

System Debugging using Logic Debug Cores and XSDK



Objectives

> After completing this module, you will be able to:

- >> List various available debug cores and their functionality
- >> Describe the process of including the Vivado Design Suite debug tool sampling cores
- >> State how the Vivado integrated logic analyzer, XSDK Debug perspective, and TCF tools facilitate hardware and software debugging

Outline

- > *Introduction*
- > Hardware Debugging
- > Software Debugging
- > System Debugging
- > Summary

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Introduction

- > **Debugging is an integral part of embedded systems development**
- > **The debugging process is defined as testing, stabilizing, localizing, and correcting errors**
- > **Two methods of debugging:**
 - >> Hardware debugging via a logic probe, logic analyzer, in-circuit emulator, or background debugger
 - >> Software debugging via a debugging instrument
 - A software debugging instrument is dedicated hardware and part of the silicon that is accessible via JTAG or dedicated part pins
 - Controls the processor as an intrusive debug unit that is disabled during normal operation
 - Some "hard" processors have this feature permanently available while "soft" processors may have this physically removed from the delivered product
- > **Debugging types:**
 - >> Functional debugging
 - >> Performance debugging

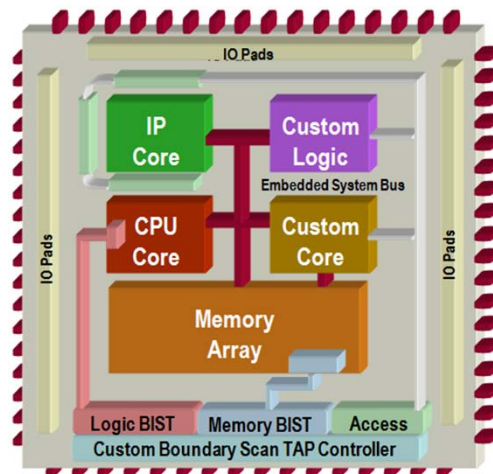
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The Need for On-Chip Debug

- > **FPGAs/SoCs offer limited internal visibility**
 - >> How to access the embedded system bus?
 - >> How to monitor memory and registers?
- > **Non-processor dedicated silicon IP cores**
 - >> Cannot obtain internal access
- > **Full scan insertion**
 - >> Increases overhead
- > **Changes late in the design cycle are ENORMOUSLY expensive**
- > **Co-verification**
 - >> Tools are cumbersome and slow
 - >> Modeling issues



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Xilinx Solution for Debugging Embedded Designs

- > **Hardware debugging tool**
 - >> Vivado logic analyzer for hardware; functionally replaces expensive external logic analyzer
- > **Software debugging tools**
 - >> XSDK Debugging perspective and inexpensive JTAG cable replace ICE
- > **Built-in, cross-probing trigger capability between hardware and software**
 - >> Vivado logic analyzer invoked through Vivado
 - >> XSDK Debugging perspective accessed from within XSDK
- > **A single JTAG connection can be used for**
 - >> Programming the programmable logic
 - >> Downloading application
 - >> Hardware and software debugging

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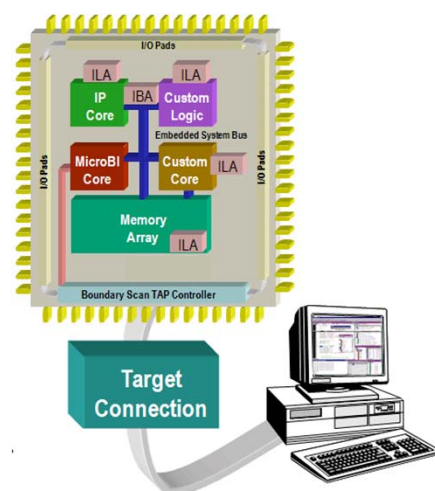
Hardware Debugging



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Vivado Logic Analyzer System

- > **Vivado logic analyzer tool cores provide full internal visibility to all soft IP**
 - >> Access to hard IP ports
 - >> Accesses all the internal signals and nodes within the programmable logic (ILA)
 - >> Stimulus can be applied using the Virtual I/O core (VIO)
- > **Debugging occurs at, or near, system speeds**
 - >> Debug on-chip using the system clock
- > **Minimize pins needed for debugging**
 - >> Access via the JTAG interface



