



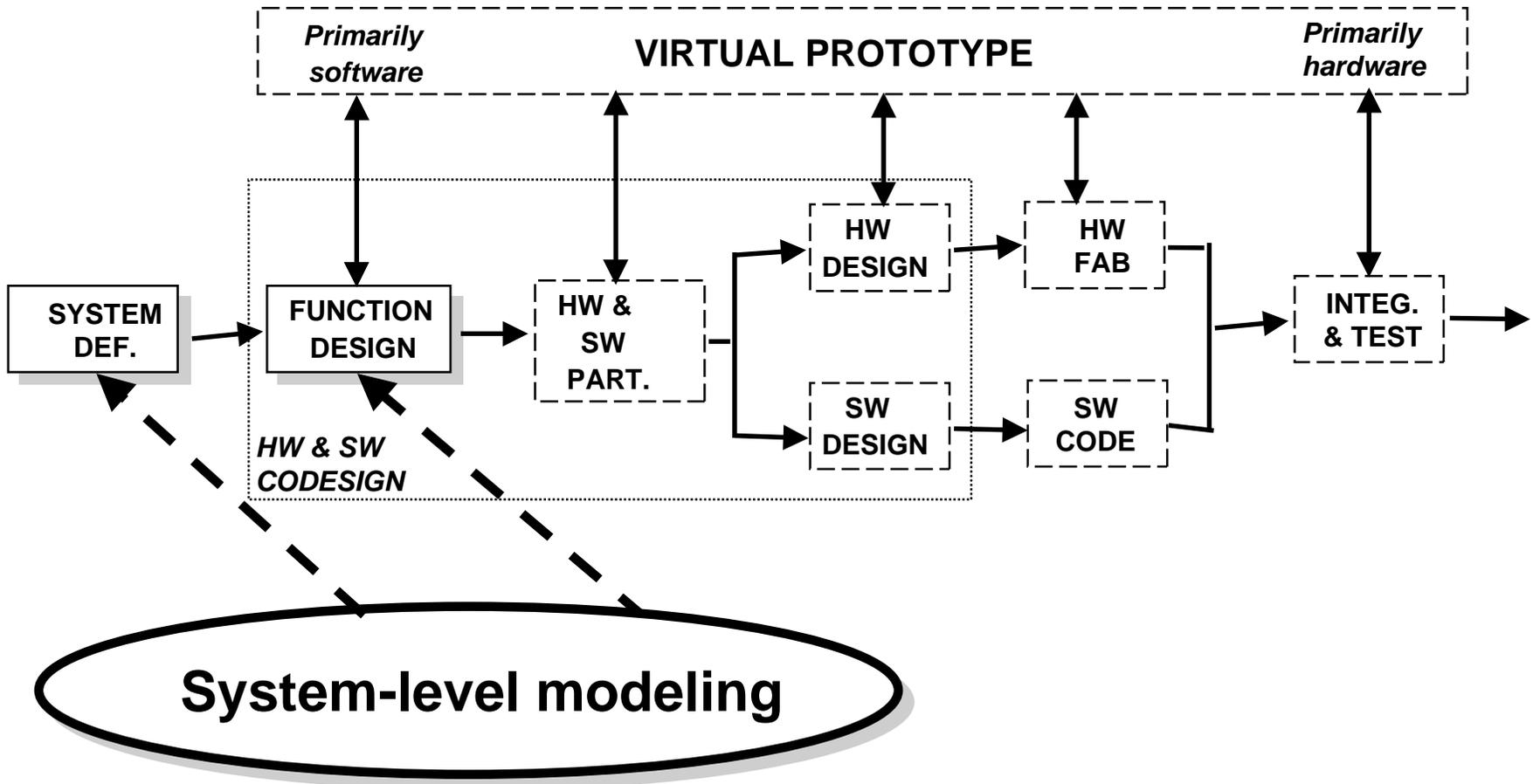
# System-Level Modeling (KJH, with slides removed from RASSP Module 9, vhdl\_M.ppt) Fall 2000

## RASSP Education & Facilitation

### Version D 0.2

# RASSP Roadmap

## RASSP DESIGN LIBRARIES AND DATABASE





# Module Goals



- $\lambda$  **To provide motivation for the use of system-level modeling**
- $\lambda$  **To show how the use of system-level modeling can improve design methodology**
- $\lambda$  **To detail the types of system-level modeling and what types of analysis can be done with each**
- $\lambda$  **To show how to incorporate system-level modeling into a design environment**

## $\lambda$ Motivation

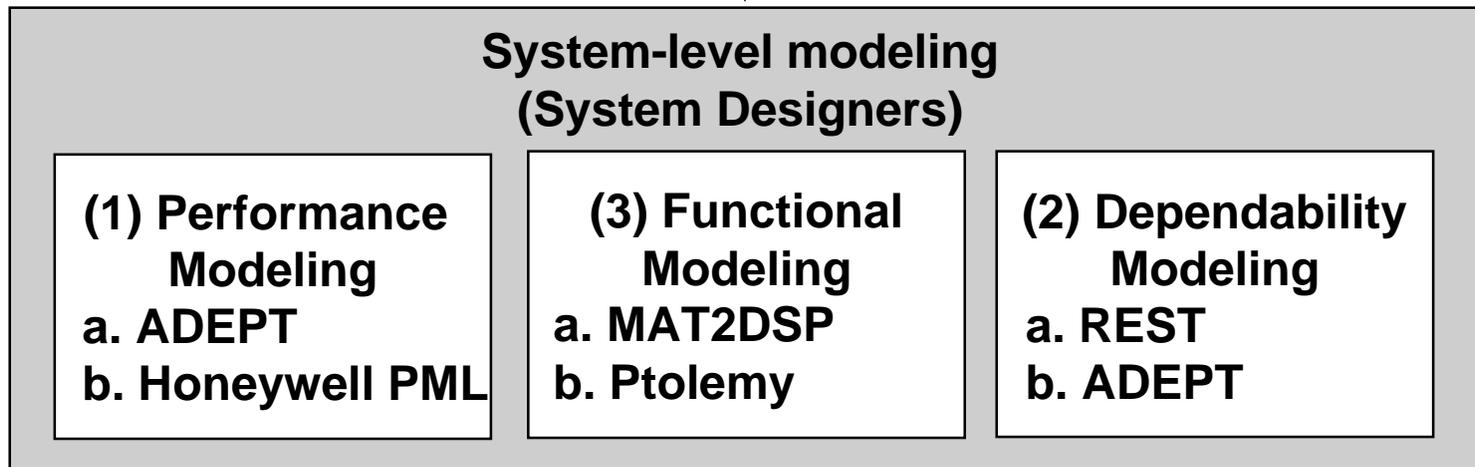
- $\mu$  **Digital systems have become large and complex**
  - $\theta$  **Breadboard and prototypes are too costly for demonstrating complex system performance**
  - $\theta$  **Need analysis and simulation of hardware and software**
- $\mu$  **There is a shift from structural to behavioral design**
- $\mu$  **Different models of the same system are used at different stages and by different designers, resulting in**
  - $\theta$  **Possibility of loss of information**
  - $\theta$  **Difficulties or misunderstandings caused by inconsistencies between different models**
  - $\theta$  **Need to use different tools for different models**
- $\mu$  **Redesign of digital systems costs \$ 5-10 billions annually in US alone**

# System-level Modeling

## SYSTEM DESIGN

**System Requirements**  
 ((4) Executable requirements)

(5) bus functional



**Specifications**



# Requirements for Effective System-level Modeling



- $\lambda$  **Need a unified environment**
  - $\mu$  **Need capability for transition from system-level model to the final implementation in a step-wise manner**
- $\lambda$  **Need an integrated system-level analysis and design**
- $\lambda$  **Need to incorporate performance, dependability, and functional modeling capability at all hierarchies of the design**
- $\lambda$  **Need to have power and flexibility to model digital systems at many different levels of description**
  - $\mu$  **Support “mixed” simulation at different levels of abstraction, representation, and interpretation with an ability for step-wise refinement**

# System-level Modeling Definitions

- $\lambda$  **Model: Representation of an entity in some form other than the form in which the entity exists**
  - $\mu$  **Necessarily lacks some detail of the real system**
  - $\mu$  **Examples include textual specification, requirements documents, analytical models, simulation models, physical models**
  - $\mu$  **Are useful in the design phases when the actual device is not available or the necessary experimentation is destructive, etc.**
- $\lambda$  **Simulation: The act of animating a model with respect to some of the parameters of the model**
  - $\mu$  **An example is movement of tokens representing information flow according to the simulation rules of the model**

# System-level Modeling Definitions (Cont.)

- $\lambda$  **Behavioral model: Describes the function and timing of hardware independent of any specific implementation**
  - $\mu$  Can exist at multiple levels of abstraction, depending on the granularity of the timing and the data types that are used in the functional description
  - $\mu$  Data flow, procedural and structural constructs may be used to express behavior
- $\lambda$  **Structural model: Represents a system in terms of the interconnections of a set of components**
  - $\mu$  Components are described structurally or behaviorally, with interfaces between structural and behavioral-level models
- $\lambda$  **Physical model: Specifies the relationship between the component model and the physical packaging of the component.**

# Abstraction

- $\lambda$  **A model is classified as being at a certain level of abstraction depending on the features of its behavior, structure, and timing measures**
- $\lambda$  **Different levels of abstraction imply that**
  - $\mu$  **There exists an algorithm for the conversion of a model at one level of abstraction to another level of abstraction without loss or gain of information**
  - $\mu$  **Information describing the system is merely transferred between the external algorithm and the system description**

# Levels of Abstraction

## $\lambda$ Network level

- $\mu$  Encompasses performance and interface models
- $\mu$  Basic structural model components are processors, memories, and interconnection elements
- $\mu$  Behavior is described through the transmission and receipt of messages
- $\mu$  Granularity of time is given by response times to messages
- $\mu$  Evaluation of response times to stimuli and throughput of the hardware is possible at this level

## $\lambda$ Algorithmic level

- $\mu$  Models the functions of a hardware system kernel without the functionality or timing of its interface
- $\mu$  Can be called *functional modeling*

