



gem5 Tutorial

Getting started with gem5

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What is gem5?

Michigan m5 + Wisconsin GEMS = gem5

“The gem5 simulator is a modular platform for computer-system architecture research, encompassing system-level architecture as well as processor microarchitecture.”

Lowe-Power et al. **The gem5 Simulator: Version 20.0+**. ArXiv Preprint ArXiv:2007.03152, 2021.
<https://doi.org/10.48550/arXiv.2007.03152>

Nathan Binkert, Bradford Beckmann, Gabriel Black, Steven K. Reinhardt, Ali Saidi, Arkaprava Basu, Joel Hestness, Derek R. Hower, Tushar Krishna, Somayeh Sardashti, Rathijit Sen, Korey Sewell, Muhammad Shoaib, Nilay Vaish, Mark D. Hill, and David A. Wood. 2011. **The gem5 simulator**. *SIGARCH Comput. Archit. News* 39, 2 (August 2011), 1-7.
DOI=<http://dx.doi.org/10.1145/2024716.2024718>



Tutorial and book are open source!

https://www.gem5.org/documentation/learning_gem5/introduction/

Source: <https://gem5.googlesource.com/public/gem5-website/>

See a problem?

Submit a change request or open an issue

Want to add new material? Let me know!

Want to do your own version of this? Let me know!



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This tutorial

This is going to be interactive!

Trying something new with github codespaces and classroom

<https://classroom.github.com/a/rV-jjuab>

Work along with us for best results

Ask questions!!



Agenda

Introduction (8:30-8:45)

gem5 standard library (8:45-10:00)

- Getting started with gem5
- Understanding gem5 output
- gem5 resources
- Full system simulation
- Extending the gem5 standard library

Developing with gem5 (10:00-10:30, coffee break, 11:00-11:30)

- Building gem5
- A simple SimObject
- Debugging in gem5
- Event-driven programming
- Adding parameters

A bit of everything else (11:30-12:00)

The gem5 user's workshop (1:30-5:00)



Introduction to gem5

What is “simulation” anyway?



Downloading/building gem5

```
> git clone https://gem5.googlesource.com/public/gem5  
> cd gem5  
> scons build/X86/gem5.opt -j<number of threads>
```



```
> git clone https://gem5.goglesource.com/public/gem5
```

git: Version control system

<https://git-scm.com/book/en/v2>

googlesource: Main gem5
repo location (not github,
for now)

stable: The default branch for gem5.
Updated at stable releases.

develop is updated more frequently
(>1 per day)




```
> scons build/X86/gem5.opt -j17
```

scons: the build system that gem5 uses (like make). See <http://scons.org/>

build/X86/gem5.opt: “parameter” passed to scons. gem5’s *Sconscrip*t interprets this. Also, the patch to the gem5 executable.

X86: Specifies the default build options. See [build_opts/*](#)

opt: version of executable to compile (one of debug, opt, fast)



Let's skip all that (for now)

<https://classroom.github.com/a/rV-jjuab>

The screenshot shows the GitHub Codespaces configuration and creation interface. On the left, the configuration panel includes:

- Branch:** main
- Dev container configuration:** .devcontainer/dev...
- Region:** US West
- Machine type:** 4-core (selected), with a dropdown menu open showing options: 2-core (4GB RAM • 32GB), 4-core (8GB RAM • 32GB), 8-core (16GB RAM • 64GB), and 16-core (32GB RAM • 128GB). The 16-core option is circled in red.

