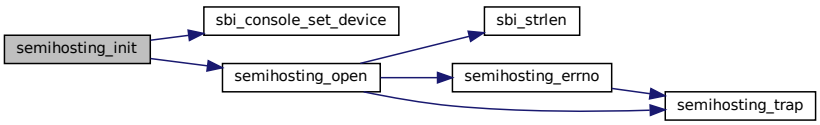
30.238.2.3 semihosting_getc()

```
static int semihosting_getc (
            void  )  [static]
```

30.238.2.4 semihosting_init()

```
int semihosting_init (
            void  )
```

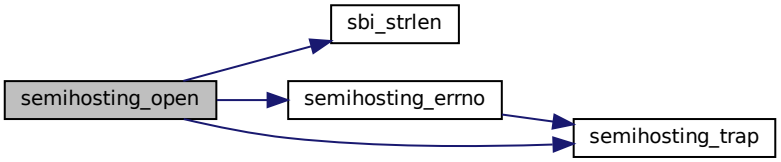
Here is the call graph for this function:



30.238.2.5 semihosting_open()

```
static long semihosting_open (
            const char * fname,
            enum semihosting_open_mode mode )  [static]
```

Here is the call graph for this function:

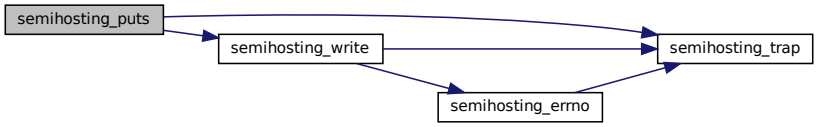


Here is the caller graph for this function:

30.238.2.6 semihosting_puts()

```
static unsigned long semihosting_puts (
            const char * str,
            unsigned long len )  [static]
```

Here is the call graph for this function:

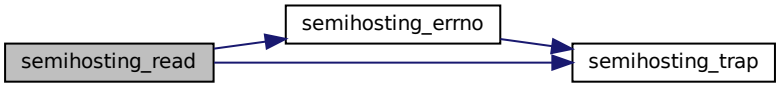


30.238.2.7 semihosting_read()

```
static long semihosting_read (
            long fd,
```

```
            void * memp,
            size_t len )  [static]
```

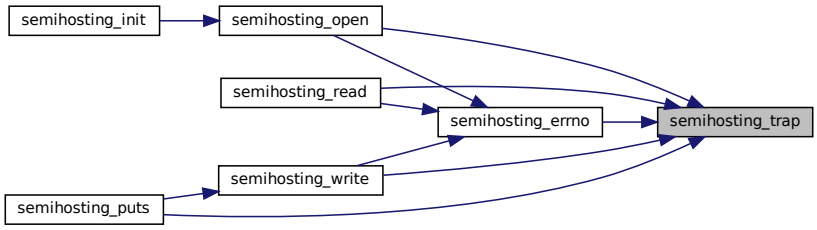
Here is the call graph for this function:



30.238.2.8 semihosting_trap()

```
static long semihosting_trap (
            int sysnum,
            void * addr )  [static]
```

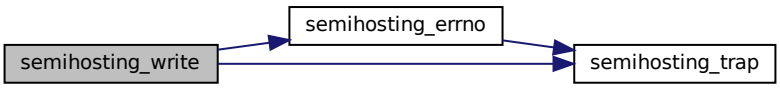
Here is the caller graph for this function:



30.238.2.9 semihosting_write()

```
static long semihosting_write (
            long fd,
            const void * memp,
            size_t len )  [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:

30.238.3 Variable Documentation

30.238.3.1 _semihosting_enabled

```
bool _semihosting_enabled = true  [static]
```

30.238.3.2 semihosting_console

```
struct sbi_console_device semihosting_console  [static]
```

Initial value:

```
= {
    .name = "semihosting",
    .console_puts = semihosting_puts,
    .console_getc = semihosting_getc
}
```

30.238.3.3 semihosting_infd

```
int semihosting_infd = SBI_ENODEV  [static]
```

30.238.3.4 semihosting_outfd

```
int semihosting_outfd = SBI_ENODEV  [static]
```

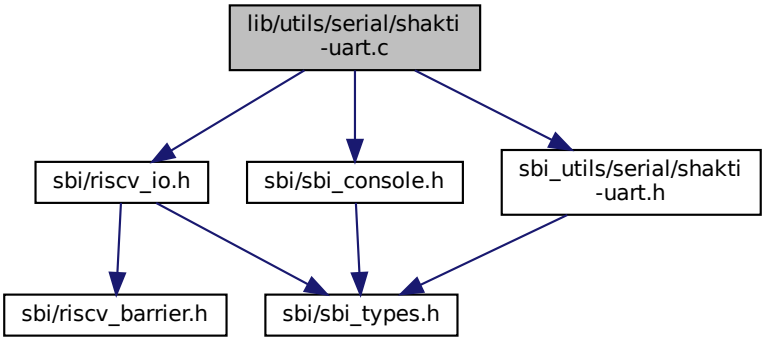
30.238.3.5 try_semihosting

```
bool try_semihosting = true  [static]
```

30.239 lib/utils/serial/shakti-uart.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/serial/shakti-uart.h>
```

Include dependency graph for shakti-uart.c:



Macros

- #define REG_BAUD 0x00
- #define REG_TX 0x04
- #define REG_RX 0x08
- #define REG_STATUS 0x0C
- #define REG_DELAY 0x10
- #define REG_CONTROL 0x14
- #define REG_INT_EN 0x18
- #define REG_IQ_CYCLES 0x1C
- #define REG_RX_THRES 0x20
- #define UART_TX_FULL 0x2
- #define UART_RX_NOT_EMPTY 0x4
- #define UART_RX_FULL 0x8

Functions

- static void shakti_uart_putc (char ch)
- static int shakti_uart_getc (void)
- int shakti_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

Variables

- static volatile char * uart_base
- static struct sbi_console_device shakti_console

30.239.1 Macro Definition Documentation

30.239.1.1 REG_BAUD

```
#define REG_BAUD 0x00
```

30.239.1.2 REG_CONTROL

```
#define REG_CONTROL 0x14
```

30.239.1.3 REG_DELAY

```
#define REG_DELAY 0x10
```

30.239.1.4 REG_INT_EN

```
#define REG_INT_EN 0x18
```

30.239.1.5 REG_IQ_CYCLES

```
#define REG_IQ_CYCLES 0x1C
```

30.239.1.6 REG_RX

```
#define REG_RX 0x08
```

30.239.1.7 REG_RX_THRES

```
#define REG_RX_THRES 0x20
```

30.239.1.8 REG_STATUS

```
#define REG_STATUS 0x0C
```

30.239.1.9 REG_TX

```
#define REG_TX 0x04
```

30.239.1.10 UART_RX_FULL

```
#define UART_RX_FULL 0x8
```

30.239.1.11 UART_RX_NOT_EMPTY

```
#define UART_RX_NOT_EMPTY 0x4
```

30.239.1.12 UART_TX_FULL

```
#define UART_TX_FULL 0x2
```

30.239.2 Function Documentation

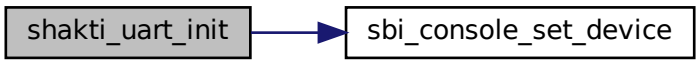
30.239.2.1 shakti_uart_getc()

```
static int shakti_uart_getc (
            void  )  [static]
```

30.239.2.2 shakti_uart_init()

```
int shakti_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

Here is the call graph for this function:



30.239.2.3 shakti_uart_putc()

```
static void shakti_uart_putc (
            char ch )  [static]
```

30.239.3 Variable Documentation

30.239.3.1 shakti_console

```
struct sbi_console_device shakti_console  [static]
```

Initial value:

```
= {
    .name = "shakti_uart",
    .console_putc = shakti_uart_putc,
    .console_getc = shakti_uart_getc
}
```

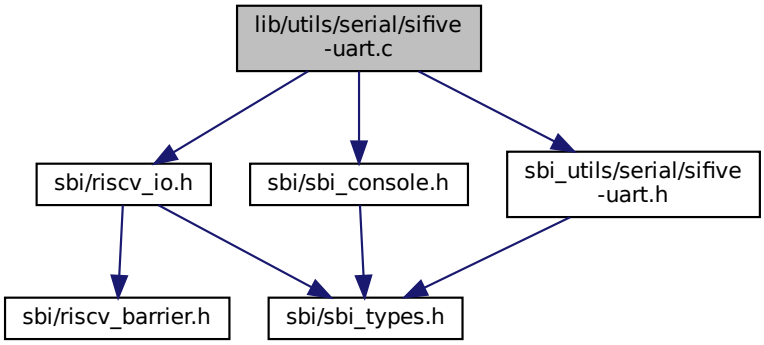
30.239.3.2 uart_base

```
volatile char* uart_base  [static]
```

30.240 lib/utils/serial/sifive-uart.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/serial/sifive-uart.h>
```

