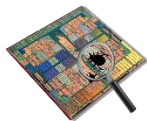




SW Debugging for Multi-tile Systems: The EURETILE Methodology and Tools

Luis Gabriel Murillo, Rainer Leupers



MAD Workshop, HiPEAC Fall CSW
9.10.14, Athens, Greece

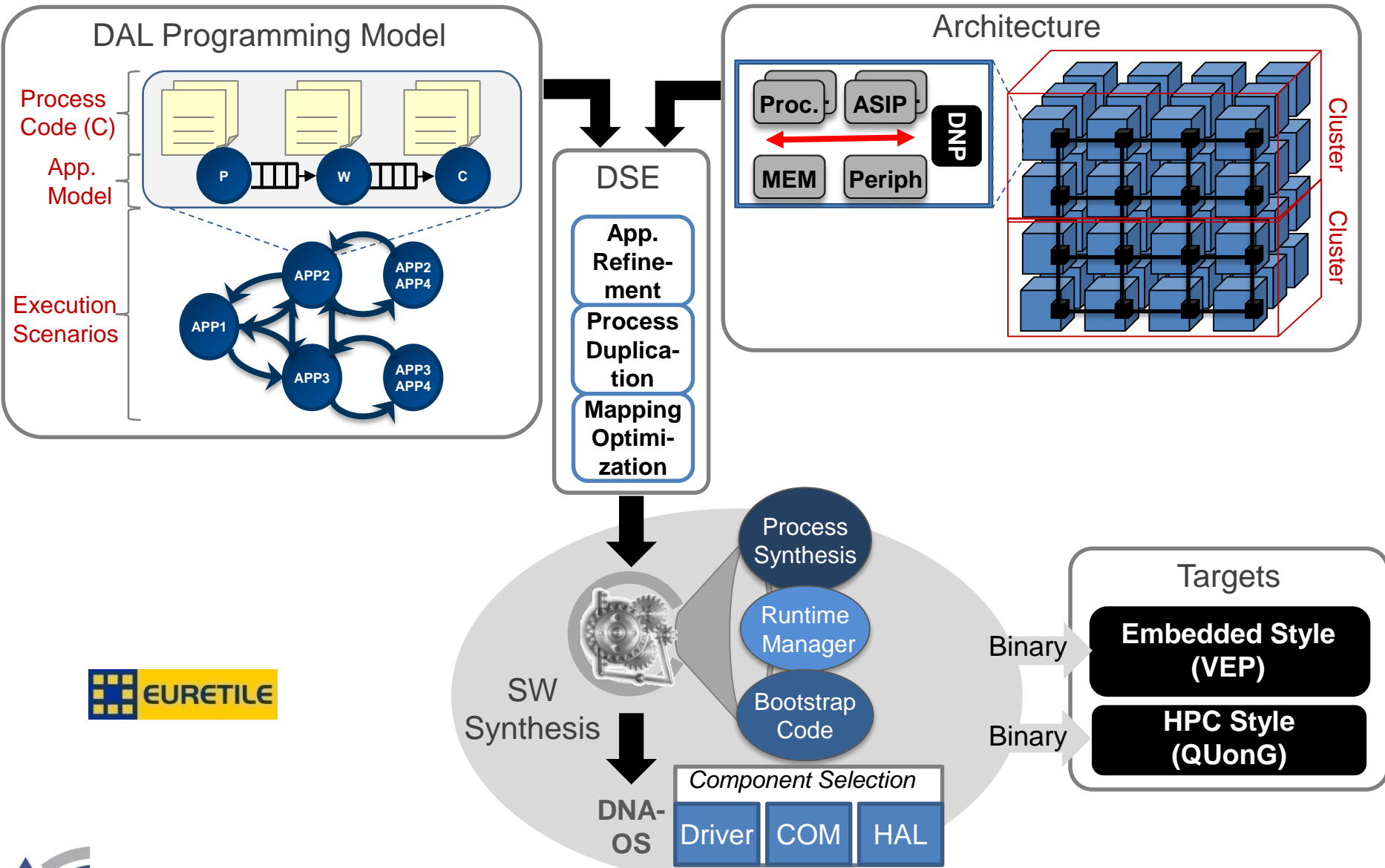




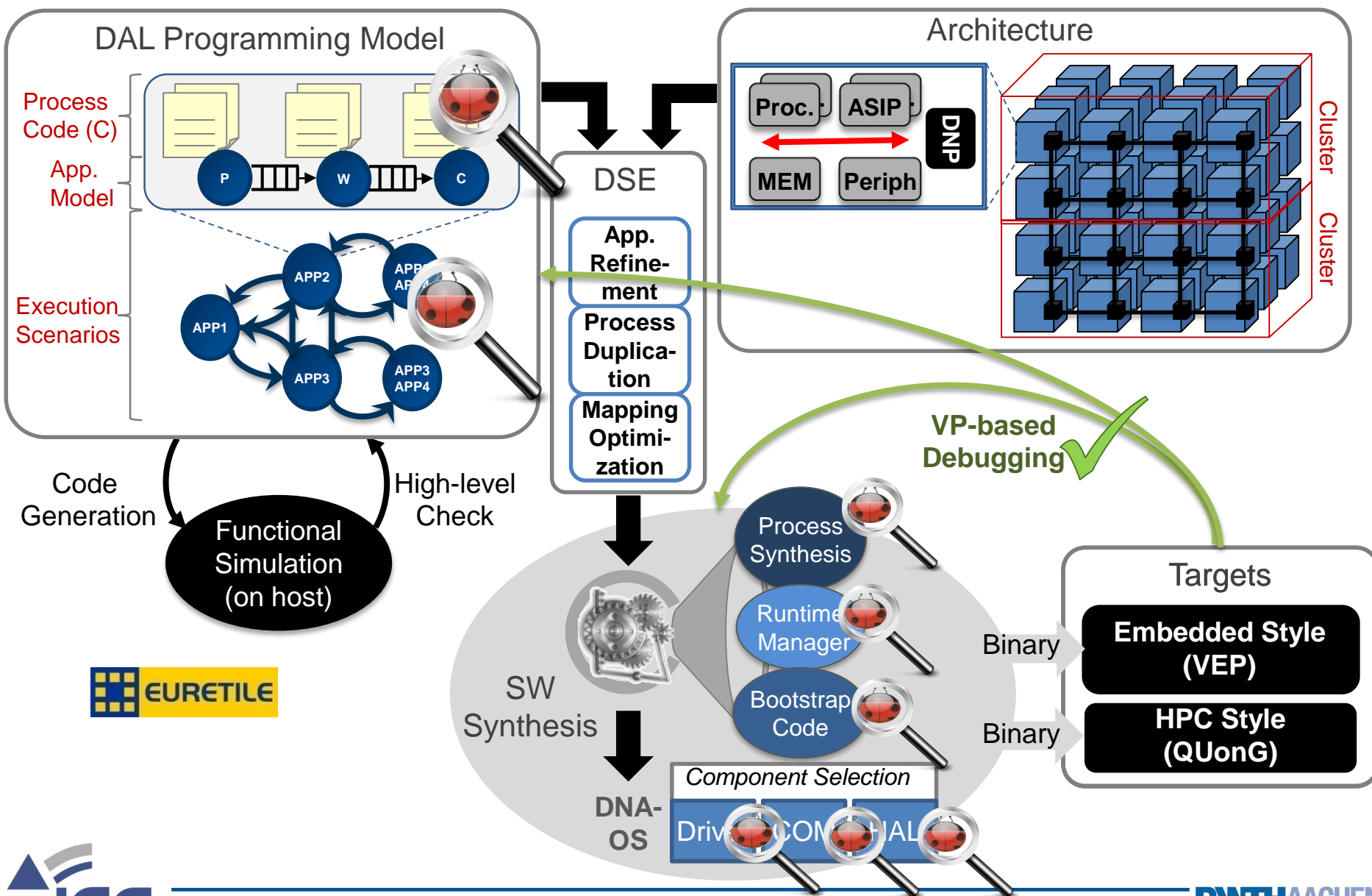
- EURETILE: EUropean REference Tiled architecture Experiment (www.euretile.eu)
 - FET Concurrent Tera-Device Computing (FP7)
 - 6M EUR
- Duration: 2010 – 2014
- Partners:



- **Goal:**
 - Brain-inspired and fault-tolerant foundational innovations on massively parallel tiled architectures
 - Corresponding programming paradigm



EURETILE, How to Debug?



