



Nios II Custom Instruction User Guide



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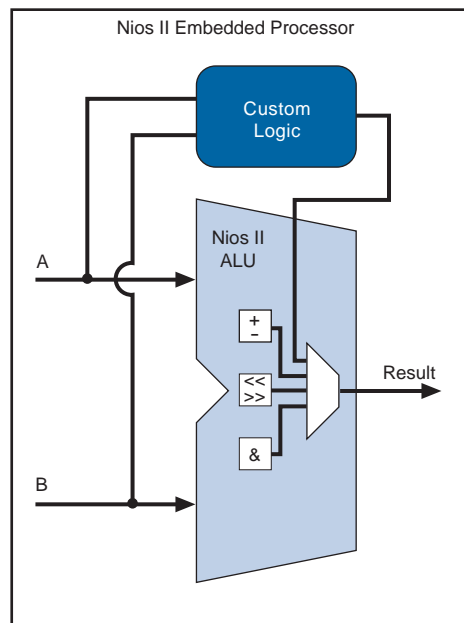
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When you design a system that includes an Altera Nios II embedded processor, you can accelerate time-critical software algorithms by adding custom instructions to the Nios II processor instruction set. Custom instructions allow you to reduce a complex sequence of standard instructions to a single instruction implemented in hardware. You can use this feature for a variety of applications, for example, to optimize software inner loops for digital signal processing (DSP), packet header processing, and computation-intensive applications. In SOPC Builder, the Nios II parameter editor provides a GUI to add custom instructions to the Nios II processor. In Qsys, each custom instruction is a separate component in the Qsys system. You can add as many as 256 custom instructions to your system.

In SOPC Builder, the custom instruction logic connects directly to the Nios II arithmetic logic unit (ALU) as shown in [Figure 1–1](#).

Figure 1–1. Custom Instruction Logic Connects to the Nios II ALU in SOPC Builder Systems



This chapter contains the following sections:

- [“Custom Instruction Overview”](#)
- [“Custom Instruction Types” on page 1–3](#)

For information about the custom instruction software interface, refer to [Chapter 2, Software Interface](#). For step-by-step instructions for implementing a custom instruction, refer to [Chapter 3, Implementing a Nios II Custom Instruction in SOPC Builder](#) or [Chapter 4, Implementing a Nios II Custom Instruction in Qsys](#).

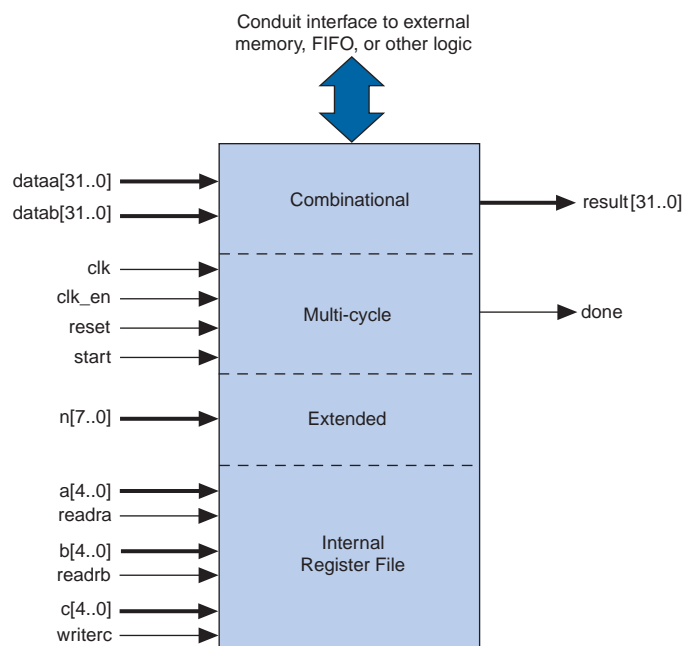
Custom Instruction Overview

Nios II custom instructions are custom logic blocks adjacent to the ALU in the processor's datapath. Custom instructions give you the ability to tailor the Nios II processor core to meet the needs of a particular application. You can accelerate time critical software algorithms by converting them to custom hardware logic blocks. Because it is easy to alter the design of the FPGA-based Nios II processor, custom instructions provide an easy way to experiment with hardware-software tradeoffs at any point in the design process.

Implementing Custom Instruction Hardware

Figure 1-2 is a hardware block diagram of a Nios II custom instruction.

Figure 1-2. Hardware Block Diagram of a Nios II Custom Instruction



A Nios II custom instruction logic receives input on its **dataa** port, or on its **dataa** and **datab** ports, and drives out the result on its **result** port. The custom instruction logic provides a result based on the inputs provided by the Nios II processor.

The Nios II processor supports different types of custom instructions. Figure 1-2 lists the additional ports that accommodate different custom instruction types. Only the ports used for the specific custom instruction implementation are required.

Figure 1-2 also shows a conduit interface to external logic. The interface to external logic allows you to include a custom interface to system resources outside of the Nios II processor datapath.

Implementing Custom Instruction Software

The Nios II custom instruction software interface is simple and abstracts the details of the custom instruction from the software developer. For each custom instruction, the Nios II Embedded Design Suite (EDS) generates a macro in the system header file, **system.h**. You can use the macro directly in your C or C++ application code, and you do not need to program assembly code to access custom instructions. Software can also invoke custom instructions in Nios II processor assembly language.

For more information about the custom instruction software interface, refer to [Chapter 2, Software Interface](#).

Custom Instruction Types

Different types of custom instructions are available to meet the requirements of your application. The type you choose determines the hardware interface for your custom instruction.

[Table 1–1](#) shows the available custom instruction types, applications, and associated hardware ports.

Table 1–1. Custom Instruction Types, Applications, and Hardware Ports (Part 1 of 2)

Type	Application	Hardware Ports
Combinational	Single clock cycle custom logic blocks.	<ul style="list-style-type: none"> ■ dataa[31:0] ■ datab[31:0] ■ result[31:0]
Multicycle	Multi-clock cycle custom logic blocks of fixed or variable durations.	<ul style="list-style-type: none"> ■ dataa[31:0] ■ datab[31:0] ■ result[31:0] ■ clk ■ clk_en (1) ■ start ■ reset ■ done
Extended	Custom logic blocks that are capable of performing multiple operations	<ul style="list-style-type: none"> ■ dataa[31:0] ■ datab[31:0] ■ result[31:0] ■ clk ■ clk_en (1) ■ start ■ reset ■ done ■ n[7:0]

Table 1–1. Custom Instruction Types, Applications, and Hardware Ports (Part 2 of 2)

Type	Application	Hardware Ports
Internal register file	Custom logic blocks that access internal register files for input or output or both.	<ul style="list-style-type: none"> ■ dataa[31:0] ■ datab[31:0] ■ result[31:0] ■ clk ■ clk_en ■ start ■ reset ■ done ■ n[7:0] ■ a[4:0] ■ readra ■ b[4:0] ■ readrb ■ c[4:0] ■ writerc
External interface	Custom logic blocks that interface to logic outside of the Nios II processor's datapath	Standard custom instruction ports, plus user-defined interface to external logic.

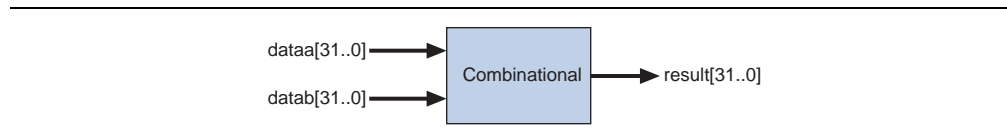
Note to Table 1–1:

- (1) The `clk_en` input signal must be connected to the `clk_en` signals of all the registers in the custom instruction, in case the Nios II processor needs to stall the custom instruction during execution.

The following sections discuss the basic functionality and hardware interface of each of the custom instruction types listed in Table 1–1.

Combinational Custom Instructions

A combinational custom instruction is a logic block that completes its logic function in a single clock cycle. Figure 1–3 shows a block diagram of a combinational custom instruction.

Figure 1–3. Combinational Custom Instruction Block Diagram

In Figure 1–3 the `dataa` and `datab` ports are inputs to the logic block, which drives the results on the `result` port. Because the logic function completes in a single clock cycle, a combinational custom instruction does not require control ports.

Table 1–2 describes the combination custom instruction ports.

Table 1–2. Combinational Custom Instruction Ports

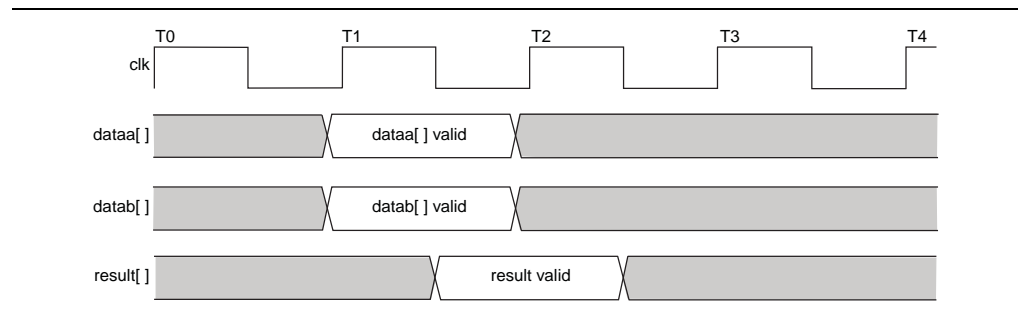
Port Name	Direction	Required	Description
dataa[31:0]	Input	No	Input operand to custom instruction
datab[31:0]	Input	No	Input operand to custom instruction
result[31:0]	Output	Yes	Result of custom instruction

The only required port for combinational custom instructions is the `result` port. The `dataa` and `datab` ports are optional. Include them only if the custom instruction functionality requires input operands. If the custom instruction requires only a single input port, use `dataa`.

