

# The Intel® Simics® Simulator and SystemC\* and Threading

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# Designing Threading in the Simics® Simulator

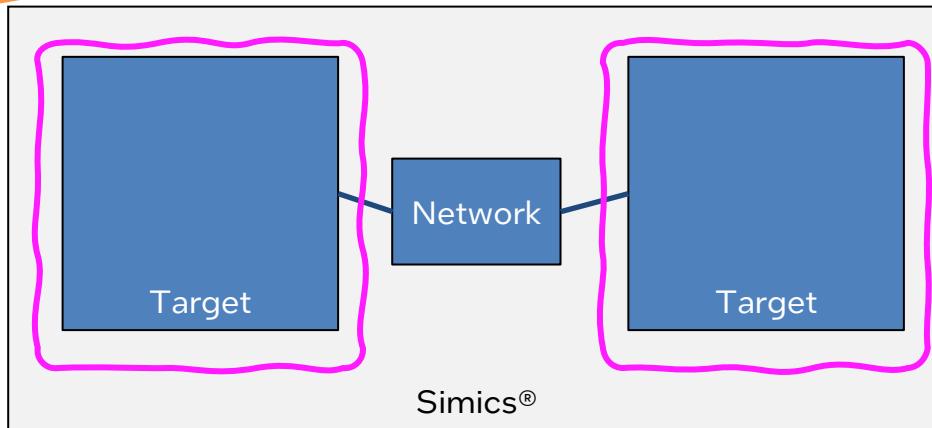
- Threading handled by the framework
  - Defined host-independent threading semantics and threading execution modes
  - User can enable/disable parallel execution
- Threading should affect as few modules as possible
  - Fundamentally, parallel/concurrent coding is hard and should be isolated to a few places in the code base
  - **Device models should not need to change** to enable threading – simplifies programming, simplifies deployment of threading
  - In practice, most parallelism is provided by **processors (and clocks), and a few features**
- Revert to sequential execution on demand
  - Support deterministic execution for software debug
  - Support debug of models by removing threading as a complicating factor
- Losing determinism for performance is OK
  - Fall back to slower deterministic mode if needed
- Advanced thread programming available
  - Support advanced use cases where the standard threading solutions are insufficient

Threading should be easy and automatic for most modelers

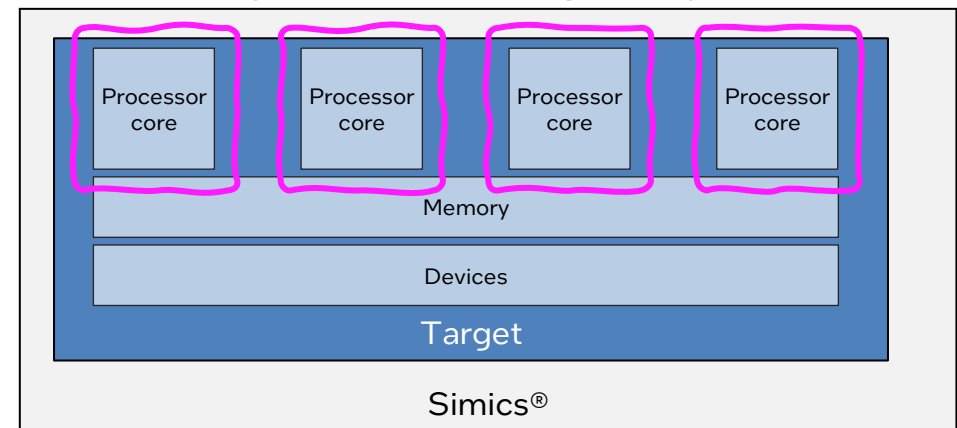
# Threading in the Simics® Simulator – Use Cases

