

Early Hardware and Firmware Co-Development Using Hardware Acceleration

Joel Artmann

Medtronic

Presented at CDNLive Boston

August 2013



Introduction

- **Author**
 - Joel Artmann – Design and Verification Engineer at Medtronic.
 - Acknowledgements – EME Team
- **Medtronic**
 - Medical Device Technology and Therapies
 - Implantable Pacemakers and Defibrillators
- **EME**
 - Evaluation Methods and Environments
 - Verification Environment Group
- **Acceleration Use at Medtronic**
 - Enable FW Development on RTL Design Model
 - Reduce need for abstract model
 - Hardware and Firmware integration early in development

Agenda

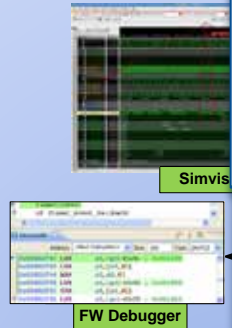
- Acceleration Use Cases
- Specific Challenges (Problem Statements)
- Results and Achievements
- Future Direction

Acceleration Use Cases

- FW Development
- Device Level Testing
- Co-Development & Debug

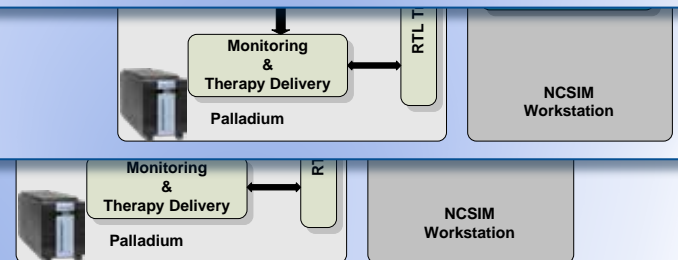
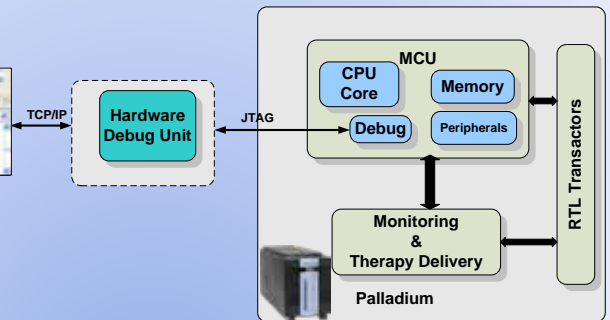
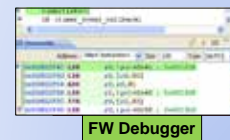
Co-Development

- } Legacy Test Support
- } Legacy Test API
- } FW Debugger
- } Simvision HW Debugger
- } RTL HW DUT

