Linaro Connect
MADRID 2024 | MAY 14-17 2024

QQVP: Qualcomm's SystemC and QEMU modelling solution

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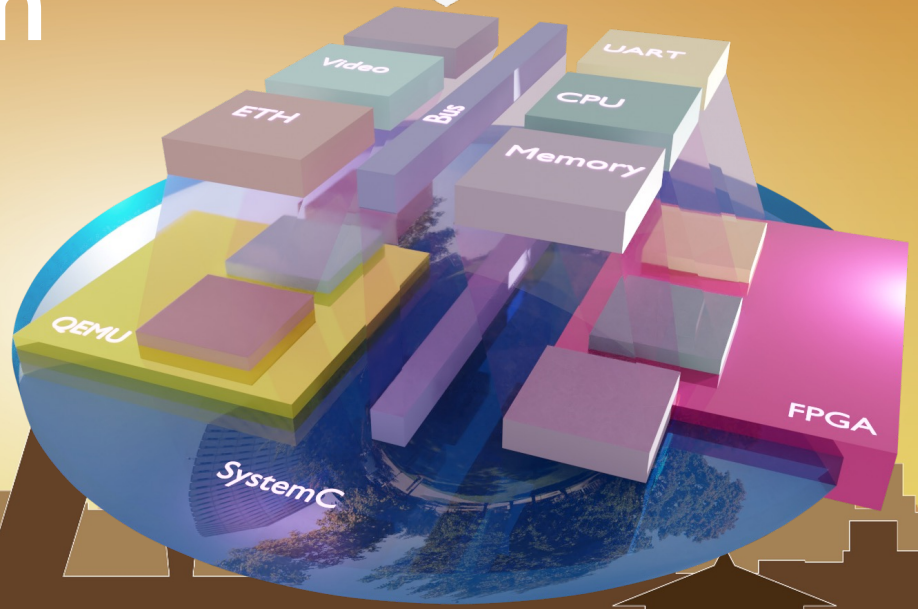
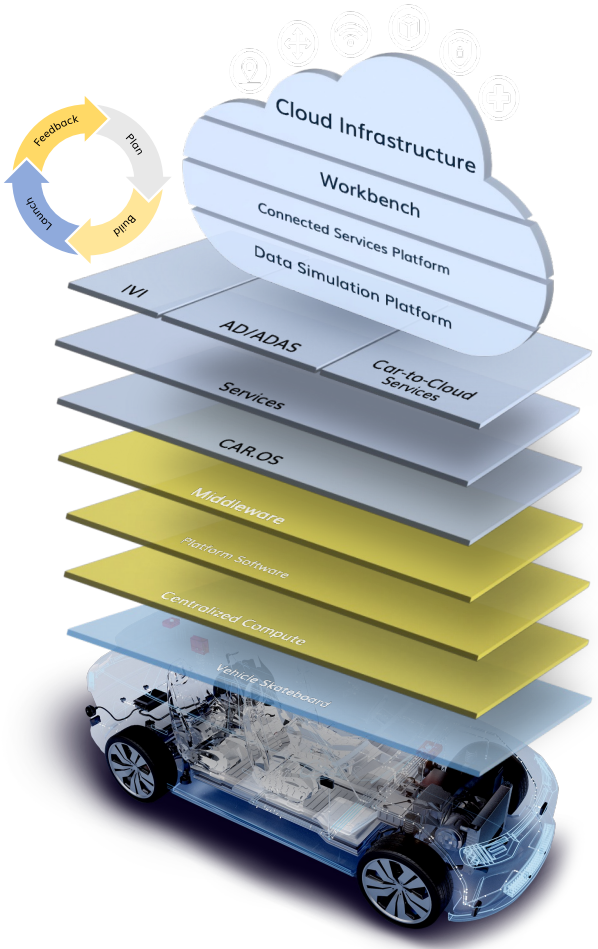
Antonio Caggiano – Staff Engineer

