Embedded Systems
Thursday

- Midterm exam: December 16th, 2010, AudiMO, 16:00 - 19:00

- No lecture on December 16th

- Open book: bring any handwritten or printed notes, or any books you like.

- Please bring your ID.
Exam Policy

- Midterm/End-of-Term Exam/End-of-Semester Exam

Requirement for admission to end-of-term and end-of-semester exams:
- > 50% of points in problem sets,
- > 50% of points in each project milestone, and
- > 50% of points in midterm exam

Final grade:
- best grade in end-of-term or end-of-semester exam
Example

Suppression of all "spikes" shorter than the delay shorter than the indicated suppression threshold

Z1 <= transport X after 10 ns; -- transport delay
Z2 <= X after 10 ns; -- inertial delay
Z3 <= reject 4 ns X after 10 ns; -- delay with specified rejection pulse width
Modeling Behavior

- **Architecture body**
  - describes an implementation of an entity
  - may be several per entity

- **Behavioral architecture**
  - describes the algorithm performed by the module
  - contains
    - *process statements*, each containing
    - *sequential statements*, including
    - *signal assignment statements* and
    - *wait statements*
Modeling Structure

- Structural architecture
  - implements the module as a composition of subsystems
  - contains
    - signal declarations, for internal interconnections
      - the entity ports are also treated as signals
    - component instances
      - instances of previously declared entity/architecture pairs
    - port maps in component instances
      - connect signals to component ports
    - wait statements
architecture struct of reg4 is
    signal int_clk : bit;
    begin
        bit0 : entity work.d_latch(basic)
            port map ( d0, int_clk, q0 );
        bit1 : entity work.d_latch(basic)
            port map ( d1, int_clk, q1 );
        bit2 : entity work.d_latch(basic)
            port map ( d2, int_clk, q2 );
        bit3 : entity work.d_latch(basic)
            port map ( d3, int_clk, q3 );
        gate : entity work.and2(basic)
            port map ( en, clk, int_clk );
    end architecture struct;
Testbench Structure

Testbench

Unit Under Test

Manipulated by Testbench

Checked by Testbench

clk
reset
input_1
input_2
\ldots
input_n

output_1
output_2
\ldots
output_n
File Input

- Using assert to check behaviour implies writing correct behaviour twice
- Instead, write expected behaviour in file:
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Introduction to VHDL-AMS
Introduction

- VHDL 1076 is suitable for modeling and simulating discrete systems
- Many of today’s designs include at least some continuous characteristics:
  - System design
    - Mixed-signal electrical designs
    - Mixed electrical/non-electrical designs
  - Analog design
    - Analog behavioral modeling and simulation
  - Digital design
    - Detailed modeling (e.g. submicron effects)
- Designers want a uniform description language
The world isn’t digital

Micro-Electro-Mechanical Systems (MEMS)
VHDL-AMS Language Architecture

- New mixed-mode simulation cycle
- Objects and types
- New attributes
- Simulation Cycle
- Environment
- Structure
- Behavior
- New interface objects
- New statements
VHDL-AMS Highlights (1)

- Superset of VHDL 1076
  - Full VHDL 1076 syntax and semantics is supported

- Adds new simulation model supporting continuous behavior
  - Continuous models based on differential algebraic equations (DAEs)
    - DAEs solved by dedicated simulation kernel: the analog solver
    - Handling of initial conditions, piecewise-defined behavior, and discontinuities
**VHDL-AMS Highlights (2)**

- Extended structural semantics
  - Conservative semantics to model physical systems
    - e.g. Kirchhoff’s laws for electrical circuits
  - Non-conservative semantics for abstract models
    - Signal-flow descriptions
- Mixed-signal interfaces
  - Models can have digital and analog ports
- Mixed-signal semantics
  - Unified model of time for a consistent synchronization of
    - mixed event-driven/continuous behavior
  - Mixed-signal initialization and simulation cycle
  - Mixed-signal descriptions of behavior
- Frequency domain support
  - Small-signal frequency and noise modeling and simulation
Multiple Architectures per Entity

