



# Building a Virtual Driver for Emulator

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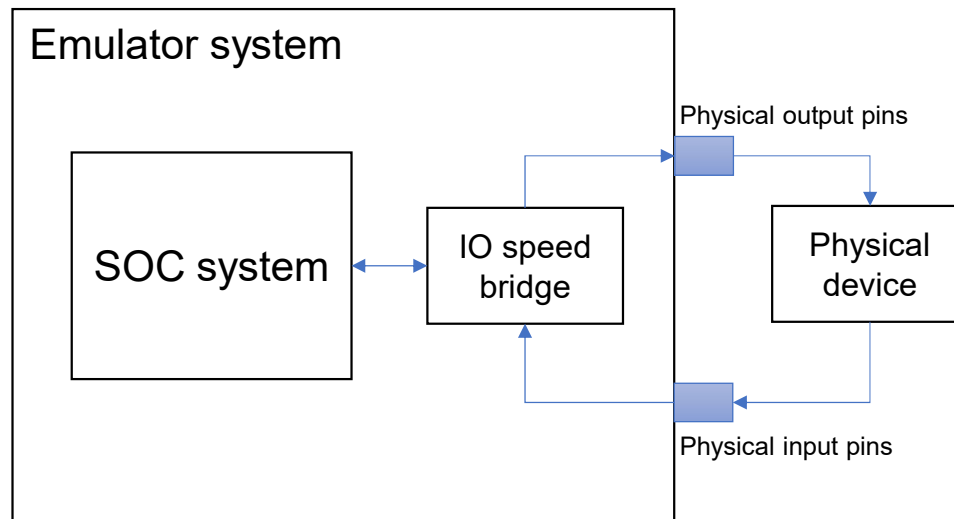


# Agenda

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- What is a Virtual Driver?
- Virtual System Overview
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  - Bind to the host environment.
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  - GSFIFO Input Stream modeling
- Virtual Device Examples.
  - Example: DMI
  - Example: Mass storage device
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- Experiment result
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- Future scope

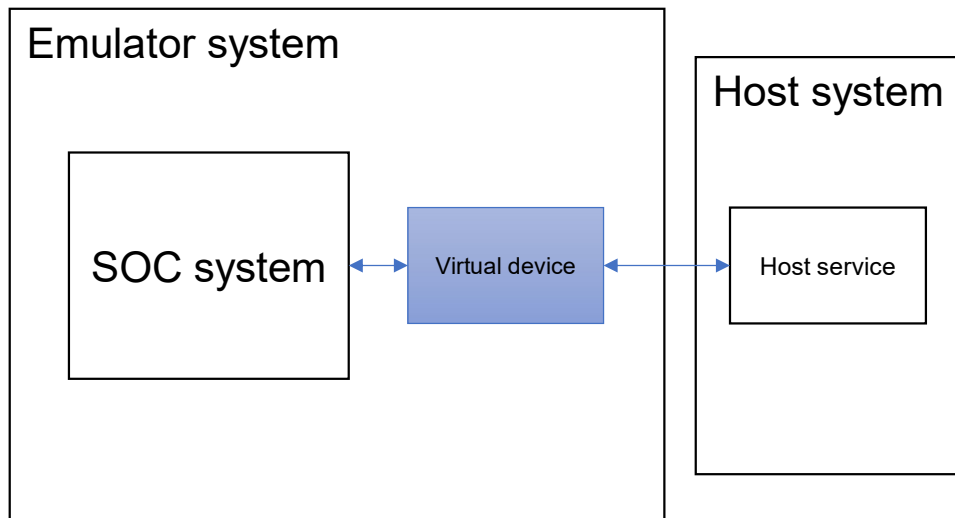
# External device on the emulator (1)

- Physical device emulation
  - IO can connect with physical input/output pins
  - Hard to connect many devices with physical pins
    - For example:
      - UART 2 pins + ethernet MAC 16 pins + JTAG 4 pins + SD card 10 pins = 32 pins for 1 system emulation
      - One emulator system can simulate up to 8 systems at the same time. Total needs  $32 \times 8 = 256$  pins on different pins



