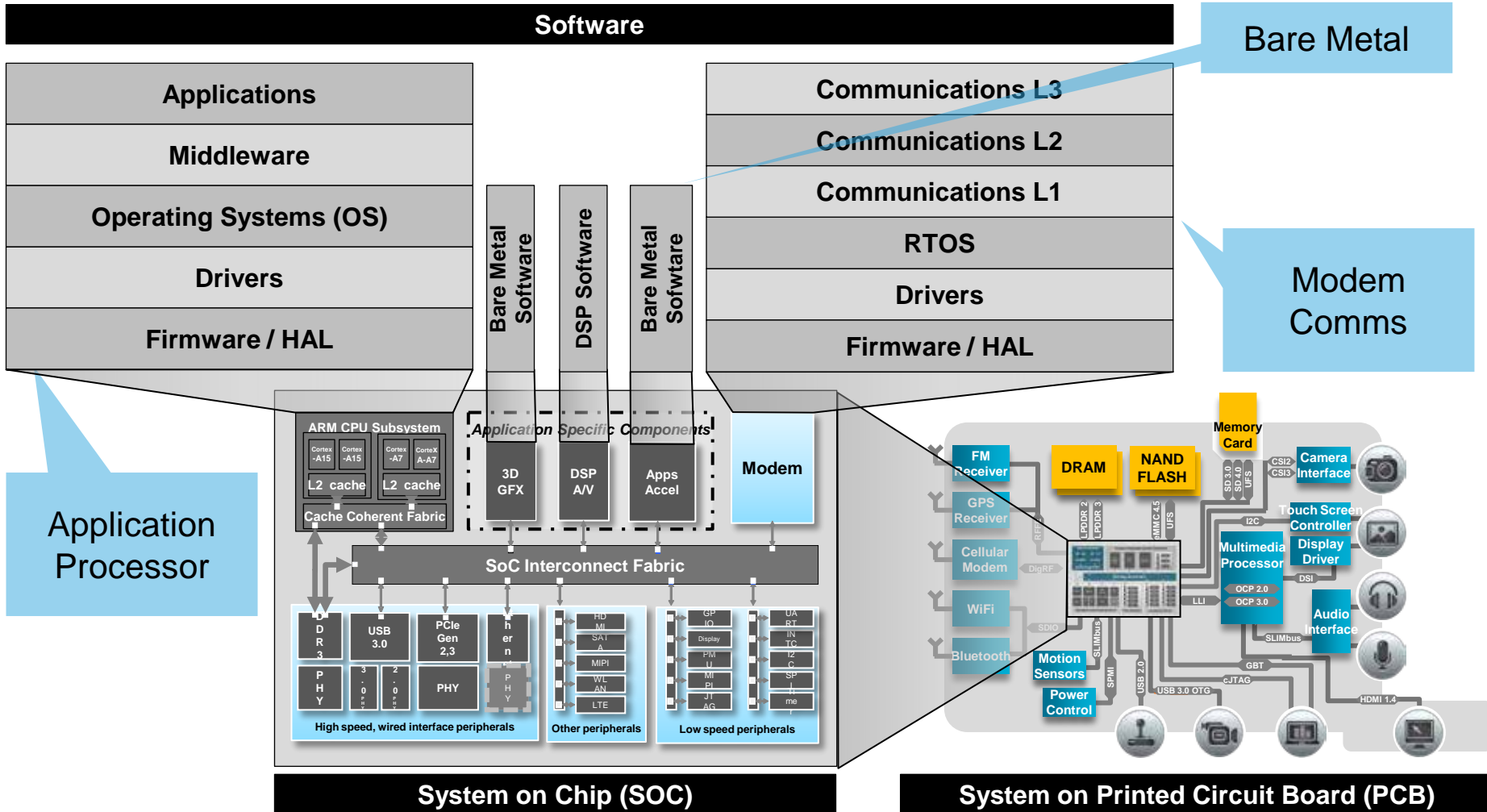




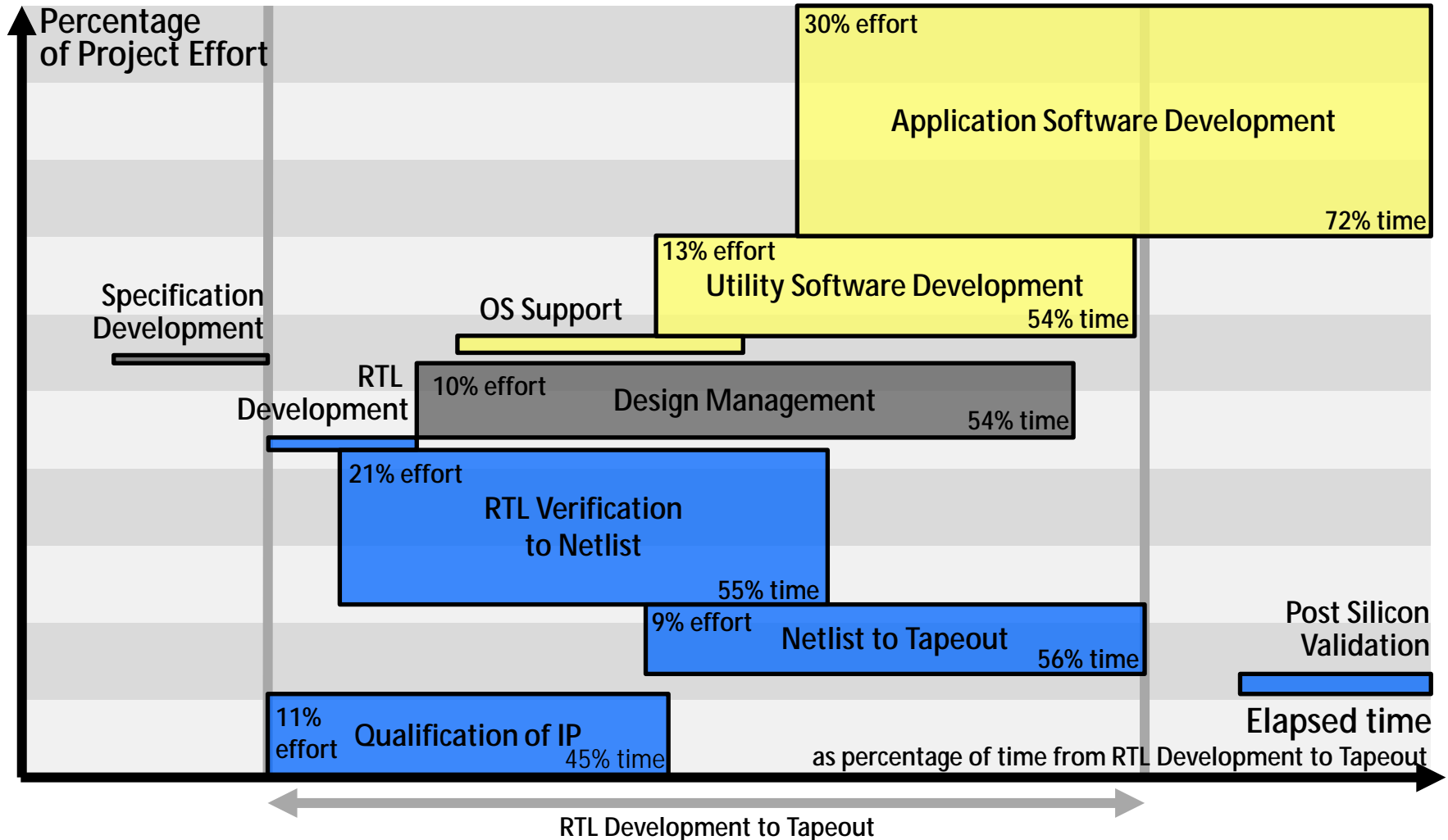
# Combining TLM & RTL Techniques: A Silver Bullet for Pre-Silicon HW/SW Integration