List is not exhaustive, and the different uses can be combined

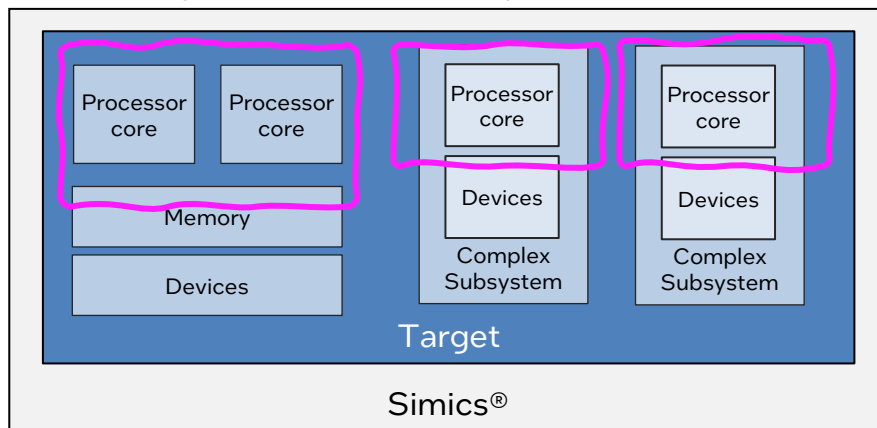
“Multimachine Accelerator”  
Thread across long-latency networks



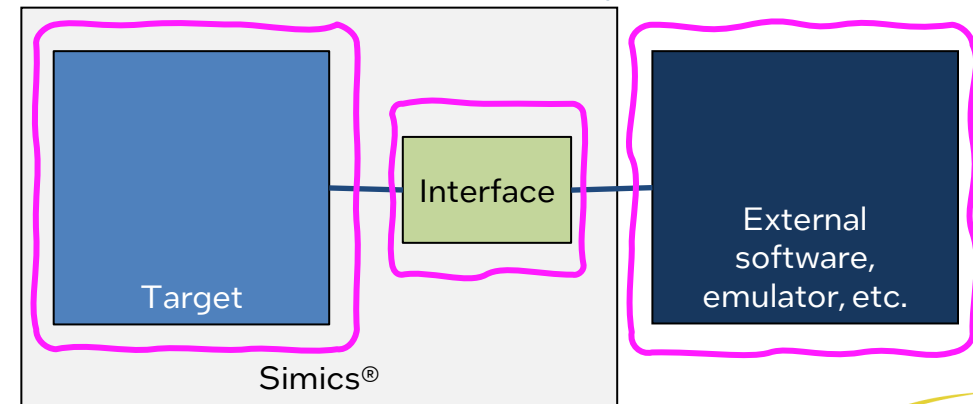
“Multicore Accelerator” (MCA)  
Thread between processor cores sharing memory



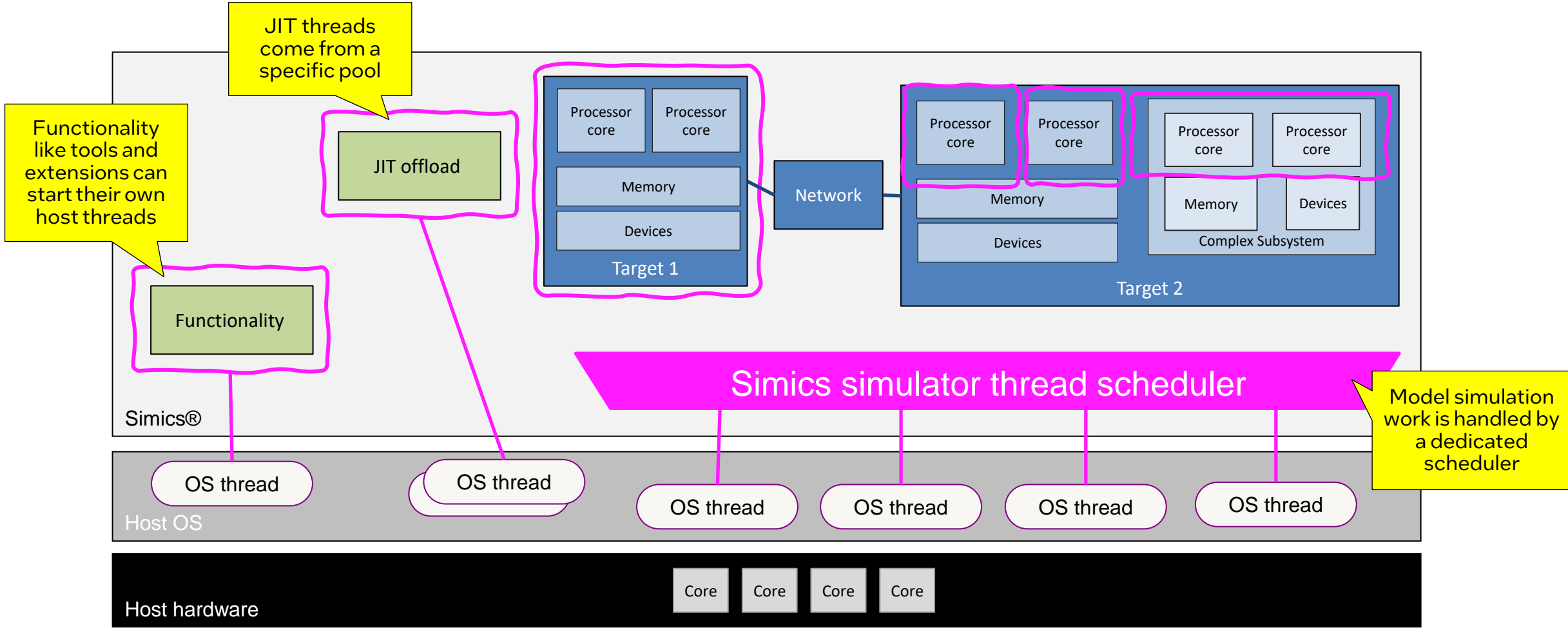
“Subsystem multithreading”  
Run separate (definition) subsystems on their own threads