Focus on “**timing**”  
Focus on “**speed**”  
Focus on “**power**”
First approximation: one-dimensional spring model

\[ m_1 \ddot{x}_1 = -f \cdot (x_1 - x_2) \]
\[ m_2 \ddot{x}_2 = -f \cdot (x_2 - x_1) \]
\[ x_s = \frac{(m_1 x_1 + m_2 x_2)}{(m_1 + m_2)} \]
\[ \text{Energy} = 0.5 \left( m_1 \dot{x}_1^2 + m_2 \dot{x}_2^2 + f \cdot (x_1 - x_2)^2 \right) \]

```vhdl
use work.types.all;
entity Vibration is
end entity Vibration;
architecture H2 of Vibration is  -- hydrogen molecule
  quantity x1, x2, xs: displacement;
  quantity energy: REAL;
  constant m1, m2: REAL := 1.00794*1.6605655e-24;
  constant f: REAL := 496183.3;
begin
  x1'_dot'dot := -f*(x1 - x2) / m1;
  x2'_dot'dot := -f*(x2 - x1) / m2;
  xs := (m1*x1 + m2*x2)/(m1 + m2);
  energy := 0.5*(m1*x1'dot**2 + m2*x2'dot**2 + f*(x1-x2)**2);
end architecture H2;
```
Quantities

- New object in VHDL 1076.1
- Represents an unknown in the set of differential algebraic equations implied by the text of a model
- Continuous-time waveform
- Scalar subelements must be of a floating-point type
- Default initial value for scalar subelements is 0.0
Simultaneous Statements (1)

- New class of statements in VHDL 1076.1
- Simple simultaneous statements express relationships between quantities
  - Left-hand side and right-hand side must be expressions with scalar subelements of a floating point type
  - Statement is symmetrical w.r.t. its left-hand and right-hand sides
  - Expressions may involve quantities, constants, literals, signals, and (possibly user-defined) functions
  - At least one quantity must appear in a simultaneous statement
Simultaneous Statements (2)

- Analog solver is responsible for computing the values of the quantities such that the relationships hold (subject to tolerances)

- Simultaneous statements may appear anywhere a concurrent statements may appear

- The order of simultaneous statements does not matter

- Other forms for simultaneous statements:
  - Simultaneous if statement
  - Simultaneous case statement
  - Simultaneous procedural statement
Tolerances (1)

- Numerical algorithms used by analog solver can only find an approximation of the exact solution

- Tolerances are used to specify how good the solution must be

- Each quantity and each simultaneous statement belongs to a tolerance group indicated by a string expression
  
  - All members of a tolerance group have the same tolerance characteristics

- The language does not define how a tool uses tolerance groups!!
Tolerances (2)

- A quantity gets its tolerance group from its subtype

```plaintext
package types is
  subtype displacement is REAL
  tolerance "default_displacement";
  ...
end package types;
```

```plaintext
architecture H2 of Vibration is -- hydrogen molecule
  quantity x1, x2, xs: displacement;
  quantity energy: REAL;
  ...
```
Parameterized Diode

- Example of a conservative model of an electrical component

- Simple large-signal model
library IEEE, Disciplines;
use Disciplines.electrical_system.all;
use IEEE.math_real.all;
entity Diode is
  generic (iss: REAL := 1.0e-14;
            n, af: REAL := 1.0;
            tt, cj0, vj, rs, kf: REAL := 0.0);
  port (terminal anode, cathode: electrical);
end entity Diode;

architecture Level0 of Diode is
  quantity vd across id, ic through anode to cathode;
  quantity qc: charge;
  constant vt: REAL := 0.0258; -- thermal voltage
begin
  id == iss * (exp((vd-rs*idd)/(n*vt)) - 1.0);
  qc == tt*idd - 2.0*cj0 * sqrt(vj**2 - vj*vd);
  ic == qc’dot;
end architecture Level0;
Terminal

- New object in VHDL 1076.1
- Basic support for structural composition with conservative semantics
- Belongs to a nature
  - Nature electrical defined in package `electrical_system`

```vhdl
library IEEE, Disciplines;
use Disciplines.electrical_system.all;
...
entity Diode is
...
port (terminal anode, cathode: electrical);
end entity Diode;
```
Nature

- Represents a physical discipline or energy domain
  - Electrical and non-electrical disciplines
- Has two aspects related to physical effects
  - Across: effort like effects (voltage, velocity, temperature, etc.)
  - Through: flow like effects (current, force, heat flow rate, etc.)
- A nature defines the types of the across and through quantities incident to a terminal of the nature
- A scalar nature additionally defines the reference terminal for all terminals whose scalar subelements belong to the scalar nature
- A nature can be composite: array or record
  - All scalar subelements must have the same scalar nature
- No predefined natures in VHDL 1076.1
Electrical Systems Environment

