

Verdi – Embedded Software Debug

Daniel Grabowski - NVIDIA

Alex Wakefield - Synopsys

September 11, 2014

SNUG Boston

Agenda

Overview

NVIDIA Evaluation

Verdi HW/SW Recorders

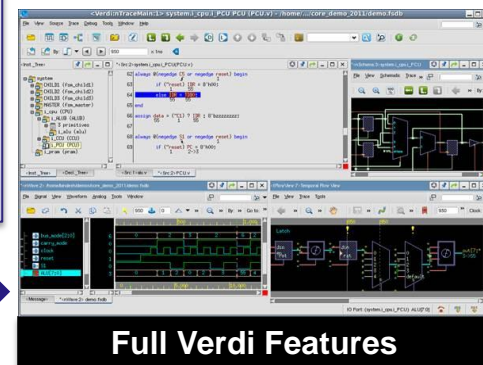
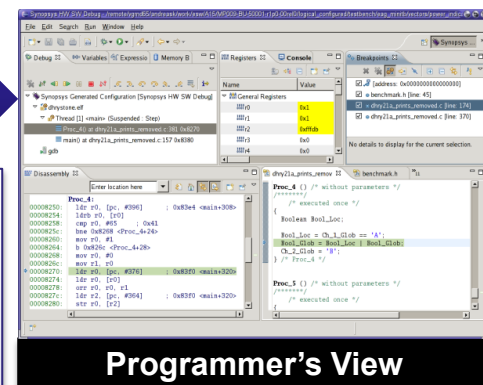
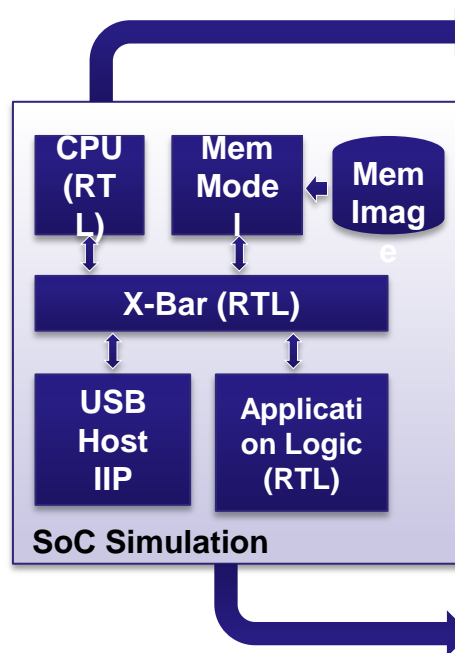
Software Debug

Conclusion

Overview

Overview

- Enables co-debug between RTL and SW
- HW/SW debug synchronized in time
- View C/Assembly source, C variables, stack, memory
- Debug multiple cores simultaneously
- Supports all ARM cores
- Easy to support custom cores



NVIDIA Evaluation

NVIDIA Evaluation

Overview

- Tegra SoC with 4 ARM cores
 - Using supplied recorders
- C/C++ based testing API
- Integrated HW/SW debug into existing flow

