





# Profiling and Optimization of Level 4 vECU Performance for faster ISO26262 Testing

Lukas Jünger<sup>1</sup>, Hitoshi Hamao<sup>2</sup>, Megumi Yoshinaga<sup>2</sup> and Koichi Sato<sup>2</sup>

<sup>1</sup>MachineWare GmbH, Aachen, Germany <sup>2</sup>Renesas Electronics Corporation, Tokyo, Japan

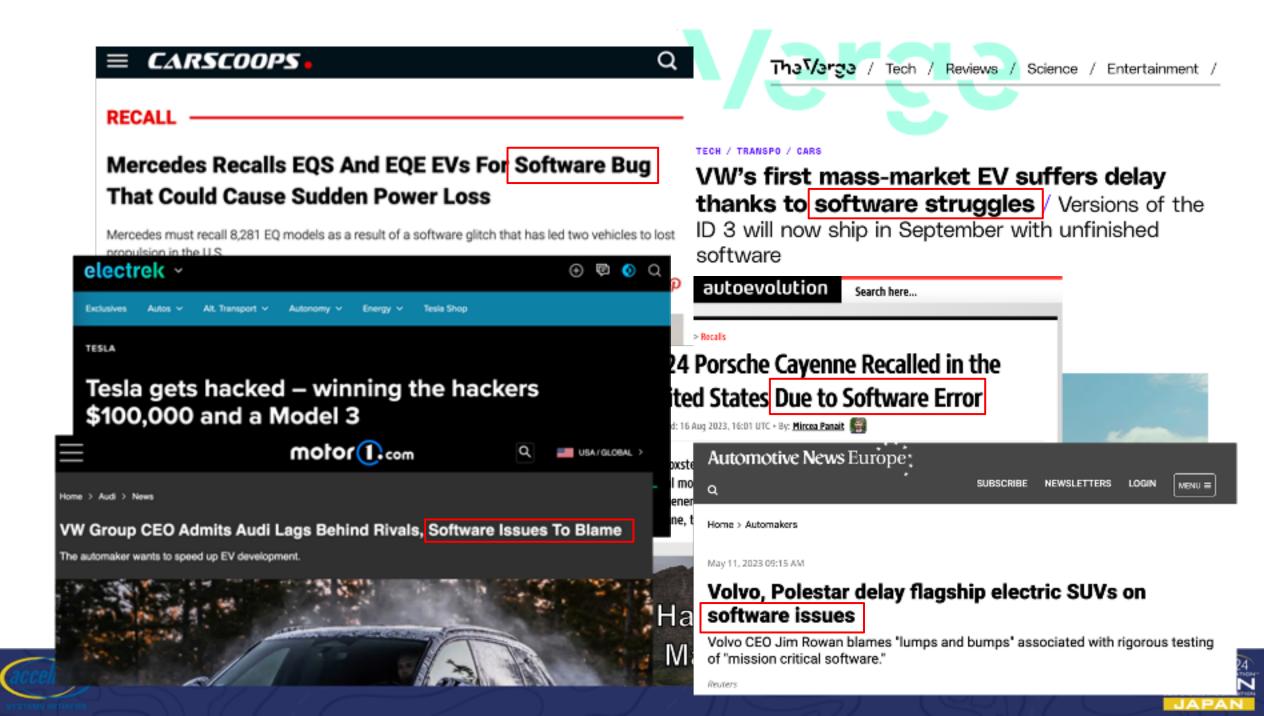


### Agenda

- Motivation
- Introduction of Virtual ECUs
- Level 4 Virtual ECUs and SystemC TLM-2.0
- MachineWare Level 4 Virtual ECU Architecture
- Performance Optimization with InSCight
- Case Study
- Summary





