

A Co-Simulation Framework for MPSoC Run-Time Behavior Analysis in Early System Design

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Outline

- A Brief Introduction of the MAPS Project
- A High-level Virtual Platform (HVP)
- OS Modeling with HVP
 - Motivation and Related Work
 - A Virtual OS Model
 - Scheduler and Timing Model
- A Tool Demonstration
- Conclusions and Future Work





MAPS - MPSoC Application Programming Studio

MAPS is a research project at RWTH Aachen University which targets at the problem of MPSoC software development







A High-Level Virtual Platform (HVP)



C applications are directly compiled by the HVP specific toolchain into dynamic libraries

- determines virtual execution time
- The SystemC based HVP simulator dynamically loads the compiled binaries
- Configurations can be stored as XML files for reconfiguration
- A virtual IO device is available, which can be used to visualize the execution result directly





Role of OS in ESL

Why simulating OS in Early System Design?

- It changes behavior of the system by determining execution order of tasks
- It contributes with the execution time latency

Embedded OS/RTOS in Multi-Core Era

© A Quick Safari Through the MPSoC Run-Time Management Jungle, Vincent Nollet, Diederik Verkest, Henk Corporaal, Journal of Signal Processing Systems, Springer New York, November 2008



- Two major design flows:
 - Selection from existing products
 - Synthesis (MAPS, SHAPES)





Related Works

- OS model as an SLDL extension:
 - A. Gerstlauer et al, F. Hessel et al, Y. Yi et al
- Generic OS in tools:
 - VPU Coware, MESH, R. Le Moigne CoFluent StudioTM
- Main limitations:
 - Centralized and migrative scheduling schemes are not supported by most frameworks
 - Retargetability is poorly addressed
 - No statistics dedicated to the OS designer



A Virtual OS Model

Modeled components:

- Task Management
- Task Scheduling
- Represented by:
 - APIs to the application designer:
 - Tasks Communication, Synchronization, Scheduling
 - SystemC Simulator:



VPE – Virtual Processing Element



RTM - Run-Time Manager



OS Scheduler

- Scheduling event a change in the simulator which might cause rescheduling of tasks in the system:
 - Ex: task state transition; change of VPE param; end of a time slice; task arrival/termination;
 - → Determines a type of the event
- Scheduling function:
 - update_sched(sched_evnt) → (sched_matr, ts_vect)
 - sched_evnt is a touple (time_stamp, evnt_type, Task_i, VPE_i)
 - sched_matr is a $N_T x N_{VPE}$ matrix (determines task dispatching to VPEs)
 - N_{T} the number of tasks in the system;
 - N_{VPE} the number of VPEs in the platform;
 - ts_vect a vector with time slice values for the next task activations (size N_T)
 - Called by RTM every time scheduling event arrives
 - → Fully customizable by the user





OS Timing Model

Save/Load task context time:

 Parameterizable via a configuration file

Scheduling Latency:

- Delay annotation HVPConsumeTime(int cycles);
- Scheduling code instrumentation
 - -> counts virtual # cycles scheduling code takes (as HVP toolchain)

Migration Penalty:

- Parameterized by a constant value (one value per each pair of processors and a task)
- Considered only if a task migrates b/w VPEs

Example of Centralized Control







SW Demo







Conclusions

- A generic OS model which enables to model a broad range of run-time management schemes was presented
- OS scheduling type and timing behavior can be easily changed
- The OS model was successfully integrated into the HVP tool
- We provide various "on-the-fly" and post execution information about system behavior to be analyzed by OS and application developers





Future Work

- Evaluate the accuracy of the trend prediction w.r.t ISS Virtual Platforms and real HW
- Facilitate a more accurate model of the task migration penalty (including automatic migration time computation)





Thank you !



