MULTICORE DESIGN SIMPLIFIED

Embedded Software Verification Using Virtual Platforms

Duncan Graham DAC Virtual Platform Workshop 29 July 2009

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Embedded Software Verification Using Virtual Platforms



- Embedded software/systems issues: complexity
- Key software development tasks
 - OS
 - Drivers
 - Applications
- Virtual platform infrastructure: necessary but not sufficient
- Requirements for software development

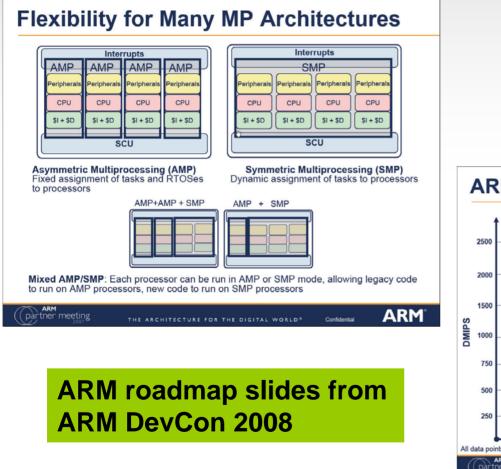
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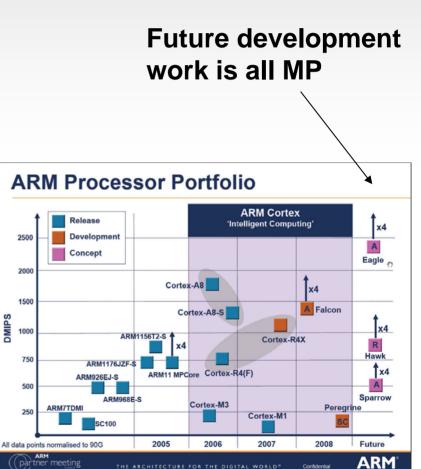


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The Future of SoCs is Multicore

