



Software Simulation Technologies in Virtual Platforms

```
float w;
fcomplex c;
if ((z.r == 0.0) && (z.i == 0.0)) {
    c.r=0.0;
    c.i=0.0;
} else {
    w = sqrt((sqrt(z.r*z.r + z.i*z.i) - z.i) / (z.r + sqrt(z.r*z.r + z.i*z.i)));
    c.r = z.r * w;
    c.i = z.i * w;
}
return c;
}

fcomplex Csqrt(fcomplex z)
{
    fcomplex c;
    float w;
    if ((z.r == 0.0) && (z.i == 0.0)) {
        c.r=0.0;
        c.i=0.0;
    } else {
        w = sqrt((sqrt(z.r*z.r + z.i*z.i) - z.i) / (z.r + sqrt(z.r*z.r + z.i*z.i)));
        c.r = z.r * w;
        c.i = z.i * w;
    }
    return c;
}

fcomplex RCmul(float x, fcomplex a)
{
    fcomplex c;
    float w;
    if ((z.i == 0.0)) {
        c.r=x*a.r;
        c.i=x*a.i;
        return c;
    }
    c.r=0.0;
    c.i=0.0;
}

fcomplex Cinv(fcomplex z)
{
    fcomplex c;
    c.r = 1.0 / (z.r*z.r + z.i*z.i);
    c.i = -z.i * c.r;
    return c;
}
```

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Microelectronics Engineering Group

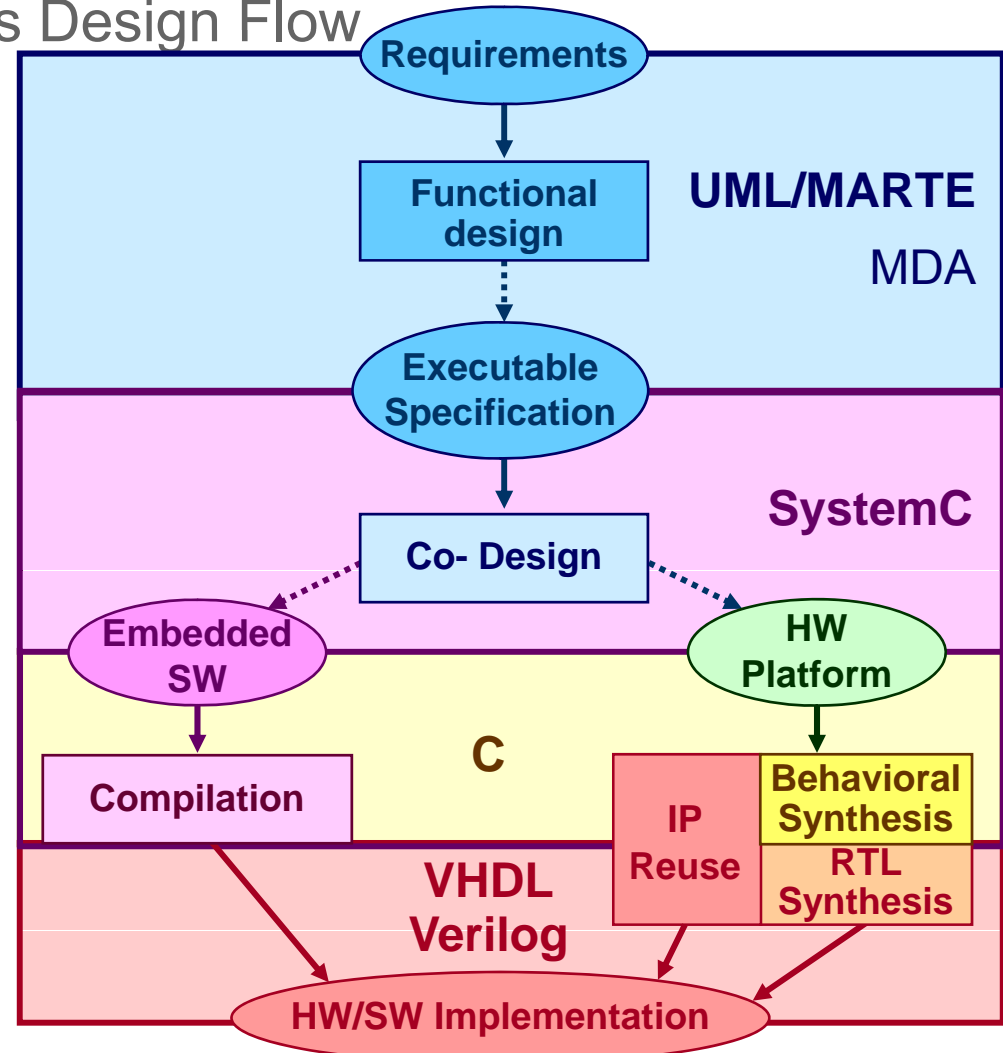
University of Cantabria



Context

HW/SW Embedded Systems Design Flow

- HW/SW Simulation
- Performance Analysis
 - avoiding slow design iterations
- Design Verification
 - At the different abstraction levels





▶ Agenda

- Motivation
 - Why SW performance analysis

- Software Simulation Technologies in Virtual Platforms
 - Simulation Technologies at different abstraction levels
 - SCoPE: SW performance analysis for DSE
 - Native simulation
 - After architectural mapping
 - SCoPE⁺: SW performance analysis for DSE
 - Compositional Native simulation
 - Before architectural mapping
 - Direct PSM from the same PIM

- Conclusions



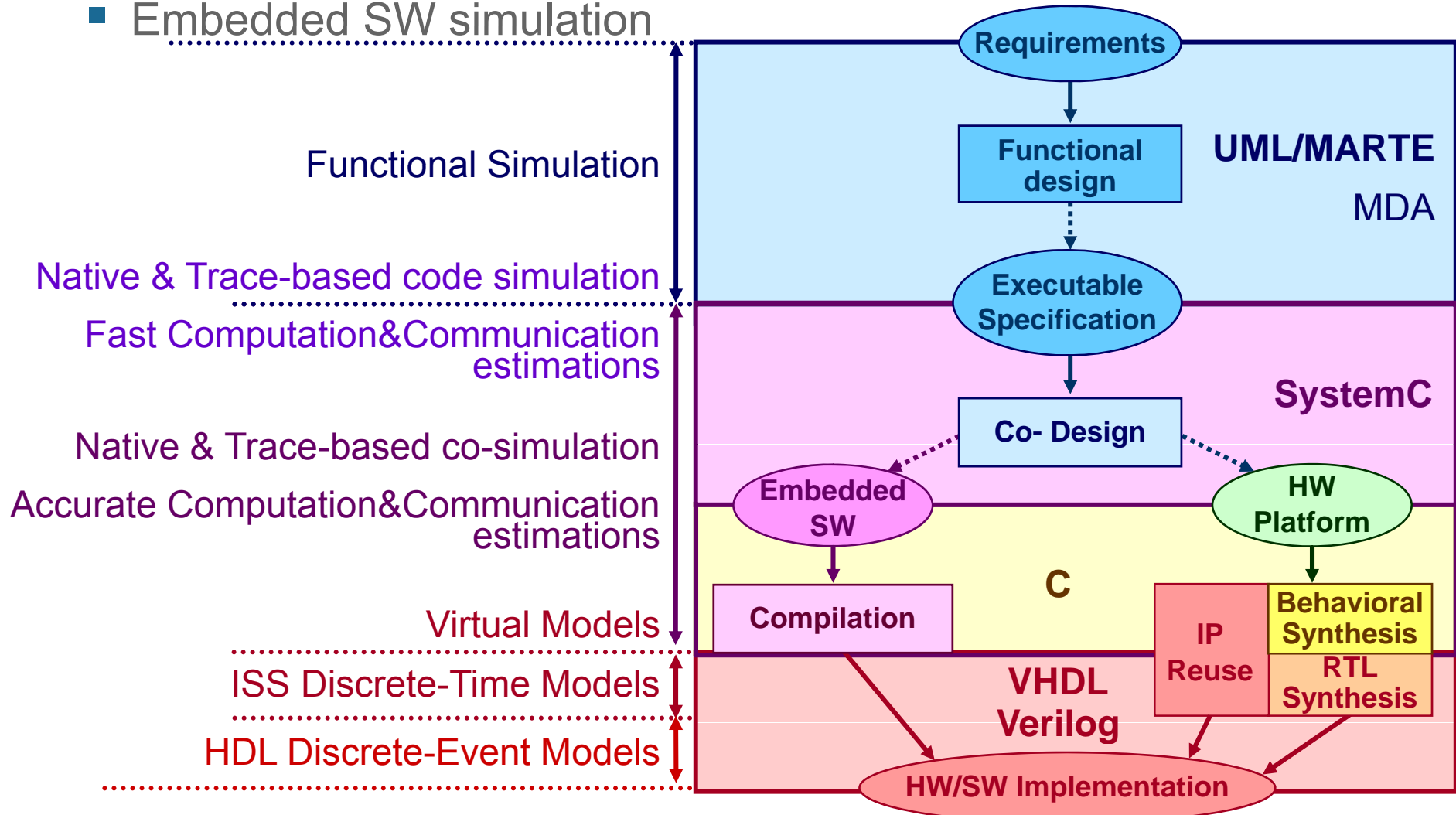
▶ Motivation

- The MPSoC
 - Multi-processing platform
 - ASIC
 - FPGA
 - Commercial multi-processing platform
 - SW-centric design methodology
 - Most of the functionality implemented as Embedded SW
 - With 'some' application-specific HW



SW Simulation Technologies

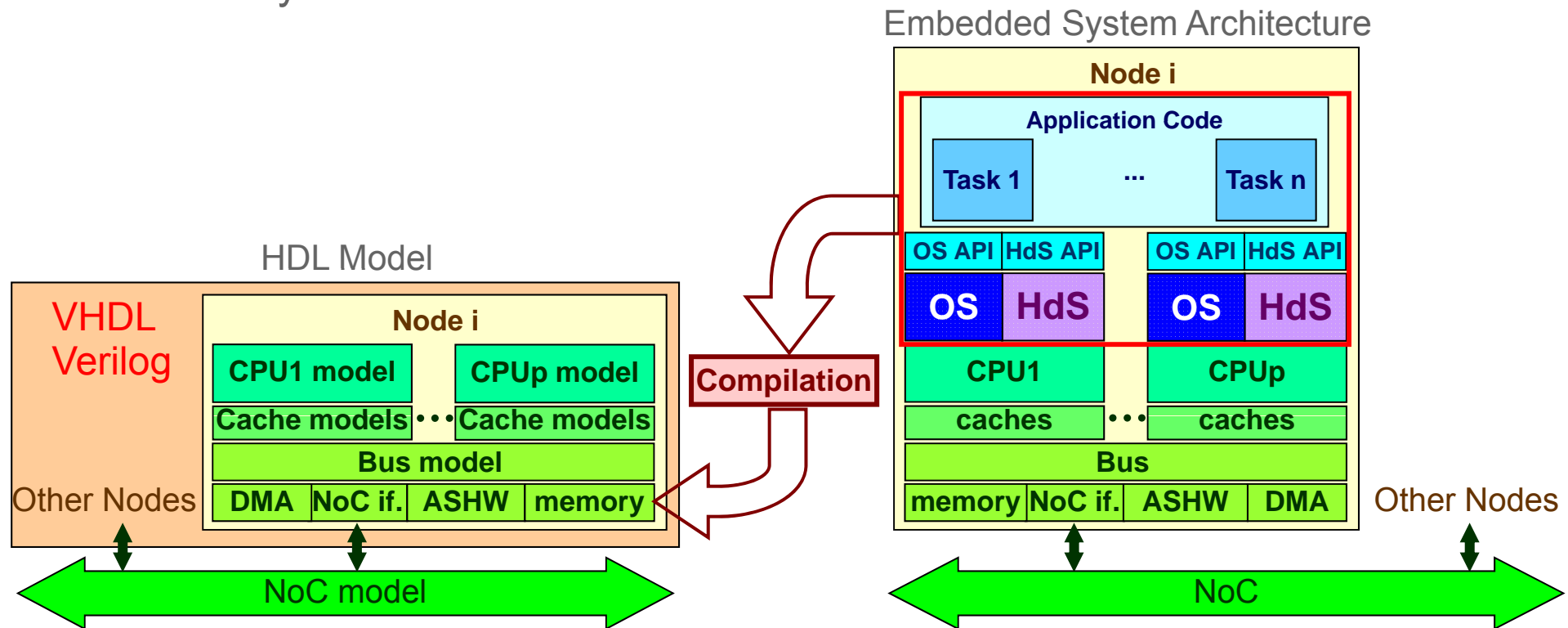
Embedded SW simulation





SW Simulation Technologies

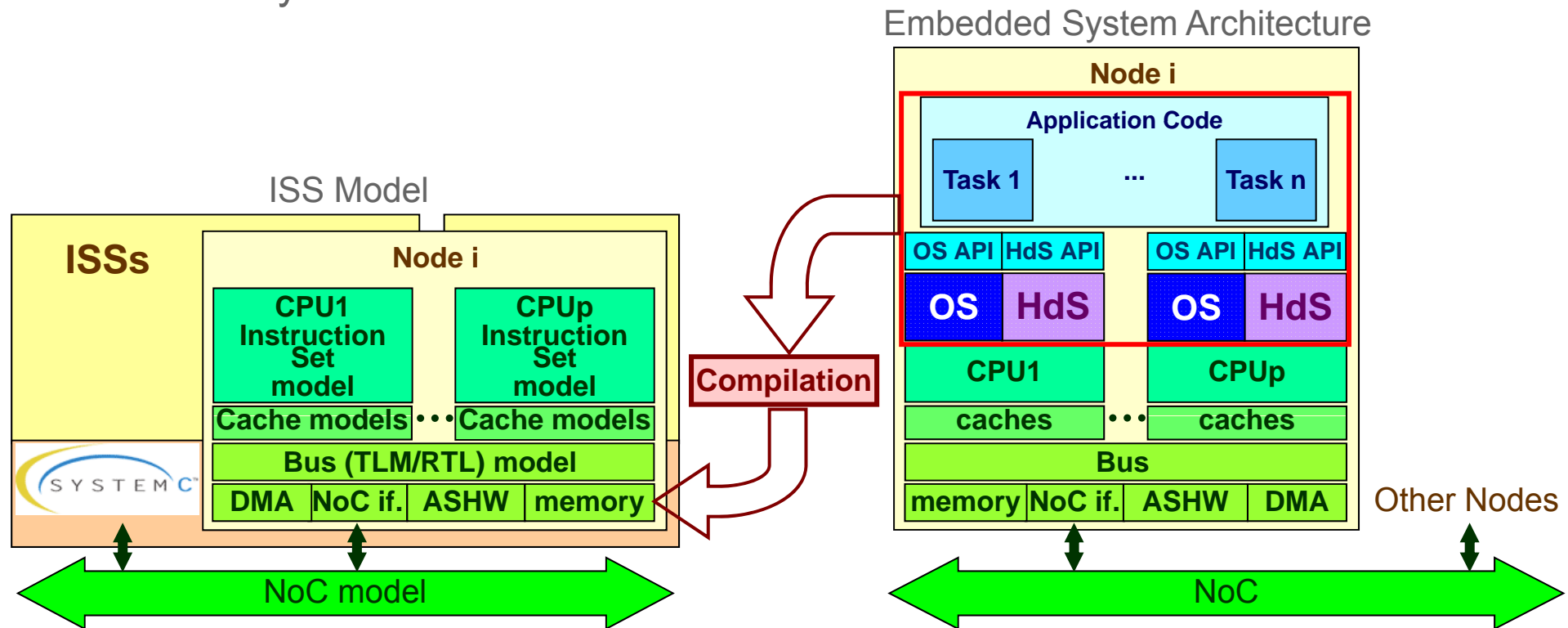
- HDL simulation
 - Very detailed Model
 - Very accurate
 - Very slow





