

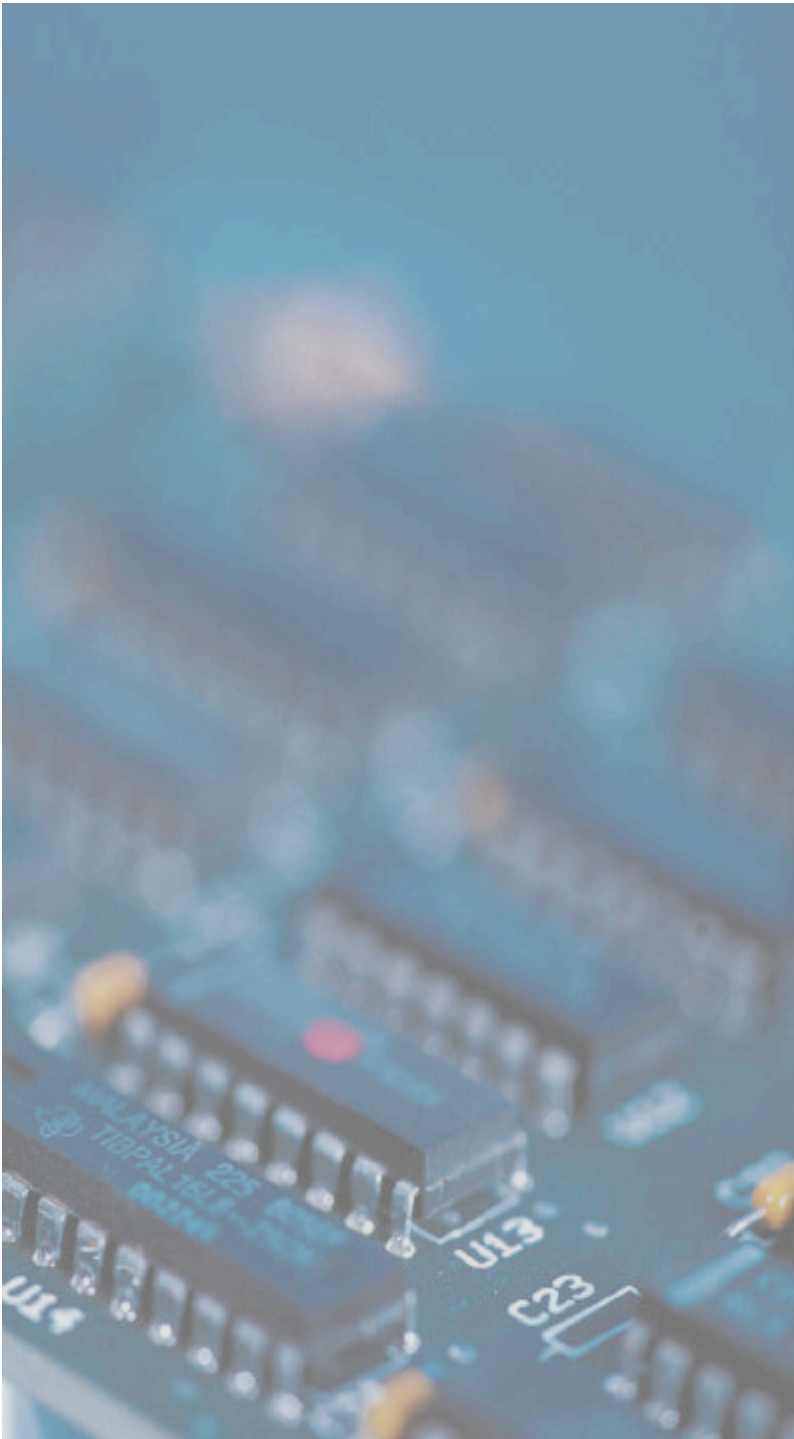


# Prototyping Architectural Support for Program Rollback Using FPGAs

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# Summary

- Problem
  - Production software is hard to debug
- Solution
  - Always-on, lightweight debugger
  - Collect info about bug circumstances
  - Hardware support
- FPGA platform
  - Rapid prototyping
  - Design validation



# Debugging Production Code

- Processor runs in two possible modes:
  - Normal
  - Speculative
    - Rollback capability
- Transition controlled by software
  - Special instructions



# Debugging Production Code

```
num=a+b;
...
begin_spec();
p1=m[a[*x]]+a[m[&y]];
p2=&p1;
foo(p2);
...
if (rlbk_state) {
    collect[0]=&p1;
    collect[1]=&y;
}

end_spec(flag);
num=num+c;
...
```

non-speculative code

begin speculation

error-prone code

collect info on re-execution

end speculation

non-speculative code



# Hardware Support

<b>New hardware</b>	<b>Purpose</b>
Speculative cache	Buffer speculative data
Register checkpointing	Restore processor state
ISA support	Instructions to mark the speculative section
Performance counters	Feedback

