A Framework for Static Analysis of VHDL Code

Marc Schlickling Markus Pister

Compiler Design Lab Computer Science Dept. Saarland University AbsInt GmbH Science Park 1 Saarbrücken

7th Int'l Workshop on Worst-Case Execution Time Analysis







A 10

Outline

Motivation VHDL Analysis framework Conclusion





2 VHDL

- VHDL semantics
- Transformed semantics
- Analysis frameworkSimulation routine
 - Clock routine

4 Conclusion



- Computation of WCET is a key issue in validation of safety critical applications
- aiT
 - Based on abstract interpretation
 - WCET estimation mainly based on *pipeline analysis* modelling the processor pipeline and system controllers
 - Today: Pipeline models are hand-crafted
 - \implies time consuming and error-prone process
- Modern processors are derived from formal hardware descriptions
- Why not derive the pipeline analysis from the hardware description of a processor?

▲ □ ▶ ▲ □ ▶ ▲ □ ▶

Problems

- [Availability/Accessibility of hardware specification]
- Processor specification too large to be used in aiT
- Specification needs to be abstracted

Idea

- Use of static methods to derive an abstracted model that is suitable for use in aiT
- Use of PAG as powerful generator for static analyzers

In this talk

• Framework for static analysis of VHDL code

- 4 B b 4 B b

Structure

- VHDL model is transformed into CRL2 description
 - semantically equivalent
 - some syntactical modifications

 (e.g. switch statements are
 transformed into
 if-then-else statements)
- Analyzer based on PAG specification
- PAG generates code working on CRL2 description



/⊒ > < ∃ >

$\operatorname{CRL2}$

- Provides a textual description of a control flow graph
- Hierarchically organized in
 - Routines,
 - Basic blocks,
 - Instructions and
 - Edges
- Extendible using an attribute-value concept

・ 同 ト ・ ヨ ト ・ ヨ ト

/HDL semantics
Transformed semantics

VHDL

- Hardware description language
- Hierarchically organized
- Defined in the IEEE standard 1076
- Focus on
 - register-transfer-level (RTL)
 - synthesizable IEEE substandard 1076.6

```
entity counter is
 port(clk:in std_logic; rst:in std_logic;
       val:out std logic vector(2 downto 0));
end:
architecture rtl of counter is
  signal cnt:std_logic_vector(2 downto 0);
begin
 P1: process(clk,rst) is
    if (rst='1') then
      cnt<="000".
    elsif (rising edge(clk)) then
      cnt<=cnt+'1';</pre>
    end if:
  end:
 P2: process(cnt) is
    val<=cnt;
  end:
end:
```

(日) (同) (三) (三)

VHDL semantics Transformed semantics

VHDL semantics

- Two-level semantics
 - Process execution
 - $\bullet \ \ \mathsf{Synchronization} + \mathsf{Restart} + \mathsf{Time} \\$

Process execution

- Sequential, imperative semantics
- Assignments to signals are delayed
- Executes, until suspended (by wait statement)

Second level

- After all processes have suspended
- Check if restart of processes is necessary
 - Yes: restart these processes (delta cycle)
 - No: wait for timeout (theta cycle)
- Repeat

4 B b 4 B

Transformed semantics

- Ordering of process execution is not important
 - Variables are local
 - Signal assignments take effect only at synchronization point

Transform two-level semantics to one level

- Always execute all processes in fixed ordered loop
- Signal assignments can be viewed as assignments to new variables (copied at synchronization point)
 - assignment: s<='1'; ⇒ s_{new}:='1';
 - at sync: $s:=s_{new}$;
- Add a *guard* to process header to check, if reexecution in the next loop iteration is necessary
 - *Guard* true, iff process is restarted at synchronization of previous iteration

(日) (同) (三) (三)

VHDL semantics Transformed semantics

Result

Reducing two-level semantics to one level transforms the data-dependencies between processes into control-dependencies

- 4 同 6 4 日 6 4 日 6

э

Simulation routine Clock routine

Analysis framework

Simulation routine

- Sequential execution of processes modelled by *simul* routine
 - "Process execution" is guarded by the *simul_if* modelling the sensitivity list of the process
 - Analyzer decides, whether the edge to the call has to be taken or not
- Synchronization point is represented by *simul_wait*
- environment routine allows analysis of open designs



Simulation routine

Analyzing synchronous designs

- Clock events has to be modelled separately
- Introduced special *clock* routine signalizing rising or falling events via special attributes
- Suppress uninteresting events, e.g. Leon 2 SPARC V8 implementation completely triggered on rising clock edges
- Support for multiple clock domains



< ∃ >

Conclusion

- Framework eases the task of writing analyzers for VHDL
 Flexible and easy to extend due to the use of PAG
 Allows analysis of open and closed designs
 - environment routine allows handling of open signals
- Support for multiple clock domains

A 3 3 4 4

Questions are guaranteed in life; Answers aren't!

伺 ト く ヨ ト く ヨ ト

Abstractions in VHDL

- Dead-Code Elimination
 - Slice all parts being unreachable under a specified assumption away (e.g. *reset*-signal is always '1', value of a signal is within a specific range)
 - Decreases the size of the model
- Process Substitution
 - Replace a process with an abstract process
 - Semantic of the abstract process specified in an arbitrary language (e.g. C)
 - Changing of domains necessary
 - Transforming datatypes (e.g. *addresses* to *address intervals*)
- Memory Abstraction
 - Remove the memory from the VHDL model
 - Introduce new interface
 - Necessary to insert instructions into the model
 - Can be done by inserting abstract processes
 - Increases the size of the model

Generating a Timing Analysis

- Abstract the memory
 - Introduce interface to insert instruction into the model
- Find constraint: "When does an instruction leave the pipeline?"
 - Identify point in the model, where instructions complete
 - After passing this point, the completed instruction does not have any effect on signals, etc.
- Compute a backward slice for this constraint
 - All parts being not part of this slice have no effect on the timing

同 ト イ ヨ ト イ ヨ ト

Generating a Timing Analysis (cont.)

- Iterate until model is handable
 - Generate code for the model
 - Simulate the resulting model (using aiT)
 - Check for state explosions and
 - Check state differences
 - Substitute a process with an abstract one
 - e.g. cache abstraction
 - Eliminate dead code

A B > A B >

A D