Assume package is compiled into a library Disciplines
NATURES

- Physical disciplines or energy domains
  - VHDL-AMS not limited to electrical quantities

<table>
<thead>
<tr>
<th>Nature</th>
<th>Effort</th>
<th>Flow</th>
</tr>
</thead>
<tbody>
<tr>
<td>electrical</td>
<td>voltage</td>
<td>current</td>
</tr>
<tr>
<td>thermal</td>
<td>temperature</td>
<td>heat flow rate</td>
</tr>
<tr>
<td>kinematic_v</td>
<td>velocity</td>
<td>force</td>
</tr>
<tr>
<td>rotational_omega</td>
<td>angular velocity</td>
<td>torque</td>
</tr>
<tr>
<td>fluidic</td>
<td>pressure</td>
<td>volume flow rate</td>
</tr>
</tbody>
</table>

nature electrical is
voltage across -- across type is ‘voltage’
current through -- through type is ‘current’
electrical\_ground reference; -- reference terminal name
Quantities

- For analog modeling

- **Continuous** time or frequency waveforms

- Quantities:
  - Free Quantities (for signal flow modeling)
  - Branch Quantities (for modeling of conservative energy systems)
  - Source Quantities (for frequency and noise modeling)

Syntax: `quantity quantity_name {,...}: subtype_indication [= expression];`
Free Quantity

- To break down complex equations into manageable pieces or for data flow description
  - Auxiliary variable

- Quantity name(s), double subtype and optionally an initial value expression

```quantity Vint : real := 5.0 ;```
Branch Quantity

- Branch between two terminals
- Constraints between branches that share terminal (Kirchhoff’s laws in electrical domain)
- Branch quantities are used by equations of models

terminal anode, cathode: electrical;
quantity battery_voltage across battery_current through anode to cathode;
quantity leakage_voltage across battery_current through anode;
Branch Quantity

- Example of a branch quantity

quantity $U_c$ across $I_c$ through a to b;

$I_c = C \cdot \frac{dU}{dt}$

$U_c$ is defined as the difference between terminals a and b.

$I_c$ is the flow through the terminals a and b.

```vhdl
library ieee;
use ieee.electrical_systems.all;

-- ENTITY DEFINITION OF IDEAL CAPACITOR
entity capacitor is
  generic ( cap:real:=10.0e-5 ); -- capacity parameter definition
  port ( terminal a: electrical;
           terminal b: electrical);
end entity capacitor;

-- ARCHITECTURE DEFINITION OF CAPACITOR
architecture bhv of capacitor is
  quantity $U_c$ across $I_c$ through a to b;
begin
  $I_c$ == cap * $U_c$'DOT ;
end architecture bhv;
```
Source Quantity

- Specification of energy sources in frequency domain
  - E.g. voltage source

\[
\text{quantity ac\_source: real spectrum 1.0, 45.0;}
\]
Quantity Attributes

- **quantity_name’DOT**
  - Differential algebraic equation (DAE)
- **quantity_name’INTEG**
- **quantity_name’DELAYED[(T)]**
- **quantity_name’SLEW[(maxrise),(maxfall)]**
  - SLEW (RISE,FALL)
- **quantity_name’LTF(num,den)**
  - Laplace Transfer Function
- **quantity_name’ZOH(TSamp[,init_delay])**
- **quantity_name’ZTF(num,den,t[,init_del])**
  - Z-Domain transfer function
- **quantity_name’ABOVE(level)**
Q'INTEG

- Integral function
- Needs to be initialized at zero time

\[ i_L = \frac{1}{L} \int U_L dt \]

\[ IL = (1/L) \times UL'INTEG; \]
**Q'DELAYED**

- Delay of quantity for specific time unit

\[
\text{Q'DELAYED}([T]);
\]

\[
\text{QD} == \text{Q'DELAYED}(5.0\text{e}06);
\]
Q’LTF

- Laplace Transfer Function
- num, den – static expressions of type real_vector

\[ H(s) = \frac{\sum a_k s^k}{\sum b_k s^k} \]

\[ \text{Q’LTF(num, den)}; \]

