

ReSP: A Non-Intrusive Transaction-Level Reflective MPSoC Simulation Platform for Design Space Exploration

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Outline

- 1 Introduction
- 2 Reflective Simulation Platform
- 3 ReSP Performance
- 4 Application Scenario: Using ReSP for Fault Analysis
- 5 Conclusions

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- 1 Introduction
 - Overview
 - A bit of history
- 2 Reflective Simulation Platform
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Overview

ReSP: *Reflective Simulation Platform*

- A Virtual Platform for Hardware/Software codesign

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- A Virtual Platform for Hardware/Software codesign
- Provides the **speed** of C++, the **modeling facilities** of SystemC and the **reflective and scripting capabilities** of Python
 - Reflection allows a **non-intrusive visibility** on all the platform elements

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Advantages of the Approach

- ① easy integration of external IPs and models
- ② fine grain control of system-level simulation
- ③ effortless development of tools for system analysis and design space exploration

Virtual Platforms

Definition

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- operates at the level of processor instructions, memory accesses, and data packet transfers, as opposed to RTL
- used in system-level design (ESL) for application functional and performance analysis
- Enables **Hardware/Software** codesign
- Improves reuse of models during ESL design

Related Work

- StepNP: A System–Level Exploration Platform for Network Processors (Paulin at al., 2000):
 - First widespread SystemC platform
 - Require *special wrappers* around the component models
 - Access to simulation via SIDL, a custom interface definition language
- Exploiting TLM and object introspection for system-level simulation (Beltrame at al., 2005): introduces the concept of **introspection**
 - Intrusive approach, requiring manual component modifications
 - Based on StepNP
- Embed scripting inside SystemC (Vennin at al., 2006): proposes integration among SystemC and Python
 - Python is used to embed scripting inside SystemC modules, but requires modifications to the SystemC kernel
 - reduces code size, at the expense of speed reduction (10x reduction)

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- 1 Introduction
- 2 Reflective Simulation Platform
 - Simulation Core
 - Overall Structure
 - Tools
 - Component Models
 - Wrapper Generation
- 3 ReSP Performance
- 4 Application Scenario: Using ReSP for Fault Analysis
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ReSP: Simulation Core

- Based on the **OSCI SystemC TLM** library
 - Used for keeping simulation time
 - Used for low level communication
 - Python wrappers have been automatically created

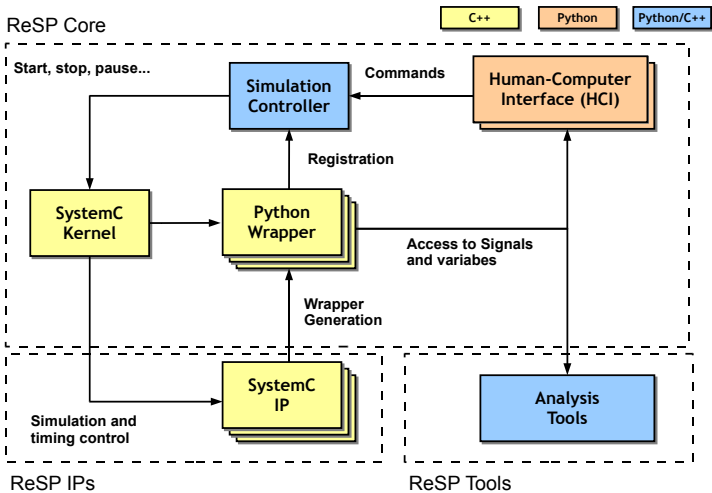
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 - Instantiates and connects the available architectural components
- Interacts with the user through one or more **Human Computer Interfaces**
 - E.g. An extended Python console and a socket interface

ReSP: Overall Structure



ReSP: Tools

- **debugger**: Remote Stub for GNU/GDB
 - uses GDB's **Serial Remote Interface**
 - it defines custom commands to **control the flow of time**
- **profiler**: produces statistics on the executed software
 - **no instrumentation** in the software
- **fault injector**: simulates the system behaviour in presence of faults
 - follows the **SoftWare-Implemented Hardware Fault Injection** approach
- More tools are in the making, e.g. **power analyzer**