Frank Schirrmeister  
EDPS  
Monterey  
April 17<sup>th</sup> 2014

# Hardware/Software Systems



# A project schedule, reconstructed

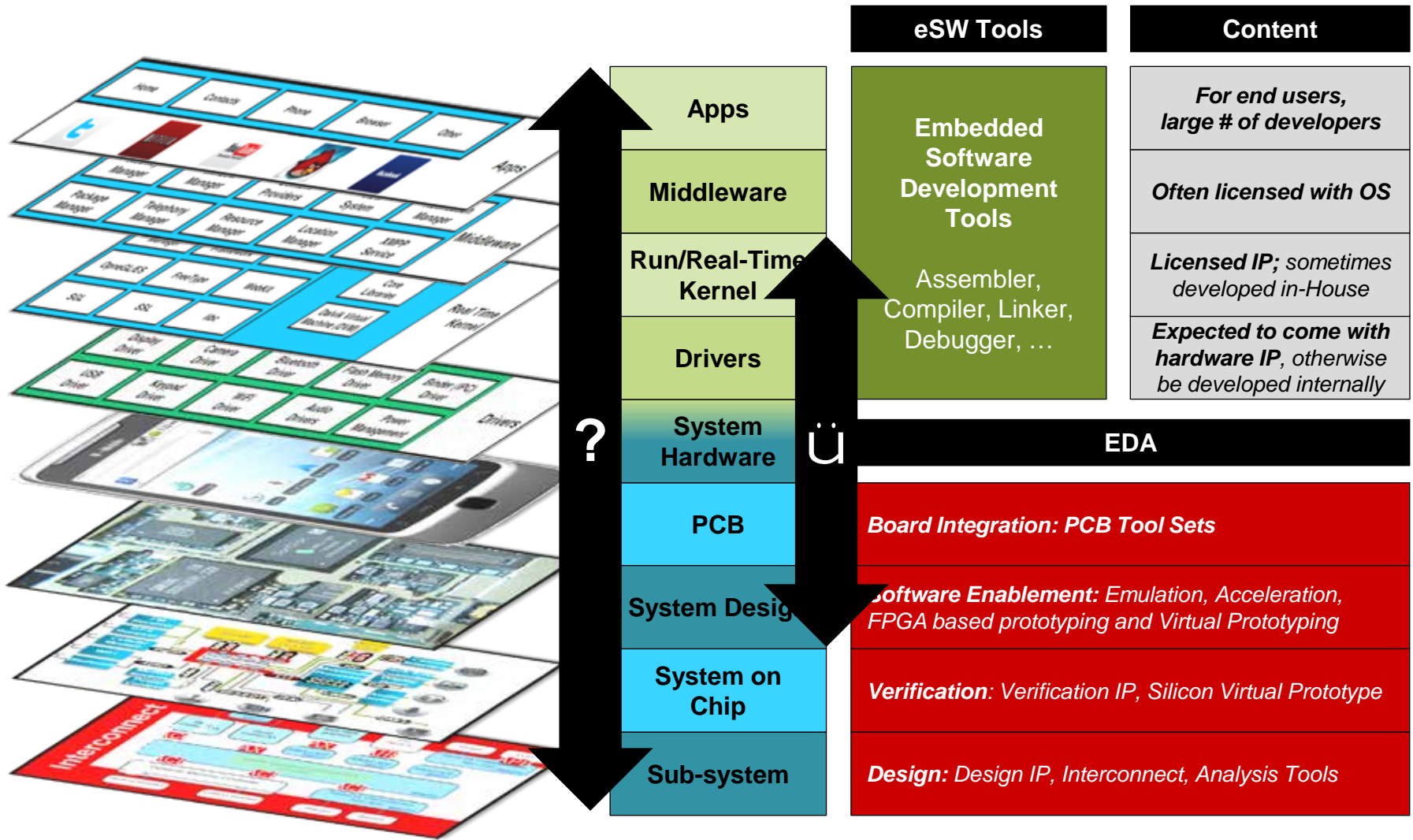




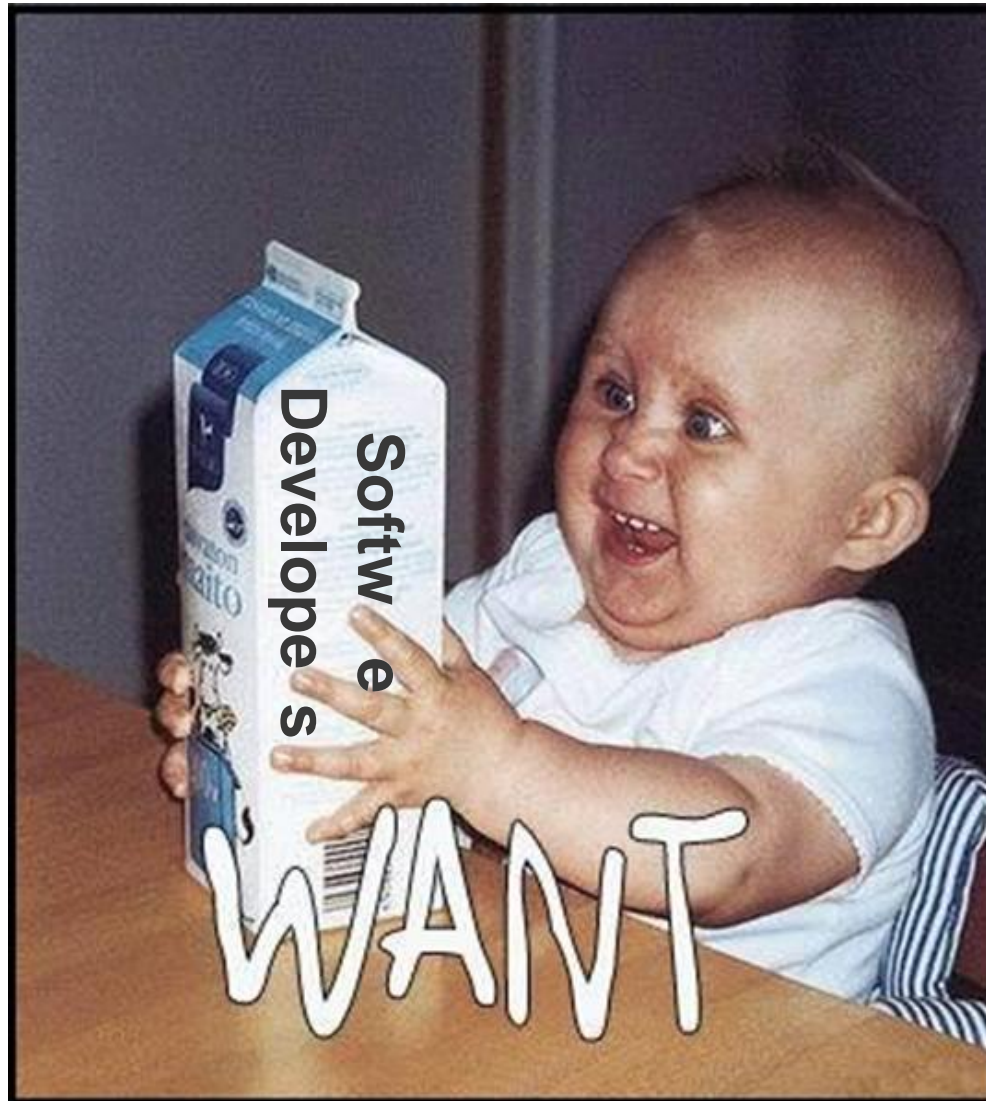
# Market Dynamics



# Where do HW and SW meet, actually?



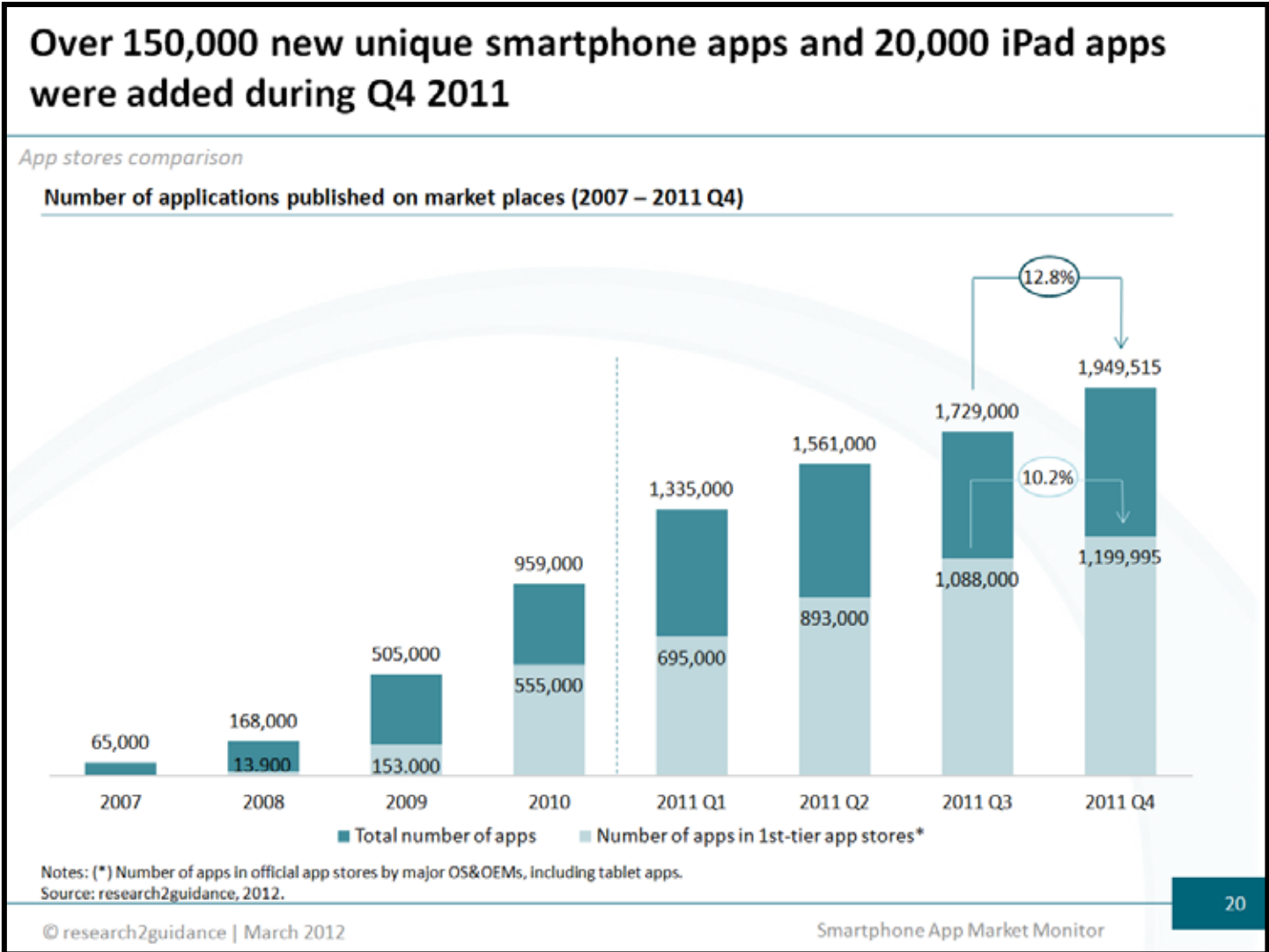
# Why is EDA so excited?



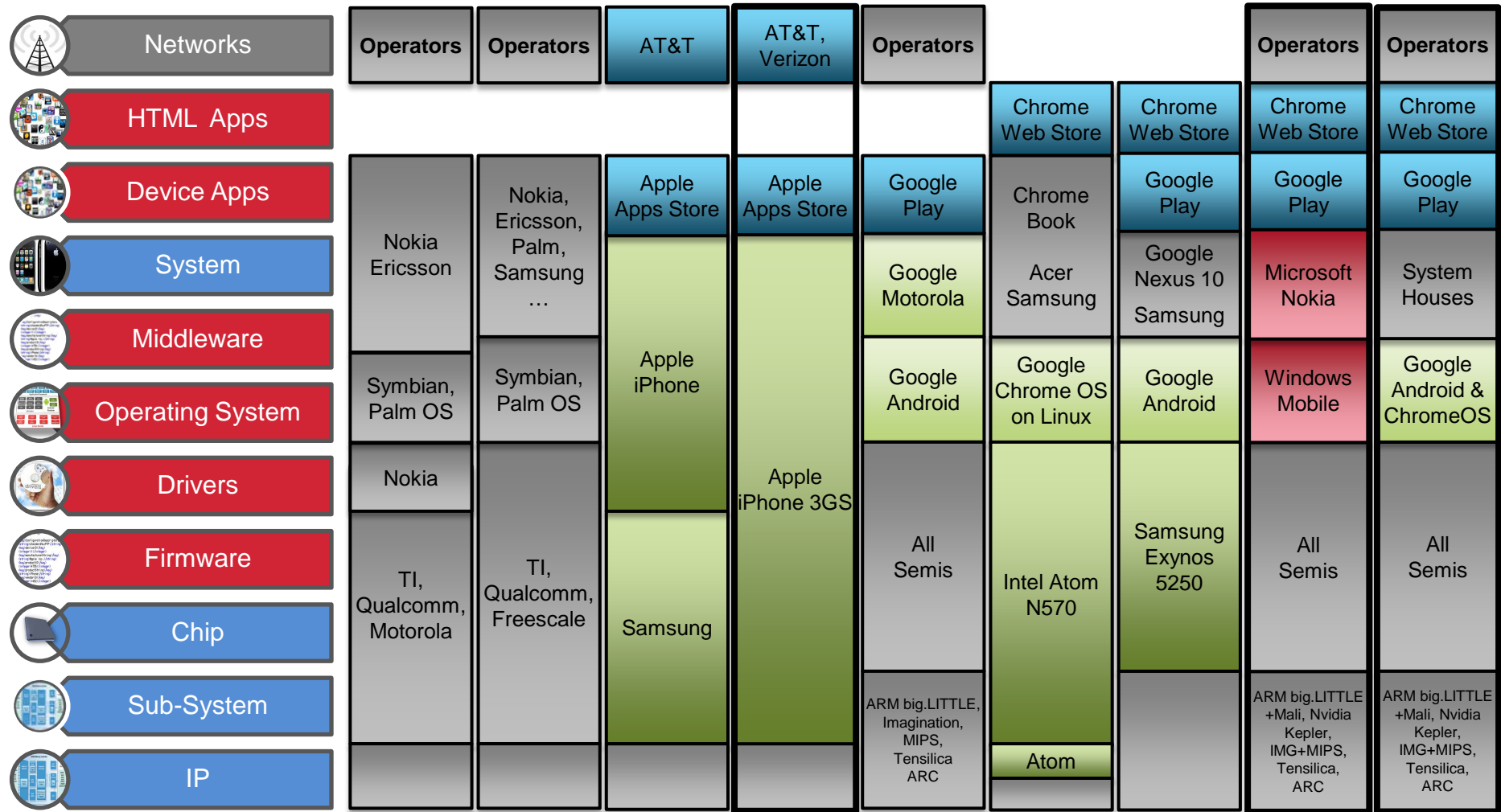
Source: <http://bitsandpieces1.blogspot.in/>

