







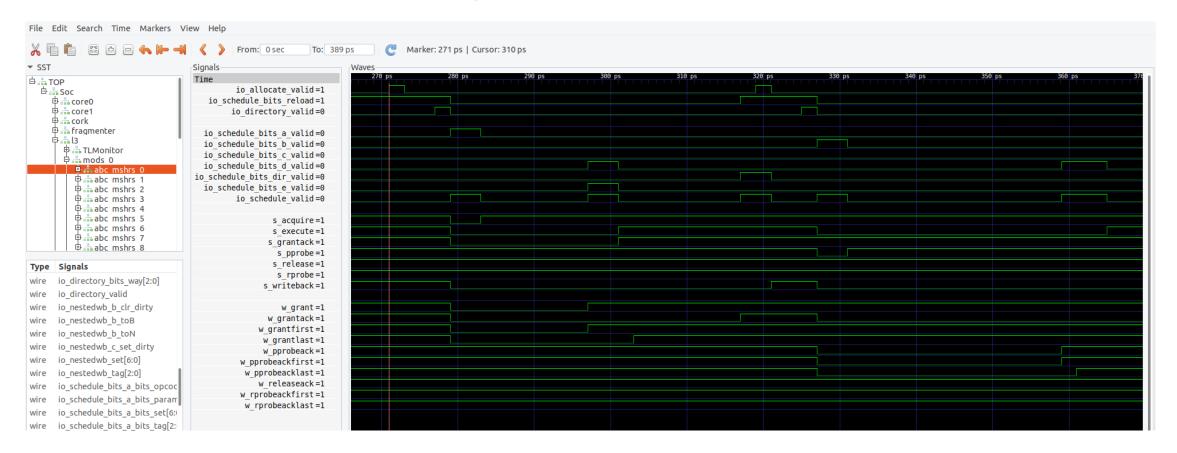
Waveform Terminator 填补底层波形与高层语义鸿沟的调试栈

蔺嘉炜 余子濠 王凯帆 中科院计算所 2021年6月23日



⇔ 传统硬件仿真调试方法: 波形分析

- 分析波形的过程实际上是从波形中提取信息的过程
- 波形本身不包含语义信息,人工分析效率低、任务重



⇔ Waveform Terminator: 新型硬件调试栈

• 我们设计了一套工具, 能够将高层语义信息从波形中提取出来

日志分析

对事件日志进行高层次的语义分析和检查

Firrtl Transform

用于将Chisel中开发者关心的事件自动转换成 "Xiang" 语言描述的转换规则

Xiang语言

自定义的DSL "Xiang"语言,用于描述波形信息到事件日志的转换规则

波形文件Parser

解析波形文件

⇔ Waveform Terminator: 香语言

- •一种DSL,用于描述底层波形到高层语义的转换规则
- 将基于波形的调试转换成基于事件的调试
- Waveform Terminator解析香语言并根据对应规则从波形中提取信息
- 语法简单易用
 - "name": {expression}
 - 示例: "adder output fire" : { adder.io.out.valid && adder.io.out.ready }

⇔ Waveform Terminator: 香语言

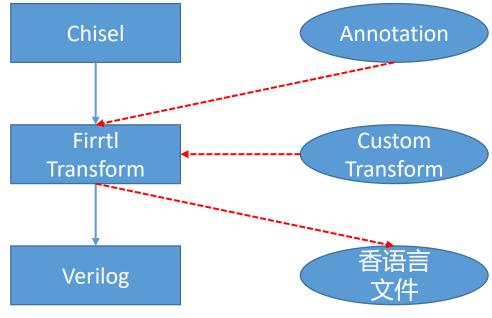
- 大型设计中, 模块层次结构复杂
 - Chisel中的匿名信号生成Verilog后人工 追踪困难
 - 手写香语言工作量太大
- 因此我们设计了两种辅助工具
 - Custom Firrtl Transform
 - Xiang Editor 可视化编写界面
 - 提供信号、模块路径补全功能

Log.add("adder output fire", io.out.fire())

