



Software Simulation Technologies in Virtual Platforms

```
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)
        return c;
    }

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

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;
}
```

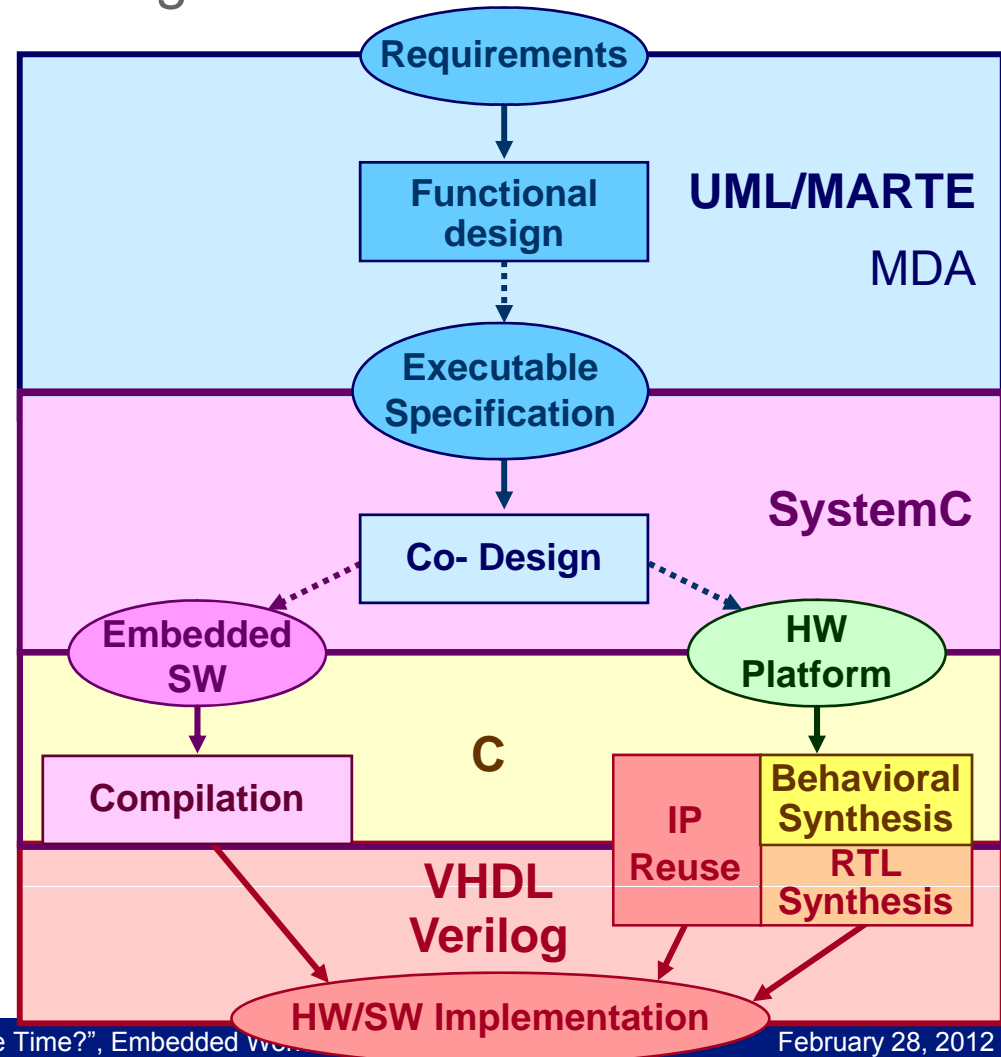
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Context

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
 - SCoPE: SW performance analysis for DSE
- 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



► Motivation

- Computing needs Time
 - Edward A. Lee
 - Communications of the ACM, 52(5):70-79, May 2009
- Computing needs Energy
 - Eugenio Villar
 - Still to be published





