



OSCI Update

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OSCI Chief Strategy Officer

CoWare Chairman & Founder

Chief Strategy Officer charter

- Ensure that OSCI strategy is created, coordinated, communicated & executed
- Identify OSCI technical activities & provide direction + strategic guidance to the working groups
- Keep technical & business objectives in-sync & appropriately prioritized



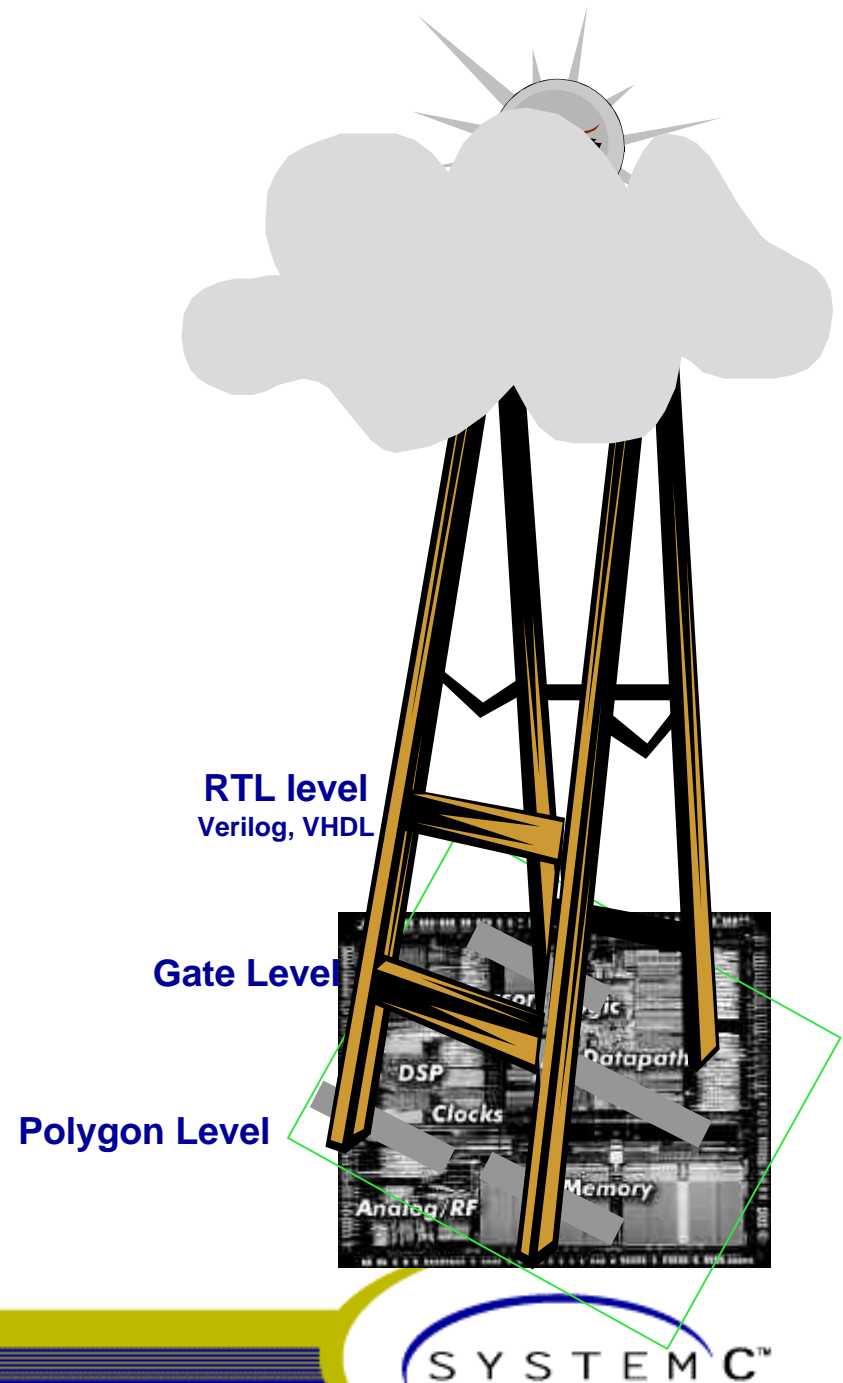
“Concept to RTL”

flowing into

“RTL to GDSII”