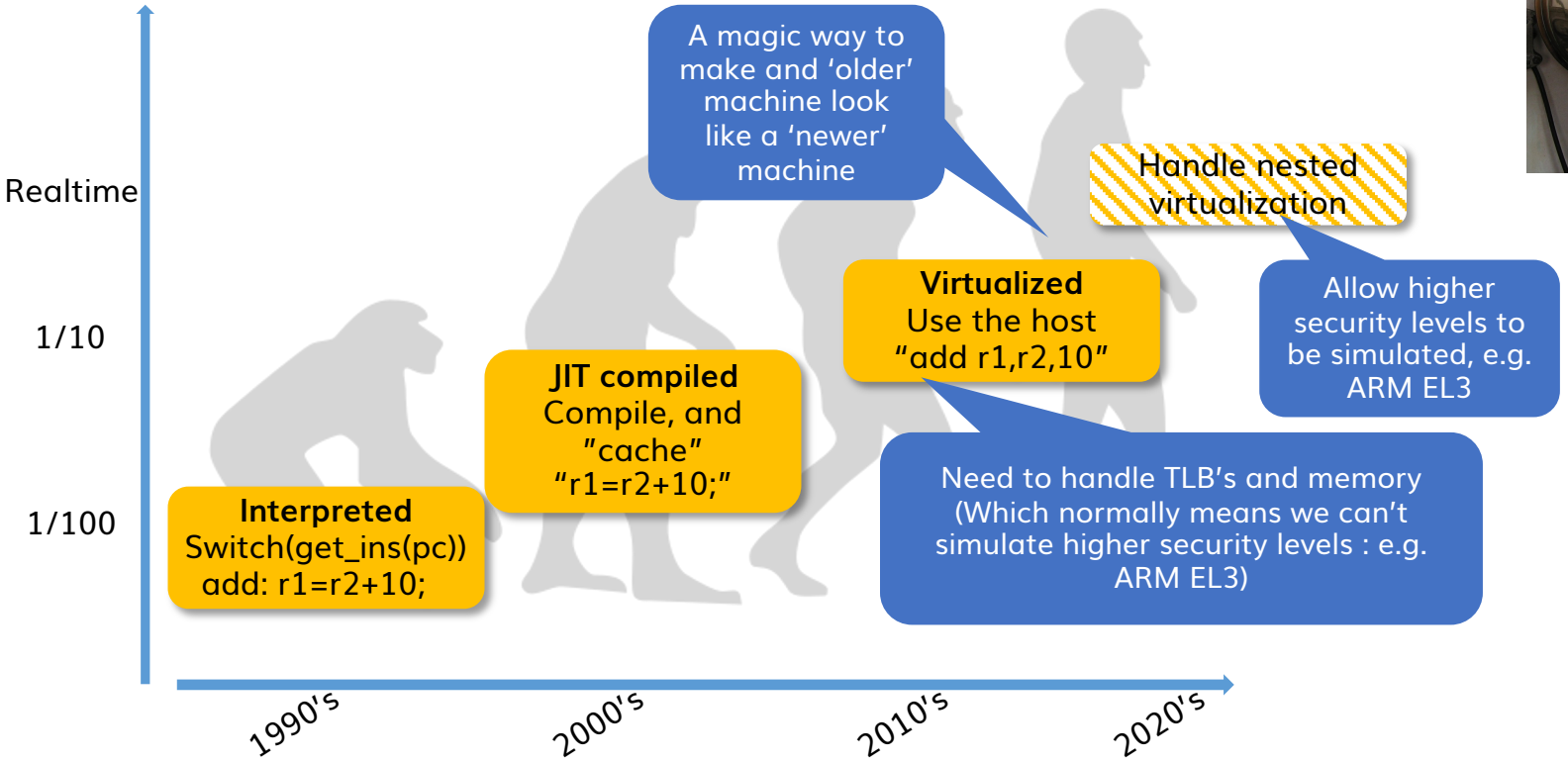


Use cases

- Software development :
  - Direct debugger connection to the kernel
  - Can see ‘hardware’ state – set breakpoints on hardware events
- Continuous Integration and test
  - Scales : runs on off the shelf machines (e.g. Amazon nodes)
  - Make use of cloud services
- Run tests that are impossible in reality
  - Can gain certification credits for extra testing performed on virtual platforms.



History of VP technology



QQVP components: open source

- SystemC: Open Source Event Based Simulator
  - IEEE 1666 standard
  - github: accellera-official/systemc

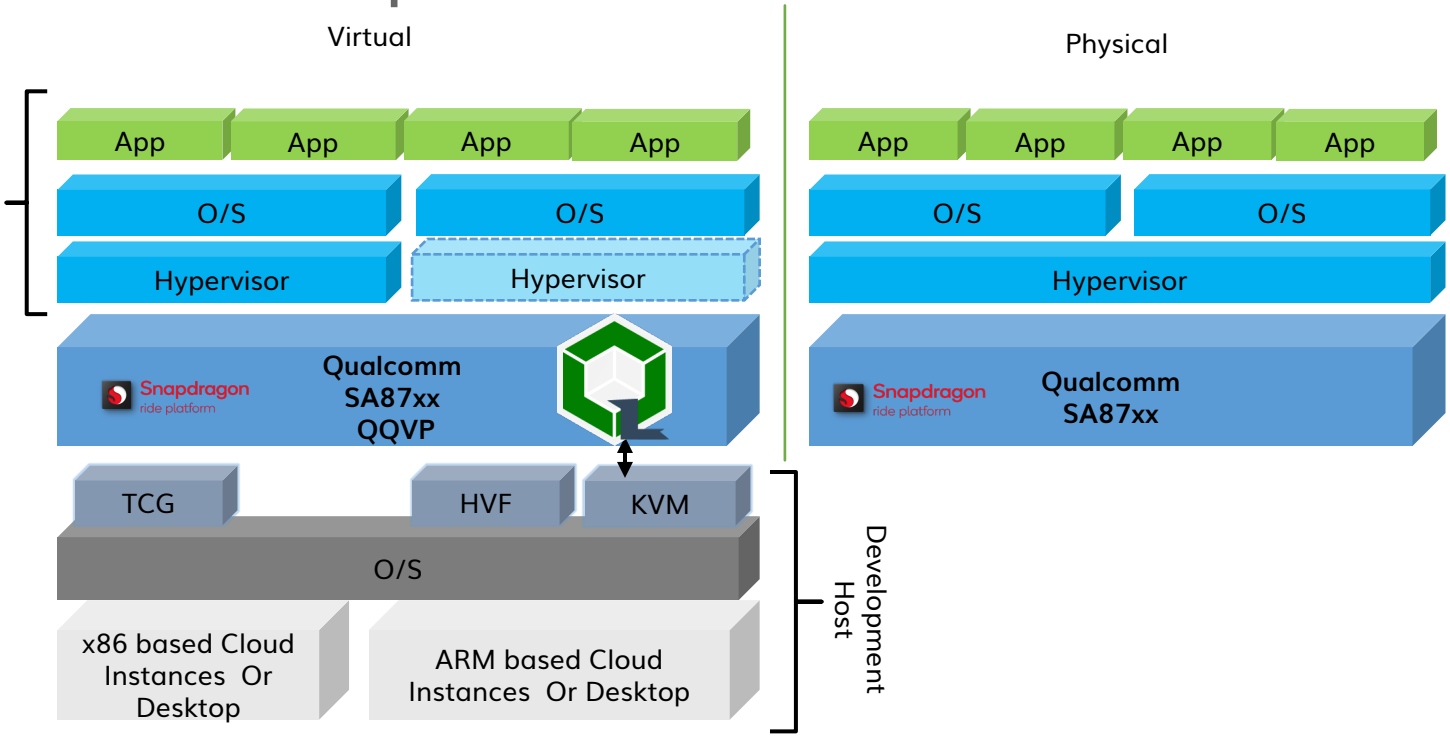
https://en.m.wikipedia.org/wiki/File:Qemu_logo.svg