Introduction

→ The Virtual EURETILE Platform

Tools for Whole-system Debugging

Concurrency Event Monitors and Concurrency Analysis

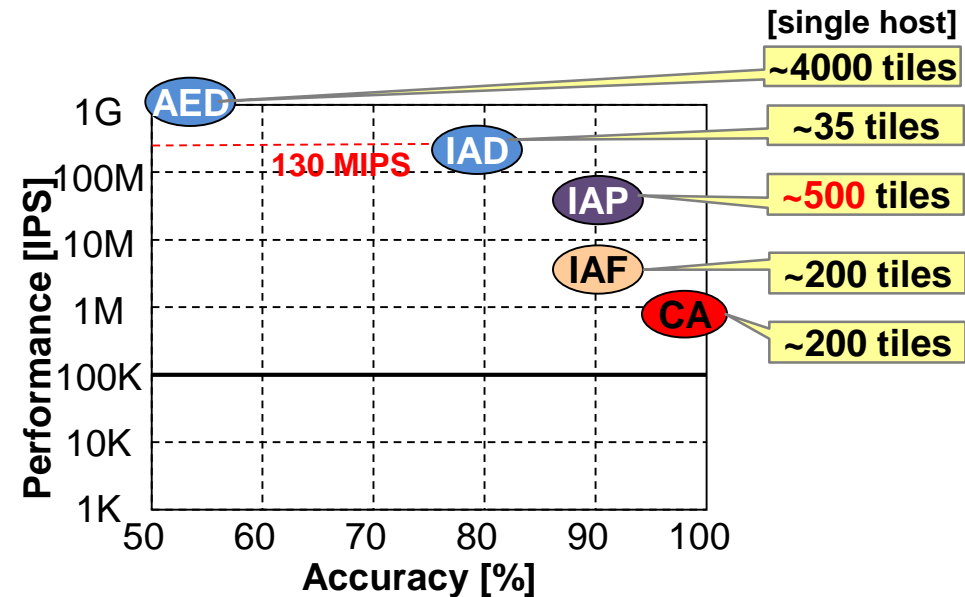
Conclusions

■ Advantages

- Early availability
- Run unmodified target SW binary
- Optimal for debugging concurrency issues
- **Non-intrusive** inspection and **reproducibility**

■ VEP Supporting Technologies

- Multiple levels of abstraction
- 2 parallel SystemC kernels
 - parSC (2.2x in quad-core)
 - SCoPe (4x in quad-core)
- Distributed SystemC (diSC)
 - Runs on multiple hosts
- Fault Injection

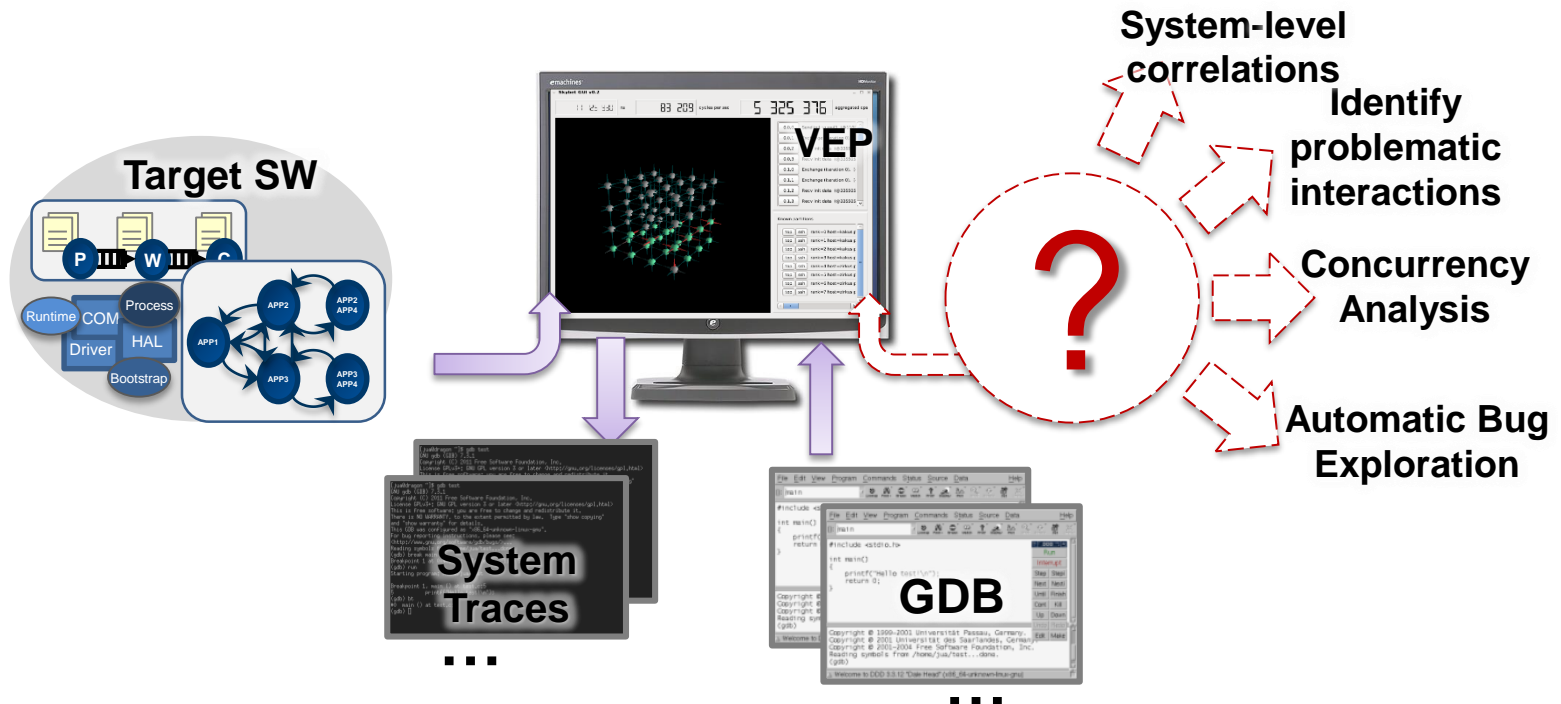


CA : cycle accurate
IAF : instruction accurate JIT-CC, full
IAP : instruction accurate JIT-CC, plain (no debug)
IAD : instruction accurate, DBT
AED : abstract execution device (host-compiled)

- **Traditional debug augmentations**

- System loggers: single- or multi-file, tile and component filtering, packets over the network, SW, buses, memories, peripherals...
- GDB coupling

... but many **GDB windows**, huge traces...