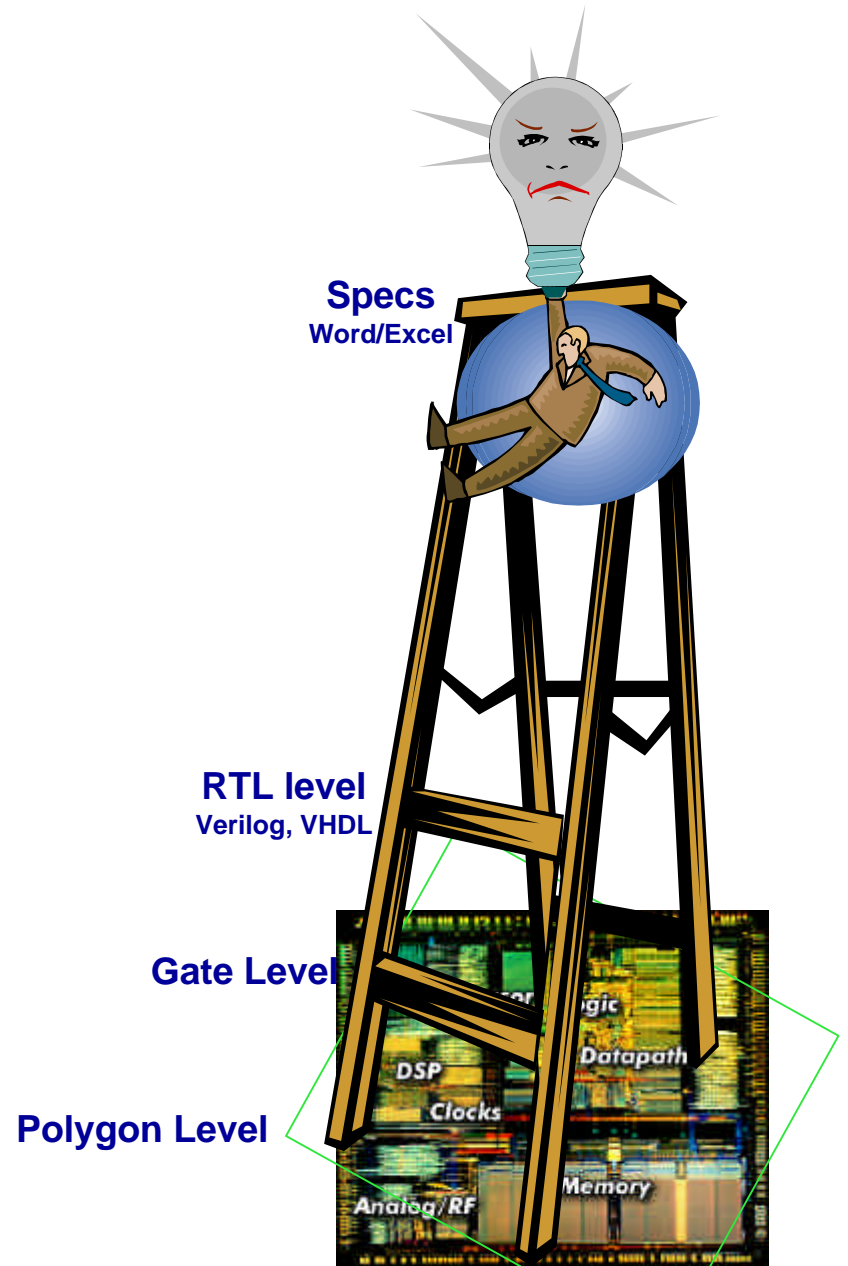
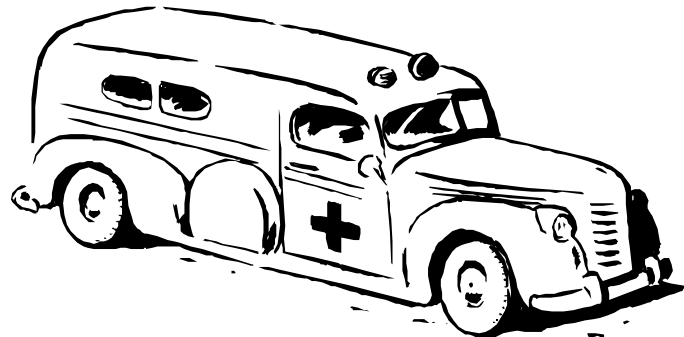
mid 70's to mid 90's

