Running Things on gem5



What we will cover

- Intro to Syscall Emulation mode
- m5ops
- Annotating workloads
- Cross-compiling workloads
- Traffic generator



Intro to Syscall Emulation Mode



What is Syscall Emulation mode, and when to use/avoid it

Syscall Emulation (SE) mode does not model all the devices in a system. It focuses on simulating the CPU and memory system. It only emulates Linux system calls, and only models user-mode code.

SE mode is a good choice when the experiment does not need to model the OS (such as page table walks), does not need a high fidelity model (emulation is ok), and faster simulation speed is needed.

However, if the experiment needs to model the OS interaction, or needs to model a system in high fidelity, then we should use the full-system (FS) mode. The FS mode will be covered in <u>07-full-system</u>.



Example

00-SE-hello-world

Under materials/02-Using-gem5/03-running-in-gem5/00-SE-hello-world, there is a small example of an SE simulation.

<u>00-SE-hello-world.py</u> will run <u>00-SE-hello-world</u> binary with a simply X86 configuration.

This binary does a print of the string [Hello, Worlds!].

If we use the debug flag [syscallall] with it, we will able to see what syscalls are simulated.

We can do it with the following command:

gem5 -re --debug-flags=SyscallAll 00-SE-hello-world.py



00-SE-hello-world

Then in the <u>simout.txt</u>, we should see:

```
280945000: board.processor.cores.core: T0 : syscall Calling write(1, 21152, 14)...
Hello, World!
280945000: board.processor.cores.core: T0 : syscall Returned 14.
```

On the left, it is the timestamp for the simulation.

As the timestamp suggests, SE simulation DOES NOT record the time for the syscall.



m5ops



What is m5ops

- The **m5ops** (short for m5 opcodes) provide different functionalities that can be used to communicate between the simulated workload and the simulator.
- The commonly used functionalities are below. More can be found in the m5ops documentation:
 - exit [delay]: Stop the simulation in delay nanoseconds
 - workbegin: Cause an exit event of type "workbegin" that can be used to mark the begining of an ROI
 - workend: Cause and exit event of type "workend" that can be used to mark the ending of an ROI
 - resetstats [delay[period]]: Reset simulation statistics in delay nanoseconds; repeat this every period nanoseconds
 - dumpstats [delay[period]]: Save simulation statistics to a file in delay nanoseconds; repeat this every period nanoseconds
 - checkpoint [delay [period]]: Create a checkpoint in delay nanoseconds; repeat this every period nanoseconds
 - switchcpu: Cause an exit event of type, "switch cpu," allowing the Python to switch to a different CPU model if desired

IMPORTANT

- Not all of the ops do what they say automatically
- Most of these just only exit the simulation
- For example:
 - exit: Actually exits
 - workbegin: Only exits, if configured in [System]
 - workend: Only exits, if configured in System
 - resetstats: Resets the stats
 - dumpstats: Dumps the stats
 - checkpoint: Only exits
 - switchcpu: Only exits
- See <u>gem5/src/sim/pseudo_inst.cc</u> for details
- The gem5 standard library might have default behaviors for some of the m5ops. See src/python/gem5/simulate/simulator.py for the default behaviors



More about m5ops

There are three versions of m5ops:

- 1. Instruction mode: it only works with native CPU models
- 2. Address mode: it works with native CPU models and KVM CPU (only supports Arm and X86)
- 3. Semihosting: it works with native CPU models and Fast Model

Different modes should be used depending on the CPU type and ISA.

The address mode m5ops will be covered in <u>07-full-system</u> as gem5-bridge and <u>08-accelerating-simulation</u> after the KVM CPU is introduced.

In this session, we will only cover the instruction mode.



When to use m5ops

There are two main ways of using the m5ops:

- 1. Annotating workloads
- 2. Making gem5-bridge calls in disk images

In this session, we will focus on learning how to use the m5ops to annotate workloads.



How to use m5ops

m5ops provides a library of functions for different functionalities. All functions can be found in <u>gem5/include/gem5/m5ops.h</u>.

The commonly used functions (they are matched with the commonly used functionallites above):

- void m5_exit(uint64_t ns_delay)
- void m5_work_begin(uint64_t workid, uint64_t threadid)
- void m5_work_end(uint64_t workid, uint64_t threadid)
- void m5_reset_stats(uint64_t ns_delay, uint64_t ns_period)
- void m5_dump_stats(uint64_t ns_delay, uint64_t ns_period)
- void m5_checkpoint(uint64_t ns_delay, uint64_t ns_period)
- void m5_switch_cpu(void)

In order to call these functions in the workload, we will need to link the m5ops library to the workload. So first, we need to build the m5ops library.



Building the m5ops library

The m5 utility is in <u>gem5/util/m5</u> directory. In order to build the m5ops library,

- 1. cd into the gem5/uti1/m5 directory
- 2. run scons [{TARGET_ISA}.CROSS_COMPILE={TARGET_ISA CROSS COMPILER}]
 build/{TARGET_ISA}/out/m5
- 3. the compiled library (m5) is for command line utility, and [libm5.a] is a C library) will be at gem5/util/m5/build/{TARGET_ISA}/out

Notes

- If the host system ISA does not match with the target ISA, then we will need to use the cross-compiler
- TARGET_ISA has to be in lower case



Hands-on Time!

