

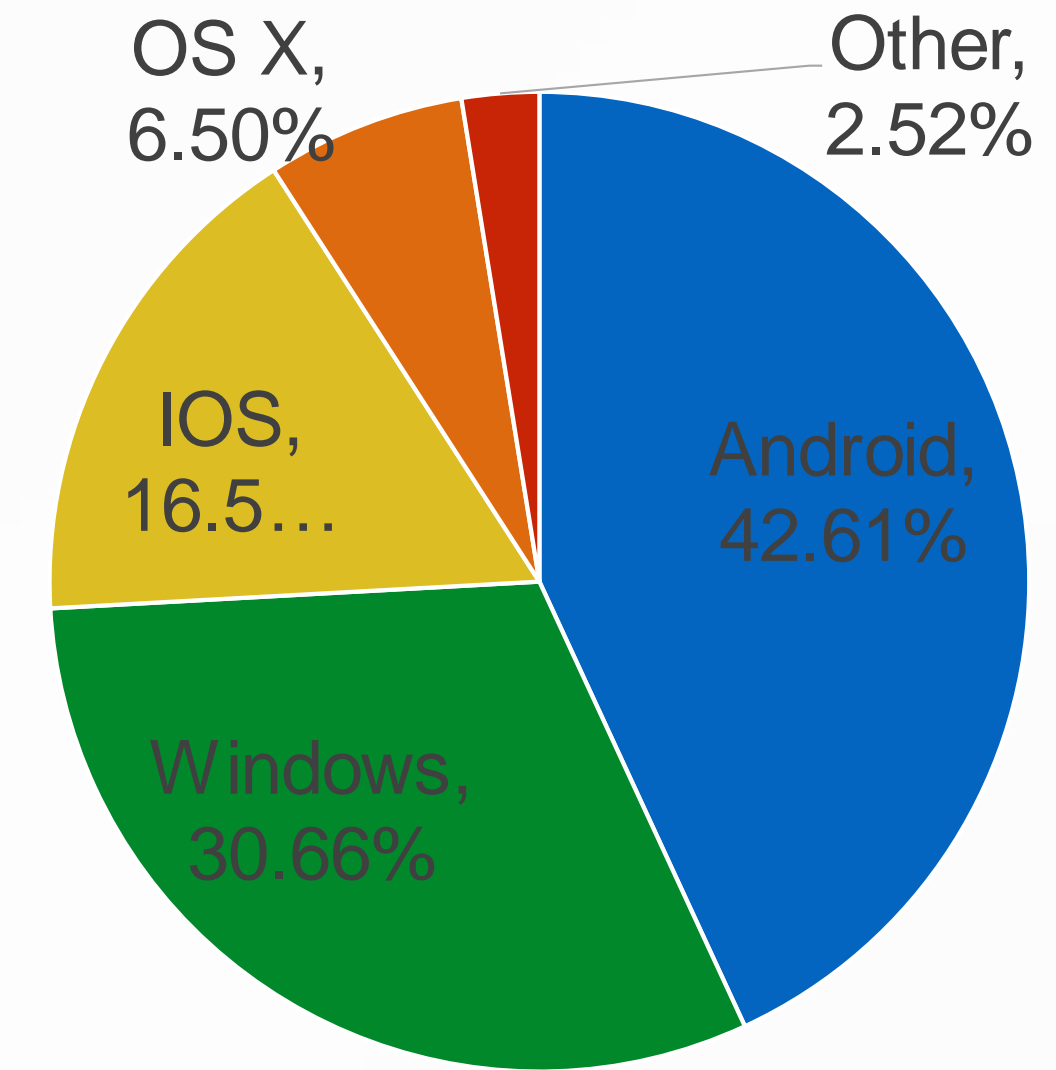
Porting Android onto RISC-V

Mao Han & Chen Guoyin

Oct. 12th, 2021

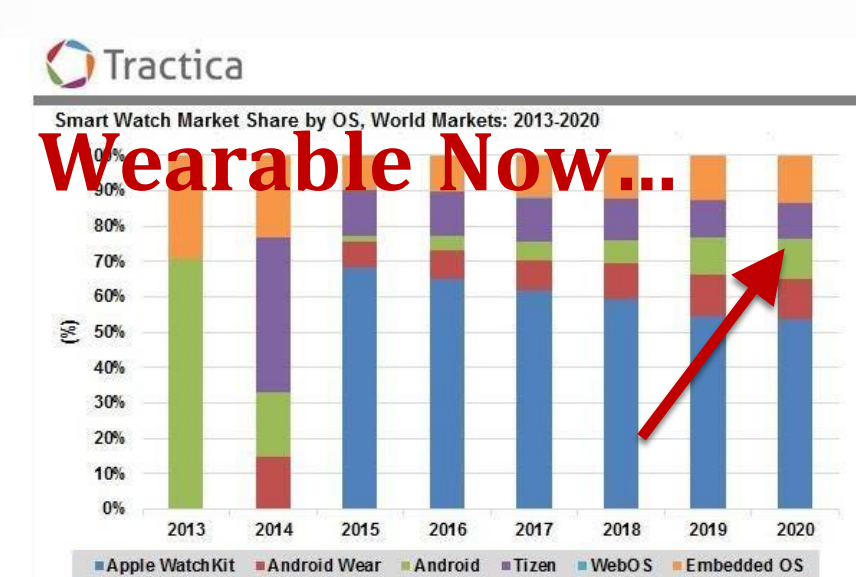
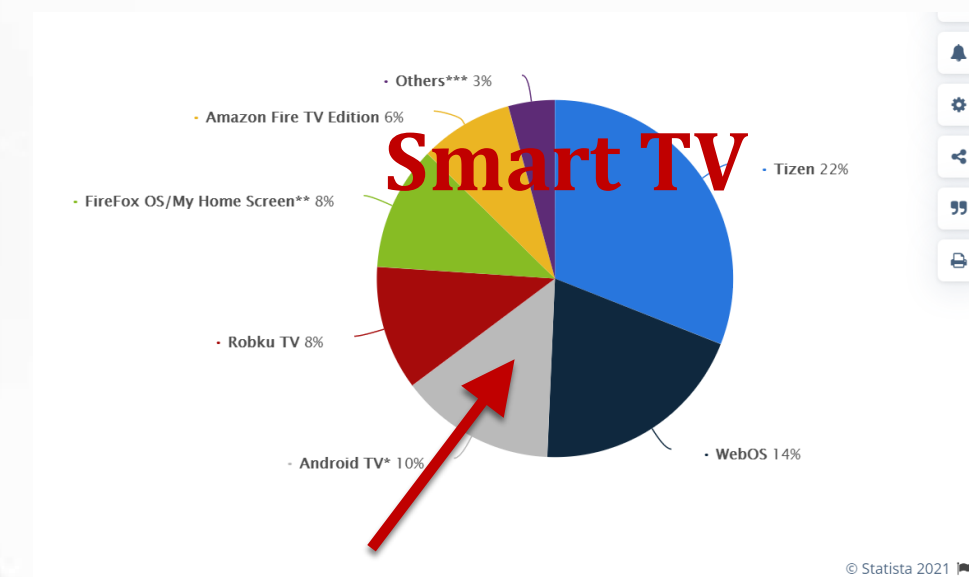
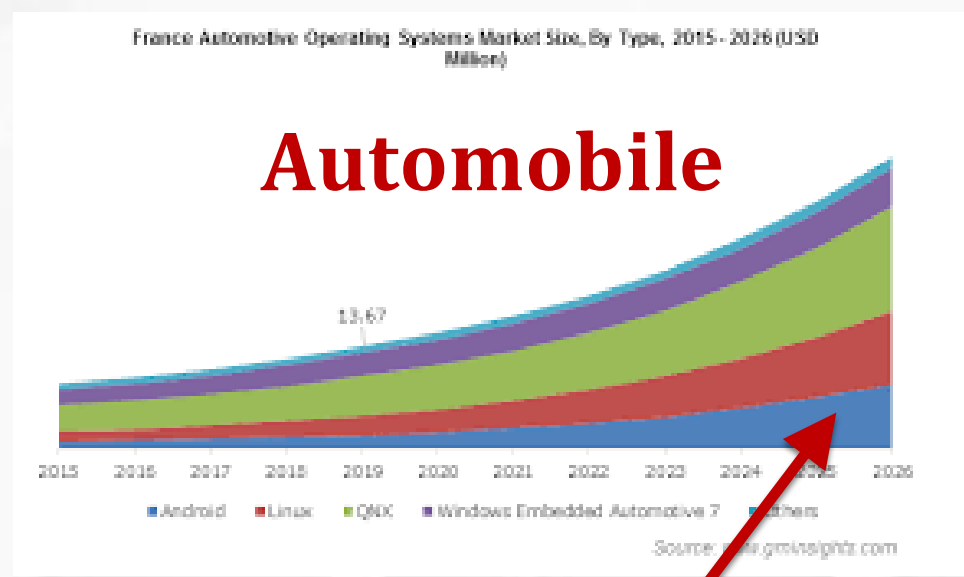
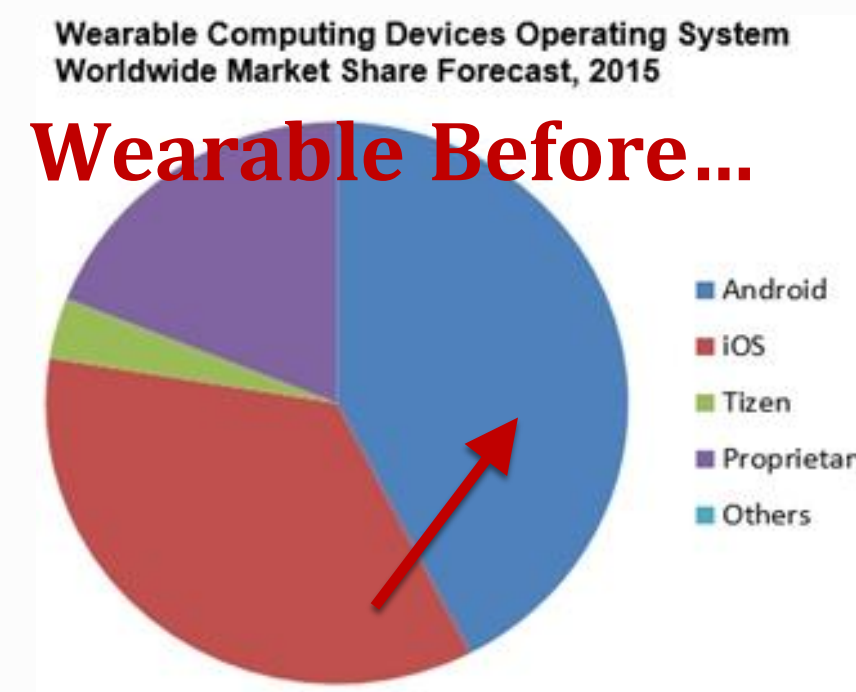
