

arm

System Debugging

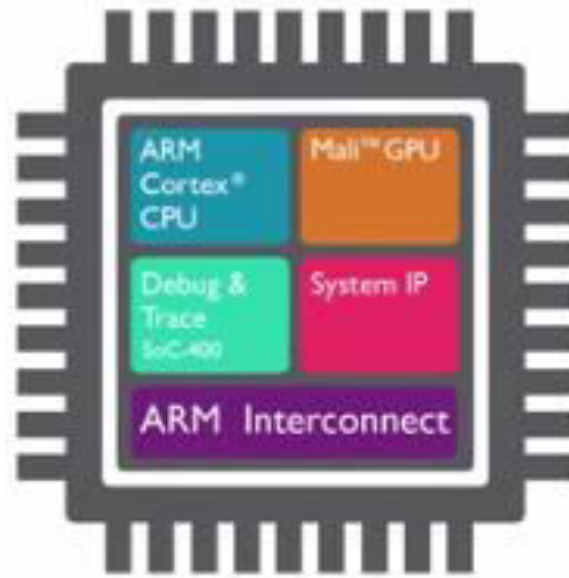
Learning Outcomes

At the end of this module, you will be able to:

- Describe the purpose of a debugging system, including the Arm CoreSight debugging system.
- Outline the components and their function in an Arm CoreSight debugging and trace system.
- Identify the main steps to build an Arm debugging system.
- Arm Cortex-A9 debug interface and Debug registers and CMSIS-DAP.

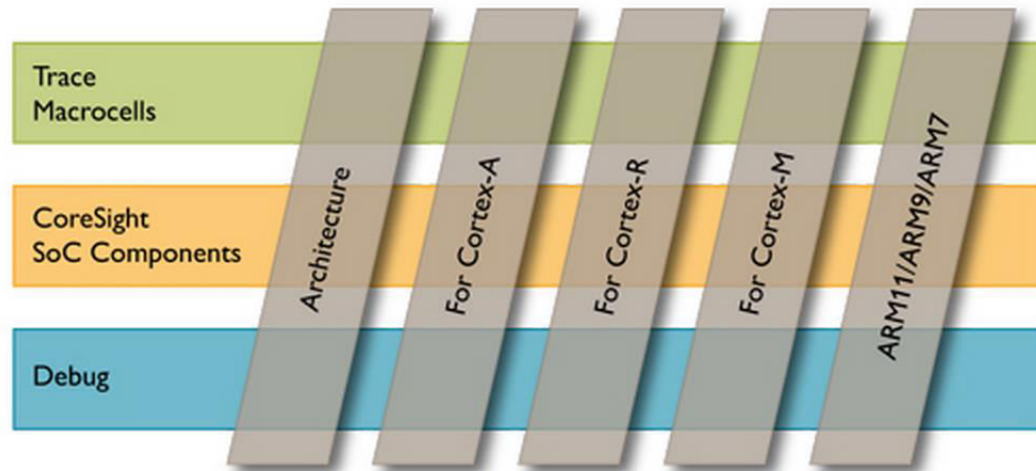
Arm CoreSight Debugging System

- **Arm CoreSight**
 - Arm debug and trace technology.
 - Most complete on-chip debug and real-time trace solution for the entire System on Chip (SoC).
 - Making Arm processor-based SoCs the easiest to debug and optimize.



Arm CoreSight Debugging System

- Arm CoreSight architecture
 - Arm processors real-time trace macrocells (ETM & PTM) architecture.
 - Arm CoreSight SoC component architecture .
 - Arm Debug Interface (ADI) architecture.



Arm CoreSight Debugging System

- **Arm Debug Interface (ADI) Architecture**

- ADI defines a standard debug interface for debug components in an embedded System on Chip (SoC)
- Includes Debug Access Ports (DAP), which contain Access Ports (AP) and Debug Ports (DP).

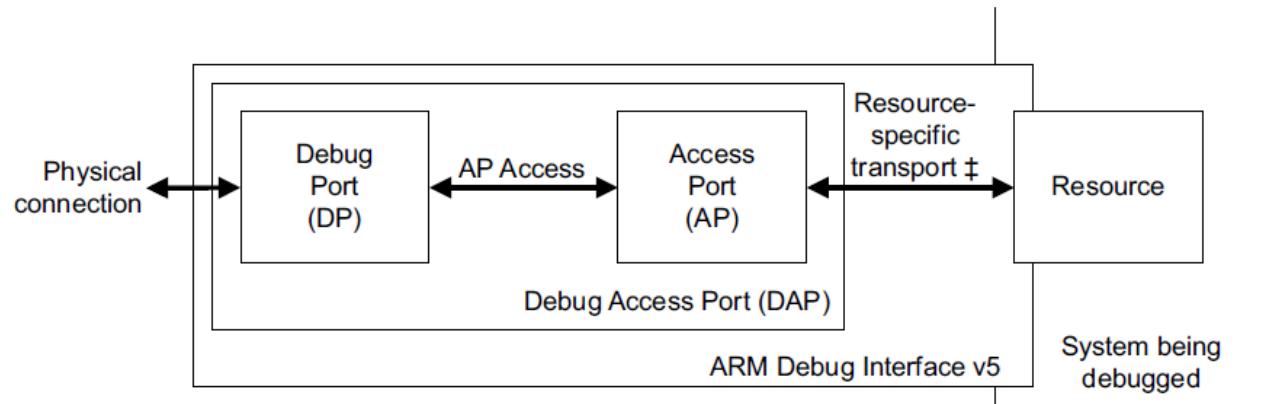
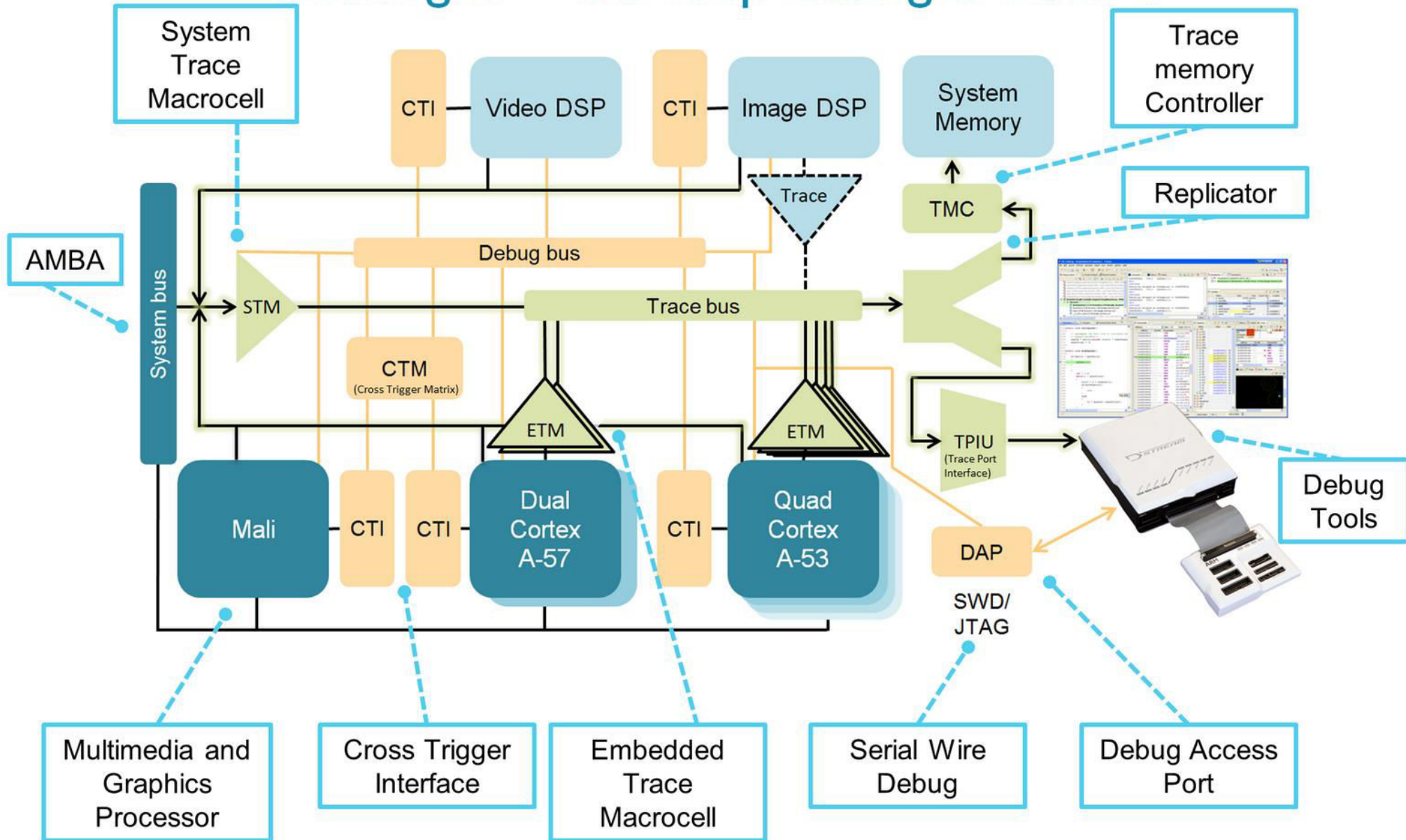