Figure 1–4 shows the combinational custom instruction hardware port timing diagram.

In Figure 1–4, the processor presents the input data on the `dataa` and `datab` ports on the rising edge of the processor clock. The processor reads the `result` port on the rising edge of the following processor clock cycle.

Figure 1–4. Combinational Custom Instruction Timing Diagram



The Nios II processor issues a combinational custom instruction speculatively; that is, it optimizes execution by issuing the instruction before knowing whether it is necessary, and ignores the result if it is not required. Therefore, a combinational custom instruction must not have side effects. In particular, a combinational custom instruction cannot have an external interface.

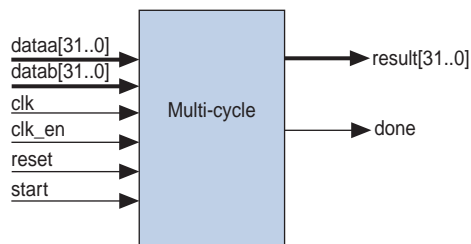
You can further optimize combinational custom instructions by implementing the extended custom instruction. Refer to “[Extended Custom Instructions](#)” on page 1–7.

Multicycle Custom Instructions

Multicycle or sequential, custom instructions consist of a logic block that requires two or more clock cycles to complete an operation. Additional control ports are required for multicycle custom instructions, as shown in Table 1–3.

Figure 1-5 shows the multicycle custom instruction block diagram.

Figure 1-5. Multicycle Custom Instruction Block Diagram



Multicycle custom instructions complete in either a fixed or variable number of clock cycles. For a custom instruction that completes in a fixed number of clock cycles, you specify the required number of clock cycles at system generation. For a custom instruction that requires a variable number of clock cycles, you instantiate the *start* and *done* ports. These ports participate in a handshaking scheme to determine when the custom instruction execution is complete.

Table 1-3 describes the multicycle custom instruction ports.

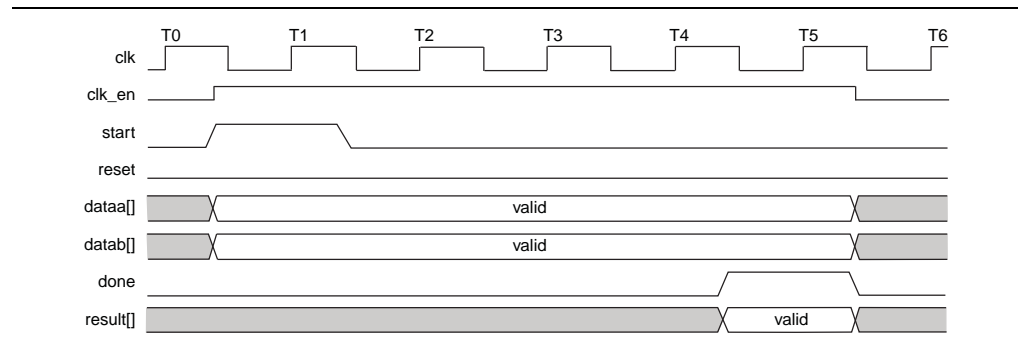
Table 1-3. Multicycle Custom Instruction Ports

Port Name	Direction	Required	Description
clk	Input	Yes	System clock
clk_en	Input	Yes	Clock enable
reset	Input	Yes	Synchronous reset
start	Input	No	Commands custom instruction logic to start execution
done	Output	No	Custom instruction logic indicates to the processor that execution is complete
dataaa[31:0]	Input	No	Input operand to custom instruction
datab[31:0]	Input	No	Input operand to custom instruction
result[31:0]	Output	No	Result of custom instruction

As indicated in Table 1-3, the *clk*, *clk_en*, and *reset* ports are required for multicycle custom instructions. However, the *start*, *done*, *dataaa*, *datab*, and *result* ports are optional. Implement them only if the custom instruction functionality requires them.

Figure 1-6 shows the multicycle custom instruction hardware port timing diagram.

Figure 1-6. Multicycle Custom Instruction Timing Diagram



The processor asserts the active high `start` port on the first clock cycle of the custom instruction execution. At this time, the `dataa` and `datab` ports have valid values and remain valid throughout the duration of the custom instruction execution. The `start` signal is asserted for a single clock cycle.

For a fixed length multicycle custom instruction, after the instruction starts, the processor waits the specified number of clock cycles, and then reads the value on the `result` signal. For an n -cycle operation, the custom logic block must present valid data on the n^{th} rising edge after the custom instruction begins execution.

For a variable length multicycle custom instruction, the processor waits until the active high `done` signal is asserted. The processor reads the `result` port on the same clock edge on which `done` is asserted. The custom logic block must present data on the `result` port on the same clock cycle on which it asserts the `done` signal.

The Nios II system clock feeds the custom logic block's `clk` port, and the Nios II system's master reset feeds the active high `reset` port. The `reset` port is asserted only when the whole Nios II system is reset.

The custom logic block must treat the active high `clk_en` port as a conventional clock qualifier signal, ignoring `clk` while `clk_en` is deasserted.

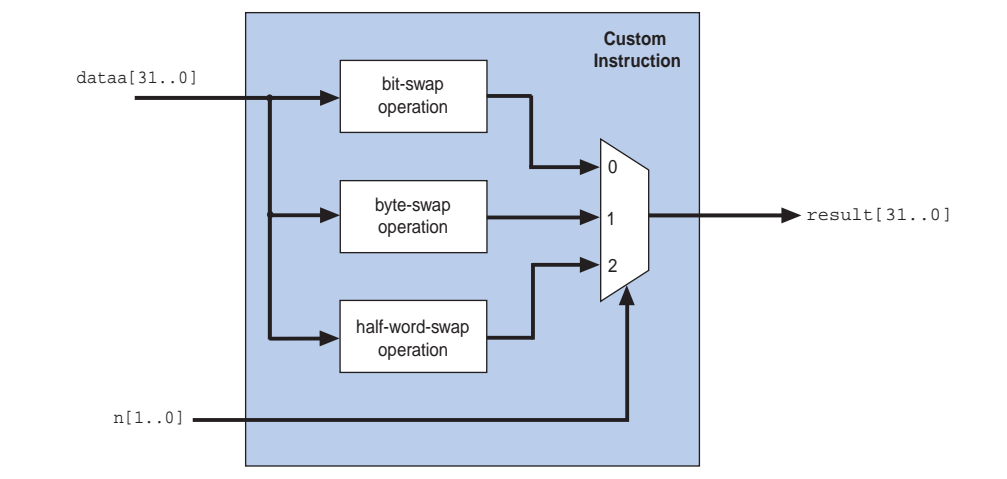
You can further optimize multicycle custom instructions by implementing the extended internal register file, or by creating external interface custom instructions. Refer to [“Extended Custom Instructions”](#), [“Internal Register File Custom Instructions”](#) on page 1-9, or [“External Interface Custom Instructions”](#) on page 1-10.

Extended Custom Instructions

Extended custom instruction allows a single custom logic block to implement several different operations. Extended custom instructions use an index to specify which operation the logic block performs. The index can be as many as eight bits wide, allowing a single custom logic block to implement as many as 256 different operations.

Figure 1-7 is a block diagram of an extended custom instruction with bit-swap, byte-swap, and half-word swap operations.

Figure 1-7. Extended Custom Instruction with Swap Operations



The custom instruction in Figure 1-7 performs swap operations on data received at the `dataa` port. It uses the two-bit-wide `n` port to select the output from a multiplexer, determining which result is presented to the `result` port.



This logic is just a simple example, using a multiplexer on the output. You can implement function selection based on an index in any way that is appropriate for your application.

Extended custom instructions can be combinational or multicycle custom instructions. To implement an extended custom instruction, simply add an `n` port to your custom instruction logic. The bit width of the `n` port is a function of the number of operations the custom logic block can perform.

Extended custom instructions occupy multiple custom instruction indices. For example, the custom instruction illustrated in Figure 1-7 occupies 4 indices, because `n` is two bits wide. Therefore, when this instruction is implemented in a Nios II system, $256 - 4 = 252$ available indices remain.

For information about the custom instruction index, refer to “[Custom Instruction Assembly Software Interface](#)” on page 2-3.

All extended custom instruction port operations are identical to those for the combinational and multicycle custom instructions, with the exception of the `n` port, which is not present in combinational and multicycle custom instructions. The `n` port timing is the same as that of the `dataa` port. For example, for an extended variable multicycle custom instruction, the processor presents the index value to the `n` port on the same rising edge of the clock at which `start` is asserted, and the `n` port remains stable during execution of the custom instruction.