SW Simulation Technologies

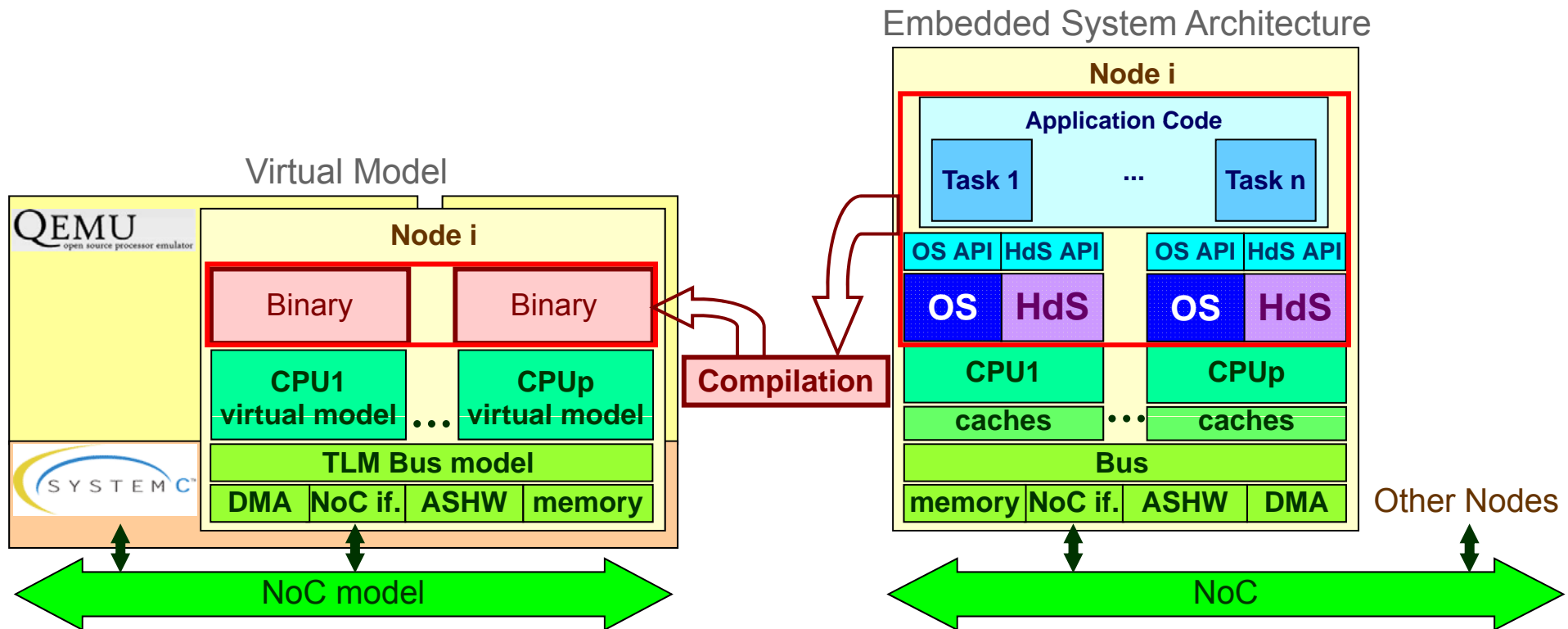
- ISS simulation
 - Very detailed Model
 - Very accurate
 - Very slow





SW Simulation Technologies

- Virtualization
 - Target virtual model on host



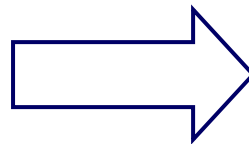


▶ SW Simulation Technologies

- Virtualization (QEMU)
 - Detailed model
 - High modeling cost
 - Late design steps
 - Faster than ISS

PowerPC (200 MHz)

```
# r1 = r1 - 16  
addi r1,r1,-16
```



Intel Core i5 (2.40 GHz)

```
# movl_T0_r1  
# ebx = env->regs[1]  
mov 0x4(%ebp),%ebx  
  
# addl_T0_im -16 # ebx = ebx - 16  
add $0xffffffff0,%ebx # movl_r1_T0  
  
# env->regs[1] = ebx  
mov %ebx,0x4(%ebp)
```



▶ SW Simulation Technologies

- Virtualization
 - Functional emulation
 - Rough timed simulation
 - i.e. 1 cycle per instruction
 - Additional effort needed for more accurate modeling
 - Execution times
 - Power consumption
 - Caches
 - ...
 - Requires a specific Virtual Model for each processor
- Commercial tools
 - OVP, FastModels, Cadence, Carbon, Synopsys (CoWare), etc.



▶ SW Simulation Technologies

- Native & Trace-based simulation
 - Embedded code directly executed by the host

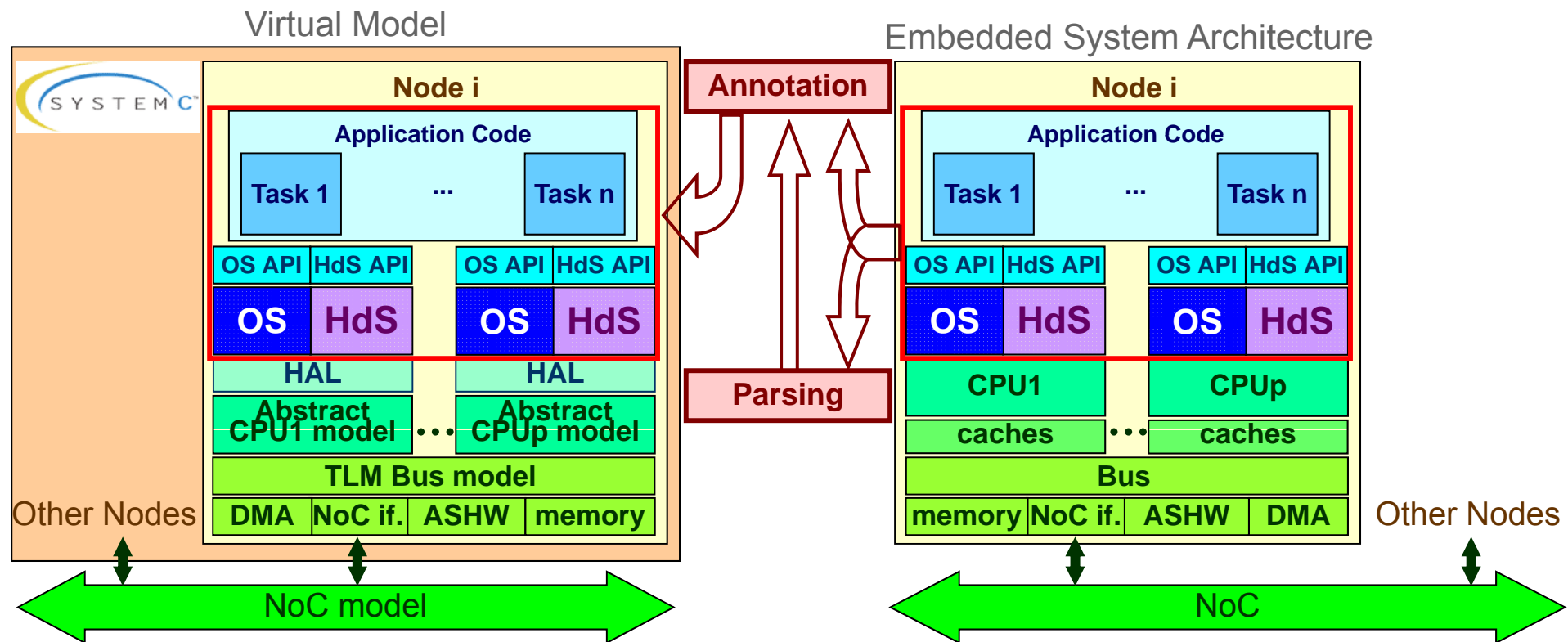
 - Good accuracy
 - Native back-annotation
 - Trace analysis

 - Fast execution time



SW Simulation Technologies

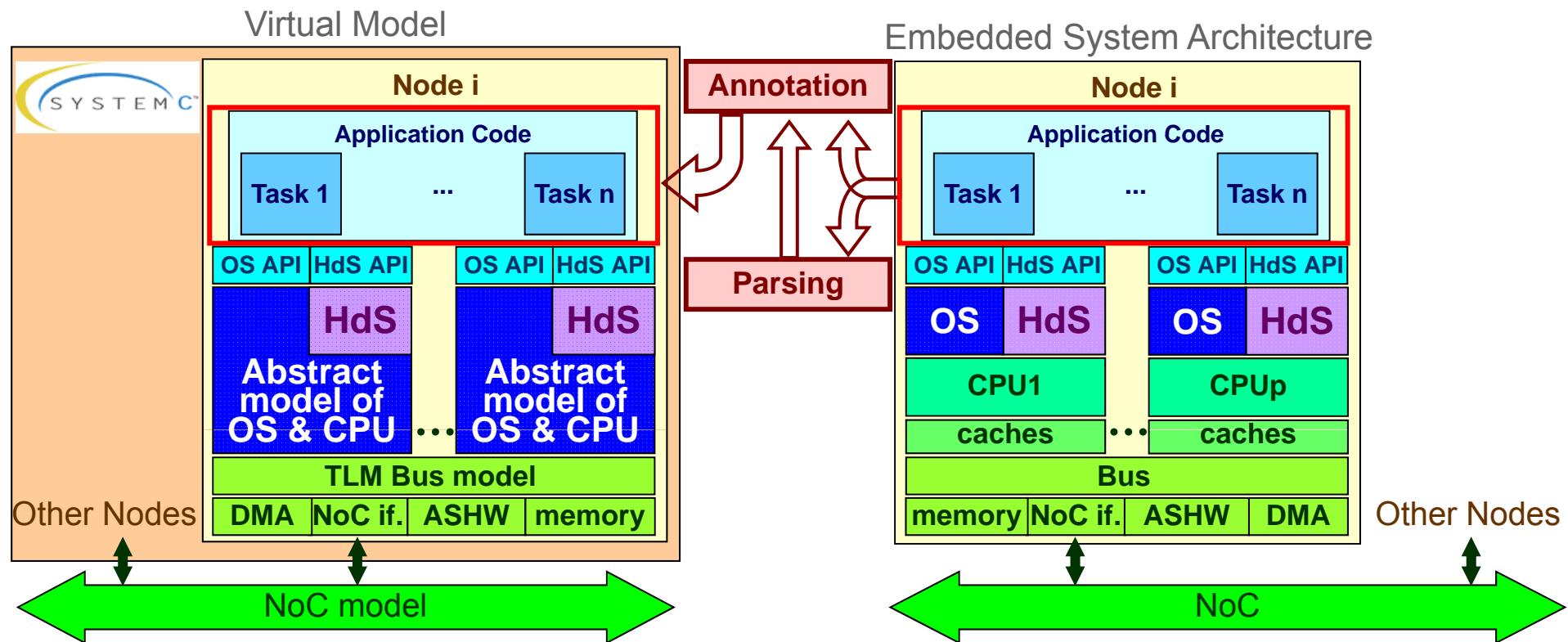
- Native simulation based on HAL API
 - Abstraction of the HW platform





SW Simulation Technologies

- Native simulation based on OS API
 - Abstraction of the SW platform





SW Simulation Technologies

- Basic code annotation in native simulation

...	
Overflow = 0;	
s = 1L;	
for (i = 0; i < L_subfr; i++) {	→ Sim_Time += 20;
Carry = 0;	
s = L_macNs(s, xn[i], y1[i]);	→ Sim_Time += 25;
if (Overflow != 0) {	→ Sim_Time += 15;
break; }	
if (Overflow == 0) {	
exp_xy = norm l(s);	→ Sim_Time += 10;
if (exp_xy <= 0)	
xy = round(L_shr (s, -exp_xy));	→ Sim_Time += 10;
else	
xy = round(L_shl (s, exp_xy)); }	→ Sim_Time += 10;
mq_send(queue1, &xy, p, t);	→ wait included
...	

Global variable

int Sim_Time = 0;

→ Sim_Time += 20;

→ Sim_Time += 25;

→ Sim_Time += 15;

→ Sim_Time += 10;

→ Sim_Time += 10;

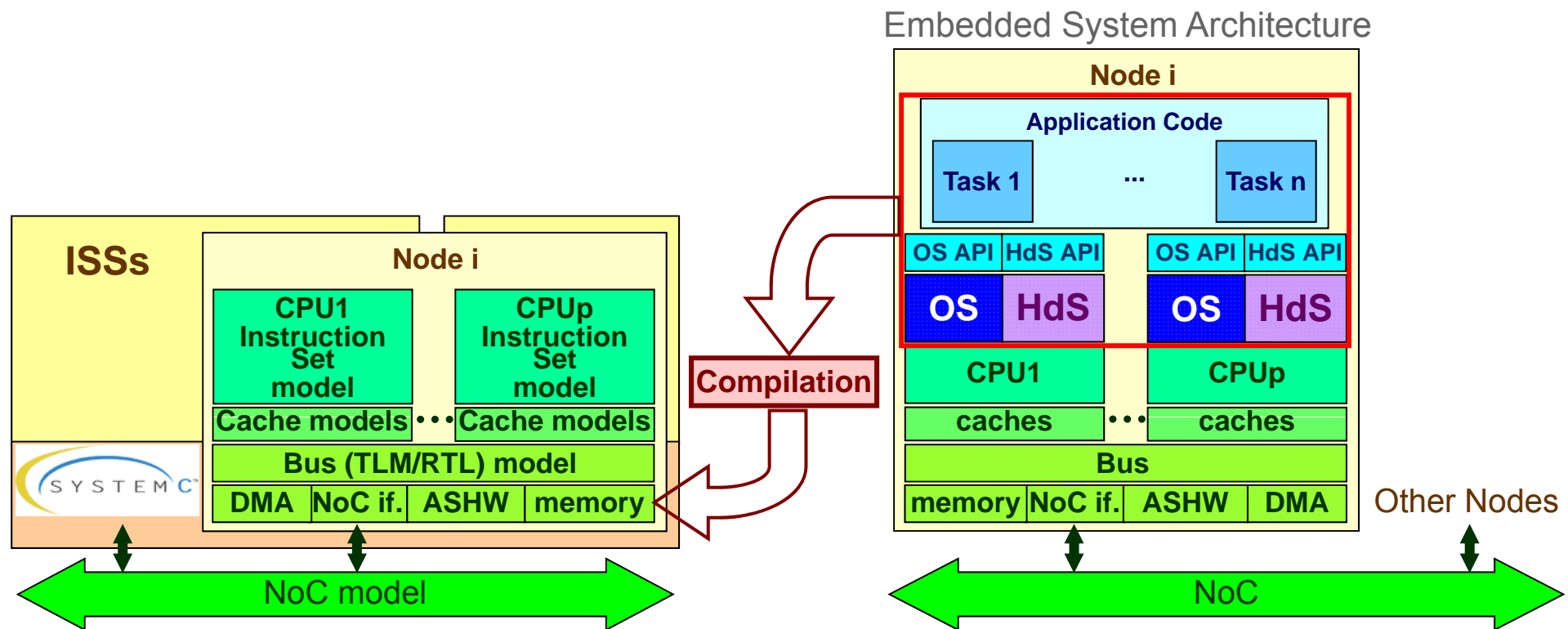
→ Sim_Time += 10;

→ wait included



SW Simulation Technologies

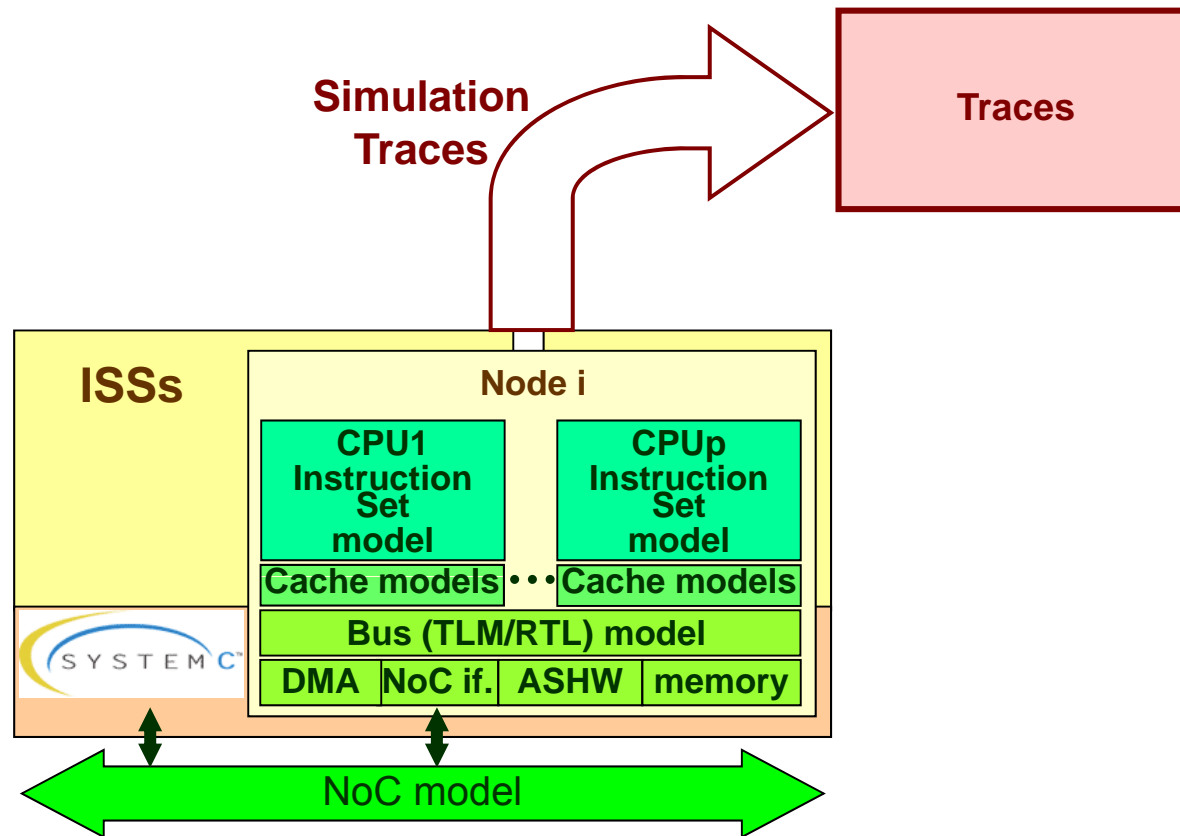
- Trace-based simulation
 - Activity traces from detailed models