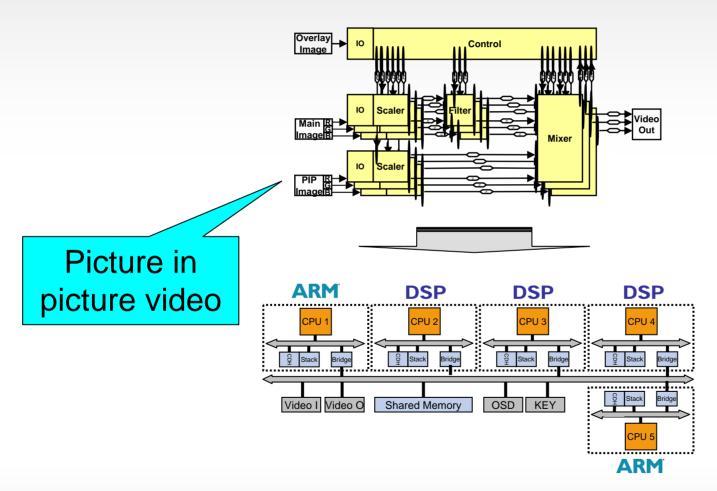


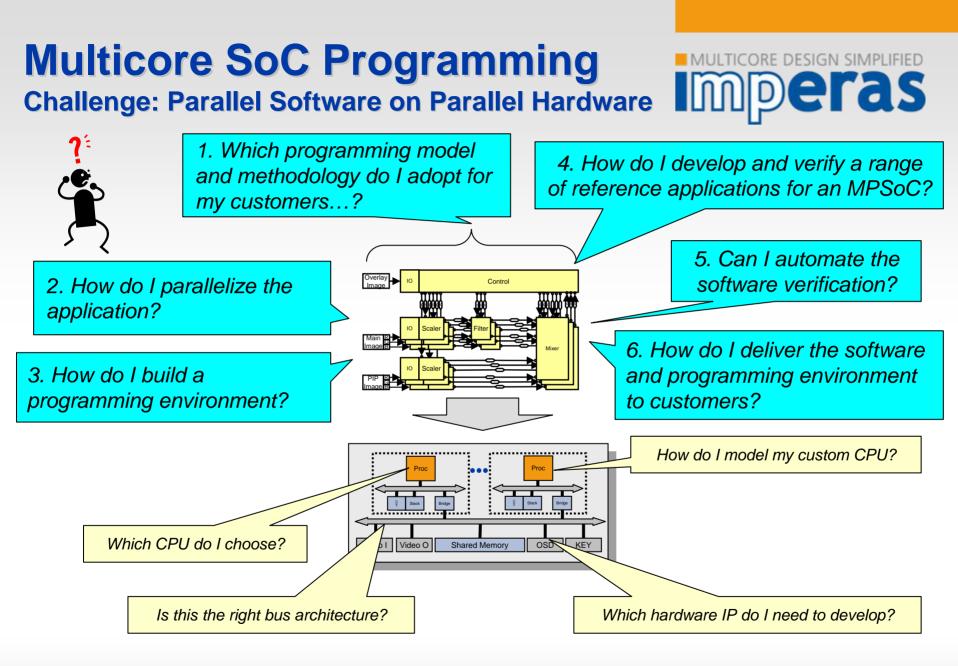




But, To ARM's Dismay, the Future (and Present) is Heterogeneous







Hardware / Software Complexity Growth



- From 1990 to 2000 chip gate capacity increased about 100x
- But design complexity increased by 100,000x
- This resulted in RTL functional verification taking about 70% of design resources
- New technologies, new methodologies
 - Constrained random generation
 - Coverage driven verification
 - Dynamic assertion checking
 - Better debugging tools

- Software code for embedded systems is doubling annually
- Amount of concurrency is doubling every 18 months
- Complexity of software driven by concurrency, shared resources
- New technologies, methodologies needed for functional and performance verification of embedded software
 - Simulation (virtual platforms)
 - ???
- Conclusion: borrow from the progress made in RTL functional verification

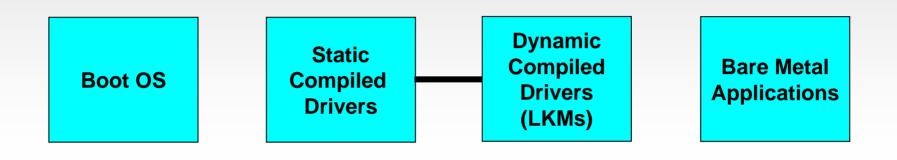
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Embedded Software Tasks: Hardware-Related Software





- Which OS?
- New version?
- New port?
- SMP?
- AMP?
- Performance
 bugs

- New OS?
- New driver?
- How to verify functionality?
- How to debug core
 - + peripheral?

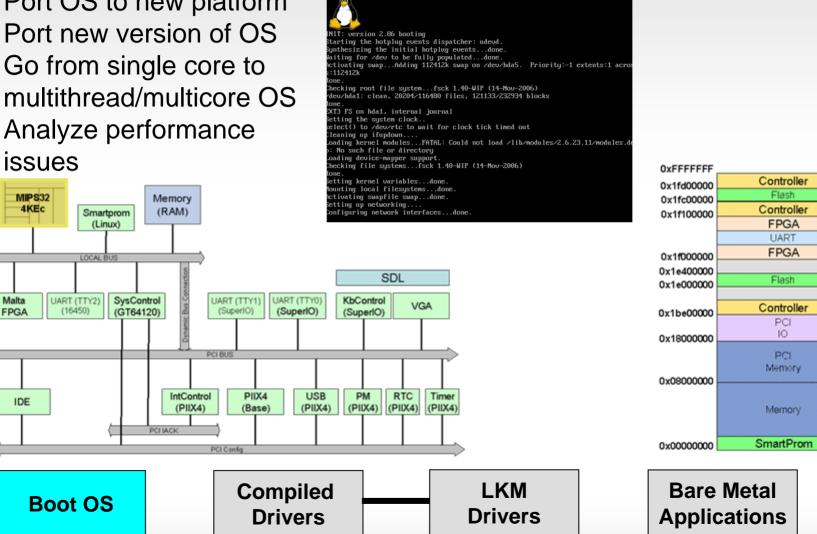
- Multicore?
- Shared memory?
- Functional bugs
- Performance bugs

OS Issues

• How to ...