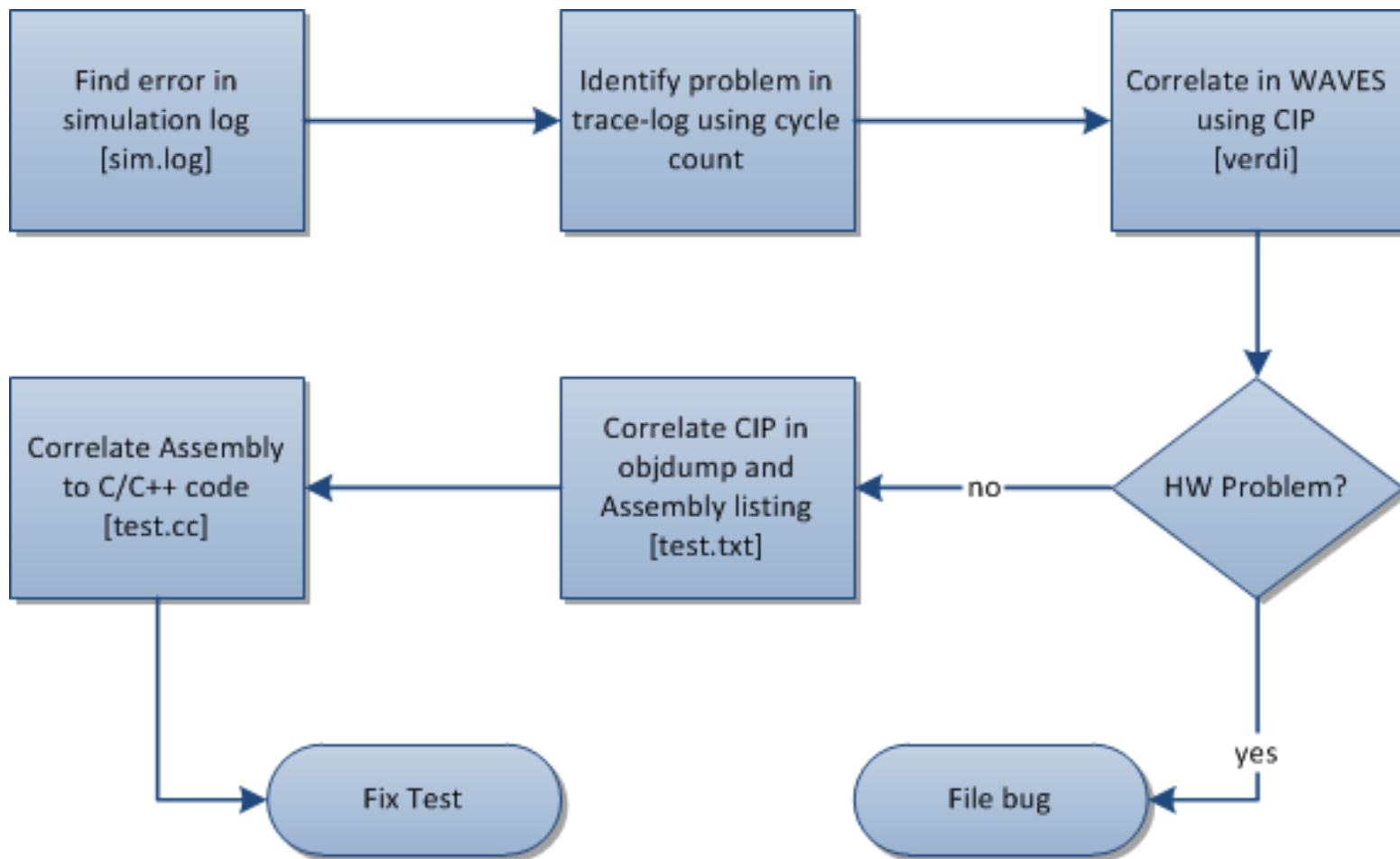
NVIDIA Evaluation

Workflow Comparison

- Existing Workflow
 - Required several files/tools to be opened simultaneously
 - Assembly/C/C++ source
 - Assembly listing of C/C++ source
 - ELF objdump
 - Simulation log
 - Trace-log file
 - Waveform viewer
 - Manual correlation through files using instruction address
 - Manual correlation between assembly instructions and C-code

NVIDIA Evaluation

Workflow Comparison



NVIDIA Evaluation

Workflow Comparison

- Verdi HW/SW Debug Workflow
 - Only requires simulation log and Verdi
 - Clever use of transaction debug could move log into Verdi
 - Identification of problem is accelerated with interactive stepping, variable watch points, and memory visibility
 - Source code, assembly, waves are synchronized within debugger
 - C/C++ correlated to Assembly using GDB

NVIDIA Evaluation

Integration

- Requires module in root “verdiHwswDebugTop”
 - Module name can be overridden in invocation dialogue
 - Contains recorders for ARM CPUs
 - Name of corresponding trace-log
 - Clock name required when trace-log uses clock ticks
 - One per CPU core
- Dump verdiHwswDebugTop into FSDB
 - Requires “+parameter”
 - Requires “+all”
 - Dump into separate FSDB
 - Allows limited scope for main waveform dump
 - Can quickly load smaller FSDB for HW/SW cosim only

NVIDIA Evaluation

Integration

- C/C++ compiled for debug
 - Add `-g` option to debug
 - Adds required debug symbols to ELF
 - Add `-O0` to include most detailed info

NVIDIA Evaluation

Integration – verdiHwsWDebugTop.sv

- Example template included with Verdi installation

```
`timescale 1ps/1ps
`include "verdiRecorder.svp"

verdiRecorder #(.cpuId(0), .tarmacFileName(`HWSW_COSIM_FILENAME_0))
               cpu0(.cpuClock(`HWSW_COSIM_CLK_0));

...
verdiRecorder #(.cpuId(3), .tarmacFileName(`HWSW_COSIM_FILENAME_3))
               cpu3(.cpuClock(`HWSW_COSIM_CLK_3));

initial begin
    string filename = "hwsW_debug";
    $fsdbDumpfile(filename);
    $fsdbDumpvars(0, "verdiHwsWDebugTop", "+all", "+parameter",
                 {"+fsdbfile+", filename});
end

// Common initialization -
//Leave this at close to the end of the module.

`VERDI_HWSW_INIT_TOP

endmodule: verdiHwsWDebugTop
```

