

# Intel® Simics® Virtual Platforms in Industry

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intel®

# About Me: Jakob Engblom

## Currently:

- **Director (of Simulation Technology Ecosystem)**, Simics Core team, at Intel in Stockholm, Sweden



## Education:

- MSc, Computer Science, and PhD, Real-Time Systems, Uppsala

Experience: virtual platforms, simulation, embedded systems

- Product management, product marketing, technical sales, technical marketing, business development, training development, demos, ... At IAR Systems, Virtutech, Wind River, and Intel

My own blog, since 2007:

- <https://jakob.engbloms.se>

Intel software blog:

- <https://community.intel.com/t5/Blogs/Products-and-Solutions/Software/bg-p/blog-software>

# Introducing Intel<sup>®</sup>



The diagram features a large circular inset on the left showing a detailed view of a silicon wafer. The main content is a blue horizontal bar at the top with the text 'intel advantage'. Below this, a large white-outlined rectangle contains three blue boxes: 'Software', 'Silicon & Platforms', and 'Packaging & Process', each followed by a white plus sign. Below these boxes is the text 'At-Scale Manufacturing'. The background is dark blue with various digital and circuit motifs, including a cloud icon, arrows, and circuit traces.

# intel advantage

Software

+

Silicon &  
Platforms

+

Packaging  
& Process

At-Scale Manufacturing

The leading provider of silicon globally

# Product Leadership



## Client Computing

Make PCs indispensable for work, play, learning, creating and collaborating with a vibrant ecosystem of innovation



## Datacenter & AI

Develop the best cloud and data center solutions for diverse customer workloads with leadership in AI



## Network & Edge

Provide cloud to intelligent edge network infrastructure by delivering 5/6G, Edge-AI, NIC/Switch, SiPh and Software disruptions at scale



## Accelerated Computing Systems & Graphics

Become the No. 1 provider of accelerated compute through graphics, GPU and HPC – first to Zettascale



## Automotive

Be the leading provider of autonomous vehicle technology



## Foundry Services

Become the No. 2 foundry provider this decade

# Open Platforms

**700+**

Foundations and standards bodies with Intel

**450+** Software tools & resources

on the Intel Developer Catalog for developers to create and deploy solutions

**150+** Software tools & resources

on the Intel Developers Catalog for AI workloads

**300+**

community managed projects contributed to and maintained

**#1**

Linux kernel corporate contributor since 2007

**top 10**

contributor to Kubernetes

Intel software powers much of the world's computing



Floating Point Standard



DDR<sub>x</sub>



5G Standards

RSS  
Responsibility  
Sensitive  
Safety



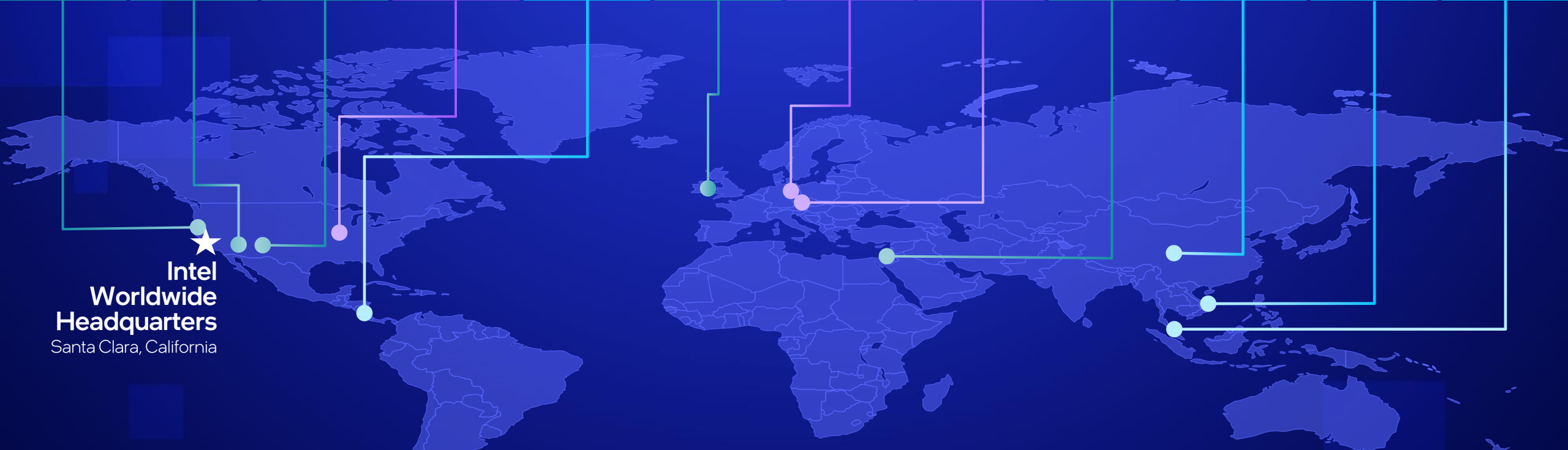
6G Network/Edge





Oregon Arizona New Mexico Ohio Costa Rica Ireland Germany Poland Israel Chengdu Vietnam Malaysia

★ Intel Worldwide Headquarters Santa Clara, California



# Geographically Diverse Manufacturing Capacity

■ Wafer Fabs ■ Assembly & Test ■ Future Site



# The Intel® Simics® Simulator





# The History of the Intel® Simics® Simulator

Development started in 1991

- Spin-off from research project
- Pre-silicon OS bring-up.

Virtutech founded in 1998

- Sun\* & Ericsson\* first customers

Acquired by Intel in 2010

Wide usage

- Intel-internal
- Intel ecosystem
- Commercial customers via Wind River\*
- Academics and OSS via public release

Major milestones


- 2.0: Heterogeneous system models
- 3.0: Reverse execution & debug, 2005
- 3.2: Intel virtualization acceleration
- 4.0: Multi-threaded (coarse), 2008
- 4.2: Distributed simulation, 2009
- 5: Multicore multithreading, 2015
- 6: More threading & better support for model integrations, 2018
  - Integration with power, thermal, performance models
  - Continuously adding features
- 7: Clean up & modernizations, 2023
  - Removing older APIs and features to focus on the new

# What Does Intel® Do and Where do We Fit?




- Intel® Core®
- Intel® Atom™
- Chipsets
- Thunderbolt\*
- Graphics Processors (GPU)

Laptop and desktop




- Intel® Xeon®
- Chipsets
- Infrastructure processing units (smart network)
- GPU

Data Center




- Movidius
- Habana
- Intel® Xeon®
- GPU
- AI PC

AI and ML




- Ethernet
- WiFi
- Bluetooth
- GNSS

Connectivity




- FPGA
- SoC-FPGA
- eASIC hard-copy

FPGA (Now Altera®)




- Quantum computing
- Neuromorphic computing
- Software

Intel Labs



- Intel Foundry Services

Foundry



- OneAPI
- Development tools
- Compilers
- Simulation solutions
- Linux & Windows drivers
- UEFI & BIOS