"adder output fire" : {xxx.adder.adder_output_fire}

Chisel

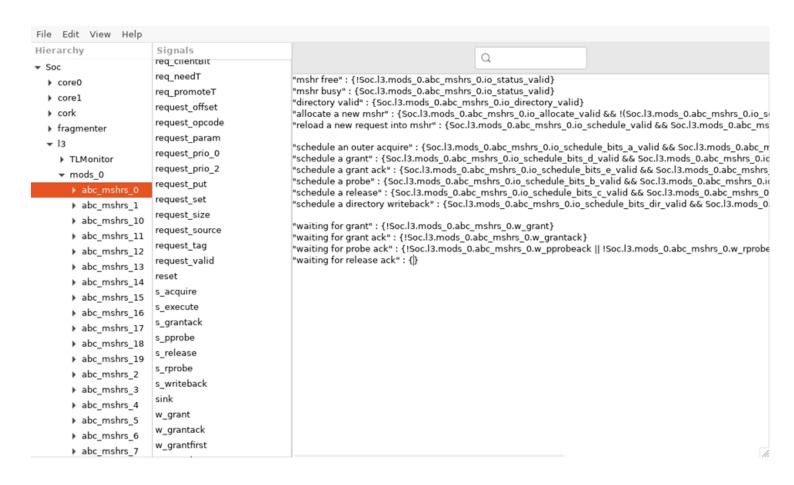
Annotation



Custom Firrtl Transform 工作流

Xiang Editor

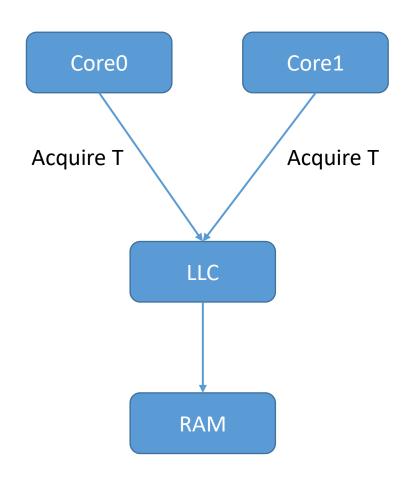
- •解析波形文件
- 提供设计的层次结构及 每个子模块中的信号
- 提供自动信号补全功能
- 使修改、编辑香语言更加方便



使用Xiang Editor为Cache的工作过程编写事件转换规则

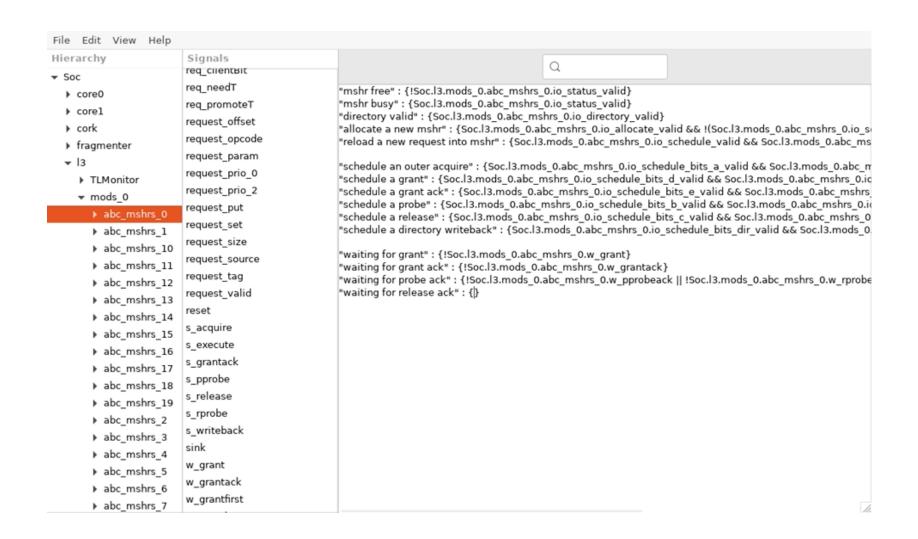
⇔ Waveform Terminator: 应用示例

- 以分析基于Tilelink协议的LLC中一个MSHR对两个请求的处理流程为例
- 系统连接简化模型如右图所示
- Core0、Core1向LLC Acquire同一个Block,均要求T权限(写权限)
- 初始状态时Core0、Core1、LLC中均无 该Block