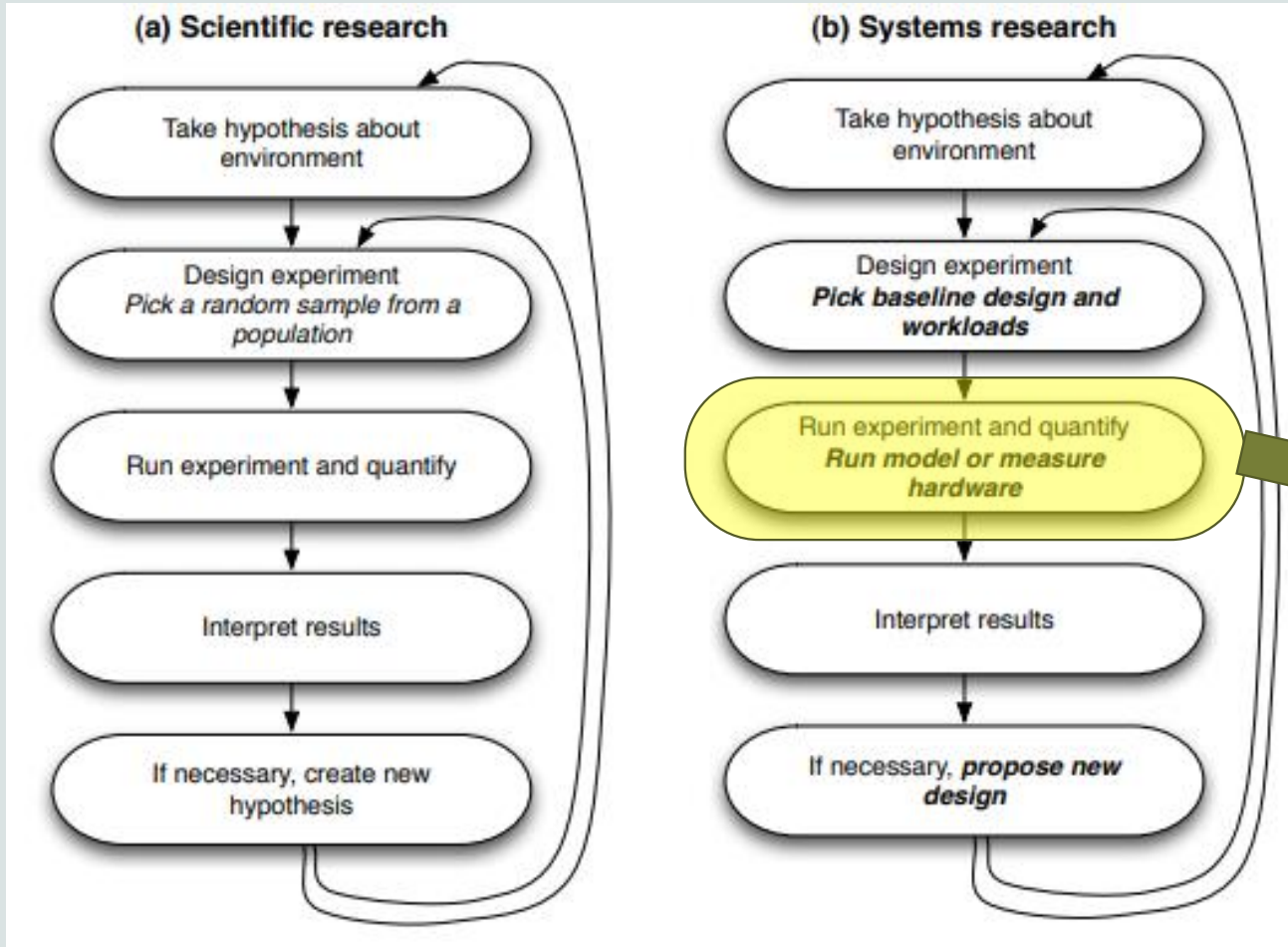
On the right, the 'Code' button is circled in red, and the 'Codespaces' tab is also circled in red. Below the 'Codespaces' tab, the 'Create codespace on main' button is circled in red. A dropdown menu is open, showing the option 'Configure and create codespace' circled in red. The dropdown menu also shows 'Create codespace on main' (4-core • 8GB RAM • 32GB) and 'Need even more power? GPU machine type'.

At the bottom, a note states: "This repository has been designed for use in gem5 tutorials. It has been built with the assumption users will utilize Codespaces to learn gem5."

The image shows the Visual Studio Code interface with the following components:

- EXPLORER (Left):** Shows a project structure under 'GEM5-BOOTCAMP-ENV [C...]'. The 'gem5' folder is circled in red, with two red arrows pointing to it from the right.
- File List (Center):** A list of files and folders for the 'gem5' directory, including: `__pycache__`, `build`, `build_opts`, `build_tools`, `configs`, `ext`, `include`, `m5out`, `site_scons`, `src`, `system`, `tests`, `util`, `.git-blame-ignore-re...`, `.gitignore`, `.mailmap`, `CODE-OF-CONDUCT...`, `CONTRIBUTING.md`, `COPYING`, `LICENSE`, `MAINTAINERS.yaml`, and `parsetab.py`.
- Terminal (Bottom Left):** Shows the prompt `root@codespaces-9a970a: /worl`.
- SOURCE CONTROL (Right):** Shows three repositories: `gem5-bootcamp...` (main), `gem5 Git` (stable), and `gem5-reso...` (stable). Each has a commit message input field.
- Terminal (Bottom Right):** Shows a `bash` terminal with standard window controls.
- Bottom Panel:** Includes sections for `COMMITTS`, `REPOSITORIES`, `FILE HISTORY`, `CTAUFEE`, and `WORKLINKS`.
- Errors (Bottom Right):** Two error messages: `No view is registered with id: codespaces.explorerDetails` and `No view is registered with id: codespaces.explorer`.