Figure source: Arm Debug Interface Architecture Specifications ADIv5 to ADIv5.2

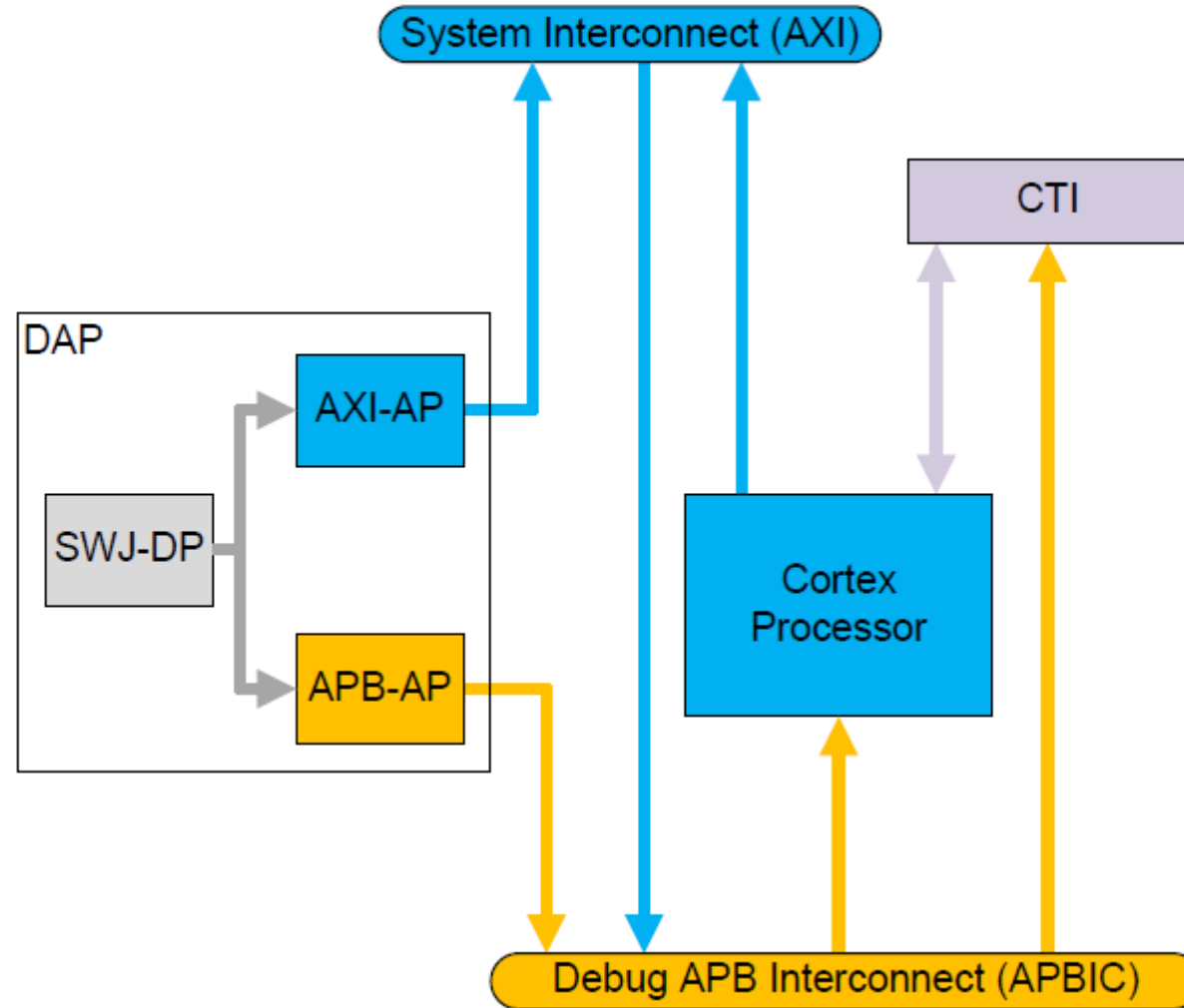
- **Trace Macrocell Architecture**

- **Embedded Trace Macrocell (ETM)** is a real-time trace module providing instruction and data tracing of a processor. ETM is an integral part of an Arm CoreSight debug and real-time trace solution.
 - **Program Trace Macrocell (PTM)** for Program Flow Trace of Cortex-A9
 - **Instrumentation Trace Macrocell (ITM)** for high level software view.
 - **AHB Trace Macrocell (HTM)** for performance and functional debug.

