

2023
DESIGN AND VERIFICATION™
DVCON
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EUROPE
10 YEAR ANNIVERSARY

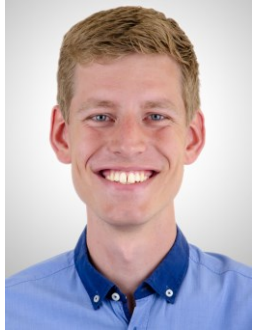
Open-Source Virtual Platforms for Industry and Research

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About Us



Nils Bosbach

- PhD student at *Chair for Software for Systems on Silicon (SSS)*, RWTH Aachen University



Lukas Jünger

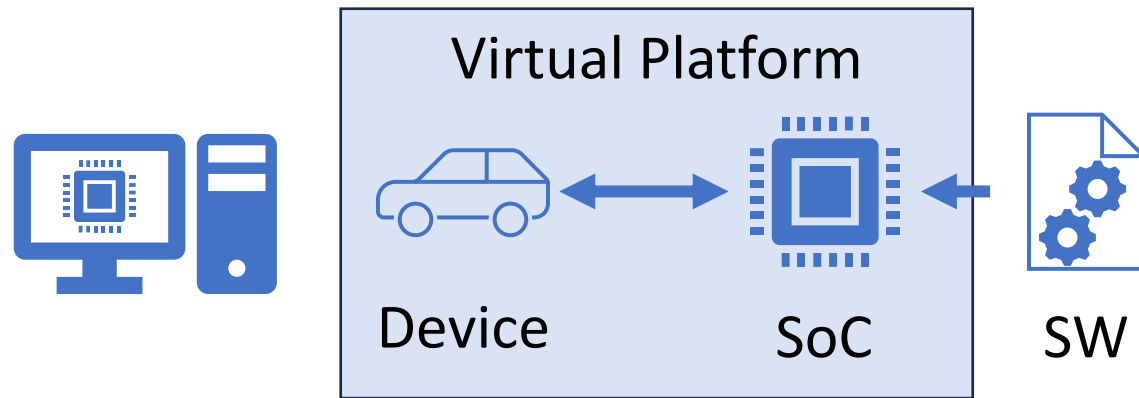
- Co-founder of *MachineWare GmbH*
- Chair of the *SystemC Configuration, Control and Inspection (CCI)* Working Group

What to Expect?

Open-Source Virtual Platforms for Industry and Research

What to Expect?

Open-Source Virtual Platforms for Industry and Research



“A virtual platform is a functional representation of a digital system written entirely in software.”
- Cadence

What to Expect?

Open-Source Virtual Platforms for Industry and Research



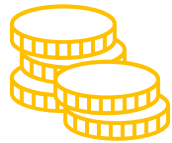
- Prototyping
- Develop & test models
- Embedded SW development



- Prototyping of new architectures
- Architecture exploration
- Improve simulation performance

What to Expect?

Open-Source Virtual Platforms for Industry and Research



Many commercial solutions available



Solution we will talk about today:

Available on GitHub

- Clone
- Play around
- Extend

Free and/or Open-Source Software

- Disclaimer: I am not a lawyer!
- "Free of charge" or "free as in freedom"?
- Licenses

	Apache 2.0	GPLv2
Closed-source	Allowed	Not-allowed
Commercialization	Easy (no submarine patents)	Difficult
IP Protection	Easy (derived works under another license)	Difficult