SW Simulation Technologies

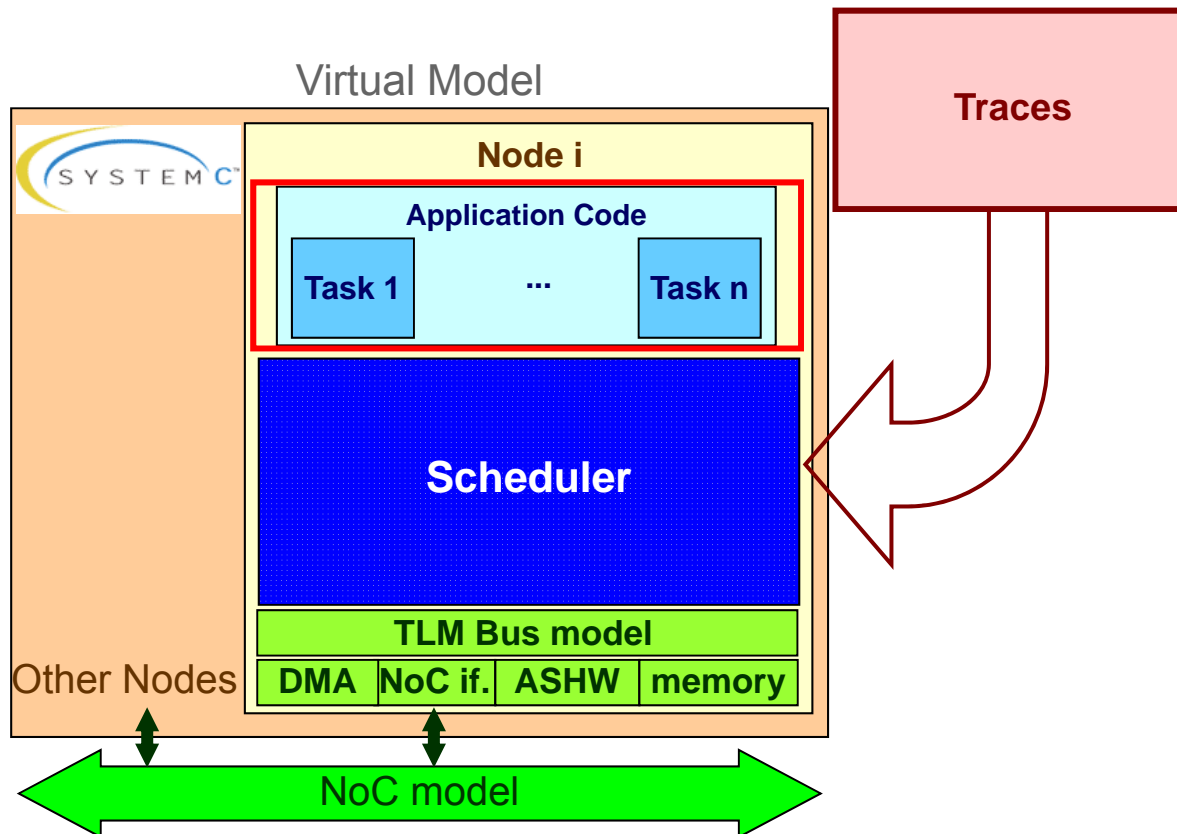
- Trace-based simulation





► SW Simulation Technologies

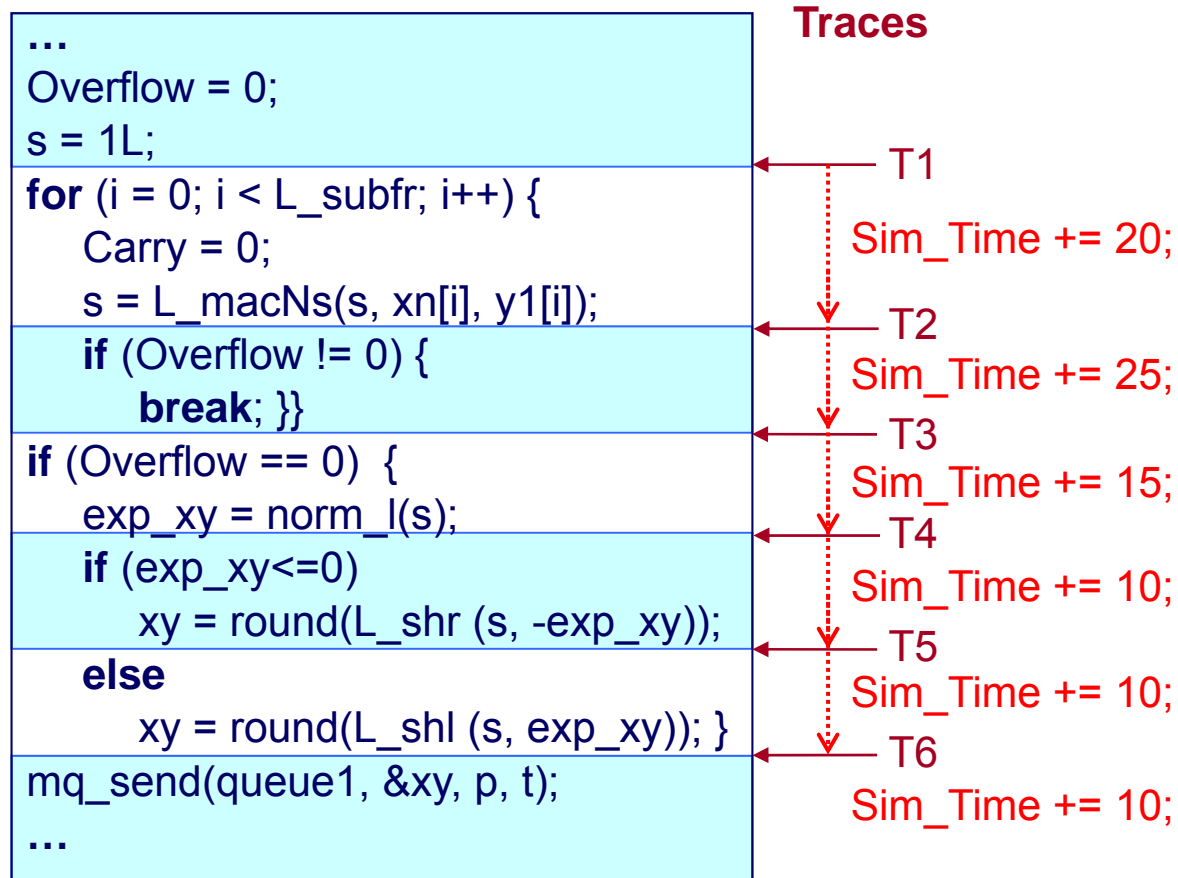
- Trace-based simulation
 - Difficult scheduling in complex multi-processing systems





► SW Simulation Technologies

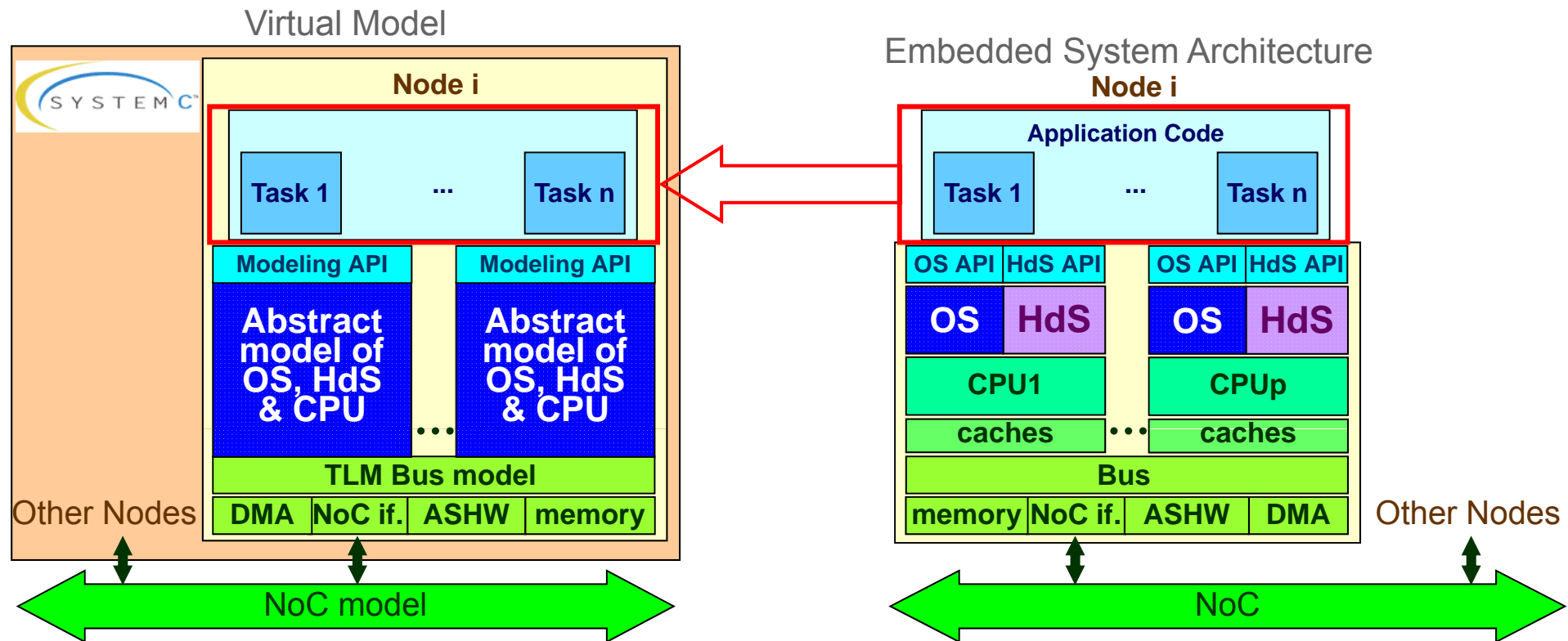
- Basic code execution in trace-based simulation





SW Simulation Technologies

- Functional simulation based on code
 - Fastest but least accurate
 - Work-load analysis





▶ SW Simulation Technologies

■ Performance/Error comparison

		Technology	Time Estimation	Time & Power Estimation
Functional	Performance		5,000	N.A.
	Error		N.A.	N.A.
Native Trace-based	Performance		1,000	500
	Error		1.3	1.4
Virtualization	Performance		200	T.B.M.
	Error		1.5	T.B.M.
ISS (cycle-accurate)	Performance		10	1
	Error		1.1 (DT)	1.1
HDL	Performance		1	0.1
	Error		1 (DE)	1

➤ Rough approximate figures



▶ SCoPE: SW Performance Estimation for DSE

- Key features
 - Abstract OS modeling
 - Instruction cache modeling
 - Data cache modeling
 - System power estimation
- Novel features
 - Physical memory accesses
 - Separate memory spaces
 - Configurability for Design-Space Exploration
 - Dynamic Voltage-Frequency Scaling
 - Thermal modeling
 - System composition from IP-XACT components
 - Win32 API

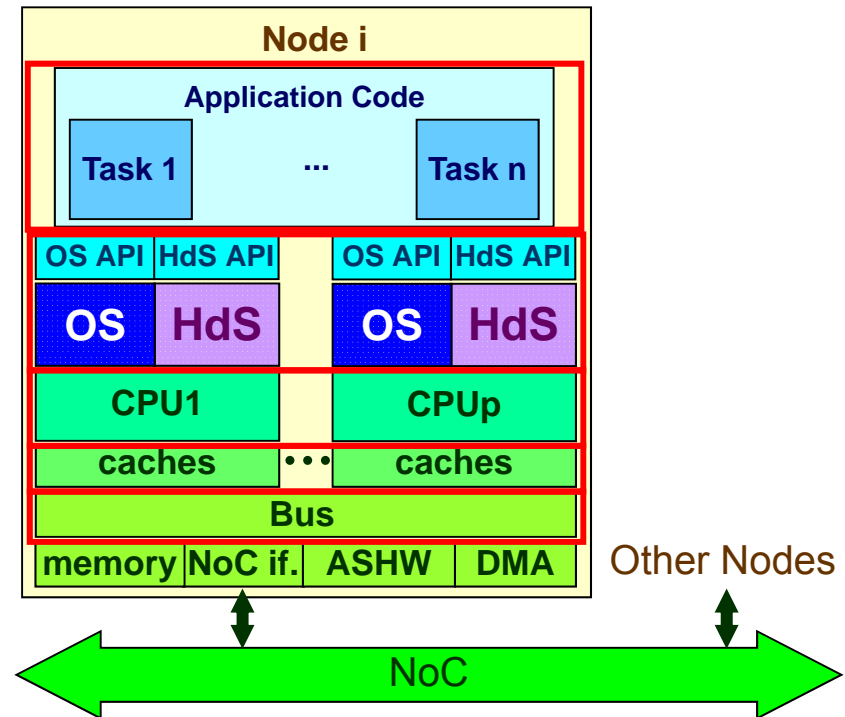




► SCoPE: SW Performance Estimation for DSE



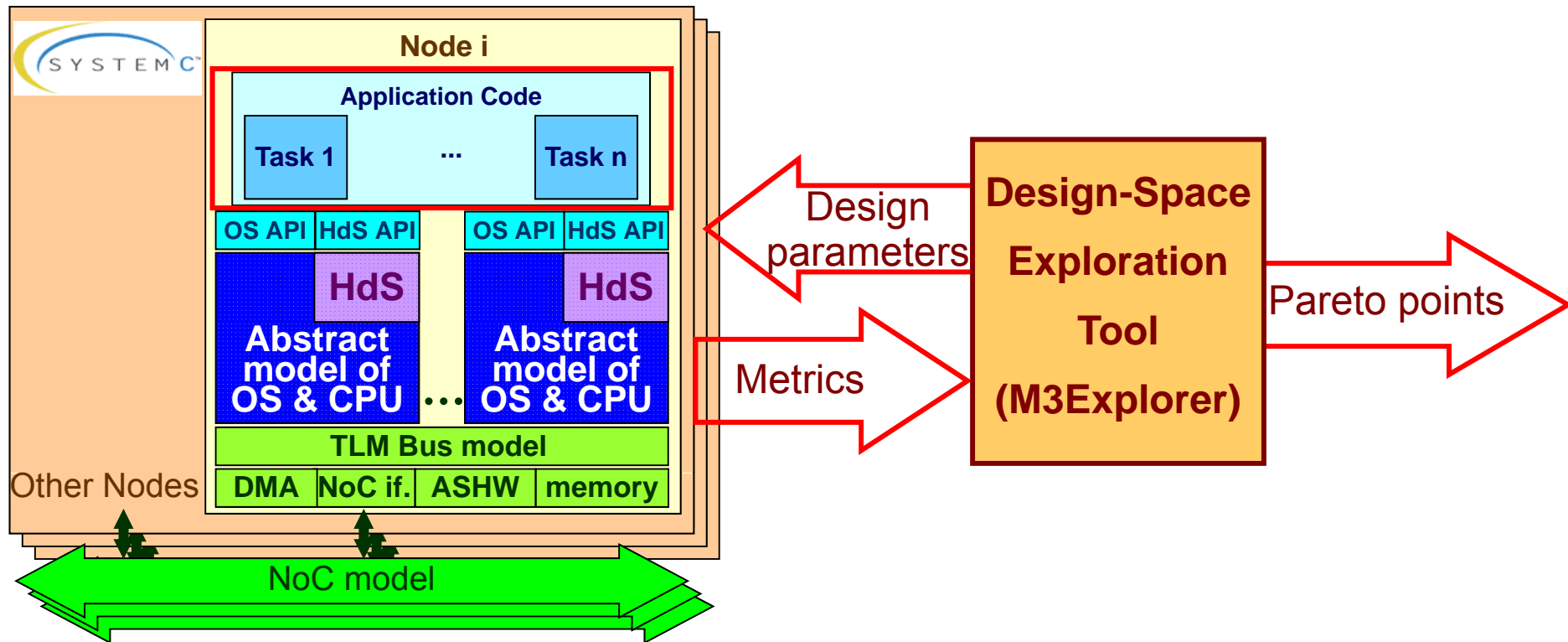
- System power estimation
 - Application code
 - Instruction counting from binary
 - OS & HW-dependent SW
 - Function power estimation
 - Caches
 - Counting memory accesses
 - Cache misses
 - Bus
 - Actual bandwidth
 - Cache misses
 - DMA accesses
 - HW accesses
 - HW & NoC
 - SystemC power models





