

OBC Simulator Architectures and Interfaces to System Test Benches (LeonSVF)

**GSTP + StrIn + Lab investment activity
progress presentation**

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Prime: Astrium SAS Toulouse/Airbus
Consultant: Ingespace SARL (Toulouse)
Subco: Terma AS (Copenhagen)**

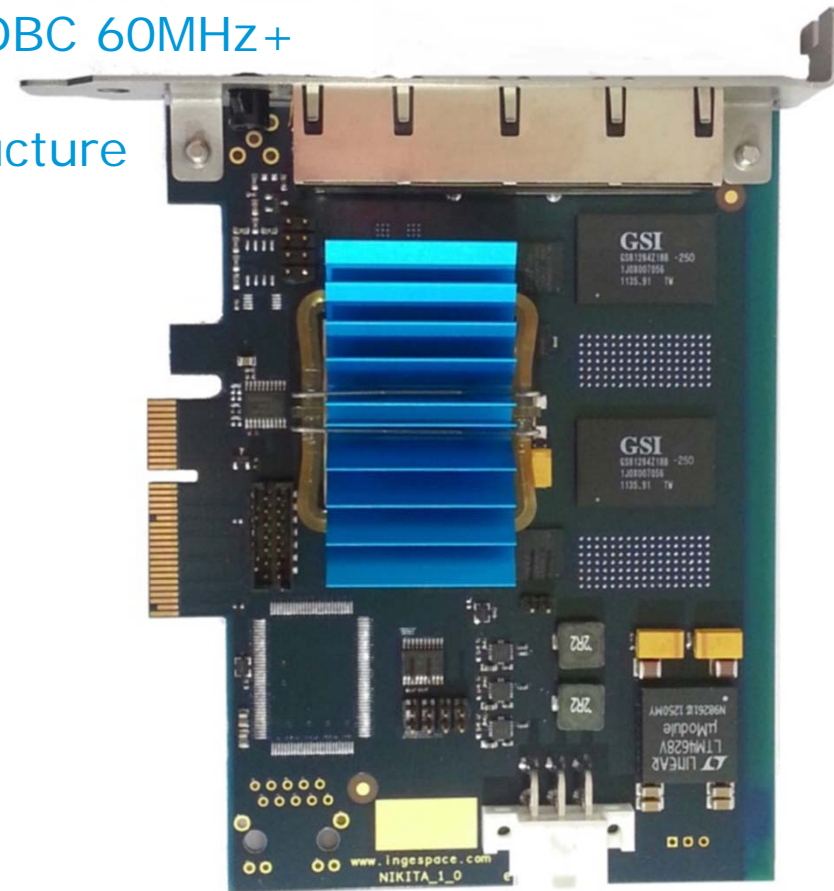
Skipping to conclusions: Leon Emulation Board (LEB)



Do you need a Leon System on Chip emulator?

- 100% representative
- simulate in real time a S/C with OBC 60MHz+
- works in Eurosim, SimTG
- easy to integrate in your infrastructure
- easy to operate
- ...

Leon Emulation Board !



Skipping to conclusions: Leon Emulation Board (LEB)



