

Distributed, virtual and real debugging of a MIPS SoC

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section5.ch

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- 1 Debugging a complex FPGA design (in theory)
 - A SoC (System on Chip) example
 - *MAIS*: A portable MIPS soft core by René Doss
 - The Test Access Port (TAP): A generic debug interface
- 2 Virtualizing the hardware
 - 'Model in the loop' techniques
 - Making real software speak to virtual hardware
- 3 Demos
 - Debugging the virtual chip
 - Debugging the real hardware

Debug this:

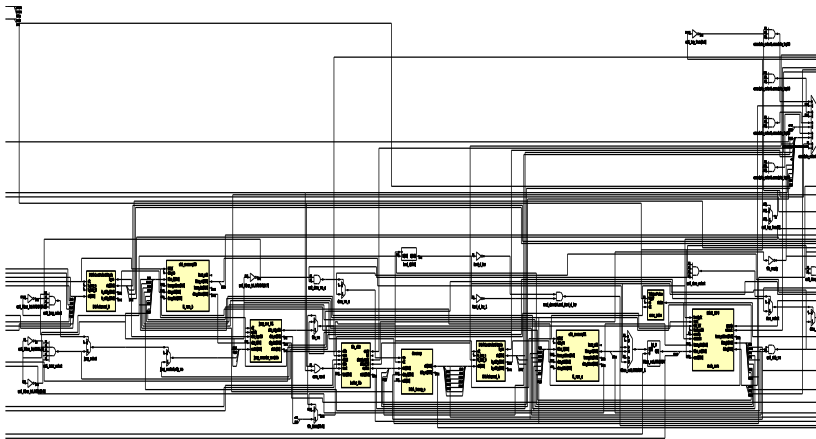


Figure: Somewhat unreadable schematic

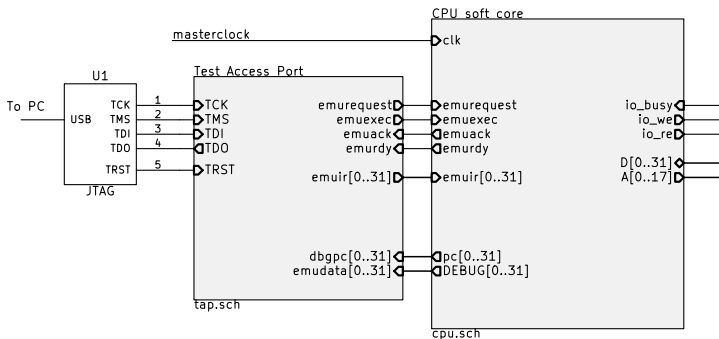


Figure: Simplified SoC schematic with Debug port

Proprietary solutions from various FPGA vendors:

Signal inspection tool	Soft CPU core	Vendor
ChipScope	microblaze	Xilinx
Reveal	mico32	Lattice
SignalTap	NiosII	Altera

Table: Tool examples

- Virtualization capabilities depend on second party simulation tools (\$\$\$-\$\$\$\$\$)
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Table: Tool examples

- Virtualization capabilities depend on second party simulation tools (\$\$\$-\$\$\$\$\$)
- Debug port itself can sometimes not be simulated
- No easy DIY virtualization of the hardware due to proprietary and closed libraries.



Introducing a soft cpu core **may** speed up prototyping/debugging.

(exercised previously with ZPU soft core)

Why MIPS?

- Well-established architecture with many derivatives (Loongson SoC, Router chipsets)
- Fast, easy to implement, resource saving
- Actively maintained tool chain and emulators

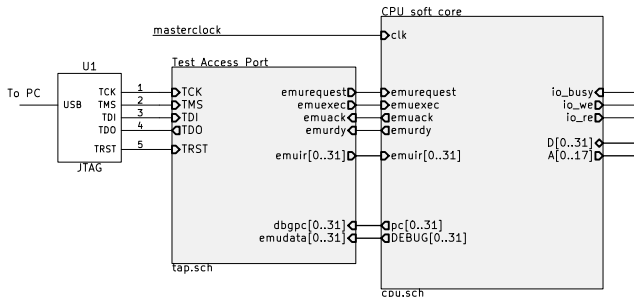


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- *MAIS* design by René Doß:
 - Well-portable MIPS 32 bit implementation
 - Access to VHDL sources



