

<u>SimXMD</u>

Co-Debugging Software and Hardware in FPGA Embedded Systems

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September 19, 2013







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"Women and Men can never be friends.



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"Designers and Tools can never be friends.



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"Designers and Tools can never be friends. The Sex will always get in the way."



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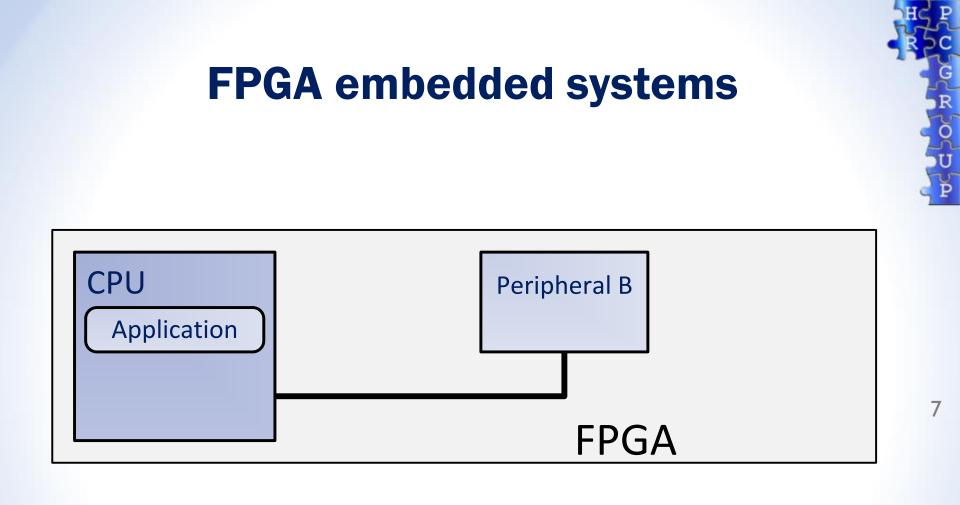
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"Designers and Tools can never be friends. The Semantics will always get in the way."

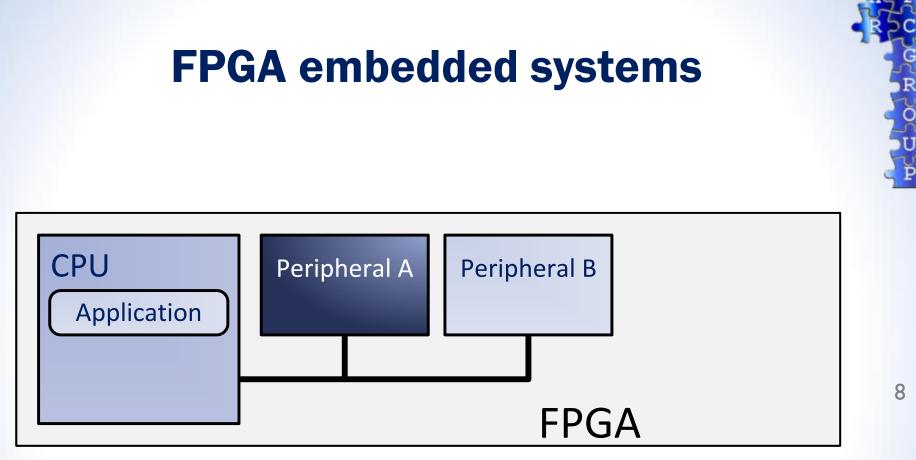


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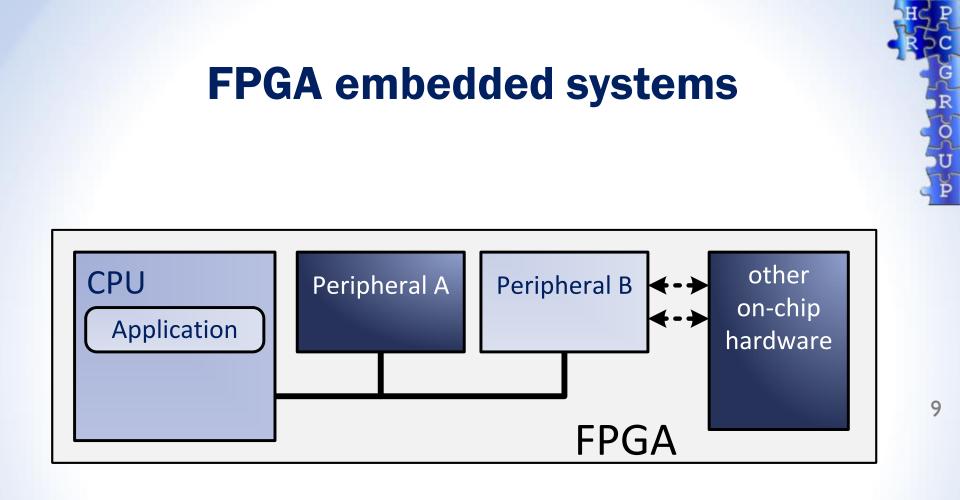
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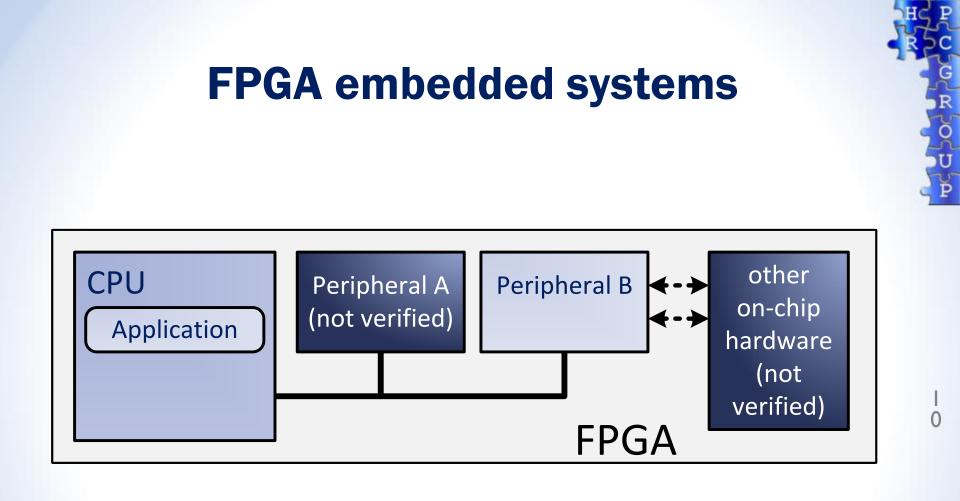




