Design Profiler

Learn how to generate profiler report and how to read it

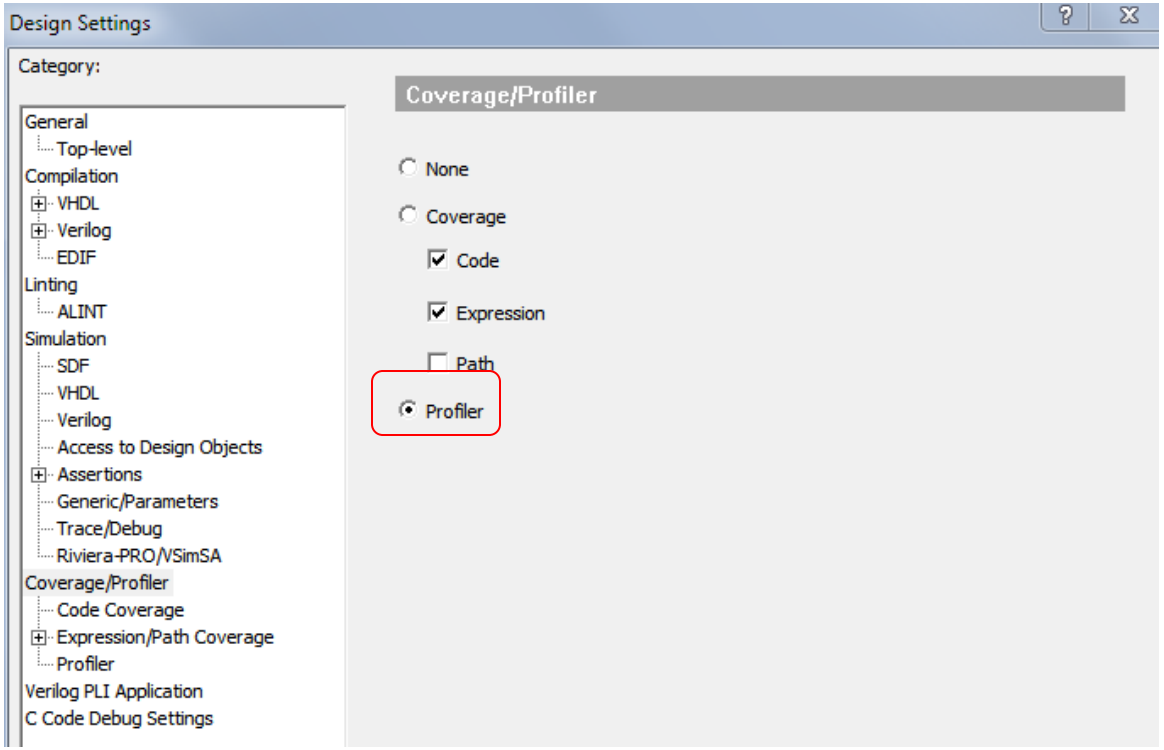
Design Profiler

- **Design Profiler** is a tool integrated within Active-HDL
- The **Design Profiler** provides insight into how the CPU is utilized during simulation. When the simulation is running, the profiling engine counts CPU ticks for each HDL statement. Profiling data is used to identify design units or code sections that put the greatest strain on the simulator

Enabling Design Profiler

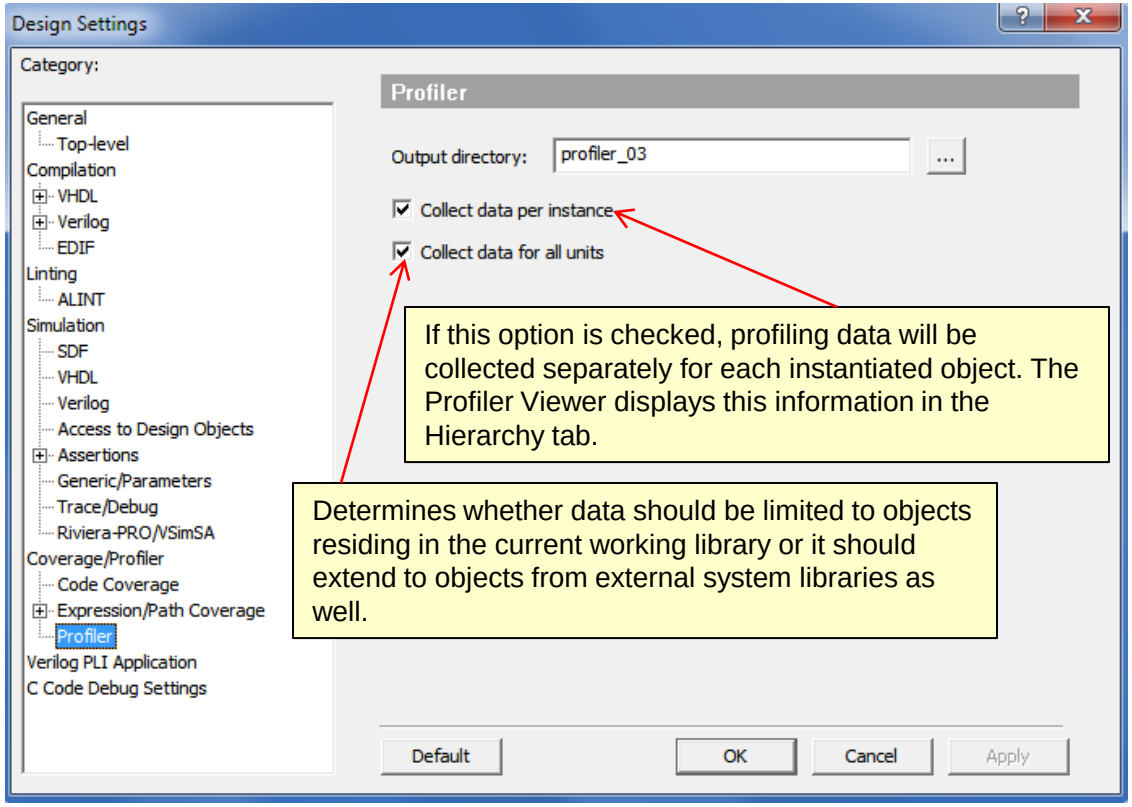
- To enable Design Profiler you have to:

- Open the **Design Settings** window from the **Design** menu
- Select the **Coverage/Profiler** category
- Check the **Profiler** option



Enabling Design Profiler (Cont.)