Internal Register File Custom Instructions

The Nios II processor allows custom instruction logic to access its own internal register file. This provides you the flexibility to specify if the custom instruction reads its operands from the Nios II processor's register file or from the custom instruction's own internal register file. In addition, a custom instruction can write its results to the local register file rather than to the Nios II processor's register file.

Custom instructions containing internal register files use `readra`, `readrb`, and `writerc` signals to determine if the custom instruction should use the internal register file or the `dataa`, `datab`, and `result` signals. Ports `a`, `b`, and `c` specify the internal registers from which to read or to which to write. For example, if `readra` is deasserted (specifying a read operation from the internal register), the `a` signal value provides an index to the internal register file. Ports `a`, `b`, and `c` are five bits each, allowing you to address as many as 32 registers.


 For further details of Nios II custom instruction implementation, refer to the *Instruction Set Reference* chapter of the *Nios II Processor Reference Handbook*.

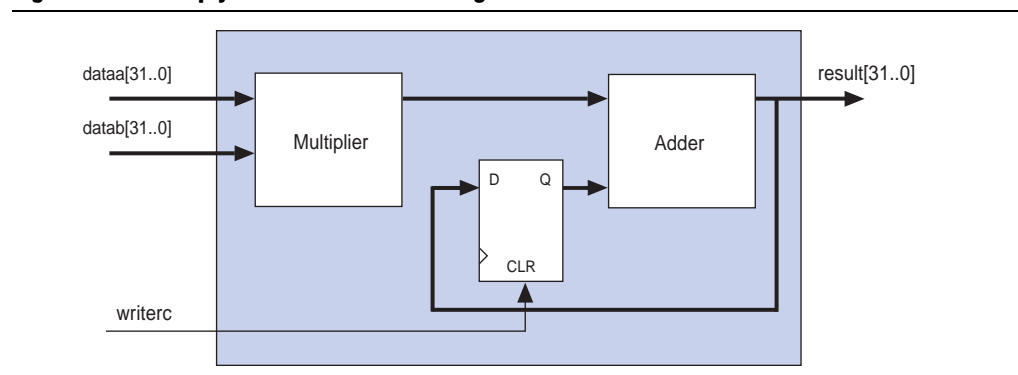
Table 1-4 lists the internal register file custom instruction-specific optional ports. Use the optional ports only if the custom instruction functionality requires them.

Table 1-4. Internal Register File Custom Instruction Ports

Port Name	Direction	Required	Description
<code>readra</code>	Input	No	If <code>readra</code> is high, the Nios II processor supplies <code>dataa</code> ; if <code>readra</code> is low, custom instruction logic reads the internal register file indexed by <code>a</code> .
<code>readrb</code>	Input	No	If <code>readrb</code> is high, the Nios II processor supplies <code>datab</code> ; if <code>readrb</code> is low, custom instruction logic reads the internal register file indexed by <code>b</code> .
<code>writerc</code>	Input	No	If <code>writerc</code> is high, the Nios II processor writes to the <code>result</code> port; if <code>writerc</code> is low, custom instruction logic writes to the internal register file indexed by <code>c</code> .
<code>a[4:0]</code>	Input	No	Custom instruction internal register file index
<code>b[4:0]</code>	Input	No	Custom instruction internal register file index
<code>c[4:0]</code>	Input	No	Custom instruction internal register file index

Figure 1-8 shows a simple multiply-accumulate custom logic block.

Figure 1-8. Multiply-accumulate Custom Logic Block



When `writerc` is deasserted, the Nios II processor ignores the value driven on the result port. The accumulated value is stored in an internal register. Alternatively, the processor can read the value on the result port by asserting `writerc`. At the same time, the internal register is cleared so that it is ready for a new round of multiply and accumulate operations.

The `readra`, `readrb`, `writerc`, `a`, `b`, and `c` ports behave similarly to `dataa`. When the custom instruction begins, the processor presents the new values of the `readra`, `readrb`, `writerc`, `a`, `b`, and `c` ports on the rising edge of the processor clock. All six of these ports remain stable during execution of the custom instructions.

To determine how to handle the register file, custom instruction logic reads the active high `readra`, `readrb`, and `writerc` ports. The logic uses the `a`, `b`, and `c` ports as register file indexes. When `readra` or `readrb` is asserted, the custom instruction logic ignores the corresponding `a` or `b` port, and receives data from the `dataa` or `datab` port. When `writerc` is asserted, the custom instruction logic ignores the `c` port and writes to the result port.

All other custom instruction port operations behave the same as for combinational and multicycle custom instructions.

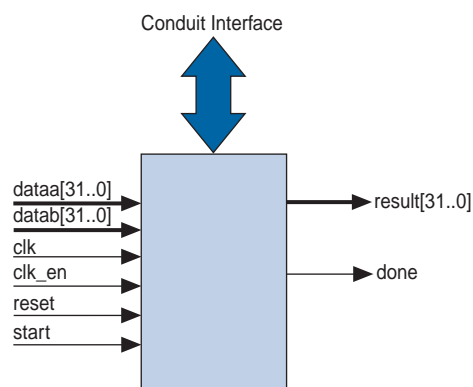
External Interface Custom Instructions

Nios II custom instructions allow you to add an interface to communicate with logic outside of the processor's datapath. At system generation, conduits propagate out to the top level of the SOPC Builder or Qsys system, where external logic can access the signals.

By enabling custom instruction logic to access memory external to the processor, external interface custom instructions extend the capabilities of the custom instruction logic.

Figure 1-9 shows a multicycle custom instruction that has an external memory interface.

Figure 1-9. Custom Instructions Allow the Addition of an External Interface



Custom instruction logic can perform various tasks such as storing intermediate results or reading memory to control the custom instruction operation. The conduit interface also provides a dedicated path for data to flow into or out of the processor. For example, custom instruction logic with an external interface can feed data directly from the processor's register file to an external first-in first-out (FIFO) memory buffer.

The Nios II custom instruction software interface abstracts logic implementation details from the application code. During the build process the Nios II software build tools generate macros that allow easy access from application code to custom instructions.

This chapter contains the following sections:

- “Custom Instruction Examples” on page 2-1
- “Built-in Functions and User-defined Macros” on page 2-2
- “Custom Instruction Assembly Software Interface” on page 2-3

Custom Instruction Examples

[Example 2-1](#) shows a portion of the **system.h** header file that defines a macro for a bit-swap custom instruction. This bit-swap example accepts one 32-bit input and performs only one function.

Example 2-1. Bit Swap Macro Definition

```
#define ALT_CI_BITSWAP_N 0x00
#define ALT_CI_BITSWAP(A) __builtin_custom_ini(ALT_CI_BITSWAP_N, (A))
```

In [Example 2-1](#), ALT_CI_BITSWAP_N is defined to be 0x0, which is the custom instruction’s index. The ALT_CI_BITSWAP(A) macro is mapped to a gcc built-in function that takes a single argument.

For more information about the gcc built-in functions, refer to [Appendix B, Custom Instruction Built-in Functions](#).

[Example 2-2](#) illustrates application code that uses the bit-swap custom instruction.

Example 2-2. Bit Swap Instruction Usage

```
#include "system.h"

int main (void)
{
    int a = 0x12345678;
    int a_swap = 0;

    a_swap = ALT_CI_BITSWAP(a);
    return 0;
}
```

The code in [Example 2-2](#) includes the **system.h** file to enable the application software to use the custom instruction macro definition. The example code declares two integers, a and a_swap. Integer a is passed as input to the bit swap custom instruction and the results are loaded in a_swap.

Example 2-2 illustrates how most applications use custom instructions. The macros defined by the Nios II software build tools use C integer types only. Occasionally, applications require input types other than integers. In those cases, you can use a custom instruction macro to process non-integer return values.



You can define custom macros for Nios II custom instructions that allow other 32-bit input types to interface with custom instructions.

Built-in Functions and User-defined Macros

The Nios II processor uses `gcc` built-in functions to map to custom instructions. By default, the integer type custom instruction is defined in a **system.h** file. However, by using built-in functions, software can use non-integer types with custom instructions. Fifty-two built-in functions are available to accommodate the different combinations of supported types.

Built-in function names have the following format:

`__builtin_custom_<return type>n<parameter types>`

Table 2-1 lists the 32-bit types supported by custom instructions as parameters and return types, as well as the abbreviations used in the built-in function names.

Table 2-1. 32-bit Types Supported by Custom Instructions

32-bit Type	Built-in Function Abbreviation
int	i
float	f
void *	p

Example 2-3 shows the prototype definitions for two built-in functions.

Example 2-3. Two Example Built-in Function Prototypes

```
void __builtin_custom_nf (int n, float dataa);
float __builtin_custom_fnp (int n, void * dataa);
```

The built-in function `__builtin_custom_nf` takes a float as an input, and does not return a value. In contrast, the built-in function `__builtin_custom_fnp` takes a pointer as input, and returns a float.

To support non-integer input types, define macros with mnemonic names that map to the specific built-in function required for the application.