# Why is EDA so excited?

Source: research2guidance

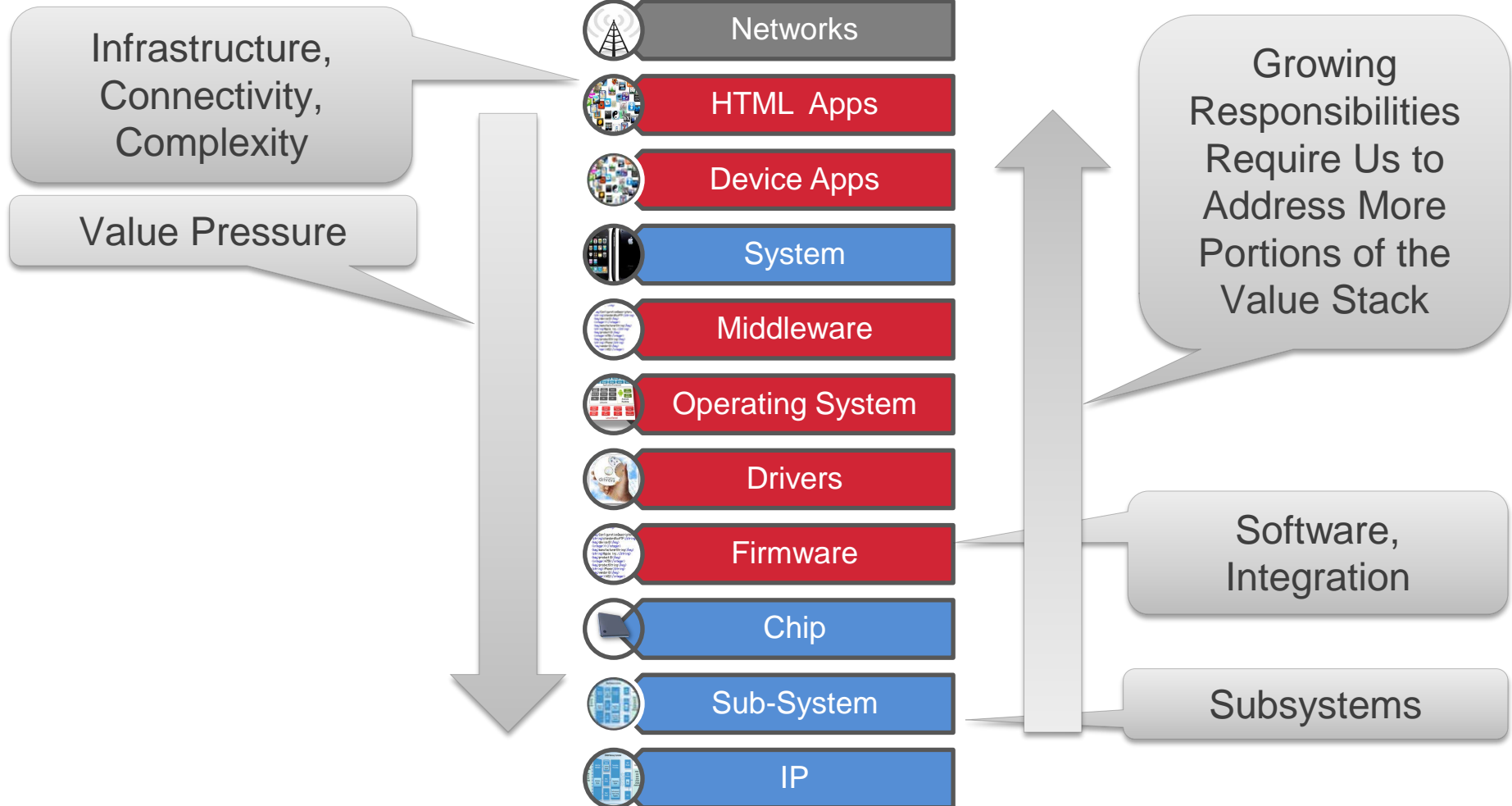


# Who is doing what in a Changing World?





# Who Develops What? New Industry Dynamics!

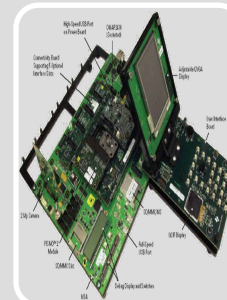
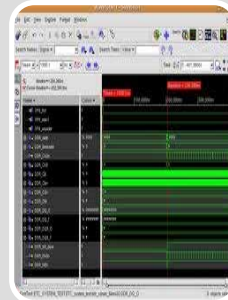
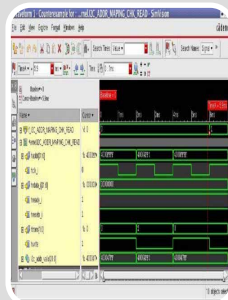




# Development Engines

# There is no “One Size Fits All”

## Verification and Software platforms need to interoperate



### SDK OS Simulation

- Highest speed
- Earliest in the flow
- Ignore hardware

### Virtual Platform

- Almost at speed
- Less accurate (or slower)
- Before RTL
- Great to debug (but less detail)
- Easy replication

### Formal Analysis

- Non-scalable
- Exhaustive
- Early RTL
- Great for IP
- No SW execution

### HDL Simulation

- KHz range
- Accurate
- Excellent HW debug
- Broadly available
- Mixed-abstractions
- Limited SW execution

### Acceleration Emulation

- MHz Range
- RTL accurate
- After RTL is available
- Good to debug with full detail
- Expensive to replicate

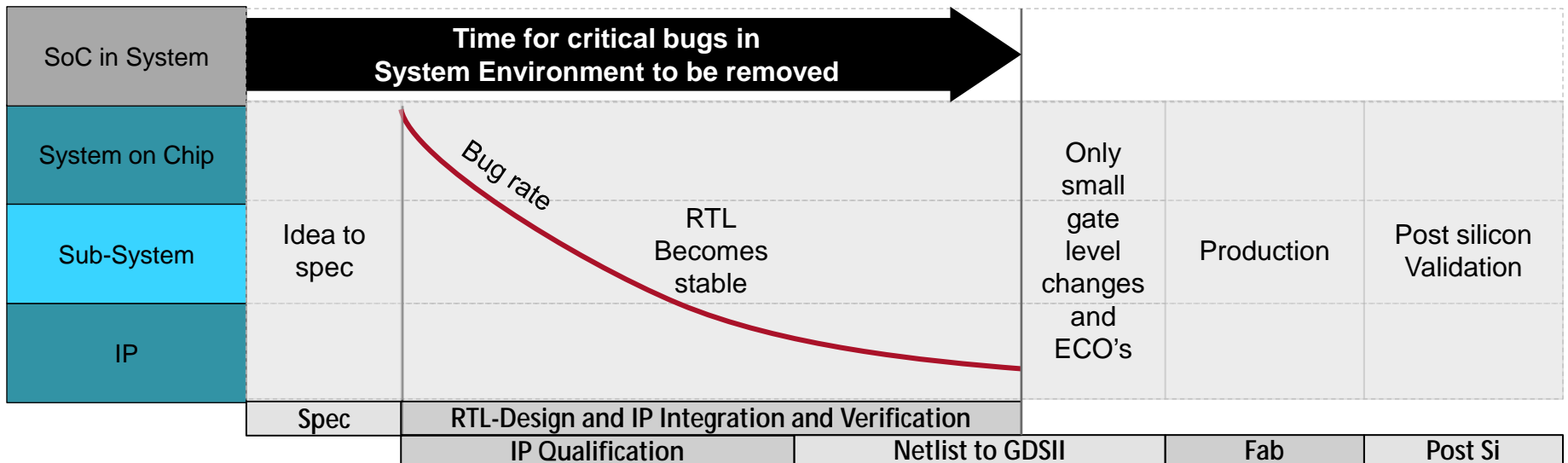
### FPGA Prototype

- 10's of MHz
- RTL accurate
- After stable RTL is available
- OK to debug
- More expensive than software to replicate