- Design abstraction moves up
- New levels of IP emerge
- EDA tools move up...
- ... to enable path to silicon



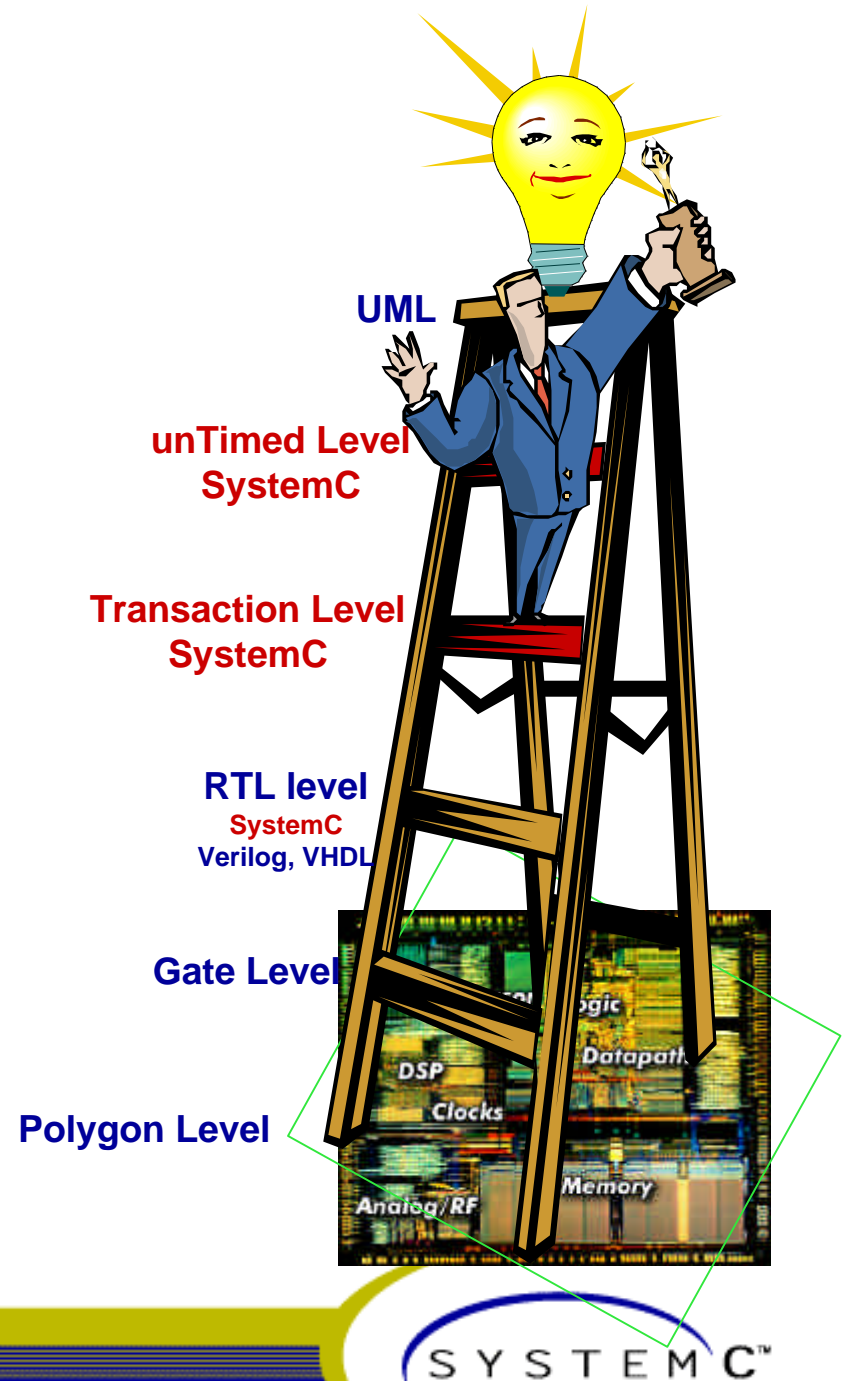
mid 90's

- EDA confronted with:
 - System = software running on silicon!
 - Gap between system design & RTL



2002 & beyond

- EDA moves up, Again!
- SystemC bridges abstract modeling & RTL
- IP moves up, Again!
- EDA tools ensures path to silicon, Again!



