

# **NEON/VFP Application in StarterWare**

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# Agenda

- NEON/VFP Overview
- NEON/VFP Enable
- NEON/VFP application in StarterWare
- Solution

# NEON/VFP Overview

- What is NEON?
  - a SIMD (Single Instruction Multiple Data) accelerator processor integrated in as part of the ARM Cortex-A8
  - Neon instructions are mainly for numerical, load/store, and some logical operations
- What is VFP(Vector Floating Point) ?
  - a floating point hardware accelerator
  - Function: speed up floating point calculations
  - supports both single and double precision floating point calculations compliant with IEEE754

# NEON/VFP Enable

- Adding the assembly code into the init.asm as a function:

; Initialize NEON and VFP

```
MRC    p15, #0, r3, c1, c0, #2      ; Read CPACR  
ORR    r3, r3, #0x00F00000          ; Enable access to CP10 and CP11  
MCR    p15, #0, r3, c1, c0, #2      ; Write CPACR
```

; Enable NEON and VFP

**MOV r0, #0x40000000**

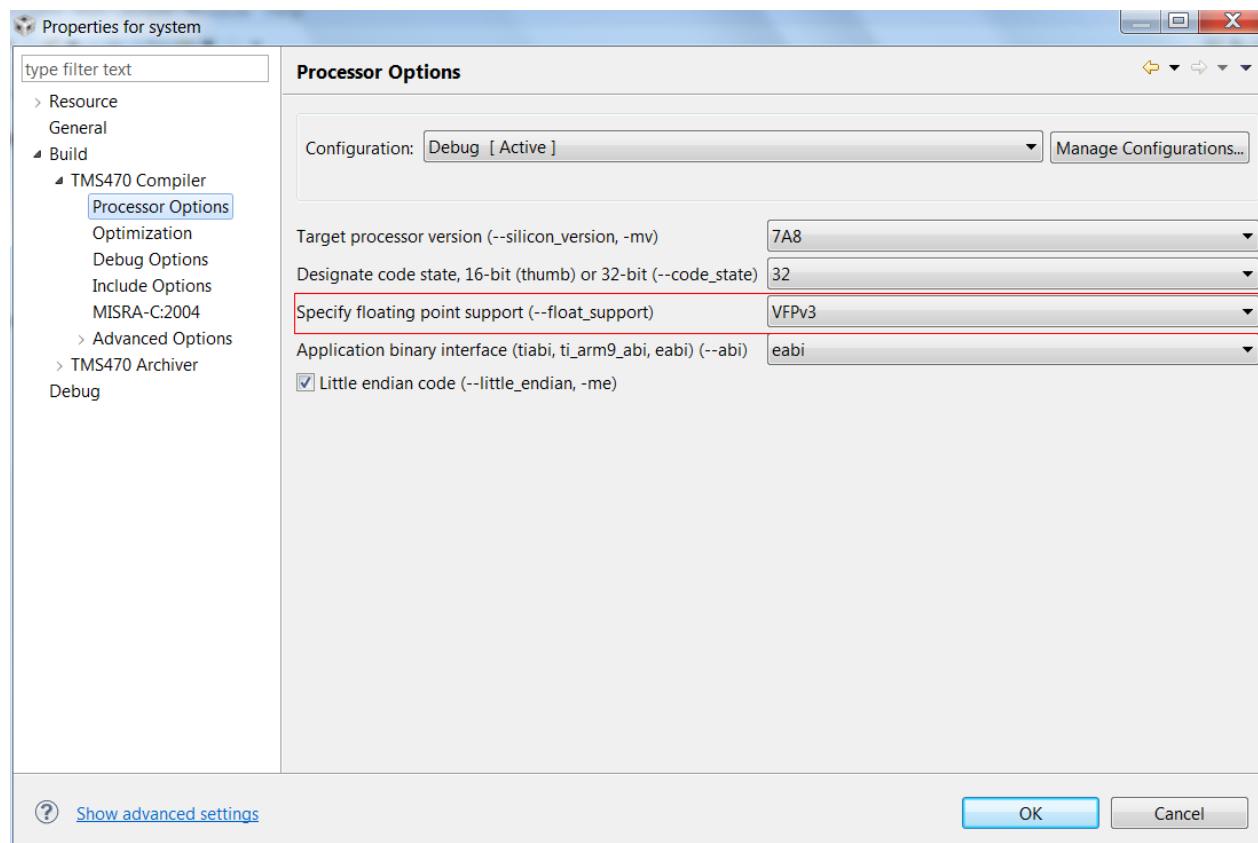
VMSR FPEXC, r0

VMRS R1, FPSID

Please refer to [http://processors.wiki.ti.com/index.php/Cortex-A8#How\\_to\\_enable\\_NEON](http://processors.wiki.ti.com/index.php/Cortex-A8#How_to_enable_NEON)

