Virtual Prototyping in SpaceFibre System-on-Chip Design

Ilya Korobkov, Junior Researcher,

Saint-Petersburg State University of Aerospace Instrumentation







Network Memory Controller







© Accellera Systems Initiative



VSP: Cadence Virtual System Platform

Virtual prototype

Create new IP blocks (tlmgen)

Provide access to processor models (ARM Fast Models, Imperas)

Assemble the IP blocks into a virtual prototype

Work with virtual prototype (configuration, simulation, debugging)

Software

Using virtual prototype for running embedded software

Testing embedded software inside the prototype

Analyze performance of architecture and embedded software





tlmgen tool

- Generates TLM module templates with memory mapped registers
- Helps to avoid common errors as naming inconsistencies, register overlapping, and illegal register accesses by the software
- Speeds up development time

There are two forms of input data:

- simple register definition language (simpleRDL)
- IP-XACT XML





RDFfile – Register Description File

It is input data for *tlmgen* on simpleRDL language

It consists of:

- description of registers: fields and register banks
- ports specification
- parameter specification

```
REG DMA AREA SIZE R4 {
    /* Register description */
   ACCESS = rw;
   REGWIDTH = 32;
   RESET = 0x0000;
    FIELD { ACCESS = rw; } DMA AREA SIZE R4 [31:0];
REG SpF_PORT_MODE_VC_PARAMS {
   /* Register description */
   ACCESS = rw;
   REGWIDTH = 32;
   RESET = 0x0000;
   FIELD { ACCESS = rw; } VC LNUM [7:0];
   FIELD { ACCESS = rw; } VC THROUGHPUT [15:8];
   FIELD { ACCESS = rw; } VC PRIORITY [18:16];
   FIELD { ACCESS = IN; } VC_WORK EN [19:19];
   FIELD { ACCESS = rw; } CREDIT OVERFLOW [20:20];
   FIELD { ACCESS = rw; } DATA OVERFLOW [21:21];
```





Result of *tlmgen* using

TLM-2.0 module template was generated for "DMA"





Benefits of tlmgen

- Input data format is simple and clear
- You can add new sockets, classes, threads and processes to template
- It provides classes for register description
- It decreases time for IP block development
- It helps to avoid common errors as naming inconsistencies, register overlapping

© Accellera Systems Initiative





SimVision for debugging code

- Breakpoints can be created in objects, functions, processes
- Step-by-step simulation and debugging
- Waveforms
- Viewer of the variables, data members, call stack, processes







Performance Analyzing (1/3)

- Static information about your SystemC design
- Simulation run-time information (dynamic)
- More than 10 performance metrics: throughput, TLM response status, read/write accesses, bytes transferred ...

It is useful for finding performance bottlenecks!

Statistics for initiator	: spf_frameGeneratorContr_0.txDataGenerator_1.socket_dg_crb_data_i_0	,
start time 0 s end time 1 ms delta time 1 ms		
total read transactions total write transactions total bytes read total bytes written	0 57 0 58368	
Transaction Responses: TLM_OK_RESPONSE TLM_INCOMPLETE_RESPONSE TLM_GENERIC_ERROR_RESPON TLM_ADDRESS_ERROR_RESPON TLM_COMMAND_ERROR_RESPONSE TLM_BURST_ERROR_RESPONSE TLM_BYTE_ENABLE_ERROR_RE	56 0 ISE 0 ISE 0 ISE 0 SPONSE 0	
throughput	58.37 MB/sec	



Performance Analyzing(2/3)

🗟 🔁 👘 🔧 🗈 💙 🥙 🛱 🏙 🎎 🗟 🖷 🛛 Encoding 🕶 🗆 Color 🛛 🏟 🥝

*** Resource and Simulation Information ***

ncsim: 14.10-p001: (c) Copyright 1995-2014 Cadence Design Systems, Inc.

Linux Localhost1 2.6.32-71.el6.x86_64 #1 SMP Fri May 20 03:51:51 BST 2011 x8

model name:Intel(R) Xeon(R) CPU X7560 @ 2.27GHz

cache size:24576 KB

Resource usage (from beginning of simulation to the time of this output): Memory Usage - 28.0M program + 89.7M data + 1.0M profile = 118.7M total CPU Usage - 8.5s system + 3.6s user = 12.1s total (1.5% cpu)

Profiled Intervals:

[1]

#start		
0	NS	to

#stop 101504 NS



Resource usage

CPU and Memory

Run-time distribution of resources between processes





Performance Analyzing(3/3)

Set chart options to show simulation results





Plots with required parameters





Network Memory Controller





DESIGN AND VERIE

First results:

Performance Testing of SpaceFibre ports for Streaming Data







Streaming via SpaceFibre port

To test performance of SpFi ports for streaming we used traffics:

- Video: SVGA RGB 60Hz, 1.42Mbytes, accepted latency < 16 ms
- Audio: Kodec G.711, 160 bytes, 0.05 packet/ms, accepted latency < 100 ms
- Sensor data: 1Kbytes, 50 packet/ms, accepted latency < 5 ms
- Control data: 260 bytes, 0.02 packet/ms, accepted latency < 0.1 ms
- Background: 1Kbytes, 25 packet/ms, accepted latency not defined



SpaceFibre port model

Port consists of input and output interfaces

Port includes:

- Virtual Channels (VC) with 1Kbytes buffers for data storage
- Medium Access Controller multiplexes output data and provides QoS
- VC de-multiplexer distributes input data between VCs





What is SpaceFibre QoS?

Medium Access Controller provides QoS:

Sheduled: time is separated into max 256 time-slots during which VC can be scheduled to send data



The current time-slot is indicated by broadcast time values

✓ Priority: 16 priorities. VC with high priority will be entitled to send data first

✓ Bandwidth Reserved: determines the limitations of the link utilization by VC

Problem: SpaceFibre limits amount of priorities and time-slots





Schedule Compaction: Priority + Scheduled QoS



The Rule: VC5 must have higher priority than VC4 to guarantee that VC5 will be entitled to finish sending video frames. Then VC4 can send audio data



ESIGN AND VERIFIC

SpFi port performance testing (1/4)

Situation: port #2 was disabled. All data was passed through the port #1





DESIGN AND VERIEI

SpFi port performance testing (2/4)

SpaceFibre Solution: use Schedule Compaction to get delivery latency determinism

Result: all data were delivered with acceptable latencies

But there is problem – idle virtual channel: ^{1,5} not transferred max possible amount of ^{0,5} sensor data





Reason: video VC priority is not higher than sensor VC priority -> schedule compaction doesn't work -> idle time

SpFi port performance testing (3/4)

Our solution: use Schedule Compaction with Adaptive Data Streaming Service

ADSS can dynamically change VC priorities and time value that defines the current time-slot. It removes the limitations of priorities and time-slots.

Result: 1) no idle virtual channel **2)** more time-slots for scheduling: from 256 to 512

The increment of transmitted sensor data is up to 2.7%



SpFi port performance testing(4/4)

The increment by 2.7%: is it a *small result*?

It's good result for spacecraft, because the reliability was improved!

Result depends on traffic and schedule:

: > Packet size: 1.33 packet/ms

Packet rate: 260 bytes



Conclusion

SystemC/TLM 2.0 languages



OVP technology and Cadence VSP Software

They allowed to perform simulation of the Network Memory Controller project and to analyze performance of SpaceFibre ports





Thank you for attention!

Questions?

Feel free to contact with me e-mail: ilya.korobkov@guap.ru