```plaintext
constant num : real_vector := (1.0, 2.0, 1.0);
constant den : real_vector := (1.0, 0.0, -1.0);
```
Q‘ZOH

- Sample-and-Hold function

Q‘ZOH(Tsampl [init_delay]);

- NOTE: Controlled assignment of discrete value of quantity to signal type variable → S <= Q‘ZOH(t_sampl);
**Q‘ABOVE**

- Quantity – boolean signal
- $Q'\text{Above}(E) = \text{TRUE}$ when $Q > E$
- $Q'\text{Above}(E) = \text{FALSE}$ when $Q < E$
- No change if $Q = E$
- Analog to digital conversion (quantity to signal)
- Used to trigger processes
Q’Above – An example

- 1 bit ADC

```vhdl
library IEEE;
use IEEE.electrical_systems.all;

entity adc is
  generic (Vref: real := 5.0 ) -- ref voltage
  port (terminal inp : electrical; -- input
       signal outp: out bit); -- output
end entity adc;

architecture one of adc is
  quantity Vin across inp to ref; -- input voltage
begin
  p1: process (Vin'above(Vref))
  begin
    if (Vin'above(Vref)) then
      outp <= '1';
    else
      outp <= '0';
    end if;
  end process p1;

end architecture one;
```
Time Domain Simulation Cycle

Start

Initialization;
Tc := 0.0,
Tn := next event time ()

Analog Solver:
• analog calculation in [Tc, Tn]
• if (crossing event at Tn' < Tn)
  then suspend calculation
  else Tn' := Tn

Δ cycle

Tc := Tn'

Digital Solver:
• update signals
• resume processes
• Tn := next event time ()

yes

Tn = Tc

Digital Solver:
• resume postponed processes
• Tn := next event time ()

Tc – current time
Tn – next time
Example: Ideal OP amplifier

- IDEAL OP amplifier

\[ V_{out} = Gain \cdot (V_{inp} - V_{inn}) \]
Example: Ideal OP amplifier

- Declaration of OP entity

```vhdl
library ieee;
use ieee.electrical_systems.all;

-- ENTITY DEFINITION OF IDEAL OP AMPLIFIER
entity op is
  generic ( gain:real:=10.0e5 ); -- gain parameter definition
  port ( terminal op_inp: electrical;
         terminal op_inn: electrical;
         terminal op_outp: electrical);
end entity op;
```
Example: Ideal OP amplifier

- Declaration of OP architecture (operational)

```vhdl
-- ARCHITECTURE DEFINITION OF IDEAL OP
architecture ideal of op is
    quantity v_inp across op_inp to electrical_ref;
    quantity v_inn across op_inn to electrical_ref;
    quantity v_outp across i_outp through op_outp to electrical_ref;
begin
    v_outp == gain * (v_inp - v_inn);  -- simultaneous statement
end architecture ideal;
```
Example: Ideal OP amplifier

- Models for resistor and voltage source
Example: Ideal OP amplifier

```
use work;

-- ENTITY DEFINITION OF TEST-BENCH
entity testbench is
end entity testbench;