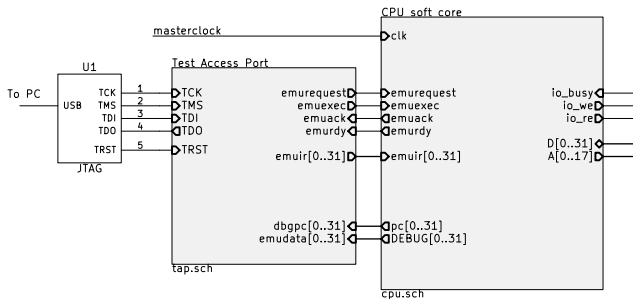
In emulation mode, the CPU...

- takes opcodes from the **EMUIR** register
- executes them when it gets an **emuexec** pulse
- exchanges data with the debugger via the **EMUDATA** register

In Circuit Emulation (ICE)

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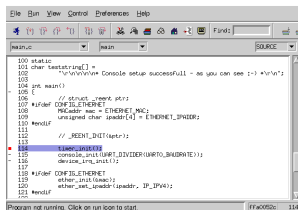


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Full remote control of the CPU via a test access port (TAP)!

- 1 The developer's front end:
The GNU debugger (**`gdb`**)



The screenshot shows the GDB graphical user interface. The menu bar includes 'File', 'Run', 'View', 'Control', 'Preferences', and 'Help'. Below the menu is a toolbar with various icons for running, stepping, and searching. The main window displays the source code for 'main.c'. The code includes a static character array 'teststring', a printf statement, a main function, and several conditional compilation blocks for Ethernet hardware. Line 114, 'time_t t;', is highlighted with a red dot. The status bar at the bottom indicates 'Program not running. Click on run icon to start.' and shows the address '0x0000: 114'.

```
File Run View Control Preferences Help
main.c main SOURCE
100 static
101 char teststring[] =
102 "v\nv\nv\n Console setup successful - as you can see :-)\n\n";
103
104 int main()
105 {
106     // struct _reent ptr;
107     #ifdef CONFIG_ETHERNET
108     #pragma msc = ETHERNET_MAC;
109     unsigned char spaddr[4] = ETHERNET_SPVIDR;
110     #endif
111     // _REENT_DFLT(&ptr);
112
113     114     time_t t;
115     console_init(UINT_DIVIDER(UINT0, SMDRIVE));
116     device_irq_init();
117
118     #ifdef CONFIG_ETHERNET
119     ether_init(&mac);
120     ether_set_ipaddr(&spaddr, IP_IPv6);
121     #endif
122
123     Program not running. Click on run icon to start. 0x0000: 114
```

Figure: GDB

Debugger connects to back end via a TCP remote debugging protocol. Means: Distributed across networks!

- ① The developer's front end:
The GNU debugger (**gdb**)
- ② The back ends:
 - ① **uniproxy**: a JTAG debug server
 - ② **qemu**: a MIPS CPU emulator

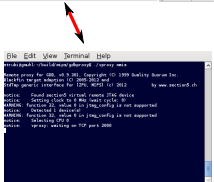
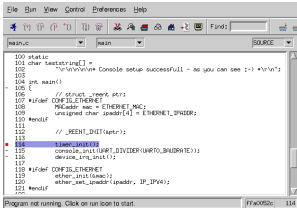


Figure: GDB and uniproxy

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 - 1 **uniproxy**: a JTAG debug server
 - 2 **qemu**: a MIPS CPU emulator
- 3 JTAG debugger hardware:
USB JTAG adapter

