



# McGill

## ECSE 421 Lecture 14: More Evaluation and Validation

ESD Chapter 5

© Peter Marwedel, Brett H. Meyer

# Last Time

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- Evaluation and Validation
  - In general, multiple objectives
  - Pareto optimality
  - Design space evaluation (DSE)
- Performance Analysis
  - Always a trade-off between  $x$  and  $y$
  - Worst-case execution time
  - Real-time calculus

# Where Are We?

4	W	3-Feb-2016	L07	Virtual Memory	B.4			Guest: Y. Akaveeti
	F	5-Feb-2016	L08	Introduction to Pipelining	C.1	PD3	PD2	
5	W	10-Feb-2016	L09	Pipeline Hazards	C.2			
	F	12-Feb-2016	L10	Implementing Pipelining	C.3-C.4			
6	W	17-Feb-2016	<b><i>Midterm exam: in-class, closed book</i></b>					Ch 1, B, and C
	F	19-Feb-2016	L11	Introduction to ILP	3.1			
7	W	24-Feb-2016	L12	Pipeline Scheduling	3.2	PD4	PD3	
	F	26-Feb-2016	L13	Branch Prediction	3.3			
	W	2-Mar-2016	<b><i>No Class</i></b>					Winter break
	F	4-Mar-2016	<b><i>No Class</i></b>					Winter break
8	W	9-Mar-2016	L14	Dynamic Scheduling	3.4-3.5			
	F	11-Mar-2016	L15	Hardware Speculation	3.6			
9	W	16-Mar-2016	L16	Superscalar Execution	3.7-3.9			
	F	18-Mar-2016	L17	Limits of ILP and Multi-threading	3.10, 3.12			
10	W	23-Mar-2016	L18	Vector Architecture	4.1			
	F	25-Mar-2016	<b><i>No Class</i></b>					Good Friday
11	W	30-Mar-2016	Vector Architecture		4.2	PD5	PD4	
	F	1-Apr-2016	L19	SIMD Extensions	4.3			
12	W	6-Apr-2016	GPUs		4.4			
	F	8-Apr-2016	L20	Detecting and Enhancing LLP	4.5			
13	W	13-Apr-2016	L21	Intel Processor Architecture				
	F	15-Apr-2016	<b><i>Final Exam Review</i></b>				PD5	
15	M	25-Apr-2016	<b><i>Final Exam: closed book, cumulative</i></b>					2:00 PM

# Today

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- More Evaluation
  - Energy and power
  - Temperature
  - Reliability
- Validation

# Multi-Objective Design

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- Different design objectives/criteria are relevant:
  - Average performance
  - Worst case performance
  - Energy/power consumption 
  - Thermal behavior
  - Reliability
  - Electromagnetic compatibility
  - Numeric precision
  - Testability
  - Cost
  - Weight, robustness, usability, extendibility, security, safety, environmental friendliness

# Energy- and Power

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$$E = \int P dt$$

- Power/energy models are increasingly important
  - Mobile computing
  - Power and energy rise with performance
  - Environmental issues

# Energy Models

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- Tiwari (1994): Energy consumption within processors
- Simunic (1999): Using values from data sheets
  - Allows modeling of all components, but not very precise
- Russell, Jacome (1998): Based on precise measurements from two fixed configurations
- Steinke et al., UniDo (2001): Mixed model using measurements and prediction
- CACTI [Jouppi, 1996]: Energy consumption of caches
- Wattch [Brooks, 2000]: Power estimation at the architectural level, without circuit or layout

# McPAT [Li *et al.*, 2009]

- State-of-the-art model
- Interfaces with performance tools
- Models systems at multiple levels of abstraction
- Extensible

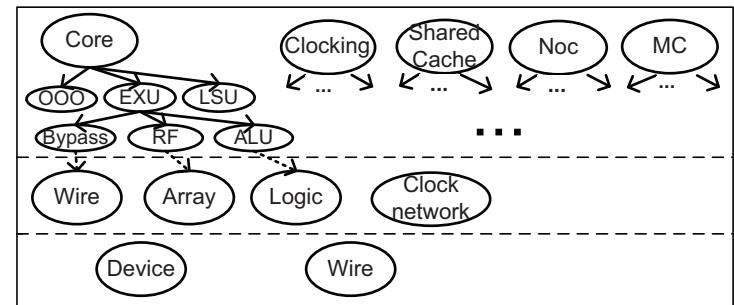


Figure 2: Modeling methodology of McPAT.

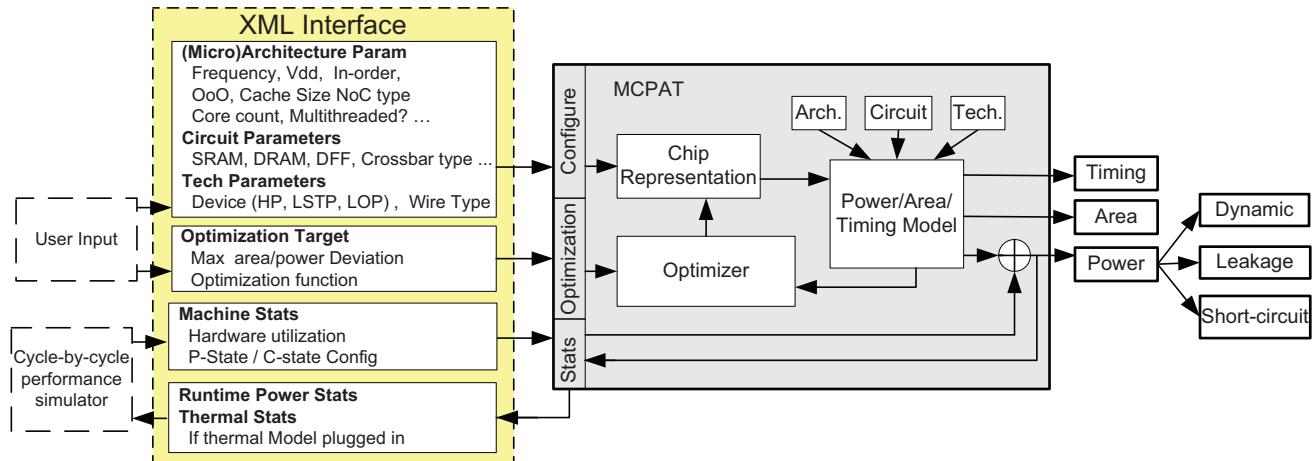
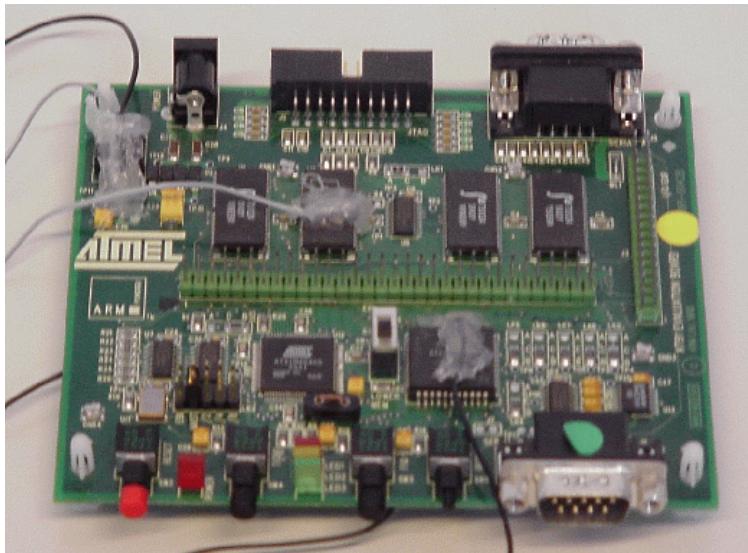


