

# Automatic Generation of Efficient Dynamic Binary Translators

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# Simulation Context

## Motivations

- ▶ Design space exploration and Early Software Development
- ▶ Goal: (co-)optimize chips and applications for performances

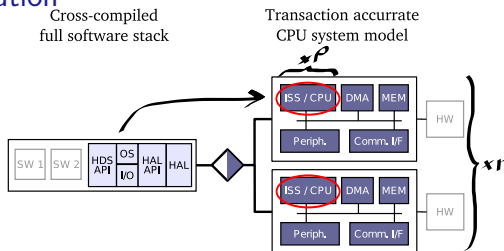
## Difficulties

- ▶ Higher number of processor reduces simulation performances
- ▶ Sequential simulation speed is still a great concern

## Current state of the art solution

Dynamic Binary Translation based ISS.

- ▶ Pros: fast and relatively precise
- ▶ Cons: complex development



# Solutions for fast development of simulators

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## Automatic generation, a need

- ▶ To avoid complex development,
- ▶ To allow quick availability of simulation platforms.

## Automatic fast simulators generation

- ▶ Solutions has been proposed before[UC00, CVE00, NBS<sup>+</sup>02],
- ▶ Proprietary, not available, no details, no "full software execution" support, . . .

## Our goal

- ▶ Automate the production of dynamic binary translators
- ▶ Benefit from automation to produce *faster* simulators

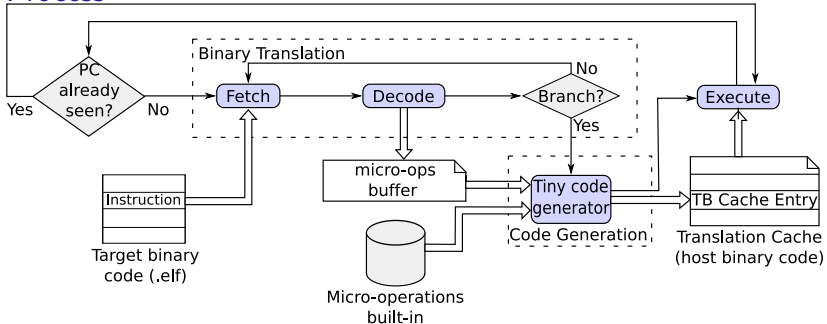
# Agenda

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- **Principle of Dynamic Binary Translation**
- **Design flow**
- **Intermediate Representation Generation**
- **Conclusion**

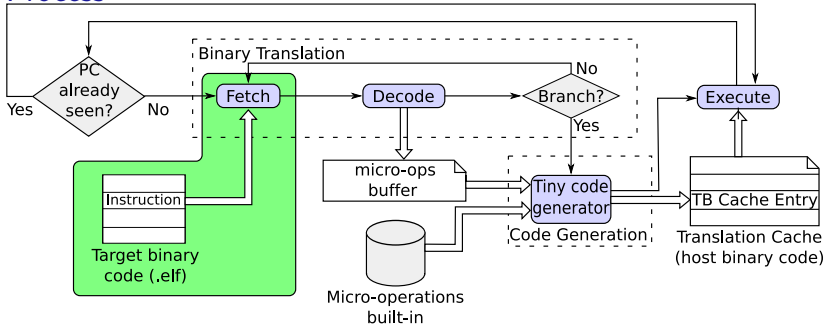
# DBT Principle

## Process



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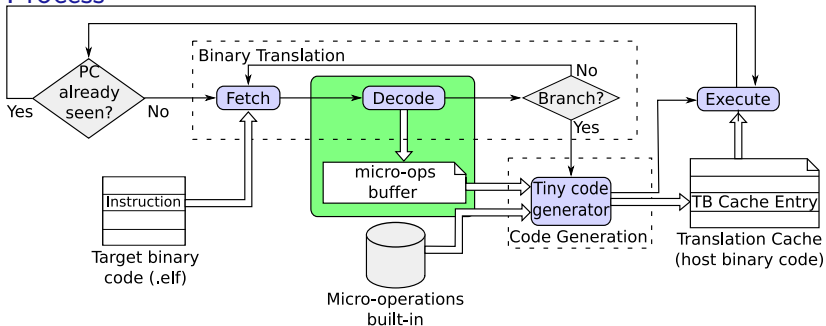


