



# High-level component based models for functional and non-functional properties of SoCs

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VERIMAG/Synchrone

SYNCHRON'14

# Introduction

- ❑ Systems-on-chip (SoC) are **ubiquitous** and **complex**
- ❑ There is a need for a formalism for high-level models of individual components, subsystem or full systems
- ❑ It must be:
  - hierarchical
  - executable
  - suitable for both bottom-up and top-down design
- ❑ The formalism has to support:
  - functional, extra-functional requirements (power, temperature)
  - translation into existing open standards (ex. TLM/SystemC)

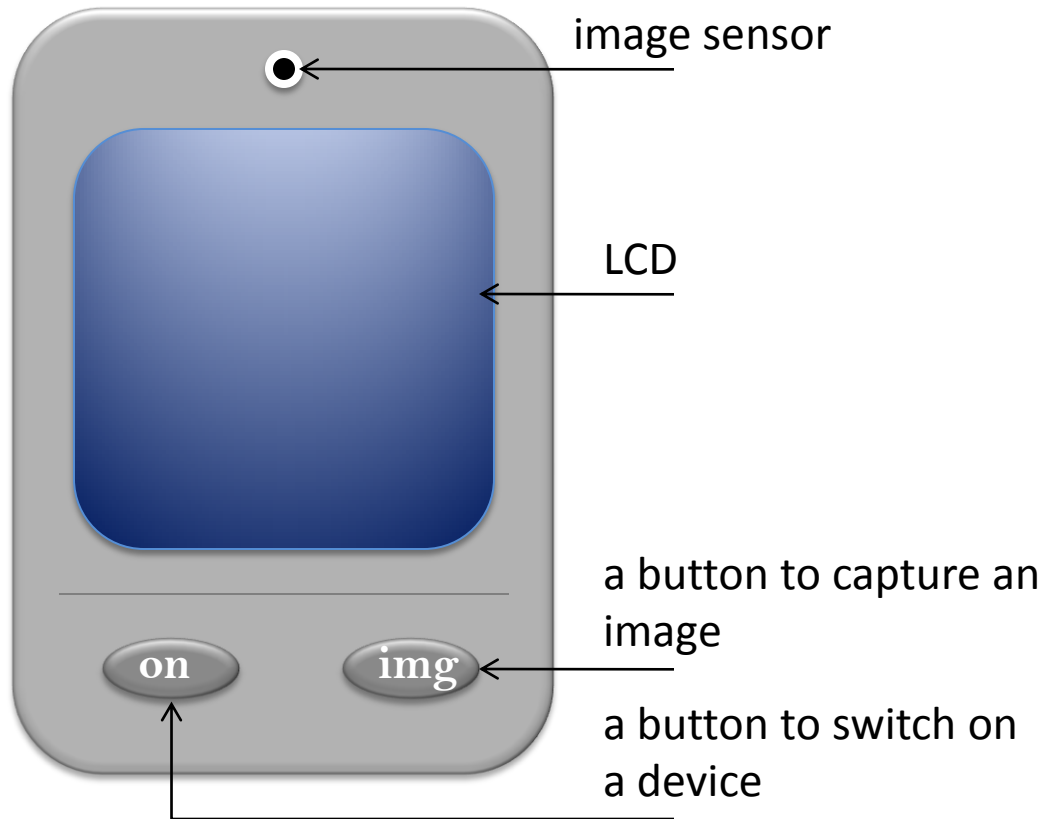
# Outline

- Introduction
- The case-study
- Background
- Non-deterministic specification of a component
- Ongoing work
- Conclusions