- Port OS to new platform
- Port new version of OS
- Go from single core to multithread/multicore OS
- Analyze performance issues

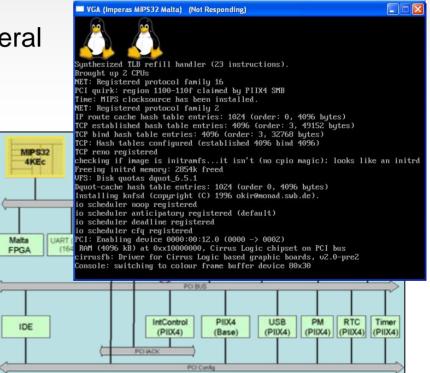


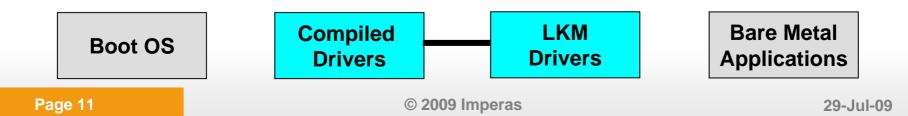


Static & Dynamic Driver Issues



- How to ...
 - Port driver to new OS
 - Develop driver for new peripheral
 - Verify driver functionality
 - Debug core + peripheral simultaneously





Issues With Bare Metal Applications

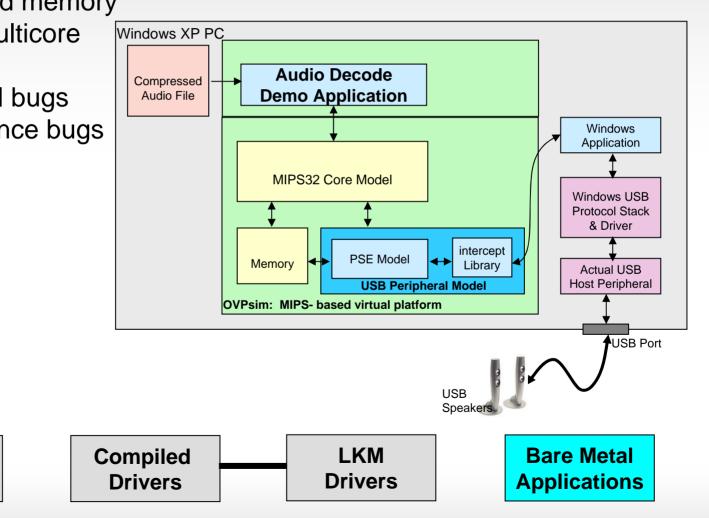
- How to ...

- Analyze shared memory
- Develop on multicore platforms
- Find functional bugs

Boot OS

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Find performance bugs



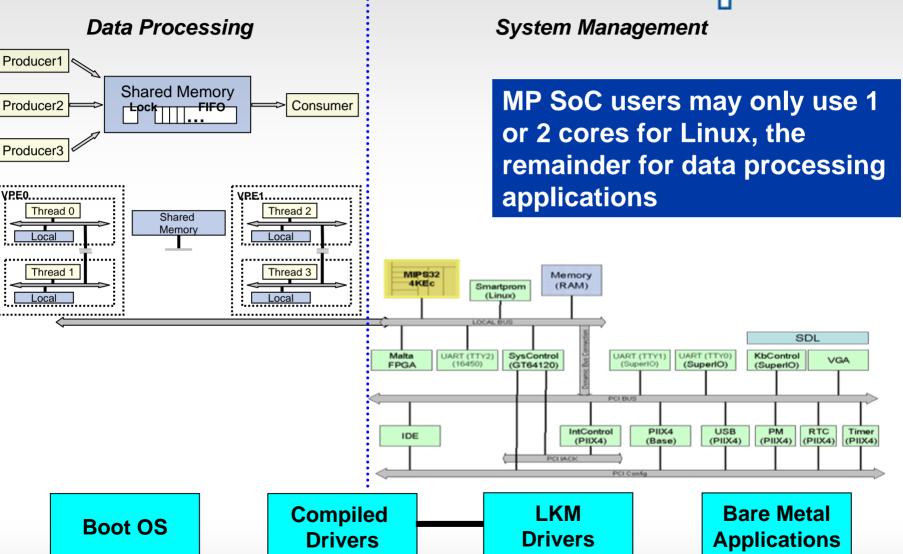
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29-Jul-09

Complex Platforms (AMP) Bring It All Together





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Simulation is Necessary



- Unimaginable to build a SoC today without simulation of the hardware
- Similarly, embedded software needs simulation as part of the development flow
 - Earlier start to development
 - Easier to find/fix bugs
- Virtual platform needs
 - Open source models developed in non-proprietary language
 - Easy to develop new models
 - Fast simulation