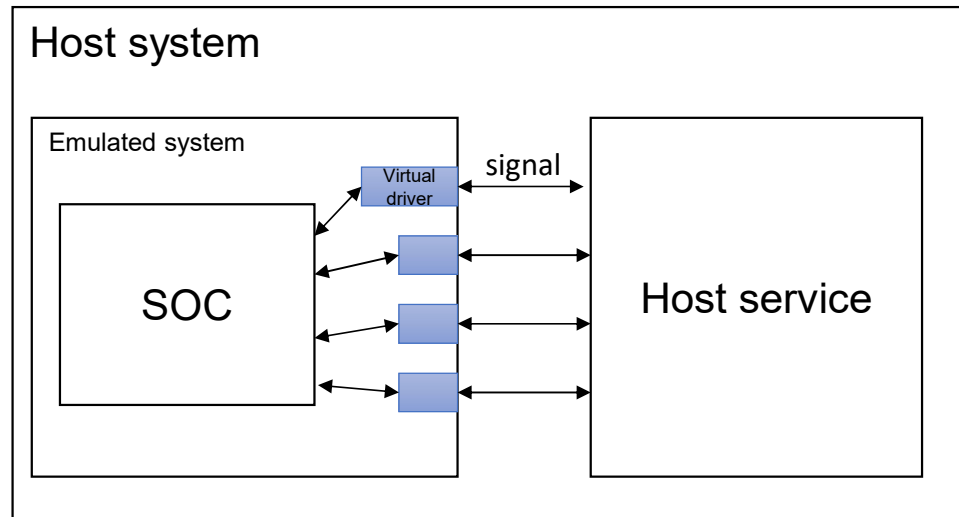
# External device on the emulator (2)

- Virtual device emulation
  - All protocol emulation complete on the virtual device
  - Protocol service action with the host system, For example:
    - UART send a character to the host system and output on the console
    - SD card handle block memory act as file IO on the host
  - Easy to expand emulation system device without physical limitation.



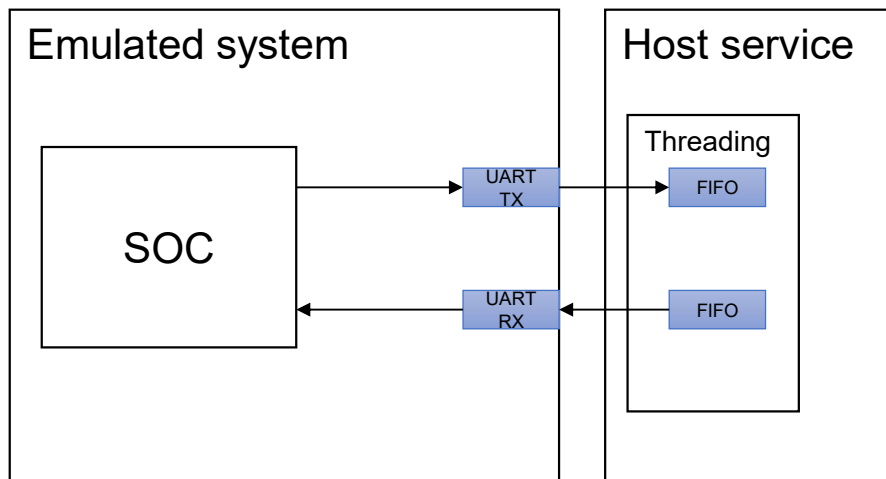
# What is Virtual Driver?

- Simulated or emulated system issues the signal to an external host and receives the signal from the external host.