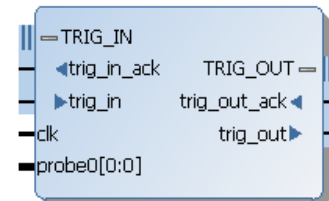
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ILA Core

- > **Used for monitoring internal programmable logic signals for post-analysis**
- > **Multiple configurable ILA trigger units**
 - >> Configurable trigger input widths and match types for use with different input signals types
- > **Up to 64 probes through GUI**
 - >> Up to 1024 probes through tcl command
- > **Sequential triggering**
- > **Storage qualification**
- > **Configurable cross triggering**
 - >> Trigger in and Trigger out interfaces
- > **Pre- and post-trigger buffering (capture data before, during, and after trigger condition is met)**



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Core Resources Usage

- > **Debug tools will use block RAM to store samples**
- > **More block RAM equates to larger (deeper and/or wider) trace buffers**
- > **Use larger devices for debugging prototypes to provide extra block RAM**
- > **If the application is utilizing too much block RAM, temporarily modify hardware applications to free up block RAM for debugging usage—small FIFOs and buffer memory, for example**

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System ILA Core

- > Multiple probe ports, which can be combined into a single trigger condition
- > Debugging of any debuggable interface including AXI4-MM and Stream
- > User-selectable AXI4-MM channel debug and AXI Data/Address width selection
- > Data and Trigger probe and interface type selection
- > BRAM estimation
- > AXI4-MM and AXI4-Stream Protocol checking
- > Allows mixing of native and interface modes

Interface with Cross-triggering



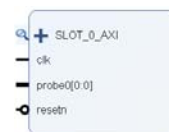
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Native with Cross-triggering



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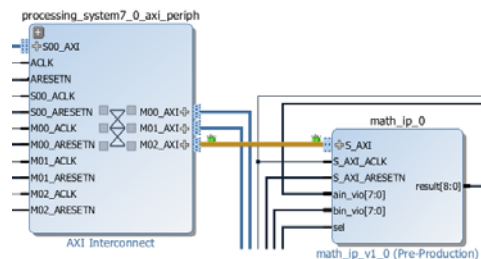
Native with no Cross-triggering



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Adding Logic Analyzer Cores

- > **Instantiate in HDL**
 - >> Cores added like any other peripheral
 - Found in the IP Catalog under Debug
 - >> User makes connections to ILA
 - Debug signals, clocks
- > **IP Integrator**
 - >> Add core from IP Catalog
 - >> Interactively select signals and mark for debug
- > **mark_debug**
 - >> Specify in HDL
 - >> Specify through tcl
 - >> Specify in xdc
 - >> Mark in IP Integrator



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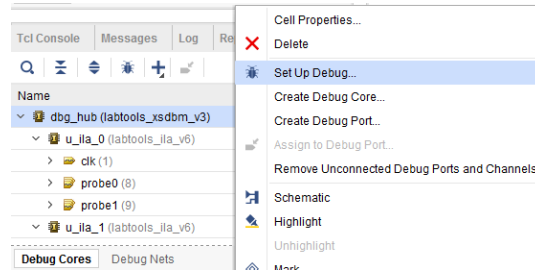
Vivado Debug Tool Access Points

> Select Tools > Set up Debug to launch the Vivado Debug Wizard

- >> Synthesized design must be open
- >> Debug tab is made visible

> Right-click the debug_hub icon in this window to launch/re-launch the wizard

- Add signals
- View resources
- Create debug core or port
- Implement the cores



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Selecting Signals to Debug

> Select nets in the Vivado tool by any means

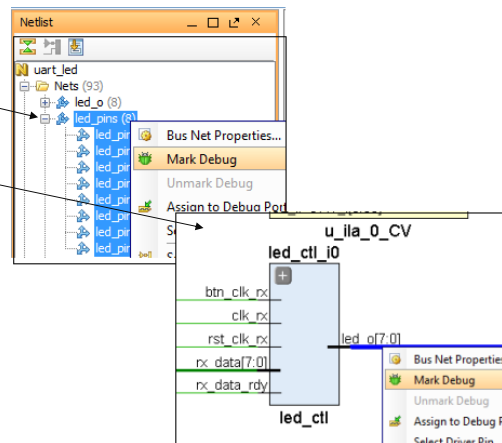
- >> Netlist view (nets folders)
 - Each level of logic hierarchy
- >> Schematic
- >> Find results