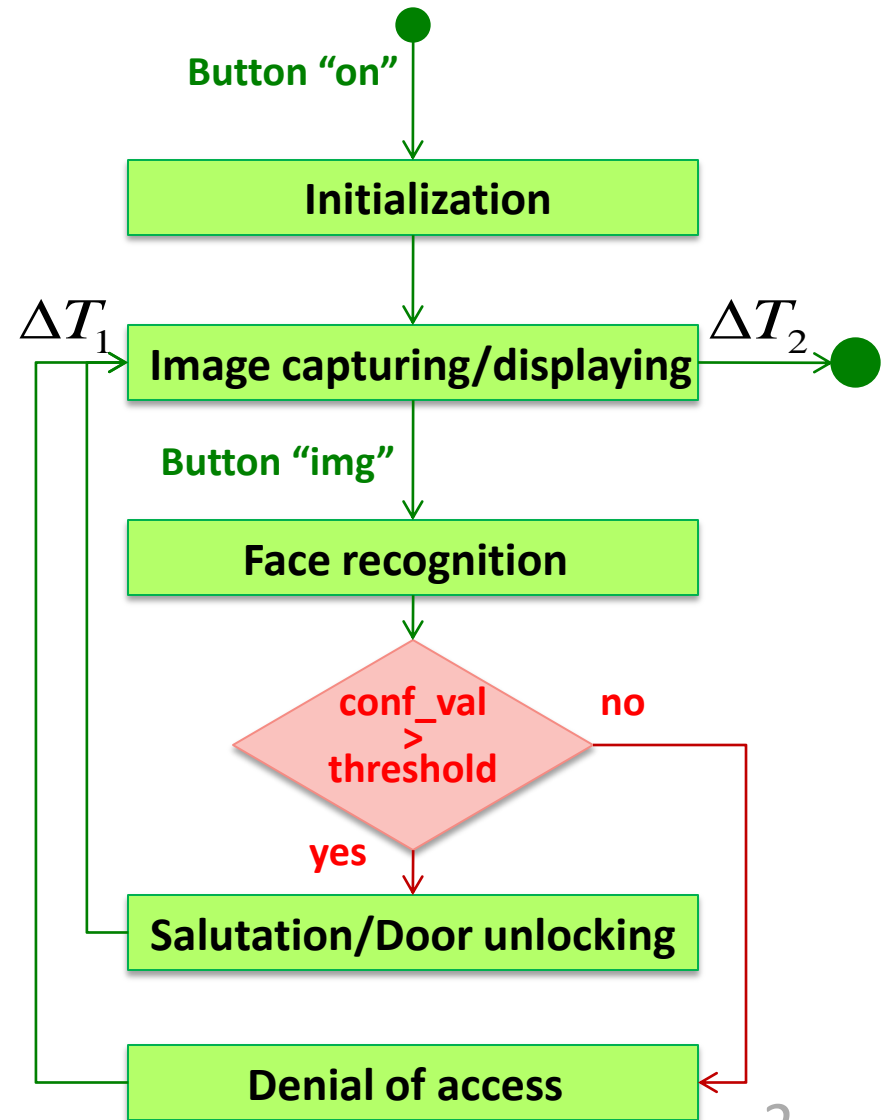
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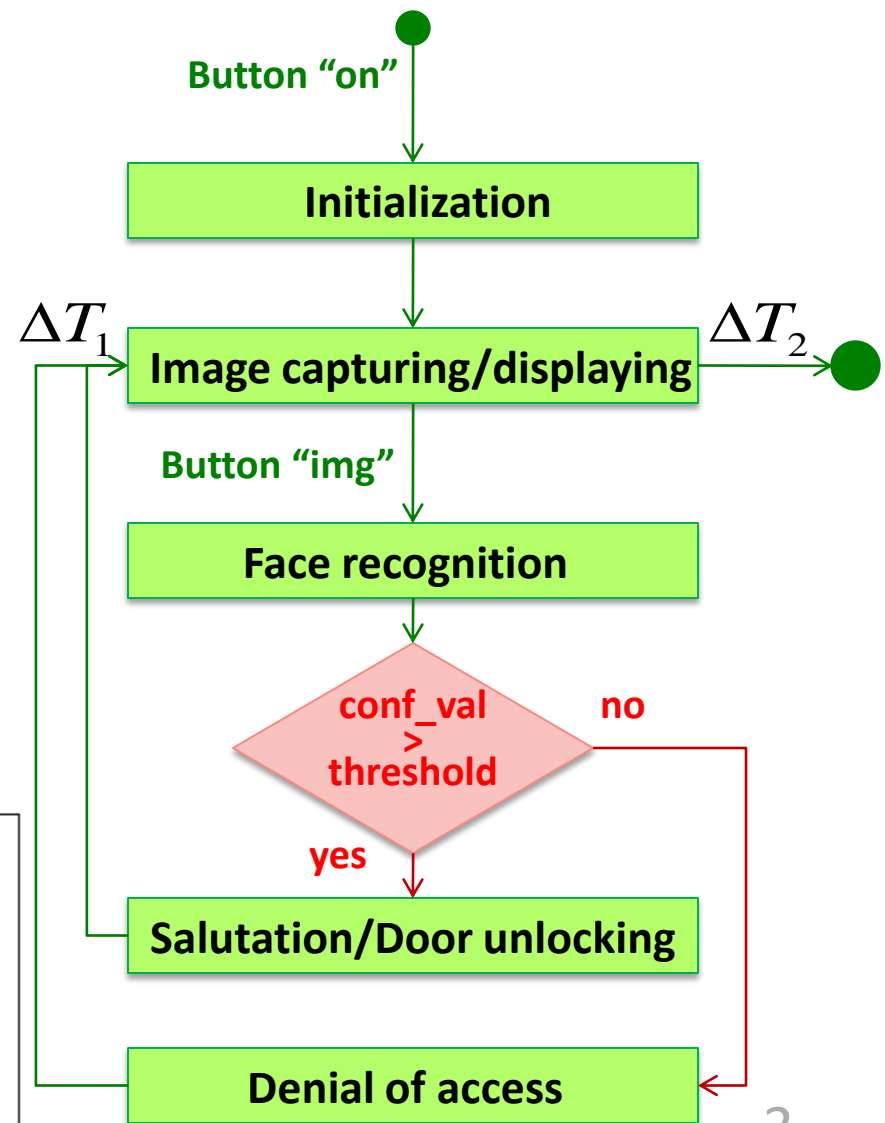
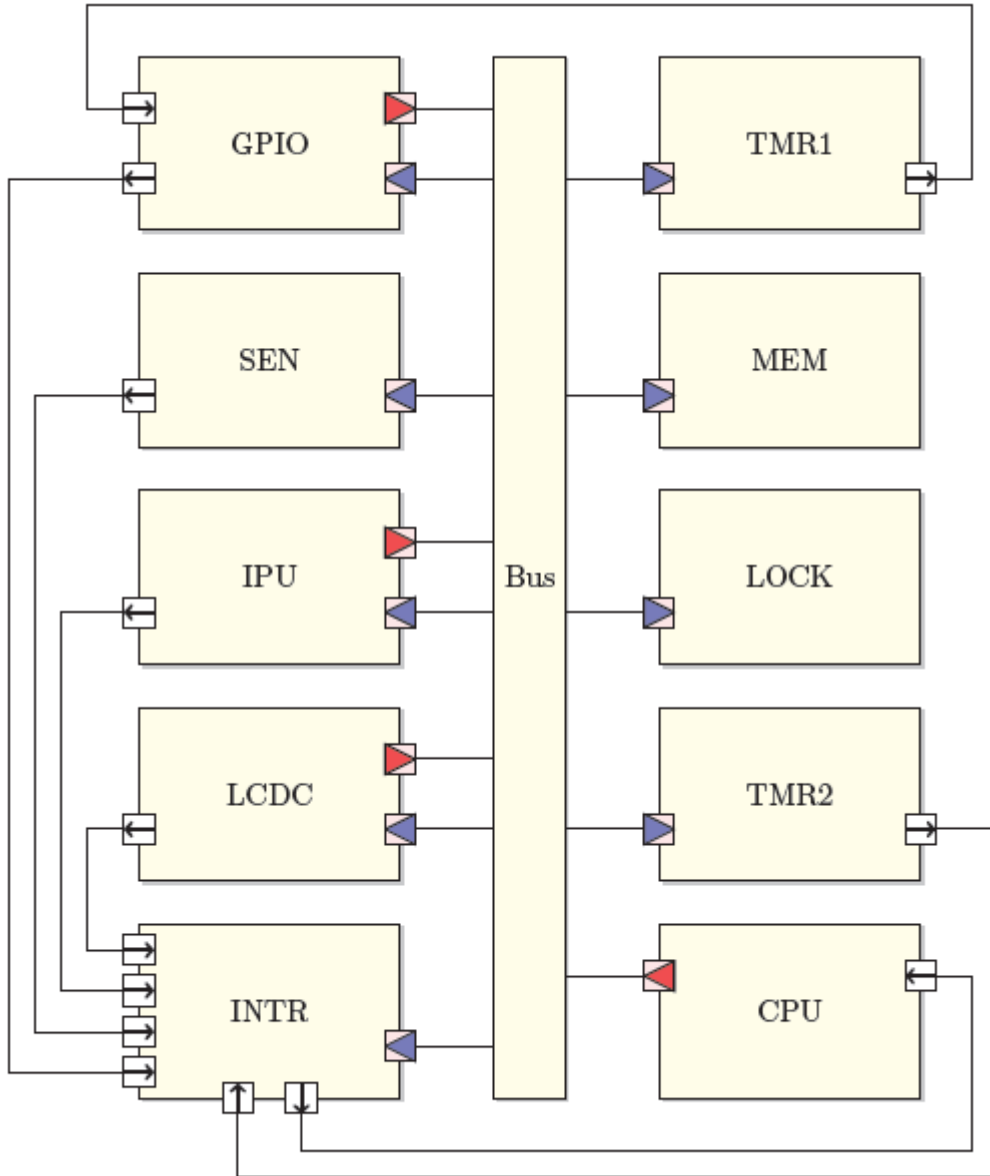
# The Case-Study «A Smart Intercom»



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...

```
SC_MODULE(IPU)
{
    sc_core::sc_out<bool> irq_out;
    basic::initiator_socket<IPU> initiator_socket;
    basic::target_socket<IPU> target_socket;

    IPU(sc_core::sc_module_name name);
    IPU(sc_core::sc_module_name name, int trac_mode);

    SC_HAS_PROCESS(IPU);

    void setMonitor(Monitor* m);

    tlm::tlm_response_status read(basic::addr_t addr, basic::data_t &d);
    tlm::tlm_response_status write(basic::addr_t addr, basic::data_t d);

private:
    sc_core::sc_event start_event;
```

...



# The Case-Study «A Smart Intercom»

• • •

```
void IPU::face_recognition_analysis()
{
    while(true){
        confidence_value = 0;
        recogn_img_addr = 0;

        /* initialize buffers */
        captured_image_buffer = new basic::data_t [image_size/sizeof(basic::data_t)];
        gallery_image_buffer  = new basic::data_t [image_size/sizeof(basic::data_t)];

        /* upload a captured image */
        upload_image(captured_image_addr, captured_image_buffer);

        basic::data_t temp_conf_value = 0;
        basic::addr_t gallery_image_addr;
        int i = 0;
        while ( i < gallery_size )
        {
            gallery_image_addr = gallery_addr + i * image_size;
            upload_image(gallery_image_addr, gallery_image_buffer);
            temp_conf_value = compare_facial_features();
            if(temp_conf_value > confidence_value)
            {
                confidence_value = temp_conf_value;
                recogn_img_addr = gallery_image_addr;
            }
            i += 1;
        }
    }
}
```

• • •

# The Case-Study «A Smart Intercom»

...

