

Studies on Instruction Set Emulation for the Rapid Prototyping of SoCs

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25.01.2002



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- **Introduction**
- Implementation
 - ISS
 - BFM
- Result
- Conclusion

➔ Introduction

➔ Implementation

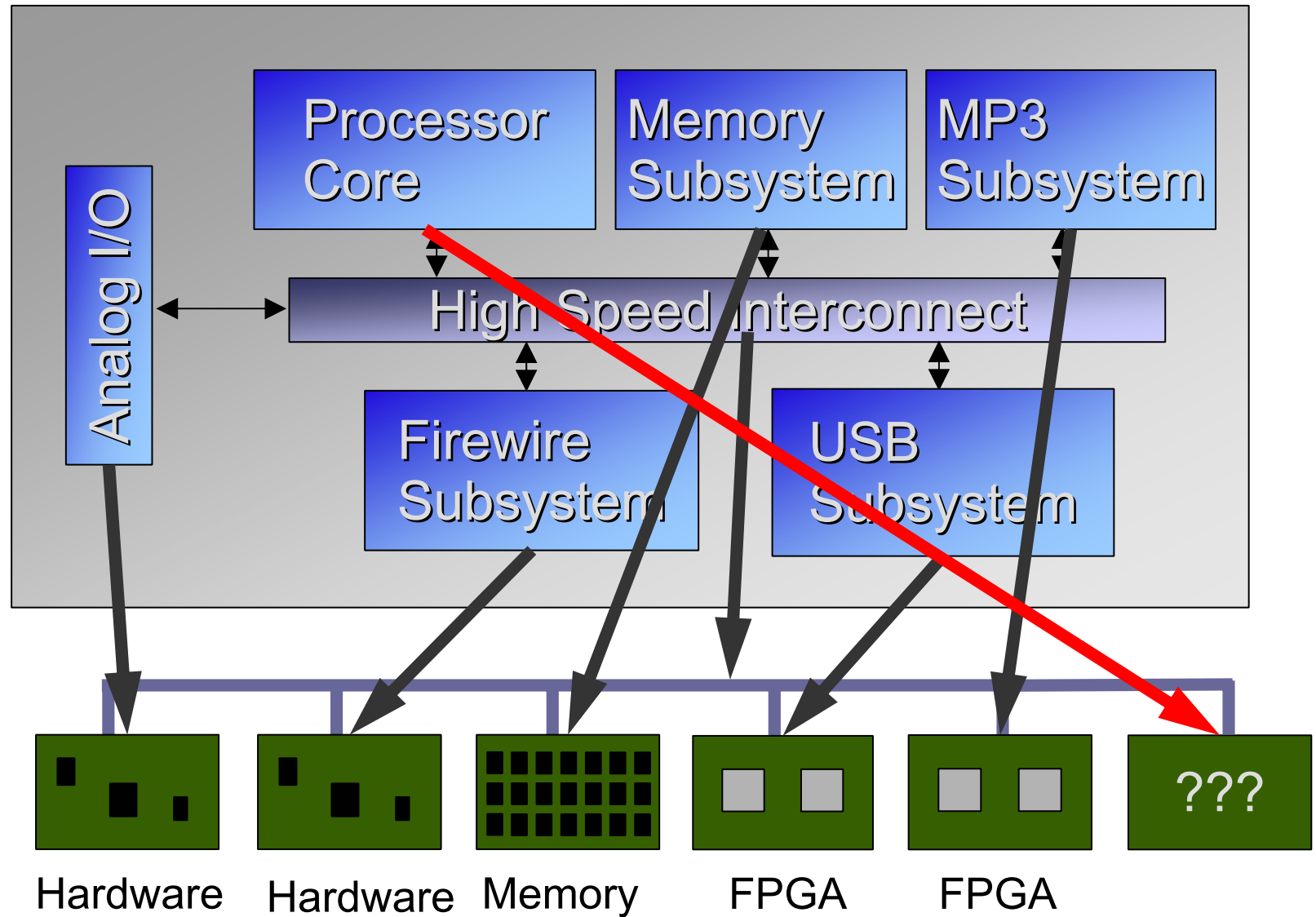
➔ Result

➔ Conclusion



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Structure of a typical example of a SoC architecture

