

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

Giovanni Funchal^{1,2} and Matthieu Moy¹

¹Verimag (Grenoble INP)
Grenoble, France

²STMicroelectronics
Grenoble, France

Work partially supported by
HELP ANR project

MEMOCODE, July 2011

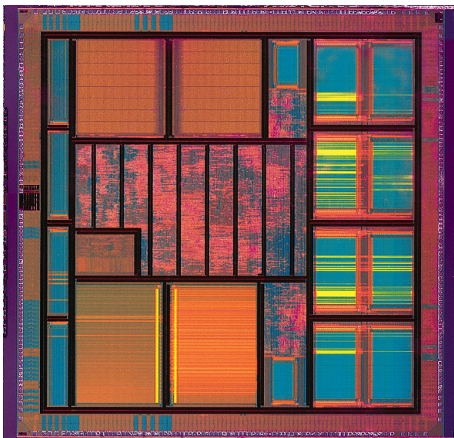
Outline

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

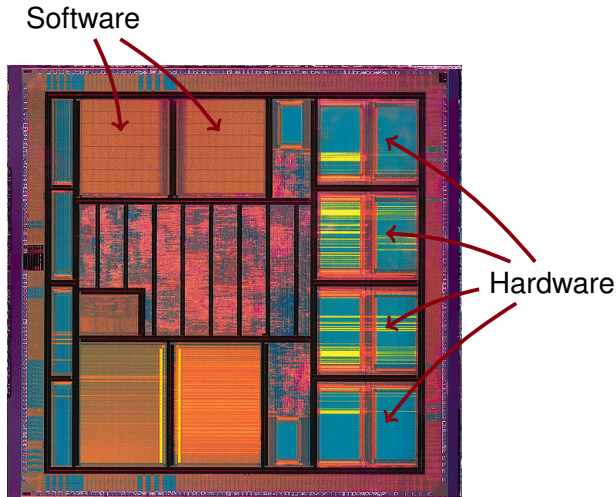
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Modern Systems-on-a-Chip



Modern Systems-on-a-Chip



Transaction-Level Modeling

- (Fast) simulation essential in the design-flow
 - ▶ To write/debug **software**
 - ▶ To validate **architectural** choices
 - ▶ As reference for hardware **verification**

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- ▶ High level of abstraction
- ▶ Suitable for



Transaction-Level Modeling

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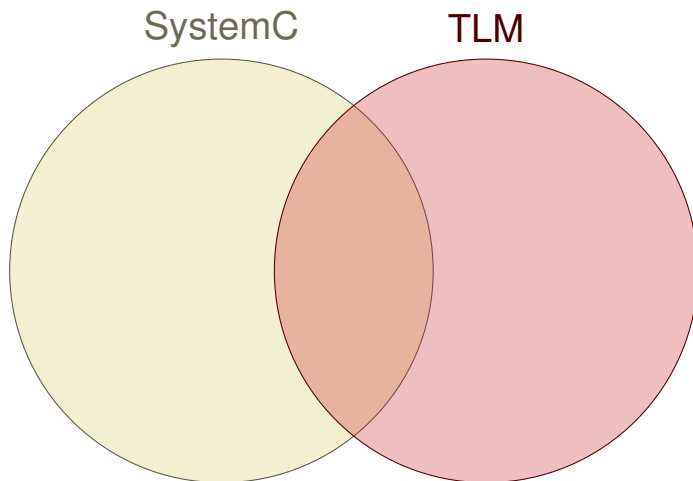
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- Transaction-Level Modeling (TLM):

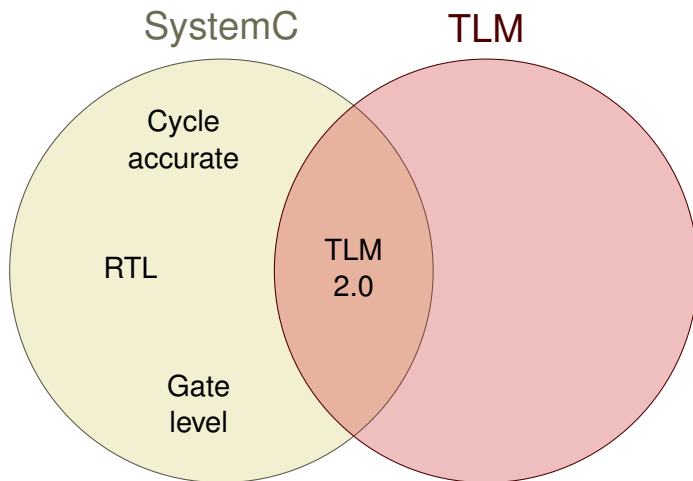
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Industry Standard = SystemC/TLM