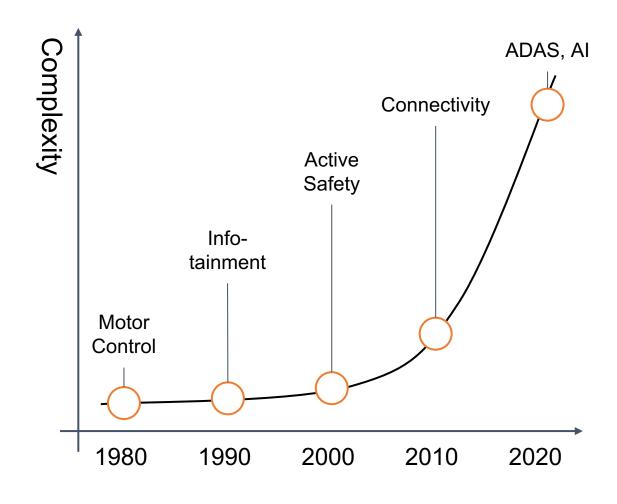


### **Automotive Software Complexity**

- Software-Defined Vehicle
  - Modern vehicle > 100. Mio LOC
  - SW becoming USP
- Bad software is expensive
- Managing complexity is key
- ISO26262/ASIL compliance

#### **Problem:**

SW testing is hard to scale





### ISO26262 Requirements

- Strong requirements towards hardware and software
  - Many recommended techniques for ASIL qualification

#### Examples:

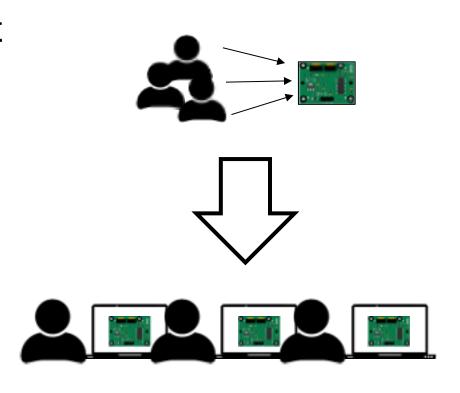
- ISO26262-4-2018: Product development on System Level
  - Back-to-back tests: Comparison of hardware and simulation model
  - Fault injection tests
  - Test of interaction/communication, Test of internal/external interfaces
- ISO26262-6-2018: Product development on Software Level
  - Simulation of dynamic behavior of the design
  - Analysis of boundary values
  - Code Coverage Analysis
  - Fault injection test, interface test, back-to-back comparison, ...





### Virtual Prototyping

- Virtual Platform: Full System Simulation
- Indispensable in software development
  - Everising SW and HW complexity
- Advantages over physical prototypes
  - Available earlier (shift-left methodology)
  - Full flexibility, deep introspection
  - Non-intrusive debug
  - Scalable deployment

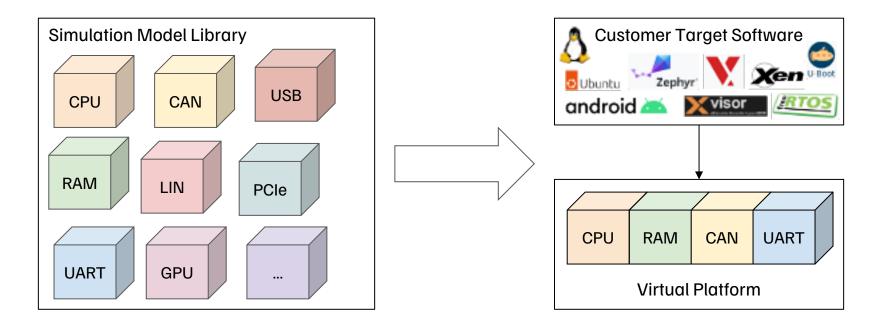






### MachineWare Virtual Platform / vECU

- Virtual Platform: System simulator executing unmodified software
  e.g. RISC-V, ARM, RH850, ...
- Assemble Virtual Platform from "building blocks"





### Virtual ECU Levels

Speed Accuracy Level 0 Level 1 Level 2 Level 3 Level 4 Physical ECU **Controller Model Application Level Simulation BSW Production BSW Full Binary Full Binary** Application and Application and **Full Production SW Full Production SW** Simplified Application **Production Code of** Simulated Production stack stack Model **Application** Middleware Middleware **Host Compiled Target Compiled** 