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void IPU::face_recognition_analysis()
{
    while(true){
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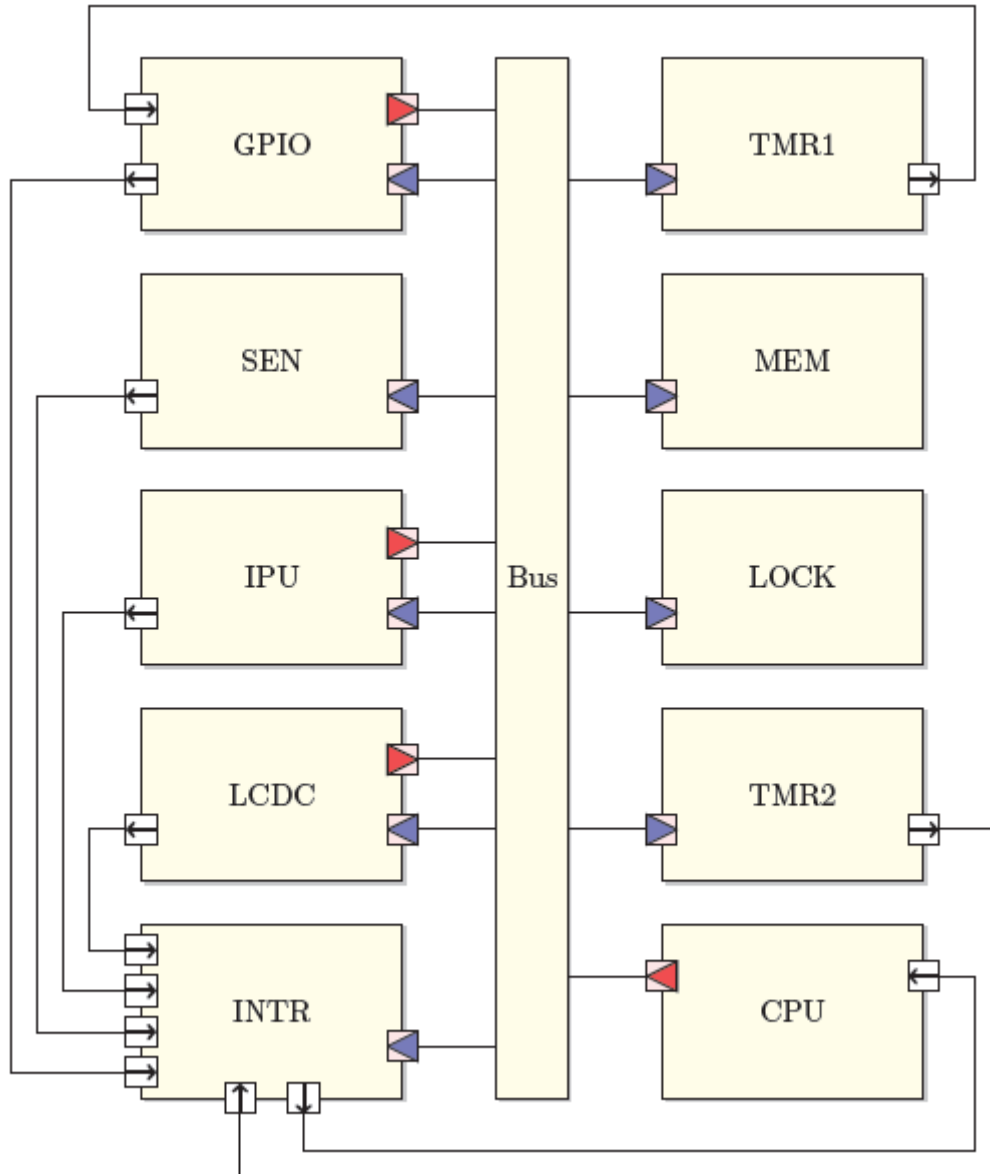
        /* upload a captured image */
        upload_image(captured_image_addr, captured_image_buffer);