NVIDIA Evaluation

Simulation

- Requires running with trace-log and waves
- Requires additional plusargs
 - +verdi_hwswe_exe=<relative path to ELF binary>

Ex: +verdi_hwswe_exe=ordering.8-A.32.axf

Verdi HW/SW Recorders

Verdi HW/SW Recorders

- Verdi HW/SW Debug requires information in FSDB
 - Time in nsec or clock cycle counts
 - Program counter values
 - Register changes (writes to the register file)
 - CPU -> L1 memory read/write address, data, size
- ARM IP
 - Text-based log with required information
- Custom Cores
 - Create custom recorder
 - Record information directly from RTL or parse a custom log file

Verdi HW/SW Recorders

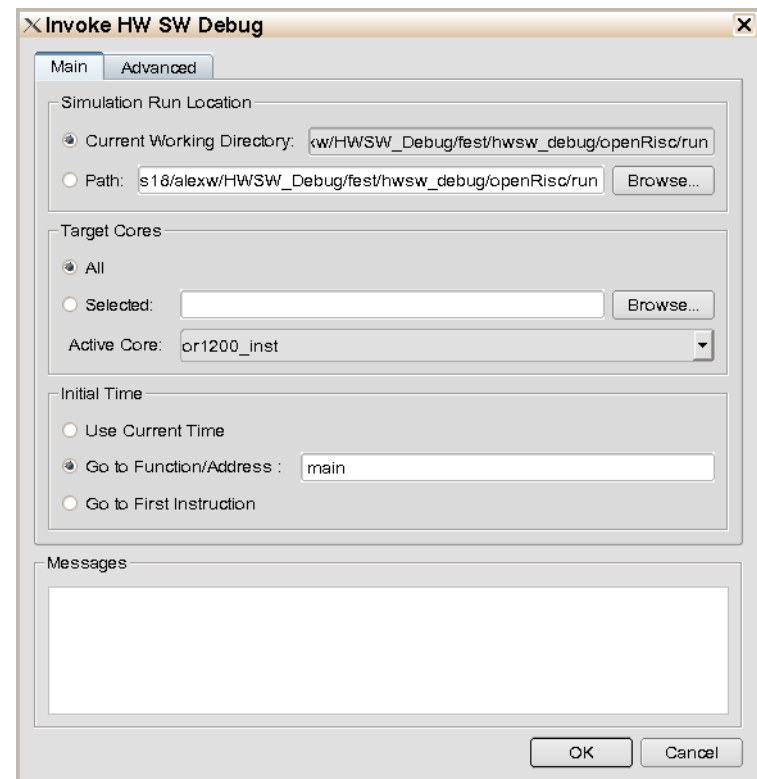
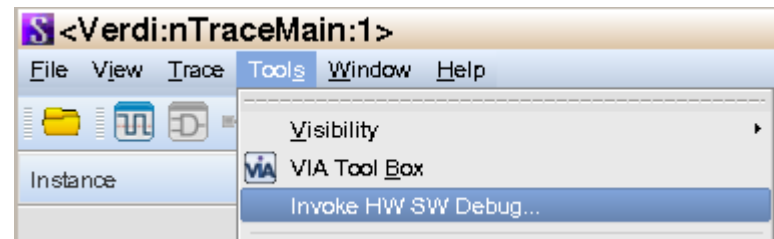
- One recorder per physical CPU core
- Clock pin
 - Required if instruction trace is recorded using cycle-count or clock-count
 - Tied to 'h0 if trace is recorded using time stamps