- Now click on the **Profiler** category from the list
- Select the **output file folder** where you want profiler data to be saved
- Press OK button



Enabling Design Profiler (Cont.)

- When a design simulation is initialized by a DO-macro file and you would like to use Design Profiler, you have to initialize simulation with following options:

```
asim -profiler -tbp_dest $DSN/profiler count
```

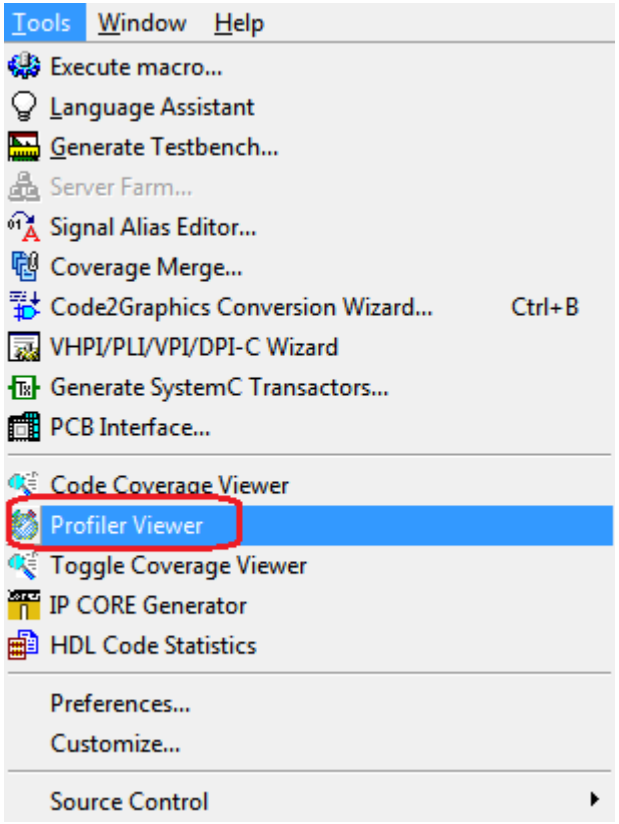
- This will enable Design Profiler data gathering in default mode i.e. information will be collected for each unit.

```
asim -profiler -profiler_hierarchy -tbp_dest $DSN/profiler count
```

Note: Refer to **Help** documentation for more details on **asim** command usage

Invoking Design Profiler Viewer

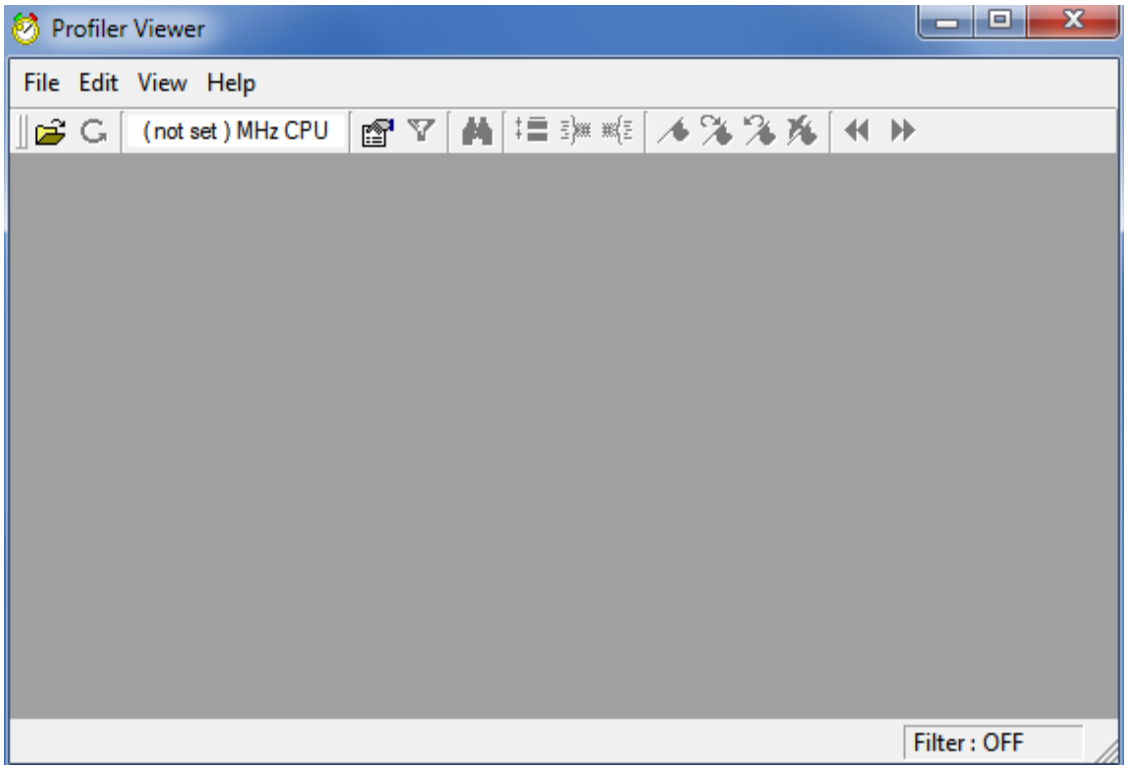
- When your simulation is finished, you can run the **Design Profiler** Viewer from the **Tools** menu
- All data gathered by Design Profiler can be presented in a graphical or textual form in the **Design Profiler Viewer** window