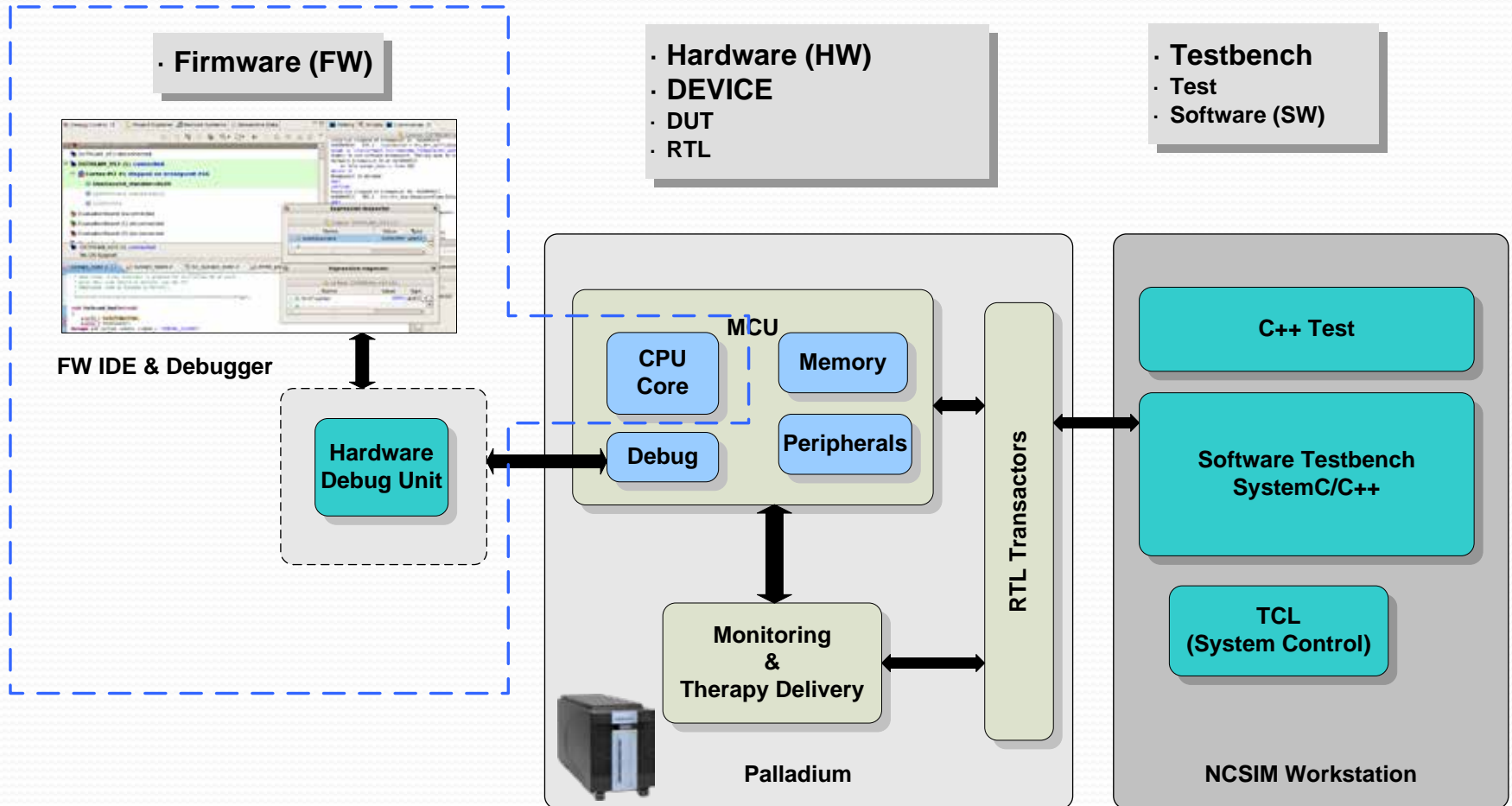


FW Development

- FW Development Studio (IDE)
- FW Debugger
- RTL HW DUT

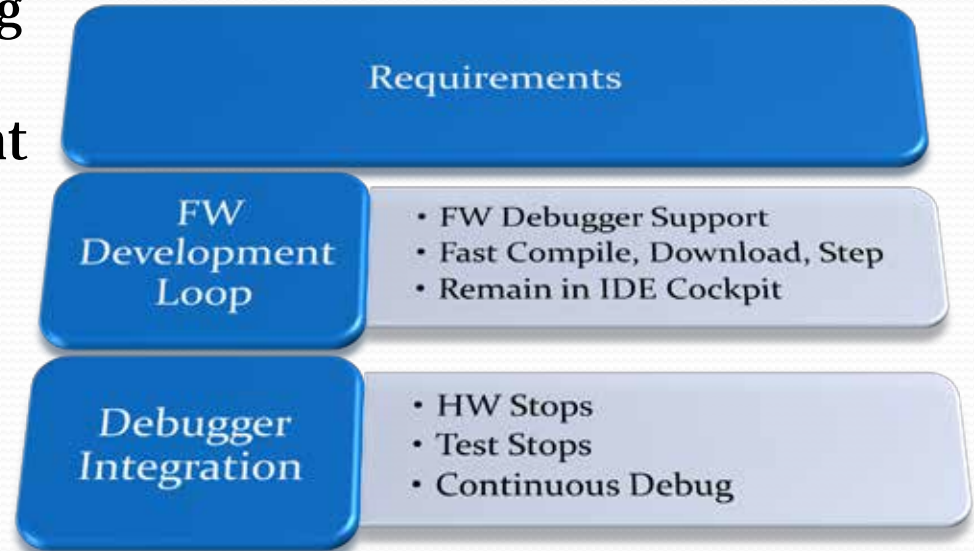


Terminology



Challenges

- Device Level Testing
 - Ported environment
 - Architecture most challenging
 - Device Level Coverage
- Co-Development Environment
- FW Development
 - FW Debugger Support
 - Fast Compile
 - High Speed Download
 - Quick Step
 - Low Loop Time Latency
 - Hardware Stops
 - Test Stops at a FW Breakpoint
 - Batch-able Tests



