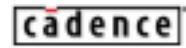


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IP Authoring and Integration for HW/SW Co-Design and Reuse - Lessons Learned

Monterey, EDP 2002, Frank Schirrmeister

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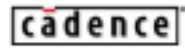
Agenda



- Drivers
- A Brief History in Abstraction
- Tackling the Abstraction Issue
 - Lessons Learned – Practical Platform Based Design
- Design Flows Revisited
 - Lessons Learned - IP Authoring
 - Lessons Learned - IP Integration
- Conclusion – No surprises!

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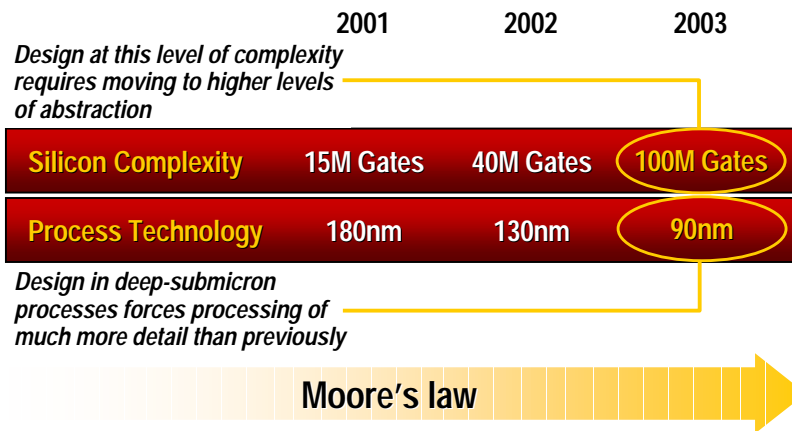
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Market Drivers

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Why is Design Getting so Complicated?



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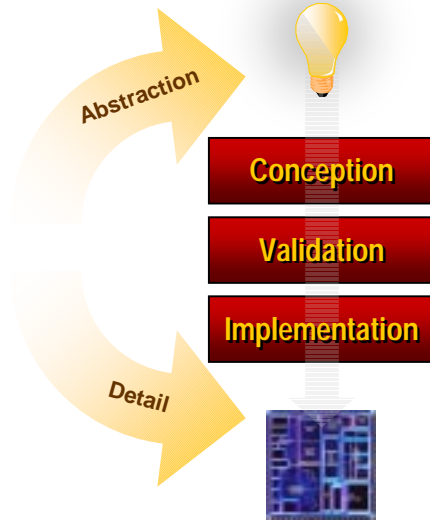
Why is Design Getting so Complicated?



Design at this level of complexity requires moving to higher levels of abstraction

These two effects work against each other

Design in deep-submicron processes forces processing of much more detail than previously



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A Brief History in Abstraction

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A Brief History in Abstraction The Digital Design Entry Level



	Hardware	Software
Token	Different MoCs, Ptolemy, SC2.0, C++, UML, CoCentric, SPW, VCC	
Transaction	Verilog, VHDL, SC2.0, TestBuilder	C, C++
Signal	{Verilog,VHDL} RTL, SC1.0	C
	{Verilog,VHDL} Gate, Schematic	
Technology	Transistors	SM
	Layout	

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A Brief History in Abstraction The Digital Design Entry Level



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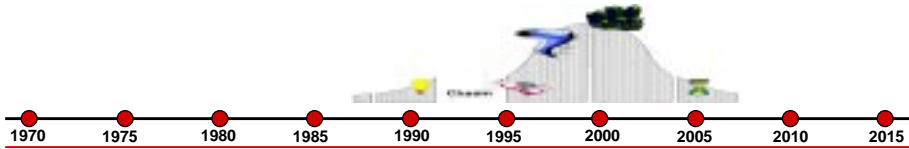
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A Brief History in Abstraction

The Digital Design Entry Level



	Hardware	Software
Token	Different MoCs, Ptolemy, SC2.0, C	SPW, VCC
Transaction	Verilog, VHDL, SC2.0, TestBuilder	C++
Signal	{Verilog,VHDL} RTL, SC1.0	
	{Verilog,VHDL} Gate, Schematic	
Technology	Transistors	
	Layout	