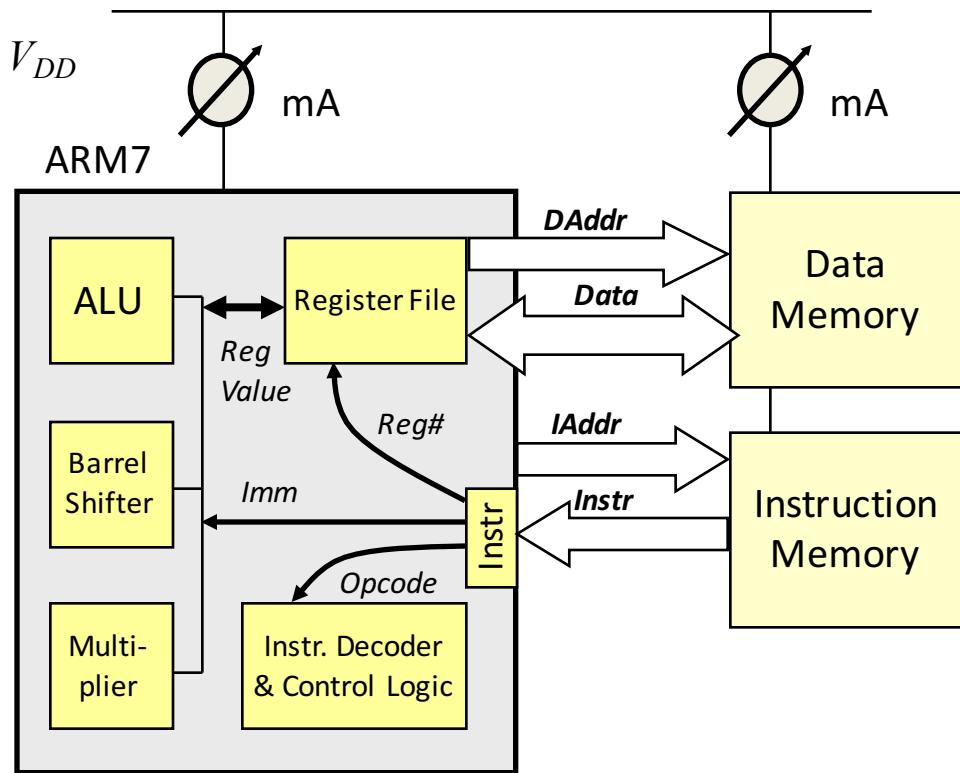
Figure 1: Block diagram of the McPAT framework.

# Steinke & Knauer's Model



$$E_{total} = E_{cpu\_instr} + E_{cpu\_data} + E_{mem\_instr} + E_{mem\_data}$$

E.g.: ATMEL board with ARM7TDMI and ext. SRAM



# Example: Per Instruction Energy

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Cost for a sequence of  $m$  instructions

$$E_{cpu\_instr} = \sum \text{MinCostCPU}(\textbf{\textit{Opcode}}_i) + \text{FUCost}(\textbf{\textit{Instr}}_{i-1}, \textbf{\textit{Instr}}_i) + \\ \alpha_1 * \sum w(\textbf{\textit{Imm}}_{i,j}) + \beta_1 * \sum h(\textbf{\textit{Imm}}_{i-1,j}, \textbf{\textit{Imm}}_{i,j}) + \\ \alpha_2 * \sum w(\textbf{\textit{Reg}}_{i,k}) + \beta_2 * \sum h(\textbf{\textit{Reg}}_{i-1,k}, \textbf{\textit{Reg}}_{i,k}) + \\ \alpha_3 * \sum w(\textbf{\textit{RegVal}}_{i,k}) + \beta_3 * \sum h(\textbf{\textit{RegVal}}_{i-1,k}, \textbf{\textit{RegVal}}_{i,k}) + \\ \alpha_4 * \sum w(\textbf{\textit{IAAddr}}_i) + \beta_4 * \sum h(\textbf{\textit{IAAddr}}_{i-1}, \textbf{\textit{IAAddr}}_i)$$

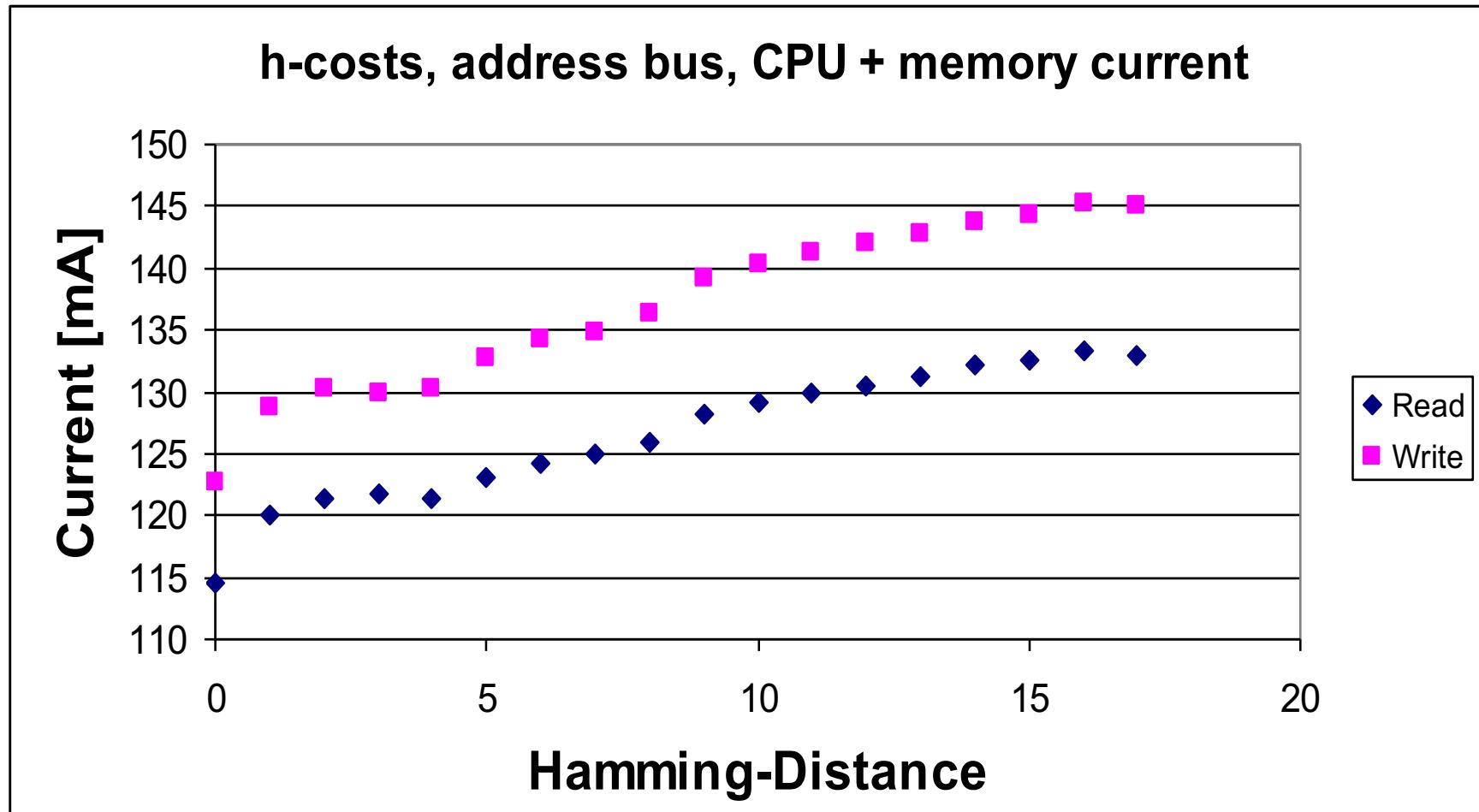
$w$ : number of ones;