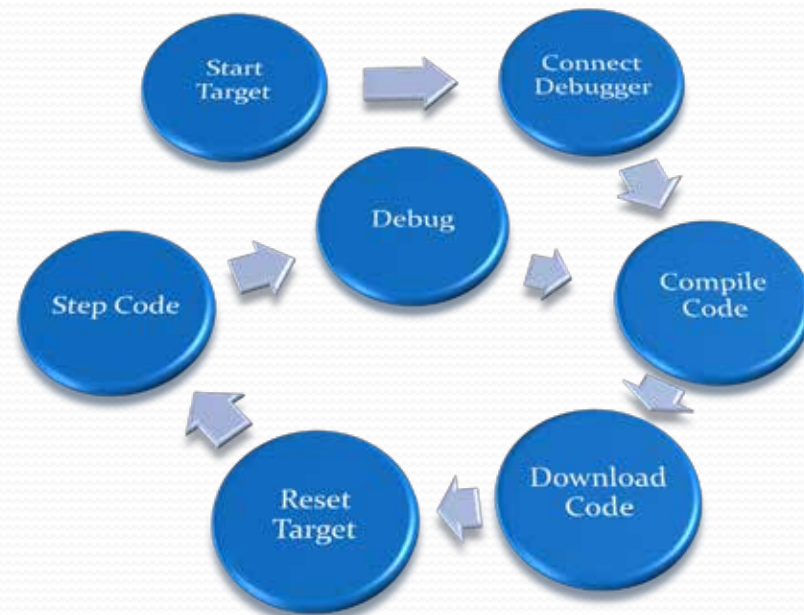
FW Development Loop

– Development & Debug Experience



FW Development Loop Expectations

- Start Target
- Connect Debugger
- Download Code
- Restart Target
- Step Code
- Debug
- Repeat

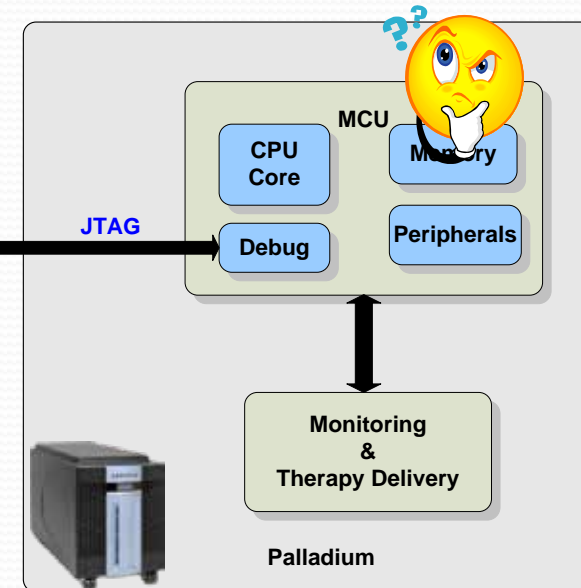
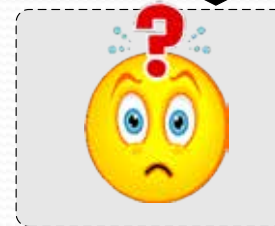


FW Development Loop – Hard?

- 1. Connect a FW debugger?
 - COTS Debugger
 - Virtual or Physical connection?
- 2. Load new FW?
 - No FLASH loader.
 - JTAG download is slow
- 3. Remain in IDE
 - Automatic Invocation with IDE.