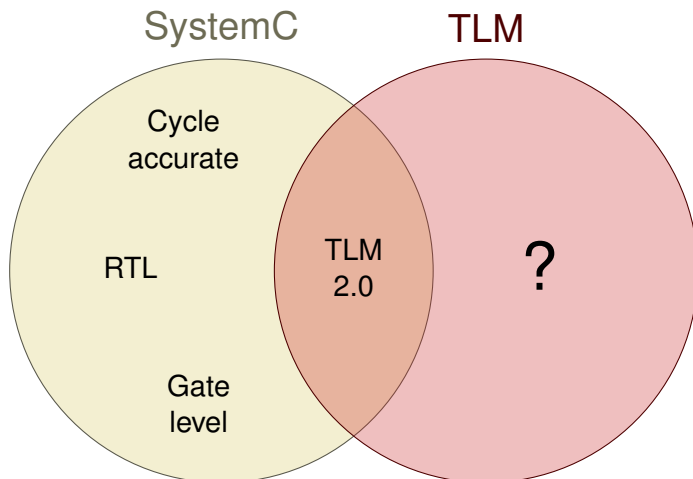
SystemC/TLM vs. “TLM Abstraction Level”



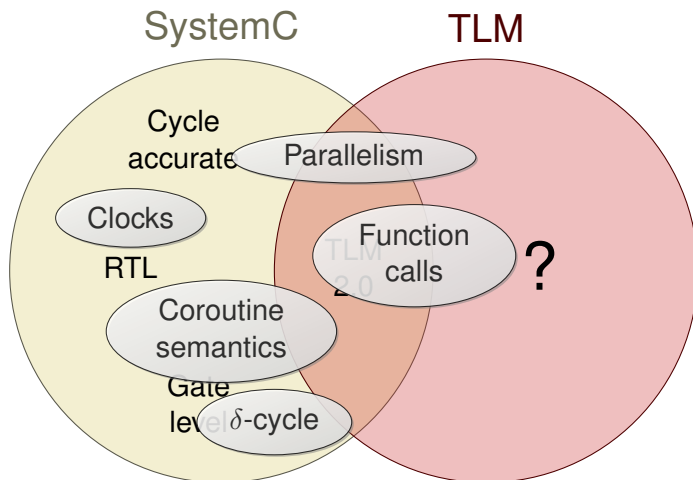
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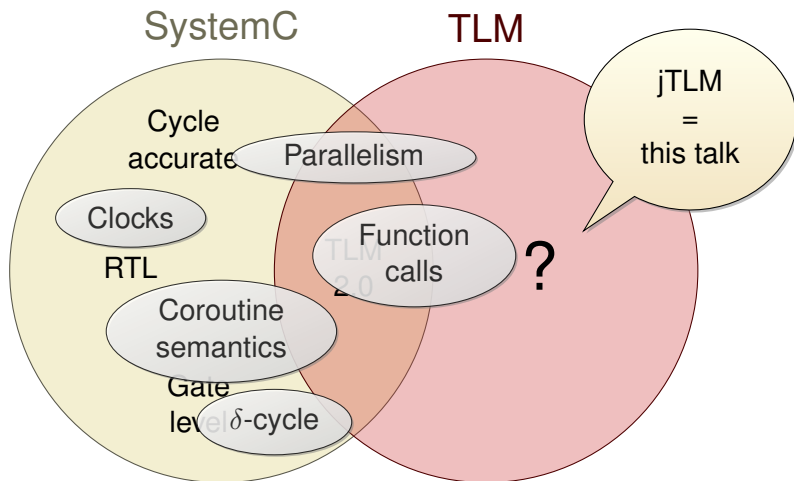
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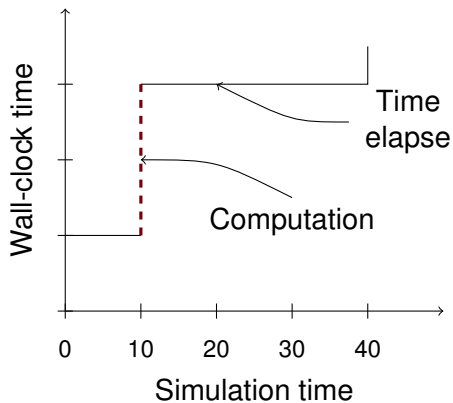
jTLM: goals and peculiarities

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

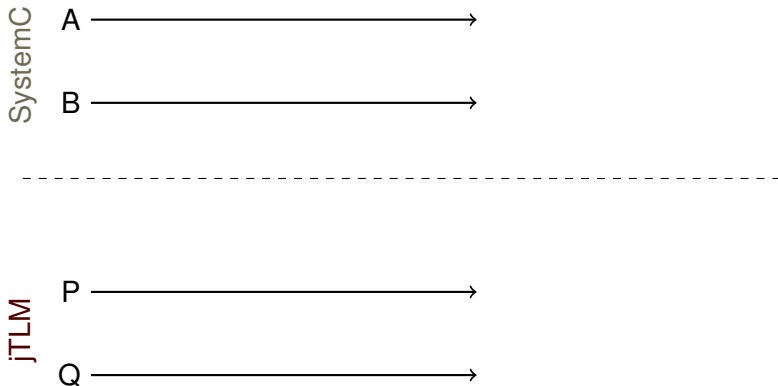
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Simulation Time Vs Wall-Clock Time