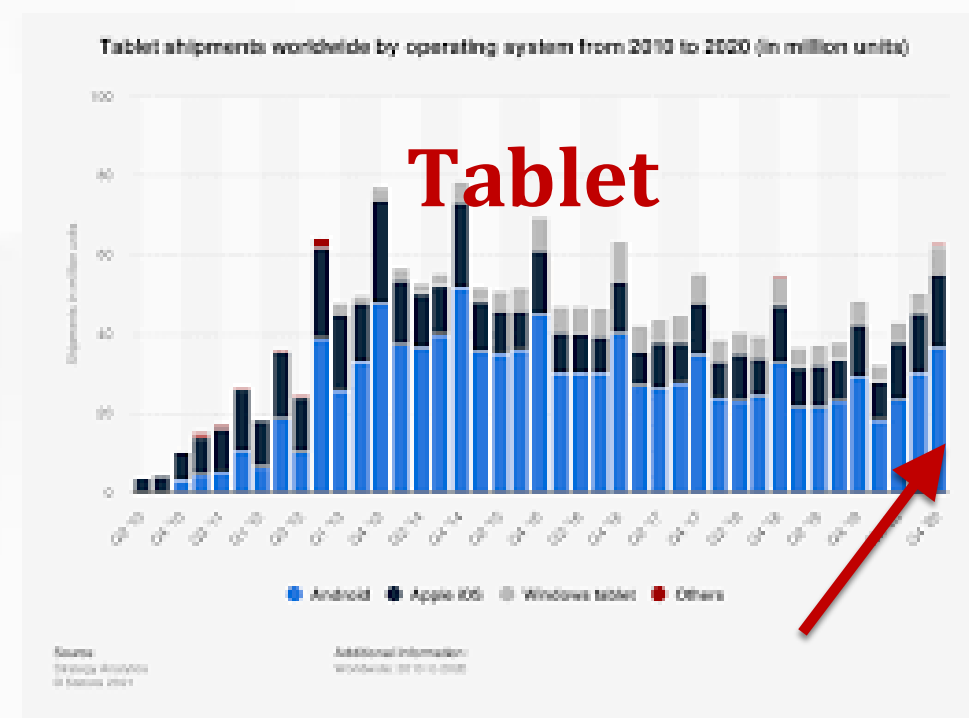
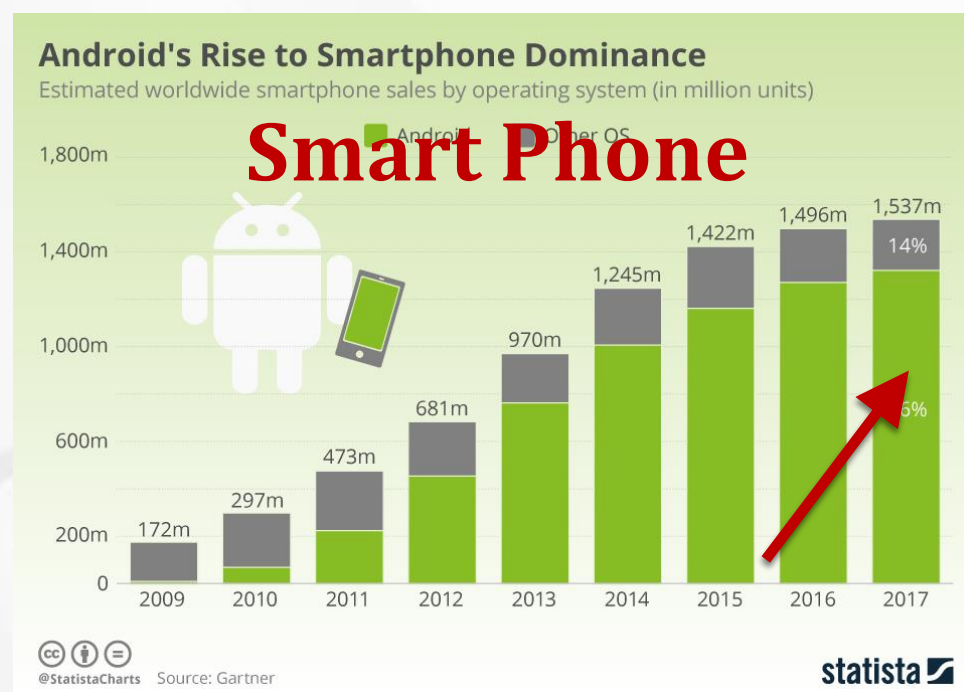
Android is taking a lot of Market Share...

Most popular OS in the world (42.61% on all platforms)
and 2.5 billion active users spread over 190 countries