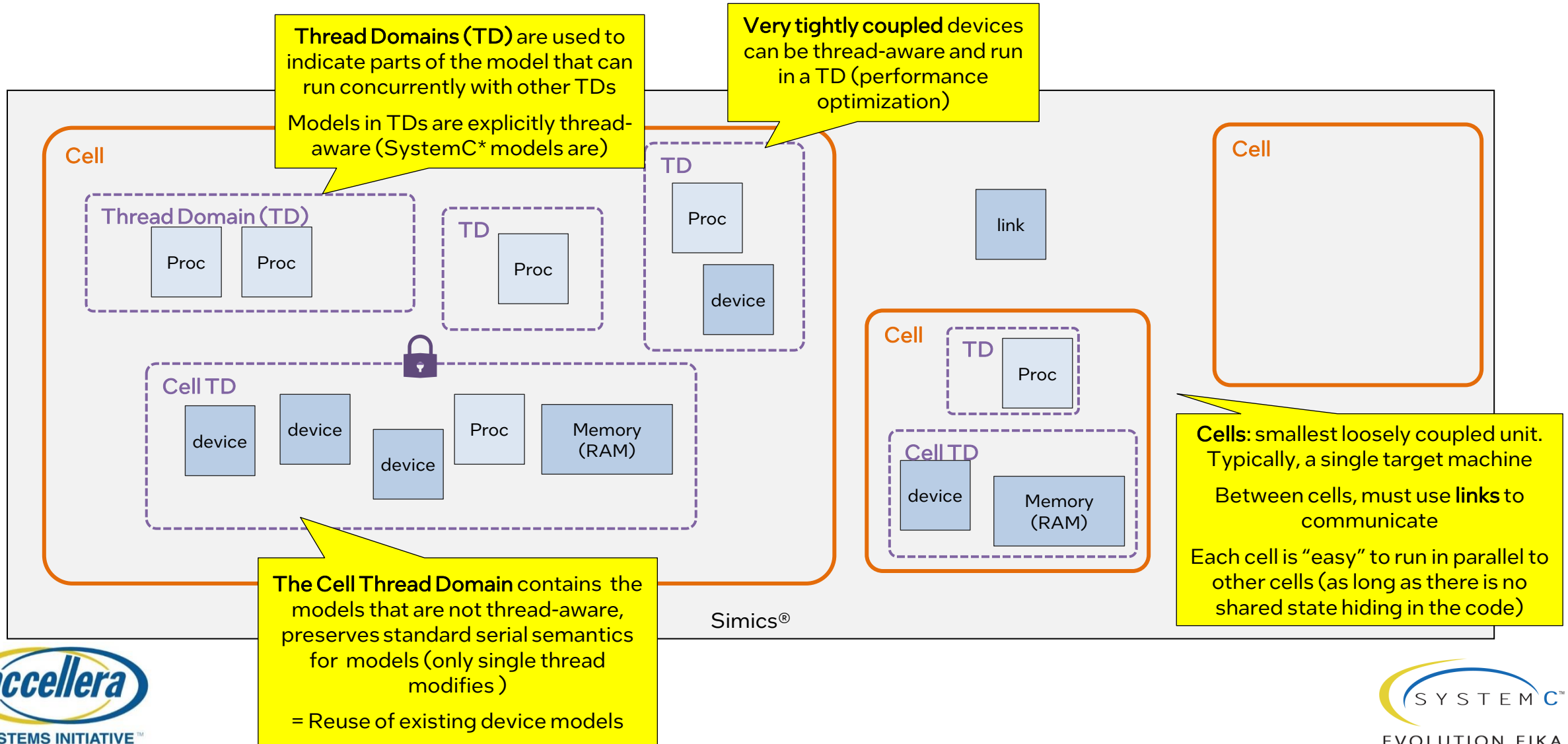
Multithreading as coding pattern  
Use a thread to interact with the outside asynchronous world