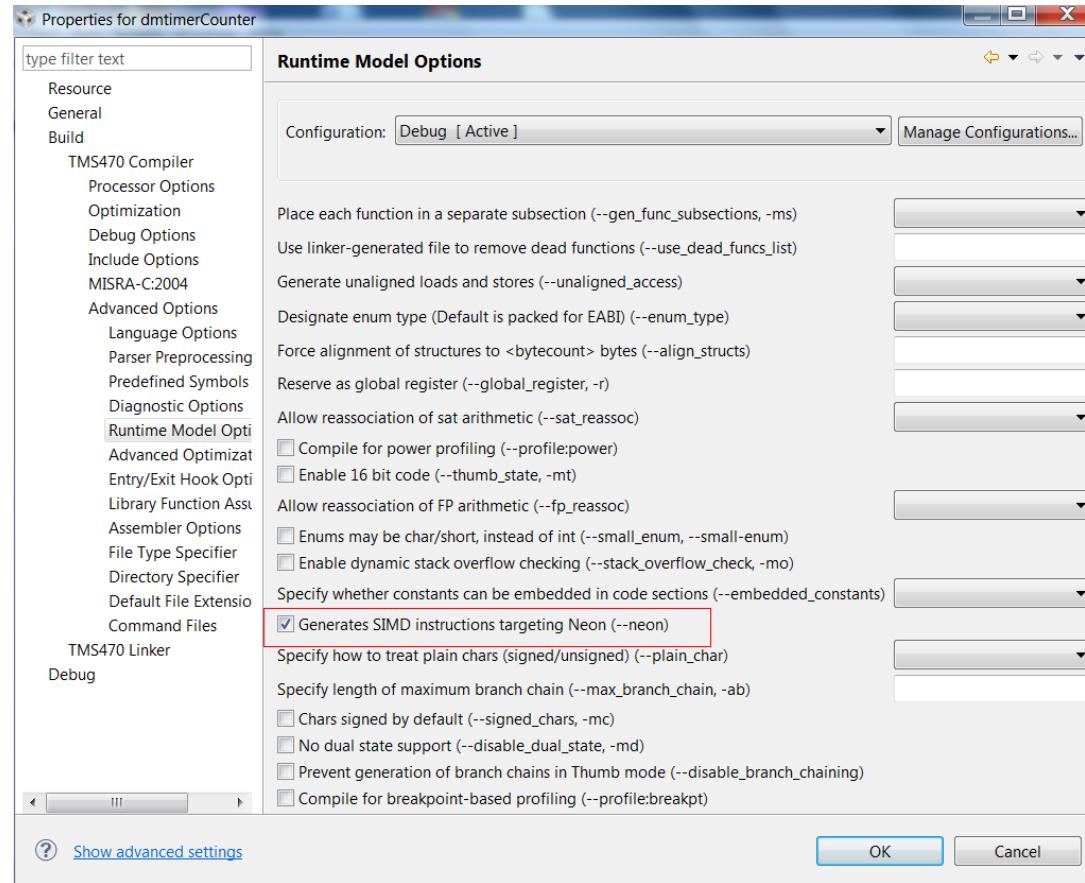
# VFP Enable

- Configure VFP support in build option
  - From CCS Project options: Build->TMS470 Compiler->Processor Options->Specify floating point support(--float\_support)



