

HW#1 Simulation and ILA Probing of Aquila Execution



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Homework Goal

- ❑ In this homework, you will learn how to:
 1. Set up full-system cycle-accurate simulation of Aquila
 2. Use Xilinx Integrated Logic Analyzer for real-time debugging
 3. Trace instruction execution at circuit level
- ❑ You must also modify the Dhrystone program and see how you can improve its performance
 - As a first attempt, optimize `strcpy()` and `strcmp()` first
 - Your modification has to produce an equivalent C program for all functions
- ❑ You must upload a report to E3 by 10/19, 17:00.

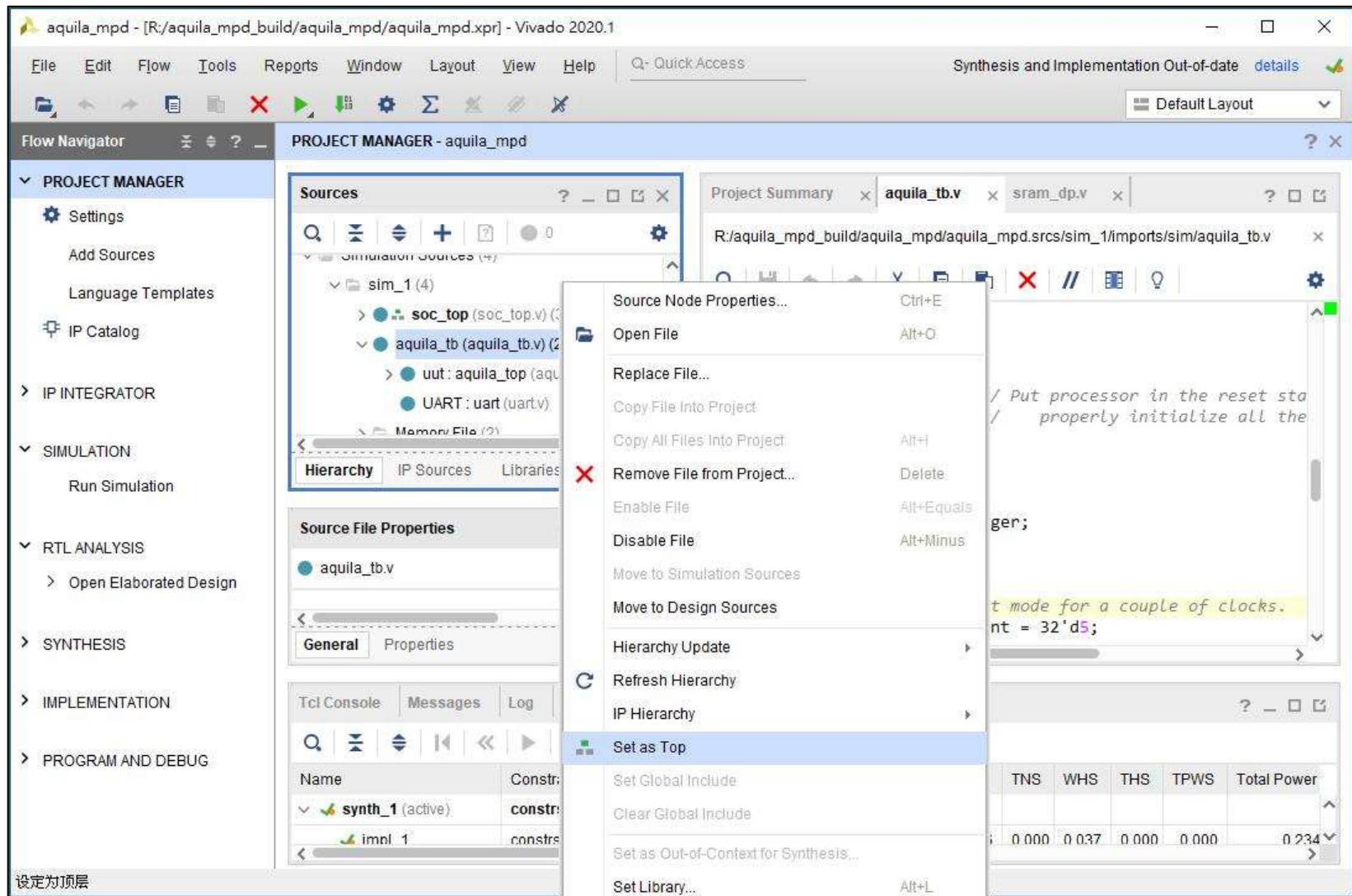
Analyze the Execution of Aquila SoC

- ❑ To analyze the behavior of Aquila, you can use a RTL simulator or the Integrated Logic Analyzer (ILA)
- ❑ Full-system cycle-accurate RTL simulation:
 - Simulation of UART device is very slow → no UART I/O !
 - ROM must be modified to contain the program to be analyzed
- ❑ Real-time ILA circuit probing:
 - Embed signal probes into your circuit
 - Set a trigger condition to capture signal traces to on-chip RAM
 - Perform a post-mortem analysis on a PC afterwards

Behavior Simulation Using Vivado Sim

- ❑ To run behavioral simulation of Aquila, you must replace the top-level, `soc_top.v`, by a testbench module, `aquila_tb.v`, that provides
 - Simulated clock signal
 - Simulated reset signal
 - Simulation models for any I/O devices
- ❑ **Set `aquila_tb` as the top module for simulation**
- ❑ Please check `aquila_tb.v` under “Simulation Sources” to see the simulated clock and reset
 - Change the clock frequency to 50MHz

Set aquila_tb as the Top



ROM Modification

- ❑ Since we have no UART transceiver model (a real FTDI IC is used in the Aquila SoC), we cannot have any UART I/O operations in the system
 - You must compile the Dhrystone program as a ROM image and use it to replace the `uartboot` ROM image
 - You must disable any `printf()` in the Dhrystone program (we have a `#define` for this purpose).

- ❑ For DMIPS calculation, modify the program so that:
 - Only integer computation can be used[†]
 - The DMIPS/MHz value (scaled to an integer) is stored in a register so that the simulator can show its value

[†] That is, you can use base-10 fixed-point arithmetic to compute DMIPS/MHz.

Run the Simulation

The screenshot shows the Vivado 2020.1 IDE. The 'Flow Navigator' on the left has the 'SIMULATION' section expanded. The 'Run Simulation' option is circled in red with a red arrow pointing to it and the word 'Click!' next to it. A context menu is open over 'Run Simulation', showing options: 'Run Behavioral Simulation', 'Run Post-Synthesis Functional Simulation', 'Run Post-Synthesis Timing Simulation', 'Run Post-Implementation Functional Simulation', and 'Run Post-Implementation Timing Simulation'. The 'Sources' window shows a project hierarchy with components like Memory, Writeback, CSR, TCM, CLINT, and ATOM_U. The 'Project Summary' window shows the project path and a list of sources. The 'Design Runs' table at the bottom shows the status of the synthesis and implementation runs.

