

uDSim, a Microprocessor Design Time

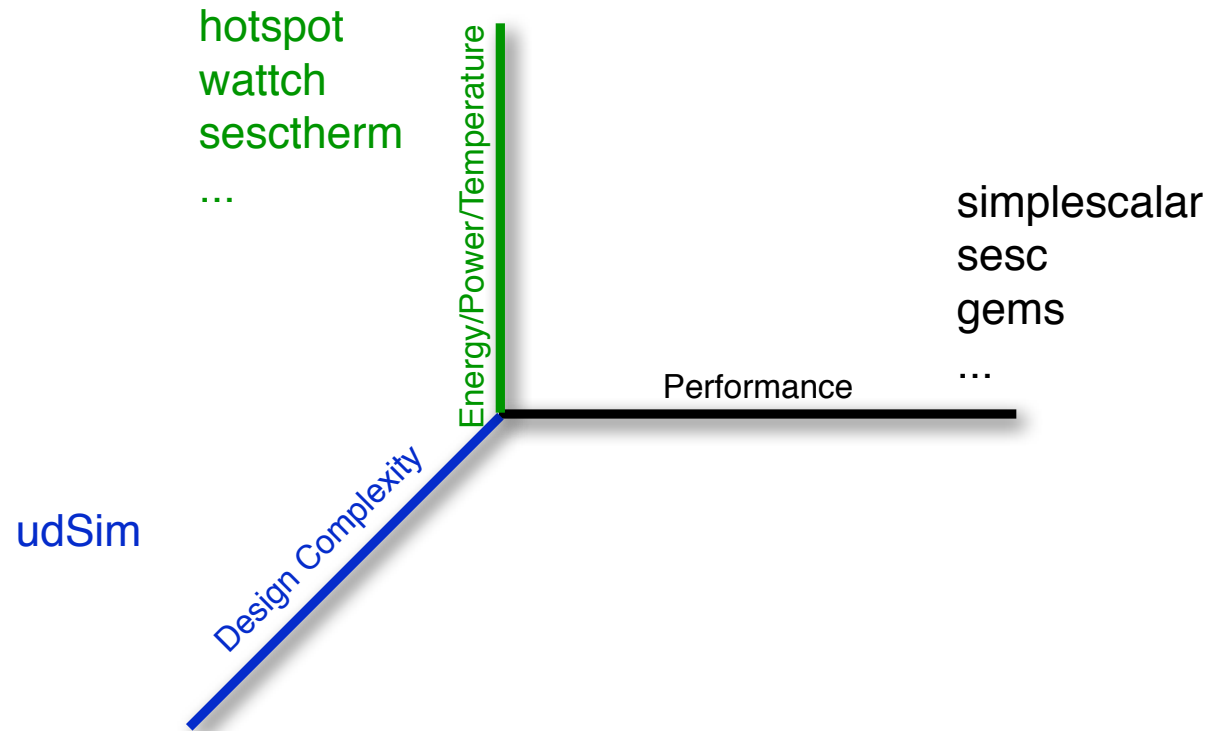
Simulation infrastructure

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Design Space Exploration



Objective

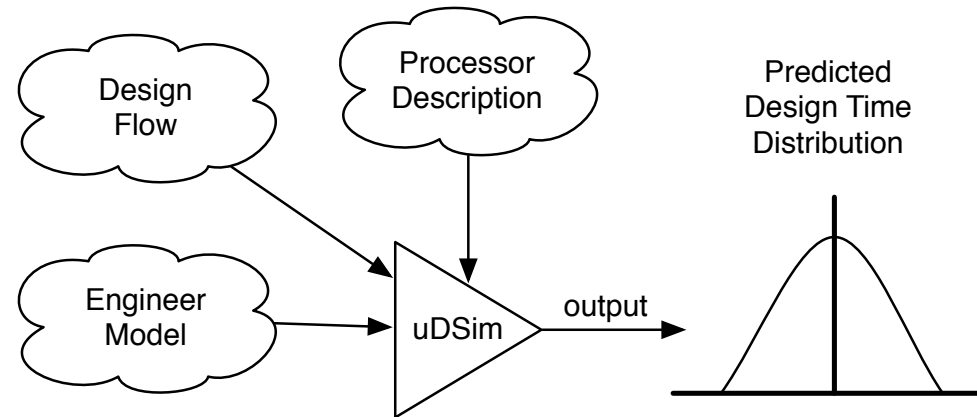
- Capacity to compare design times across proposals
- E.g:
 - Compare design times for LSQ-A or LSQ-B

Key Factors

- Architectural proposal characteristics

- Design workflow

- Engineers



Potential Show Stoppers

- How do you model engineers?
- How much detail is enough?
 - Sickness, coffee, restroom...
 - Communication, meetings...
 - Different productivity
 - ...
- What about bugs?
- How do you validate your model?

