

Modeling of Time in Discrete-Event Simulation of Systems-on-Chip

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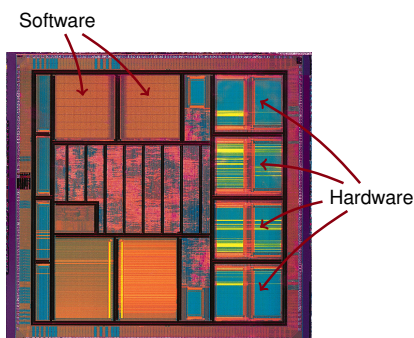
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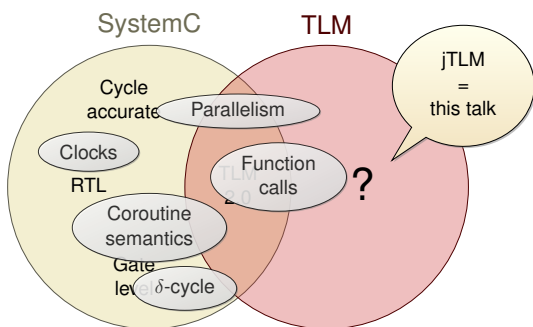
Work partially supported by
HELP ANR project

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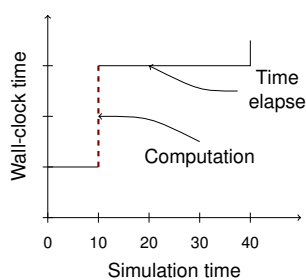
Modern Systems-on-a-Chip



SystemC/TLM vs. "TLM Abstraction Level"



Simulation Time Vs Wall-Clock Time



Outline

- 1 Transaction Level Modeling and jTLM
- 2 Time and Duration in jTLM
- 3 Applications
- 4 Implementation
- 5 Conclusion

Transaction-Level Modeling

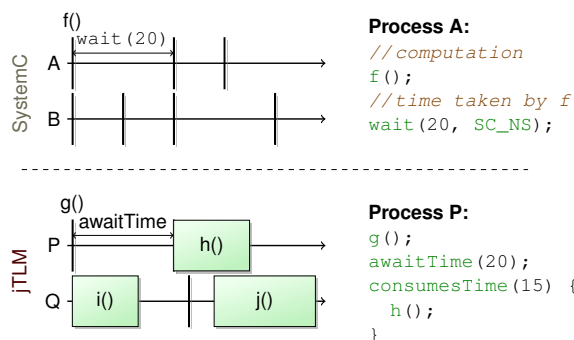
- (Fast) simulation essential in the design-flow
 - ▶ To write/debug **software**
 - ▶ To validate **architectural** choices
 - ▶ As reference for hardware verification
- Transaction-Level Modeling (TLM):
 - ▶ High level of abstraction
 - ▶ Suitable for

Industry Standard = SystemC/TLM

jTLM: goals and peculiarities

- jTLM's goal: define "TLM" independently of SystemC
 - ▶ Not cooperative (true parallelism)
 - ▶ Not C++ (Java)
 - ▶ No δ -cycle
- Interesting features
 - ▶ Small and simple code (\approx 500 LOC)
 - ▶ Nice experimentation platform
- Not meant for production

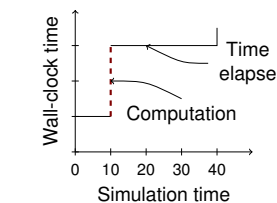
Time in SystemC and jTLM



Time à la SystemC: `awaitTime (T)`

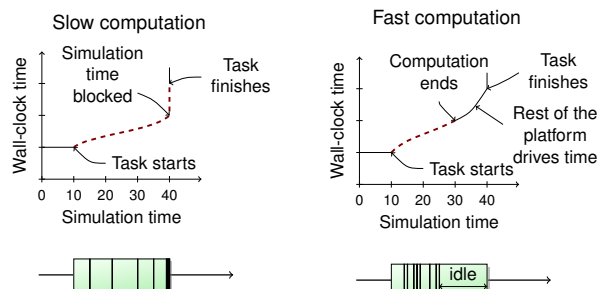
- By default, time does not pass
⇒ instantaneous tasks

