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Nexus Based Multi-Core Debug

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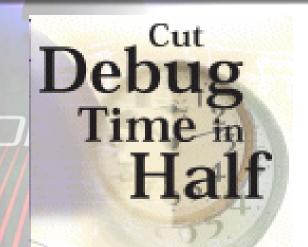
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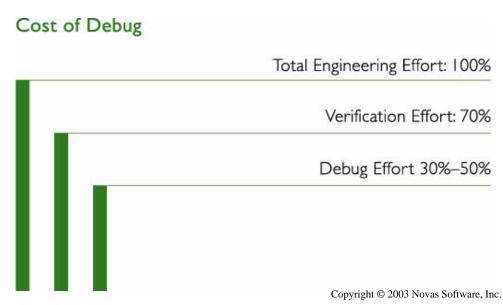




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Impact of Debug Strategy





Yes! but. . . half of what??? Prototype silicon to production release is 6-9 months.

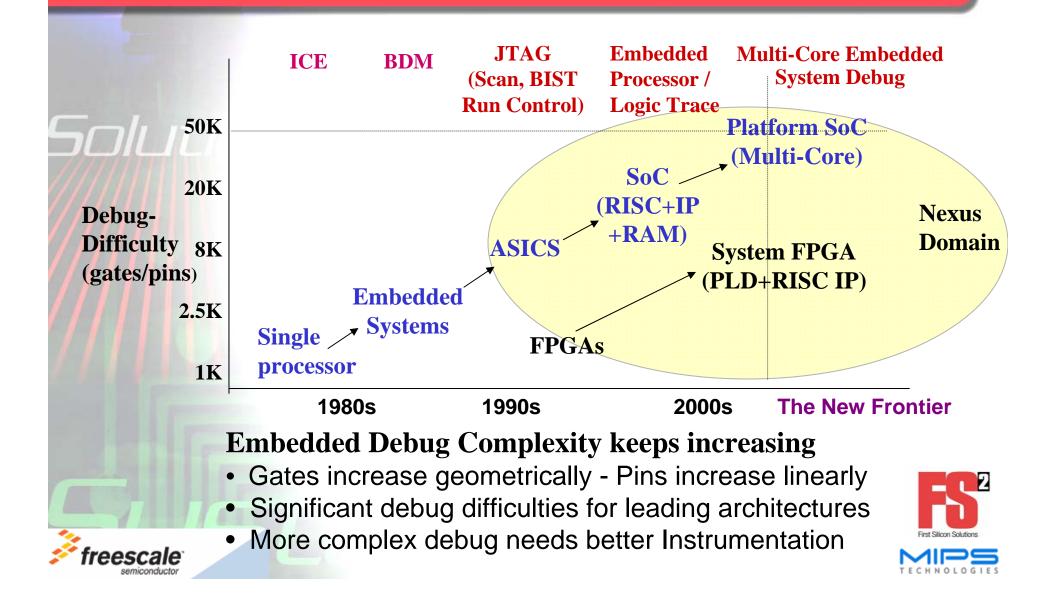
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Debug cost can get even bigger for new sets of debug problems for multi-core designs

Much of cost of debug driven by architecture limitations and debug learning curve But what if SoC internals are more visible, accessible? Debug implementations become standardized ?



SoC Debug Evolution



What is Nexus?

• Nexus is a standard for industry level instrumentation with real time interface for embedded system debug

- "Nexus" is synonymous with the IEEE-ISTO 5001 std.
- Supported by over 20 Member Companies
- Specification freely available at http://www.nexus5001.org
- Nexus is a toolbox of defined ways for processor debug:
 - Defines JTAG and Auxiliary bus debug interfaces
 - Defines simple packet based messaging protocol
 - Defines standard set of debug appliation registers
 - Defines 4 implementation classes for standardizing increasingly complex debug implementations