Open Virtual Platforms (OVP) Imperas

Modeling APIs

- Publishing of C OVP APIs for Processor, Peripheral, and Platform modeling
- Documentation & header files

Open source library of models

- C source of models written to C OVP APIs
- Processor models of ARM, ARC, MIPS, OpenRisc OR1K, x86, …
- Peripheral models of standard embedded devices
- Example embedded platforms in C, C++, SystemC, TLM-2.0
 - Including full platforms that boot operating systems like Linux, Nucleus

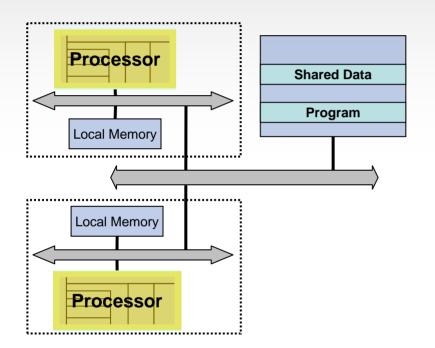
• OVP reference simulator, free for non-commercial use

- Runs processor models fast, 500 MIPS typical
- Interfaces to GDB via RSP/socket
- MP capable, scalable and very efficient
- Can encapsulate existing processor models (ISS)
- Callable with C/C++/SystemC/TLM-2.0 wrapper
- www.OVPworld.org



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OVPsim multicore2 2 Processor Platform (2x MIPS32)



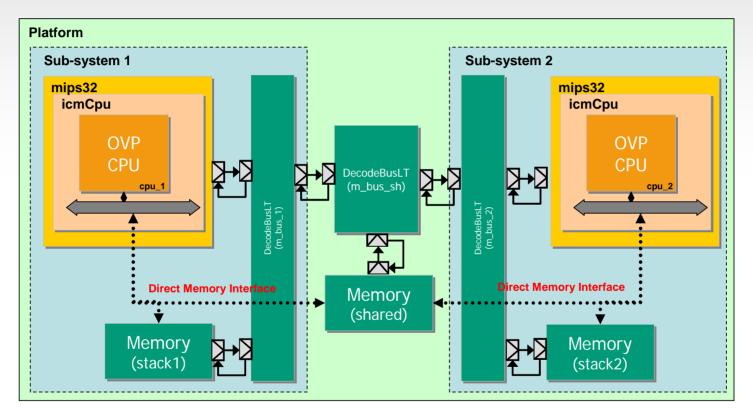
- Easy to create platform and use
 - C:\> <u>platform</u>.exe <u>application</u>.elf
 - Loads application into shared memory and <u>runs</u> it
 - On 3GHz PC runs up to 500 MIPS

- Application is Fibonacci series generated on one and read by second processor from shared memory
- Local memory
 - heap and stack
- Shared memory
 - program and data

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OVP SystemC TLM 2.0 Demo OVPsim_multicore2_tlm2.0

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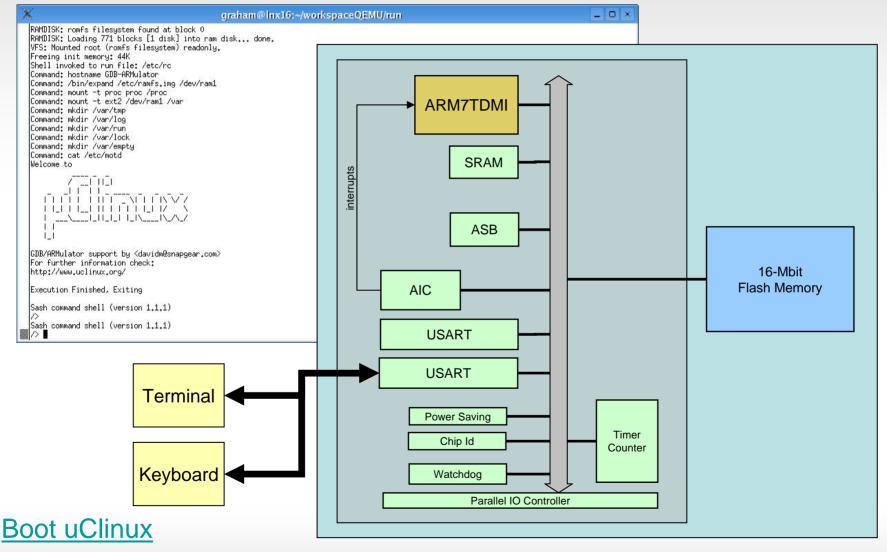
- Local memory for heap and stack
- Shared memory for program and data
- Application is Fibonacci series generated on one processor, and read by second from shared memory
- Very simple to use and <u>runs very fast</u>