Flow Navigator

- PROJECT MANAGER
 - Settings
 - Add Sources
 - Language Templates
 - IP Catalog
- IP INTEGRATOR
- SIMULATION**
 - Run Simulation
- RTL ANALYSIS
 - Open Elaboration Files
- SYNTHESIS
- IMPLEMENTATION
- PROGRAM AND DEBUG

Sources

- Memory : memory (memory.v)
- Writeback : writeback (writeback.v)
- CSR : csr_file (csr_file.v)
- TCM : sram_dp (sram_dp.v)
- CLINT : clint (clint.v)
- ATOM_U : atomic_unit (atomic_unit.v)

Project Summary

- Project Name: aquila_mpd
- Project Path: R:/aquila_mpd_build/aquila_mpd/aquila_mpd.xpr
- Project Sources: aquila_tb.v, sram_dp.v

Design Runs

Name	Constraints	Status	Incremental	WNS	TNS	WHS	THS	TPWS	Total Power
synth_1 (active)	constrs_1	Synthesis Out-of-date	Off						
impl_1	constrs_1	Implementation Out-of-date	Off	3.376	0.000	0.037	0.000	0.000	0.234

Vivado Simulator Window

Simulation time

Zoom waveform to fit window

Pick the module whose signals you want to observe!

The screenshot displays the Vivado Simulator Window for a behavioral simulation. The top toolbar features a time scale dropdown set to 10 ms. The main workspace is divided into several panes: the Flow Navigator on the left, the Scope pane, the Sources pane, the Obj pane, and the Waveform pane. The Scope pane shows a tree view of the design hierarchy, with 'aquila_tb' selected. The Obj pane shows a list of signals and their values. The Waveform pane displays a timing diagram for the selected signals. The Tcl Console at the bottom shows simulation logs and a command prompt.

Name	Value
clk	1
reset	0
rst	0
uart_rx	1
uart_tx	1
uart_en	0
uart_addr[31:0]	00000000
uart_we	0
uart_be[3:0]	3
uart_din[31:0]	00000000

Sim Time: 1 us

Tracing the Assembly Code

- ❑ After you make the ROM image, there should be a * .objdump file that contains the assembly code of the compiled program:

```
dhry.out:      file format elf32-littleriscv

Disassembly of section .text:

00000000 <boot>:
0:      ff010113      addi   sp,sp,-16
4:      00112623      sw     ra,12(sp)
8:      000072b7      lui    t0,0x7
c:      9d02a103      lw     sp,-1584(t0) # 69d0 <stack_top>
10:     225030ef      jal    ra,3a34 <main>
14:     00c12083      lw     ra,12(sp)
18:     00000513      li     a0,0
1c:     01010113      addi   sp,sp,16
20:     2b90006f      j      ad8 <exit>

00000024 <Proc_2>:
24:     000097b7      lui    a5,0x9
28:     1347c703      lbu    a4,308(a5) # 9134 <Ch_1_Glob>
```

Aquila execution
begins here!



. . . .

Showing Register Values

- Note that the registers of Aquila is declared in the file `reg_file.v`.

- You can add the CPU registers to the signal window in the simulator to show them:

```
reg [XLEN-1 : 0] rf [0 : NUM_REGS-1];
```

- It is probably easier for you to remap these registers to the ABI names to match the register names in the `*.objdump` file, for example:

```
wire [XLEN-1 : 0] ra = rf[1];  
wire [XLEN-1 : 0] sp = rf[2];  
    . . . .
```

Tracing the Execution of a Function

- ❑ For Dhrystone, you may want to rewrite one of the function, such as `strcpy()`, to speed up the execution
- ❑ Again, the `*.objdump` tells you the start address of the function
 - `strcpy()` begins at `0x00000e7c` in my build
- ❑ Tracing a program using a simulator is much more tedious than using GDB, but it gives you more details

Storing a Debug Value in Registers

- ❑ You can use inline assembly to store a local variable (or a global one) into a register so that the simulator can display its value:
 - Similar to debugging a program using `printf()`!

```
unsigned int test_asm()
{
    unsigned int rvalue;

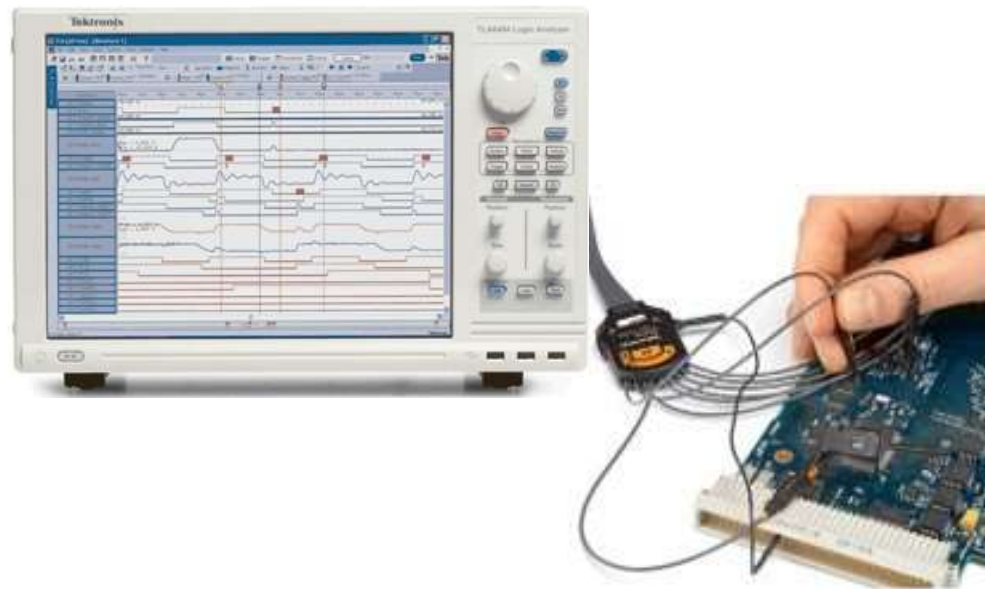
    asm volatile ("lui t1, 0xABCDEF");
    asm volatile ("addi t1, t1, -2013");
    asm volatile ("addi %0, t1 ,0" : "=r"(rvalue));

    . . . .

    return rvalue;
}
```