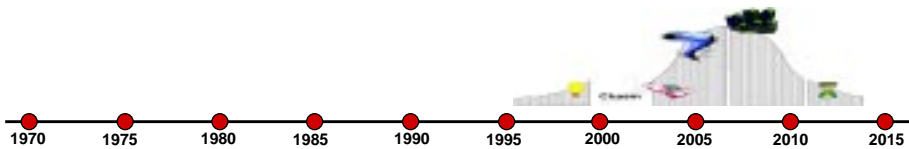
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A Brief History in Abstraction

The Digital Design Entry Level

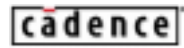


	Hardware	Software
Token	Different MoCs, Ptolemy, SC2.0, C	RTL
Transaction	Verilog, VHDL, SC2.0, TestBuilder	RTL Clusters, SW Models
Signal	{Verilog,VHDL} RTL, SC1.0	
	{Verilog,VHDL} Gate, Schematic	
Technology	Transistors	
	Layout	



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Tackling the Abstraction Issue Trends

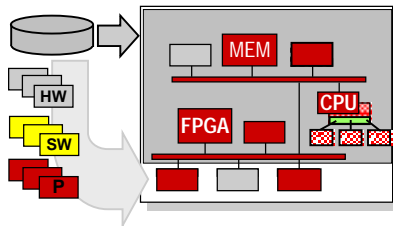
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Tackling the Abstraction Issues Practical Approaches

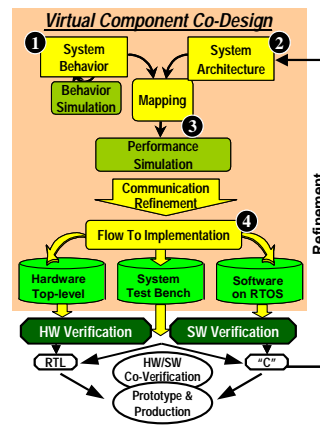


Platform Based Design

- **Foundation Block** defining the domain
- **Reference Design** differentiating the design
- **Derivative Design** to accelerate incremental product Changes



Function Architecture Co-Design



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Lessons Learned ... Platform Type Examples



"Full Application HW/SW Platform"	"Processor Centric Platform"
Examples: - TI OMAP - Philips nExperia, - Infineon MGold	Examples: - ARM Micropack - ST100 Platform - Motorola Starcore
<p>Texas Instruments OMAP</p>	<p>Arm Micropack</p>

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Lessons Learned ... Platform Type Examples



"Communication Centric Platform"	"Highly Programmable Platform"
Examples: - Palmchip - Sonics	Examples: - Triscend A7 - Chameleon - Altera Excalibur - Xilinx Platform FPGA
<p>SONiCs Architecture</p>	<p>Xilinx Platform FPGA</p>

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Lessons Learned

Platform User Types / Hand Off Points



“Power User”

- differentiates at all levels – software and hardware
- Develops additional custom hardware and software components

“Platform Differentiator”

- differentiates at the application level
- develops processor Application Software
- Uses existing libraries as hardware accelerators

“Complete Package User”

- expects complete solution (hardware and software)
- limited additional development and differentiations

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Lessons Learned

Return on Investment Considerations



How to assess ROI of new tools and methodologies?

- How many man month does it save?
- How many new engineers does the organization not have to hire?
- How much faster will the product go out the door? Value per day?
- How much better will the quality of results be?