Software



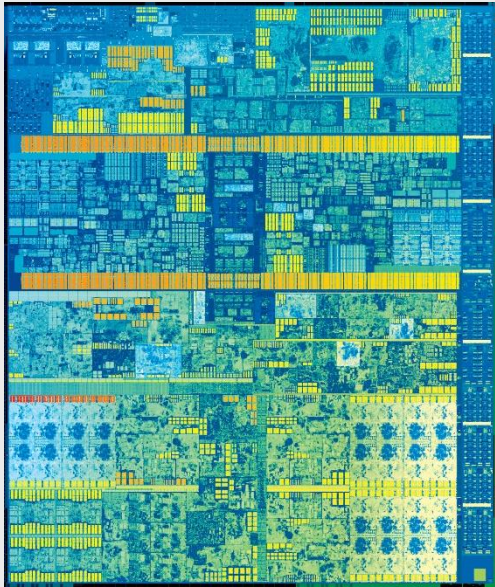

# Virtual Platforms Why and What?

# Hardware: A Hard Development Platform?

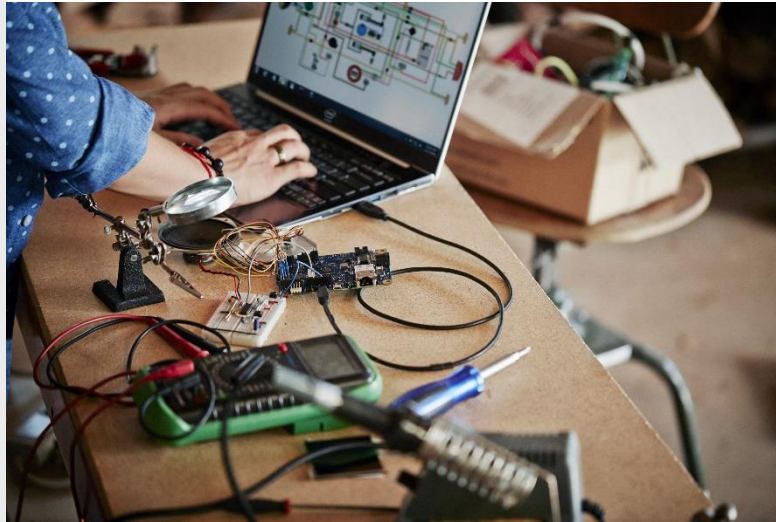


# Hardware is Hard When it is in...

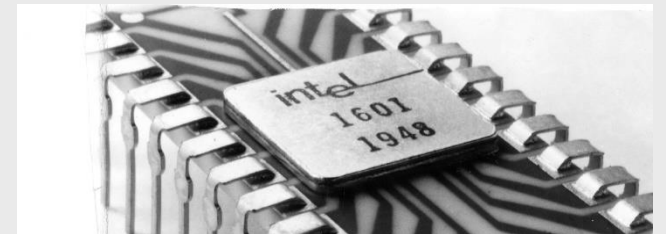
Not yet available



Flaky prototype stage



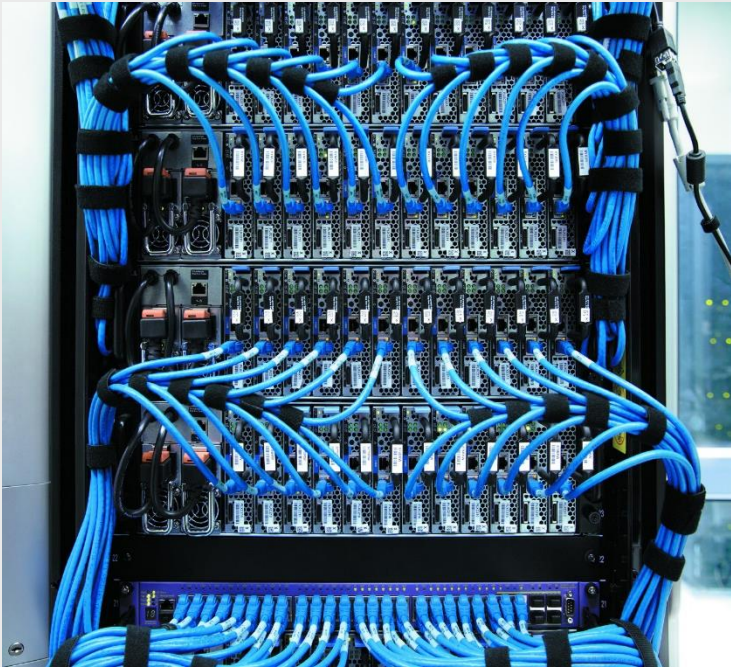
Not available anymore





# Hardware is Hard When it is...

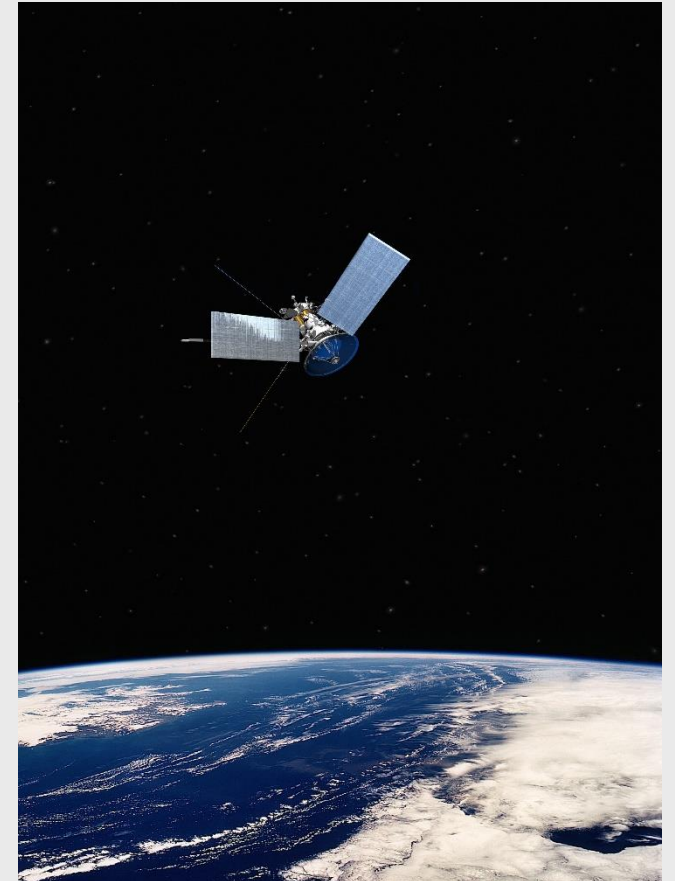
Inconveniently large & complex



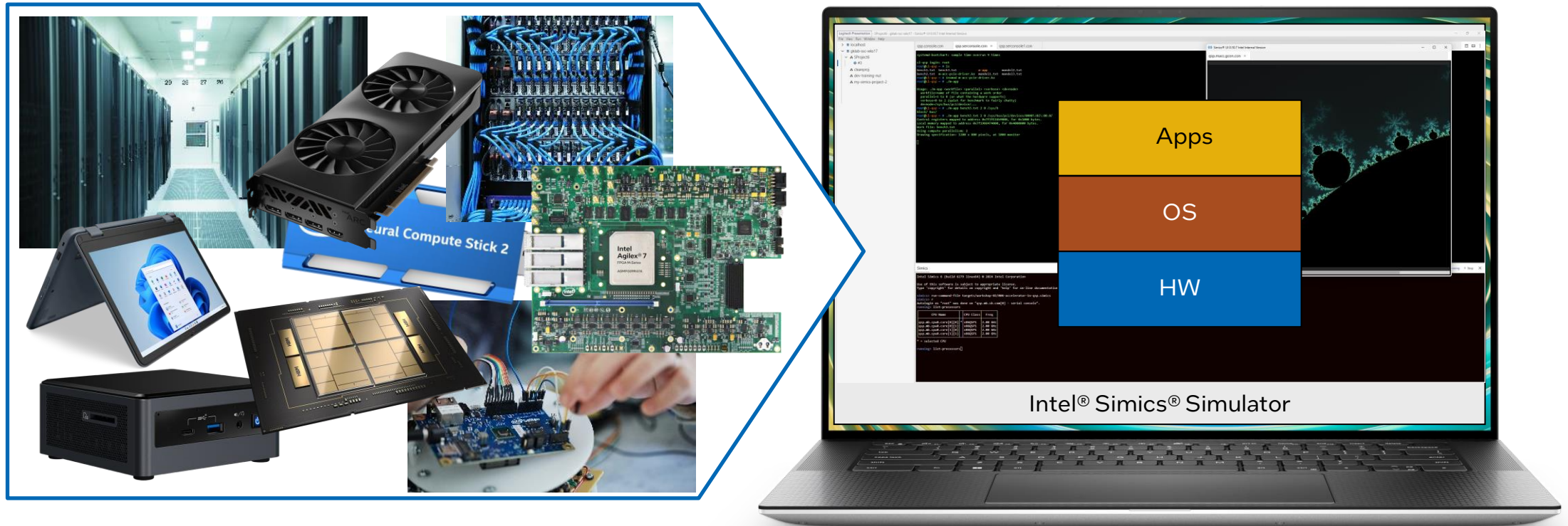
Dangerous to play with



Inaccessible & expensive



# The Idea of a Virtual Platform



Run your software without the hardware – on a software model

# Running the Real Software

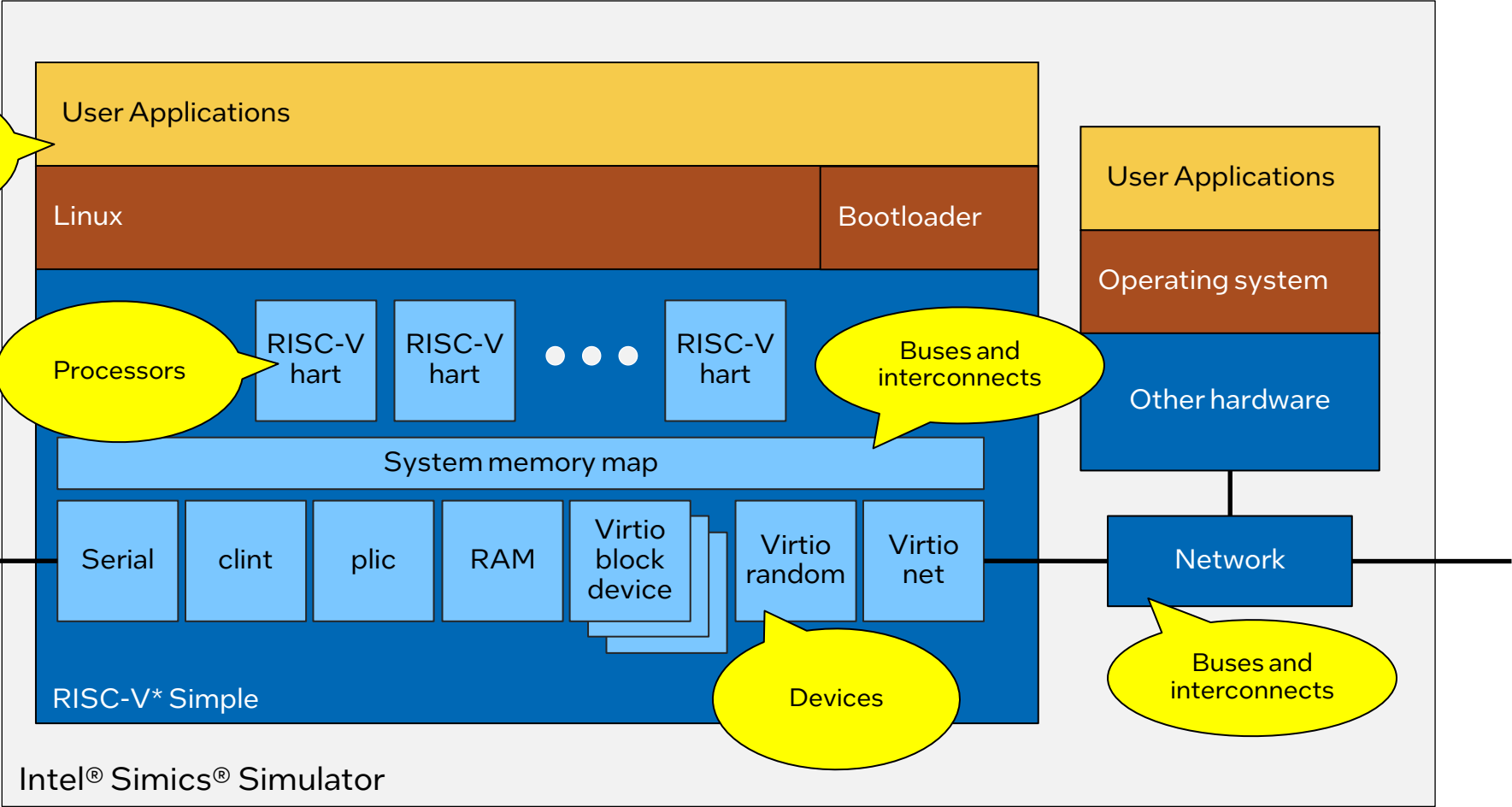
Purpose:

- Test & debug the **software** and the **software-visible** aspects of the hardware

“Software” can mean many things...

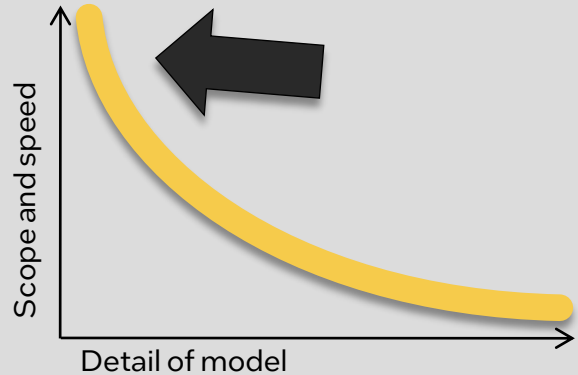
- **Firmware**, that is deeply hidden inside a chip
- **BIOS/Bootloader/UEFI**, that is used to boot the machine
- **Device drivers**, that manage hardware for an operating system
- **Operating systems**
- **Middleware**, providing services for other software
- **Applications**, that any programmer would write
- **Distributed systems**, software running across many separate machines
- From bytes to terabytes of code!

# Inside a Typical Virtual Platform

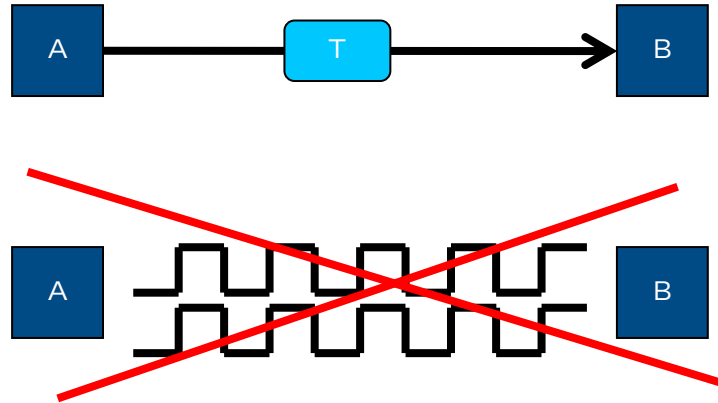


# Intel® Simics® Simulation: Level of Abstraction

Goal: Fast & scalable simulation

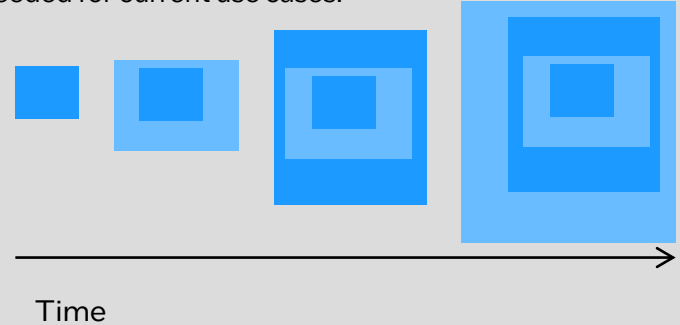


Transaction-level modeling (TLM)

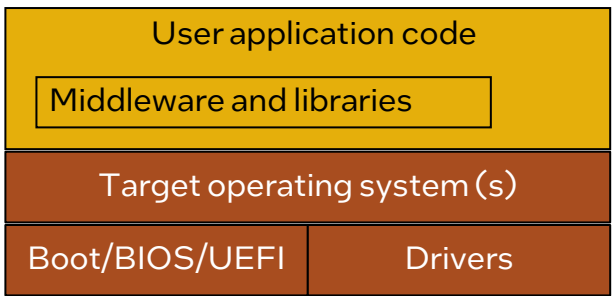


Lazy and agile modeling

Build up the model piece by piece over time, as use cases materialize or become possible. Only model what is needed for current use cases.

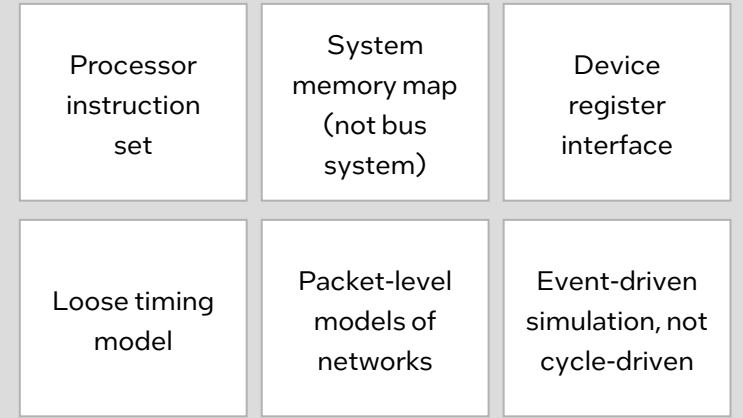


Goal: run the real software

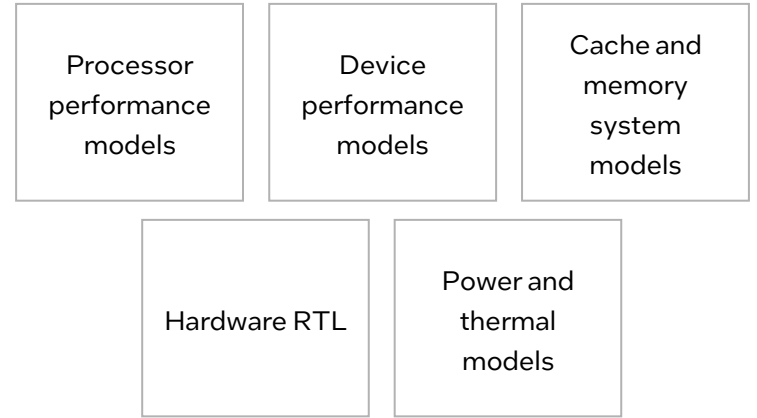


Target model includes all software-visible functional aspects of hardware, such as processor instructions, supervisor modes, device registers, interrupts, etc.