Value of untimed SystemC

- Design & debug system functionality
 - Prior to committing to an architecture
 - Prior to deciding what is SW or HW
- Fast enough to develop application software
- Ensures that the right system is built

unTimed Level
SystemC

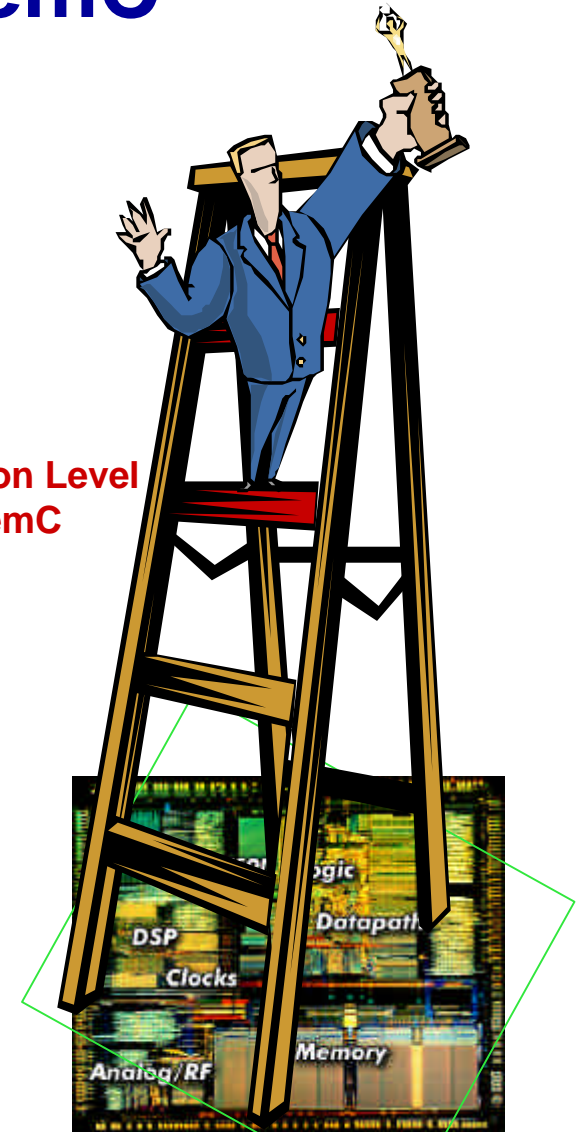


SYSTEMC™

Value of transaction level SystemC

- Functional + transaction cycle accurate
- Design & explore system architectures
 - Prior to implementing “intuition” in RTL
- Fast & accurate enough to develop “hardware dependent software”
- Enables true IP re-use at the system level
- **Ensures that the right system is built right**

