

Writing a network-capable BootROM for RISC-V prototype bring-up

Nick Kossifidis <mick@ics.forth.gr>

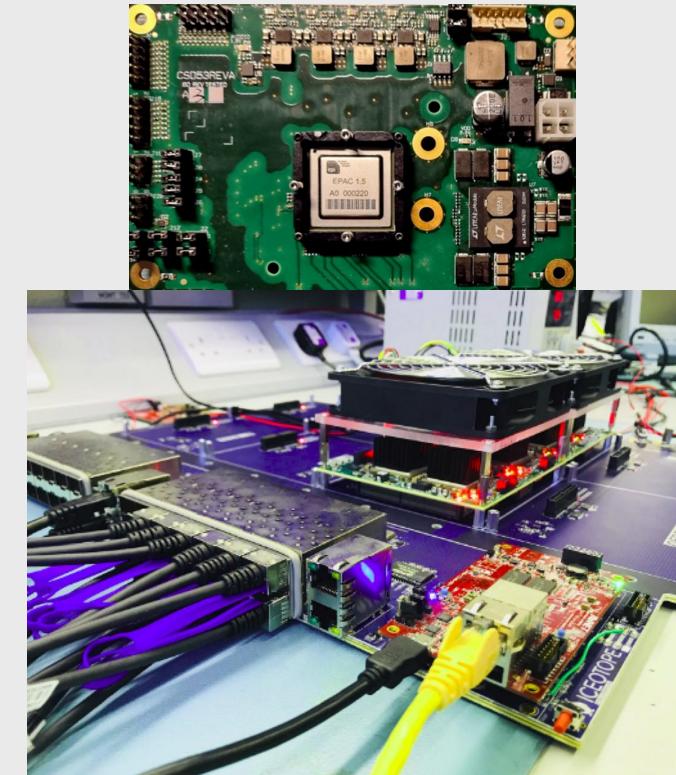
Antony Chazapis <chazapis@ics.forth.gr>

CARV@ICS/FORTH

How it all started...

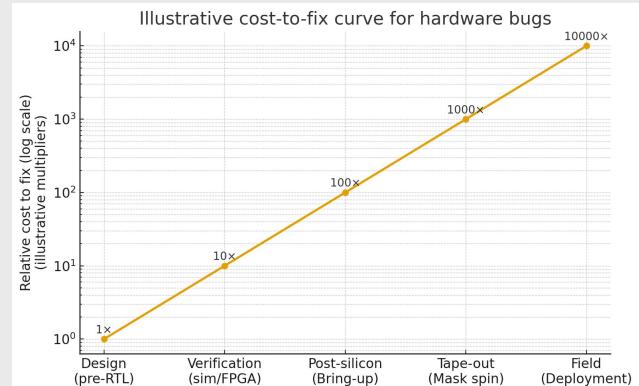
Horror stories from prototype bring up at FORTH

- During integration / design phase (FPGA)
 - Unimplemented extensions (e.g. no FPU) on RISC-V cores
 - Buggy RISC-V implementations
 - Compressed instructions + alignment
 - Atomics + alignment
 - Misbehaving MMUs
 - Misbehaving / non-compliant VPU
 - Misbehaving branch predictor (on Ariane, submitted a bug fix)
 - Misbehaving / non-compliant wfi
 - ... sky is the limit
 - Various integration issues / misbehaving IPs
 - Mixed up interrupt lines
 - ... sky is the limit
- Moving on to ASIC
 - A part of the toolchain “optimized out” a part of our NoC
 - Timing issues, esp. related to high speed links
- At the PCB level
 - Misplacement of connectors
 - Reversed / mixed-up traces



How it all started...

- All these issues survived the hw validation / verification process
- The longer they survive the development process, the higher the cost of fixing them (even worse than sw use cases, especially after tape out)
- We need more and better tests !
 - More flexible code that could work asap, even without core extensions or IPs being present
 - Progressively more complex to increase test coverage
 - As efficient / small / focused as possible so that they can also be used under simulation during hw validation (e.g. verilator)
 - Able to run in an already broken setup (e.g. salvage what we can post-silicon, to provide as much feedback as possible to the hw team)
 - Able to run in a constrained environment