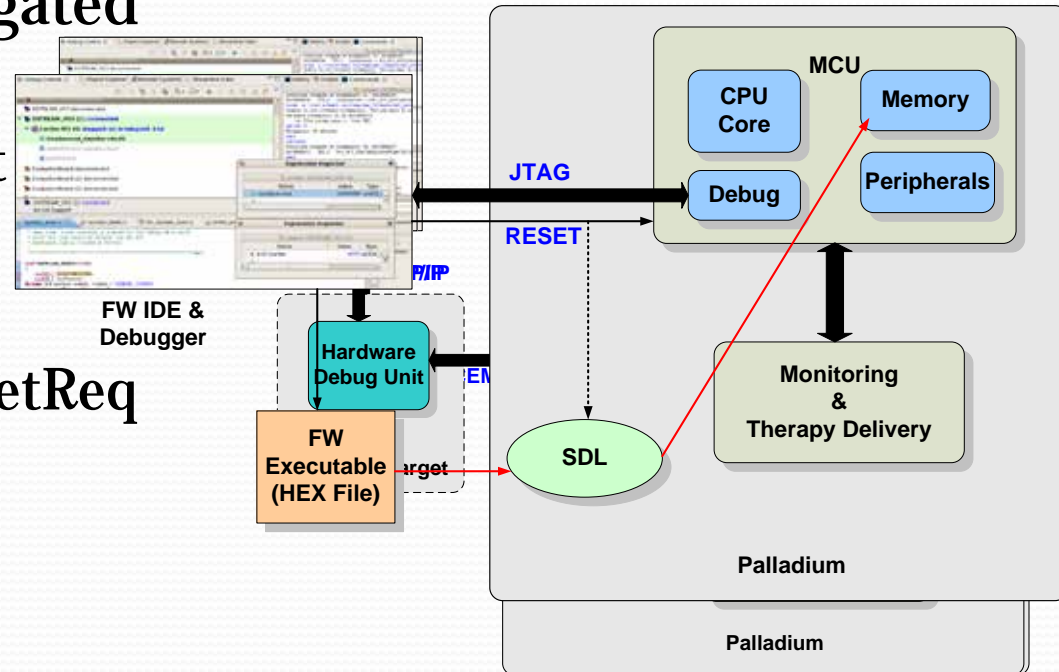


FW IDE & Debugger



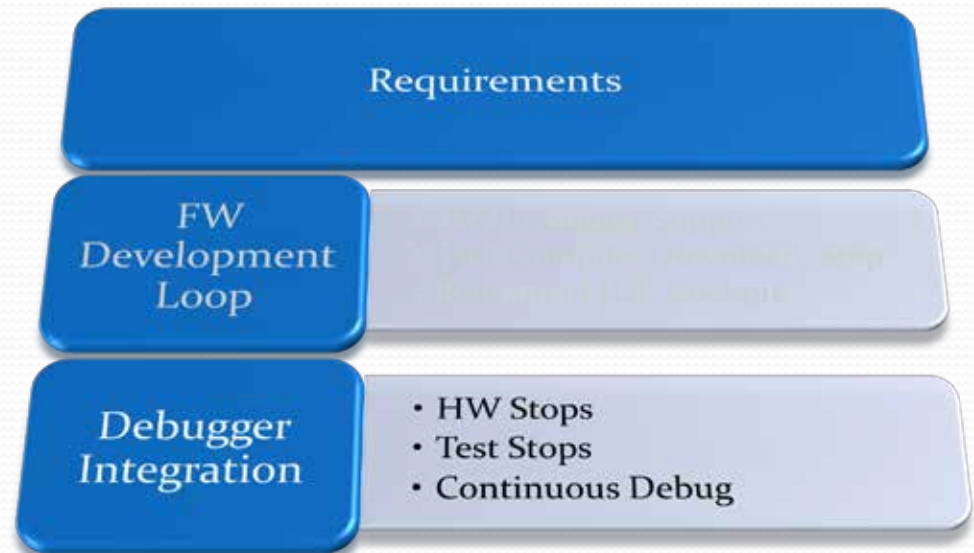
FW Development Loop - Solution

- 1. Software JTAG Investigated
 - Not optimal
 - Physical Debugger Unit
 - Dynamic Target Mode
- 2. “Soft” Load Code
 - SDL detects SystemResetReq
 - Automatically soft load memories
- 3. IDE Cockpit
 - Single “Button” starts target.
 - Builds are referenced.



