Writing TLM2.0-compliant timed SystemC simulation models for SoCLib

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A) Introduction

This document is still under development.

It describes the modeling rules for writing TLM-T SystemC simulation models for SoCLib that are compliant with the new TLM2.0 OSCI standard. These rules enforce the PDES (Parallel Discrete Event Simulation) principles. In the TLM-T approach, we don't use the SystemC global time, as each PDES process involved in the simulation has its own local time. PDES processes (implemented as SC_THREADS) synchronize through messages piggybacked with time information. Models complying to these rules can be used with the "standard" OSCI simulation engine (SystemC 2.x) and the TLM2.0 library, but can also be used also with others simulations engines, especially distributed, parallelized simulation engines.

The examples presented below use the VCI/OCP communication protocol selected by the SoCLib project, but the TLM-T approach described here is very flexible, and is not limited to the VCI/OCP communication protocol.

The interested user should also look at the general SoCLib rules.

B) VCI initiator and VCI target

Figure 1 presents a minimal system containing one single VCI initiator, **my_initiator** , and one single VCI target, **my_target** . The initiator behavior is modeled by the SC_THREAD **execLoop()**, that contains an infinite loop. The interface function **nb_transport_bw()** is executed when a VCI response packet is received by the initiator module.

Unlike the initiator, the target module has a purely reactive behaviour and is therefore modeled as a simple interface function. In other words, there is no need to use a SC_THREAD for a target component: the target behaviour is entirely described by the interface function **nb_transport_fw()**, that is executed when a VCI command packet is received by the target module.

The VCI communication channel is a point-to-point bi-directional channel, encapsulating two separated uni-directional channels: one to transmit the VCI command packet, one to transmit the VCI response packet.

C) VCI Transaction in TLM-T

The TLM2.0 standard defines a generic payload that contains almost all the fields needed to implement the complete vci protocol. In SocLib, the missing fields are defined in what TLM2.0 calls a payload extension. The C++ class used to implement this extension is **soclib_payload_extension**.

The SocLib payload extension only contains four data members:

```
soclib::tlmt::vci_command m_soclib_command;
unsigned int m_src_id;
unsigned int m_trd_id;
unsigned int m_pkt_id;
```

The **m_soclib_command** data member supersedes the command of the TLM2.0 generic payload. This is why the parameter to the **set_command()** of a generic payload is always set to **tlm::TLM_IGNORE_COMMAND**. Up to seven values can be assigned to **m_soclib_command**. These values are:

```
VCI_READ_COMMAND
VCI_WRITE_COMMAND
VCI_LINKED_READ_COMMAND
VCI_STORE_CONDITIONAL_COMMAND
TLMT_NULL_MESSAGE
TLMT_ACTIVE
TLMT_INACTIVE
```

The **VCI_READ_COMMAND** (resp. **VCI_WRITE_COMMAND**) is used to send a VCI read (resp. write) packet command. The **VCI_LINKED_READ_COMMAND** and **VCI_STORE_CONDITIONAL_COMMAND** are used to implement atomic operations. The latter 3 values are not directly related to VCI but rather to the PDES simulation algorithm used. The **TLMT_NULL_MESSAGE** value is used whenever an initiator needs to send its local time to the rest of the platform for synchronization purpose. The **TLMT_ACTIVE** and **TLMT_INACTIVE** values are used to inform the interconnect that the corresponding initiator must be taken into account during PDES time filtering or not. A programmable component such as a DMA controller, until it has been programmed and launched should not participate in the PDES time filtering. At the beginning of the simulation, all the initiators are considered to be active, and therefore send at least one synchronization message.

