PART I

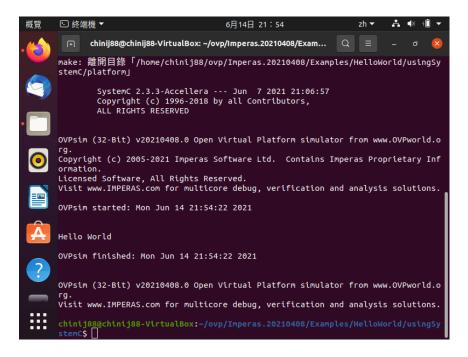
First example I use the ovp/example /using systemc/helloworld/example.sh Hello world is the most easiest program there are three parts to the example

- 1. An application; this is found as application/application.c
- 2. A CpuManager/OVPsim SystemC TLM2.0 platform; this is in platform/platform.cpp
- 3. A Makefile to build the application in 1; this is in application/Makefile,
 In addition a standard Makefile is used to build the platform. This is included
 into platform/Makefile and is found at

IMPERAS_HOME/ImperasLib/buildutils/Makefile.TLM.platform

With this example.sh I can see how to set platform & how to change c to the elf file And next I find the platform.cpp I know what I need to build in BareMetal format in figure 3 it also teach me how to set parser &use platform as a top module







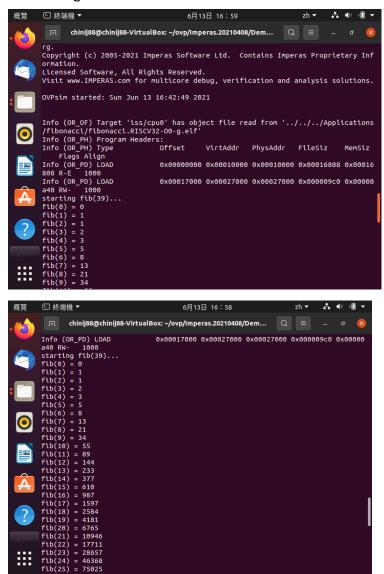
second example I choose

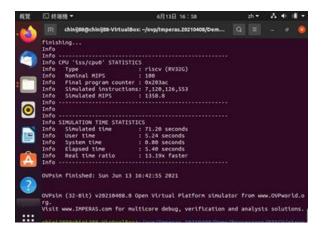
IMPERAS_HOME/Demo/Processors/RISCV/riscv32/RV32G/single_core/ Fibonacci.sh to execute and get the information I want

- 1. I choose it because I think it is easy to help me to realize what I need to write in the c code and whether I can use the common library in OVP to model it
- 2. I find the virtual address / physical address and memory size are include in the result These information may need to be set by myself when I try to model the DMA & CPU system using OVP and help me to know how to debug with memory

problem i.e. segmentation fault or something else

- 3.I know I have to set the processor number in the .sh file when I use .sh to execute elf file and to write the processor vendor as riscv.ovpworld.org
- 4. I choose it because I think the recurrence and math function is a basic function when we use to write code and I will use this math function when I try to design other thing

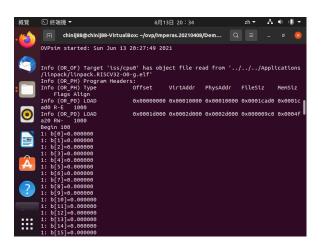


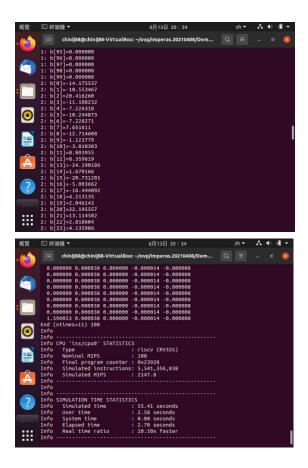


third example I choose

 $IMPERAS_HOME/Demo/Processors/RISCV/riscv32/RV32G/single_core/Run_linpack.s \\ h$

- 1. I choose it because I am interested in it since I never see a how to construct a benchmark program in real and it is more complicated than I think
- 2. It helps me to know how to deal with 2D array this may be helpful for me to construct a DMA when I try to construct a more complicated memory system
- 3. It also help me how to deal with double precision number ,I think this may be helpful for construct a CPU system related to RISCV ,since I usually don't know how to design a precise and clear floating point processor in hardware