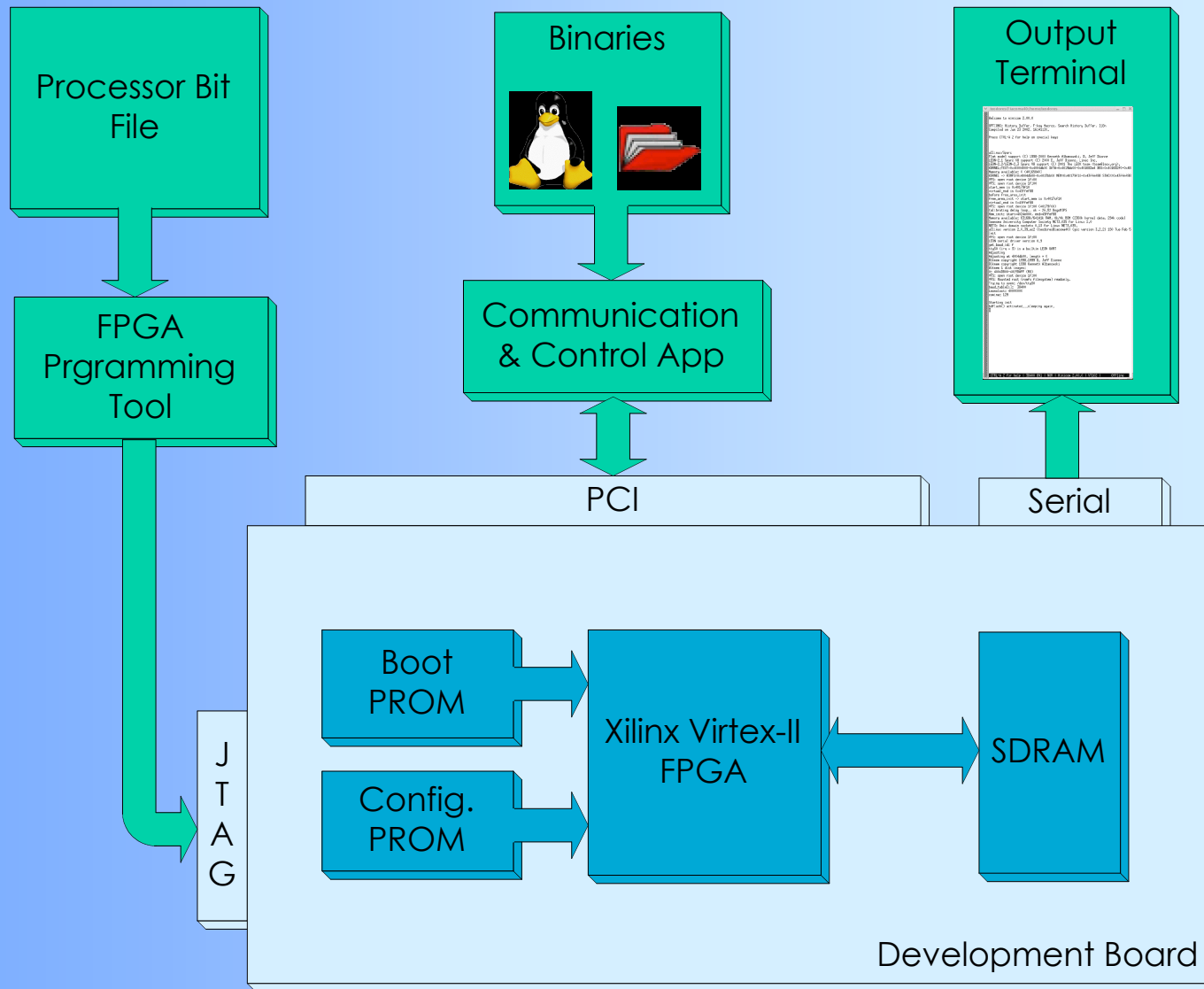


# Experimental Infrastructure

Baseline processor	SPARC V8 compliant In-order, single-issue, 5 stage pipeline Open source VHDL, Gaisler Research
Caches	1-4 set associative, 1-64KB/set
System on a Chip	PCI, Ethernet, serial interfaces
Development board	Xilinx Virtex II XC2V3000, 64 Mbytes SDRAM
Operating System	Linux embedded



# FPGA System Architecture



# Ongoing Work

- Operating system support
  - Extend speculation coverage
  - Kernel debugging
- Compiler support
  - Analysis and instrumentation
- Extend monitoring counters
  - Collect information that can help debugging





# Conclusions

- We implemented a hardware prototype for software-controlled speculation
- Use it to debug production software
- FPGA platform
  - Validate the design
  - Experiment with real applications, including the Linux kernel
  - Evaluate hardware overhead



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