BareMetal SDK

- It made sense to create a common sw infrastructure
- As it evolved we ended up using it for other things too...
 - Benchmarks
 - Bootloaders (BootROM)
 - Education !
- Developed as a side project since 2019
 - On an as-needed basis
 - Open Source using Apache 2.0 (not yet released)
- Platform layer
 - Supports typical RISC-V SoCs
 - Harts + 16650 UART + (A)CLINT + (A)PLIC + IMSIC
 - Supports multiple harts
 - Sparse hart ids with / without boot lottery
 - Supports complex memory layouts
 - A hack to support rom/ram being far away without -mcmodel=large
 - Single header for hardware-specific configuration
 - From peripheral addresses and hart infos to linker script generation
 - Support for QEMU virt machine for reference
- Yalibc
 - An attempt for a freestanding libc
 - For now very minimal
 - Another side-project

BareMetal SDK - The pain

- **Weird memory layouts from the hw team**
 - **E.g. ram is too far away from rom**
 - PC-relative addressing won't work
 - GP-relative is limited to 4KB for .data/.bss
 - Large memory model not yet ratified
 - It increases binary size by storing lots of symbols
 - It stores them in .text instead of .rodata !
- **Flexibility for prototypes that are still WiP**
 - For example maybe not all atomic ops are available
 - Or maybe there is no PLIC/CLINT etc yet
 - Or we may have some quirks etc
- **Size constrained since BootROM consumes chip area (also on FPGAs)**
 - And you need to write everything from the hart's first instruction
 - Compiler optimization passes fighting each other
- ...

BareMetal SDK - The joy

- **FULL CONTROL!!!**
- Much simpler/cleaner code than e.g. having to follow multiple abstraction layers on an OS environment designed to be multi-arch.
- RISC-V specs are not that complicated to follow (especially if you are involved in the process).
 - E.g. implementing bare metal drivers for (A)CLINT/(A)PLIC/IMSIC, or trap handling was straight forward.
- Great opportunity to stretch your skills, experiment, and learn new stuff.
- In case you get to work with students, it can be a great teaching tool.

NetBOOT - A real-life production use case

- It's easier to have network than storage early on
 - You can add a NIC in your FPGA design and go outside
 - You can't add a persistent flash
 - No need for eMMC/SD/AHCI etc, just mmio/dma access
- There are very simple network interfaces to play with
 - E.g. Xilinx emaclite.
 - We have our own 1Gb one with the same programming interface as Xilinx AXI DMA and our own MAC.
- You can do everything !
 - Fetch boot images to get FSBL/Kernel/DTB etc.
 - Access system via ssh.
 - Mount rootfs over NFS and e.g. boot Redhat Enterprize / Ubuntu
 - Access the internet, or other hosts (in our case play with MPI etc).

NetBOOT - A real-life production use case

- **Networking stuff:**
 - Simple ethernet abstraction, without interrupts.
 - Xilinx emaclite
 - Our own AXI-DMA NIC
 - VirtIO-net (so that it works with QEMU virt machine)
 - Tiny network stack on top (IPv4/UDP/ARP)
 - DHCP with support for some useful options
 - TFTP with blocksize/windowsize/tsize negotiation and blocknum wraparound
- **Image parser:**
 - Image container format with support for multiple partitions/image types/system units.
 - Simple integrity checks for now, but signature/secure boot support is also part of the plan.
 - LZ4 decompressor

NetBOOT - A real-life production use case

- **Code size (initial public release):**
 - Emaclite driver -> 250loc
 - Our NIC driver -> 320loc
 - VirtIO-net driver -> 413loc
 - Net -> 430loc
 - DHCP -> 868loc
 - TFTP -> 336loc
 - LZ4 -> 91loc
 - Image parser -> 282loc
 - Main (wrapper) -> 45loc
- **Binary size:**
 - 32K with debugging + ANSI colors etc
 - Much less if I remove debugging / colors and add -Os in the mix (but -Os sometimes breaks things). Best case ~20-24K in previous tests.

NetBOOT - A real-life production use case

- What to do with the remaining ~8-10K...
 - Secure boot using Caliptra RTM
 - Image parser is ready for it, I'll need some more ram to store the public key to pass to Caliptra, and some code space if I decide to do the SHA384 myself instead of using Caliptra.
 - Add support for flash (e.g. over SPI/eMMC)
- We'll also spin up a version that does OpenDICE with built-in crypto (but that won't fit in 32K, I'll probably go for 64K target).

Git repos...

We hope you find the whole thing fun and useful too:

<https://github.com/CARV-ICS-FORTH/BareMetal>

<https://github.com/CARV-ICS-FORTH/NetBoot>

Also let us know if you find any issues, or have any feedback to share.
Contributions are always welcome :-)

Questions ?



Thank you for your attention.

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