# Levels of Abstraction (Cont.)

## $\lambda$ Instruction set architecture (ISA) level

- $\mu$  Functions of an ISA model of a processor are the instruction set of the processor
- $\mu$  Supports simulated execution of software; if the compilers are available, can be used to debug the software written for the processor
- $\mu$  Timing of an ISA model is the time required to perform each instruction of the instruction set of the processor

## $\lambda$ Fully functional level

- $\mu$  Models all the documented characteristics of the processor
- $\mu$  Pin behavior of the component is modeled accurately, both in function and timing

# Levels of Abstraction (Cont.)

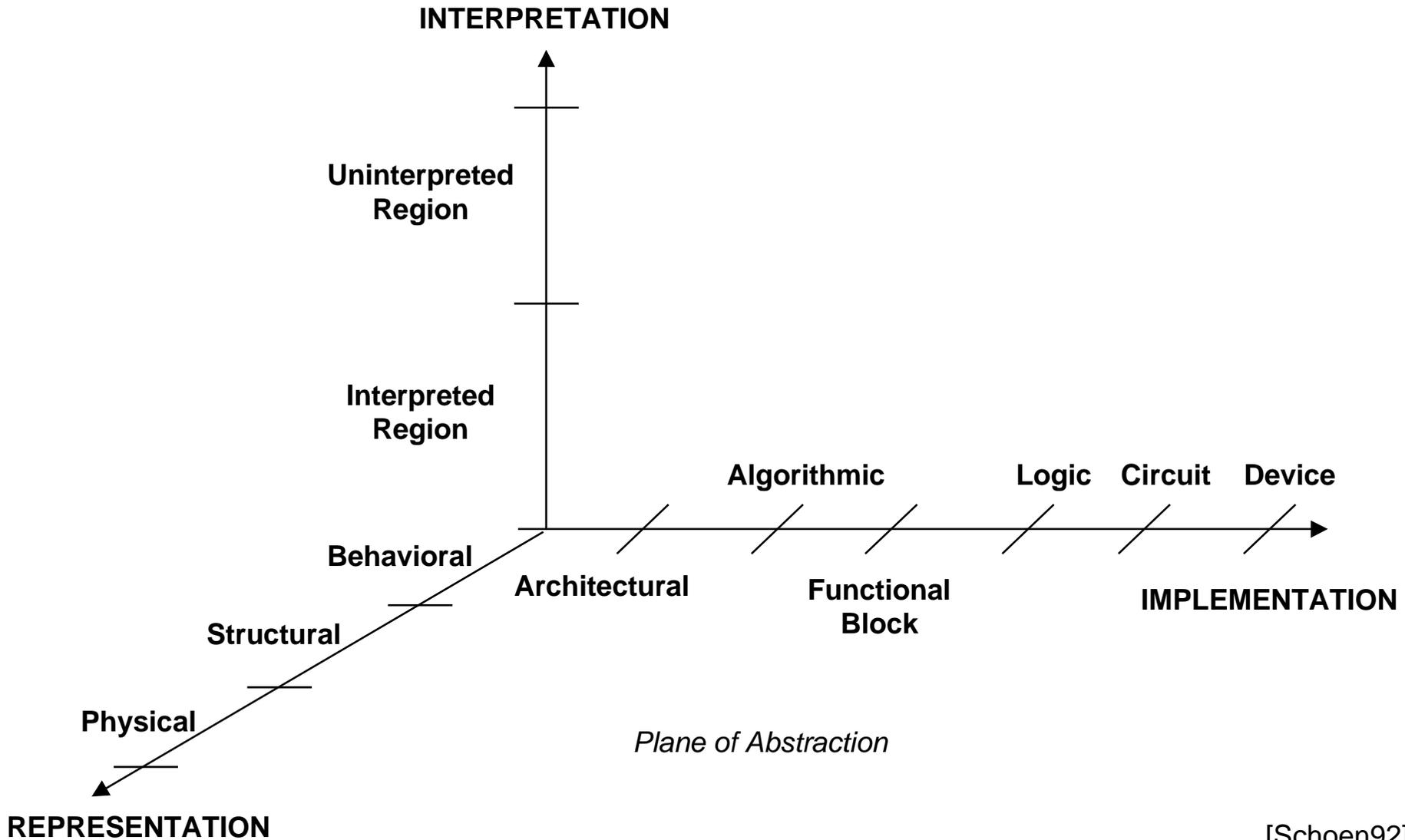
## $\lambda$ Register-transfer level (RTL)

- $\mu$  Is similar to FFM, but with subtle differences
- $\mu$  Models undocumented characteristics of the device
- $\mu$  Models more of physical characteristics in terms of internal and interface timing and function than the FFM

## $\lambda$ Gate level

- $\mu$  Constructed structurally with primitive cells that represent Boolean logic functions

# Levels of Abstraction (Cont.)



## (4) Executable Specifications

- $\lambda$  **Executable Specification - specification capable of simulating the required external behavior of a system**
  - $\mu$  **Can be treated as a very early prototype of the system**
  - $\mu$  **Removes the ambiguity associated with written specifications**
  - $\mu$  **Bridges the gap between the specifications and design**
  - $\mu$  **Enhances communication among and within customer and designer groups**
  - $\mu$  **Enhances high-level of conformance between a specification model and the performance model**
- $\lambda$  **Ensures conformance between a specification and the performance model being developed based on the specifications**



# Express VHDL/i-Logix

- λ **Can graphically create specification models**
- λ **Generates the equivalent VHDL code**
- λ **Methodology**
  - μ **Designer captures the statecharts of the specification with the *Statecharts Editor***
  - μ ***Model Execution Tool* operates on the statecharts of the model and animates the behavior of the specification**
  - μ **Results in both a screen animation of the specification's behavior and a textual trace report of the scenario tested**

# (1) Performance Modeling Overview

- $\lambda$  **Performance models provide information on system timing and do not simulate the functions of the system being modeled**
- $\lambda$  **Performance models are typically simulated, not analyzed**
  - $\mu$  **Analytical models can rapidly become too complex to fully represent important system features; e.g., resource contention**
  - $\mu$  **Simulation models can accommodate mixed levels of design and various levels of fidelity and accuracy**
  - $\mu$  **Simulation models suffer from significant startup costs, complexity, and significant execution (CPU) times**

# Performance Modeling Overview (Cont.)

- $\lambda$  **Performance models support performance and architectural tradeoffs (what-if analysis)**
  - $\mu$  **Facilitate early integration of hardware and software, and documentation of design decisions**
  - $\mu$  **Aid in identification of bottlenecks**
  - $\mu$  **Serve as a guideline for the model developers, system architects, and review teams**

# Performance Modeling Overview (Cont.)

## $\lambda$ In the early part of the design

- $\mu$  The exact functionality of the components is not known
- $\mu$  Develop structure, architecture and basic design goals of the system

## $\lambda$ In the later phases

- $\mu$  As the functions of the individual components are developed or components are selected from existing libraries
- $\mu$  System description can be systematically converted into a fully interpreted description for final verification

# Performance Evaluation

## $\lambda$ Typical metrics

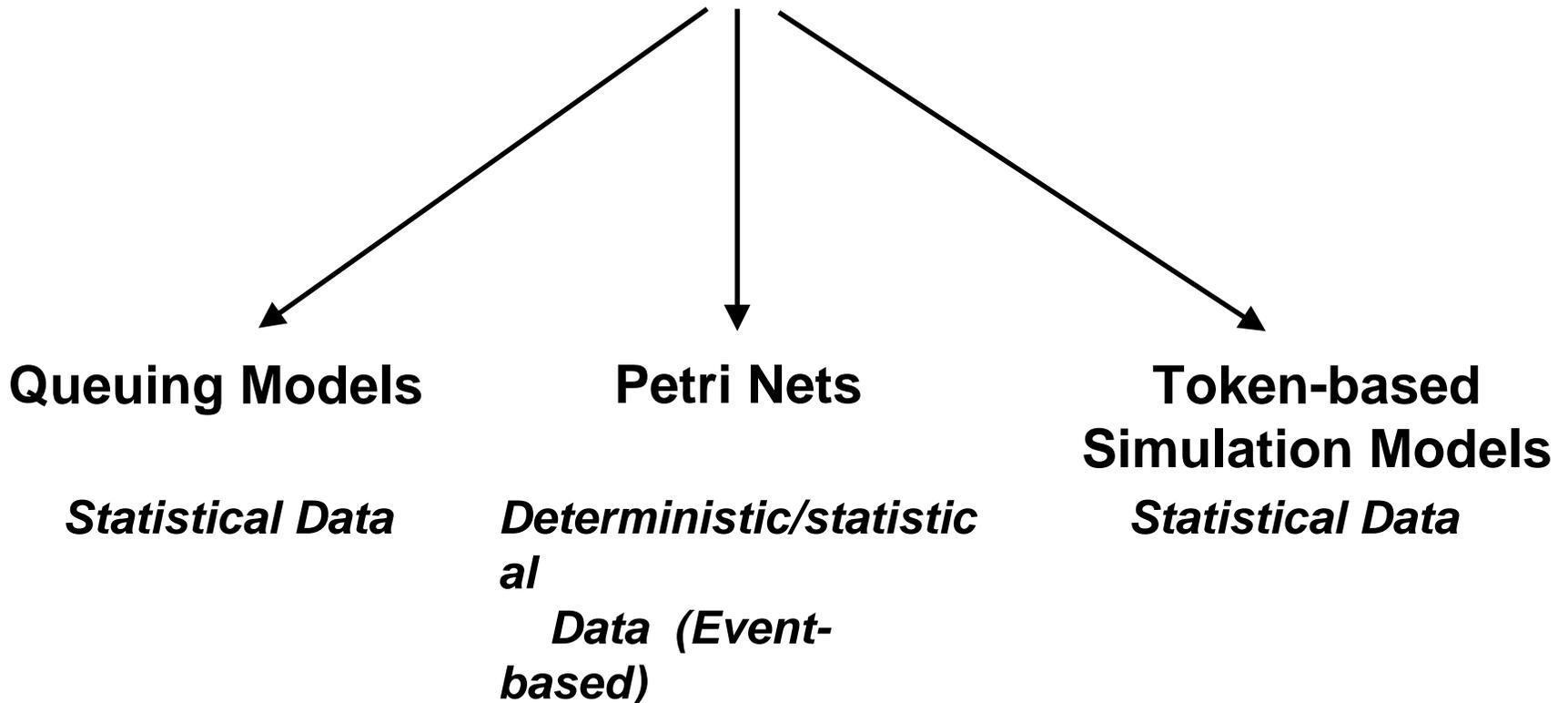
- $\mu$  **Utilization:** Percentage of time the system resources are busy
- $\mu$  **Throughput:** The rate at which system can process data
- $\mu$  **Latency (Response Time):** Time to process data values
- $\mu$  **Fault Tolerance:** System reliability, safety & availability