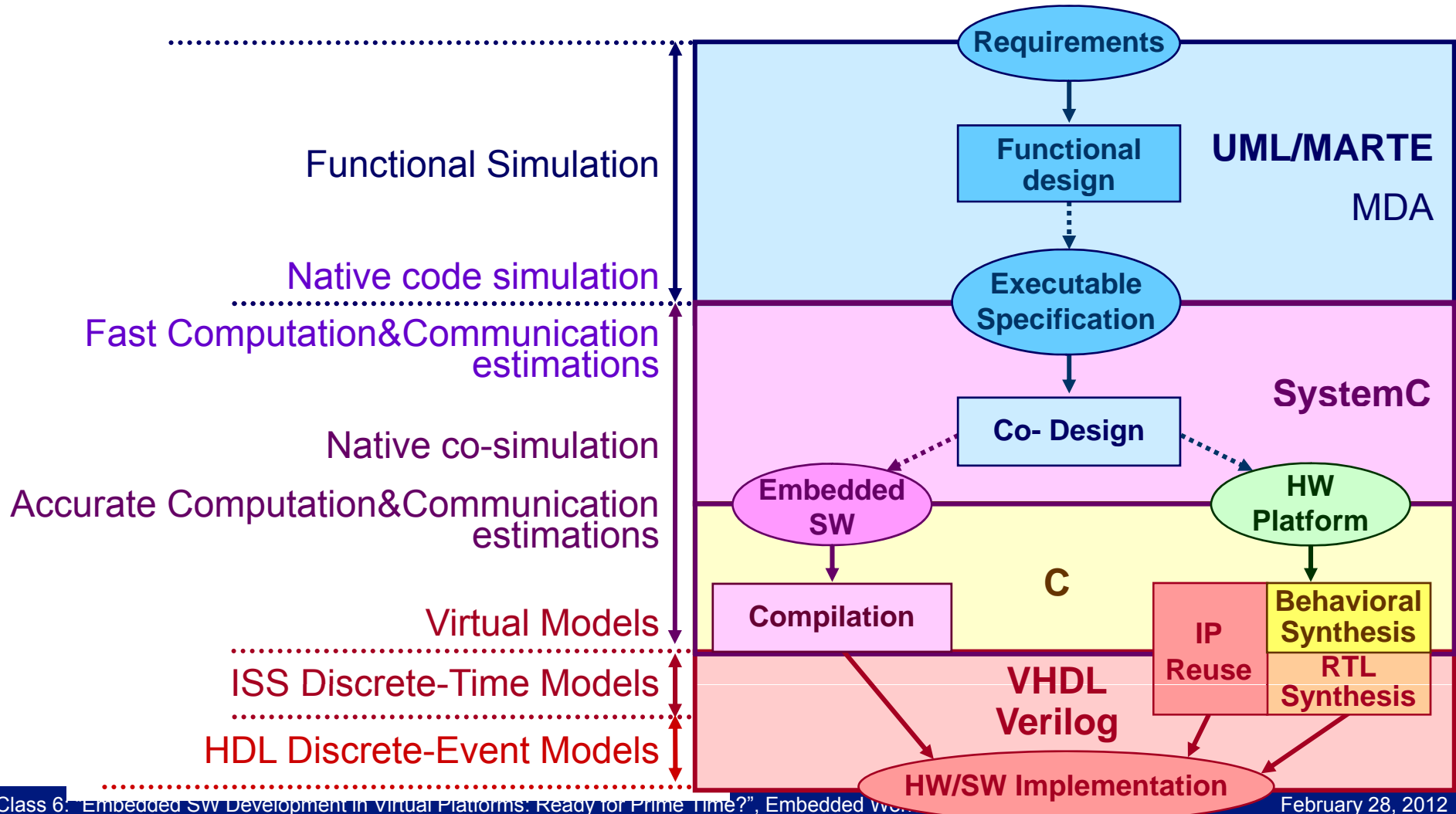
► Motivation

- Embedded SW performance analysis
 - SW performance analysis based on SW simulation
 - At any abstraction level
 - As an integral part of the MPSoC simulation
 - Essential for MPSoC verification
 - At any abstraction level
 - Essential for DSE
 - During architectural design