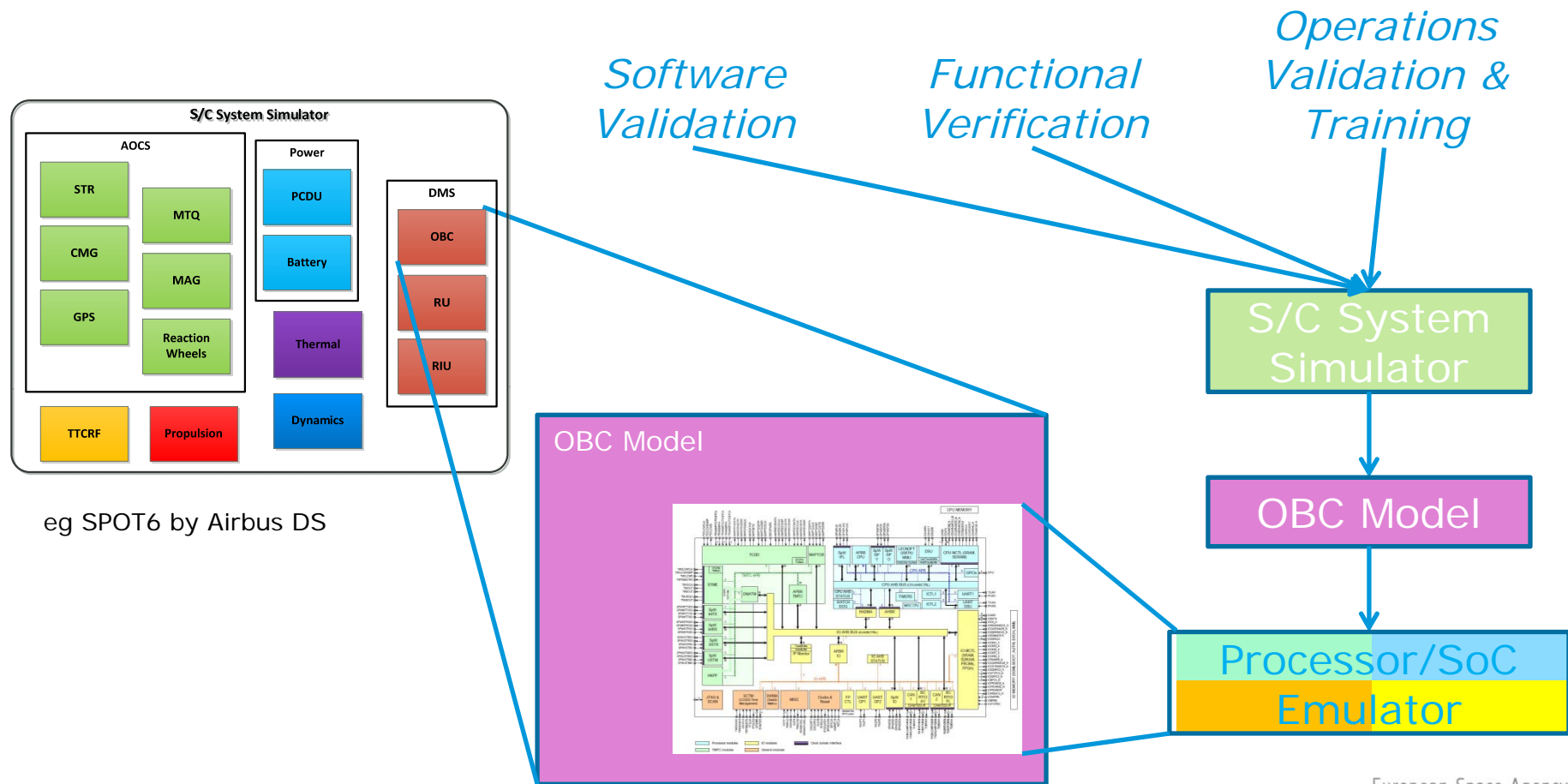
Easy to tailor to another SoC

LEON2 configuration	LEON3 configuration	SCOC3-inspired configuration (extension of LEON3 config)	Another SoC ????
<ul style="list-style-type: none"> - Leon2FT@100Mhz - GRFPU 	<ul style="list-style-type: none"> - Leon3@100Mhz - GRFPU 	<ul style="list-style-type: none"> - Leon3@100Mhz - GRFPU - SpW packets: Leon ↔ Sim SW - 2 Amba buses 	<ul style="list-style-type: none"> Leon2FT? Leon3? ...
<ul style="list-style-type: none"> - 4+4MB Leon PROM/EEPROM - 16 MB Leon SRAM at 0 wait states - 64 MB SDRAM - 4+4 MB for fast simulation of I/O mapped memories - SW Simulation on I/O and AMBA bus (APB and AHB) - UART characters Leon ↔ Simulation SW - Monitor and control of PIO, reset and watchdog pins 			
<ul style="list-style-type: none"> - Scheduler and Timed Events - GDB Server - Save and Restore of simulation contexts - API TSIM compliant (partly) plus extensions - Runs in Eurosim (Dutch Space) and in SimTG (Airbus DS) 			

1. Context and goals of the project
 - a. from CPU to SoC emulation with HW-in-the-loop
2. Work logic and status
3. Leon Emulation Board (LEB)
 - a. Functions, Leon2FT/Leon3, Performance
 - b. Future: multicore? DSU4?
4. HW/SW Co-engineering and the SysC/TLM SpW model
5. SOIS in system simulation
6. Conclusions