- Are Apache 2.0 and GPLv2 compatible? Maybe

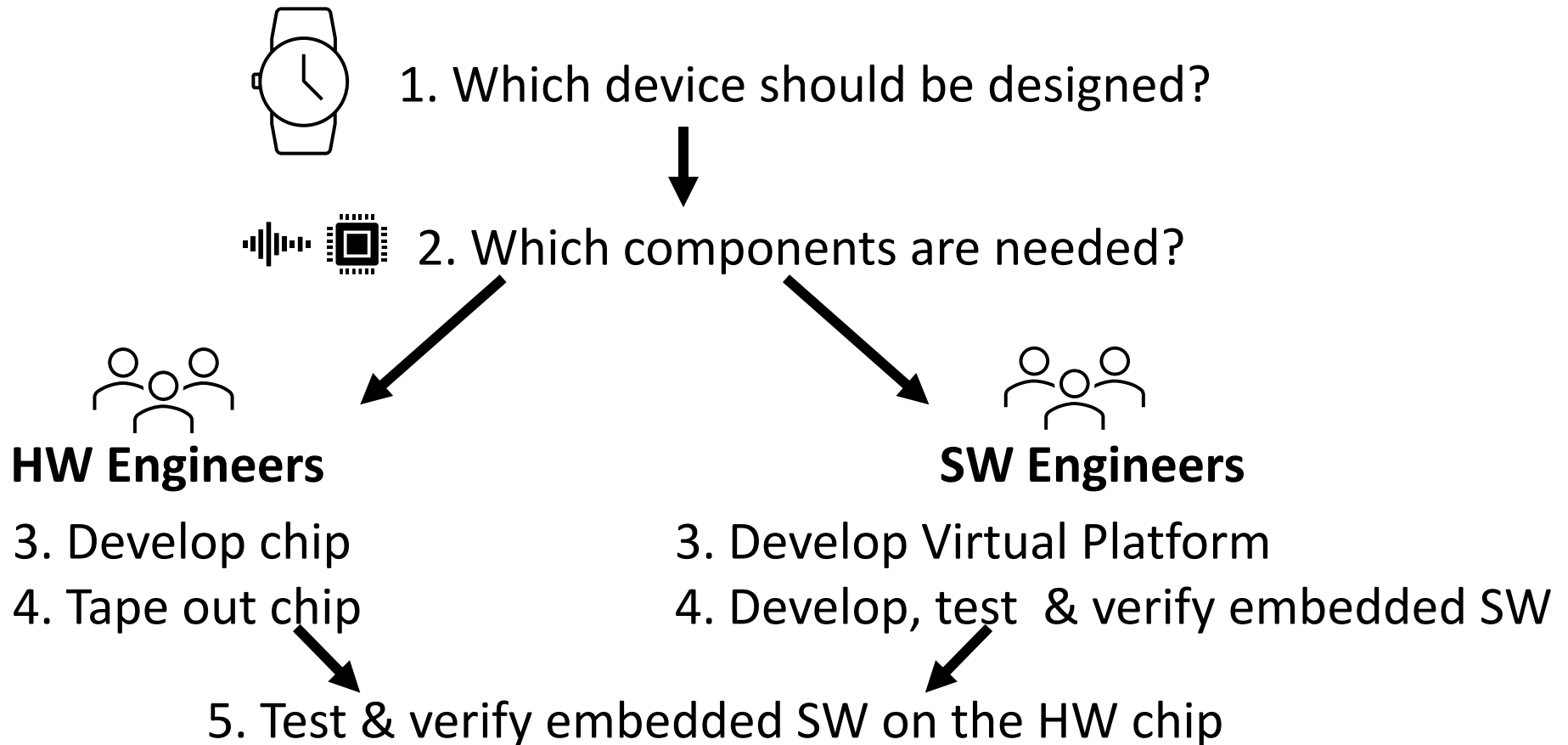


Virtual Platforms

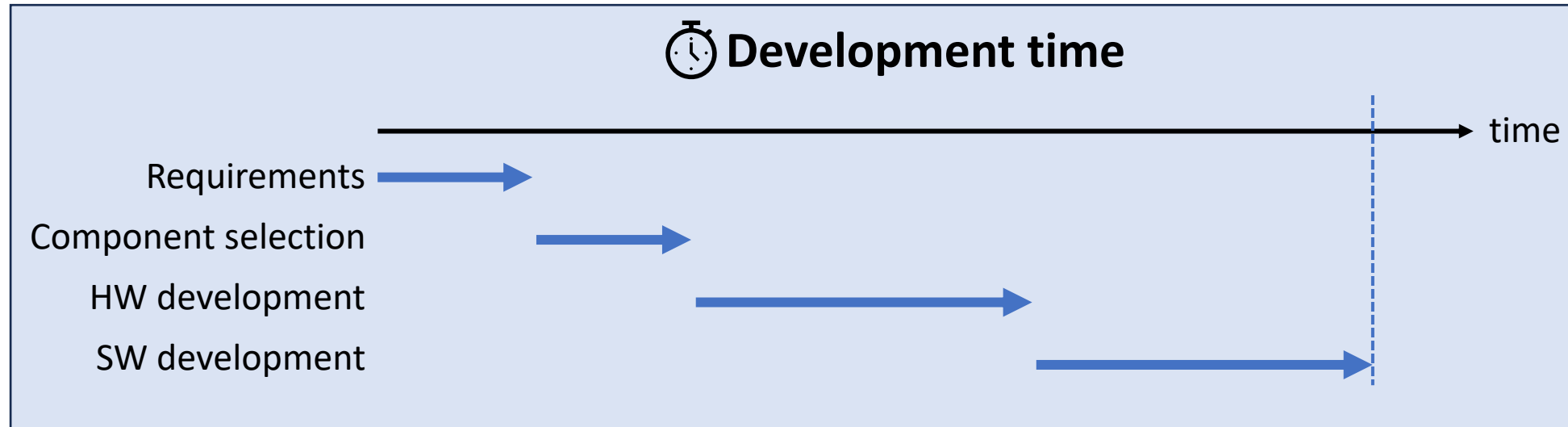
A brief introduction



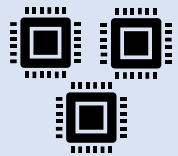
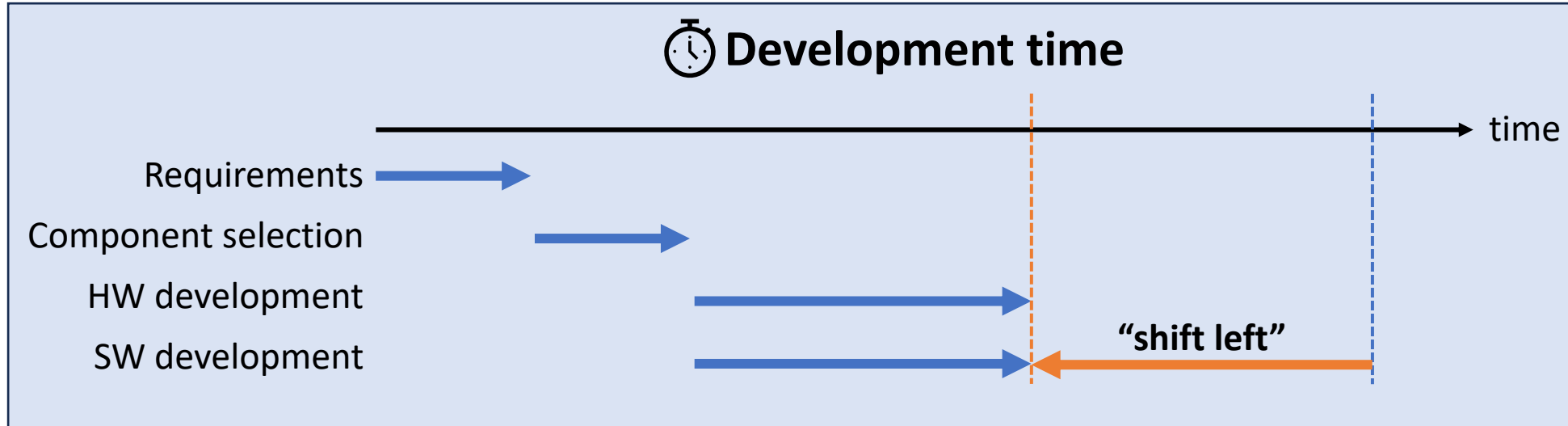
Why Do We Need Virtual Platforms?



Why Should You Use Virtual Platforms?



Why Should You Use Virtual Platforms?