Nexus Forum Philosophy

- Nexus Forum is industry wide consortium supporting Nexus standard with
 - Aggregate Best Practices
 - Proven functionality
 - Re-use technology where possible
- Maximum functionality for minimum pins and silicon
- Reducing pins while providing acceptable visibility
- Minimal impact to performance while running
 - Create visibility for deeply embedded information
- Allow for vendor differentiation and extensions
 - Enable vendor specific extensions without interfering with standard functionality





Nexus Forum Membership



Nexus Technology CPU Core List

- Range of Supported Cores
 - ARM7
 - ARM9

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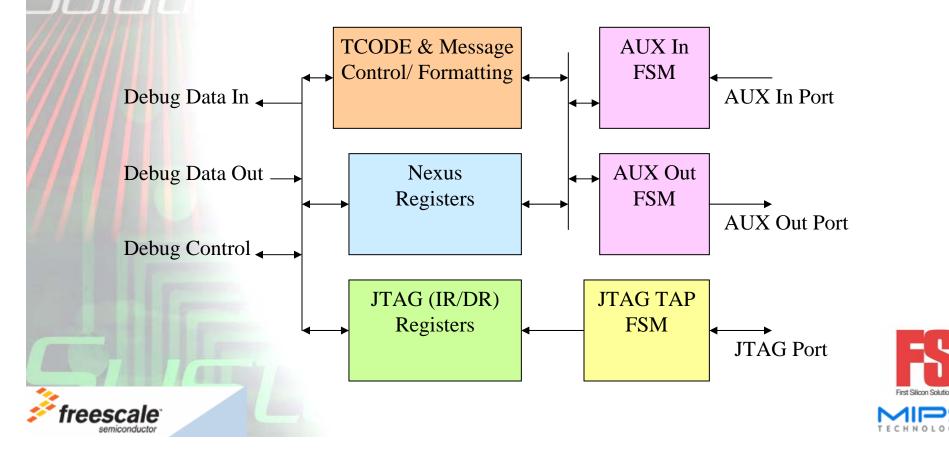
- PowerPC MPC500
- Book-e e200z6 PowerPC
- M-CORE
- Super10
- CompactRISC CR16C
- DSP StarCore
- Video processor
- eZ80
- Time Processor (eTPU)
- AHB (ARM AMBA bus)