01-build-m5ops-library

Let's build the m5ops library for x86 and arm64

```
cd /workspaces/2024/gem5/util/m5
scons build/x86/out/m5
scons arm64.CROSS_COMPILE=aarch64-linux-gnu- build/arm64/out/m5
```



Linking the m5ops library to C/C++ code

After building the m5ops library, we can link them to our workload by:

- 1. Include **gem5/m5ops.h** in the workload's source file(s) (<gem5/m5ops.h>)
- 2. Add **gem5/include** to the compiler's include search path (-Igem5/include)
- 3. Add **gem5/util/m5/build/{TARGET_ISA}/out** to the linker search path (-Lgem5/util/m5/build/{TARGET_ISA}/out)
- 4. Link against **libm5.a** with (-1m5)



Hands-on Time!

02-annotate-this

Let's annotate the workload with [m5_work_begin] and [m5_work_end]

In materials/02-Using-gem5/03-running-in-gem5/02-annotate-this, there is a workload source file <u>02-annotate-this.cpp</u> and a <u>Makefile</u>.

The workload mainly does two things:

1. Write a string to the standard out

```
write(1, "This will be output to standard out\n", 36);
```



2. Output all the file and folder names in the current directory

```
struct dirent *d;
DIR *dr;
dr = opendir(".");
if (dr!=NULL) {
    std::cout<<"List of Files & Folders:\n";</pre>
    for (d=readdir(dr); d!=NULL; d=readdir(dr)) {
        std::cout<<d->d_name<< ", ";
    closedir(dr);
else {
    std::cout<<"\nError Occurred!";</pre>
std::cout<<std::endl;</pre>
```



Our goal in this exercise

• Mark write(1, "This will be output to standard out\n", 36); as our region of interest so we can see the execution trace of the syscall.

How do we do that?

- 1. Include the m5ops header file with #include <gem5/m5ops.h>
- 2. Call $m5_{work_begin(0, 0)}$; right before $write(1, "This will be output to standard out\n", 36);$
- 3. Call $[m5_work_end(0, 0);]$ right after $[write(1, "This will be output to standard out\n", 36);]$
- 4. Compile the workload with the following requirments
 - 1. Add **gem5/include** to the compiler's include search path
 - 2. Add gem5/util/m5/build/x86/out to the linker search path
 - 3. Link against libm5.a



For step 4, we can modifyy the Makefile to have it run

```
$(GXX) -o 02-annotate-this 02-annotate-this.cpp \
-I$(GEM5_PATH)/include \
-L$(GEM5_PATH)/util/m5/build/$(ISA)/out \
-lm5
```

If you are having any troubles, the completed version of everything is under materials/02-Using-gem5/03-running-in-gem5/02-annotate-this/complete.



If the workload is successfully compiled, we can try to run it with

./02-annotate-this

However, we will see the following error:

Illegal instruction (core dumped)

This is because the host does not recognize the instruction version of m5ops.

This is also the reason why we will need to use the address version of m5ops if we use the KVM CPU for our simulation.



Hands-on Time!

03-run-x86-SE

Let's write a handler to handle the m5 exit events

First, let's see what the default behavior is. Go to the folder [materials/02-Using-gem5/03-running-in-gem5/03-run-x86-SE] and run 03-run-x86-SE. By with the following command:

gem5 -re 03-run-x86-SE.py

After running the simulation, we should see a directory called m5out in materials/02-Using-gem5/03-running-in-gem5/03-run-x86-SE. Open the file simerr.txt in m5out. We should see two lines that look like this:

warn: No behavior was set by the user for work begin. Default behavior is resetting the stats and continuing.

warn: No behavior was set by the user for work end. Default behavior is dumping the stats and continuing.



03-run-x86-SE

As mentioned before, the gem5 standard library might have default behaviors for some of the m5ops. In here, we can see that it has default behaviors for m5_work_begin and m5_work_end. Let's detour a bit to see how the gem5 standard library recognize the exit event and assign it a default exit event.

All standard library defined exit events can be found in src/python/gem5/simulate/exit_event.py. It uses the exit string of exit events to categories exit events. For example, both "workbegin" and "m5_workend instruction encountered" exit strings are categorized as ExitEvent.WORKBEGIN. All pre-defined exit event handler can be found in src/python/gem5/simulate/exit_event_generators.py.

For example, the <code>ExitEvent.WORKBEGIN</code> defaults to use the <code>reset_stats_generator</code>. It means that when we are using the standard library <code>Simulator</code> object, if there is an exit with exit string <code>"workbegin"</code> or <code>"m5_workbegin</code> instruction encountered", it will automatically execute <code>m5.stats.reset()</code> unless we over-write the default behavior using the <code>on_exit_event</code> parameter in the <code>gem5</code> stdlib <code>Simulator</code> parameter.