Context

When actual OBSW flight image and/or CPU instruction set are required

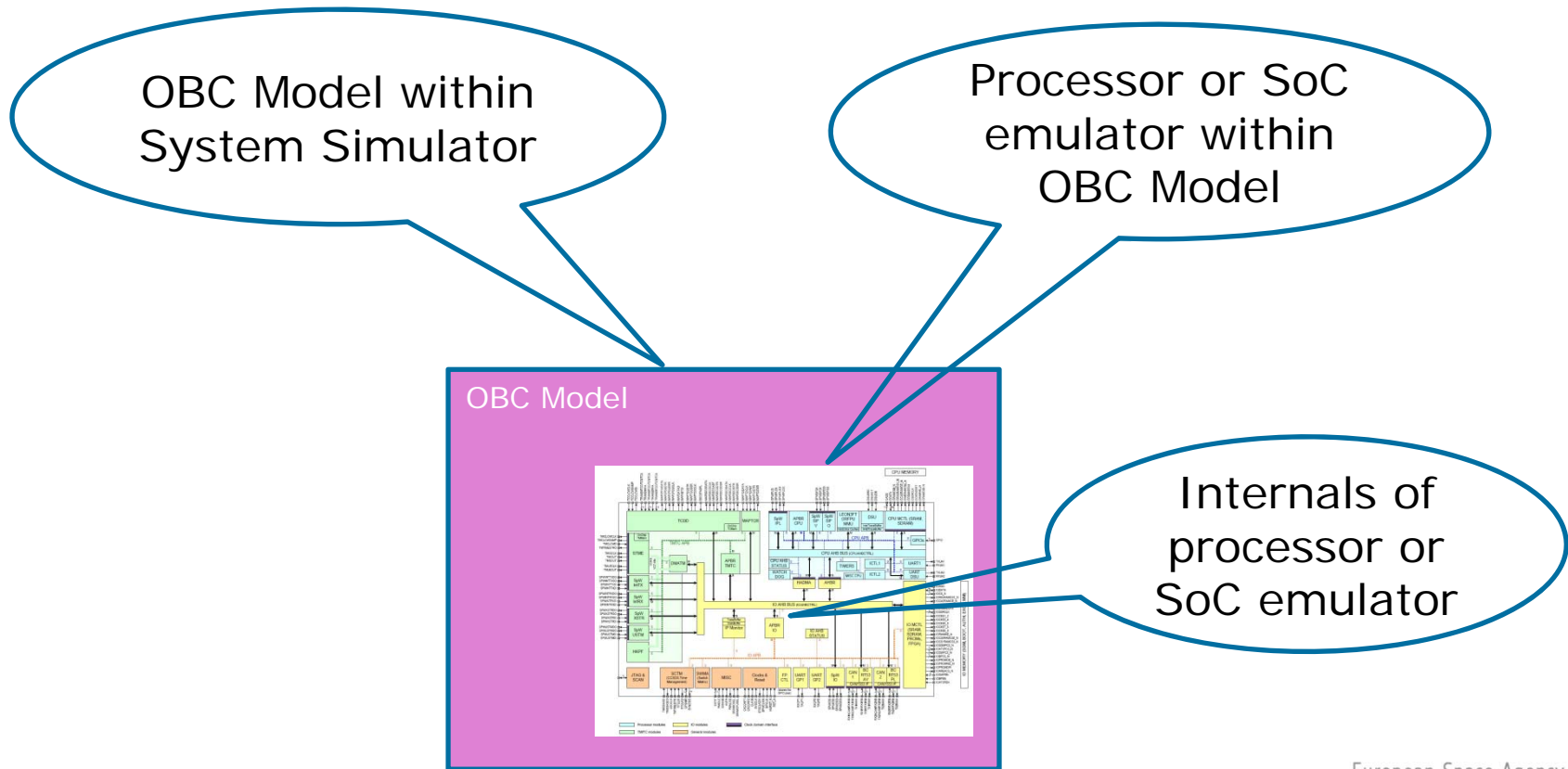


Context: the project



“OBC Simulator Architectures and Interfaces to System Test Benches”

Motive: Moving from processor emulators to System On Chip emulators



1. Instruction Set Simulation

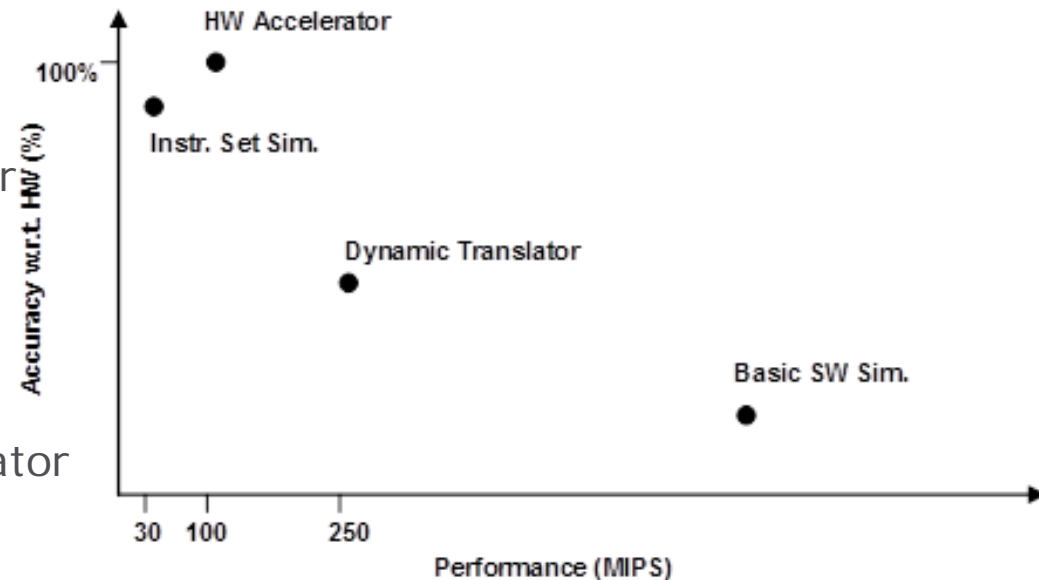
- a. TSIM: Aeroflex-Gaisler
- b. SimLeon: Airbus
- c. TS: Spacebel
- d. "ESOC simulator"