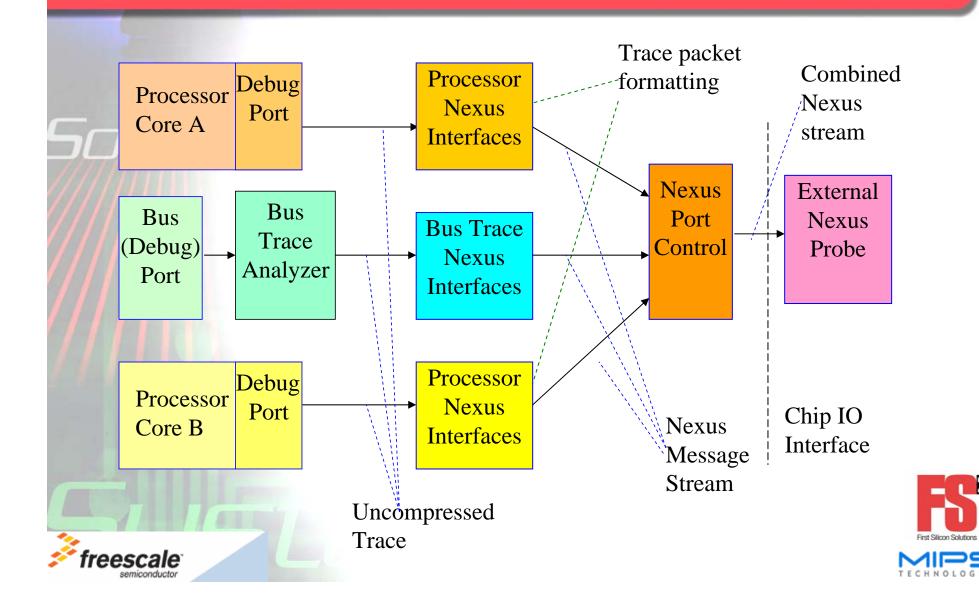
Nexus Architecture Overview

Nexus architecture defines a combination of

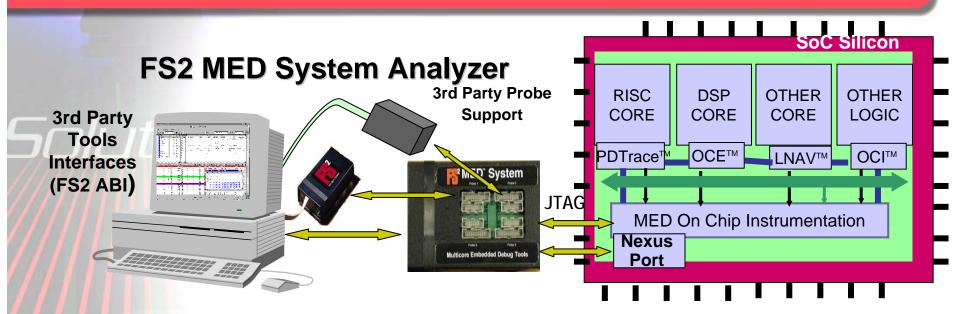
- JTAG extensions
- debug message protocol
- Auxiliary Port signals debug registers and data



Generic Multi-Client Nexus Debug



FS2 Multi-Core Debug (MED)



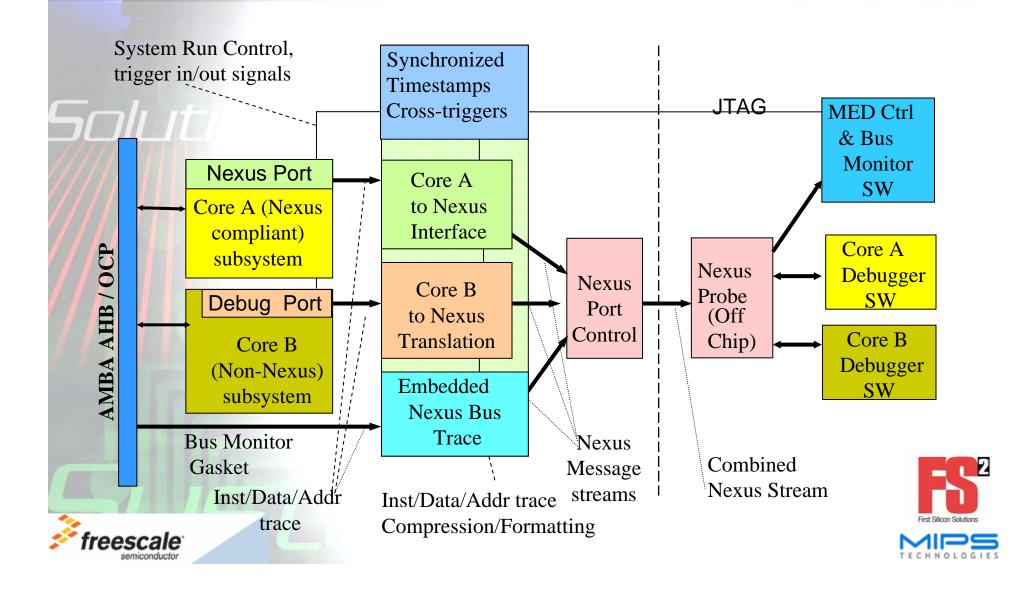
- Key interfaces: Scalable and modular SoC instrumentation framework
 - Capture of many types of trace and other debug information
 - System event detection, triggering, trace and analysis