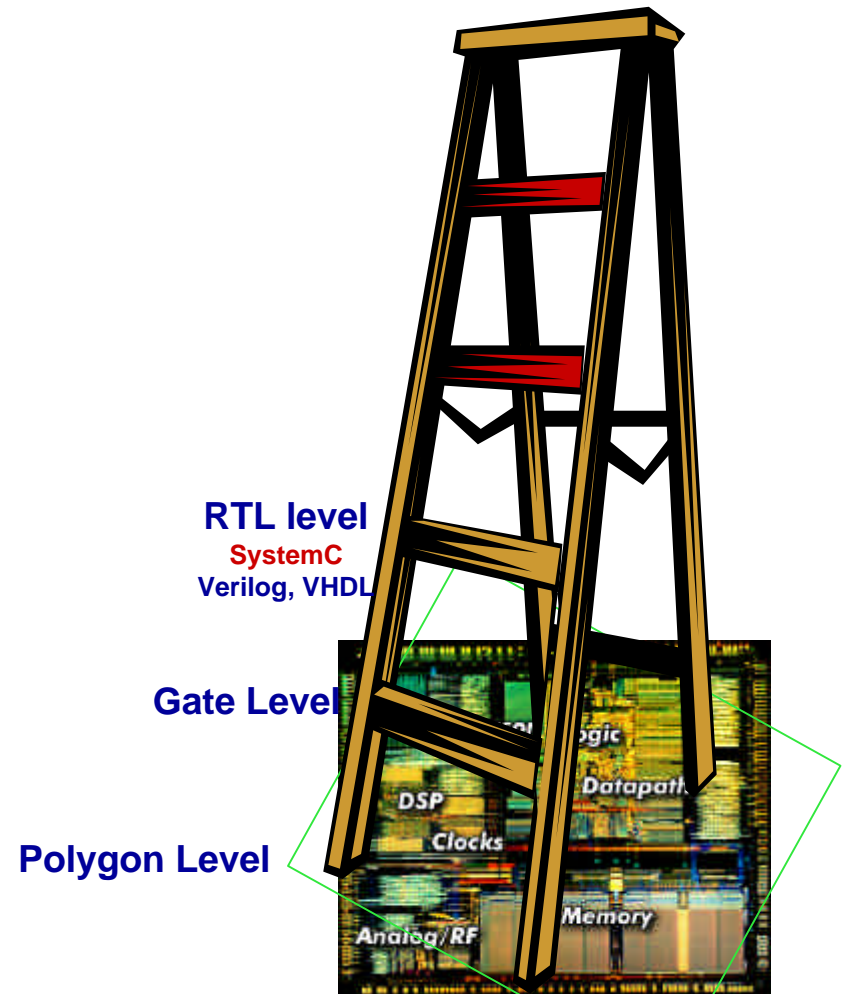
Transaction Level
SystemC



SYSTEM C™

Value of RTL level SystemC

- The familiar pin cycle accurate RTL level
- Remains valuable for detailed “component” implementation
- Not the focus of SystemC



The logo for SYSTEM C features the text "SYSTEM C" in a white, sans-serif font, centered within a dark blue, semi-circular shape. This shape is positioned above a horizontal band of thin, parallel lines that span the width of the slide. The background is split horizontally: the top half is a solid yellow-green color, and the bottom half is a solid dark blue color.

SYSTEM C™

Significance of TLM

Design productivity = $f(\text{abstraction level})$

- Productivity per designer (fully documented & debugged)

- 30 polygons per day
- 30 transistors per day
- 30 gates per day
- 30 lines of RTL per day

while communication abstraction only moved ...
... from voltage/current to 0/1

- What 30 “things” do we now want to do in 1 day?

The next 30 “things” per day!

- Put together a platform with 30 IP blocks
 - Processors, Buses, Peripherals, Memories, ...
- Sprinkle some software on the processors
 - Algorithm, expected software behavior, ...
- Build, run, analyze result today...
... to make new architectural design decisions tomorrow
 - Go from single layer bus to multi layer, ...
 - Add or replace processors, ...
 - Change memory configurations, peripherals, ...
- Until platform is “tuned” for expected SW

The goal?

- Platform serves as a HW model for SW development
 - Only if 100x faster than the RTL that HW people offer now

AND

- Is starting point for HW implementation & verification
 - Only if it has 100% cycle accurate communication
 - Only if it has path to Block & Communication synthesis

What does this require?

- IP at a higher level of behavior AND communication abstraction
 - Transactions are next higher level than 0 & 1; hence TLM
 - Simpler to understand and code
 - Faster to execute (100x faster than RTL)
 - Yet 100% cycle accurate to make architectural decisions
- IP that is interchangeable
 - Requires a standard TLM API that can exploit all bus functionality
- IP with a path to implementation
 - Needs a modeling style standard
 - Must enable communication synthesis
 - Must enable block synthesis (or replacement with proven RTL)

Significance of a TLM standard

- Bridges the worlds of software and hardware
 - Bridge 1 = LANGUAGE
 - ♦ SystemC brings HW and SW in the same language base
 - Bridge 2 = SPEED
 - ♦ TLM communication abstraction 100x faster