$\lambda$  **To allow measurement of these metrics, performance models must have as little detail as possible**

# Uninterpreted Models (Cont.)

- $\lambda$  **Used by system designers prior to creating specifications for the hardware designers**
- $\lambda$  **Represents flow of information without regard to information itself; deals with presence or absence of data or control signals**
  - $\mu$  **Tokens represent presence of information - not particular values**
- $\lambda$  **Represents the performance of a system by aggregating the delays associated with tokens flowing through the system**

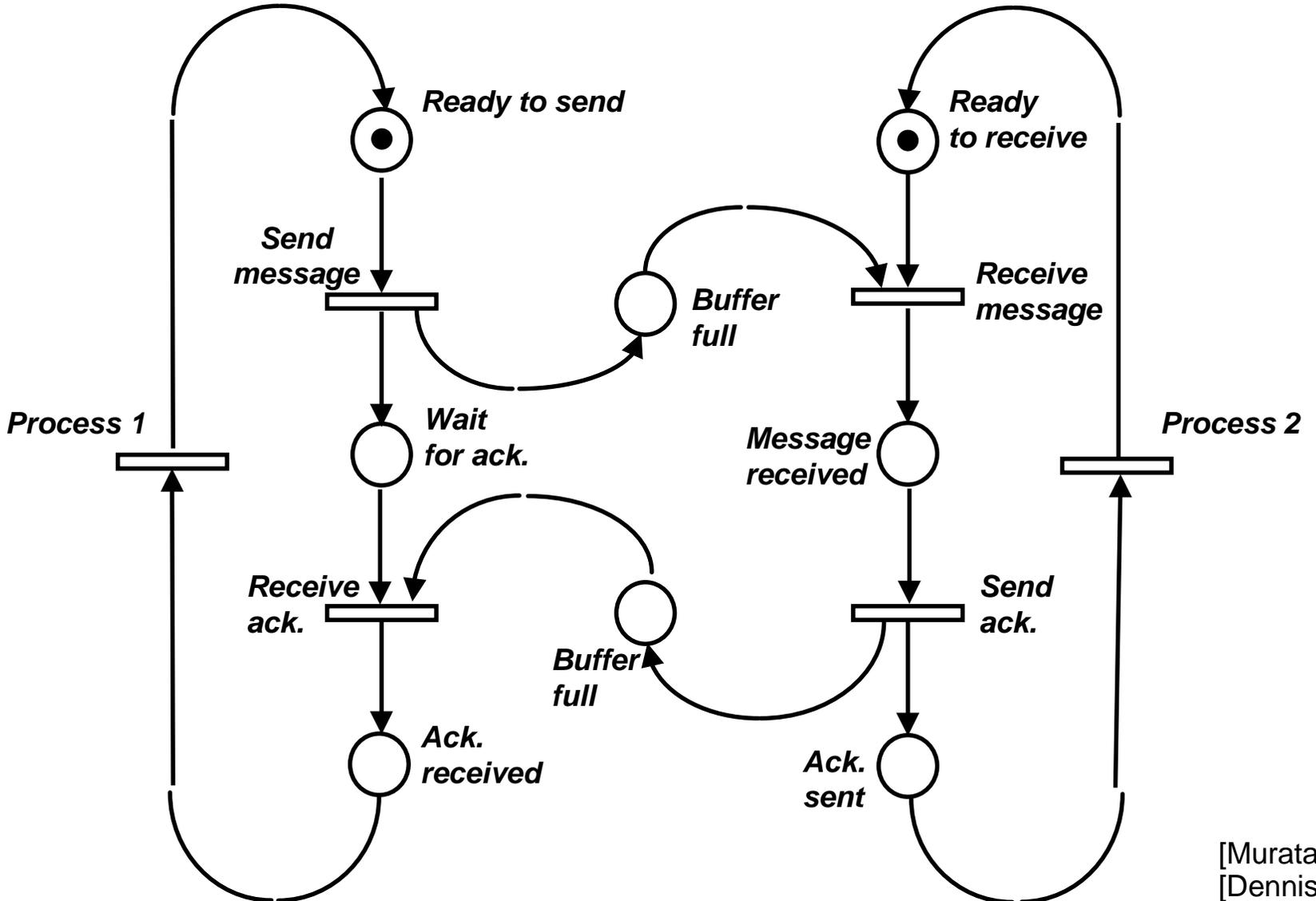
## Uninterpreted Models



# Petri Nets

- $\lambda$  Describe the flow of information between “places,” with flow control being defined by “transitions” and “firing rules (mapping)”
- $\lambda$  Simulation rules for the Petri Net describe the conditions for movement of tokens
- $\lambda$  Approach is useful for modeling the actual hardware and software systems
- $\lambda$  Marked Petri Net has a mapping which can assign multiple tokens to each place in the net
- $\lambda$  Colored Petri Net has color fields (mostly integer and Boolean) associated with tokens
  - $\mu$  An uncolored token represents presence of information only
  - $\mu$  Useful for adding functionality to the model

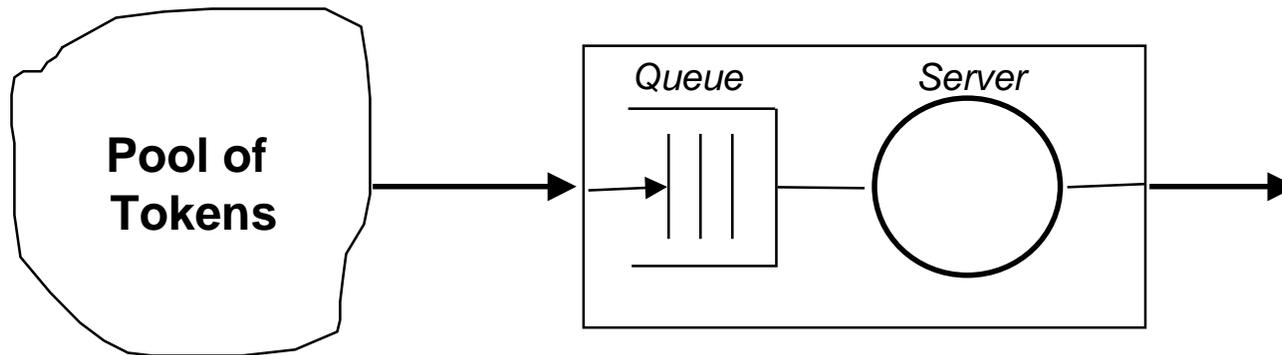
# Petri Nets Examples



# Queuing Models

- $\lambda$  **Queuing models represent the system in which tokens are not serviced immediately, but are made to wait in a queue for the server to become free to service the token**
- $\lambda$  **Queuing models work well for gaining statistical data on very high-level uninterpreted models of digital systems**
- $\lambda$  **At a lower level, the queuing model has difficulty expressing the deterministic nature of the system**

# Queuing Models (Cont.)

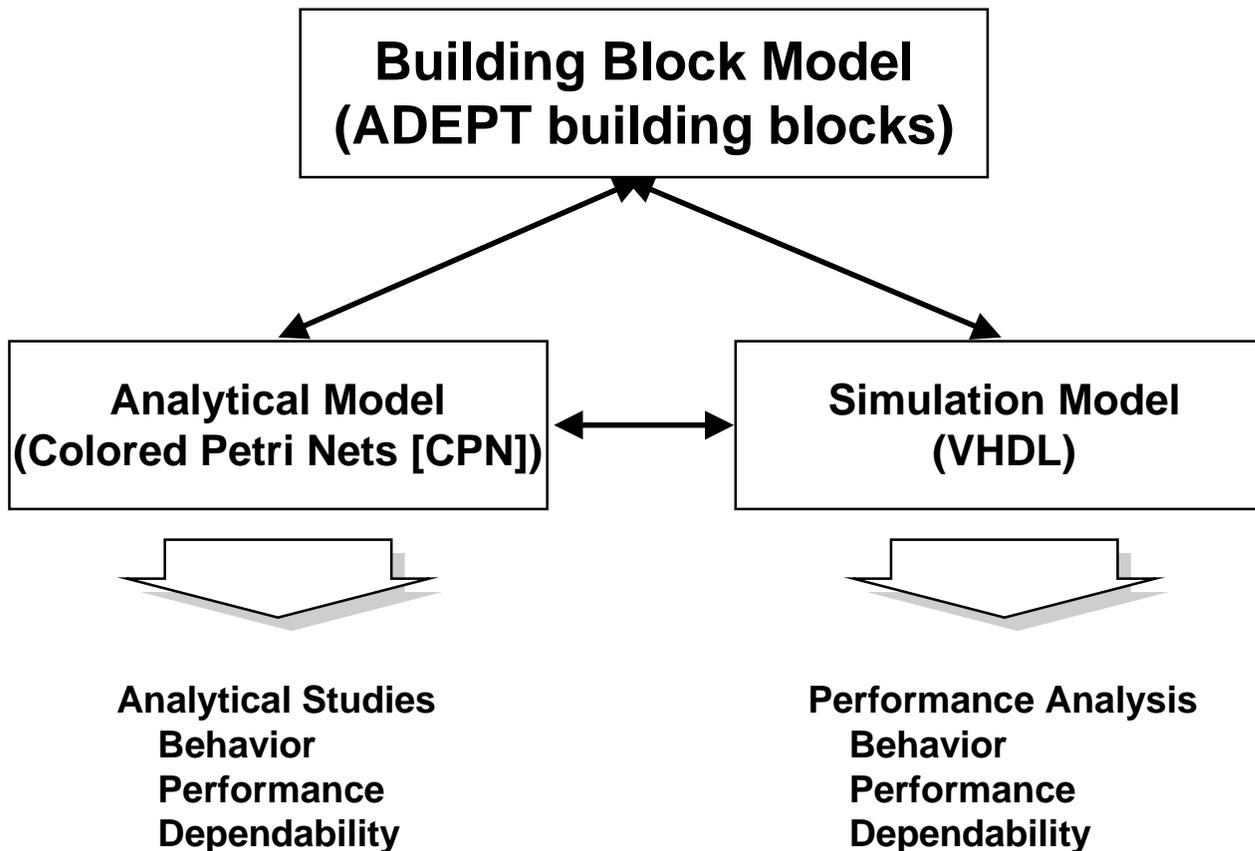


**Single-server Queuing System**

# Token-based Simulation Models

- $\lambda$  **Are driven by simulation semantics, and the dynamic behavior of the system is studied**
- $\lambda$  **Allow arbitrary precision for a given simulation time**
- $\lambda$  **Are useful for analyzing huge systems where analytical methods are computationally expensive (exponential complexity)**
- $\lambda$  **Examples**
  - $\mu$  **ADEPT**
  - $\mu$  **RESQ**
  - $\mu$  **Honeywell PML**
  - $\mu$  **ADAS**