Refer to **Appendix B, Custom Instruction Built-in Functions** for detailed information and a list of built-in functions.

Example 2-4 shows user-defined custom instruction macros used in an application.

Example 2-4. Custom Instruction Macro Usage Example

```
1. /* define void udef_macro1(float data); */
2. #define UDEF_MACRO1_N 0x00
3. #define UDEF_MACRO1(A) __builtin_custom_nf(UDEF_MACRO1_N, (A));
4. /* define float udef_macro2(void *data); */
5. #define UDEF_MACRO2_N 0x01
6. #define UDEF_MACRO2(B) __builtin_custom_fnp(UDEF_MACRO2_N, (B));
7.
8. int main (void)
9. {
10.     float a = 1.789;
11.     float b = 0.0;
12.     float *pt_a = &a;
13.
14.     UDEF_MACRO1(a);
15.     b = UDEF_MACRO2((void *)pt_a);
16.     return 0;
17. }
```

On lines 2 through 6, the user-defined macros are declared and mapped to the appropriate built-in functions. The macro UDEF_MACRO1 takes a float as an input parameter and does not return anything. The macro UDEF_MACRO2 takes a pointer as an input parameter and returns a float. Lines 14 and 15 show code that uses the two user-defined macros.

Custom Instruction Assembly Software Interface

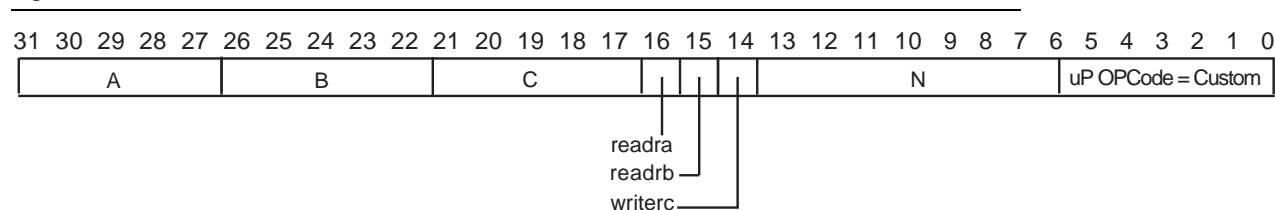
The Nios II custom instructions are also accessible in assembly code. This section describes the assembly interface.

Custom instructions are R-type instructions, containing:

- A 6-bit opcode
- Three 5-bit register index fields
- Three 1-bit fields for the *readra*, *readrb*, and *writerc* signals
- An 8-bit *N* field, used for the custom instruction index (opcode extension), and optionally including a function select subfield


Figure 2-1 shows a diagram of the custom instruction word.

Figure 2-1. Custom Instruction Format



Instruction Fields: A = Register index of operand A
 B = Register index of operand B
 C = Register index of operand C
 N = 8-bit number that selects instruction
 readra = 1 if instruction uses processor's register rA, 0 otherwise
 readrb = 1 if instruction uses processor's register rB, 0 otherwise
 writerc = 1 if instruction provides result for processor's register rC, 0 otherwise

Bits 5-0 are the Nios II custom instruction opcode. The opcode for a custom instruction is 0x32.

 A list of opcodes appears in the "Instruction Opcodes" section in the *Instruction Set Reference* chapter of the *Nios II Processor Reference Handbook*.

The N field, bits 13:6, is the custom instruction index. The custom instruction index distinguishes between different custom instructions, allowing the Nios II processor to support as many as 256 distinct custom instructions. Depending on the type of custom instruction, the N field has one of the following functions:

- A unique custom instruction index, for logic that implements a single custom function
- An extended custom instruction index, for logic that implements several custom functions

Example 2-5 shows the assembly language syntax for the custom instruction.

Example 2-5. Custom Instruction Assembly Syntax

```
custom N, xC, xA, xB
```

In the assembly code instruction in Example 2-5, N is the custom instruction index, xC is the destination for the result [31:0] port, xA is the dataa port, and xB is the datab port. To access the Nios II processor's register file, replace x with r. To access a custom register file, replace x with c. The use of r or c determines whether the custom instruction has the readra, readrb, and writerc bits held high or low. Refer to Figure 2-1 for the location of these three bits in the custom instruction low-level format.

Example 2-6, Example 2-7, and Example 2-8 demonstrate the syntax for custom instruction assembler calls.

Example 2-6. Assembly Language Call to Customer Instruction I

```
custom 0, r6, r7, r8
```

Example 2-6 shows a call to a custom instruction with index 0. The input to the instruction is the current contents of the Nios II processor registers r7 and r8, and the results are stored in the Nios II processor register r6.

Example 2-7. Assembly Language Call to Customer Instruction II

```
custom 3, c1, r2, c4
```

Example 2-7 shows a call to a custom instruction with index 3. The input to the instruction is the current contents of the Nios II processor register r2 and the custom register c4, and the results are stored in custom register c1.

Example 2-8. Assembly Language Call to Customer Instruction III

```
custom 4, r6, c9, r2
```

Example 2-8 shows a call to a custom instruction with index 4. The input to the instruction is the current contents of the custom register c9 and the Nios II processor register r2, and the results are stored in Nios II processor register r6.



For more information about the binary format of custom instructions, refer to the *Instruction Set Reference* chapter of the *Nios II Processor Reference Handbook*.

This chapter describes the process of implementing a Nios II custom instruction with the SOPC Builder component editor. The component editor enables you to create new SOPC Builder components, including Nios II custom instructions. This chapter also describes the process of accessing Nios II custom instructions from software.



For detailed information about the SOPC Builder component editor, refer to the “Component Editor” chapter of the *SOPC Builder User Guide*.

Design Example: Cyclic Redundancy Check

The cyclic redundancy check (CRC) algorithm detects the corruption of data during transmission. It detects a higher percentage of errors than a simple checksum. The CRC calculation consists of an iterative algorithm involving XOR and shift operations. These operations are carried out concurrently in hardware and iteratively in software. Because the operations are carried out concurrently, the execution is much faster in hardware.

The CRC design files demonstrate the steps to implement an extended multicycle Nios II custom instruction. These design files are available for you to download from the [Nios II Custom Instruction Design Example web page](#).

Implementing Custom Instruction Hardware in SOPC Builder

This section describes the custom instruction tool-flow, and walks you through the process of implementing a Nios II custom instruction. Implementing a Nios II custom instruction hardware entails the following tasks:

- “Opening the Component Editor”
- “Adding the HDL Files”
- “Configuring the Custom Instruction Signal Type” on page 3–3
- “Setting Up the Custom Instruction Interfaces” on page 3–3
- “Setting the Details” on page 3–4
- “Saving and Adding the Custom Instruction” on page 3–5
- “Generating the System and Compiling in the Quartus II Software” on page 3–5

The following sections detail the steps required to set up the design example environment and to perform the list of tasks.

Setting up the Design Environment for the Design Example

Before you start the design example, you must set up the design environment to accommodate the processes described in the following sections. To set up the design example environment, follow these steps:

1. Open the **ug_custom_instruction_files.zip** file from the [Nios II Custom Instruction Design Example web page](#) and extract all the files to a new directory.
2. Follow the instructions in the Quartus II Project Setup section in the **readme_sopcb.txt** file in the extracted design files. The instructions direct you to determine a *<project_dir>* working directory for the project, to download an appropriate Quartus II project for your development board, and to open the design example project in the Quartus II software.

Opening the Component Editor

After you follow the steps in the Quartus II Project Setup section of the **readme_sopcb.txt** file, you have an Quartus II project located in the *<project_dir>* directory and open in the Quartus II software.

To open the component editor, follow these steps:

1. To open the SOPC Builder system, on the Tools menu, click **SOPC Builder**.
2. On the SOPC Builder **System Contents** tab, double-click **cpu**. The Nios II Processor parameter editor appears.
3. On the **Parameter Settings** page, on the **Custom Instructions** tab, click **Import**. The component editor appears, displaying the **Introduction** tab.

Adding the HDL Files

To specify the synthesis HDL files for your custom instruction, follow these steps:

1. Click **Next** to display the **HDL Files** tab.
2. Click **Add**.
3. Browse to *<project_dir>/crc_hw*, the location of the HDL files for this design example.
4. Select the **CRC_Custom_Instruction.v** and **CRC_Component.v** files and click **Open**.



The Quartus II Analysis and Synthesis program checks the design for errors when you add the files. Confirm that no error message appears.

5. Ensure the **Synth** setting is turned on for both files. This setting directs the component editor to generate models for synthesis.
6. Turn on the **Top** parameter for the **CRC_Custom_Instruction.v** file, to indicate it is the top-level HDL file for this custom instruction.



The Quartus II Analysis and Synthesis program checks the design for errors when you change the **Top** setting. Confirm that no error message appears.

7. Click **Top Level Module** and select the name of the top-level module of your custom instruction logic. The top-level module for this design example is **CRC_Custom_Instruction**.
8. To enable simulating the system in the ModelSim simulator, you can turn on **Sim** for both files. In cases other than the design example, you may need to add additional simulation files in the component editor **HDL Files** tab, turn on **Sim** and turn off **Synth** for these simulation-only files, and turn off **Sim** for the synthesis-only files.