## Code generation example

```
18 instrX_target
```

# DBT Principle

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## Code generation example

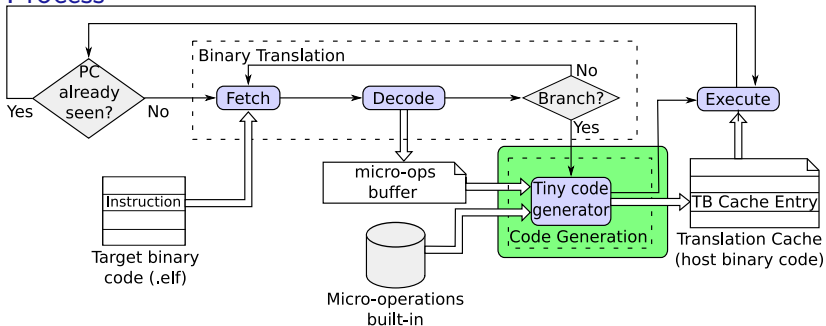
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micro-op1\_instrX

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# DBT Principle

## Process



## Code generation example

18 instrX\_target

micro-op1\_instrX

host\_instr1\_micro-op1\_instrX

host\_instr2\_micro-op1\_instrX

host\_instr3\_micro-op1\_instrX

micro-op2\_instrX

host\_instr1\_micro-op2\_instrX



# Automatic simulator generation

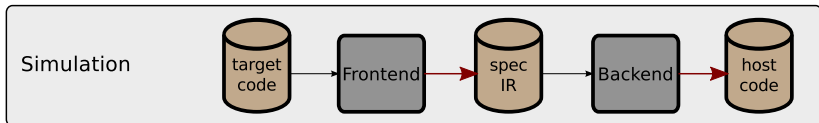
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## The generator

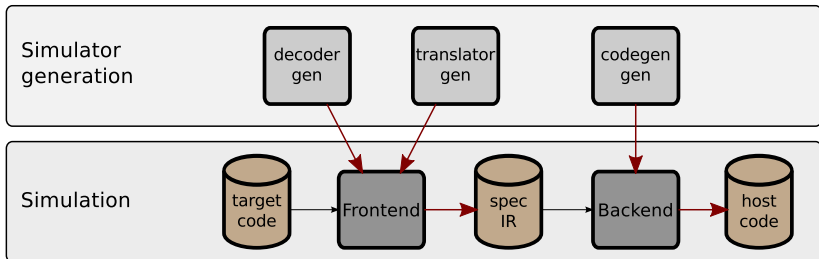
- ▶ Takes a description of the *target* (simulated) architecture, and a description of the *host* (machine simulation is run on) architecture,
- ▶ Generated ISS relies on *Dynamic Binary Translation* approach,
- ▶ DBT process uses an intermediate representation.