Introduction

The Virtual EURETILE Platform

➔ Tools for Whole-system Debugging

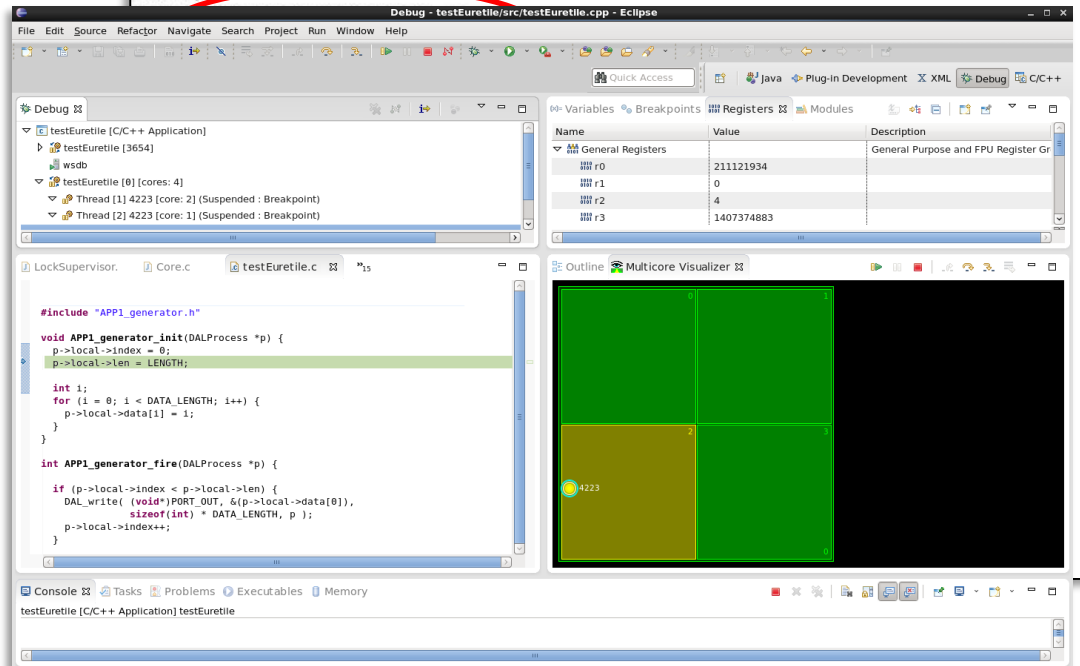
Concurrency Event Monitors and Concurrency Analysis

Conclusions

- Source Debugger Back-end
 - Single interface for:
 - Inspection/control of multiple cores
 - Different targets, core ABIs, unwinders and OS-trackers
 - Component-based architecture for portability and extensibility
 - C++ and SWIG tcl APIs
 - Command-line interface
 - Network protocol (with Eclipse CDT/DSF plug-in)
 - Can be linked into the VP