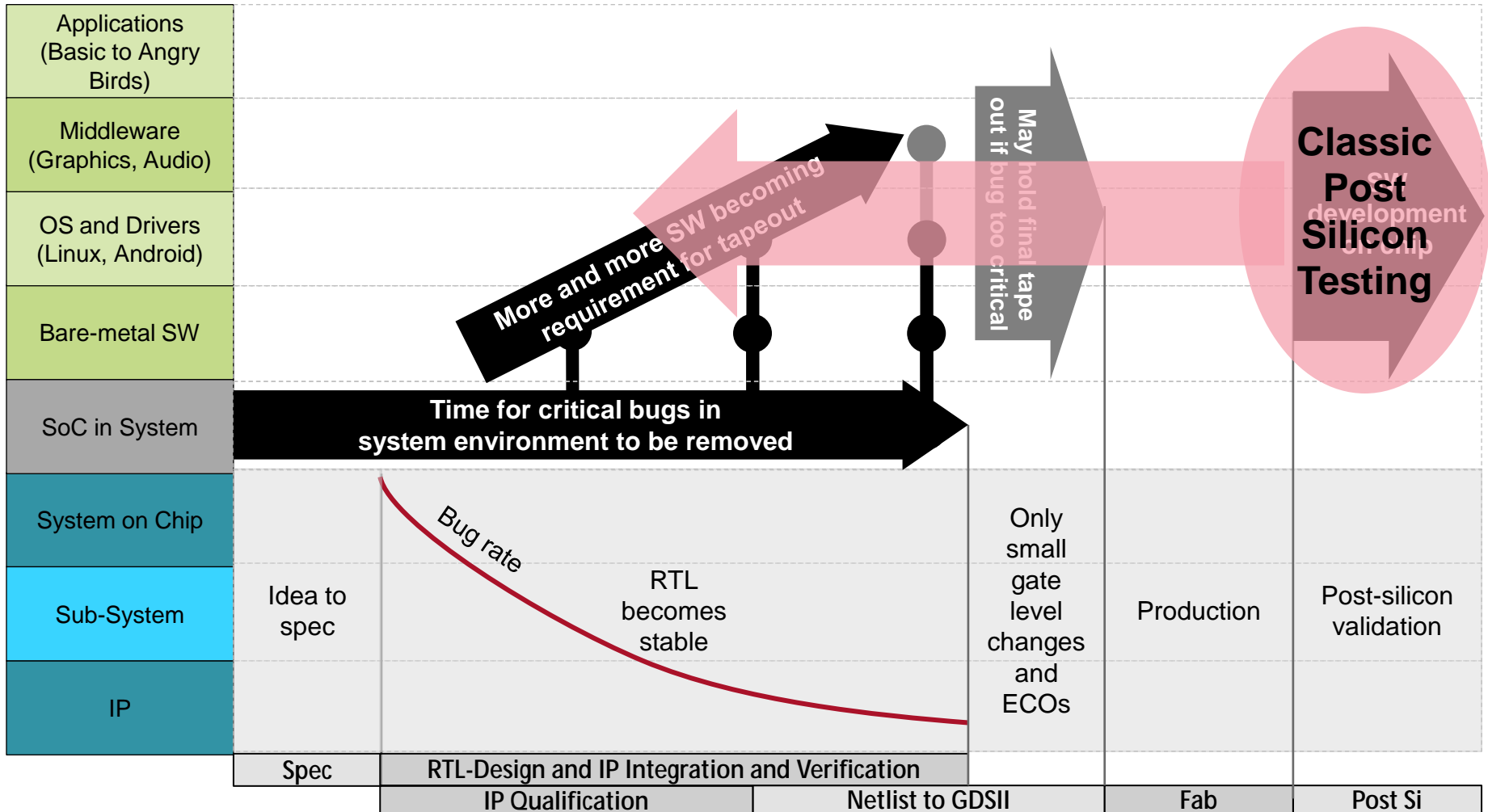
### Prototyping Board

- Real time speed
- Fully accurate
- Post Silicon
- Difficult to debug
- Sometimes hard to replicate