Include dependency graph for sifive-uart.c:



Macros

- #define UART_REG_TXFIFO 0
- #define UART_REG_RXFIFO 1
- #define UART_REG_TXCTRL 2
- #define UART_REG_RXCTRL 3
- #define UART_REG_IE 4
- #define UART_REG_IP 5
- #define UART_REG_DIV 6
- #define UART_TXFIFO_FULL 0x80000000
- #define UART_RXFIFO_EMPTY 0x80000000
- #define UART_RXFIFO_DATA 0x000000ff
- #define UART_TXCTRL_TXEN 0x1
- #define UART_RXCTRL_RXEN 0x1

Functions

- static unsigned int uart_min_clk_divisor (uint64_t in_freq, uint64_t max_target_hz)
- static u32 get_reg (u32 num)
- static void set_reg (u32 num, u32 val)
- static void sifive_uart_putc (char ch)
- static int sifive_uart_getc (void)
- int sifive_uart_init (unsigned long base, u32 in_freq, u32 baudrate)

Variables

- static volatile char * uart_base
- static u32 uart_in_freq
- static u32 uart_baudrate
- static struct sbi_console_device sifive_console

30.240.1 Macro Definition Documentation

30.240.1.1 UART_REG_DIV

```
#define UART_REG_DIV 6
```

30.240.1.2 UART_REG_IE

```
#define UART_REG_IE 4
```

30.240.1.3 UART_REG_IP

```
#define UART_REG_IP 5
```

30.240.1.4 UART_REG_RXCTRL

```
#define UART_REG_RXCTRL 3
```

30.240.1.5 UART_REG_RXFIFO

```
#define UART_REG_RXFIFO 1
```

30.240.1.6 UART_REG_TXCTRL

```
#define UART_REG_TXCTRL 2
```

30.240.1.7 UART_REG_TXFIFO

```
#define UART_REG_TXFIFO 0
```

30.240.1.8 UART_RXCTRL_RXEN

```
#define UART_RXCTRL_RXEN 0x1
```

30.240.1.9 UART_RXFIFO_DATA

```
#define UART_RXFIFO_DATA 0x000000ff
```

30.240.1.10 UART_RXFIFO_EMPTY

```
#define UART_RXFIFO_EMPTY 0x80000000
```

30.240.1.11 UART_TXCTRL_TXEN

```
#define UART_TXCTRL_TXEN 0x1
```

30.240.1.12 UART_TXFIFO_FULL

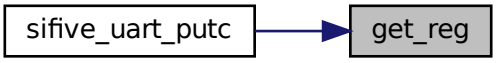
```
#define UART_TXFIFO_FULL 0x80000000
```

30.240.2 Function Documentation

30.240.2.1 get_reg()

```
static u32 get_reg (
            u32 num )  [static]
```

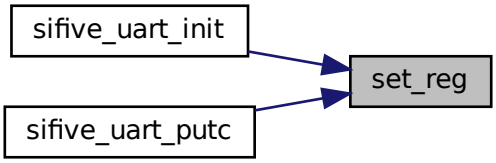
Here is the caller graph for this function:



30.240.2.2 set_reg()

```
static void set_reg (
            u32 num,
            u32 val )  [static]
```

Here is the caller graph for this function:



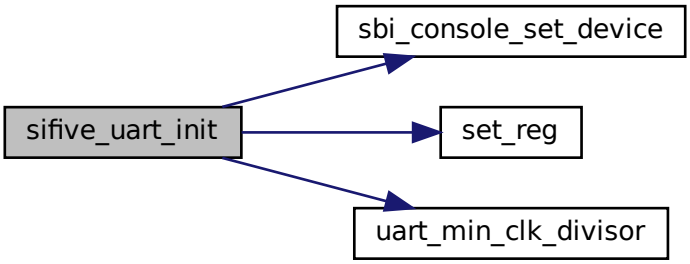
30.240.2.3 sifive_uart_getc()

```
static int sifive_uart_getc (
            void  )  [static]
```

30.240.2.4 sifive_uart_init()

```
int sifive_uart_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate )
```

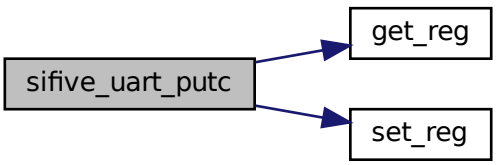
Here is the call graph for this function:



30.240.2.5 sifive_uart_putc()

```
static void sifive_uart_putc (
            char ch )  [static]
```

Here is the call graph for this function:

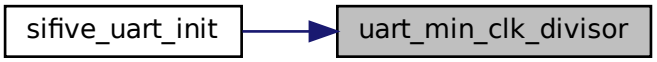


30.240.2.6 uart_min_clk_divisor()

```
static unsigned int uart_min_clk_divisor (
            uint64_t in_freq,
            uint64_t max_target_hz )  [inline], [static]
```

Find minimum divisor divides in_freq to max_target_hz; Based on uart driver n SiFive FSBL.
f_baud = f_in / (div + 1) => div = (f_in / f_baud) - 1 The nearest integer solution requires rounding up as to not exceed max_target_hz. div = ceil(f_in / f_baud) - 1 = floor((f_in - 1 + f_baud) / f_baud) - 1 This should not overflow as long as (f_in - 1 + f_baud) does not exceed 2^32 - 1, which is unlikely since we represent frequencies in kHz.

Here is the caller graph for this function:



30.240.3 Variable Documentation

30.240.3.1 sifive_console

```
struct sbi_console_device sifive_console  [static]
```

Initial value:

```
= {
    .name = "sifive_uart",
    .console_putc = sifive_uart_putc,
    .console_getc = sifive_uart_getc
}
```

30.240.3.2 uart_base

```
volatile char* uart_base  [static]
```

30.240.3.3 uart_baudrate

```
u32 uart_baudrate  [static]
```

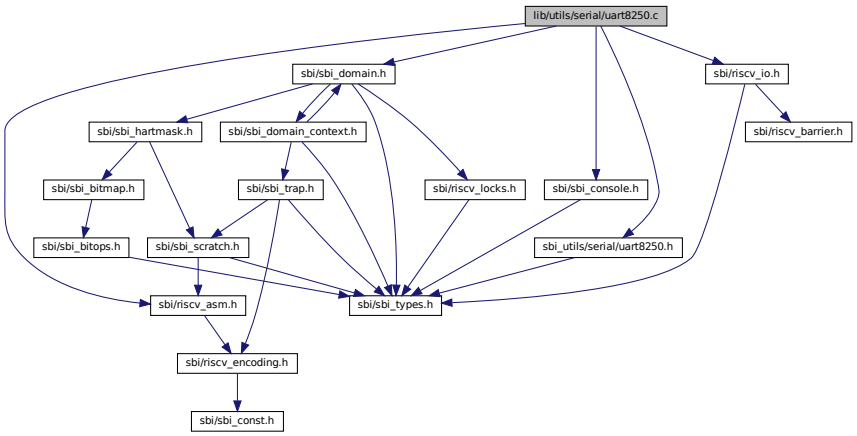
30.240.3.4 uart_in_freq

```
u32 uart_in_freq  [static]
```

30.241 lib/utils/serial/uart8250.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_domain.h>
#include <sbi_utils/serial/uart8250.h>
```

Include dependency graph for uart8250.c:



Macros

- #define UART_RBR_OFFSET 0 /∗ In: Recieve Buffer Register ∗/
- #define UART_THR_OFFSET 0 /∗ Out: Transmitter Holding Register ∗/
- #define UART_DLL_OFFSET 0 /∗ Out: Divisor Latch Low ∗/
- #define UART_IER_OFFSET 1 /∗ I/O: Interrupt Enable Register ∗/
- #define UART_DLM_OFFSET 1 /∗ Out: Divisor Latch High ∗/
- #define UART_FCR_OFFSET 2 /∗ Out: FIFO Control Register ∗/
- #define UART_IIR_OFFSET 2 /∗ I/O: Interrupt Identification Register ∗/
- #define UART_LCR_OFFSET 3 /∗ Out: Line Control Register ∗/
- #define UART_MCR_OFFSET 4 /∗ Out: Modem Control Register ∗/
- #define UART_LSR_OFFSET 5 /∗ In: Line Status Register ∗/
- #define UART_MSR_OFFSET 6 /∗ In: Modem Status Register ∗/
- #define UART_SCR_OFFSET 7 /∗ I/O: Scratch Register ∗/
- #define UART_MDR1_OFFSET 8 /∗ I/O: Mode Register ∗/
- #define UART_LSR_FIFOE 0x80 /∗ Fifo error ∗/
- #define UART_LSR_TEMT 0x40 /∗ Transmitter empty ∗/
- #define UART_LSR_THRE 0x20 /∗ Transmit-hold-register empty ∗/
- #define UART_LSR_BI 0x10 /∗ Break interrupt indicator ∗/
- #define UART_LSR_FE 0x08 /∗ Frame error indicator ∗/
- #define UART_LSR_PE 0x04 /∗ Parity error indicator ∗/
- #define UART_LSR_OE 0x02 /∗ Overrun error indicator ∗/
- #define UART_LSR_DR 0x01 /∗ Receiver data ready ∗/
- #define UART_LSR_BRK_ERROR_BITS 0x1E /∗ BI, FE, PE, OE bits ∗/

Functions

- static u32 get_reg (u32 num)
- static void set_reg (u32 num, u32 val)
- static void uart8250_putc (char ch)
- static int uart8250_getc (void)
- int uart8250_init (unsigned long base, u32 in_freq, u32 baudrate, u32 reg_shift, u32 reg_width, u32 reg_↩ offset)

Variables

- static volatile char * uart8250_base
- static u32 uart8250_in_freq
- static u32 uart8250_baudrate
- static u32 uart8250_reg_width
- static u32 uart8250_reg_shift
- static struct sbi_console_device uart8250_console

30.241.1 Macro Definition Documentation

30.241.1.1 UART_DLL_OFFSET