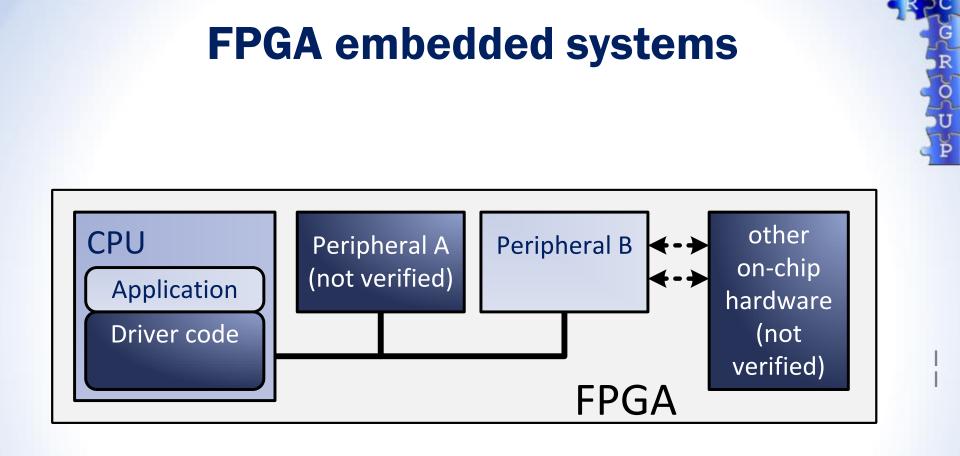




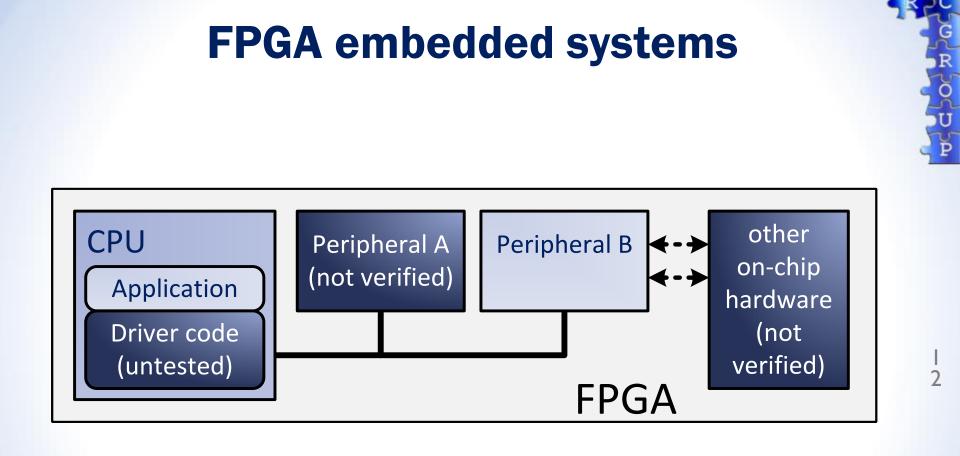




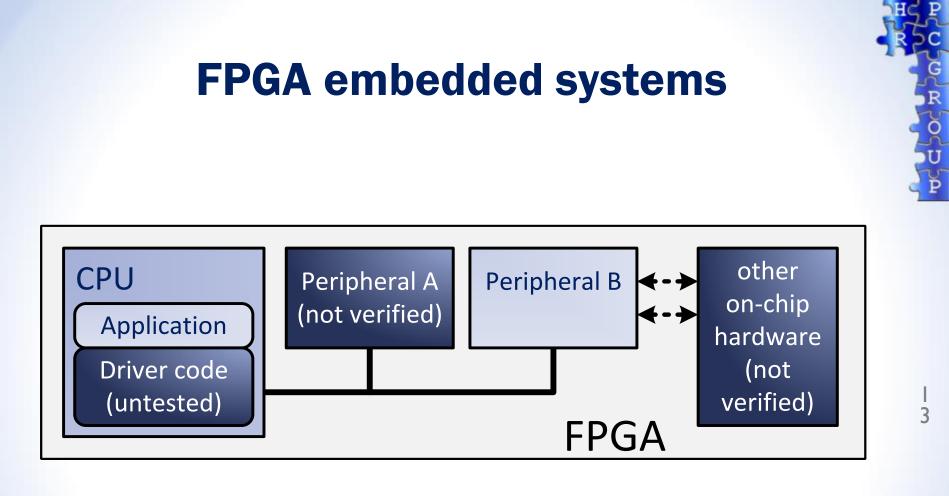








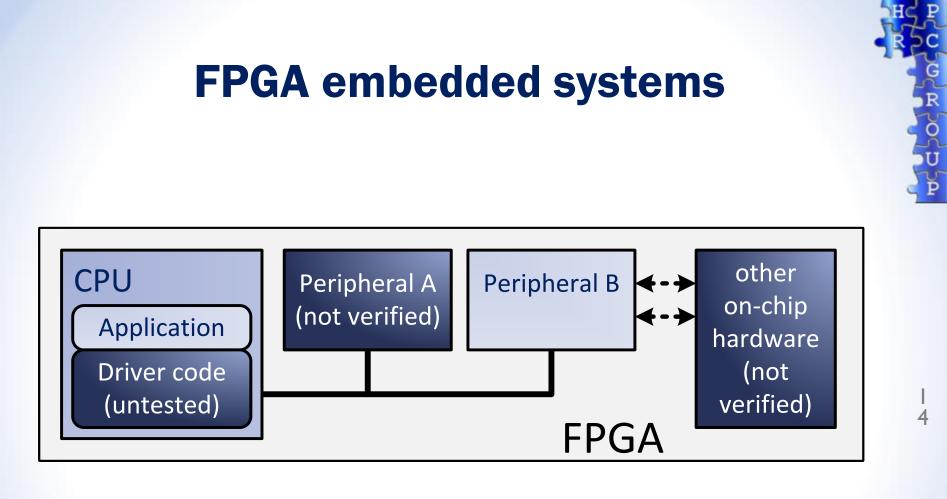




Optimal: Debug hardware, software and their interaction together