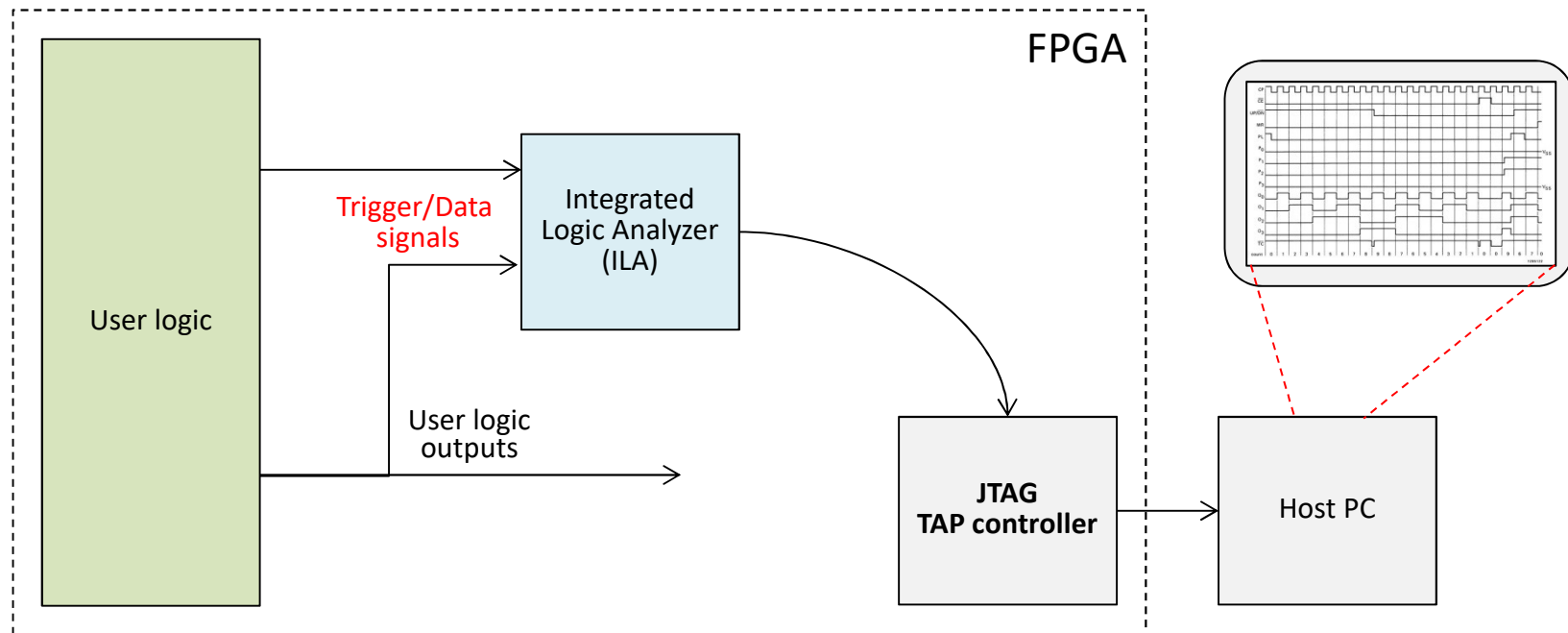
Real-Time Probing Using Vivado

- ❑ Full-system simulations for complex logic and software behaviors would take too much time; and real devices are difficult to simulate
- ❑ In the good old days, for real-time debugging of a digital circuit, we use a logic analyzer for the job



Vivado Integrated Logic Analyzer

- ❑ Vivado Integrated Logic Analyzer (ILA) is an IP that can be integrated into the hardware platform so that some signals in the user IP's can be intercepted and saved in a **trace file** for analysis



Debug Your Circuit in Real-Time

- ❑ To debug your logic in real-time, you must “mark” the signals for debugging with one of the three methods:
 - Using the “synthesis attribute” syntax in Verilog-2001
 - Using the Vivado GUI IDE
 - Using the TCL command console (we don’t use TCL here)
- ❑ After marking the signals, you must set up the debug wizard before you use the Hardware Manager to capture the signals at runtime
- ❑ Note: do **not** mark clock signals. The waveform viewer has tick markers.

Mark Debug Signals Using Verilog

- ❑ In Verilog-2001, you can set the synthesis attributes of a signal, for example:

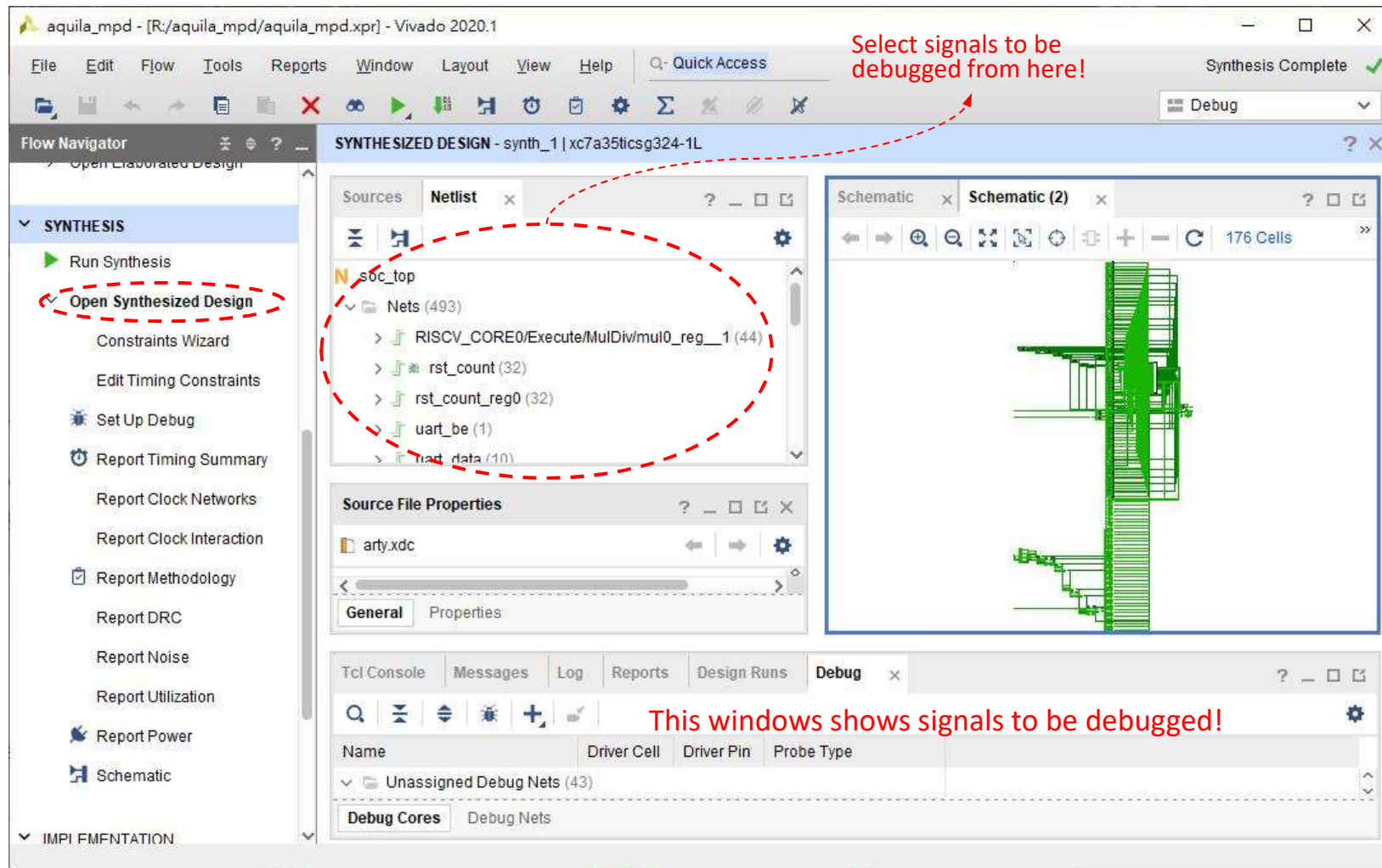
```
(* mark_debug = "true" *) wire my_signal
```

This will turn on the “debug” attribute of `my_signal`.