Time in SystemC and jTLM



Time in SystemC and jTLM

SystemC

A →

B →

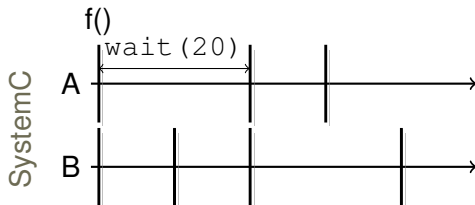
Process A:*//computation**f();**//time taken by f**wait(20, SC_NS);*

jTLM

P →

Q →

Time in SystemC and jTLM



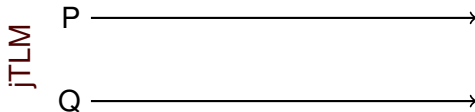
Process A:

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//computation
```

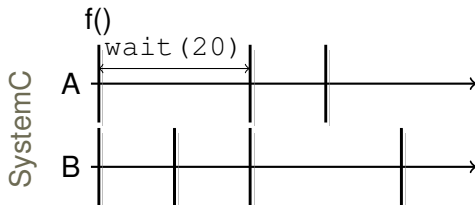
```
f();
```

```
//time taken by f
```

```
wait(20, SC_NS);
```



Time in SystemC and jTLM



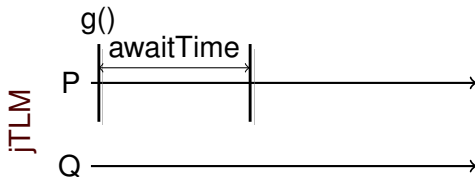
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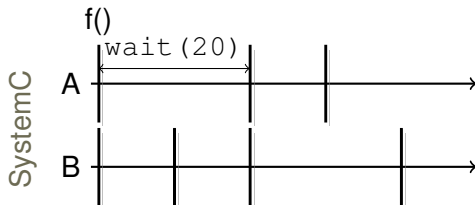


Process P:

```
g();
```

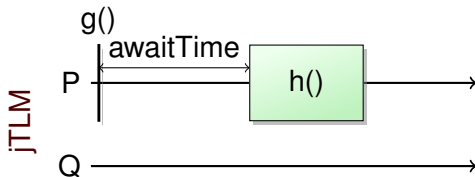
```
awaitTime(20);
```

Time in SystemC and jTLM



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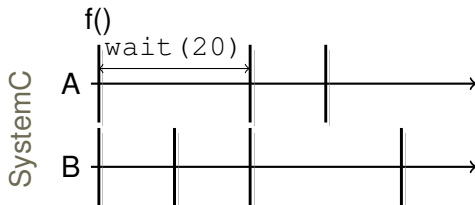
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//time taken by f
wait(20, SC_NS);
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Process P:

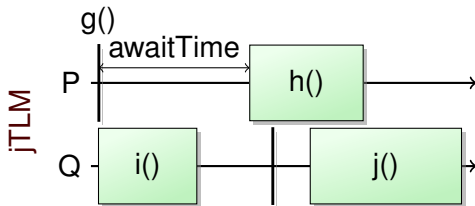
```
g();
awaitTime(20);
consumeTime(15) {
    h();
}
```

Time in SystemC and jTLM



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wait(20, SC_NS);
```

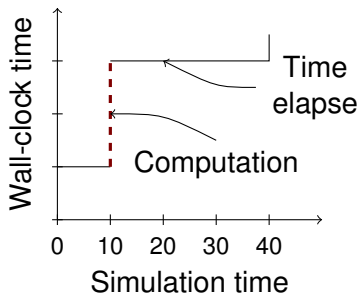


Process P:

```
g();
awaitTime(20);
consumeTime(15) {
    h();
}
```

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);
```

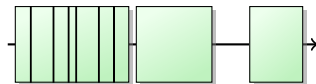
Task with Known Duration: `consumesTime (T)`

- Semantics:

- ▶ Start and end dates known
- ▶ Actions contained in task spread in between

- Advantages:

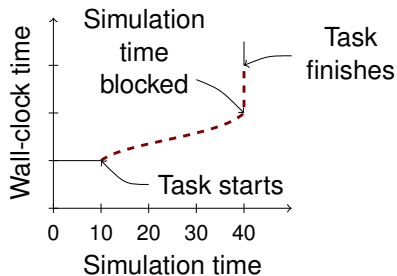
- ▶ Model closer to actual system
- ▶ Less bugs hidden
- ▶ Better parallelization



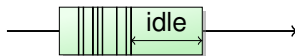
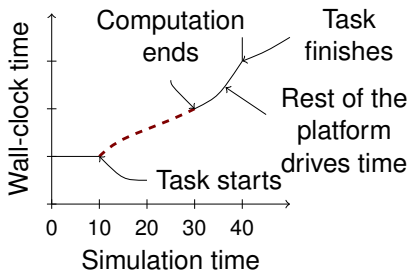
```
consumesTime (15) {  
    f1 ();  
    f2 ();  
    f3 ();  
}  
  
consumesTime (10) {  
    g ();  
}
```


Execution of `consumesTime(T)`

Slow computation



Fast computation



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Exposing Bugs

Example bug: mis-placed synchronization:

```
flag = true;           while(!flag)
awaitTime(5);           awaitTime(1);
writeIMG();             awaitTime(10);
awaitTime(10);          readIMG();
```

⇒ bug never seen in simulation

Exposing Bugs

Example bug: mis-placed synchronization:

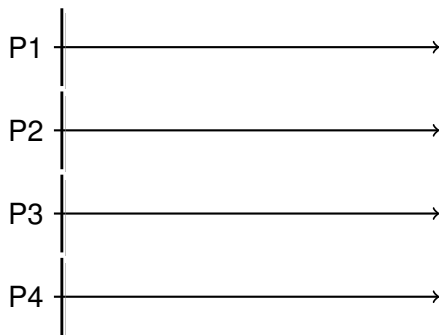
```
flag = true;           while(!flag)
awaitTime(5);           awaitTime(1);
writeIMG();             || awaitTime(10);
awaitTime(10);          readIMG();
```

⇒ bug never seen in simulation

```
consumesTime(15) {     while(!flag)
    flag = true;         awaitTime(1);
    writeIMG();           || awaitTime(10);
}                         readIMG();
```

⇒ strictly more behaviors, including the buggy one

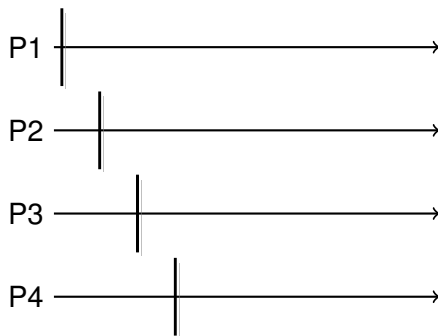
Parallelization



jTLM's Semantics

- Simultaneous tasks run
in parallel

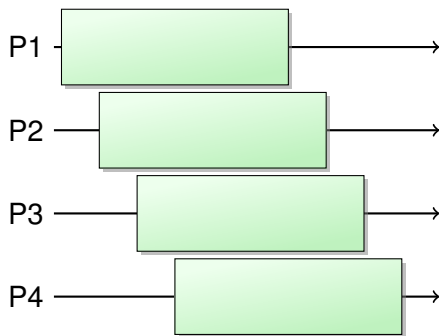
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jTLM's Semantics

- Simultaneous tasks run **in parallel**
- Non-simultaneous tasks don't

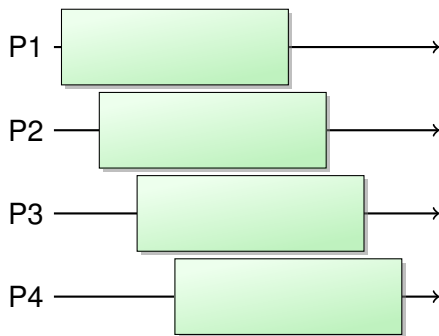
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- Simultaneous tasks run **in parallel**
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- Overlapping tasks do

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

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Time Queue and `awaitTime(T)`



Process P:

```
► f();  
  awaitTime(50);
```

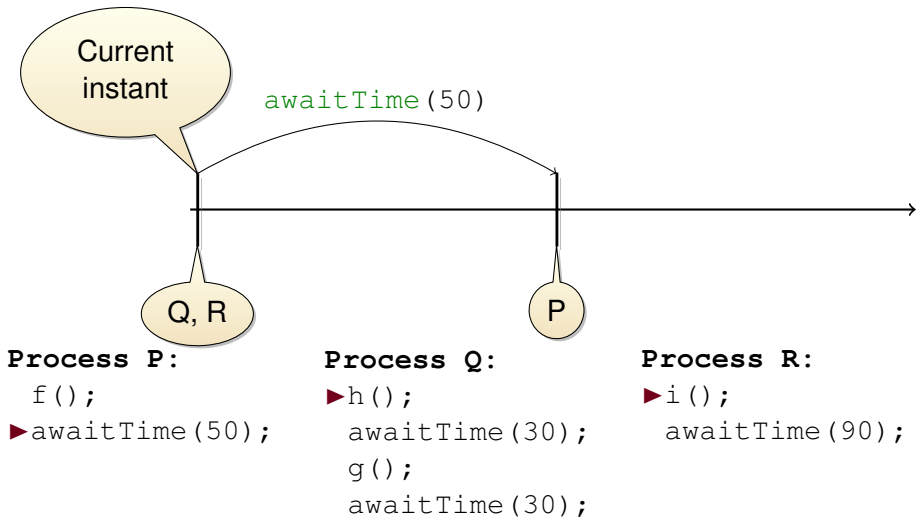
Process Q:

```
► h();  
  awaitTime(30);  
  g();  
  awaitTime(30);
```

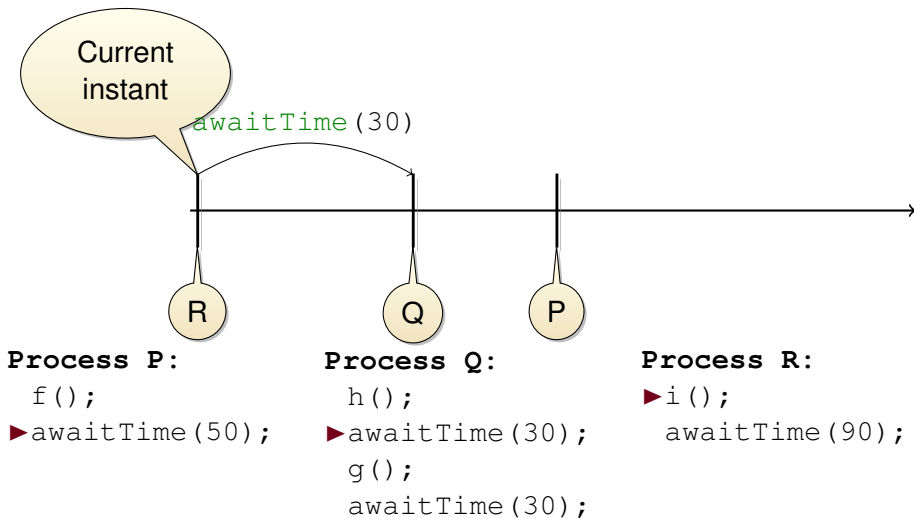
Process R:

```
► i();  
  awaitTime(90);
```

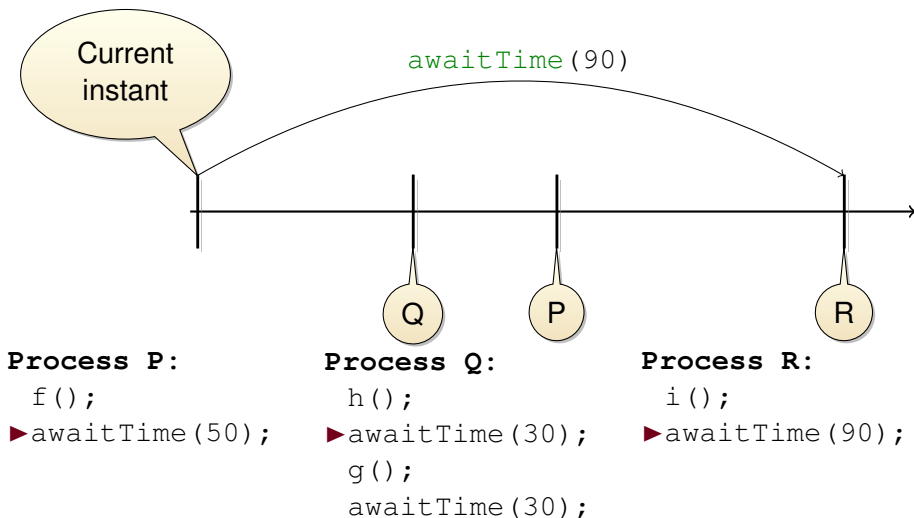
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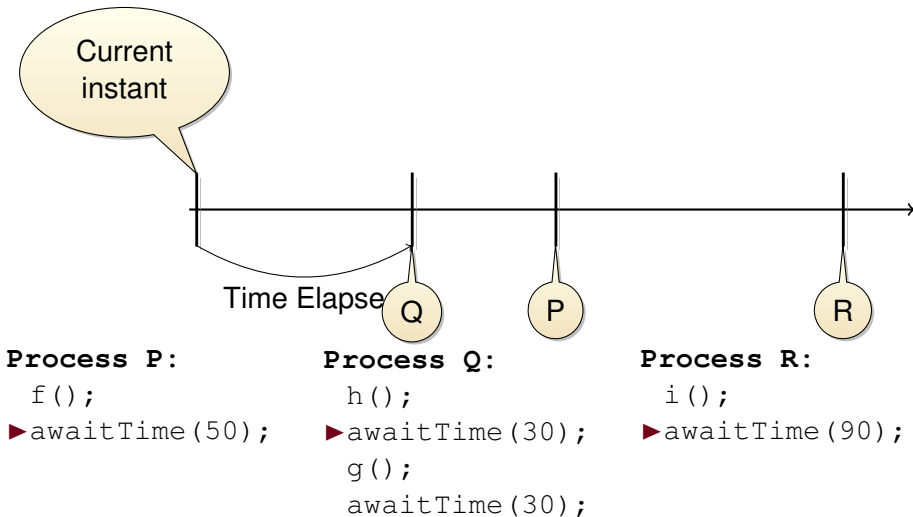
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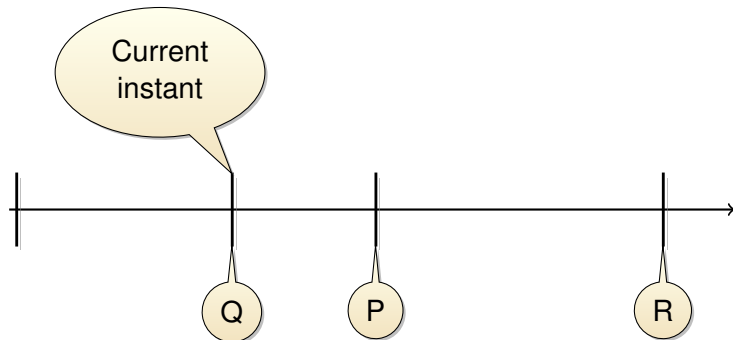
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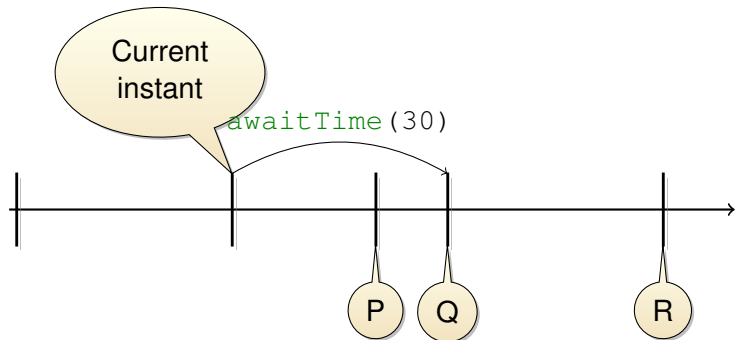
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Time Queue and `consumeTime (T)`

What about `consumeTime (T)` ?

Time Queue and `consumeTime (T)`

Current
instant

P, Q, R