Configuring the Custom Instruction Signal Type

To configure the custom instruction signal type, follow these steps:

1. Click **Next** to display the **Signals** tab.
2. For each port listed in the tab, follow these steps:
 - a. Select the port.
 - b. In the **Interface** column, select the name of the interface to which you want to assign the port. For the design example, select **nios_custom_instruction_slave_0**.
 - c. In the **Signal Type** column, select the appropriate signal type for the port. The available types are described in “[Custom Instruction Types](#)” on page 1–3.

Setting Up the Custom Instruction Interfaces

To set up the custom instruction interfaces, follow these steps:

1. Click **Next** to display the **Interfaces** tab.
2. For **Type**, select **Custom Instruction Slave**.
3. For the design example, maintain the interface name **nios_custom_instruction_slave_0**.

If you rename an interface by changing the value in the **Name** field, the **Signals** tab **Interface** column value changes automatically. The value shown in the block diagram updates when you change tabs and return to the **Interfaces** tab.
4. For **Clock Cycles**, type 0 for a variable multicycle type custom instruction, and otherwise type the number of clock cycles your custom instruction logic requires. The design example builds a variable multicycle type custom instruction.

If the interface includes a done signal and a clk signal, the component editor automatically infers that the interface is a variable multicycle type custom instruction interface, and sets the value to 0.
5. For **Clock Cycle Type**, type Variable for a variable multicycle type custom instruction, Multicycle for a fixed multicycle type custom instruction, or Combinatorial for a combinational type custom instruction.



If the interface does not include a `clk` signal, the component editor automatically infers that the interface is a combinational type interface. If the interface includes a `clk` signal, the component editor automatically infers that the interface is a multicycle interface. If the interface does not include a `done` signal, the component editor infers that the interface is a fixed multicycle type interface. If the interface includes a `done` signal, the component editor infers that the interface is a variable multicycle type interface.

6. For **Operands**, type the number of operands for your custom instruction. For the design example, type 1.
7. If the warning message **Interface has no signals** appears, click **Remove Interfaces With No Signals**.

If your custom instruction logic requires additional interfaces, either to the Avalon-MM fabric or outside the SOPC Builder system, you can specify the additional interfaces in the **Interfaces** tab. The design example does not require additional interfaces.



Most custom instructions use some combination of standard custom instruction ports, such as `dataa`, `datab`, and `result`, and do not require additional interfaces.

The following instructions provide the information you need if a custom instruction in your own design requires additional interfaces. If you are walking through the design example, proceed to [“Setting the Details”](#).

To specify additional interfaces on the **Interfaces** tab, follow these steps:

1. Click **Add Interface**. The new interface has **Custom Instruction Slave** interface type by default.
2. For **Type**, select the desired interface type.
3. Set the parameters for the newly created interface according to your system requirements.

Setting the Details

To specify the final details in the custom instruction parameter editor, follow these steps:

1. Click **Next** to display the **HDL Parameters** tab.
2. Click **Next** to display the **Library Info** tab.
3. For **Name** and for **Display Name**, type CRC.
4. For **Version**, type 1.0.
5. Leave the **Group** field blank.
6. Optionally, set the **Description**, **Created by**, and **Icon** fields as you prefer.
7. If the bottom pane of the dialog box displays something other than the message **Info: No errors or warnings**, review the other tabs to ensure you followed the instructions correctly.

Saving and Adding the Custom Instruction

To save the custom instruction and add it to your Nios II processor, follow these steps:

1. Click **Finish**. A dialog box prompts you to save your changes before exiting.
2. Click **Yes, Save**. In the Nios II processor parameter editor, on the **Custom Instructions** tab, the new custom instruction appears in the left panel.
3. If the new custom instruction does not appear on the **Custom Instructions** tab in the left panel, follow these steps:
 - a. Click **Finish** to exit the Nios II processor parameter editor.
 - b. On the SOPC Builder **System Contents** tab, double-click **cpu** to reopen the Nios II parameter editor.
4. In the left panel of the **Custom Instructions** tab, select **CRC**, the new custom instruction you created in the design example.
5. Click **Add** to add the new instruction to the Nios II processor. Information about the new instruction appears in the right panel, listing the name, **Clock Cycles** value, **N Port** information, and **Opcode Extension**.

If the custom instruction is an extended type instruction, the **N Port** field specifies the function select bits in the N port. Otherwise, the **N Port** field contains a dash.

The **Opcode Extension** field displays the custom instruction index (N field) of the instruction word in both binary and decimal formats. For more information about the N field, refer to [“Custom Instruction Assembly Software Interface” on page 2–3](#).

6. Click **Finish** to complete the addition of the custom instruction to the SOPC Builder system and return to SOPC Builder.

Generating the System and Compiling in the Quartus II Software

After you add the custom instruction logic to the system, you can generate the system and compile it in the Quartus II software. During system generation, SOPC Builder connects the custom logic to the Nios II processor.

To generate the system and compile, follow these steps:

1. In SOPC Builder, on the **System Generation** tab, turn on **Simulation. Create project simulator files** if you want to simulate your system.
2. Click **Generate**. System generation may take several seconds to complete.
3. After system generation completes, click **Exit**.
4. In the Quartus II software, on the Processing menu, click **Start Compilation**.



For detailed information about SOPC Builder systems and their generation, refer to the [SOPC Builder User Guide](#) or the SOPC Builder Help system.

Accessing the Custom Instruction from Software

Adding a custom instruction to a Nios II processor results in a significant change to the SOPC Builder system. In this section, you create and build a new software project using the Nios II software build flow, and run the software that accesses the custom instruction. The software source files are included in the downloadable design files.

Table 3-1 lists the CRC application software source files and their corresponding descriptions.

Table 3-1. CRC Application Software Source Files

File Name	Description
crc_main.c	Main program that populates random test data, executes the CRC both in software and with the custom instruction, validates the output, and reports the processing time.
crc.c	Software CRC algorithm run by the Nios II processor.
crc.h	Header file for crc.c .
ci_crc.c	Program that accesses CRC custom instruction.
ci_crc.h	Header file for ci_crc.c .

To run the application software, you must create an Executable and Linking Format File (.elf) first. To create the .elf file, follow the instructions in the Nios II Software Build Flow section in the **readme_sopcb.txt** file in the extracted design files.

The application program runs three implementations of the CRC algorithm on the same pseudo-random input data: an unoptimized software implementation, an optimized software implementation, and the custom instruction CRC. The program calculates the processing time and throughput for each of the versions, to demonstrate the improved efficiency of a custom instruction compared to a software implementation.

Example 3-1 shows the output from the application program run on a Nios II Embedded Evaluation Kit, Cyclone III Edition (NEEK) using the Quartus II software v10.1 and Nios II Embedded Design Suite (EDS) v10.1.

The output shows that the custom instruction CRC is 75 times faster than the unoptimized CRC calculated purely in software and is almost 50 times faster than the optimized version of the software CRC. The results you see using different target device and board may vary depending on the memory characteristics of the board and the clock speed of the device, but these ratios are representative.

Example 3-1. Output of the CRC Design Example Software Run on a NEEK Using the Quartus II Software v10.1

```
*****
Comparison between software and custom instruction CRC32
*****

System specification
-----
System clock speed = 62.5 MHz
Number of buffer locations = 16
Size of each buffer = 65535 bytes

Initializing all of the buffers with pseudo-random data
-----
Initialization completed

Running the software CRC
-----
Completed

Running the optimized software CRC
-----
Completed

Running the custom instruction CRC
-----
Completed

Validating the CRC results from all implementations
-----
All CRC implementations produced the same results

Processing time for each implementation
-----
Software CRC = 9938.35 ms
Optimized software CRC = 6472.89 ms
Custom instruction CRC = 132.29 ms

Processing throughput for each implementation
-----
Software CRC = 0.84 Mbps
Optimized software CRC = 1.30 Mbps
Custom instruction CRC = 63.41 Mbps

Speedup ratio
-----
Custom instruction CRC vs software CRC = 75.1
Custom instruction CRC vs optimized software CRC = 48.9
Optimized software CRC vs software CRC = 1.5
```

Using the User-defined Custom Instruction Macro

The design example software uses a user-defined macro to access the CRC custom instruction. [Example 3-2](#) shows the macro that is defined in the `ci_crc.c` file.

Example 3-2. CRC Custom Instruction Macro Usage

```
#define CRC_CI_MACRO(n, A) __builtin_custom_ini(ALT_CI_CRC_INST_N + (n & 0x7), (A))
```

This macro takes a single `int` type input operand and returns an `int` type value. The CRC custom instruction has extended type; the `n` value in the macro `CRC_CI_MACRO()` indicates the operation to be performed by the custom instruction. The custom instruction index is added to the value of `n`. The `n` value is masked because the `n` port of a custom instruction has only three bits.

To initialize the custom instruction, for example, you can add the initialization code in [Example 3-3](#) to your application software.

Example 3-3. Using the User-defined Macro to Initialize the Custom Instruction Logic

```
/* Initialize the custom instruction CRC to the initial remainder value: */  
CRC_CI_MACRO (0,0);
```

For details of each operation of the CRC custom instruction and the corresponding index value `n`, refer to the comments in the `ci_crc.c` file.