Computer systems research/engineering



From Computer Architecture Performance Evaluation Methods
by Lieven Eeckhout

Computer architecture simulation!

Kinds of simulation

Functional simulation

Executes programs correctly. Usually no timing information
Used to validate correctness of compilers, etc.
RISC-V Spike, QEMU, gem5 “atomic” mode

Instrumentation-based / Trace-based

Often binary translation. Runs on actual hardware with callbacks
If execution depends on timing, this will not work!
PIN, CMP\$im, NVBit

Execution-driven

Functional and timing simulation is *combined*
gem5 and many others
gem5 is “execute in execute” or “timing directed”



Full system simulation

Components modeled with enough fidelity to run mostly unmodified apps

Often “Bare metal” simulation

All of the program is functionally emulated by the simulator

Often means running the OS in the simulator, not faking it

“Full system” simulators are often a combination of functional and full system



Nomenclature

Host: the actual hardware you're using

Running things directly on the hardware:

Native execution

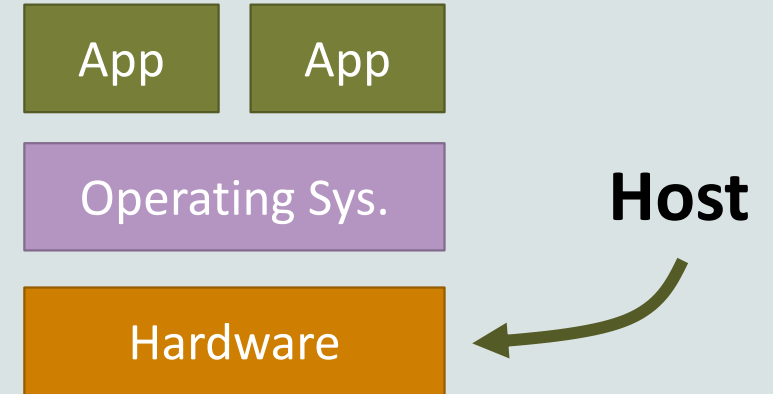
Guest: Code running on top of "fake" hardware