-- ARCHITECTURE DEFINITION OF IDEAL TEST-BENCH
architecture bhv of testbench is
  terminal sin,r12,r23:electrical;
  begin
    -- sinus source
    sinus1: entity sinus(ideal)
      generic map (amplitude=>5.0, frequency=>10.0e3, phase=>0.0);
      port map (pos=>sin, neg=>electrical_ref);
    -- resistor R1
    res1: entity res(ideal)
      generic map (res=>100.0e3);
      port map (p=>sin, n=>r12);
    -- OP 1
    op1: entity op(ideal)
      generic map (gain=>10.0e4);
      port map (inn=>r12, inp=>electrical_ref, outp=>r23);
    -- resistor R2
    res2: entity res(ideal)
      generic map (res=>50.0e3);
      port map (p=>r12, n=>r23);
    -- resistor R3
    res3: entity res(ideal)
      generic map (res=>10.0e3);
      port map (p=>r23, n=>electrical_ref);
  end architecture bhv;
```
VHDL-AMS EDA Tools

- MentorGraphics
  - ADVanceMS
  - SystemVision

- Cadence
  - SimVision

- Support different subsets of the language
Productivity Gap

(source: MEDEA Design Automation Roadmap 1999)
Introduction

The followings are not supported by native C/C++

- Hardware style communication
  - Signals, protocols, etc.
- Notion of time
  - Cycle/clock, delay, time sequenced op., etc.
- Concurrency
  - HW operates in parallel.
- Reactivity
  - HW responds to stimuli.
- Hardware data types
  - Bits, bit-vector types, multi-valued logic type, and so on.

SystemC is modeling platform consisting of a set of C++ class library, plus a simulation kernel that supports hardware modeling concepts at the system level, behavioral level and register transfer level.
SystemC features

- Processes → for concurrency
- Clocks → for time
- Hardware data types → bit vectors, 4-valued logic, ….
- Waiting and watching → for reactivity
- Modules, ports, and signals → for hierarchy
- Channel, interface, and event → abstract communications

- Simulation support
- Support of multiple abstraction levels and iterative refinement
SystemC V2.0 language structure
## Comparison: SystemC - VHDL

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<td>channel, interface, event abstract data types</td>
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<td>simple file I/O</td>
<td>C++ I/O capabilities</td>
</tr>
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</table>
SystemC system

- A system consists of a set of concurrent processes that describe functionality.
- Processes communicate with each other through channels.
- Processes can be combined into modules to create hierarchy.
SystemC design flow

**Untimed functional (UTF)**
A network of HW/SW neutral modules executing in **zero times** and communicating with abstract channels.

**Timed Functional (TF)**
A network of modules executing in some defined times and communicating with abstract channels. Allows allocation of time to behavioral blocks (using `wait(delay)`)
Modules

- Modules are basic building blocks of a SystemC design
- A module contains processes (→ functionality)
- and/or sub-modules (→ hierarchical structure)

```cpp
SC_MODULE(module_name) {
    // Declaration of module ports
    // Declaration of module signals
    // Declaration of processes
    // Declaration of sub-modules
    SC_CTOR(module_name) { // Module constructor
        // Specification of process type and sensitivity
        // Sub-module instantiation and port mapping
    }
    // Initialization of module signals
};
```
**Ports (1)**

- Ports of a module are the *external interfaces* that pass information to and from a module.

- In SystemC one port can be IN, OUT or INOUT.

- **Signals are used to connect module ports** allowing modules to communicate.

- Very similar to ports and signals in VHDL.

```cpp
//module.h
sc_in<int> s1; sc_out<int> s2; int i;
```

```cpp
Module1::process()
{
    port->write(42);
}

Module2::process()
{
    x = port->read();
}
```
Ports and Signals

- How to read and write a port?
  - Methods read(); and write();

- Examples:
  - `in_tmp = in.read();` //reads the port in to in_tmp
  - `out.write(out_temp);` //writes out_temp in the out port
Signals

- `sc_signal<T>`
  - Signal are also used for connecting two modules ports in parent module.

- `sc_fifo<T>`
  - `sc_fifo` is a predefined primitive channel intended to model the behavior of a fifo, that is, a first-in first-out buffer.

- `sc_buffer<T>`
  - like `sc_fifo` (buffer size 1)
Events

- data type: `sc_event`

- functionality:
  - declaration: `sc_event my_event;`
  - `my_event.notify();` // immediately
  - `my_event.notify(SC_ZERO_TIME);` // next delta-Zyklus
  - `my_event.notify(10, SC_NS);` // after 10 Ns

- waiting on event: `wait( my_event );`
  - process suspended until new event
Static Sensitivity

- Explicit sensitivity list in constructor
- Process declared as SC_METHOD()
- Connectivity is known only after construction, EventFinder find the relevant event and connect to it

```
sensitive << clk.pos();
```
Sensitivity with Clock

Ctrl.h

```c++
SC_MODULE (Ctrl) {
    AMBA::AHBInitiator_outmaster_port<32,32> P1;
    sc_in_clk clk;

    SC_CTOR(Ctrl)
    : P1("P1")
    {
        SC_METHOD(compute);
        sensitive << clk.pos();
        dont_initialize();
    }

    void compute(void);
};
```

```c++
void Ctrl::compute() {
    if (P1.getTransaction()) {
        P1.Transaction->setAddress(myAddr);
        P1.Transaction->setAccessSize(32);
        P1.Transaction->setType(tlmWriteAtAddress);
        P1.Transaction->setWriteData(myData);
        P1.sendTransaction();
    }
}
```

Process is triggered every cycle, need to test bus availability
Dynamic Sensitivity

- Process declared as SC_THREAD()
- Use wait() statement in the process