Design Profiler Viewer

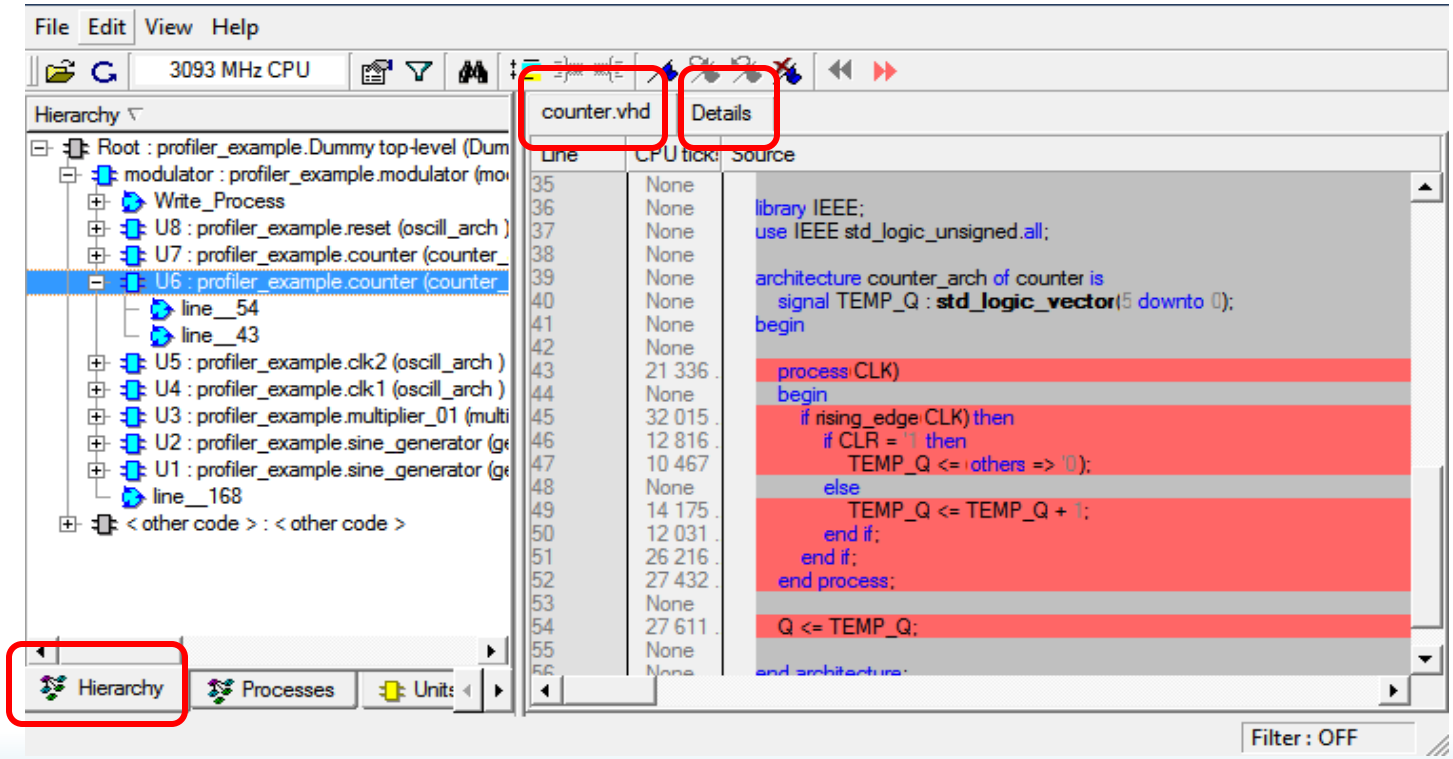
- To load the Design Profiler data collected during simulation run:

- Select **Open**…from the **File** menu or use button  in the main toolbar.
- Find **profiler.tbp** file. It should have been created in previously specified path.



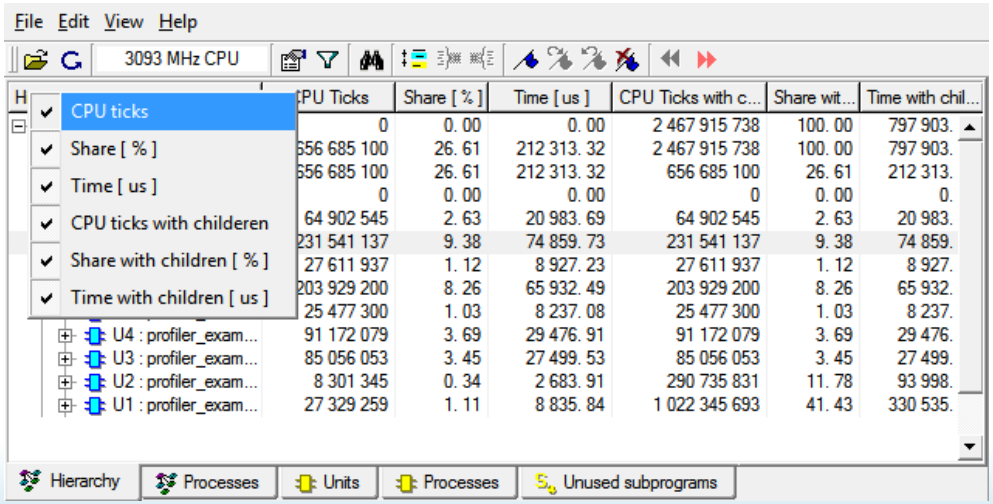
Design Profiler Viewer (Cont.)