ReSP: Component Models

Easy Intergration of Any SystemC Module

- Thanks to the automatic wrapper generation
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ReSP: Component Models

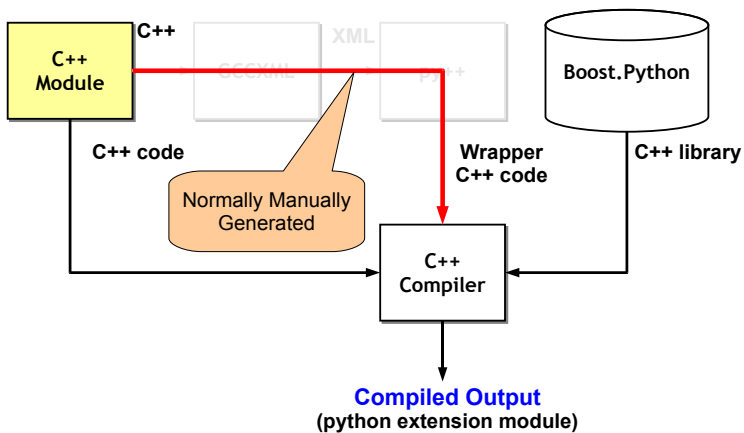
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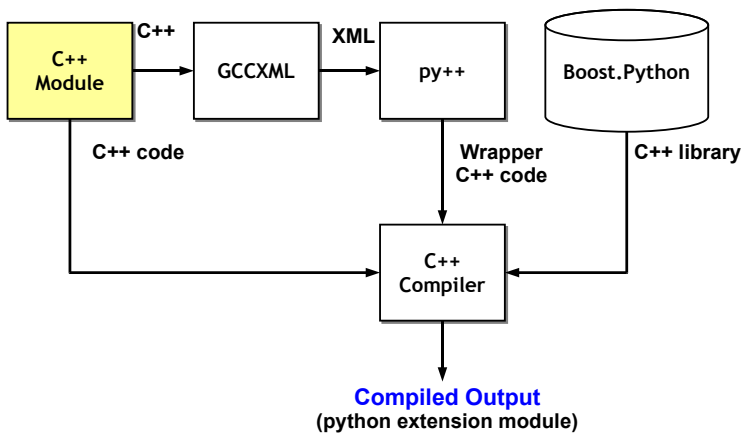
The following hardware component models are part of ReSP:

- ① **processors cores**: ARM7TDMI, PowerPC 405, Leon2, MIPS and Nios2
 - written using the *ArchC Architectural Description Language*
- ② **interconnections**: arbitrated bus
- ③ **memories**: simple memories, Leon3 L1 cache, coherent directory based caches
- ④ **miscellaneous**: timer and interrupt controller of the ARM PID board, PC16x5x UART model