# Timing is Critical for HW/SW Development

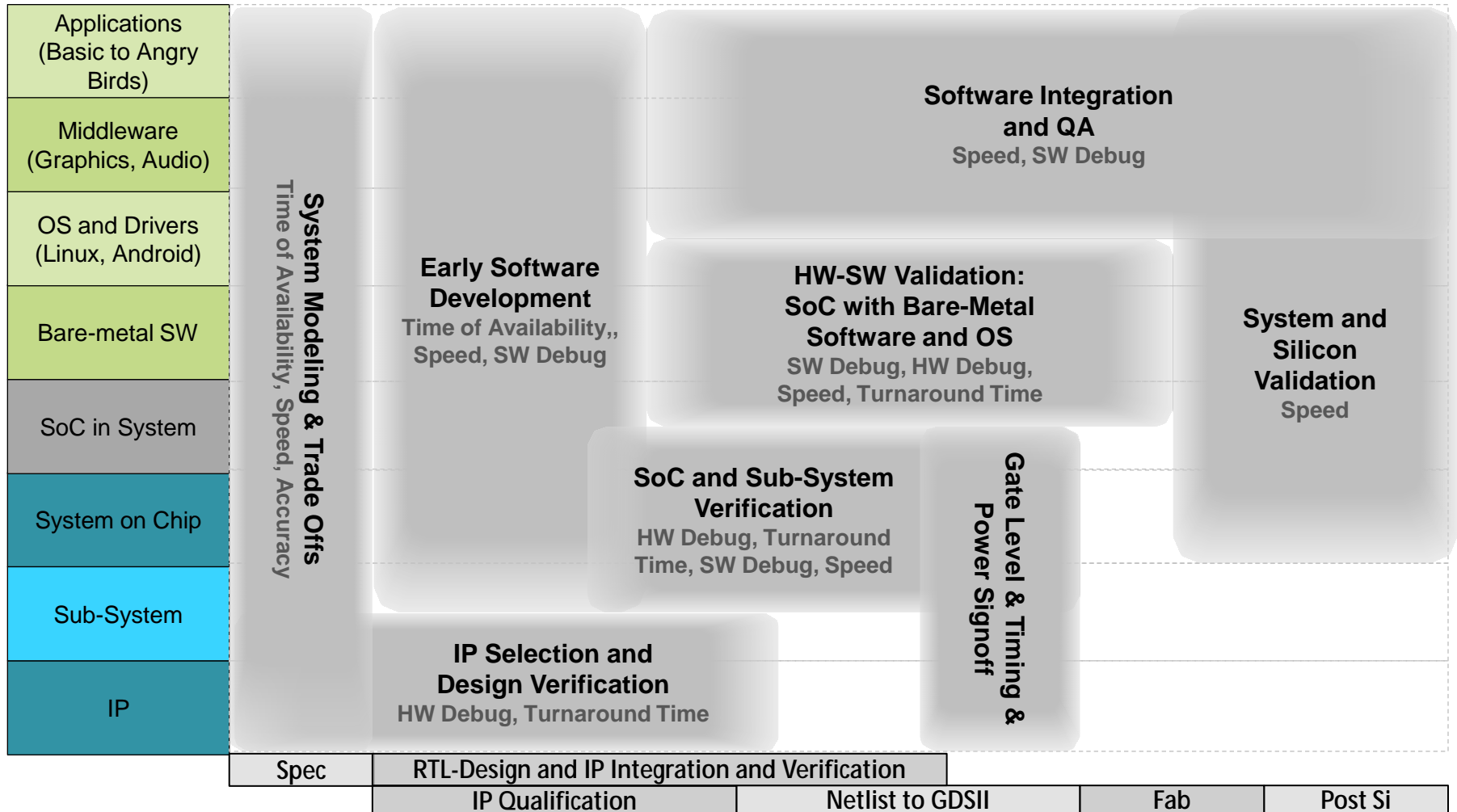


# Timing is Critical for Modeling for Software

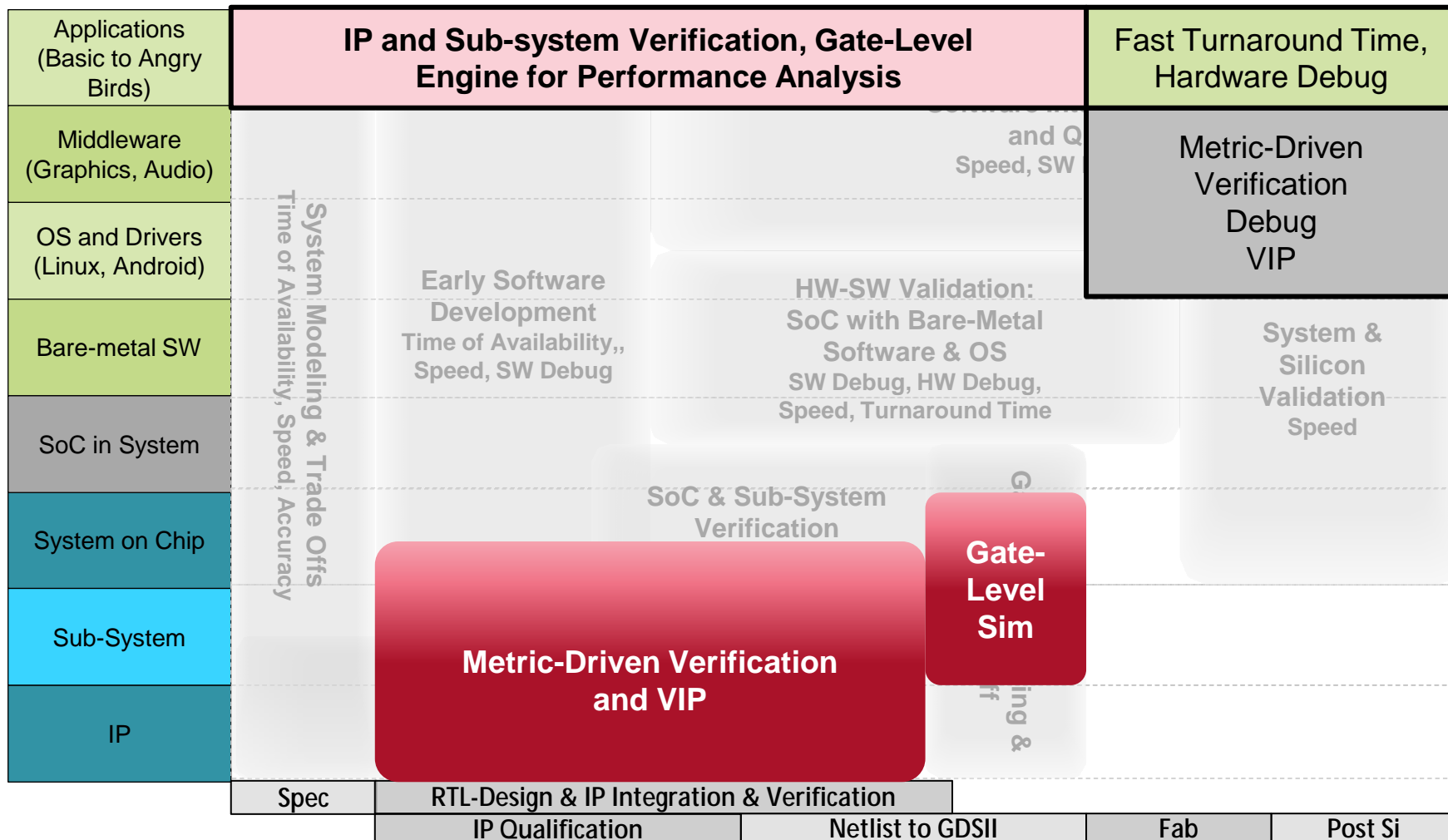




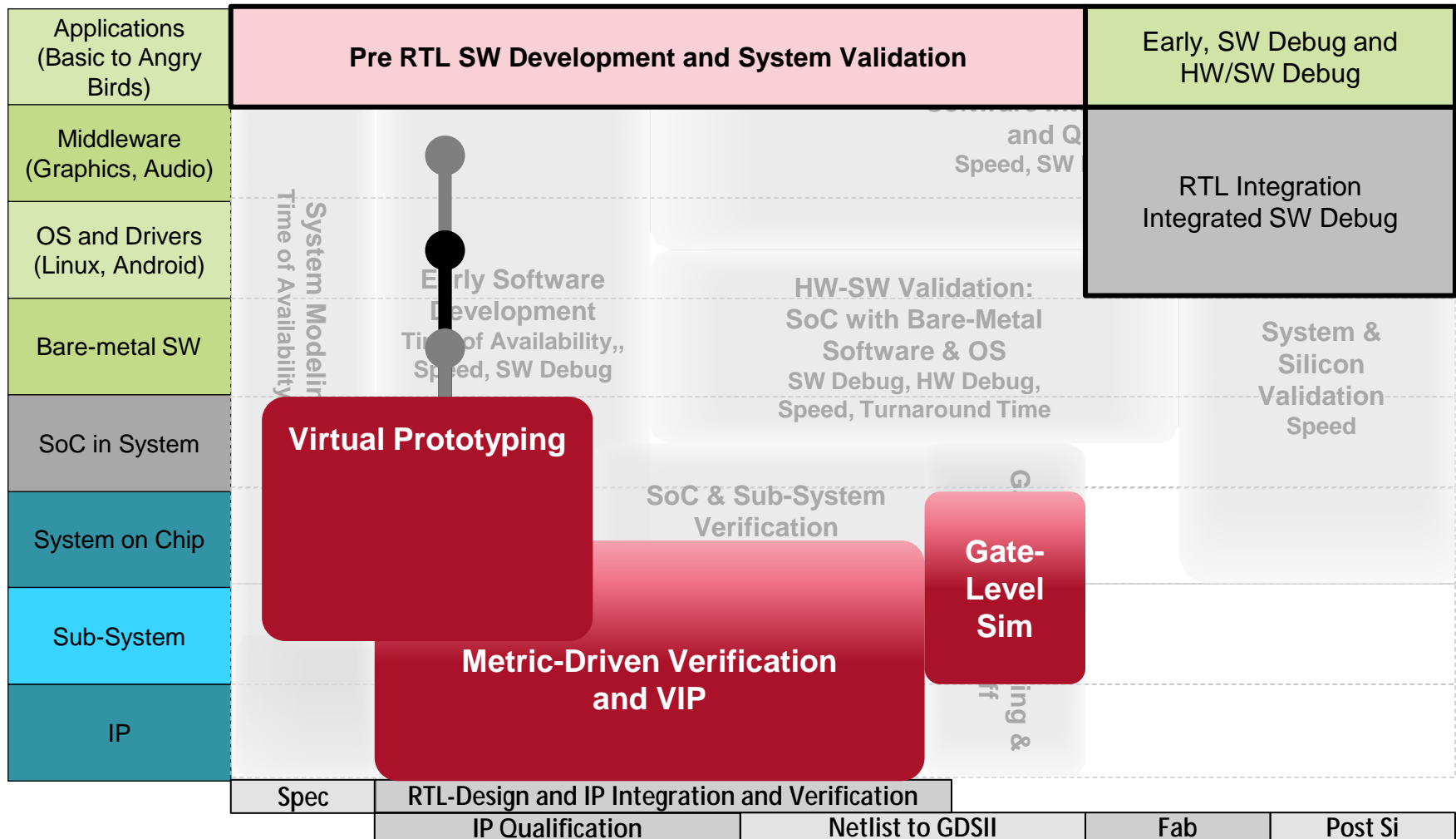
# User Tasks and Requirements



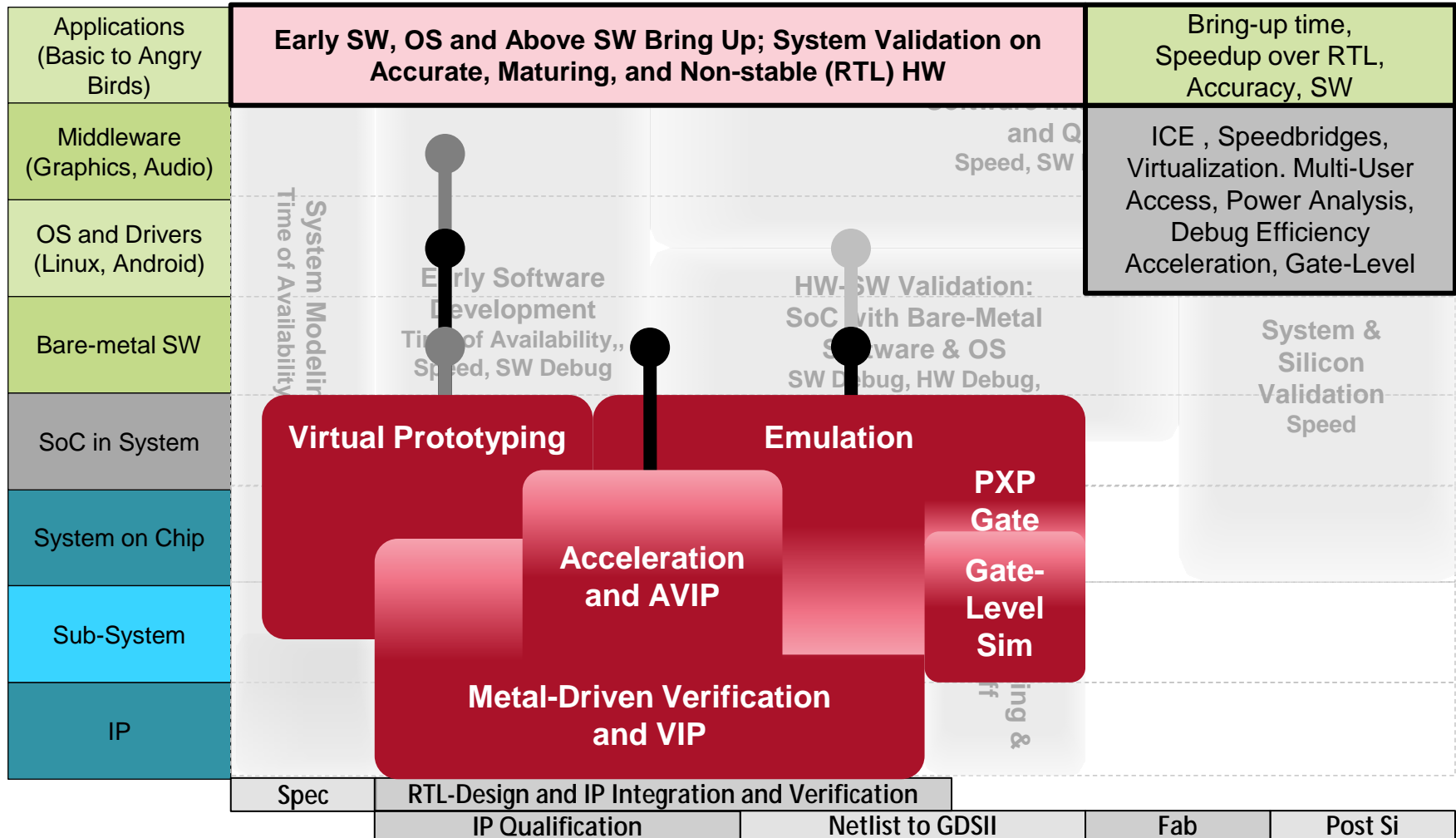
# RTL Simulation



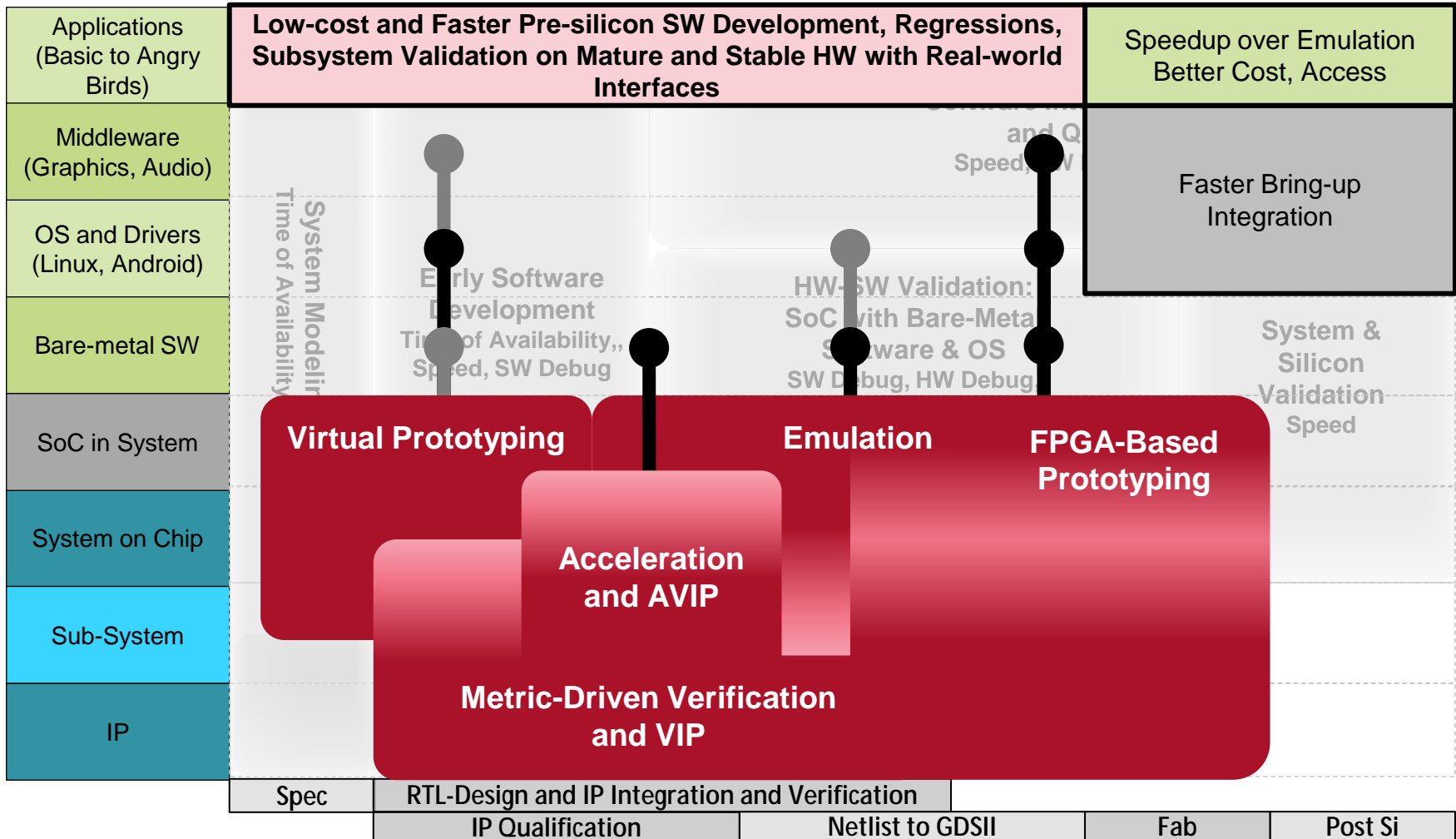
# Virtual Prototyping



# Acceleration and Emulation

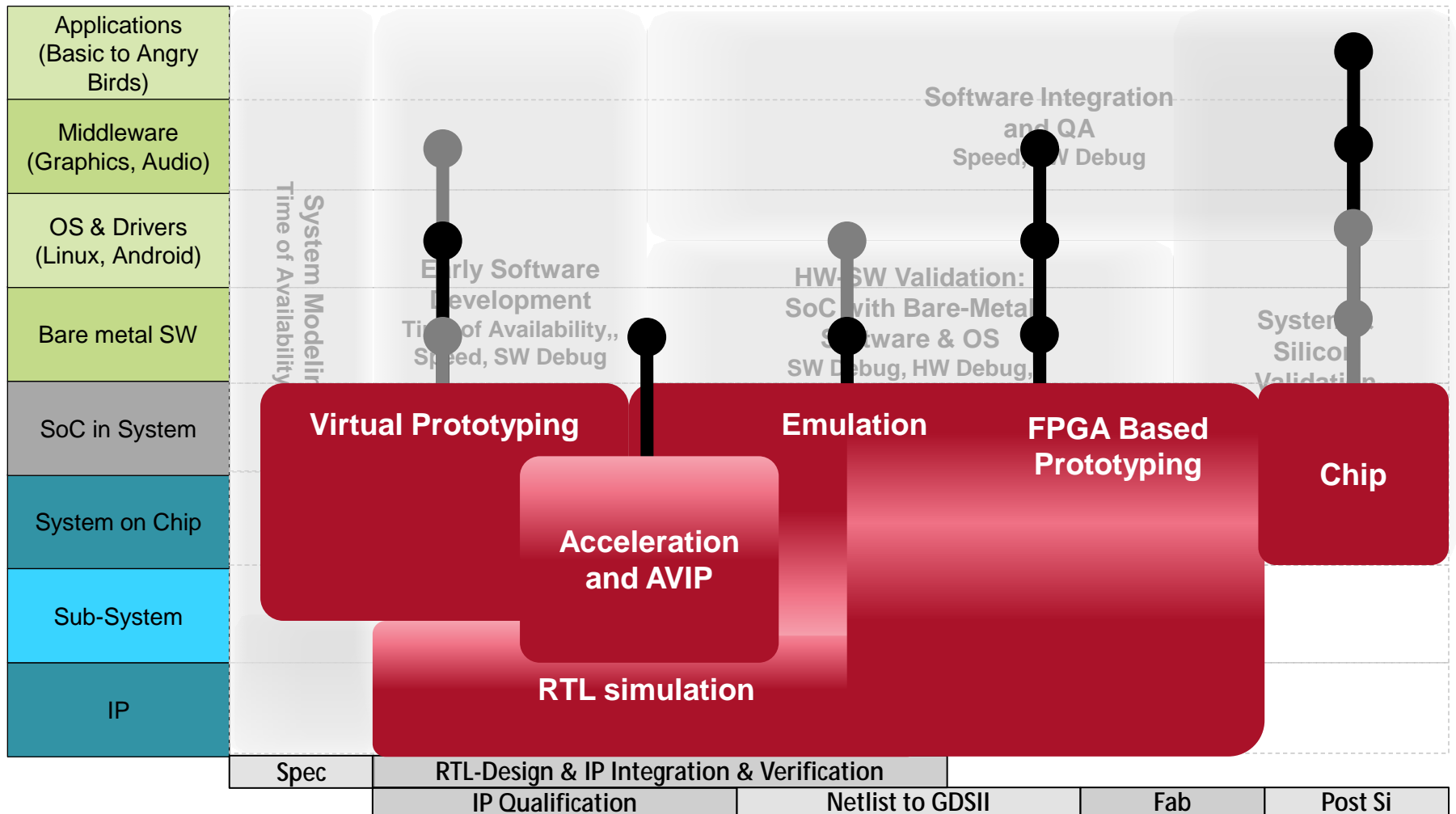


# FPGA-Based Prototyping

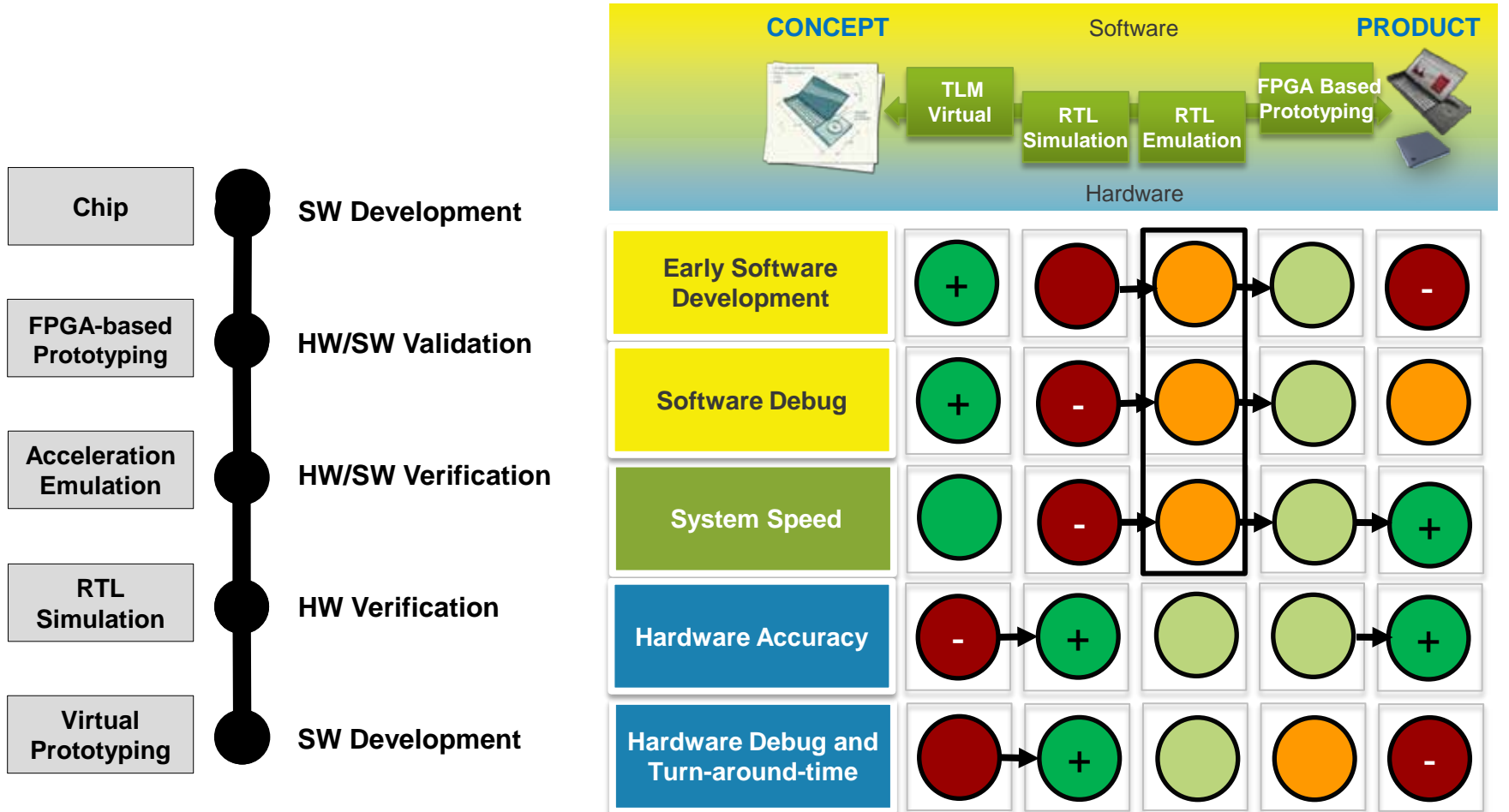




# Software Development on the Actual Chip



# HW/SW Development Care Abouts

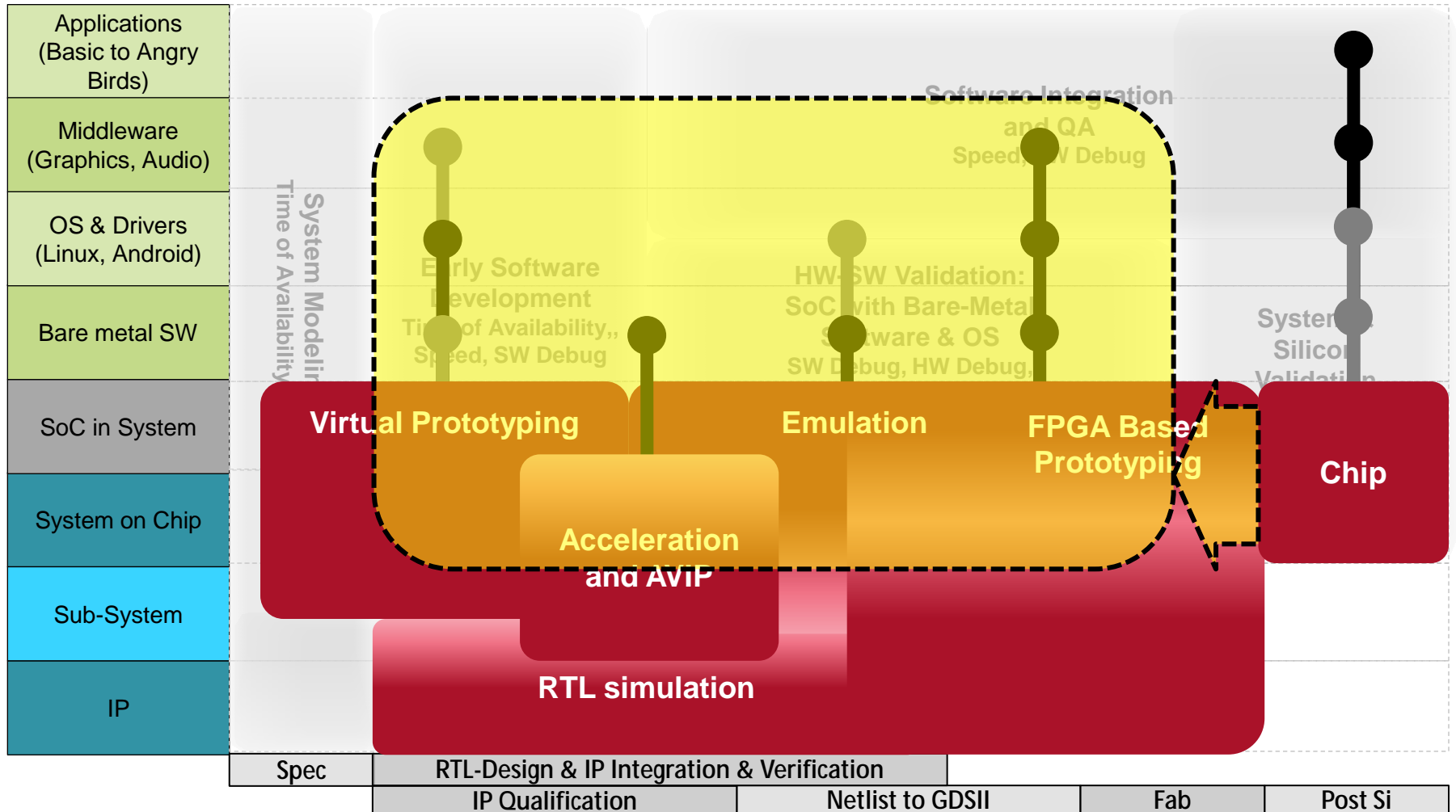




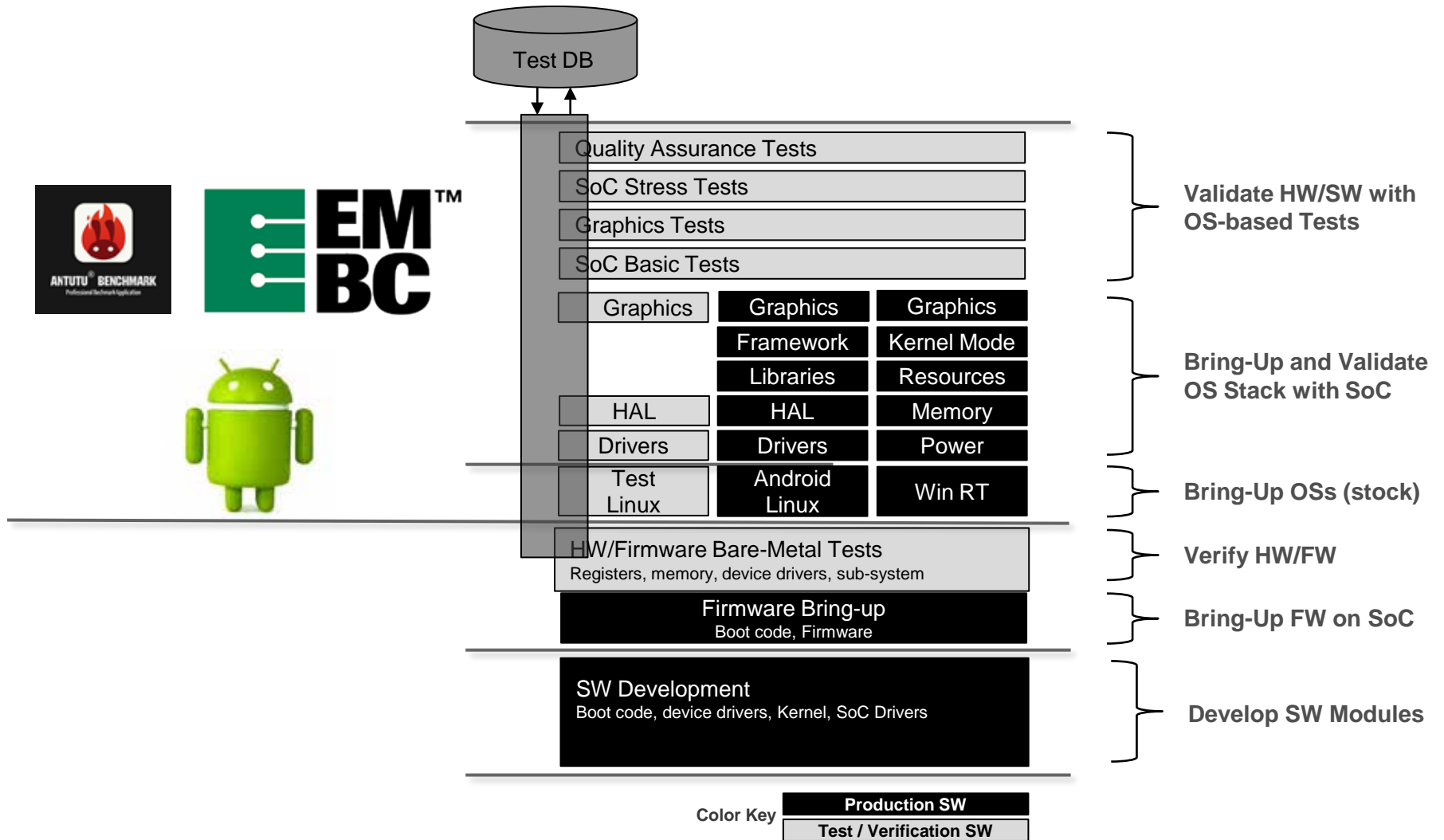
# Integration of Development Engines

# The Challenge of Bug Re-Production

## Consistent HW/SW Verification Environment



# Software Based Testing and Benchmarking



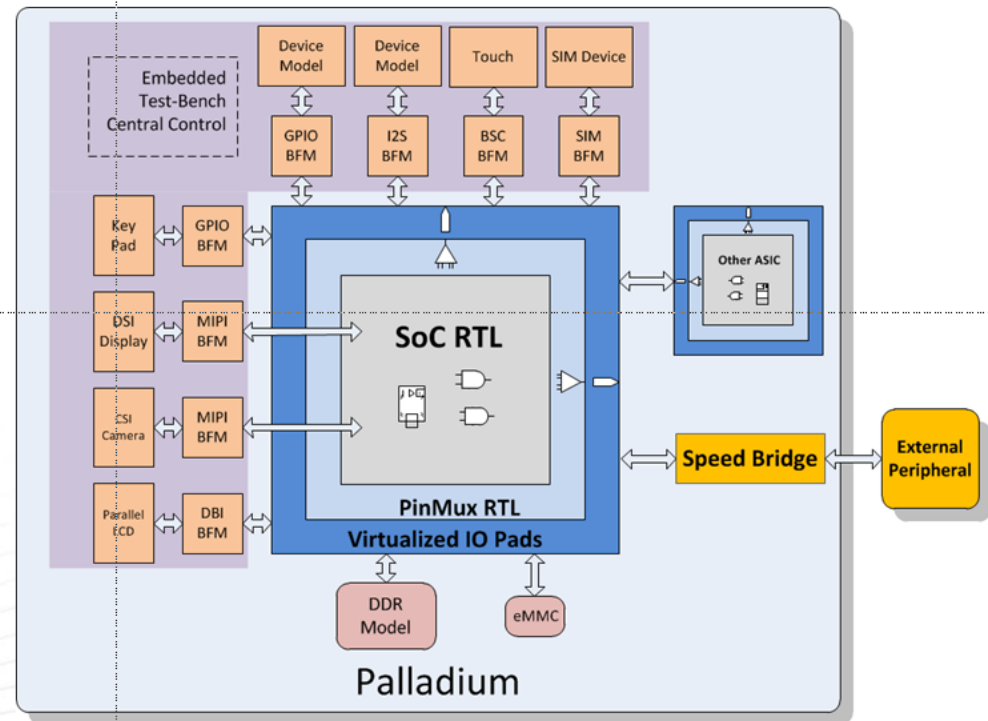