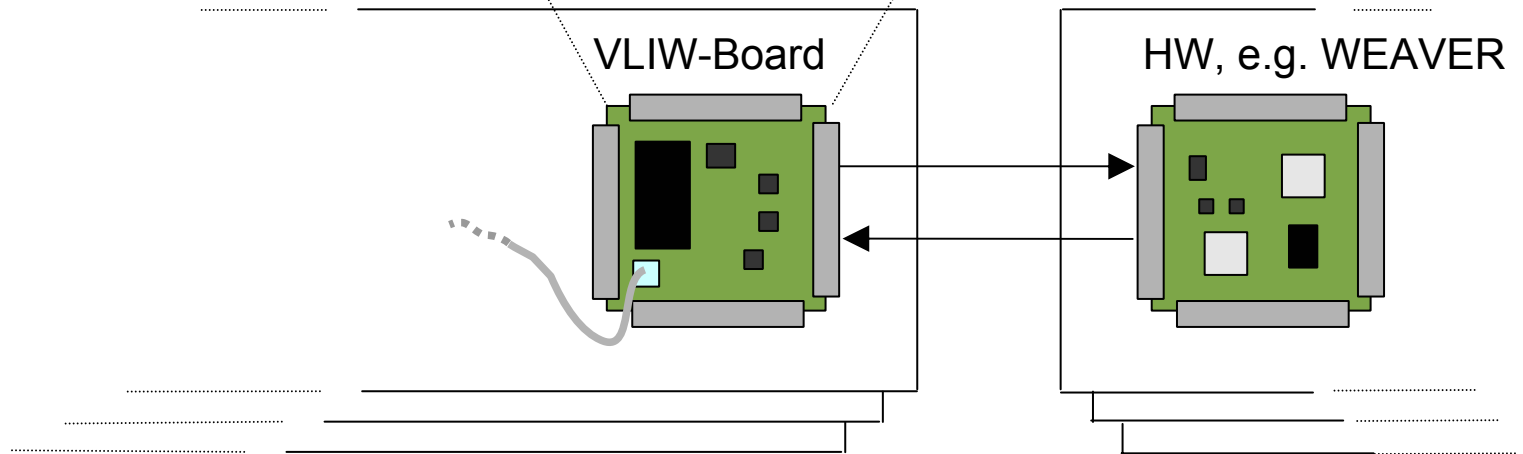
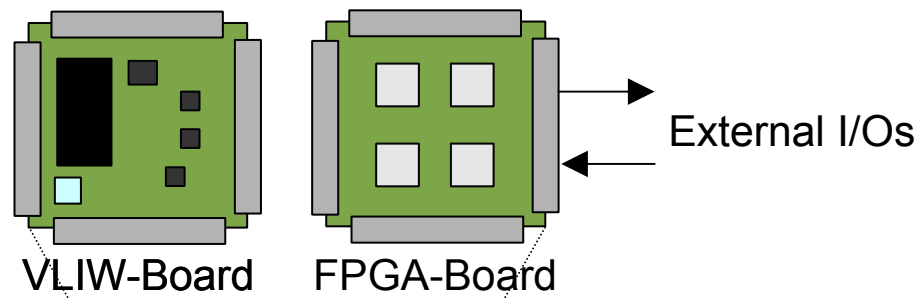


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Emulation of SoCs/2

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ISS: Instruction Set Simulation
BFM: Bus Functional Model

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Reproduction of SoC-Object Code

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transmits TriCore-Code interprets