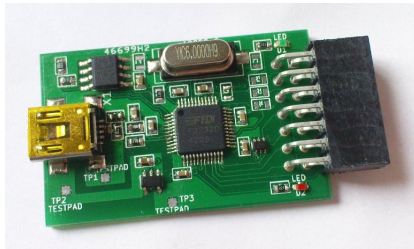


Figure: ICEbear JTAG adapter

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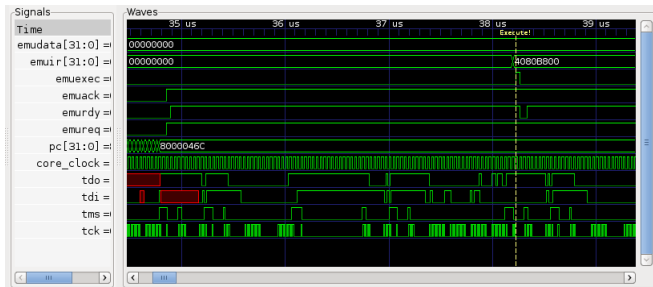
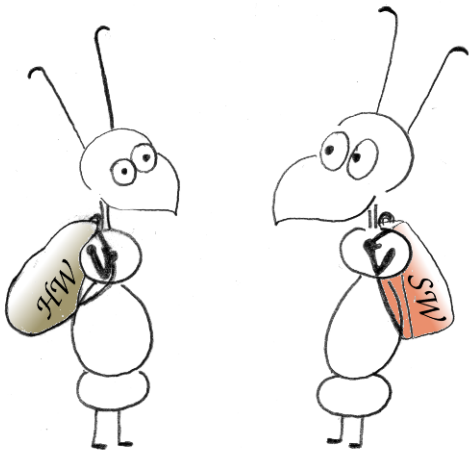


Figure: Timing accurate simulation

Make antz meet...



Drawing by Britta Schneider

Now seriously: make ends meet

Task: Make real world software speak to virtual hardware.

Result: **ghdlex** *OpenSource*
simulator extension library:

- Describe virtual board in XML →
- Attach virtual components in HDL design:
 - JTAG debugger
 - shared RAM
 - USB FIFO
 - I/O pins, registers

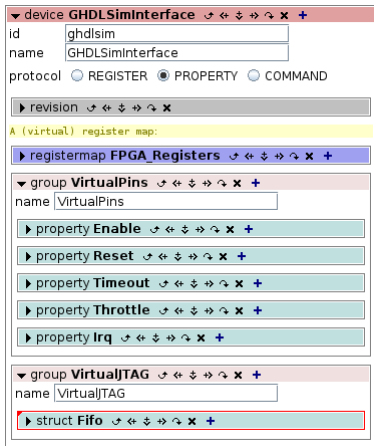
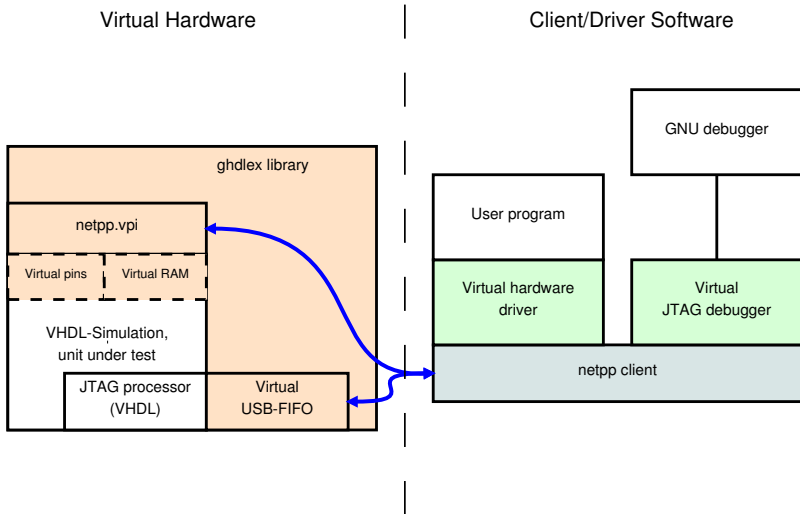
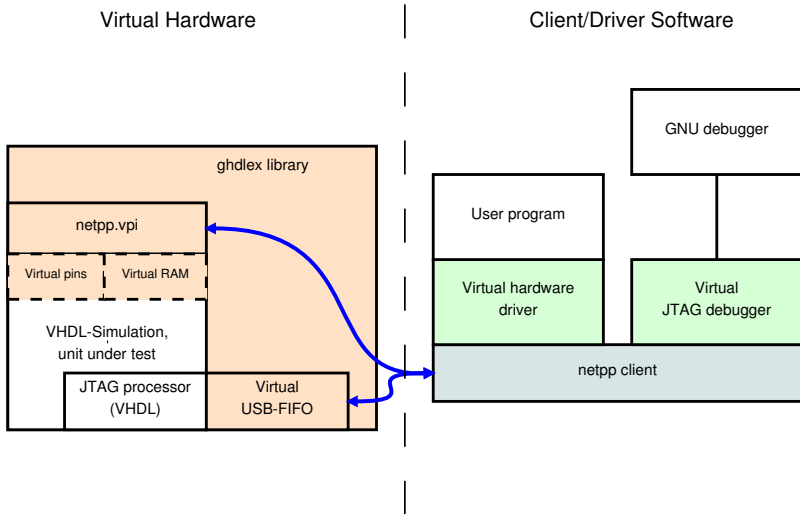
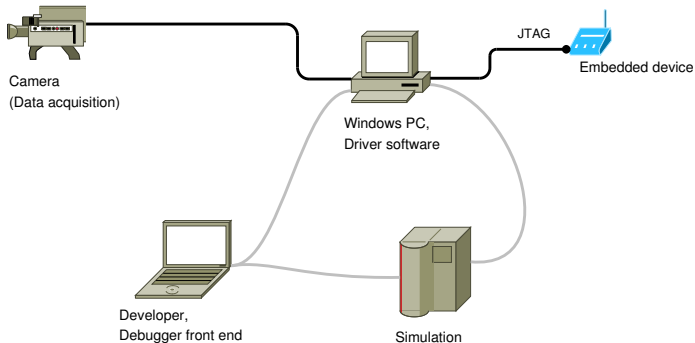