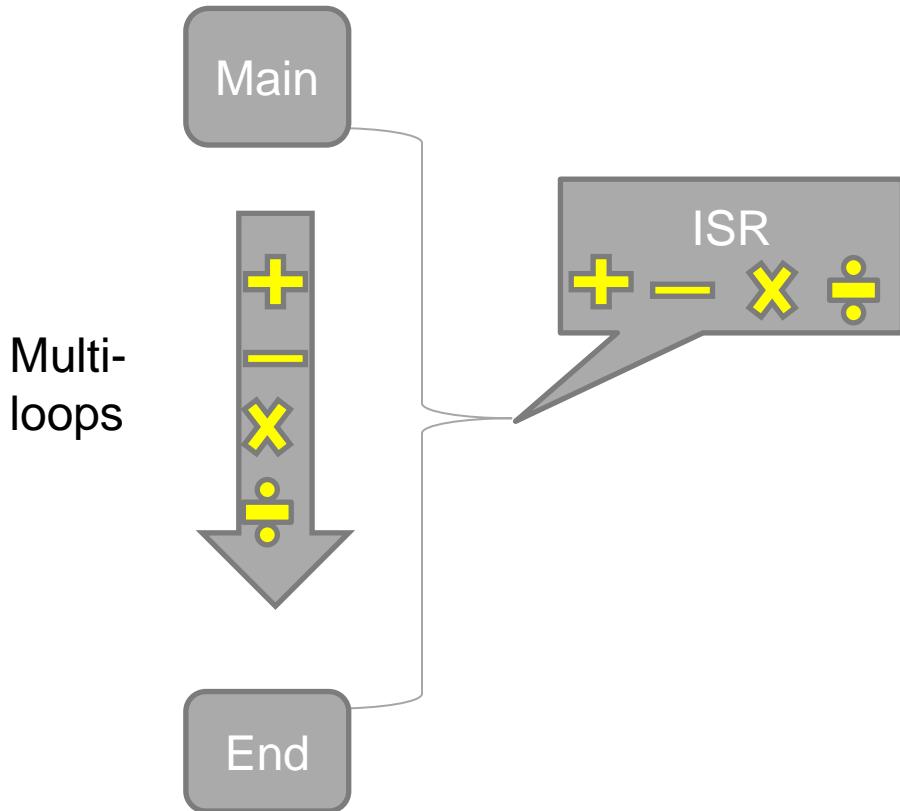
# Neon Enable

- From CCS Project options: Build->TMS470 Compiler->Advanced Options->Runtime Model Options->Generates SIMD instructions (--neon)



"TI Proprietary Information - Strictly Private" or similar placed here if applicable

# NEON/VFP Application in StarterWare



- StarterWare does not save NEON/VFP registers to the stack during an IRQ.
- Issue description:
  - The computing with in main function will be wrong sometimes if there is some computing in ISR when NEON/VFP enabled.

Note: This issue can be found in StarterWare\_02\_00\_00\_07 and previous versions.

# Solution

- Save off the NEON/VFP registers and restore them on interrupt handling completion
  - Modify “system” project in StarterWare and rebuild it.
    - "exceptionhandler.asm" needs to be modified to save and restore the NEON/VFP context.

The screenshot shows the Code Composer Studio interface. The title bar reads "CCS Edit - system/exceptionhandler.asm - Code Composer Studio". The menu bar includes File, Edit, View, Navigate, Project, Run, Scripts, Window, and Help. The toolbar has various icons for file operations. The left pane is the "Project Explorer" showing a hierarchy of files: dmtimerCounter, system [Active - Debug] (which is expanded to show Includes, Debug, cache.c, clock.c, cp15.asm, cpu.c, exceptionhandler.asm, init.asm, interrupt.c, mmu.c, startup.c), and startup.s. The file "exceptionhandler.asm" is highlighted with a red border. The right pane is the "exceptionhandler.asm" code editor. The code is as follows:

```
103 ; This handler is re-entrant IRQ
104 ; in system mode
106 ;
107 IRQHandler:
108     SUB
109     STMFD
110     MRS
111     VMRS
112     STMFD
113     VSTMDB
114
115     LDR
116     LDR
117     STMFD
```

# Solution—con't

- Modification for exceptionhandler.asm

IRQHandler:

```
SUB r14, r14, #4 ; Apply lr correction
STMFD r13!, {r0-r3, r12, r14} ; Save context in IRQ stack
MRS r3, spsr ; Copy spsr
VMRS r1, FPSCR ; Copy fpscr
STMFD r13!, {r1,r3} ; Save fpcr and spsr
VSTMDB [r13]!, {d0-d7} ; Save NEON/VFP scratch registers
```

LDR r0, ADDR\_THRESHOLD ; Get the IRQ Threshold

. (Omit)

.

VLDMIA [r13]!,{d0-d7} ; Restore NEON/VFP scratch registers

LDMFD r13!, {r1, r3} ; get fpscr and spsr from stack

MSR spsr\_cxsf, r3 ; Restore spsr

VMSR FPSCR, r1 ; Restore fpscr

LDMFD r13!, {r0-r3, r12, pc}^ ; Restore the context and return

# Useful links on TI wiki

- <http://processors.wiki.ti.com/index.php/Cortex-A8>
- [http://processors.wiki.ti.com/index.php/Cortex-A8\\_Features](http://processors.wiki.ti.com/index.php/Cortex-A8_Features)
- [http://processors.wiki.ti.com/index.php/Using\\_NEON\\_and\\_VFPv3\\_on\\_Cortex-A8](http://processors.wiki.ti.com/index.php/Using_NEON_and_VFPv3_on_Cortex-A8)