OS in virtual machine is guest OS

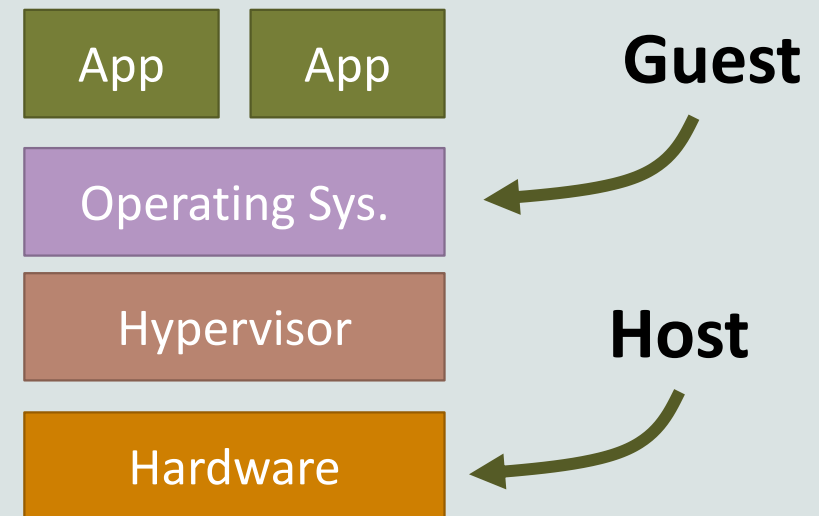
Running "on top of" hypervisor

Hypervisor is emulating hardware

Your system



Virtual machines



Nomenclature

Host: the actual hardware you're using

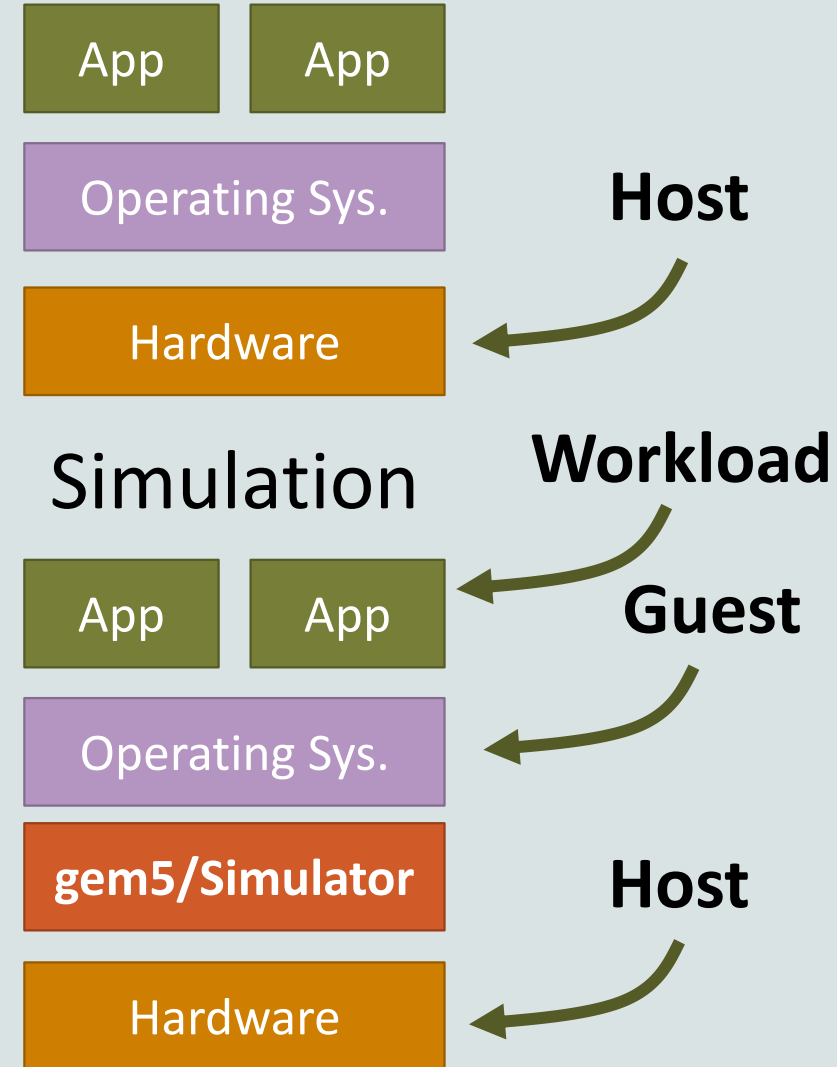
Simulator: Runs on the host
Exposes hardware to the guest

Guest: Code running on *simulated* hardware
OS running on gem5 is guest OS
gem5 is simulating hardware

Simulator's code: Runs natively
executes/emulates the guest code

Guest's code: (or benchmark, workload, etc.)
Runs on gem5, not on the host.

Your system



Nomenclature

Host: the actual hardware you're using

Simulator: Runs on the host

Exposes hardware to the guest

Simulator's performance:

Time to run the simulation on host

Wallclock time as you perceive it

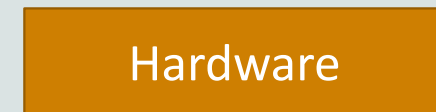
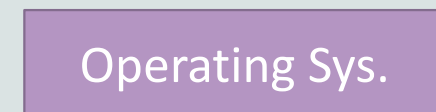
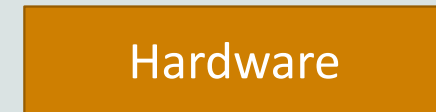
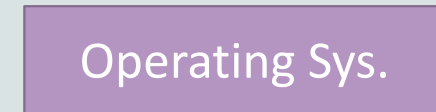
Simulated performance:

Time predicted by the simulator

Time for guest code to run on simulator



Your system



Host



Workload



Guest



Host



gem5 architecture

gem5 consists of “**SimObjects**”

Most C++ objects in gem5 inherit from **class SimObject**

Represent physical system components



SimObject

Model

C++ code in src/

Parameters

Python code in src/

In SimObject declaration file

Instance or configuration

A particular choice for the parameters

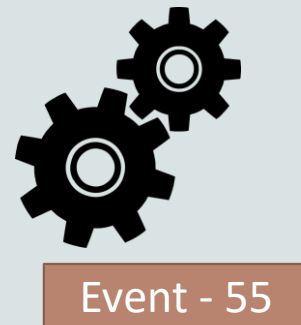
In standard library, your extensions, or python runscript



gem5 architecture

gem5 is a **discrete event simulator**

Event Queue



- 1) Event at head dequeued
- 2) Event executed
- 3) More events queued

We'll cover more after the break

All SimObjects can enqueue events to the event queue

What we've learned

- ★ gem5 is a
cycle-level
full-system
execution-driven
simulator
- ★ To obtain gem5, you need to
download the source with git

- ★ We'll be using codespaces for this
tutorial

Next up

- ★ How to configure and run gem5
simulations with the **standard
library**