- ❑ In Vivado, if your logic has signals with the debug attribute enabled, then:
 - The signals will not be “optimized-out” by the logic synthesizer
 - Vivado will insert an ILA IP into the synthesized design to monitor and capture these signals at runtime

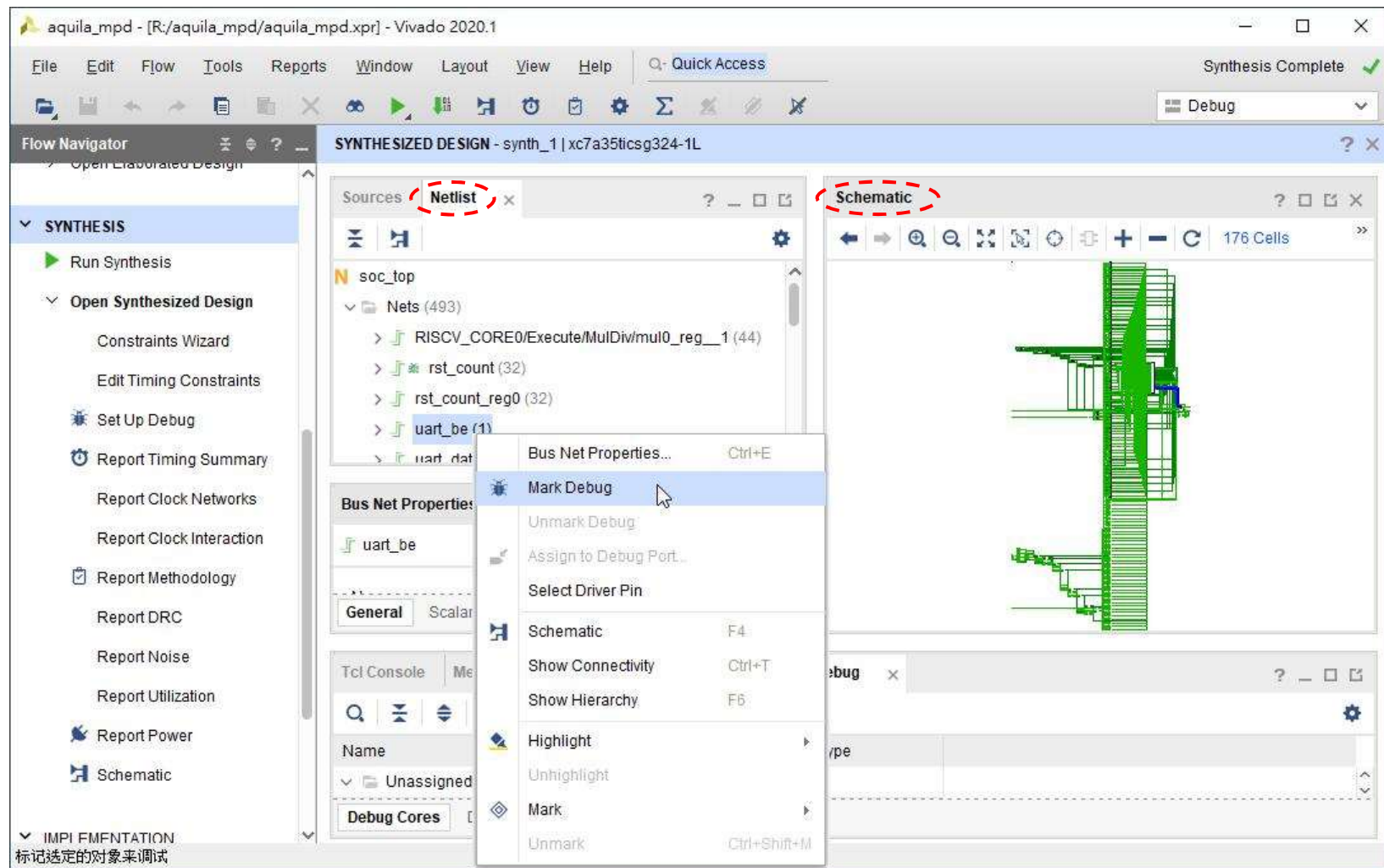
Mark Debug Signals Using GUI (1/2)

- ❑ To debug a circuit, open the synthesized design:



Mark Debug Signals Using GUI (2/2)

- ❑ Mark the signal in the “Netlist” or “Schematic” windows:



Set Up the Debug Wizard

- ❑ Open the “Set Up Debug” wizard:

Open debug wizard

The screenshot shows the Vivado 2020.1 IDE. The 'SYNTHESIS' menu is open, and 'Set Up Debug' is highlighted. The 'Set Up Debug' wizard is open, showing the 'Set Up Debug' title and a list of steps: 1. Choosing nets and connecting them to debug cores, 2. Associating a clock domain with each of the nets chosen for debug, 3. Choosing additional features on the debug cores like Data Depth, Advanced Trigger mode and Capture Control. The 'Next >' button is highlighted.

Set Up Debug

This wizard will guide you through the process of

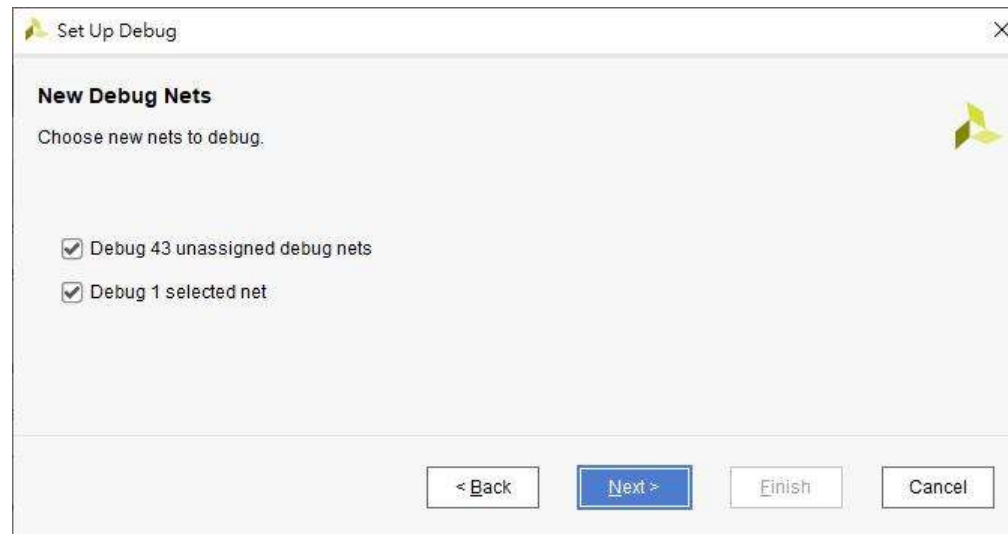
1. Choosing nets and connecting them to debug cores.
2. Associating a clock domain with each of the nets chosen for debug.
3. Choosing additional features on the debug cores like Data Depth, Advanced Trigger mode and Capture Control.

Note: This setup wizard does not apply to the VIO, IBERT or JTAG-to-AXI-Master debug cores. Please refer to [Vivado Design Suite User Guide: Programming and Debugging \(UG908\)](#) for further instructions on how to use these IPs.