# Broadcom Example 1/3

## EMBEDDED TEST-BENCH ON PALLADIUM



- **Fully Synthesizable Test Bench**
  - Bus Functional Models (BFMs) for standard interfaces such as SPI, I<sup>2</sup>S, SIM, SDIO, and I<sup>2</sup>C
  - Firmware-controlled peripheral models capable of behaving like the actual device (PID, VID, transfer size, and buffer size) for camera, LCD, SIM, etc.
  - Capable of injecting errors and faults
  - Validates data received
- **Virtual Display, Touch, and Keypad on the Console**
- **Test Software and ETB Code Coordinate Tests**
- **Can Be Used for Device Driver Development**



# Broadcom Example 2/3

## ADVANTAGES OF USE OF EMBEDDED TEST-BENCH ON PALLADIUM



- **Full Visibility of Internal Design for Debugging**
  - Use SimVision<sup>®</sup> to visualize
- **Validate and Verify SoC Design and Performance**
  - Software tests are designed to verify SoC on Palladium during simulation, and then tested in silicon
    - Minimize platform-specific code
    - Built-in infrastructure to take advantage of Palladium-specific support while keeping mobility across simulation, emulation, and silicon test platforms
  - Tests are not as short as they could be for Palladium, but are portable
- **Debugging**
  - Aids debugging by having identical order of events simplifying Palladium replay
  - Almost real-time tests when running on Palladium
- **Very Powerful Pre-Silicon Verification Tool**
  - Critical issues uncovered and resolved before tape-out
  - Numbers are respectable