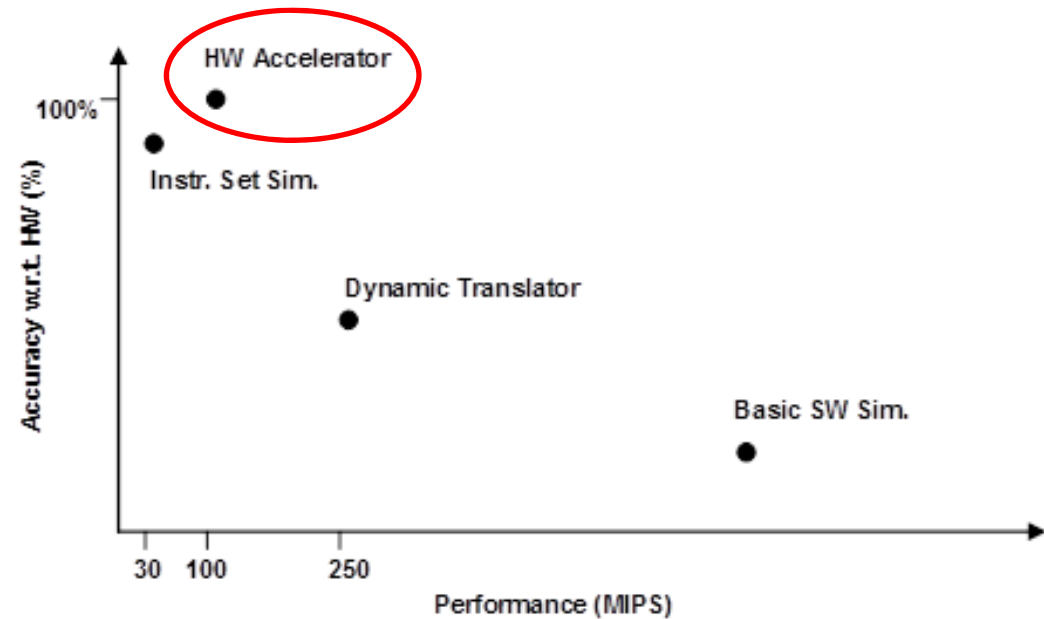
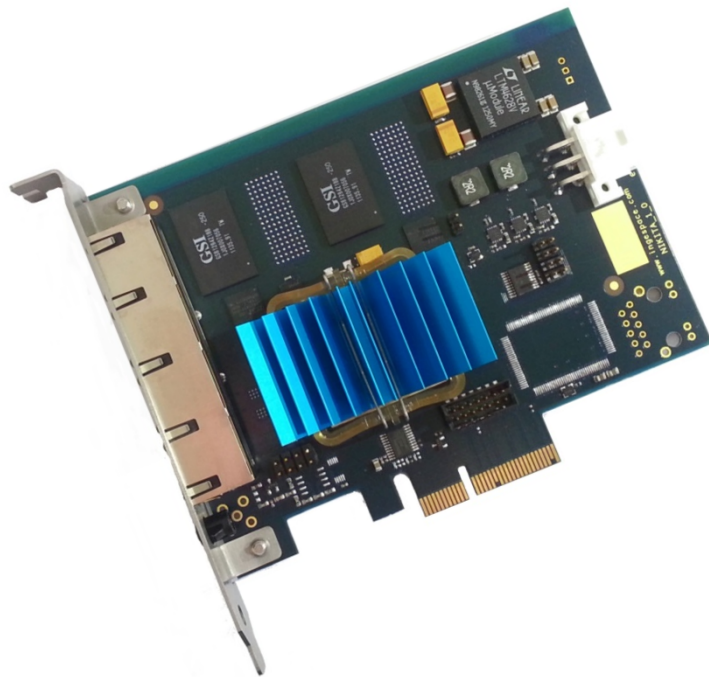
2. Just-in-time / Dynamic Translator

- a. QERx: SciSys
- b. SimLeon: Airbus

3. Hybrid (HW and SW in the loop)

- a. LeonSVF/Leon Emulator Board: ESA, Airbus, Ingespace & Terma
- b. TSIM-HW: Aeroflex-Gaisler
- c. EPICA-next: TAS, Ingespace
- d. MAS281, DSP21020 ... ERC32: SHaM architecture by ESA & Chess