$h$ : Hamming distance;

FUCost: cost of switching functional units

$\alpha, \beta$ : determined through experiments

# Address Bus Hamming Distance

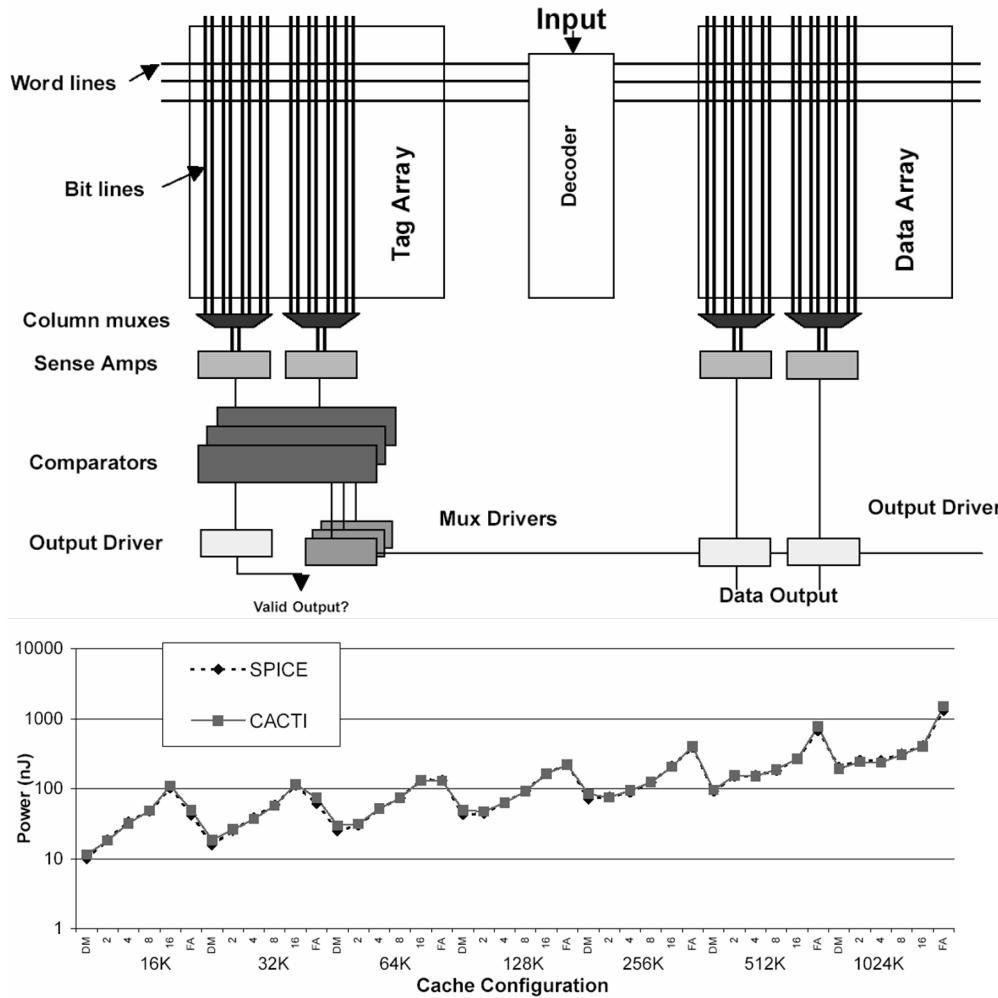


# Results

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- Memory address bus
  - The bit position of ‘1’s is irrelevant
  - The number of ‘1’s is irrelevant
  - The cost of flipping a bit on the address bus is independent of the bit position
- Memory data bus
  - The bit position of ‘1’s is irrelevant
  - The number of ‘1’s has a minor effect (3%)
  - The cost of flipping a bit on the data bus is independent of the bit position

# CACTI

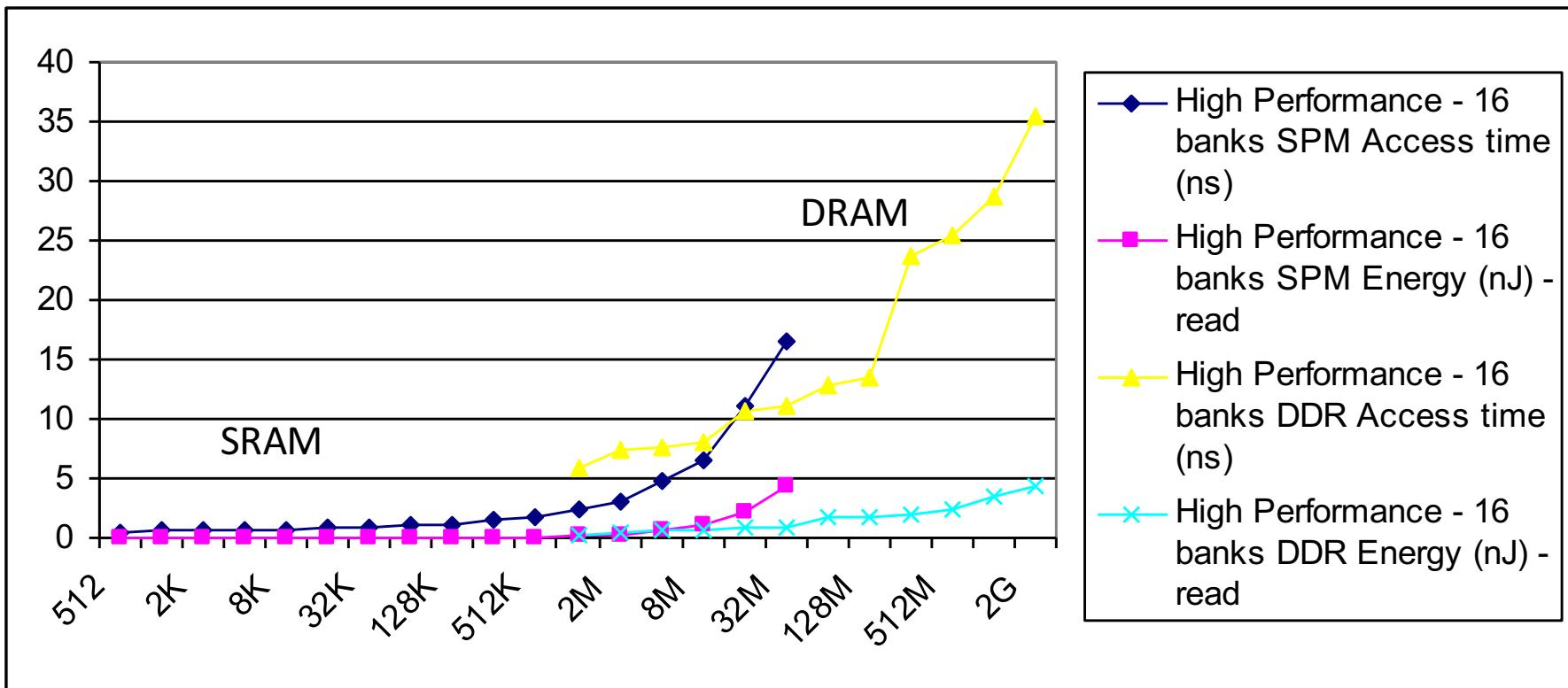


- Parameterized model
- You give
  - Size, ports
  - Technology
  - Optimization target
- You get
  - Energy
  - Area
  - Delay

<http://research.compaq.com/wrl/people/jouppi/CACTI.html>

# Energy Consumption and Access Time

- Scratchpad SRAM vs. DDR2 DRAM -



- <http://www.hpl.hp.com/research/cacti/>
- 16 bit read; size in bytes;
- 65 nm for SRAM, 80 nm for DRAM