## ADEPT VIEW



# ADEPT (Cont.)

- $\lambda$  **Is an integrated design environment that permits linking of the design phases from initial concept to the final physical implementation**
- $\lambda$  **Has an inherent top-down hierarchical design**
  - $\mu$  **A single model from which different representations can be obtained**
  - $\mu$  **Building block approach:**
    - $\theta$  **Has a library of primitive modules; enables the user to define modules and to include them in the library**
    - $\theta$  **Has VHDL description as well as the underlying CPN representation associated with them**
  - $\mu$  **Modules may be interconnected to mimic hardware, software, and the interaction between the two**
  - $\mu$  **Uses CPN theory for development of model reduction techniques - decreases simulation time**

# ADEPT (Cont.)

- $\lambda$  **Permits the designers to transcend several levels of abstraction and interpretation within the same environment using the same language**
  - $\mu$  **Uninterpreted modeling is supported by a set of primitive modeling modules and an underlying communication mechanism**
  - $\mu$  **Supports simultaneous performance, reliability, and functional modeling in a single environment**
- $\lambda$  **User interface for**
  - $\mu$  **Specifying model; allows user to visually interconnect modules that constitute the model**
  - $\mu$  **Allows extraction of performance metrics, graphical display in the form of bar graphs and waveforms**
- $\lambda$  **Hardware/software codesign techniques can be developed within ADEPT**

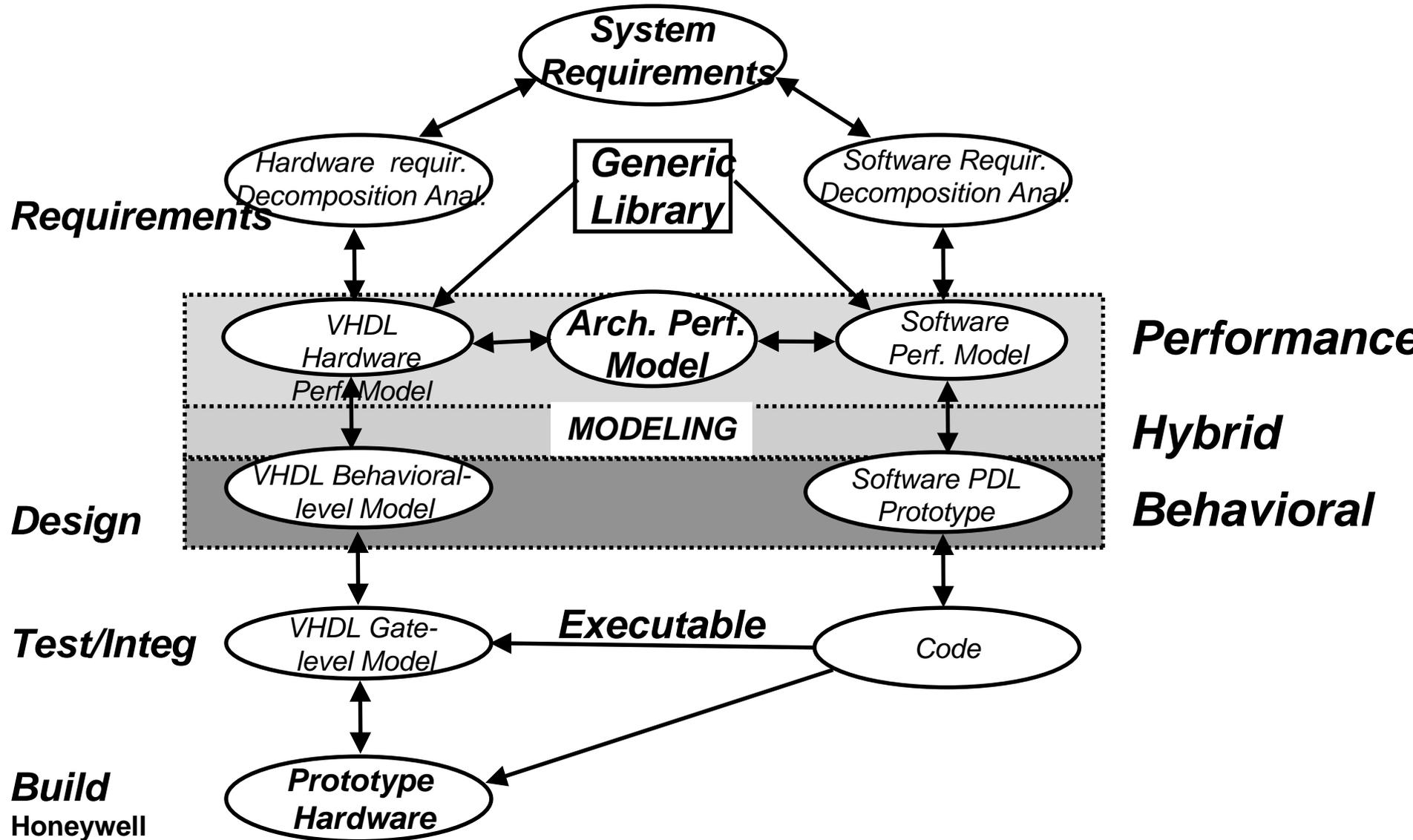


# Honeywell Performance Modeling Library (PML)



- $\lambda$  Targeted towards high-level description, specification, and performance analysis of computing systems at a system level
- $\lambda$  Serves as a simulatable specification, aids the identification of bottlenecks, and supports performance validation
- $\lambda$  Can be used for capturing and documenting architectural-level designs, and can be used as a testbed for architectural performance analysis studies
- $\lambda$  Provides VHDL performance model within the RASSP design environment

# Honeywell PML



# Honeywell PML Features

## $\lambda$ Generic building block

- $\mu$  Can be assembled and configured rapidly to many degrees of fidelity with minimal effort
- $\mu$  Modules are interconnected with structural VHDL
- $\mu$  Types available
  - $\theta$  Configurable input/output devices
  - $\theta$  Memories
  - $\theta$  Communication elements
  - $\theta$  Processor element

## $\lambda$ Appropriate to apply at architectural level

- $\mu$  Actual device under study (such as a signal processor) and its environment (such as sensors and actuators)

# Honeywell PML

- λ **Standard output routines tabulate and graph performance statistics such as latency, utilization, and throughput**
- λ **Interoperability guidelines ensure that models from multiple sources will integrate smoothly**
- λ **Hybrid models support smooth integration between performance and functional models**
- λ **Capable of representing systems consisting of ASICs, boards, subsystem cabinets, and sensor networks**
- λ **Effect of software on the architecture can be characterized and modeled**

# Interpreted Models

- $\lambda$  **Includes behavioral models and functional models**
- $\lambda$  **Contain functions and data values to be transformed according to these functions**
- $\lambda$  **More diverse and difficult to classify**
  - $\mu$  **Behavioral or language-based models: Programming design language (PDL) constructs allow the development of simulation models**
    - $\theta$  **VHDL (IEEE and DoD standard)**
    - $\theta$  **Do not specifically address hardware timing considerations**
  - $\mu$  **Structural or primitive (macro-) based models: (Gate-level models): Allow the system to be specified in terms of predefined primitive elements**
  - $\mu$  **Physical models: (SPICE): Describe the system in terms of the fundamental differential equations that govern the circuit and device operation**

# Hybrid Models

- $\lambda$  **Contain uninterpreted and interpreted elements attributes**
  - $\mu$  **Use HDLs and their simulators**
  - $\mu$  **Adding uninterpreted modeling to HDLs provides a single design environment**
  - $\mu$  **Communicating between different regions takes place through interfaces which convert tokens to values and values to tokens**
- $\lambda$  **Delay statistics of the interpreted models can be back-annotated with the statistics obtained from the hybrid model, giving an “improved” uninterpreted model**