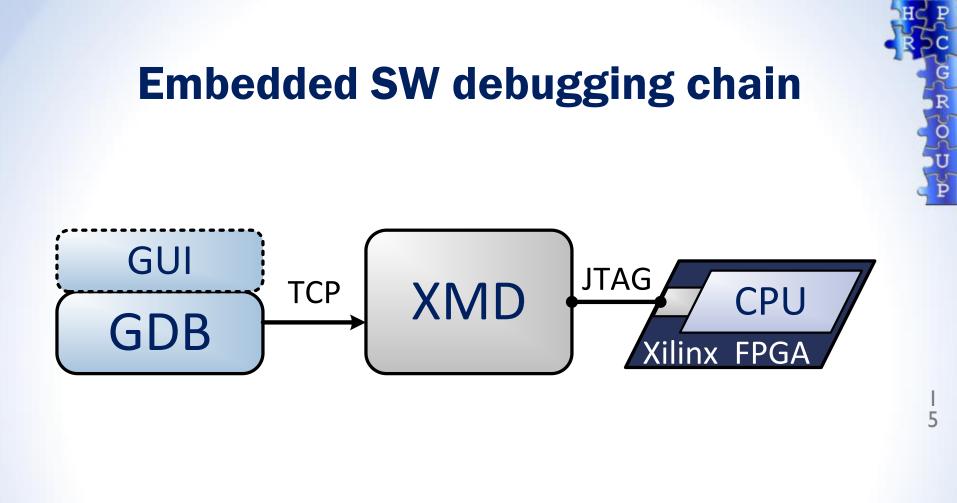
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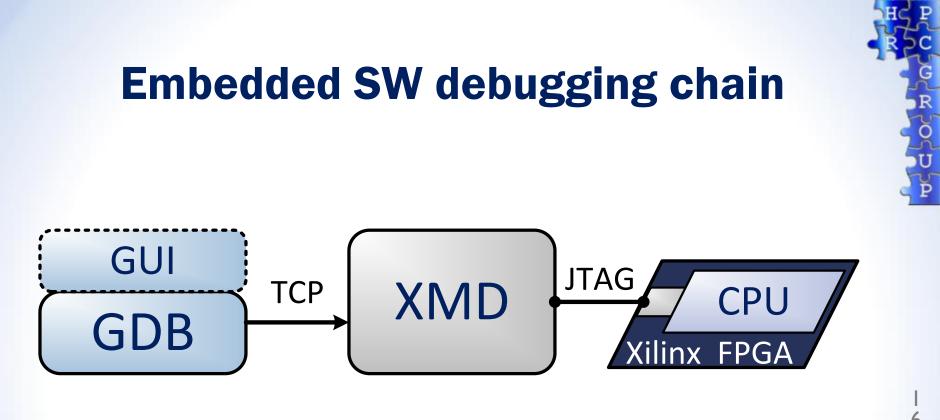


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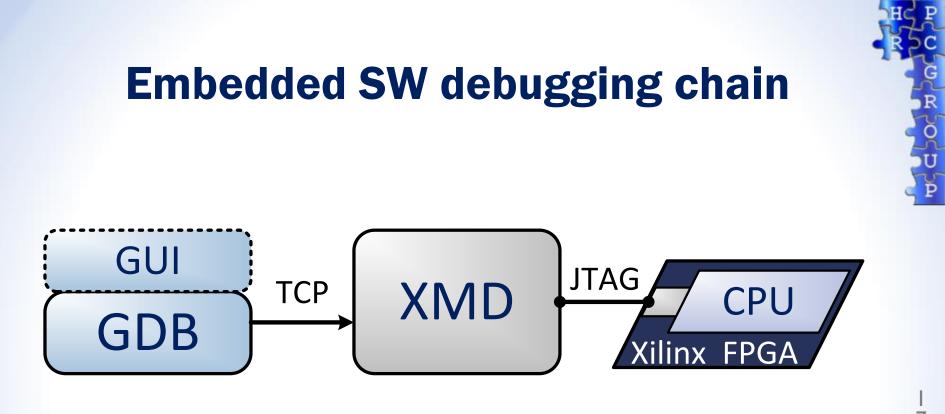