- QEMU: Open Source Emulator/Virtualiser
  - Covers many architectures (ARM, Hexagon, Xtensa, RiscV…)
  - github: qemu/qemu

- Qualcomm's Open Source SystemC library
  - Contains synchronisation, configuration, basic components (registers, routers, memory…)
  - Github: quic/qbox

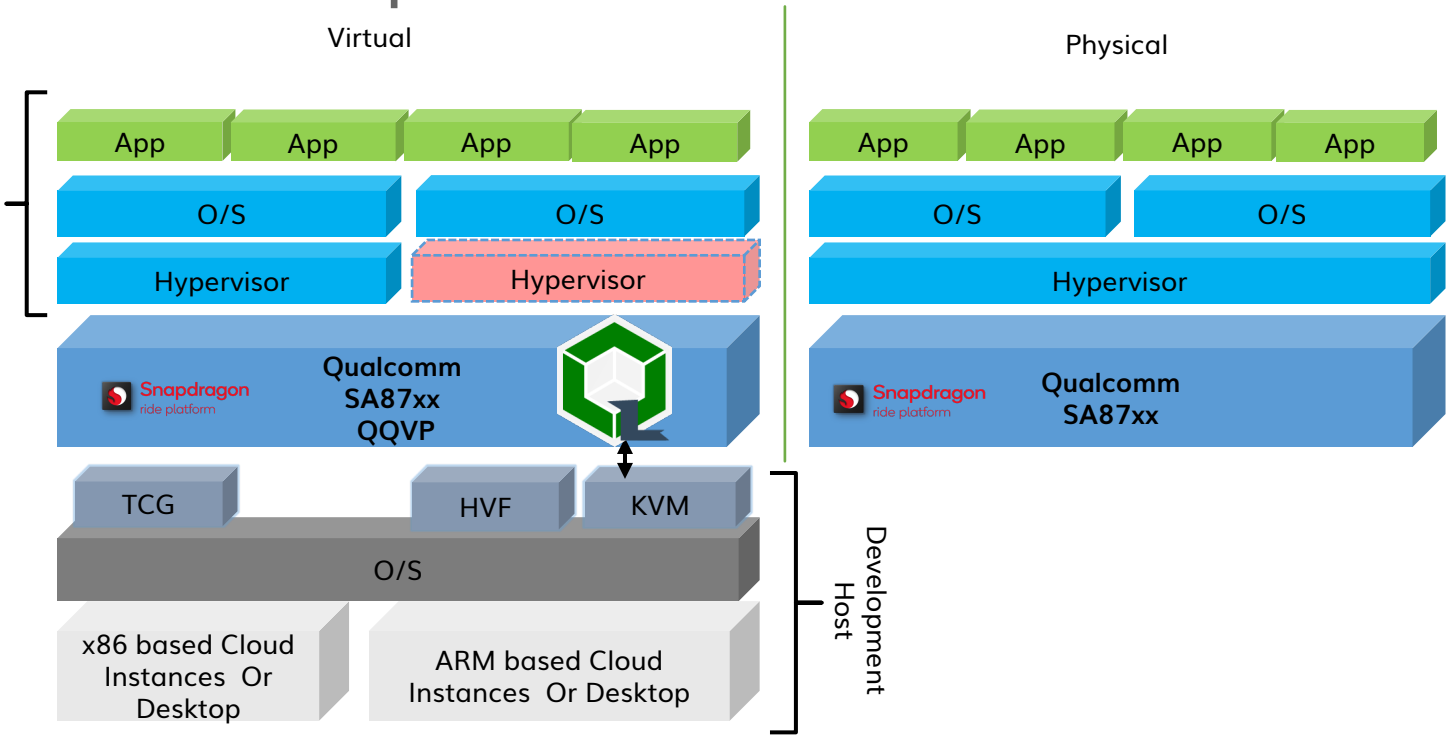