- There are two panels in the Design Profiler Viewer window:
- **Hierarchy** pane - displays the hierarchical structure of the design
- **Source Code /Details** pane



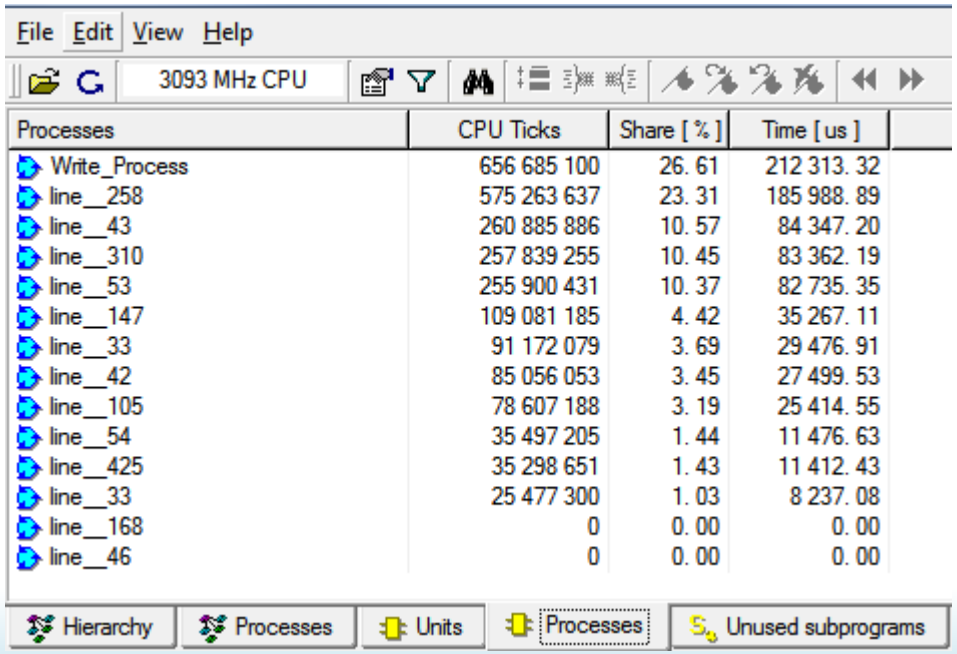
Hierarchy Window

- The Hierarchy tab is divided into several columns:
  - **Hierarchy:** Shows an expandable tree with the design structure
  - **CPU Ticks:** Shows the number of CPU ticks that were required during simulation to execute the code for the object highlighted in the hierarchy tree
  - **Share [%]:** Shows the share in the total simulation time for the object highlighted in the hierarchy tree
  - **Time [us]:** Shows time in microseconds that was required during simulation to execute the code for the object highlighted in the hierarchy tree



Hierarchy Window (Cont.)

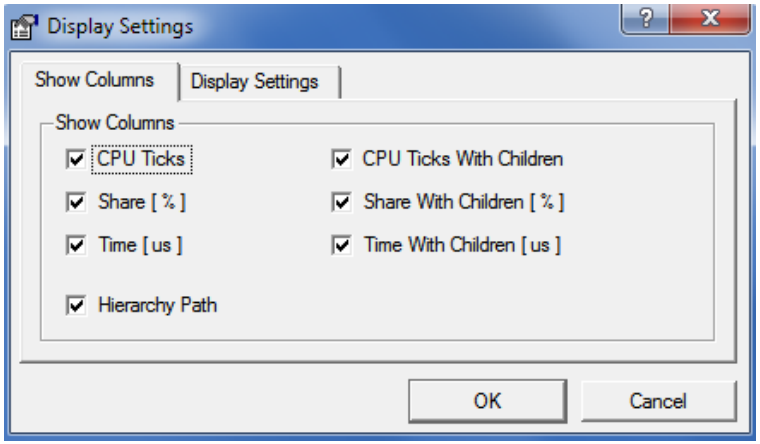
- **Processes Tab (Hierarchical)**shows data for individual processes in the design hierarchy
- **Units tab** in the left pane shows profiling statistics for all units used in the design, irrespective of their position in the hierarchy tree. If a given unit is instantiated more than once in the design, profiling data is merged for all instances of that unit



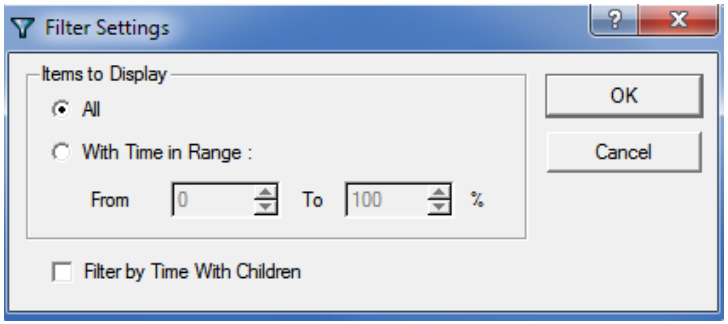
- **Processes Tab (Flat):**If the unit in which the process is defined is instantiated more than once in the design, profiling data is merged for all instances of the process
- The **Unused Subprograms tab** lists all subprograms that were not executed during the simulation process

Hierarchy Window (Cont.)

- You can select which data should be displayed using list-box or button in the **Main Tool Bar**