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Debugger on host system



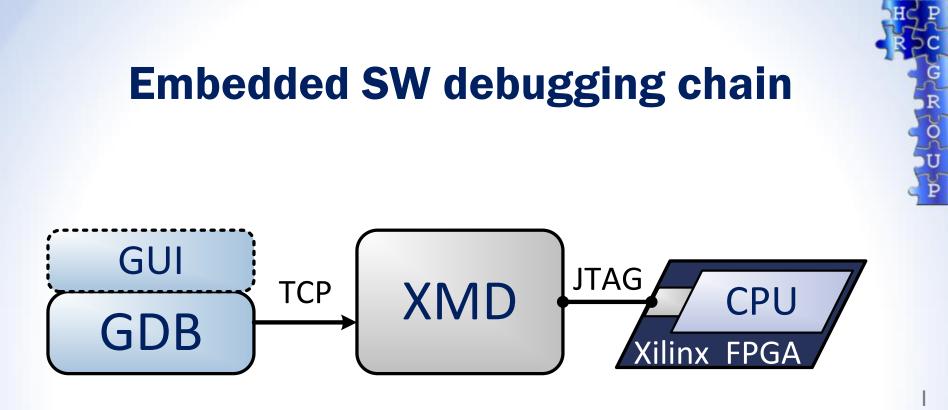


• Debugger on host system

• Software runs on target system

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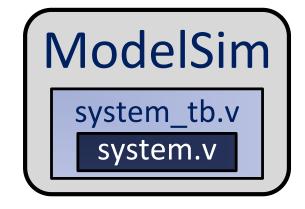


- Debugger on host system
- Vendor-specific interface software
- Software runs on target system

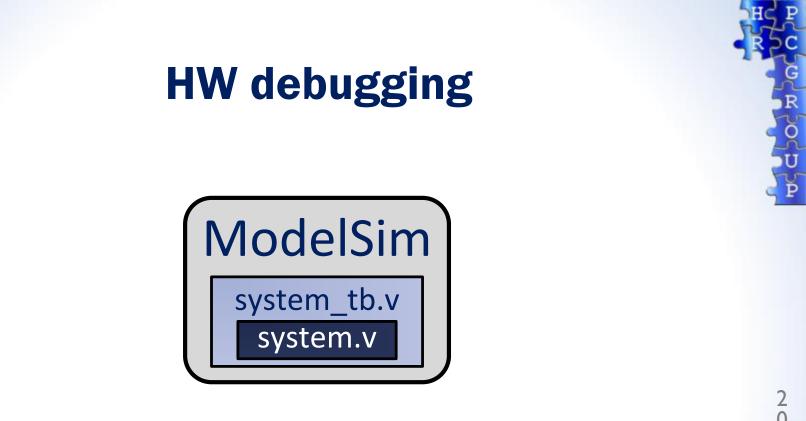
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HW debugging