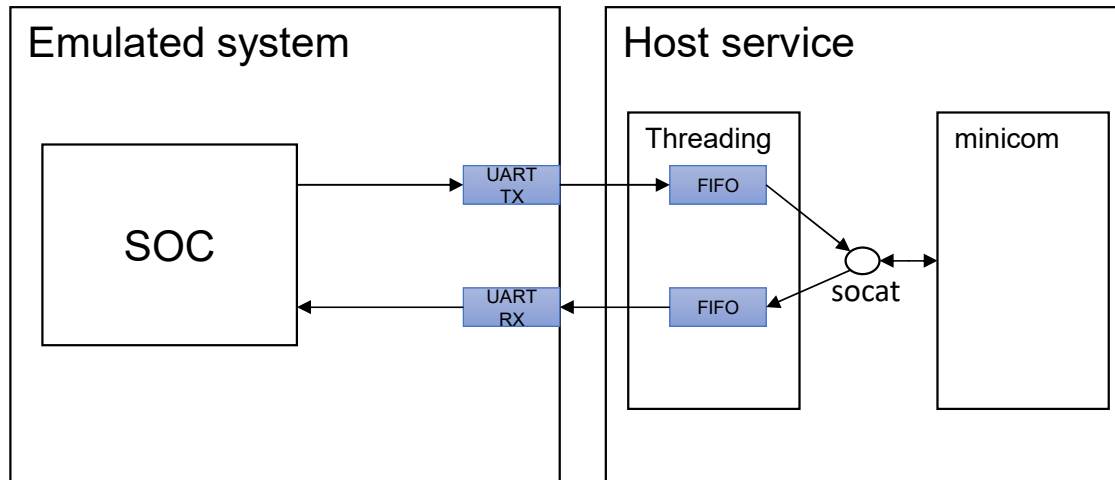
# Hardware Protocol Virtualize

- The signal issues modeling as output FIFO
- The signal receives modeling as input FIFO.
- Host service holds another thread to handle input/output FIFO.
- For example:
  - UART TX
  - UART RX



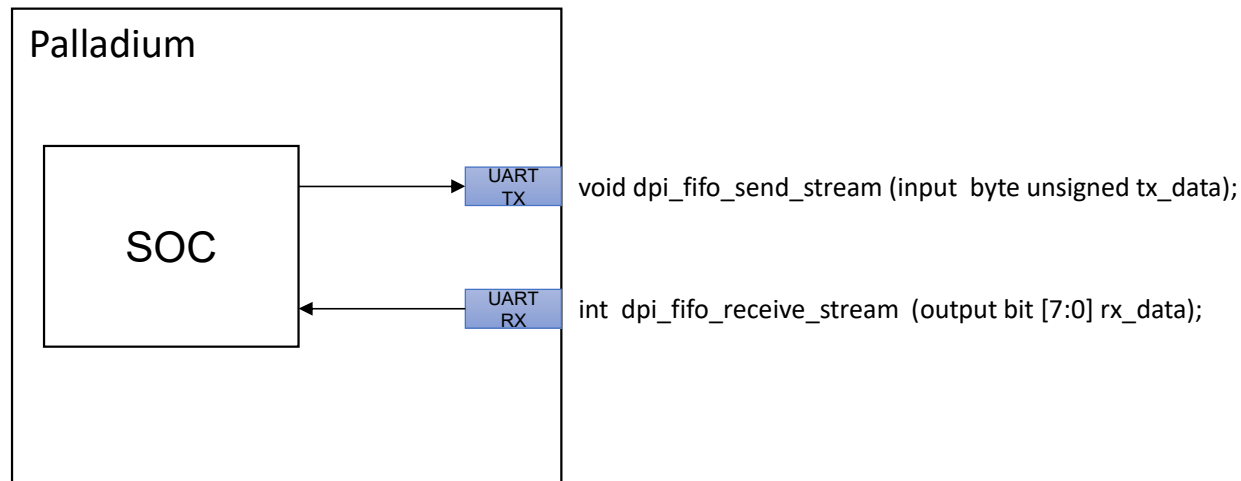
# Bind to the host environment

- The input/output FIFO can be binding as a system signal channel
  - SOCK: use send/recv function to connect FIFO.
  - FILE IO: use read/write function to connect FIFO.
  - UNIX PIPE: use Linux redirect input/output function to connect FIFO.
- Example
  - Using socat (PIPE) or ncat to bind the UART to minicom for UART virtualize