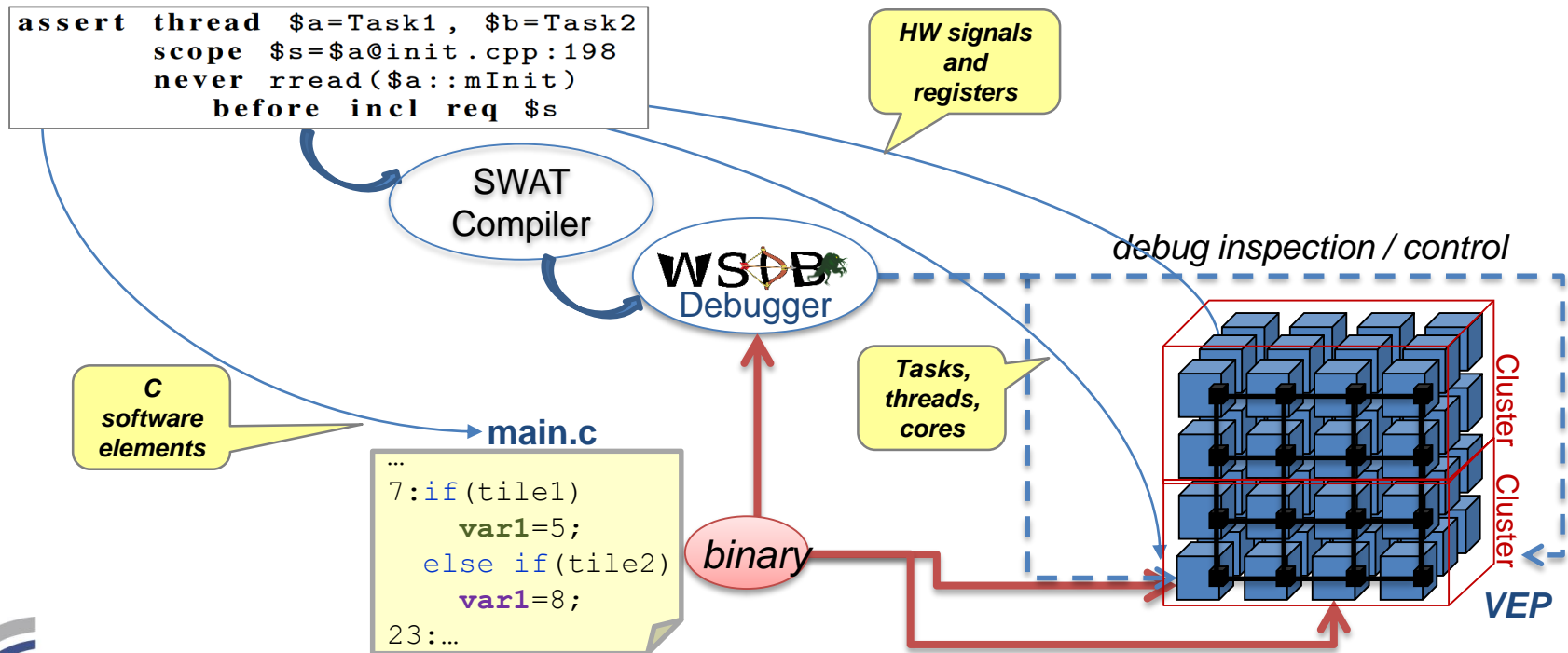


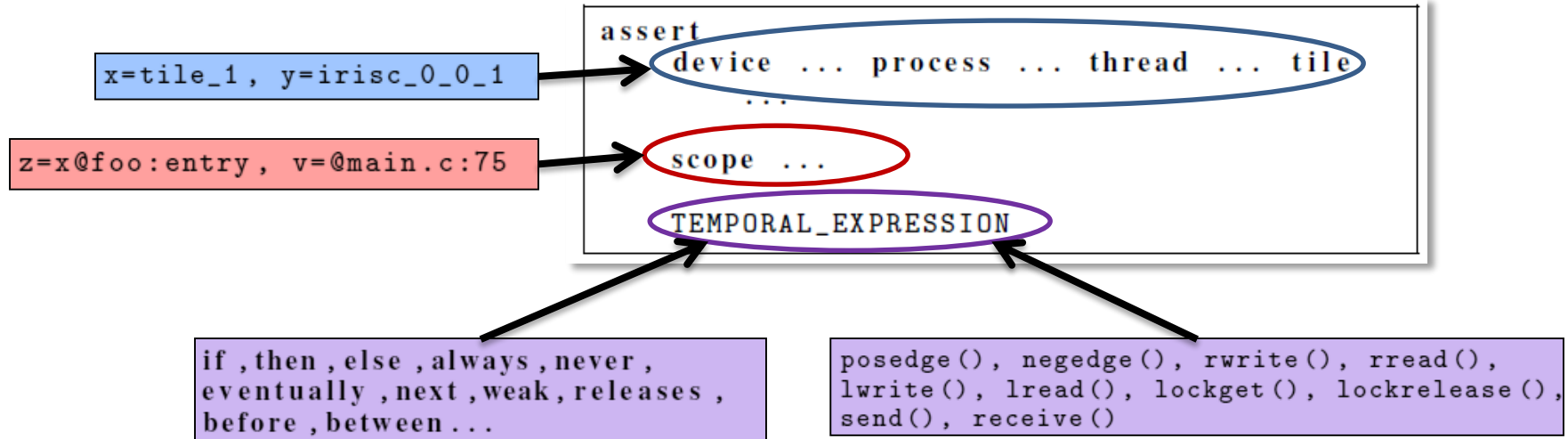
```
$ wsdb vep,pid=5321
[WSDB] INFO: No. of cores: 32
[WSDB] INFO: Core 'irisc_2_0_0' application detected: tiles/binaries/tile_2_0_0
[WSDB] INFO: Found STAB info. Size:2568
[WSDB] INFO: Found DWARF2 info.
[WSDB] INFO: DNA OS Kit supported for this binary!
[WSDB] INFO: Core 'irisc_1_0_0' application detected: tiles/binaries/tile_1_0_0
[WSDB] INFO: Found STAB info. Size:2568
[WSDB] INFO: Found DWARF2 info.
[WSDB] INFO: DNA OS Kit supported for this binary!
...
% run
% stop
```



- **Multi-tile** program analysis, concurrency and HW/SW bugs
- Easy way to capture user knowledge, covering:
 - SW contexts (*thread, process*), variables
 - HW *devices*, signals, registers
 - Concurrency-related *events* (e.g., OS events)
 - Linear Temporal Logic (LTL)

... in a single non-intrusive assertion!