► SCoPE: SW Performance Estimation for DSE

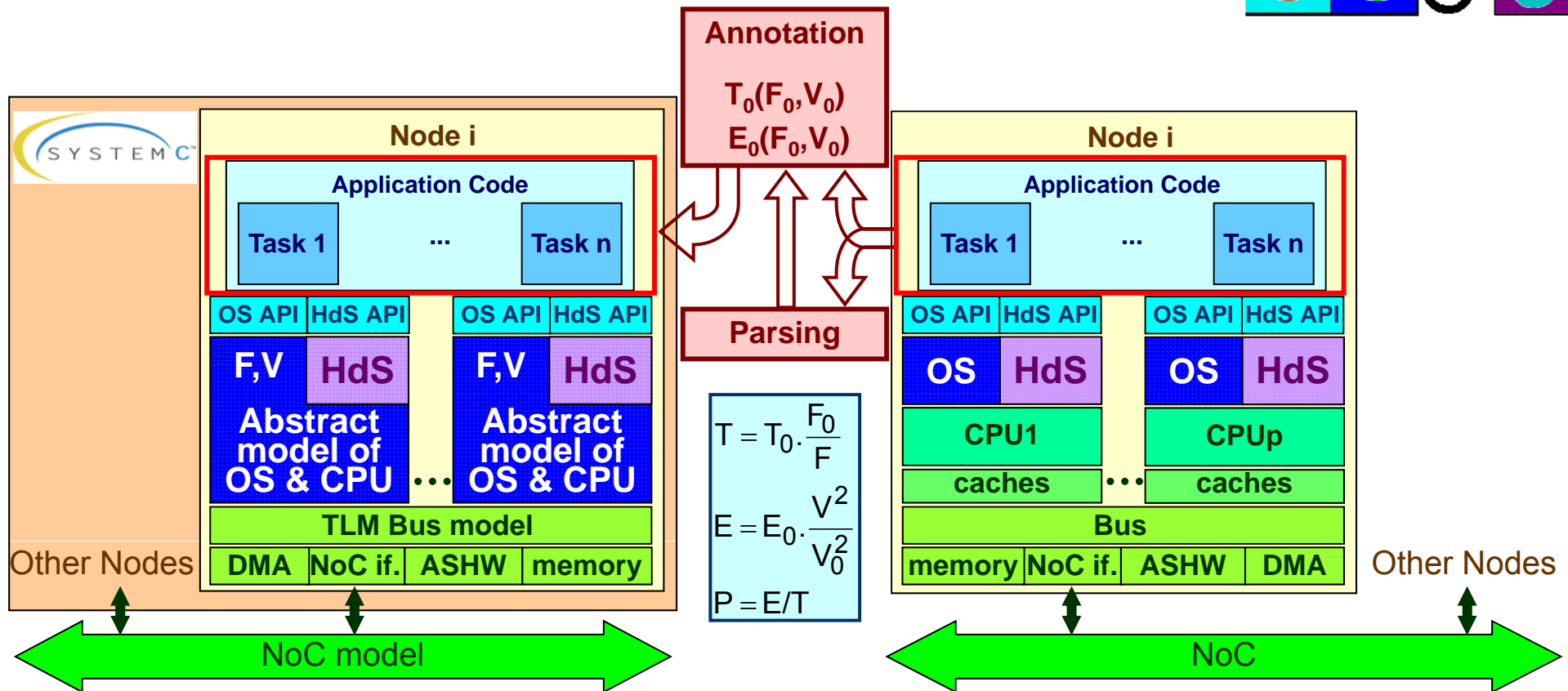
- Design-Space Exploration
 - Configurable model





SCoPE: SW Performance Estimation for DSE

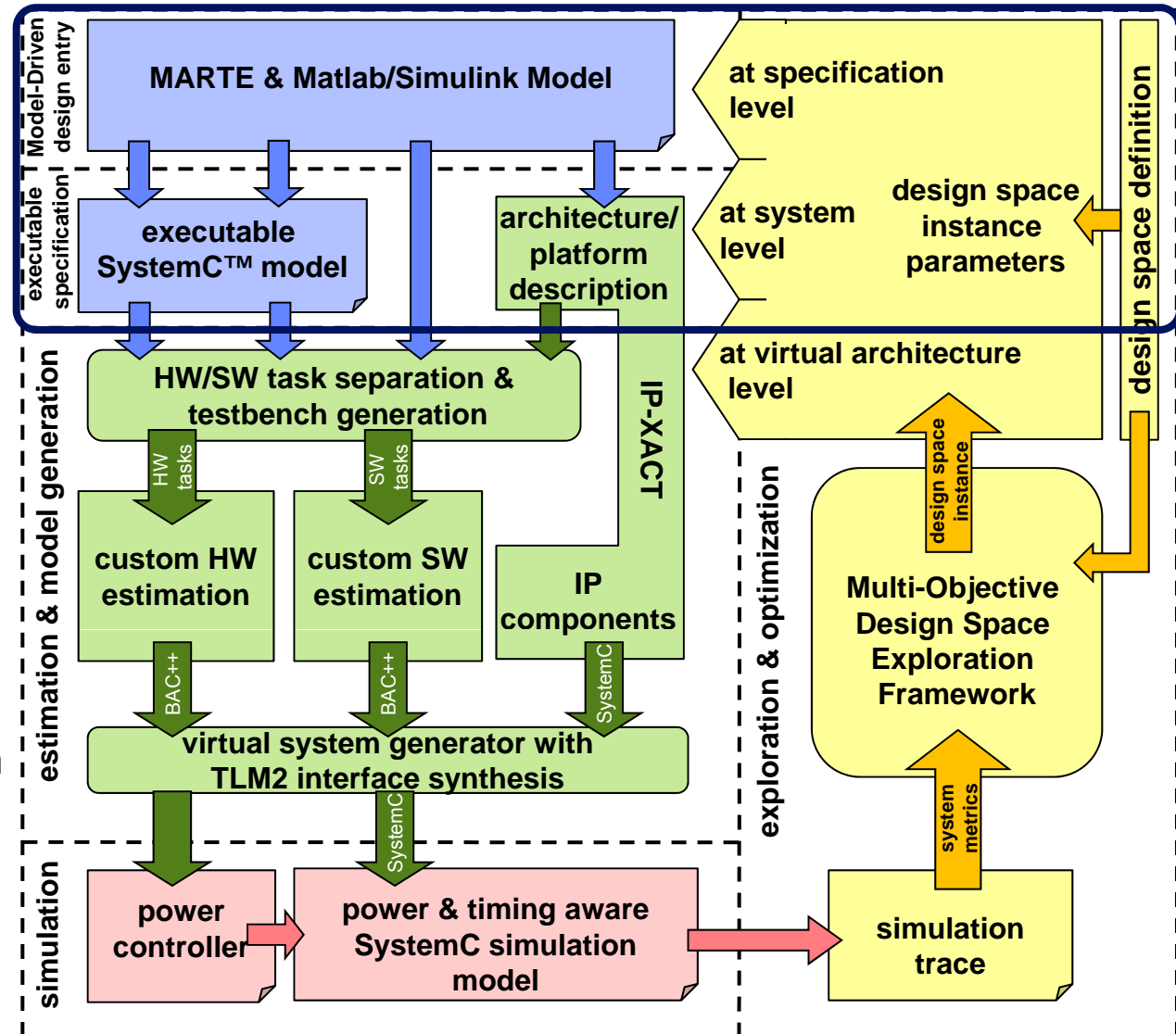
- Dynamic Voltage-Frequency Scaling





The COMPLEX Framework

- ▶ Model-Driven Design entry (MARTE/Simulink)
- ▶ Executable specification
- ▶ Power/Timing Estimation & Model Generation
- ▶ Power/Timing aware SystemC simulation
- ▶ Automatic Multi-Objective Design-Space Exploration
 - ▶ at system-level
 - ▶ at block-level





▶ SCoPE⁺: Compositional Native Performance Estimation

- Implementation-Agnostic Platform Independent Frontend
 - CFAM-CM API
- Fulfilling COMPLEX UML/MARTE executive semantics
- System-Level Modeling of Multi-OS execution
- SW/SW-HW/SW-HW/HW communications
 - Architectural mapping agnostic

- Taking advantage of the native simulation speed*accuracy



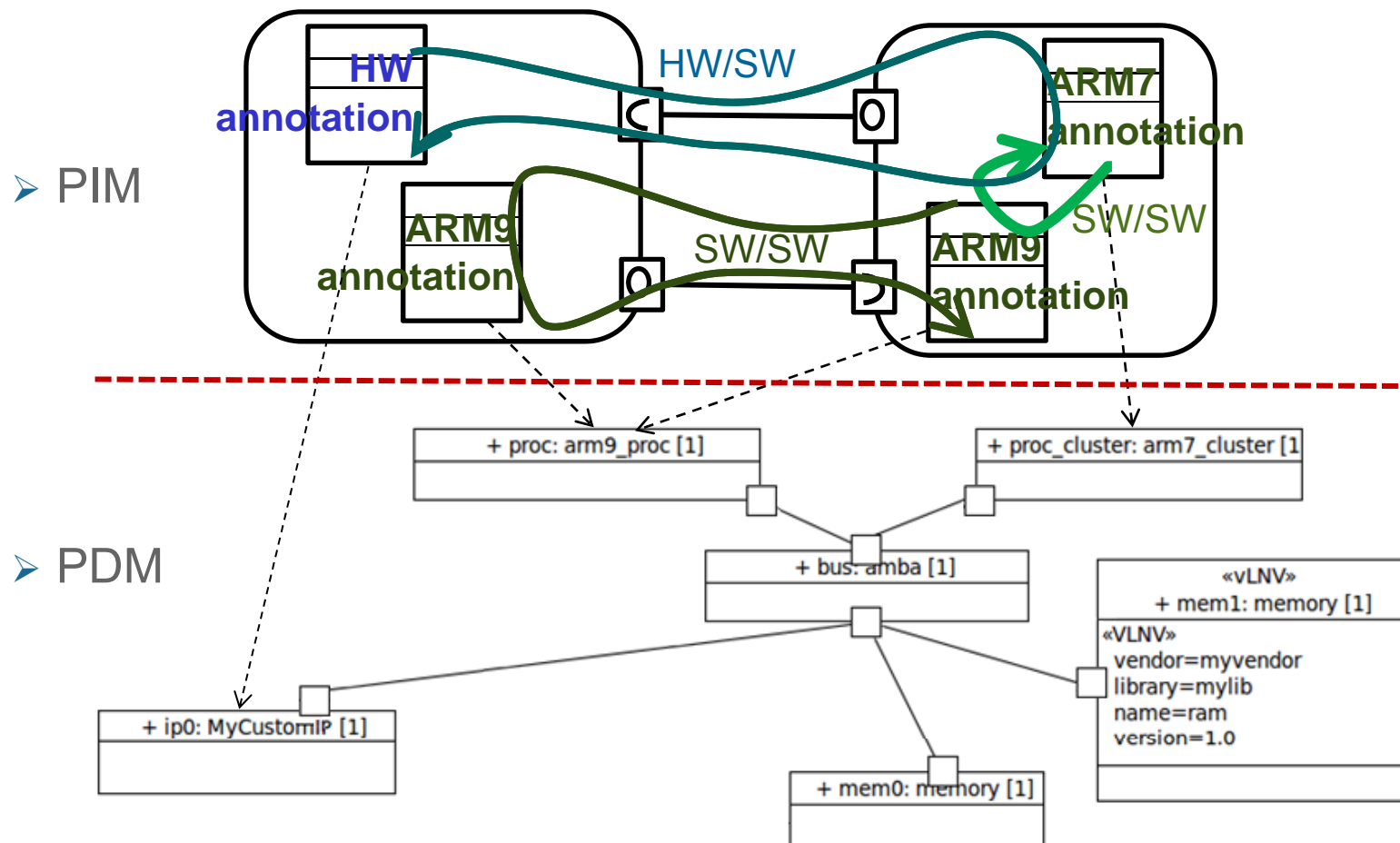
▶ CFAM-CM

- Macros and functions
 - Concurrent Functional Application & Component Model
- Component Based PIM
- CFAM API
 - Platform services required by functional code
 - Hide RTOS specific calls



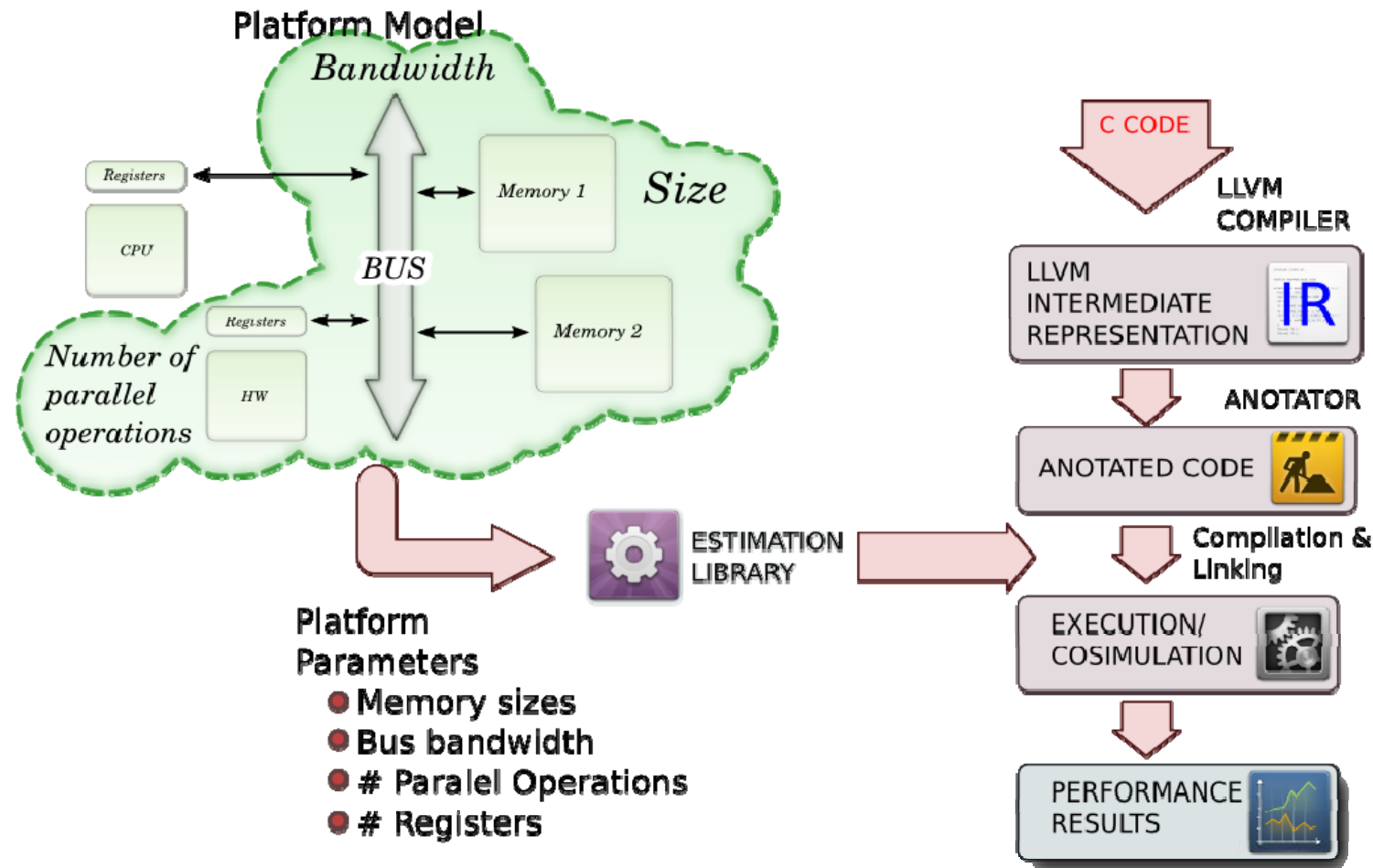
CFAM-CM

- Platform-Dependent Estimations directly on the PIM





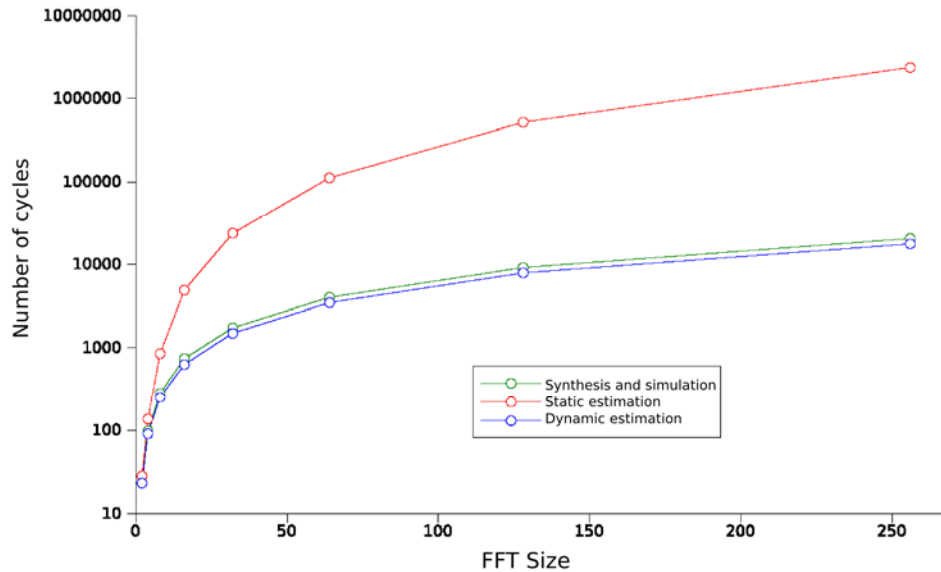
High-Level Custom HW Estimation Methodology