< Back Next > Finish Cancel

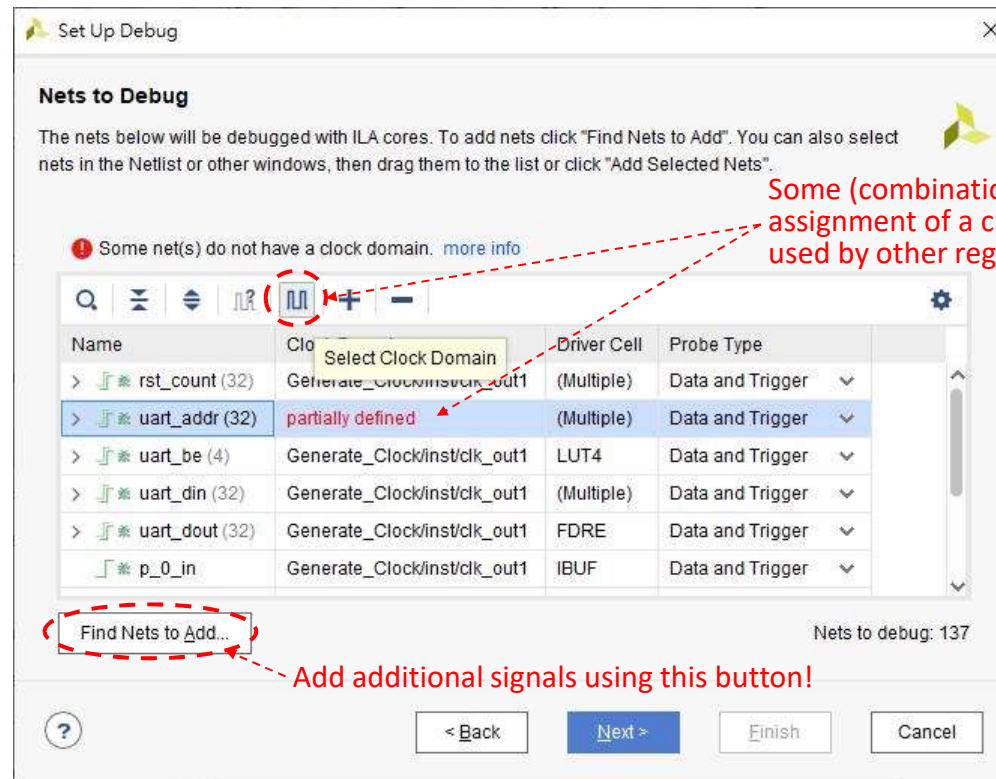
Confirm the Debugged Nets

- ❑ Just hit “Next”



Double-Check Nets to Be Debugged

- ❑ You can add any missing signals in this dialog box
 - Note: some signals in your Verilog code may be missing due to the optimization process of the logic synthesizer!

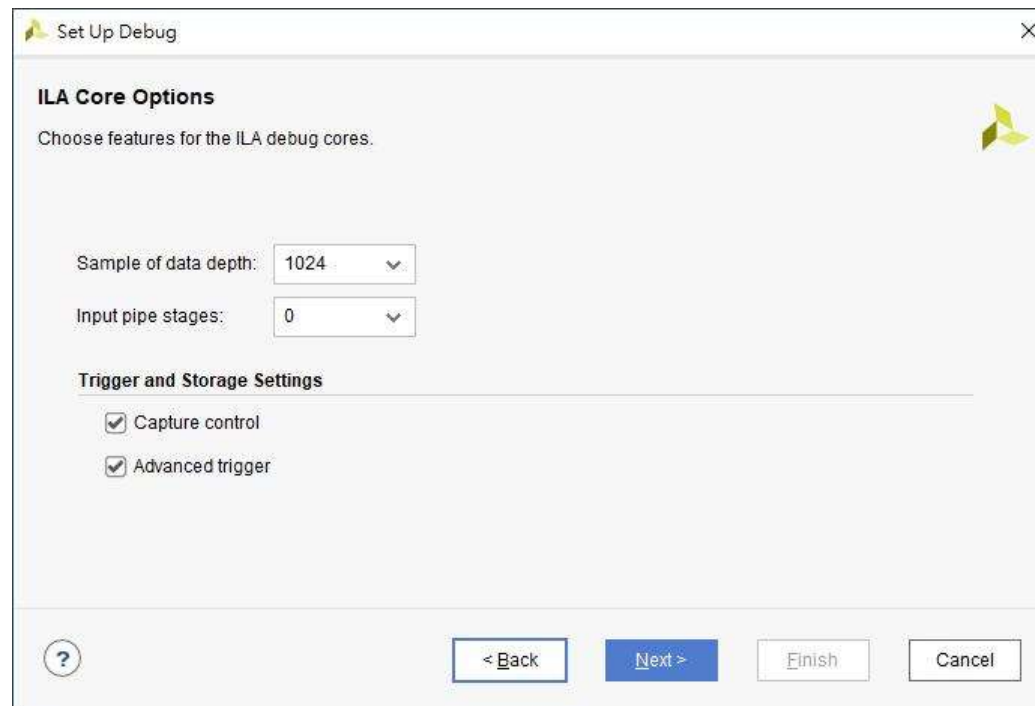


Some (combinational) signals require manual assignment of a clock signal. Just pick the clock used by other registered signals.

Add additional signals using this button!