Scalability

- Easy distribution
- Integrates with CI



Introspection

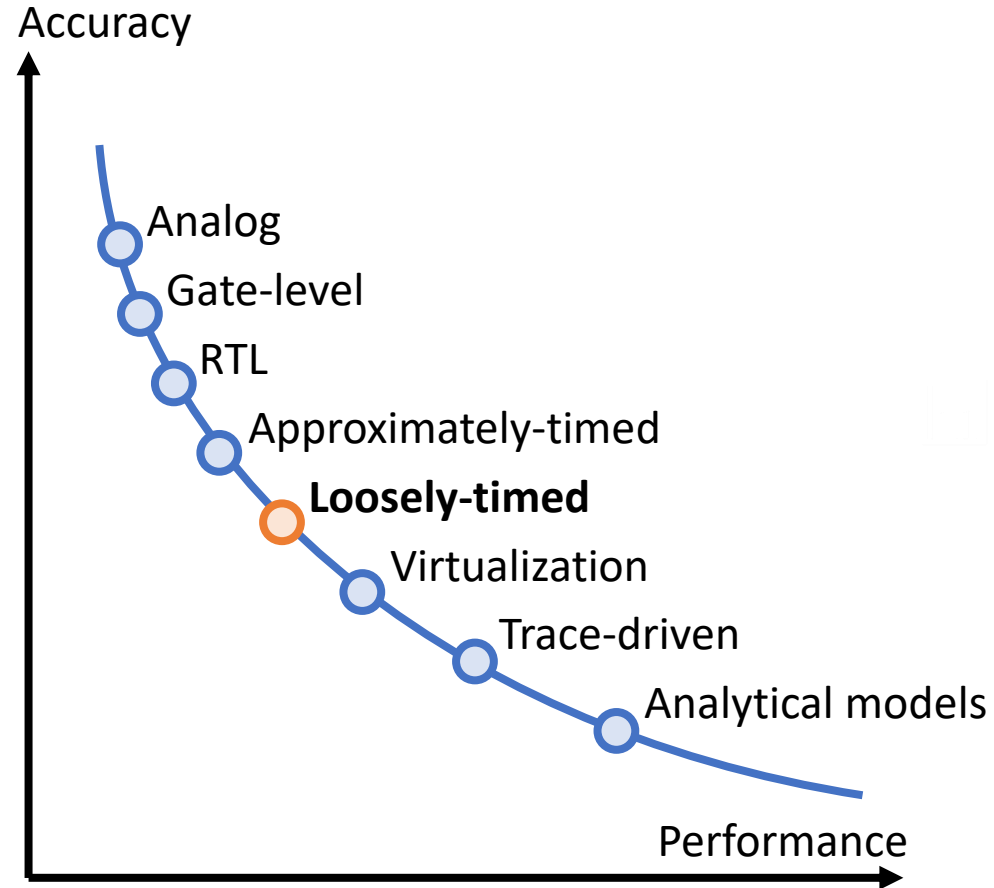
- Stop at any time
- Access all register values



Tracing

- Record tracing data
- Analyze SW behavior

Abstraction Level



- Many different abstraction levels
- Tradeoff between performance and accuracy

Choose the level that fits your needs



Virtual Platform Design

Let's get started!

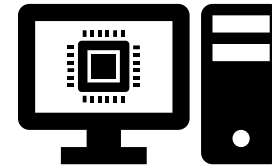


How to Start?



Specification

- List of components
- Interface description
- Functional behavior



Virtual Platform

- Simulates the behavior
- Can execute target SW

(Custom) Models

VCML-based models to mimic the behavior of the SoC



VCML

Virtual Components Modeling Library – adds modeling primitives



Standardized “design and verification language”
(IEEE Std. 1666™-2011)

Why Do We Need a Modeling Library?



- Concept of time
- Simulated parallelism
- Standardized interfaces (ports, TLM sockets)
- Hierarchy (modules)
- Models (e.g., buses)
- Frequently-needed parts (e.g., register model)
- Often-used communication-protocol implementations (SPI, CAN, I²C, ...)
- TLM logging/tracing, (parametrization, configuration)



Virtual Components Modeling Library (VCML)

- Loosely-timed simulation framework based on SystemC TLM-2.0
- Apache-2.0 license
- Windows, Linux, MacOS
 - x86, arm64 CI builds
- Provides
 - Commonly used features (registers, peripherals, etc.)
 - Abstract protocols based on TLM-2.0 (interrupt, SPI, I²C, etc.)
 - Models (memory, memory-mapped buses, UARTs, etc.)
- Extensive unit test suite



<https://github.com/machineware-gmbh/vcml>

Why Should You Use VCML?

- Completely standard SystemC TLM-2.0 compatible
- Saves your time when construction a new VP
 - Reuse VCML features and models
- Supports all major Systems: Windows, Linux, MacOS, x86 and arm64
- Easy commercialization through Apache 2.0 license
- Example VPs available open-source (ARM and OpenRISC)
- Commercial support available through MachineWare