Qualcomm virtual platforms

Enable Development and Testing Of Target Production Application Binaries

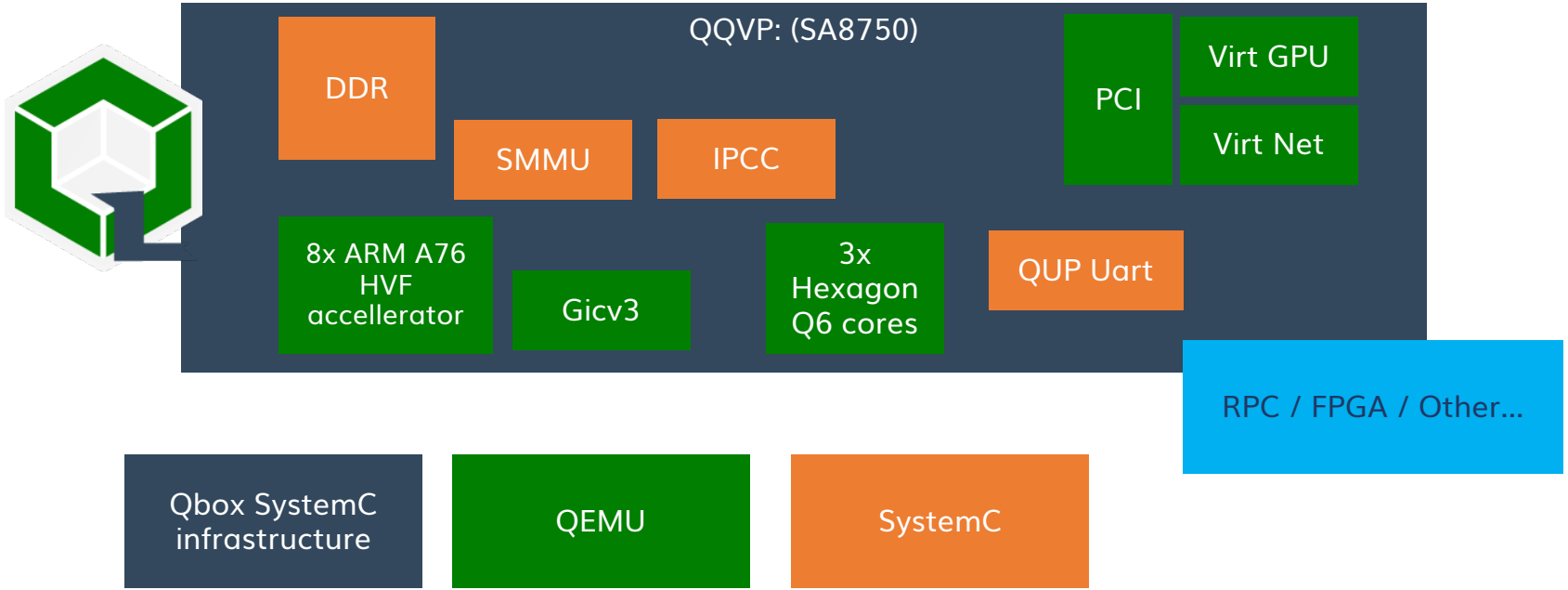


Qualcomm virtual platforms

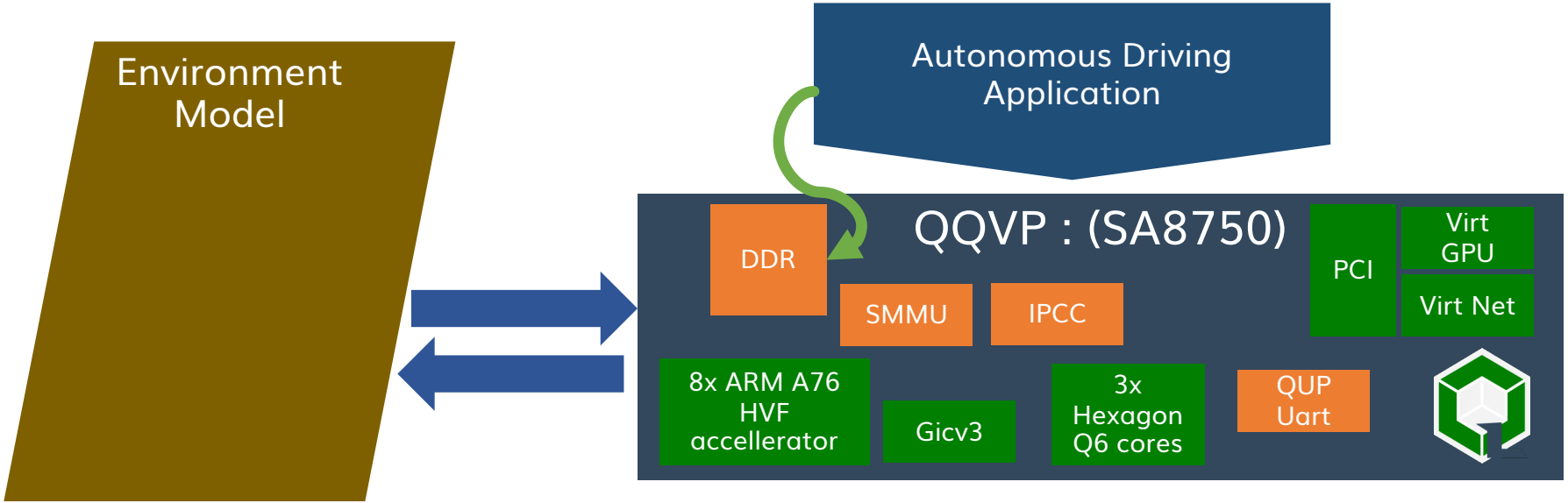
Enable Development and Testing Of Target Production Application Binaries



