



Source level debugging Handel-C

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Introduction

- TASS and Handel-C history
- The problem
- Solution
- Approaches
- Screen shots
- Conclusions
- Future work

TASS and Handel-C, a history

- TASS is a software house in Eindhoven, NL
- Ex-Philips
- Embedded Software
- Approx. 200 people
- Using Handel-C for student projects since 2001
- Several Commercial projects with Handel-C

The problem

- Sometimes Handel-C simulation and reality do not agree
- Handel-C simulation of HW components can take ages
- If it doesn't work, where/what is the problem
- A quick peek would make things clear very quickly

Solution

- We want a graphical Handel-C source level debugger
- We know there are restrictions, but we may be able to live with them.
- Let's put some students to work!

Approaches

- 1) Insert code at the EDIF level
 - Difficult to know names of variables at EDIF level
 - Variables or names are optimized away
 - + No changes to Handel-C source
 - + Not so intrusive

Approaches

2) Insert code at the Handel-C level

- Need a (primitive) Handel-C parser
- No replicated `par{ }` support yet
- Need to hide extra Handel-C code when debugging
- Use more FPGA resource
- + Easier to do
- + Can relate to names/arrays

Requirements

- Source level debugger
- Set / remove breakpoints
- Detect which breakpoints are hit
- Inspect/change program variables
- Do single stepping
- Make debugger communication independent of communication mechanism(RS232/JTAG)

Results

Source level debugger based on approach 2

- Set / remove breakpoints
- Detect which breakpoints are hit
- Inspect/change program variables when program is in breakpoint
- Do single stepping by setting/removing bpts
- RS-232 communication with debugger

Results

TASSDebugHandelSee Code Builder

Open Original Code

Variable				
Line	Type	Width	Name	Value
36	unsigned	4	Count	unknown
37	unsigned	12	Tmp	unknown
38	unsigned	16	Value	unknown
57	unsigned	4	Count1	unknown
58	unsigned	12	Tmp1	unknown
59	unsigned	16	Value1	unknown
85	unsigned	4	tel	unknown
86	unsigned char	8	variable	unknown
107	unsigned	2	drive	unknown
121	int	10	teller	unknown

Select / Deselect Select All Deselect All

Added Variable				
Line	Type	Width	Name	Value
36	unsigned	4	Count	unknown
58	unsigned	12	Tmp1	unknown

```

27:  par
28:  {
29:  /*
30:  Cycle digits seg 1
31:  */
32:  seq
33:  {
34:  while(1)
35:  {
36:  unsigned 4 Count;
37:  unsigned 12 Tmp;
38:  unsigned 16 Value;
39:
40:  do
41:  {
42:  RC200SevenSeg1WriteDigit(Count,0b0);
43:  Sleep (250);
44:  Count++;
45:  }while (Count != 0);
46:  Tmp++;
47:  Value=Tmp @ Count;
48:  }
49:  }
50:  /*
51:  Cycle digits seg 0
52:  */
53:  seq
54:  {
55:  while(1)
56:  {
57:  unsigned 4 Count1;
58:  unsigned 12 Tmp1;

```

Add All Breakpoints

Build Code

Start Debugger

Version 1.0 TASS Software Professionals Added Breakpoints: 1

Results

The screenshot shows the TASSDebugHandelSee Debugger interface. At the top, there are dropdown menus for 'COM4' and '115200', and buttons for 'Connect' and 'Disconnect'. Below this is a 'Viewed Variables' table with the following data:

Line	Type	Width	Name	Value
36	unsigned	4	Count	unknown
58	unsigned	12	Tmp1	unknown

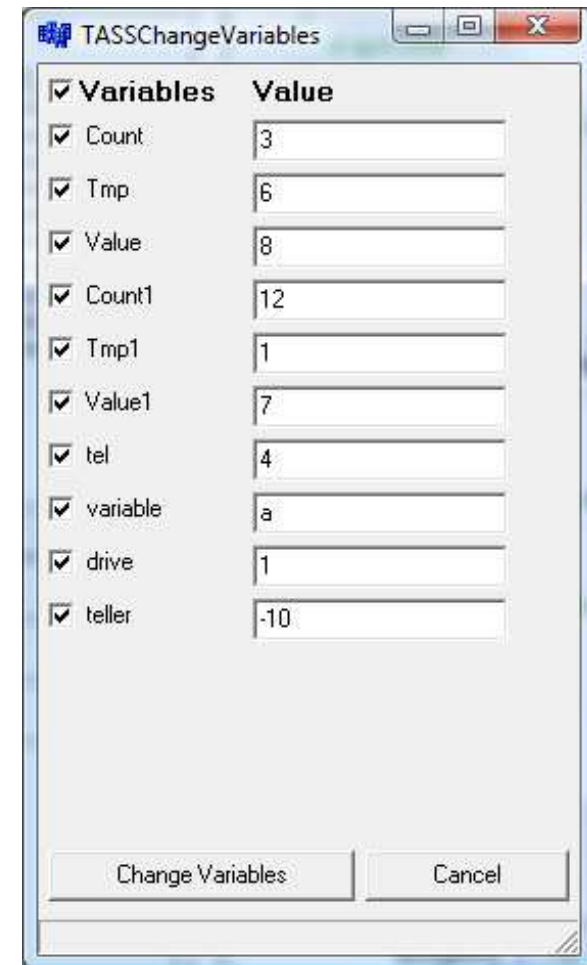
Below the table are several buttons: 'Change Variables', 'Activate All Breakpoints', 'Deactivate All Breakpoints', 'Return to Code Builder', and 'Continue'. At the bottom of the window, it says 'Connected' and 'TASS Software Professionals'.

The code editor on the right shows the following code:

```
20: Create a pointer to a PalConsole structure
21: */
22: PalConsole *ConsolePtr;
23: /*
24: Specify the number of video outputs we require
25: */
26: PalVideoOutRequire (1);
27: par
28: {
29: /*
30: Cycle digits seg 1
31: */
32: seq
33: {
34: while(1)
35: {
36: unsigned 4 Count;
37: unsigned 12 Tmp;
38: unsigned 16 Value;
39:
40: do
41: {
42: RC200SeventSeg1WriteDigit(Count,0b0);
43: Sleep (250);
44: Count++;
45: }while (Count != 0);
46: Tmp++;
47: Value=Tmp @ Count;
48: }
49: }
50: /*
51: Cycle digits seg 0
52: */
53: seq
54: {
55: while(1)
56: {
57: unsigned 4 Count1;
58: unsigned 12 Tmp1;
```

Results

- Inspect / change variables
- Variables presented in declared type (signed/unsigned, char)
- Only after associated breakpoint is hit
- Only change ticked variables



Limitations

- Need a separate program to
 - Show Handel-C source without added instrumentation
 - Indicate variables to be inspected
 - Set / remove / inspect breakpoints
- Only RS-232 comms with debugger implemented
- No support for
 - chan, ram, rom, signal, WOM, struct, mpram

Future work

- Use Handel-C parser instead of homebrew
- Integrate with Handel-C DK GUI
- Add JTAG /USB communication mechanism
- Add conditional / data breakpoints
- Add more complex triggering
- Support for replicated par's

TASS
software professionals