Semiconductor Platform Example

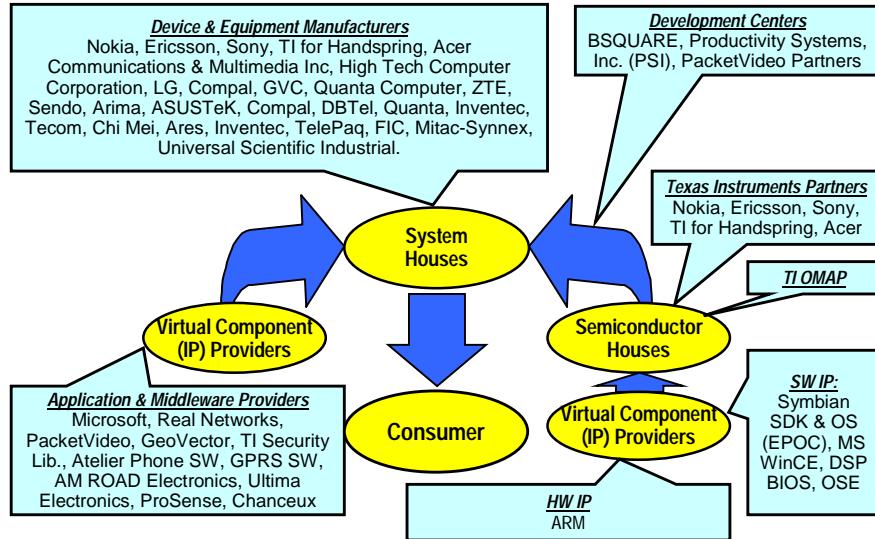
- Reduce the number of project years required for a fast derivative from the platform

Example Assumption

- Reduction of Effort for derivative design from 30 man years to 10 man years
- 15 derivative designs ... result in $15 \times 20 = 300$ man years of cost reduction.

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Lessons Learned It really is a design chain ...



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Design Flows Revisited

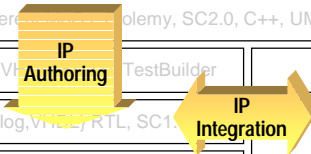
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Traditional Integration Approaches

Evaluation Before Implementation? Where and how?



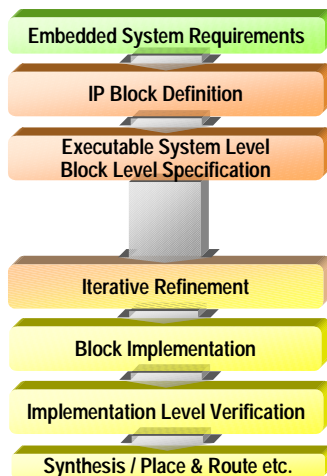
	Hardware	Software
Token	Different languages: Verilog, VHDL, SystemC, SystemVerilog, SC2.0, C++, UML, CoCentric, SPW, VCC	
Transaction	Verilog, VHDL, TestBuilder	C, C++
Signal	{Verilog, VHDL, RTL, SC1.0}	C
	{Verilog, VHDL} Gate, Schematic	
Technology	Transistors	ASM
	Layout	



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Traditional Integration Approaches

Evaluation Before Implementation? Where and how?



How to design a system block?

- Starting from the system level
- With a consistent test-bench
- Getting from the abstract, un-timed system model to the clocked HW or SW implementation model

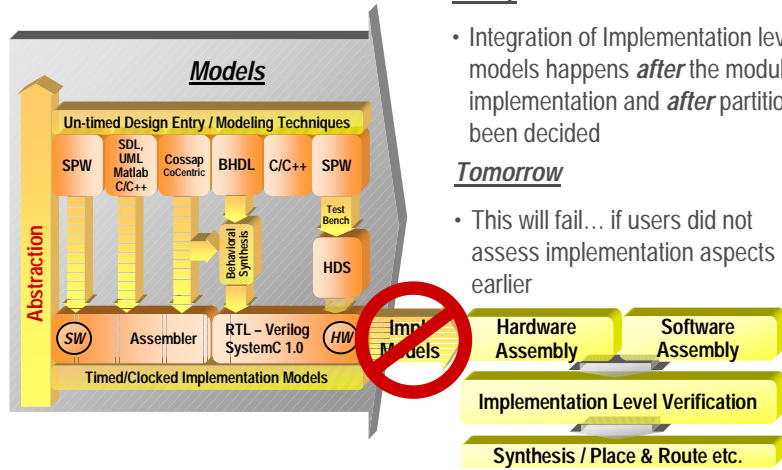
Example

- Rake Receiver
 - Which are the optimal algorithms?
 - How does it work fixed point?
 - How is it best implemented?
 - Does the implementation work as specified in the system level

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Traditional Integration Approaches

Evaluation Before Implementation? Where and how?