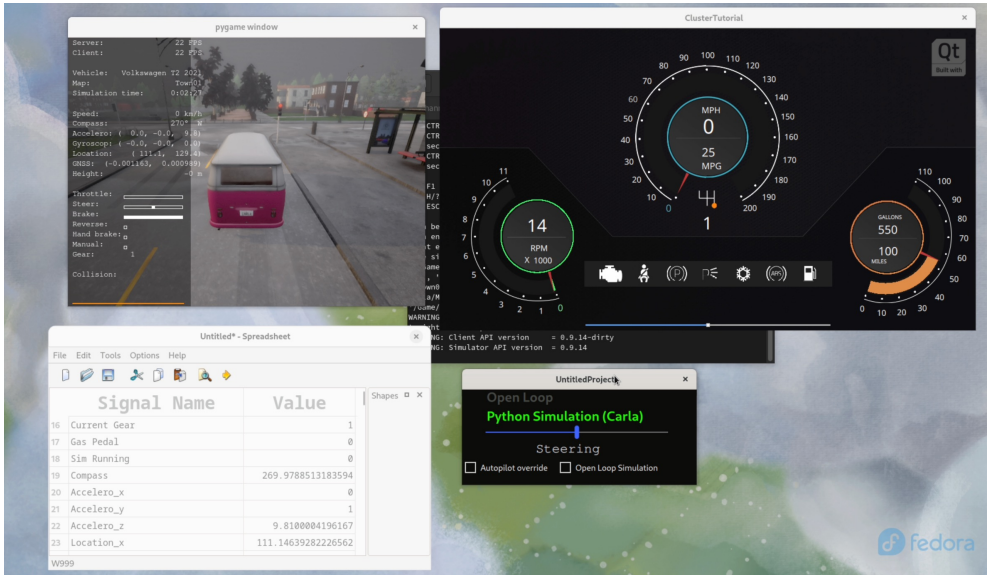
QQVP components



Car simulation: environment and application



Carla example

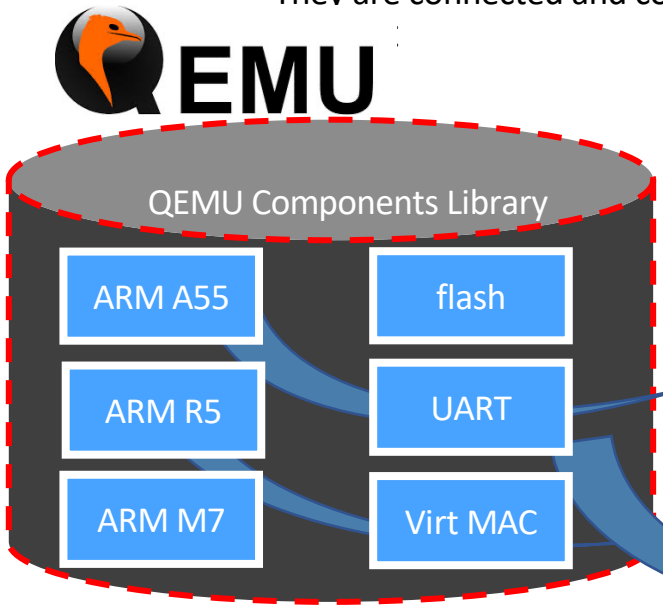


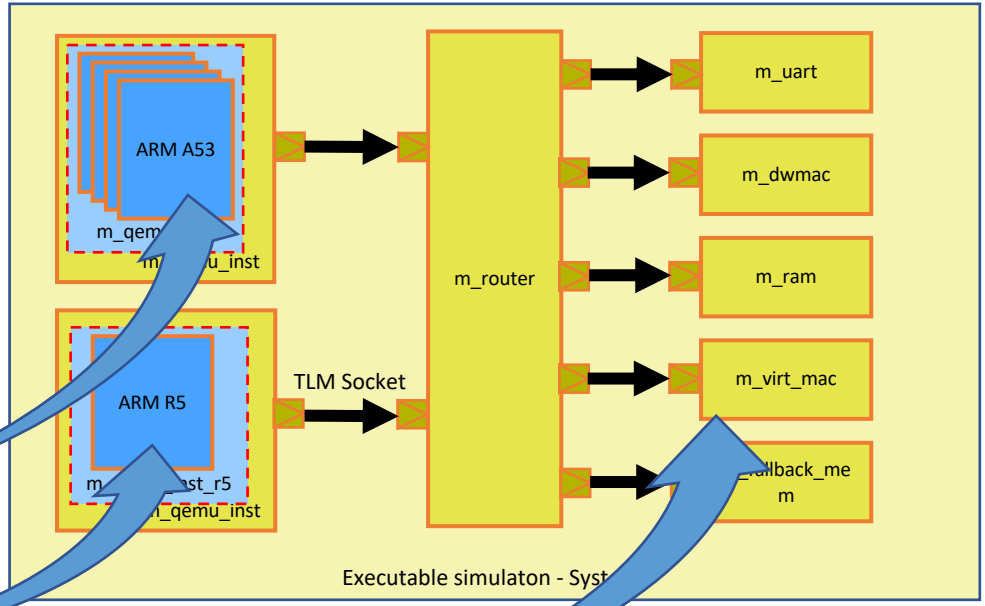
- github: carla-simulator/carla
- Open source autonomous driving system
  - Development
  - Training
  - Validation
- Based on Unreal game engine
- Provides digital assets (road layouts etc)
- Provides an ‘example’ application