```
#define UART_DLL_OFFSET 0 /* Out:  Divisor Latch Low */
```

30.241.1.2 UART_DLM_OFFSET

```
#define UART_DLM_OFFSET 1 /* Out:  Divisor Latch High */
```

30.241.1.3 UART_FCR_OFFSET

```
#define UART_FCR_OFFSET 2 /* Out:  FIFO Control Register */
```

30.241.1.4 UART_IER_OFFSET

```
#define UART_IER_OFFSET 1 /* I/O: Interrupt Enable Register */
```

30.241.1.5 UART_IIR_OFFSET

```
#define UART_IIR_OFFSET 2 /* I/O: Interrupt Identification Register */
```

30.241.1.6 UART_LCR_OFFSET

```
#define UART_LCR_OFFSET 3 /* Out:  Line Control Register */
```

30.241.1.7 UART_LSR_BI

```
#define UART_LSR_BI 0x10 /* Break interrupt indicator */
```

30.241.1.8 UART_LSR_BRK_ERROR_BITS

```
#define UART_LSR_BRK_ERROR_BITS 0x1E /* BI, FE, PE, OE bits */
```

30.241.1.9 UART_LSR_DR

```
#define UART_LSR_DR 0x01 /* Receiver data ready */
```

30.241.1.10 UART_LSR_FE

```
#define UART_LSR_FE 0x08 /* Frame error indicator */
```

30.241.1.11 UART_LSR_FIFOE

```
#define UART_LSR_FIFOE 0x80 /* Fifo error */
```

30.241.1.12 UART_LSR_OE

```
#define UART_LSR_OE 0x02 /* Overrun error indicator */
```

30.241.1.13 UART_LSR_OFFSET

```
#define UART_LSR_OFFSET 5 /* In:  Line Status Register */
```

30.241.1.14 UART_LSR_PE

```
#define UART_LSR_PE 0x04 /* Parity error indicator */
```

30.241.1.15 UART_LSR_TEMT

```
#define UART_LSR_TEMT 0x40 /* Transmitter empty */
```

30.241.1.16 UART_LSR_THRE

```
#define UART_LSR_THRE 0x20 /* Transmit-hold-register empty */
```

30.241.1.17 UART_MCR_OFFSET

```
#define UART_MCR_OFFSET 4 /* Out:  Modem Control Register */
```

30.241.1.18 UART_MDR1_OFFSET

```
#define UART_MDR1_OFFSET 8 /* I/O: Mode Register */
```

30.241.1.19 UART_MSR_OFFSET

```
#define UART_MSR_OFFSET 6 /* In:  Modem Status Register */
```

30.241.1.20 UART_RBR_OFFSET

```
#define UART_RBR_OFFSET 0 /* In:  Recieve Buffer Register */
```

30.241.1.21 UART_SCR_OFFSET

```
#define UART_SCR_OFFSET 7 /* I/O: Scratch Register */
```

30.241.1.22 UART_THR_OFFSET

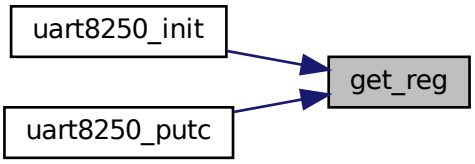
```
#define UART_THR_OFFSET 0 /* Out:  Transmitter Holding Register */
```

30.241.2 Function Documentation

30.241.2.1 get_reg()

```
static u32 get_reg (
            u32 num )  [static]
```

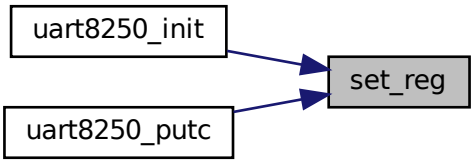
Here is the caller graph for this function:



30.241.2.2 set_reg()

```
static void set_reg (
            u32 num,
            u32 val )  [static]
```

Here is the caller graph for this function:



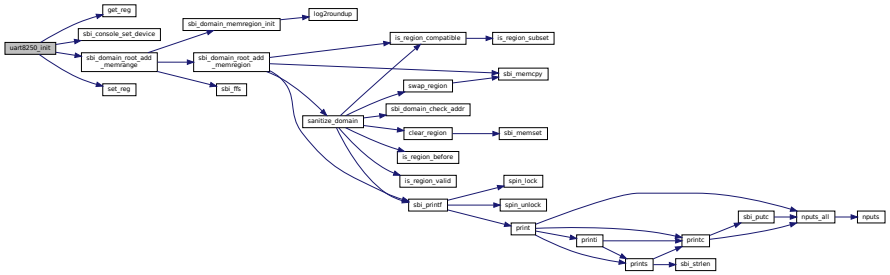
30.241.2.3 uart8250_getc()

```
static int uart8250_getc (
            void  )  [static]
```

30.241.2.4 uart8250_init()

```
int uart8250_init (
            unsigned long base,
            u32 in_freq,
            u32 baudrate,
            u32 reg_shift,
            u32 reg_width,
            u32 reg_offset )
```

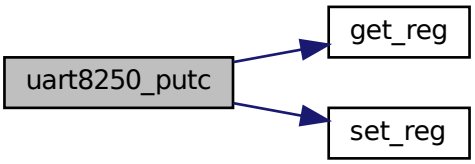
Here is the call graph for this function:



30.241.2.5 uart8250_putc()

```
static void uart8250_putc (
            char ch )  [static]
```

Here is the call graph for this function:



30.241.3 Variable Documentation

30.241.3.1 uart8250_base

```
volatile char* uart8250_base  [static]
```

30.241.3.2 uart8250_baudrate

```
u32 uart8250_baudrate  [static]
```

30.241.3.3 uart8250_console

```
struct sbi_console_device uart8250_console  [static]
```

Initial value:

```
= {
    .name = "uart8250",
    .console_putc = uart8250_putc,
    .console_getc = uart8250_getc
}
```

30.241.3.4 uart8250_in_freq

```
u32 uart8250_in_freq  [static]
```

30.241.3.5 uart8250_reg_shift

```
u32 uart8250_reg_shift  [static]
```

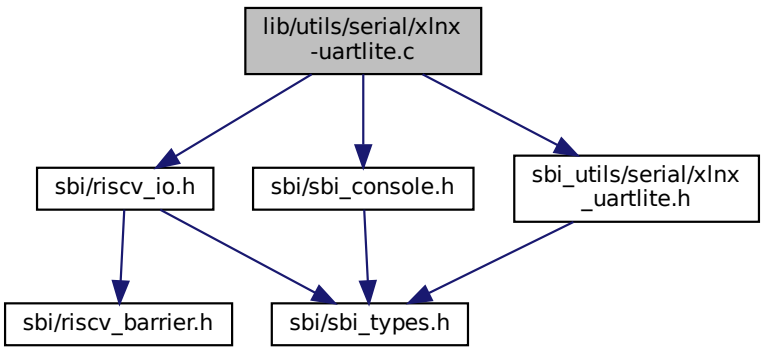
30.241.3.6 uart8250_reg_width

```
u32 uart8250_reg_width  [static]
```

30.242 lib/utils/serial/xlnx-uartlite.c File Reference

```
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi_utils/serial/xlnx_uartlite.h>
```

Include dependency graph for xlnx-uartlite.c:



Macros

- #define UART_RX_OFFSET 0x00
- #define UART_TX_OFFSET 0x04
- #define UART_STATUS_OFFSET 0x08
- #define UART_STATUS_RXVALID 0x01
- #define UART_STATUS_RXFULL 0x02
- #define UART_STATUS_TXEMPTY 0x04
- #define UART_STATUS_TXFULL 0x08

- #define UART_STATUS_IE 0x10
- #define UART_STATUS_OVERRUN 0x20
- #define UART_STATUS_FRAME 0x40
- #define UART_STATUS_PARITY 0x80
- #define UART_CTRL_OFFSET 0x0C
- #define UART_CTRL_RST_TX 0x01
- #define UART_CTRL_RST_RX 0x02
- #define UART_CTRL_IE 0x10

Functions

- static void xlnx_uartlite_putc (char ch)
- static int xlnx_uartlite_getc (void)
- int xlnx_uartlite_init (unsigned long base)

Variables

- static volatile char * xlnx_uartlite_base
- static struct sbi_console_device xlnx_uartlite_console

30.242.1 Macro Definition Documentation

30.242.1.1 UART_CTRL_IE