# Hybrid Models

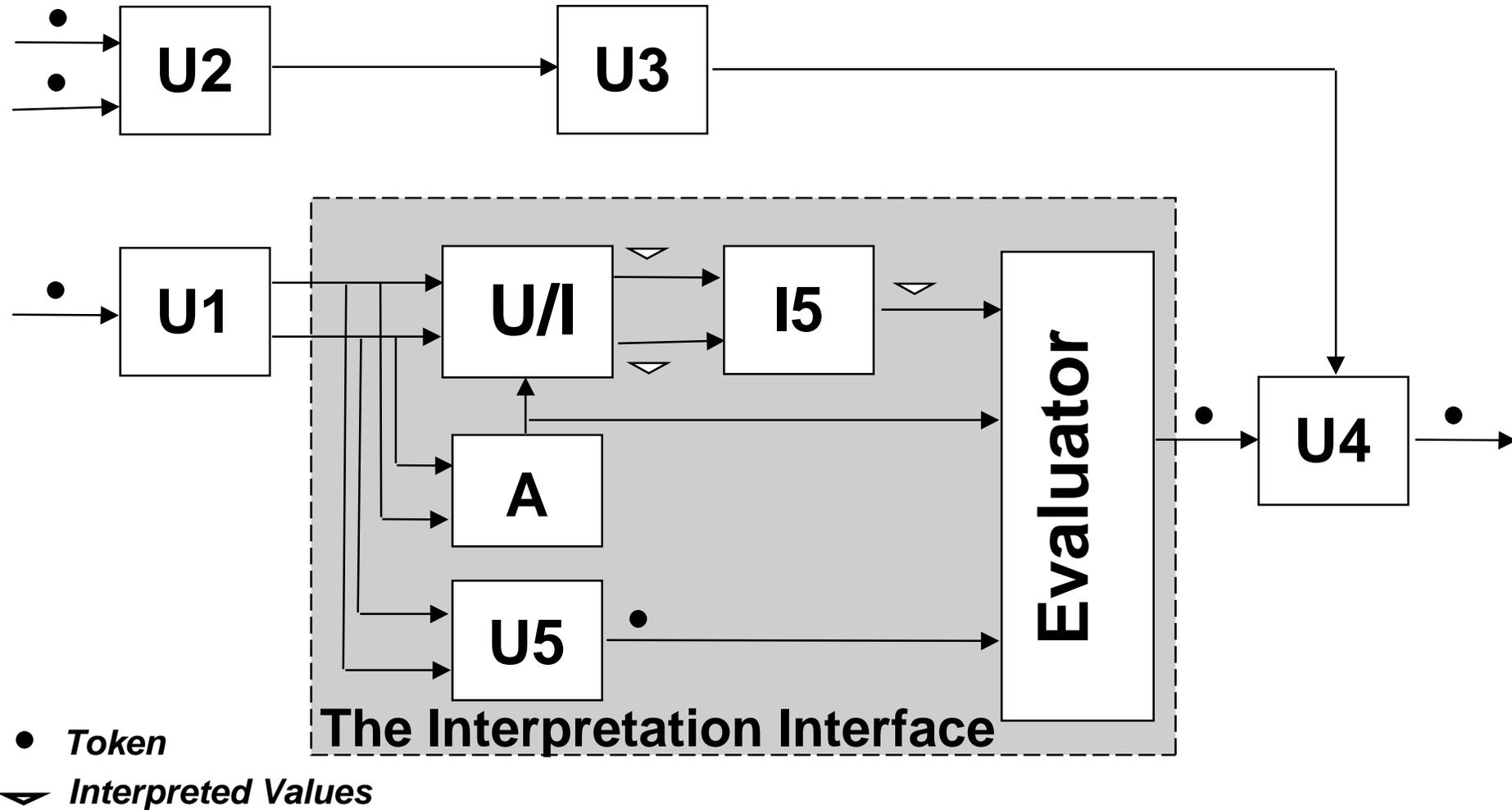
## $\lambda$ Uninterpreted-to-interpreted conversion

- $\mu$  Requires that the input values be supplied to the interpreted model
- $\mu$  Tokens can be tagged with necessary values - values are read from tokens and applied to interpreted model
- $\mu$  Values can be generated from
  - $\theta$  List of known values
  - $\theta$  Values based on probability distributions

## $\lambda$ Interpreted-to-uninterpreted conversion

- $\mu$  Requires quantization of output data into tokens
- $\mu$  Effective loss of information
- $\mu$  Quantization of information into tokens can occur on an event with
  - $\theta$  No change in value, on a particular value, on a change in value

# ADEPT Hybrid Modeling



# Object-oriented Analysis Shlaer-Mellor Model

## $\lambda$ Highest-level partitioning construct - domain

- $\mu$  Is a set of conceptual entities, or objects, that can exist independently of the objects in other domains
- $\mu$  May be partitioned into one or more subsystems, each consisting of a set of related objects
- $\mu$  Hardware/software partitioning is done using domains

## $\lambda$ Within a subsystem, objects are represented in an object information model

- $\mu$  Attributes of an object are used to define its characteristics
- $\mu$  A connection between two objects in the information model represents a relationship that holds between them
- $\mu$  Relationship includes one-to-one, one-to-many, and many-to-many
- $\mu$  Object-information model also supports inheritance relationships

# Object-oriented Analysis

- $\lambda$  **A state model describes the behavior of object instances throughout their lifecycle**
  - $\mu$  **A state model consists of a set of states and events**
  - $\mu$  **An object instance can only be in one state at any given point in time; an event causes a transition from one state to another**
  - $\mu$  **Different object instances execute concurrently and can be in different states simultaneously**

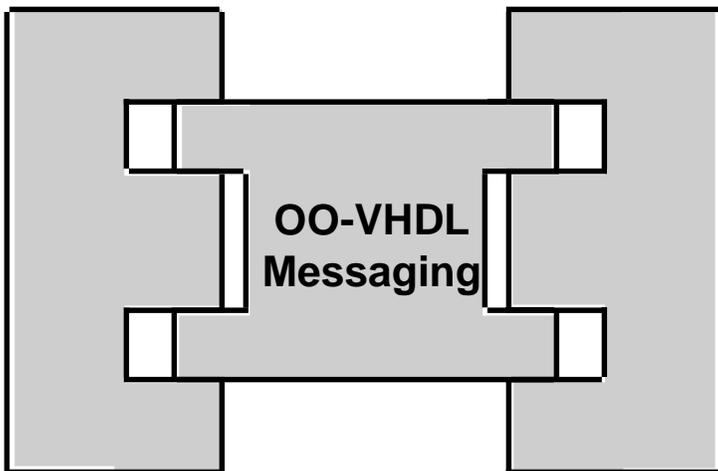
# Object-oriented Analysis (Cont.)

- $\lambda$  **An activity, or action, is executed when an object arrives at a state**
  - $\mu$  **State models synchronize and communicate with each other using events**
  - $\mu$  **During execution of an action, an object instance may generate an event destined for itself or another object instance**
  - $\mu$  **A definition of the processing that takes place as part of an action is termed *process model***

# Advantages of OO-VHDL (Cont.)

- λ **Benefit: No Compatibility Problems between Models**
- λ **Enables: Interoperability among object components**

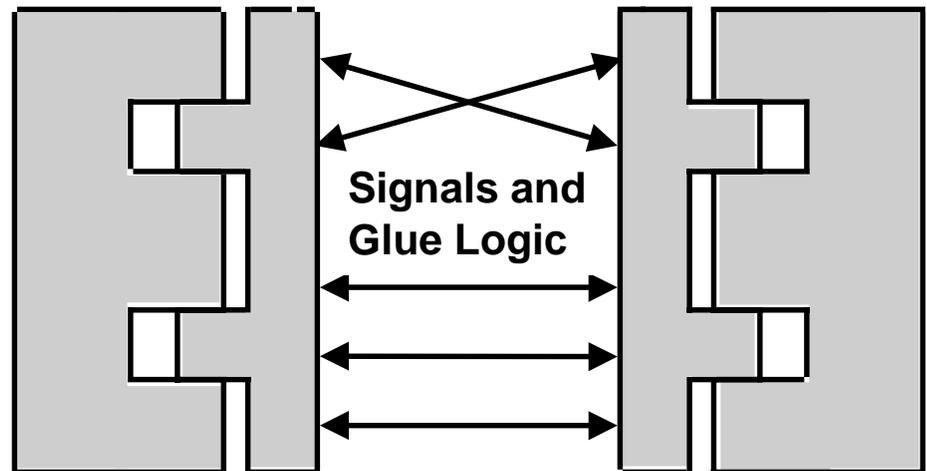
*Any object can send/receive from any other object.  
 Object communication protocol implicitly defined.*



**Object X**

**Object Y**

**OO-VHDL Object Components**



**Component X**

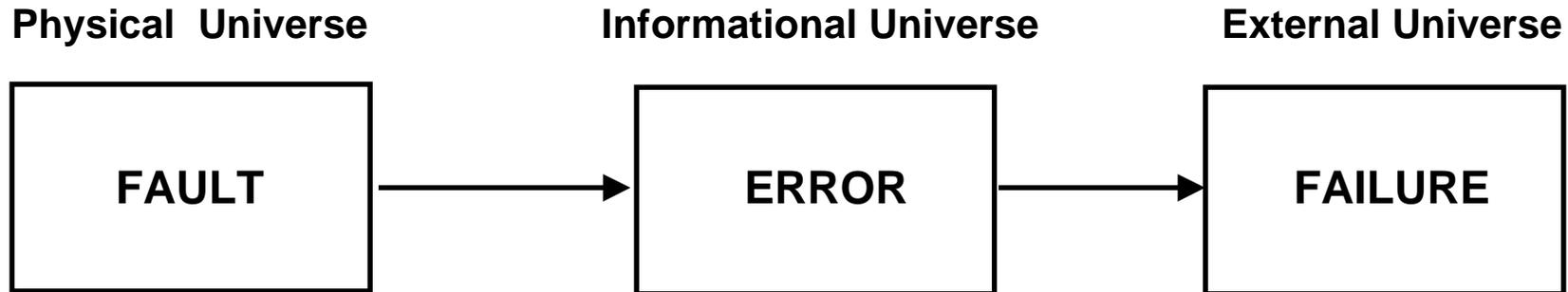
**Component Y**

**VHDL Components**

## (2) Dependability Outline

- $\lambda$  **Dependability Modeling**
  - $\mu$  **Errors and faults**
  - $\mu$  **Definitions**
  - $\mu$  **Need**
  - $\mu$  **Additional metrics**
  - $\mu$  **Evaluation metrics**
  - $\mu$  **Analytical techniques**
  - $\mu$  **Simulation-based techniques**