Today

- Integration of Implementation level models happens *after* the module implementation and *after* partitioning has been decided

Tomorrow

- This will fail... if users did not assess implementation aspects earlier

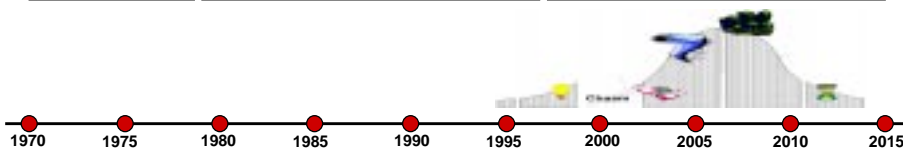
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Traditional Integration Approaches

Evaluation Before Implementation? Where and how?

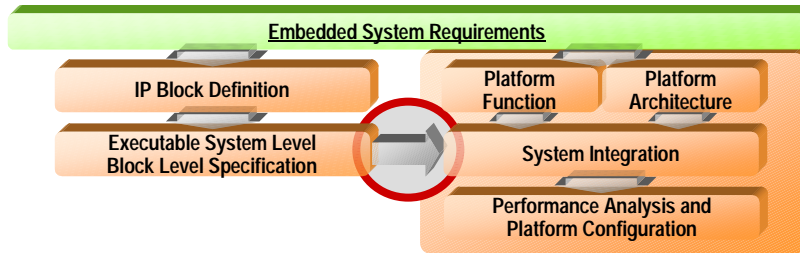


	Hardware	Software
Token	Different modeling, S, C, C++, UML, CoCentric, SPW, VCC	
Transaction	Verilog, VHDL, TestBench	C, C++
Signal	{Verilog, VHDL} RTL, SC1.0	C
	{Verilog, VHDL} Gate, Schematic	
Technology	Transistors	ASM
	Layout	



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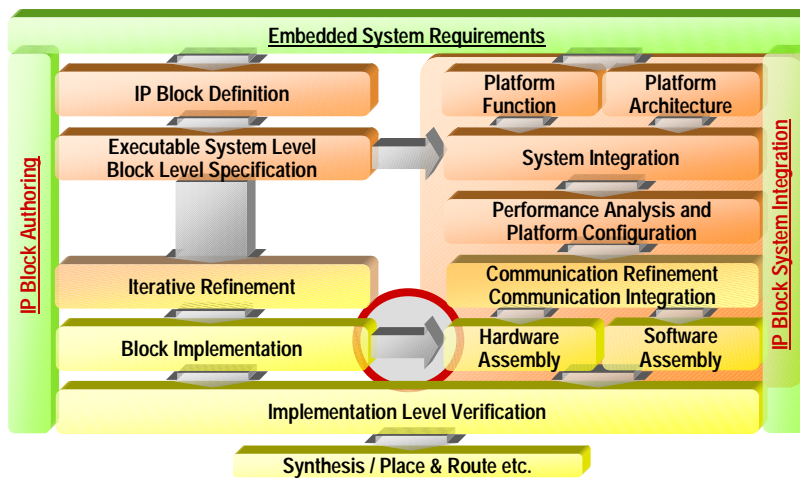
IP Authoring and Integration ... Efficient Design Space Exploration



IP Block Integration for Evaluation...
... is only feasible at the *un-clocked* System Level

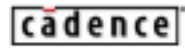
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IP Authoring and Integration ... Learn from PCB – Reuse without Modification



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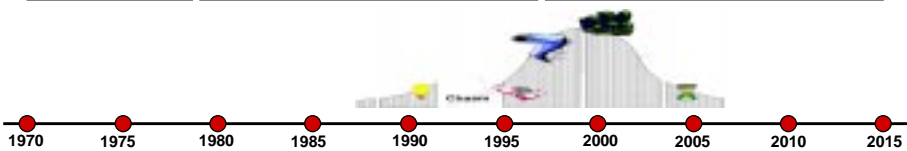
IP Authoring Use Models

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Lessons Learned IP Authoring Use Models – Research Phase



	<i>Hardware</i>	<i>Software</i>
<i>Token</i>	Different MoCs	System Modeling, SPW, VCC
<i>Transaction</i>	Verilog, VHDL, SC2.0, TestBuilder	C, C++
<i>Signal</i>	{Verilog,VHDL} RTL, SC1.0	C
	{Verilog,VHDL} Gate, Schematic	
<i>Technology</i>	Transistors	ASM
	Layout	