Model function & basic timing



Add details when and where needed





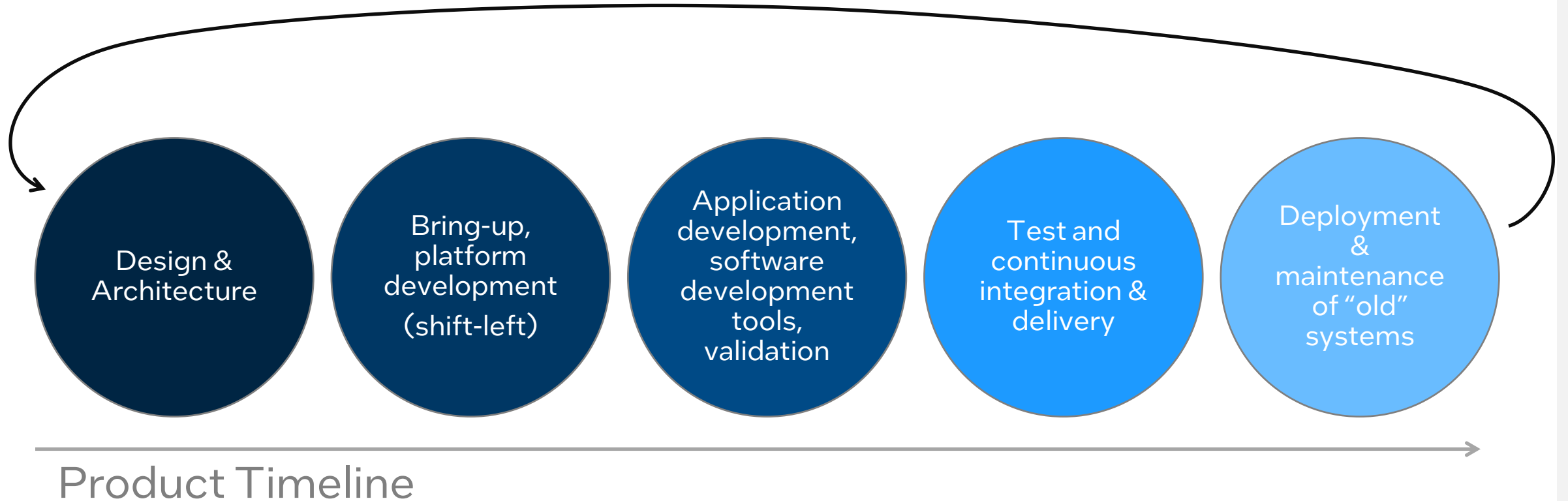


# The Intel<sup>®</sup> Simics<sup>®</sup> Simulator

## Use Cases



# Virtual Platforms & the Product Lifecycle



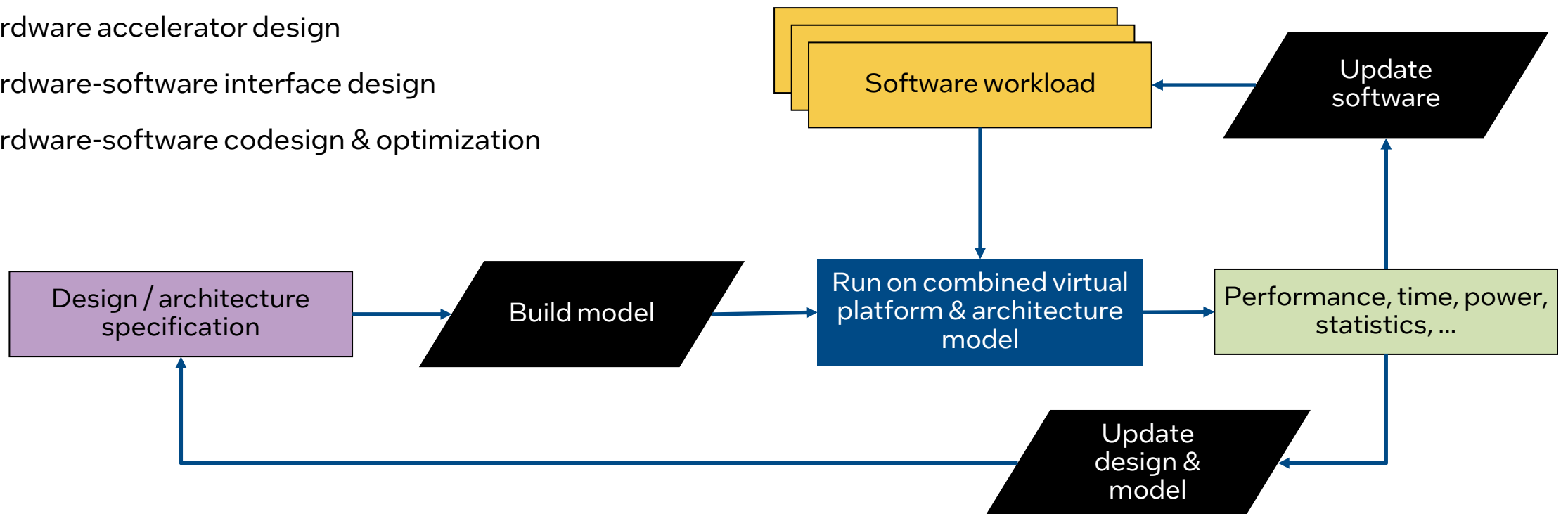
# Getting the Architecture Right

# Computer Architecture (on Virtual Platform)

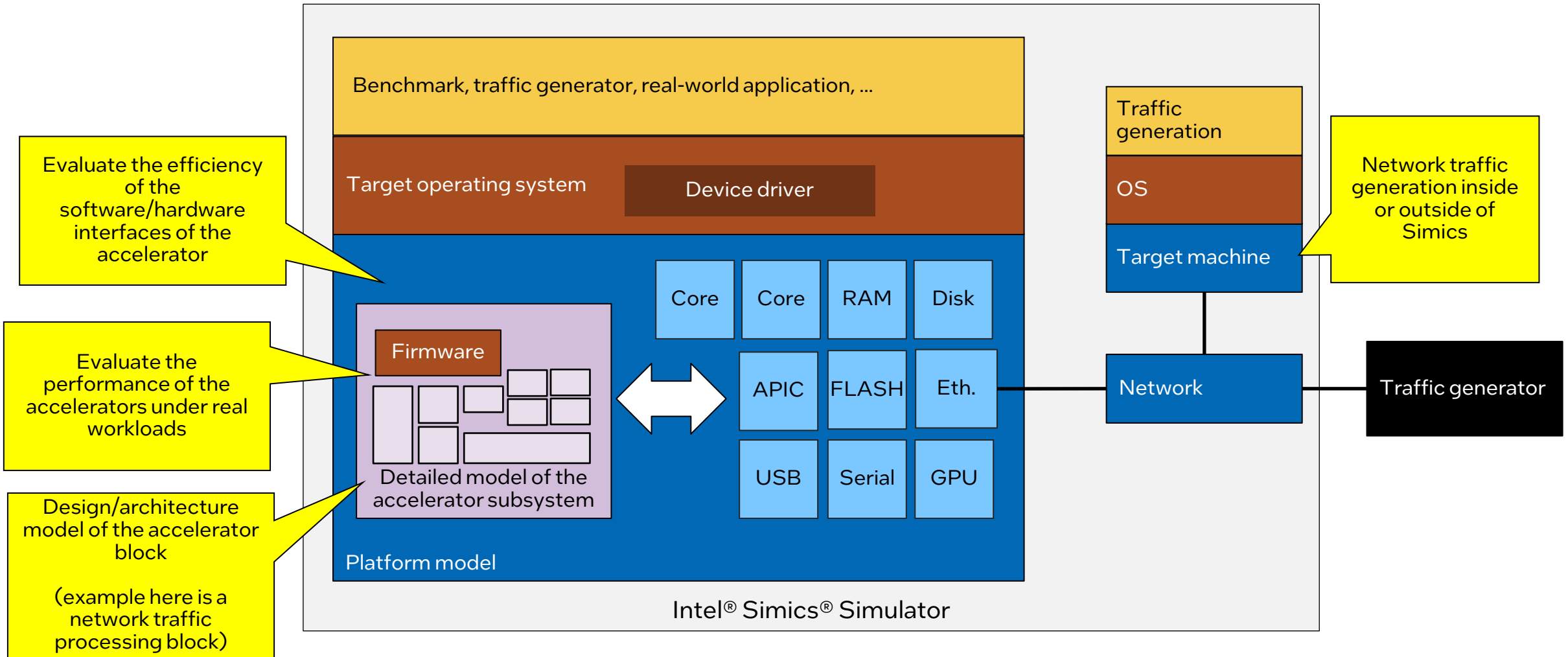
“Build 1000 times in simulation, 1 time for real”

- Processor, pipeline, cache design
- New instructions & execution modes
- Hardware accelerator design
- Hardware-software interface design
- Hardware-software codesign & optimization

Key point: run real workloads to evaluate designs, thanks to full-system VP



# Computer Architecture: for Subsystem





# Instruction-Set-Level Computer Architecture

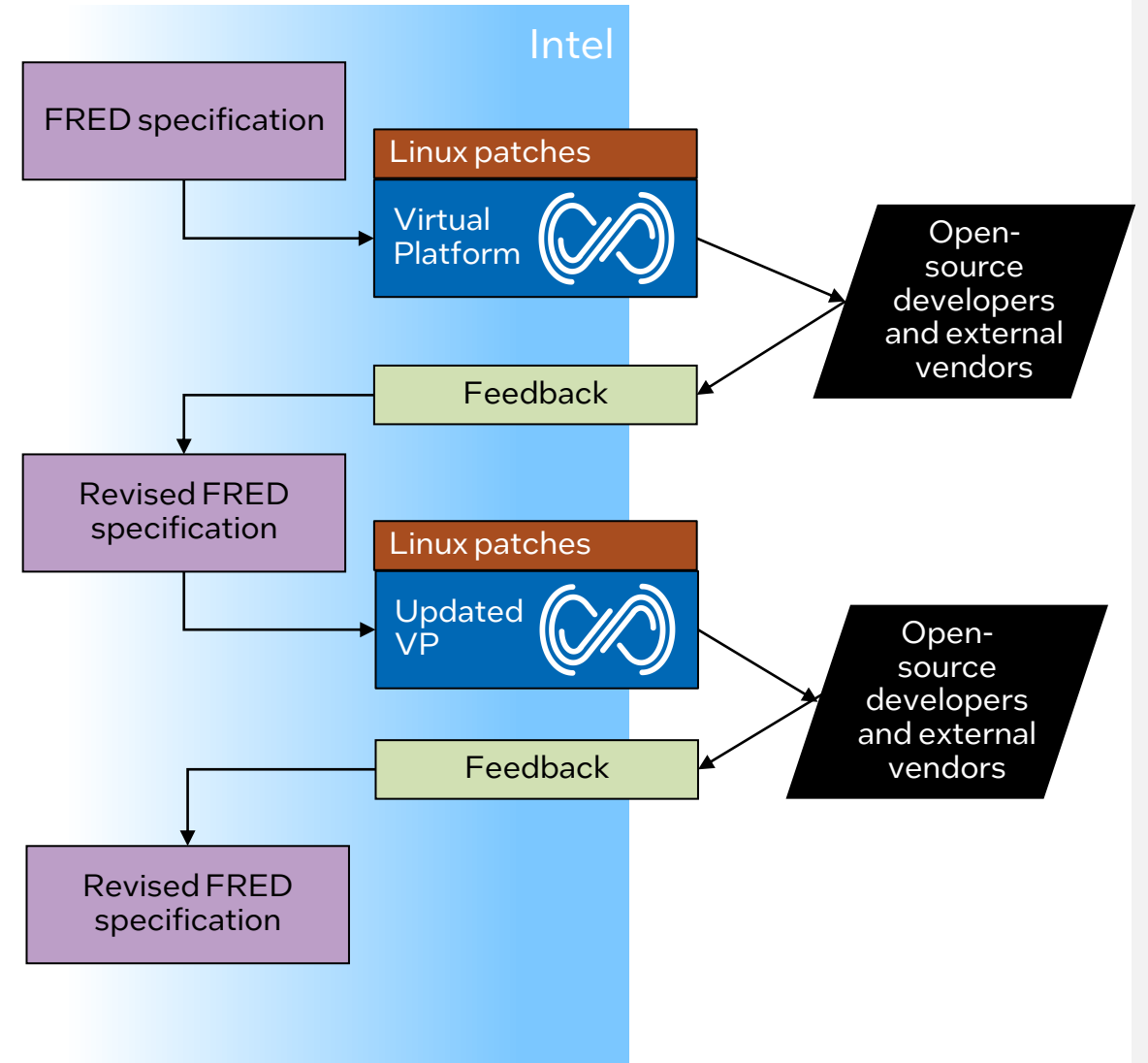
Architecture happens at the instruction-set level as well as microarchitecture

Example: “Flexible Return and Event Delivery” (FRED)

- New way to handle exceptions and interrupts in the Intel Architecture

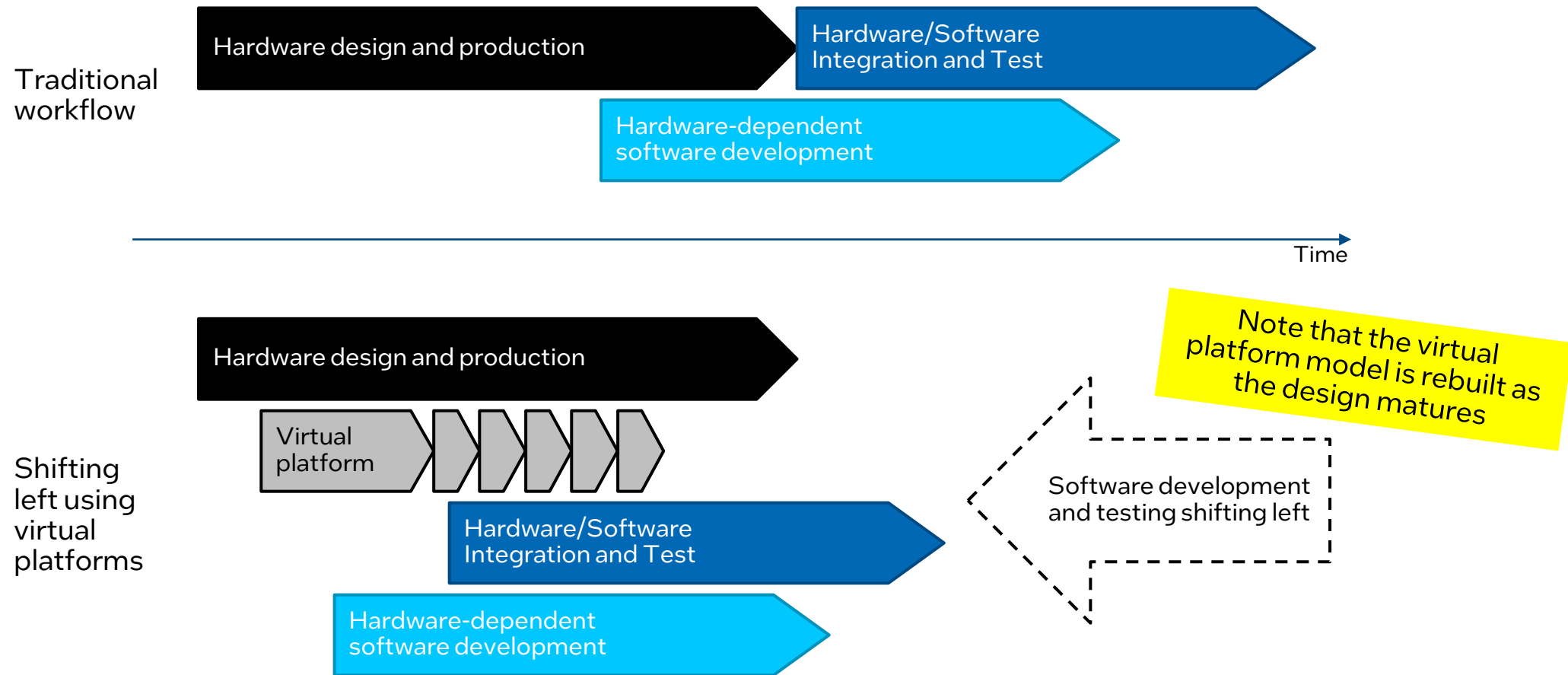
Intel® Simics® virtual platforms used as “test hardware” for external software developers