The data members of the **soclib_payload_extension** can be accessed through the following access functions: and several member functions:

To build a new VCI packet, one has to create a new generic payload and a soclib payload extension, and to call the appropriate access functions on these two objects. For example, to issue a VCI read command, one should write the following code:

```
// set the values in tlm payload
payload_ptr->set_command(tlm::TLM_IGNORE_COMMAND);
payload_ptr->set_address(address[idx]);
payload_ptr->set_byte_enable_ptr(byte_enable);
payload_ptr->set_byte_enable_length(nbytes);
```

```
payload_ptr->set_data_ptr(data);
payload_ptr->set_data_length(nbytes);
// set the values in payload extension
extension_ptr->set_read();
extension_ptr->set_src_id(m_srcid);
extension_ptr->set_trd_id(0);
extension_ptr->set_pkt_id(pktid);
// set the extension to tlm payload
payload_ptr->set_extension (extension_ptr );
// set the tlm phase
phase = tlm::BEGIN_REQ;
// set the local time to transaction time
m_send_time = m_local_time;
```

D) VCI initiator Modeling

D.1) Member variables & methods

In the proposed example, the initiator module is modeled by the **my_initiator** class. This class inherits from the standard SystemC **sc_core::sc_module** class, that acts as the root class for all TLM-T modules.

The initiator local time is contained in a member variable named **m_local_time**, of type **sc_core::sc_time**. The local time can be accessed with the following accessors: **addLocalTime()**, **setLocalTime()** and **getLocalTime()**.

```
sc_core::sc_time m_local_time;                    // the initiator local time
...
void addLocalTime(sc_core::sc_time t);           // add an increment to the local time
void setLocalTime(sc_core::sc_time& t);          // set the local time
sc_core::sc_time getLocalTime(void);             // get the local time
```

The boolean member variable **m_activity_status** indicates if the initiator is currently active. It is used by the arbitration threads contained in the **vci_vgmn** interconnect, as described in section F. The corresponding access functions are **setActivity()** and **getActivity()**.

```
bool m_activity_status;
...
void setActivity(bool t);                        // set the activity status (true if the comp
bool getActivity(void);                          // get the activity state
```

The **execLoop()** method, describing the initiator behaviour must be declared as a member function.

The **my_initiator** class contains a member variable **p_vci_init**, of type **tlmt_simple_initiator_socket**, representing the VCI initiator port.

It must also define an interface function to handle the VCI response packets.

D.2) Sending a VCI command packet

To send a VCI command packet, the **execLoop()** method must use the **nb_transport_fw()** method, defined by TLM2.0, that is a member function of the **p_vci_init** port. The prototype of this method is the following:

```
tlm::tlm_sync_enum nb_transport_fw
( soclib_vci_types::tlm_payload_type &payload,      // payload
  soclib_vci_types::tlm_phase_type   &phase,        // phase (TLMT_CMD)
  sc_core::sc_time                   &time);        // local time
```

The first argument is a pointer to the payload, the second represents the phase, and the third argument contains the initiator local time. The return value is not used in this TLM-T implementation.

The **nb_transport_fw()** function is non-blocking. To implement a blocking transaction (such as a cache line read, where the processor is stalled during the VCI transaction), the model designer must use the SystemC **sc_core::wait(x)** primitive (**x** being of type **sc_core::sc_event**): the **execLoop()** thread is then suspended, and will be reactivated when the response packet is actually received.

D.3) Receiving a VCI response packet

To receive a VCI response packet, an interface function must be defined as a member function of the class **my_initiator**. This function (named **vci_rsp_received()** in the example), must be linked to the **p_vci_init** port, and is executed each time a VCI response packet is received on the **p_vci_init** port. The function name is not constrained, but the arguments must respect the following prototype:

```
tlm::tlm_sync_enum vci_rsp_received
  ( soclib_vci_types::tlm_payload_type &payload,     // payload
    soclib_vci_types::tlm_phase_type   &phase,       // phase (TLMT_RSP)
    sc_core::sc_time                   &time);       // response time
```

The return value (type tlm::tlm_sync_enum) is not used in this TLM-T implementation, and must be sytematically set to tlm::TLM_COMPLETED.

In the general case, the actions executed by the interface function depend on both the phase argument, and on the transaction types (defined in the payload). For sake of simplicity, the interface function proposed below does not make any distinction between transaction types.

D.4) Initiator Constructor

The constructor of the class **my_initiator** must initialize all the member variables, including the **p_vci_init** port. The **vci_rsp_received()** function being executed in the context of the thread sending the response packet, a link between the **p_vci_init** port and this interface function must be established.