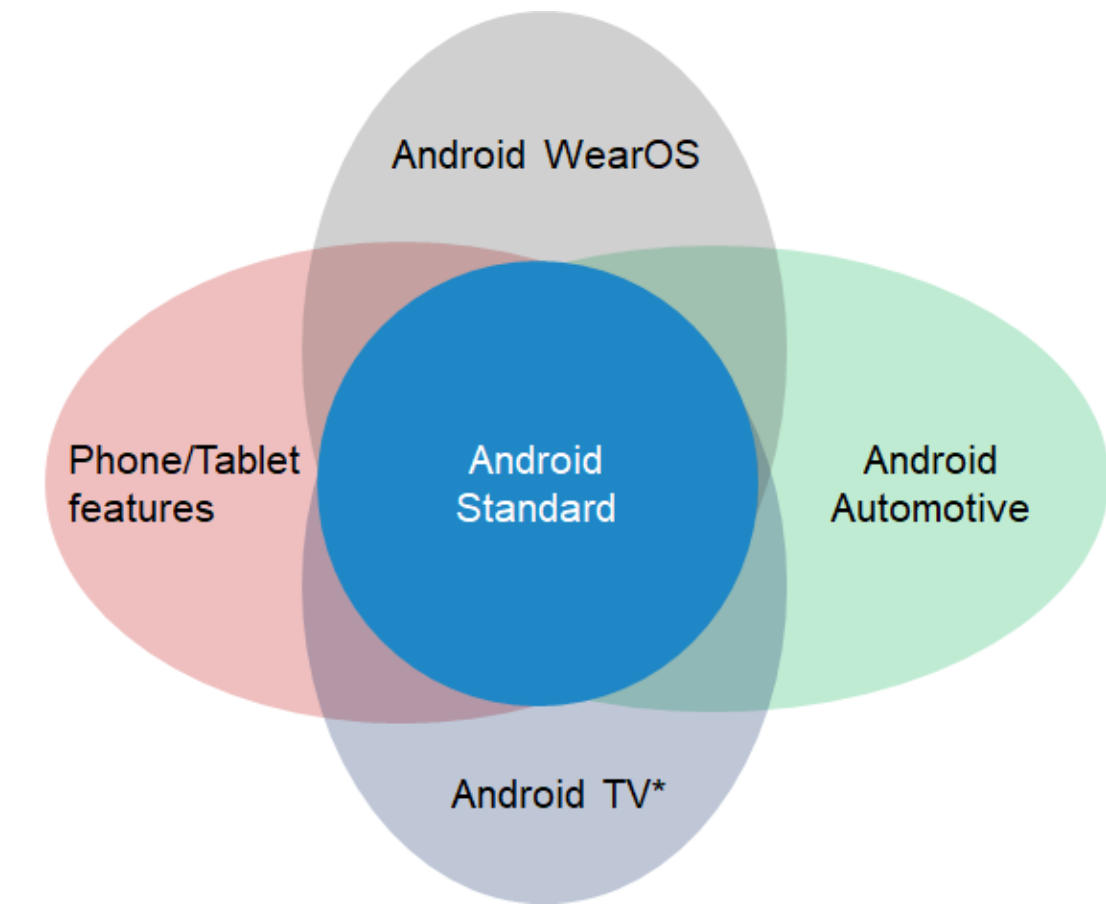


Operating System Market Share Worldwide - August 2021

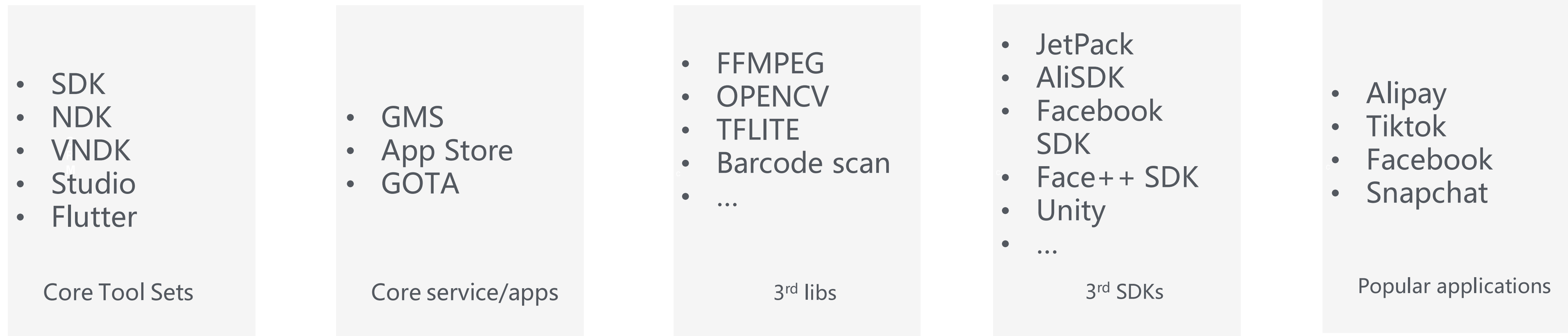
Widely used in mobile device, automotive, smart TV, wearables markets and etc.