> Right-click the net and select Mark Debug

> Nets added to Unassigned Nets folder in the Debug tab view

- >> Placeholder for probable nets prior to configuring cores

> Net name search also in the Set Up Debug Wizard



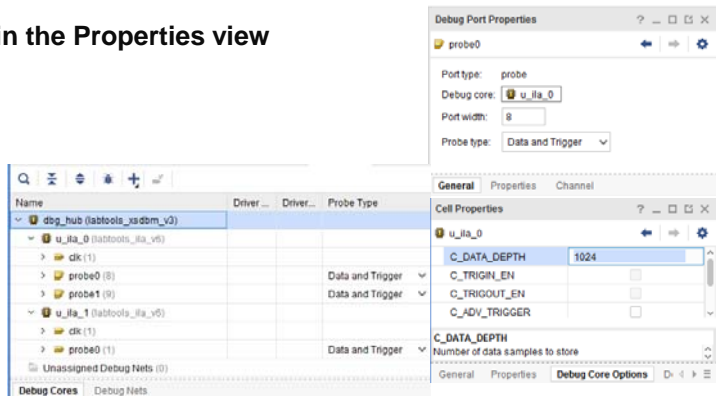
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Debug Tool Configuration

- > The Vivado tool view displays core content and configuration
 - >> CLK, PROBE
 - >> Signal count
- > Set options for cores and signals in the Properties view



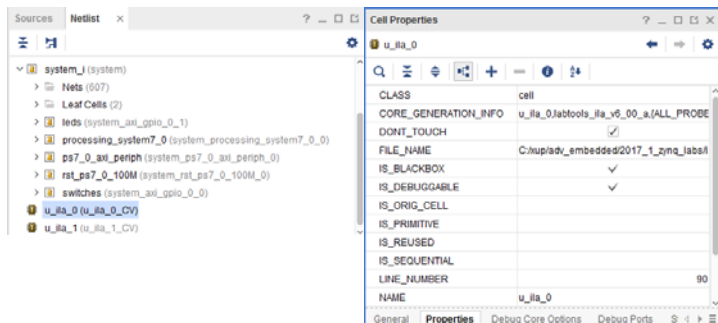
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Exploring Core Logic

- > Netlist window populated with implemented core logic
 - >> debug_core_hub displayed in Netlist view
 - >> Expandable logic
- > Analyze internal core logic
 - >> Resource statistics
 - >> Schematic
 - >> Connectivity
- > Floorplan the cores



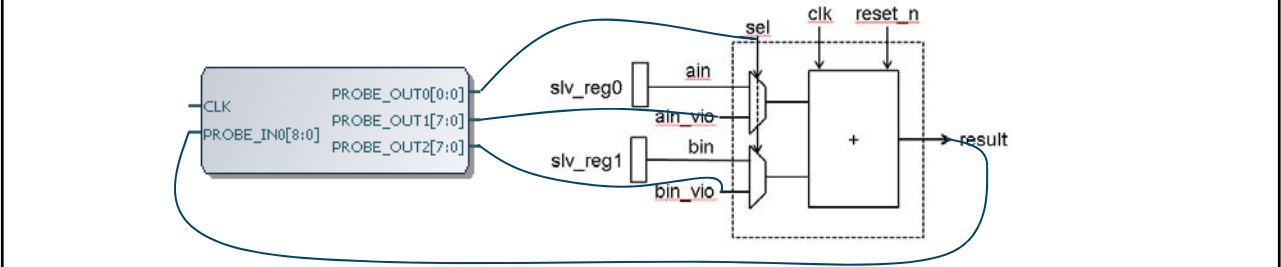
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VIO Core

- > Support for monitoring and driving internal programmable logic signals in real time
- > Probe input unit
- > Probe output unit