03-run-x86-SE

Let's add custom workbegin and workend handlers, and use the <code>on_exit_event</code> parameter in <code>Simulator</code> parameter to over-write the default behaviors. To do this, add the following into <code>03-run-x86-SE.py</code>:

```
# define a workbegin handler
def workbegin_handler():
    print("Workbegin handler")
    m5.debug.flags["ExecAll"].enable()
    yield False
#
# define a workend handler
def workend_handler():
    m5.debug.flags["ExecAll"].disable()
    yield False
#
```

Also, register the handlers using the on_exit_event parameter in the Simulator object construction

```
# setup handler for ExitEvent.WORKBEGIN and ExitEvent.WORKEND
    on_exit_event= {
        ExitEvent.WORKBEGIN: workbegin_handler(),
        ExitEvent.WORKEND: workend_handler()
    }
#
```



03-run-x86-SE

Let's run this simulation again with the following command

```
gem5 -re 03-run-x86-SE.py
```

Now, we will see the following in <u>materials/02-Using-gem5/03-running-in-gem5/03-run-x86-SE/m5out/simout.txt</u>

```
3757178000: board.processor.cores.core: A0 T0 : 0x7ffff7c82572 @_end+140737350460442 : syscall : IntAlu : flags=()
This will be output to standard out
3757180000: board.processor.cores.core: A0 T0 : 0x7ffff7c82574 @_end+140737350460444 : cmp rax, 0xffffffffff000
```

This shows the log of the debug flag <code>ExecAll</code> that we enabled for our ROI using the <code>m5.debug.flags["ExecAll"].enable()</code>, it shows all the execution trace for our ROI. As the timestamp on the left suggested again, SE mode **DOES NOT** time the emulated system calls. Also, as the log suggested, we over-wrote the default behavior of the <code>m5_work_begin</code> and <code>m5_work_end</code>.



Then, with the output

```
List of Files & Folders:
., .., 03-run-SE.py, m5out,
Simulation Done
```

it indicates that SE mode is able to read files on the host machine. Additionally, SE mode is able to write files on the host machine.

However, again, SE mode is **NOT** able to time the emulated system calls.



Tips on SE mode

With the gem5 stdlib, we usually use the <code>[set_se_binary_workload]</code> function in the <code>[board]</code> object to setup the workloads. We can pass in files, arguments, enviornment variables, and output file paths to the <code>[set_se_binary_workload]</code> function using the corresponding parameters.

```
def set_se_binary_workload(
    self,
    binary: BinaryResource,
    exit_on_work_items: bool = True,
    stdin_file: Optional[FileResource] = None,
    stdout_file: Optional[Path] = None,
    stderr_file: Optional[Path] = None,
    env_list: Optional[List[str]] = None,
    arguments: List[str] = [],
    checkpoint: Optional[Union[Path, CheckpointResource]] = None,
) -> None:
```

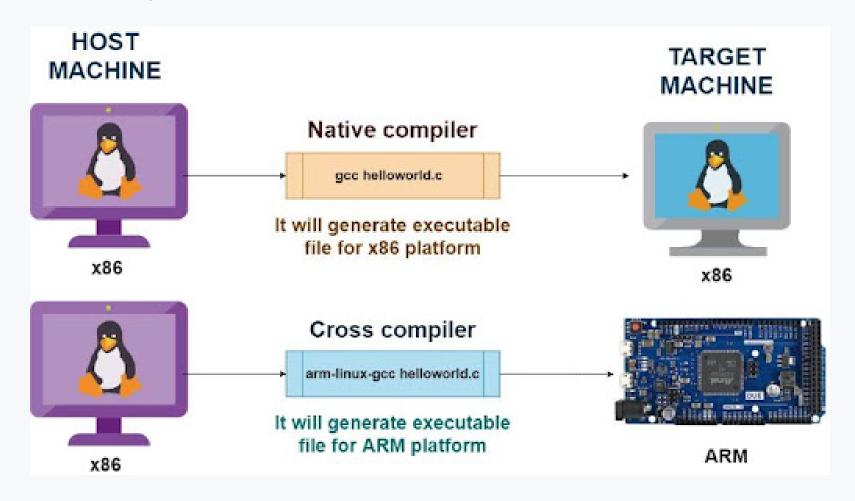
For more information, we can look at src/python/gem5/components/boards/se binary workload.p.



Cross-compiling



Cross-compiling from one ISA to another.





Hands-on Time!

04-cross-compile-workload

Let's cross compile the workload to arm64 statically and dynamically

For static compilation, add the following command to the Makefile in materials/02-Using-gem5/03-running-in-gem5/04-cross-compile-workload:

```
(GXX) -o 04-cross-compile-this-static 04-cross-compile-this.cpp -static -I(GEM5\_PATH)/include -L(GEM5\_PATH)/util/m5/build/(ISA)/out -lm5
```

For dynamic compilation, add the following command:

```
(GXX) -o 04-cross-compile-this-dynamic 04-cross-compile-this.cpp -I(GEM5\_PATH)/include -L(GEM5\_PATH)/util/m5/build/(ISA)/out -lm5
```

Next, run make in the same directory as the Makefile.