[Example 3-2](#) and [Example 3-3](#) demonstrate that you can define the macro in your application to accommodate your requirements. For example, you can determine the number and type of input operands, decide whether to assign a return value, and vary the custom instruction index. However, the macro definition and usage must be consistent with the port declarations of the custom instruction. For example, if you define the macro to return an `int` value, the custom instruction must have a result port.



For details about writing software for Nios II custom instructions, refer to [Chapter 2, Software Interface](#).

This chapter describes the process of implementing a Nios II custom instruction with the Qsys component editor. The component editor enables you to create new Qsys components, including Nios II custom instructions. This chapter also describes the process of accessing Nios II custom instructions from software.



For detailed information about the Qsys component editor, refer to *Creating Qsys Components* in volume 1 of the *Quartus II Handbook*.

Design Example: Cyclic Redundancy Check

The cyclic redundancy check (CRC) algorithm detects the corruption of data during transmission. It detects a higher percentage of errors than a simple checksum. The CRC calculation consists of an iterative algorithm involving XOR and shift operations. These operations are carried out concurrently in hardware and iteratively in software. Because the operations are carried out concurrently, the execution is much faster in hardware.

The CRC design files demonstrate the steps to implement an extended multicycle Nios II custom instruction. These design files are available for you to download from the [Nios II Custom Instruction Design Example web page](#).

Implementing Custom Instruction Hardware in Qsys

This section describes the custom instruction tool-flow, and walks you through the process of implementing a Nios II custom instruction. Implementing a Nios II custom instruction hardware entails the following tasks:

- “Opening the Component Editor”
- “Adding the HDL Files”
- “Configuring the Custom Instruction Signal Type” on page 4–3
- “Setting Up the Custom Instruction Interfaces” on page 4–3
- “Setting the Details” on page 4–4
- “Saving and Adding the Custom Instruction” on page 4–5
- “Generating the System and Compiling in the Quartus II Software” on page 4–5

The following sections detail the steps required to set up the design example environment and to perform the list of tasks.

Setting up the Design Environment for the Design Example

Before you start the design example, you must set up the design environment to accommodate the processes described in the following sections. To set up the design example environment, follow these steps:

1. Open the **ug_custom_instruction_files.zip** file from the [Nios II Custom Instruction Design Example web page](#) and extract all the files to a new directory.
2. Follow the instructions in the Quartus II Project Setup section in the **readme_qsys.txt** file in the extracted design files. The instructions direct you to determine a *<project_dir>* working directory for the project and to open the design example project in the Quartus II software.

Opening the Component Editor

After you follow the steps in the Quartus II Project Setup section of the **readme_qsys.txt** file, you have an Quartus II project located in the *<project_dir>* directory and open in the Quartus II software.

To open the component editor, follow these steps:

1. To open Qsys, on the Tools menu, click **Qsys**.
2. In Qsys, on the File menu, click **Open**.
3. Browse to the *<project_dir>* directory if necessary, select the **.qsys** file, and click **Open**.
4. On the Qsys **Component Library** tab, click **New**. The component editor appears, displaying the **Introduction** tab.

Adding the HDL Files

To specify the synthesis HDL files for your custom instruction, follow these steps:

1. Click **Next** to display the **HDL Files** tab.
2. Click **Add**.
3. Browse to *<project_dir>/crc_hw*, the location of the HDL files for this design example.
4. Select the **CRC_Custom_Instruction.v** and **CRC_Component.v** files and click **Open**.



The Quartus II Analysis and Synthesis program checks the design for errors when you add the files. Confirm that no error message appears.

5. Ensure the **Synth** setting is turned on for both files. This setting directs the component editor to generate models for synthesis..
6. Turn on the **Top** parameter for the **CRC_Custom_Instruction.v** file, to indicate it is the top-level HDL file for this custom instruction.



The Quartus II Analysis and Synthesis program checks the design for errors when you change the **Top** setting. Confirm that no error message appears.

7. Click **Top Level Module** and select the name of the top-level module of your custom instruction logic. The top-level module for this design example is **CRC_Custom_Instruction**.
8. To enable simulating the system in the ModelSim simulator, you can turn on **Sim** for both files. In cases other than the design example, you may need to add additional simulation files in the component editor **HDL Files** tab, turn on **Sim** and turn off **Synth** for these simulation-only files, and turn off **Sim** for the synthesis-only files.

Configuring the Custom Instruction Signal Type

To configure the custom instruction signal type, follow these steps:

1. Click **Next** to display the **Signals** tab.
2. For each port listed in the tab, follow these steps:
 - a. Select the port.
 - b. In the **Interface** column, select the name of the interface to which you want to assign the port.

For the design example, for the first port you configure, select **New Custom Instruction Slave**. For the remaining ports, select the name created for the first port, which is **nios_custom_instruction_slave**. These selections ensure that the ports appear together on a single interface, using the name assumed by the design example **crc_hw** files.

- c. In the **Signal Type** column, select the appropriate signal type for the port. The available signal types are described in “[Custom Instruction Types](#)” on [page 1–3](#). In the design example, the correct signal type for each signal has the same name as the signal.

Setting Up the Custom Instruction Interfaces

To set up the custom instruction interfaces, follow these steps:

1. Click **Next** to display the **Interfaces** tab.
2. If the **Remove Interfaces With No Signals** button is active, click it.
3. Ensure that a single interface remains, with **Name** set to the name in the Signals tab. For the design example, maintain the interface name **nios_custom_instruction_slave**.



If you rename an interface by changing the value in the **Name** field, the **Signals** tab **Interface** column value changes automatically. The value shown in the block diagram updates when you change tabs and return to the **Interfaces** tab.

4. Ensure the **Type** for this interface is **Custom Instruction Slave**.
 5. For **Clock Cycles**, type 0 for a variable multicycle type custom instruction, and otherwise type the number of clock cycles your custom instruction logic requires. The design example builds a variable multicycle type custom instruction.



If the interface includes a `done` signal and a `clk` signal, the component editor automatically infers that the interface is a variable multicycle type custom instruction interface, and sets the value to 0.

6. For **Clock Cycle Type**, type **Variable** for a variable multicycle type custom instruction, **Multicycle** for a fixed multicycle type custom instruction, or **Combinatorial** for a combinational type custom instruction. Because the design example builds a variable multicycle type custom instruction, **Clock Cycle Type** is set to **Variable**.



If the interface does not include a `clk` signal, the component editor automatically infers that the interface is a combinational type interface. If the interface includes a `clk` signal, the component editor automatically infers that the interface is a multicycle interface. If the interface does not include a `done` signal, the component editor infers that the interface is a fixed multicycle type interface. If the interface includes a `done` signal, the component editor infers that the interface is a variable multicycle type interface.

7. For **Operands**, type the number of operands for your custom instruction. For the design example, type 1.

If your custom instruction logic requires additional interfaces, either to the Avalon-MM fabric or outside the Qsys system, you can specify the additional interfaces in the **Interfaces** tab. The design example does not require additional interfaces.



Most custom instructions use some combination of standard custom instruction ports, such as `dataa`, `datab`, and `result`, and do not require additional interfaces.

The following instructions provide the information you need if a custom instruction in your own design requires additional interfaces. If you are walking through the design example, proceed to [“Setting the Details”](#).

To specify additional interfaces on the **Interfaces** tab, follow these steps:

1. Click **Add Interface**. The new interface has **Custom Instruction Slave** interface type by default.
2. For **Type**, select the desired interface type.
3. Set the parameters for the newly created interface according to your system requirements.

Setting the Details

To specify the final details in the custom instruction parameter editor, follow these steps:

1. Click **Next** to display the **HDL Parameters** tab.
2. Click **Next** to display the **Library Info** tab.
3. For **Name** and for **Display Name**, type **CRC**.
4. For **Version**, type 1.0.

5. Leave the **Group** field blank.
6. Optionally, set the **Description**, **Created by**, and **Icon** fields as you prefer.
7. If the bottom pane of the dialog box displays something other than the message **Info: No errors or warnings**, review the other tabs to ensure you followed the instructions correctly.

Saving and Adding the Custom Instruction

To save the custom instruction and add it to your Nios II processor, follow these steps:

1. Click **Finish**. A dialog box prompts you to save your changes before exiting.
2. Click **Yes, Save**. The new custom instruction appears in the Qsys Component Library.
3. In the Qsys Component Library, under Library, select **CRC**, the new custom instruction you created in the design example.
4. Click **Add** to add the new instruction to the Qsys system.
5. In the **Connections** panel, connect the new **CRC_0** component's **nios_custom_instruction_slave** interface to the **cpu** component's **custom_instruction_master** interface.

Generating the System and Compiling in the Quartus II Software

After you add the custom instruction logic to the system, you can generate the Qsys system and compile it in the Quartus II software.