### L4 vECU Popular Use Cases

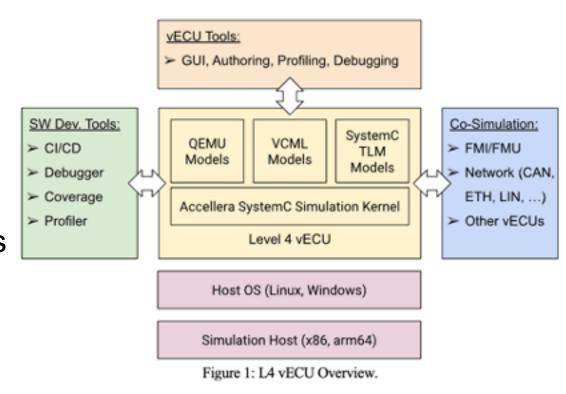
- Software development
  - Connect standard debuggers, IDEs
- Software test
  - Automate software test in CI, scaleable without hardware ECU
- Fault injection test
  - Inject faults via virtual bus, memory corruption, sensor value, ...
- Code Coverage Analysis
  - Generate code coverage reports for every commit in CI
- Co-Simulation
  - Simulate several vECUs together connected
  - Test applications distributed over several ECUs





#### MachineWare Level 4 vECU Architecture

- Based on SystemC TLM-2.0 standard
  - Seamlessly integrate virtual HW models
  - Support QEMU models (QBox)
  - Create models in MW VCML
- Like physical hardware
  - Use debuggers, development tools, ...
- Co-Simulate through common interfaces
  - o e.g. FMI, SIL Kit, MW VSP
- Execute on-premise or in the cloud
- Flexible license model
  - Open-source and proprietary





#### vECU Performance Problems

- Faster vECU means increased productivity less cost
  - Faster turnaround
  - Reduced compute cost
  - Reduced energy consumption
- Slow vECU can prevent successful deployment
  - Test runtimes prohibitively long
  - Bad developer experience, less adoption

- Problem: How to find simulation performance bottlenecks?
  - vECUs are extremely complex (100-1000 component)
  - vECU combines models of many teams, limited expertise during integration
  - Combination of target SW and simulated HW effects



### SystemC Compatibility

- Simulation is a compound of models
  - Models represent hardware blocks
  - SC\_THREADS/METHODS for modeling hardware behavior
- Models communicate with kernel
  - wait() to yield time
  - b\_transport() to access blocking transport interface
  - 0 ...
- Standardized API enables model interoperability
  - Binary model can link with binary kernel and communicate

SystemC TLM-2.0 Hardware Model

Standardized API

- b\_transport()
- wait()
- . . . .

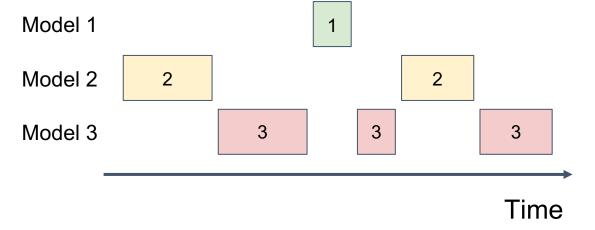
SystemC Kernel

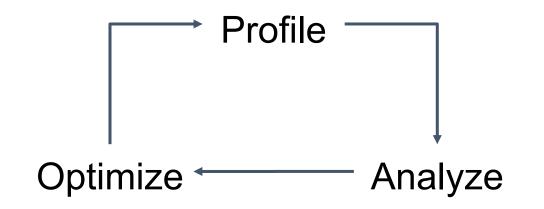


### InSCight Architecture

- Goal: Identify slow models
  - Determine model compute overhead

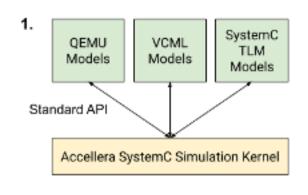
- Solution: SystemC profiler
  - Event notifications
  - SC\_THREAD/METHOD compute time
  - Kernel-internal state tracking
- Requirements
  - Minimum overhead
  - No change to the model code

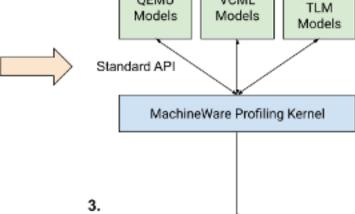






# InSCight Flow



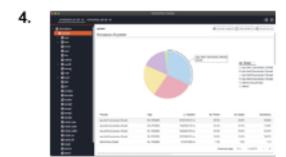


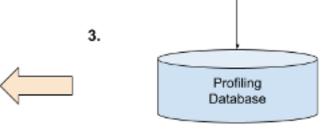
QEMU

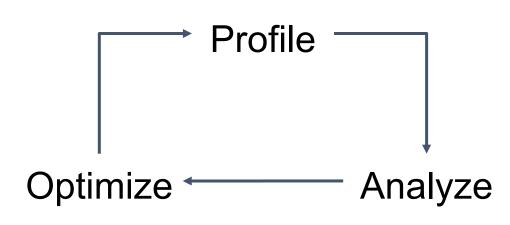
VCML

SystemC

2.