# Errors and Faults

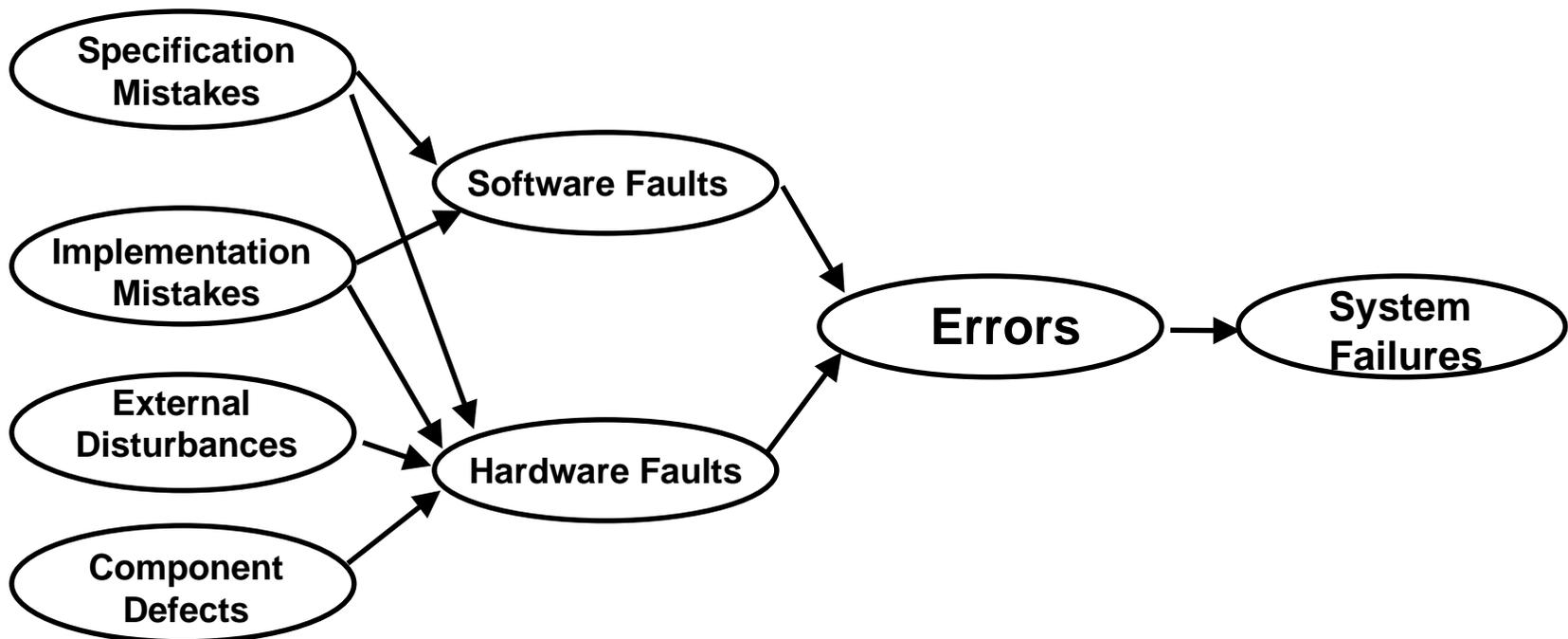


- $\lambda$  **Fault:** Is a physical defect, imperfection, or flaw that occurs within some hardware or software component
- $\lambda$  **Error:** Is a manifestation of a fault - deviation from accuracy or correctness
- $\lambda$  **Failure:** Is the non-performance of some action that is due or expected - Also the performance of some function in a subnormal quantity or quality
- $\lambda$  **Latent fault:** Is one that is present in a system but has not yet produced an error
  - $\mu$  **Fault Latency:** Time between the occurrence of a fault and appearance of an error due to that fault

# Errors and Faults (Cont.)

$\lambda$  **Error Latency:** Is the length of time between the occurrence of an error and the appearance of the resulting failure

## Cause-Effect Relationships



# Dependability Modeling Definitions (Cont.)

## Safety

The probability that a system will either perform its functions correctly (reliability) or will discontinue its functions in a manner that does not disrupt the operation of other systems or compromise the safety of any components associated with the system

Provides a measure of fail-safe capability of a system

## Performability

The probability that the system performance will be at, or above, some level  $L$  at the instant of time  $t$

Used as a measure of performance of a system when there are failures in the system

**Graceful degradation:** Is the ability of a system to automatically decrease its level of performance to compensate for hardware failures and software errors

# Dependability Modeling Definitions (Cont.)

## Maintainability

The probability that a failed system will be restored to an operational state within a specified period of time  $t$

A measure of the ease with which a system can be repaired once it has failed

## Testability

The ability to test for certain attributes in a system

Describes the ease with which certain tests can be performed



# Dependability Modeling Definitions (Cont.)



## Dependability

Is the quality of service that a particular system provides

Includes reliability, availability, safety, maintainability, performability, and testability

Currently, reliability is the main concern, as it is the most tractable and important concern in dependability modeling

# Need for Dependability Modeling

- $\lambda$  **Because of increasing complexity of digital systems, systems have become less reliable**
  - $\mu$  **Long-life applications: Maintainability, safety, and performability become important**
  - $\mu$  **Critical-computation applications: Need high reliability**
  - $\mu$  **Maintenance postponement applications: Maintenance is costly, need performability**
  - $\mu$  **High-availability applications: Banking applications**
- $\lambda$  **Recently, digital systems have become cheap; so can afford to add redundant components to improve reliability and, to some extent, other aspects of dependability**

# Additional Metrics

## $\lambda$ Failure rate

$\mu$  The expected number of failures of a type of device or system in a given period of time

$$z(t) = -\frac{dR(t)}{dt} \frac{1}{R(t)}$$

## $\lambda$ Mean time to failure (*MTTF*)

$\mu$  Is the expected time that a system will operate before the first failure occurs

$$MTTF = \frac{1}{N} \sum_{i=1}^N t_i = \int_0^{\infty} R(t) dt$$

$\lambda$  **Mission time *MT[r]***: Is the time at which the reliability of a system falls below a level *r*

$\mu$  Systems can be compared by the ratio of mission times

# Additional Metrics (Cont.)

$\lambda$  **Mean time to repair (*MTTR*)**

$\mu$  **Average time required to repair a system**

$$MTTR = \frac{1}{N} \sum_{i=1}^N t_i$$

$\mu$  **MTTR is given by repair rate  $\mu$ , which is the average number of repairs that occur per time period,  $MTTR=1/\mu$**

$\lambda$  **Mean time between failures,  $MTBF = MTTF+MTTR$**

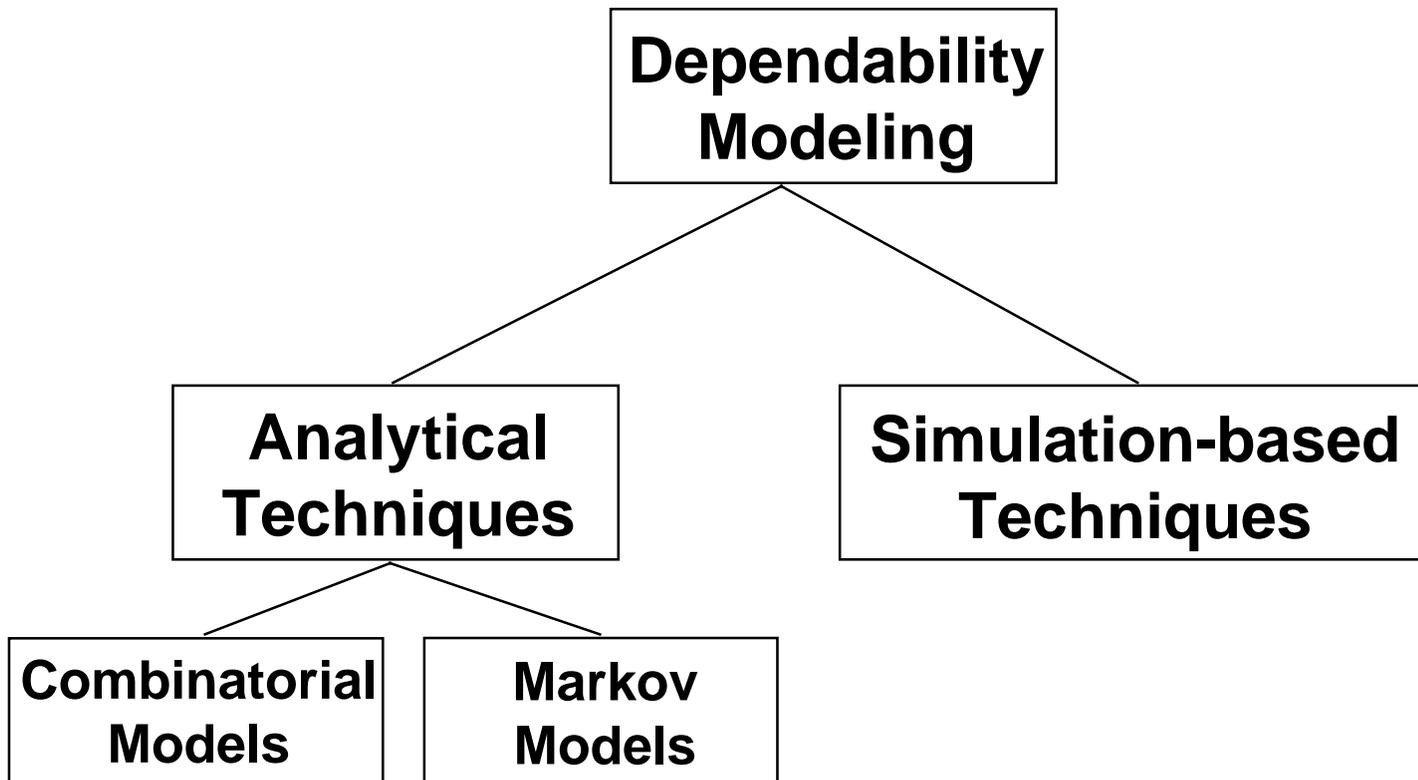
$\lambda$  **Fault coverage**

$\mu$  **Measure of a system's ability to perform fault detection, fault containment, and/or fault recovery**

$\mu$  **Ex: Fault detection coverage factor**

$$= \frac{\text{number of faults that can be detected}}{\text{total number of faults}}$$

# Analytical Techniques



# Analytical Techniques (Cont.)

## $\lambda$ Advantages

- $\mu$  For accurate modeling assumptions, the solution is accurate and deterministic
- $\mu$  Can be solved in continuous time with high accuracy

## $\lambda$ Disadvantages

- $\mu$  Based on models of the components, so details of the system behavior might be lost in the modeling assumptions
- $\mu$  State-based models are difficult to solve
  - $\theta$  Exponential time and space complexity

## $\lambda$ Combinatorial models

- $\mu$  Are difficult to construct and the reliability expressions are often very complex
- $\mu$  Difficult to incorporate fault coverage
- $\mu$  Process of repair is difficult to incorporate