Source: Olivera Jovanovic, TU Dortmund, 2011

# Multi-Objective Design

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- Different design objectives/criteria are relevant:
    - Average performance
    - Worst case performance
    - Energy/power consumption
    - Thermal behavior
    - Reliability
    - Electromagnetic compatibility
    - Numeric precision
    - Testability
    - Cost
    - Weight, robustness, usability, extendibility, security, safety, environmental friendliness
- 

# Thermal Models

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- Thermal models are increasingly important
  - Temperature rises with performance
  - Temperature affects
    - Usability
    - Dependability



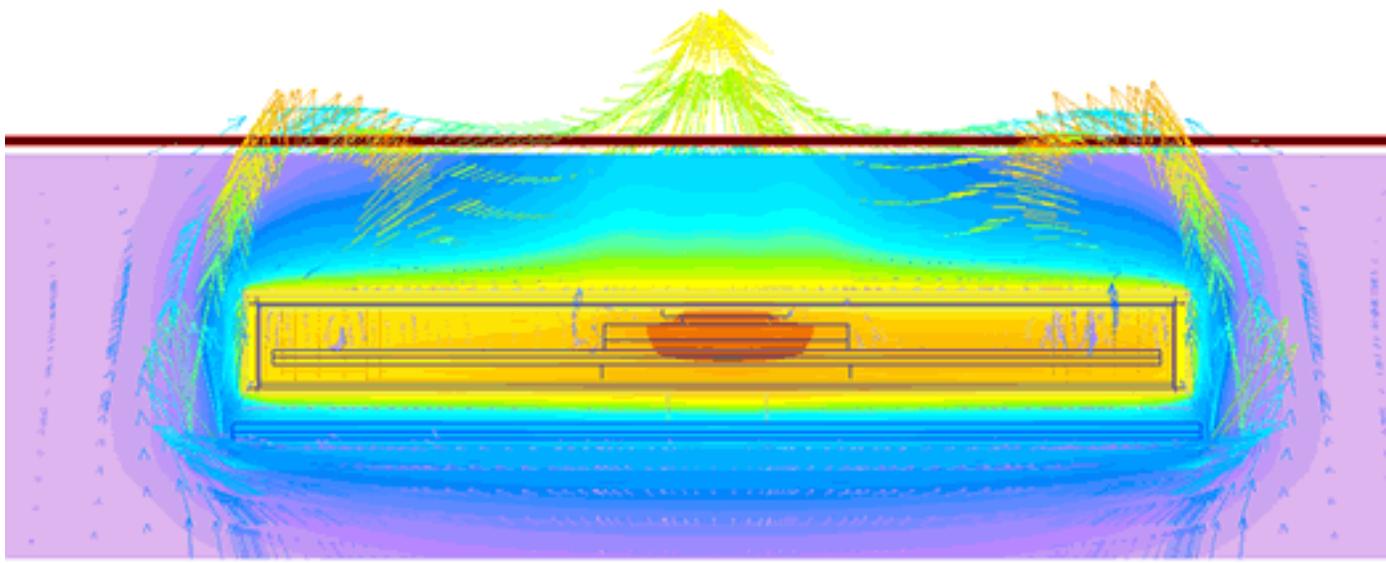
# Model Components

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- **Thermal conductance**
  - The amount of heat transferred through a plate of area  $A$  and thickness  $L$  when the temperatures at the opposite sides differ by one Kelvin
- **Thermal resistance**
  - The reciprocal of thermal conductance
- Thermal modeling uses equivalent electrical models
  - Thermal resistances add up like electrical resistances
  - Masses storing heat correspond to capacitors
  - Well-known techniques for solving electrical network equations can then be used to determine temperature

# Thermal Model Simulation Results (1)

Packaged cryptographic coprocessor:



Speed (m/s)	Temperature (deg. C)	Speed (m/s)
0.104243	83.1416	
0.092604	78.5703	
0.0810779	73.9999	
0.0694953	69.4278	
0.0579128	64.8565	
0.0463302	60.2852	
0.0347477	55.714	
0.0231451	51.1427	
0.0115826	46.5714	
0	42.0001	0.104243

Leeds II / new FIPS 4



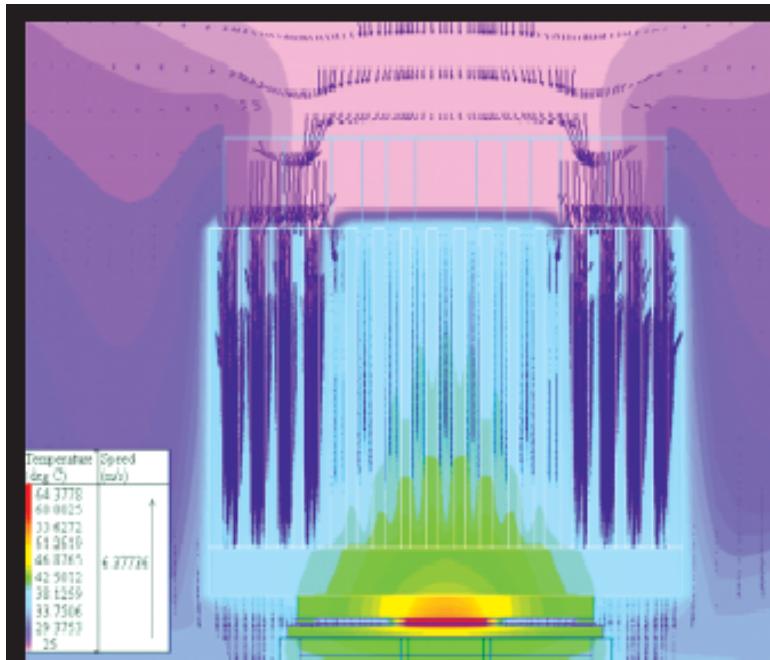
Plane Location Y = 76.75 mm

Source: [http://www.coolingzone.com/Guest/News/NL\\_JUN\\_2001/Campi/Jun\\_Campi\\_2001.html](http://www.coolingzone.com/Guest/News/NL_JUN_2001/Campi/Jun_Campi_2001.html)

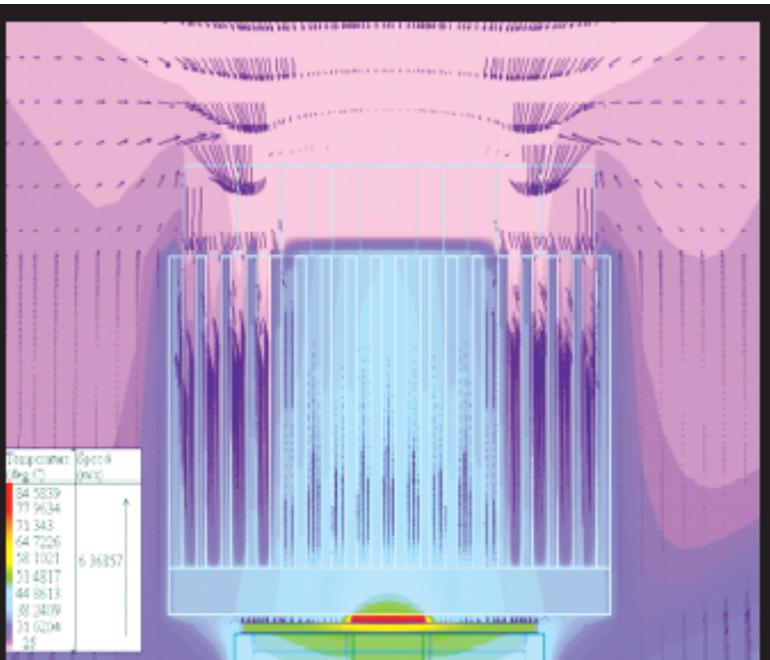


# Thermal Model Simulation Results (2)

## Microprocessor



▲ Flomerics image showing the thermal solution with a metal lid.