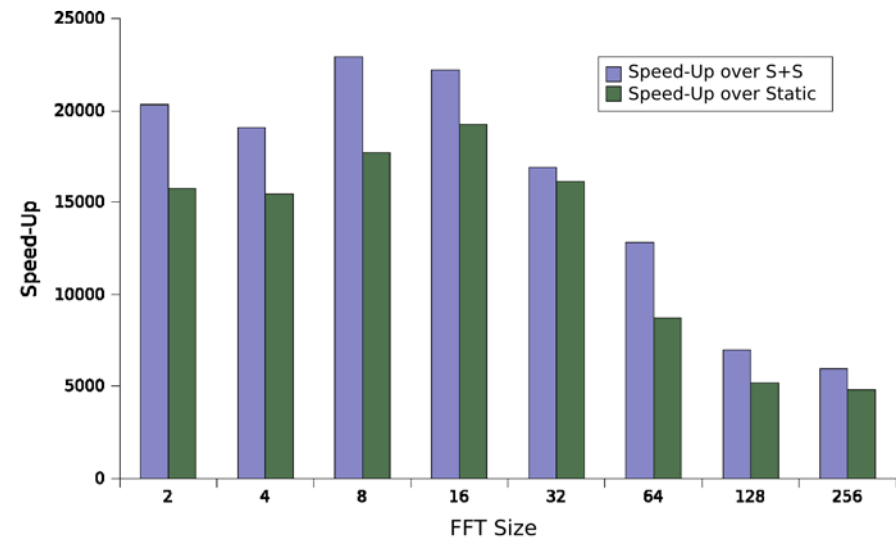


▶30 High-Level Custom HW Estimation Methodology

- Accuracy vs
 - HL-Synthesis and Simulation
 - Static
 - (RTL model as golden model)

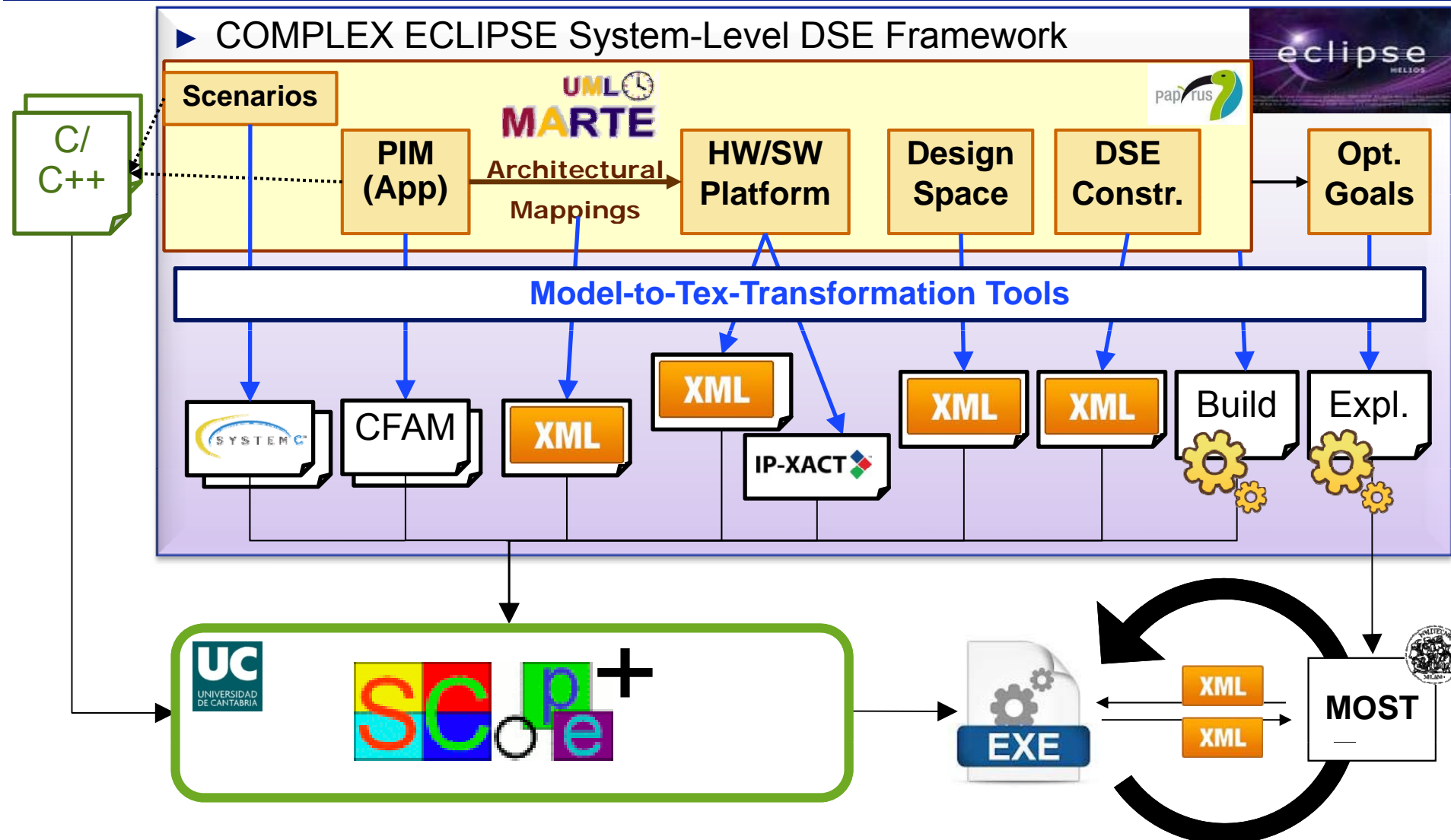


- Speed-Up vs
 - HL-Synthesis and Simulation
 - Static



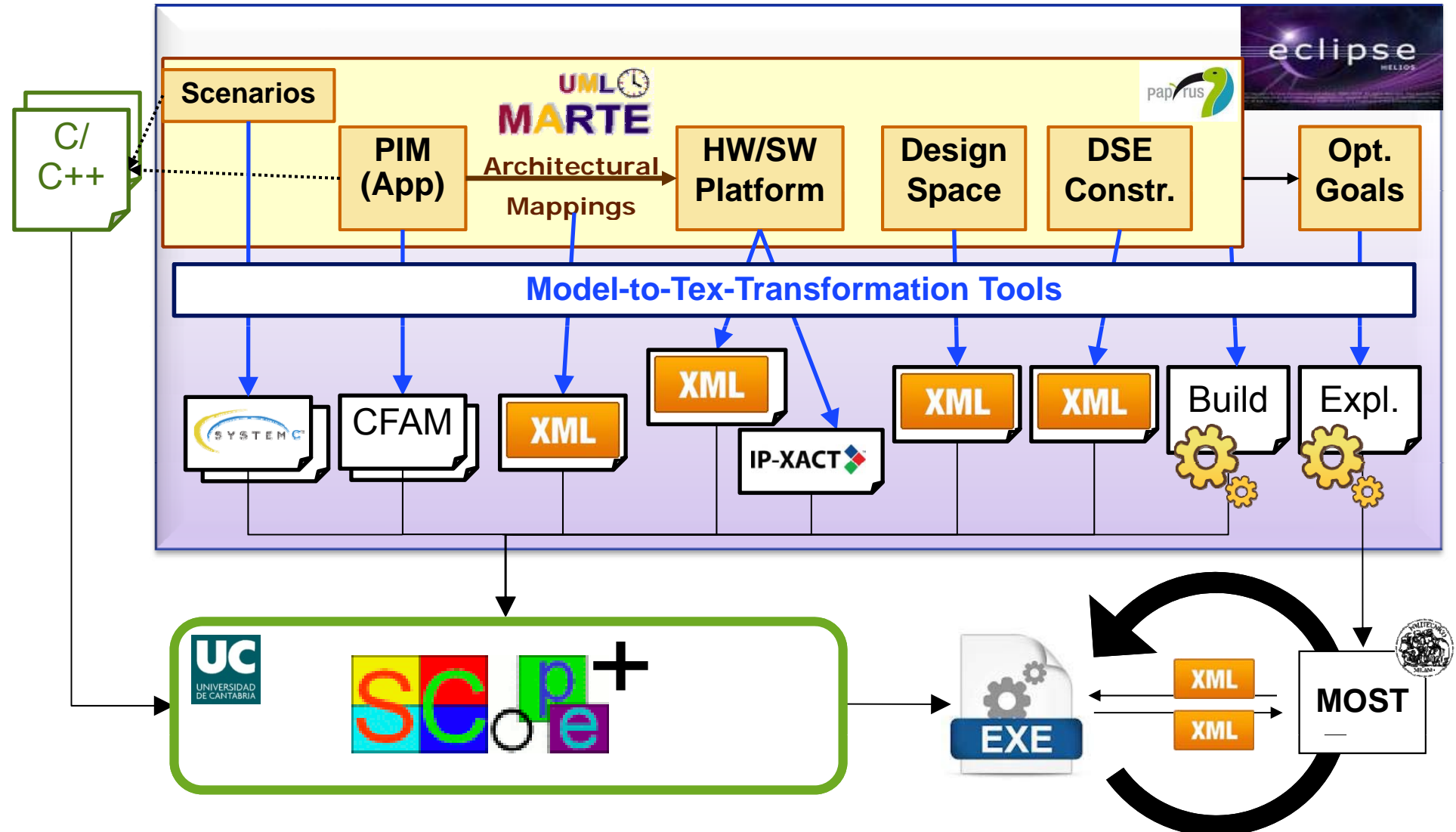


► The COMPLEX Eclipse System-Level DSE Framework





The COMPLEX Eclipse System-Level DSE Framework





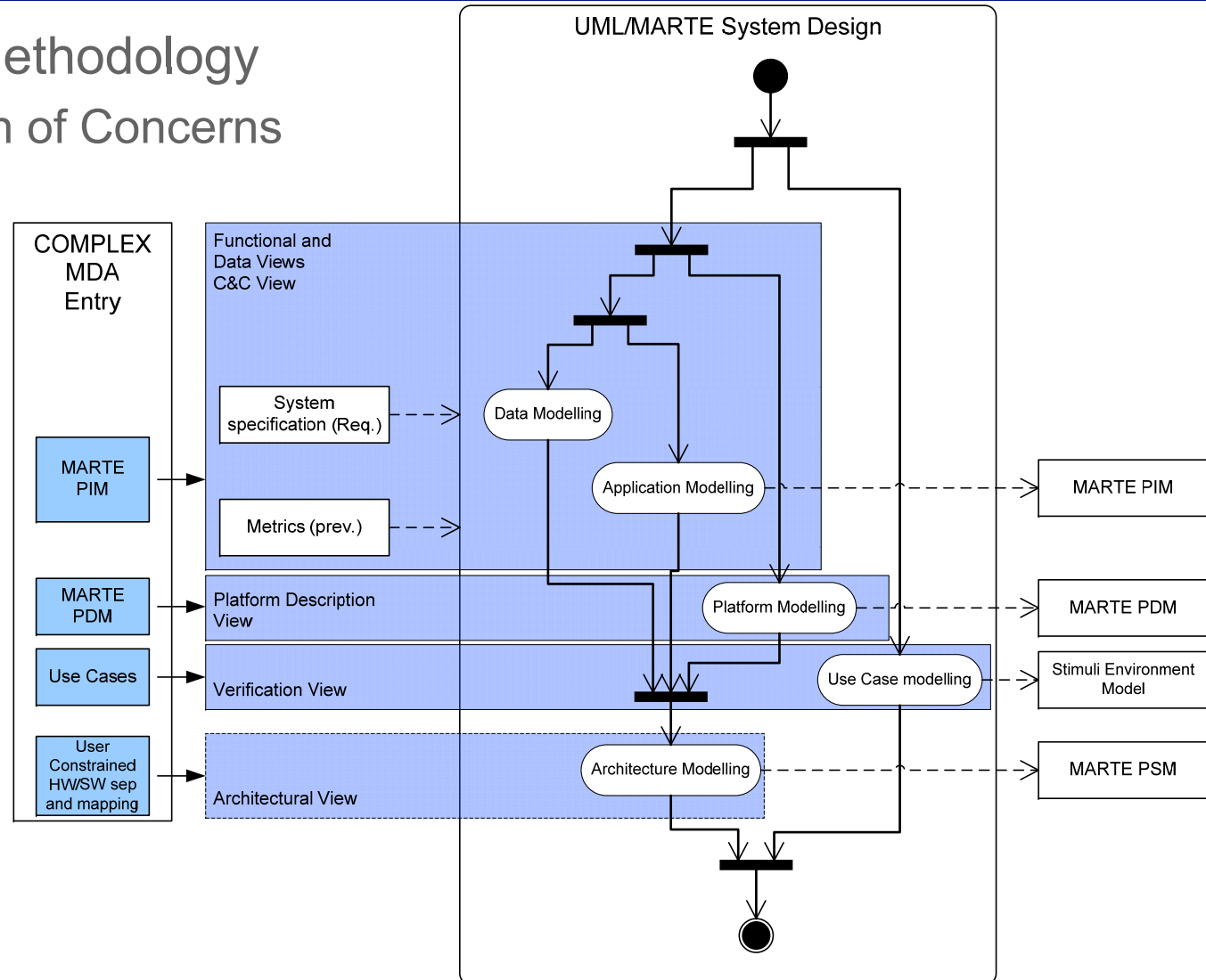
▶ The COMPLEX Eclipse System-Level DSE Framework

- Main features
 - MDD concepts
 - Separation of Concerns
 - CBE: Component-Based Engineering approach
 - SW centric
 - DSE oriented
 - UML-based
 - MARTE profile
 - Capture most of the RTE required semantics
 - COMPLEX profile
 - Defines DSE specific aspects not covered by MARTE



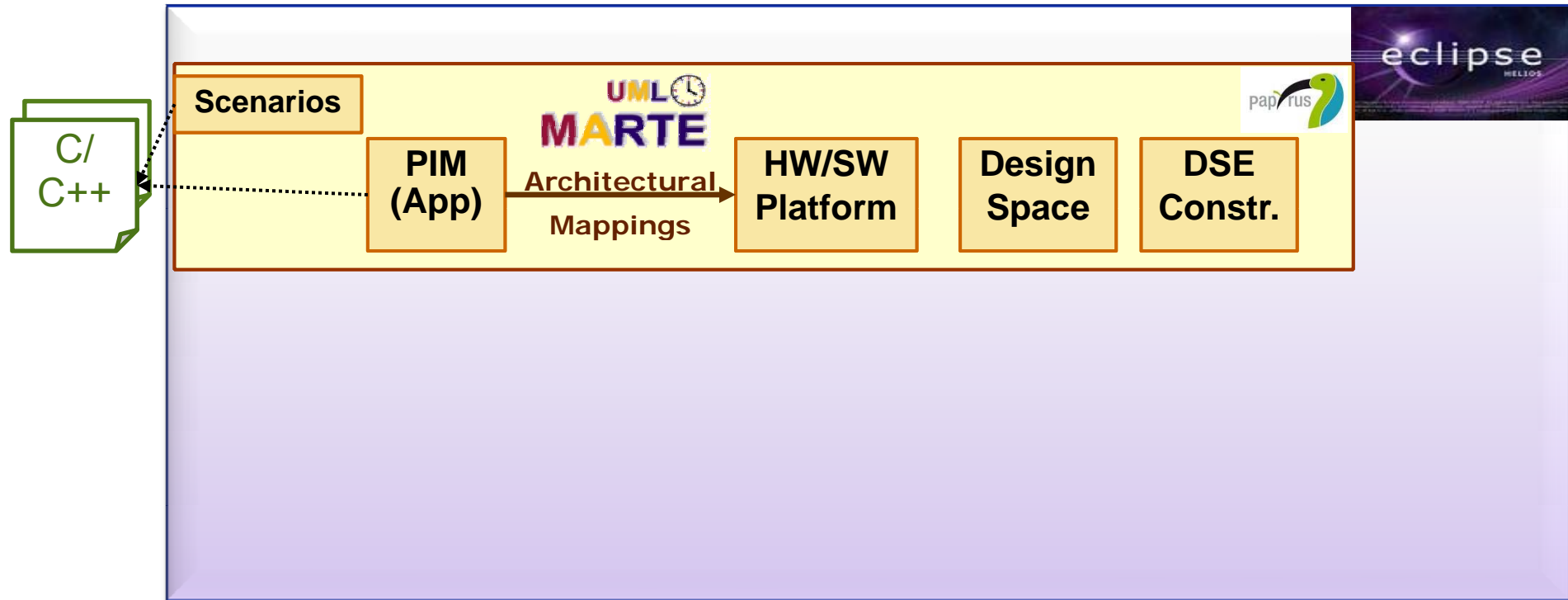
The COMPLEX Eclipse System-Level DSE Framework