DEMO

Qbox under the hood

- QEMU is a ‘library’ of components
- We select (by name!) the components we need in our platform
- Thev are connected and configured in

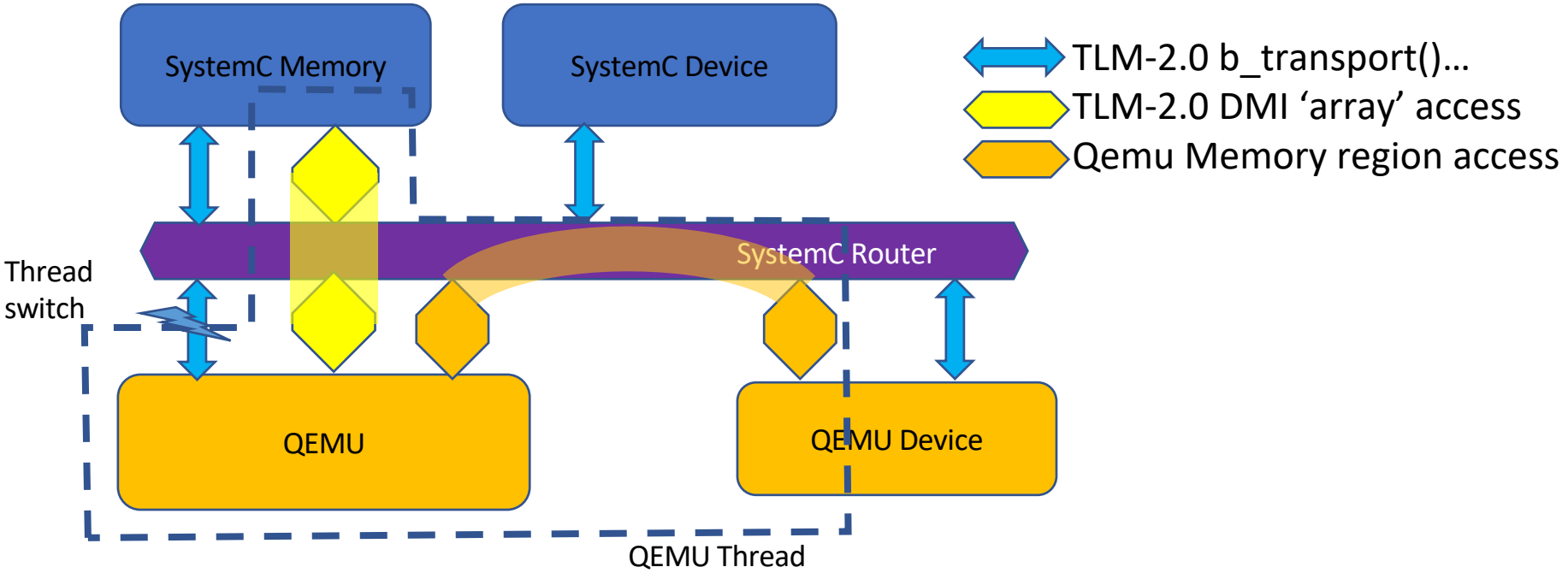




Adding a component from QEMU…
Just a SystemC module.

```
29  class QemuRtl8139Pci : public QemuGPEX::Device
30  {
31      cci::cci_param<std::string> p_mac;
32      std::string m_netdev_id;
33      cci::cci_param<std::string> p_netdev_str;
34
35  public:
36      QemuRtl8139Pci(const sc_core::sc_module_name& name, sc_core::sc_object* _inst, sc_core::sc_object* _gpex)
37          : QemuRtl8139Pci(name, dynamic_cast<SC_QemuInstance*>(_inst)->getQemuInst(), dynamic_cast<QemuGPEX*>(_gpex))
38      {
39      }
40      QemuRtl8139Pci(const sc_core::sc_module_name& name, QemuInstance& inst, QemuGPEX* gpex)
41          : QemuGPEX::Device(name, inst, "rtl8139")
42          , p_mac("mac", "00:11:22:33:44:55", "MAC address of NIC")
43          , m_netdev_id(std::string(sc_core::sc_module::name()) + "-id")
44          , p_netdev_str("netdev_str", "user,hostfwd=tcp::2222-:22", "netdev string for QEMU (do not specify ID)")
45      {
46          std::stringstream opts;
47          opts << p_netdev_str.get_value();
48          opts << ",id=" << m_netdev_id;
49
50          m_inst.add_arg("-netdev");
51          m_inst.add_arg(opts.str().c_str());
52
53          gpex->add_device(*this);
54      }
55
56      void before_end_of_elaboration() override
57      {
58          QemuGPEX::Device::before_end_of_elaboration();
59          m_dev.set_prop_str("mac", p_mac.get_value().c_str());
60          m_dev.set_prop_str("netdev", m_netdev_id.c_str());
```