▲ Flomerics image showing the thermal solution without a metal lid.

Source: [http://www.flotherm.com/applications/app141/hot\\_chip.pdf](http://www.flotherm.com/applications/app141/hot_chip.pdf)

# Multi-Objective Design

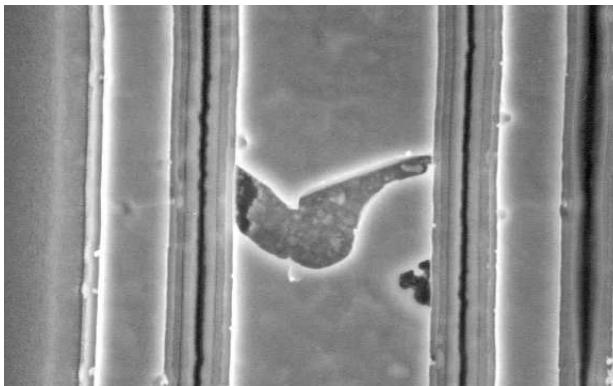
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- Different design objectives/criteria are relevant:
  - Average performance
  - Worst case performance
  - Energy/power consumption
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  - Cost
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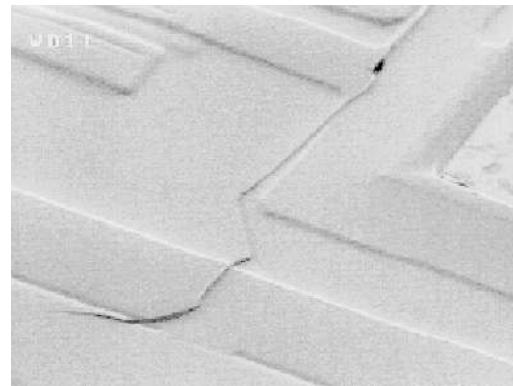
# Impact of Shrinking Feature Sizes

- Reduced reliability due to smaller transistors and wires [ITRS, 2009]
  - Transient, intermittent, permanent faults
- Rate of faults expected to increase such that *all* designs need to become fault-tolerant

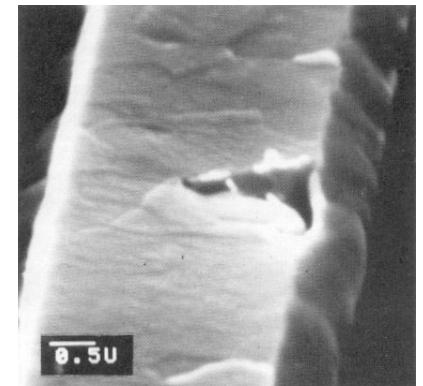
Electromigration



Thermal Cycling



Stress migration



[Source: JEDEC]

# FIT and “ $10^{-9}$ ”

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- Reliability target:  $< 10^{-9}$  failures per hour
  - Equivalent to one failure per 10,000 hours per 100,000 systems
- FIT: failures-in-time, a rate of failure
  - $=1/\text{MTTF} \approx 1/\text{MTBF}$
- 1 FIT: a rate of  $10^{-9}$  failures per hour

# Terms

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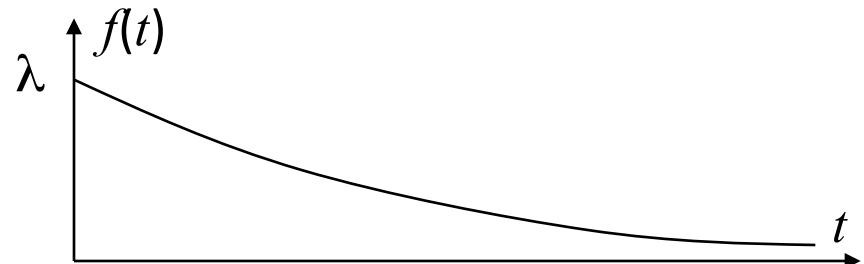
- “A **service failure**, often abbreviated here to **failure**, is an event that occurs when the delivered service of a system deviates from the correct service.”
- “The definition of an **error** is the part of the total state of the system that may lead to its subsequent service failure.”
- “The adjudged or hypothesized cause of an error is called a **fault**. Faults can be internal or external of a system.”
- Example:
  - Transient **fault** flipping a bit in memory
  - After this bit flip, the memory cell will be in **error**
  - **Failure**: if the system service is affected by this error
- We will consider **failure** rates and **fault** models

[Laprie et al., 1992, 2004]

# Reliability: $f(t)$ , $F(t)$

- Let  $T$ : time until first failure (random variable)
- Let  $f(t)$  be the density function of  $T$
- Example: Exponential distribution

$$f(t) = \lambda e^{-\lambda t}$$

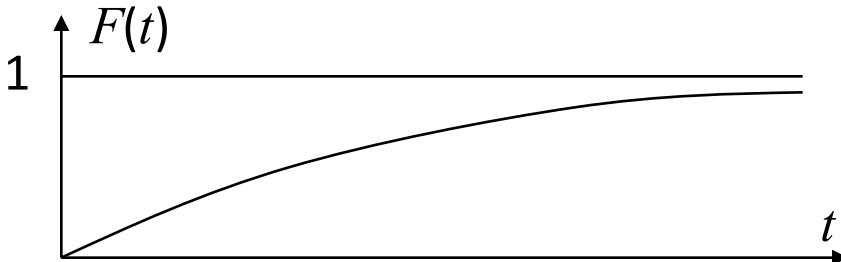


- $F(t)$  = probability of the system being faulty at time  $t$ :

$$F(t) = \Pr(T \leq t) \quad F(t) = \int_0^t f(x)dx$$

- Example: Exponential distribution

$$F(t) = \int_0^t \lambda e^{-\lambda x} dx = -[e^{-\lambda x}]_0^t = 1 - e^{-\lambda t}$$



# Reliability: $R(t)$

- **Reliability**  $R(t)$  = probability that the time until the first failure is larger than some time  $t$ :

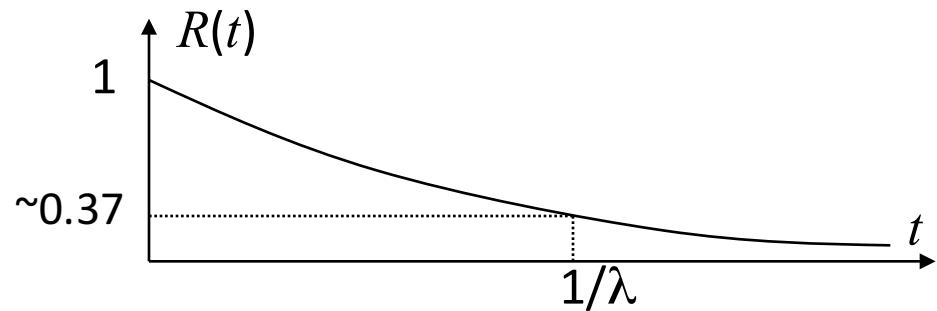
$$R(t) = \Pr(T > t), \quad t \geq 0 \quad R(t) = \int_t^{\infty} f(x) dx$$