CoreSight™ On Chip Debug & Trace IP



Example1: Single Processor Debug



Example 2: Single Processor Trace

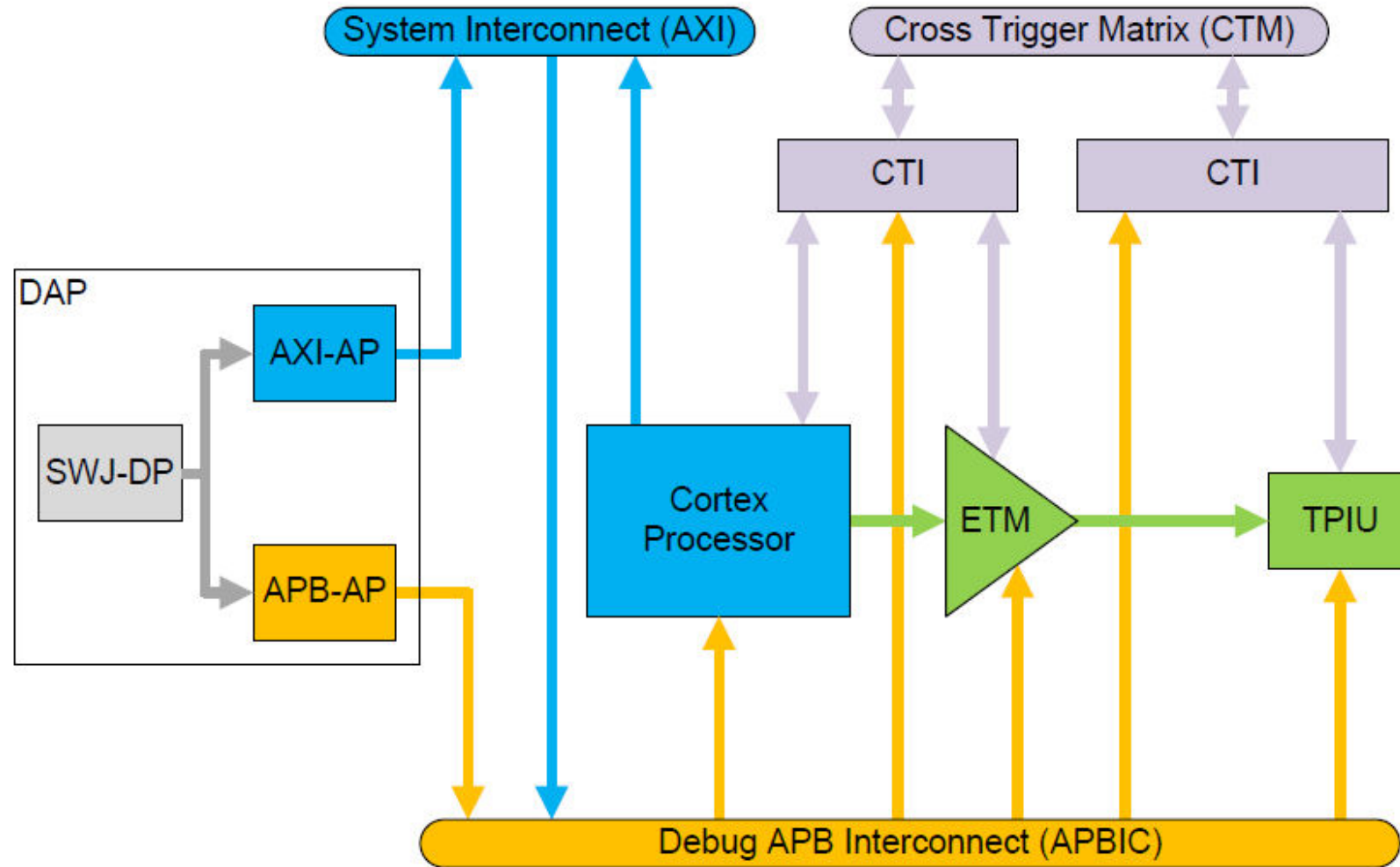


Figure source: CoreSight Technical Introduction. A quick start for designers. White Paper, Arm