Android Ecosystem



Android ecosystem



AOSP Android

SOC Android BSP

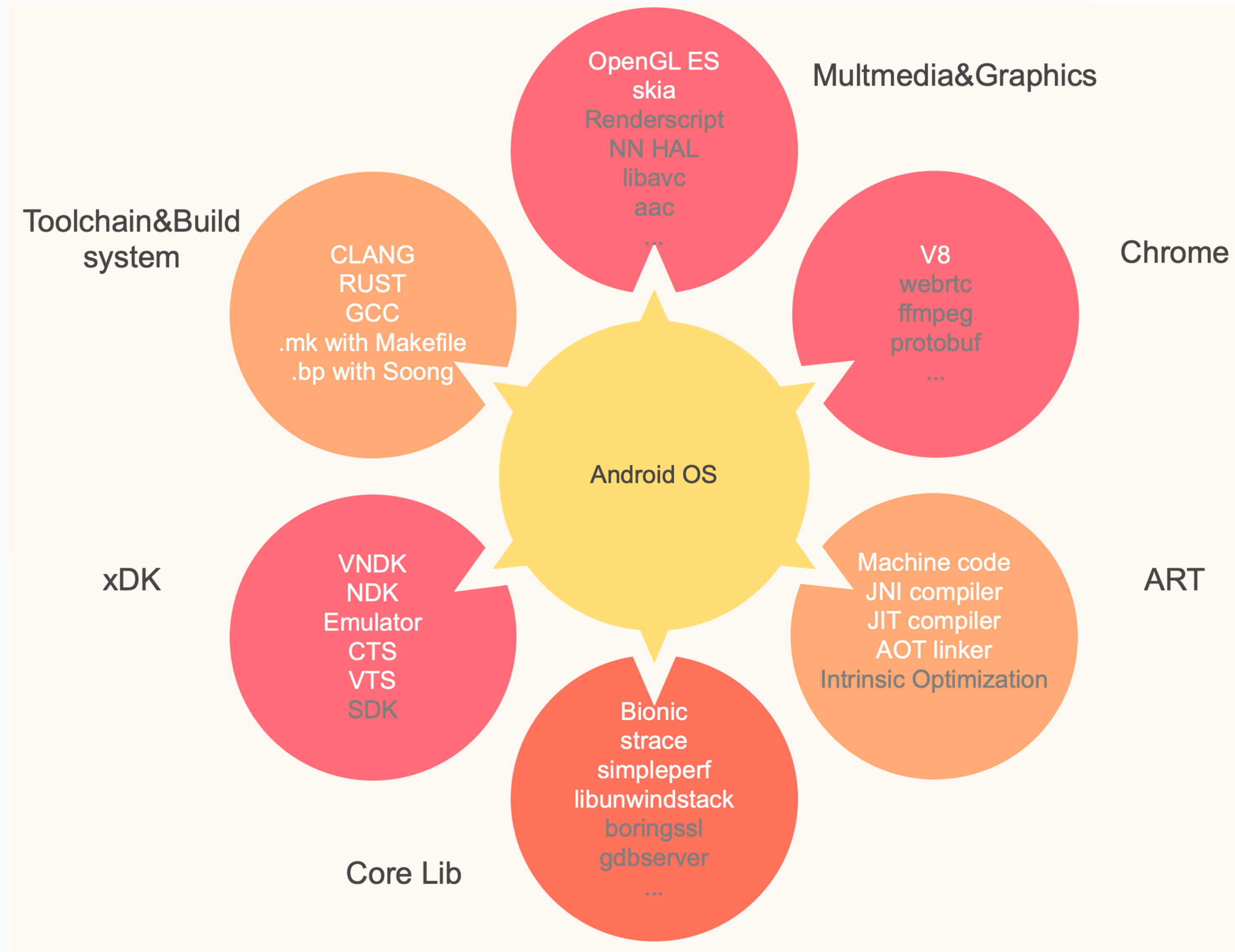
Device Android BSP

Android Porting Work Break Down

100+
Gits changed

2K+
File changed
or added

100K+
Code lines changed
or added



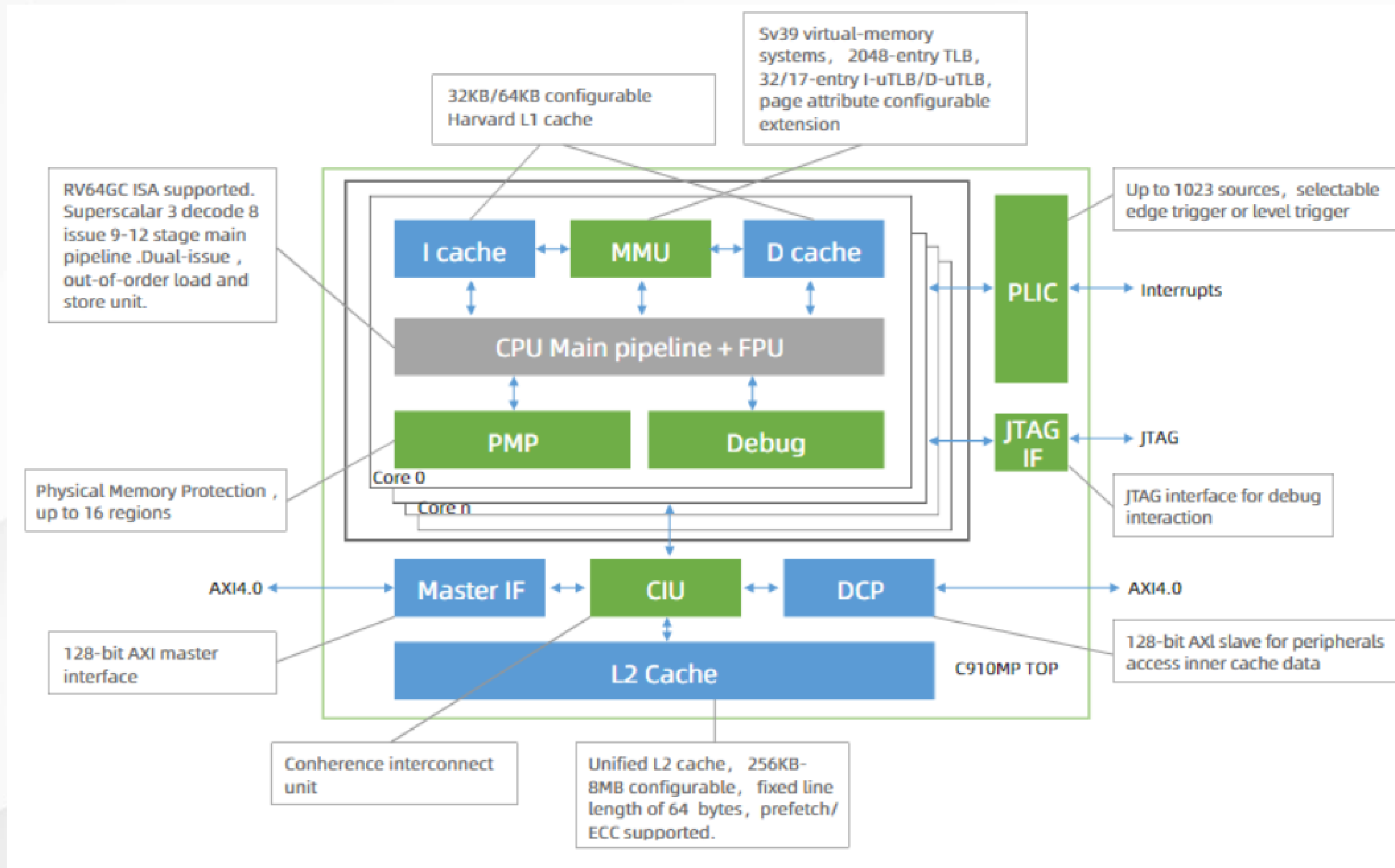


T-Head XuanTie C910

High performance RV64 compatible processor



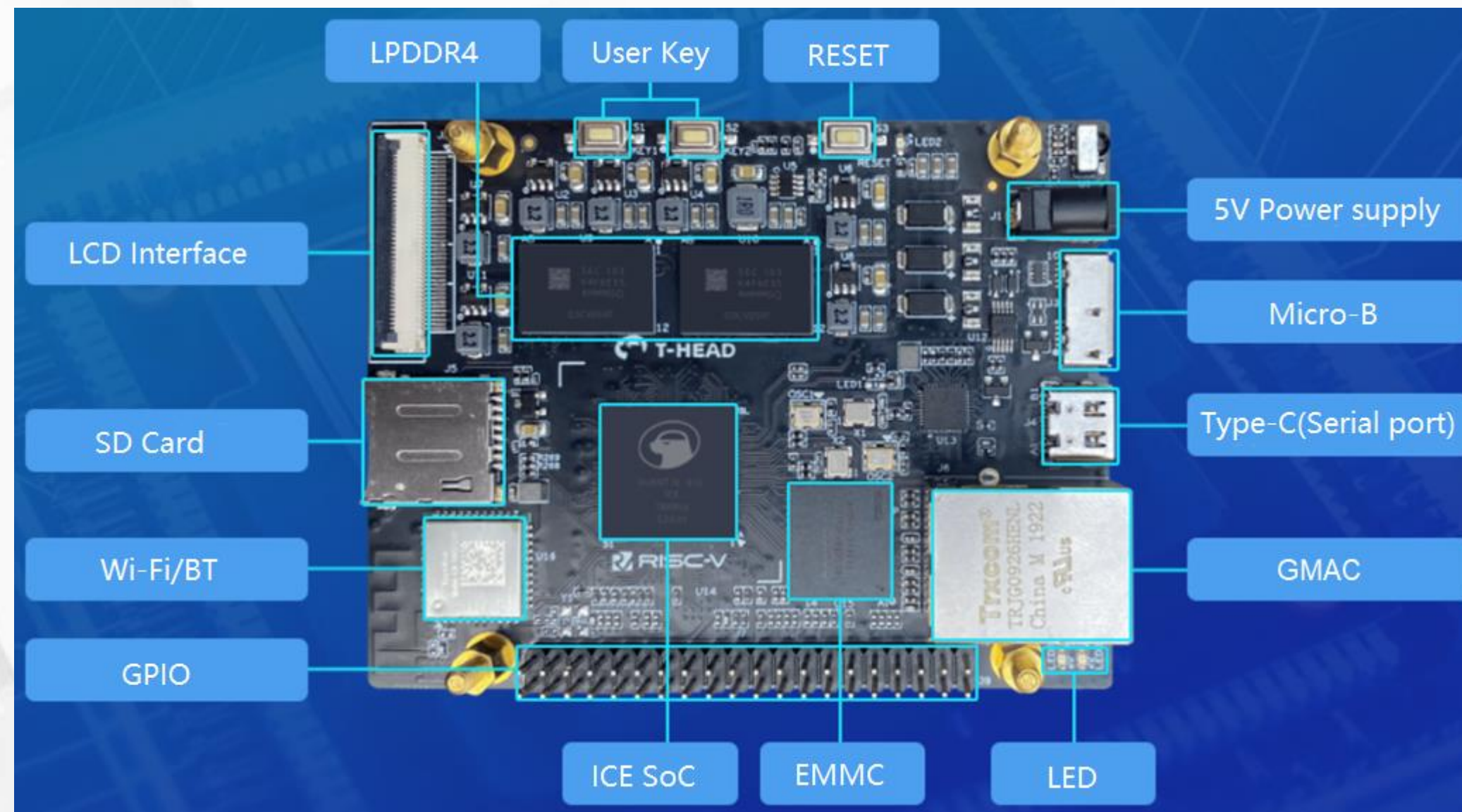
Feature	Description
Architecture	RV64GC
SMP	Up to 4 cores in each cluster
Pipeline	12 stages (Integer)
Floating-point Unit	Support RISC-V F, D instruction extension Support IEEE 754-2008 standard
Bus interface	AXI4-128 master
Device coherence port	AXI4-128 slave (Optional)
Instruction Cache	Up to 64KB with optional parity
Data Cache	Up to 64KB with optional ECC
L2 Cache	Up to 8MB with optional ECC Supporting parallel access with multi-bank
XuanTie extensions	XuanTie Instruction Extension (XIE) XuanTie Memory Attributes Extension (XMAE)
Memory Management Unit (MMU)	Sv39 virtual memory translation Up to 2048 entry TLB
PMP	Up to 16 regions
Interrupt Controller	Flexibly configurable Platform-Level Interrupt Controller (PLIC) for supporting wide range of system event scenarios



SoC Platform and Android Related Configuration

Hardware: RVB-ICE

- Dual Core XuanTie C910(rv64imafdc)
- 4G DDR4
- GPU graphics rendering
- Available for online evaluation & Pre-order



Software:

- Android 10
- Kernel 5.4.57

Features

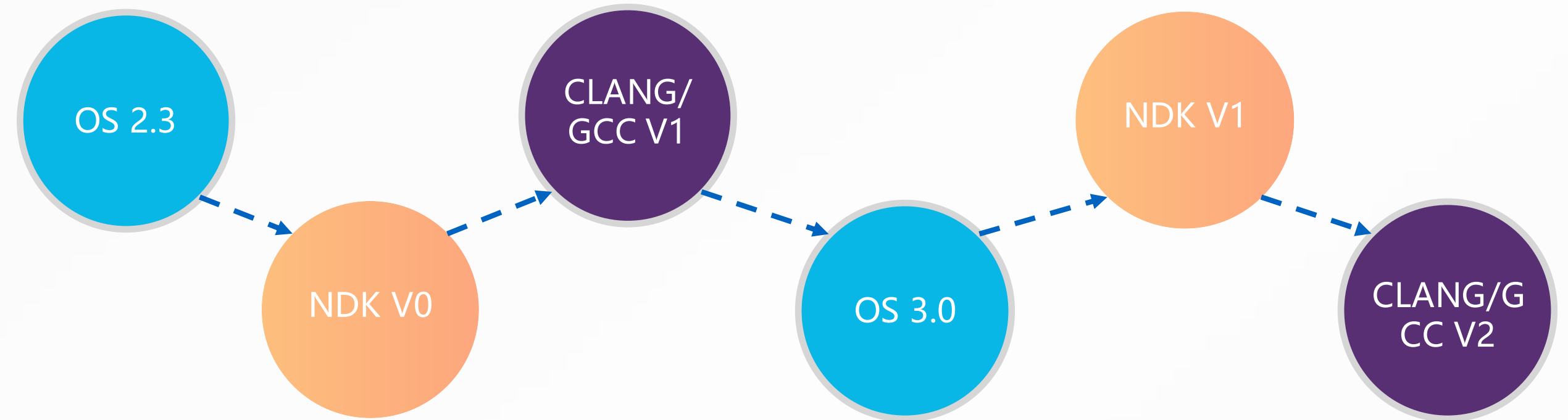
- ✓ Android Java runtime and most native service are enabled and running
- ✓ Basic boot to Android launcher with simple Applications
- ✓ Emulator and T-HEAD ICE SoC Boot
- ✗ No 32bit support
- ✗ “lto/thin/float16” clang features not be supported
- ✗ Most of software a/v codecs disabled
- ✗ RenderScript disabled
- ✗ Neural Network feature disabled