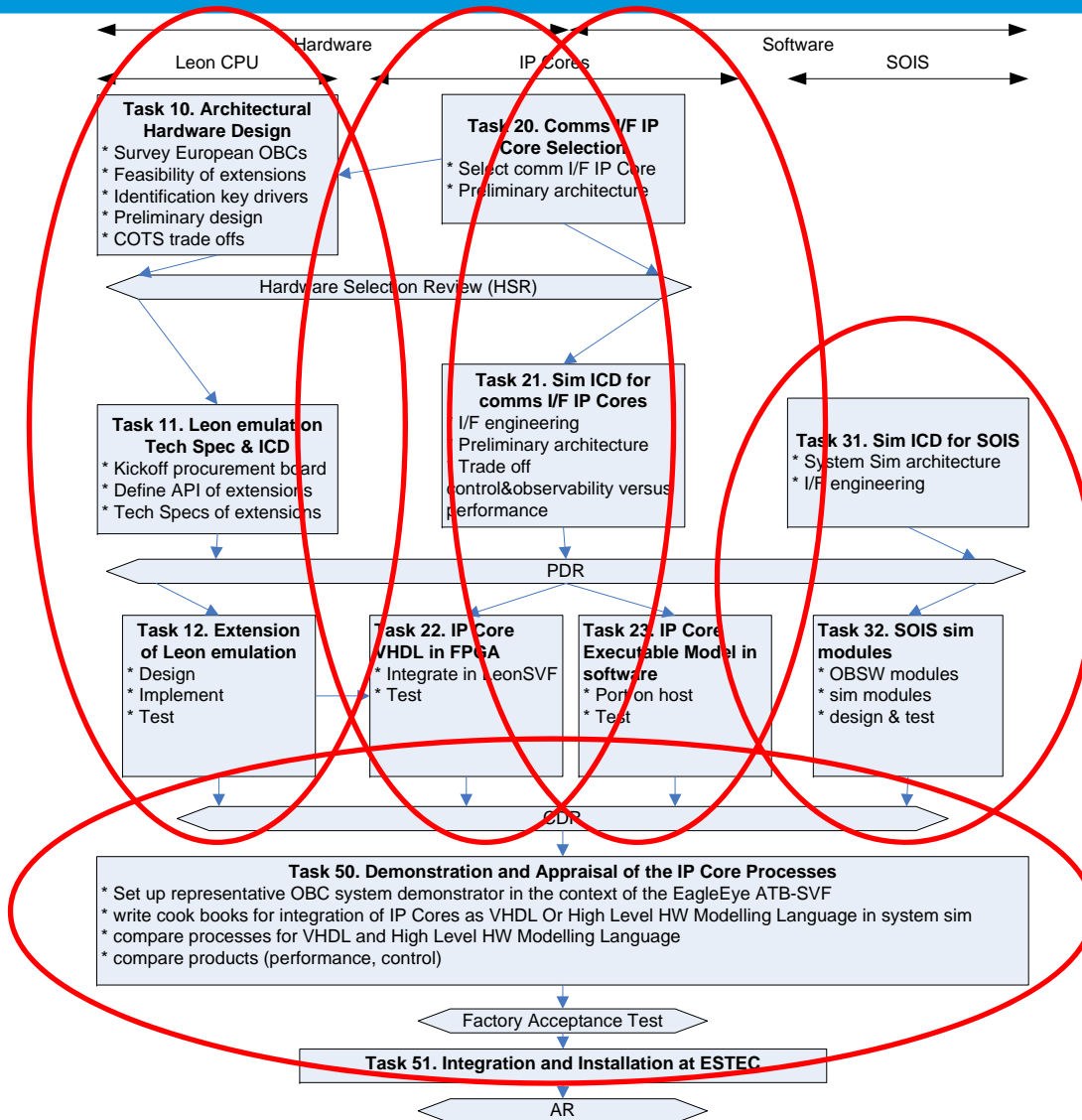




3. Hybrid (HW and SW in the loop)

- a. **LeonSVF/Leon Emulator Board:** ESA, Airbus, Ingespace, Terma
 - Leon Processor IP Core (HIL): actual VHDL runs in the FPGA
 - Other IP Cores (HIL/SIL): in FPGA and in workstation
 - I/O peripherals (SIL): simulated in workstation

Project work logic



Hybrid Processor Emulation

Hybrid SoC Emulation
(some IP Cores of SoC in HW)

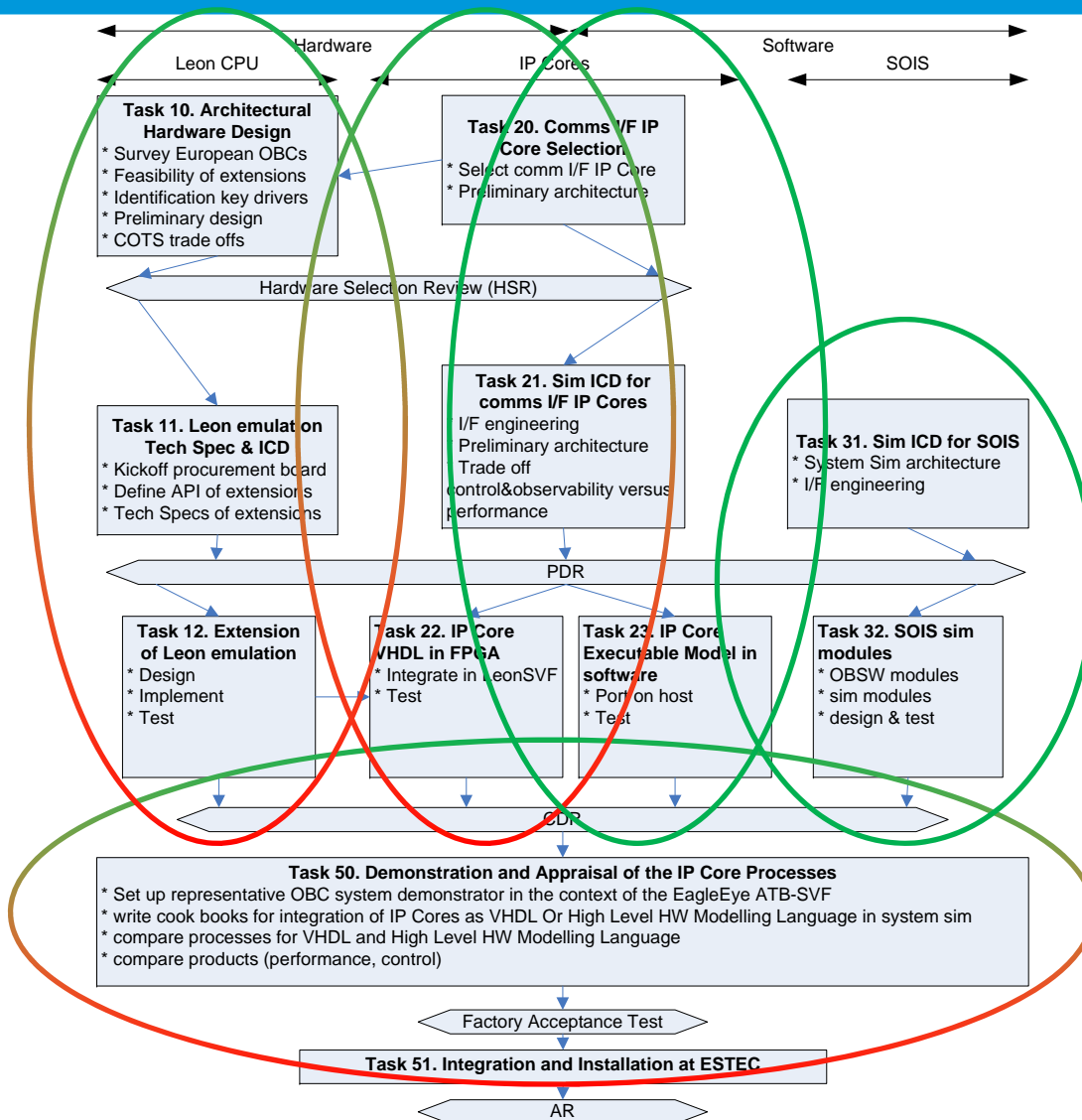
Hybrid SoC Emulation
(IP Cores of SoC in SW
Via HW/SW co-engineering)