Example 3: Multi Source Trace

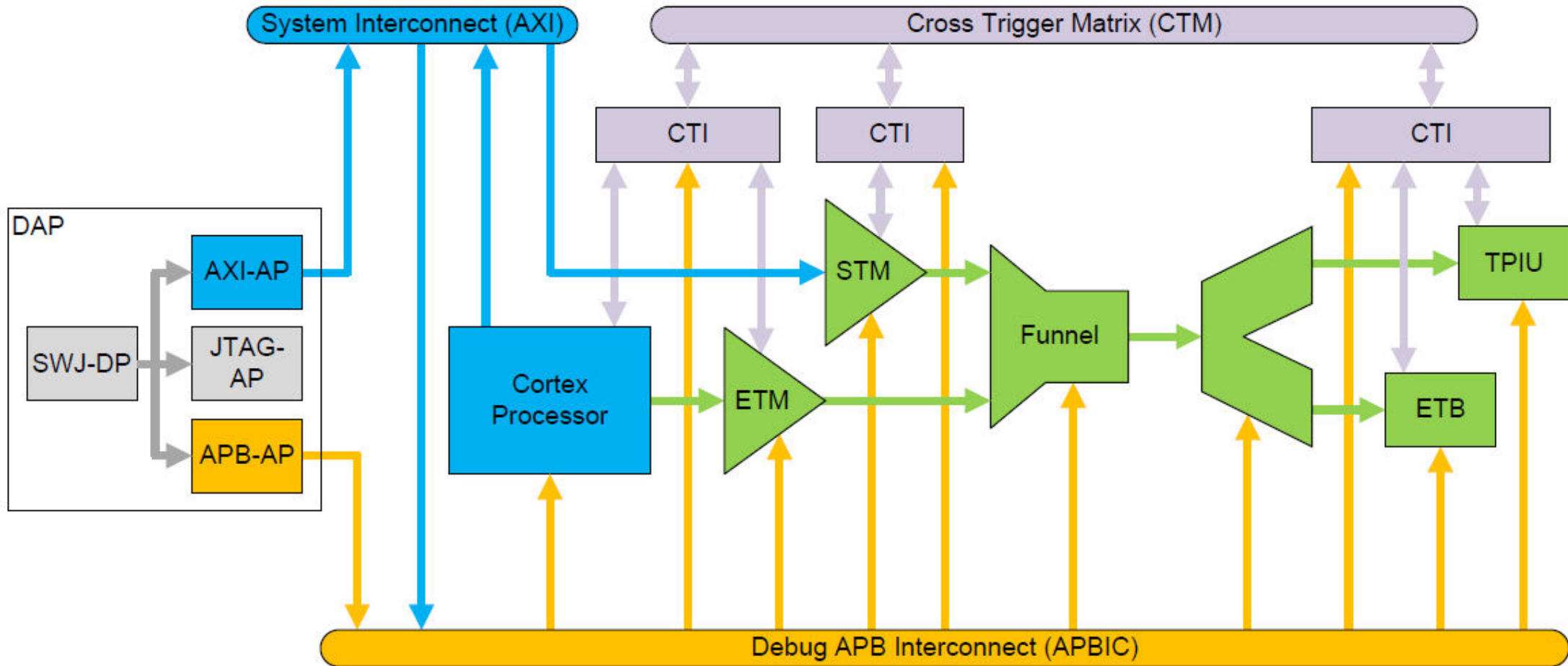


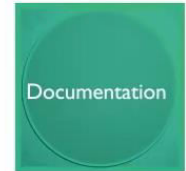
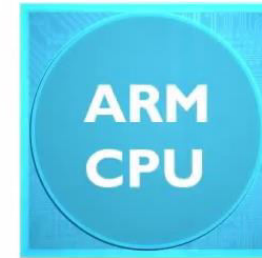
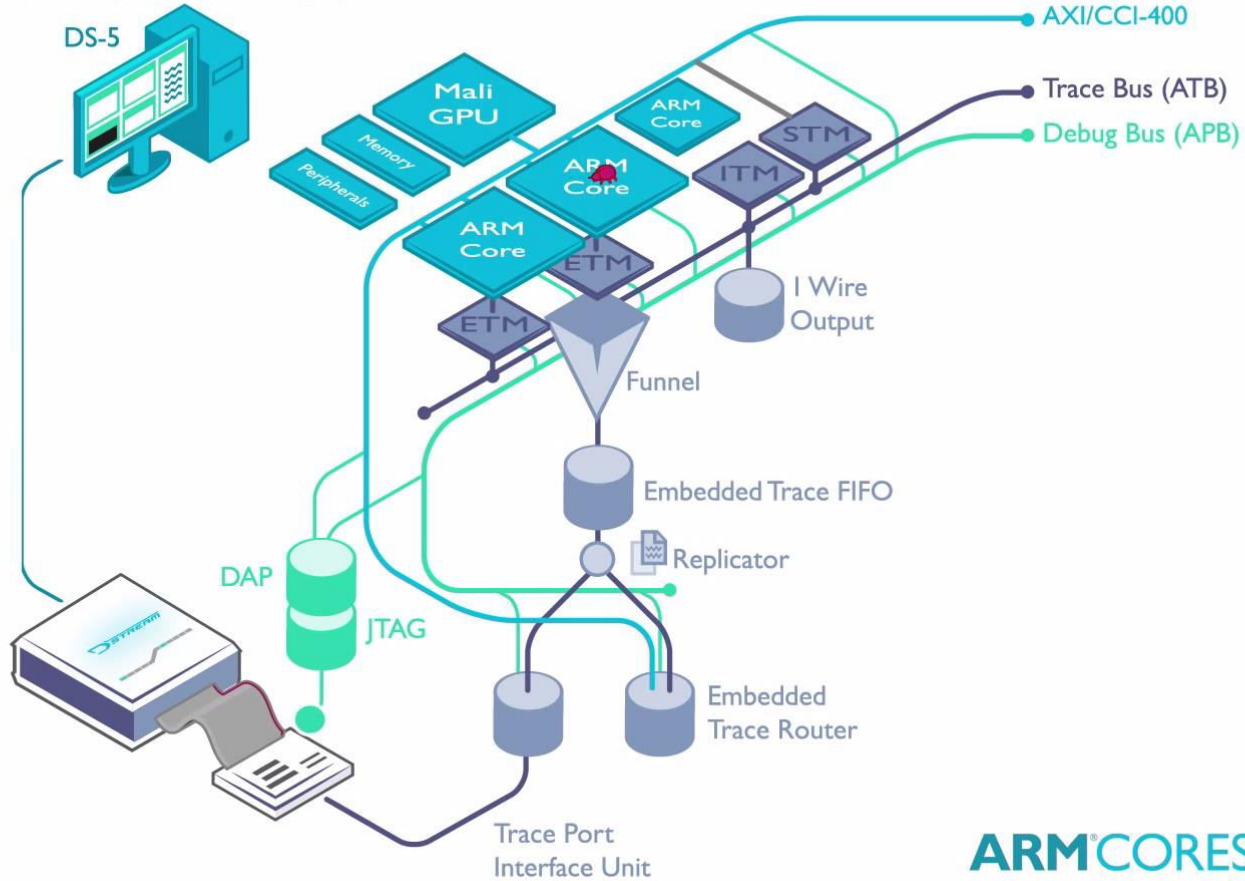
Figure source: CoreSight Technical Introduction. A quick start for designers. White Paper, Arm

Arm CoreSight Debugging System

- CoreSight SoC Components Architecture
 - CoreSight™ SoC components in conjunction with the CoreSight Trace macrocells provide all the infrastructure required to debug, monitor, and optimize the performance of a complete System on Chip (SoC) design.
 - **CoreSight SoC-400** provides fully configurable versions of all of the CoreSight components together with AMBA Designer support for the entire range of CoreSight debug & trace logic

CoreSight SoC-400

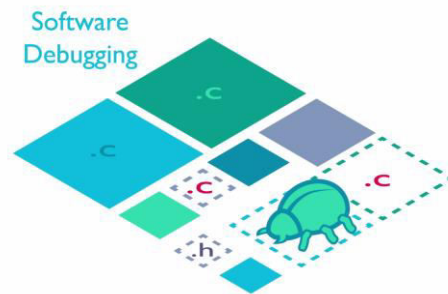
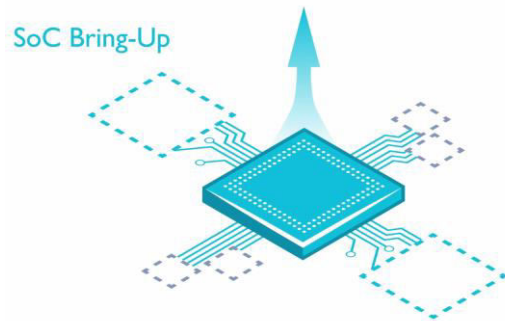
CoreSight™ SoC-400