SW Simulation Technologies

Embedded SW simulation

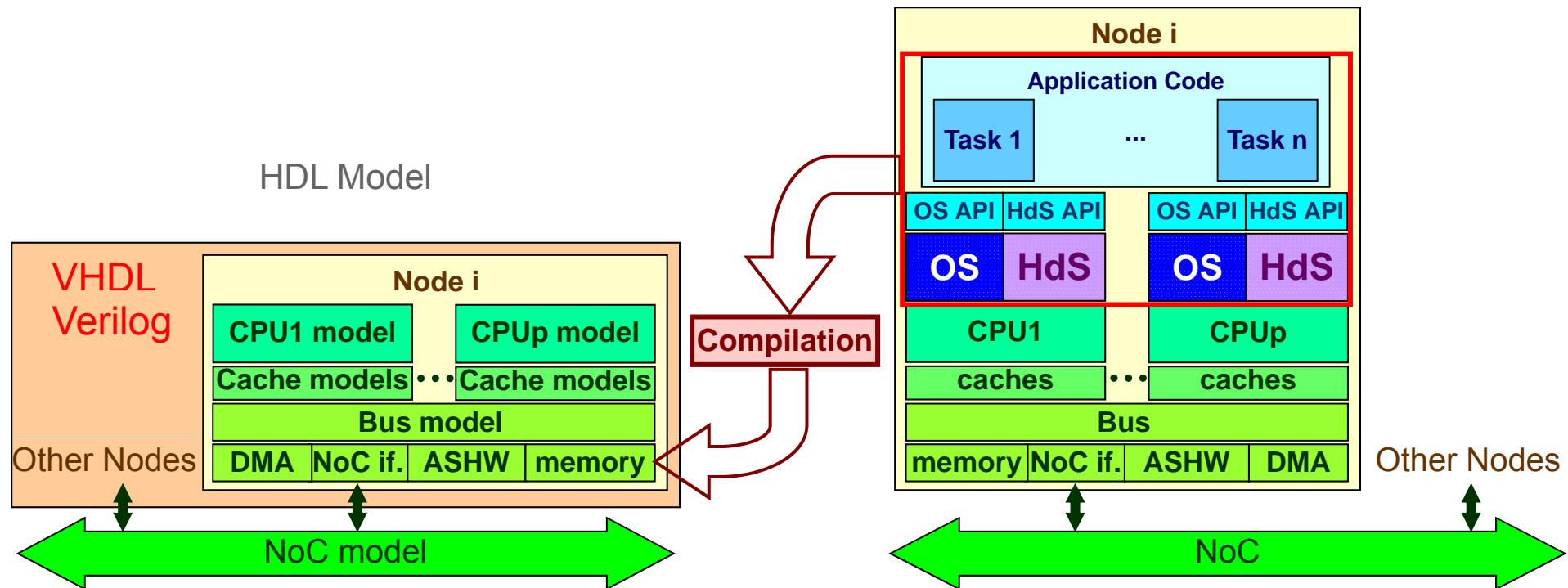




SW Simulation Technologies

- HDL simulation

Embedded System Architecture

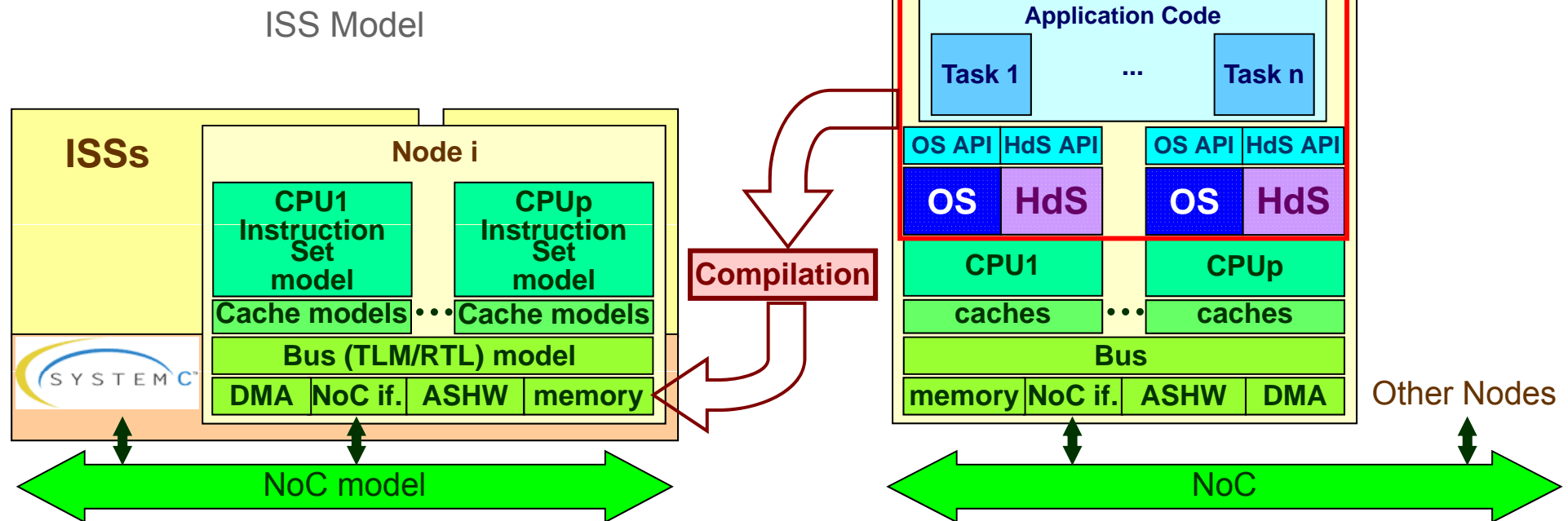




SW Simulation Technologies

- ISS simulation

Embedded System Architecture

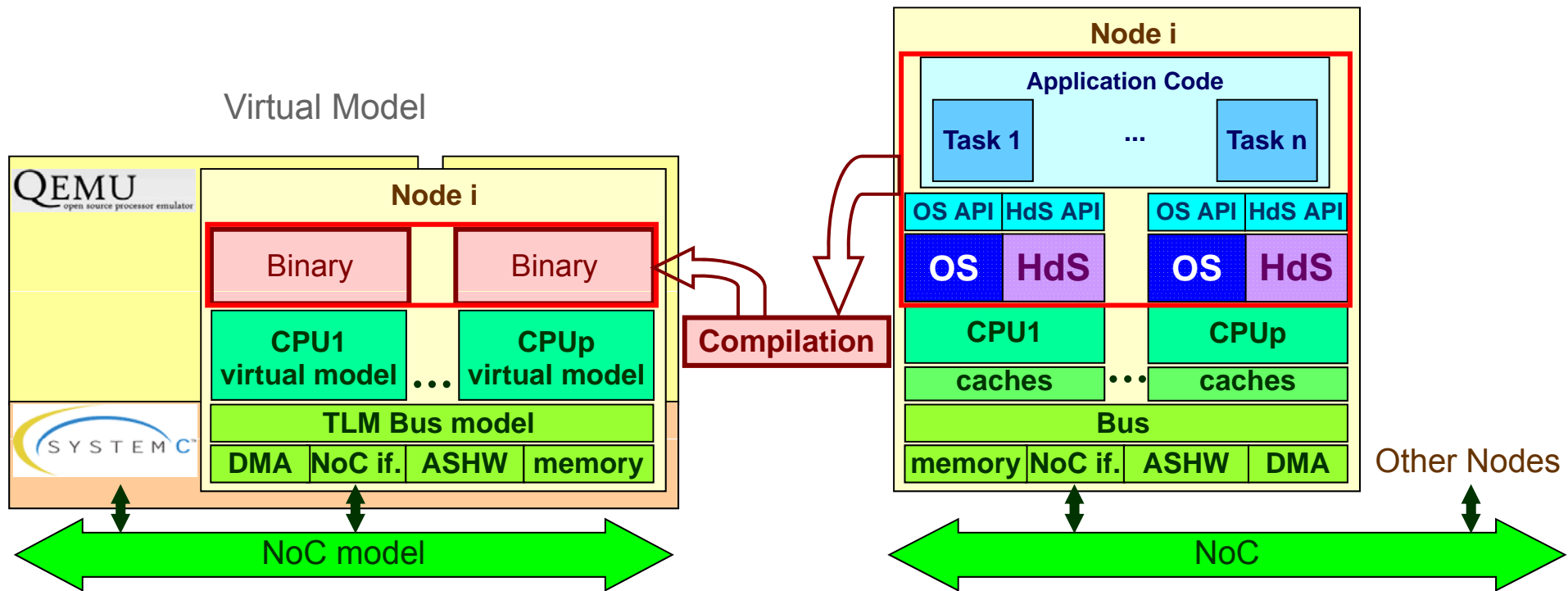




SW Simulation Technologies

Virtualization

Embedded System Architecture



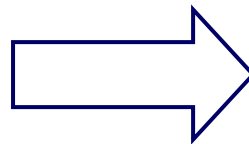


▶ SW Simulation Technologies

- 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 simulation
 - Embedded code directly executed by the host
 - Good accuracy by back-annotation
 - Fast execution time