# Palladium Emulator

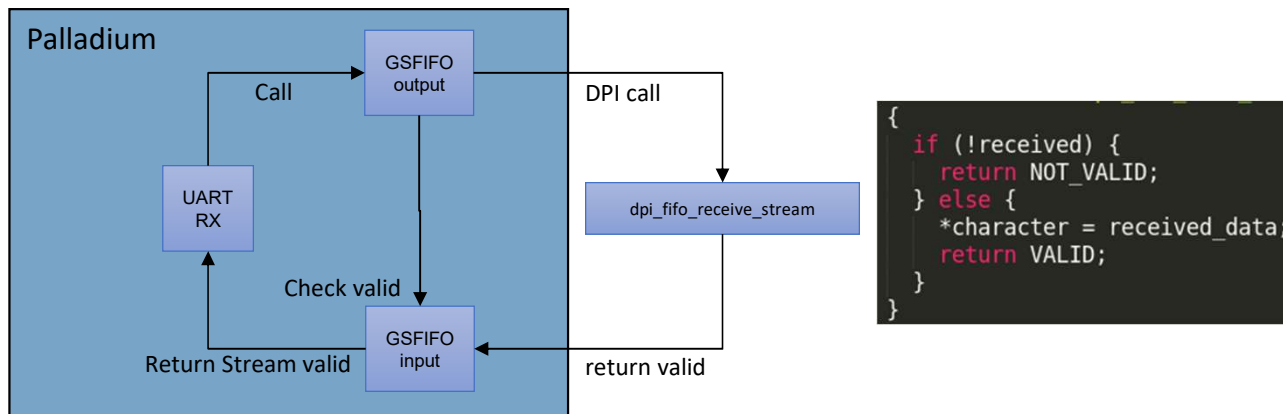
- Palladium support Systemverilog DPI
  - Virtualize the **protocol** to DPI-call
  - High-speed communication between emulator and system service





# Palladium GSFIFO Input Stream modeling

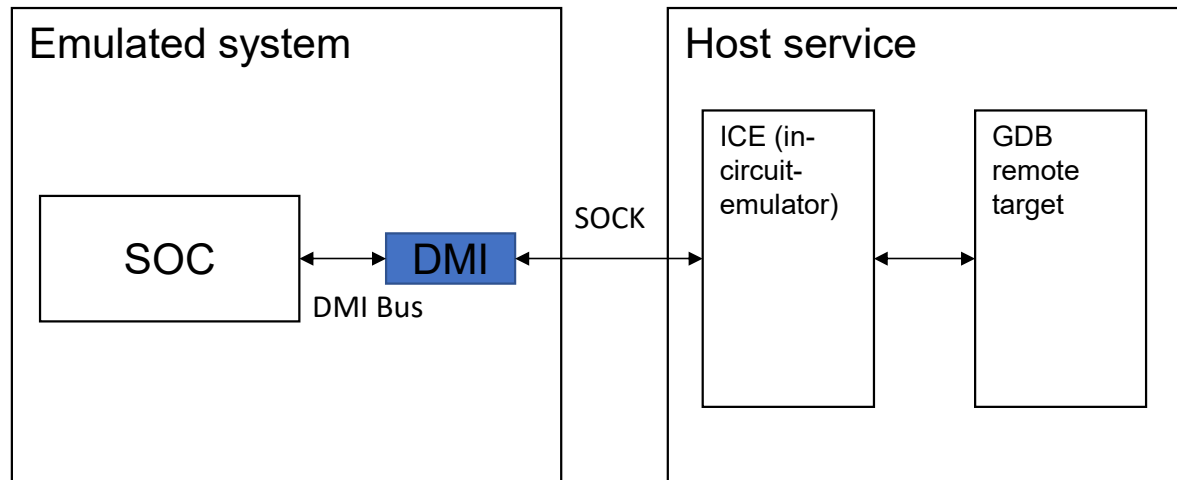
- Receive data from virtual drive need do context switch
  - Very slow and emulation overhead is very big.
- Palladium/Protium support asynchronous communication between the emulator and host system.
- the GSFIFO INPUT STREAM (GSF\_IS) help to virtual driver receiver as input stream on Palladium/Protium.



```
{
  if (!received) {
    return NOT_VALID;
  } else {
    *character = received_data;
    return VALID;
  }
}
```