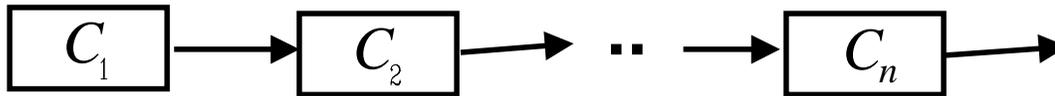
## $\lambda$ Markov models

- $\mu$  Rely on two mechanisms to describe system:
  - $\theta$  **System state:** Represents all that must be known to describe the system at any given instant of time. It represents a distinct combination of faulty and fault-free modules
  - $\theta$  **State transitions:** Described as probabilities that transitions will occur between adjacent states
- $\mu$  Set of simultaneous differential equations provides accurate solutions for stated transition probabilities

# Combinatorial Models

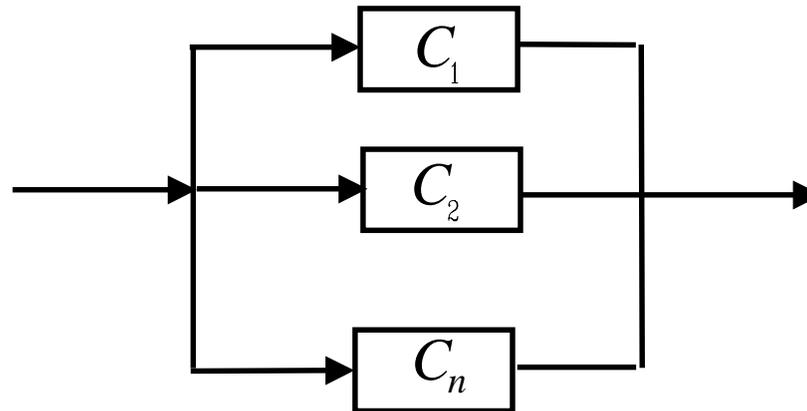
## $\lambda$ Two types of connections

$\mu$  **Series: the system contains no redundancy**



$$R_{series}(t) = \prod_{i=1}^n R_i(t)$$

$\mu$  **Parallel: only one of the elements is required for the system to function**



$$1 - R_{parallel}(t) = [1 - R_1(t)][1 - R_2(t)] \dots [1 - R_n(t)]$$

# Semi-Markov Unreliability Range Evaluator (SURE)

- $\lambda$  **Calculates the upper and lower bounds on the probability of failed state of a Markov model**
  - $\mu$  **Requires solution of a set of coupled differential equations**
- $\lambda$  **Computes probabilities using algebraic formulas, large state spaces can be accommodated**
- $\lambda$  **Based on**
  - $\mu$  **White's method: The means and variances of the recovery times are sufficient to obtain tight bounds on the probability of system failures**
    - $\theta$  **Useful in design studies in which properties of fast distributions are assumed**
  - $\mu$  **Lee's theorem:**
    - $\theta$  **Useful in analysis where experimental data is available**

# Simulation-based Techniques

## $\lambda$ Advantages

- $\mu$  Flexible, no restrictions caused by computational complexity
- $\mu$  Detailed, no modeling assumptions made
- $\mu$  Arbitrary precision for a given simulation time

## $\lambda$ Disadvantages

- $\mu$  Low failure rates and high repair rates require large number of simulations
- $\mu$  Reducing the size of the model, by taking into account only relevant components (importance sampling)



# Reliability Estimation System Testbed (REST)



- $\lambda$  **Software system designed by NASA to support**
  - $\mu$  **The hardware reliability analysis of complex fault-tolerant computer systems**
  - $\mu$  **Simulates failure modes and effect analysis (SFMEA) and automatically generates and analyzes a semi-Markov model of the system of interest**
  - $\mu$  **Calculates upper and lower bounds on the probability of encountering a failure state and a summary of conditions under which those failures occur**
- $\lambda$  **Main components**
  - $\mu$  **REST modeling language, RML**
  - $\mu$  **Translators**
  - $\mu$  **An X Window front window**

# REST

## $\lambda$ REST modeling language (RML)

- $\mu$  Uses “modules” to describe simple components and complex systems of such components

- $\mu$  Types of module variables

  - $\theta$  State variables

  - $\theta$  Rate variables

  - $\theta$  Relation variables

  - $\theta$  Event declarations

## $\lambda$ System definition starts by creating a list of all the module types to be found in the system

## $\lambda$ Model analysis portion

- $\mu$  Takes the system description and repeatedly transforms the system state in accordance with rules given with module type definition

# REST (Cont.)

## $\lambda$ REST translator

- $\mu$  Maps all the state variables implicit in the declaration of module variables onto a global state vector
- $\mu$  Requires local variables to be handled by the user explicitly

## $\lambda$ REST run-time system

- $\mu$  Responsible for all analysis, and sequencing of routines declared in the RML modules

## (3) Functional Modeling

- $\lambda$  **Describes the function of the hardware/software system kernel, but not the functionality or timing of the interface.**
  - $\mu$  **Uses the information about the structure of the component to be modeled**
- $\lambda$  **Examples**
  - $\mu$  **MAT2DSP**
  - $\mu$  **Ptolemy**

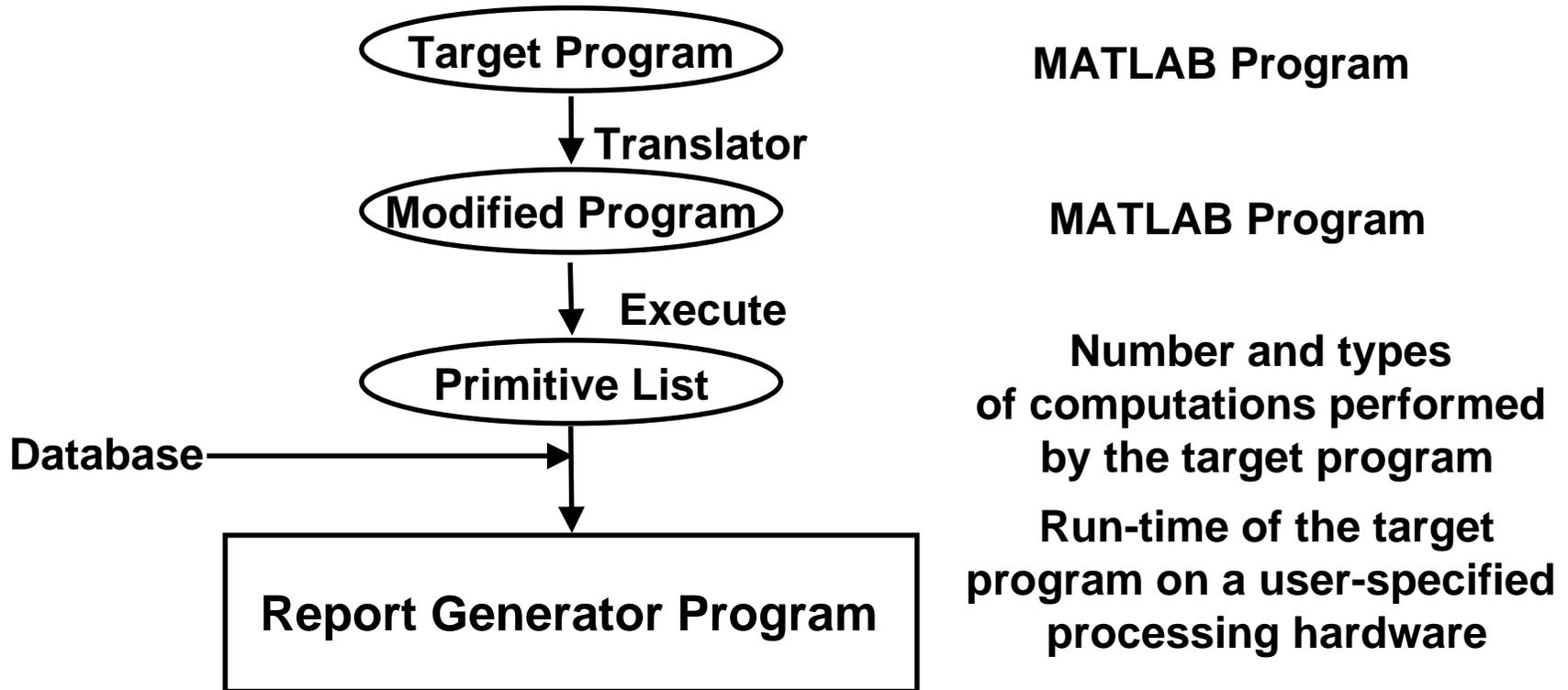
# Functional Modeling with MATLAB

- $\lambda$  **MATLAB is a high-level signal processing software package built from a set of primitive functions**
  - $\mu$  **Vector-vector and vector-matrix multiplies, FFT, convolution, filtering**
  - $\mu$  **Operating on data vectors or arrays**
- $\lambda$  **The algorithm chosen to solve a particular problem has a tremendous impact on the complexity and cost of the final implementation**
- $\lambda$  **MATLAB attempts to bridge the gap between algorithm development and its hardware/software implementation**
- $\lambda$  **Multiple algorithmic solutions for any problem have different cost/performance trade-offs**

# MAT2DSP

- $\lambda$  **Developed by University of California, Davis**
- $\lambda$  **Estimates the implementation requirements of algorithms specified in the form of a MATLAB program**
- $\lambda$  **Future versions will take into account more detailed information related to dataflow, program overhead, and data transfer times**
- $\lambda$  **Target program**
  - $\mu$  **MATLAB program that implements a given signal/image processing algorithm**
  - $\mu$  **MAT2DSP program operates on this program and produces one of several user-selected reports which contains information about the computational requirements of the algorithm and an estimate of its runtime on a user-specified processor or a mix of processors**

# MAT2DSP



- λ Different types of reports of varying levels of complexity can be generated based on the data contained in the primitive list and the database

## $\lambda$ System-level design framework

- $\mu$  Covers higher levels of system specifications as well as lower level of system description
  - $\theta$  Implements heterogeneous embedded systems
  - $\theta$  Allows mixing models of computation and implementation languages
- $\mu$  Provides graphical specification of system parameters and mathematical models of systems
- $\mu$  Supports hierarchy using object-oriented principles of polymorphism and information hiding in C++
- $\mu$  Provides capability for interaction between different domains