Partitioning between QEMU and SystemC



Advantages of open source for customers

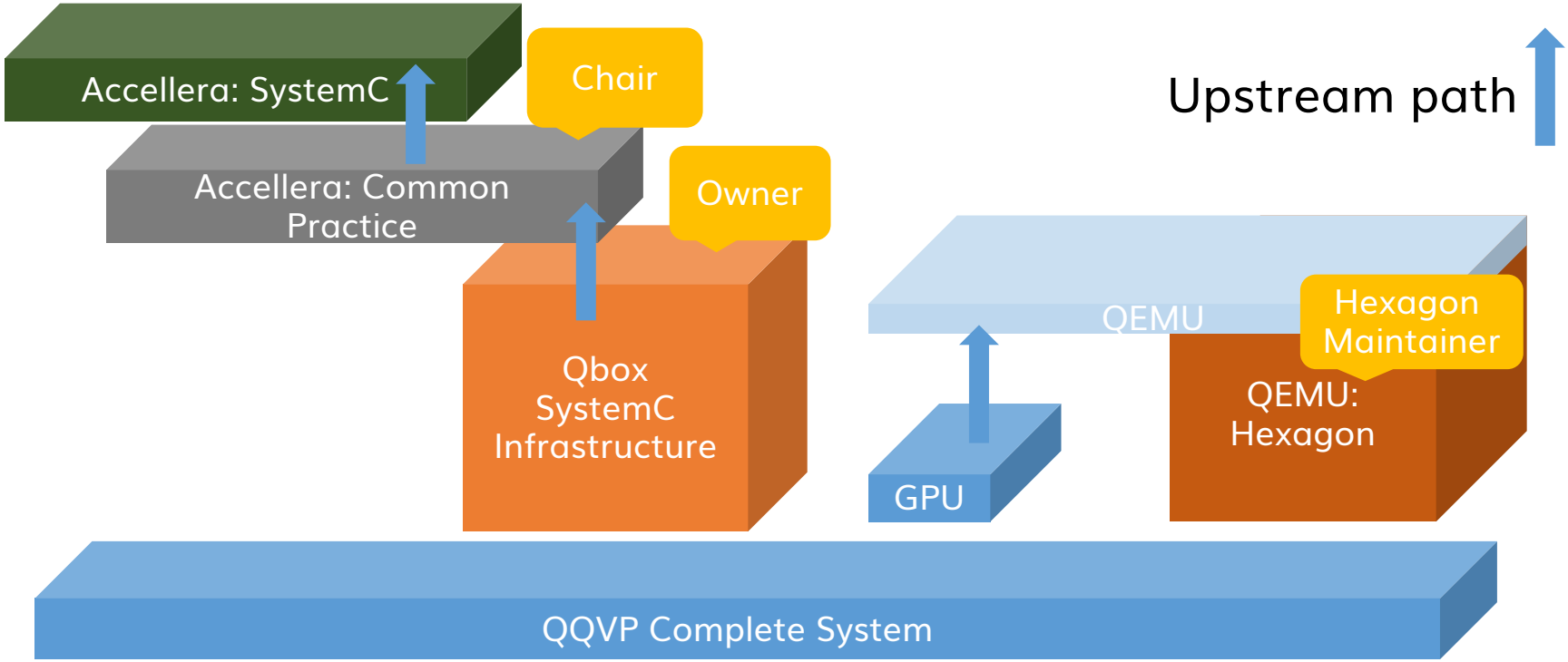
- Familiarity : People have used open-source tools before, they are well known.

- Quality : Many eyes on the code, means the quality is very high. Many members of the community, many use cases are covered.

- Flexibility : With the source code, customers re-configure, add features, fix issues...

- Security : With the source code, you can always maintain your version yourself.