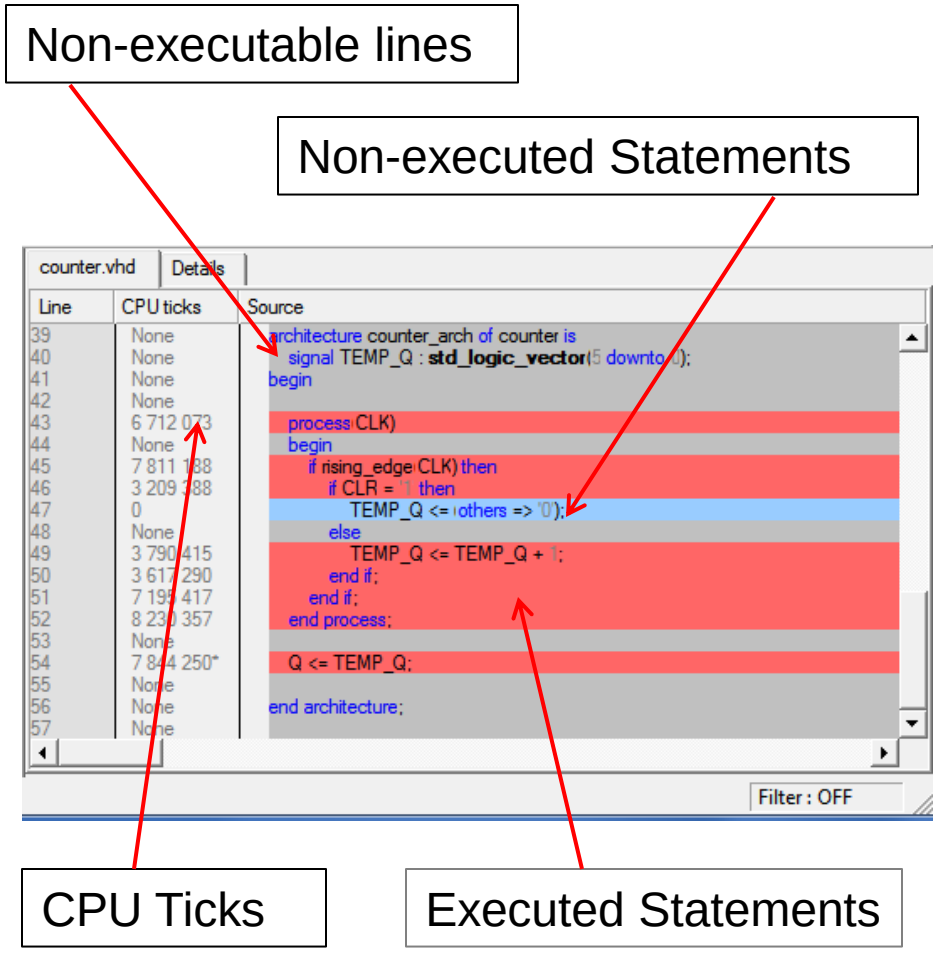
- Display settings allows you to configure and customize view of gathered data by Design Profiler



- Display settings allows you to configure and customize view of gathered data by Design Profiler

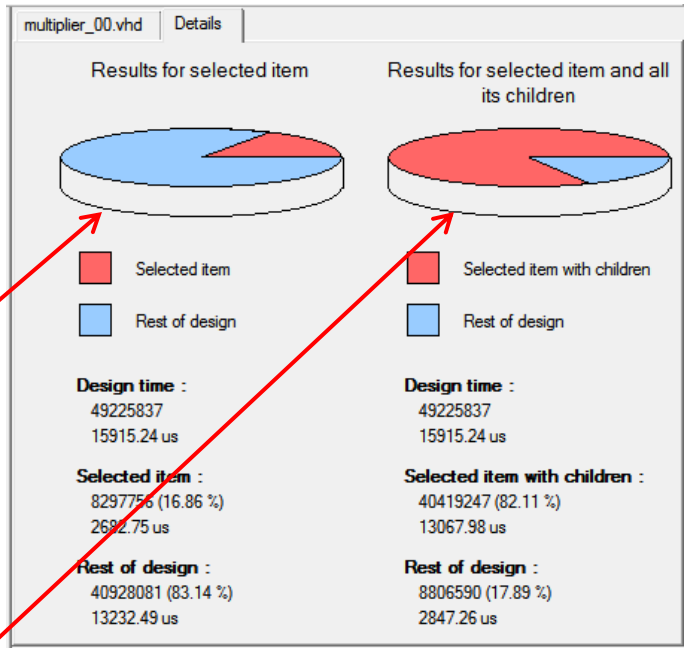
Source Code Tab

- The source code of unit or process selected in **Hierarchy** pane is displayed in the **Source** tab
- Executed statements are displayed in red color. The number of CPU ticks is also shown to the left of corresponding line
- Statements that were not executed at all are shown in blue
- Non-executable lines or lines are displayed against a gray background