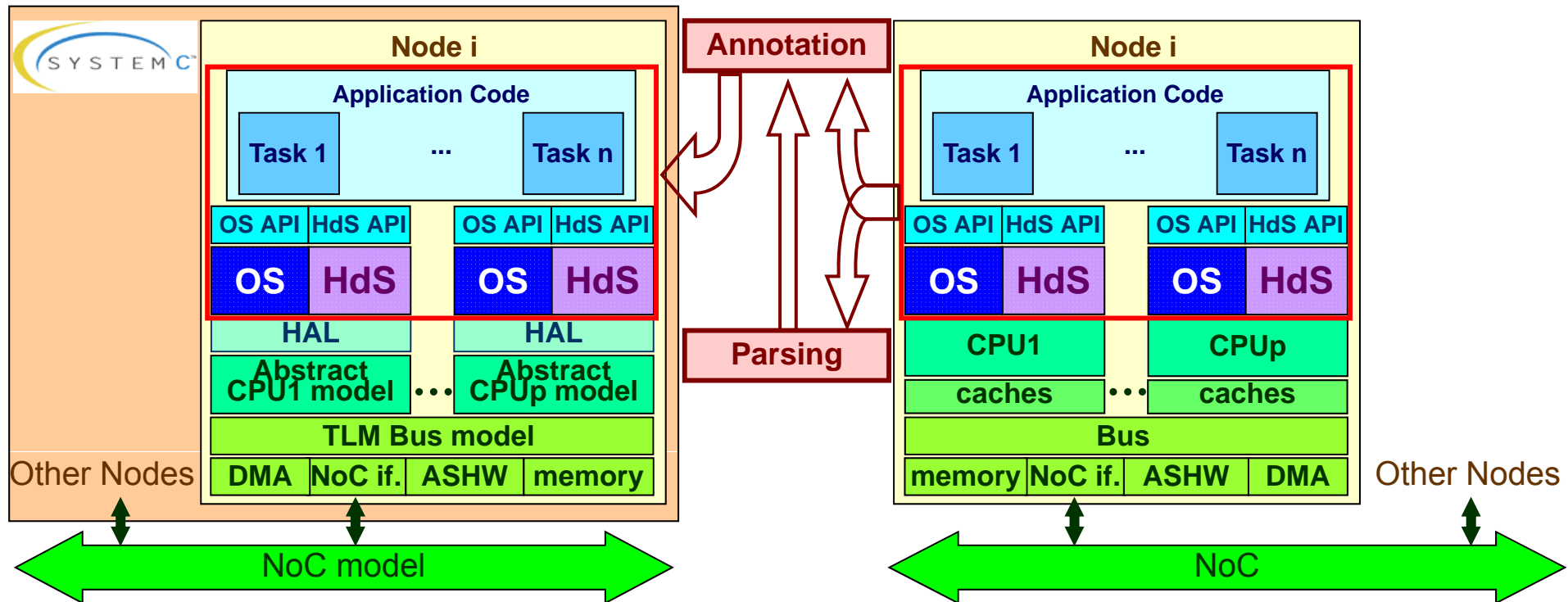


SW Simulation Technologies

- Native simulation based on HAL API

Virtual Model

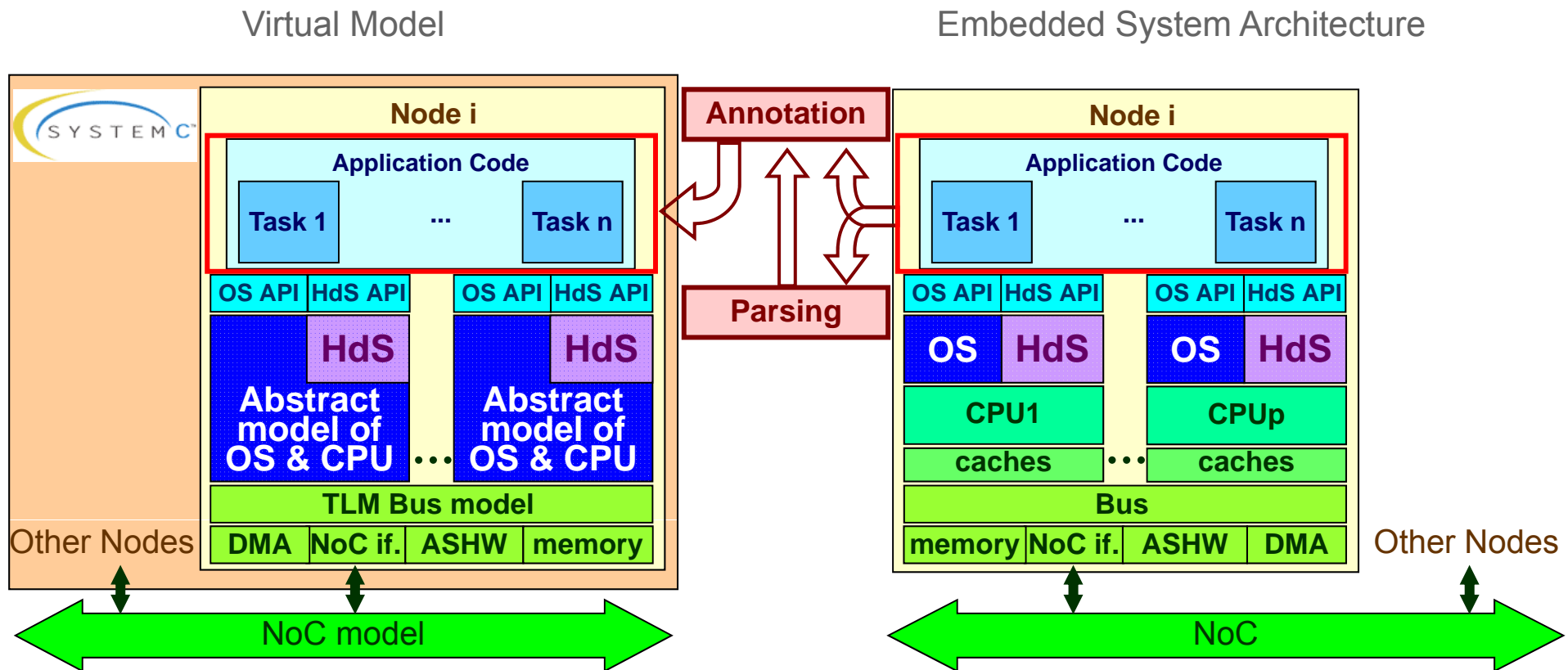
Embedded System Architecture





SW Simulation Technologies

- Native simulation based on OS API





► 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;