- For Linux developers, provided together with Linux kernel patches from Intel’s Linux developers – software is needed
- Collect feedback from external (operating-system) developers, improve the design



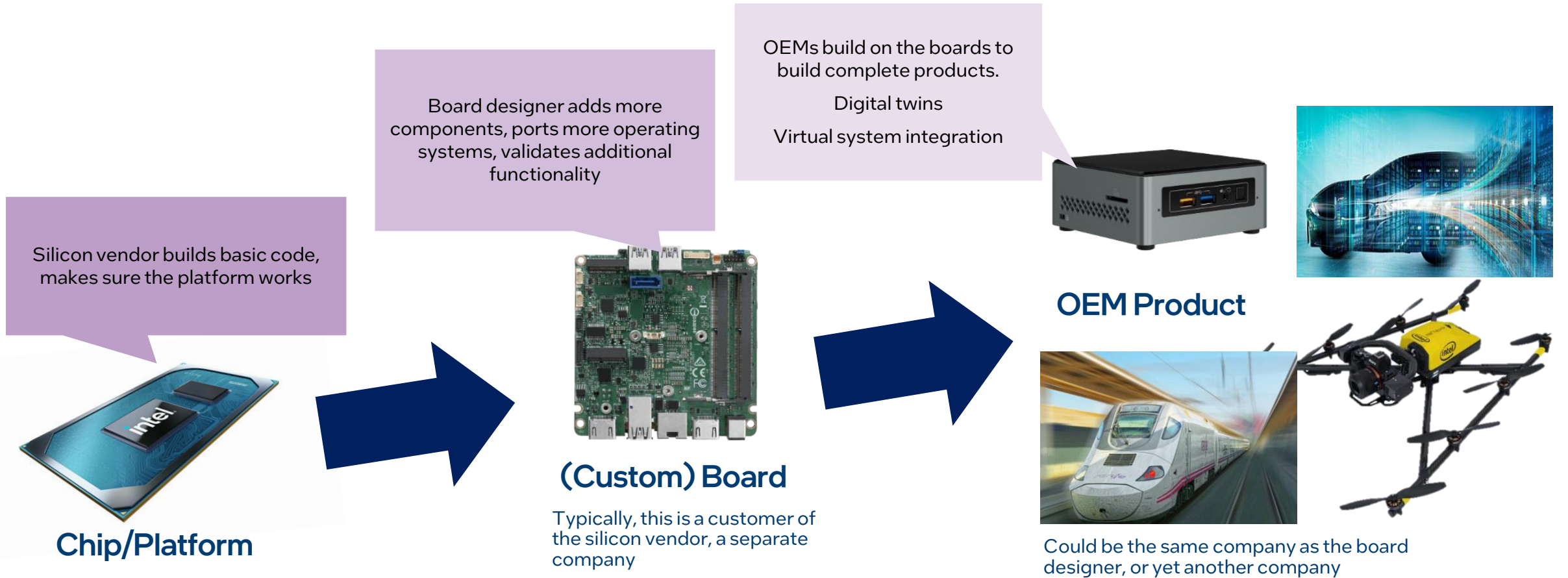
# Getting Software Done Early

# Shift-Left / Early Software Development



Classic use case – Earliest examples from the 1950s

# Shift-Left: With the Ecosystem



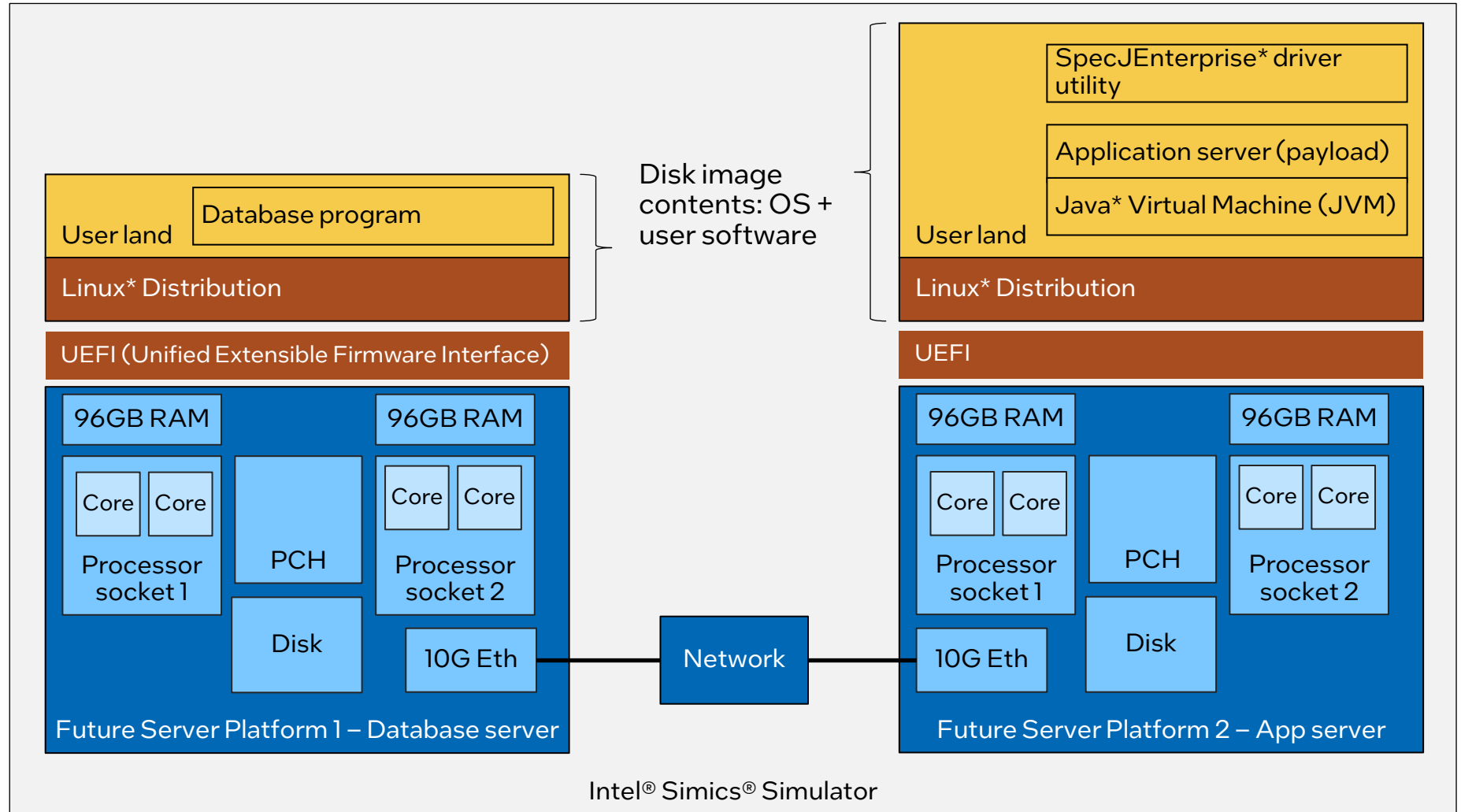
# Testing Software at the System Level

# System-Scale Simulation Example

Update software stack to use latest hardware instruction sets and features

Ensure integration of hardware, boot code, drivers, OS, and applications work – before the silicon arrives

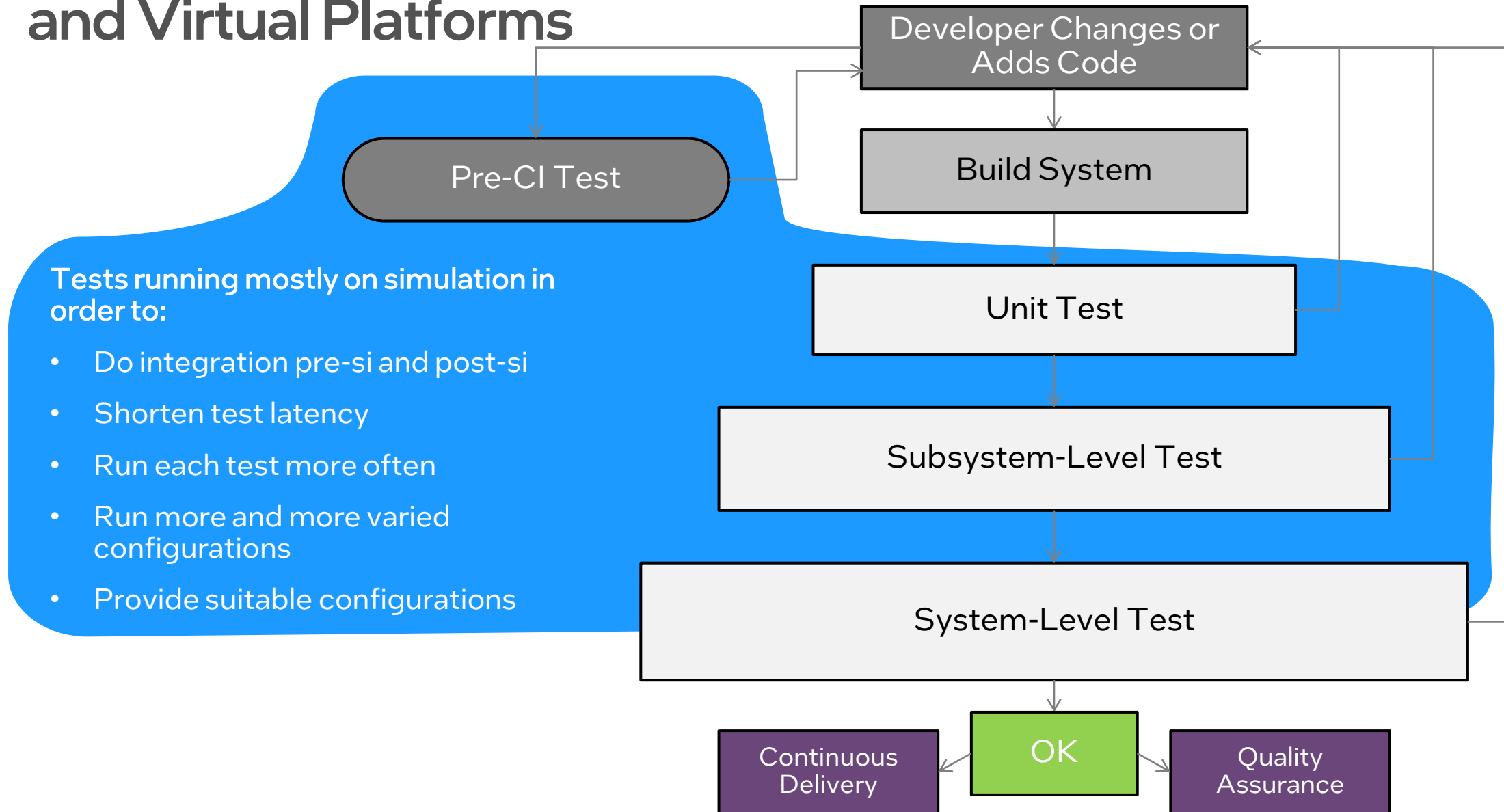
*This particular example: silicon vendor + software vendor cooperating on next-gen hardware tuning*