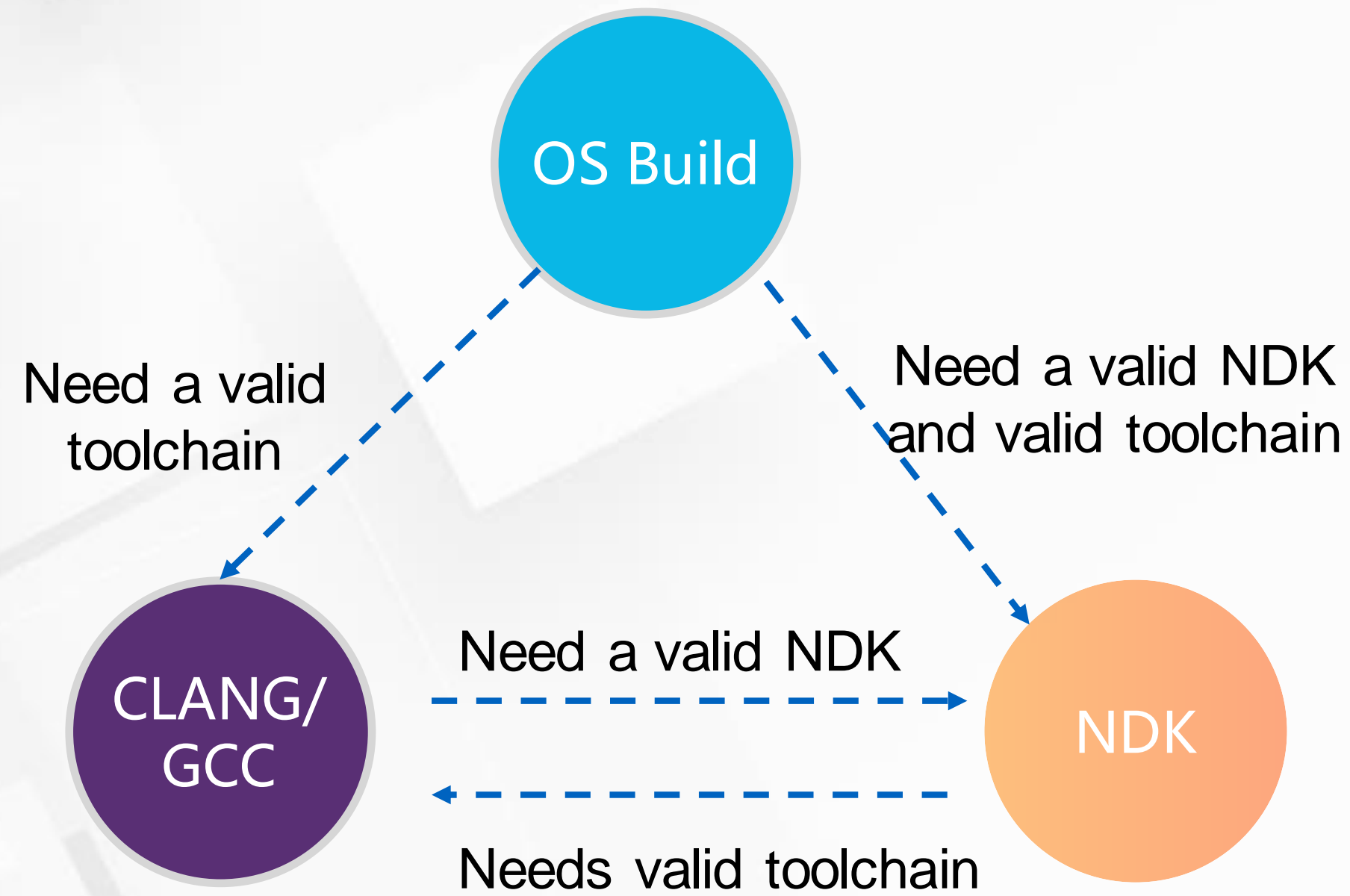


Toolchain First or NDK First?

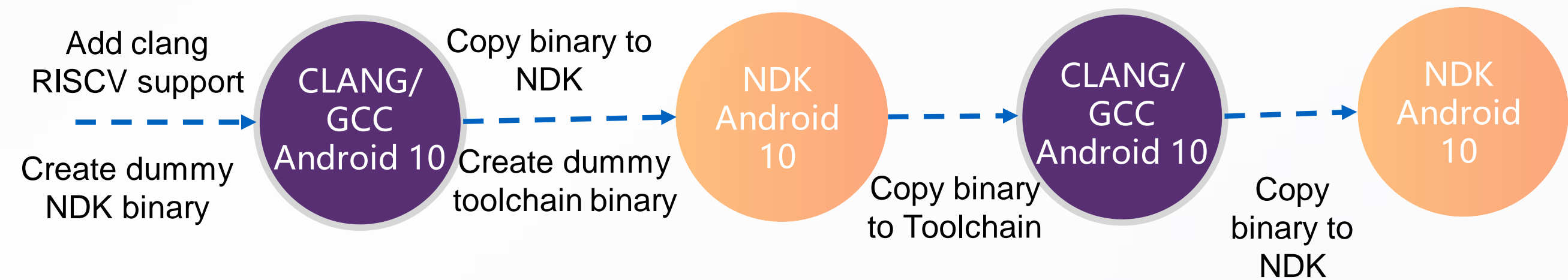
How does ARM build work ?



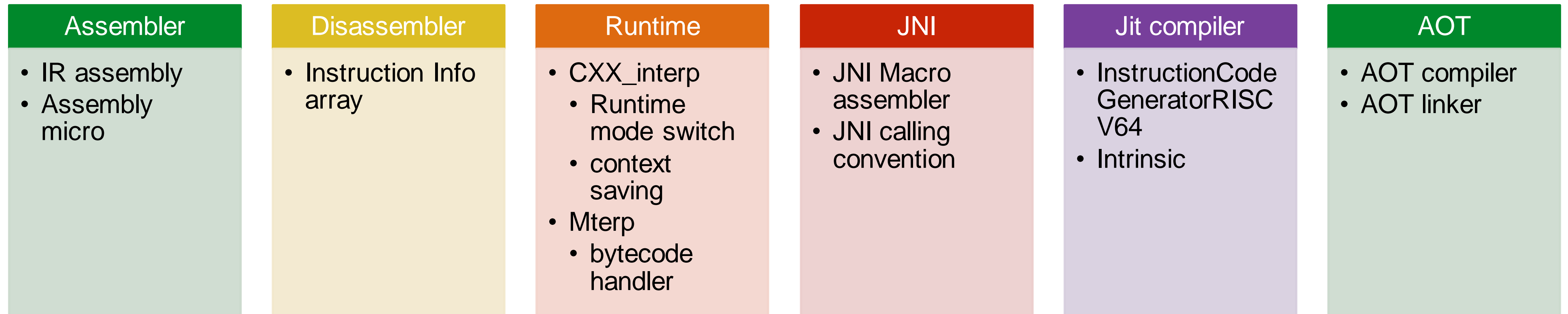
Build Toolchain first or NDK first ?



How does RISC-V build work ?