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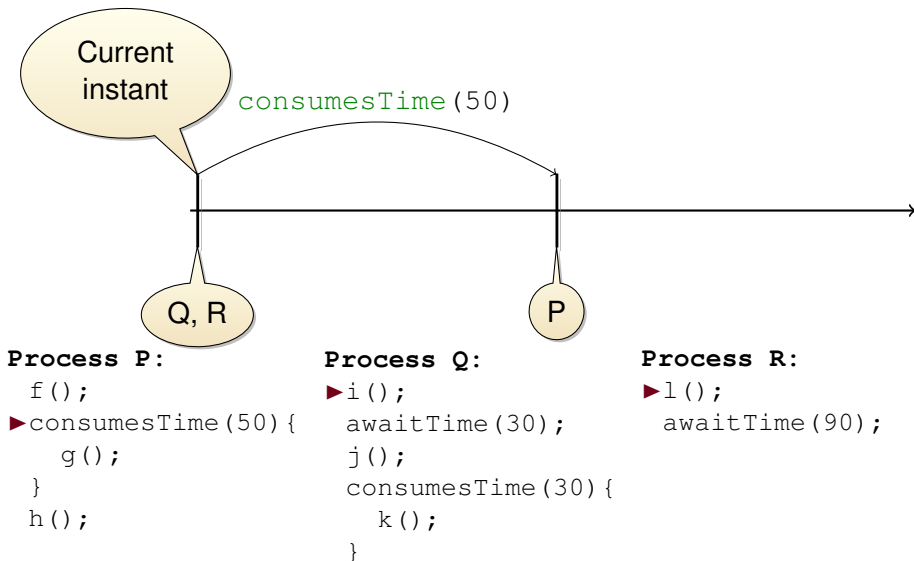
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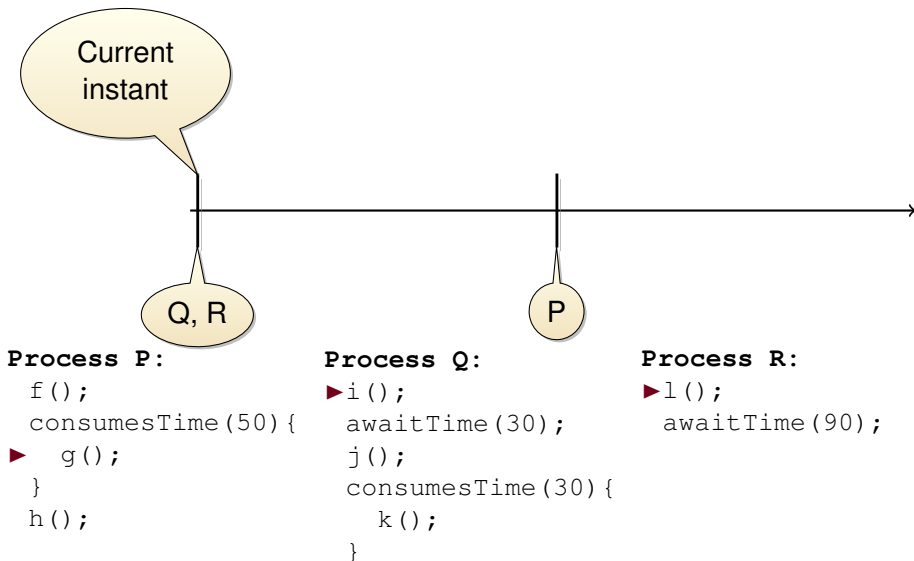
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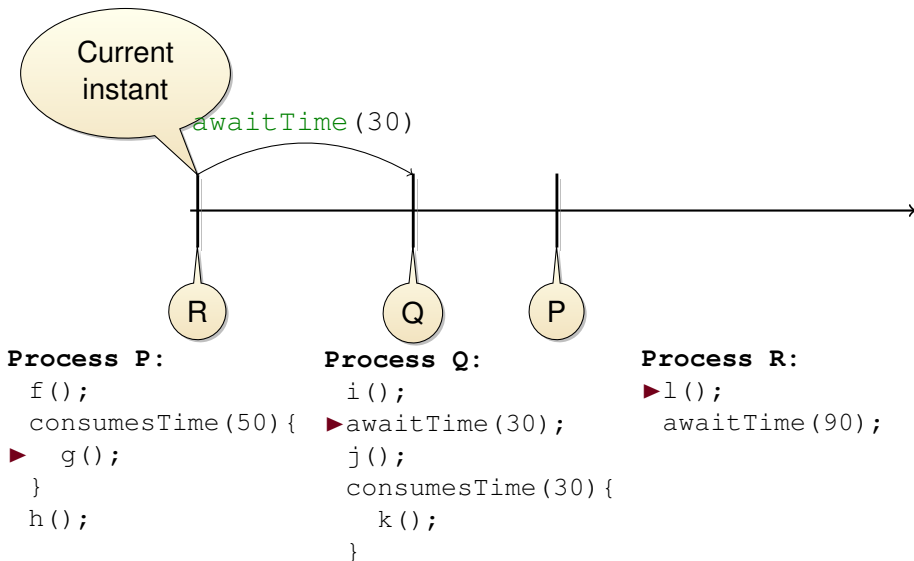
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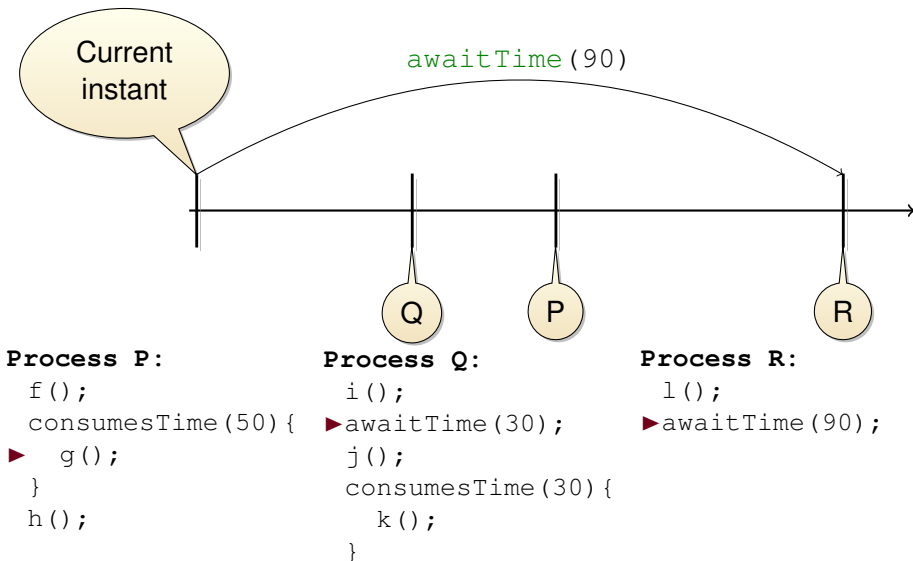
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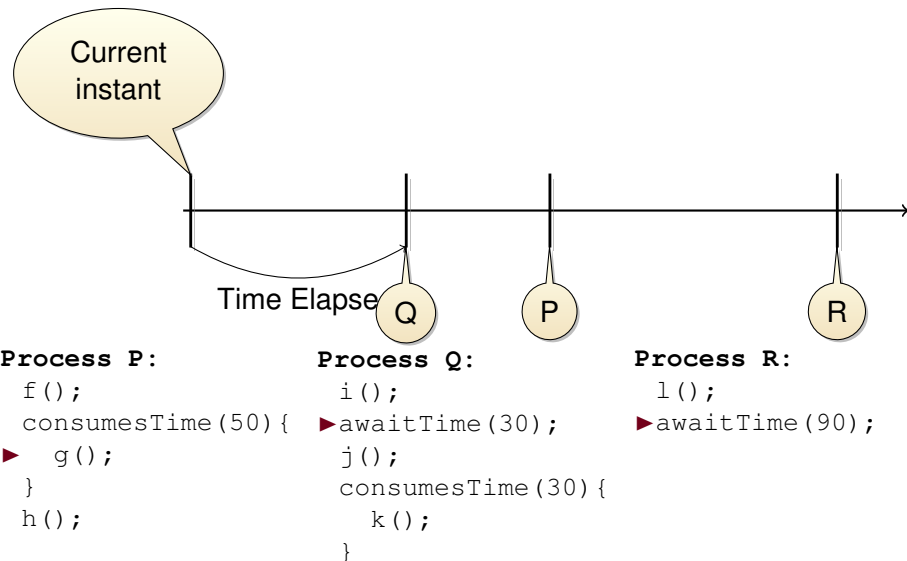
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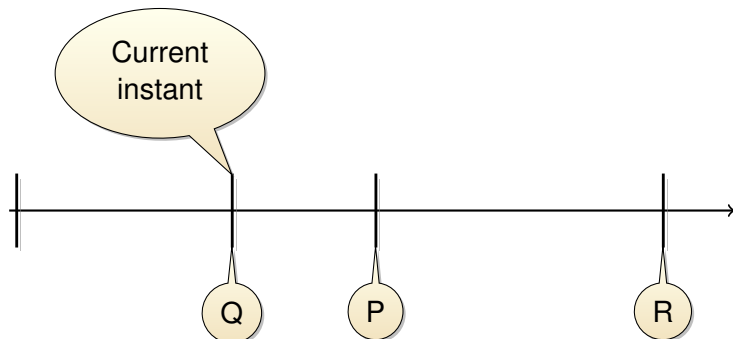