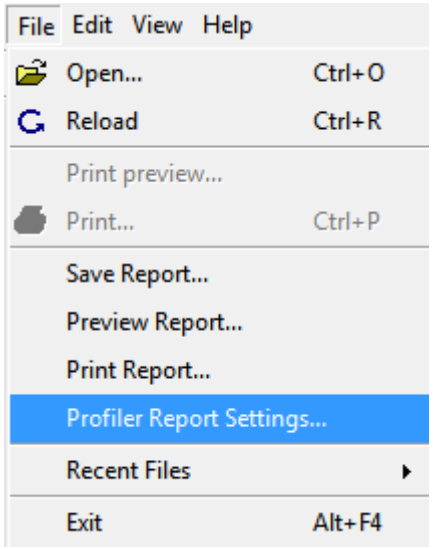
Details Tab

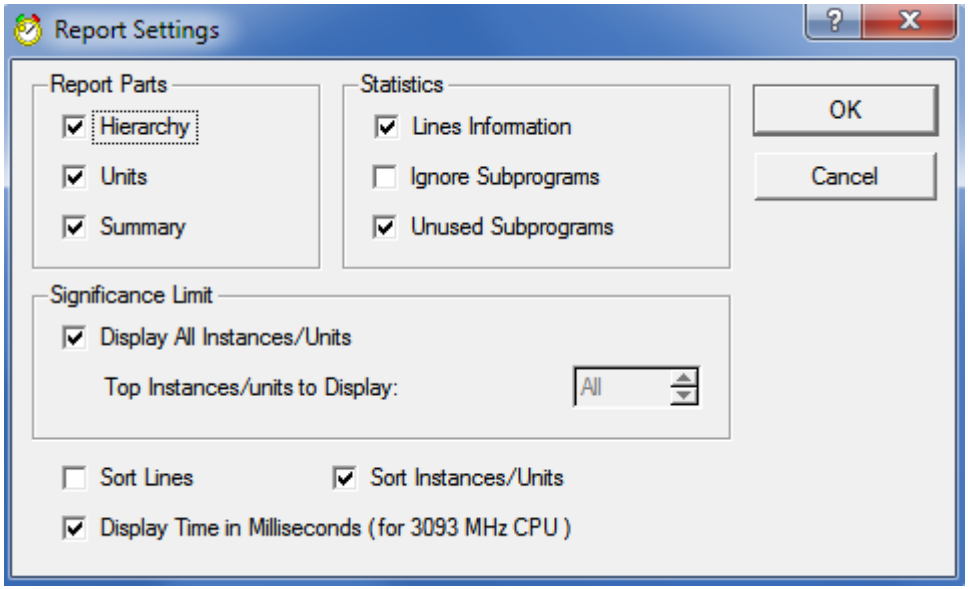
- The **Details** tab shows pie charts with profiling statistics.
- The display on the **Details** tab is synchronized with the left pane of the Profiler Viewer. Selecting a unit or a process on the **Hierarchy, Processes**, or **Units** tab brings up the appropriate chart.
- The first chart (**Results for selected item**) shows statistics that do not account for objects nested further down in the hierarchy tree.
- The second chart (**Results for selected item and all its children**) is based on statistics that include nested objects. Accordingly, the time share for the top-level unit is 100%



Design Profiler Report

- The Design Profiler provides also possibility to generate a custom report file from gathered data.
- Using Profiler Report settings, you can easily choose interesting data which should be put into the report file.



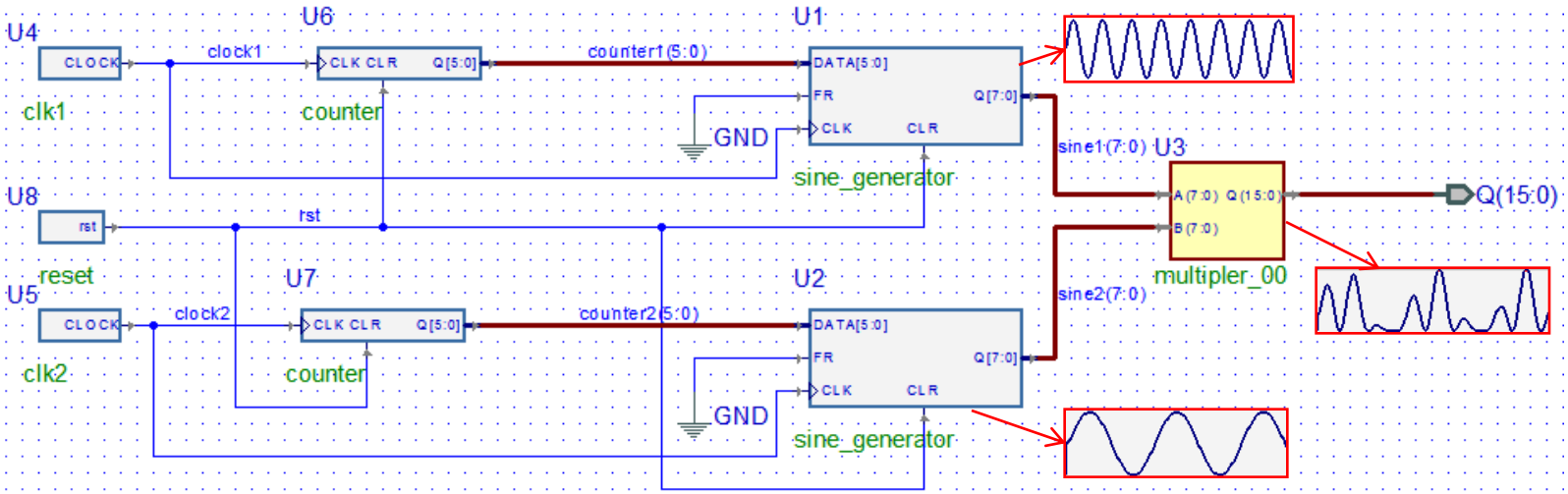


Design Profiler Example

Design Name: Profiler_example

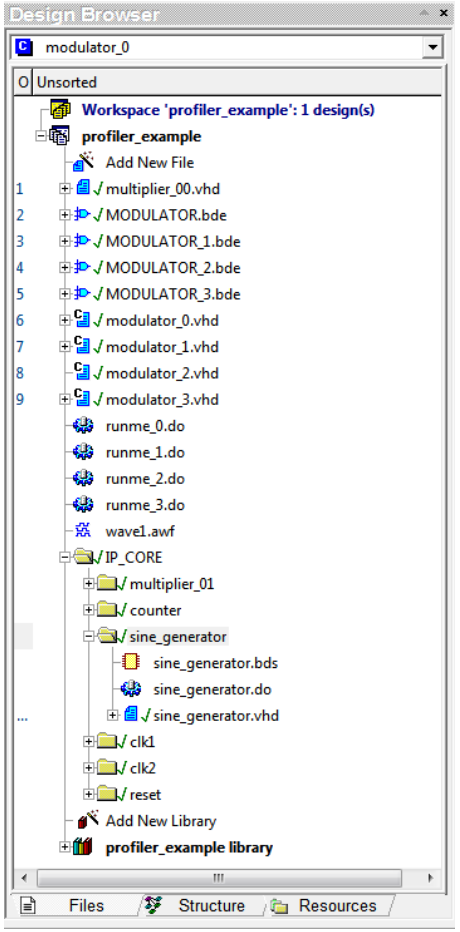
Preview

- Project functionality is based on modulator sample installed with Active-HDL. The top level –modulator contains two sine generators (oscillator + counter + main sine generator) and multiplier module generated by IP Core Generator.