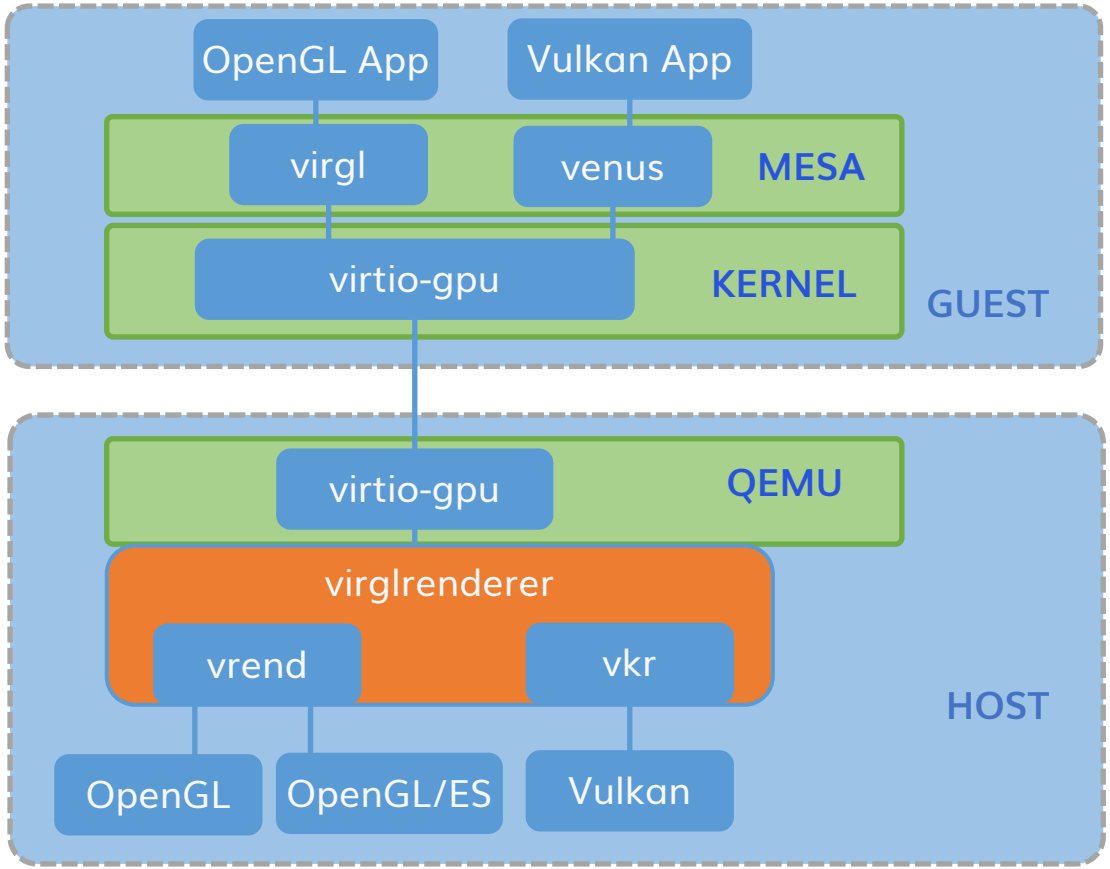
QQVP is built on open source projects



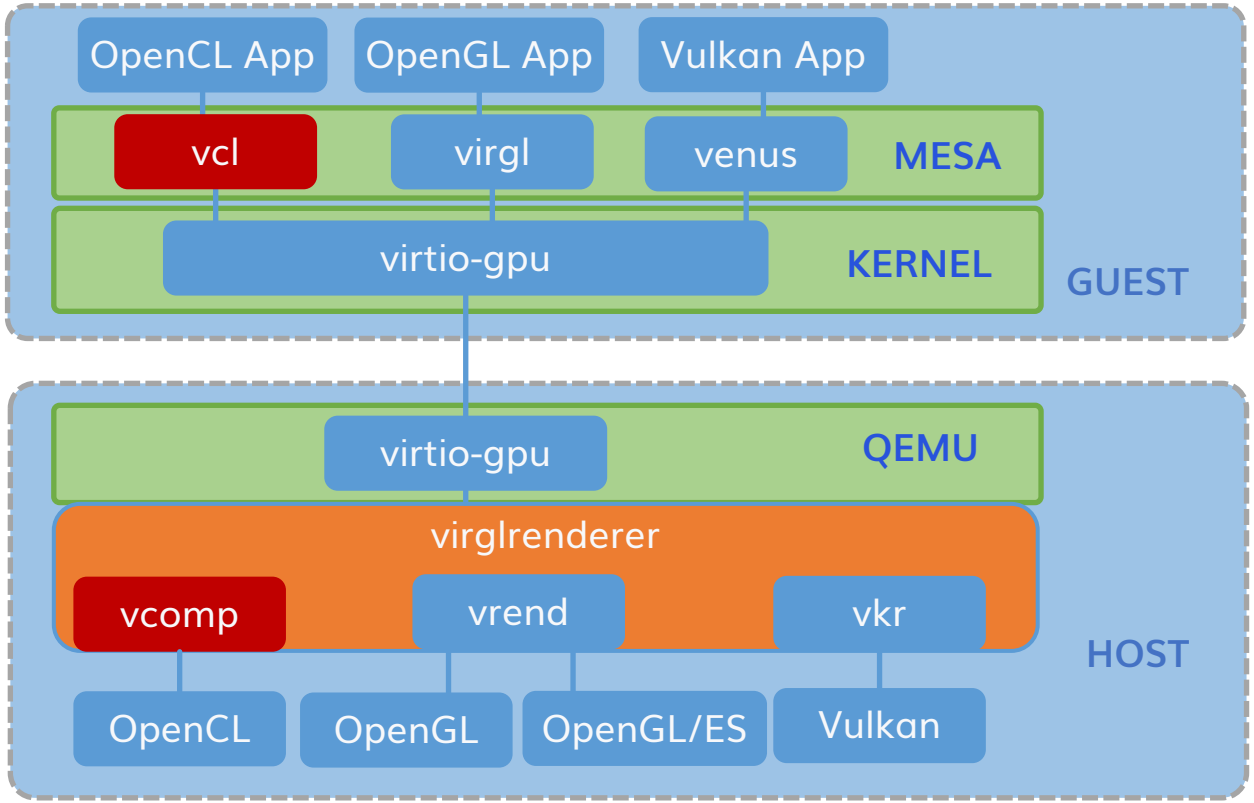
Open CL

- Issues with current situation . . .

VirtIO-GPU


OpenGL App
Vulkan App
virgl
venus
MESA
virtio-gpu
KERNEL
GUEST
virtio-gpu
QEMU
virglrenderer
vrend
vkr
HOST
OpenGL
OpenGL/ES
Vulkan

OpenCL



We are planning to contribute to both MESA and Virglrenderer

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Thank you