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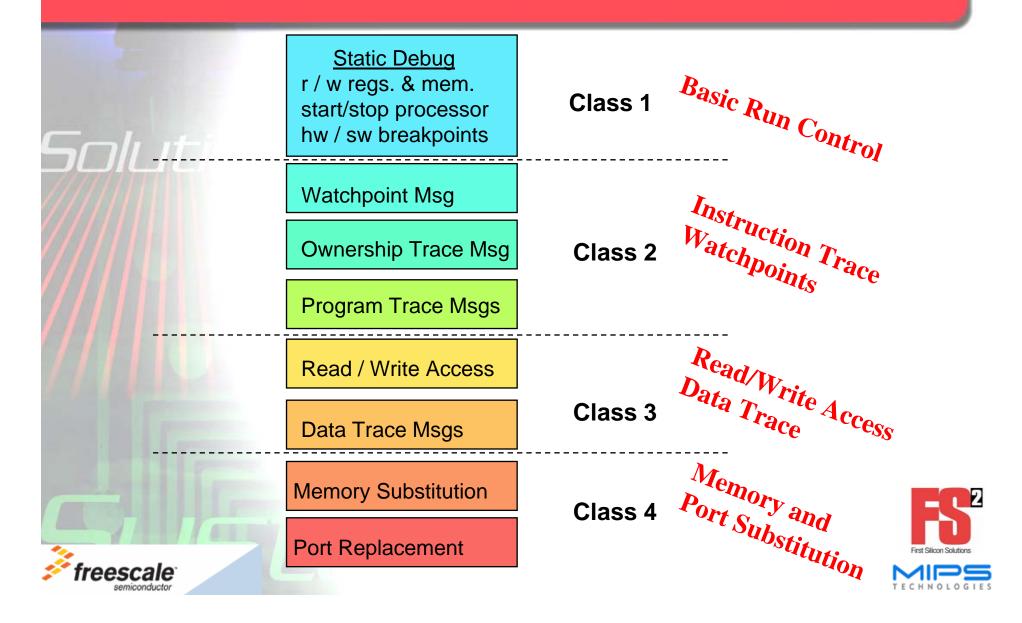
- System level view Synchronized multi-core trigger & control
- In depth core debug execution/ data trace for each core
- Ability to run in conjunction with bus level instruments



MED Nexus Environment



Nexus Classes of Features



Nexus Compliance Classifications 1,2

Class1:

- Read/ write user registers in debug mode
- Read/ write user memory in debug mode
- Enter a debug mode from reset
- Enter a debug mode from user mode
- Single step instructions in user mode and re-enter debug mode
- Stop program execution on instruction/ data breakpoint and enter debug mode (minimum 2 breakpoints)
- Ability to set breakpoints or watchpoints
- Device identification
- Ability to send out an event occurrence when watchpoint matches

Class2:

- All Class1 features plus …
- Monitor process ownership while process runs in real-time
- Monitor program flow while processor runs in real-time





Nexus Compliance Classifications 3,4

• Class3:

- All Class2 features plus ...
- Monitor data writes while processor runs in real- time
- Read/ write memory locations while processor runs in real-time

Class4:

- All Class3 features plus ...
- Program execution from Nexus port (memory substitution)
- Ability to start traces upon watchpoint occurrence

Optional Features

- Ability to start memory substitution upon watchpoint occurrence
- Monitor data reads while processor runs in real- time
- Port Replacement and Port Sharing
- Transmit data values for acquisition by tool (Data Acquisition)

An interface can be Class1, Class2, Class3, or Class4 compliant





Nexus Auxiliary Output Messages

- Nexus Messages consist of a 6-bit TCODE (Transfer Code) followed by a variable number packets
- Packet Types:
 - Variable: Variable length packets, minimum length is 1.
 - Vendor-Fixed: Fixed length field length is defined by chip vendor (by Nexus standard).
 - Vendor-Variable: Variable length field, can be vender defined as 0 length for unneeded fields.
- Messages can be Sync or Non-sync (synchronized)
 - Sync messages include full address
 - Non-sync only include relative address change
- Each message contains a source packet (vendor-fixed)
 - Indication of source for each message (multi-Nexus)
 - Each message contains an optional Timestamp packet