$$F(t) + R(t) = \int_0^t f(x) dx + \int_t^{\infty} f(x) dx = 1$$

$$R(t) = 1 - F(t) \quad f(t) = -\frac{dR(t)}{dt}$$

Example: Exponential distribution

$$R(t) = e^{-\lambda t}$$

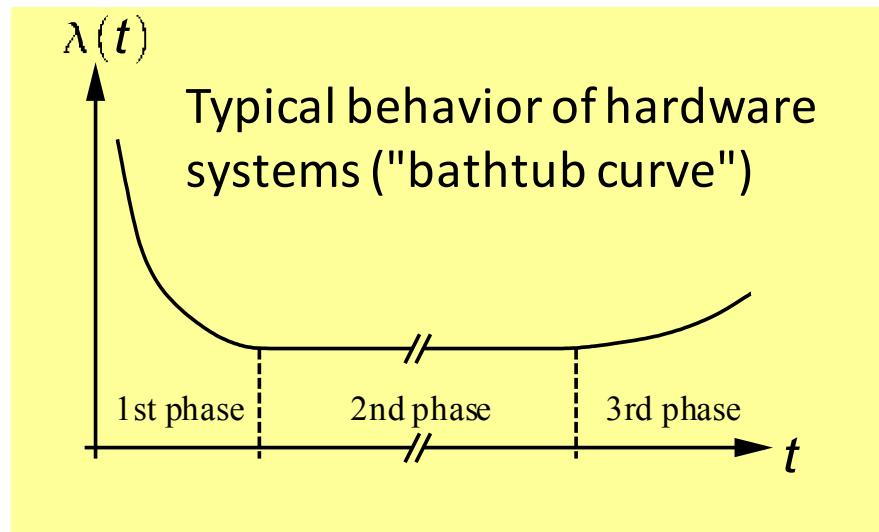


# Failure Rate

The failure rate at time  $t$  is the probability of the system failing between time  $t$  and time  $t+\Delta t$ :

$$\lambda(t) = \lim_{\Delta t \rightarrow 0} \frac{\Pr(t < T \leq t + \Delta t | T > t)}{\Delta t} = \lim_{\Delta t \rightarrow 0} \frac{F(t + \Delta t) - F(t)}{\Delta t R(t)} = \frac{f(t)}{R(t)}$$

Conditional probability ("provided that the system works at  $t$ ");  
 $\Pr(A|B) = \Pr(AB)/\Pr(B)$



For exponential distribution:

$$\frac{f(t)}{R(t)} = \frac{\lambda e^{-\lambda t}}{e^{-\lambda t}} = \lambda$$

FIT = expected number of failures in  $10^9$  hrs.

# MTTF = $E\{T\}$ , the *statistical mean* of $T$

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$$\text{MTTF} = E\{T\} = \int_0^{\infty} t \cdot f(t) dt$$

According to the definition of the statistical mean value

Example: Exponential distribution

$$\text{MTTF}_{\text{exp}} = \int_0^{\infty} t \cdot \lambda e^{-\lambda t} dt = -\left[ t \cdot e^{-\lambda t} \right]_0^{\infty} + \int_0^{\infty} e^{-\lambda t} dt$$

$$\int u \cdot v' = u \cdot v - \int u' \cdot v$$

$$\text{MTTF}_{\text{exp}} = -\frac{1}{\lambda} \left[ e^{-\lambda t} \right]_0^{\infty} = -\frac{1}{\lambda} [0 - 1] = \frac{1}{\lambda}$$

MTTF is the reciprocal of the failure rate

# MTTF, MTTR and MTBF

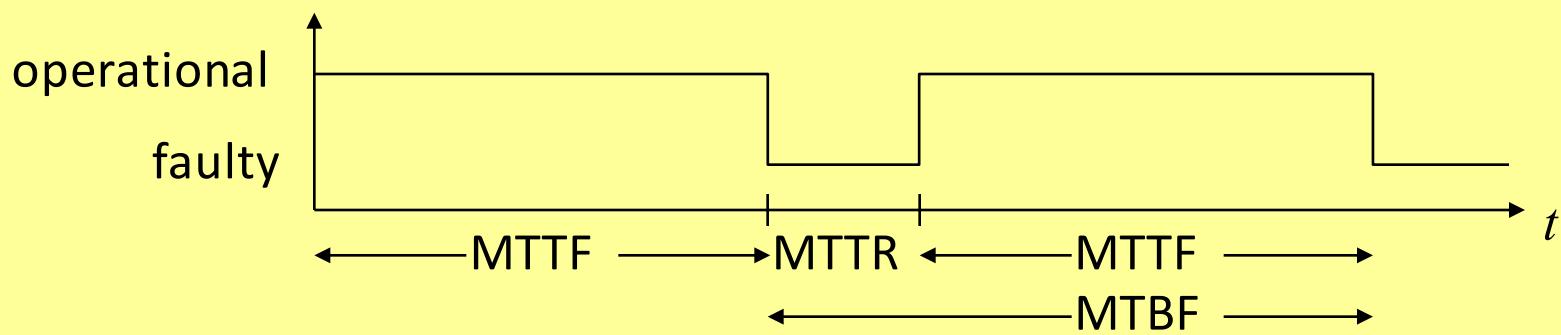
MTTR = mean time to repair

(average over repair times using distribution  $M(d)$ )

MTBF\* = mean time between failures = MTTF + MTTR

$$\text{Availability } A = \lim_{t \rightarrow \infty} A(t) = \frac{\text{MTTF}}{\text{MTBF}}$$

Ignoring the statistical nature of failures ...



\* Mixed up with MTTF, if starting in operational state is implicitly assumed

# Dependability Requirements

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- Allowed failures may be in the order of one per  $10^9$  h
  - ~ 1000 times less than typical failure rates of chips
- ⇒ For safety-critical systems, the system must be more dependable than any of its parts
- ⇒ Fault-tolerance mechanisms must be used!
- Low acceptable failure rate → systems are not 100% testable
- ⇒ Safety must be shown by a combination of testing and reasoning
  - Abstraction must be used to make the system explainable using a hierarchical set of behavioral models
  - Design faults and human failures must be taken into account

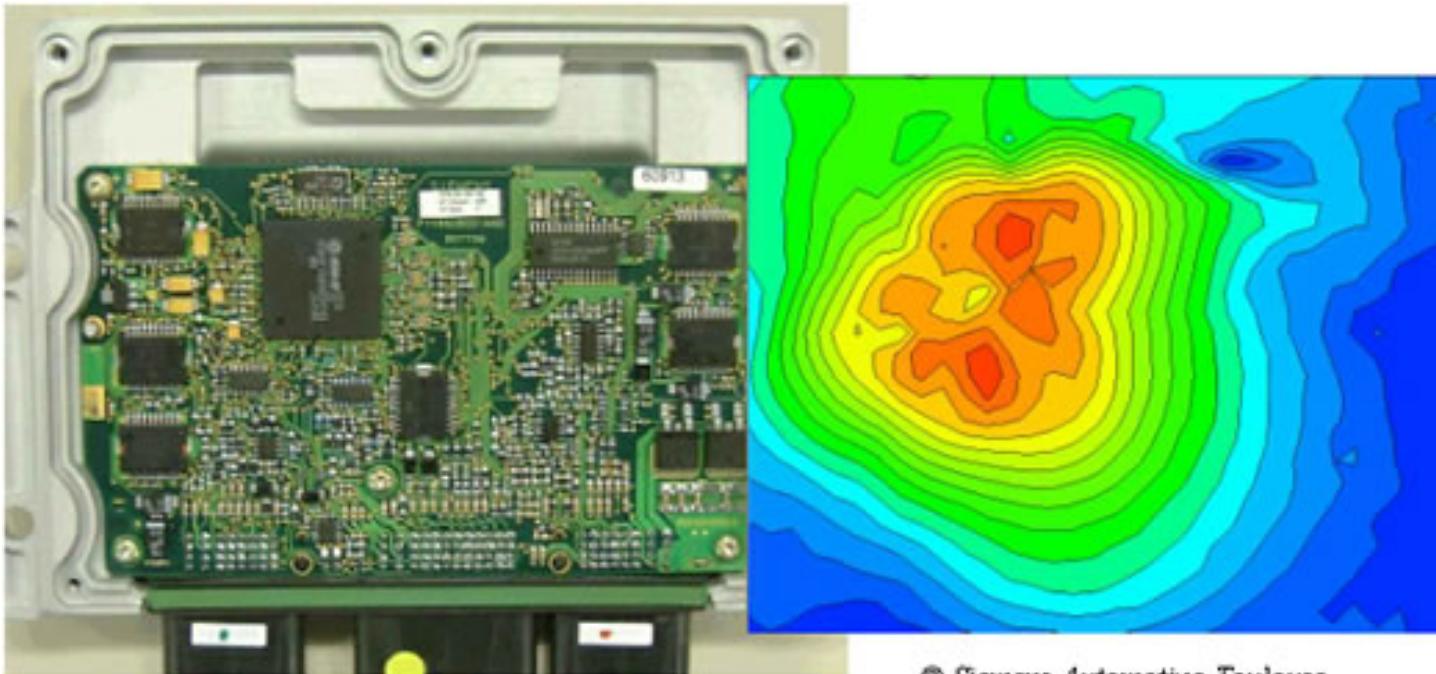
# Multi-Objective Design

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- Different design objectives/criteria are relevant:
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# Electro-magnetic compatibility (EMC)