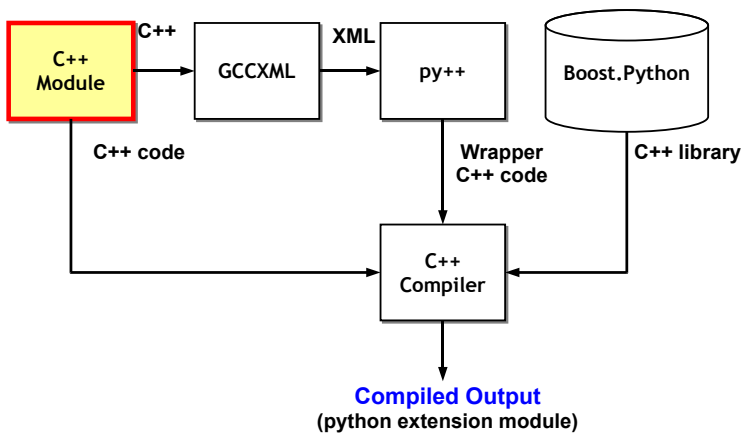
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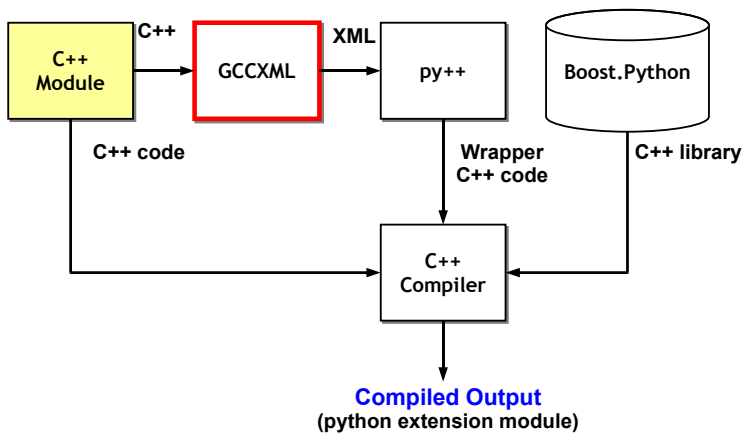
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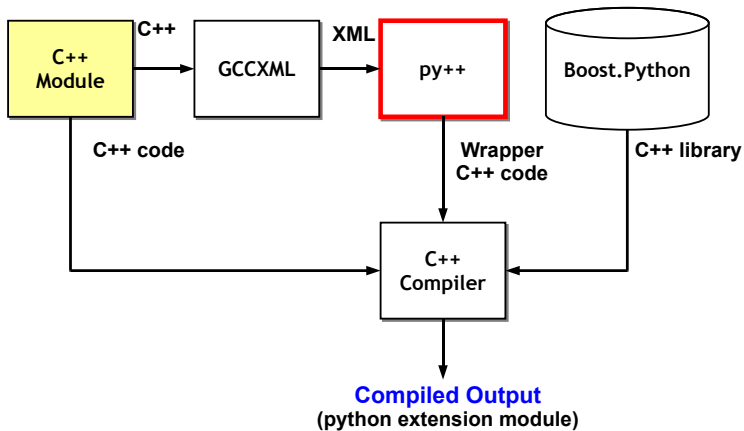
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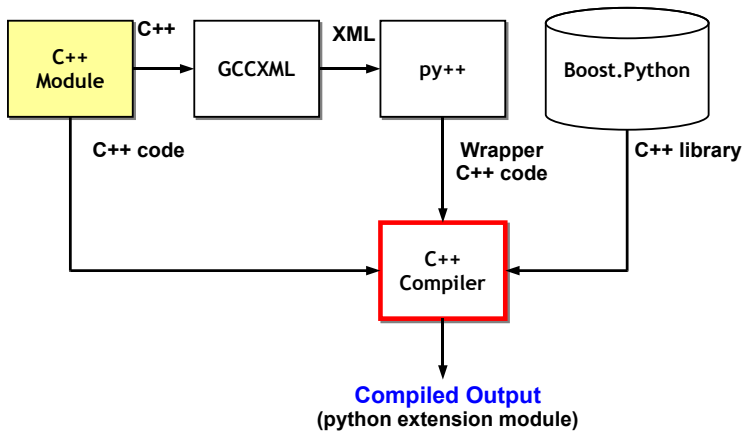
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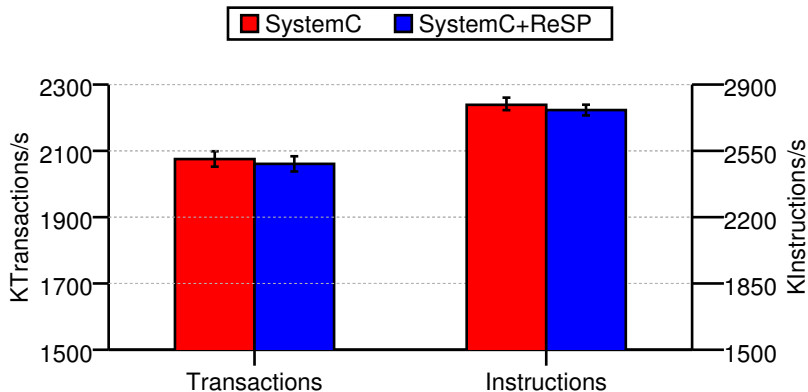
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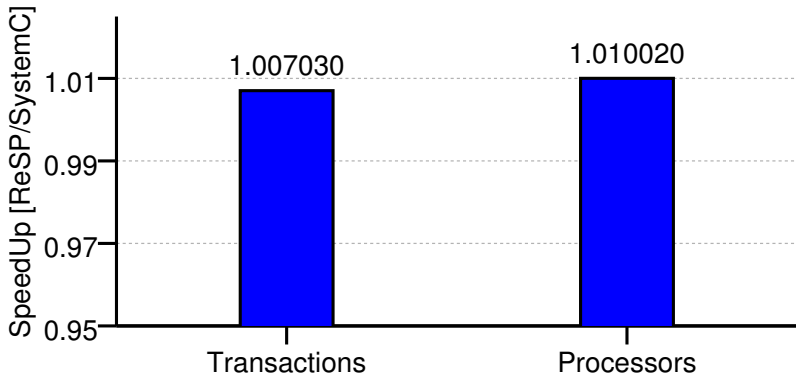
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Analysis of Reflection Overhead I