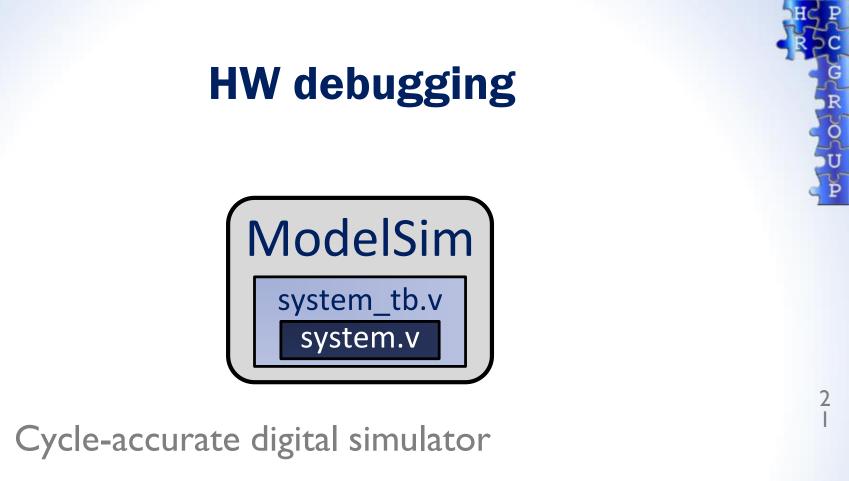






• Cycle-accurate digital simulator

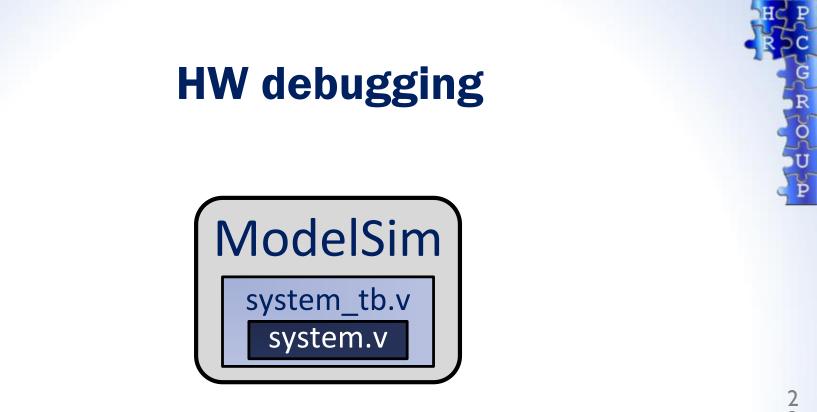




• A system model in HDL



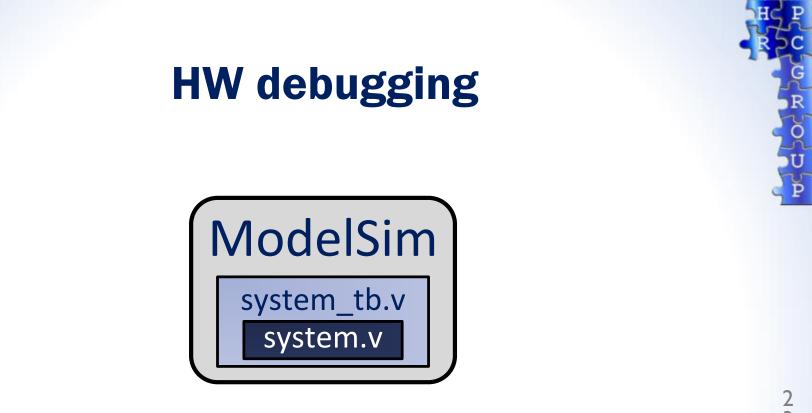
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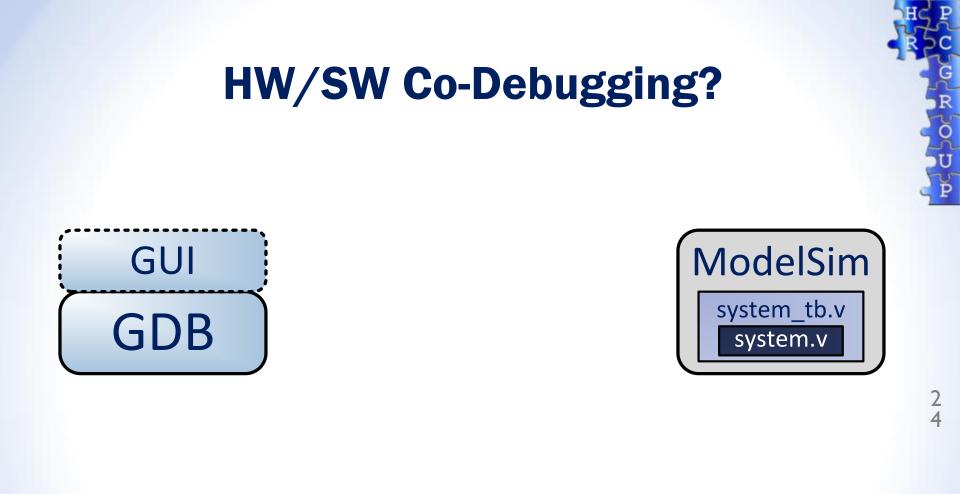
- Cycle-accurate digital simulator
- A system model in HDL
- Testbench instantiates and stimulates model



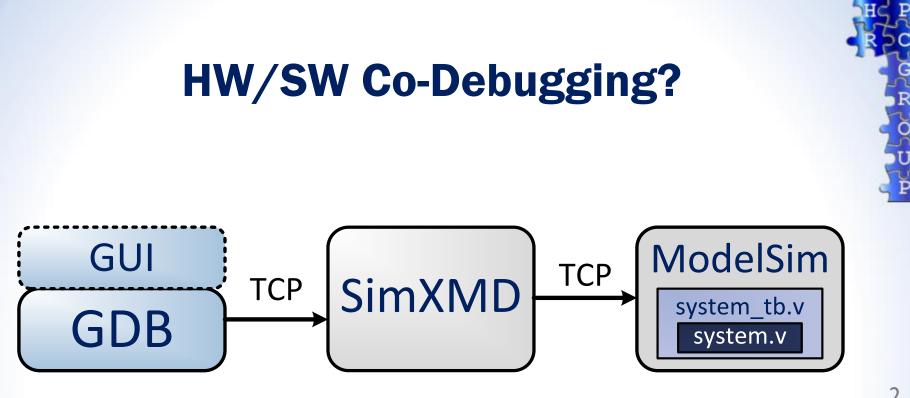
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- Cycle-accurate digital simulator
- A system model in HDL
- Testbench instantiates and stimulates model
- All internal signals observable