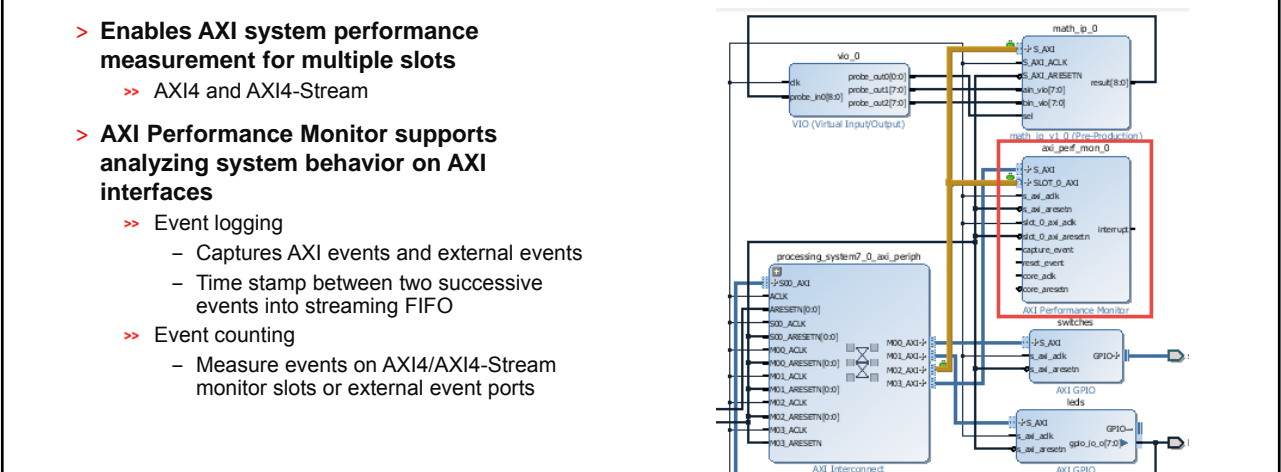
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AXI Performance Monitor Core

- > **Enables AXI system performance measurement for multiple slots**
 - >> AXI4 and AXI4-Stream
 - > **AXI Performance Monitor supports analyzing system behavior on AXI interfaces**
 - >> Event logging
 - Captures AXI events and external events
 - Time stamp between two successive events into streaming FIFO
 - >> Event counting
 - Measure events on AXI4/AXI4-Stream monitor slots or external event ports
-
- The diagram illustrates the AXI Performance Monitor (axi_perf_mon_0) architecture. It is a block that interfaces with several components:
- Processing System (processing_system7_0_axi_periph):** The monitor receives multiple AXI4-Stream interfaces (S_AXI1 to S_AXI10) and AXI4 interfaces (M00_ACLK, M00_ARESETN, M01_ACLK, M01_ARESETN, M02_ACLK, M02_ARESETN, M03_ACLK, M03_ARESETN) from the processing system.
 - AXI Performance Monitor Switches:** These switches route the incoming AXI signals to the appropriate monitoring logic within the axi_perf_mon_0 block.
 - AXI4-Stream Monitoring:** The monitor captures events and timestamps for each AXI4-Stream interface, storing them in a streaming FIFO.
 - AXI4 Monitoring:** The monitor also captures events and timestamps for each AXI4 interface.
 - External Event Ports:** The monitor can also capture events from external event ports.
 - Output:** The monitor outputs performance data to the AXI4-Stream monitoring logic.

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Software Debugging



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Software Debugging Support in XSDK

> XSDK supports software debugging via:

- >> Zynq Programmable SoC contains own internal trace port
 - Performs same general tasks as MDM for MicroBlaze
- >> TCF(Target Communication Framework) debugger over digilent cable for ARM
 - Open source
 - Supports system level debugging
 - Improved performance

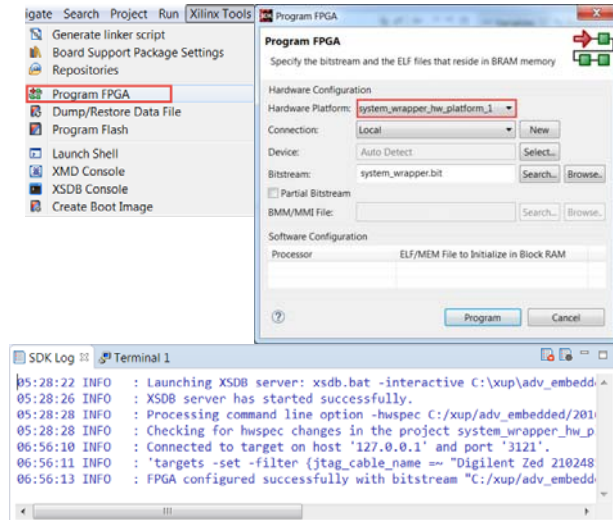
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Configure the Programmable Logic