Interpreter



transmits TriCore-Code translates+ interprets

Compiler
dynamic



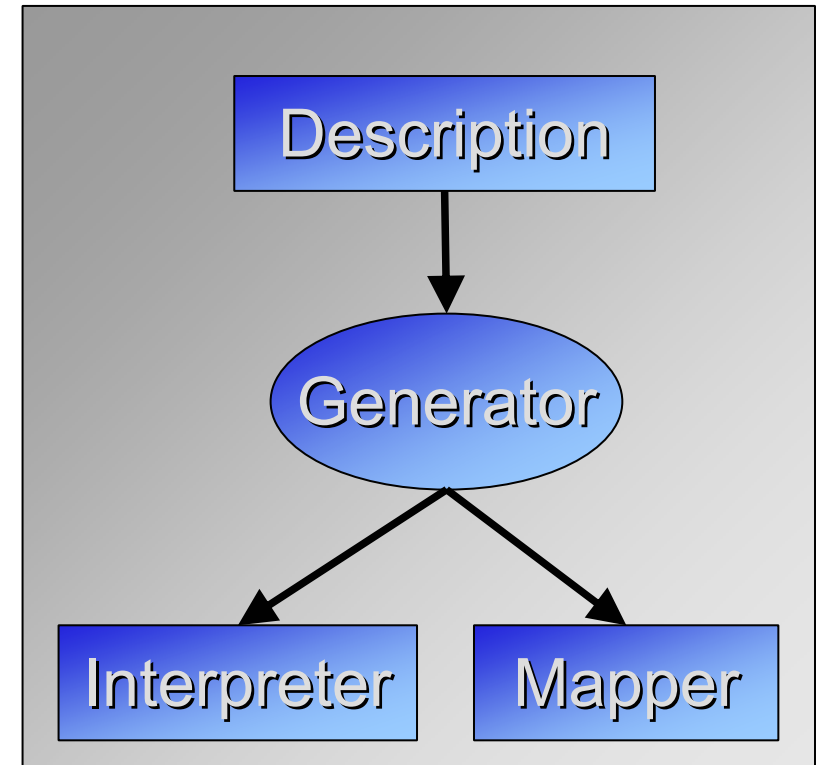
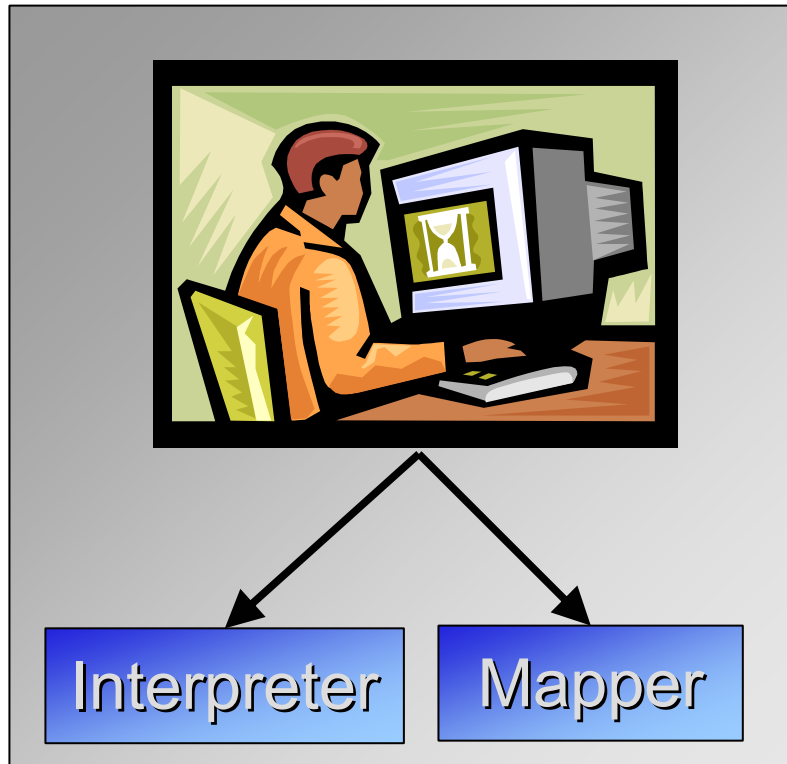
translates C6x-Code executes