■ Examples

```
assert thread $a=Task1, $b=Task2
scope $s=$a@init.cpp:198
never rread($a::mInit)
before incl req $s
```

```
assert iterator tile it
scope r = it@irq_mask_and_backup.c:6
      s = it@irq_mask_restore:entry
always if lwrite( r::irq_stat ) then next s
```

Introduction

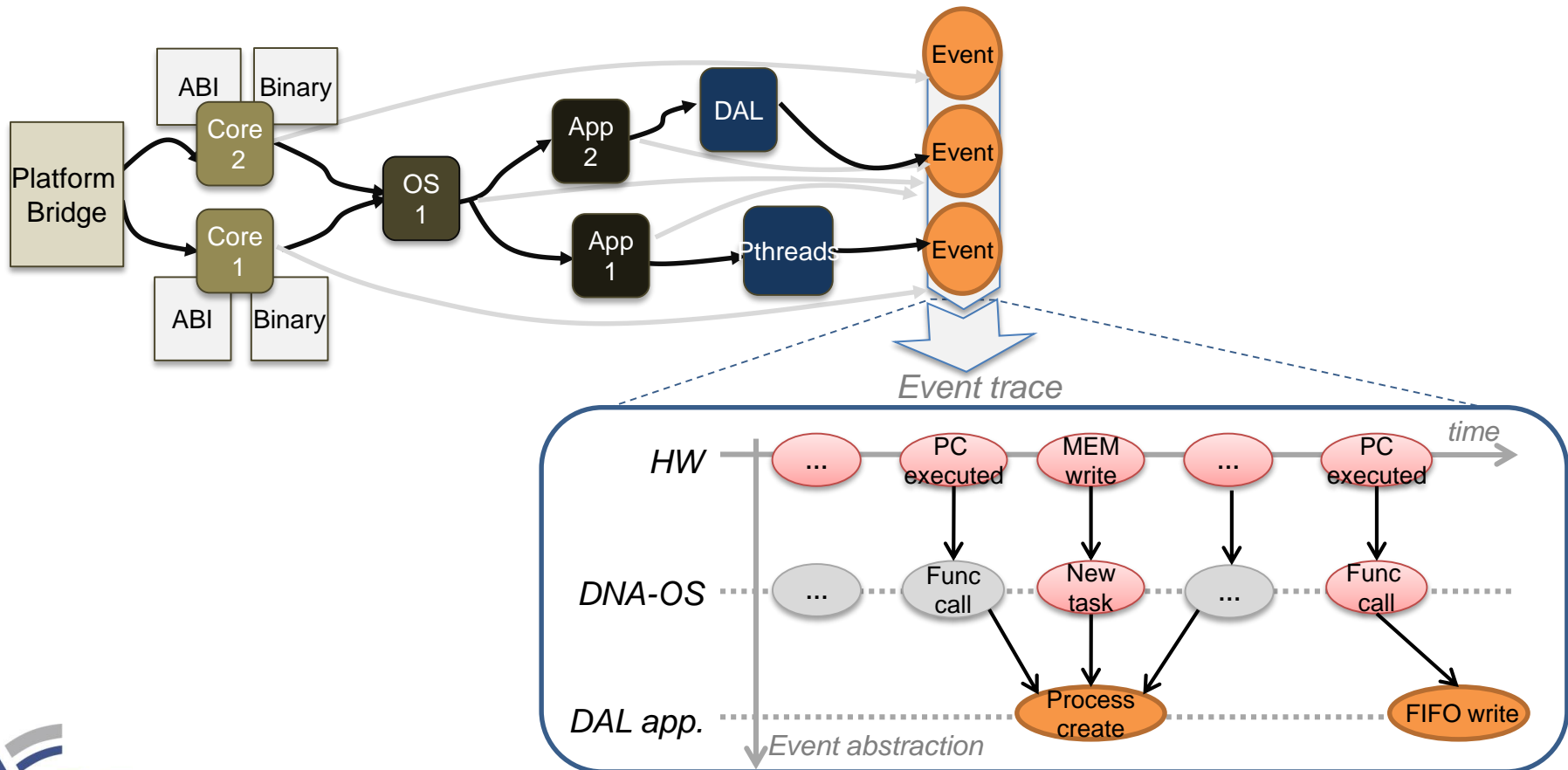
The Virtual EURETILE Platform

Tools for Whole-system Debugging

→ Concurrency Event Monitors and Concurrency Analysis

Conclusions

- High-level events for analysis but fully trackable to origins
- Approach
 - Grouping of low level events into programmer-relevant events
 - Propagation of semantic information to higher-level trace