- > Before debugging session can be launched, the target programmable logic must be configured
 - >> PL would have logic analyzer core(s) for hardware debugging
- > Design must contain a hardware debug connection
 - >> CoreSight – built into the Zynq ARM Cortex-A9 processor
 - >> MDM – add in the MicroBlaze based system
- > Verify in the XSDK Log tab that download succeeded
 - >> Done pin goes High

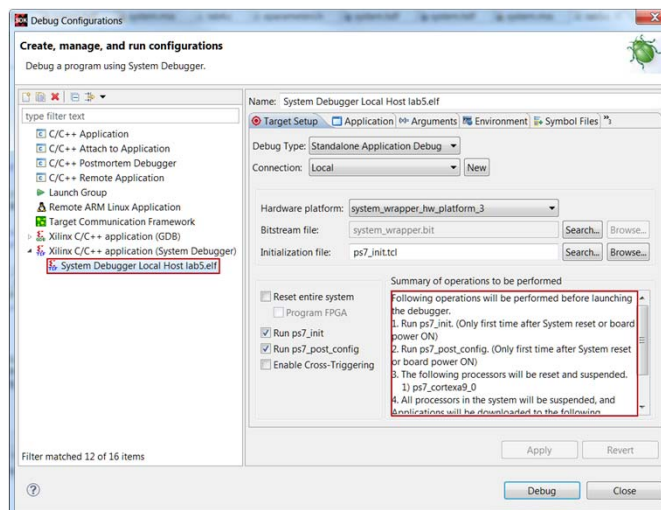
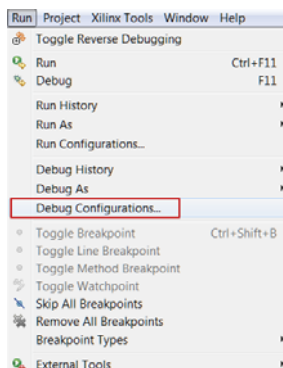


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Create Debug Configuration



Debug

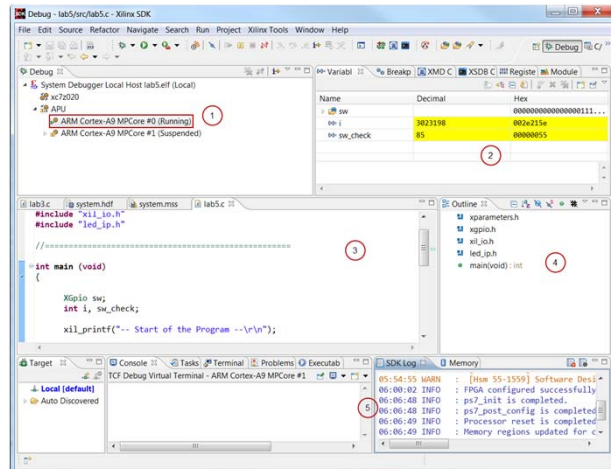
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XSDK Debug Perspective

- > Stack frame for target threads
- > Variables, breakpoints, and registers views
- > C/C++ editor
- > Code outline
 - >> Disassembly view can be added using Window > Show View > Disassembly
- > Console, XSDK Log, and Memory views



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System Debugging



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What is System Debugging?