Compiler
static



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2 fundamental possibilities



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Fetch the instruction

```
instruction=(mem & 0xff000000) >> 24;  
switch (instruction)  
{  
    /* 0x19 ld.w Da, [An]offset (BOL) */  
    case 0x19:  
        Decode the parameters  
        Execute the Instruction  
        break;  
    . . .  
}
```

Decode the parameters

Execute the Instruction



Functionality of the Mapper

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```
mov %d0, 654  
mov %d1, 2322  
sub %d0, %d0, %d1
```

TriCore-Code

static
compiler

```
MVK .S1 652, A1  
MVK .S1 2322, A2  
SUB .S1 A1, A2, A1
```

TMS320C6x-Code

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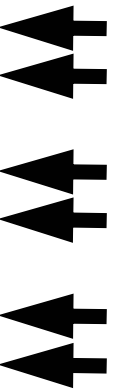


Synchronisation

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```
...  
L2:  
    SUB B1, A5, B4  
    ADD B4, B7, B4      || LDW *B15(S_DEV), B0  
L3:  
    MPY A3, A4, A3 || MPY B3, B4, B3  
    MPY B5, B6, B0 || ADD A5, A3, A4 || LDW *B15(S_DEV), B0  
L4:  
    ADD A5, A3, A5 || EQL A3, A5, A1  
    B L6           || LDW *B15(S_DEV), B0  
L5:  
...  
...
```



Cycle Accuracy

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TriCore

TMS320C6x

```
mov    %d0, 654
```

```
MVK   .S1    652, A1
LDW   *B15(S_DEV), B0
```

```
mov    %d1, 2322
```

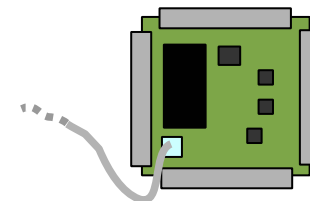
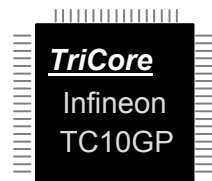
```
MVK   .S2    2322, B2
LDW   *B15(S_DEV), B0
```

```
sub    %d0, %d0, %d1
```

```
SUB   .L1    A1, B2, A1
LDW   *B15(S_DEV), B0
```

```
swap.w %d0, .L2
```