Modify Trigger Options

- ❑ You can check both the “Capture control” and the “Advanced trigger” boxes

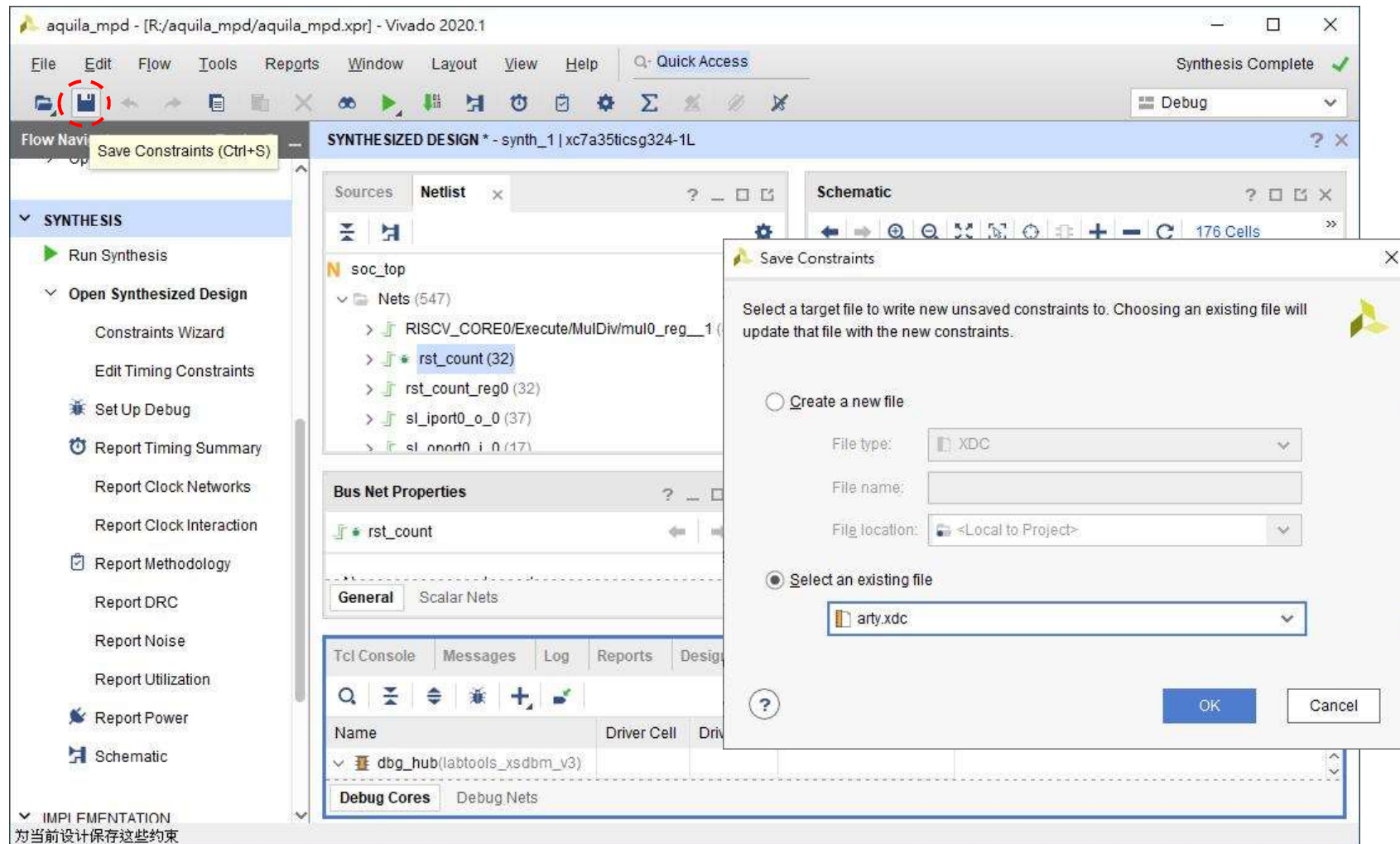


The screenshot shows a 'Set Up Debug' dialog box with the following settings:

- ILA Core Options**
 - Choose features for the ILA debug cores.
 - Sample of data depth: 1024
 - Input pipe stages: 0
- Trigger and Storage Settings**
 - ☒ Capture control
 - ☒ Advanced trigger

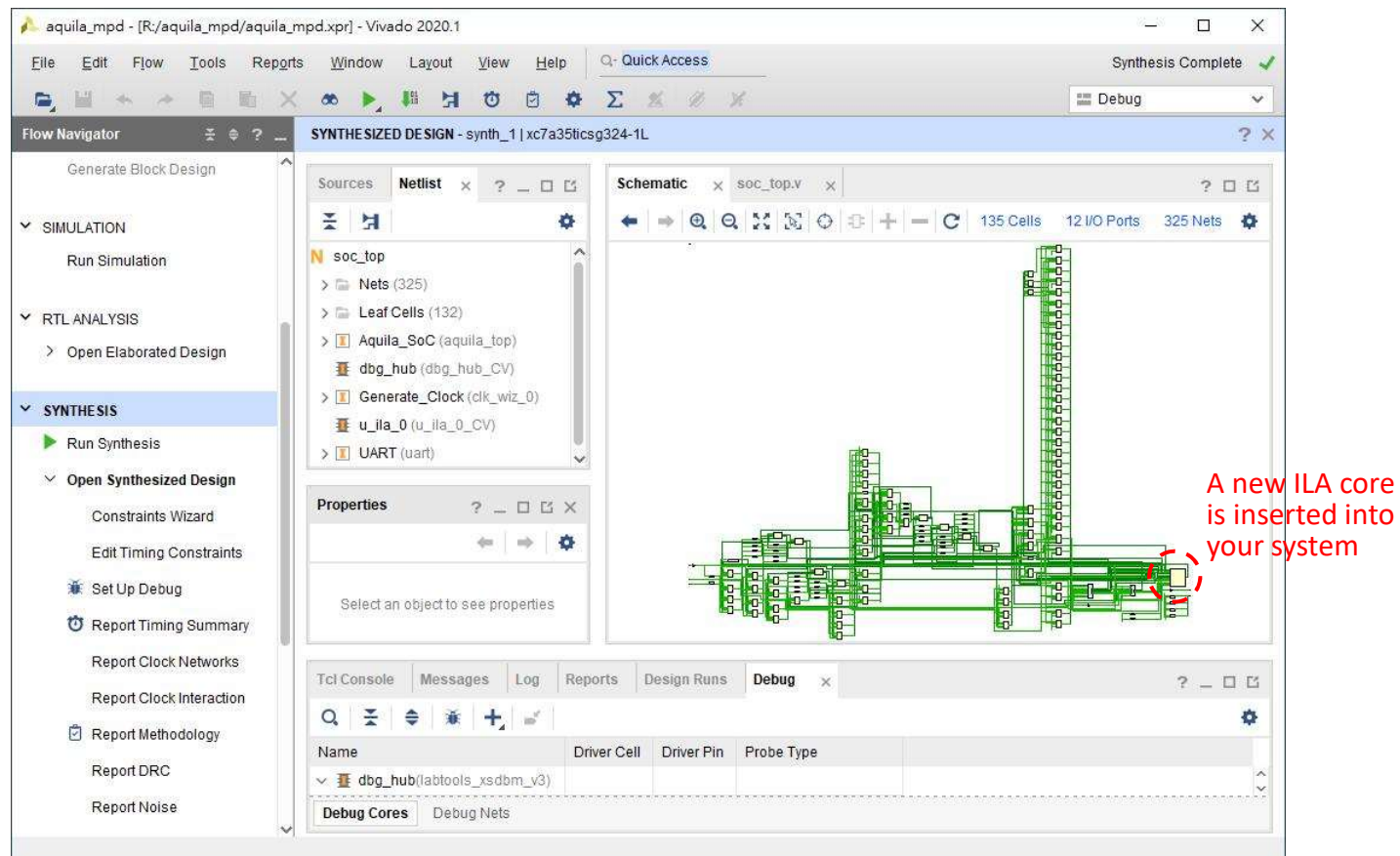
At the bottom, there are buttons for '< Back', 'Next >', 'Finish', and 'Cancel', along with a help icon (?) on the left.