⇔ Waveform Terminator: 应用示例—编写转换规则



• 输入: 一个波形文件, 一个香语言转换规则描述文件

• 输出:从波形中提取的Log

```
waveform-terminator ./wt --trace L3CacheExample.vcd --config L3CacheExample.xiang
[cycle = 0] "mshr free"
[cycle = 1] "mshr free"
[cycle = 2] "mshr free"
[cycle = 3] "mshr free"
[cycle = 4] "mshr free"
[cycle = 5] "mshr free"
[cycle = 6] "mshr free"
[cvcle = 7] "mshr free"
[cycle = 8] "mshr free"
[cycle = 9] "mshr free"
[cycle = 10] "mshr free"
[cycle = 11] "mshr free"
[cycle = 12] "mshr free"
[cycle = 13] "mshr free"
[cycle = 14] "mshr free"
[cycle = 15] "mshr free"
[cycle = 16] "mshr free"
```

```
[cycle = 181] "schedule a grant'
[cycle = 181] "waiting for grant ack"
[cycle = 182] "mshr busy"
[cycle = 182] "waiting for grant ack"
[cycle = 183] "mshr busy"
[cycle = 183] "waiting for grant ack"
[cycle = 184] "mshr busy"
[cycle = 184] "waiting for grant ack"
[cycle = 185] "mshr busy"
[cycle = 185] "waiting for grant ack"
[cycle = 186] "mshr busy"
[cycle = 186] "waiting for grant ack"
[cycle = 187] "mshr busy"
[cycle = 187] "waiting for grant ack"
[cycle = 188] "mshr busy"
[cycle = 188] "waiting for grant ack"
[cycle = 189] "mshr busy"
[cycle = 189] "waiting for grant ack"
[cycle = 190] "mshr busy"
[cycle = 191] "mshr busy"
[cycle = 191] "schedule a directory writeback"
[cycle = 192] "mshr free"
[cycle = 193] "mshr free"
[cycle = 194] "mshr free"
```

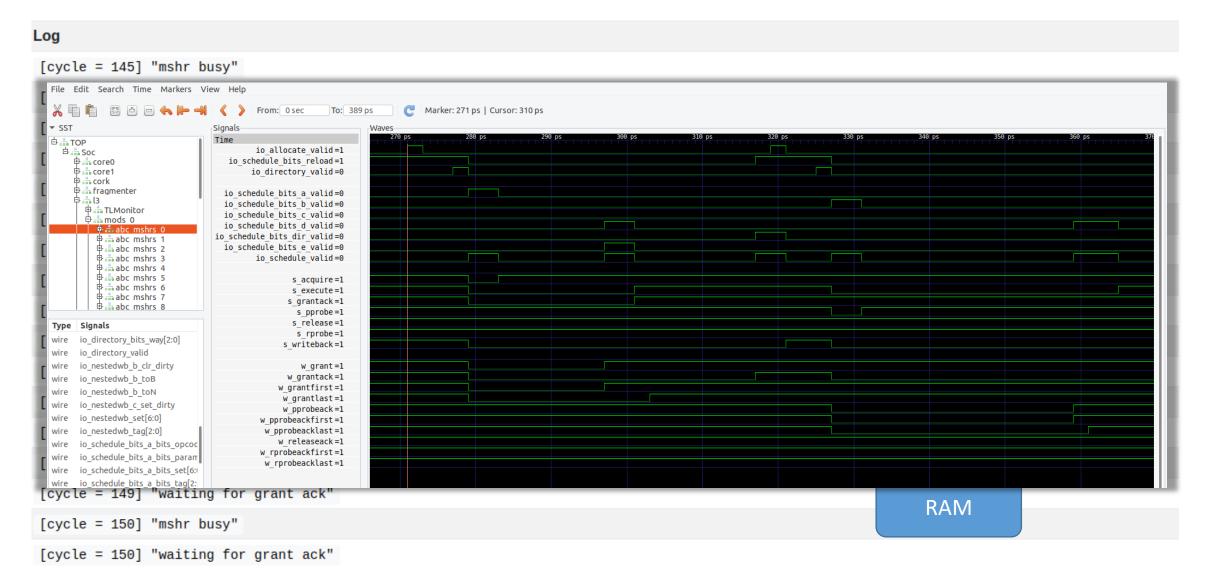
0 确认 前进一步(n) 倒退一步(N)

Log	
[cycle = 0] "mshr free"	
[cycle = 1] "mshr free"	
[cycle = 2] "mshr free"	
[cycle = 3] "mshr free"	
[cycle = 4] "mshr free"	
[cycle = 5] "mshr free"	
[cycle = 6] "mshr free"	
[cycle = 7] "mshr free"	
[cycle = 8] "mshr free"	
[cycle = 9] "mshr free"	
[cycle = 10] "mshr free"	
[cycle = 11] "mshr free"	
[cycle = 12] "mshr free"	
[cycle = 13] "mshr free"	
[cycle = 14] "mshr free"	
[cycle = 15] "mshr free"	
[cycle = 16] "mshr free"	





⇔ Waveform Terminator: 与波形调试的对比



⇔ Waveform Terminator: 问题讨论

- 为何不使用fwrite/display/printf?
 - 每次修改事务转换规则后需要重新仿真
 - 对于使用Chisel开发的电路,修改/添加printf后还需要重新生成Verilog







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