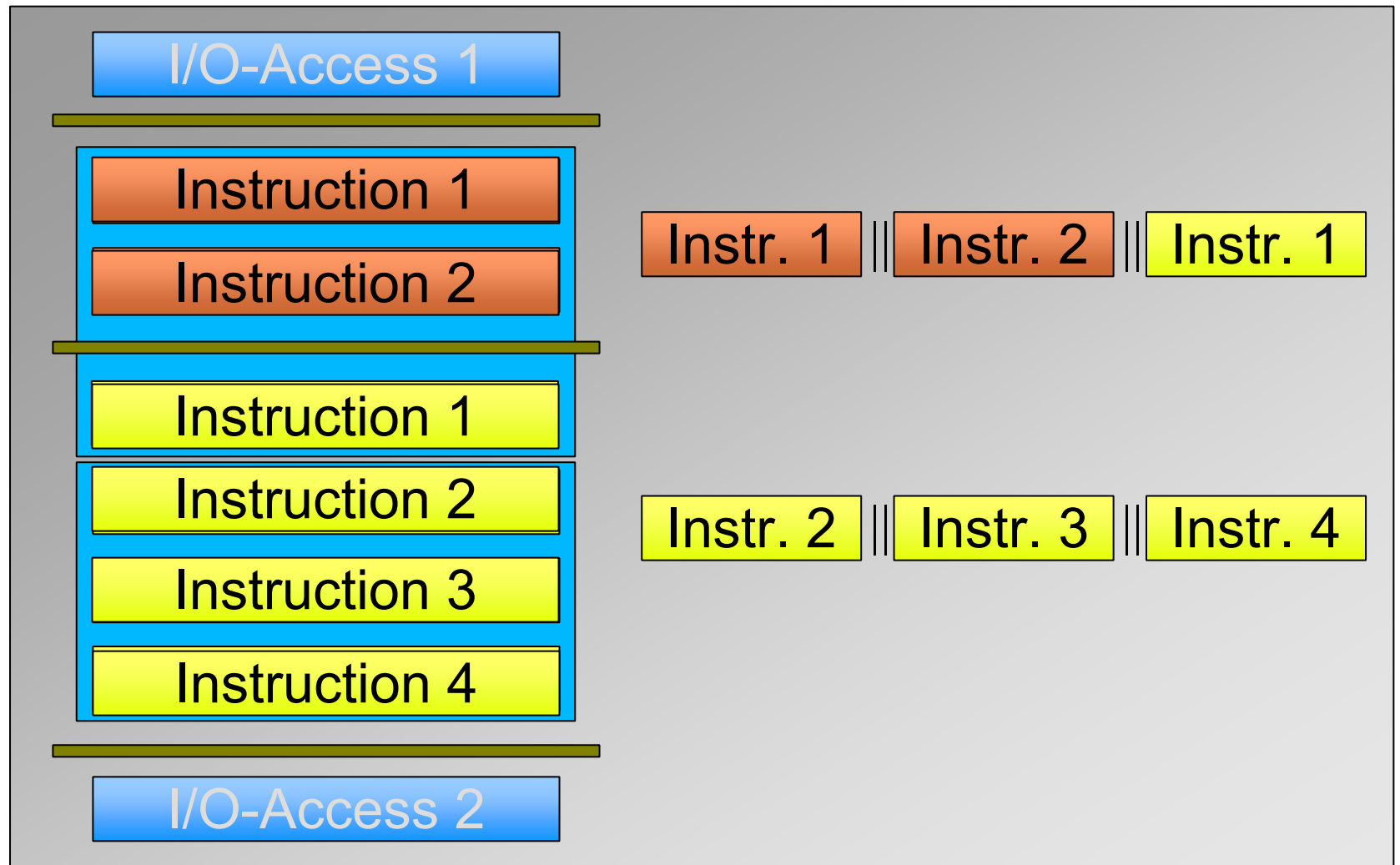
```
MVK   .S1    .L2, A10
MVKH  .S1    .L2, A10
LDW   .D1    *A10, A15
STW   .D1    A1, *A10
MV    .S1    A15, A1
LDW   *B15(S_DEV), B0
LDW   *B15(S_DEV), B0
```



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Multiple Synchronisation Cycles

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TriCore

```
mov %d0, 654
```

```
mov %d1, 2322
```

```
sub %d0, %d0, %d1
```

```
swap.w %d0, .L2
```

TMS320C6x

```
STW A1, *B15(S_DEV+5)
```

```
MVK .S1 652, A1
```

```
|| MVK .S2 2322, B2
```

```
SUB .L1 A1, B2, A1
```

```
|| MVK .S1 .L2, A10
```

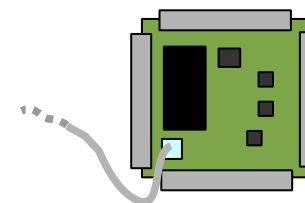
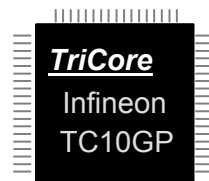
```
MVKH .S1 .L2, A10
```

```
LDW .D1 *A10, A15
```

```
STW .D1 A1, *A10
```

```
|| MV .S1 A15, A1
```