        basic::data_t temp_conf_value = 0;
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            recogn_img_addr = gallery_image_addr;
        }
        i += 1;
    }
}
```

**Implementation is not trivial**

...



# Outline

- Introduction
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- **Background**
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# Outline

- Introduction
- The case-study
- Background
  - Non-deterministic Specifications
  - Contract-Based Design
- Non-deterministic specification of a component
- Ongoing work
- Conclusions

# Non-deterministic Specifications

## □ Can be used

- to model unpredictable, unknown environment

- to represent implementation freedom

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The user may select any proposed good and a system must be able to response

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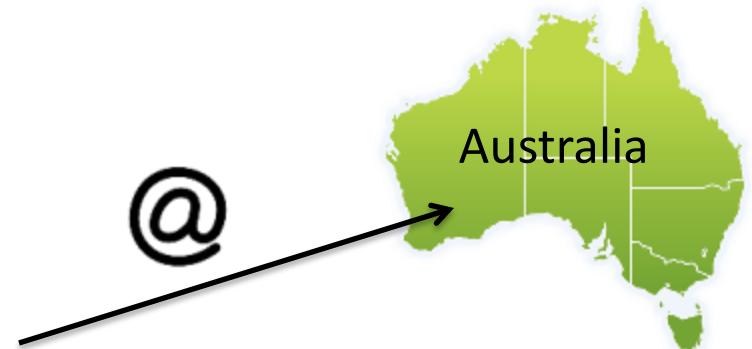
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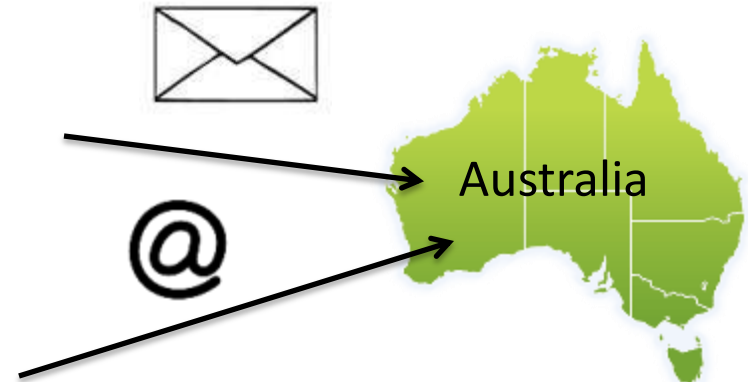
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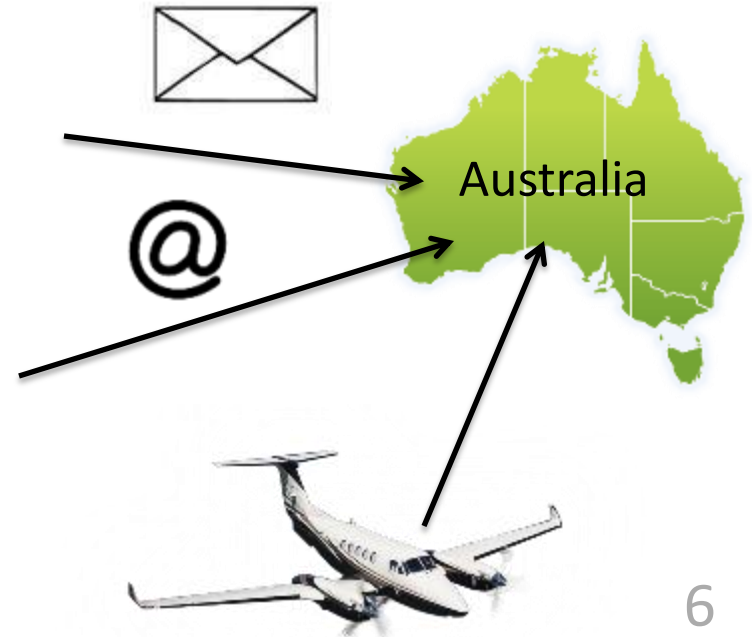
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The user may select any proposed good and a system must be able to response.



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## Ex. An invitation to PhD defense



# Non-deterministic Specifications

## □ Examples:

- Modal specifications (Kim Larsen)
- Contract computations (Benoit Caillaud and al.)
- The Lutin language (Lurette tool)

# Contract-based design

- A **contract** characterizes in a formal way
  - under which context the design is assumed to operate
  - what are obligations of the design
- A contract is a pair

$$C = (A, G) \text{ where}$$

$A$  is the set of assumptions

$G$  is the set of guarantees

# Application of Contracts

- ❑ The Component-Based Software Engineering Community
  - syntactic contracts (Interface Description Languages)
  - behavioral contracts (Eiffel, iContracts, etc.)