ARM CORESIGHT™
Processor Debug & Trace IP

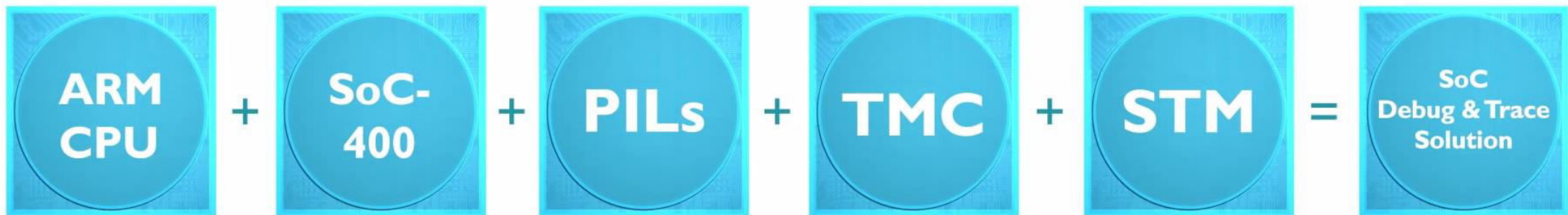
CoreSight SoC-400

- SoC Bring-up
 - Fast bring-up SoC design, reduce time to market.
- Software Debugging
 - Help improve the reliability of your product.
- Post-mortem Debugging
 - Find bugs earlier in the product lifecycle.
- System Optimization
 - For both hardware and software help create best Arm solutions.



Steps to build an Arm debugging subsystem

1. Start with an Arm CPU.
2. Use SoC-400 product and configurable components to build the infrastructure for debug trace subsystem.
3. Use Processor Integration Layer (PILs) to ease integration of Arm processors in SoC-400 debugging subsystem.
4. Use Trace Memory Controller (TMC) and System Trace Macrocell (STM) to build debug trace solution.



Supported tools

- Supported by over 25 industry-leading software and hardware debug tools companies, across all markets and regions
 - Debug of symmetric multi-processing and asymmetric multicore systems.
 - Powerful interactive debugging with real-time visibility.
 - Performance optimization.
 - Line and path code coverage of assembler and C/C++.
 - High-level system views with OS and RTOS context.
 - Real-time data monitoring, common to MCU and automotive applications.



Debug using Arm Development Studio

Debug control

Variables watching

The screenshot displays the Arm Development Studio interface during a debug session. The top menu bar includes File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, and Help. The toolbar contains various icons for debugging, including Run, Step Over, Step Into, and Breakpoint. The 'Debug Console' panel shows the execution state: 'Cortex-A9_0 #1 stopped on breakpoint #6' at 'main+0xDC'. The 'Variables Watch' panel shows a table of variables:

Name	Value	Type	Course
(unsigned int) 0x43c00000	1	unsigned int	
i	126	int	
j	482	int	
read_pixel_point	0x0303B6A6	int	

The 'Memory' panel shows a hex dump of memory at address 0x02000000, with a size of 1024 bytes. The 'Source Editor' shows the C code for 'main.c' with a breakpoint set at line 223:

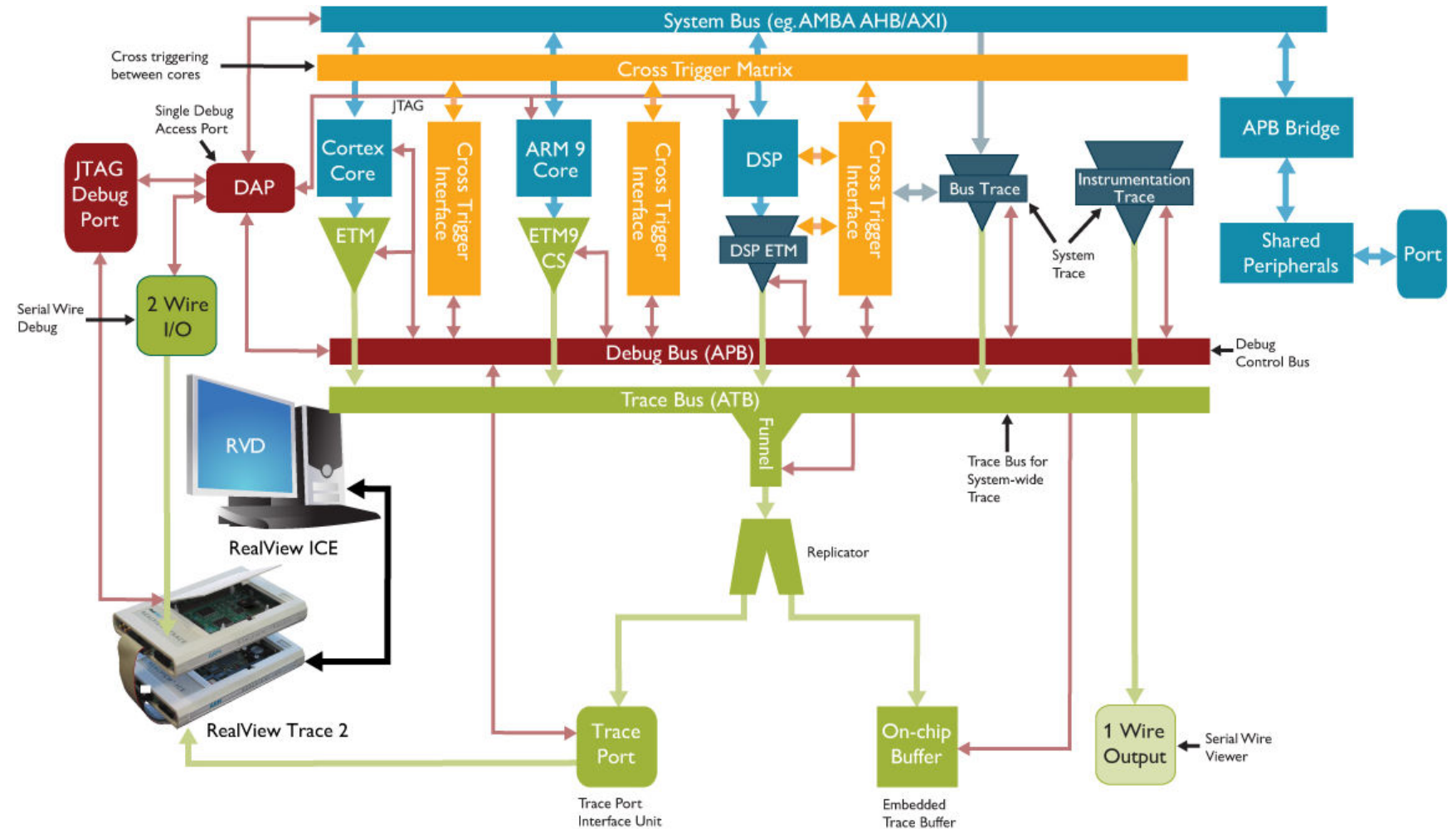
```
213     *(char *) (read_pixel_point + 2) = 0; //red
214 }
215 }
216 }
217 for (i = 61; i < 419; i++)
218 {
219     for (j = 1; j < 640-1; j++)
220     {
221         read_pixel_point = VDMA_MM2S_START + (i * 640 + j) * 3;
222     }
223     gray = GetEdge((i-60) * 2, j * 2);
224 }
225 }
226 }
227 }
228 }
229 }
230 }
231 for (i = 419; i < 480; i++)
232 {
233     for (j = 0; j < 640; j++)
234     {
235         read_pixel_point = VDMA_MM2S_START + (i * 640 + j) * 3;
236     }
237     *(char *) (read_pixel_point + 0) = 0; //blue
238     *(char *) (read_pixel_point + 1) = 0; //green
```

Breakpoints

Framebuffer in "Memory"

Debugging Cortex-A9 processor using CoreSight

- CoreSight™ for Arm Cortex-A series processors
 - Provides embedded software and application developers with all the on-chip debug.
 - Real-time trace resources .
 - Optimization and debug of Cortex-A application processor platforms.