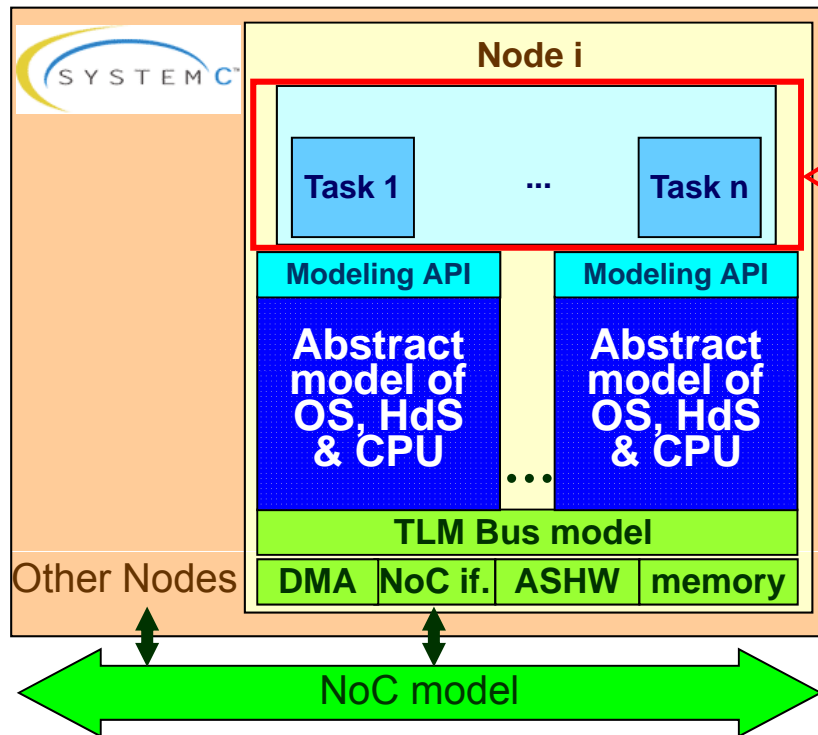
→ wait included



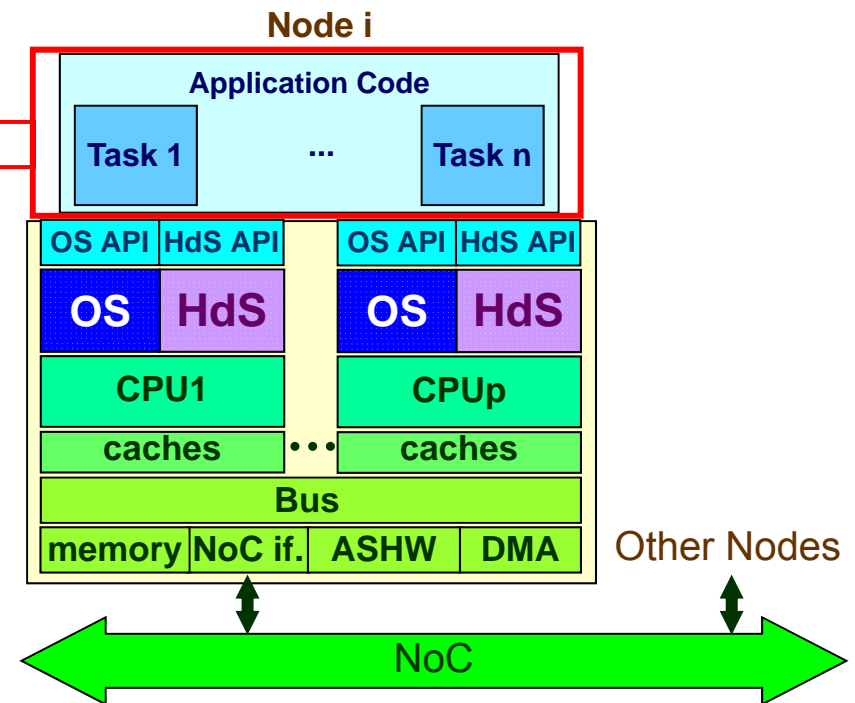
SW Simulation Technologies

- Functional simulation based on code

Virtual Model



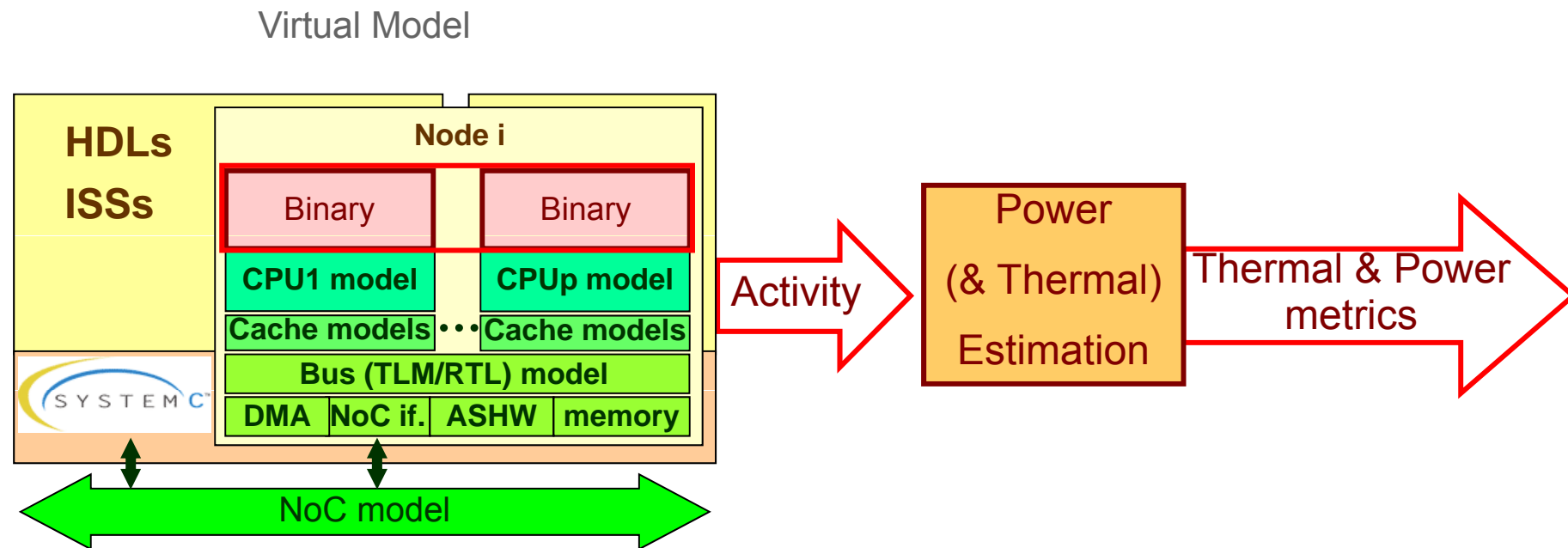
Embedded System Architecture





▶ SW Simulation Technologies

- Power estimation based on traces
 - Accurate but slow



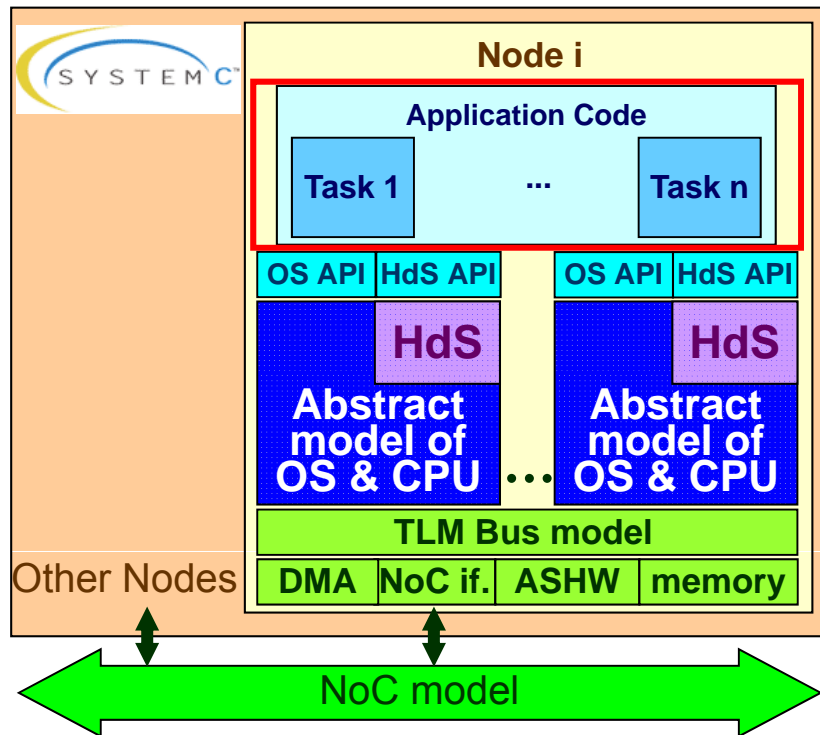


SW Simulation Technologies

- Power estimation based on back-annotation

Virtual Model based on Native Simulation

- Same technique as with execution times



Global variable
`int Sim_Energy = 0;`

- Best ratio accuracy/speed



▶ SW Simulation Technologies

■ Performance/Error comparison

| | | Technology | Time Estimation | Time & Power Estimation |
|---------------------------------|-------------|------------|-----------------|-------------------------|
| Functional | Performance | | 5,000 | N.A. |
| | Error | | N.A. | N.A. |
| Native | 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

- Instruction cache modeling
 - Similar to time modeling

```

...
Overflow = 0;
s = 1L;
for (i = 0; i < L_subfr; i++) {
    Carry = 0;
    s = L_macNs(s, xn[i], y1[i]);
    if (Overflow != 0) {
        break;
    }
    if (Overflow == 0) {
        exp_xy = norm_l(s);
        if (exp_xy <= 0)
            xy = round(L_shr (s, -exp_xy));