  - synchronization contracts (Interface automata, JASS, etc.)
- ❑ The Hardware Community
  - don't care conditions
  - executable specifications for Lustre (L. Morel)
  - modular verification (K. McMillan)

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# An Example: IPU (Image Processing Unit)

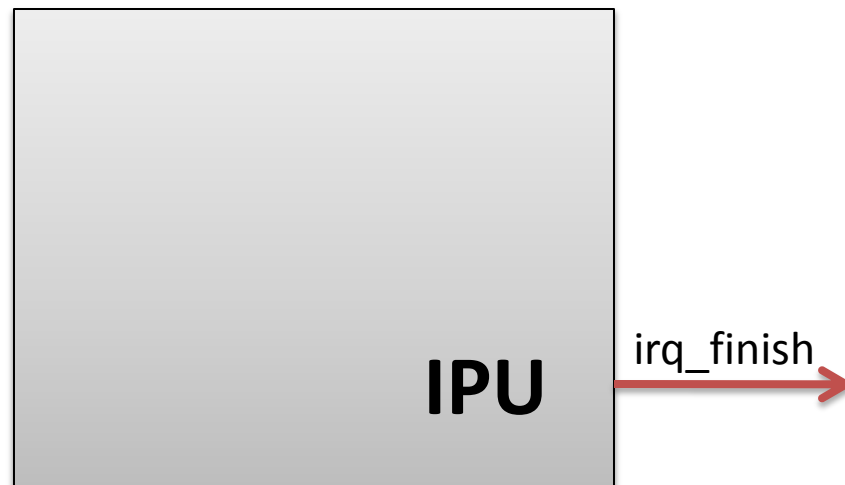
Performs face recognition analysis

## Input Parameters:

- an image address
- an image size
- an address of an image gallery
- a size of a gallery

## Supports:

- initialization phase
  - computes signatures of images
- face recognition phase
  - computes the address of an image from the gallery that corresponds to the best matching
  - computes a confidence value





# An Example: IPU (Image Processing Unit)

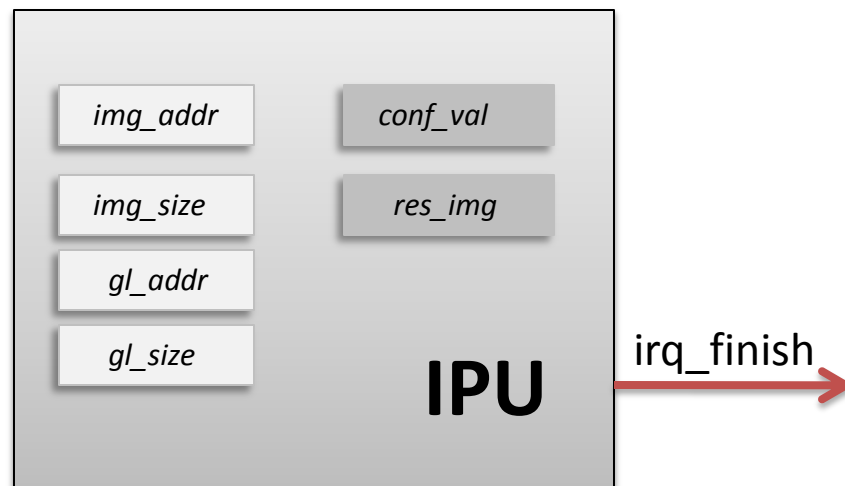
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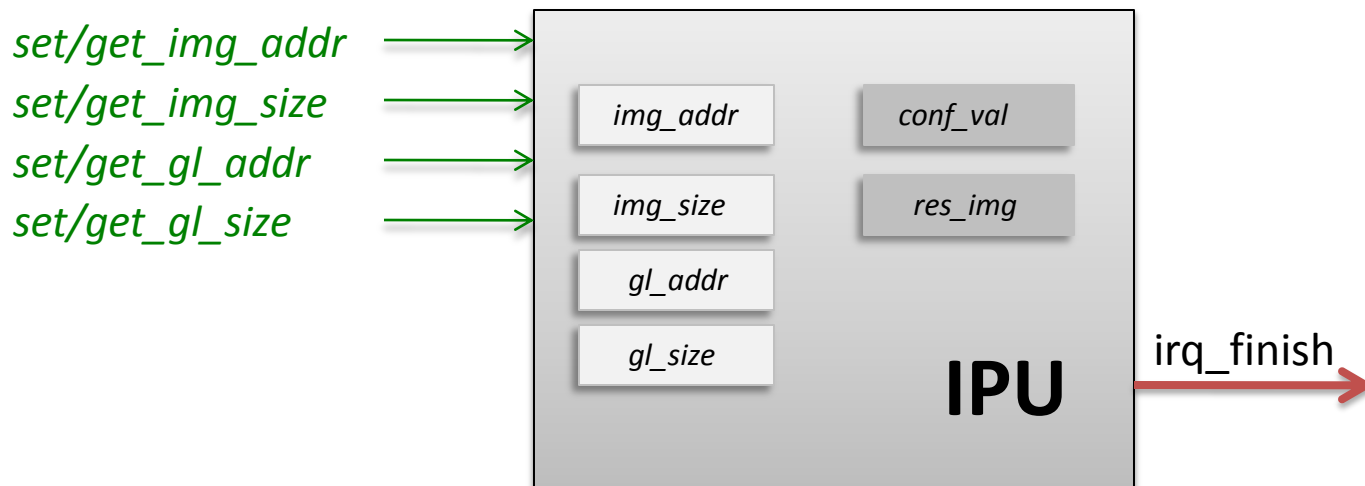
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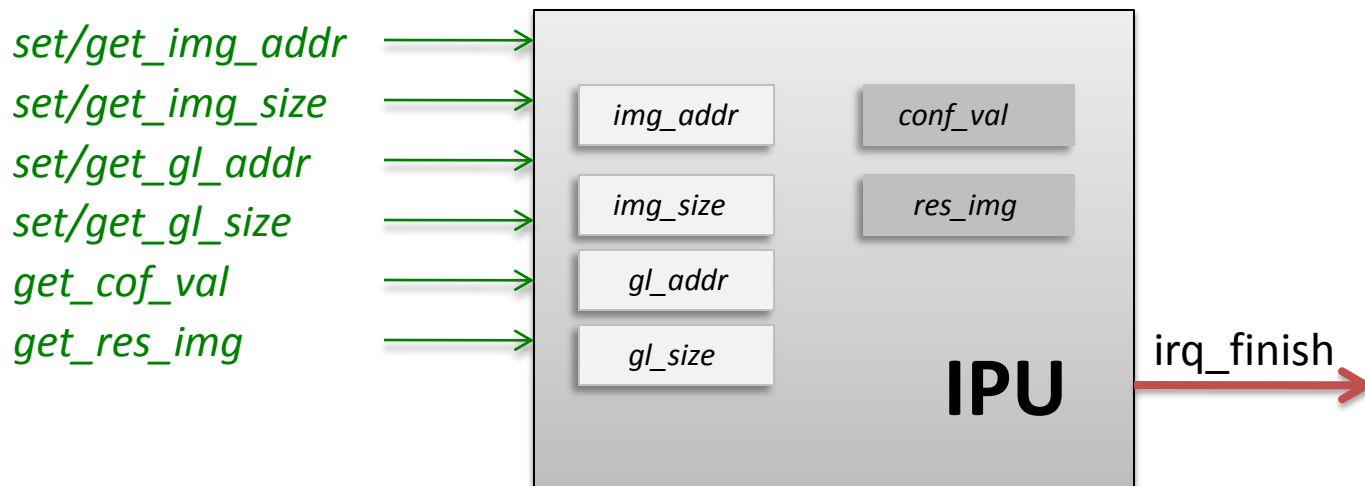
Performs face recognition analysis

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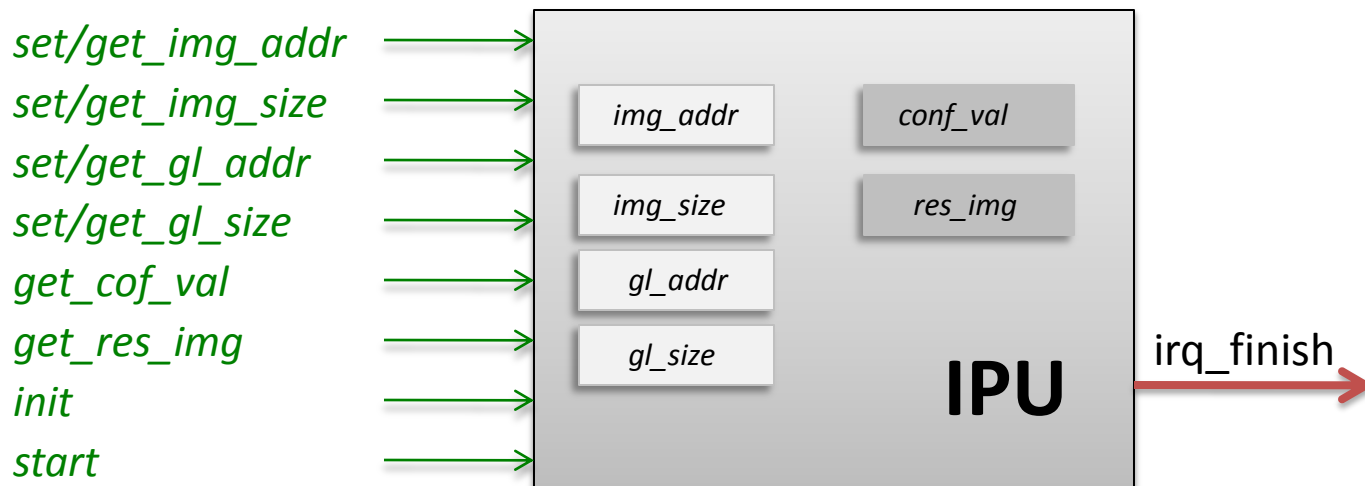
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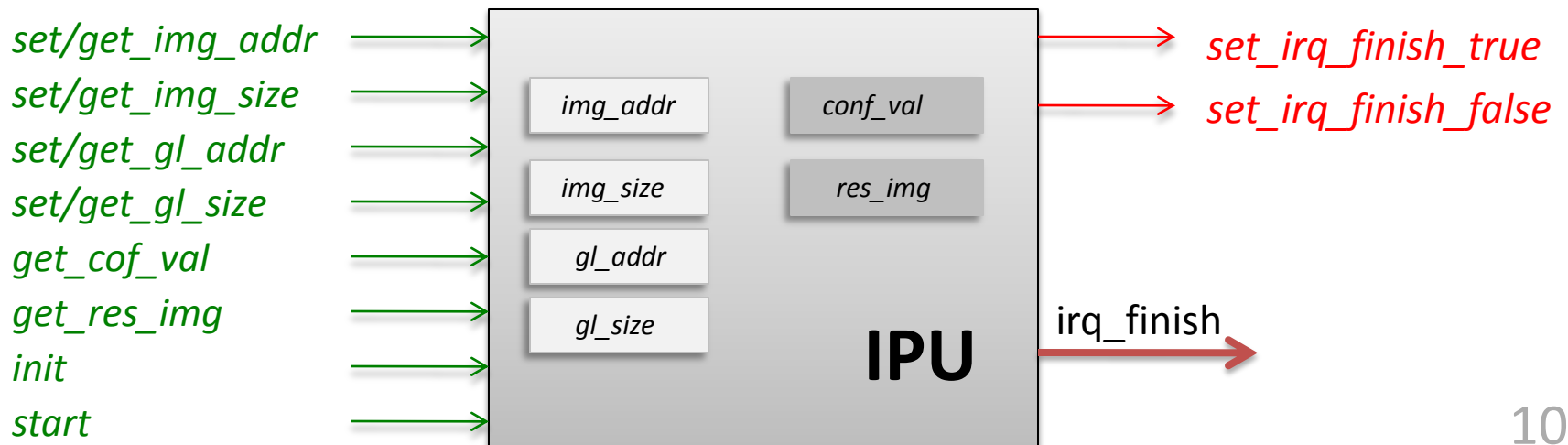
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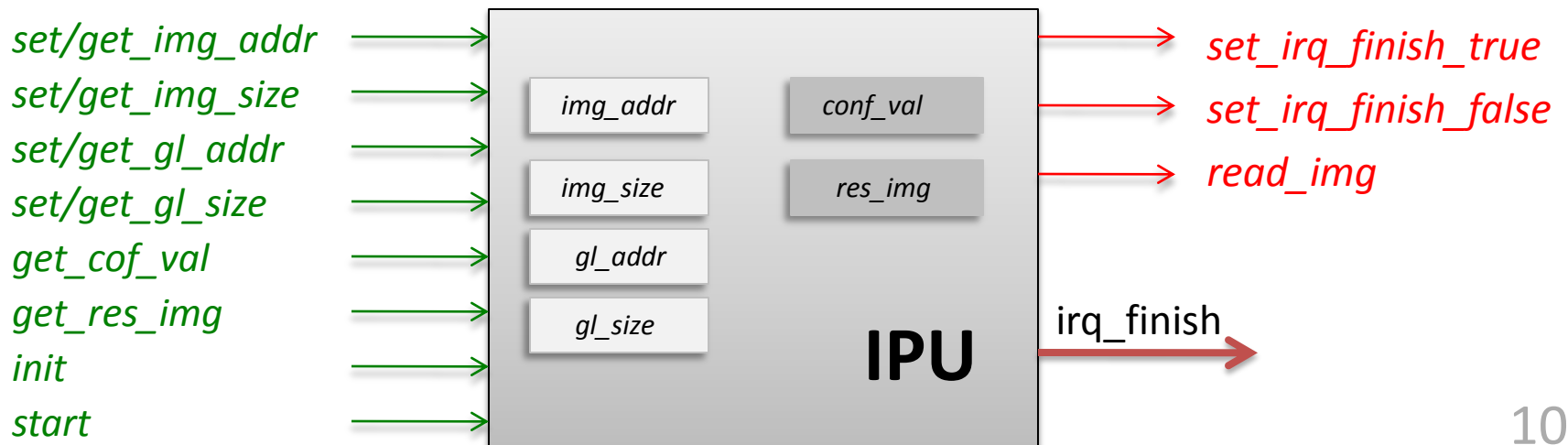
Performs face recognition analysis

## Input Parameters:

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- an image size
- an address of an image gallery
- a size of a gallery

## Supports:

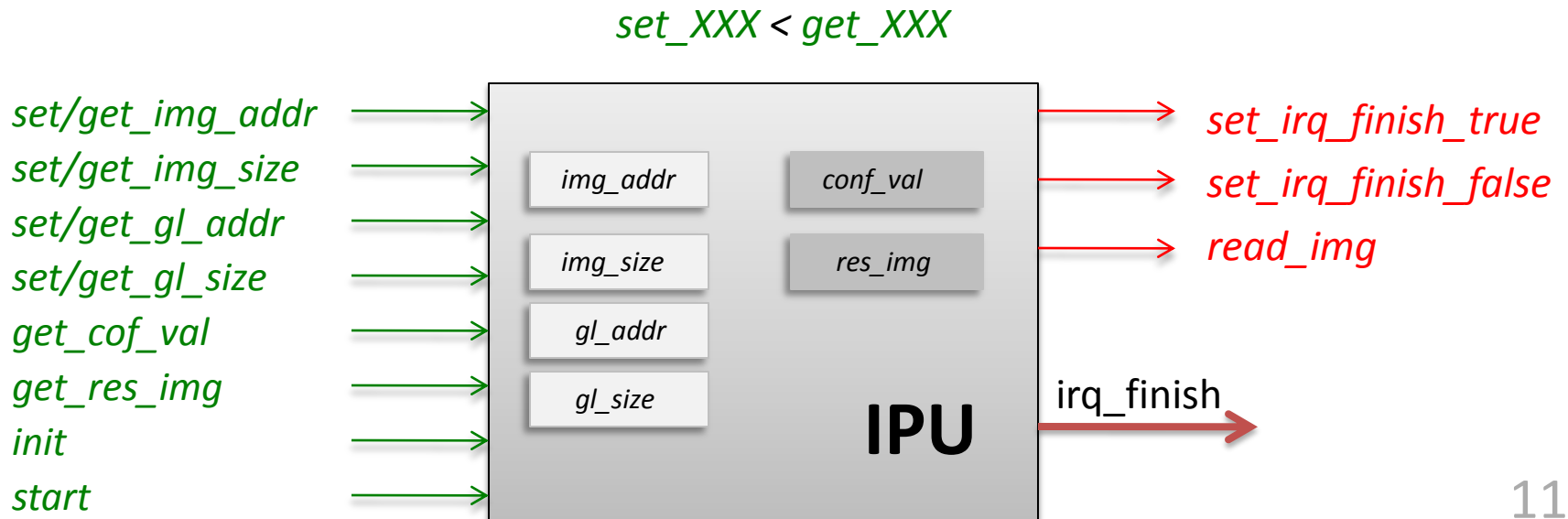
- initialization phase
  - computes signatures of images
- face recognition phase
  - computes the address of an image from the gallery that corresponds to the best matching
  - computes a confidence value



# An Example: IPU (Image Processing Unit)

## Specification:

- 1) Values of “read/write “ registers can be read only after being set



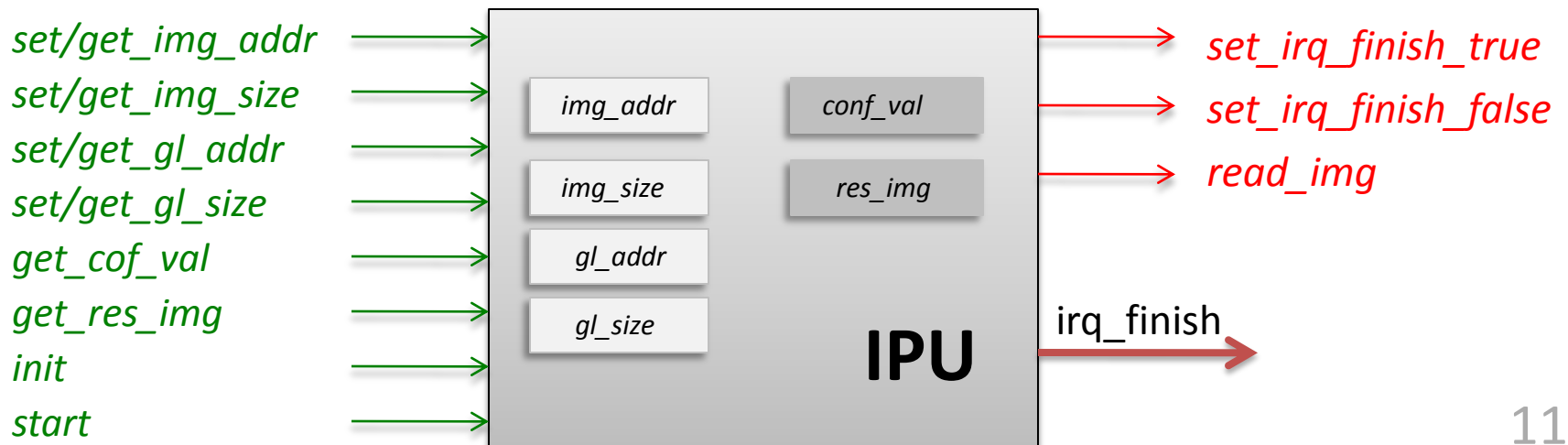