Save the New Debug Constraints

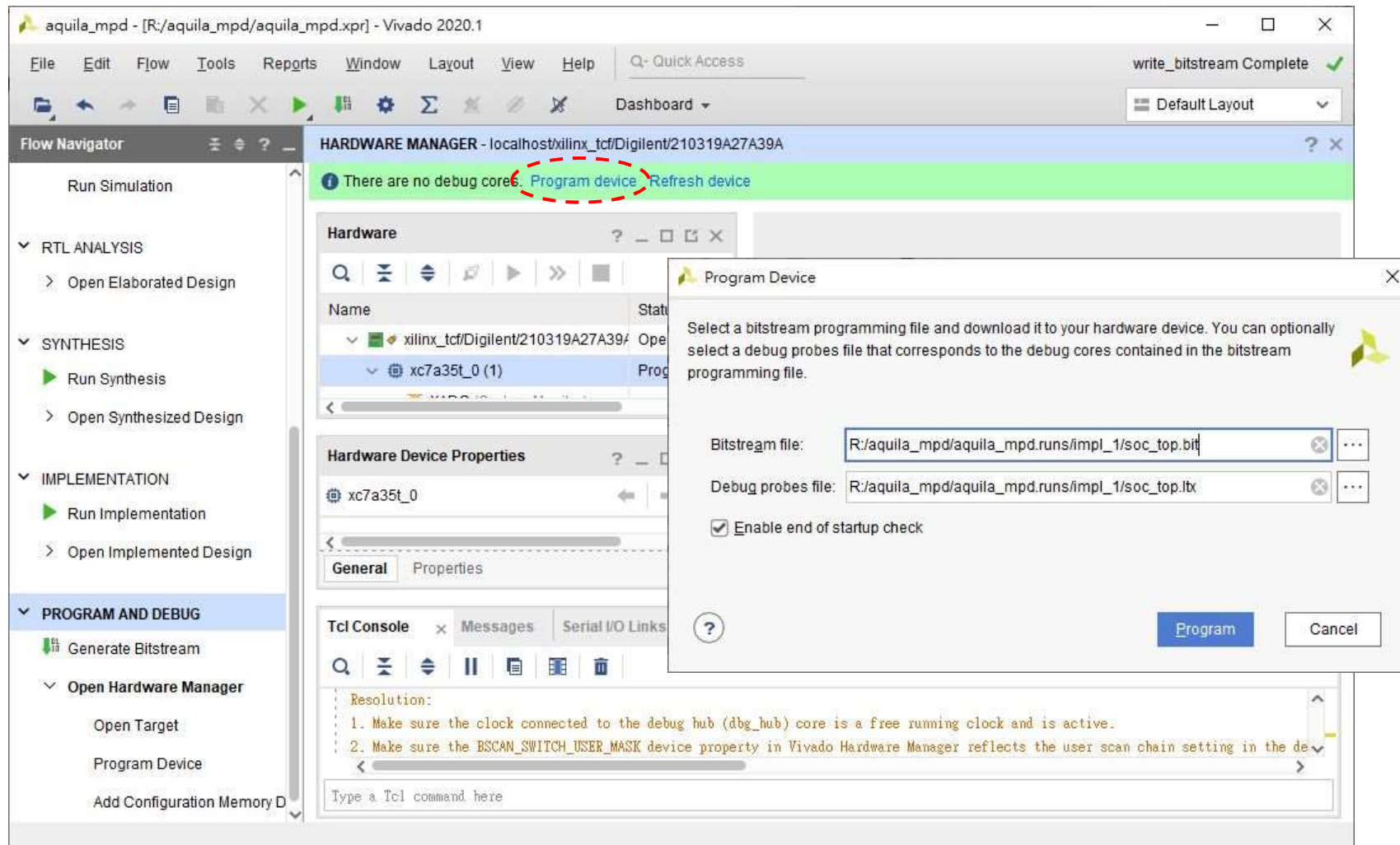


Re-Synthesis to Add ILA Debug Core

- ❑ An extra ILA IP will be added after **forced re-synthesis**
- ❑ Now, go ahead and generate the bitstream



Program the FPGA



The Hardware Manager with ILA View

The screenshot shows the Vivado 2020.1 interface with the Hardware Manager open. The Hardware Manager displays the hardware tree for the target device (xc7a35t_0 (2)). The Debug Probe Properties window shows the source as NETLIST, type as ILA, and probe type as Data and Trigger. The ILA configuration window is open, showing the ILA Status as Idle. The ILA configuration window includes a table of signals to monitor and set triggers on, a section for runtime waveforms, and a trigger setup window. The signals listed are `uart_addr[31:0]` and `uart_din[31:0]`. The runtime waveforms section shows a table with columns for Name and Value. The trigger setup window is also visible, showing the trigger setup for the ILA.

Signals which you can monitor and set triggers on.

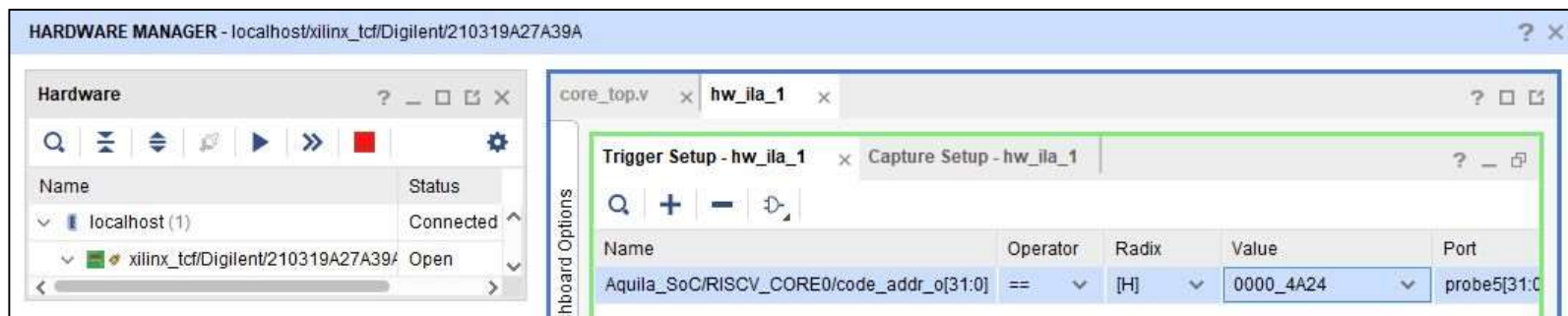
Runtime waveforms

Trigger setup window

ILA configuration window

Setting a Trigger

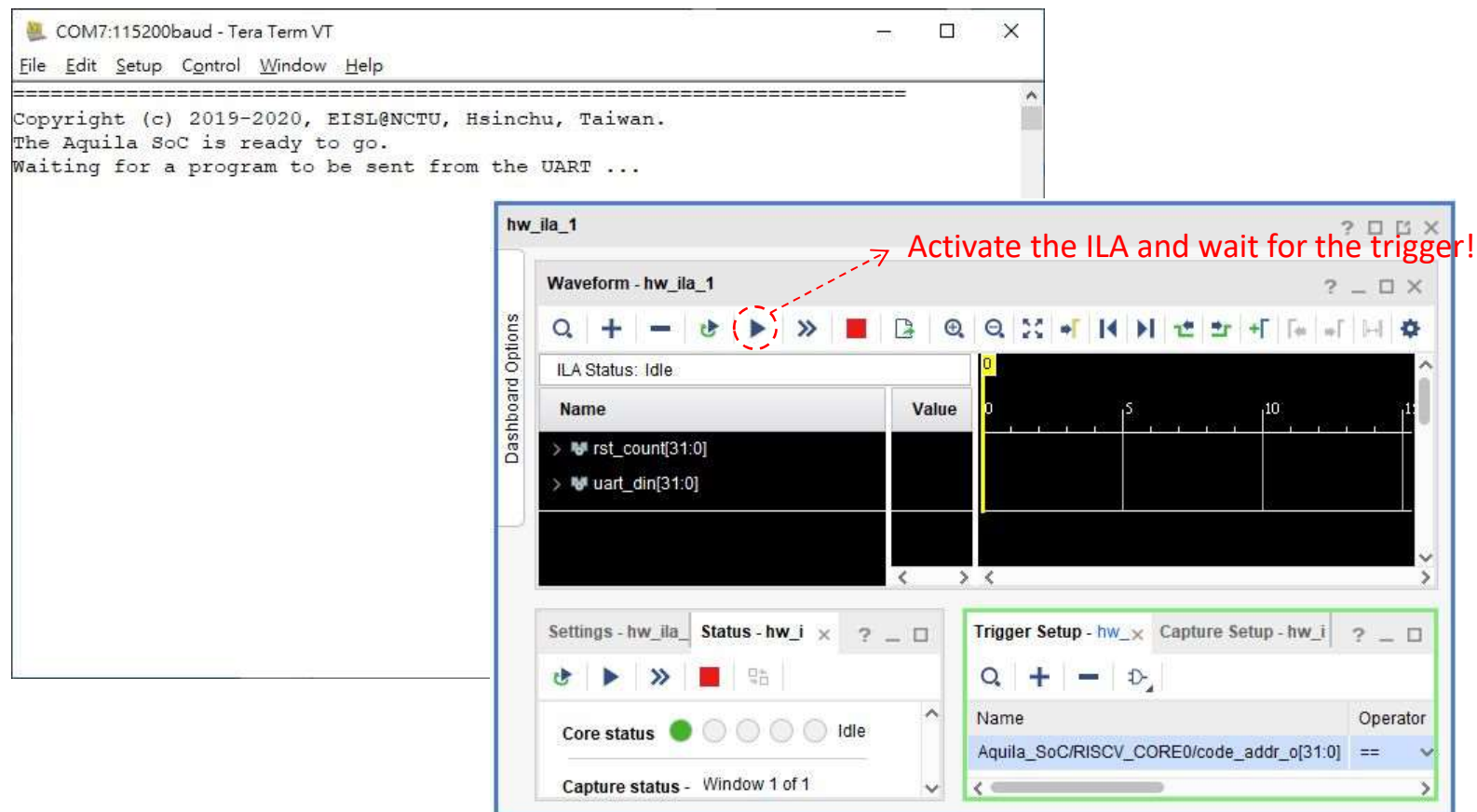
- ❑ A trigger is a signal condition that tells the ILA to begin capturing waveforms
 - Drag a signal from “Signal Name” window to “Trigger Setup” window to use it as a trigger
- ❑ Set the trigger condition:



- ❑ When `code_addr_o` in `core_top.v` equals `0x4A24` the ILA will be triggered to capture 1024 cycles of signals

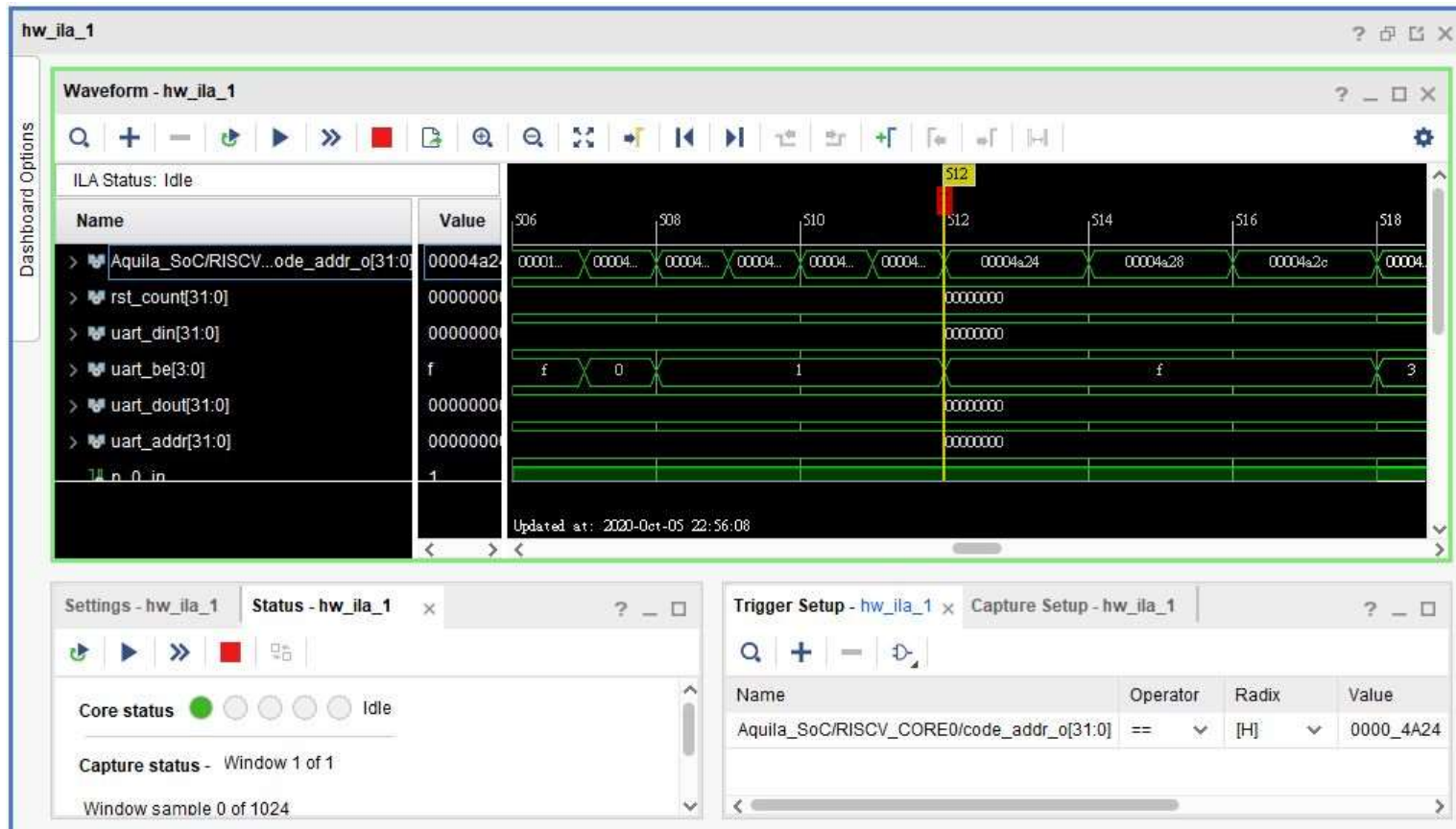
Capturing the Signals

- ❑ Now, you can activate the ILA, and send a program from the UART to FPGA to capture the waveform



Analyze the Captured Waveform

- ❑ When Aquila hits the main() of Dhrystone at 0x4A24, the ILA will begin to capture waveforms:



Dhrystone Benchmarks Issues

- ❑ There is no perfect benchmarks. For Dhrystone, it's much less than perfect[†]:
 - Too many fixed-length string operations (`strcpy()` and `strcmp()`)
 - Code/data size too small to test cache performance
 - Did (could) not take into account RISC, VLIW, SIMD, and superscalar architecture
 - Dirty compilers that optimize for Dhrystone can achieve extra 50% higher DIMPS numbers
 - Code patterns do not reflect modern applications (is CPU performance critical here?)
 - *So, why do we use it in the first place?*

[†] https://www.eembc.org/techlit/datasheets/dhrystone_wp.pdf

Your Homework

- ❑ Go through the behavior simulation flow and the ILA probing flow.
- ❑ Rewrite `strcpy()` and `strcmp()`, see if you can increase the DMIPS/MHz performance
- ❑ Use the simulator or ILA to analyze the execution of your code and compare it against the original code
- ❑ Write a 4-page double-column report[†]:
 - Discuss what you have done to optimize the SW for DMIPS
 - Discuss what you have found using the Simulator or the ILA to analyze the execution of the program

[†] A report template can be downloaded from E3 website.