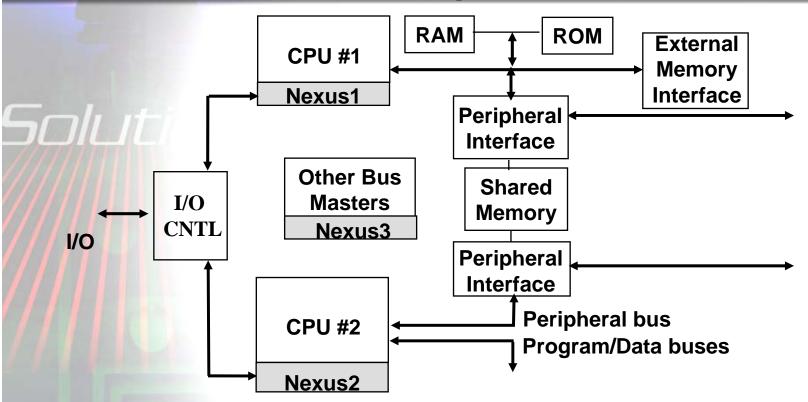
Typical Nexus Message Format

Program Trace - Indirect Branch Message			Direction: from target
Minimum Packet Size (bits)	Packet Name	Packet Type	Description
0	TSTAMP	Vendor-variable	Number of cycles message was held in the buffer or the full timestamp value. For targets that do not implement timestamping (or use pins for timestamping), this field may be omit- ted. Refer to 4.11.2 - Timestamping via AUX .
1	U-ADDR	Variable	The unique portion of the branch target address for a taken indirect branch or exception.
1	I-CNT	Variable	Number of instruction units executed since the last taken branch.
0	B-TYPE	Vendor-fixed	Branch type. For targets that do not need to dif- ferentiate branch types, this packet can be omit- ted (see Table 5-8).
0	SRC	Vendor-fixed	Client that is source of message. For targets with only a single client, this packet can be omitted.
6	TCODE	Fixed	Value = 4





Example System using Nexus5001 Debug Port



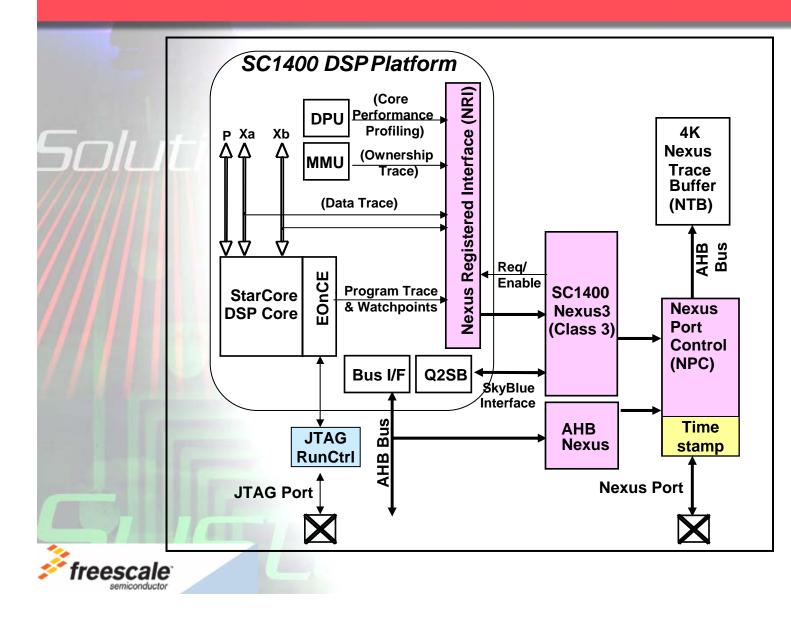
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• I/O block can be a simple mux or complex shared Nexus block to transmit concurrent events information