Concurrency Analysis: Ordering Constraints Detection

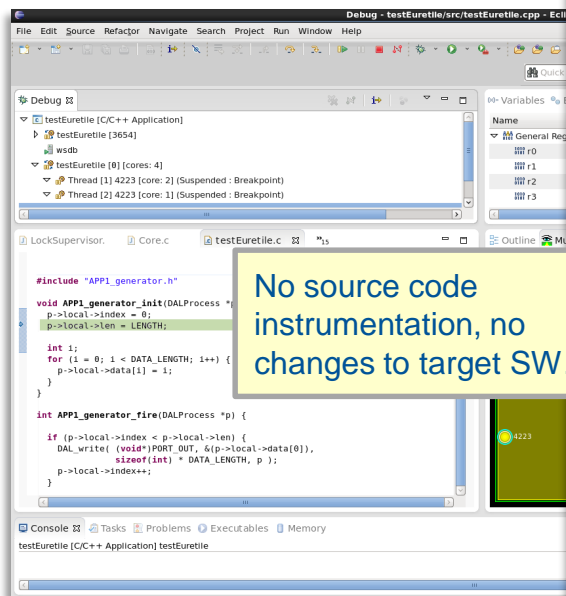
- High-level trace reveals the **order** of dependent events
- Analyzes**: happens-before, shared resource (visit/modify), dependency, domination, false-dependency
- Bug **Exploration**: ordering constraint swap

Example:

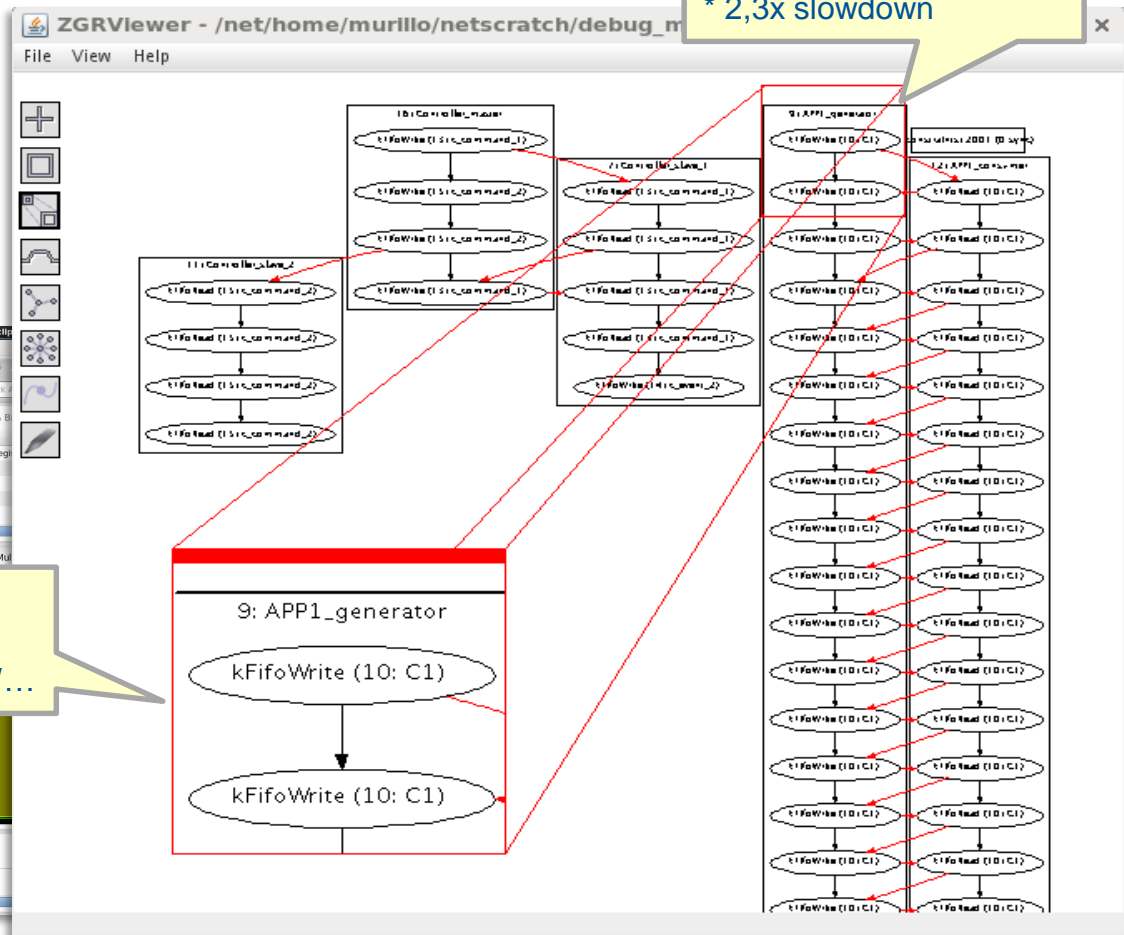
- * 2016 High-level events
- * 2,3x slowdown

Drawback:

- VP slowdown
- ~2x-30x for the VEP



No source code
instrumentation, no
changes to target SW...