# How the Simics® Simulator uses Threads

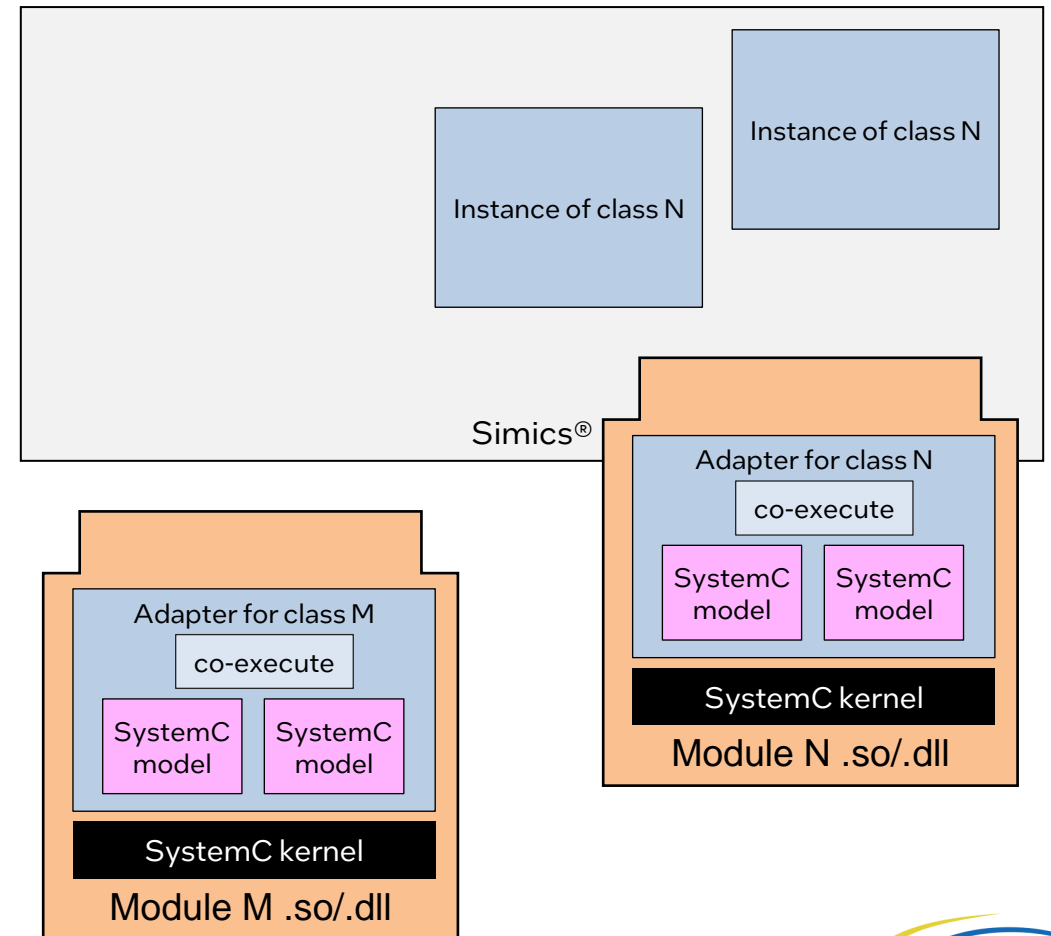


# Simics® Simulator Threading Concepts



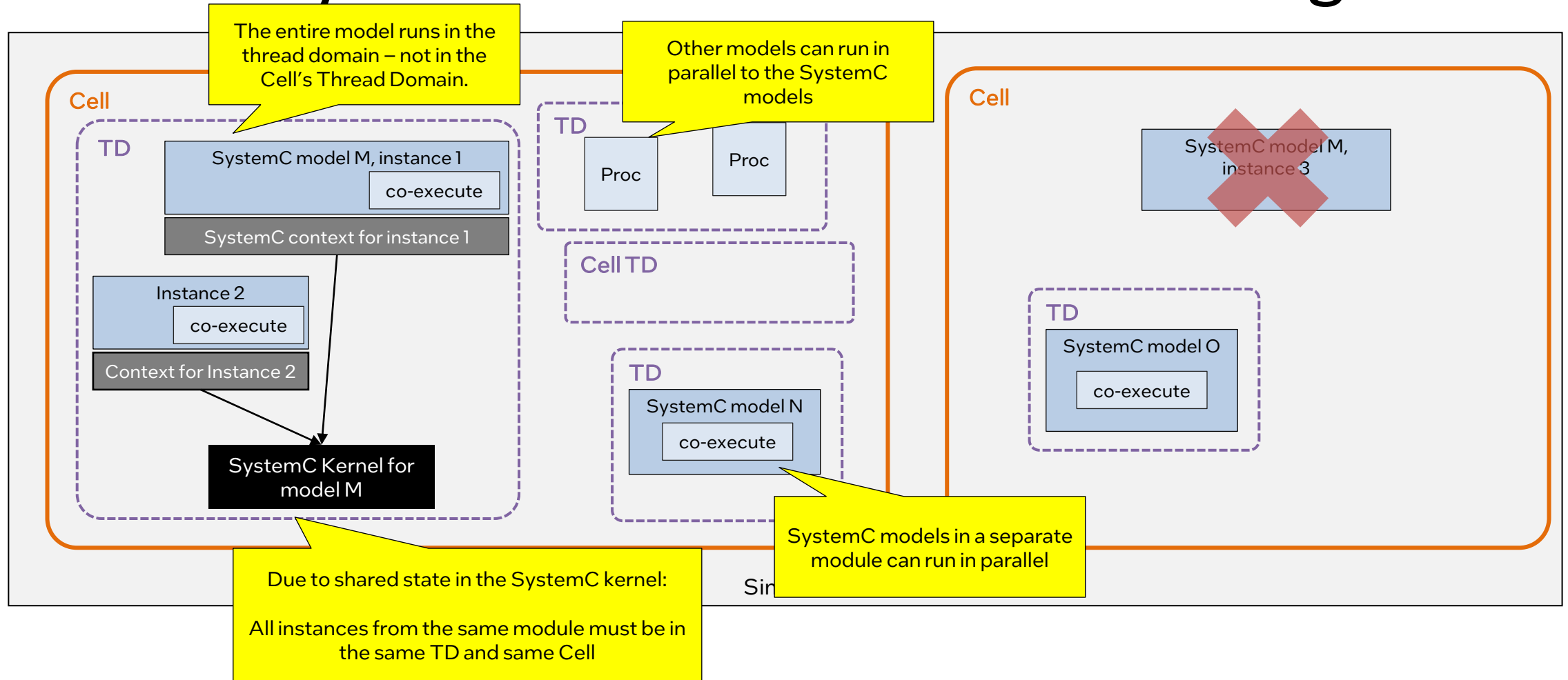
# SystemC\* Models in the Simics® Simulator

- Use Accellera\*-compliant SystemC models as-is
  - Including binary-compiled models
  - ABI-compatibility required
- SystemC models are compiled into/linked into a **Simics module**
  - Each module can contain one or more top-level **adapters**
  - Each **adapter** can be instantiated multiple times in the system model
  - The adapter provides the interface between the SystemC subsystem and the Simics simulation environment
  - The adapter provides a “**co-execute**” object that is scheduled by the Simics simulator core to run the model
  - Modules are loaded dynamically when used





# SystemC\* Models and Threading



# Summary

- The Simics<sup>®</sup> simulator can run multiple SystemC\* models in parallel to each other and to other Simics models
  - Locking applied to accesses to shared state and devices, according to Simics API
- Parallelism is enabled using multiple separate kernels
  - i.e., built on top, not inside of SystemC
  - Semantics in each model is standard SystemC serial semantics
- Shared static state in the kernel limits available parallelism
  - Fixing it requires an ABI change for the kernel

# More on the Simics® Simulator

- The Public Release of the Intel® Simics® Simulator
  - Complete Simics base product
    - Includes the Simics SystemC\* Library
    - As well as Simics-native model builder tools
  - Intel-based Quick-Start Platform
  - Training materials and examples
  - Bonus: the first release of Intel ISIM, the Intel Integrated Simulation Environment with Modeling, including examples of performance, power, and thermal models



<https://developer.intel.com/simics-simulator>



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**THE END**