Example: car engine controller



© Siemens Automotive Toulouse

Red: high emission; Validation of EMC properties often done at the end of the design phase.

Source: [http://infrage.insa-tlse.fr/~etienne/emccourse/what\\_for.html](http://infrage.insa-tlse.fr/~etienne/emccourse/what_for.html)

# Design Simulation

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- Simulations try to imitate the behavior of the real system on a (typically digital) computer
- Simulating functional behavior requires executable models (e.g., Chapter 2)
- Simulations can be performed at various levels
  - System, architecture, microarchitecture, circuit ...
- Non-functional properties can also be simulated
  - *E.g.* temperature, EMC
- Simulations can be used for evaluation, validation

# Validating Functionality by Simulation

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- Various levels of abstractions are used:
  - High-level of abstraction
    - Fast, but sometimes not accurate
  - Lower level of abstraction
    - Slow and typically accurate
- Choosing a level is always a compromise
  - Can perform many high-level simulations
  - Can only perform a few low-level simulations

# Limits of Simulation

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- Typically slower than the actual design
  - Timing constraints can be violated if simulator is connected to the actual environment
- Simulations in the real environment may be dangerous
  - Would you want to “simulate” anti-lock braking?
- Huge input data sets may make simulation impossible
- Most actual systems are too complex to allow simulating all possible cases (inputs)
  - Simulations can help find errors in designs,
  - But they cannot guarantee the absence of errors!



# Rapid Prototyping/Emulation

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- *Prototype*: An embedded system that
  - Can be generated quickly, and
  - Behaves very similarly to the final product
- May be
  - Larger,
  - Consume more power,
  - Have other undesirable properties that are acceptable at the validation phase

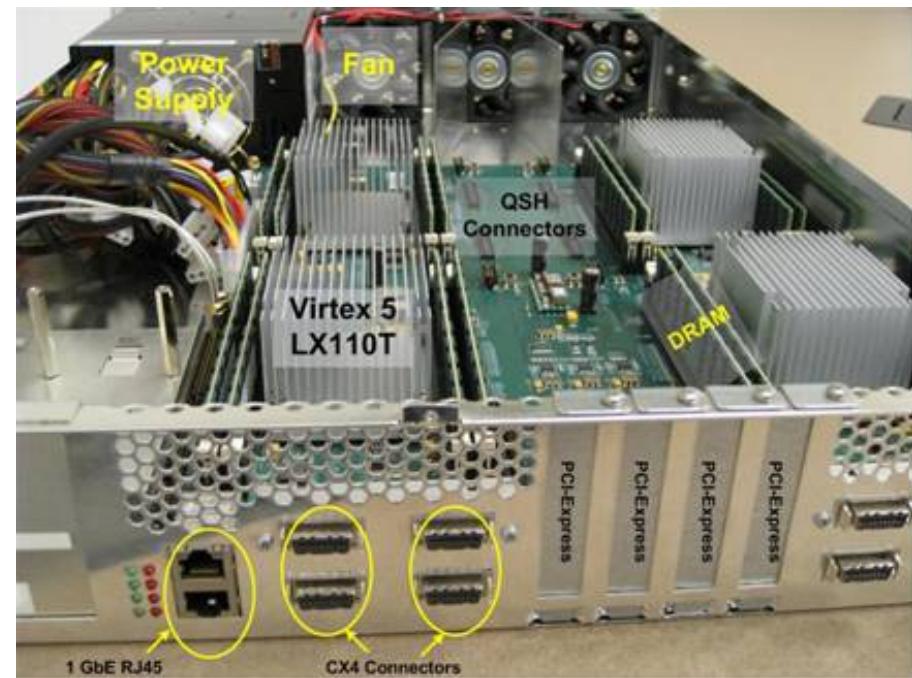
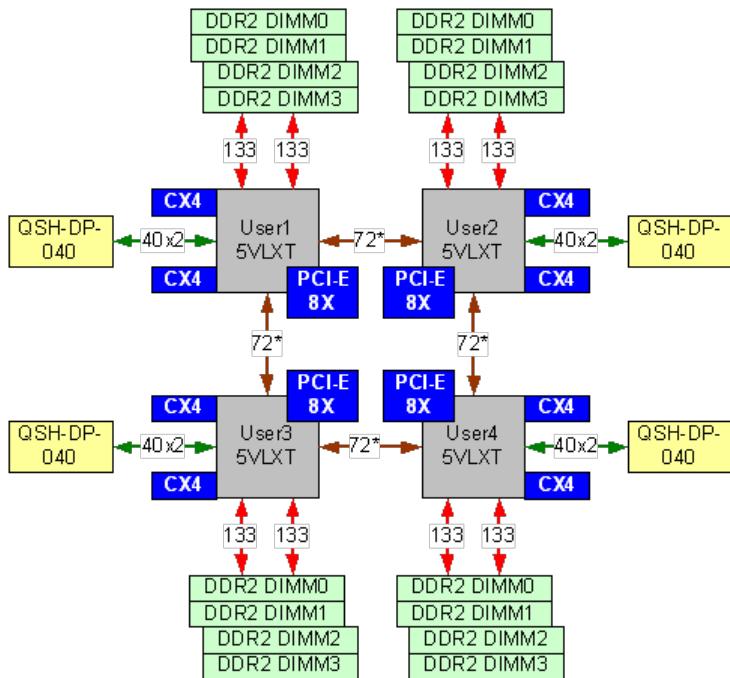
# Emulation

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- Simulations are based on models that are at best approximations of real systems
  - In general:  $\exists$  difference between the real system and the model of the real system
  - Goal: Reduce gap by implementing parts of SUD more precisely!
- **Definition:** *Emulation* is the process of executing a model of the SUD where at least one component is not represented by simulation on some kind of host computer