Debugger Integration

- Hardware Stops at a FW Breakpoint
- Test Stops at a FW Breakpoint
- FW Breakpoints



FW Breakpoint &

supported

supported v

tion Ti

```
void OneSecond_Handler(void)
{
    uint32_t ticksToNext1Sec;
    uint32_t tickCounter;
    #pragma arm section rwdata, zidata = "GENERAL_CLEARED"
    static uint32_t next1second = 0;

    tickCounter = Drv_Hrt_GetTickCounter();
    next1second = next1second + NUM_OF_TICKS_IN_1_SEC;
    ticksToNext1Sec = NUM_OF_TICKS_IN_1_SEC - (tickCounter - next1second);
    if ( 2 * NUM_OF_TICKS_IN_1_SEC < ticksToNext1Sec)
    { // The two clocks are out of sync
        ticksToNext1Sec = NUM_OF_TICKS_IN_1_SEC;
        next1second = tickCounter + NUM_OF_TICKS_IN_1_SEC - 1;
    }
    Drv_Hrt_StartDedicatedTimerInTicks( HRT_TMR_8, ticksToNext1Sec, OneSecond_Handler );
    OneSecTsk();
}
```

Expression Inspector

Linked: JM_VS3 (1)

Name	Value	Type
tickCounter	65558	uint32_t
Enter new expression here		

Expression Inspector

Linked: JM_VS3 (1)

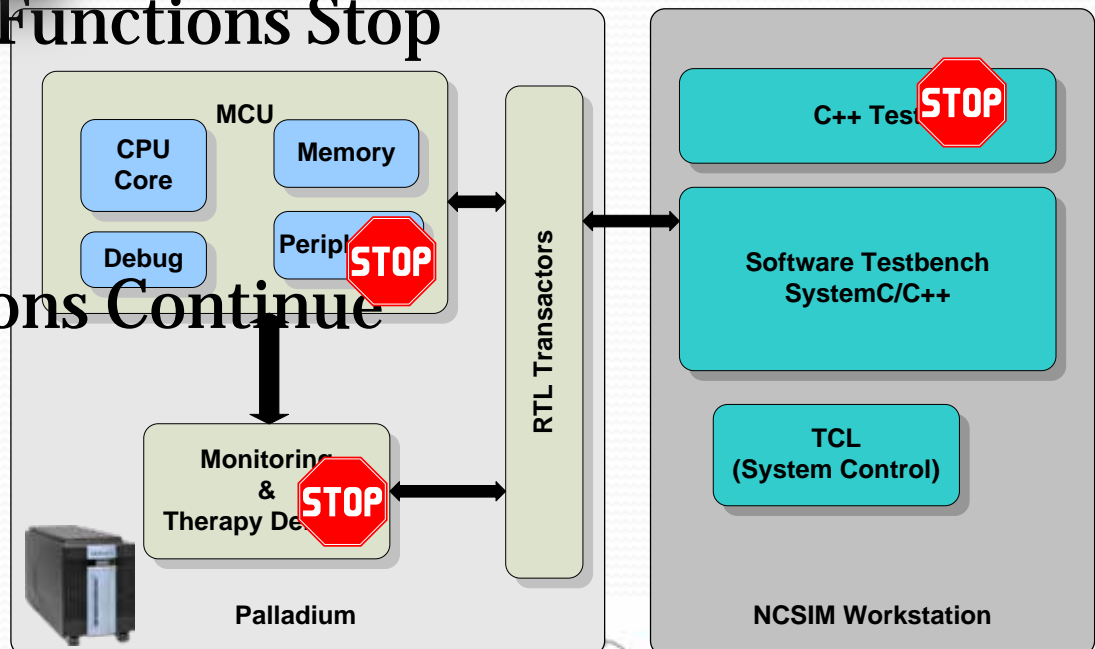
Name	Value	Type
next1second	0x0001800F	uint32_t
Enter new expression here		

– Critical Hardware Functions Stop

– Timers

– Device Features

– Debugger Operations Continue

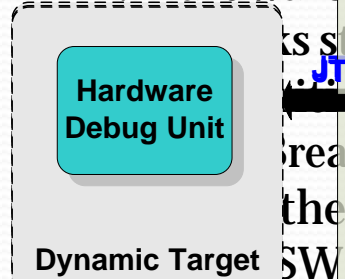


FW Breakpoints – Why Hard?