```
#define UART_CTRL_IE 0x10
```

30.242.1.2 UART_CTRL_OFFSET

```
#define UART_CTRL_OFFSET 0x0C
```

30.242.1.3 UART_CTRL_RST_RX

```
#define UART_CTRL_RST_RX 0x02
```

30.242.1.4 UART_CTRL_RST_TX

```
#define UART_CTRL_RST_TX 0x01
```

30.242.1.5 UART_RX_OFFSET

```
#define UART_RX_OFFSET 0x00
```

30.242.1.6 UART_STATUS_FRAME

```
#define UART_STATUS_FRAME 0x40
```

30.242.1.7 UART_STATUS_IE

```
#define UART_STATUS_IE 0x10
```

30.242.1.8 UART_STATUS_OFFSET

```
#define UART_STATUS_OFFSET 0x08
```

30.242.1.9 UART_STATUS_OVERRUN

```
#define UART_STATUS_OVERRUN 0x20
```

30.242.1.10 UART_STATUS_PARITY

```
#define UART_STATUS_PARITY 0x80
```

30.242.1.11 UART_STATUS_RXFULL

```
#define UART_STATUS_RXFULL 0x02
```

30.242.1.12 UART_STATUS_RXVALID

```
#define UART_STATUS_RXVALID 0x01
```

30.242.1.13 UART_STATUS_TXEMPTY

```
#define UART_STATUS_TXEMPTY 0x04
```

30.242.1.14 UART_STATUS_TXFULL

```
#define UART_STATUS_TXFULL 0x08
```

30.242.1.15 UART_TX_OFFSET

```
#define UART_TX_OFFSET 0x04
```

30.242.2 Function Documentation

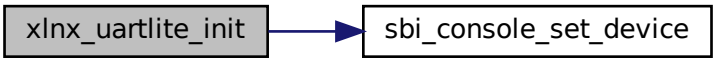
30.242.2.1 xlnx_uartlite_getc()

```
static int xlnx_uartlite_getc (
            void  )  [static]
```

30.242.2.2 xlnx_uartlite_init()

```
int xlnx_uartlite_init (
            unsigned long base )
```

Here is the call graph for this function:



30.242.2.3 xlnx_uartlite_putc()

```
static void xlnx_uartlite_putc (
            char ch )  [static]
```

30.242.3 Variable Documentation

30.242.3.1 xlnx_uartlite_base

```
volatile char* xlnx_uartlite_base  [static]
```

30.242.3.2 xlnx_uartlite_console

```
struct sbi_console_device xlnx_uartlite_console  [static]
```

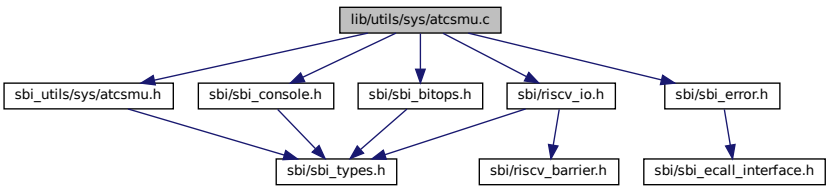
Initial value:

```
= {
    .name = "xlnx-uartlite",
    .console_putc = xlnx_uartlite_putc,
    .console_getc = xlnx_uartlite_getc
}
```

30.243 lib/utils/sys/atcsmu.c File Reference

```
#include <sbi_utils/sys/atcsmu.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_bitops.h>
```

Include dependency graph for atcsmu.c:



Functions

- int smu_set_wakeup_events (struct smu_data *smu, u32 events, u32 hartid)
- bool smu_support_sleep_mode (struct smu_data *smu, u32 sleep_mode, u32 hartid)
- int smu_set_command (struct smu_data *smu, u32 pcs_ctl, u32 hartid)
- int smu_set_reset_vector (struct smu_data *smu, ulong wakeup_addr, u32 hartid)

30.243.1 Function Documentation

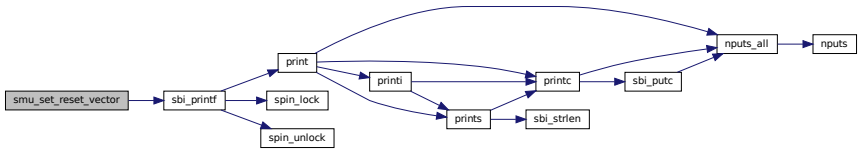
30.243.1.1 smu_set_command()

```
int smu_set_command (
            struct smu_data * smu,
            u32 pcs_ctl,
            u32 hartid )  [inline]
```

30.243.1.2 smu_set_reset_vector()

```
int smu_set_reset_vector (
            struct smu_data * smu,
            ulong wakeup_addr,
            u32 hartid )  [inline]
```

Here is the call graph for this function:



Here is the caller graph for this function:

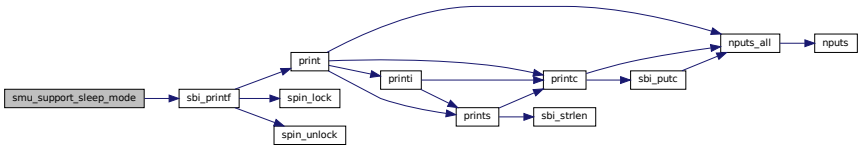
30.243.1.3 smu_set_wakeup_events()

```
int smu_set_wakeup_events (
            struct smu_data * smu,
            u32 events,
            u32 hartid )  [inline]
```

30.243.1.4 smu_support_sleep_mode()

```
bool smu_support_sleep_mode (
            struct smu_data * smu,
            u32 sleep_mode,
            u32 hartid )  [inline]
```

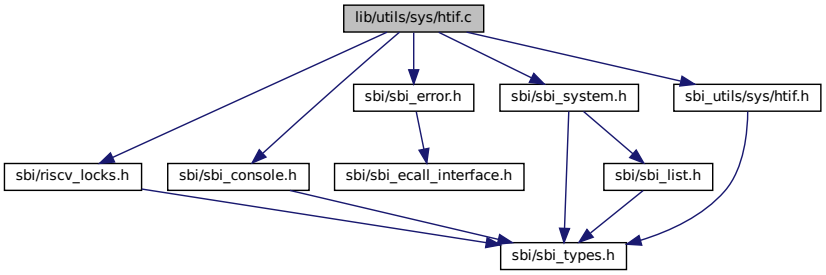
Here is the call graph for this function:



30.244 lib/utils/sys/htif.c File Reference

```
#include <sbi/riscv_locks.h>
#include <sbi/sbi_console.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_system.h>
#include <sbi_utils/sys/htif.h>
```

Include dependency graph for htif.c:



Macros

- #define HTIF_DATA_BITS 48
- #define HTIF_DATA_MASK ((1ULL << HTIF_DATA_BITS) - 1)
- #define HTIF_DATA_SHIFT 0
- #define HTIF_CMD_BITS 8
- #define HTIF_CMD_MASK ((1ULL << HTIF_CMD_BITS) - 1)
- #define HTIF_CMD_SHIFT 48
- #define HTIF_DEV_BITS 8
- #define HTIF_DEV_MASK ((1ULL << HTIF_DEV_BITS) - 1)
- #define HTIF_DEV_SHIFT 56
- #define HTIF_DEV_SYSTEM 0
- #define HTIF_DEV_CONSOLE 1
- #define HTIF_CONSOLE_CMD_GETC 0
- #define HTIF_CONSOLE_CMD_PUTC 1
- #define TOHOST_CMD(dev, cmd, payload)
- #define FROMHOST_DEV(fromhost_value) ((uint64_t)((fromhost_value) >> HTIF_DEV_SHIFT) & HTIF_DEV_MASK)

- #define FROMHOST_CMD(fromhost_value) ((uint64_t)((fromhost_value) >> HTIF_CMD_SHIFT) & HTIF_CMD_MASK)
- #define FROMHOST_DATA(fromhost_value) ((uint64_t)((fromhost_value) >> HTIF_DATA_SHIFT) & HTIF_DATA_MASK)
- #define PK_SYS_write 64

Functions

- volatile uint64_t tohost __attribute__ ((section(".htif")))
- static uint64_t __read_tohost (void)
- static void __write_tohost (uint64_t val)
- static uint64_t __read_fromhost (void)
- static void __write_fromhost (uint64_t val)
- static void __check_fromhost ()
- static void __set_tohost (uint64_t dev, uint64_t cmd, uint64_t data)
- static int set_custom_addr (bool custom_addr, unsigned long custom_fromhost_addr, unsigned long custom_tohost_addr)
- static void htif_putc (char ch)
- static int htif_getc (void)
- int htif_serial_init (bool custom_addr, unsigned long custom_fromhost_addr, unsigned long custom_tohost↩ _addr)
- static int htif_system_reset_check (u32 type, u32 reason)
- static void htif_system_reset (u32 type, u32 reason)
- int htif_system_reset_init (bool custom_addr, unsigned long custom_fromhost_addr, unsigned long custom↩ _tohost_addr)

Variables

- static uint64_t * htif_fromhost = NULL
- static uint64_t * htif_tohost = NULL
- static bool htif_custom = false
- static int htif_console_buf
- static spinlock_t htif_lock = SPIN_LOCK_INITIALIZER
- static struct sbi_console_device htif_console
- static struct sbi_system_reset_device htif_reset

30.244.1 Macro Definition Documentation

30.244.1.1 FROMHOST_CMD