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Lessons Learned IP Authoring Use Models – Research Phase



Research Phase

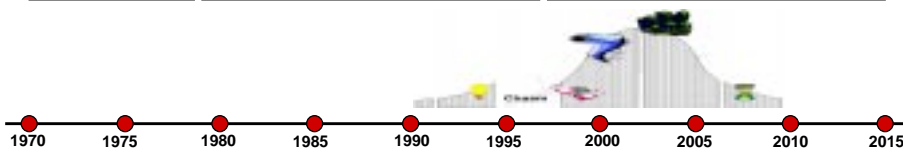
- Scientists play with their ideas
 - on whiteboards, papers and create computer model
 - prove their ideas would work against a certain physical environment
- IP Authoring
 - actually experiment with their preferred algorithms
 - analyze the results, plot and document their findings in papers
 - ease of use, flexible authoring paradigms like to capture of control, dataflow and time continuous domains is of essence
 - experiments are mostly done in the floating domain
 - implementation is not a concern at all yet.

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Lessons Learned IP Authoring Use Models – Top Down



	Hardware	Software
Token	Differ, ... olemy, SC2.0, C++, UML, CoCentric, SPW, VCC	
Transaction	Verilog, VHDL, TestBuilder	C, C++
Signal	{Verilog, VHDL} RTL, SC1.0	C
	{Verilog, VHDL} Gate, Schematic	
Technology	Transistors	ASM
	Layout	



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Lessons Learned IP Authoring Use Models – Top Down



Top Down Product Development

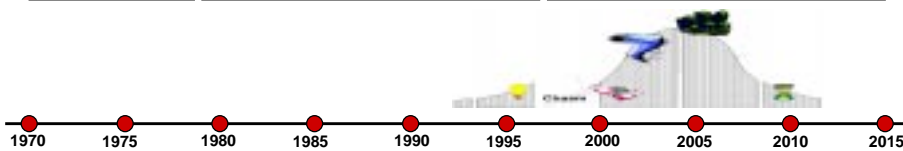
- New applications get visible
 - Development teams start working building reference models, introducing real channel effects and capture the performance data of a system which should resemble the standard
 - The teams are building executable specifications, and bring on their own ideas for algorithms to address specific problems
- IP Authoring
 - Cadence SPW is widely used in the communications and multimedia industry to capture those simulation models, in fact, Cadence and partners like NIST [22] do actually also provide those models
 - Getting a reference library gives a huge productivity boost and makes it easy for design teams to deliver on time [23].

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Lessons Learned IP Authoring Use Models – Verification/Reuse



	Hardware	Software
Token	Different MoCs, P1, P2, P3, P4, P5, P6, P7, P8, P9, P10, P11, P12, P13, P14, P15, P16, P17, P18, P19, P20, P21, P22, P23, P24, P25, P26, P27, P28, P29, P30, P31, P32, P33, P34, P35, P36, P37, P38, P39, P40, P41, P42, P43, P44, P45, P46, P47, P48, P49, P50, P51, P52, P53, P54, P55, P56, P57, P58, P59, P60, P61, P62, P63, P64, P65, P66, P67, P68, P69, P70, P71, P72, P73, P74, P75, P76, P77, P78, P79, P80, P81, P82, P83, P84, P85, P86, P87, P88, P89, P90, P91, P92, P93, P94, P95, P96, P97, P98, P99, P100	Generic, SPW, VCC
Transaction	Verilog, VHDL, SC2.0, Testbench	C, C++
Signal	(Verilog, VHDL) Gate, Schematic	C
Technology	Transistors Layout	ASM



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Lessons Learned

IP Authoring Use Models – Verification/Reuse



Product Development Applying Reuse

- Graphical, hierarchical parametrizable models written in C, C++, SystemC, UML or behavioral analog languages allow for the best modeling styles selected for the task in mind
- IP Authoring
 - Simulators are required which can execute various simulation domains together without giving a performance hit to the user
 - support standard interfaces like OMI [24] and should allow a free mix of C/C++/SystemC/VHDL/Verilog/VerilogA as the Cadence SPW/NC-Sim environment [25] does
 - Reuse of previously generated HW blocks would not be a problem, and also the RF design team and the Baseband engineers can easily explore the performance of their end to end system before they integrate the first prototype in the labs