# An Example: IPU (Image Processing Unit)

## Specification:

- 2) The initialization can be started only if values of *img\_size*, *gl\_addr*, *gl\_size* registers are defined. As soon as the component is started it reads external memory several times and sends an interrupt

$(\text{set\_img\_size}, \text{set\_gl\_addr}, \text{set\_gl\_size}) < \text{init} \Rightarrow (\text{read\_img})^N < \text{set\_irq\_finish\_true} < \text{set\_irq\_finish\_false}$

$\text{set\_XXX} < \text{get\_XXX}$





# An Example: IPU (Image Processing Unit)

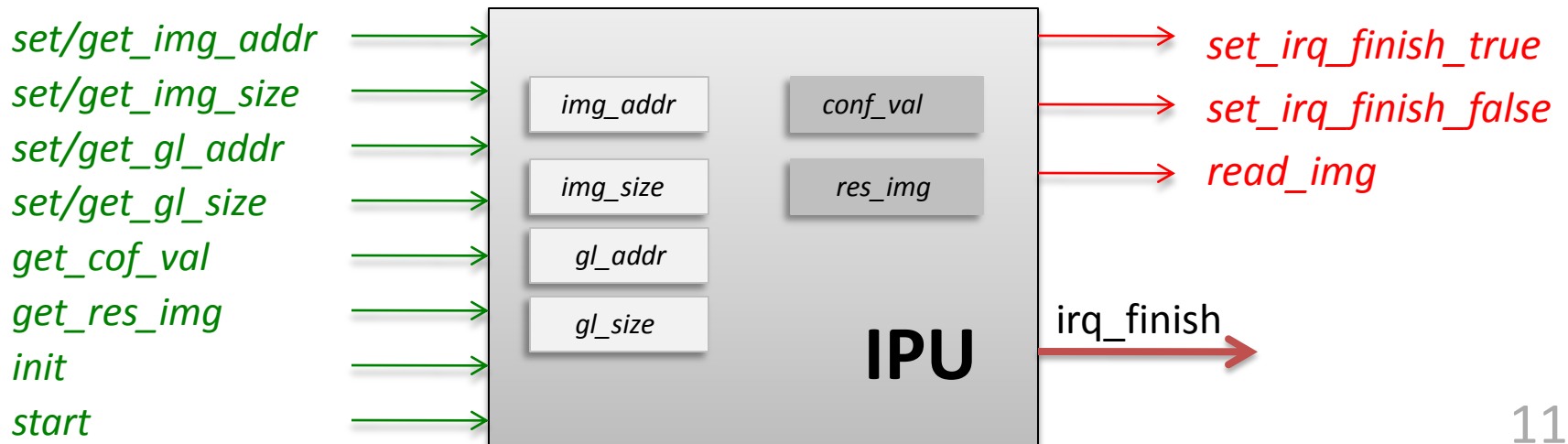
## Specification:

- 3) Face recognition can be started only if the *img\_addr* register is set and the component has been initialized. As soon as the component is started it reads external memory several times and sends an interrupt

$(\text{set\_img\_addr}, \text{set\_irq\_finish\_true}) < \text{start} \Rightarrow (\text{read\_img})^N < \text{set\_irq\_finish\_true} < \text{set\_irq\_finish\_false}$

$(\text{set\_img\_size}, \text{set\_gl\_addr}, \text{set\_gl\_size}) < \text{init} \Rightarrow (\text{read\_img})^N < \text{set\_irq\_finish\_true} < \text{set\_irq\_finish\_false}$

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# An Example: IPU (Image Processing Unit)

## Specification:

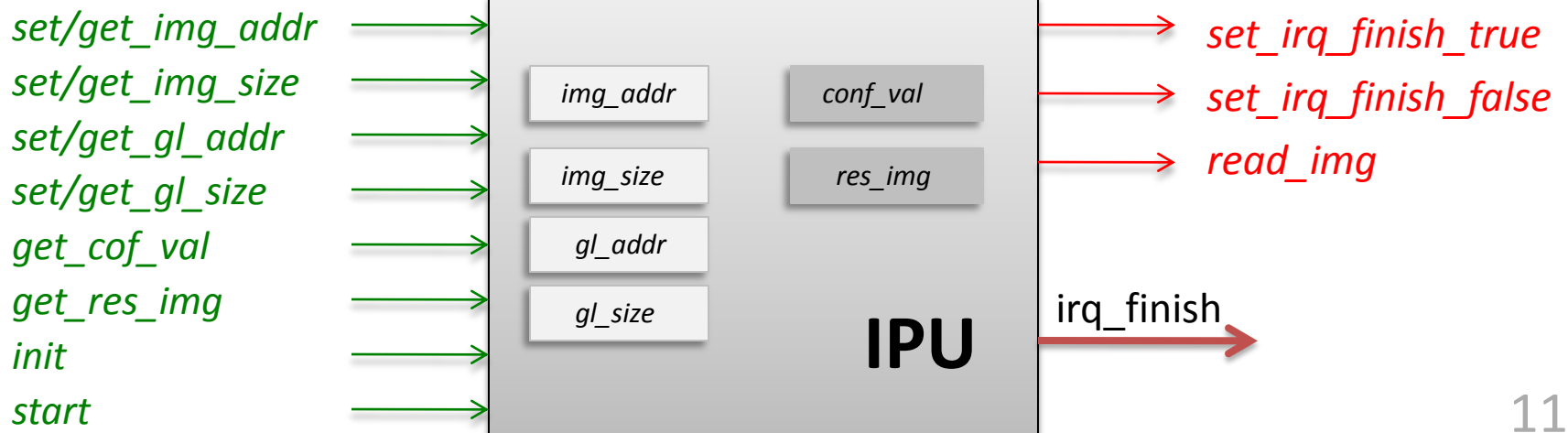
4) The “read only” registers can be read only after being computed at least once  
once  $(start < set\_irq\_true) < get\_res\_img$

$(start < set\_irq\_true) < get\_conf\_val$

$(set\_img\_addr, set\_irq\_finish\_true) < start \Rightarrow (read\_img)^N < set\_irq\_finish\_true < set\_irq\_finish\_false$

$(set\_img\_size, set\_gl\_addr, set\_gl\_size) < init \Rightarrow (read\_img)^N < set\_irq\_finish\_true < set\_irq\_finish\_false$

$set\_XXX < get\_XXX$



# An Example: IPU (Image Processing Unit)

## Specification:

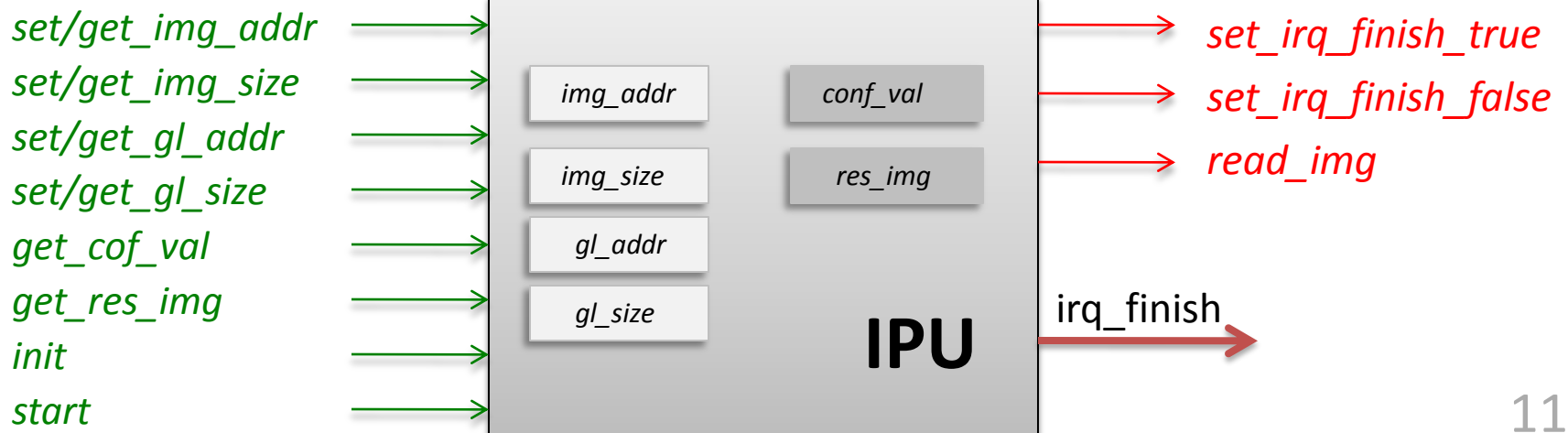
$(\text{start} < \text{set\_irq\_true}) < \text{get\_res\_img}$

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# An Example: Defensive Programming for Contracts

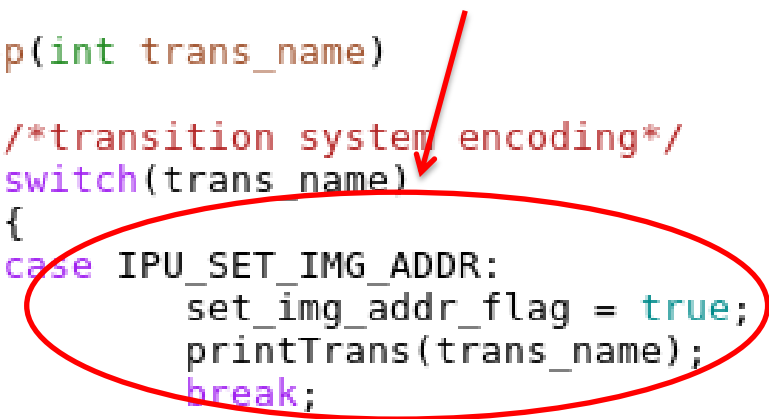
*set\_img\_addr < get\_img\_addr*