To generate the system and compile, follow these steps:

1. In Qsys, on the **Generation** tab, turn on **Create HDL design files for synthesis**.
2. Click **Generate**. System generation may take several seconds to complete.
3. After system generation completes, on the File menu, click **Exit**.
4. In the Quartus II software, on the Project menu, click **Add/Remove Files in Project**.
5. Ensure that the **.qip** file in the **synthesis** subdirectory is added to the project.
6. On the Processing menu, click **Start Compilation**.



For detailed information about Qsys systems and their generation, refer to the *System Design with Qsys* section in volume 1 of the *Quartus II Handbook*.

Accessing the Custom Instruction from Software

Adding a custom instruction to a Nios II processor results in a significant change to the Qsys system. In this section, you create and build a new software project using the Nios II software build flow, and run the software that accesses the custom instruction. The software source files are included in the downloadable design files.

Table 4-1 lists the CRC application software source files and their corresponding descriptions.

Table 4-1. CRC Application Software Source Files

File Name	Description
crc_main.c	Main program that populates random test data, executes the CRC both in software and with the custom instruction, validates the output, and reports the processing time.
crc.c	Software CRC algorithm run by the Nios II processor.
crc.h	Header file for crc.c .
ci_crc.c	Program that accesses CRC custom instruction.
ci_crc.h	Header file for ci_crc.c .

To run the application software, you must create an Executable and Linking Format File (.elf) first. To create the .elf file, follow the instructions in the Nios II Software Build Flow section in the **readme_qsys.txt** file in the extracted design files.

The application program runs three implementations of the CRC algorithm on the same pseudo-random input data: an unoptimized software implementation, an optimized software implementation, and the custom instruction CRC. The program calculates the processing time and throughput for each of the versions, to demonstrate the improved efficiency of a custom instruction compared to a software implementation.

Example 4-1 shows the output from the application program run on a Nios II Embedded Evaluation Kit, Cyclone III Edition (NEEK) using the Quartus II software v10.1 Service Pack 1 and Nios II Embedded Design Suite (EDS) v10.1 Service Pack 1.

The output shows that the custom instruction CRC is more than 70 times faster than the unoptimized CRC calculated purely in software and is more than 45 times faster than the optimized version of the software CRC. The results you see using different target device and board may vary depending on the memory characteristics of the board and the clock speed of the device, but these ratios are representative.

Example 4-1. Output of the CRC Design Example Software Run on a NEEK Using the Quartus II Software v10.1 SP1

```
*****
Comparison between software and custom instruction CRC32
*****

System specification
-----
System clock speed = 62.5 MHz
Number of buffer locations = 16
Size of each buffer = 65535 bytes

Initializing all of the buffers with pseudo-random data
-----
Initialization completed

Running the software CRC
-----
Completed

Running the optimized software CRC
-----
Completed

Running the custom instruction CRC
-----
Completed

Validating the CRC results from all implementations
-----
All CRC implementations produced the same results

Processing time for each implementation
-----
Software CRC = 9928.41 ms
Optimized software CRC = 6414.63 ms
Custom instruction CRC = 137.54 ms

Processing throughput for each implementation
-----
Software CRC = 0.84 Mbps
Optimized software CRC = 1.31 Mbps
Custom instruction CRC = 60.99 Mbps

Speedup ratio
-----
Custom instruction CRC vs software CRC = 72.2
Custom instruction CRC vs optimized software CRC = 46.6
Optimized software CRC vs software CRC = 1.5
```

Using the User-defined Custom Instruction Macro

The design example software uses a user-defined macro to access the CRC custom instruction. [Example 4-2](#) shows the macro that is defined in the `ci_crc.c` file.

Example 4-2. CRC Custom Instruction Macro Usage

```
#define CRC_CI_MACRO(n, A) __builtin_custom_ini(ALT_CI_CRC_0_N + (n & 0x7), (A))
```

This macro takes a single `int` type input operand and returns an `int` type value. The CRC custom instruction has extended type; the `n` value in the macro `CRC_CI_MACRO()` indicates the operation to be performed by the custom instruction. The custom instruction index is added to the value of `n`. The `n` value is masked because the `n` port of a custom instruction has only three bits.

To initialize the custom instruction, for example, you can add the initialization code in [Example 4-3](#) to your application software.

Example 4-3. Using the User-defined Macro to Initialize the Custom Instruction Logic

```
/* Initialize the custom instruction CRC to the initial remainder value: */  
CRC_CI_MACRO (0,0);
```

For details of each operation of the CRC custom instruction and the corresponding index value `n`, refer to the comments in the `ci_crc.c` file.

[Example 4-2](#) and [Example 4-3](#) demonstrate that you can define the macro in your application to accommodate your requirements. For example, you can determine the number and type of input operands, decide whether to assign a return value, and vary the custom instruction index. However, the macro definition and usage must be consistent with the port declarations of the custom instruction. For example, if you define the macro to return an `int` value, the custom instruction must have a result port.



For details about writing software for Nios II custom instructions, refer to [Chapter 2, Software Interface](#).

This appendix provides VHDL and Verilog HDL custom instruction wrapper file templates that you can reference when writing custom instructions in VHDL and Verilog HDL.

- Full sets of template files are available in the *<nios2eds installation directory>/examples/verilog/custom_instruction_templates* and *<nios2eds installation directory>/examples/vhdl/custom_instruction_templates* directories.

VHDL Custom Instruction Template

Example A-1 shows a VHDL custom instruction template for an internal register type custom instruction.

Example A-1. VHDL Custom Instruction Template for Internal Register Logic Type Instruction

```
-- VHDL Custom Instruction Template File for Internal Register Logic

library ieee;
use ieee.std_logic_1164.all;

entity custominstruction is
port(
    signal clk: in std_logic;
        -- CPU system clock (required for multicycle or extended multicycle)
    signal reset: in std_logic;
        -- CPU master asynchronous active high reset
        -- (required for multicycle or extended multicycle)
    signal clk_en: in std_logic;
        -- Clock-qualifier (required for multicycle or extended multicycle)
    signal start: in std_logic;
        -- Active high signal used to specify that inputs are valid
        -- (required for multicycle or extended multicycle)
    signal done: out std_logic;
        -- Active high signal used to notify the CPU that result is valid
        -- (required for variable multicycle or extended variable multicycle)
    signal n: in std_logic_vector(7 downto 0);
        -- N-field selector (required for extended);
        -- Modify width to match the number of unique operations in the instruction
    signal dataa: in std_logic_vector(31 downto 0);-- Operand A (always required)
    signal datab: in std_logic_vector(31 downto 0);-- Operand B (optional)
    signal a: in std_logic_vector(4 downto 0);-- Internal operand A index register
    signal b: in std_logic_vector(4 downto 0);-- Internal operand B index register
    signal c: in std_logic_vector(4 downto 0);-- Internal result index register
    signal readra: in std_logic;
        -- Read operand A from CPU (otherwise use internal operand A)
    signal readrb: in std_logic;
        -- Read operand B from CPU (otherwise use internal operand B)
    signal writerc: in std_logic;
        -- Write result to CPU (otherwise write to internal result)
    signal result: out std_logic_vector(31 downto 0)-- result (always required)
);
end entity custominstruction;

architecture a_custominstruction of custominstruction is
    -- local custom instruction signals
begin
    -- custom instruction logic (note: external interfaces can be used as well)
    -- Use the n[7..0] port as a select signal on a multiplexer
    -- to select the value to feed result[31..0]

end architecture a_custominstruction;
```

Verilog HDL Custom Instruction Template Example

Example A-2 shows a Verilog HDL custom instruction template for an internal register type custom instruction.

Example A-2. Verilog HDL Custom Instruction Template for Internal Register Logic Type Instruction

```
// Verilog Custom Instruction Template File for Internal Register Logic

module custominstruction(
    clk,    // CPU system clock (required for multicycle or extended multicycle)
    reset,  // CPU master asynchronous active high reset
            // (required for multicycle or extended multicycle)
    clk_en, // Clock-qualifier (required for multicycle or extended multicycle)
    start,  // Active high signal used to specify that inputs are valid
            // (required for multicycle or extended multicycle)
    done,   // Active high signal used to notify the CPU that result is valid
            // (required for variable multicycle or extended variable multicycle)
    n,      // N-field selector (required for extended)
    dataa,  // Operand A (always required)
    datab, // Operand B (optional)
    a,      // Internal operand A index register
    b,      // Internal operand B index register
    c,      // Internal result index register
    readra, // Read operand A from CPU (otherwise use internal operand A)
    readrb, // Read operand B from CPU (otherwise use internal operand B)
    writerc, // Write result to CPU (otherwise write to internal result)
    result  // Result (always required)
);

//INPUTS
inputclk;
inputreset;
inputclk_en;
inputstart;
input[7:0]n;// modify width to match the number of unique operations in the instruction
input[4:0]a;
input[4:0]b;
input[4:0]c;
inputreadra;
inputreadrb;
inputwriterc;
input[31:0]dataa;
input[31:0]datab;

//OUTPUTS
outputdone;
output[31:0]result;

// custom instruction logic (note: external interfaces can be used as well)
// Use the n[7..0] port as a select signal on a multiplexer
// to select the value to feed result[31..0]

endmodule
```

The Nios II gcc compiler, `nios2-elf-gcc`, is customized with built-in functions to support custom instructions. This section lists the built-in functions.