Analysis of Reflection Overhead II



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 - Background
 - Hardened Code Example
 - Results
- 5 Conclusions

Using ReSP for Fault Analysis

Background

- Reflective capabilities are used for implementing fault injection facilities
 - Single Event Upsets are simulated by **modifying the models' internal state**
 - Follows the SoftWare-Implemented Hardware Fault Injection approach (SWIHFI)
 - **No code instrumentation** is required

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- Reflective capabilities are used for implementing fault injection facilities
 - Single Event Upsets are simulated by **modifying the models' internal state**
 - Follows the SoftWare-Implemented Hardware Fault Injection approach (SWIHFI)
 - **No code instrumentation** is required
- Related Work:
 - Classical approaches pursue fault injection by means of code instrumentation
 - Only a few works have exploited reflective programming but they do not consider SystemC hardware models

Using ReSP for Fault Analysis

Hardened Code Example

Original code	Modified Code
<pre>a = 3;</pre>	<pre>a0 = 3; a1 = 3; if (a0 != a1) error();</pre>

Using ReSP for Fault Analysis

Results

- Fault injection campaign carried out by injecting more than 10000 faults in a Leon2 processor

Using ReSP for Fault Analysis

Results

- Fault injection campaign carried out by injecting more than 10000 faults in a Leon2 processor
- Experimental results:

Application	Register	Faults	No Error	Error		
				HW Detected	SW Detected	Not detected
ELPF	Reg. Bank	2000	1787	51	152	10
	PC Reg.	1000	775	12	207	6
	Other Regs	600	591	0	9	0
FIR	Reg. Bank	2000	1742	85	154	19
	PC Reg.	1000	663	93	235	9
	Other Regs	600	571	0	27	2
Kalman	Reg. Bank	2000	1540	185	271	4
	PC Reg.	1000	591	62	346	1
	Other Regs	600	593	0	7	0
TOTAL		10800	8853	488	1408	51

The results are coherent to what presented in **Combined software and hardware techniques for the design of reliable IP processors**, *Rebaudengo et Al.*

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 - Future Work
 - Wrap-Up

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- Support for the TLM 2.0 Draft 2 standard
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 - Currently Draft 1 is used
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- Callback facilities
 - The status of the models is monitored
 - Actions are taken in correspondence of particular events
- Design Space Exploration algorithms
 - Necessary for tuning complex MP-SoC