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IP Integration Use Models

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Lessons Learned IP Integration Use Models – Top Down Blank Sheet



	Hardware	Software
Token	Different M	PW, VCC
Transaction	Verilog, VHDL, SC2.0, TestBuild	C, C++
Signal	{Verilog,VHDL} RTL, SC1.0	C
	{Verilog,VHDL} Gate, Schematic	
Technology	Transistors	ASM
	Layout	

What If Trade Offs

Thumb Performance Models



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Lessons Learned IP Integration Use Models – Top Down Blank Sheet



General Top Down Design Exploration

- value in the exploration how systems connect and behave on different target architecture options
- Ericsson reports in [11] their experience with HW/SW Co-Design and re-emphasizes the importance of separation of function and architecture
 - This enables much easier modification of designs at the system level and easier reuse of behavior and architecture virtual components.
 - The ability to make ‘what-if’ kinds of changes in architectures and mappings is important to build understanding of the system under design.
- BMW reported at various occasions including [21] about their design space exploration efforts using VCC.

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Lessons Learned IP Integration Use Models – Design the Platform



	Hardware	Software
Token	Different M	PW, VCC
Transaction	Verilog, VHDL, SC2.0, TestBuild	C, C++
Signal	{Verilog, VHDL} Gate, Schematic	C
Technology	Transistors Layout	ASM

Diagram annotations: A grey oval labeled "What If Trade Offs" spans the Token row. A grey oval labeled "Variance Assumptions" spans the Transaction row. A yellow oval labeled "Platform Design" spans the Signal row.



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Lessons Learned IP Integration Use Models – Design the Platform

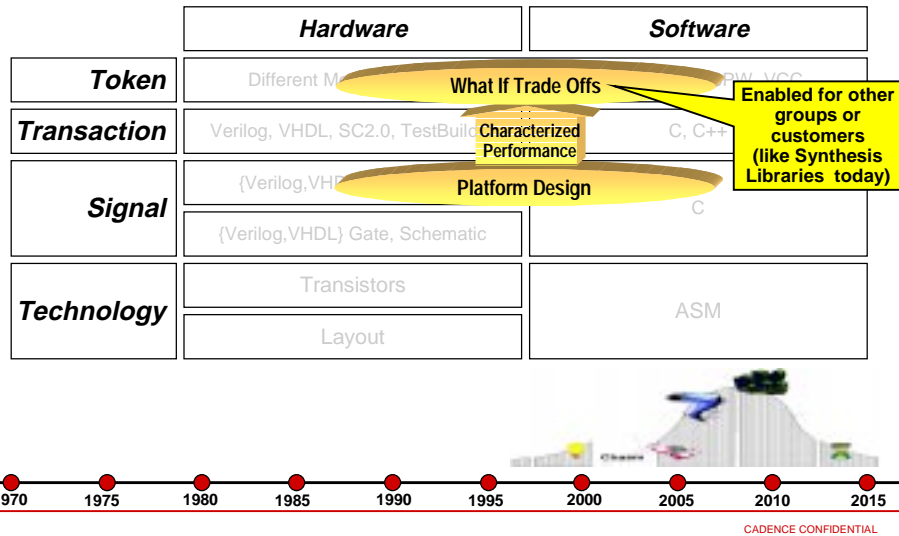


Top Down Platform Exploration

- trade of decisions during the actual development of the platform
 - A system house will define a platform in which the architectural components are not yet bound to real implementations
 - This way trade offs between bus systems, memory hierarchies etc. can be analyzed and fed back to the development
- define a platform depending on the availability of architecture components (semiconductor house)
 - This use model is applied during the development of an actual platform
 - The challenging part here is to define the range of application variants in a appropriate way
 - This range then directly translates into the amount of scalability within a platform

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Lessons Learned IP Integration Use Models – Platform Characterization