```cpp
wait(P1.getSendAddrTrfEvent());
```
Example: Dynamic Sensitivity

Ctrl.h

```cpp
SC_MODULE (Ctrl) {
    AMBA::AHBInitiator_outmaster_port<32,32> P1;

    SC_CTOR(Ctrl)
    : P1("P1")
    {
        SC_THREAD(compute);
    }

    void compute(void);
};
```

Ctrl.cpp

```cpp
void Ctrl::compute() {
    while(1) {
        wait(P1.getReceiveAddrTrfEvent());
        P1.getAddrTrf();
        ADDR = P1.AddrTrf->getAddress();
        ..
    }
}
```
Comparison

Static

Event: clock, transfer

SC_METHOD

New event

Sensitivity established in the constructor:

SCCTOR(myModule) {
    SC_METHOD(myProcess);
    sensitive << P1.TrfEventFinder();
    dont_initialize();
}

Dynamic

Initialization
(or event: clock, transfer)

SC_THREAD

Event sequence must be correct or code will stall!

while(1)

wait(event)

wait(event)

wait(event)

Sensitivity embedded in the process code:

void myProcess(void) {
    while(1) {
        do_something();
        wait(P1.TrfEvent());
        . . .
    }
}
Dynamic Sensitivity

- `wait()`
- only for SC_THREADS and SC_CTHREADS !!
- `wait(e1);`

- // waiting for e1 or e2
- `wait( e1 | e2 );`

- // waiting for e1 and e2
- `wait( e1 & e2 );`

- // wait 200 ns
- `wait( 200, SC_NS );`
Processes

- **Process Semantics**
  - Encapsulates functionality
  - Basic unit of concurrent execution
  - Not hierarchical

- **Process Activation**
  - Processes have sensitivity lists
  - Processes are triggered by events on sensitive signals

- **Process Types**
  - Method (SC_METHOD)
    - asynchronous block, like a sequential function
  - Thread (SC_THREAD)
    - asynchronous process
  - Clocked Thread (SC_CTHREAD)
    - synchronous process
# Processes

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<th>SC_METHOD</th>
<th>SC_THREAD</th>
<th>SC_CTHREAD</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>triggered</strong></td>
<td>by signal events</td>
<td>by signal events</td>
<td>by clock edge</td>
</tr>
<tr>
<td><strong>infinite loop</strong></td>
<td>no</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td><strong>execution suspend</strong></td>
<td>no</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td><strong>suspend &amp; resume</strong></td>
<td>-</td>
<td>wait()</td>
<td>wait(); wait_until()</td>
</tr>
<tr>
<td><strong>construct &amp; sensitize method</strong></td>
<td>SC_METHOD($p$); sensitive($s$); sensitive_pos($s$); sensitive_neg($s$);</td>
<td>SC_THREAD($p$); sensitive($s$); sensitive_pos($s$); sensitive_neg($s$);</td>
<td>SC_CTHREAD ($p$,clock.pos()); SC_CTHREAD ($p$,clock.neg());</td>
</tr>
<tr>
<td><strong>modeling example (hardware)</strong></td>
<td>combinational logic</td>
<td>sequential logic at RT level (asynchronous reset, etc.)</td>
<td>sequential logic at higher design levels</td>
</tr>
</tbody>
</table>
SC_METHOD

SC_MODULE( plus ) {
    sc_in<int> i1;
    sc_in<int> i2;
    sc_out<int> o1;
    void do_plus();
}

SCCTOR( plus ) {
    SC_METHOD( do_plus );
    sensitive << i1 << i2;
}

void plus::do_plus() {
    int arg1;
    int arg2;
    int sum;
    arg1 = i1.read();
    arg2 = i2.read();
    sum = arg1 + arg2;
    o1.write(sum);
}

void plus::do_plus() {
    o1 = i1 + i2;
}
SC_THREAD