- Modeling Methodology
 - Separation of Concerns





▶ The COMPLEX Eclipse System-Level DSE Framework

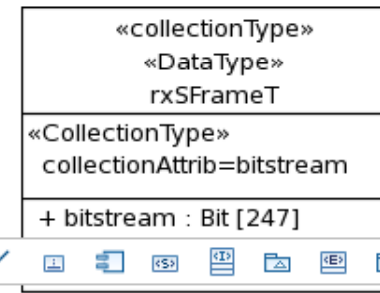
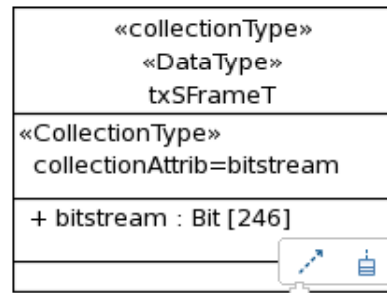
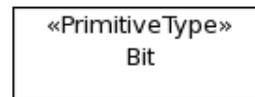
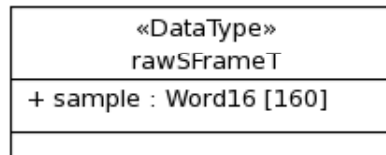
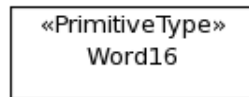




▶ PIM Modeling: Data View

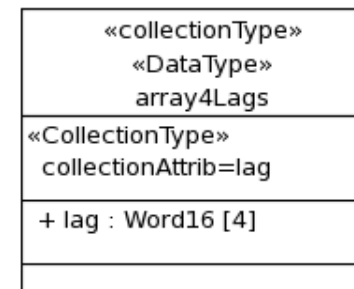
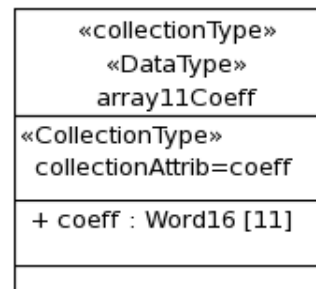
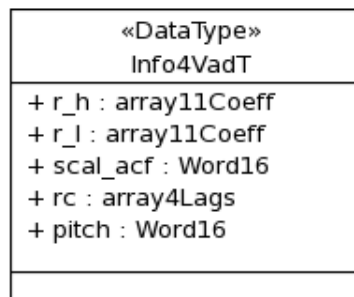
■ Data Types for Communication Interfaces

➤ Primitive Types



➤ Bit Arrays

➤ Data Structures

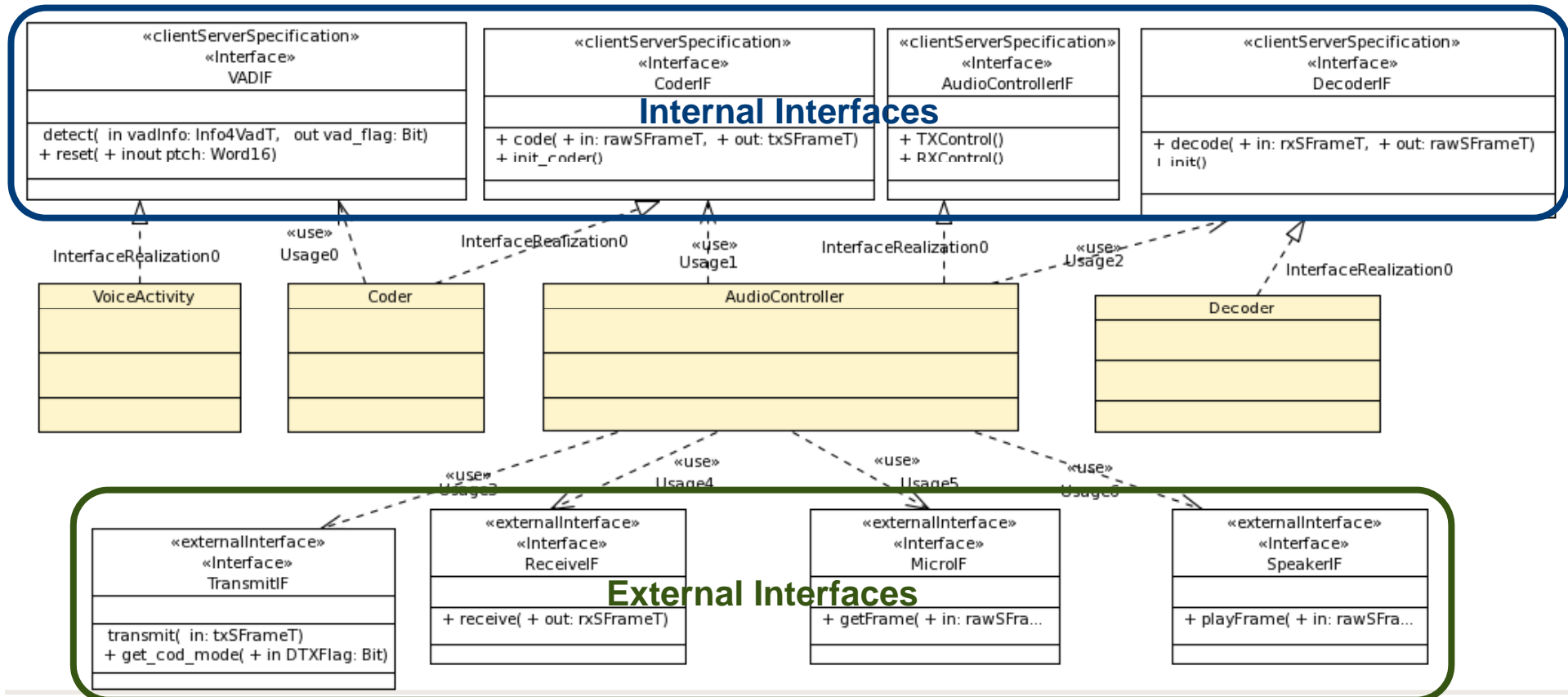


➤ Arrays



► PIM Modeling: Functional View

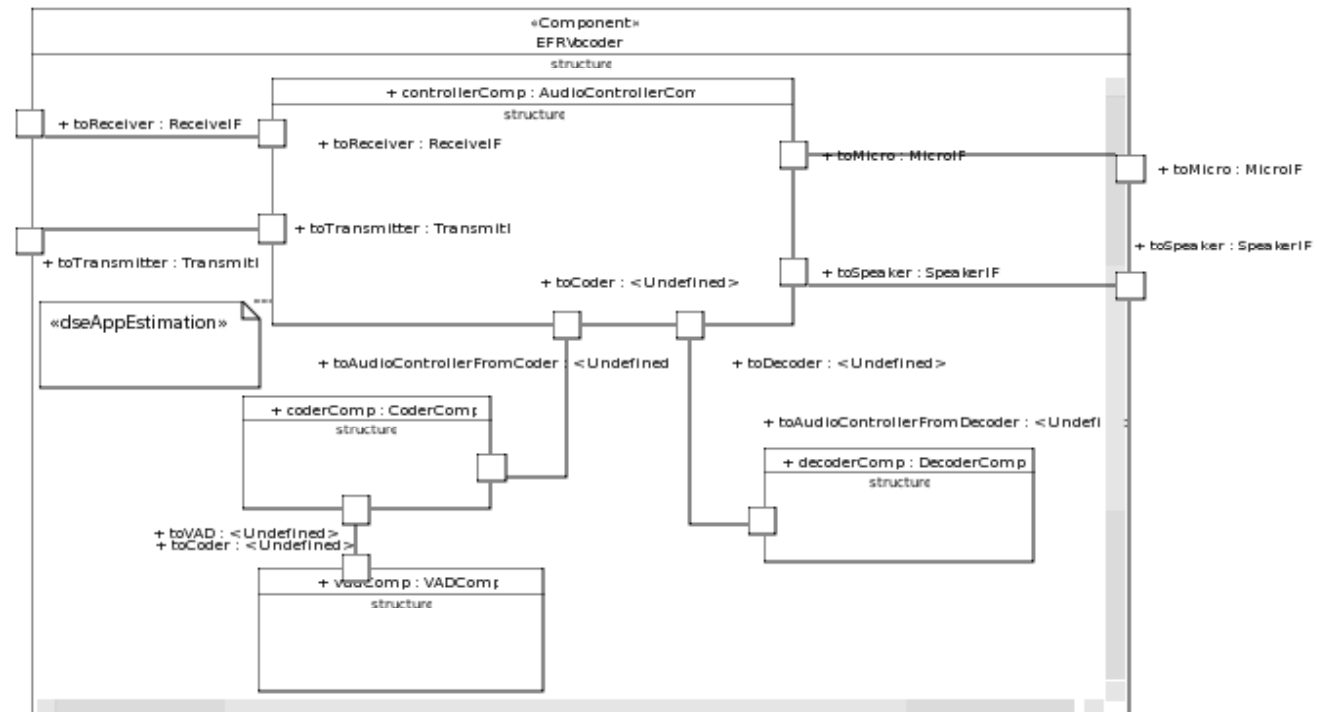
- Data Types for Component Interfaces and Functional Classes
 - Classes implement Interfaces and require services of other interfaces





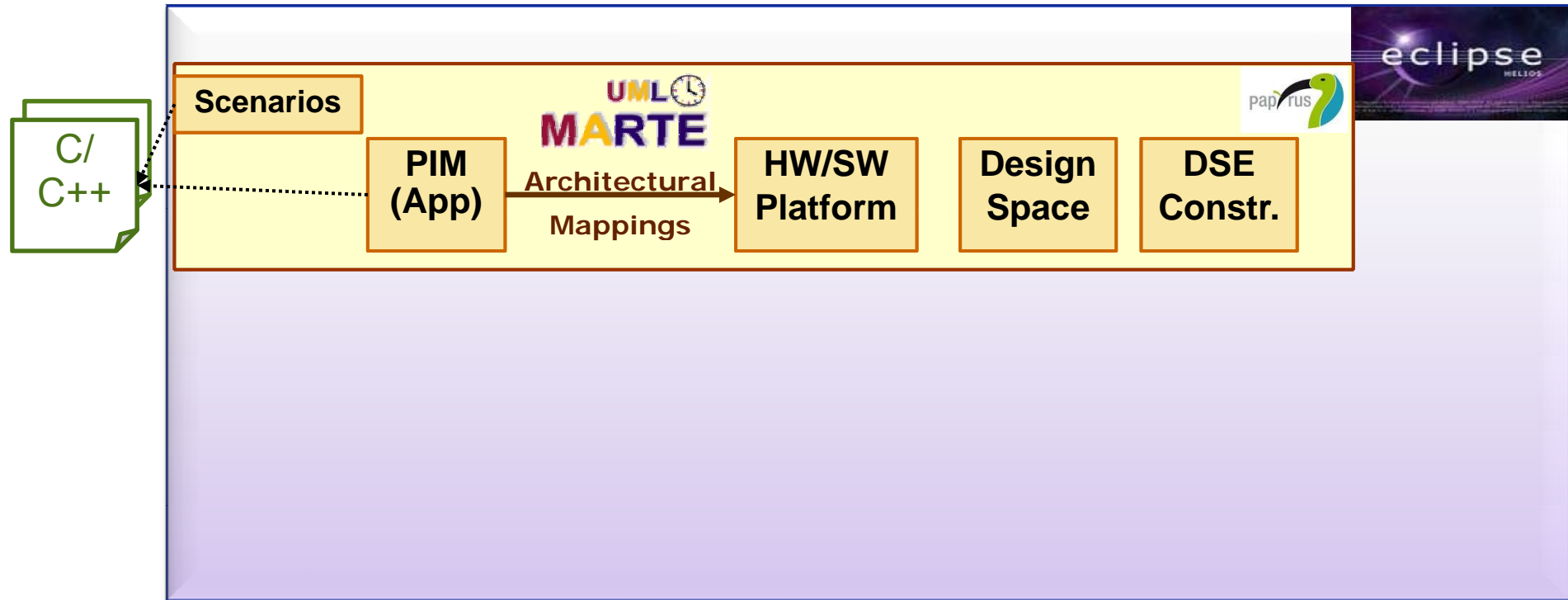
► PIM Modeling: Communication & Concurrency View

- Application Component Architecture
 - As a Composite Diagram
- Application components
 - Provided and required operations





▶ The COMPLEX Eclipse System-Level DSE Framework

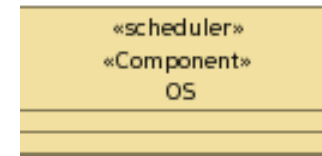




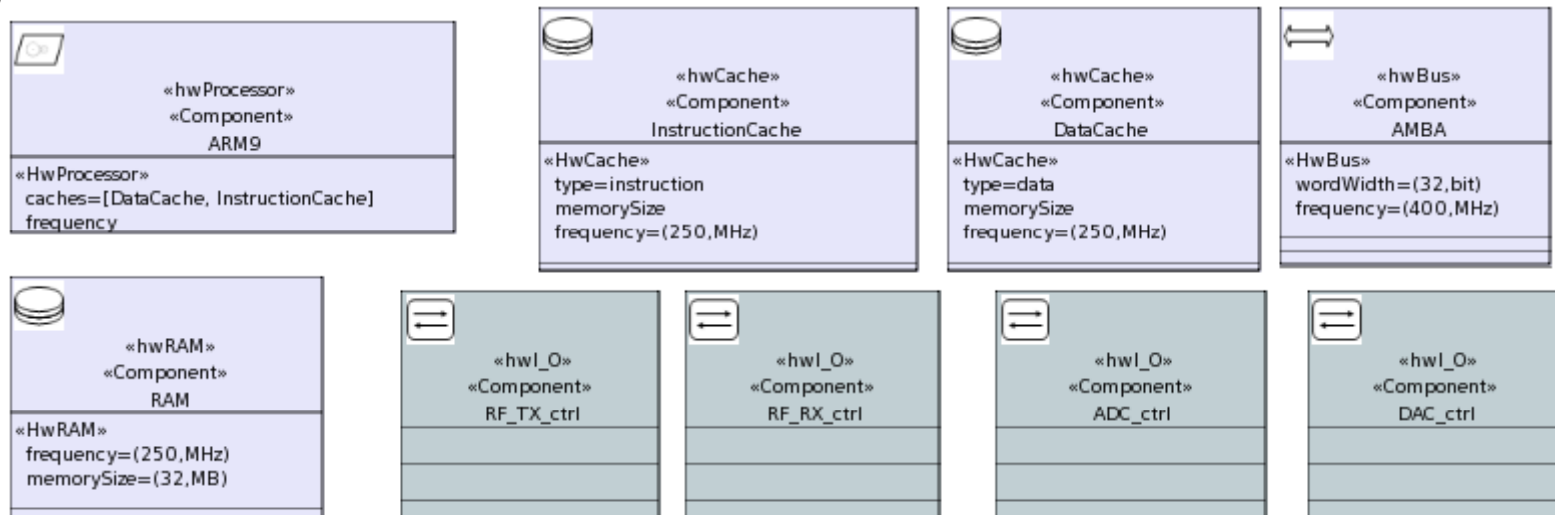
▶ Platform View: The Platform Description Model

- HW/SW Components of the Platform
 - Software Components
 - OS, Drivers, ...
 - Hardware Components
 - Processors, Memories, Buses, Custom HW, I/O
 - Components using MARTE stereotypes