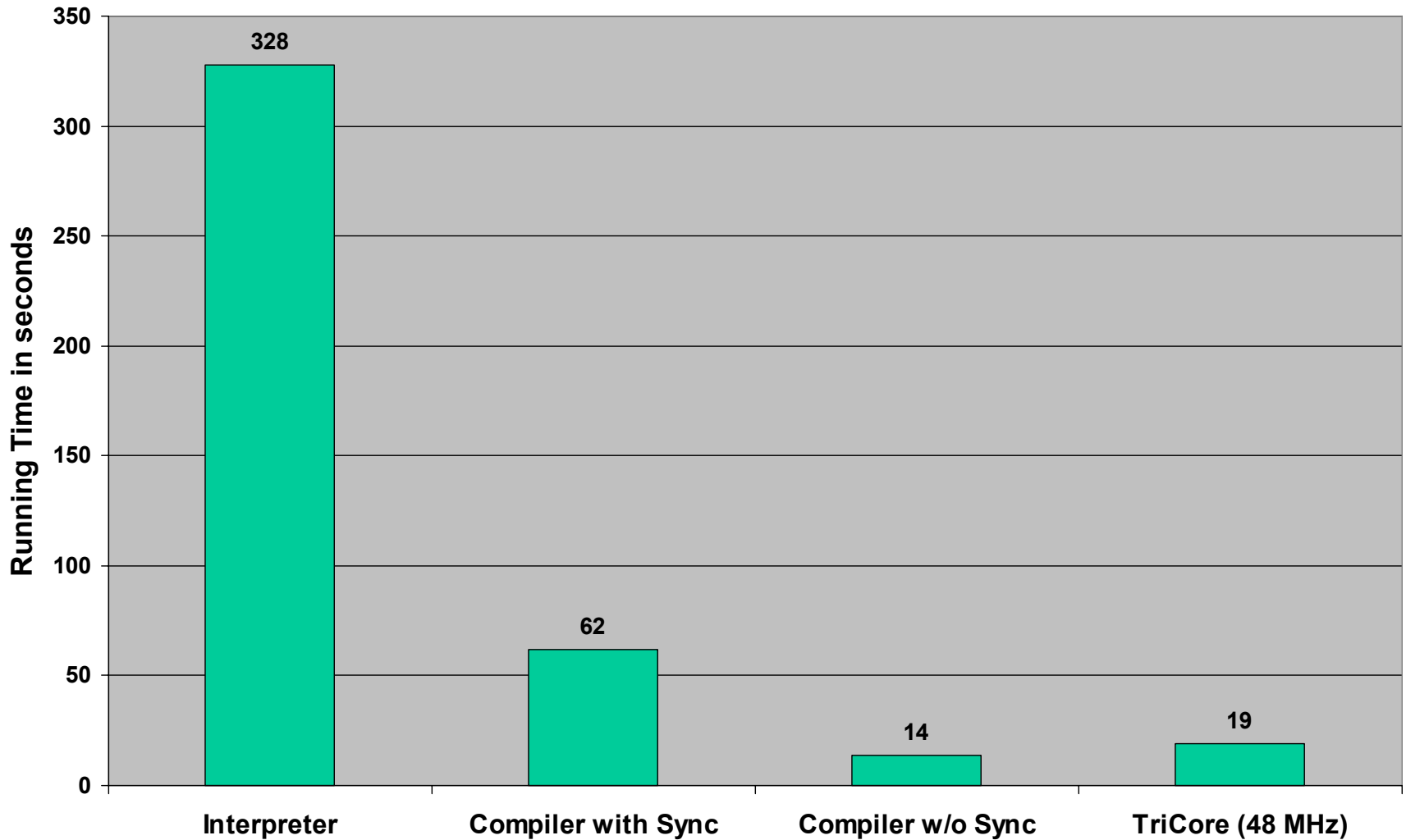
```
|| LDW *B15(S_DEV), B0
```



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gcd calculation (10 million runs)



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- Existing problems in system prototyping of SoCs have been discussed
⇒ especially the problem of emulating the processor core
- The solution of this problem has been demonstrated
⇒ cycle accurate ISE on a board using a VLIW-processor
- Fundamental concepts for the implementation of this ISE have been presented
- First promising results with the system have been achieved

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