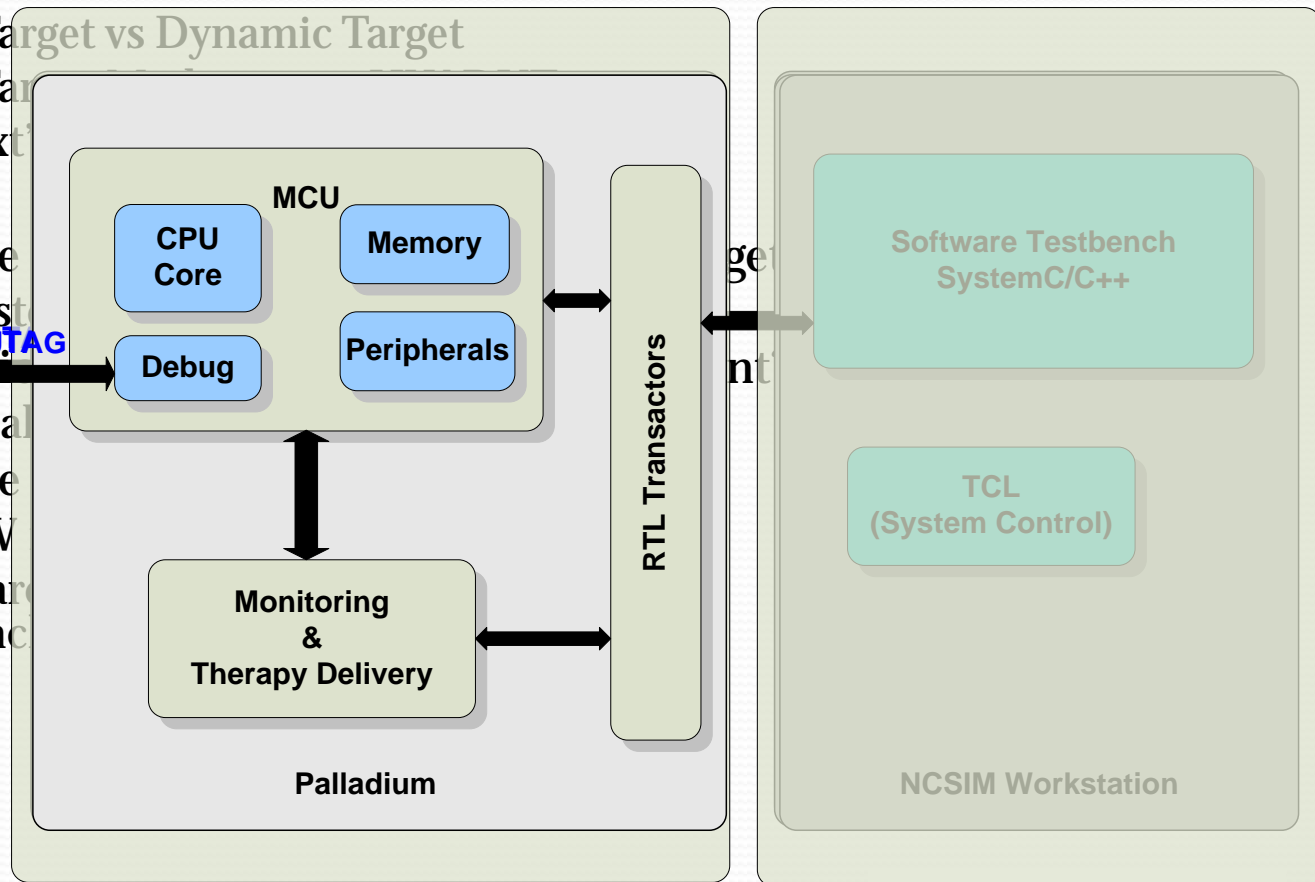
- Verification/Test Environment uses “TBrun” Static

- Static Target vs Dynamic Target
- Static Target
- “Context”