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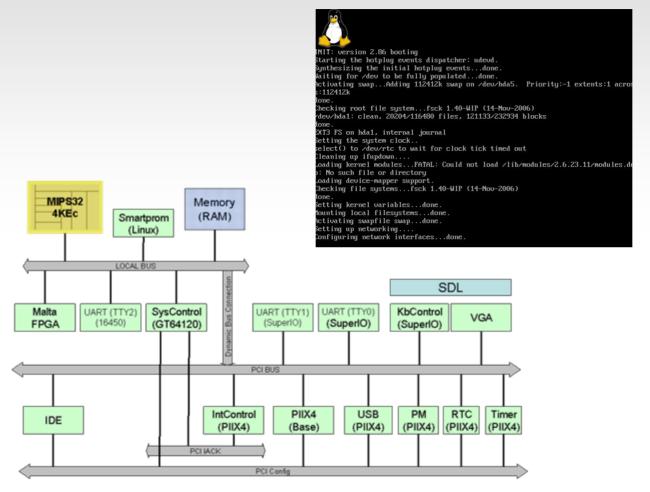
OVPsim booting uClinux on ARM Atmel AT91sam7





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OVPsim MIPS Linux platform



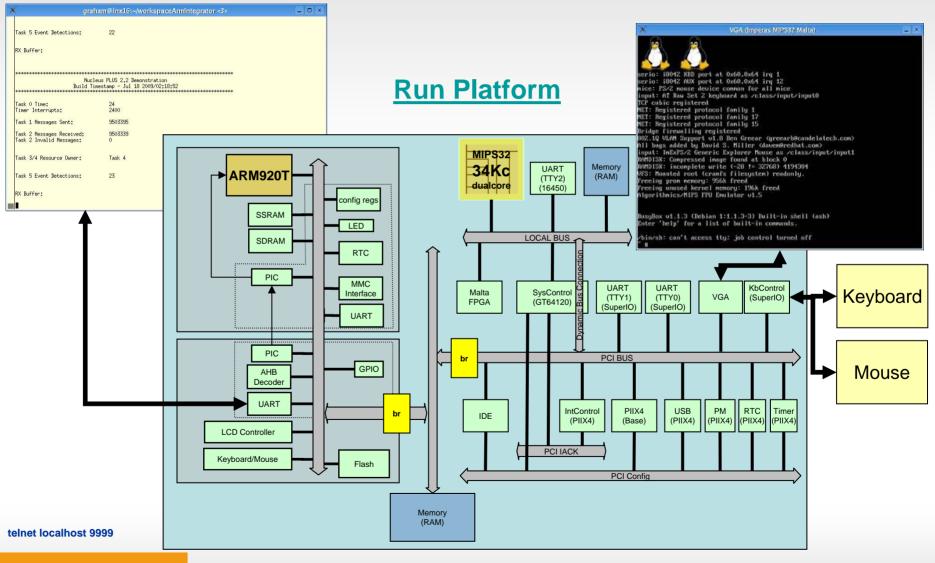
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0xFFFFFFF	
0x1fd00000	Controller
0x1fc00000	Flash
0x1f100000	Controller
0211100000	FPGA
	UART
0x1f000000	FPGA
0x1e400000	
0x1e000000	Flash
0.16000000	
0x1be00000	Controller
	PCI
0x18000000	10
	PCI
	Memory
0x0800000	
	Memory
000000000	SmartProm
0x00000000	onarchon

- Boot Linux on Windows PC...
- Easy to <u>run</u>: <u>platform</u> .exe vmlinux

OVPsim Heterogeneous Platform ARM Nucleus / MIPS SMP Linux

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Case Study 1: Automotive Electronics



- Key need is running more simulations
- Platform is simple microcontroller based on ARM7
- Simulation speed of the vendor simulator was too slow for complete regression runs in reasonable amount of time
- Used Open Virtual Platforms to achieve 50x simulation speed improvement
- Simulation speed is enough

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Requirements for software development

Case Study 2: Home Entertainment System



- Original SoC
 - 1 general purpose core
 - Running Linux 2.6.n
 - 12 proprietary DSPs
 - 3 DDR1 memory banks
 - 1 dedicated to general purpose core