# General design flow

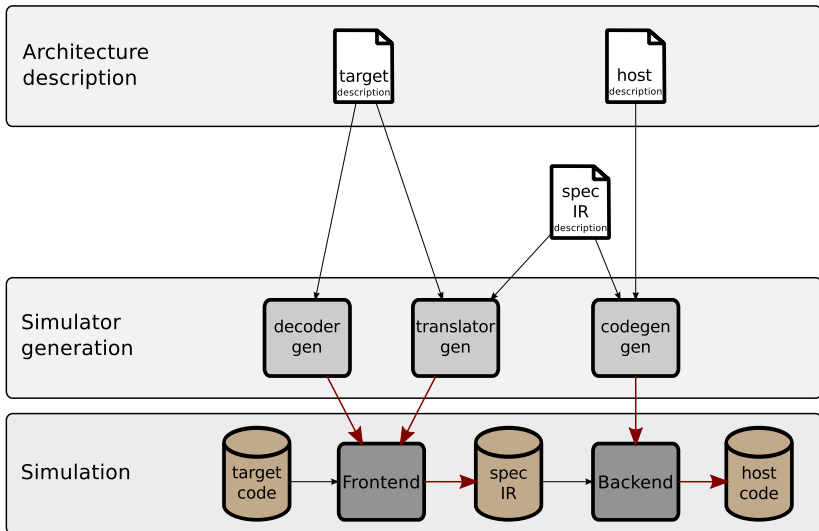
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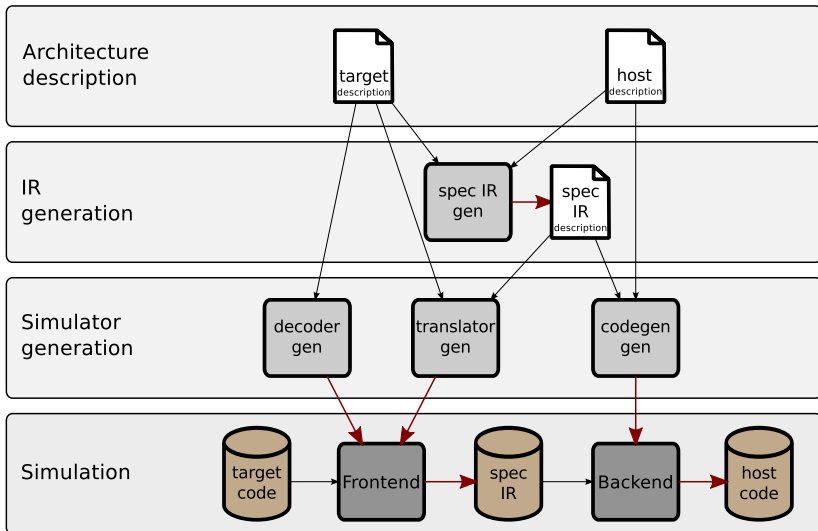
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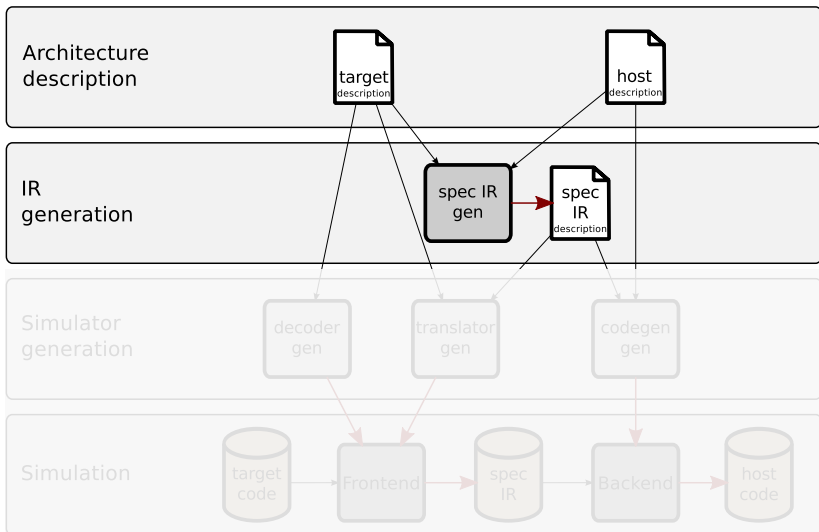
# Why keep an IR at runtime?

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## Direct target to host translation possible

- ▶ But previous works shown interests in having one [UC00, CVE00, Bel05],
  - Allows for runtime optimizations,
  - Easier debugging.

# Intermediate Representation Generation

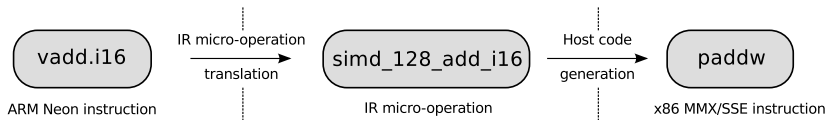


# Why generating the IR?

## Generating an IR specialized to the target/host pair

- ▶ Previous works show dramatic performance gains
- ▶ Speeding-up SIMD instructions dynamic binary translation[MFP11]
- ▶ Better SIMD translation, adapted IR (ARM Neon  $\rightarrow$  x86 MMX/SSE) in QEMU.

## Direct mapping case



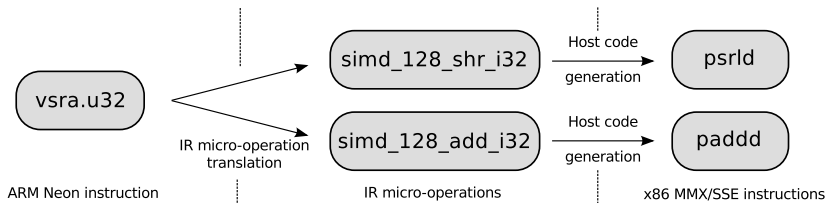


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## Multiple micro-operations