VCML-Highlights



Modeling primitives



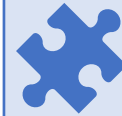
Tracing



Debugging support



Backends



Models



Configurability

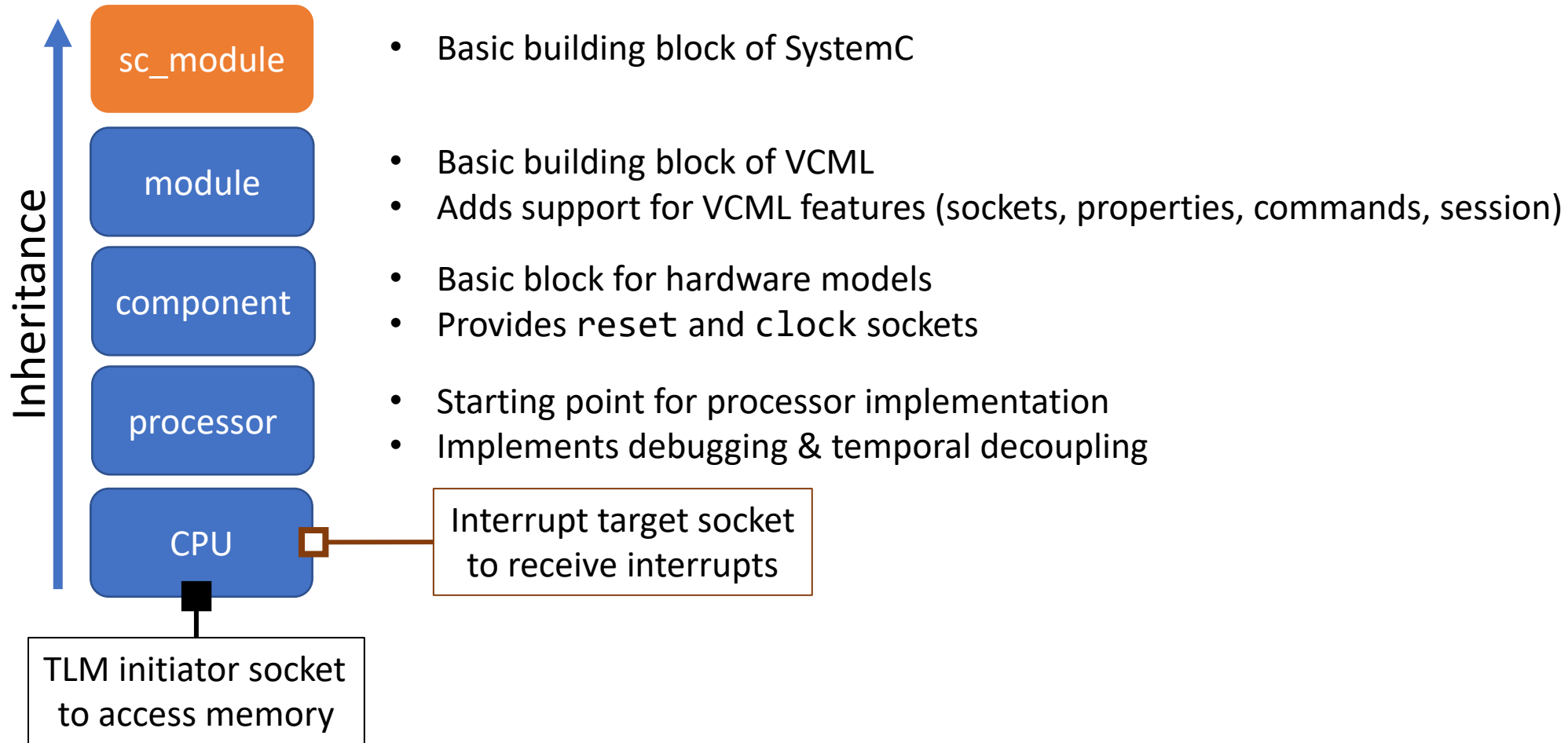


Session Protocol



Scripting

Implementation of the CPU Model



Target Software Debugging

- Full debugging support
 - Including OS
- GDB/Lauterbach's Trace32

Remote GDB

vcml::processor

TCP
connection

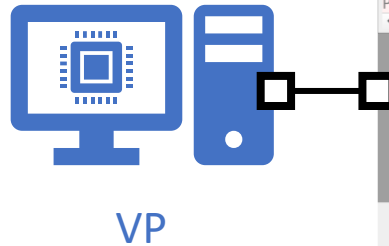
```
./arch/arm64/include/asm/io.h
40 static inline void __raw_writew(u8 val, volatile void __iomem *addr)
41 {
42     asm volatile("strb %w0, [%1]" : "rZ" (val), "r" (addr));
43 }
44
45 #define __raw_writew __raw_writew
46 static inline void __raw_writew(u16 val, volatile void __iomem *addr)
47 {
48     asm volatile("strh %w0, [%1]" : "rZ" (val), "r" (addr));
49 }
50
51 #define __raw_writel __raw_writel
52 static inline void __raw_writel(u32 val, volatile void __iomem *addr)
53 {
54     asm volatile("str %w0, [%1]" : "rZ" (val), "r" (addr));
55 }
56
57 #define __raw_writelq __raw_writelq
58
59
60 0xffffffff800849c2e4 <pl011_console_putchar+20> yield
61 0xffffffff800849c2e8 <pl011_console_putchar+24> mov    w1, #0x3 // #3
62 0xffffffff800849c2ec <pl011_console_putchar+28> mov    x0, x5
63 0xffffffff800849c2f0 <pl011_console_putchar+32> bl    0xffffffff800849bda0 <pl011_read>
64 0xffffffff800849c2f4 <pl011_console_putchar+36> tst    w0, #0x20
65 0xffffffff800849c2f8 <pl011_console_putchar+40> b.ne  0xffffffff800849c2e4 <pl011_console_putchar+20> // b.any
66 b+ 0xffffffff800849c2fc <pl011_console_putchar+44> ldr    x1, [x5, #408]
67 0xffffffff800849c300 <pl011_console_putchar+48> ldrb   w2, [x5, #178]
68 0xffffffff800849c304 <pl011_console_putchar+52> ldr    x0, [x5, #16]
69 0xffffffff800849c308 <pl011_console_putchar+56> ldrh   w1, [x1]
70 0xffffffff800849c30c <pl011_console_putchar+60> cmp    w2, #0x3
71 0xffffffff800849c310 <pl011_console_putchar+64> add    x0, x0, x1
72 0xffffffff800849c314 <pl011_console_putchar+68> b.ne  0xffffffff800849c320 <pl011_console_putchar+80> // b.any
73 0xffffffff800849c318 <pl011_console_putchar+72> str    w6, [x0]
74 0xffffffff800849c31c <pl011_console_putchar+76> b     0xffffffff800849c324 <pl011_console_putchar+84>
75 > 0xffffffff800849c320 <pl011_console_putchar+80> strh   w6, [x0]
76 0xffffffff800849c324 <pl011_console_putchar+84> ldp    x29, x30, [sp], #16
77 0xffffffff800849c328 <pl011_console_putchar+88> ret
```