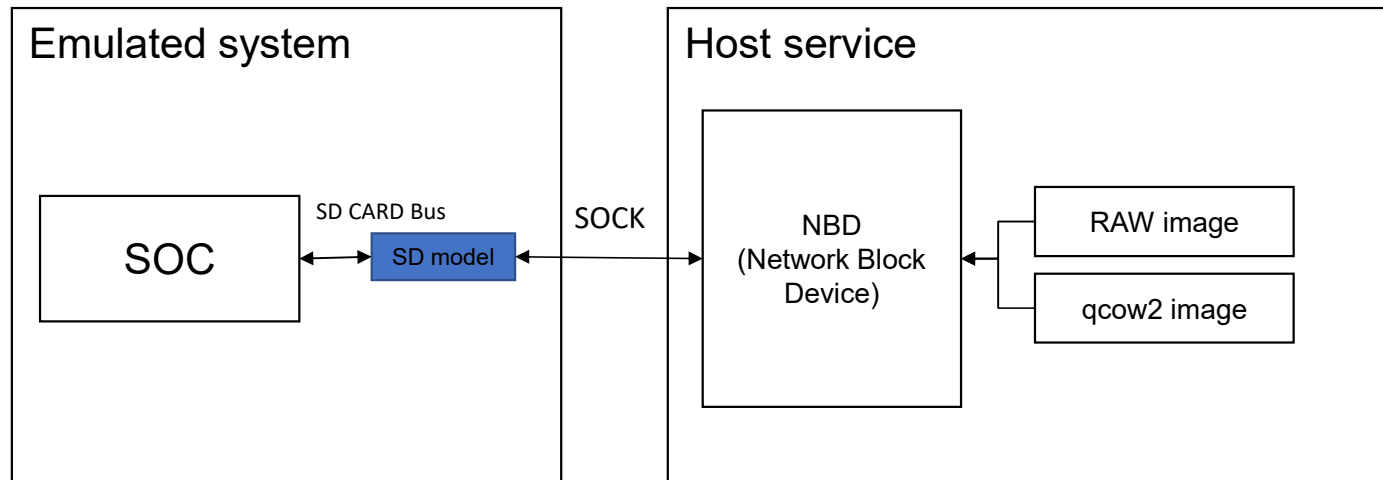
# Virtual Device Examples. (DMI)

- DMI (Debug module Interface)
  - The RISC-V-DMI virtual driver to communicate between the ICE and Andes Core
  - Direct access debug module to speed up the debug flow and handle memory access



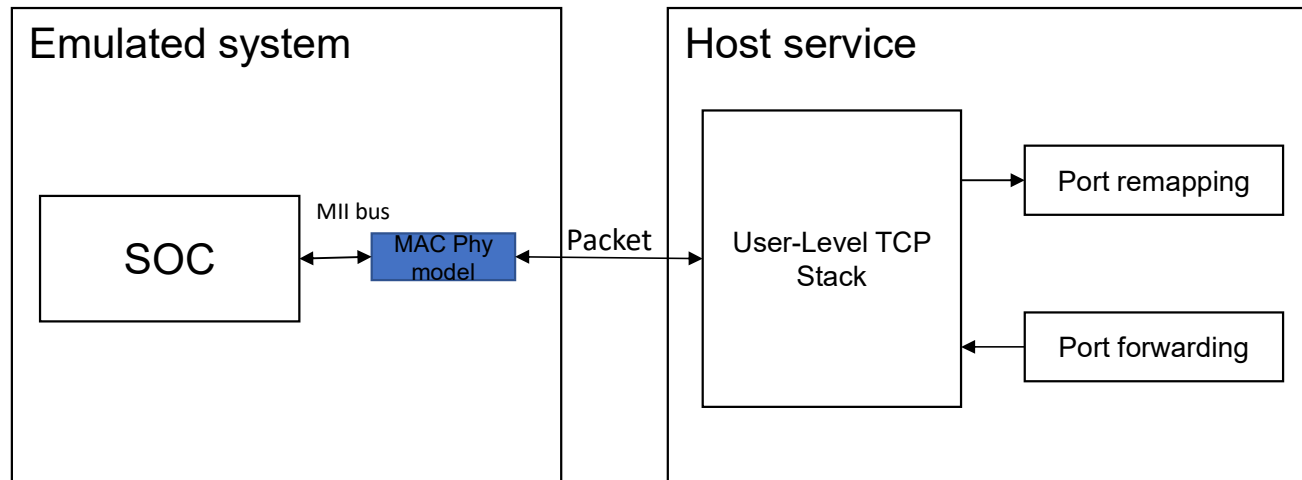
# Virtual Device Examples. (Mass storage device)