- `awaitTime (T)` :
let other processes execute
for T time units

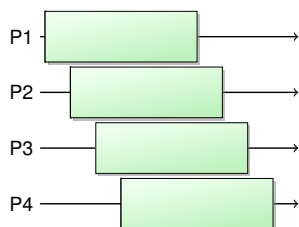


```
f(); // instantaneous
awaitTime(20);
```

Execution of `consumesTime (T)`



Parallelization

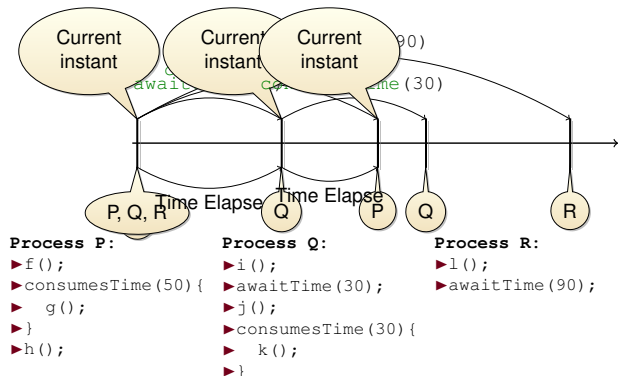


jTLM's Semantics

- Simultaneous tasks run in parallel
- Non-simultaneous tasks don't
- Overlapping tasks do

- Back to SystemC:
 - Parallelizing within δ -cycle = great if you have clocks
 - Simulation time is the bottleneck with quantitative/fuzzy time

Time Queue and `consumesTime (T)`



Task with Known Duration: `consumesTime (T)`



- Semantics:
 - Start and end dates known
 - Actions contained in task spread in between
- Advantages:
 - Model closer to actual system
 - Less bugs hidden
 - Better parallelization

```
consumesTime(15) {
  f1();
  f2();
  f3();
}
consumesTime(10) {
  g();
}
```

Exposing Bugs

Example bug: mis-placed synchronization:

```

flag = true;
awaitTime(5);
writeIMG();
awaitTime(10);

while(!flag)
  awaitTime(1);
awaitTime(10);
readIMG();

```

⇒ bug never seen in simulation

```

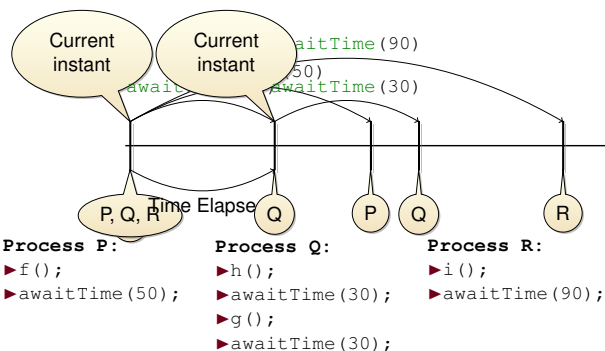
consumesTime(15) {
  flag = true;
  writeIMG();
}

while(!flag)
  awaitTime(1);
awaitTime(10);
readIMG();

```

⇒ strictly more behaviors, including the buggy one

Time Queue and `awaitTime (T)`



Perspectives

- Summary
 - Tasks with duration
 - Exhibit more behaviors/bugs
 - Better parallelization
- Skipped from the talk (cf. paper)
 - Tasks with a priori unknown duration
 - jTLM's cooperative mode
- Perspectives
 - Adapt the ideas to SystemC (ongoing, not so hard)
 - Run-time Verification to explore schedules (science-fiction)
 - Open-Source Release?

Thank you! ~ Questions?