RISC-V Android OS Porting



ART: 50k+ code added

RISC-V Android OS Porting



Chrome: 40k+ code added

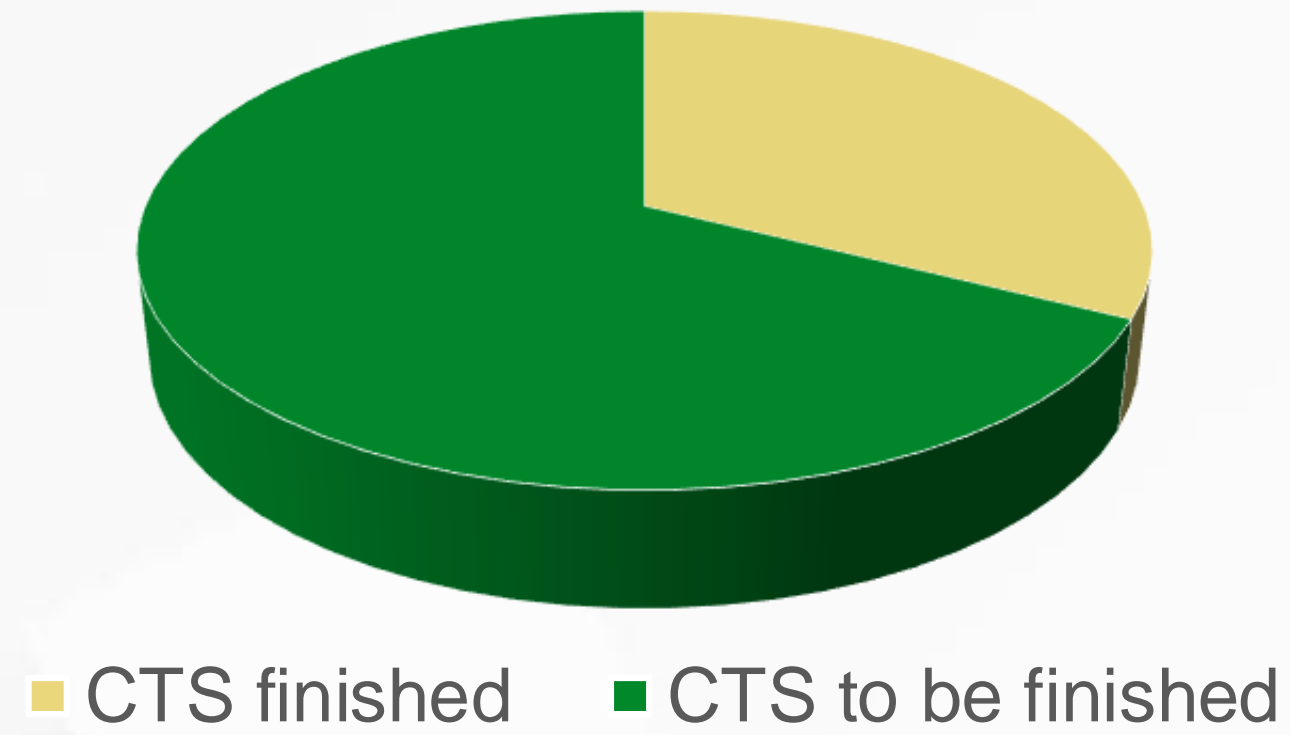
RISC-V Android OS Porting

Bionic	Support lib	Toolchain
<ul style="list-style-type: none">• Syscall generation• linker• RISC-V kernel header• mem/str APIs optimization	<ul style="list-style-type: none">• OpenGL ES<ul style="list-style-type: none">• Assembly API call• libbacktrace• libunwindstack• debuggerd• libmemunreachable	<ul style="list-style-type: none">• Clang 11• GCC 8.1• NDK r20

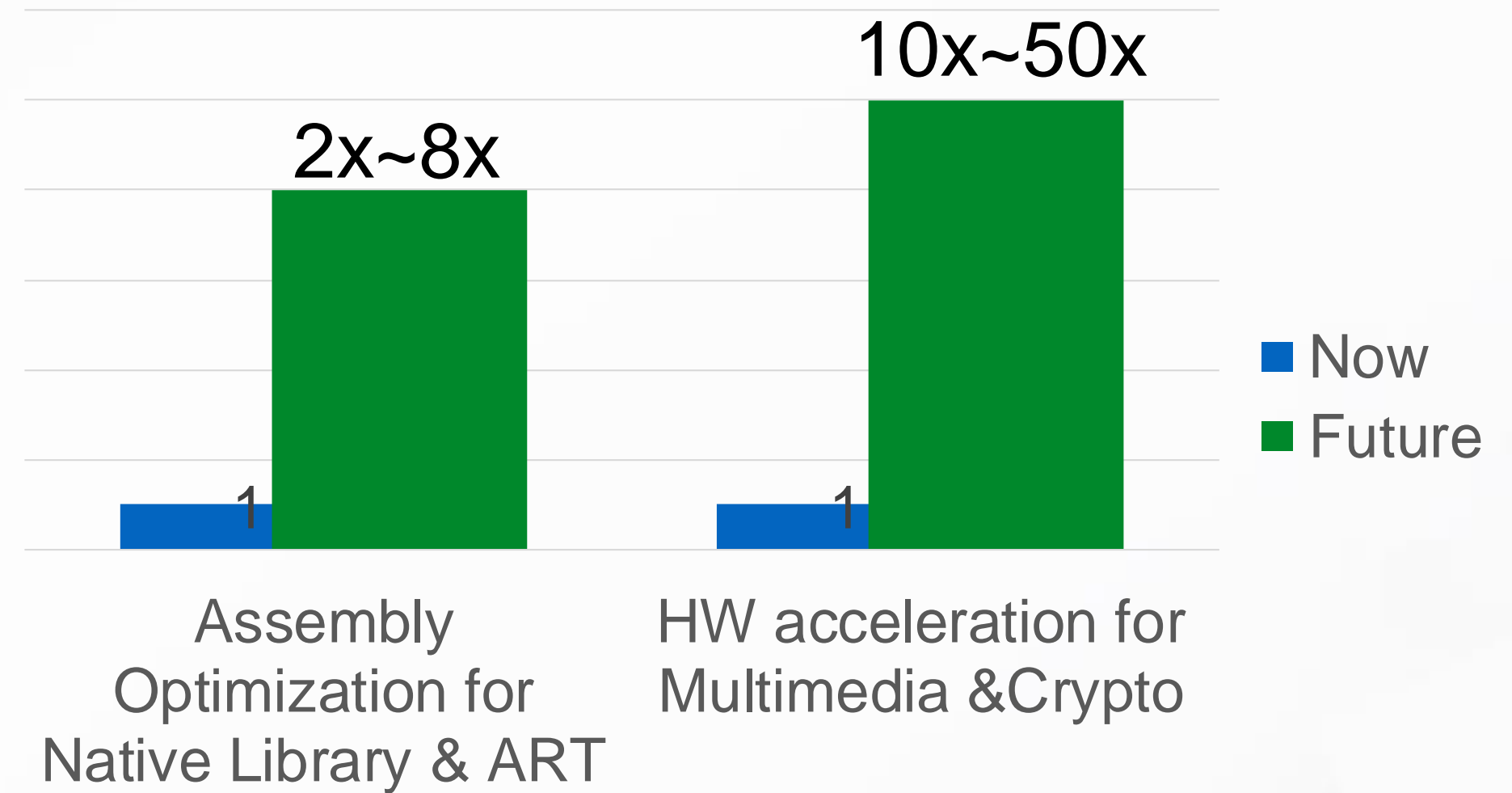
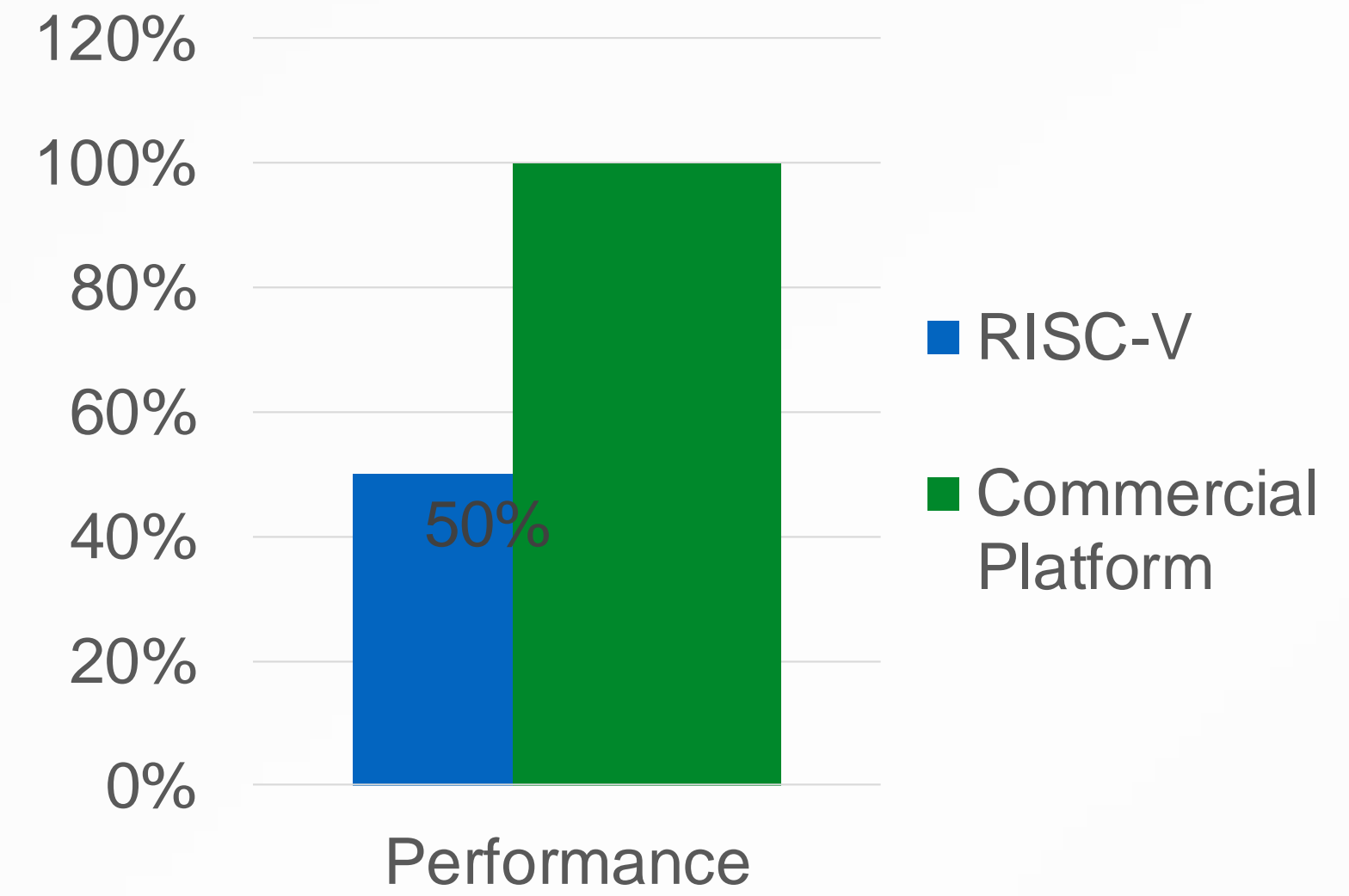
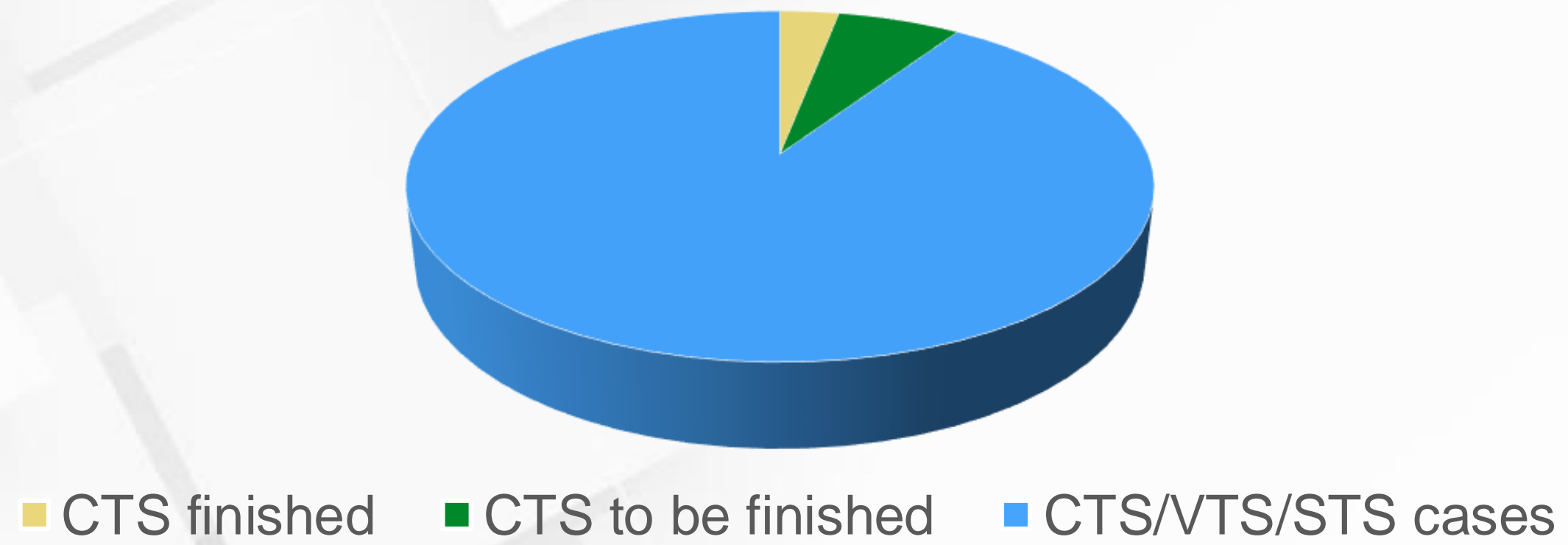
Miscellaneous: 10k+ code added