- > **System debugging is determining where the bug is:**
 - >> In hardware?
 - >> In software?
- > **How is system debugging possible?**
 - >> Set breakpoint: when hit → triggers the Vivado logic analyzer
 - >> Set trigger in Vivado logic analyzer: when hit → halts CPU and debugger stops

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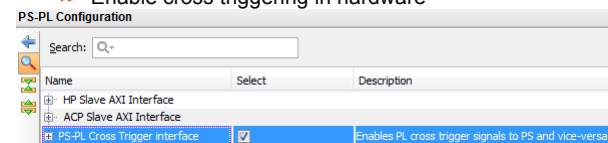
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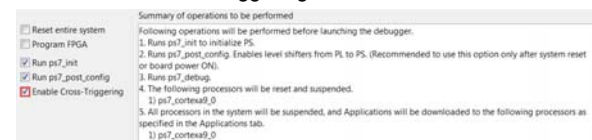
System Debug: Simultaneous Hardware/Software Debugging (1)

- > **TCF supports simultaneous access over Xilinx download cables**
- > **ILA core in the target cores**
- > **Software condition triggers hardware:**
 - >> Software breakpoint asserts the P2F_trig signal and if the ILA is sensitive to this signal, it will capture
- > **Hardware condition triggers software:**
 - >> Match in the ILA asserts the F2P_Trig signal, which halts the processor

- > **Vivado logic analyzer running on the host**
 - >> Enable cross triggering in hardware



- > **Debugger on the host**
 - >> Enable cross triggering in software



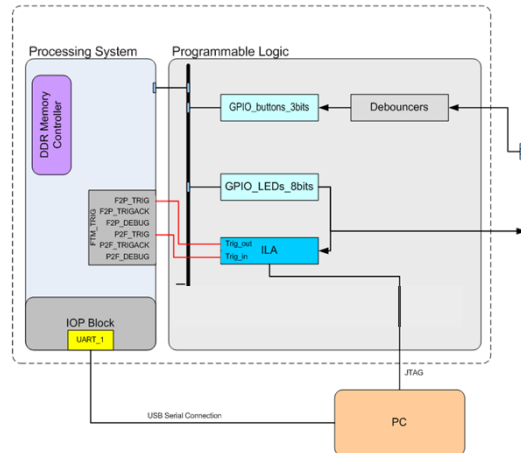
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System Debug: Simultaneous Hardware/Software Debugging (2)

- > Cross triggering connections between Zynq processor and ILA
- > TCF support simultaneous access over Xilinx download cables
 - >> ILA instantiations
 - >> Treated like the peripheral cores
- > Set breakpoint in the XSDK Debugging perspective: when hit, triggers the logic analyzer
- > Set trigger in logic analyzer: when hit, halts CPU and debugger stops

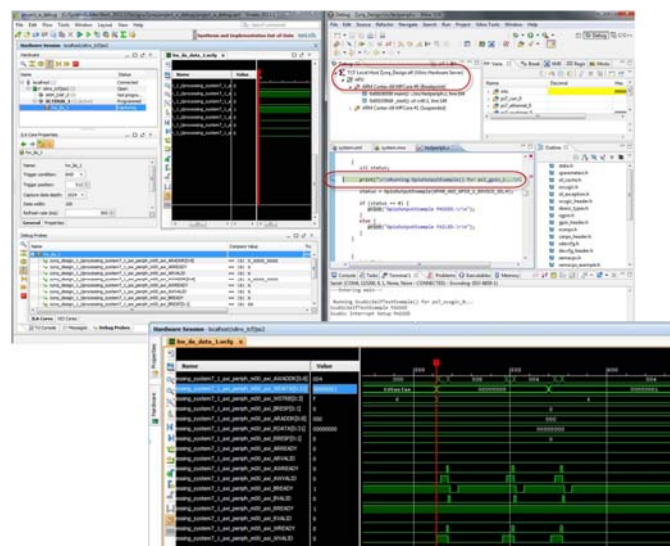


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System Debug: Simultaneous Hardware/Software Debugging (3)



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Summary



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Summary

- > **Debugging is an integral part of embedded systems development**
- > **Vivado and XSDK provides tools to facilitate hardware and software debugging**
 - >> Hardware debugging is done through using Vivado logic analyzer cores
 - >> Software debugging is performed using system debugger
- > **XSDK provides environment, perspective, and underlying tools to enable seamless software debugging**
- > **A significant amount of hardware overhead may occur depending on the type and number of cores and sample depth**
- > **The Debug Configuration wizard simplifies hardware connections and the cores inclusion**
- > **With software debugging and the Vivado logic analyzer supporting cross-probing enables simultaneous hardware and software debugging**
 - >> Use it to find and fix embedded system bugs faster

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