No IP Cores of SoC:
abstracted at SOIS level

Demonstration:

- EagleEye@Eurosim/SMP2
- SPOT6(SCOC3)@SimTG

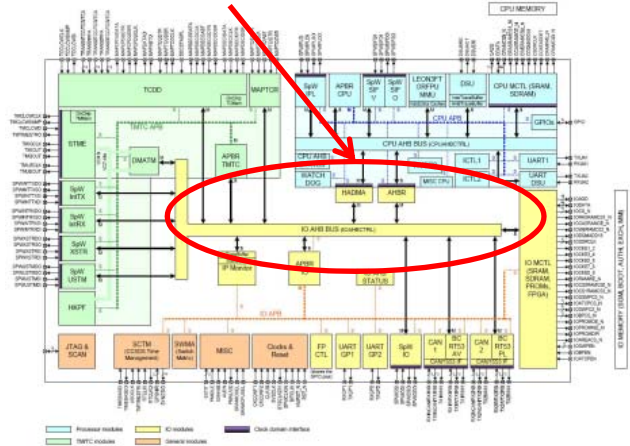
Project status



LEB (hybrid proc&SoC emu):

- Baseline functions: CDR
- Optional functions (CCN):
 - sDram: PDR
 - 2nd AMBA: CDR

2nd AMBA bus



Demonstration: in progress

- EagleEye@Eurosim/SMP2
 - with LEB and with TSIM
- SPOT6(SCOC3)@SimTG

LEB: simulation functions



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From old HIL emulators (ASIC) to new HIL emu (SoC in FPGA)

LEB: fundamental operational principle



- Simulated Real Time counter (SRT) \leftrightarrow Leon clock
- Leon clock & SRT are suspended/frozen when:
 - OBSW accesses I/O
 - OBSW accesses AMBA
 - SoC Tx/Rx a SpW packet / UART character / PIO pin toggles...
 - Simulation Time Events expires
- LEB calls back simulation SW via the PCI express bus (comm overhead)
- Simulation SW do their work:
 - provide data to / retrieves data from SoC (I/O, AMBA, RAM...)
 - Raise interrupts...
- Leon clock & SRT are resumed
- ... and so on...

LEB: Performance



example	
n. APB AMBA read / sSRT (suspend on PCIeexpress)	5,000
n. APB AMBA write / sSRT (suspend on PCIeexpress)	5,000
n. time events/sSRT (suspend on PCIeexpress)	1,000
throughput simulations → I/O mapped memory (across PCIeexpr) [KBytes/sSRT]	130 KB/s
throughput simulations ← I/O mapped memory (across PCIeexpr) [KBytes/sSRT]	130 KB/s
max OBC Frequency while real time [Mhz]	68 Mhz

sSRT = second of simulated time

LEB: performance



Stress Test : Airbus DS SCOC3 Simulation with small OBSW derived from SPOT6

Suspend Cause	Average number of occurrences per second SRT
Read into I/O Suspend Area	3452
Write into I/O Suspend Area	867
Amba Slave APB read	65
Amba Slave APB write	65
Amba Slave AHB read	1
Amba Slave AHB write	1
UART Byte sending	2
Timed event trigs	70
SPW packet emission	7521
Time Windows	128