Status

Case Number



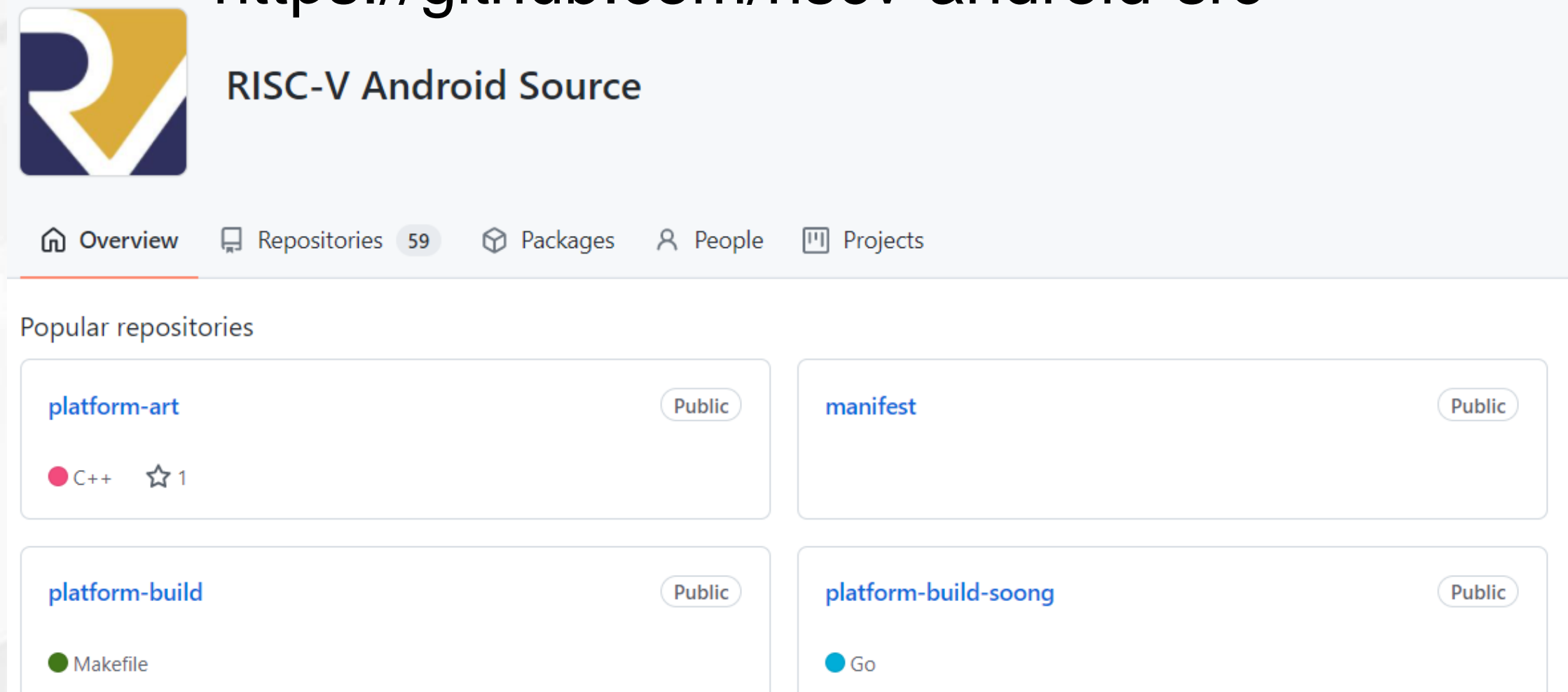
Compatibility



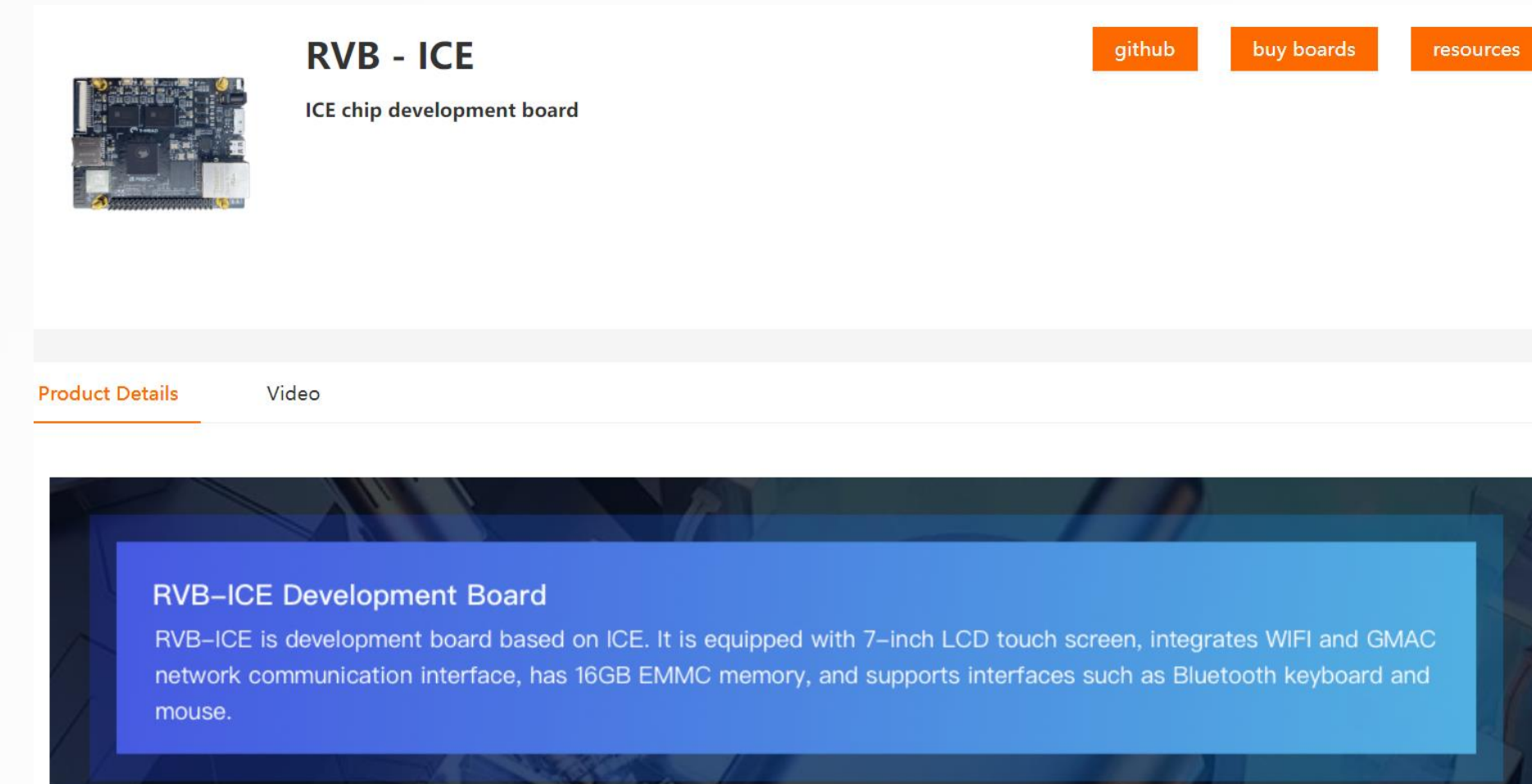
Open chip community (English page):
occ.t-head.cn/community/risc_v_en