        else
            xy = round(L_shl (s, exp_xy));
    }
}
...

```

```

struct icache_line { char num_set; char hit; }
...
static icache_line line_124 = {0};
static icache_line line_125 = {0};
static icache_line line_126 = {0};
...

```

→ If (line_124.hit == 0) insert_line(&line_124);

→ If (line_125.hit == 0) insert_line(&line_125);

→ If (line_126.hit == 0) insert_line(&line_126);



►23 SCoPE: SW Performance Estimation for DSE

- Data cache modeling[Ⓟ]
 - Use modified native addresses to get data variable addresses
- Global array with all memory line status
- L2 modeling

```

...
Overflow = 0;
s = 1L;
for (i = 0; i < L_subfr; i++) {
    Carry = 0;
    s = L_macNs(s, xn[i], y1[i]);
    if (Overflow != 0) {
        break;
    }
    if (Overflow == 0) {
        exp_xy = norm_l(s);
        if (exp_xy <= 0)
            xy = round(L_shr (s, -exp_xy));
        else
            xy = round(L_shl (s, exp_xy));
    }
}
...

```

bool cache[dcache_size/line_size];

→ If (cache[GET_TAG(&Overflow)] == 0)
 insert_line(GET_TAG(& Overflow));

→ If (cache[GET_TAG(&s)] == 0)
 insert_line(GET_TAG(& s));

→ If (cache[GET_TAG(&Carry)] == 0)
 insert_line(GET_TAG(& Carry));

→ If (cache[GET_TAG(&i)] == 0)
 insert_line(GET_TAG(&i));

→ If (cache[GET_TAG(&xn[i])] == 0)
 insert_line(GET_TAG(& xn[i])); ...