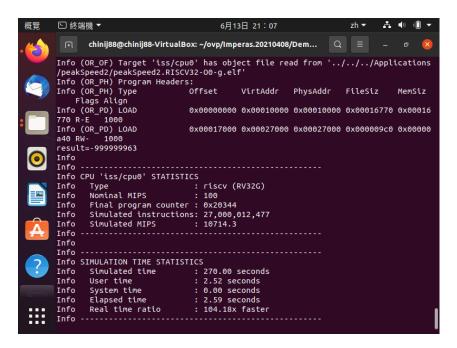




fourth example I choose

IMPERAS_HOME/Demo/Processors/RISCV/riscv32/RV32G/single_core/Run_Peakspe ed.sh

- 1. it is a easy code for a person to realize what it is doing but it help me to know how long does it takes to execute about 10 thousand instruction about operation 2. It help me to know the real time ratio can be enough large for me to execute a complex program through OVP
- 3.It helps me to evaluate the run time ,when a program simulate more than 1 minute when I testing my code ,it seems like there is something wrong and I don't need to wait more time



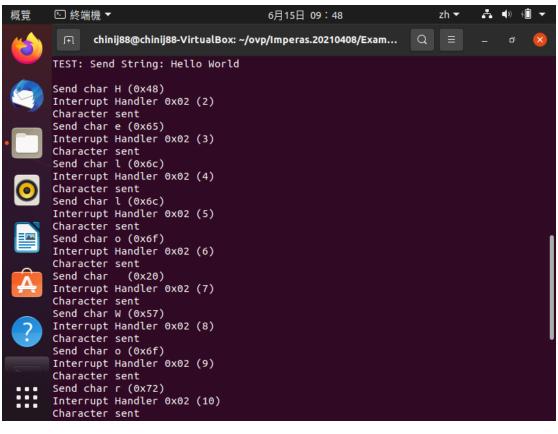
The example five I choose

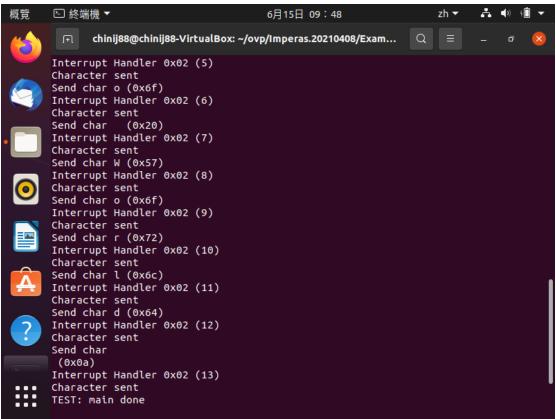
IMPERAS_HOME/Example /Platform construction/systemC_TLM/example.sh
This example teach me how to communicate and pass some information through
platform ,it also teach me how to construct the platform through these header &cpp
file

```
#include "tlm/tlmMemory.hpp"
#include "tlm/tlmDecoder.hpp"
#include "ovpworld.org/processor/or1k/1.0/tlm/processor.igen.hpp"
#include "national.ovpworld.org/peripheral/16550/1.0/tlm/pse.igen.hpp"
#include "tlm.h"
#include "tlm/tlmModule.hpp"
extern "C" {
#include "platform.sc_options.igen.h"
}
#include "platform.sc constructor.igen.h"
```

And it also teach me the transaction between the module & how to send interrupt signal in this homework and make some point as follow

Note that since a SystemC thread is not normally interrupted, the only source that can interrupt a processor during its quantum is something affected by the processor execution e.g. the processor accessing a model which raises the interrupt. An interrupt raised by another model or processor will be serviced next time the processor is scheduled.

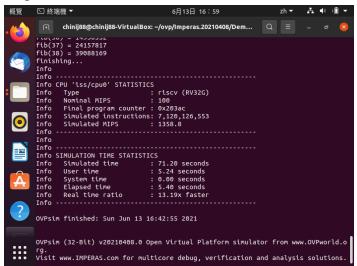




Because I am interested in other example so I choose sixth example IMPERAS_HOME/Demo/Processors/RISCV/riscv32/RV32G/many_core/Run_Amp4_D hrystone.sh V.S single core/ Run_Dhrystone.sh

1.Although this homework is a single core riscy, I am interested in the difference between single core and multicore system through ovp platform, since I never design a multicore hardware, I try to understand the difference and their speed gap Comparing them I find their difference in MIPS is little, I think this may represent each processor is simultaneously executing and they are separate, it help me to realize the BareMetal more

Single core



Multicore