The constructor for the **p_vci_init** port must be called with the following arguments:

```
p_vci_init.register_nb_transport_bw(this, &my_initiator::vci_rsp_received);
```

D.5) Lookahead parameter

The SystemC simulation engine behaves as a cooperative, non-preemptive multi-tasks system. Any thread in the system must stop execution after at some point, in order to allow the other threads to execute. With the proposed approach, a TLM-T initiator will never stop if it does not execute blocking communication (such as a processor that has all code and data in the L1 caches).

To solve this issue, it is necessary to define -for each initiator module- a **lookahead** parameter. This parameter defines the maximum number of cycles that can be executed by the thread before it is descheduled. The **lookahead** parameter allows the system designer to bound the de-synchronization time interval between threads.

A small value for this parameter results in a better timing accuracy for the simulation, but implies a larger number of context switches, and a slower simulation speed.

D.6) VCI initiator example

```
//////////////////////////// my_initiator.h ////////////////////////////////

#include "tlm.h"                                  // TLM headers
#include "tlmt_transactions.h"                    // TLM-T headers
#include "tlmt_simple_initiator_socket.h"         // TLM-T initiator socket
#include "mapping_table.h"            // mapping Table

class my_initiator                                // my_initiator
:         public sc_core::sc_module               // inherit from SC module base clase
{
private:

  typedef soclib::tlmt::VciParams<uint32_t,uint32_t,4> vci_param;

//////////////////////
// Member Variables
//////////////////////
  uint32_t                          m_srcid;
  soclib::common::MappingTable      m_mt;
  uint32_t                          m_counter;
  uint32_t                          m_lookahead;
  sc_core::sc_time                  m_local_time;
  bool                              m_activity_status;
  sc_core::sc_event                 m_rsp_event;

  soclib_vci_types::tlm_payload_type m_payload;
  soclib_vci_types::tlm_phase_type   m_phase;

  ///////////////////////
  // Member Functions
  ///////////////////////
  void execLoop(void);                              // initiator thread
  bool getActivity(void);                           // get the activity state
  void setActivity(bool t);                         // set the activity status (true if the comp
  sc_core::sc_time getLocalTime(void);              // get the local time
  void setLocalTime(sc_core::sc_time& t);           // set the local time
  void addLocalTime(sc_core::sc_time t);            // add a value to the local time
  tlm::tlm_sync_enum vci_rsp_received  // interface function to receive VCI response
    ( soclib_vci_types::tlm_payload_type &payload,     // payload
      soclib_vci_types::tlm_phase_type   &phase,       // phase
      sc_core::sc_time                   &time);       // time

protected:

  SC_HAS_PROCESS(my_initiator);

public:

  /////////////////
  //  ports
  /////////////////
  tlmt_simple_initiator_socket<my_initiator,32,soclib_vci_types> p_vci_init;   // VCI initiator

  //constructor
  my_initiator(                                             // constructor
               sc_core::sc_module_name name,                // module name
               const soclib::common::IntTab &index,         // index of mapping table
               const soclib::common::MappingTable &mt,      // mapping table