```
#define FROMHOST_CMD(
              fromhost_value )  ((uint64_t)((fromhost_value) >> HTIF_CMD_SHIFT) & HTIF_CMD_MASK)
```

30.244.1.2 FROMHOST_DATA

```
#define FROMHOST_DATA(
              fromhost_value )  ((uint64_t)((fromhost_value) >> HTIF_DATA_SHIFT) & HTIF_DATA_MASK)
```

30.244.1.3 FROMHOST_DEV

```
#define FROMHOST_DEV(
              fromhost_value )  ((uint64_t)((fromhost_value) >> HTIF_DEV_SHIFT) & HTIF_DEV_MASK)
```

30.244.1.4 HTIF_CMD_BITS

```
#define HTIF_CMD_BITS 8
```

30.244.1.5 HTIF_CMD_MASK

```
#define HTIF_CMD_MASK ((1ULL << HTIF_CMD_BITS) - 1)
```

30.244.1.6 HTIF_CMD_SHIFT

```
#define HTIF_CMD_SHIFT 48
```

30.244.1.7 HTIF_CONSOLE_CMD_GETC

```
#define HTIF_CONSOLE_CMD_GETC 0
```

30.244.1.8 HTIF_CONSOLE_CMD_PUTC

```
#define HTIF_CONSOLE_CMD_PUTC 1
```

30.244.1.9 HTIF_DATA_BITS

```
#define HTIF_DATA_BITS 48
```

30.244.1.10 HTIF_DATA_MASK

```
#define HTIF_DATA_MASK ((1ULL << HTIF_DATA_BITS) - 1)
```

30.244.1.11 HTIF_DATA_SHIFT

```
#define HTIF_DATA_SHIFT 0
```

30.244.1.12 HTIF_DEV_BITS

```
#define HTIF_DEV_BITS 8
```

30.244.1.13 HTIF_DEV_CONSOLE

```
#define HTIF_DEV_CONSOLE 1
```

30.244.1.14 HTIF_DEV_MASK

```
#define HTIF_DEV_MASK ((1ULL << HTIF_DEV_BITS) - 1)
```

30.244.1.15 HTIF_DEV_SHIFT

```
#define HTIF_DEV_SHIFT 56
```

30.244.1.16 HTIF_DEV_SYSTEM

```
#define HTIF_DEV_SYSTEM 0
```

30.244.1.17 PK_SYS_write

```
#define PK_SYS_write 64
```

30.244.1.18 TOHOST_CMD

```
#define TOHOST_CMD(
               dev,
               cmd,
               payload )
```

Value:

```
({ \
if ((dev) || (cmd)) __builtin_trap(); \
(payload); })
```

30.244.2 Function Documentation

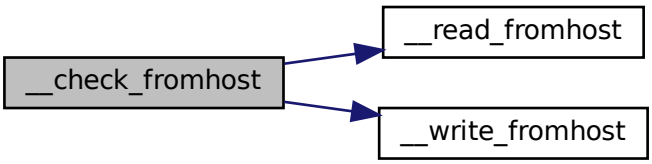
30.244.2.1 __attribute__()

```
volatile uint64_t fromhost __attribute__ (
             (section(".htif"))  )
```

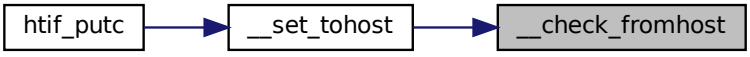
30.244.2.2 __check_fromhost()

```
static void __check_fromhost ( )  [static]
```

Here is the call graph for this function:



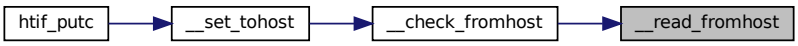
Here is the caller graph for this function:



30.244.2.3 __read_fromhost()

```
static uint64_t __read_fromhost (
            void  )  [inline], [static]
```

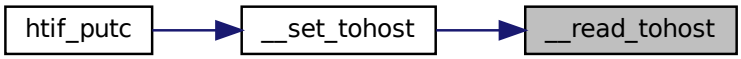
Here is the caller graph for this function:



30.244.2.4 __read_tohost()

```
static uint64_t __read_tohost (
            void  )  [inline], [static]
```

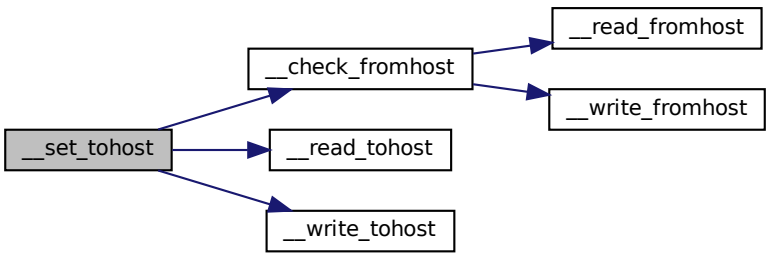
Here is the caller graph for this function:



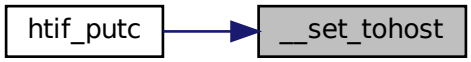
30.244.2.5 __set_tohost()

```
static void __set_tohost (
            uint64_t dev,
            uint64_t cmd,
            uint64_t data )  [static]
```

Here is the call graph for this function:



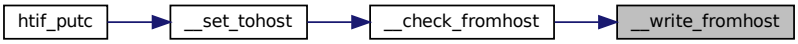
Here is the caller graph for this function:



30.244.2.6 __write_fromhost()

```
static void __write_fromhost (
            uint64_t val )  [inline], [static]
```

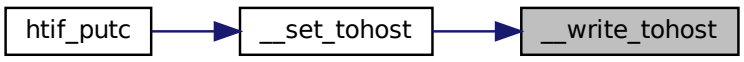
Here is the caller graph for this function:



30.244.2.7 __write_tohost()

```
static void __write_tohost (
            uint64_t val )  [inline], [static]
```

Here is the caller graph for this function:



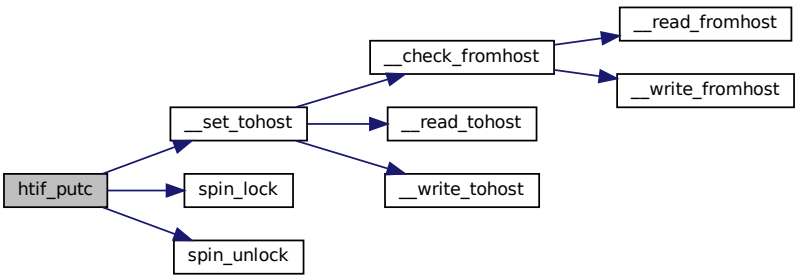
30.244.2.8 htif_getc()

```
static int htif_getc (
            void  )  [static]
```

30.244.2.9 htif_putc()

```
static void htif_putc (
            char ch )  [static]
```

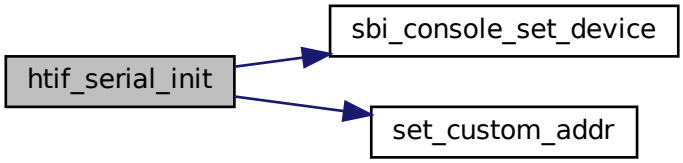
Here is the call graph for this function:



30.244.2.10 htif_serial_init()

```
int htif_serial_init (
            bool custom_addr,
            unsigned long custom_fromhost_addr,
            unsigned long custom_tohost_addr )
```

Here is the call graph for this function:



30.244.2.11 htif_system_reset()

```
static void htif_system_reset (
            u32 type,
            u32 reason )  [static]
```

30.244.2.12 htif_system_reset_check()

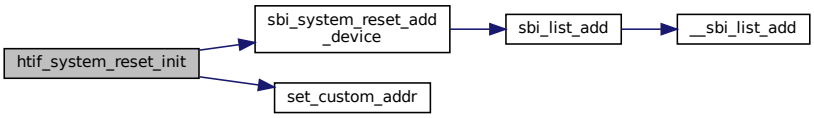
```
static int htif_system_reset_check (
            u32 type,
            u32 reason )  [static]
```

30.244.2.13 htif_system_reset_init()