```cpp
SC_MODULE(plus) {
  sc_in<int> i1;
  sc_in<int> i2;
  sc_out<int> o1;
  void do_plus();
  SC_CTOR(plus) {
    SC_THREAD( do_plus );
    sensitive << i1 << i2;
  }
}

void plus::do_plus() {
  int arg1;
  int arg2;
  int sum;
  while (true) {
    arg1 = i1.read();
    arg2 = i2.read();
    sum = arg1 + arg2;
    o1.write(sum);
    wait();
  }
}```
SC_CTHREAD

SC_MODULE(plus) {
    sc_in_clk clk;
    sc_in<int> i1;
    sc_in<int> i2;
    sc_out<int> o1;
    void do_plus();
    SC_CTOR(plus) {
        SC_CTHREAD( do_plus, clk.pos() );
    }
};

void do_plus() {
    int arg1;
    int arg2;
    int sum;
    while (true) {
        arg1 = i1.read();
        arg2 = i2.read();
        sum = arg1 + arg2;
        o1.write(sum);
        wait();
    }
}
Behavioral VS RTL-level Modeling

- **Behavioral-level**
  - Don’t care about states, registers etc.
  - Use I/O-cycles
  - Think your design as program flow

- **RTL-level**
  - Map different states, registers etc.
  - Use clock-cycles
  - Think your design as finite-state-machine
RTL Level Synthesis

Data Path Behavior

Control Flow
(not all shown)

RTL Structure
(not all shown)

RTL Control Flow
(not all shown)
Logic Synthesis

RTL Structure
(not all shown)

RTL Control Flow
(not all shown)

Select A; Load R1;
Select B; Load R2;
Add; Load R4;
Untimed Functional Modeling

- Model of computation is **KPN**
  - Communication is handled through limited size FIFO-channels with blocking read() and write() operations

- Algorithmic delays are represented by initial values stored in **FIFOs**
- Use modules that contain **SC_THREAD** processes

- No time will be present, everything advances in delta cycles
- **Synchronization is implicit**
  - Write access block until space is available
  - Read access block until data is available
- **Caution**
  - Provide initial values of FIFOs prior simulation
  - Make sure that data is produced before it is consumed
Timed functional models

- Notion of time is needed when functional models are used on lower level of abstraction
- Processing delays are done with wait(sc_time)
- Timed and untimed models can peacefully coexist and interact
- It is even possible to mix FIFO-and signal-based communication
Hardware description languages

SystemC 2.0  C/C++  SuperLog, SystemVerilog  TestBuilder, Vera, e  VHDL/Verilog

Best  Good  OK  Best  Best

No  No  No  OK+  No

Embedded SW  System Design  Verification  RTL
SystemC – Transaction level modeling
Concept of TLM

- Event-driven simulation style
  - That’s the name “Transaction”
  - Simulation triggered by data communication
  - Bus events
- Goal
  - High speed simulation
  - Simplify modeling
  - Early system analysis

In a transaction-level model (TLM), the details of communication among computation components are separated from the details of computation components.
Transaction Level Modeling

- Transaction-level modeling allows faster simulations than pin-based interfaces
  - e.g. large burst-mode transfer may take many actual clock cycles, here we can use burst_read and burst_write methods

- Use transaction-level modeling when it is beneficial
  - functional modeling (untimed and timed)
  - platform modeling
  - test benches
TLM- refinement
TLM- different abstraction layers
Abstraction Levels

- Abstraction based on level of detail & granularity
  - Computation and communication
- System design flow
  - Path from model A to model F

• Design methodology and modeling flow
  - Set of models and transformations between models
Referenzen

- SystemC Quickreference
  - [http://comelec.enst.fr/hdl/sc_docs/systemc_quickreference.pdf](http://comelec.enst.fr/hdl/sc_docs/systemc_quickreference.pdf)

- ASIC World SystemC Tutorial:
  - Codebeispiele

- SystemC Einführung
  - SystemC Introduction, W. Yang, Dynalith Systems, 2006

- SystemC, TLM (Transaktionsebene) Tutorials, SystemC Verification Library
Overview of embedded systems design

- HW-components
  - specification
  - standard software (RTOS, ...)

- hardware-design
  - implementation: hw/sw codesign
    - task concurrency management
    - high-level transformations
    - design space exploration
    - hardware/software partitioning
    - compilation, scheduling

- validation; evaluation (performance, energy consumption, safety, ...)

- hardware
  - realization
  - software