04-cross-compile-workload

Notes:

Note that we are using [arm64] as the ISA and [aarch64-linux-gnu-g++] for the cross compiler. This is in contrast to exercise 2, where the ISA was [x86] and the compiler was [g++].

Also note that the static compilation command has the flag [-static], while the dynamic command has no additional flags.



Hands-on Time!

05-run-arm-SE

Let's run the compiled arm64 workloads and see what happens

First, let's run the statically compiled workload. cd into the directory materials/02-Using-gem5/03-running-in-gem5/05-run-arm-SE and run 05-run-arm-SE.py using the following command:

```
gem5 -re --outdir=static 05-run-arm-SE.py --workload-type=static
```

Next, let's run the dynamically compiled workload with the following command:

gem5 -re --outdir=dynamic 05-run-arm-SE.py --workload-type=dynamic



05-run-arm-SE

You will see the following error output in <code>[dynamic/simout.txt]</code> from running the dynamically compiled workload:

```
src/base/loader/image_file_data.cc:105: fatal: fatal condition fd < 0 occurred: Failed to open file /lib/ld-linux-aarch64.so.1.
This error typically occurs when the file path specified is incorrect.
Memory Usage: 217652 KBytes</pre>
```

To use the dynamically compiled workload, we will have to redirect the library path. We can do this by adding the following to the configuration script, under print("Time to redirect the library path"):



Summary

SE mode does NOT implement many things!

- Filesystem
- Most of systemcalls
- I/O devices
- Interrupts
- TLB misses
- Page table walks
- Context switches
- multiple threads
 - You may have a multithreaded execution, but there's no context switches & no spin locks



Traffic Generator in gem5

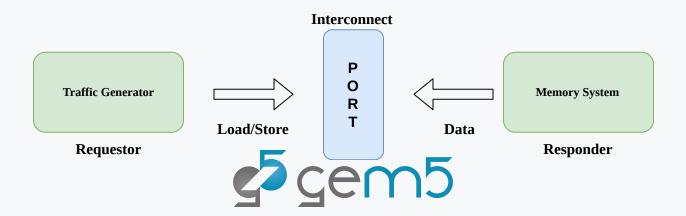


Synthetic Traffic Generation

Synthetic traffic generation is a technique for driven memory subsystems without requiring the simulation of processor models and running workload programs. We have to note the following about synthetic traffic generation.

- It can be used for the following: measuring maximum theoretical bandwidth, testing correctness of cache coherency protocol
- It can not be used for: measuring the execution time of workload (even if you have their memory trace)

Synthetic traffic could follow a certain pattern like sequential (linear), strided, and random. In this section we will look at tools in gem5 that facilitate synthetic traffic generation.



gem5: stdlib Components for Synthetic Traffic Generation

gem5's standard library has a collection of components for generating synthetic traffic. All such components inherit from AbstractGenerator, found in src/python/gem5/components/processors.

- These components simulate memory accesses. They are intended to replace a processor in a system that you configure with gem5.
- Examples of these components include [LinearGenerator] and [RandomGenerator].

We will see how to use LinearGenerator and RandomGenerator to stimulate a memory subsystem. The memory subsystem that we are going to use is going to consist of a cache hierarchy with private 11 caches and a shared 12 cache with one channel of DDR3 memory.

In the next slides we will look at LinearGenerator and RandomGenerator at a high level. We'll see how to write a configuration script that uses them.



LinearGenerator

Python Here

```
class LinearGenerator(AbstractGenerator):
    def __init__(
        self,
        num_cores: int = 1,
        duration: str = "1ms",
        rate: str = "100GB/s",
        block_size: int = 64,
        min_addr: int = 0,
        max_addr: int = 32768,
        rd_perc: int = 100,
        data_limit: int = 0,
) -> None:
```

RandomGenerator

Python Here

```
class RandomGenerator(AbstractGenerator):
    def __init__(
        self,
        num_cores: int = 1,
        duration: str = "1ms",
        rate: str = "100GB/s",
        block_size: int = 64,
        min_addr: int = 0,
        max_addr: int = 32768,
        rd_perc: int = 100,
        data_limit: int = 0,
) -> None:
```



LinearGenerator/RandomGenerator: Knobs

• num_cores

The number of cores in your system

duration

Length of time to generate traffic

rate

- Rate at which to request data from memory
 - Note: This is NOT the rate at which memory will respond. This is the maximum rate at which requests will be made

block_size

 The number of bytes accessed with each read/write

• min addr

 The lowest memory address for the generator to access (via reads/writes)

• max_addr

 The highest memory address for the generator to access (via reads/writes)

• rd_perc

 The percentage of accesses that should be reads

• data_limit

- The maximum number of bytes that the generator can access (via reads/writes)
 - Note: if [data_limit] is set to 0, there
 will be no data limit.



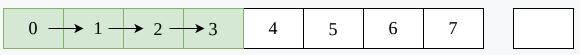
Traffic Patterns Visualized

Linear: We want to access addresses 0 through 4 so a linear access would mean accessing memory in the following order.