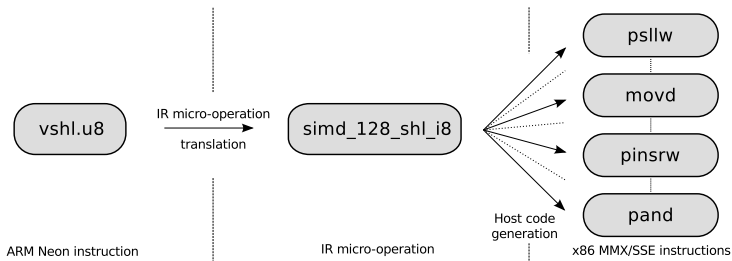


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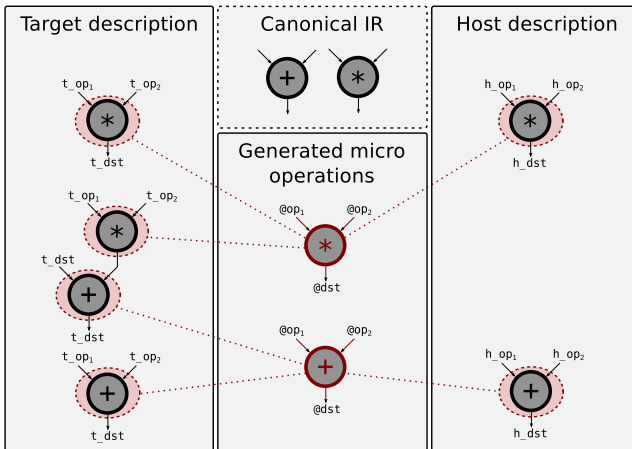
## Multiple host instructions



# How to auto-generate a specialized IR?

## Start from a canonical IR

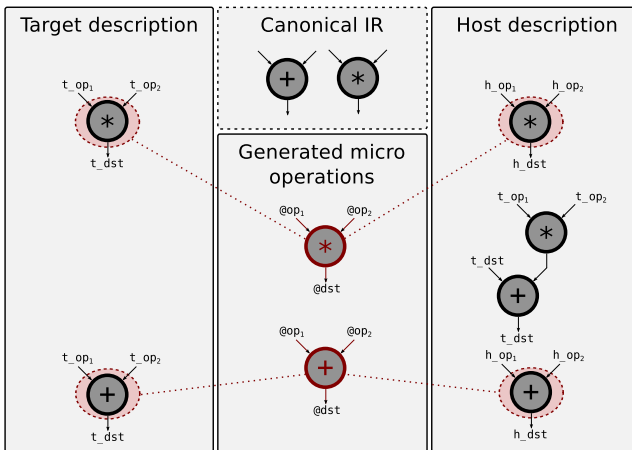
- ▶ Used to describe the instructions in the target and host description,
- ▶ Each (part of) target instruction is matched against host instruction.



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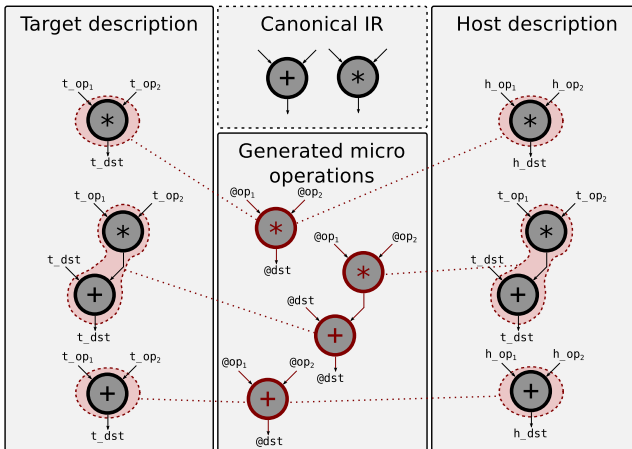
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# Matching constraints

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## Operations

- ▶ Host implements the canonical IR atoms
  - Back-end simple and efficient
  - Not an issue since IR automatically generated for (target, host) couple

## Operands

- ▶ Operand size, type and location induce loose matching
- ▶ Specific code generation to handle conversions

## Control

- ▶ Flags, ...
- ▶ Related to run-time on BB boundaries

# Still at an early stage!

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## First working prototype

- ▶ MIPS to simple virtual machine
- ▶ Translator generation fitting into QEMU

## Many open questions, among which

- ▶ Is this more efficient than using a fixed IR?
- ▶ Will the generated IR runtime allow optimization?
- ▶ How to Efficient handle non-functional properties?

# Conclusion

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## Convenient design flow for DBT based simulator generation

- ▶ Fast development,
  - ▶ DBT based,
  - ▶ Specialized intermediate representation.
- 
- ▶ Some parts have been addressed by previous works,
  - ▶ but still a work in progress.



# Thank you!

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F. Bellard, *QEMU, a fast and portable dynamic translator*, the USENIX Annual Technical Conference, 2005, pp. 41–46.



C. Cifuentes and M. Van Emmerik, *UQBT: Adaptable Binary Translation at Low Cost*, *Computer* **33** (2000), no. 3, 60–66.



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