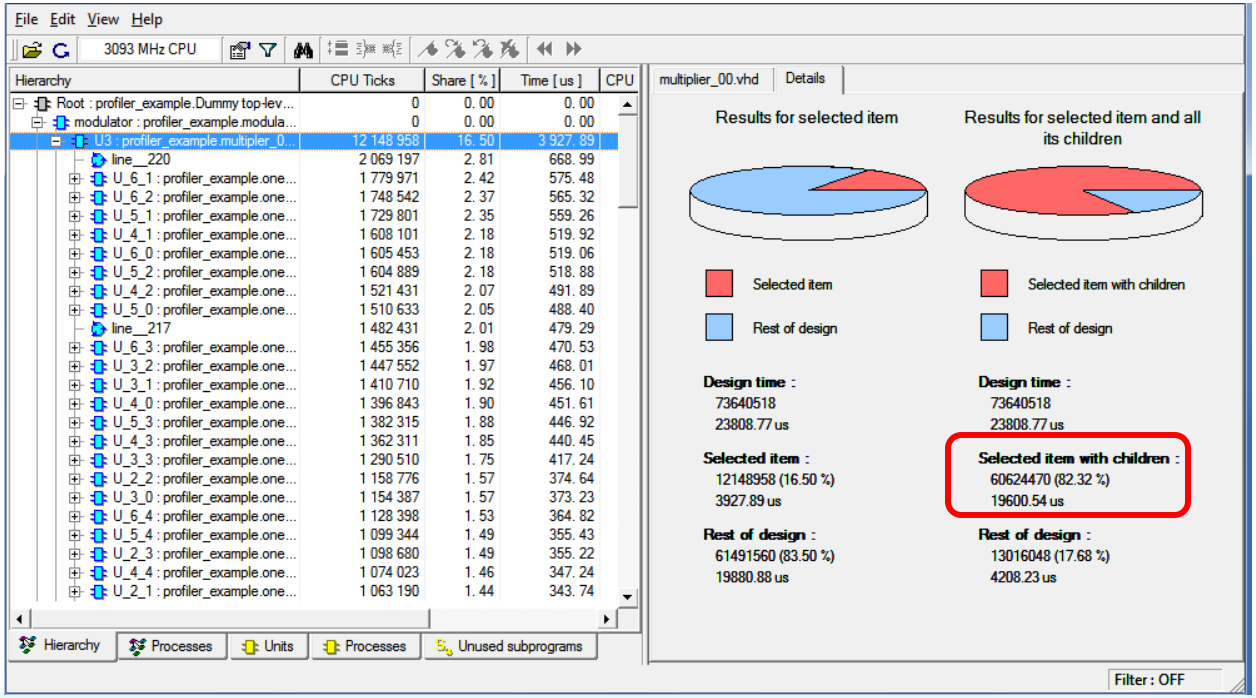
Design Contents

- Design includes four architectures of Modulator entity top-level and four configurations to invoke simulation with proper architecture. The IP_CORE subfolder contains units generated by **IP Core Generator**.
- Additionally, for each example a macro file has been provided. This way, to verify each case you have to invoke the proper macro.



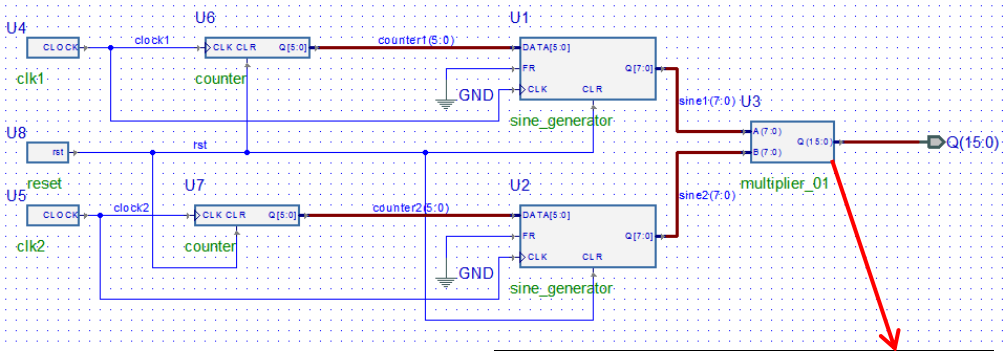
Modulator Architecture

- In this case as a multiplier module a fully synthesizable unit containing muxesand adders has been used. After execution “runme_0.do”macro you can see that this component and its subcomponents takes over 82% of simulation execution time

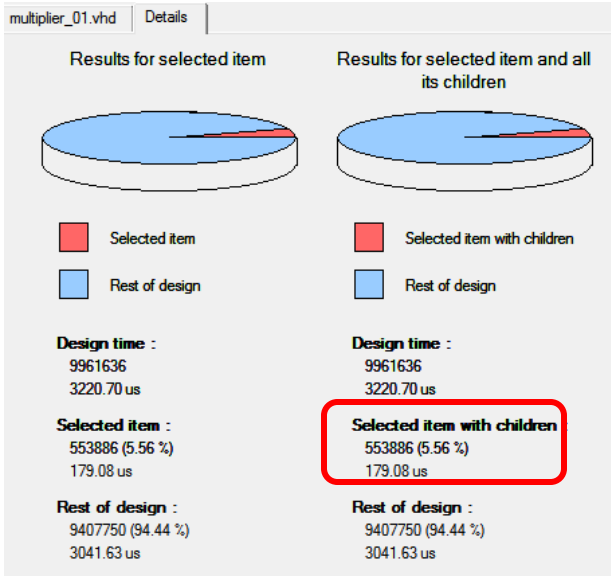


Modulator_1 Architecture

- To provide better performance the multiplier unit has been replaced by multiplier_01. The new unit has the same functionality but its architecture is much simpler: ”Q<=A*B”.
- If you execute the “runme_1.do”macroyou can easily find difference: the CPU usage for multiplier unit has been drastically decreased -about 16 times!