Random: We want to access addresses 0 through 4 so a random access would mean accessing memory in any order. (In this example, we are showing the order: 1, 3, 2, 0).

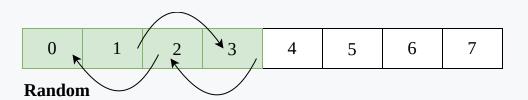
Memory

Linear



1 block = 1 byte

$$min_addr = 0$$
 $max_addr = 4$





Hands-on Time!

06-traffic-gen

Let's run an example on how to use the traffic generator

Open the following file.

materials/02-Using-gem5/03-running-in-gem5/06-traffic-gen/simple-traffic-generators.py

Steps:

- 1. Run with a Linear Traffic Generator.
- 2. Run with a Hybrid Traffic Generator.



06-traffic-gen: LinearGenerator: Looking at the Code

Go to this section of the code on the right.

Right now, we have set up a board with a Private L1 Shared L2 Cache Hierarchy (go here to see how it's constructed), and a Single Channel memory system.

Add a traffic generator right below memory = SingleChannelDDR3_1600() with the following lines.

```
generator = LinearGenerator(num_cores=1, rate="1GB/s")
```

```
cache_hierarchy = MyPrivateL1SharedL2CacheHierarchy()

memory = SingleChannelDDR3_1600()

motherboard = TestBoard(
    clk_freq="3GHz",
    generator=generator,
    memory=memory,
    cache_hierarchy=cache_hierarchy,
)
```



06-traffic-gen: LinearGenerator: Completed Code

The completed code snippet should look like this.

```
cache_hierarchy = MyPrivateL1SharedL2CacheHierarchy()
memory = SingleChannelDDR3_1600()
generator = LinearGenerator(num_cores=1, rate="1GB/s")
motherboard = TestBoard(
    clk_freq="3GHz",
    generator=generator,
    memory=memory,
    cache_hierarchy=cache_hierarchy,
)
```



06-traffic-gen: LinearGenerator: Running the Code

Run the following commands to see a Linear Traffic Generator in action

```
cd ./materials/02-Using-gem5/03-running-in-gem5/06-traffic-gen/
gem5 --debug-flags=TrafficGen --debug-end=1000000 \
simple-traffic-generators.py
```

We will see some of the expected output in the following slide.



06-traffic-gen: LinearGenerator Results

```
59605: system.processor.cores.generator: LinearGen::getNextPacket: r to addr 0, size 64 59605: system.processor.cores.generator: Next event scheduled at 119210 119210: system.processor.cores.generator: LinearGen::getNextPacket: r to addr 40, size 64 119210: system.processor.cores.generator: Next event scheduled at 178815 178815: system.processor.cores.generator: LinearGen::getNextPacket: r to addr 80, size 64 178815: system.processor.cores.generator: Next event scheduled at 238420
```

Throughout this output, we see [r] to addr --. This means that the traffic generator is simulating a read request to access memory address [0x--].

```
Above, we see r to addr 0 in line 1, r to addr 40 in line 3, and r to addr 80 in line 5.
```

This is because the Linear Traffic Generator is simulating requests to access memory addresses 0x0000, 0x0040, 0x0080.

As you can see, the simulated requests are very linear. Each new memory access is 0x0040 bytes above the previous one.

06-traffic-gen: Random

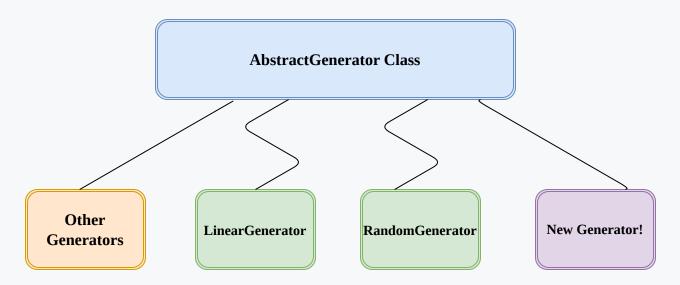
We are not going to do this right now, but if you swapped LinearGenerator with RandomGenerator and kept the parameters the same, the output is going to look like below. Notice how the pattern of addresses is not a linear sequence anymore.

```
59605: system.processor.cores.generator: RandomGen::getNextPacket: r to addr 2000, size 64 59605: system.processor.cores.generator: Next event scheduled at 119210 119210: system.processor.cores.generator: RandomGen::getNextPacket: r to addr 7900, size 64 119210: system.processor.cores.generator: Next event scheduled at 178815 178815: system.processor.cores.generator: RandomGen::getNextPacket: r to addr 33c0, size 64 178815: system.processor.cores.generator: Next event scheduled at 238420
```



Our Focus: LinearGenerator and AbstractGenerator

- We will be focusing on LinearGenerator and RandomGenerator generators (and a new one later!).
 - They are essentially the same, but one performs linear memory accesses and one performs random memory accesses





Detailed Look on Some Components

- Looking at AbstractGenerator.__init__, you'll see that this class takes a list of AbstractGeneratorCore as the input. Example classes that inherit from AbstractGenerator are LinearGenerator and RandomGenerator.
- We will look at classes that extend [AbstractGeneratorCore] that will will create **synthetic traffic** by using a SimObject called PyTrafficGen, for more information you can look at src/cpu/testers/traffic_gen.
- LinearGenerator can have multiple LinearGeneratorCores and RandomGenerator can have multiple RandomGeneratorCores.