For more information about gcc built-in functions, refer to www.gnu.org.

Nios II custom instruction built-in functions have the following return types:

- void
- int
- float
- pointer

Built-in Functions that Return a Void Value

The following built-in functions return a void value:

- `void __builtin_custom_n (int n);`
- `void __builtin_custom_ni (int n, int dataa);`
- `void __builtin_custom_nf (int n, float dataa);`
- `void __builtin_custom_np (int n, void *dataa);`
- `void __builtin_custom_nii (int n, int dataa, int datab);`
- `void __builtin_custom_nif (int n, int dataa, float datab);`
- `void __builtin_custom_nip (int n, int dataa, void *datab);`
- `void __builtin_custom_nfi (int n, float dataa, int datab);`
- `void __builtin_custom_nff (int n, float dataa, float datab);`
- `void __builtin_custom_nfp (int n, float dataa, void *datab);`
- `void __builtin_custom_npi (int n, void *dataa, int datab);`
- `void __builtin_custom_npf (int n, void *dataa, float datab);`
- `void __builtin_custom_npp (int n, void *dataa, void *datab);`

Built-in Functions that Return a Value of Type Int

The following built-in functions return a value of type int:

- `int __builtin_custom_in (int n);`
- `int __builtin_custom_ini (int n, int dataa);`
- `int __builtin_custom_inf (int n, float dataa);`
- `int __builtin_custom_inp (int n, void *dataa);`

```

■ int __builtin_custom_inii (int n, int dataa, int datab);
■ int __builtin_custom_inif (int n, int dataa, float datab);
■ int __builtin_custom_inip (int n, int dataa, void *datab);
■ int __builtin_custom_infi (int n, float dataa, int datab);
■ int __builtin_custom_inff (int n, float dataa, float datab);
■ int __builtin_custom_infp (int n, float dataa, void *datab);
■ int __builtin_custom_inpi (int n, void *dataa, int datab);
■ int __builtin_custom_inpf (int n, void *dataa, float datab);
■ int __builtin_custom_inpp (int n, void *dataa, void *datab);

```

Built-in Functions that Return a Value of Type Float

The following built-in functions return a value of type float:

```

■ float __builtin_custom_fn (int n);
■ float __builtin_custom_fni (int n, int dataa);
■ float __builtin_custom_fnf (int n, float dataa);
■ float __builtin_custom_fnp (int n, void *dataa);
■ float __builtin_custom_fnii (int n, int dataa, int datab);
■ float __builtin_custom_fnif (int n, int dataa, float datab);
■ float __builtin_custom_fnip (int n, int dataa, void *datab);
■ float __builtin_custom_fnfi (int n, float dataa, int datab);
■ float __builtin_custom_fnff (int n, float dataa, float datab);
■ float __builtin_custom_fnfp (int n, float dataa, void *datab);
■ float __builtin_custom_fnpi (int n, void *dataa, int datab);
■ float __builtin_custom_fnpf (int n, void *dataa, float datab);
■ float __builtin_custom_fnpp (int n, void *dataa, void *datab);

```

Built-in Functions that Return a Pointer Value

The following built-in functions return a pointer value:

```

■ void *__builtin_custom_pn (int n);
■ void *__builtin_custom_pni (int n, int dataa);
■ void *__builtin_custom_pnf (int n, float dataa);
■ void *__builtin_custom_pnp (int n, void *dataa);
■ void *__builtin_custom_pnii (int n, int dataa, int datab);
■ void *__builtin_custom_pnif (int n, int dataa, float datab);
■ void *__builtin_custom_pnip (int n, int dataa, void *datab);

```

- `void *__builtin_custom_pnfi (int n, float dataa, int datab);`
- `void *__builtin_custom_pnff (int n, float dataa, float datab);`
- `void *__builtin_custom_pnfp (int n, float dataa, void *datab);`
- `void *__builtin_custom_pnpi (int n, void *dataa, int datab);`
- `void *__builtin_custom_pnpf (int n, void *dataa, float datab);`
- `void *__builtin_custom_pnpp (int n, void *dataa, void *datab);`

If you add a floating point custom instruction to your system, conflicts could arise in the software build process. This appendix describes how to handle these conflicts.

Both Qsys and SOPC Builder offer a predefined **Floating Point Hardware** component that you can add to your system. When you add this component to your system, a parameter editor displays, and you can turn on an option to include a floating point divider. The parameter editor notifies you that the component generates single-precision floating point hardware.

When you add the floating point custom instruction to your system and run the software build process, flags are added to your `nios2-elf-gcc` command line. These flags specify the opcode extensions of the custom instructions that are called by the software and select the appropriate library.

One of the following two flags appears:

- `-mcustom-fpu-cfg=60-1`
- `-mcustom-fpu-cfg=60-2`

The flag value 60-1 indicates your system does not include a custom instruction floating point divider, and the flag value 60-2 indicates your system includes a custom instruction floating point divider.

The `-mcustom-fpu-cfg` flags forces the use of single-precision constants. To allow double-precision constants, you must remove the `-mcustom-fpu-cfg` flag and replace it with different individual compiler flags, depending on the flag value.

To enable double-precision floating point constants, follow one of these steps:

- Replace the command-line option string `-mcustom-fpu-cfg=60-1` with the following command-line option string:
`-mcustom-fmuls=252,-mcustom-fadds=253,-mcustom-fsubs=254`
- Replace the command-line option string `-mcustom-fpu-cfg=60-2` with the following command-line option string:

`-mcustom-fmuls=252,-mcustom-fadds=253,-mcustom-fsubs=254,-mcustom-fdivs=255`



Change the flags only if required. Replacing the `-mcustom-fpu-cfg` flag disables floating point custom instruction support in your library calls, forcing the system to use the emulated or slower version of the instruction instead.

This chapter provides additional information about the document and Altera.

Document Revision History

The following table shows the revision history for this document.

Date	Version	Changes
January 2011	2.0	<ul style="list-style-type: none"> ■ Updated for Quartus II software v10.1. ■ Updated for new Qsys system integration tool flow. ■ Updated with formatting changes.
May 2008	1.5	<ul style="list-style-type: none"> ■ Add new tutorial design. ■ Describe new custom instruction import flow. ■ Minor corrections to terminology and usage.
May 2007	1.4	Add title and core version number to page footers.
May 2007	1.3	<ul style="list-style-type: none"> ■ Describe new component editor import flow. ■ Remove tutorial design. ■ Minor corrections to terminology and usage.
December 2004	1.2	Updates for Nios II processor vresion 1.1.
September 2004	1.1	Updates for Nios II processor version 1.01.
May 2004	1.0	Initial release.

How to Contact Altera

To locate the most up-to-date information about Altera products, refer to the following table.








Contact ⁽¹⁾	Contact Method	Address
Technical support	Website	www.altera.com/support
Technical training	Website	www.altera.com/training
	Email	custrain@altera.com
Product literature	Website	www.altera.com/literature
Non-technical support (General) (Software Licensing)	Email	nacomp@altera.com
	Email	authorization@altera.com

Note to Table:

(1) You can also contact your local Altera sales office or sales representative.

Typographic Conventions

The following table shows the typographic conventions this document uses.

Visual Cue	Meaning
Bold Type with Initial Capital Letters	Indicate command names, dialog box titles, dialog box options, and other GUI labels. For example, Save As dialog box. For GUI elements, capitalization matches the GUI.
bold type	Indicates directory names, project names, disk drive names, file names, file name extensions, software utility names, and GUI labels. For example, \qdesigns directory, D: drive, and chiptrip.gdf file.
<i>Italic Type with Initial Capital Letters</i>	Indicate document titles. For example, <i>Stratix IV Design Guidelines</i> .
<i>italic type</i>	Indicates variables. For example, $n + 1$. Variable names are enclosed in angle brackets (< >). For example, <file name> and <project name>.pof file.
Initial Capital Letters	Indicate keyboard keys and menu names. For example, the Delete key and the Options menu.
“Subheading Title”	Quotation marks indicate references to sections within a document and titles of Quartus II Help topics. For example, “Typographic Conventions.”
Courier type	Indicates signal, port, register, bit, block, and primitive names. For example, data1, tdi, and input. The suffix n denotes an active-low signal. For example, resetn. Indicates command line commands and anything that must be typed exactly as it appears. For example, c:\qdesigns\tutorial\chiptrip.gdf. Also indicates sections of an actual file, such as a Report File, references to parts of files (for example, the AHDL keyword SUBDESIGN), and logic function names (for example, TRI).
	An angled arrow instructs you to press the Enter key.
1., 2., 3., and a., b., c., and so on	Numbered steps indicate a list of items when the sequence of the items is important, such as the steps listed in a procedure.
■ ■ ■	Bullets indicate a list of items when the sequence of the items is not important.
	The hand points to information that requires special attention.
	A question mark directs you to a software help system with related information.
	The feet direct you to another document or website with related information.
	A caution calls attention to a condition or possible situation that can damage or destroy the product or your work.
	A warning calls attention to a condition or possible situation that can cause you injury.
	The envelope links to the Email Subscription Management Center page of the Altera website, where you can sign up to receive update notifications for Altera documents.