Software Debug

Software Debug

Verdi HW/SW Invocation

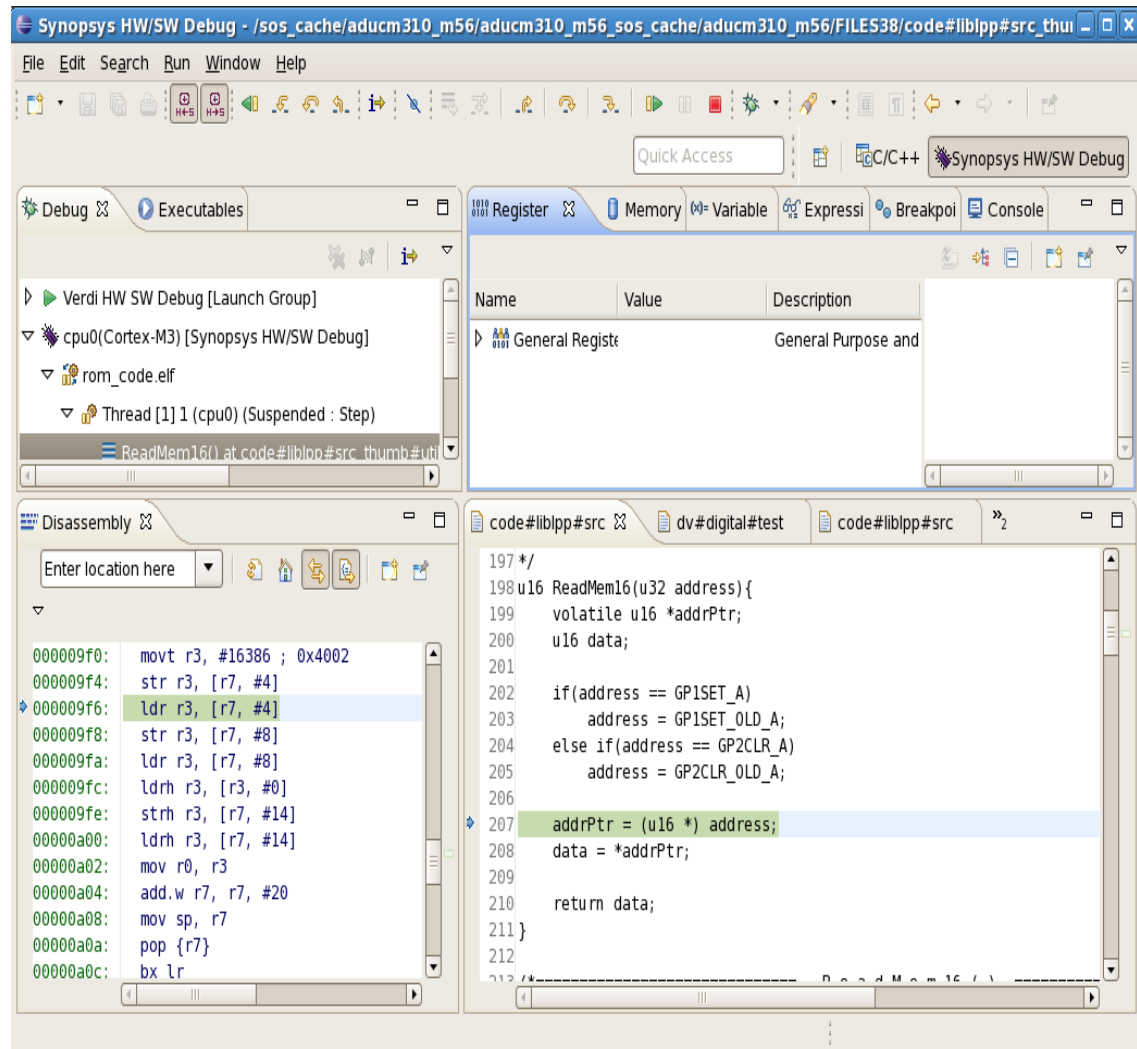
- Invoke Verdi with HW/SW FSDB
- Tools->Invoke HW SW Debug...
- Adjust preferences in HW/SW Debug dialogue



Software Debug

Debug Features

- Time Synchronization
 - Verdi and Eclipse synchronized in time
- Eclipse IDE
 - C/C++ source code view
 - Disassembly view
 - Stack view
 - Register view
 - Variables
 - Memory
 - Expressions
 - Breakpoints



Conclusion

Conclusion

- Easy to integrate
 - ARM recorders provided
 - Eclipse provided
 - Minimal additional RTL
- Familiar UI
 - Verdi
 - Eclipse
- Streamlines workflow
 - From multiple files and context switches to single application



Thank You

Backup

NVIDIA Evaluation

Integration – verdiHwswDebugTop.sv

- Set timescale
 - Issues may occur if timescale is not sufficient to capture clock

```
`timescale 1ps/1ps
```
- Include recorder

```
`include "verdiRecorder.svp"
```
- Module must be “verdiHwswDebugTop”

```
module verdiHwswDebugTop;
```


NVIDIA Evaluation

Integration – verdiHwswDebugTop.sv

- Instance Recorders

```
verdiRecorder #(.cpuId(0), .tarmacFileName(`HWSW_COSIM_FILENAME_0))  
              cpu0(.cpuClock(`HWSW_COSIM_CLK_0));
```

...

```
verdiRecorder #(.cpuId(3), .tarmacFileName(`HWSW_COSIM_FILENAME_3))  
              cpu3(.cpuClock(`HWSW_COSIM_CLK_3));
```

- Setup FSDB dump

```
initial begin  
    string filename = "hwsw_debug";  
    $fsdbDumpfile(filename);  
    $fsdbDumpvars(0, "verdiHwswDebugTop", "+all", "+parameter",  
{"+fsdbfile+", filename});  
end
```

NVIDIA Evaluation

Integration – verdiHwswDebugTop.sv

- Common initialization

```
// Common initialization -  
//Leave this at close to the end of the module.  
    `VERDI_HWSW_INIT_TOP  
  
endmodule: verdiHwswDebugTop
```