               uint32_t lookahead);                         // lookahead
};

//////////////////////////// my_initiator.cpp ////////////////////////////////
```

```
/////////////////
// Constructor
/////////////////
my_initiator::my_initiator
            ( sc_core::sc_module_name name,           // module name
              const soclib::common::IntTab &index,    // index of mapping table
              const soclib::common::MappingTable &mt, // mapping table
              uint32_t lookahead)                     // lookahead
            : sc_module(name),                        // init module name
            m_mt(mt),                                 // mapping table
            p_vci_init("socket")                 // vci initiator socket name
{
  // link the interface function the TLM-T INITIATOR SOCKET
  p_vci_init.register_nb_transport_bw(this, &my_initiator::vci_rsp_received);

  // initiator identification
  m_srcid = mt.indexForId(index);

  //lookahead control
  m_counter = 0;
  m_lookahead = lookahead;

  //initialize the local time
  m_local_time = 0 * UNIT_TIME;

  // initialize the activity variable
  setActivity(true);

  // register thread process
  SC_THREAD(execLoop);
}

//////////////////////
//  Access Functions
//////////////////////
bool my_initiator::getActivity() { return m_activity; }
my_initiator::setActivity(bool t) { m_activity = t; }
sc_core::sc_time my_initiator::getLocalTime() { return m_local_time; }
my_initiator::setLocalTime(sc_core::sc_time t) { m_local_time = t; }
my_initiator::addLocalTime(sc_core::sc_time t) { m_local_time += t; }

//////////////////////
//  thread
//////////////////////
my_initiator::execLoop(void)
{
  uint32_t address =  0x10000000;
  uint32_t data_int = 0xAABBCCDD;
  unsigned char data[4];
  unsigned char byte_enable[4];
  int nbytes = 4;

  for(int i=0; i<nbytes; i++) byte_enable[i] = tlm::TLM_BYTE_ENABLED;

  while ( true ) {
    // increase local time
    addLocalTime(10 * UNIT_TIME);
    // prepare payload (including int to char translation)
    m_payload.itoa(data_int, data, 0);
    m_payload.set_write();
    m_payload.set_address(address);
    m_payload.set_byte_enable_ptr(byte_enable);
    m_payload.set_data_ptr(data);
    m_payload.set_data_length(nbytes);
    m_payload.set_srcid(m_srcid);
    m_payload.set_trdid(0);
```

```
    m_payload.set_pktid(0);
    // set the phase
    m_phase= soclib::tlmt::TLMT_CMD;
    // send the VCI command packet...
    p_vci_initiator->nb_transport_fw(m_payload, m_phase, m_local_time);
    // thread is descheduled, waiting for the response
    wait(m_rsp_event);
    // lookahead management
    m_counter++ ;
    if (m_counter >= m_lookahead) {
      m_counter = 0 ;
      wait(sc_core::SC_ZERO_TIME) ;
    }
  } // end while

} // end execLoop()

////////////////////////////////////////////////////////////
// Interface Function to  receive the response packet
////////////////////////////////////////////////////////////
 tlm::tlm_sync_enum my_initiator::vci_rsp_received
( soclib_vci_types::tlm_payload_type &payload, // payload
  soclib_vci_types::tlm_phase_type   &phase,   // phase
  sc_core::sc_time                   &time     // time
 )
{
  switch(phase){
  case soclib::tlmt::TLMT_RSP :
    setLocalTime(time);
    m_rsp_event.notify(0 * UNIT_TIME);
    break;
  case soclib::tlmt::TLMT_INFO :
    payload.set_local_time_ptr(&m_localTime);
    payload.set_activity_ptr(&m_activity);
    break;
  }
  return tlm::TLM_COMPLETED;
} // end vci_rsp_received()
```