# Ptolemy (Cont.)

## $\lambda$ Special Features

- $\mu$  Graphical interface (pigi, Ptolemy interactive graphical interface), based on vem, a graphical editor
  - $\theta$  Animation and visualization
- $\mu$  Multidimensional signal processing dataflow models
- $\mu$  higher order functions
- $\mu$  Silage and VHDL code generation
- $\mu$  Interfaces to other design tools; e.g., MATLAB and Hyper

## $\lambda$ Applications

- $\mu$  Signal processing, telecommunications, wireless communications, network design
- $\mu$  Parallel processing, real-time systems, hardware/software codesign

# Ptolemy Capabilities

- $\lambda$  **Design of signal processing and communication systems**
  - $\mu$  **Specifying, designing, and simulating algorithms to synthesize hardware and software**
  - $\mu$  **Providing techniques for dataflow modeling of algorithms**
  - $\mu$  **Managing regularity in dataflow graphs using higher order functions**
  - $\mu$  **Synthesizing embedded software from dataflow models**
  - $\mu$  **Scheduling dataflow graphs on uniprocessors and multiprocessors efficiently**
  - $\mu$  **Supporting hardware/software partitioning of dataflow graphs**
- $\lambda$  **Parallelizing algorithms**
- $\lambda$  **Prototyping real-time systems**

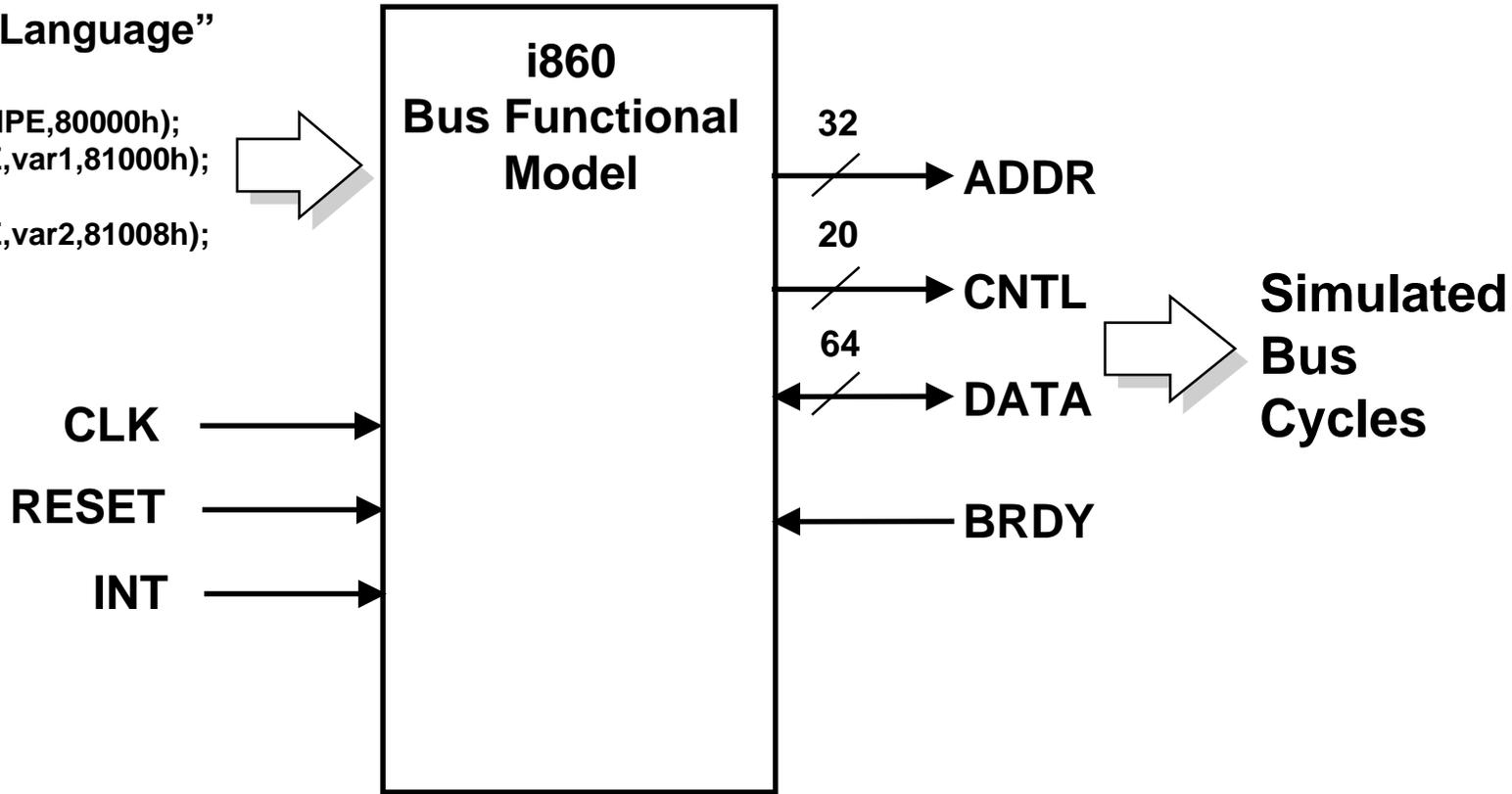
## (5) Bus Functional Models

- $\lambda$  **Interface models that describe the functionality and timing of the interface (e.g. of processors or memories) to a bus**
- $\lambda$  **Descriptions are at network level of abstraction**
- $\lambda$  **Only enough detail is included to model external behavior of the device - internal state is not modeled**
  - $\mu$  **E.g., processor model will perform bus cycles for memory read/write, but will not execute actual code**
- $\lambda$  **Internal control language is sometimes used to allow user to program different bus cycles**
- $\lambda$  **Obtained by**
  - $\mu$  **Commercial suppliers (Logic Modeling Group, Synopsys, Inc.)**
  - $\mu$  **Bus functional model generators (OmniView)**

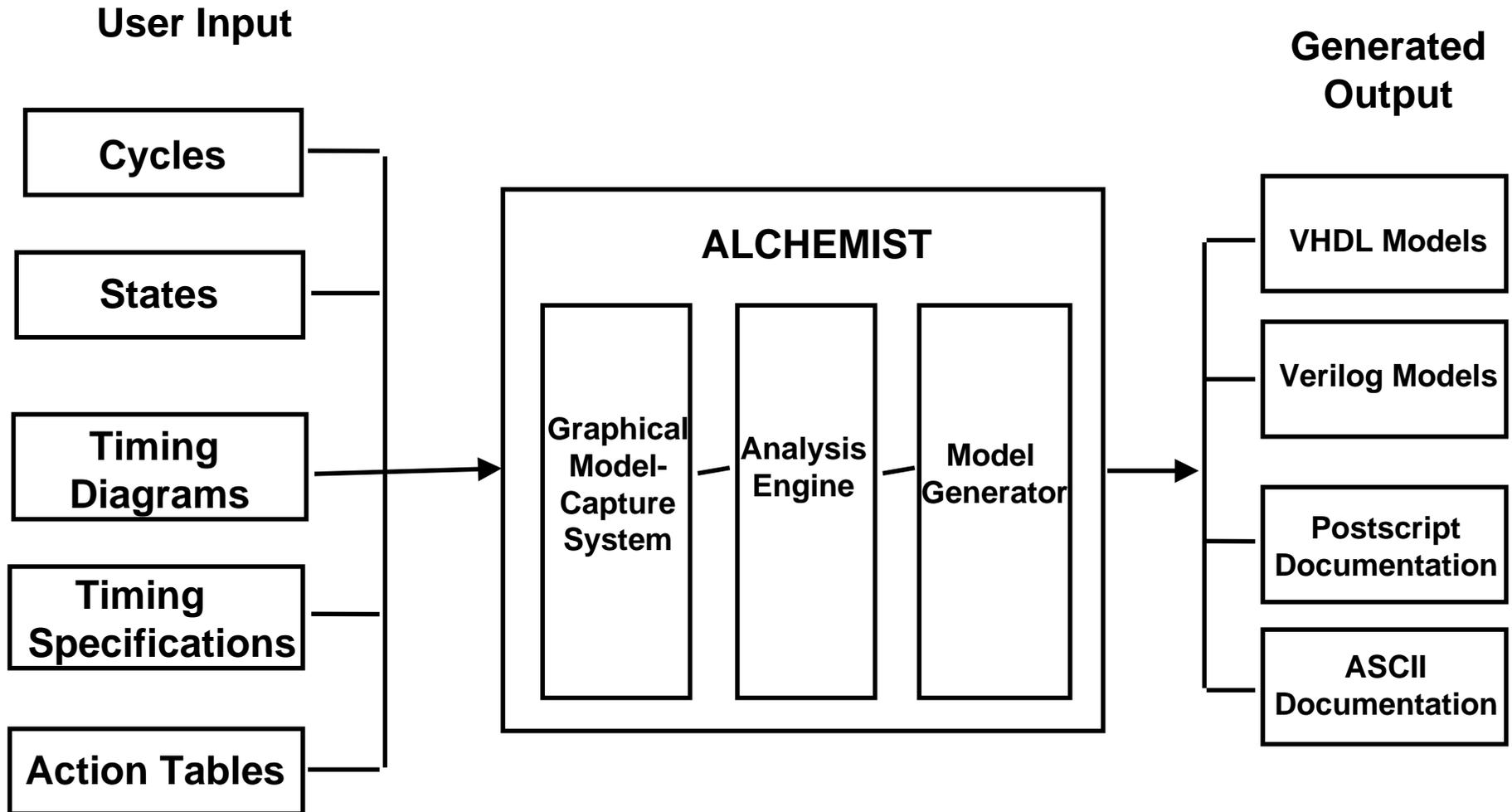
# Bus Functional Models Example

## Model Specific “Programming Language”

```
cache_read(inst,8,PIPE,80000h);
nc_read(data,8,PIPE,var1,81000h);
nop
nc_read(data,8,PIPE,var2,81008h);
```



# Bus Functional Model Generation - ALCHEMIST



# Summary

- λ **The general forms of system level modeling were introduced**
  - μ **Performance Modeling**
  - μ **Dependability Modeling**
  - μ **Functional Modeling**
  - μ **Executable Requirements**
  - μ **Bus Functional Models**
- λ **The goals of each type of modeling and where it fits into the design process was discussed**
- λ **Examples tools for each type of modeling were presented**