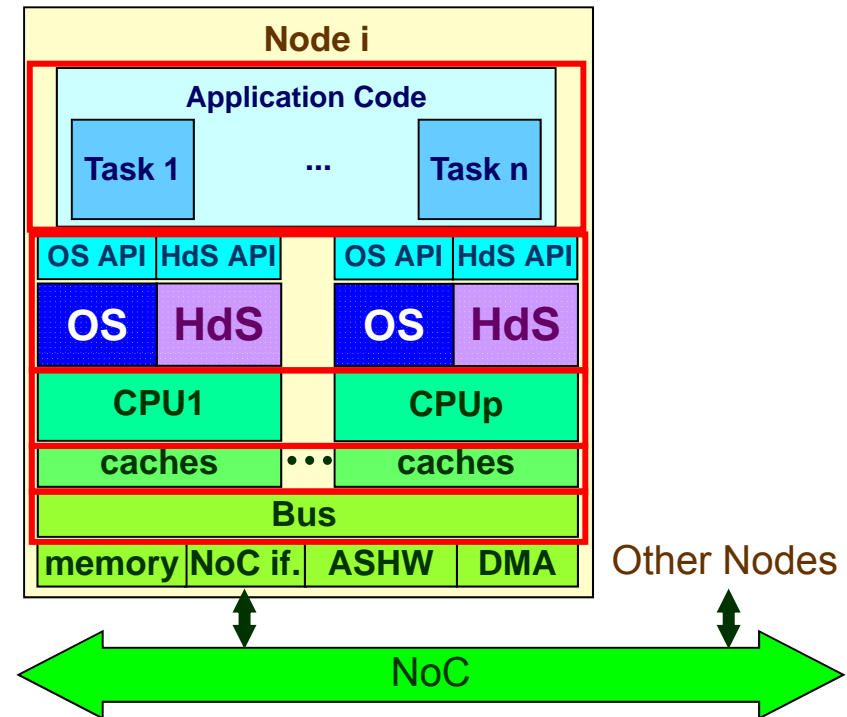
→ If (cache[GET_TAG(&exp_xy)] == 0)
 insert_line(GET_TAG(& exp_xy));



► SCoPE: SW Performance Estimation for DSE



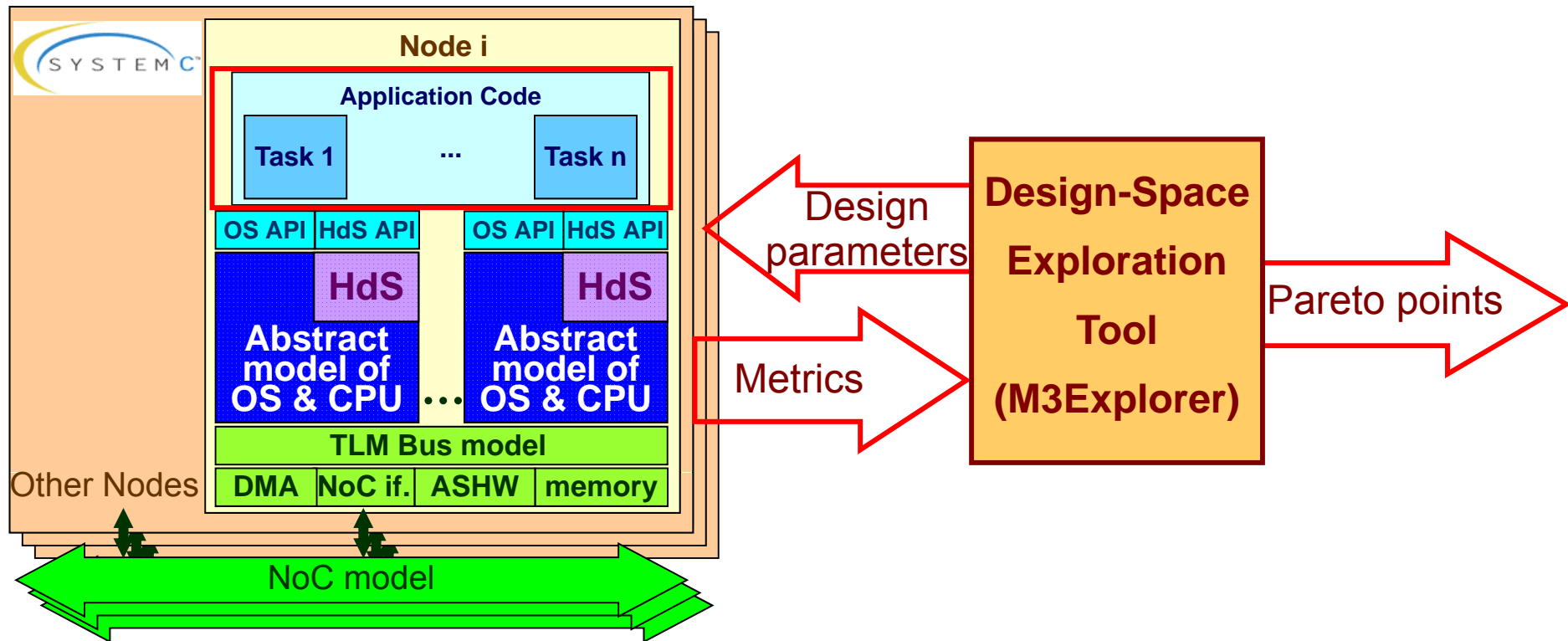
- System power estimation
 - Application code
 - Instruction counting from binary
 - OS & HW-dependent SW
 - Function power estimation
 - Caches
 - Counting memory accesses
 - Cache misses
 - Bus
 - Actual bandwidth
 - Cache misses
 - DMA accesses
 - HW accesses
 - HW & NoC
 - SystemC power models