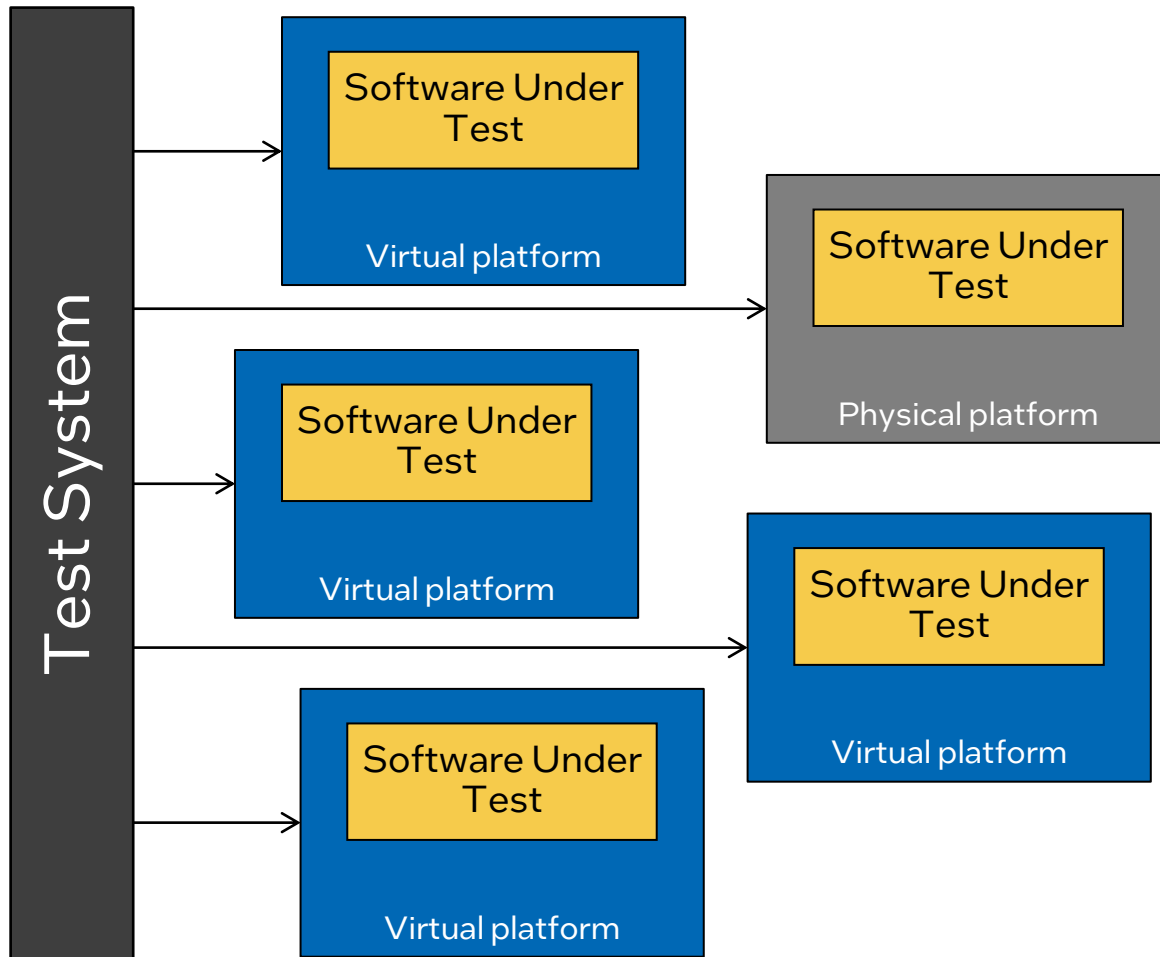
<https://software.intel.com/en-us/blogs/2018/03/15/software-on-wind-river-simics-virtual-platforms-then-and-now>



# Continuous Integration and Virtual Platforms



# Allowing More Tests for Difficult Hardware



Hardware availability is often a bottleneck in embedded systems testing

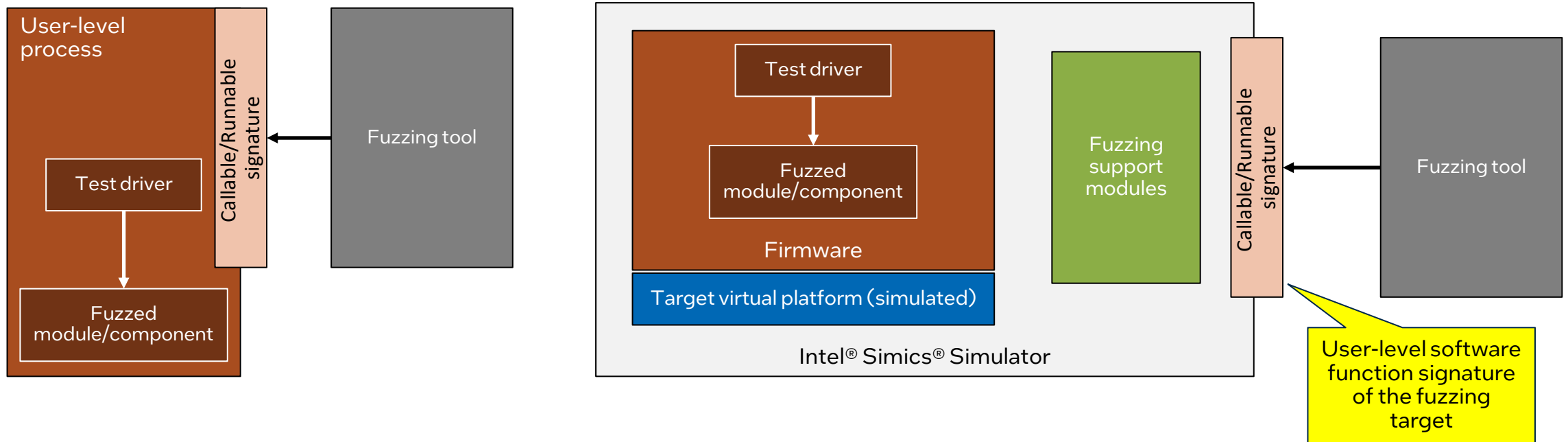
Classic customer case

- Hardware = Integration testing every *week*
  - Bugs creep back in
  - Impossible to go Agile
- Virtual platforms provided more targets
  - Integration testing *daily*
- = Higher quality, less rework, more agile development flow

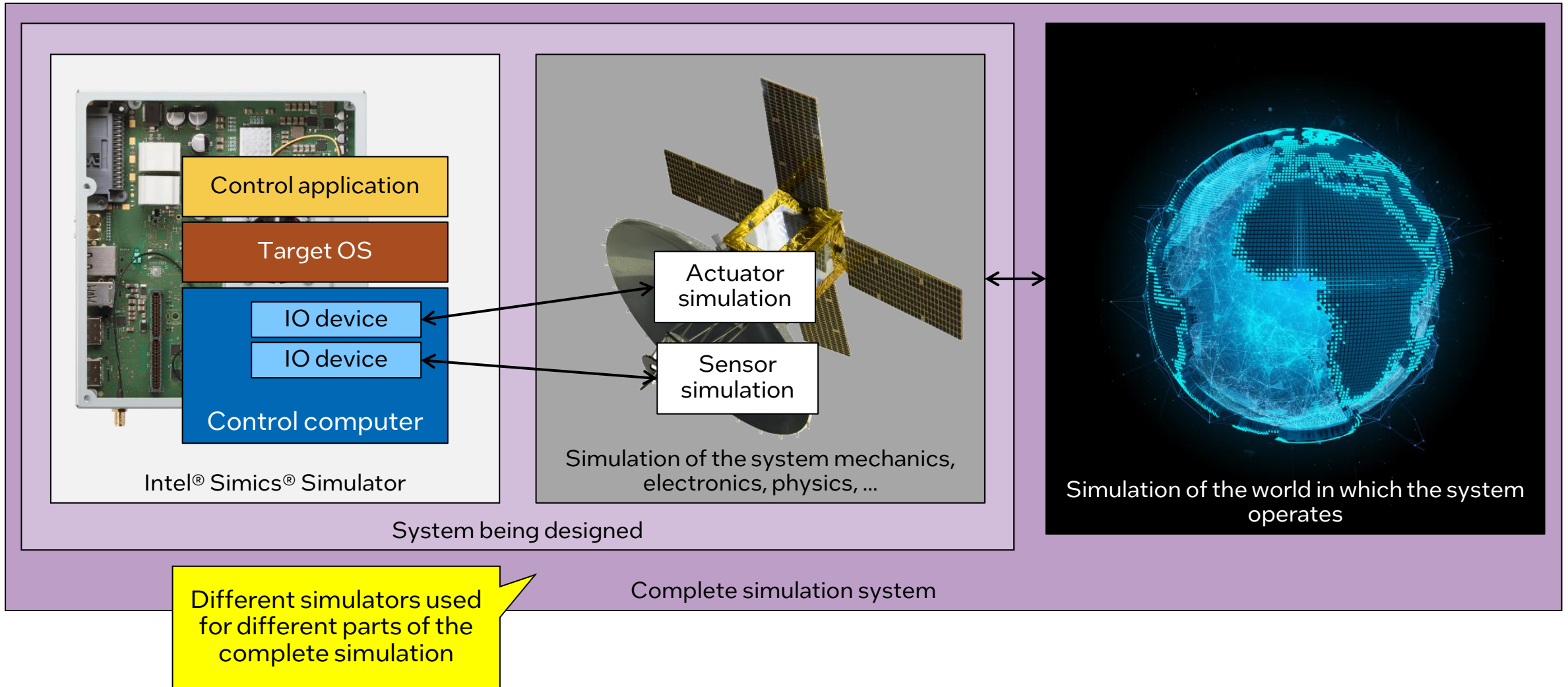
# Virtual-Platform-Based Guided Fuzzing

Concept: Make the virtual platform look like a user-level program

- Reuse existing fuzzers and their fuzzing logic as-is...
- ... while facilitating access to the firmware using virtual-platform techniques



# Integrating Environment Simulation





Intel<sup>®</sup> Simics<sup>®</sup>  
Simulator  
Technology

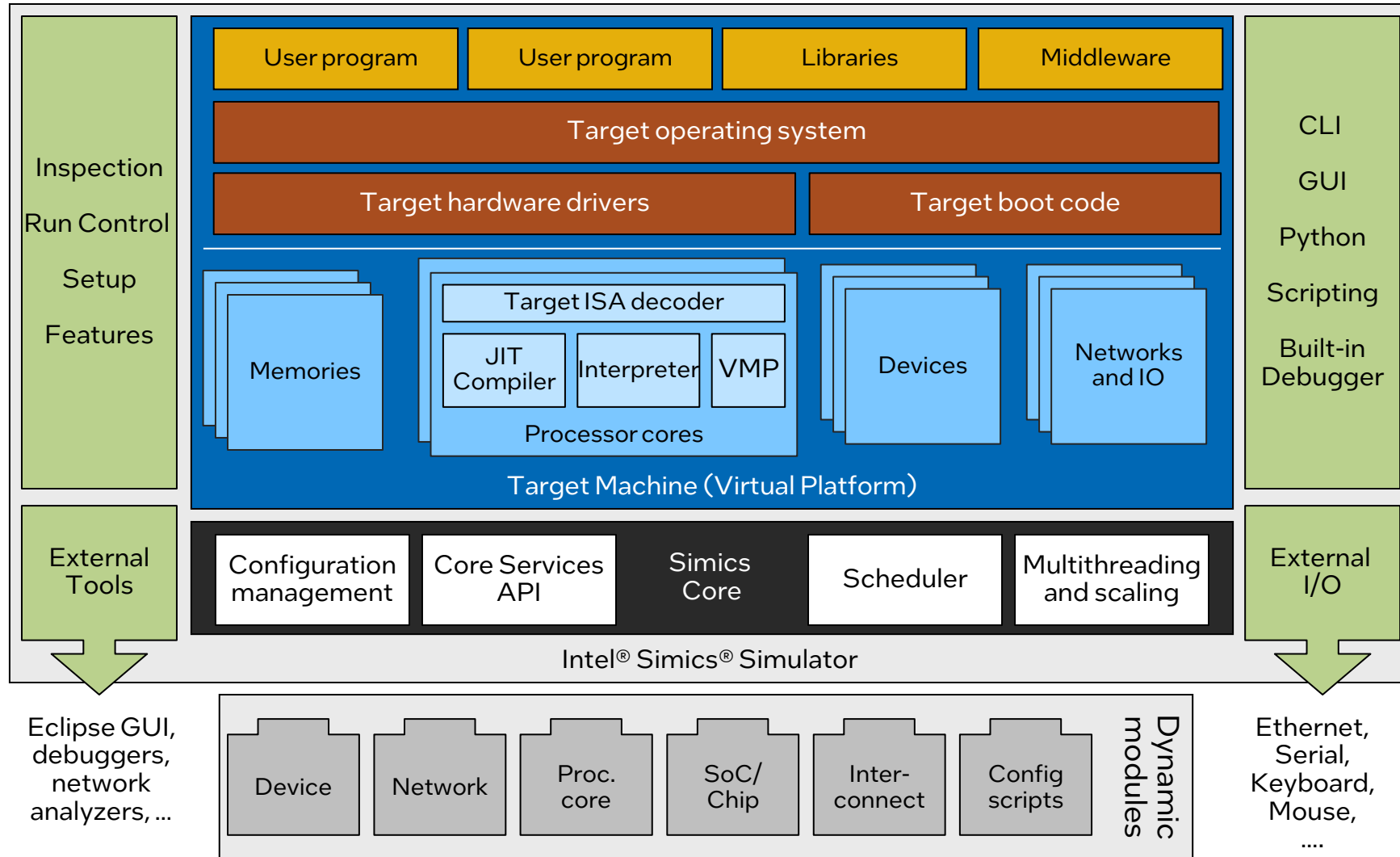
# Intel® Simics® Simulator Architecture

All devices, processors, etc., are loaded dynamically from modules.

Running simulation consists of a large number of objects (10000-100000 for an Intel platform)

All connections with the outside world should pass through dedicated interface objects – models should **never** directly talk to the host.

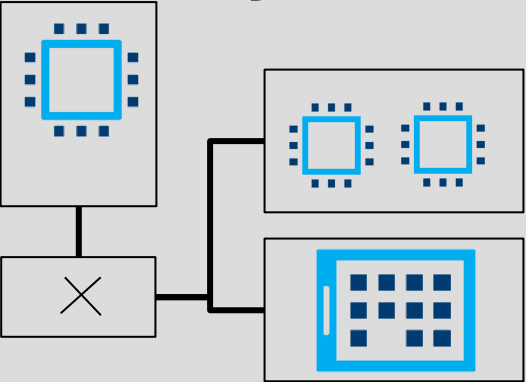
Features are built outside of the target system and should apply across different system models.