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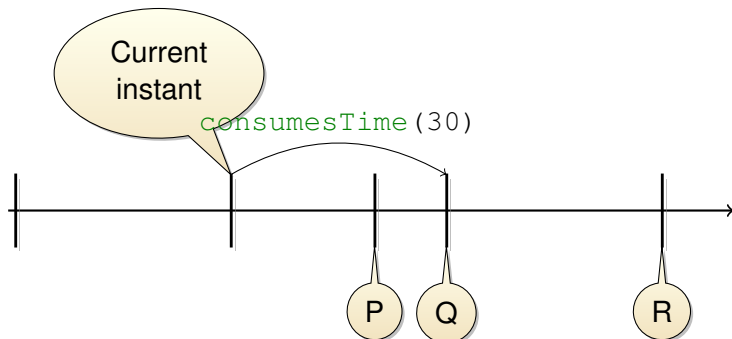
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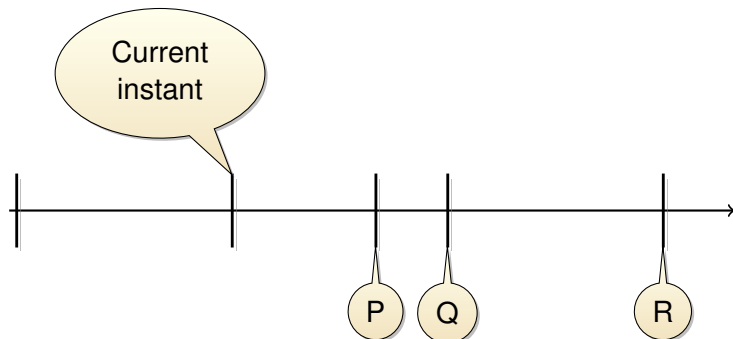
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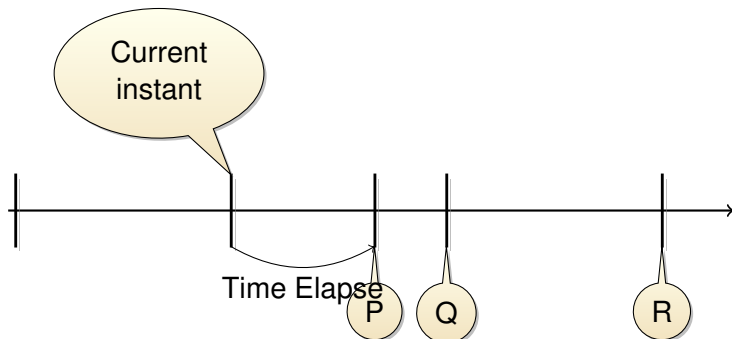
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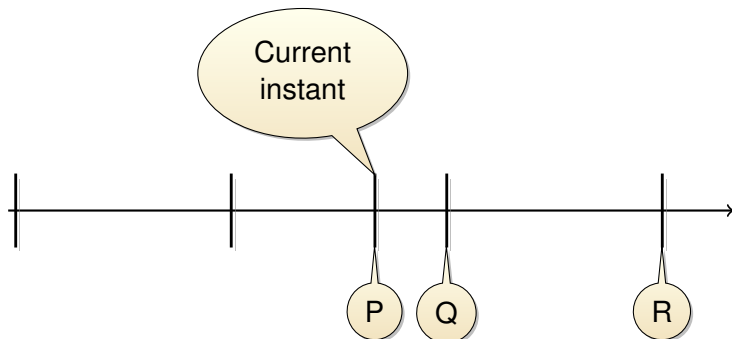
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 - ▶ Exhibit more behaviors/bugs
 - ▶ Better parallelization
- Skipped from the talk (cf. paper)
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