- 1. Hardware

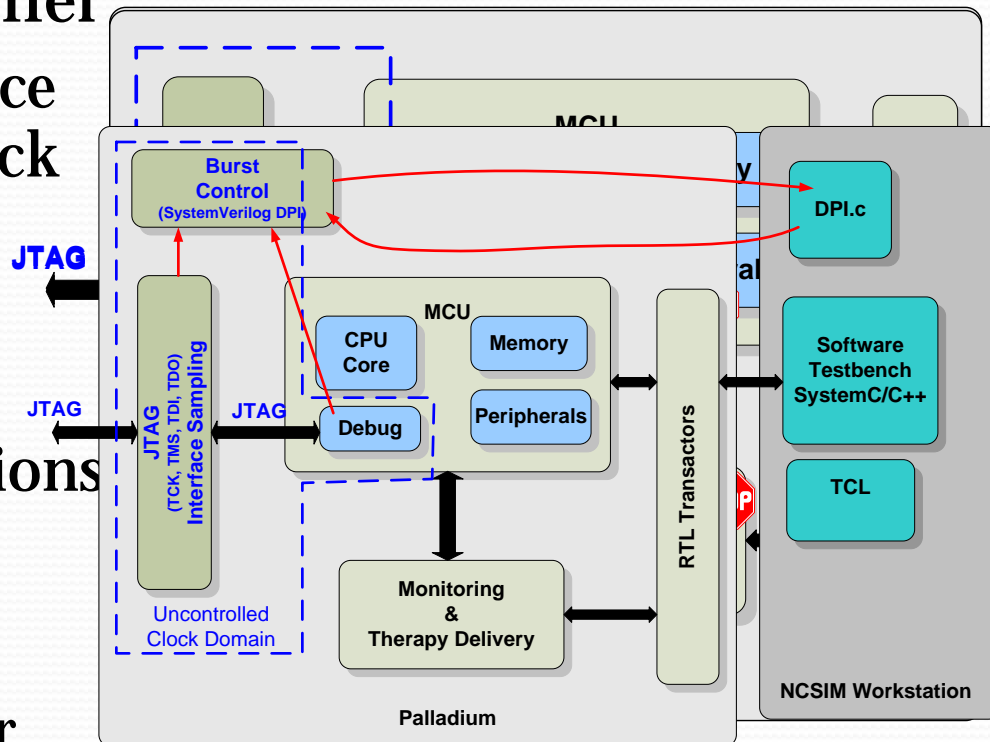


- Hardware Testbench









FW Breakpoint - Solution

- 1. Uncontrolled Clock Buffer
 - Hardware Target Interface to buffer Controlled Clock Stop
- 2. HALT Distribution
 - Stops GPTimers and Critical Hardware functions
- 3. SystemVerilog DPI
 - In-Circuit-Acceleration
 - While(1) in C waiting for hardware to give OkToRun.