Debugging Cortex-A9 processor using CoreSight

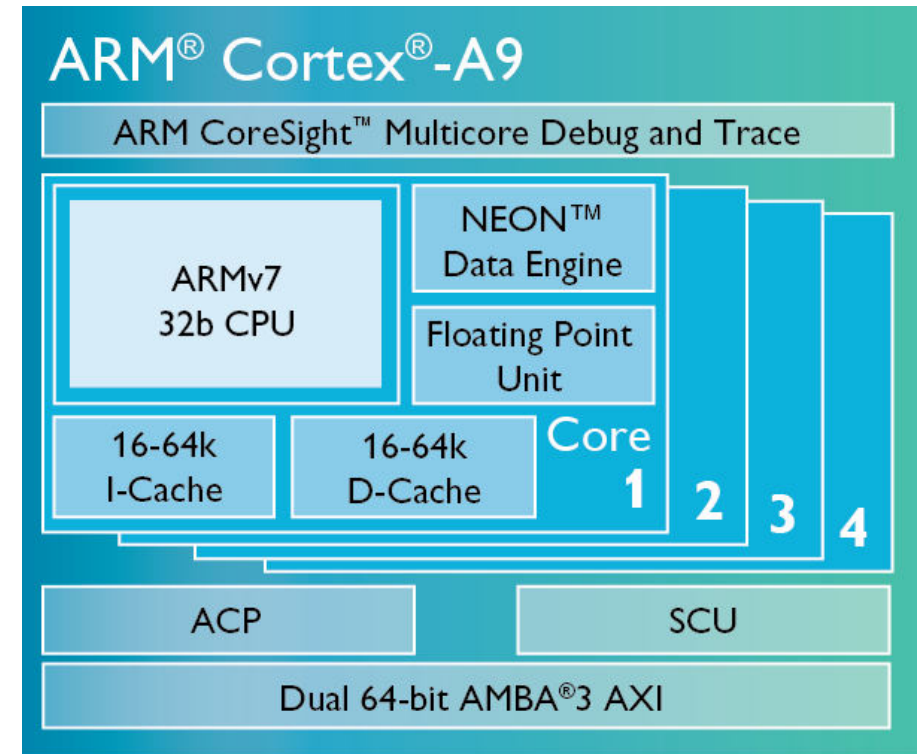
Component	Overview
Debug Access Port	Provide debugger access to the cores and buses in a SoC, across multiple power and clock islands, enabling exceptionally high download speeds direct to memory.
Embedded Cross Trigger	Synchronize debug and trace across multiple cores.
Program Trace Macrocells (Cortex-A9)	Noninvasively generate cycle-accurate, instruction trace of Arm processors running at full speed.
Embedded Trace Macrocells (Cortex-A5,Cortex-A8)	Noninvasively generate cycle-accurate, instruction and data trace of Arm processors running at full speed.
Trace Funnel	Combine multiple trace sources together.

Debugging Cortex-A9 processor using CoreSight

Component	Overview
Embedded Trace Buffer	Store trace data on-chip at high rates at 32-bit data width, eliminating the need for dedicated trace port pins or an external trace collection unit.
Trace Port Interface Unit	Transmit trace data off-chip via 2-34 pins at frequencies asynchronous to the core. Instrumentation Trace Macrocell for high level, low bandwidth, software generated trace.
Serial Wire Debug	High performance 2-pin debug port that replaces the 5/6-pin JTAG interface with multi-drop support.
Serial Wire Viewer	Single pin output for Instrumentation Trace.
Integration Kit	Contain RTL testbench, test vectors and full documentation for easy validation of a designer's own CoreSight subsystem