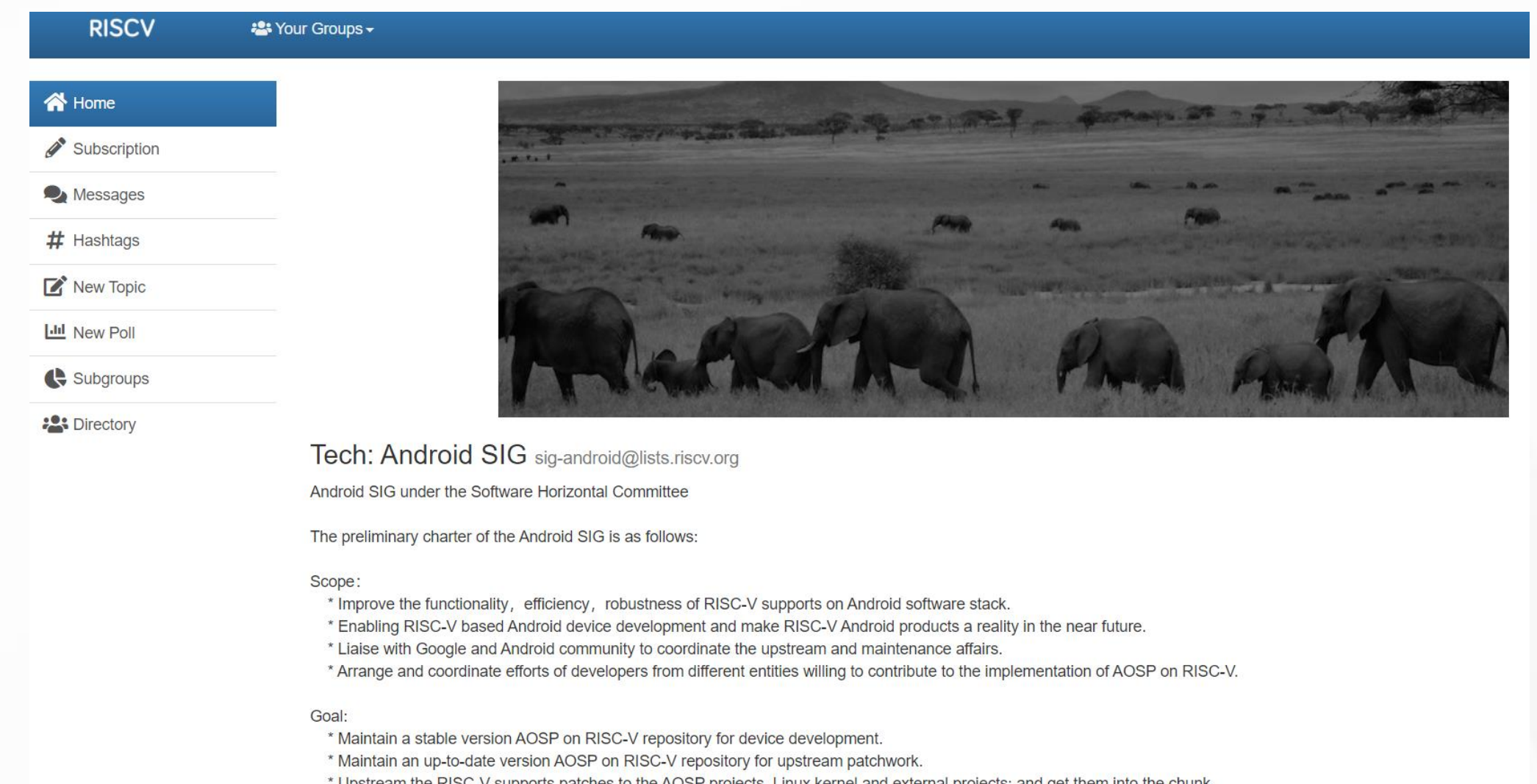
Look for the codes/binaries :
<https://github.com/riscv-android-src>



Order the board:
occ.t-head.cn/community/risc_v_en/detail?id=RVB-ICE



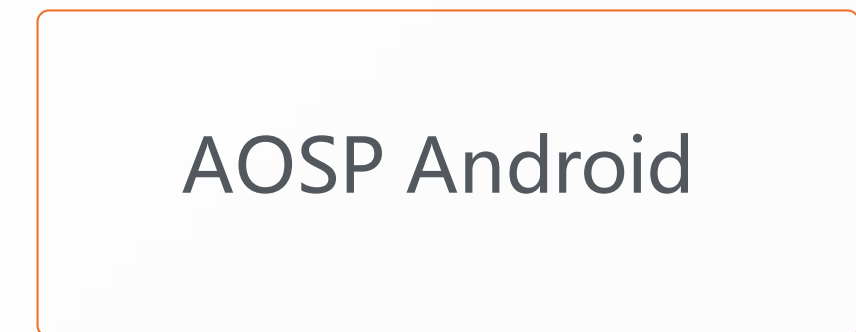
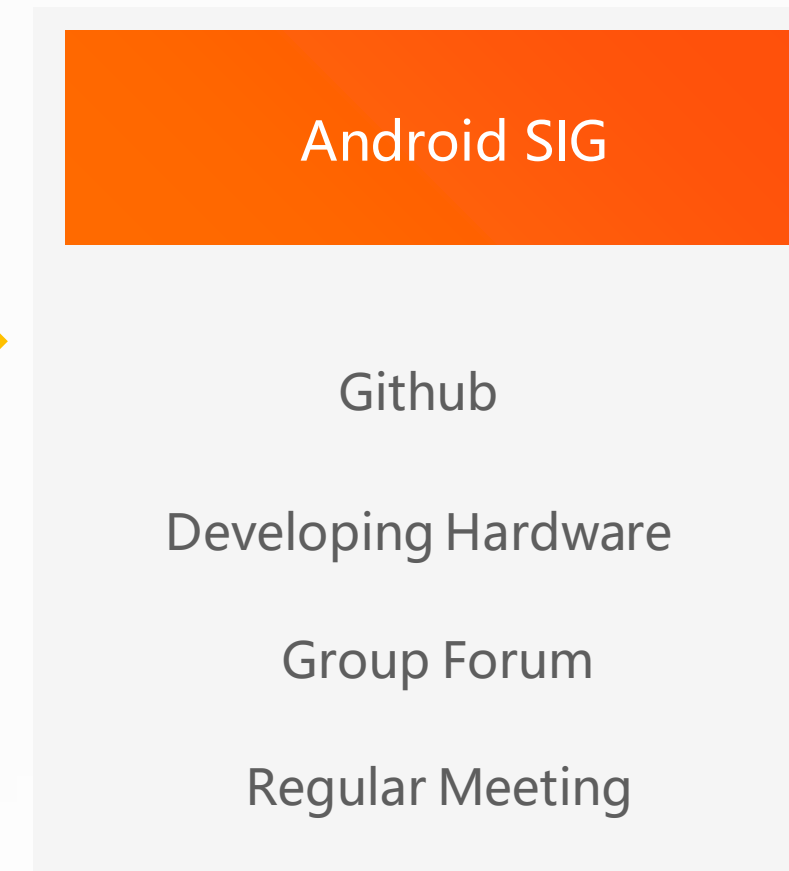
Join the discussion:
<https://lists.riscv.org/g/sig-android>



RISC-V Android SIG



We need you!



THANK YOU