```
int htif_system_reset_init (
```

```
            bool custom_addr,
            unsigned long custom_fromhost_addr,
            unsigned long custom_tohost_addr )
```

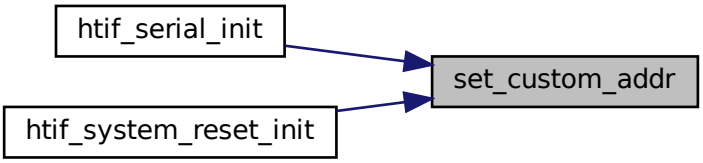
Here is the call graph for this function:



30.244.2.14 set_custom_addr()

```
static int set_custom_addr (
            bool custom_addr,
            unsigned long custom_fromhost_addr,
            unsigned long custom_tohost_addr )  [static]
```

Here is the caller graph for this function:



30.244.3 Variable Documentation

30.244.3.1 htif_console

```
struct sbi_console_device htif_console  [static]
```

Initial value:

```
= {
    .name = "htif",
    .console_putc = htif_putc,
    .console_getc = htif_getc
}
```

30.244.3.2 htif_console_buf

```
int htif_console_buf  [static]
```

30.244.3.3 htif_custom

```
bool htif_custom = false  [static]
```

30.244.3.4 htif_fromhost

```
uint64_t* htif_fromhost = NULL  [static]
```

30.244.3.5 htif_lock

```
spinlock_t htif_lock = SPIN_LOCK_INITIALIZER  [static]
```

30.244.3.6 htif_reset

```
struct sbi_system_reset_device htif_reset  [static]
```

Initial value:

```
= {
    .name = "htif",
    .system_reset_check = htif_system_reset_check,
    .system_reset = htif_system_reset
}
```

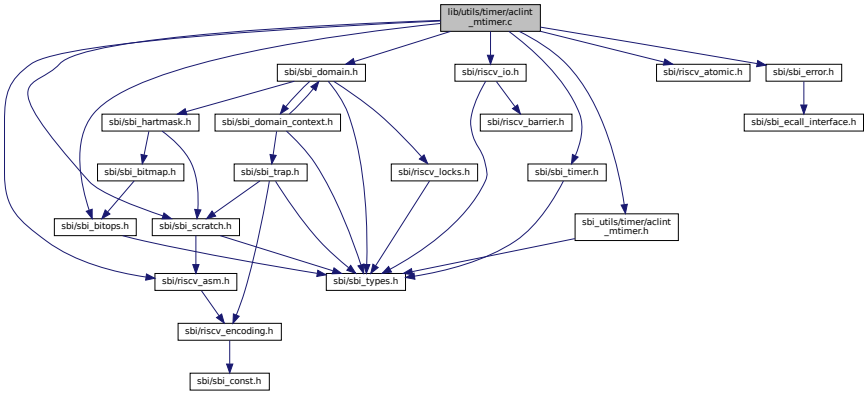
30.244.3.7 htif_tohost

```
uint64_t* htif_tohost = NULL  [static]
```

30.245 lib/utils/timer/aclint_mtimer.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_atomic.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_bitops.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
#include <sbi/sbi_timer.h>
#include <sbi_utils/timer/aclint_mtimer.h>
```

Include dependency graph for aclint_mtimer.c:



Macros

- #define mtimer_get_hart_data_ptr(__scratch) sbi_scratch_read_type((__scratch), void *, mtimer_ptr_offset)

- #define mtimer_set_hart_data_ptr(__scratch, __mtimer) sbi_scratch_write_type((__scratch), void *, mtimer_ptr_offset, (__mtimer))

Functions

- static u64 mtimer_time_rd64 (volatile u64 *addr)
- static void mtimer_time_wr64 (bool timecmp, u64 value, volatile u64 *addr)
- static u64 mtimer_time_rd32 (volatile u64 *addr)
- static void mtimer_time_wr32 (bool timecmp, u64 value, volatile u64 *addr)
- static u64 mtimer_value (void)
- static void mtimer_event_stop (void)
- static void mtimer_event_start (u64 next_event)
- void aclint_mtimer_sync (struct aclint_mtimer_data *mt)
- void aclint_mtimer_set_reference (struct aclint_mtimer_data *mt, struct aclint_mtimer_data *ref)
- int aclint_mtimer_warm_init (void)
- int aclint_mtimer_cold_init (struct aclint_mtimer_data *mt, struct aclint_mtimer_data *reference)

Variables

- static unsigned long mtimer_ptr_offset
- static struct sbi_timer_device mtimer

30.245.1 Macro Definition Documentation

30.245.1.1 mtimer_get_hart_data_ptr

```
#define mtimer_get_hart_data_ptr(
              __scratch )  sbi_scratch_read_type((__scratch), void *, mtimer_ptr_offset)
```

30.245.1.2 mtimer_set_hart_data_ptr

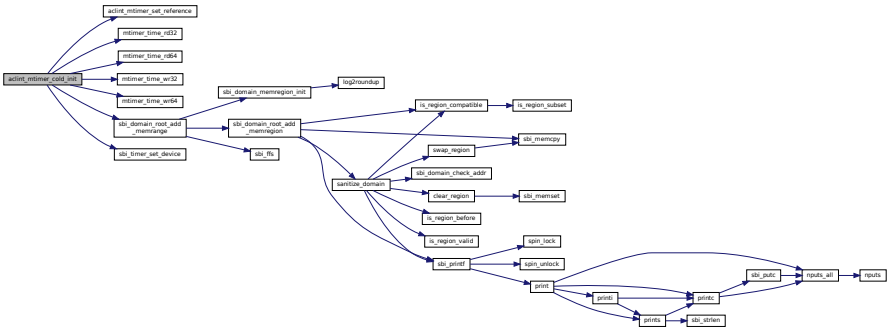
```
#define mtimer_set_hart_data_ptr(
              __scratch,
              __mtimer )  sbi_scratch_write_type((__scratch), void *, mtimer_ptr_offset, (__↩
mtimer))
```

30.245.2 Function Documentation

30.245.2.1 aclint_mtimer_cold_init()

```
int aclint_mtimer_cold_init (
             struct aclint_mtimer_data * mt,
             struct aclint_mtimer_data * reference )
```

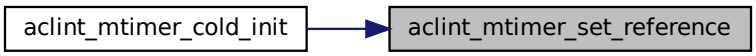
Here is the call graph for this function:



30.245.2.2 aclint_mtimer_set_reference()

```
void aclint_mtimer_set_reference (
            struct aclint_mtimer_data * mt,
            struct aclint_mtimer_data * ref )
```

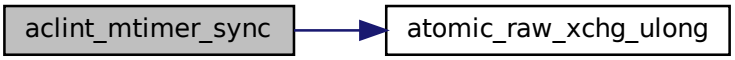
Here is the caller graph for this function:



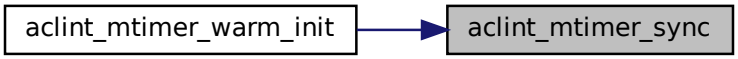
30.245.2.3 aclint_mtimer_sync()

```
void aclint_mtimer_sync (
            struct aclint_mtimer_data * mt )
```

Here is the call graph for this function:



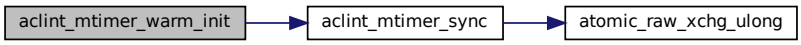
Here is the caller graph for this function:



30.245.2.4 aclint_mtimer_warm_init()

```
int aclint_mtimer_warm_init (
            void  )
```

Here is the call graph for this function:



30.245.2.5 mtimer_event_start()

```
static void mtimer_event_start (
            u64 next_event )  [static]
```

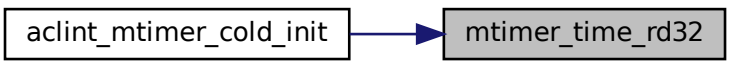
30.245.2.6 mtimer_event_stop()

```
static void mtimer_event_stop (
            void  )  [static]
```

30.245.2.7 mtimer_time_rd32()

```
static u64 mtimer_time_rd32 (
            volatile u64 * addr )  [static]
```

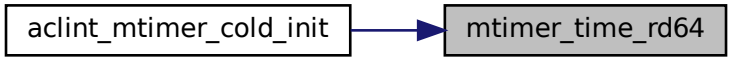
Here is the caller graph for this function:



30.245.2.8 mtimer_time_rd64()

```
static u64 mtimer_time_rd64 (
            volatile u64 * addr )  [static]
```

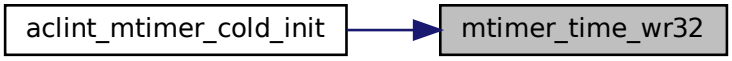
Here is the caller graph for this function:



30.245.2.9 mtimer_time_wr32()

```
static void mtimer_time_wr32 (
            bool timecmp,
            u64 value,
            volatile u64 * addr )  [static]
```

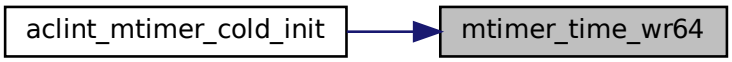
Here is the caller graph for this function:



30.245.2.10 mtimer_time_wr64()

```
static void mtimer_time_wr64 (
            bool timecmp,
            u64 value,
            volatile u64 * addr )  [static]
```

Here is the caller graph for this function:



30.245.2.11 mtimer_value()

```
static u64 mtimer_value (
            void  )  [static]
```

30.245.3 Variable Documentation

30.245.3.1 mtimer

```
struct sbi_timer_device mtimer  [static]
```

Initial value:

```
= {
    .name = "aclint-mtimer",
    .timer_value = mtimer_value,
    .timer_event_start = mtimer_event_start,
    .timer_event_stop = mtimer_event_stop
}
```

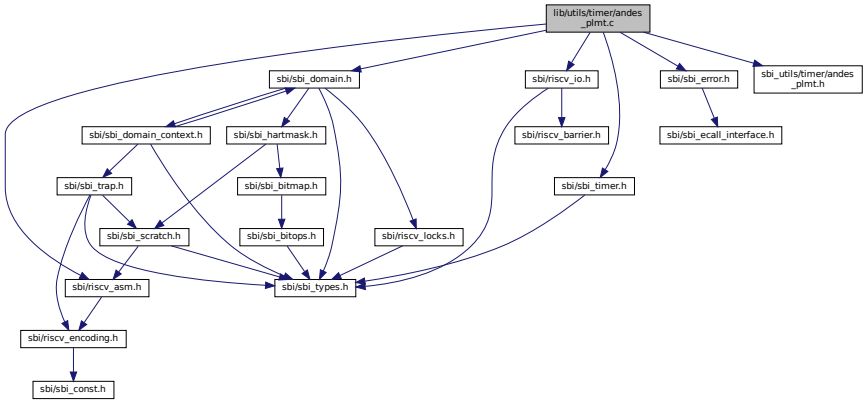
30.245.3.2 mtimer_ptr_offset

```
unsigned long mtimer_ptr_offset  [static]
```

30.246 lib/utils/timer/andes_plmt.c File Reference

```
#include <sbi/riscv_asm.h>
#include <sbi/riscv_io.h>
#include <sbi/sbi_domain.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_timer.h>
#include <sbi_utils/timer/andes_plmt.h>
```

Include dependency graph for andes_plmt.c:



Functions

- static u64 plmt_timer_value (void)
- static void plmt_timer_event_stop (void)
- static void plmt_timer_event_start (u64 next_event)
- int plmt_cold_timer_init (struct plmt_data *plmt)
- int plmt_warm_timer_init (void)

Variables

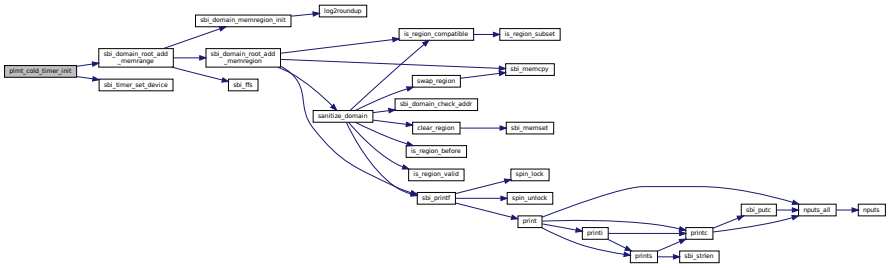
- struct plmt_data plmt
- static struct sbi_timer_device plmt_timer

30.246.1 Function Documentation

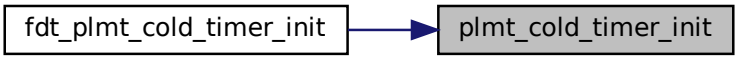
30.246.1.1 plmt_cold_timer_init()

```
int plmt_cold_timer_init (
            struct plmt_data * plmt )
```

Here is the call graph for this function:



Here is the caller graph for this function:



30.246.1.2 plmt_timer_event_start()

```
static void plmt_timer_event_start (
            u64 next_event )  [static]
```

30.246.1.3 plmt_timer_event_stop()

```
static void plmt_timer_event_stop (
            void  )  [static]
```

Here is the caller graph for this function:

30.246.1.4 plmt_timer_value()

```
static u64 plmt_timer_value (
             void  )  [static]
```

30.246.1.5 plmt_warm_timer_init()

```
int plmt_warm_timer_init (
             void  )
```

Here is the call graph for this function:

30.246.2 Variable Documentation

30.246.2.1 plmt

```
struct plmt_data plmt
```

30.246.2.2 plmt_timer

```
struct sbi_timer_device plmt_timer  [static]
```

Initial value:

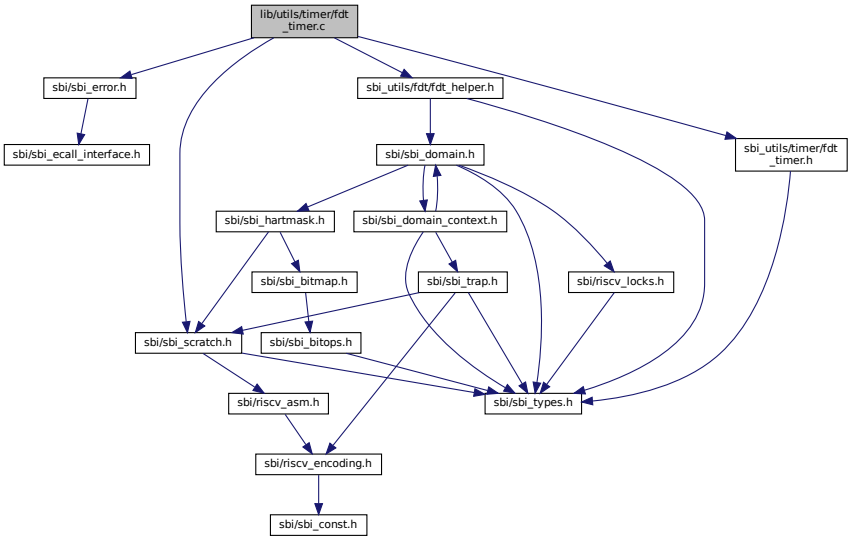
```
= {
    .name          = "andes_plmt",
    .timer_freq    = DEFAULT_AE350_PLMT_FREQ,
    .timer_value       = plmt_timer_value,
    .timer_event_start = plmt_timer_event_start,
    .timer_event_stop  = plmt_timer_event_stop
}
```

30.247 lib/utils/timer/fdt_timer.c File Reference

```
#include <sbi/sbi_error.h>
#include <sbi/sbi_scratch.h>
```

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/timer/fdt_timer.h>
```

Include dependency graph for fdt_timer.c:



Functions

- void fdt_timer_exit (void)
- static int fdt_timer_warm_init (void)
- static int fdt_timer_cold_init (void)
- int fdt_timer_init (bool cold_boot)

Variables

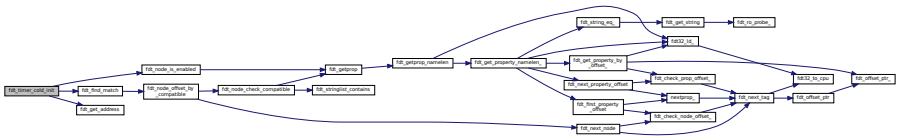
- struct fdt_timer * fdt_timer_drivers [ ]
- unsigned long fdt_timer_drivers_size
- static struct fdt_timer * current_driver = NULL

30.247.1 Function Documentation

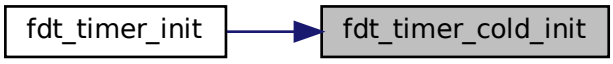
30.247.1.1 fdt_timer_cold_init()

```
static int fdt_timer_cold_init (
            void ) [static]
```

Here is the call graph for this function:



Here is the caller graph for this function:



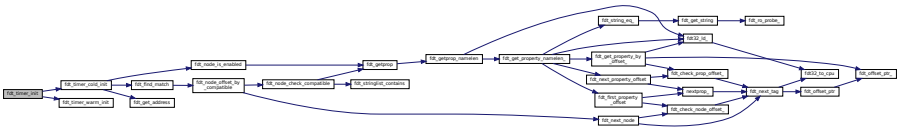
30.247.1.2 fdt_timer_exit()

```
void fdt_timer_exit (
             void  )
```

30.247.1.3 fdt_timer_init()

```
int fdt_timer_init (
             bool cold_boot )
```

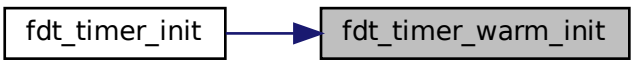
Here is the call graph for this function:



30.247.1.4 fdt_timer_warm_init()

```
static int fdt_timer_warm_init (
             void  )  [static]
```

Here is the caller graph for this function:



30.247.2 Variable Documentation

30.247.2.1 current_driver