More than 12 000 suspend per second

60Mhz OBC Simulation run in real-time

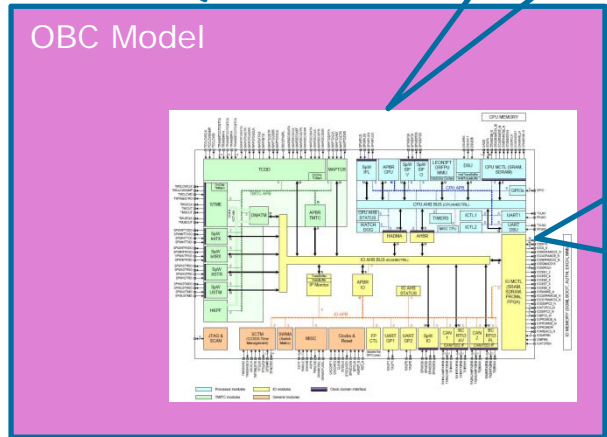
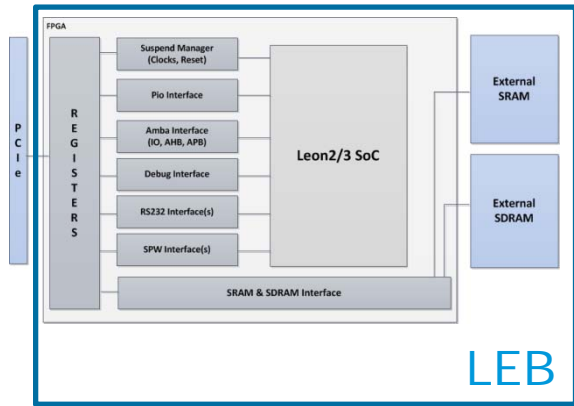
Read/Write Accesses on I/O Space	Data rate
OBSW read to IO Exclusion Area	8.12 MB/s
OBSW write to IO Exclusion Area	16.79 MB/s
OBSW read to IO Suspend Area	13.52 kB/s
OBSW write to IO Suspend Area	13.44 kB/s

OBC Simulator Architectures and Interfaces to System Test Benches

OBC Model within System Simulator:
 - SMP2
 - SpW packets between models

Processor or SoC emulator within OBC Model:
 TSIM with extensions

Internals of processor or SoC emulator:
 - Reusable VHDL simulation building blocks interface SoC at signal level where possible