- Cost Reduction SoC
 - 1 general purpose core
 - Running Linux 2.6.n+m
 - 2nd general purpose core for housekeeping
 - 12 proprietary DSPs
 - 2 DDR2 memory banks
 - Not dedicated to general purpose core
- Cost reduction SoC has hardware fully verified, uses existing software
- Chip brought up in lab, fully functional, but …
- Runs at half the speed in about 30% of the operating scenarios
- Insufficient diagnostics on chip for debug
- Simulation platform built, but by itself not able to debug problem

Simulation Is Necessary, But Not Sufficient



- Simulation is only the infrastructure
- Just like on the hardware side, with more complexity in the software, new tools and methodology are needed
- Need to find functional bugs and performance bugs
- Need new metrics

New Tools/Methodologies

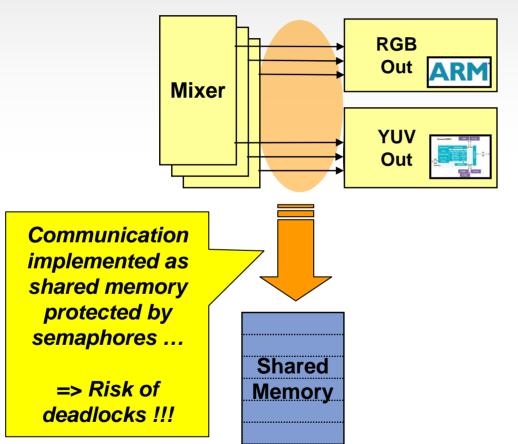


- Non-intrusive: cannot have "heisenbugs"
- Work on heterogeneous, AMP platforms
- Address functional and performance bugs
 - Deadlock, race, stall, …
 - Cache thrashing, performance bottlenecks, …
- Provide introspection of the complete platform
 - Processors, peripherals, memory
- Metrics
 - Code coverage
 - Functional coverage
 - ???

Dynamic Assertion Checking



Heterogeneous System

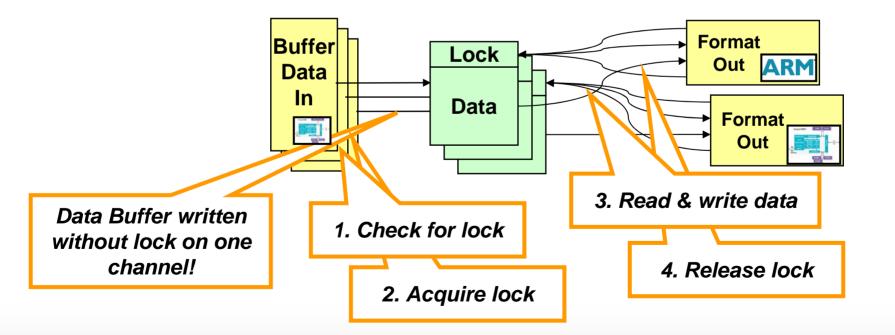


- Control Simulation
 - Processors and peripherals
- Force application into potential error state
- Create worst case conditions quickly

User Defined Dynamic Assertions

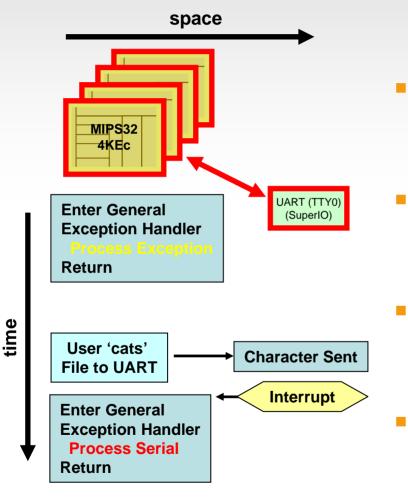


- Create a specific user assertion
 - Buffer is not accessed without a lock
- Complex sequence of operations
- Over multiple processor cores



Platform Introspection for Debugging Driver Software





- Debug the software running on processor(s) with all platform executing
- Introspection enables view of other platform components, including all registers
 - Ability to switch from code on different processors onto code inside behavioral models
 - Standard gdb features



Conclusions

- Embedded software development is hard, and getting harder very quickly
- Need to recognize the real issues the development tasks that need to be successful – and address those needs
- Virtual platforms (models and simulation) are necessary, but ...
- New tools and methodologies, including metrics, are required