 Nexus registers for each core would be memory mapped or accessed from JTAG

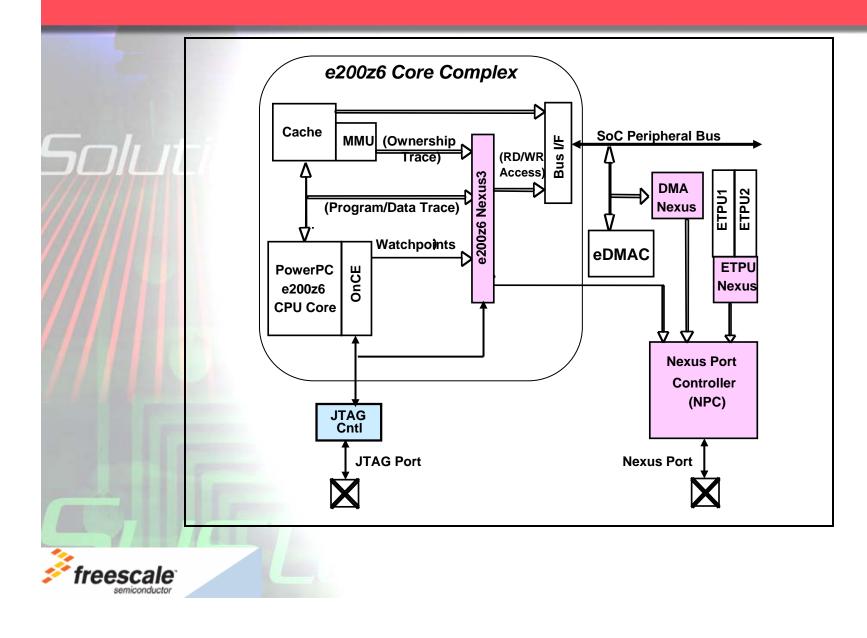


Multi-Client Debug Arch. - StarCore DSP





Multi-Client Debug Arch. - PowerPC





Nexus Benefits

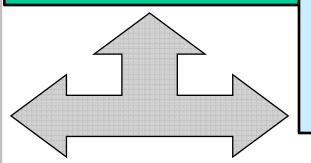
MPU Vendors

- Simplifies tools support
- Customer understanding of tools strategy
- Design re-use reduces time & cost
- Leverage best in-class tools
- Easier, faster check-out of tools on new architectures
- Ability to add features in standard method
- Same MCU in development & production
- Trace without the bus (pin overhead)

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Users

- Learning cycles tools and architecture(s)
- Quicker time to market
- Development tool reuse
- Proven capabilities multiple architectures
- Single small foot print interface
- Non-stop debugging, triggering & trace



Tool Vendors

- Reduced development cost
- Rapid migration to new architectures
- Standard functions
- Opportunity to differentiate tools
- Opportunity to address customer requirements
- High performance lower cost tools



Ongoing Nexus Development

Nexus Forum is addressing moving target of next generation processor and systems:

- Enhancements to existing 2003 std. definitions:
 - Defining bus monitor functions as alternative to processor functions
 - Better support for alternative processor data sizes (i.e. DSP)
 - Inclusion of branch instruction in I-CNT field
 - Minimal pin count interface (4 pins or less)
- Higher performance processor support:
 - High Speed (Gb/s+) I/O definition
 - Multi-threaded processor support
- Improved tool hardware interfaces (rapid prototyping, debug, calibration)
- Software API
 - Enhancing / Upgrading debug centric API
 - Cooperation with related interest groups (MIPI, OCP-IP, ...)





Scope of ISTO Nexus 5001TM Forum

Mission Statement:

To define a global, open, embedded processor development interface standard for embedded control applications.

- RTOS Support and Analysis
- Real Time Debugging
- Hardware in the Loop
- Program Tuning
- Logic Analysis
- Run Control
- Prototyping

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For More information www.nexus5001.org