```
struct fdt_timer* current_driver = NULL  [static]
```

30.247.2.2 fdt_timer_drivers

```
struct fdt_timer* fdt_timer_drivers[]  [extern]
```

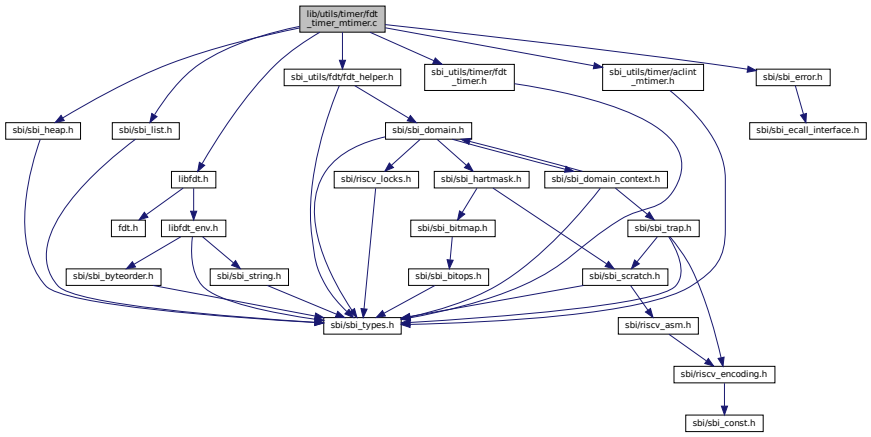
30.247.2.3 fdt_timer_drivers_size

```
unsigned long fdt_timer_drivers_size  [extern]
```

30.248 lib/utils/timer/fdt_timer_mtimer.c File Reference

```
#include <libfdt.h>
#include <sbi/sbi_error.h>
#include <sbi/sbi_heap.h>
#include <sbi/sbi_list.h>
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/timer/fdt_timer.h>
#include <sbi_utils/timer/aclint_mtimer.h>
```

Include dependency graph for fdt_timer_mtimer.c:



Functions

- static SBI_LIST_HEAD (mtn_list)
- static int timer_mtimer_cold_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

- static struct aclint_mtimer_data * mt_reference = NULL
- static const struct timer_mtimer_quirks sifive_clint_quirks
- static const struct timer_mtimer_quirks thead_clint_quirks
- static const struct timer_mtimer_quirks thead_aclint_quirks
- static const struct fdt_match timer_mtimer_match [ ]
- struct fdt_timer fdt_timer_mtimer

30.248.1 Function Documentation

30.248.1.1 SBI_LIST_HEAD()

```
static SBI_LIST_HEAD (
            mtn_list  )  [static]
```

30.248.1.2 timer_mtimer_cold_init()

```
static int timer_mtimer_cold_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

30.248.2 Variable Documentation

30.248.2.1 fdt_timer_mtimer

```
struct fdt_timer fdt_timer_mtimer
```

Initial value:

```
= {
    .match_table = timer_mtimer_match,
    .cold_init = timer_mtimer_cold_init,
    .warm_init = aclint_mtimer_warm_init,
    .exit = NULL,
}
```

30.248.2.2 mt_reference

```
struct aclint_mtimer_data* mt_reference = NULL  [static]
```

30.248.2.3 sifive_clint_quirks

```
const struct timer_mtimer_quirks sifive_clint_quirks  [static]
```

Initial value:

```
= {
    .is_clint       = true,
    .clint_mtime_offset = CLINT_MTIMER_OFFSET,
    .has_64bit_mmio     = true,
}
```

30.248.2.4 thead_aclint_quirks

```
const struct timer_mtimer_quirks thead_aclint_quirks  [static]
```

Initial value:

```
= {
    .has_64bit_mmio     = false,
}
```

30.248.2.5 thead_clint_quirks

```
const struct timer_mtimer_quirks thead_clint_quirks  [static]
```

Initial value:

```
= {
    .is_clint       = true,
    .clint_mtime_offset = CLINT_MTIMER_OFFSET,
    .clint_without_mtime    = true,
}
```

30.248.2.6 timer_mtimer_match

```
const struct fdt_match timer_mtimer_match[]  [static]
```

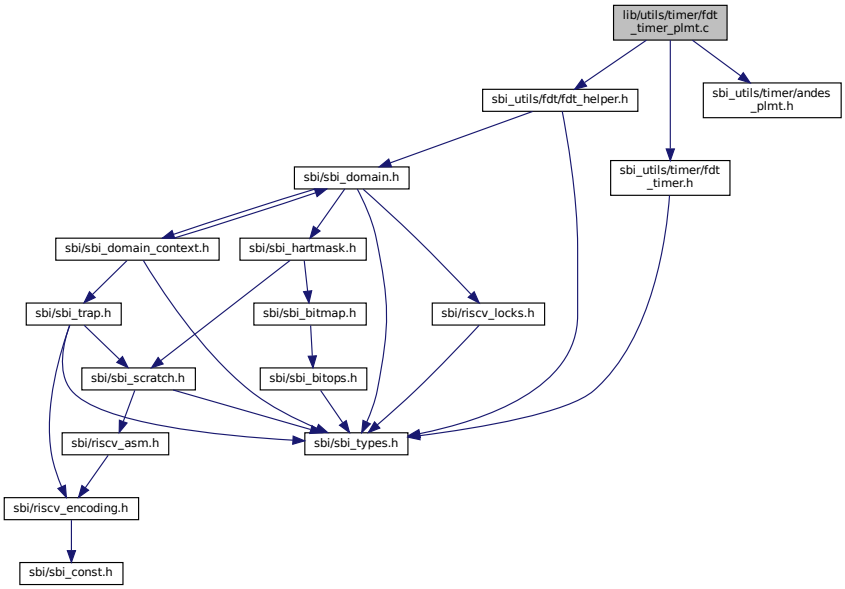
Initial value:

```
= {
    { .compatible = "riscv,clint0", .data = &sifive_clint_quirks },
    { .compatible = "sifive,clint0", .data = &sifive_clint_quirks },
    { .compatible = "thead,c900-clint", .data = &thead_clint_quirks },
    { .compatible = "thead,c900-aclint-mtimer",
      .data = &thead_aclint_quirks },
    { .compatible = "riscv,aclint-mtimer" },
    { },
}
```

30.249 lib/utils/timer/fdt_timer_plmt.c File Reference

```
#include <sbi_utils/fdt/fdt_helper.h>
#include <sbi_utils/timer/fdt_timer.h>
#include <sbi_utils/timer/andes_plmt.h>
```

Include dependency graph for fdt_timer_plmt.c:



Functions

- static int fdt_plmt_cold_timer_init (void *fdt, int nodeoff, const struct fdt_match *match)

Variables

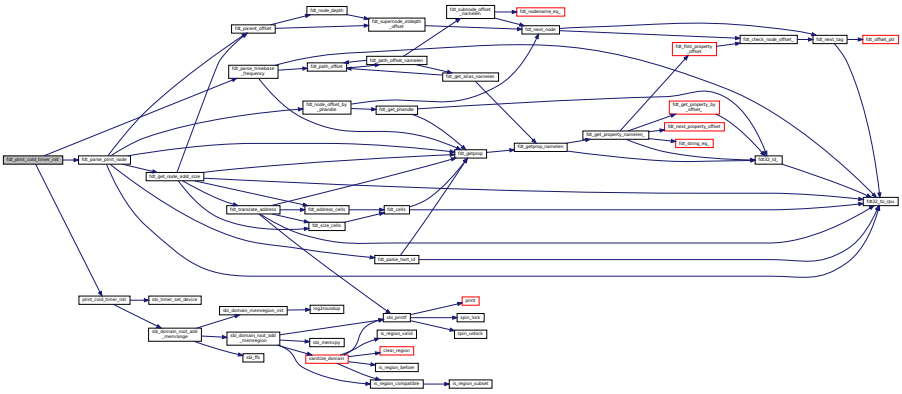
- struct plmt_data plmt
- static const struct fdt_match timer_plmt_match [ ]
- struct fdt_timer fdt_timer_plmt

30.249.1 Function Documentation

30.249.1.1 fdt_plmt_cold_timer_init()

```
static int fdt_plmt_cold_timer_init (
            void * fdt,
            int nodeoff,
            const struct fdt_match * match )  [static]
```

Here is the call graph for this function:



30.249.2 Variable Documentation

30.249.2.1 fdt_timer_plmt

```
struct fdt_timer fdt_timer_plmt
```

Initial value:

```
= {
    .match_table = timer_plmt_match,
    .cold_init   = fdt_plmt_cold_timer_init,
    .warm_init   = plmt_warm_timer_init,
    .exit        = NULL,
}
```

30.249.2.2 plmt

```
struct plmt_data plmt  [extern]
```

30.249.2.3 timer_plmt_match

```
const struct fdt_match timer_plmt_match[]  [static]
```

Initial value:

```
= {
    { .compatible = "andestech,plmt0" },
    {},
}
```

30.250 README.md File Reference

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