Lauterbach's Trace32



- Multicore debugging
- OS awareness
- User-space debugging

Watch our Trace32 demo:



https://youtu.be/B6zys6_M-k4

addr/line	code	label	mnemonic	comment
SP:FFFF::FFFFFFFF800032C4	08850513		addi	x10,x10,-0x278 ; x10,x10,-632
SP:FFFF::FFFFFFFF800032C8	005E8097		auipc	x1,0x5E8 ; x1,1512
SP:FFFF::FFFFFFFF800032CC	F36080E7		jalr	x1,-0xCA(x1) ; x1,-202(x1)
50				
SP:FFFF::FFFFFFFF800032D0	648C		c.ld	x11,0x8(x9) ; x11,8(x9)
SP:FFFF::FFFFFFFF800032D2	00B0B517		auipc	x10,0xB0B ; x10,2827
SP:FFFF::FFFFFFFF800032D6	08650513		addi	x10,x10,-0x27A ; x10,x10,-634
SP:FFFF::FFFFFFFF800032DA	005E8097		auipc	x1,0x5E8 ; x1,1512
SP:FFFF::FFFFFFFF800032DE	F24080E7		jalr	x1,-0xDC(x1) ; x1,-220(x1)
SP:FFFF::FFFFFFFF800032E2	8526		c.mv	x10,x9
SP:FFFF::FFFFFFFF800032E4	005E7097		auipc	x1,0x5E7 ; x1,1511
SP:FFFF::FFFFFFFF800032E8	3D8080E7		jalr	x1,0x3D8(x1) ; x1,984(x1)
SP:FFFF::FFFFFFFF800032EC	60E2		c.ldsp	x1,0x18(x2) ; x1,24(x2)
SP:FFFF::FFFFFFFF800032EE	6442		c.ldsp	x8,0x10(x2) ; x8,16(x2)

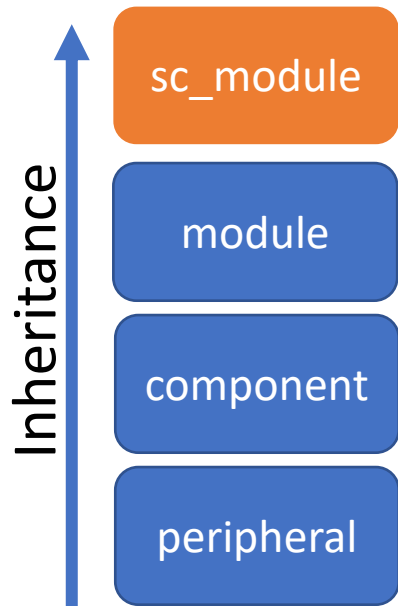
SIM-V and Lauterbach Trace32

Like real hardware, just better



MACHINEWARE

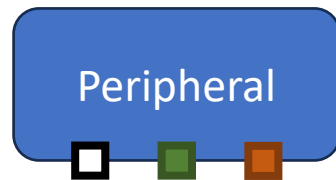
How to Implement Peripherals?



- Basic building block of SystemC
- Basic building block of VCML
- Adds support for VCML features (sockets, properties, commands, ...)
- Basic block for hardware models
- Provides reset and clock sockets
- Starting point for custom I/O peripheral models
- Adds support for registers

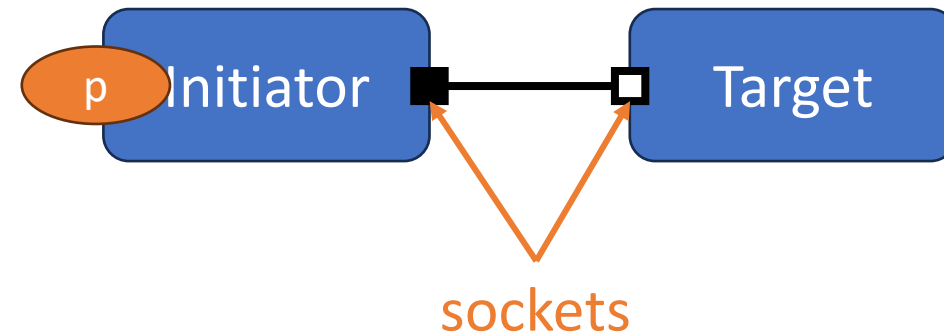
Peripheral Interfaces – TLM Protocols

Interfaces



- Memory accesses
- Interrupt
- Communication/data transfer (e.g., SPI, I²C, ...)

Based on TLM blocking transports

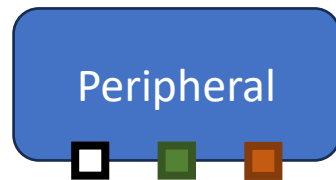


Payload

- Operation (R/W)
- Data pointer
- Attributes

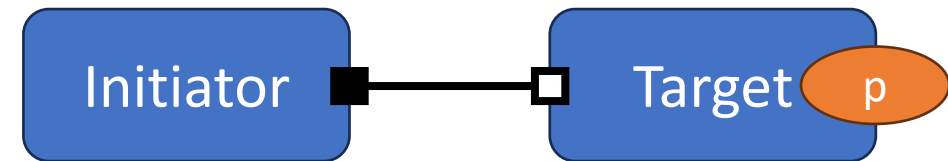
Peripheral Interfaces – TLM Protocols

Interfaces



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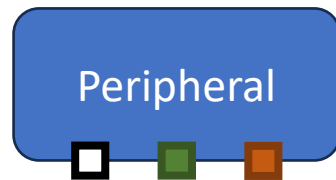


Process payload

- Execute operation (R/W)

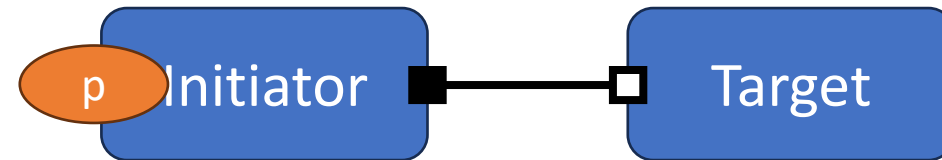
Peripheral Interfaces – TLM Protocols

Interfaces



- Memory accesses
- Interrupt
- Communication/data transfer (e.g., SPI, I²C, ...)