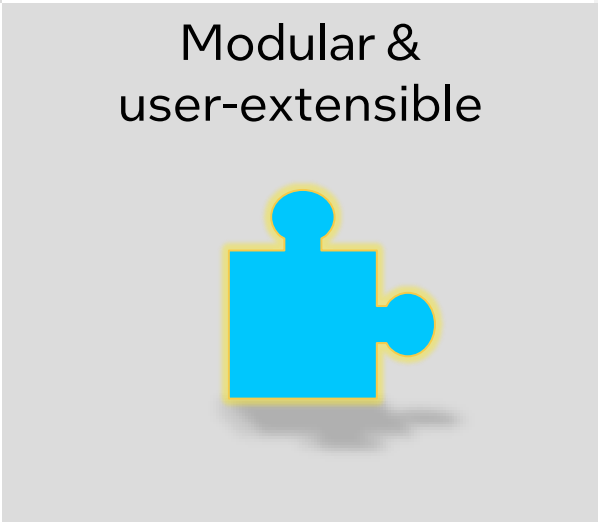
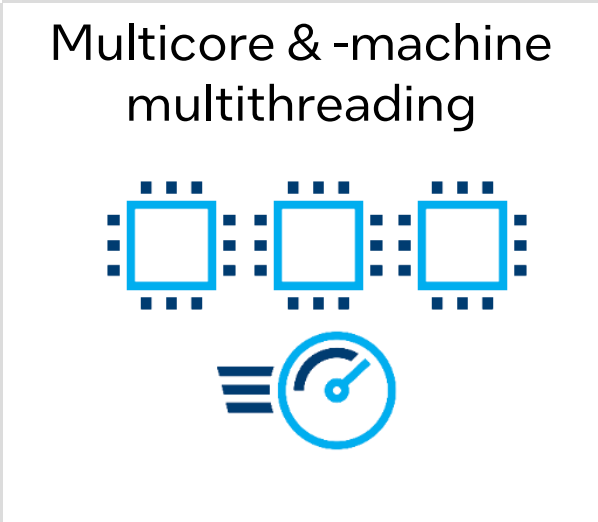
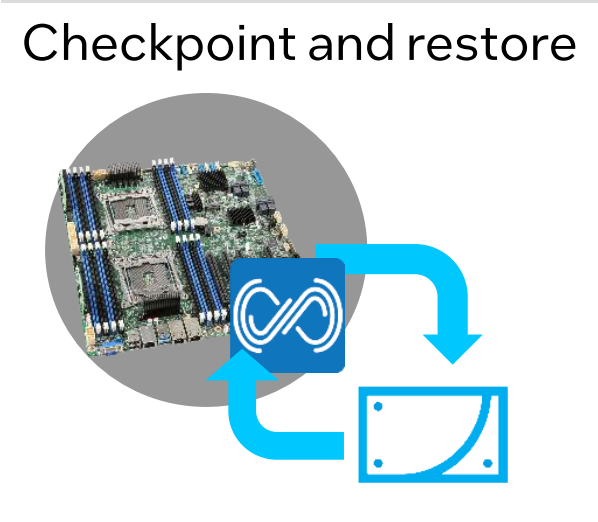
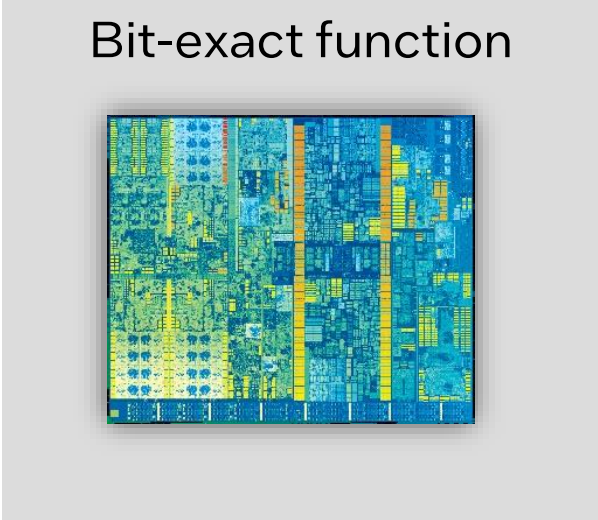
# System Level Features

### Scalable & heterogeneous



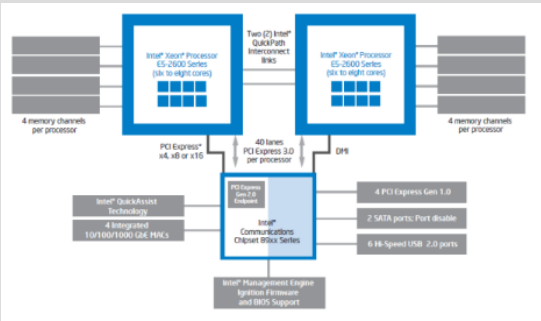
### Scripting

```
con0.wait-for-string "$"  
con0.record-start  
con0.input "./ptest.elf 5\n"  
con0.wait-for-string "."  
$r = con0.record-stop  
if ($r == "fail.") {  
  echo "test failed"  
}
```

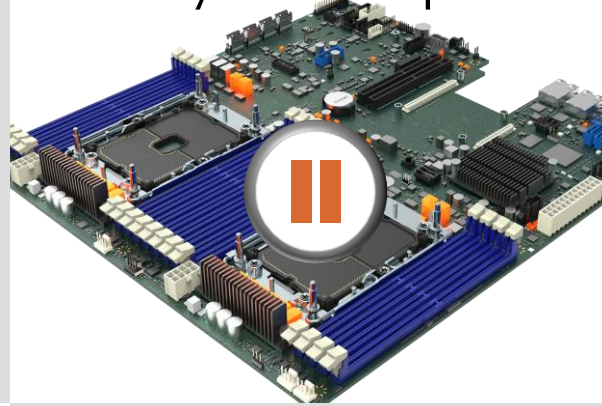


# Debugging Features

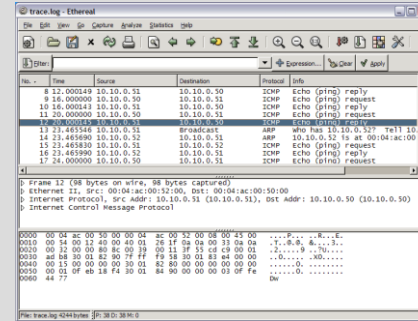
Insight into all components



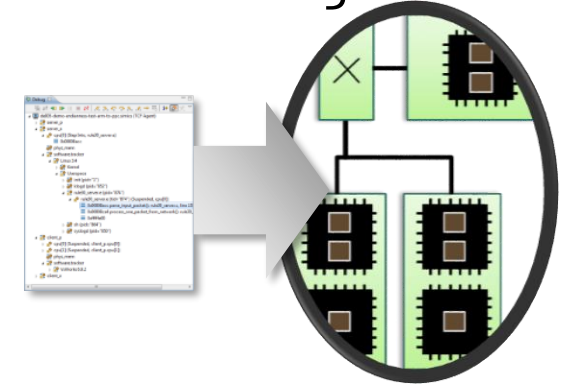
Synchronous entire-system stop



Trace anything



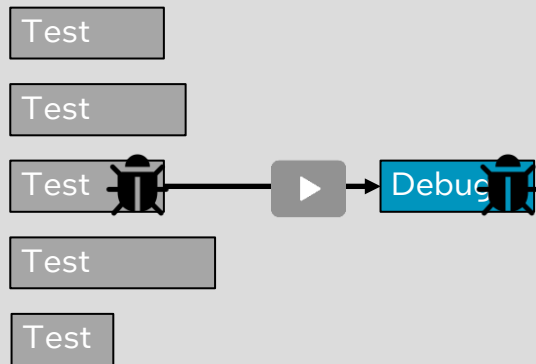
System-level symbolic debug



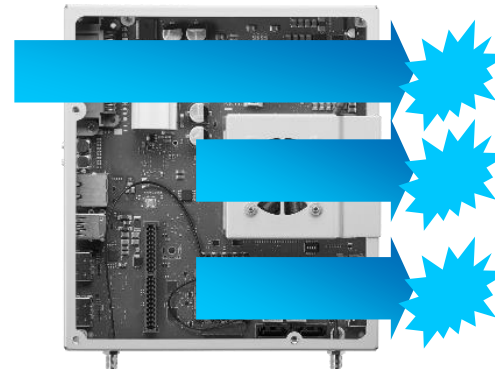
Unlimited powerful breakpoints

- Code execution
- Exceptions
- Register changes
- Memory accesses
  - On arbitrary areas
- Hardware device accesses
- Time
- Simulator events

Record-replay debug



Repeatability & snapshots



Collaboration between developers



# How to build a fast virtual platform

## Fast Instruction-Set Simulator (ISS)

- Functional abstraction level
- Just-in-time compilation (JIT)
- Virtualization
- Simplified timing
- Temporal decoupling

## Fast Device Models

- Transaction-Level Modeling (TLM)
- Event-driven simulation
- Simplified timing

## Efficient Framework

- Reduce overheads
- Multithreading
- Optimize, optimize, optimize

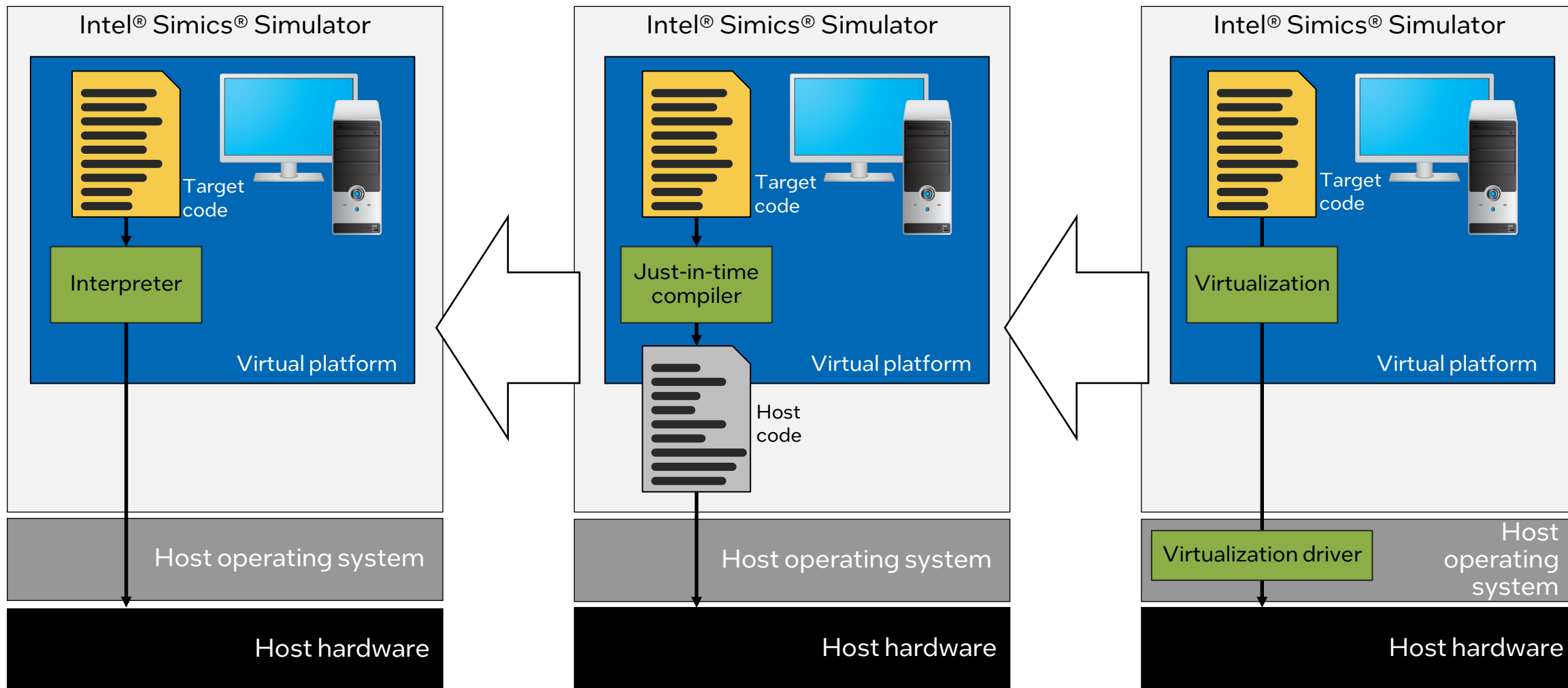
## Tailored Configurations

- Configurations optimized for each use case
- Highest-possible level of abstraction
- Use different models in different cases

# What Performance do you Need for a Particular Use Case?

Slowdown	Use cases where this works	Notes
1/10	Long-term testing of a mostly idle system	Depends on system being idle, or very slow in the real world
1	Hardware-in-the-loop	Simulators trying to stay locked to real-world time
10	Edit-compile-test, volume software testing, interactive usage of virtual platform	
100	Automatic testing of complex setups	Slow execution due to large models or some details in the models
100000	Computer architecture, detailed performance modeling, run short segments of code	Design models run at 100k slowdown or more