▶ SW

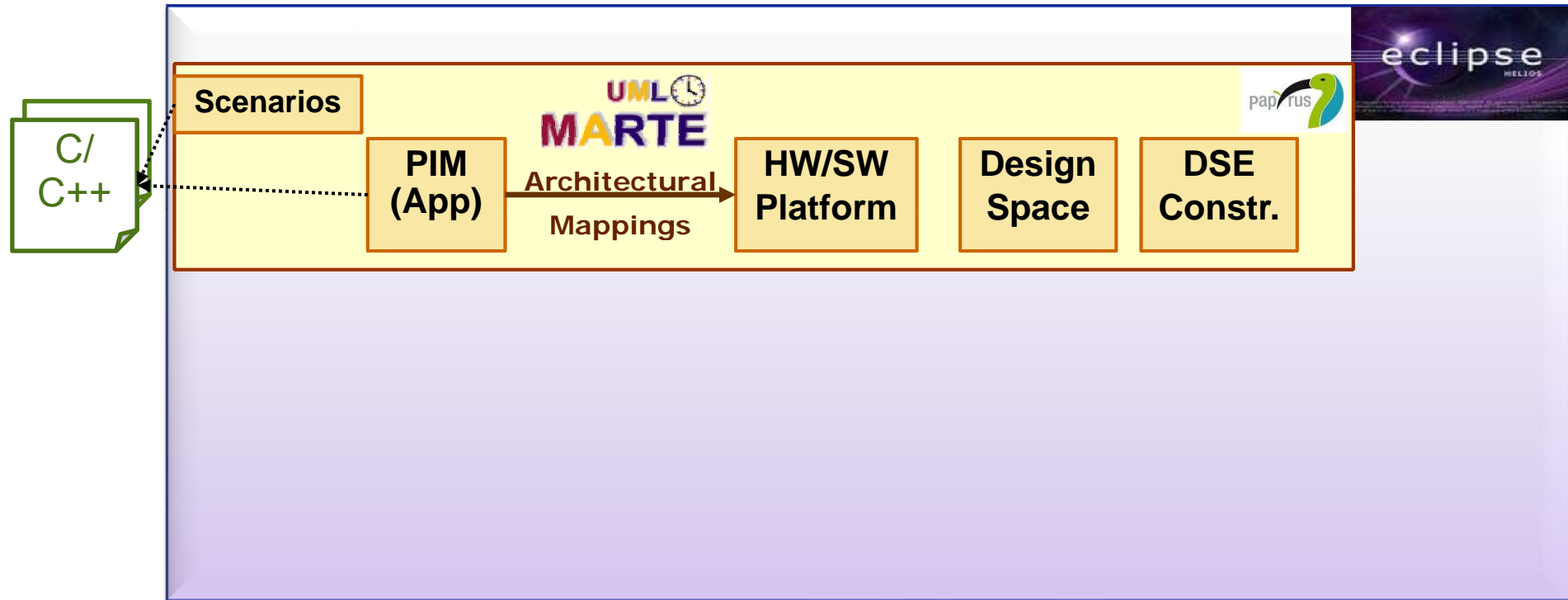


▶ HW





▶ The COMPLEX Eclipse System-Level DSE Framework



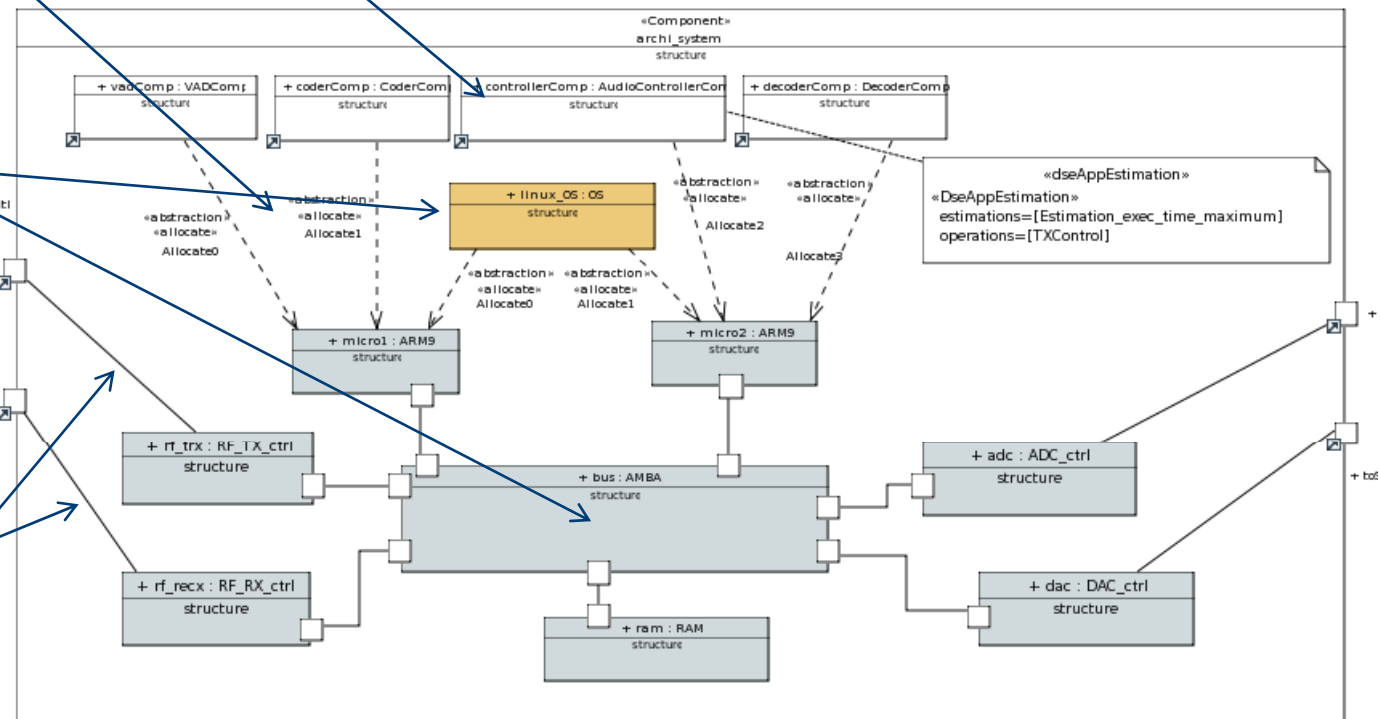


► Architectural View: The Platform-Specific Model

- Composite Diagram
 - Application Component Instances
 - Architectural Mapping

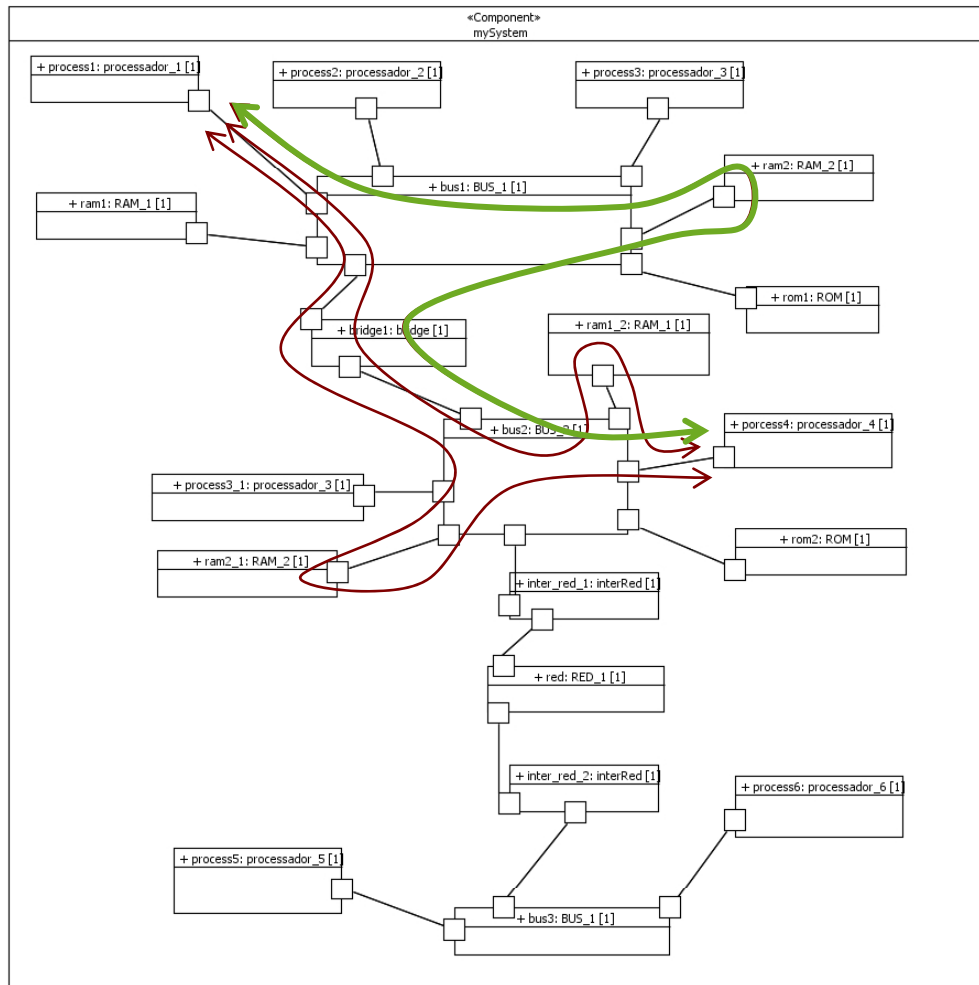
➢ HW/SW Platform Architecture

➢ System I/O





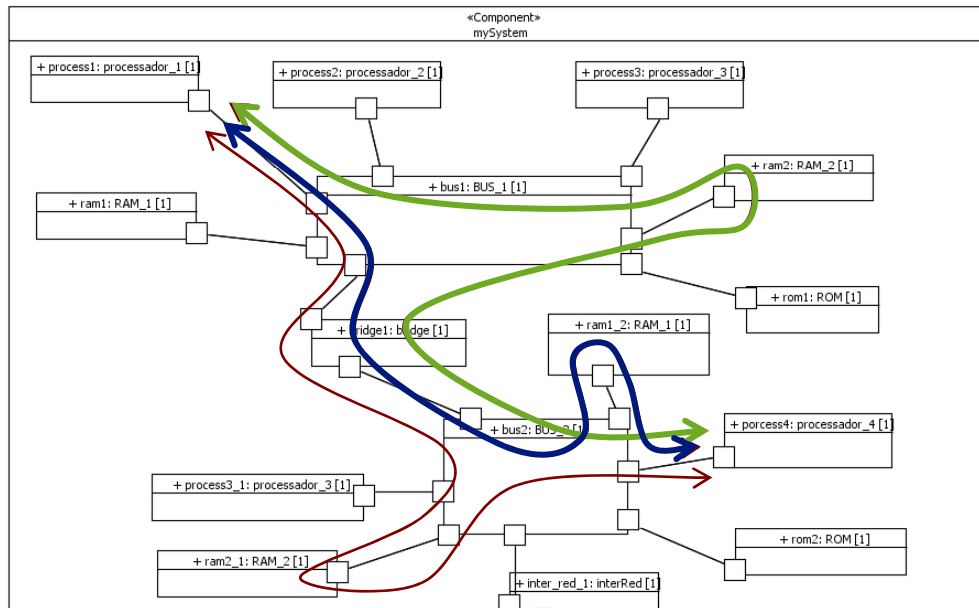
► Architectural View: Data Path Alternatives



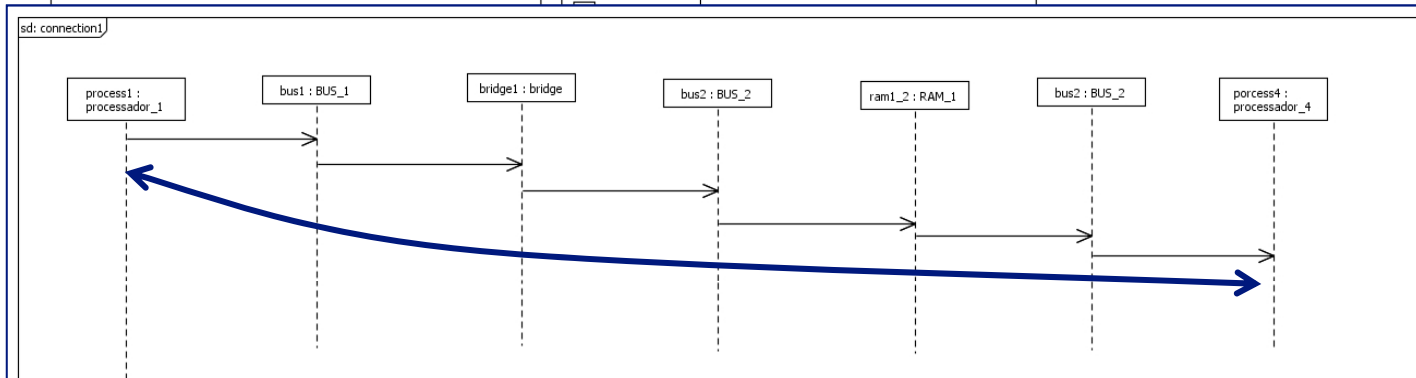
- Several routing alternatives possible
 - Which data path to communicate processors 1 and 4?
 - Impact on Performance
- **Solution 1:** The estimation tool (SCoPE+) selects one path:
 - Optimum: #hops, hop cost



Architectural View: Data Path Alternatives



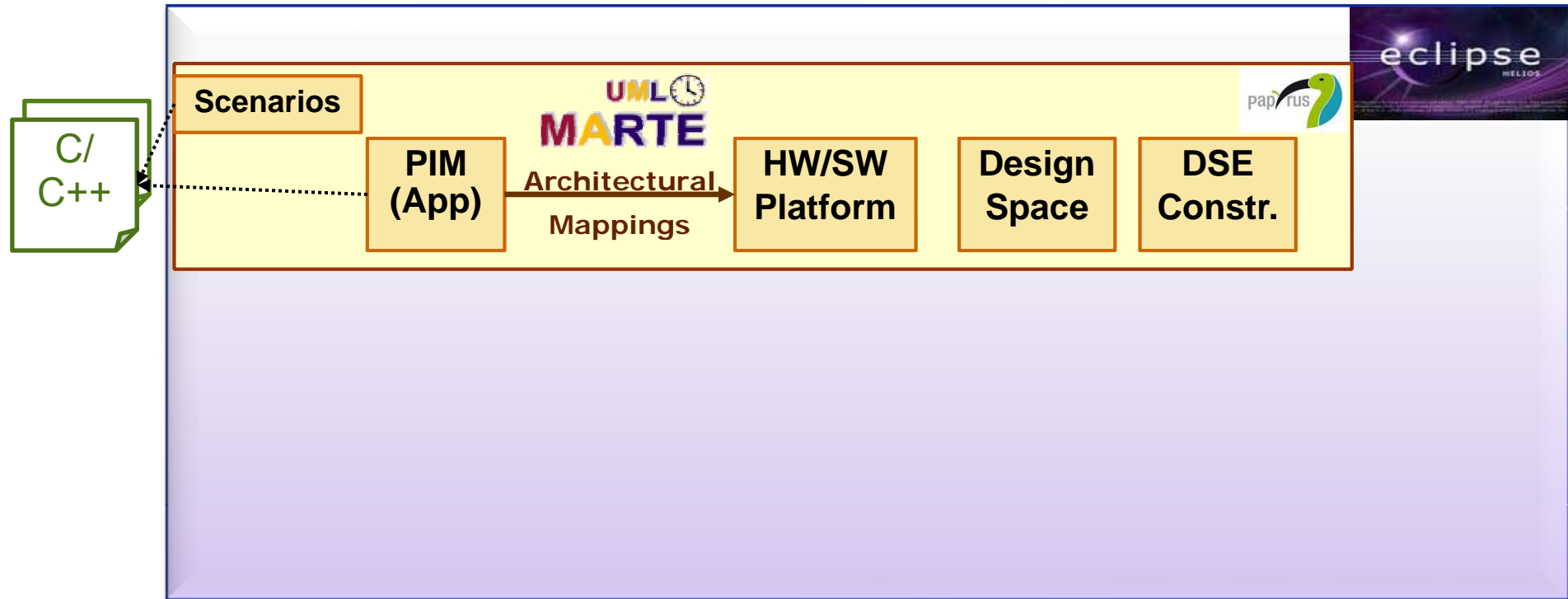
- Several routing alternatives possible
 - Which data path to communicate processors 1 and 4?
 - Impact on Performance
- **Solution 2:** The UML/MARTE model contains information indicating the preferred routing



- How?
 - Sequence Diagram
 - Static Routing



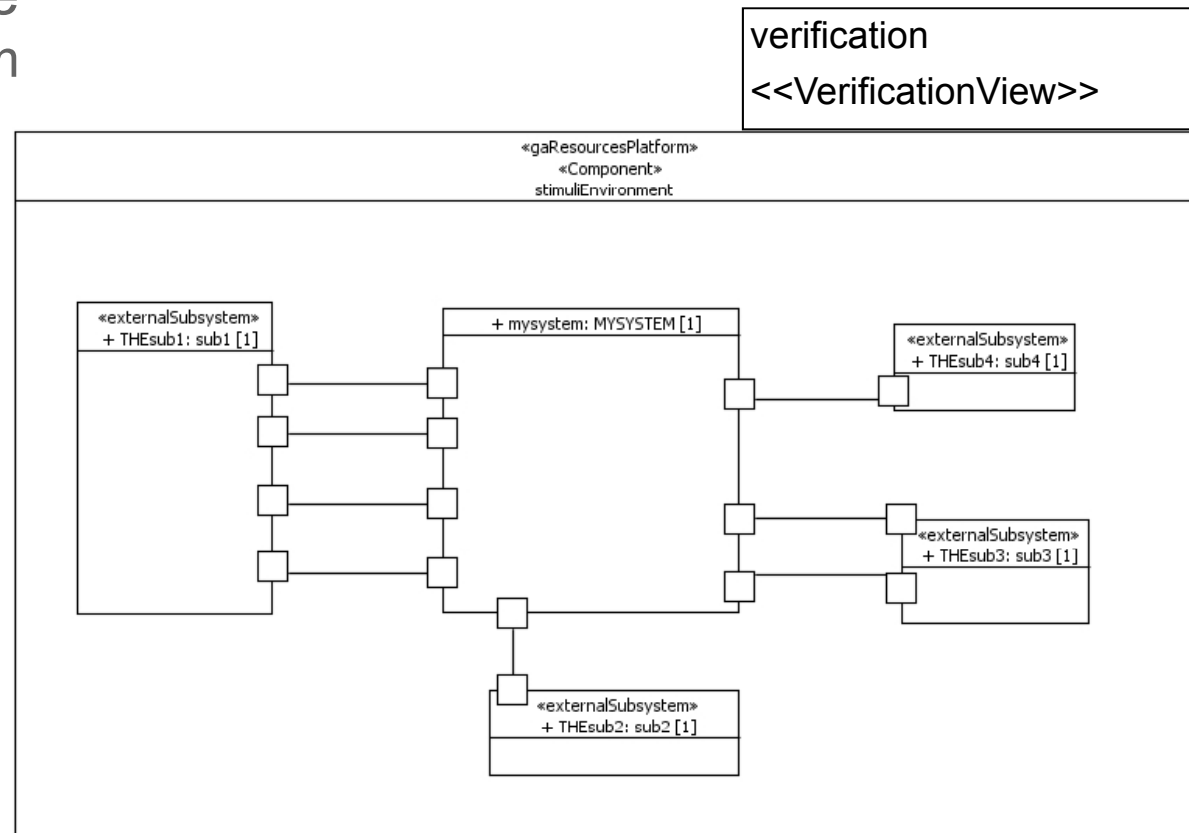
The COMPLEX Eclipse System-Level DSE Framework