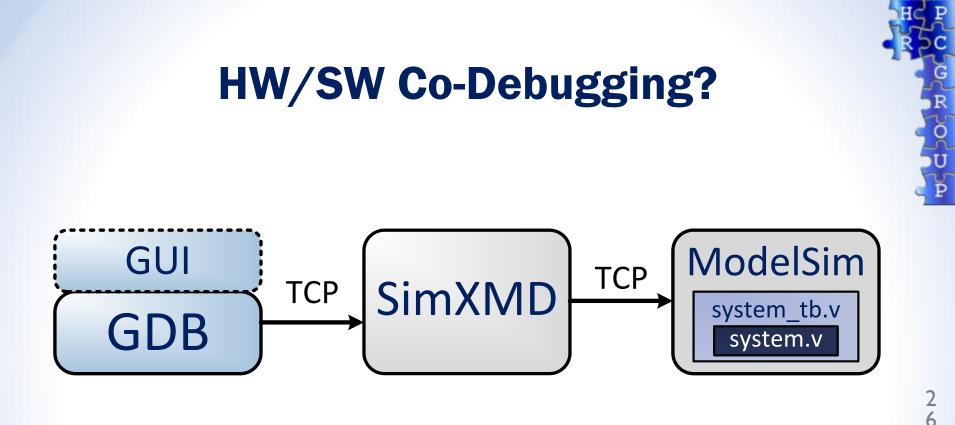








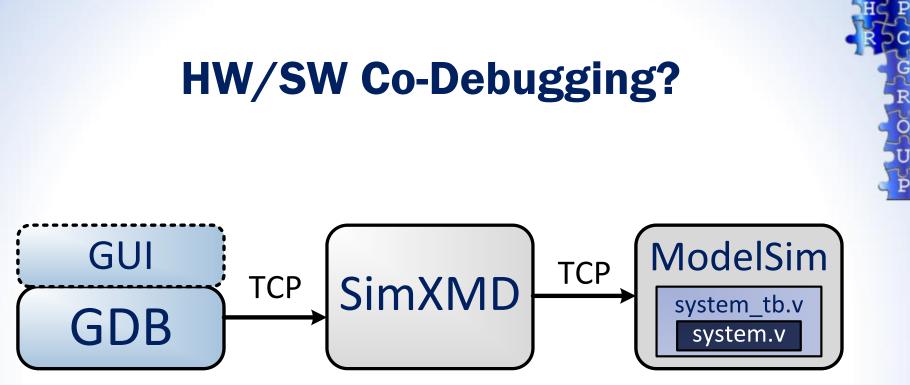
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SimXMD: Simulation-based eXperimental
 Microprocessor Debugger



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- SimXMD: Simulation-based eXperimental
 Microprocessor Debugger
- Translates debugger requests into simulator commands

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Key SimXMD enablers

- GDB Remote Serial Protocol
 - Defines requests and replies for:
 - Setting/deleting breakpoints
 - Advancing execution by instruction, line, breakpoint
 - Reading registers or memory state





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 - Reports all information about a finished instruction:
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 - Reports all information about a finished instruction:
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 - Register and memory writes
- ModelSim (Tcl) TCP server capability
 - Can receive remote commands and send back results

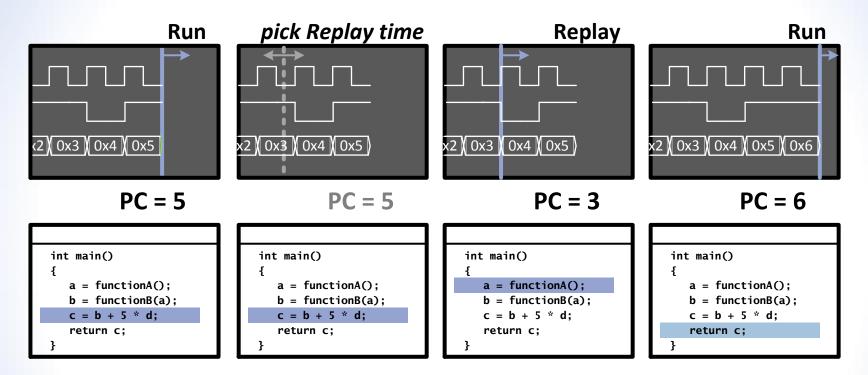


Operating SimXMD: Preparation

- I. Simulation model generation by design tool
 Currently: Xilinx Platform Studio
- 2. SimXMD is started (background operation)
 - Examines embedded project information
 - Modifies simulation model for Co-Debugging
- 3. Compilation of simulation model
- 4. Start of simulation
- 5. Start of preferred debugger (GUI)
- 6. Debugging at will



Operating SimXMD: Modes



- In Run mode, debugging drives the simulation
- In Replay mode, debugging iterates over previously simulated data



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Implementation: Debugging memory

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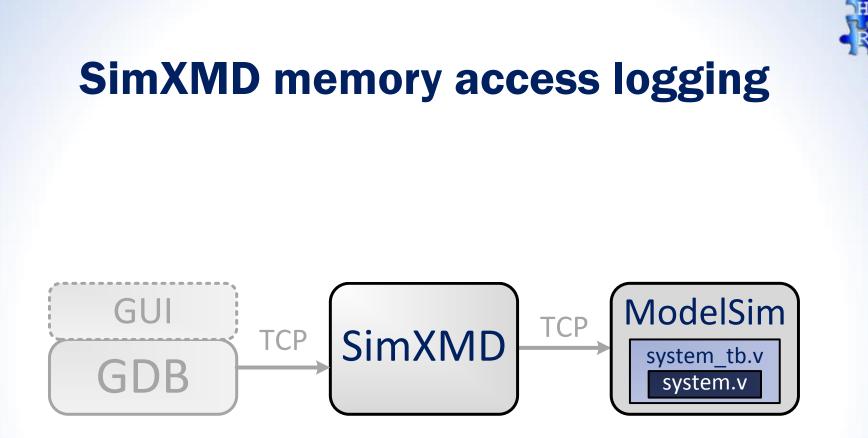
Implementation: Debugging memory

- Digital hardware simulation models the complete memory hierarchy:
 - On-chip and external memory
 - All cache levels
 - Memory-mapped peripherals