```
void step(int trans_name)
{
    /*transition system encoding*/
    switch(trans_name)
    {
    case IPU_SET_IMG_ADDR:
        set_img_addr_flag = true;
        printTrans(trans_name);
        break;
    case IPU_GET_IMG_ADDR:
        if (set_img_addr_flag)
            printTrans(trans_name);
        else
            exception(trans_name, "an attempt
            to get a captured image address before it is set");
        break;
        ...
    }
```

# An Example: Defensive Programming for Contracts

*set\_img\_addr < get\_img\_addr*

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            break;
        ...
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}
```



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            break;
        ...
    }
}
```

```
tlm::tlm_response_status IPU::write(basic::addr_t addr, basic::data_t d)
{
    switch(addr)
    {
        case IPU_CFG_IMAGE_OFFSET:
            tracking_mode == SPEC_MODE ? monitor->step(name(), IPU_SET_IMG_ADDR);
            captured_image_addr = d;
            break;
    }
}
```



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*set\_img\_addr < get\_img\_addr*

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            captured_image_addr = d;
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}
```

# Non-determinism of Implementation

## □ Why?

- To avoid over specification of a system's design
- To explore more behaviors during the execution

## □ How?

- ...

# Towards Partial Implementation

```
void IPU::face_recognition_analysis()
{
    while(true){
        confidence_value = 0;
        recogn_img_addr = 0;

        /* initialize buffers */
        captured_image_buffer = new basic::data_t [image_size/sizeof(basic::data_t)];
        gallery_image_buffer  = new basic::data_t [image_size/sizeof(basic::data_t)];

        /* upload a captured image */
        upload_image(captured_image_addr, captured_image_buffer);

        basic::data_t temp_conf_value = 0;
        basic::addr_t gallery_image_addr;
        int i = 0;
        while ( i < gallery_size )
        {
            gallery_image_addr = gallery_addr + i * image_size;
            upload_image(gallery_image_addr, gallery_image_buffer);
            temp_conf_value = compare_facial_features();
            if(temp_conf_value > confidence_value)
            {
                confidence_value = temp_conf_value;
                recogn_img_addr = gallery_image_addr;
            }
            i += 1;
        }
    }
    ...
}
```

*start => (read\_img)<sup>N</sup> < set\_irq\_finish\_true < set\_irq\_finish\_false*

# Towards Partial Implementation

```
void IPU::face_recognition_analysis()
```

```
{
```

```
  while(true){
```

```
    confidence_value = 0;
```

```
    recogn_img_addr = 0;
```

```
    /* initialize buffers */
```

```
    captured_image_buffer = new basic::data_t [image_size/sizeof(basic::data_t)];
```

```
    gallery_image_buffer = new basic::data_t [image_size/sizeof(basic::data_t)];
```

```
    /* upload a captured image */
```

```
    upload_image(captured_image_addr, captured_image_buffer);
```

```
    basic::data_t temp_conf_value = 0;
```

```
    basic::addr_t gallery_image_addr;
```

```
    int i = 0;
```

```
    while ( i < gallery_size )
```

```
    {
```

```
        gallery_image_addr = gallery_addr + i * image_size;
```

```
        upload_image(gallery_image_addr, gallery_image_buffer);
```

```
        temp_conf_value = compare_facial_features();
```

```
        if(temp_conf_value > confidence_value)
```

```
        {
```

```
            confidence_value = temp_conf_value;
```

```
            recogn_img_addr = gallery_image_addr;
```

```
        }
```

```
        i += 1;
```

```
    }
```

```
    ...
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        if(temp_conf_value > confidence_value)  
        {  
            confidence_value = temp_conf_value;  
            recogn_img_addr = gallery_image_addr;  
        }  
        i += 1;  
    }  
    ...
```