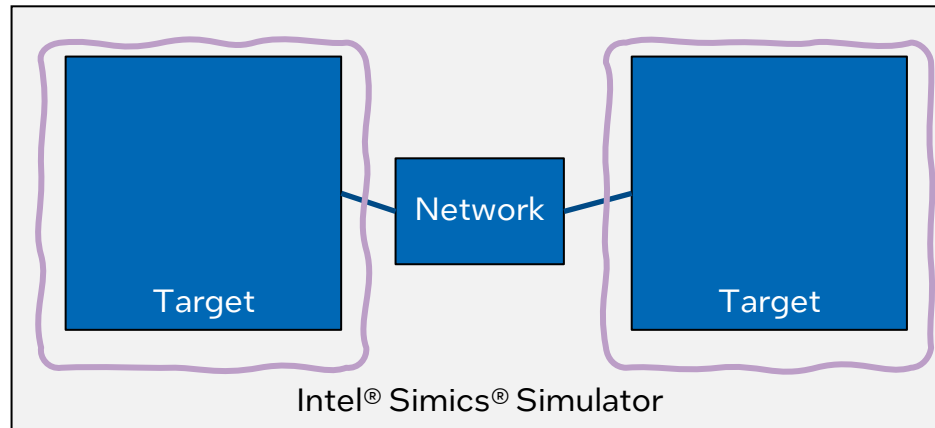
# Intel® Simics® Simulator Instruction Execution



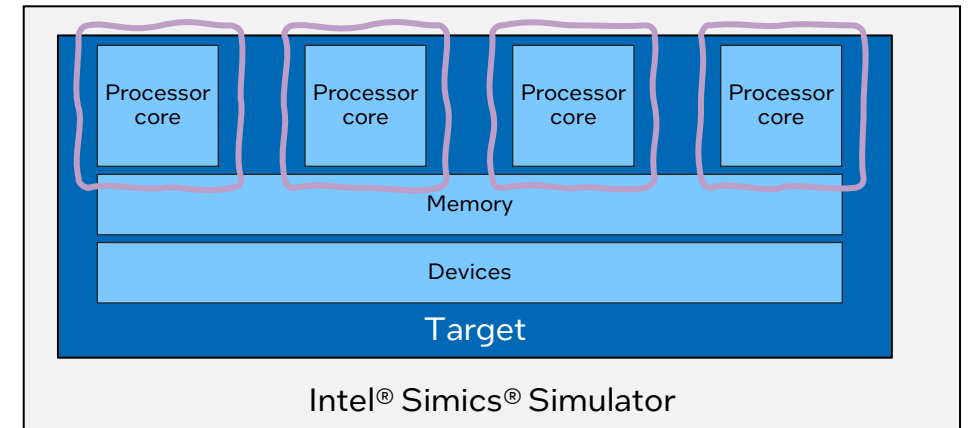
# Threading in the Simics® Simulator – Use Cases

List is not exhaustive, and modes are often combined

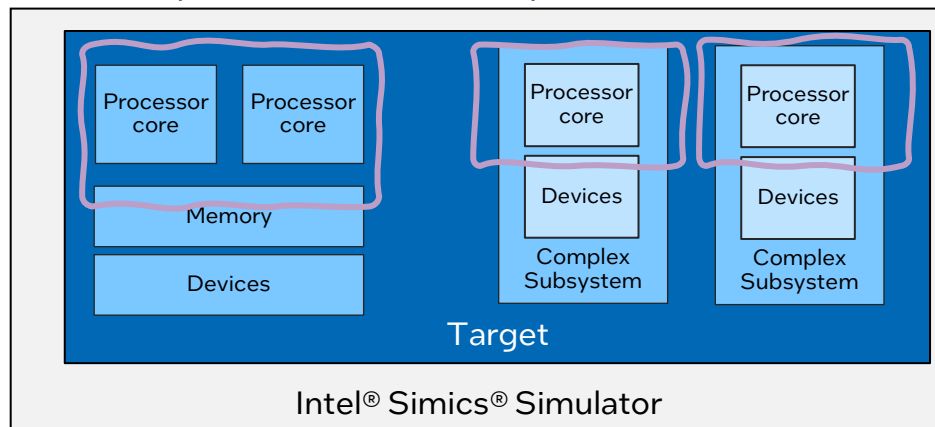
“Multimachine Accelerator”  
Thread across long-latency networks



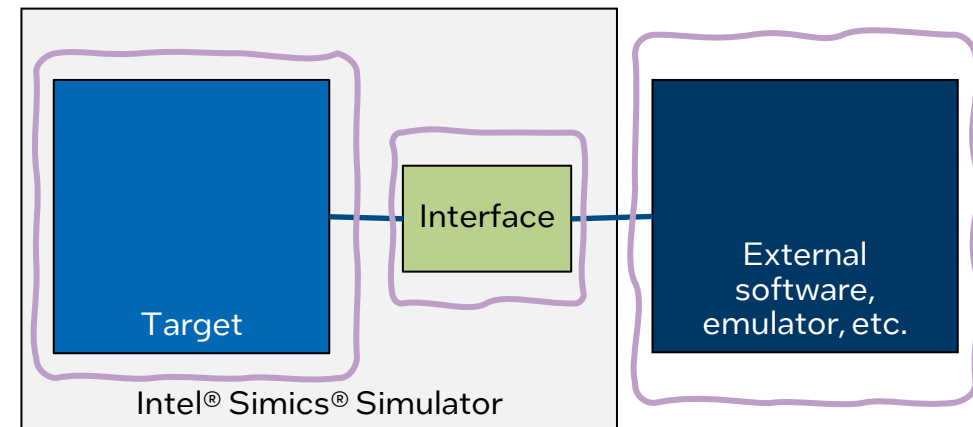
“Multicore Accelerator” (MCA)  
Thread between processor cores sharing memory



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

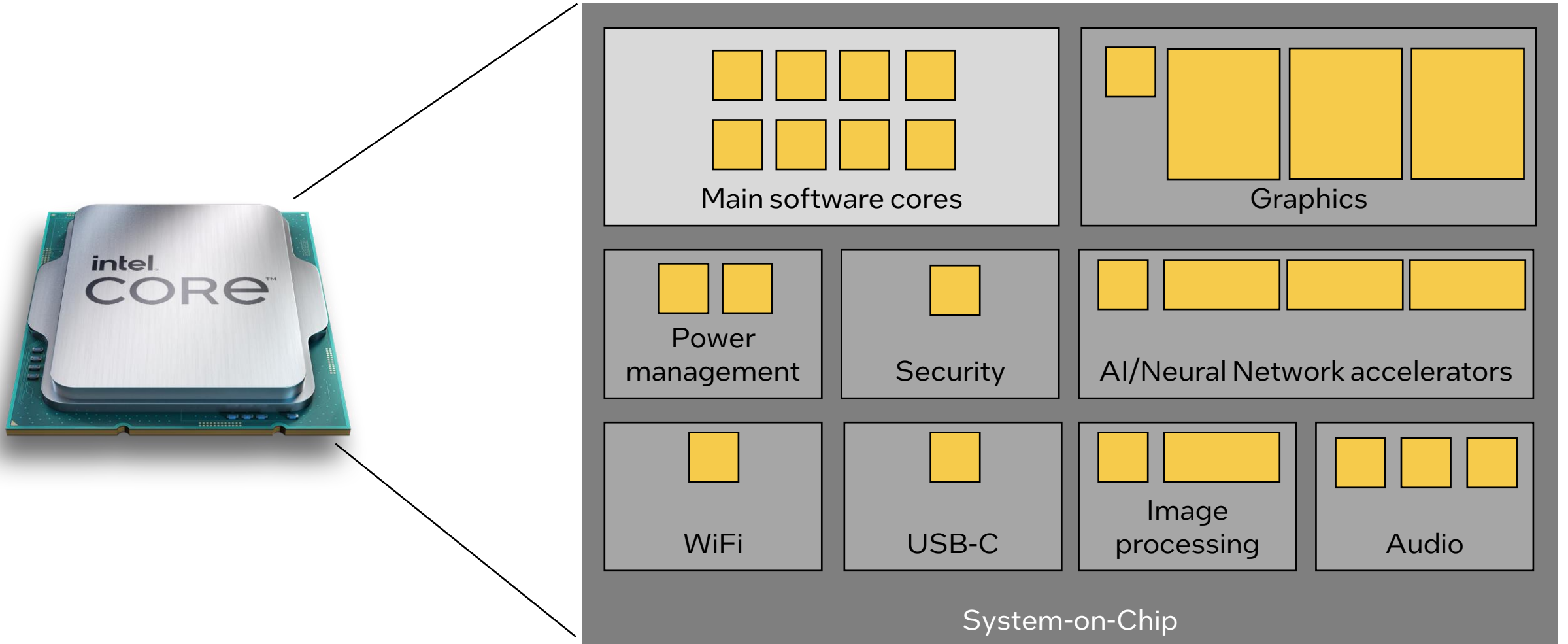


Multithreading as coding pattern  
Use a thread to interact with the outside asynchronous world

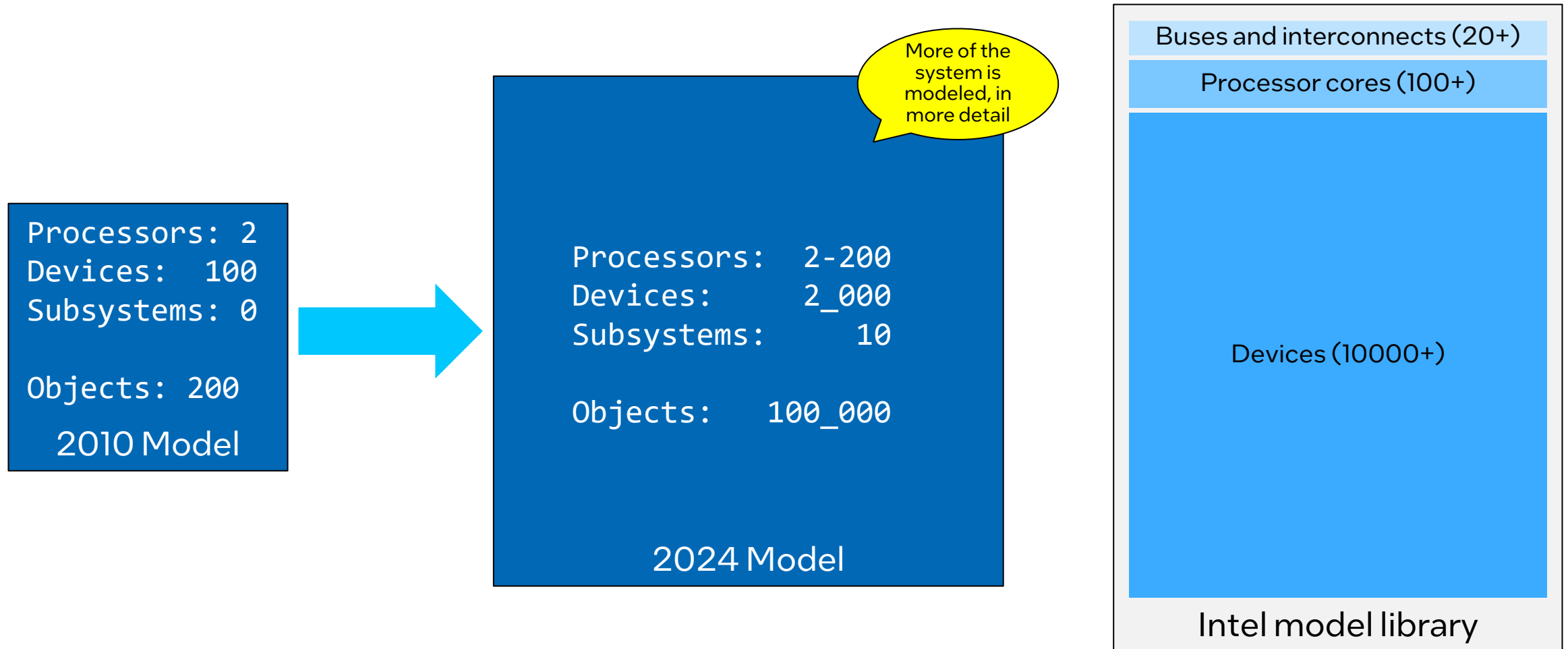




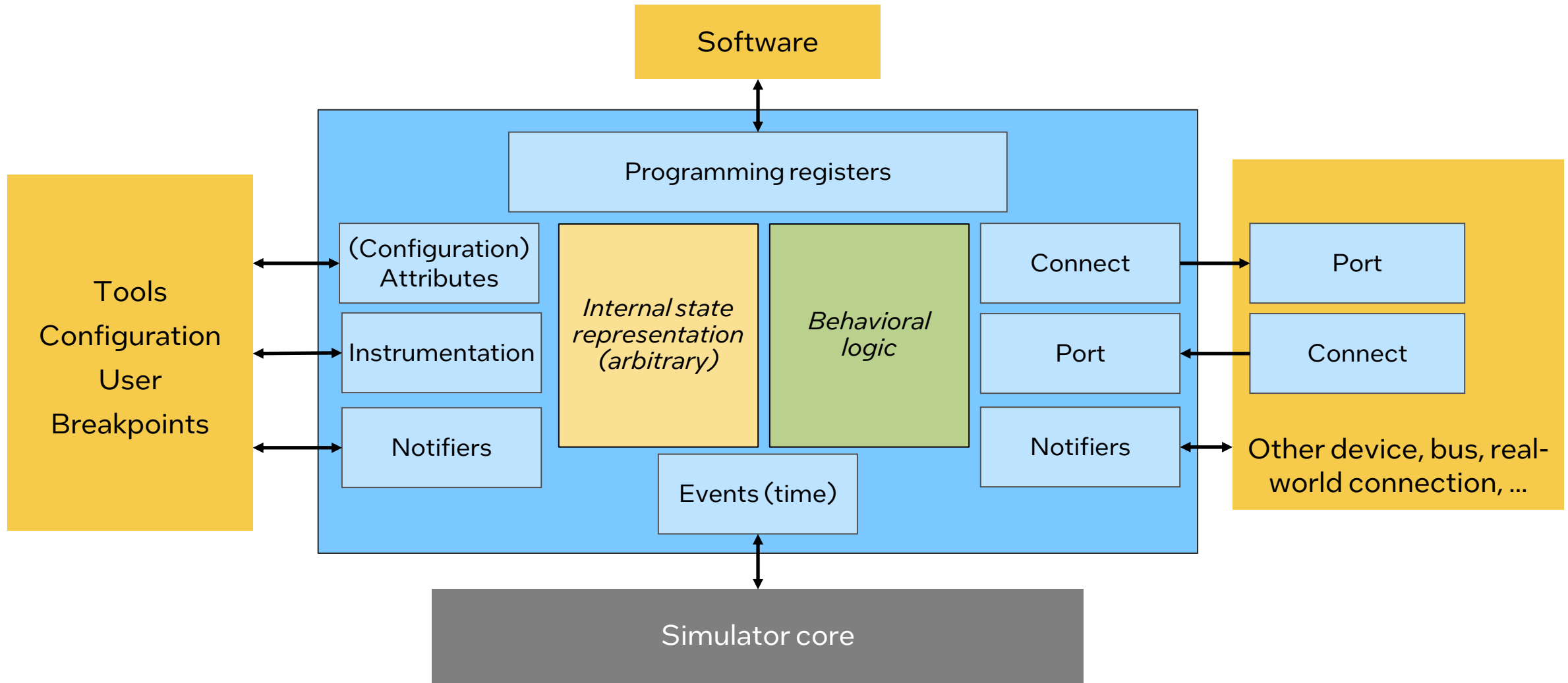
# Inside a Modern System-on-Chip (SoC)



# Result: Virtual Platforms get Bigger Over Time



# Parts of a Device Model – More Details



# The Device Modeling Language

<https://github.com/intel/device-modeling-language>

Make device modeling easy

- Make it hard to write bad models

Provide natural modeling constructs

- Register, bit field, banks, connects, ...
- Readability and maintainability
- Easy to generate register layouts from machine-readable specifications

Powerful templating mechanisms

- Common behaviors
- Common types of devices
- Support library behind code generation
- ...