Next we will look at extending [AbstractGenerator] to create [HybridGenerator] that has both [LinearGeneratorCores] and [RandomGeneratorCores].



Extending AbstractGenerator

gem5 has a lot of tools in its standard library, but in your research, if you want to simulate specific memory accesses patterns, there might not be anything in the standard library to do this.

In this case, you would have to extend [AbstractGenerator] to create a concrete generator that is tailored to your needs.

To do this, we will go through an example called [HybridGenerator].

The goal of [HybridGenerator] is to simultaneously simulate both linear and random memory accesses.

To do this, we need LinearGeneratorCores (to simulate linear traffic) and RandomGeneratorCores (to simulate random traffic).



06-traffic-gen: HybridGenerator: A Quick Side Note about LinearGeneratorCores

LinearGeneratorCores simulate linear traffic.

When we have multiple LinearGeneratorCores, we should not configure each one to have the same min_addr and max_addr.

If we do that, each one will start simulating memory accesses at the same $\begin{bmatrix} min_addr \end{bmatrix}$ and go up to the same $\begin{bmatrix} max_addr \end{bmatrix}$. They will be accessing the same addresses at the same time.

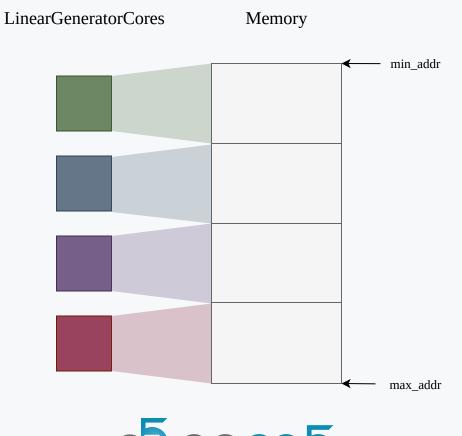
We want LinearGeneratorCore to simulate accesses to different areas of memory.

Therefore, we have to split up memory into equal-sized chunks and configure each [LinearGeneratorCore] to simulate accesses to one of these chunks.



06-traffic-gen: HybridGenerator: A Quick Side Note about LinearGeneratorCores Cont.

Here's a diagram that shows how each LinearGeneratorCore should access memory.





06-traffic-gen: HybridGenerator: Dividing Memory Address Range

When we create a HybridGenerator, we have to determine which LinearGeneratorCore gets what chunk of memory.

As previously discussed, we need to partition the memory address range into equally sized sections and configure each LinearGeneratorCore to simulate accesses to a different section.

To partition, we will use the partition_range() function in
gem5/src/python/gem5/components/processors/abstract_generator.py.

This function takes the range of min_addr to max_addr and partitions it into num_partitions equallength pieces.

For example, if $min_addr = 0$, $max_addr = 9$, and $num_partitions = 3$, then $partition_range$ would return <0,3>, <3,6>, <6,9>.



06-traffic-gen: HybridGenerator: A quick reminder about RandomGenerator

We also have to consider the RandomGenerators.

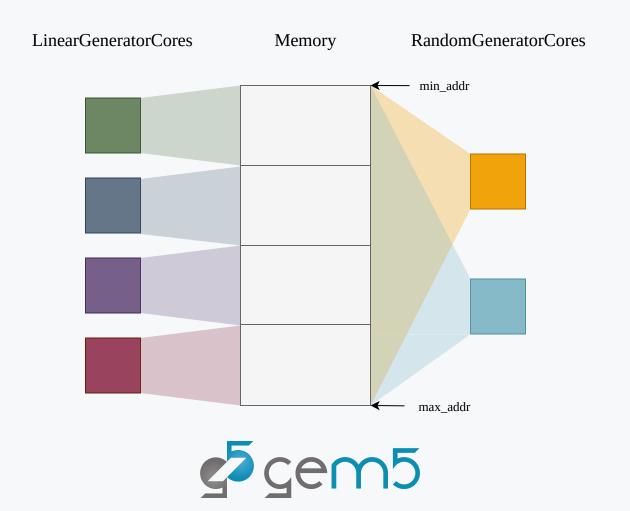
It would be reasonable to assume that we should partition them like the LinearGenerators, but this is not the case.

Even if each RandomGeneratorCore has the same min_addr and max_addr, since each one simulates a random memory access, each one will be simulating accesses to different (random) memory addresses.



06-traffic-gen: HybridGenerator: Dividing Memory Address Range Cont.

In the end, this is how each core will simulate memory accesses.



06-traffic-gen: HybridGenerator: Choosing a Distribution of Cores

Now that we know how each core will access memory, next, we need to determine how many LinearGeneratorCores and RandomGeneratorCores we need.