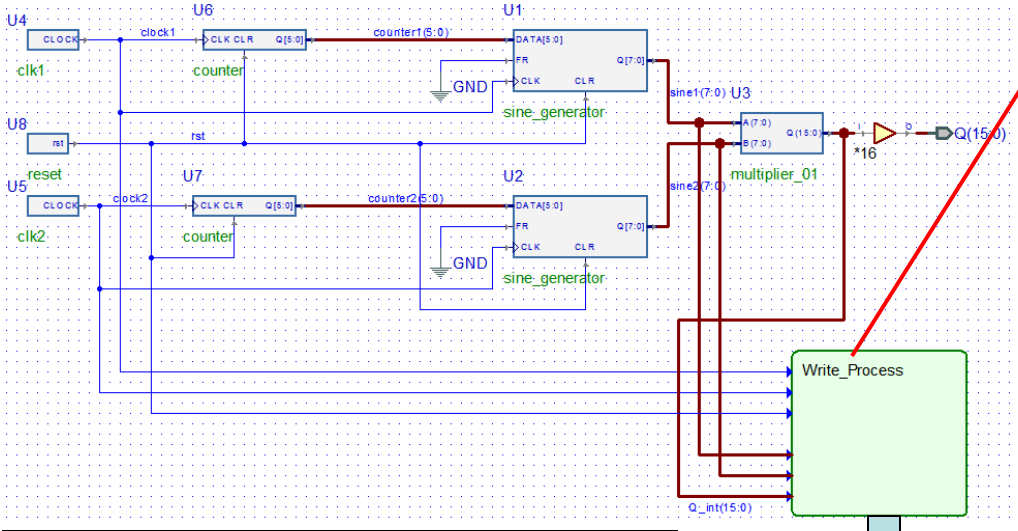


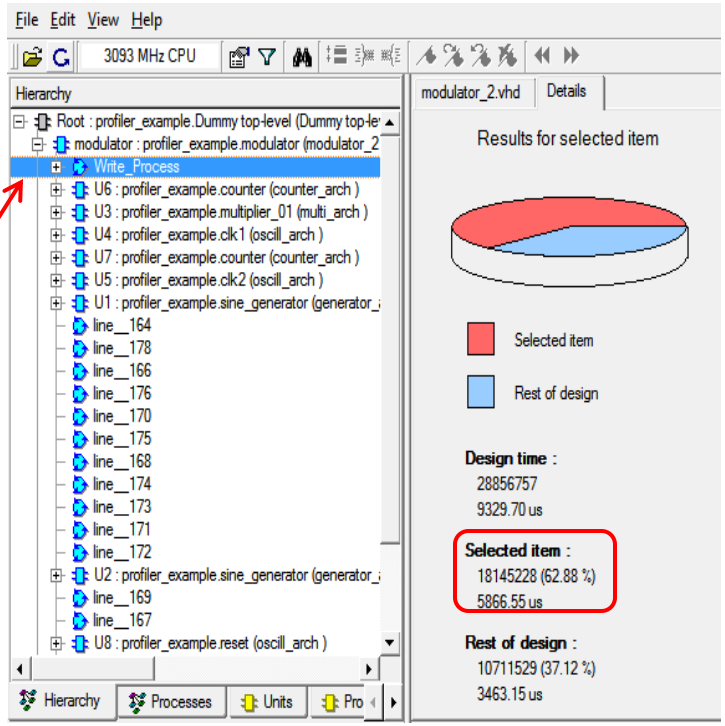

```
architecture multi_arch of multiplier_01 is
begin

    Q <= A * B;

end multi_arch;
```



Modulator_2 Architecture

- The “Modulator_2”architecture includes additional process. This process writes all simulation results to text file. After execution the “runme_2.do”macro you can find that new process takes 62% of entire CPU time.

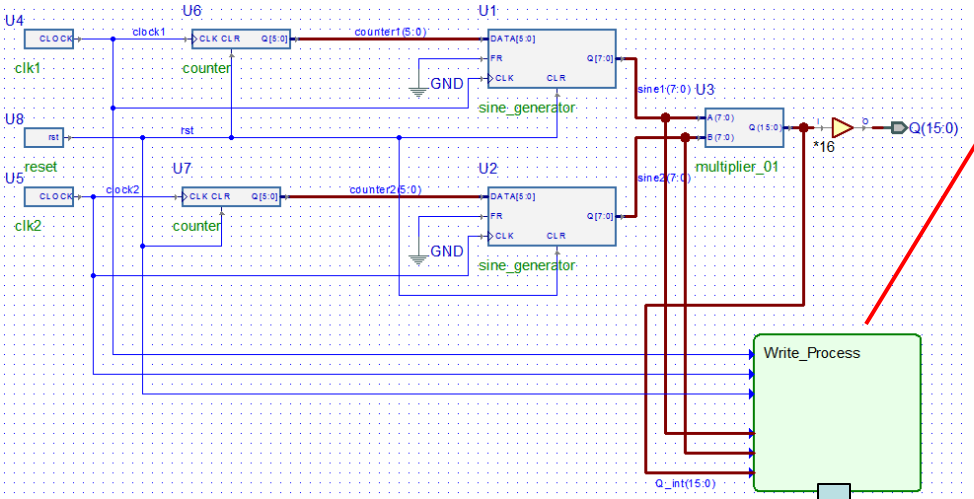





```
Write_Process :
process  (clock1, clock2, sine1, sine2, Q_int, rst)
file results: TEXT open WRITE_MODE is "results.txt";
variable L_OUT : LINE;        -- pointer to string
begin
```

Modulator_3 Architecture

- The Write_Process has been optimized on “modulator_3” architecture. The sensitivity list has been reduced to the only one signal: “Q_int”. After execution “runme_3.do”you can verify the optimization effect.




```
Write_Process :
process (Q_int)
file results: TEXT open WRITE_MODE is "results.txt";
variable L_OUT : LINE;        -- pointer to string
begin
```