# State-of-the-art Emulation (1)

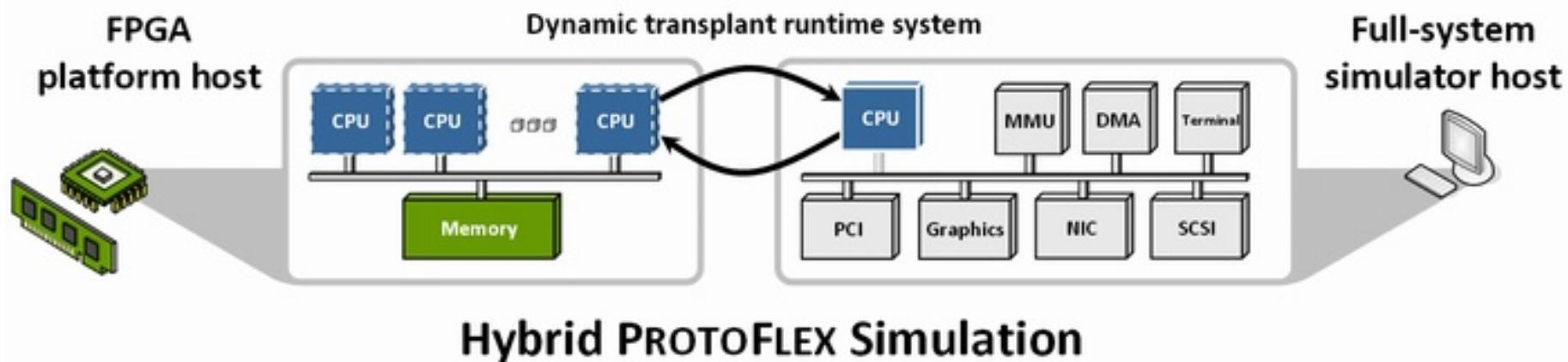
- Berkeley Emulation Engine 3
- Expandable FPGA system
  - 1-64 4-FPGA 2U blades



Source: <http://research.microsoft.com/en-us/projects/bee3/>

# State-of-the-art Emulation (2)

- ProtoFlex
- Hybrid emulation platform
  - Common-case code is “transplanted” to the FPGAs
  - Uncommon behavior (I/O) executes on the host



# Formal Verification

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- Formal verification = formally proving a system correct
  - Using mathematics
- Requires a formal model
  - Cannot be automatically generated from another model
- Given a formal model, try to prove properties
- Even a formally verified system can fail
  - *E.g.* if assumptions are not satisfied
- Formal techniques are classified by the type of logic employed
- **Ideally:** Formally verified tools transforming specifications into implementations (*correctness by construction*)
- **In practice:** Unverified tools and manual design steps
  - Validation of each and every design is required
  - Has to be done at intermediate steps, too; not just the final design
  - Therefore requires significant effort!



# Propositional Logic (1)

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- Consisting of Boolean formulas comprising Boolean variables and connectives such as  $\vee$  and  $\wedge$
- Gate-level logic networks can be described
- *Typical aim:* checking if two models are equivalent
  - Called tautology checkers or equivalence checkers
- Propositional logic is *decidable*, so it is
  - Decidable whether two representations are equivalent
- Tautology checkers
  - Can cope with large designs
  - An alternative to validation by exhaustive simulation

# Propositional Logic (2)

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- Source of the power of tautology checkers:
  - Binary Decision Diagrams (BDDs)
  - A tree representation of a logic function
- Complexity of equivalence checks of Boolean functions represented with BDDs:  $O(\text{number of BDD-nodes})$ 
  - Whereas equivalence check for sums of products is NP-hard
- Many functions can be efficiently represented with BDDs. In general, however, the #(nodes) of BDDs grows exponentially with the number of variables.
- Simulators frequently replaced by equivalence checkers if functions can be efficiently represented with BDDs.
- Limited ability to verify FSMs

# First Order Logic (FOL)

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- FOL includes quantification, using  $\exists$  and  $\forall$
- Some automation for verifying FOL is feasible
- However, since FOL is undecidable in general
  - There may therefore be cases of doubt

# Higher Order Logic (HOL)

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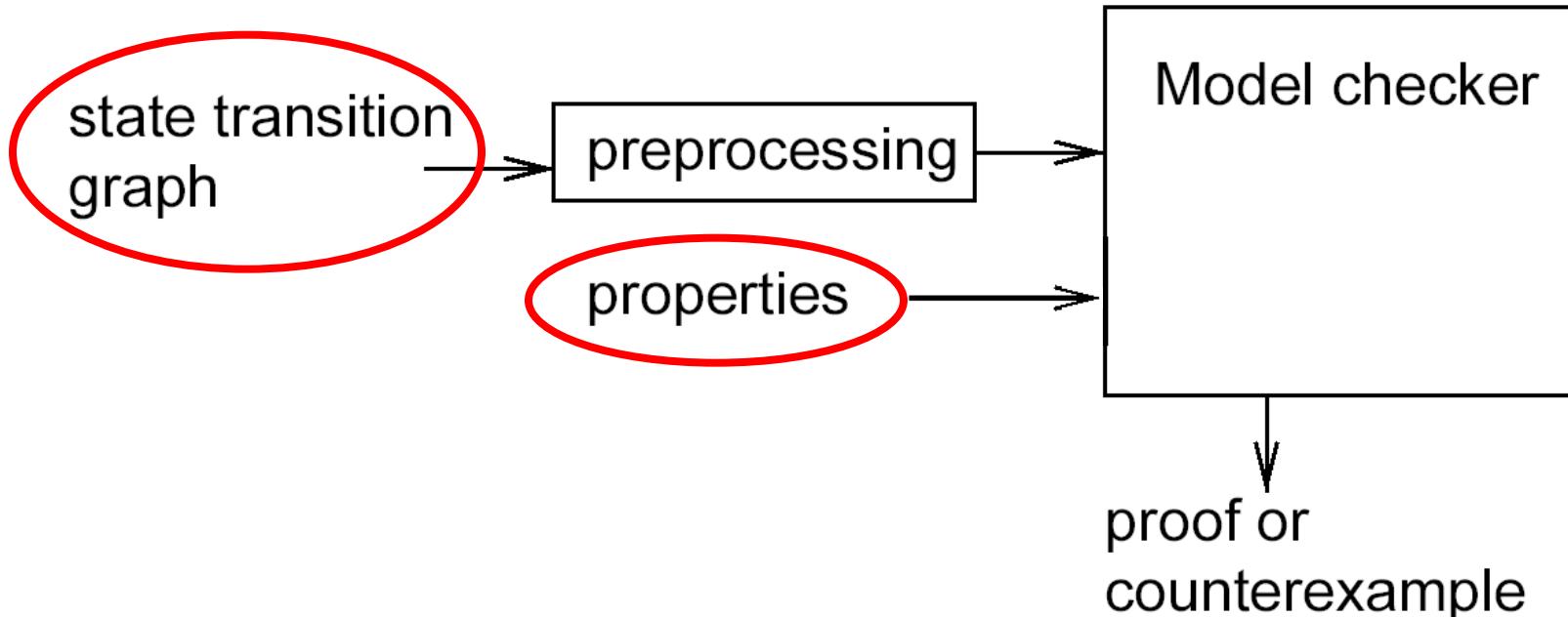
- Higher order logic allows functions to be manipulated like other objects
- Proofs can hardly ever be automated
  - Instead, proofs are done manually
  - Proof-support may be available

# Model Checking

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- Goal: verification of finite state systems
- Analyzes the state space of the system
- Verification in three stages:
  - Model generation
  - Property definition
  - Model checking (the actual verification step)

# Two Types of Input



Verification tools can prove or disprove the properties.  
In the latter case, they can provide a counter-example.

**Example: Clarke's EMC-system**



# Examples

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$$1. \ M, s \models AGg$$

means:

in the transition graph  $M$ , property  $g$  holds for all paths (denoted by  $A$ ) and all states (denoted by  $G$ ).

2. For the Thalys example (Petri Nets), we could prove that the number of trains is indeed constant.

# Computational Properties

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- Model checking is easier to automate than FOL
- History
  - In 1987, model checking was implemented using *binary decision diagrams* (BDDs)
  - It was possible to locate several errors in the specification of the *future bus* protocol
  - Model checking since has become very popular
- Extensions are needed in order to also cover real-time behavior and data values

# Summary

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- Design Objectives
  - Energy and Power
  - Temperature
  - Reliability
  - Electromagnetic Compatibility
- Validation
  - Simulation
  - Emulation
  - Formal Verification

# Next Time

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- Application Mapping
  - Introduction
  - Aperiodic task scheduling
  - Chapters 6.1-2