Modeling Engineers

- Just keep it simple, basic parameters. Use existing data:
 - Different engineer skills
 - Productivity increases with time
 - Model communication
 - Bugs created are proportional to work hours
- It can be done as an event driven simulator
 - Similarities to an architectural simulator
 - Multiple engineers interact (Instead of CPUs)
 - Work minutes are the product (Instead of retired instructions)
 - Events: communication, bugs, productivity increase
 - A key difference
 - Not deterministic. Need to do Monte-Carlo simulations

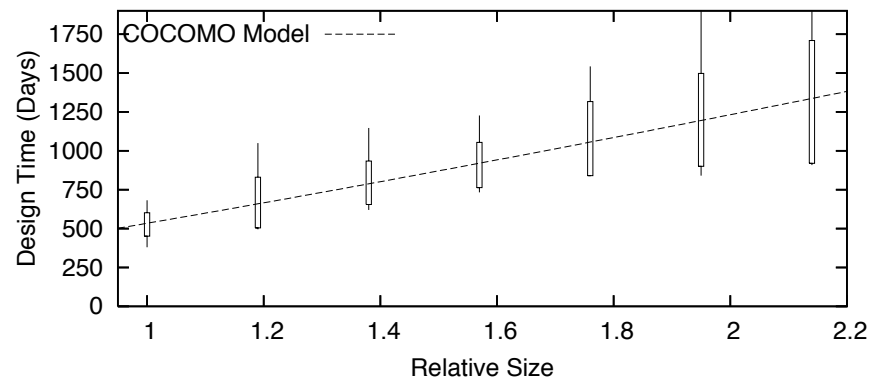
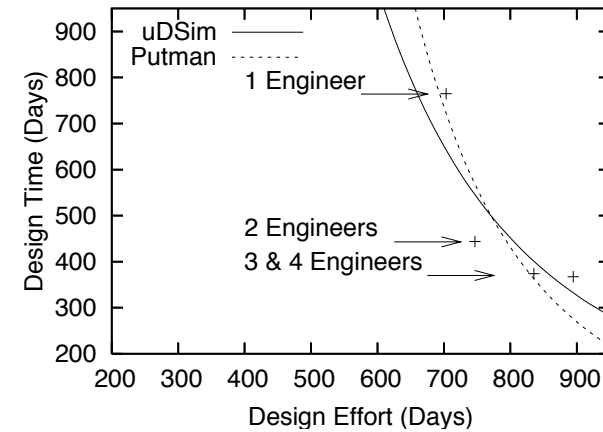
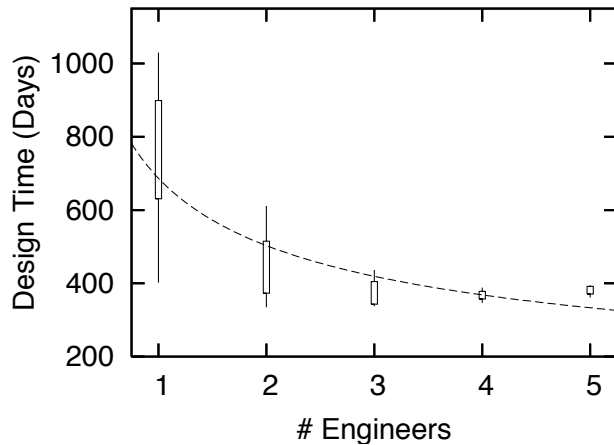
Validation I

- Compare with existing CPU designs
 - Currently for 13 samples, we have 0.97 correlation

Processor Block	Reported	udSim Time
PUMA-Fetch	60	49
PUMA-Decode	80	89
PUMA-ROB	80	99
PUMA-Execute	240	226
PUMA-Memory	20	18

Validation II

- Make sure that it follows software engineering models



Sample Utilization

- Estimate design time for an issue logic proposal
 - SEED [Martinez et al PACT06]
- Original paper
 - Frequency, area, and power improvements
- Replaced the Illinois Verilog Model (EV6-like) for SEED
 - 8% total design time increase or 1.5 additional months

Conclusions

- Sounds WACI to predict “human design time”
 - but it yields very good results with very few parameters (5)
- First time to use a simulation to estimate design time
 - Not used by software engineering
- **Contact me if you have data for any large project**

Questions?

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