E) VCI target modeling

In this example, the **my_target** component handles all VCI command types in the same way, and there is no error management.

E.1) Member variables & methods

The class **my_target** inherits from the class **sc_core::sc_module**. The class **my_target** contains a member variable **p_vci_target** of type **tlmt_simple_target_socket**, representing the VCI target port. It contains an interface function to handle the received VCI command packets, as described below.

E.2) Receiving a VCI command packet

To receive a VCI command packet, an interface function must be defined as a member function of the class **my_target**. This function (named **vci_cmd_received()** in the example), is executed each time a VCI command packet is received on the **p_vci_target** port. The function name is not constrained, but the arguments must respect the following prototype:

```
  tlm::tlm_sync_enum vci_cmd_received
```

```
( soclib_vci_types::tlm_payload_type &payload,      // payload
  soclib_vci_types::tlm_phase_type   &phase,       // phase (TLMT_CMD)
  sc_core::sc_time                   &time);       // time
```

The return value (type tlm::tlm_sync_enum) is not used in this TLM-T implementation, and must be sytematically set to tlm::TLM_COMPLETED.

E.3) Sending a VCI response packet

To send a VCI response packet the call-back function **vci_cmd_received()** uses the **nb_transport_bw()** method, defined by TLM2.0, that is a member function of the class **tlmt_simple_target_socket**, and has the same arguments as the **nb_transport_fw()** function. Respecting the general TLM2.0 policy, the payload argument refers to the same **tlmt_vci_payload** object for both the **nb_transport_fw()** and **nb_transport_bw()** functions, and the associated interface functions. Only two values are used for the **response_status** field in this TLM-T implementation:

- TLM_OK_RESPONSE
- TLM_GENERIC_ERROR_RESPONSE

For a reactive target, the response packet time is computed as the command packet time plus the target intrinsic latency.

```
tlm::tlm_sync_enum vci_cmd_received (
    soclib_vci_types::tlm_payload_type &payload,
    soclib_vci_types::tlm_phase_type   &phase,
    sc_core::sc_time                   &time)
 {
...
 payload.set_response_status(soclib::tlmt::TLM_OK_RESPONSE);
 phase = soclib::tlmt::TLMT_RSP;
 time = time + (nwords * UNIT_TIME);
 p_vci_target->nb_transport_bw(payload, phase, time);
 }
```

E.4) Target Constructor

The constructor of the class **my_target** must initialize all the member variables, including the **p_vci_target** port. The **vci_cmd_received()** function being executed in the context of the thread sending the command packet, a link between the **p_vci_target** port and the call-back function must be established. The **my_target** constructor must be called with the following arguments:

```
p_vci_target.register_nb_transport_fw(this, &my_target::vci_cmd_received);
```

E.5) VCI target example

```
//////////////////////////// my_target.h ////////////////////////////////

#include "tlm.h"                          // TLM headers
#include "tlmt_transactions.h"            // TLM-T headers
#include "tlmt_simple_target_socket.h"    // TLM-T SOCKET
#include "mapping_table.h"
#include "soclib_endian.h"

class my_target
  : public sc_core::sc_module
{
 private:
```

```
  typedef soclib::tlmt::VciParams<uint32_t,uint32_t,4> vci_param;

//////////////////////
// Member variables
//////////////////////
  uint32_t m_targetid;
  soclib::common::MappingTable m_mt;

  //////////////////////
  // Interface Function
  //////////////////////
  tlm::tlm_sync_enum vci_cmd_received
  ( soclib_vci_types::tlm_payload_type &payload,      //  payload
    soclib_vci_types::tlm_phase_type   &phase,        //  phase
    sc_core::sc_time                   &time);        // time

 protected:
  SC_HAS_PROCESS(my_target);

//////////////////////
// ports
//////////////////////
 public:
  tlmt_simple_target_socket<my_target,32,soclib_vci_types> p_vci_target;

//////////////////////
// constructor
//////////////////////
  my_target(sc_core::sc_module_name            name,
         const soclib::common::IntTab       &index,
         const soclib::common::MappingTable &mt);
};

//////////////////////////// my_target.cpp ////////////////////////////////

//////////////////////
// constructor
//////////////////////
my_target::my_target
           ( sc_core::sc_module_name name,
             const soclib::common::IntTab &index,
             const soclib::common::MappingTable &mt)
           : sc_module(name),
           m_mt(mt),
           p_vci_target("p_vci_target")
{
  // link the interface function to the VCI port
  p_vci_target.register_nb_transport_fw(this, &my_target::vci_cmd_received);

  m_targetid = m_mt.indexForId(index);
}

//////////////////////
// Interface function
//////////////////////
tlm::tlm_sync_enum my_target::vci_cmd_received
                        ( soclib_vci_types::tlm_payload_type &payload, // payload
                          soclib_vci_types::tlm_phase_type   &phase,   //  phase
                          sc_core::sc_time                   &time)    // time
{
  int nwords = payload.get_data_length() / vci_param::nbytes;
  switch(payload.get_command()){
  case soclib::tlmt::VCI_READ_COMMAND:
  case soclib::tlmt::VCI_WRITE_COMMAND:
  case soclib::tlmt::VCI_LOCKED_READ_COMMAND:
  case soclib::tlmt::VCI_STORE_COND_COMMAND:
```

```
        payload.set_response_status(tlm::TLM_OK_RESPONSE);
        break;
    default:
       payload.set_response_status(tlm::TLM_GENERIC_ERROR_RESPONSE);
       break;
  }
       phase = soclib::tlmt::TLMT_RSP
       time = time + (nwords * UNIT_TIME);
       p_vci_target->nb_transport_bw(payload, phase, time);
       return tlm::TLM_COMPLETED;
}
```