► SCoPE: SW Performance Estimation for DSE

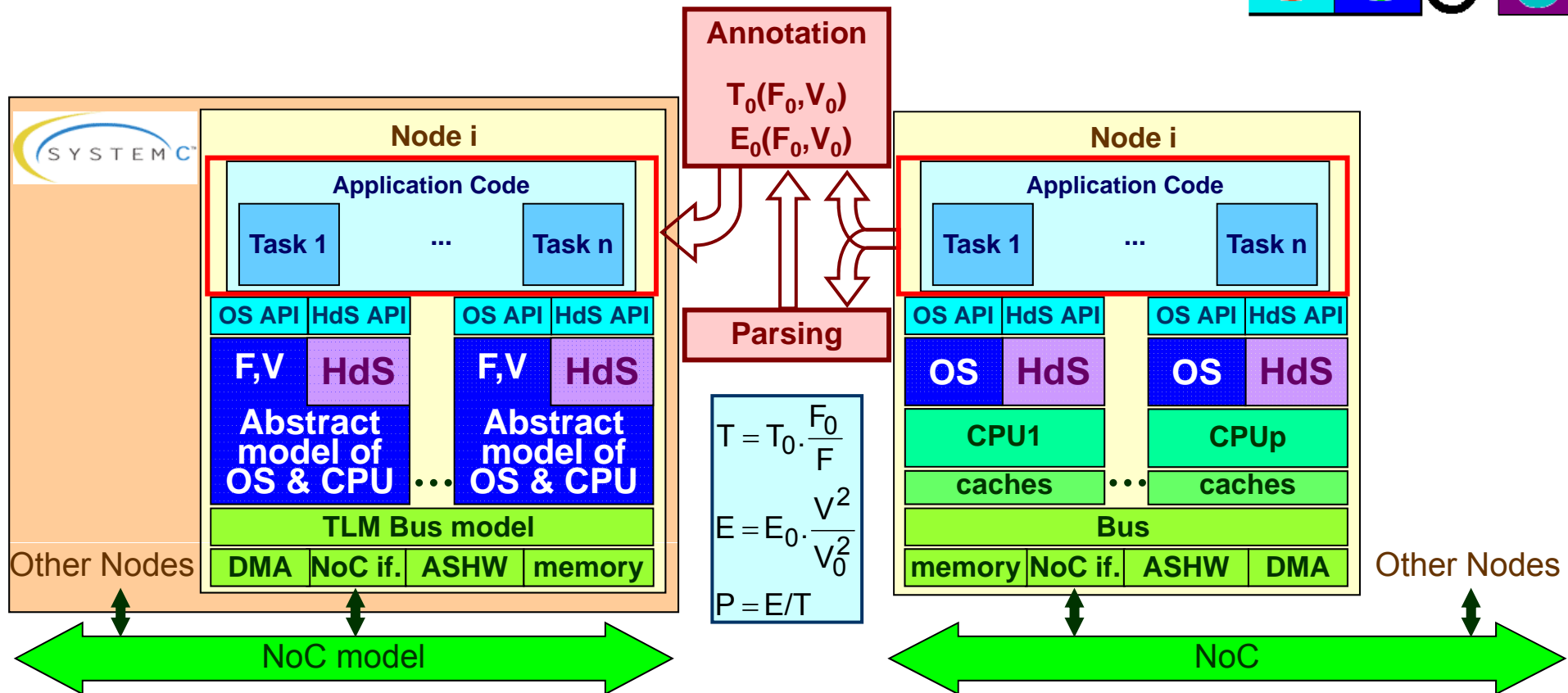
- Design-Space Exploration
 - Configurable model





SCoPE: SW Performance Estimation for DSE

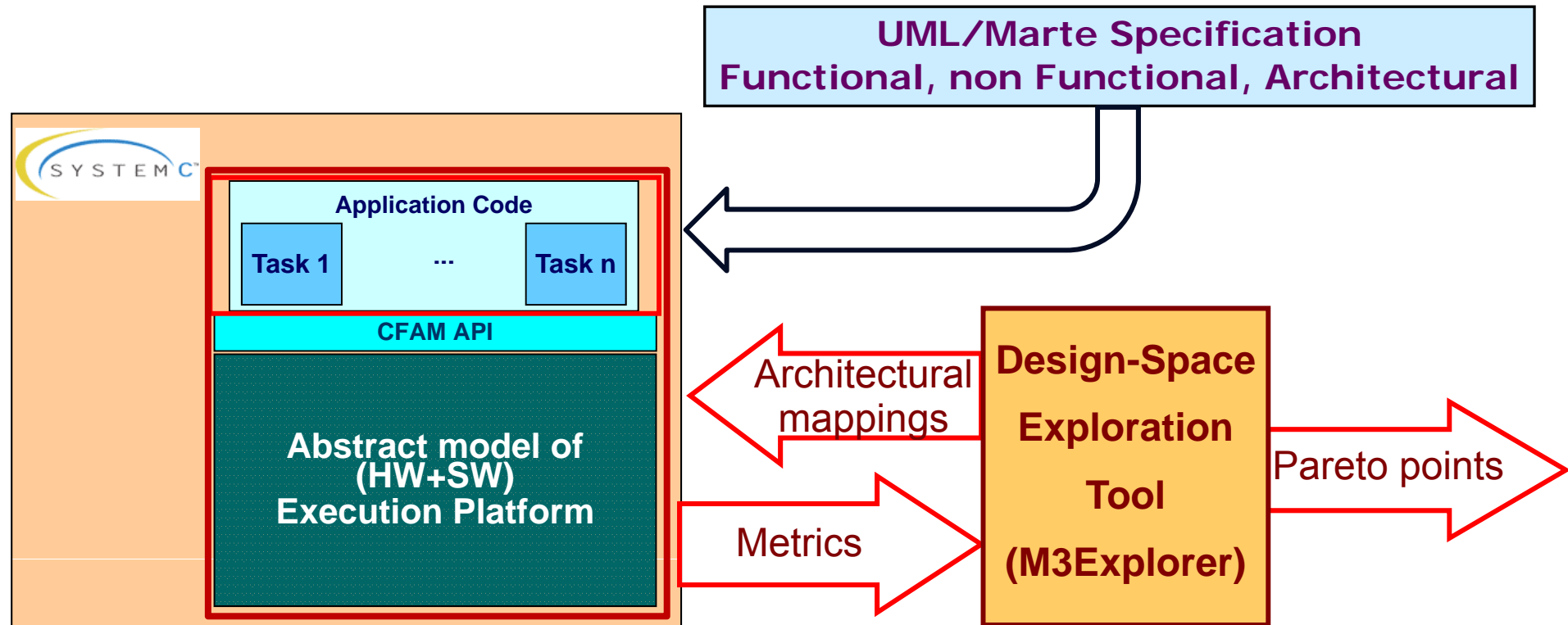
- Dynamic Voltage-Frequency Scaling





► SCoPE+: Improvements from Complex

- Performance estimation before partitioning





▶ 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

- SCoPE
 - SystemC Native Co-Simulation Technology
 - Specially tuned to performance analysis
 - Design-Space Exploration



▶ **Thank you for your attention**

- ▶ **Slides available at:**
 - ▶ www.teisa.unican.es/en/publicaciones

- ▶ **Open-source SCoPE available at:**
 - ▶ www.teisa.unican.es/scope