Based on TLM blocking transports

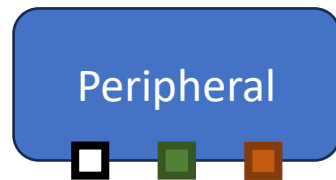


Send payload back

- Analyze returned payload

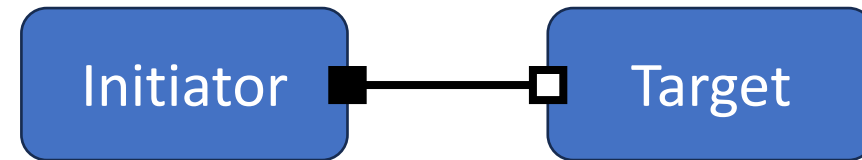
Peripheral Interfaces – TLM Protocols

Interfaces



- Memory accesses
- Interrupt
- Communication/data transfer (e.g., SPI, I²C, ...)

Based on TLM blocking transports



Implemented protocols

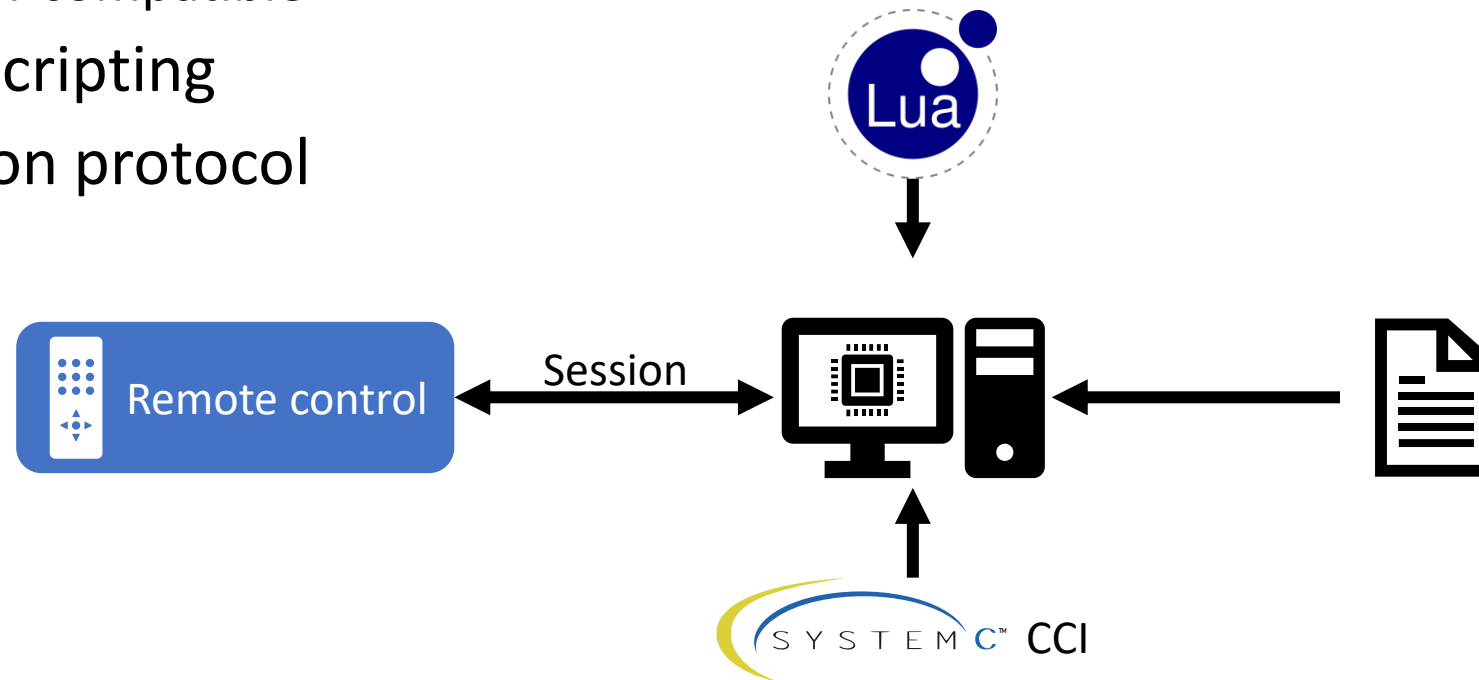
- CAN
- Clock
- Ethernet
- GPIO
- I²C
- PCI
- SD
- Serial
- SPI
- VirtIO

Predefined Peripherals in VCML

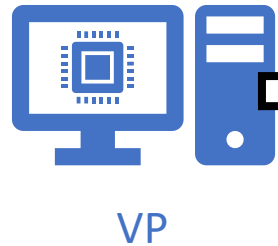
- Memory
- Interrupt controllers (ARM, RISC-V)
- Ethernet, SPI, I²C controller
- SD controller
- UARTs (e.g., PL011)
- Sensors (SPI/I²C-based)
- VirtIO (controller, console, RNG, block, ...)
- CAN (bridge & bus)

Configurability

- VCML provides properties to configure modules
 - CCI-compatible
- LUA scripting
- Session protocol



Session



VCML Session Protocol

Virtual Platform Explorer (ViPER)

The screenshot displays the ViPER interface with several panels:

- Hierarchy:** A tree view showing the system structure, including components like irq_uart, irq_ethoc, irq_percpu_uart0, irq_percpu_ethoc0, irq_percpu_mpic_0, irq_percpu_uart1, irq_percpu_ethoc1, irq_percpu_mpic_1, bus, xbar_uart, xbar_ethoc, ethoc, mem, ompic, cpu0, and uart.
- system.cpu0:** A disassembly window showing instructions for the system.cpu0 component. The table below represents the data shown in this window:

Virtual	Address	Instruction	Disassembly	Symbols
003737c2	003737c2	1e041800	L.madd r5,r4,r3	[_raw_spin_lock_irqsave=003737c2]
003737c6	003737c6	1c022800	L.msa	[_raw_spin_lock_irqsave=003737c6]
003737ca	003737ca	10ffff00	L.bmf -3	[_raw_spin_lock_irqsave=003737ca]
003737ce	003737ce	15080000	L.mop 8	[_raw_spin_lock_irqsave=003737ce]
003737d2	003737d2	1b040000	L.srl1 r3,r4,0x10	[_raw_spin_lock_irqsave=003737d2]
003737d6	003737d6	1a04ffff	L.madd r4,r4,0xffff	[_raw_spin_lock_irqsave=003737d6]
003737da	003737da	1e041800	L.mfeg r4,r3	[_raw_spin_lock_irqsave=003737da]
003737de	003737de	10000000	L.bf 0x6	[_raw_spin_lock_irqsave=003737de]
003737e2	003737e2	15080000	L.mop 8	[_raw_spin_lock_irqsave=003737e2]
003737e6	003737e6	10420002	L.lbr r4,0x2(r2)	[_raw_spin_lock_irqsave=003737e6]
003737ea	003737ea	10420002	L.lbr r4,r3	[_raw_spin_lock_irqsave=003737ea]
003737ee	003737ee	123ffffe	L.bf -2	[_raw_spin_lock_irqsave=003737ee]

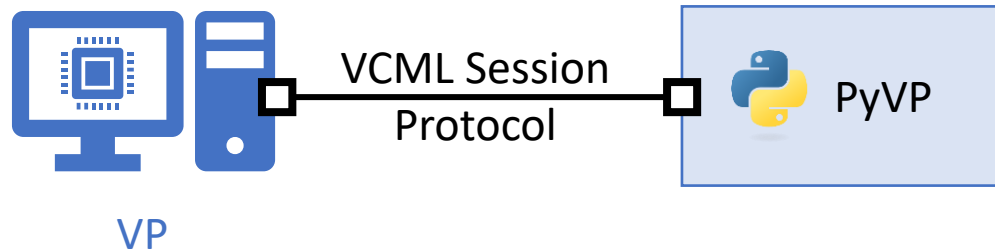
- system.cpu1:** A disassembly window showing instructions for the system.cpu1 component. The table below represents the data shown in this window:

Virtual	Address	Instruction	Disassembly	Symbols
00003e60	00003e60	1c1901800	L.mtcsr r0,r3,0x4000	[arch_cpu_id=003e60]
00003e64	00003e64	19c210004	L.madd r1,r1,0x4	[arch_cpu_id=003e64]
00003e68	00003e68	18521fffc	L.lwr r9,-4(r1)	[arch_cpu_id=003e68]
00003e6c	00003e6c	14040000	L.ljr r9	[arch_cpu_id=003e6c]
00003e70	00003e70	18421ff8	L.lwr r1,-8(r1)	[arch_cpu_id=003e70]
00003e74	00003e74	1d7a10ffc	L.msw -4(r1),1	[flush_thread=00003e74]
00003e78	00003e78	19c21fffc	L.madd r1,r1,-4	[flush_thread=00003e78]
00003e7c	00003e7c	19c210004	L.madd r1,r1,0x4	[flush_thread=00003e7c]
00003e80	00003e80	14040000	L.ljr r9	[flush_thread=00003e80]
00003e84	00003e84	18421ff8	L.lwr r1,-4(r1)	[flush_thread=00003e84]
00003e88	00003e88	1d7a13ff8	L.msw -8(r1),2	[show_regs=00003e88]
00003e8c	00003e8c	10400001	L.mfi r2,r3,0	[show_regs=00003e8c]
00003e90	00003e90	10400001	L.mfi r4,r5,0x0	[show_regs=00003e90]

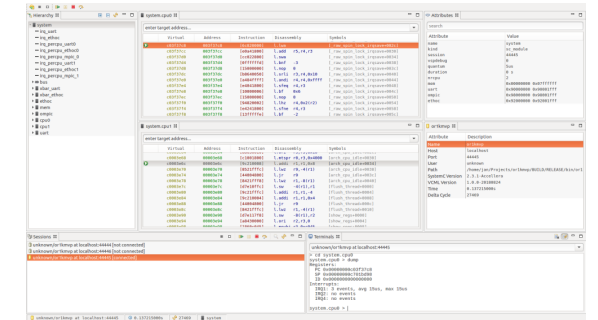
- Attributes:** A table showing attributes for the or1kmp component, such as name, host, port, user, path, system version, NCM version, time, and delta cycle.
- Sessions:** A list of sessions, including 'unknown/or1kmp at localhost:4444' and 'unknown/or1kmp at localhost:4444'.
- Terminals:** A terminal window showing the output of the 'cd system.cpu0' command and the 'dump' command, displaying registers (PC, SP, ID) and interrupt status (IRQ1, IRQ2).