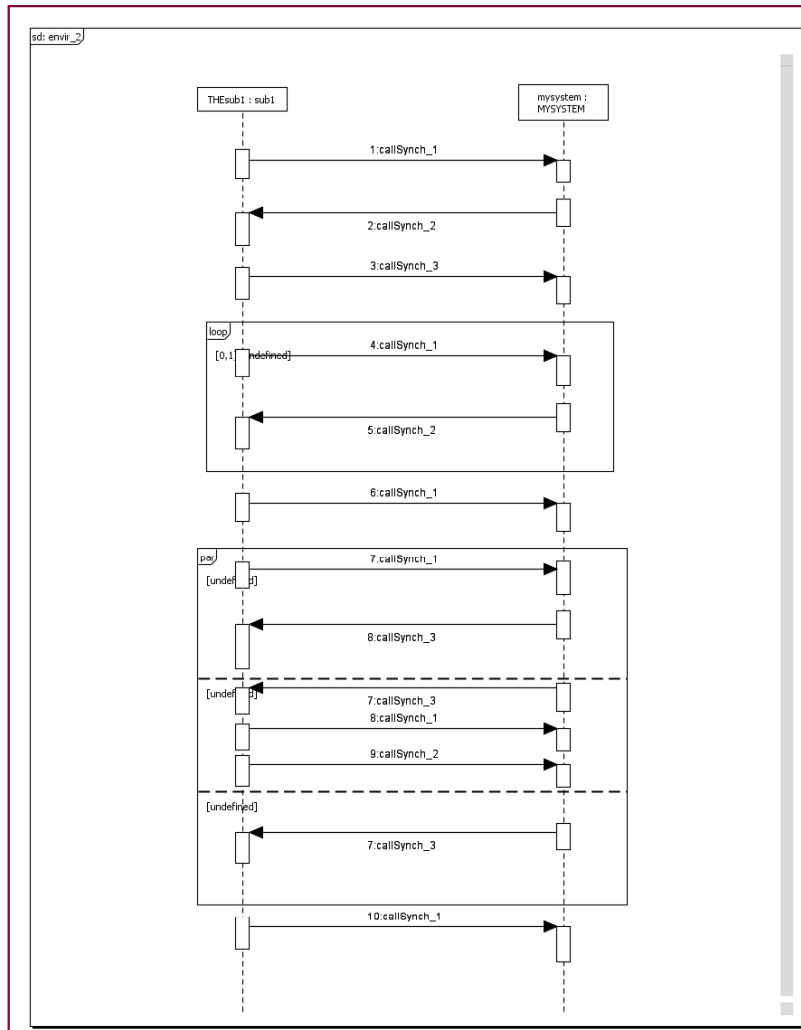
Verification View: Environment Components

- Automatic generation of the SystemC Test-Bench
- COMPLEX <<VerificationView>> stereotype
- Homogeneous style
 - Composite diagram

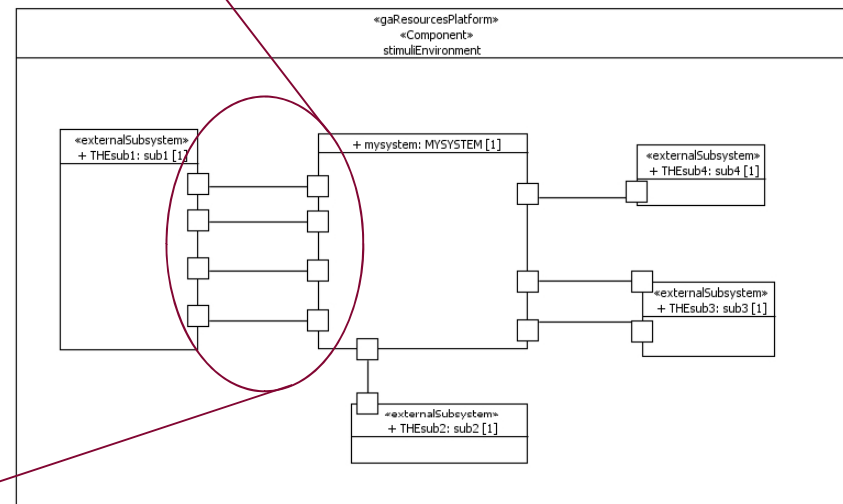




Verification View: Interaction between system and environment



- Synchronization and Communication semantics
 - Sequence Diagram
- Extraction of code
 - behavior of environment components

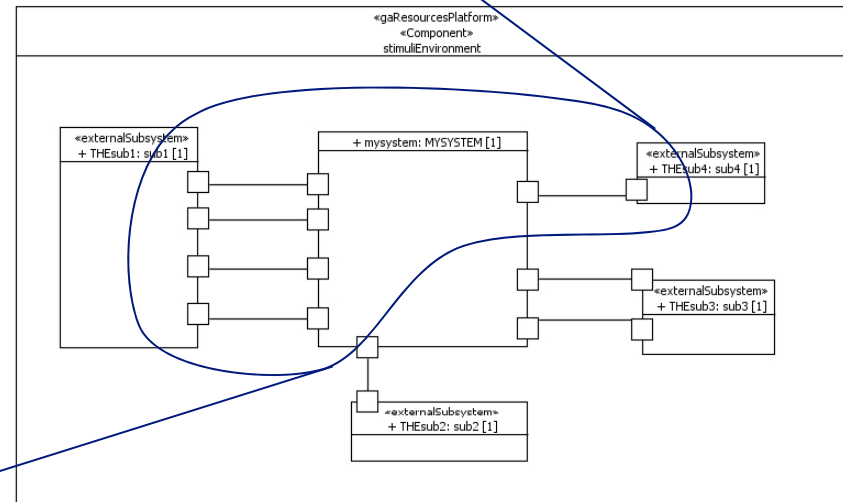
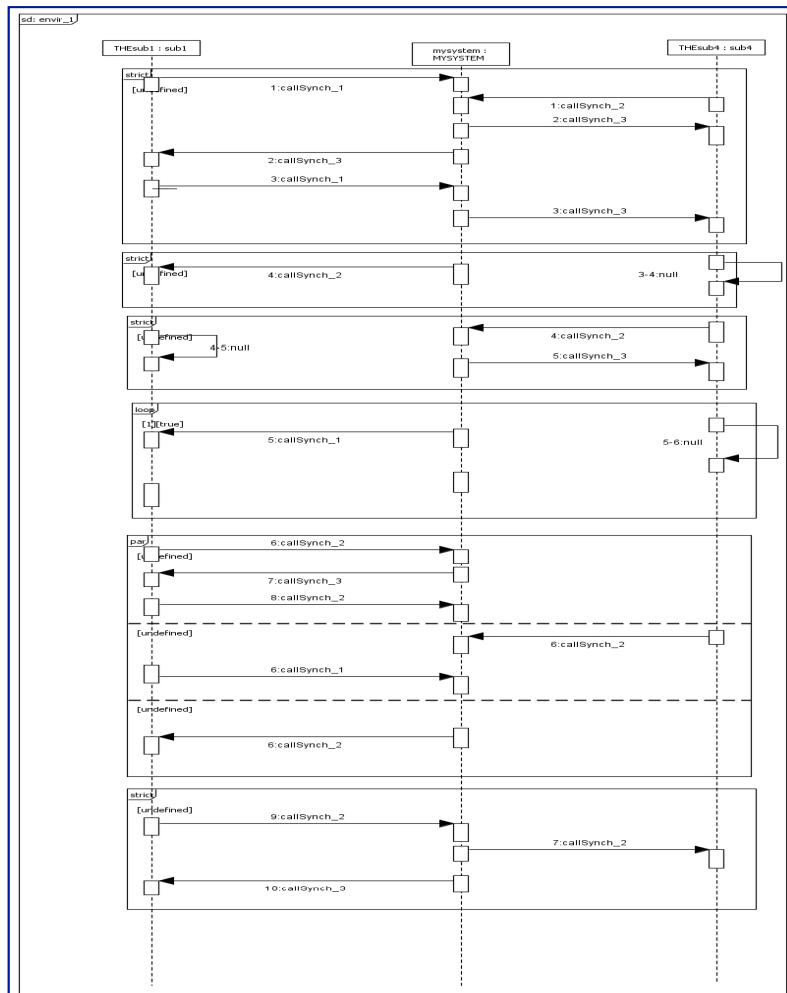




Verification View: Interaction between system and environment

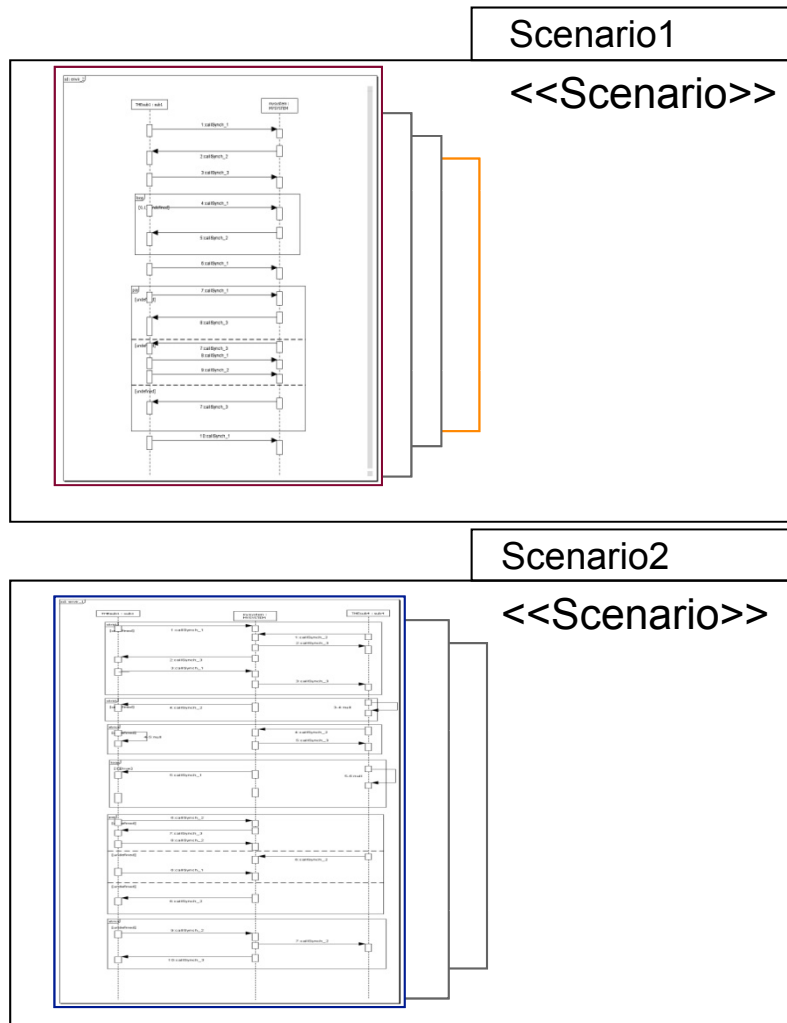
Scenario modeling

- A single sequence diagram can cover the interaction of more than one environment component

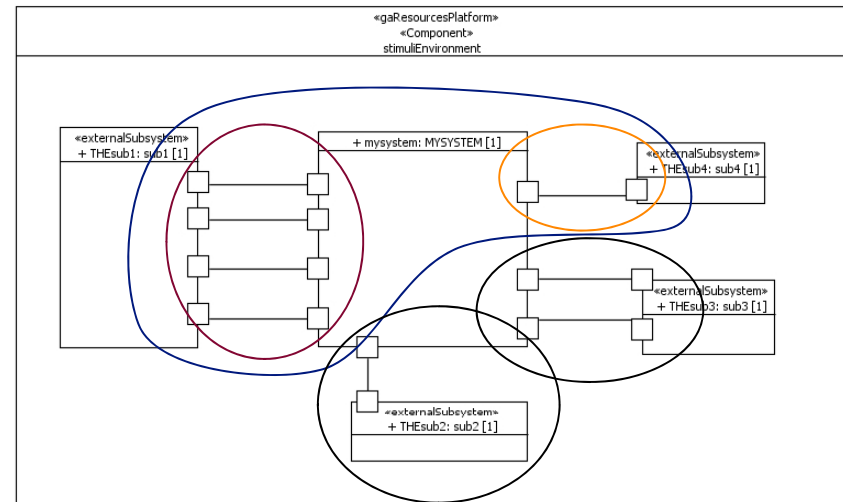




Verification View: Scenarios

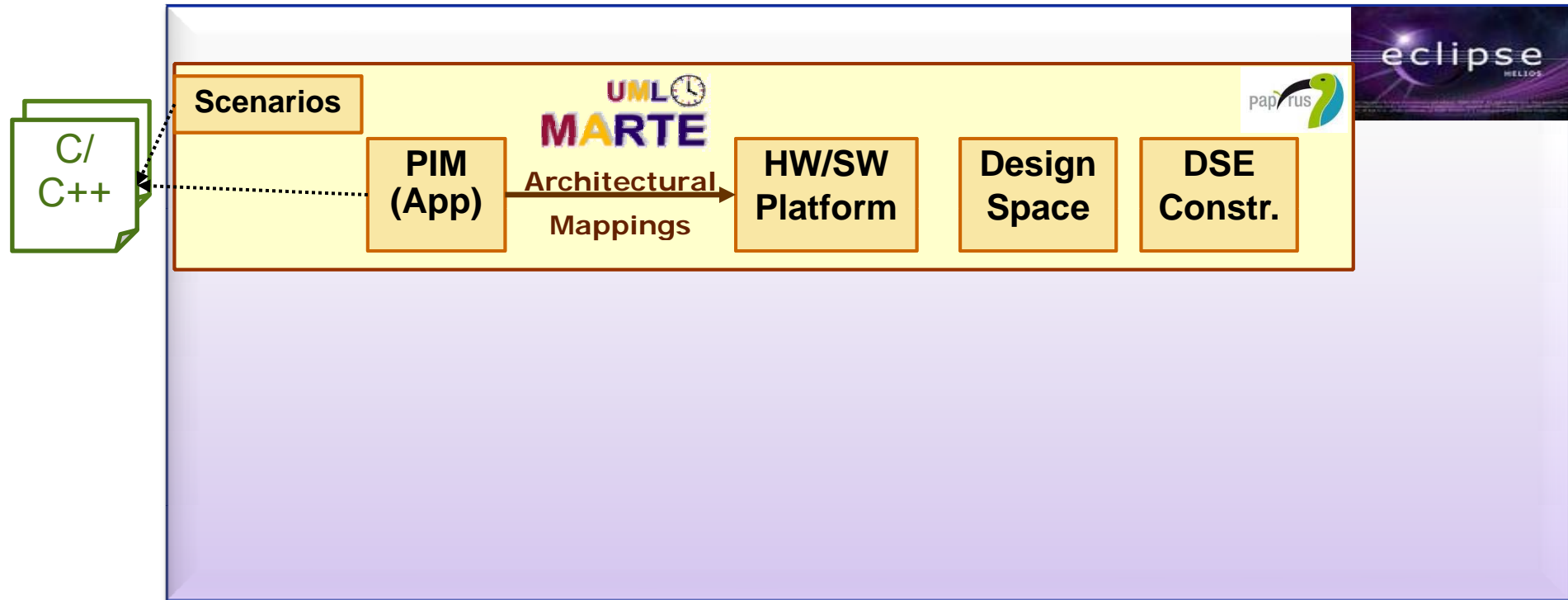


- Scenario: A tuple of interactions covering the interaction of the system with the whole environment
 - A package within the Verification View
 - with the «Scenario» stereotype
- Several scenarios are possible





▶ The COMPLEX Eclipse System-Level DSE Framework





▶ Modeling the Design Space: General Features

- Capturing the Exploration Space in a single model
- Defining a set of Scenarios
 - allowing the selection of the scenarios to be explored
- Defining the Output metrics
 - used as input to the selection of the next experiment
 - determining the Pareto points

- The Design Space is composed of
 - A set of Architectural Mappings
 - A set of configurable attributes for Platform Components
 - A set of Platforms
 - A set of DSE Constrains and rules



▶ Conclusions

- SW simulation and performance analysis
 - Essential Design Technology
 - HW/SW Embedded Systems
 - At different design steps
 - Different modeling and simulation technologies
 - Various performance*accuracy products

- UML/MARTE Modeling Methodology
 - MDD concepts
 - Separation of Concerns
 - CBE: Component-Based Engineering approach
 - SW centric
 - DSE oriented
 - Automatic Model Generation



▶ Additional Information

- COMPLEX Website
 - <http://complex.offis.de>
- COMPLEX plug-in
 - <https://complex.offis.de/eclipseupd>
- Microelectronics Engineering Group
 - <http://www.teisa.unican.es/gim/en/tema?id=4>
- SCoPE
 - <http://www.teisa.unican.es/scope>
- Eugenio Villar
 - villar@teisa.unican.es

Thank You!