Lessons Learned IP Integration Use Models – Platform Characterization

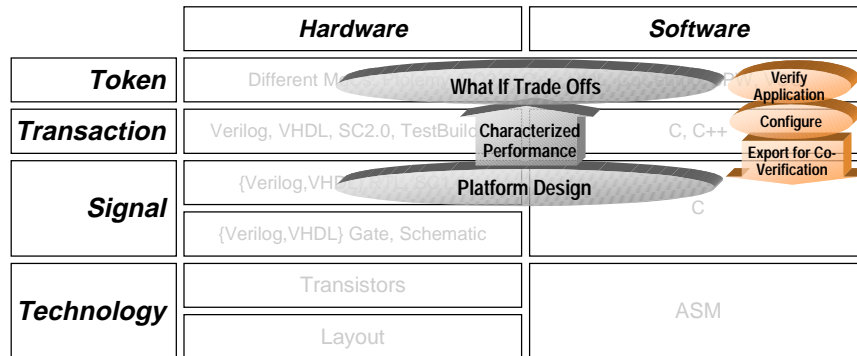


Bottom Up Platform Characterization

- Once a platform definition exists the different components can be characterized to reflect the implementation issues.
- Busses, RTOSs, processors etc. build the characterized components of a platform, which can be used by system houses as a target to map application variants to.
 - ST Microelectronics reported in [18] about efforts to provide and characterize architectural components for consumption by internal and external customers.
 - Philips reported in [12], [13] and [14] about efforts to characterize parts of a multimedia platform with a strong focus on the communication design.

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Lessons Learned IP Integration Use Models – Platform Use and Export



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Lessons Learned IP Integration Use Models – Platform Use and Export



System-level Functional Verification

- As an additional use model customers are adopting functional verification approaches at the system-level.
 - By definition a platform comes with some standard supported functionality.
 - Once a platform consumer has created a derivative the scenarios, which were originally supported, have to be re-confirmed.

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Lessons Learned

IP Integration Use Models – Platform Use and Export



Configuration of Characterized Platform

- Having received a characterized platform the system house can map application derivatives to the platform and explore different alternatives.
 - Magneti Marelli reports in [15] about their interaction with IP and architectural component providers.
 - Motorola describes in [20] a similar use model. The platform has here not been formerly characterized except through the system-level design team.
 - The BWRC also followed similar flows according to [17] during wireless protocol design.
 - Thomson CSF (now Thales) describes in [16] how characterization of IP components worked and how they verified the characterization itself.
- configuration of the platform is moved up to the system-level, at which simulation times are more appropriate for design space exploration.

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Lessons Learned

IP Integration Use Models – Platform Use and Export

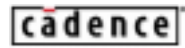


Platform Assembly for Co-Verification

- Design export feeding Co-Verification environments like Yokogawa VirtualICE and Mentor Seamless.
- The assembly process in itself provides value as a front-end process to Co-Verification, in which the set up of the environment often is a cumbersome task.
 - refining the architectural platform to the state at which top-level netlists and the associated software can be exported

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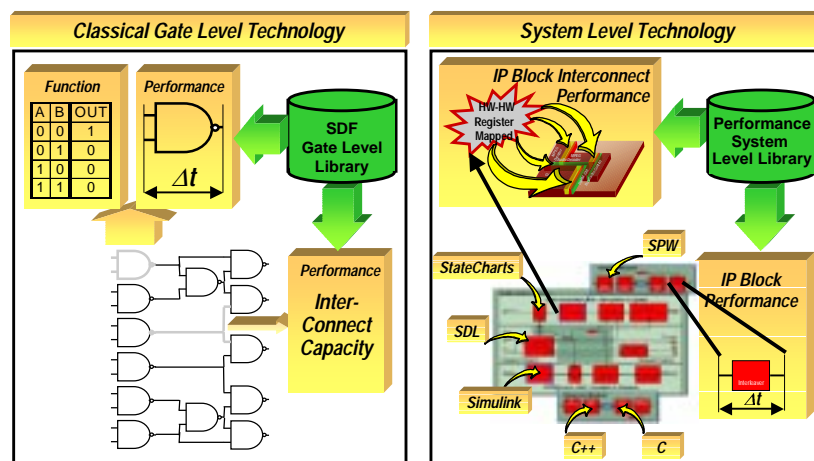
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Summary – History Repeats Itself

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Performance Modeling the System Level equivalent of SDF !



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Conclusion - Issues



- Models
 - Availability
 - How to Characterize (models)
- ROI
 - When does it make sense?
 - In which application spaces does it make sense?
 - Which effort is sensible?

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