# Towards Partial Implementation

```
void IPU::face_recognition_analysis()  
{  
    while(true){
```

*start => (read\_img)<sup>N</sup> < set\_irq\_finish\_true <  
set\_irq\_finish\_false*

```
int i = 0;  
while ( i < gallery_size )  
{  
    gallery_image_addr = gallery_addr + i * image_size;  
    upload_image(gallery_image_addr, gallery_image_buffer);  
    temp_conf_value = compare_facial_features();  
    if(temp_conf_value > confidence_value)  
    {  
        confidence_value = temp_conf_value;  
        recogn_img_addr = gallery_image_addr;  
    }  
    i += 1;  
}  
...  
}
```

# Towards Partial Implementation

```
void IPU::face_recognition_analysis()  
{  
    while(true){
```

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set\_irq\_finish\_false*

```
int i = 0;  
while ( i < gallery_size )  
{  
    gallery_image_addr = ... * image_size;  
    upload_image( ... , gallery_image_buffer);  
    temp_conf_value = ... racial_features();  
    ... confidence_value)  
    confidence_value = temp_conf_value;  
    recogn_img_addr = gallery_image_addr;  
}  
i += 1;  
}  
...
```

**can be simplified**



# Towards Partial Implementation

```
void IPU::face_recognition_analysis()  
{  
    while(true){
```

*start => (read\_img)<sup>N</sup> < set\_irq\_finish\_true <  
set\_irq\_finish\_false*

```
while(true){  
    srand(time(NULL));  
    int repeat_count = 2 + (std::rand() % ( MEM_SIZE/sizeof(basic::data_t) - 2));  
    while(repeat_count > 0)  
    {  
        initiator_socket.read(gallery_addr, data);  
        repeat_count--;  
    }  
}
```

...

# Towards Partial Implementation

```
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{  
    while(true){
```

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...

# Towards Partial Implementation

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```

*start => (read\_img) < set\_irq\_finish\_true <  
set\_irq\_finish\_false*

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...

# Towards Partial Implementation

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        repeat_count--;  
    }  
  
    irq_out.write(true);  
    wait(5, sc_core::SC_NS);  
    irq_out.write(false);
```

...

# Towards Partial Implementation

```
void IPU::face_recognition_analysis()  
{  
    while(true){
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*start => (read\_img)<sup>N</sup> < set\_irq\_finish\_true < set\_irq\_finish\_false*

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    wait(5, sc_core::SC_NS);  
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```

...

# Outline

- Introduction
- The case-study
- Background
- Non-deterministic specification of a component
- Ongoing work
- Conclusions

# Ongoing work

## □ Formalism:

- Executable
- Hierarchical
- Interoperable
- Suitable for expressing
  - Functional properties
  - Non-functional properties



# Ongoing work

## □ Formalism:

### ✓ Executable

- Hierarchical
- Interoperable
- Suitable for expressing
  - ✓ Functional properties
    - Non-functional properties

# Ongoing work

## ☐ Formalism:

- ✓ Executable

- Hierarchical

- Interoperable

- Suitable for expressing

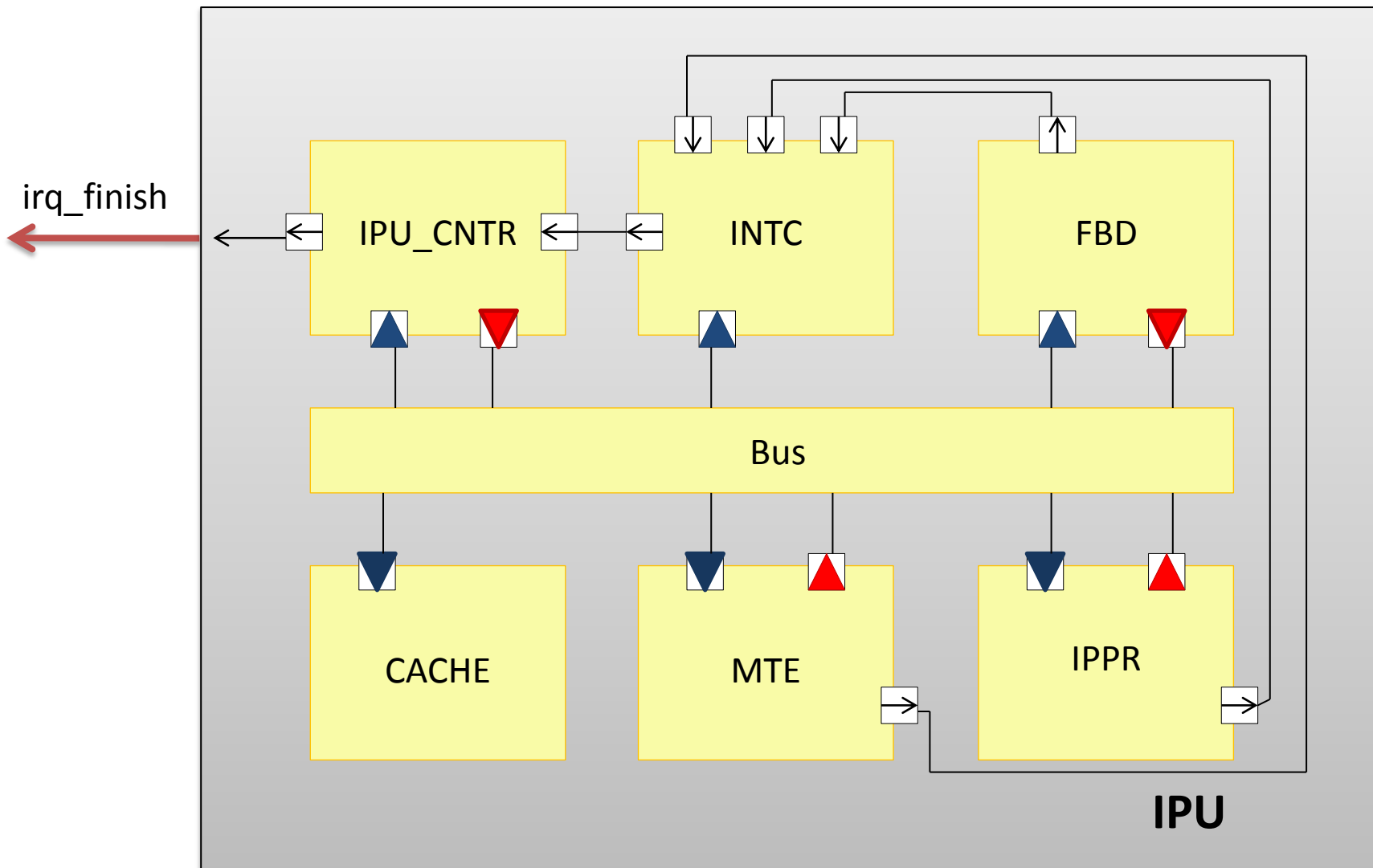
  - ✓ Functional properties

  - Non-functional properties

irq\_finish



**IPU**



# Ongoing work

## □ Formalism:

### ✓ Executable

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  - ✓ Functional properties
    - Non-functional properties

# Ongoing work

## □ Formalism:

### ✓ Executable


#### ▪ Hierarchical

#### ▪ Interoperable

#### ▪ Suitable for expressing

### ✓ Functional properties

#### ▪ Non-functional properties



**How to instantiate specifications into existing standard (SystemC/TLM)?**

# Ongoing work

## □ Formalism:

### ✓ Executable

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  - Non-functional properties

# Ongoing work

## □ Formalism:

### ✓ Executable

- Hierarchical
- Interoperable
- Suitable for expressing
  - ✓ Functional properties
  - Non-functional properties  
(reuse of HELP project results)

**How to write non-deterministic contracts for power/temperature properties?**



# Conclusions

- ❑ A lot of work to be done...
- ❑ See you next year!

**Thank you!**

Yuliia Romenska

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