There are many correct ways to do this, but we will use the following function to determine the number of LinearGeneratorCores.

```
def get_num_linear_cores(num_cores: int):
    """

    Returns the largest power of two that is smaller than num_cores
    """

if (num_cores & (num_cores - 1) == 0):
        return num_cores//2
    else:
        return 2 ** int(log(num_cores, 2))
```

The rest of the cores will be RandomGeneratorCores



06-traffic-gen: HybridGenerator Constructor

Let's start looking at the code!

Make sure you have the following file open.

```
materials/02-Using-gem5/03-running-in-
gem5/06-traffic-
gen/components/hybrid_generator.py
```

On the right, you'll see the constructor for HybridGenerator.

When we initialize HybridGenerator (via def __init__), we will be initializing an AbstractGenerator (via super() __init__) with the values on the right.

```
class HybridGenerator(AbstractGenerator):
    def __init__(
        self.
        num_cores: int = 2,
        duration: str = "1ms",
        rate: str = "1GB/s",
        block_size: int = 8,
        min_addr: int = 0,
        max_addr: int = 131072,
        rd_perc: int = 100,
        data_limit: int = 0,
    ) -> None:
        if num cores < 2:</pre>
            raise ValueError("num_cores should be >= 2!")
        super().__init__(
            cores=self._create_cores(
                num_cores=num_cores,
                duration=duration,
                rate=rate,
                block_size=block_size,
                min_addr=min_addr,
                max addr=max addr.
                rd_perc=rd_perc,
                data_limit=data_limit,
```



06-traffic-gen: Designing a HybridGenerator

Right now, our [HybridGenerator] class has a constructor, but we need to return a list of cores.

In gem5, the method that returns a list of cores is conventionally named _create_cores.

If you look at our file, hybrid_generator.py, you'll see this method called _create_cores.



06-traffic-gen: HybridGenerator: Initializing Variables

Let's define [_create_cores]!

Let's start by declaring/defining some important variables.

First, we'll declare our list of cores.

Then, we'll define the number of [LinearGeneratorCores] and [RandomGeneratorCores].

Add the following lines under the comment labeled (1).

```
core_list = []
num_linear_cores = biggest_power_of_two_smaller_than(num_cores)
num_random_cores = num_cores - num_linear_cores
```



06-traffic-gen: HybridGenerator: Partitioning Memory Address Range

Next, let's define the memory address range for each LinearGeneratorCore.

If we want to give each LinearGeneratorCore an equal chunk of the given memory address range, we need to partition the range of min_addr to max_addr into num_linear_cores pieces.

To do this, we need to add the following line to our code under the comment labeled (2).

```
addr_ranges = partition_range(min_addr, max_addr, num_linear_cores)
```

addr_ranges will be a num_linear_cores long list of equal-length partitions from min_addr to max_addr.



06-traffic-gen: Partitioning Memory Address Range Cont.

For example, we have min_addr=0, max_addr=32768, and num_cores=16 (8 LinearGeneratorCores), then

```
addr_ranges=
[(0, 4096), (4096, 8192), (8192, 12288), (12288, 16384),
(16384, 20480), (20480, 24576), (24576, 28672), (28672, 32768)]
```

For the [i]'th LinearGeneratorCore, we take the [i]'th entry in [addr_ranges]. [min_addr] is the first value that entry, and [max_addr] is the second value in that entry.

In this example, LinearGeneratorCore O gets initialized with min_addr=0 and max_addr=4096, LinearGeneratorCore 2 gets initialized with min_addr=4096 and max_addr=8192, etc.



06-traffic-gen: HybridGenerator: Creating a List of Cores: LinearGeneratorCore

Next, let's start creating our list of cores.

First, let's add all the [LinearGeneratorCores].

Add the lines on the right under the comment labeled (3).



06-traffic-gen: HybridGenerator: Creating a List of Cores Explained: LinearGeneratorCore

```
In the for loop, we create <code>[num_linear_cores]</code> LinearGeneratorCores and append each one to <code>our core_list</code>.
```

Each LinearGeneratorCore parameter is initialized with the same values from the constructor, except for min_addr and max_addr.

We change min_addr and max_addr so that each LinearGeneratorCore only simulates accesses to a section of the range of HybridGenerator's min_addr to max_addr.



06-traffic-gen: HybridGenerator: Creating a List of Cores: RandomGeneratorCore

Now that we've added the

LinearGeneratorCores, let's add all the RandomGeneratorCores.

Add the lines on the right under the comment labeled (4).



06-traffic-gen: HybridGenerator: Creating a List of Cores Explained: RandomGeneratorCore

Once again, in the for loop, we create

num_linear_cores
RandomGeneratorCores and
append each one to our core_list.

Each [RandomGeneratorCore] parameter is initialized with the same values from the constructor, including [min_addr] and [max_addr].

min_addr and max_addr do not change because each RandomGeneratorCore should be able to access the entire range of HybridGenerator's min_addr to max_addr.



06-traffic-gen: HybridGenerator: Returning and Beginning Configuration

We're almost done with this file!