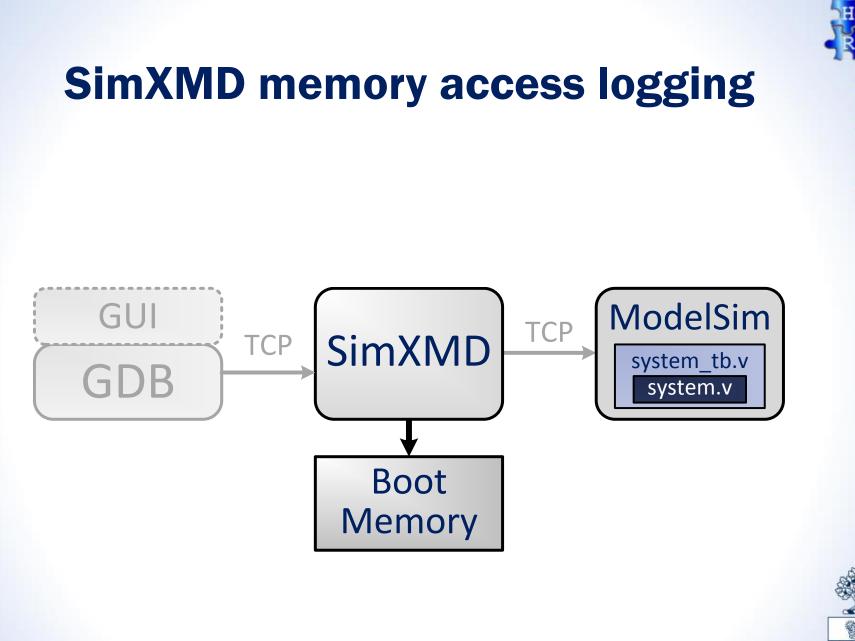


Implementation: Debugging memory

- Digital hardware simulation models the complete memory hierarchy:
 - On-chip and external memory
 - All cache levels
 - Memory-mapped peripherals
- Software debugging uses a flat, linear memory model:
 - The debugger requests a (virtual) memory address
 - The target hardware determines and reads the physical location

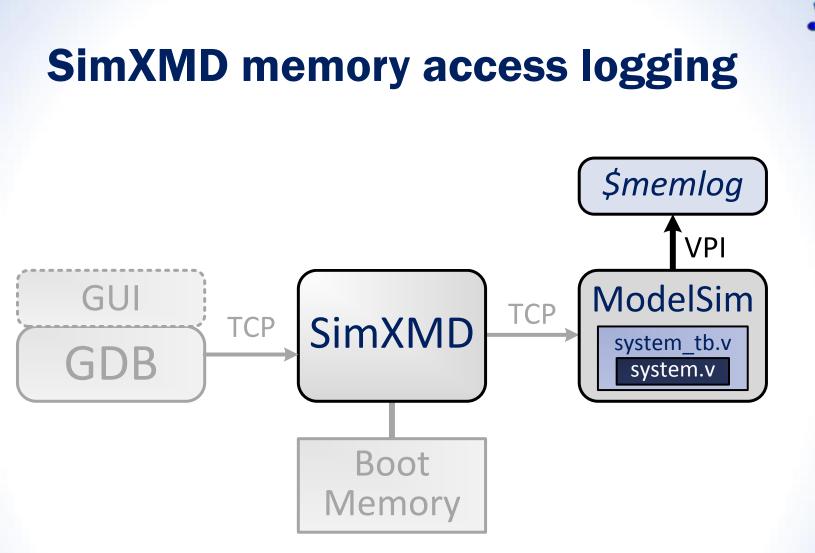






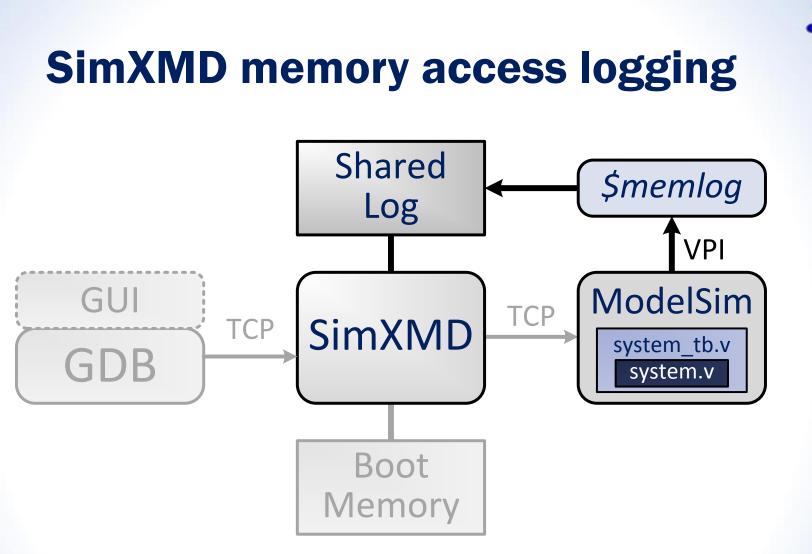
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VPI:Verilog Procedural Interface

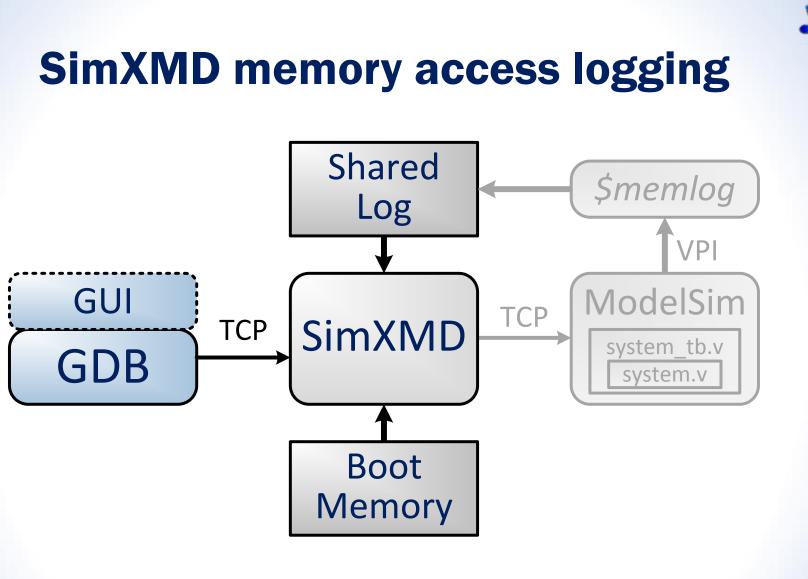




VPI:Verilog Procedural Interface

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VPI:Verilog Procedural Interface