Conclusions: Wrap-Up

- 1 Virtual Platform targeted to Multi-Processor Systems-On-Chip
- 2 Based on Python and SystemC with automatic wrapper generation
 - Python augments ReSP with Reflective Capabilities
 - Reflection allows a non-intrusive visibility on all the simulated elements
- 3 No significant overhead due to Python
- 4 Fine grain control of the simulation
- 5 Fault Injection case study demonstrates the usefulness of the technology

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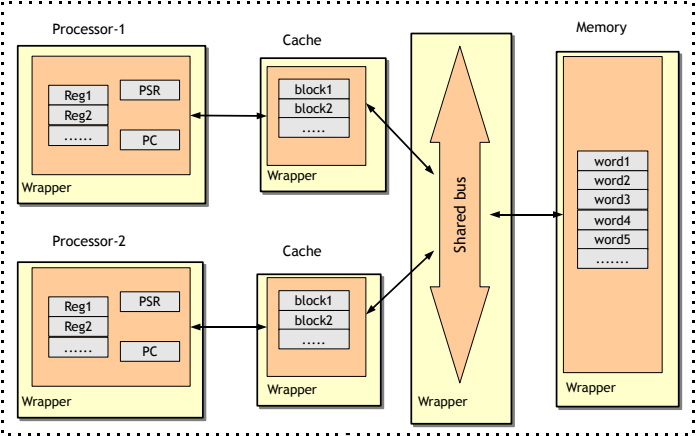
THANK YOU

Any Questions?

For more details: <http://www.resp-sim.org>

Appendix

Experimental Session - I



We will use this architecture for software debugging

Experimental Session - II

```
proc1 = arm7.arm7('proc1')
mem = SimpleMemory32.SimpleMemory32('mem', 0x800000)
bus = pv_router32.pv_router32('SimpleBus', 2) #2 masters

manager.connectPortsForce(proc1,
    proc1.DATA_MEM_port.memory_port, bus, bus.target_port[0])
manager.connectPortsForce(proc1,
    proc1.PROG_MEM_port.memory_port, bus, bus.target_port[0])
manager.connectPortsForce(proc2,
    proc2.DATA_MEM_port.memory_port, bus, bus.target_port[1])
manager.connectPortsForce(proc2,
    proc2.PROG_MEM_port.memory_port, bus, bus.target_port[1])

manager.connectPortsForce(bus, bus.initiator_port, mem, mem.memPort)

bus.addBinding("mem.mem_SimpleMemPort", 0x0, 0x800000)
```


Experimental Session - II

```
parser = Parser.Parser('exampleApp.elf')
proc1.init(0, parser.getProgStart(),
          parser.getDataStart(), parser.getProgDim())
proc2.init(1, parser.getProgStart(),
          parser.getDataStart(), parser.getProgDim())
mem.loadApplication(parser.getProgData(),
                   parser.getDataStart(), parser.getProgDim())

inter1 = GDBProcStub32.arm7tdmiStub(proc1)
stub1 = GDBStub32.GDBStub32(inter1, 1500)
proc1.setGDBStub(stub1)
inter2 = GDBProcStub32.arm7tdmiStub(proc2)
stub2 = GDBStub32.GDBStub32(inter2, 1501)
proc2.setGDBStub(stub2)
```

Experimental Session - III



v0.1.3 - Politecnico di Milano, European Space Agency
This tool is distributed under the GPL License

Type `show_commands()` to get the list of available commands

```
>>> load_architecture('architectures/test.py')  
GDB: waiting for connections on port 1500
```

Experimental Session - IV

Connecting the debugger:

```
GNU gdb 6.7.1
```

```
.....
```

```
(gdb) target remote localhost:1500
```

Examining and modifying the components' status:

```
>>> hex(proc1.RB.read(14))
```

```
0xf200
```

```
>>> proc1.acp_pc.write(0x200)
```

```
>>> proc1.totalCycles
```

```
1500
```