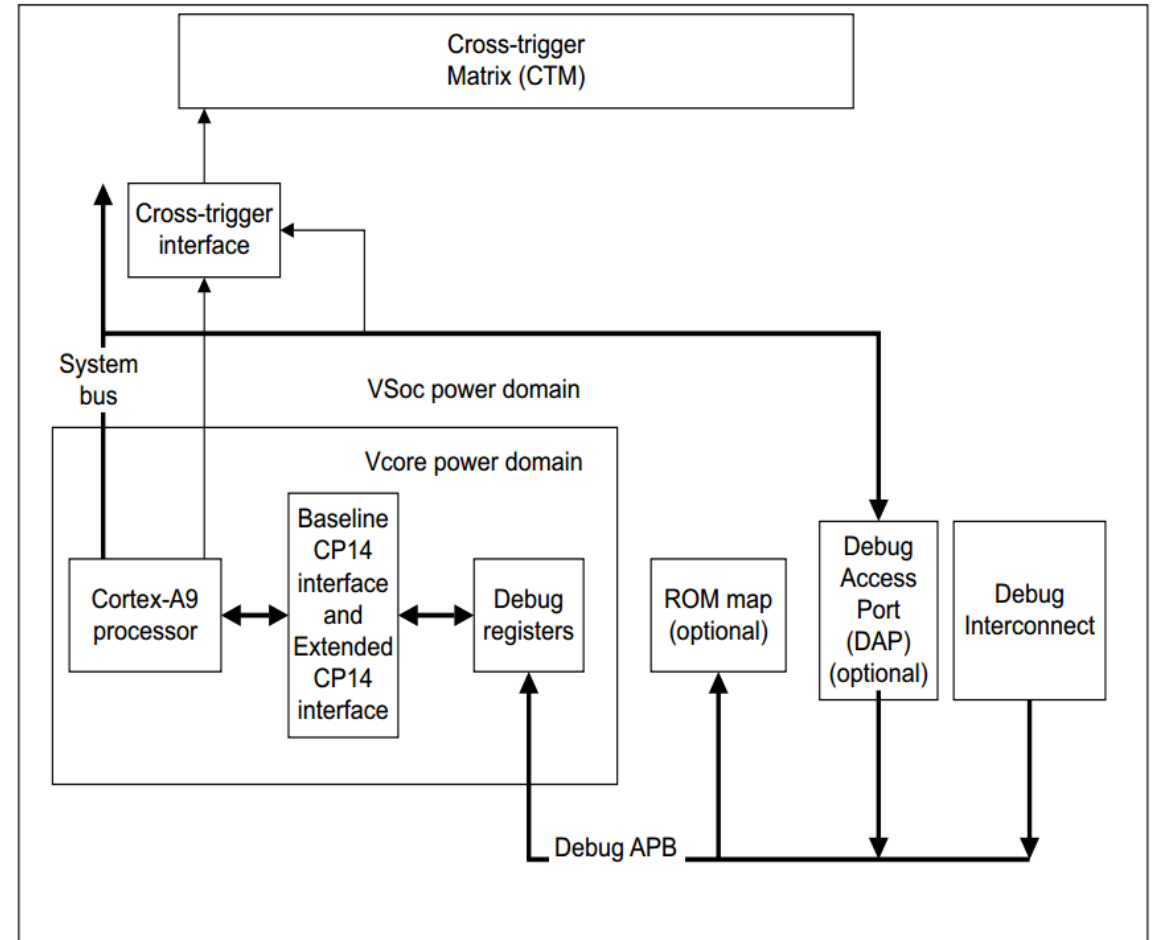
Arm Cortex-A9 debug interface

- Debug interface
 - The Cortex-A9 processor implements the ARMv7 debug architecture.
- Debugging modes:
 - **Halt mode** debugging in Secure user mode.
 - **Monitor mode** debugging in Secure user mode.
- Breakpoints and watchpoints
 - Six breakpoints.
 - Four watchpoints.
- Asynchronous aborts



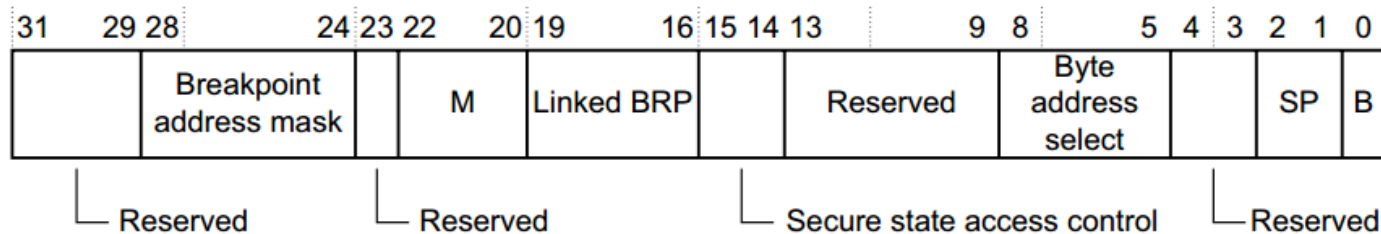
Arm Cortex-A9 Debug Interface

- The debug interface consists of:
 - A Baseline CP14 interface
 - An Extended CP14 interface
 - An external debug interface connected to the external debugger through a Debug Access Port (DAP).



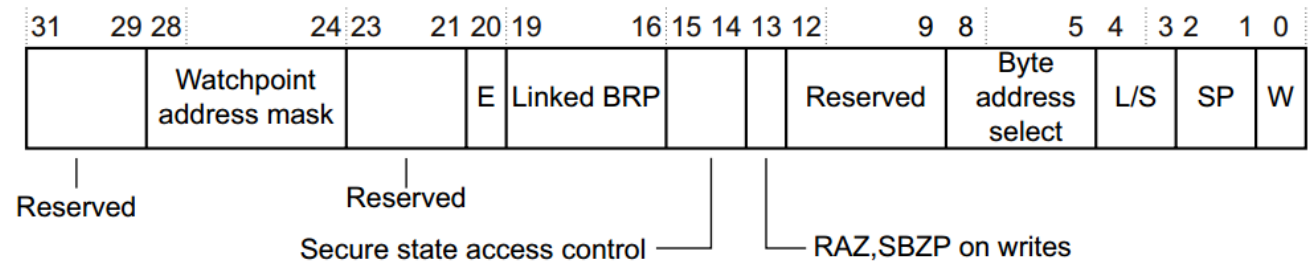
Debug Register Descriptions

- Debug State Cache Control Register (DBGDSCCR)
 - Controls cache behavior while the processor is in Debug state.
 - Cortex-A9 processor does not implement any of the features of the DBGDSCCR, and it reads as zero.
- Breakpoint Value Registers (BVRs)
 - Registers 64-68, at offsets 0x100-0x114.
 - Each BVR is associated with a Breakpoint Control Register (BCR)
- Breakpoint Control Registers (BCRs)
 - Read and write registers that contain the necessary control bits for setting:
 - breakpoints
 - linked breakpoints



Debug Register Descriptions

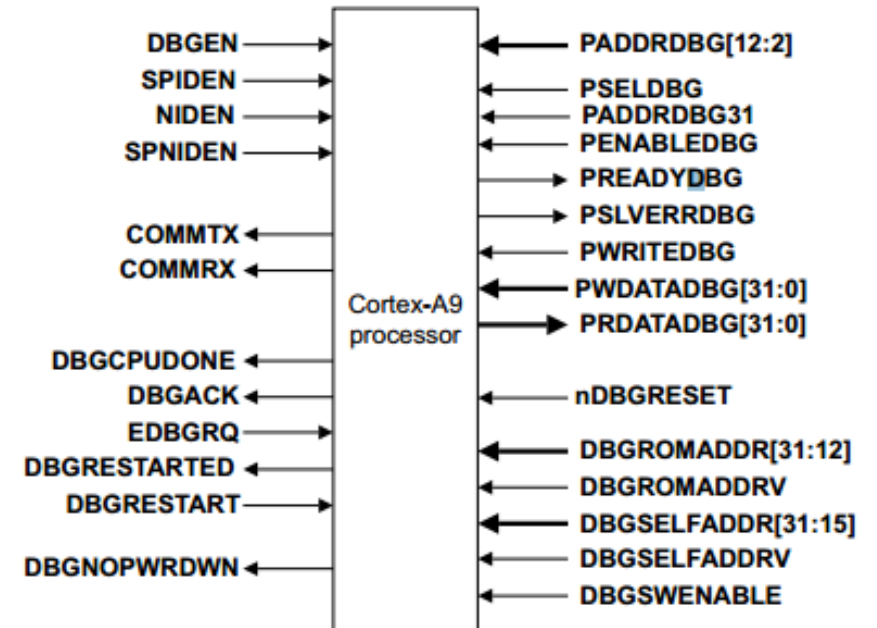
- Watchpoint Value Registers (WVRs)
 - Registers 96-99, at offsets 0x180-0x18C.
 - Each WVR is associated with a Watchpoint Control Register (WCR).
- Watchpoint Control Registers (WCRs)
 - Contain the necessary control bits for setting:
 - watchpoints
 - linked watchpoints



- Debug management registers
 - Define the standardized set of registers that is implemented by all CoreSight components.