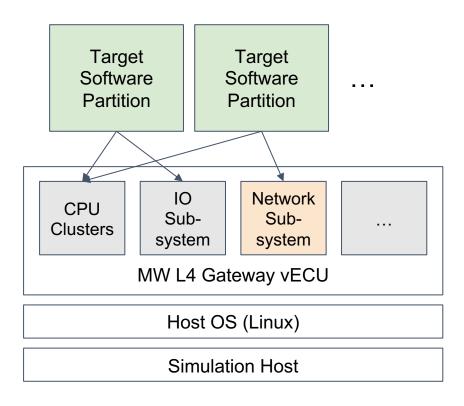






### Case Study: Gateway L4 vECU

- Renesas ECU target: Gateway
  - Multi-processor architecture
    - Several compute domains
  - Runs complex software stack
    - Several OS/RTOS
    - Cross domain communication
  - Specialized hardware for networking function
- vECU built using MachineWare technologies
  - Executes Renesas SW stack
  - Near real-time performance





### Case Study: Results

- Scenario: Data transfer using specialized HW
  - Target SW benchmark exercises driver code
  - Virtual HW models utilized for transfer function
- Goal: Identify performance bottlenecks leading to insufficient performance
- Technique: InSCight profile generation, analysis, model code optimization

Table I. Data Processing Performance measurements.

Benchmark	Base Performance	Optimized Performance	Speedup
Data Transfer Scenario	162 kBit/s	110 Mbit/s	679x



# Case Study: Results

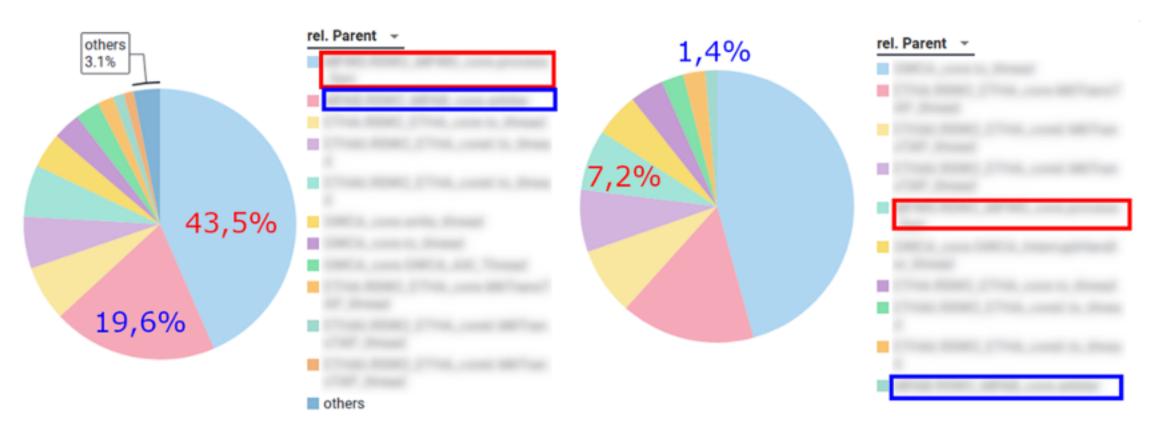


Figure 3: Profiling result comparison. Left side before, right side after optimization.



### Summary

- Level 4 vECU
  - Run unmodified target software
  - "Like real hardware"
  - Accelerate ISO26262 testing
- SystemC TLM-2.0 L4 vECU
  - Standardized interfaces
  - Reuse of existing HW models
  - Enables profiling
- SystemC Profiler: InSCight
  - Tool to help handle platform complexity
  - Can unveil significant speed ups
  - Compatible with any SystemC TLM-2.0 simulator