Introduction

The Virtual EURETILE Platform

Tools for Whole-system Debugging

Concurrency Event Monitors and Concurrency Analysis



Conclusions

- **Debuggers for multi-tile systems:**
 - Facilitate intuitive ways to deal with problems at system-level
 - Present information to developer at the right abstraction
 - Consider different concurrent interleavings
- **EURETILE's debugging infrastructure:**
 - Virtual Platform in the loop
 - Debugger able to control/inspect all the tiles and correlate inter-tile data
 - Framework for non-intrusive system-wide assertions
 - Programmer-level (DAL) monitoring framework with concurrency analysis



**Thanks!
&
Questions?**



- L. G. Murillo, R. Buecs, R., D. Hincapie, R. Leupers, and G. Ascheid, SWAT: Assertion-based Debugging of Concurrency Issues at System Level, in ASP-DAC'15, Chiba/Tokyo, Japan, Jan. 2015, (accepted for publication)
- L. G. Murillo, R. Buecs, D. Hincapie, R. Leupers and G. Ascheid, Assertion-based Debugging of Concurrency Issues in Many-core Systems across HW/SW Boundaries, in DAC'14 WIP, June 2014, San Francisco, USA.
- L. Schor, I. Bacivarov, L. G. Murillo, et.al., "EURETILE Design Flow: Dynamic and Fault Tolerant Mapping of Multiple Applications onto Many-Tile Systems", in ISPA'14, , Aug. 2014, Milan, Italy.
- L. G. Murillo, S. Wawroschek, J. Castrillon, R. Leupers and G. Ascheid: "Automatic Detection of Concurrency Bugs through Event Ordering Constraints", in DATE'14, Mar. 2014, Dresden, Germany
- J. H. Weinstock, C. Schumacher, R. Leupers, et.al., "Time-Decoupled Parallel SystemC Simulation" in DATE'14, , Mar. 2014, Dresden, Germany
- C. Schumacher, J. H. Weinstock, R. Leupers, et.al. legaSCi: Legacy SystemC Model Integration into Parallel Simulators. ACM Transactions on Embedded Computing Systems. 2013
- L. Schor, H. Yang, I. Bacivarov and L. Thiele. Expandable Process Networks to Efficiently Specify and Explore Task, Data, and Pipeline Parallelism. In CASES'13, Montreal, Canada, Oct. 2013
- Roberto Ammendola, et.al. "Design and implementation of a modular, low latency, fault-aware, FPGA-based Network Interface" in ReConFig 2013
- Paolucci, P.S., Bacivarov, I., Goossens, G., Leupers, R., Rousseau, F., Schumacher, C., Thiele, L., Vicini, P., "EURETILE 2010-2012 summary: first three years of activity of the European Reference Tiled Experiment.", (2013)
- C. Schumacher, J. H. Weinstock, R. Leupers and G. Ascheid. Cause and effect of nondeterministic behavior in sequential and parallel SystemC simulators. In HLDVT'12, Nov 2012, Huntington Beach (California-USA)
- L. Schor, I. Bacivarov, D. Rai, H. Yang, S.-H. Kang, and L. Thiele. Scenario-Based Design Flow for Mapping Streaming Applications onto On-Chip Many-Core Systems. In CASES'12, Tampere, Finland, p. 71-80, Oct. 2012.
- A. Chagoya-Garzon, F. Rousseau, F. Pétrot. Multi-Device Driver Synthesis Flow for Heterogeneous Hierarchical Systems. Euromicro Conference on Digital System Design, Sept 2012, Izmir, Turkey.
- L. G. Murillo, J. Harnath, R. Leupers and G. Ascheid. Scalable and Retargetable Debugger Architecture for Heterogeneous MPSoCs. System, Software, SoC and Silicon Debug Conference (S4D '12), Sep 2012, Vienna Austria
- L. G. Murillo, W. Zhou, J. Eusse, R. Leupers, G. Ascheid. Debugging Concurrent MPSoC Software with Bug Pattern Descriptions. System, Software, SoC and Silicon Debug Conference (S4D '11), Oct 2011, Munich (Germany)
- C. Schumacher, R. Leupers, D. Petras and A. Hoffmann. parSC: Synchronous Parallel SystemC Simulation on Multi-Core Host Architectures. In CODES/ISSS '10, October, 2010, Scottsdale, Arizona, USA
- X. Guerin and F. Petrot, A System Framework for the Design of Embedded Software Targeting Heterogeneous Multi-core SoCs,^o in ASAP 2009