SW

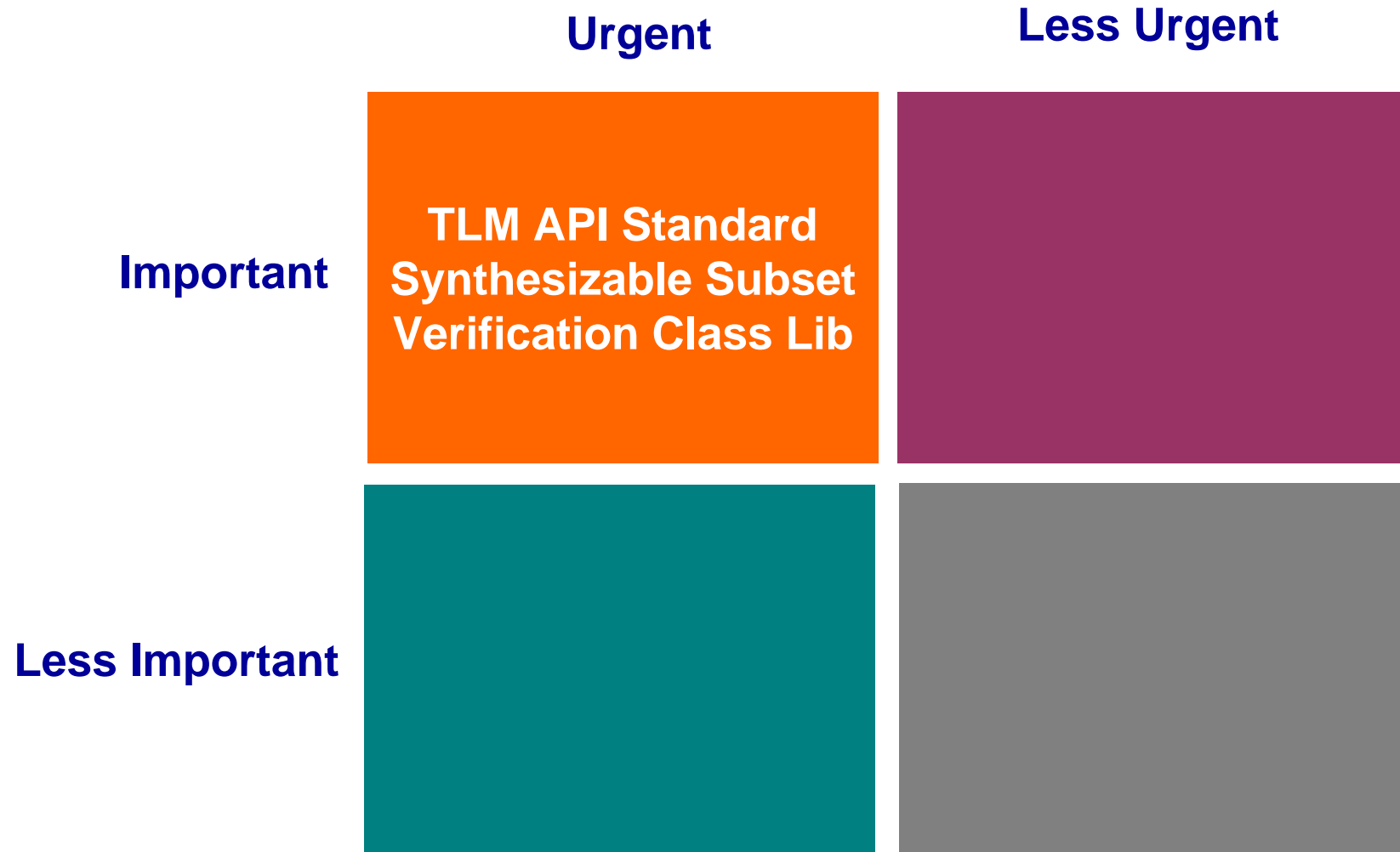


HW



Impact on OSCI direction

The “Stephen Covey” matrix



Urgent things we are doing

- Language Working Group
 - Funding LRM for SystemC 2.1 core language
 - Submit for **IEEE standardization in 2003**

 - Ensure consistency of “core” language
 - ◆ “Not powerful enough” is bad but “Too complex” to use is equally bad

- Verification Working Group
 - Building SystemC 2.1 compliant verification class library

Urgent things we are not doing yet

- Standardize TLM API
 - Different industry groups are defining first flavors
 - Without changing the core language
- Coding style guide & subset for block synthesis
 - Creation of Synthesis Working Group approved

3 take-aways

- The value of SystemC is in higher abstractions
- The transaction level bridges SW and HW
- SystemC core language ready for IEEE
 - Working Groups evolving compliant libraries