SimXMD tool support

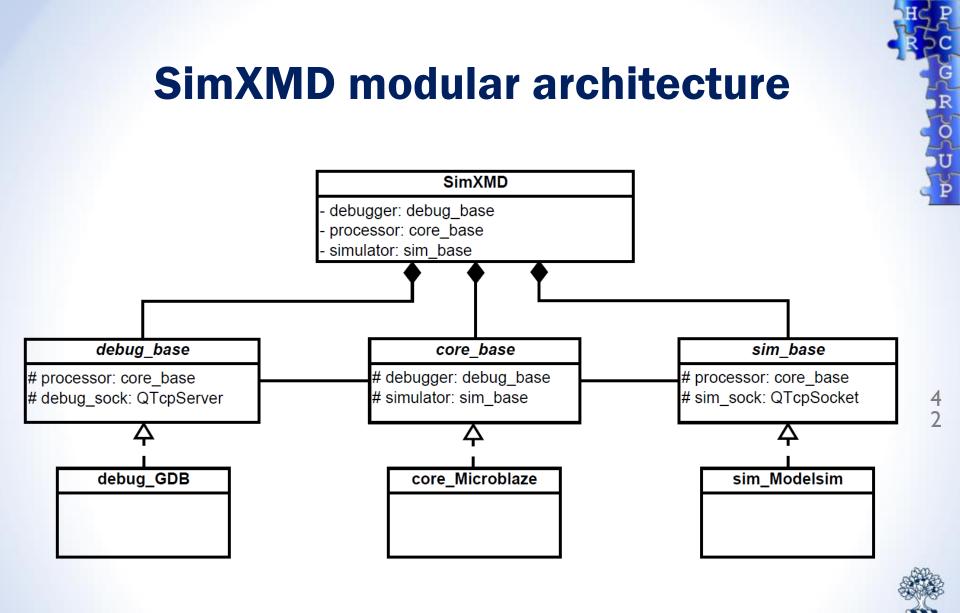
Xilinx Embedded Development Kit >= I3.x

- Xilinx MicroBlaze Processor >= 8.x

- MentorGraphics ModelSim >= 6.6g
- Linux Operating System
- Debuggers
 - Command-line GDB
 - Xilinx SDK (Eclipse)
 - DDD
 - KDbg
 - Nemiver

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- Volatile memory locations might be inaccurate
 - Shared-memory multiprocessing
 - DMA, Busmastering
 - Memory-mapped peripherals





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- Volatile memory locations might be inaccurate
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- Trace Port reports actions after instruction completes; several cycles difference
- Not all MicroBlaze special registers reported
 - Not reported by Trace Port
 - Not used by GDB for anything





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Any one core in a multicore system can be selected for debugging



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- Future work:
 - On-the-fly switching between cores
 - Concurrent debugging of several cores



- Any one core in a multicore system can be selected for debugging
- Future work:
 - On-the-fly switching between cores
 - Concurrent debugging of several cores
- The same memory volatility issues apply:
 - Logging of virtual memory accesses per processor
 - Different virtual addresses same physical address?
 - Race conditions likely

SimXMD Performance

 How much do the SimXMD modifications slow down simulation?



SimXMD Performance

- How much do the SimXMD modifications slow down simulation?
- How slow is SimXMD debugging in comparison with debugging a real target?



SimXMD Performance

- How much do the SimXMD modifications slow down simulation?
- How slow is SimXMD debugging in comparison with debugging a real target?
- Test system:
 - Host: Intel i5 Nehalem 4-core, 2.5Ghz, I2GB RAM
 - Target: Xilinx Spartan 6 (Atlys board), JTAG
 Microblaze @ 100MHz, 64kB on-chip BRAM
 AXI bus, one GPIO peripheral
 - Application: Writing 32kB byte-by-byte into BRAM

SimXMD overhead

Write size	w/o SimXMD	w/ SimXMD
l kByte	6.9 s	7.3 s
2 kByte	13.8 s	14.5 s
4 kByte	27.3 s	29.0 s
8 kByte	54.9 s	57.7 s
l6 kByte	109.0 s	7. s
32 kByte	218.9 s	231.7 s



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Average overhead: 6.0%



SimXMD debugging speed

- Same system and application
- Let GDB execute script of 50 "steps" (I code line)
- Average time for a single code step:

Hardware with JTAG	1.350 s
SimXMD Run mode	0.850 s
SimXMD Replay mode	0.313 s





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- SimXMD enables:
 - Simultaneous debugging of software and hardware
 - Hardware debugging "timed" by software sections
 - Software debugging without existing/implemented HW



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 - Hardware debugging "timed" by software sections
 - Software debugging without existing/implemented HW
- SimXMD does not significantly slow down reasonable debugging efforts
- SimXMD is open source
- SimXMD's modular architecture facilitates extension to other processors and tools





SimXMD can be downloaded at:

http://www.eecg.toronto.edu/~willenbe/simxmd





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Thank you for your attention! Questions?



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