- SD card can be modeling as block device
  - Using NBD protocol to model as virtual block device
  - NBD service can mount RAW image or qcow image



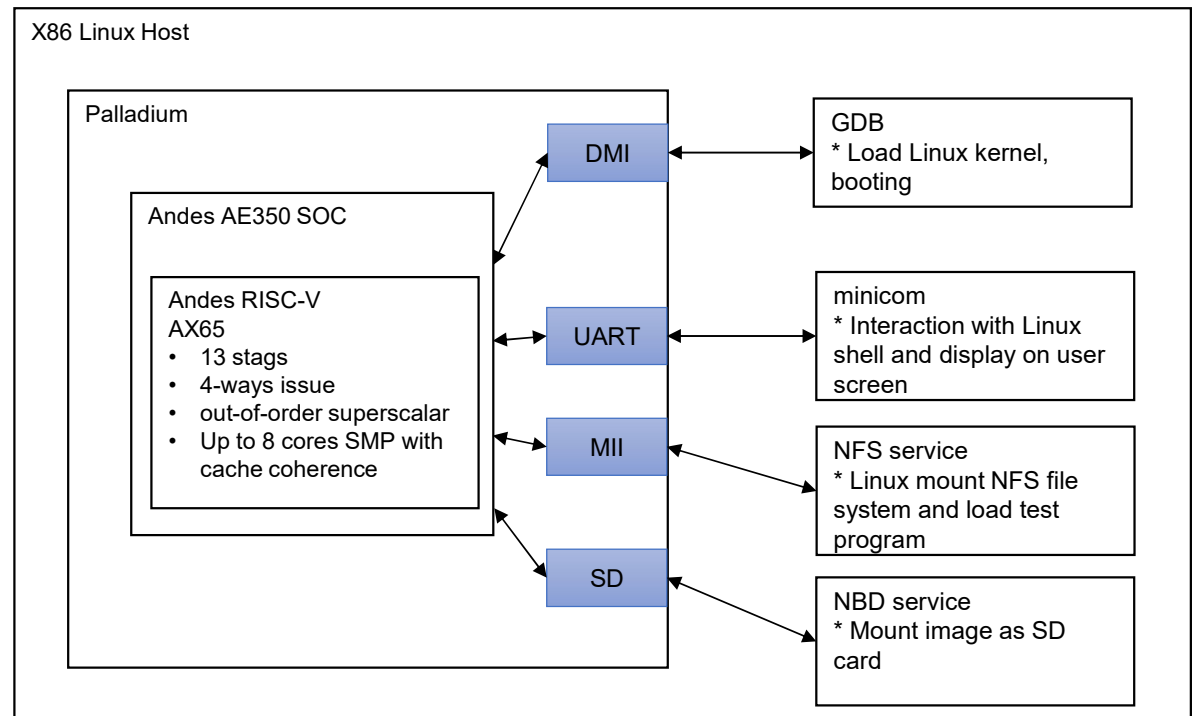
# Virtual Device Examples. (Network)

- Model the MAC MII protocol as packet FIFO
- Exchange data with User-level TCP stack and issue packet to remote target and receive the new packet.



# Full Platform Virtualization

- Andes AE350 platform virtualization
  - DMI <-> GDB
  - UART <-> minicom
  - MII <-> User-level TCP stack
  - SD <-> NBD
- Linux runtime
  - All system emulation, like on the FPGA emulation
  - Most SOC input/output is virtually connected to the host service.
  - Profiling the performance log.



# Future Scope

- Full virtualized device
  - Virtual IO on Linux kernel
  - Virtualize PS/2 device
    - Mouse
    - Keyboard
  - Virtual block device, network, PCIe
- More complex system
  - Validate the Andes Core performance.
  - Emulate the real chip live in the virtual world.