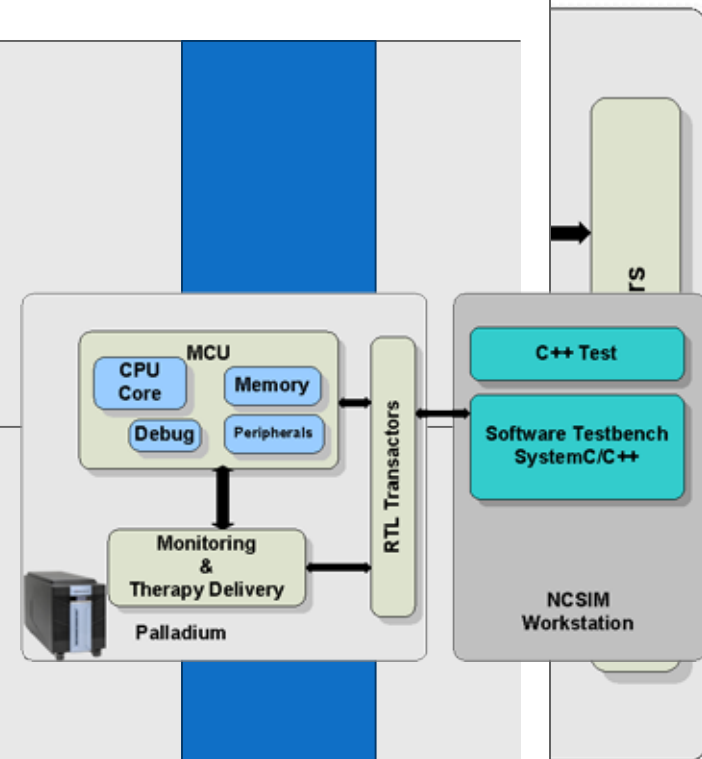
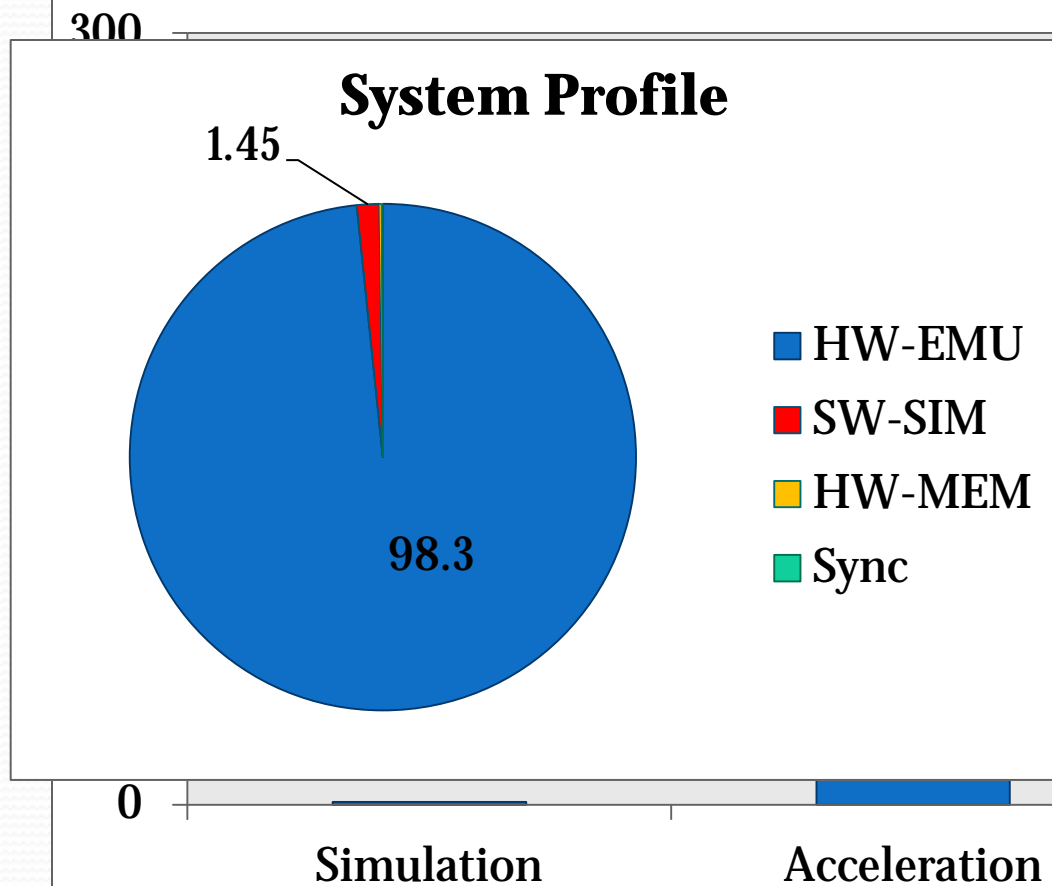
Scorecard



Requirement	Result	Solution
FW Debug Support		Physical Debug Unit
Fast Download, Fast Loop		SDL "Soft" Load of Code
Remain in IDE		Single "Click" button
HW Stop at Breakpoint		SDL Detects HALT Signal
Test Stops at Breakpoint		ICA + SystemVerilog
Continuous Debug		Uncontrolled Clock Domain Buffer

EME Accelerator Achievements

Relative Performance



Development
me
ction

Future

- Low Power Verification and Profiling
- Power Shut-off Verification with CPF
- Test Execution Management
 - Batch Run
 - Coverage Collection
 - Requirement Status
- Project Adoption

Summary

- Configurations Available
 - FW Development
 - Device Level Testing
 - Co-Development & Debug
- Capabilities Utilized
 - **TBA** – Testbench Integration with SCEMI
 - **SDL** – Soft Load, HALT Distribution
 - **ICA** – Dynamic Target with TBA
 - **Uncontrolled Clock** - Dynamic Target ICE Interface