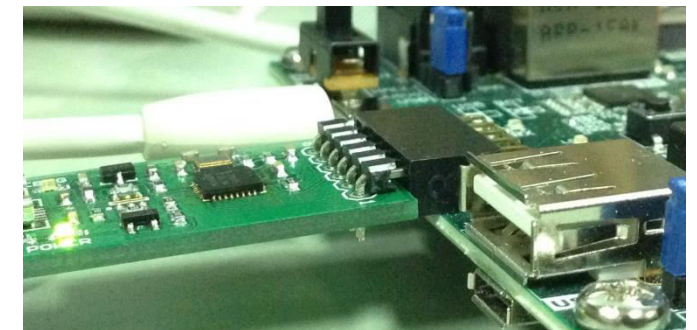
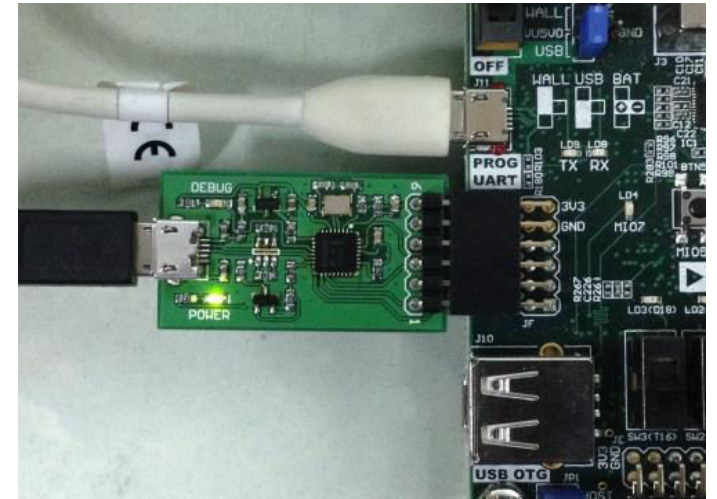
Debug Register Descriptions

- Processor ID Registers
 - Read-only registers that return the same values as the corresponding CP15 ID Code Register and Feature ID Register
- CoreSight Identification Registers (Debug Management Registers)
 - Read-only registers that consist of the Peripheral Identification Registers and the Component Identification Registers.
- External debug interface
 - The system can access memory-mapped debug registers through the Cortex-A9 APB Completer port.
 - This APB Completer interface supports 32-bits wide data, stalls, completer-generated aborts, and eleven address bits [12:2] mapping 2x4KB of memory.
- More information on [Cortex-A9 Technical Reference Manual](#)

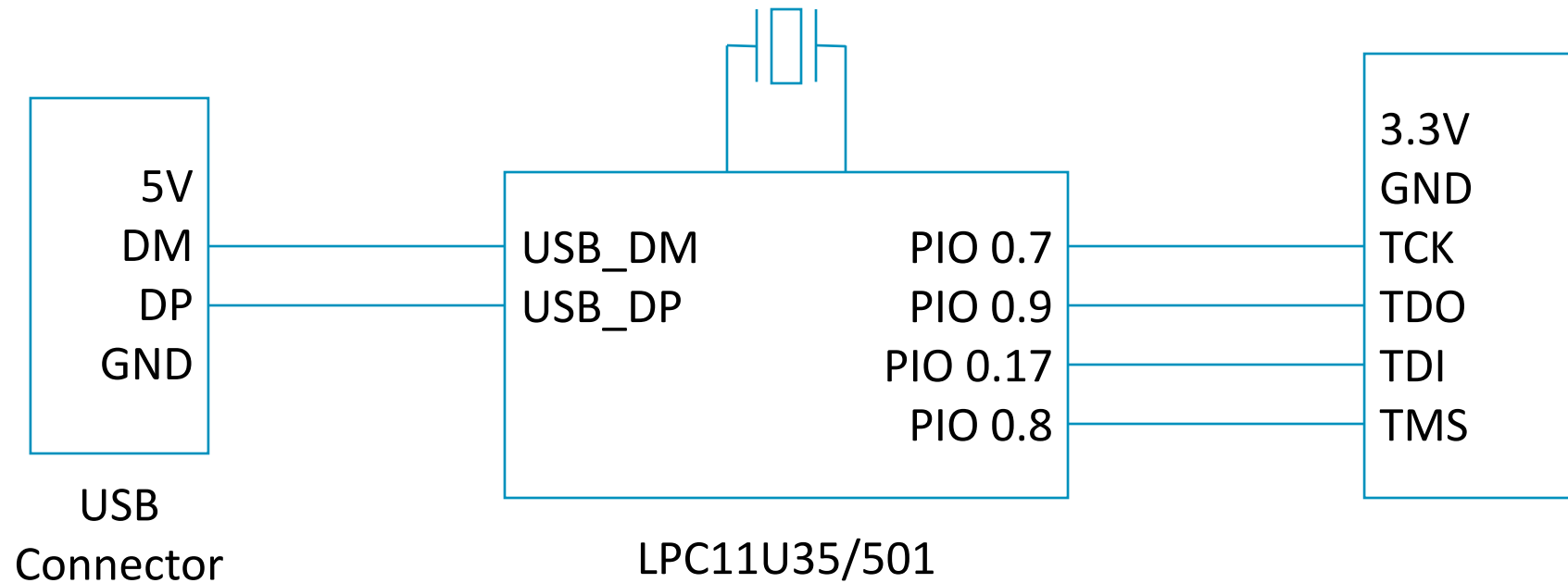


CMSIS-DAP Debugger Probe

- CMSIS-DAP Debugger Probe
 - Provides a standardized way to access the CoreSight Debug Access Port (DAP) of an Arm Cortex microcontroller via USB.
 - USB connection uses HID (Human Interface Device) driver class.
 - Based on NXP LPC11U35 MCU.
 - Low-cost and open-source.



CMSIS-DAP Debugger Probe



Bibliography

- Cortex-A9 Technical Reference Manual, Arm, 2012.
- Arm® Architecture Reference Manual. Armv7-A and Armv7-R edition, Arm, 2012.
- Arm CoreSight Architecture Specification, Arm, 2013.
- Arm CoreSight SoC-400 Technical Reference Manual, Arm, 2015.
- Arm Debug Interface Architecture Specification. ADIv5.0 to ADIv5.2. ARM, 2013.
- CoreSight technical introduction. A Quick Start for Designers. White Paper, ARM-EPM-039795, Arm, 2013.