- Control the simulation
- Access/inspect models
- Open, TCP-based protocol

Session

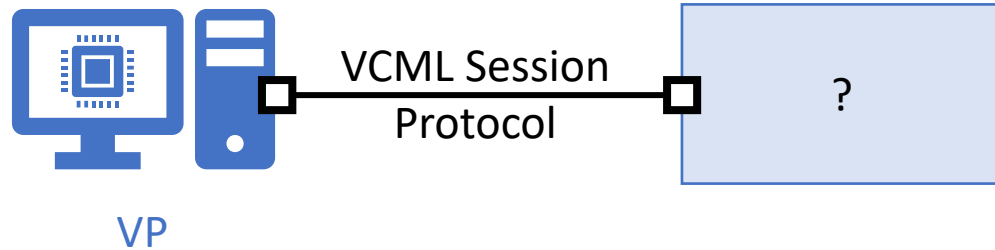


Virtual Platform Explorer (ViPER)

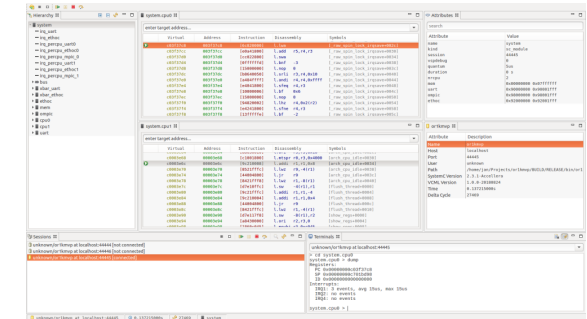


- Python-based implementation of a Session client
- Use Python to script the simulation

Session



Virtual Platform Explorer (ViPER)



- Infinite number of use cases
- Very powerful interface
- Simple usage




Free Implementations

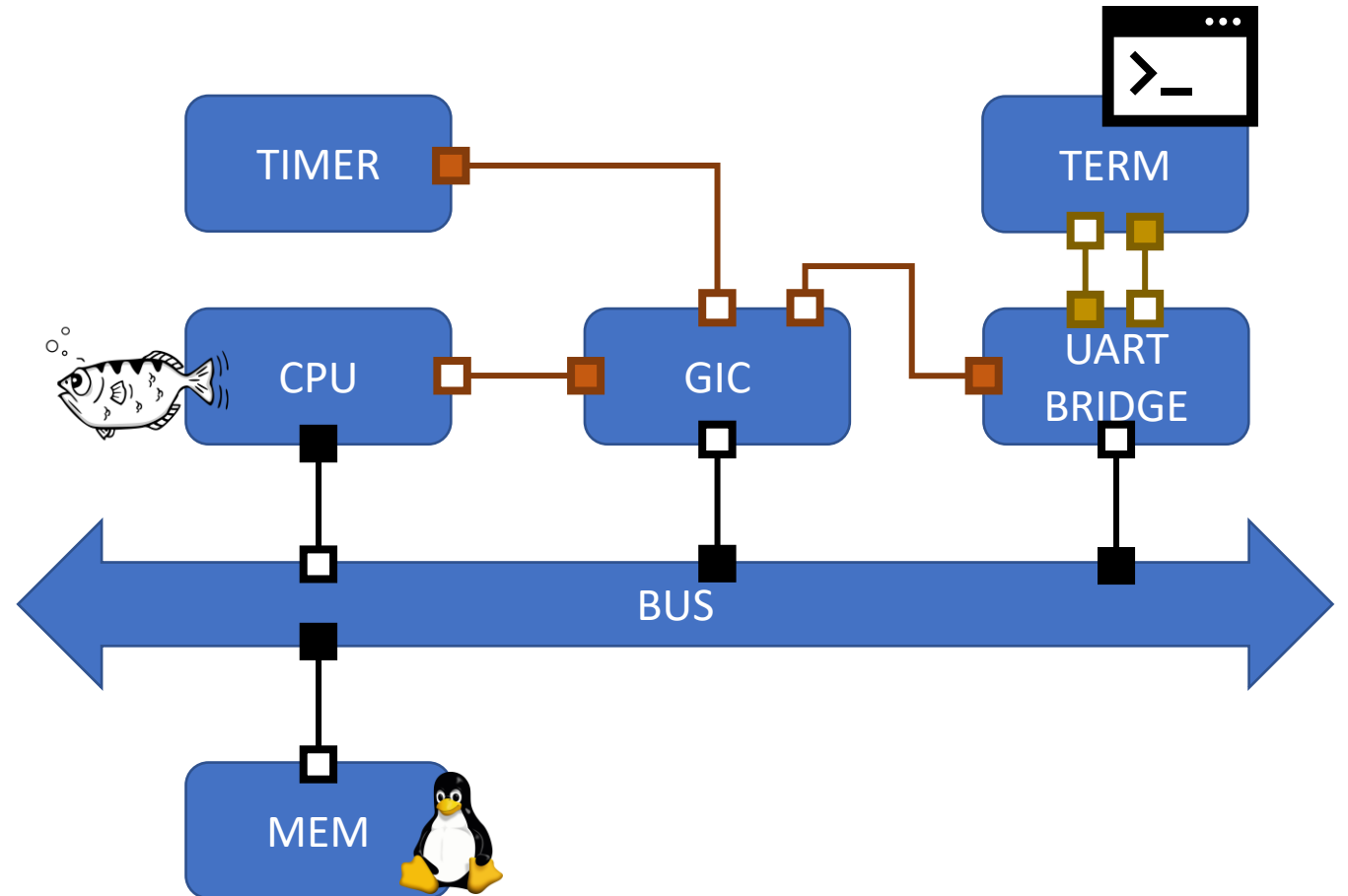
- OpenRISC 1000 Multicore Virtual Platform (OR1KMVP)
 - Embeds the open-source OR1KISS into `vcm1::processor`
 - Simple interpreter-based instruction-set simulator (ISS)
 - <https://github.com/janweinstock/or1kmvp>
- An ARMv8 Virtual Platform (AVP64)
 - Embeds the ARMv8 unicorn implementation (QEMU-based) into `vcm1::processor`
 - Dynamic-binary-translation (DBT)-based ISS
 - <https://github.com/aut0/avp64>

Commercial Implementations

- SIM-V
 - Ultra-fast RISC-V simulator
 - Supports state-of-the-art extensions
 - Custom-instruction API
- SIM-A
 - Ultra-fast ARM Cortex-M simulator
- QBox
 - QEMU in SystemC TLM-2.0 through VCML

Full-System Integration

-  Instantiate models
-  Bind sockets
-  Start simulation



SW Development

Demo - Find the tutorial on the AVP64 GitHub page



<https://github.com/aut0/avp64/tree/master/vscode>



Summary

From spec to chip





Summary