Generates C code with Intel® Simics® Simulator API calls

```
// Example device model
dml 1.4;

devices sample_2_c_devices;

import "simics/devs/i2c.dml"; // generic i2c
import "platform-i2c.dml"; // i2c logic shared with other platforms
import "fuse-common.dml"; // common platform fuse mechanisms

// generated code with register declarations
import "DevBank_gen_code.dml";

// instantiate the register bank from the file
bank regs is i2c_ctrl_reg_bank {
    register hst_cnt { // Added manual code
        method write_action() {
            if (START.get() != 0) {
                START.set(0);
                send_start();
            }
        }
    }
}

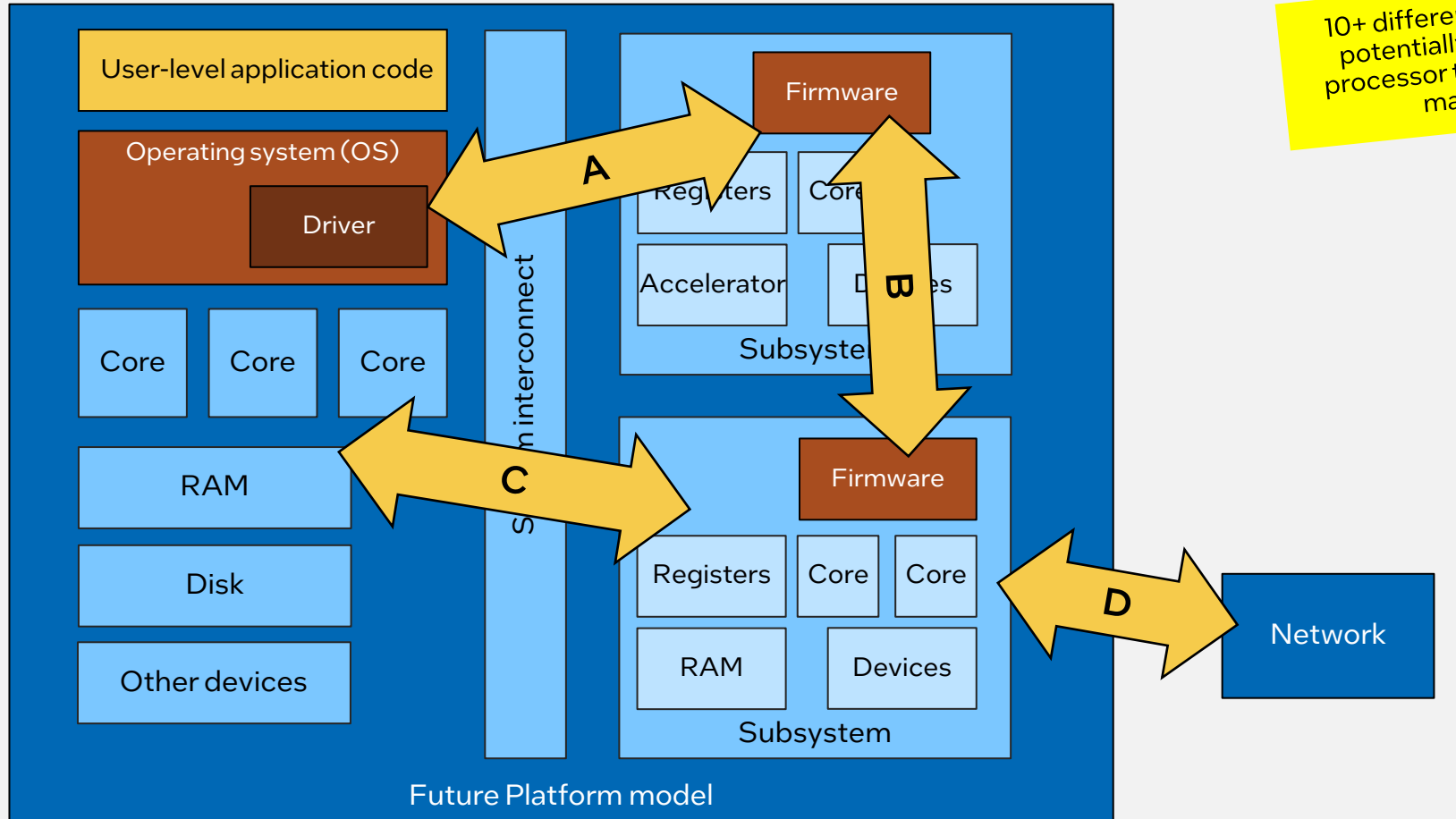
// Generated file DevBank_gen_code.dml
dml 1.4;
import "access_templates_14.dml";

template i2c_ctrl_reg_bank {
    param bank_reset_signal default undefined;

    register hst_sts @ 0x00 is (read_write) "Host Status";
    register hst_cnt @ 0x02 is (read_write) "Host Control";
    // array of registers
    register tx[i < 8] @ 0x08 + i is (read_write) "Transmit data";

    // flesh out fields in hst_sts
    register hst_sts {
        field BYTE_DONE_STS @ [7:7] is (write_1_clears);
        field INUSE_STS @ [6:6] is (write_1_clears);
        ...
    }
}
```

# Working with Firmware and Subsystems



10+ different subsystems, potentially 10+ separate processor types, alongside main cores

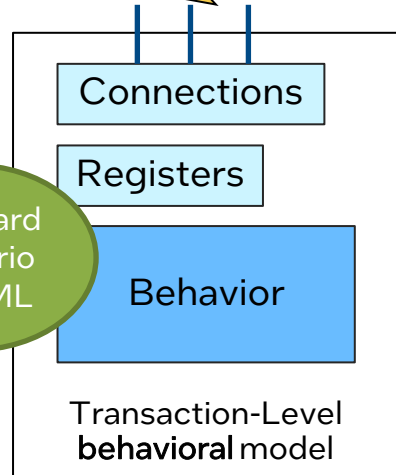
- A. Test driver interaction with subsystem firmware
- B. Test how different subsystems interact – integration is always “fun”
- C. Test firmware interaction with other hardware
- D. Test firmware interaction with external world

Intel® Simics® Simulator

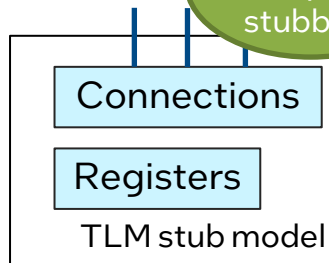
# Model Abstraction Levels/Variants

Behavioral models are built first – provide a complete system model

Standard scenario for DML

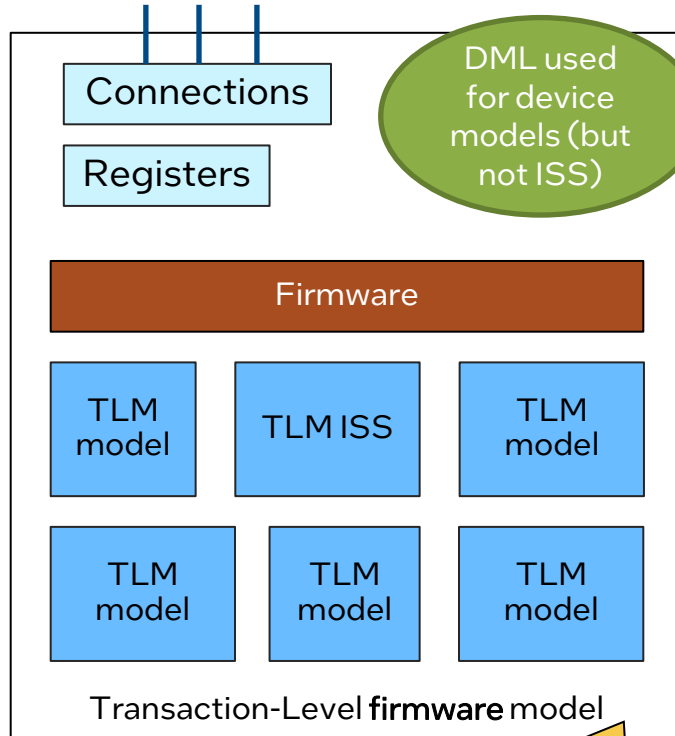


DML – easy for stubbing



Sometimes, a dummy or stub is all that is needed

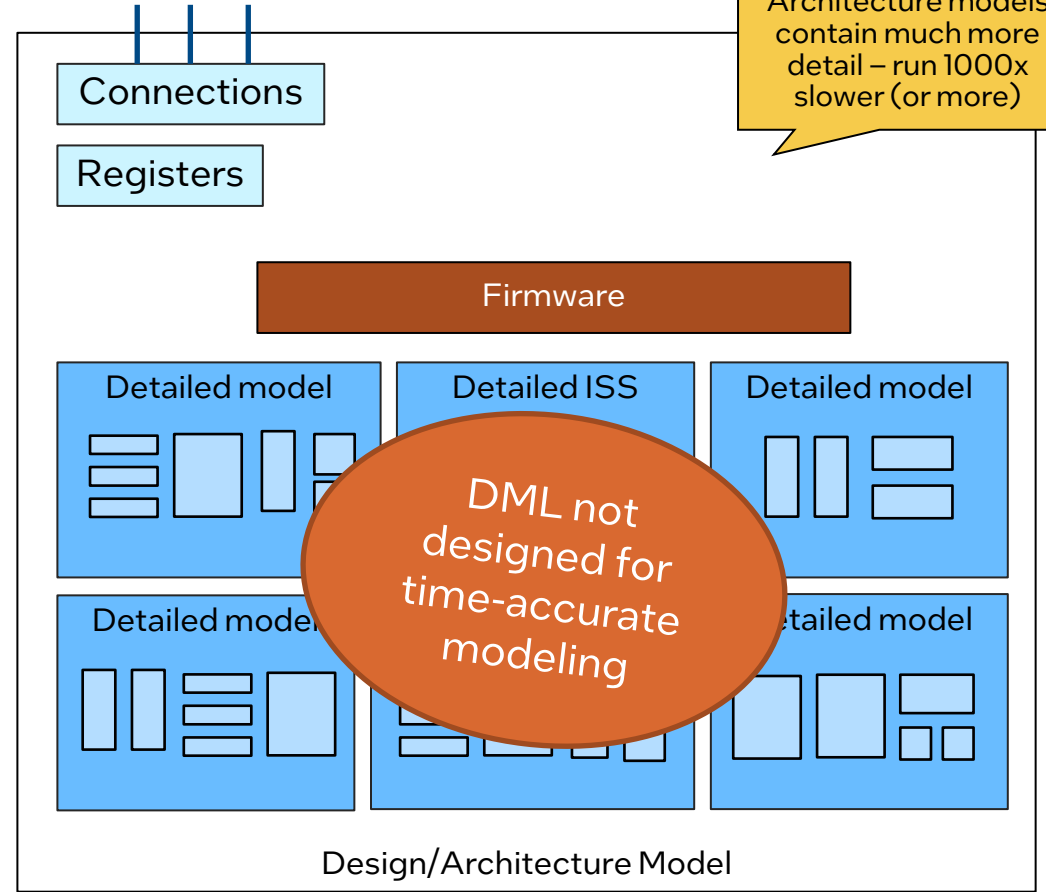
DML used for device models (but not ISS)



Firmware models provide more depth – interchangeable with behavioral model for different use cases

Architecture models contain much more detail – run 1000x slower (or more)

DML not designed for time-accurate modeling





# Coding in All the Languages 😊

	C/C++	Python	Device Modeling Language	SystemC	Javascript	Rust	Simgen	Scripts of various types
Simulator core	X	X						X
User features	X	X						X
User interfaces		X			X			X
Utilities and tools	X	X			X	X		X
Processor models							X	X
Device models	X	X	X	X				X

**Open for questions  
and discussions!**



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