Figure: XML hardware description





Expose design components to the network!



ghdlex speaks **netpp** (network property protocol), therefore things can run anywhere.

- HDL-Simulation on powerful main frame
- Data routing from real world software on Windows PC to simulation
- Debugger (Laptop) connecting to any of the debug servers

- Bug could sit:
 - .. in peripheral access (HDL design), or the CPU
 - .. in SoC firmware (Code running on CPU core)
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- Avoid to introduce bugs during development:
 - Verify CPU behaviour against **qemu** (functional simulation)
 - Keep device configuration in **exactly one** XML file
 - Use Makefile rules or similar to keep source and generated files in sync (→ **GNU make**)
 - Introduce detection mechanisms: ID codes or functionality descriptors (JTAG USERCODE register)

Demos:

- 1 Debugging the simulation
- 2 Debugging the hardware: HDR-60 FPGA camera kit
- 3 Verifying the CPU using qemu

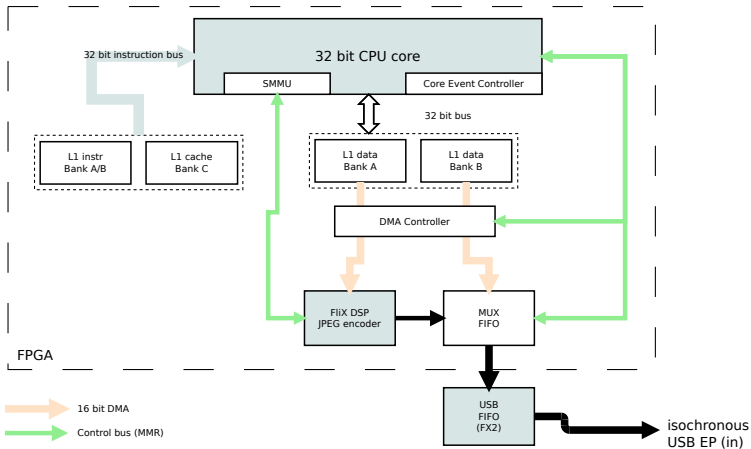
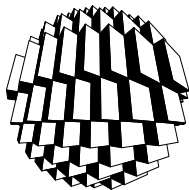


Figure: JPEG encoder test bench

- Questions?
- More about device hardware XML description:
→ <http://www.section5.ch/netpp>
- Don't miss René's Introduction to his Mais MIPS core
(later today in this session)

Thank you for listening!



www.section5.ch

The interface between the JTAG port and the CPU: a somewhat generic HDL library.

- Vendor independent interface ('standard' register set)
- Supports Xilinx and Lattice native JTAG components
- CPU core architecture independent
- Software support by emulation library (Python, uniproxy debug server)

Register	Description	Signals
EMUSTAT	ICE and CPU state	emuack, emurdy, state
EMUCTRL	ICE control	emurequest, (emuexec)
EMUIR	ICE instruction register	32 bit (to core)
EMUDATA	ICE data register	32 bit (from core)

Table: TAP registers



Actual register addressing is TAP (FPGA family) specific