F) VCI Interconnect modeling

The VCI interconnect used for the TLM-T simulation is a generic interconnection network, named **VciVgmn**. The two main parameters are the number of initiators, and the number of targets. In TLM-T simulation, we don't want to reproduce the detailed, cycle-accurate, behavior of a particular interconnect. We only want to simulate the contention in the network, when several VCI intitiators try to reach the same VCI target.

> In a physical network such as the multi-stage network described in Figure 2.a, conflicts can appear at any intermediate switch.

The **VciVgmn** network, described in Figure 2.b, is modeled as a cross-bar, and conflicts can only happen at the output ports. It is possible to specify a specific latency for each input/output couple. As in most physical interconnects, the general arbitration policy for each output port is round-robin.

F.1) Generic network modeling

> There is actually two fully independent networks for VCI command packets and VCI response packets. There is a routing function for each input port, and an arbitration function for each output port, but the two networks are not symmetrical :

- For the command network, the arbitration policy is distributed: there is one arbitration thread for each output port (i.e. one arbitration thread for each VCI target). Each arbitration thread is modeled by a SC_THREAD, and contains a local time. This time represents the target local time.
- For the response network, there are no conflicts, and there is no need for arbitration. Therefore, there is no thread (and no local time) and the response network is implemented by simple function calls.

This is illustrated in Figure 3 for a network with 2 initiators and three targets :

F.2) Arbitration Policy

As described above, there is one **cmd_arbitration** thread associated to each VCI target. This thread is in charge of selecting one timed request between all possible requesters, and to forward it to the target. According to the PDES principles, the arbitration thread must select the request with the smallest timestamp. The arbitration process must take into account the actual state of the VCI initiators: For example a DMA coprocessor that has not yet been activated will not send request and should not participate in the arbitration process. As a general rule, each VCI initiator must define an **active** boolean flag, defining if it should participate to the arbitration. This **active** flag is

always set to true for general purpose processors. Any arbitration thread receiving a timed request is resumed. It must obtain an up to date timing & activity information for all its input channels before making any decision. To do that, the **m_local_time** and **m_activity_status** variables of all VCI initiators are considered as public variables, that can be accessed (read only) by all arbitration threads. The arbitration policy is the following : The arbitration thread scans all its input channels, and selects the smallest time between the active initiators. If there is a request, this request is forwarded to the target, and the arbitration thread local time is updated. If there is no request from this initiator, the thread is descheduled and will be resumed when it receives a new request.

For efficiency reasons, in this implementation, each arbitration thread constructs - during elaboration of the simulation - two local array of pointers (indexed by the input channel index) to access the **m_local_time** and **m_activity_status** variables of all VCI initiators. To get this information, each arbitration thread uses the **nb_transport_bw()** function on all its VCI target ports, with a dedicated value for the phase called **soclib::tlmt::TLMT_INFO**. The payload argument refers to the same **tlmt_vci_payload** object as the two other phase values (**soclib::tlmt::TLMT_CMD** and **soclib::tlmt::TLMT_RSP**).

```
for (size_t i=0;i<m_nbinit;i++) {
    phase   = soclib::tlmt::TLMT_INFO;
    m_RspArbCmdRout[i]->p_vci->nb_transport_bw(payload, phase, rspTime);
    m_array[i].ActivityStatus = payload.get_activity_ptr();
    m_array[i].LocalTime = payload.get_local_time_ptr();
}
```

As the net-list of the simulated platform mus be explicitely defined before constructing the LocalTime and ActivityStatus arrays, the vgmn hardware component provides an utility function **fill_time_activity_arrays()** that must be called in the SystemC top-cell, before starting the simulation.