Let's return our core_list by adding the following line under the comment labeled (5).

return core_list

Now, open the file <u>materials/02-Using-gem5/03-running-in-gem5/06-traffic-gen/simple-traffic-generators.py</u>.

Let's replace our LinearGenerator With a HybridGenerator.

First, add the following line somewhere at the top of your code to import the HybridGenerator.

from components.hybrid_generator import HybridGenerator



06-traffic-gen: HybridGenerator: Configuring

In this section of code to the right, you should currently have a LinearGenerator.

Let's replace it with a [HybridGenerator].

Replace the following lines

```
generator = LinearGenerator(
    num_cores=1
)
```

with

```
generator = HybridGenerator(
    num_cores=6
)
```

```
cache_hierarchy = MyPrivateL1SharedL2CacheHierarchy()
memory = SingleChannelDDR3_1600()
generator = LinearGenerator(
   num_cores=1
)
motherboard = TestBoard(
   clk_freq="3GHz",
   generator=generator,
   memory=memory,
   cache_hierarchy=cache_hierarchy,
)
```



06-traffic-gen: HybridGenerator: Configuring Cont.

This is what it should look like now.

```
cache_hierarchy = MyPrivateL1SharedL2CacheHierarchy()
memory = SingleChannelDDR3_1600()
generator = HybridGenerator(
    num_cores=6
)
motherboard = TestBoard(
    clk_freq="3GHz",
    generator=generator,
    memory=memory,
    cache_hierarchy=cache_hierarchy,
)
```



06-traffic-gen: HybridGenerator: Running

Now, that we've created a HybridGenerator, let's run the program again!

Make sure you're in the following directory.

materials/02-Using-gem5/03-running-in-gem5/06-traffic-gen/

Now run with the following command.

```
gem5 --debug-flags=TrafficGen --debug-end=1000000 \
simple-traffic-generators.py
```



06-traffic-gen: HybridGenerator: Output

After running the command, you should see something like below.

```
7451: system.processor.cores5.generator: RandomGen::getNextPacket: r to addr 80a8, size 8
7451: system.processor.cores5.generator: Next event scheduled at 14902
7451: system.processor.cores4.generator: RandomGen::getNextPacket: r to addr 10a90, size 8
7451: system.processor.cores4.generator: Next event scheduled at 14902
7451: system.processor.cores3.generator: LinearGen::getNextPacket: r to addr 18000, size 8
7451: system.processor.cores3.generator: Next event scheduled at 14902
7451: system.processor.cores2.generator: LinearGen::getNextPacket: r to addr 10000, size 8
7451: system.processor.cores2.generator: Next event scheduled at 14902
7451: system.processor.cores1.generator: LinearGen::getNextPacket: r to addr 8000, size 8
7451: system.processor.cores1.generator: Next event scheduled at 14902
7451: system.processor.cores0.generator: LinearGen::getNextPacket: r to addr 0, size 8
7451: system.processor.cores0.generator: Next event scheduled at 14902
```

As you can see, cores 0, 1, 2, and 3 are LinearGeneratorCores, and cores 4 and 5 are RandomGeneratorCores!

06-traffic-gen: HybridGenerator: Statistics

Now, let's look at some of the statistical differences between our LinearGeneratorCores and RandomGeneratorCores.

Run the following command to see the miss rate for each core's l1 data cache.

```
grep ReadReq.missRate::processor m5out/stats.txt
```

On the next slide, you'll see the expected output (with some text removed for readability).



06-traffic-gen: HybridGenerator: Statistics Cont.

```
system.cache_hierarchy.l1dcaches0.ReadReq.missRate::processor.cores0.generator system.cache_hierarchy.l1dcaches1.ReadReq.missRate::processor.cores1.generator 0.132345 0.133418 system.cache_hierarchy.l1dcaches2.ReadReq.missRate::processor.cores2.generator 0.133641 system.cache_hierarchy.l1dcaches3.ReadReq.missRate::processor.cores3.generator 0.132971 system.cache_hierarchy.l1dcaches4.ReadReq.missRate::processor.cores4.generator 0.876426 system.cache_hierarchy.l1dcaches5.ReadReq.missRate::processor.cores5.generator 0.875055
```

Cores 0, 1, 2, and 3 (LinearGeneratorCores) have a miss rate of **0.13309375** (~13.3%) on average.

Cores 4 and 5 (RandomGeneratorCores) have a miss rate of **0.8757405** (~87.5%) on average.

This is because LinearGeneratorCores access memory linearly. Therefore, they exhibit more locality which in turn results in less misses in the l1dcache.

On the other hand, since the RandomGeneratorCores access memory randomly, the caches can't take advantage of locality in the same way.

Summary

Overall, we discussed two diffent types of traffic generators: Linear and Random.

LinearGenerators simulate linear memory accesses, and [RandomGenerators] simulate random memory accesses.

We looked into how to configure a board that uses these traffic generators.

We also extended the [AbstractGenerator] class to create a [HybridGenerator], which simulates linear and random memory accesses simultaneously.

Finally, we saw some of the statistical differences LinearGeneratorCores and RandomGeneratorCores.