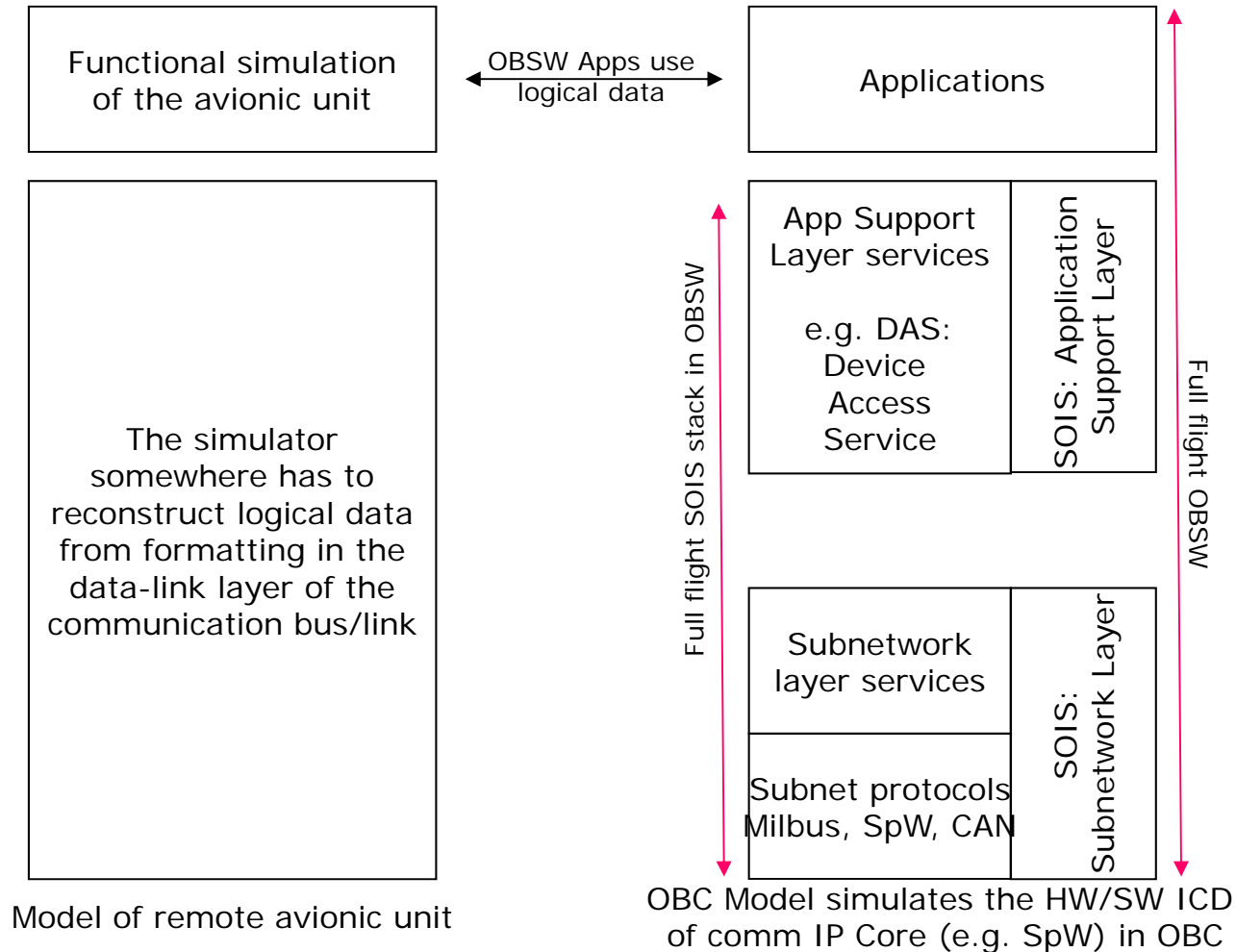


1. HW-engineer and SW-engineer cooperate on a single model (e.g.) of a functional block within a System On Chip
2. Used pre-existing SpaceWire SystemC/Transaction Level Model
3. Issues irrelevant to the goal of the SoW impaired the activity:
 - a. Documentation hard-to-read
 - b. HW/SW interface missing (the model targets the co/dec) → need to re-try with both goals in mind, HW-engineering, SW-engineering
 - c. could have reinterfaced → performance certainly poor for SVF
 - d. pushed out in favour of other key goals
4. Conclusion: need to try again

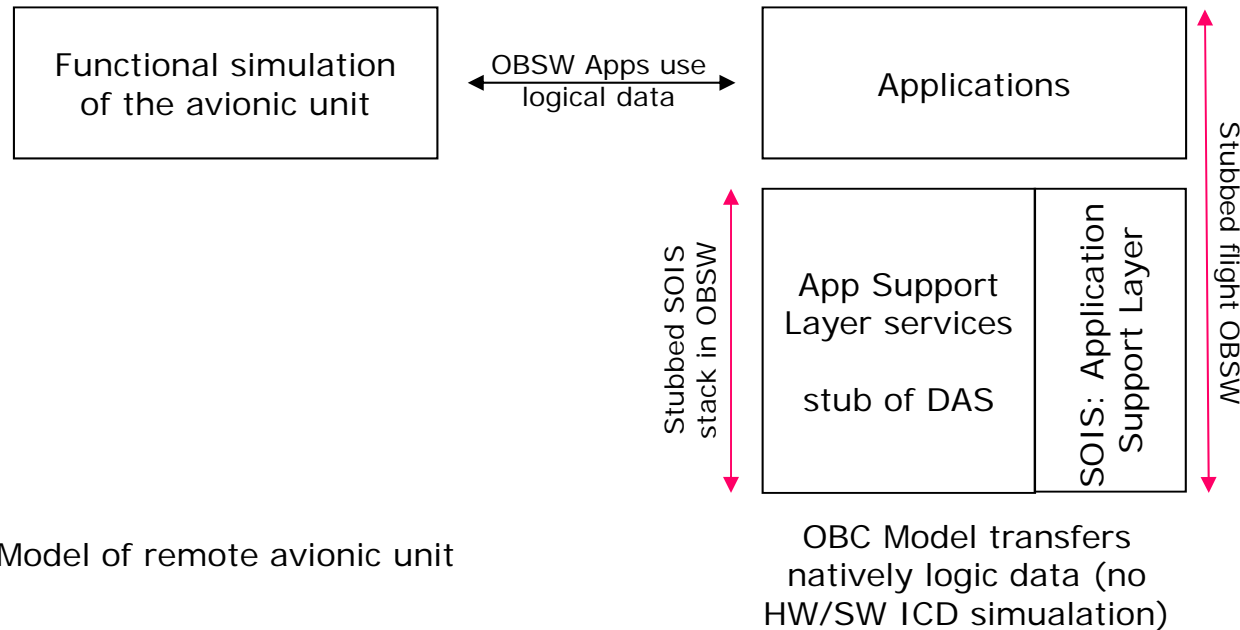
Interfaces: ignore IP Core, cut&simulate SOIS (1/2)



Can system simulator take advantage of SOIS-based OBSW in OBC?



Interfaces: ignore IP Core, cut&simulate SOIS (2/2)



Conclusion: we can swap between full OBSW&Payload and stubbed OBSW&Payload in the EagleEye@Eurosim.

Works in progress...

1. The Leon Emulation Board is
 - a. a mature product for processor and SoC HIL emulation
 - b. a building block for system simulators (SVF, FV, Ops Sim)
 - c. representative (real Leon VHDL)
 - d. high-performance: 60 MHz in real time in representative load
 - e. TSIM compatible, works in Eurosim & SimTG
2. **Please contact me if you want to try out an LEB**
3. LEB-ecosystem: mature and attractive technology for SoC simulation
 - a. will be even richer at next FPD
 - b. reusable blocks to tailor LEB easily to specific SoC
 - c. Multicore? FPGA-in-the-loop (LEB) or ASIC-in-the-loop
4. HW/SW co-engineering: to be tried again
5. SOIS stack offers convenient cuts in the simulators for high-level early software validation (nothing really new)