# Broadcom Example 3/3

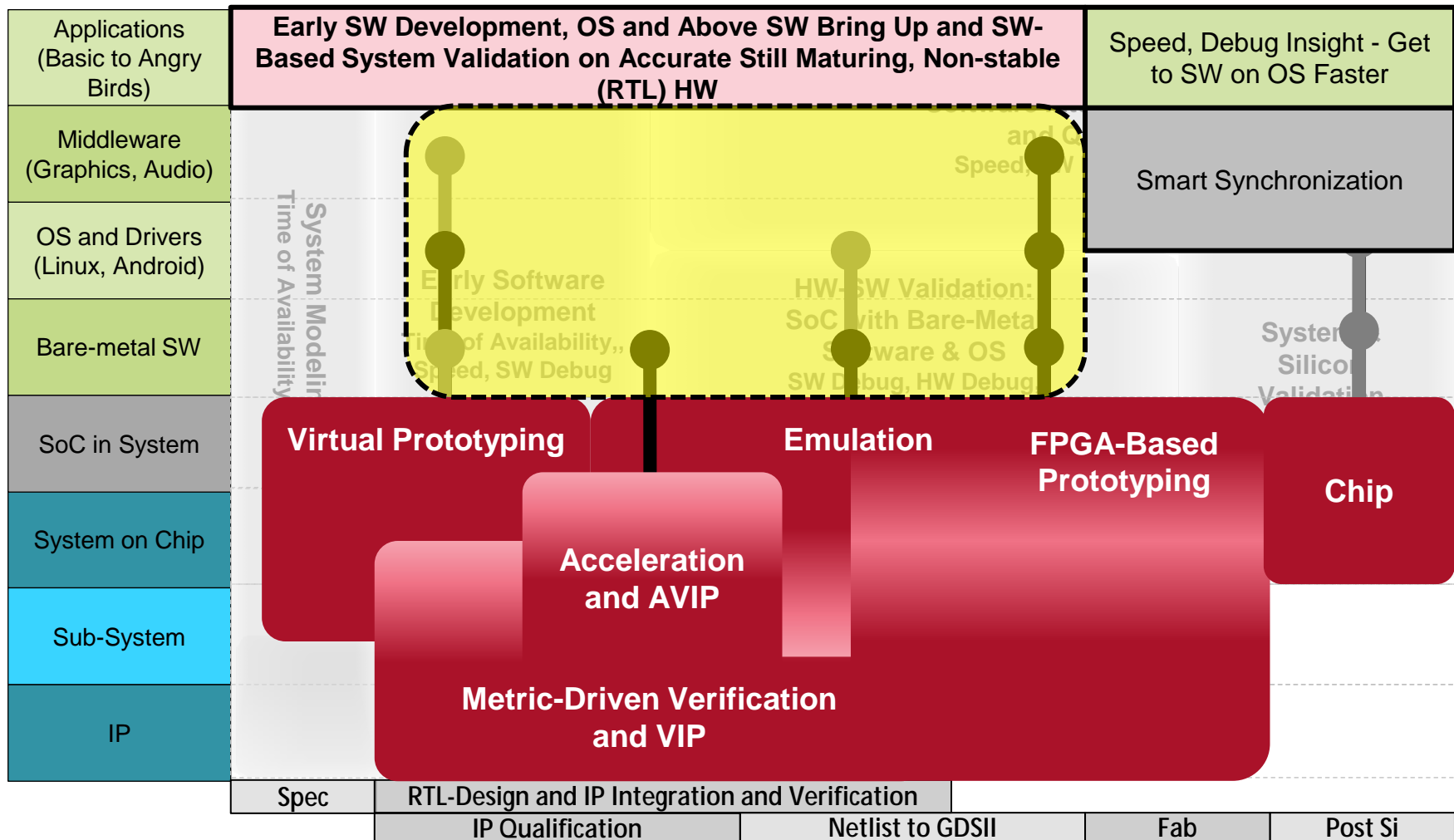
## ADVANTAGES OF USE OF EMBEDDED TEST-BENCH ON PALLADIUM



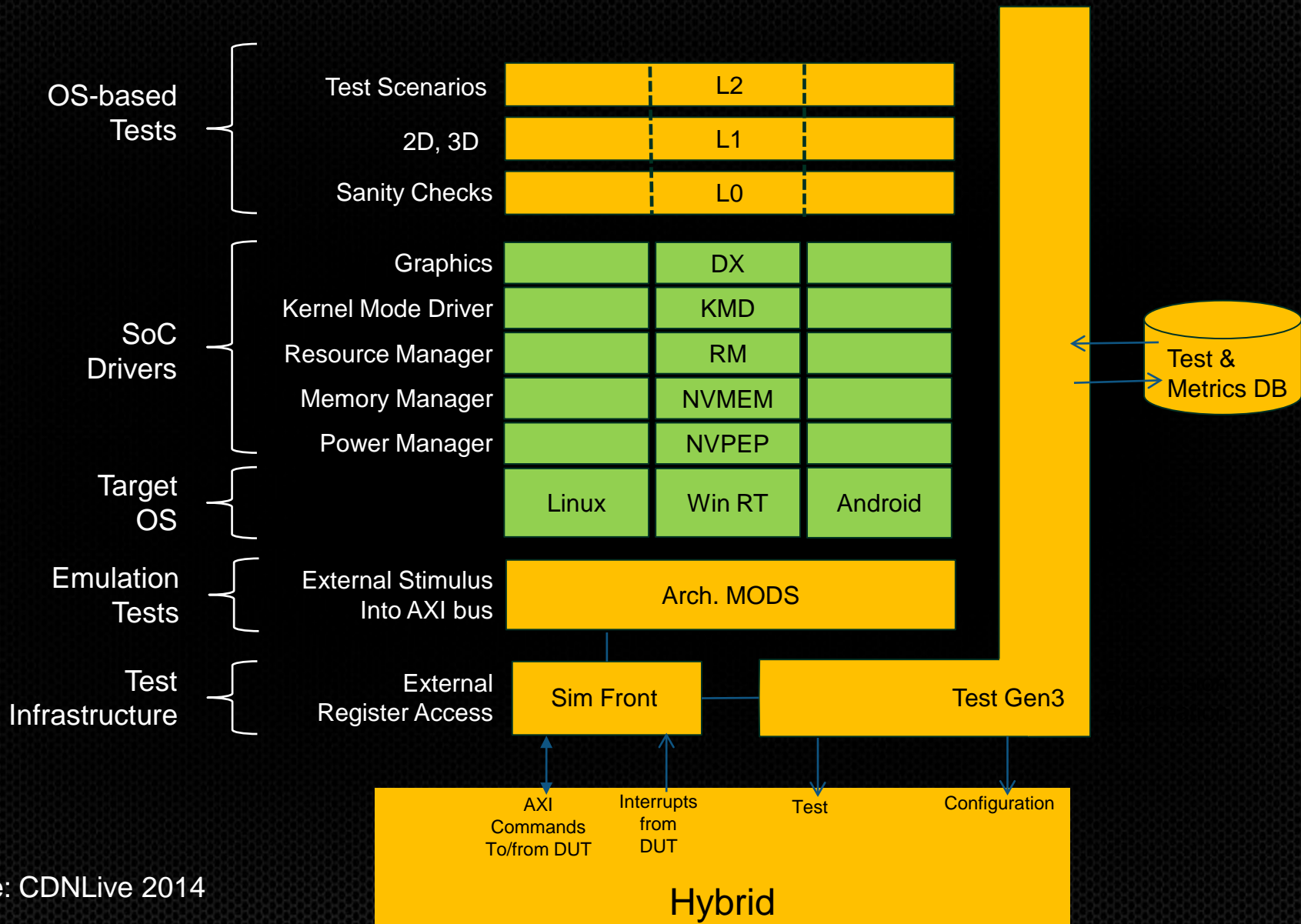
- **Connectivity at I/O Pad Level**
  - Including pin-mux programming
- **Reconfigurable**
  - Peripheral arrangement and quantities
- **Firmware Controllable Peripheral Devices**
  - Embedded models can be used to represent the real device (as the firmware allows)
  - Possibility of error injection
  - Reusable C-based tests, including stress and negative test scenarios
- **Performance Measurement**
  - Complicated and long data transactions can be used
  - Test bench and SoC clocks are representative of actual performance measurements
  - SoC internal logic (FIFOs and switches) are stimulated in the same manner as the actual performance measurements

# Hybrids TLM & Accelerated RTL

## The Best of Both Worlds



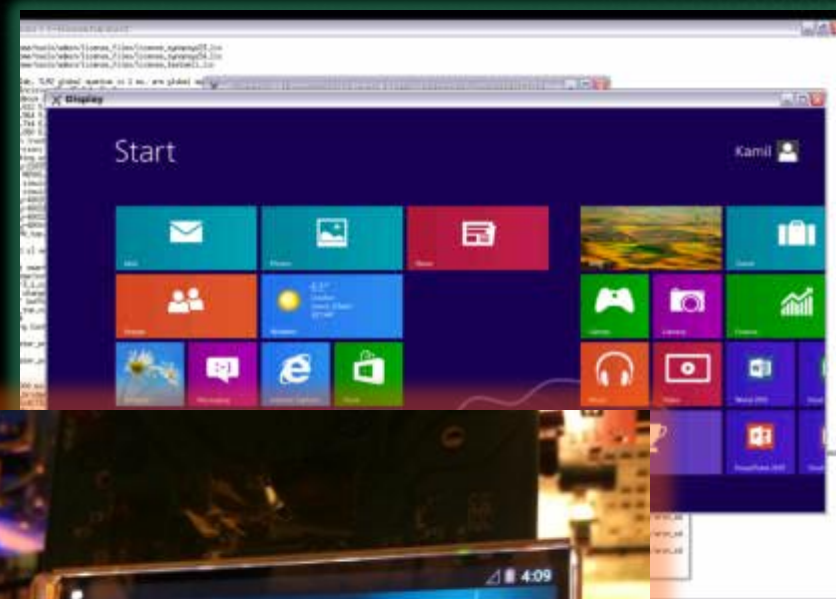
# NVIDIA SW Validation with Palladium/VSP Hybrid





# Performance Results

- Boot OSes, run real world applications and benchmarks
- Linux kernel boot
  - Palladium only = 45 mins
  - Hybrid = 2 mins
- Android
  - Palladium only = Hours\*
  - Hybrid = 40 - 50 mins
- Windows
  - Palladium only = Days\*
  - Hybrid = 75 - 90 mins



# SW Validation Results

- Eliminated reliance on other pre-silicon platforms
- SW problems found prior to Silicon return
  - SW race conditions
  - Memory management bugs
  - Code completeness
- After silicon return
  - Contributed to smoother bring-up
  - SW Ready to demo product at SOL
  - Less bugs resulted in focused effort to tune for power and perf

# Summary

- There is a huge opportunity to optimize development at the hardware/software interface
- Lower layers of software - up to the OS and base apps - need to be part of verification prior to chip tape out
- The market of users is constantly changing
- Software developers are increasing distance, and when not then they need more accuracy, driving needs in ...
  - verification re-use and
  - hybrid engine combinations

# So what does this mean for EDA?

The future is  
already here  
— it's just not  
very evenly  
distributed ...



["The Science in Science Fiction" on \*Talk of the Nation\*, NPR \(30 November 1999, Timecode 11:55\)](#), William Gibson

**cā dence<sup>®</sup>**