

ESE Front End

D. Gajski, R. Doemer

(With contribution from A. Gerstlauer, J. Peng, D. Shin)

Center for Embedded Computer Systems
University of California, Irvine

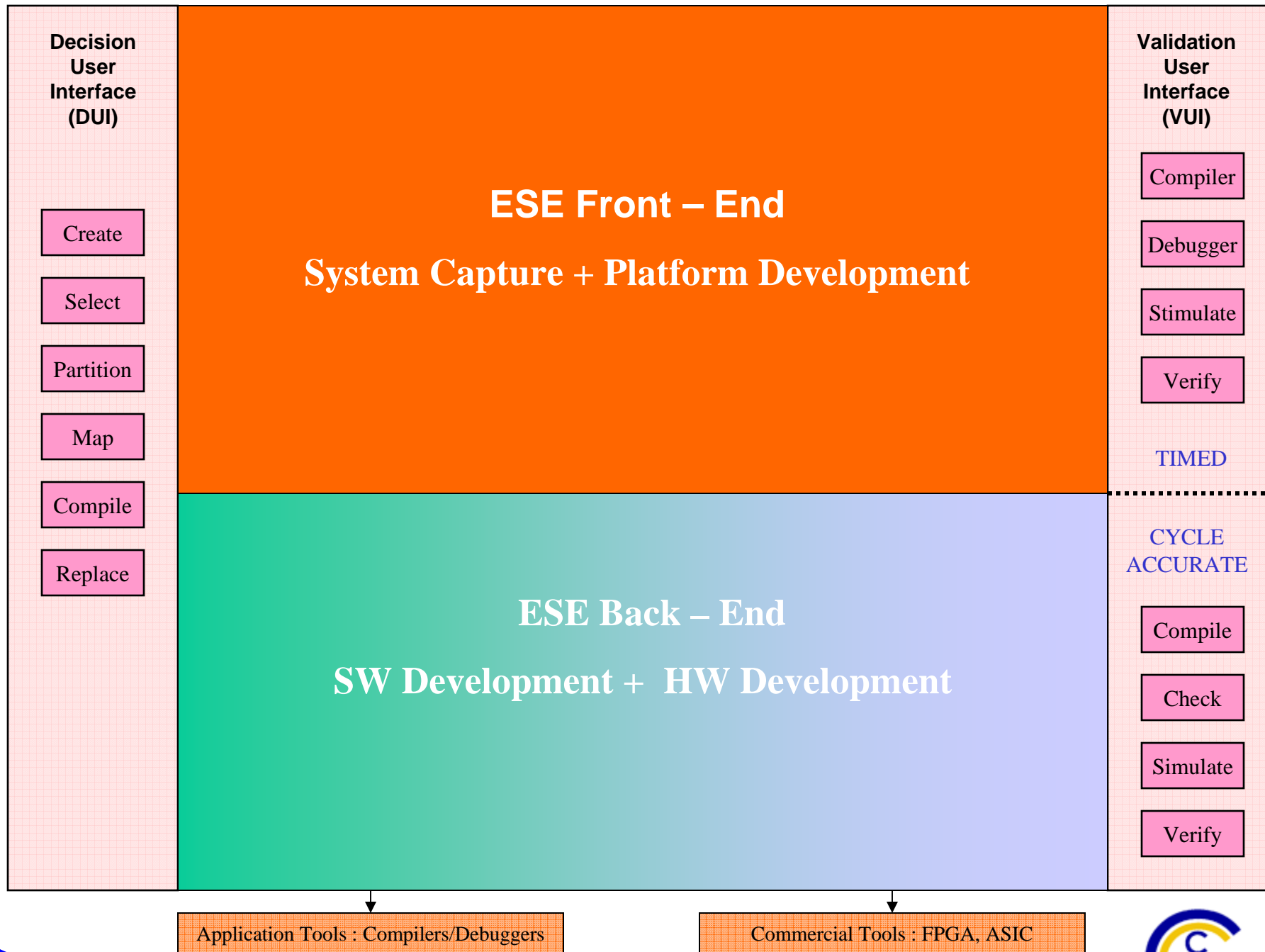


Technology Advantages

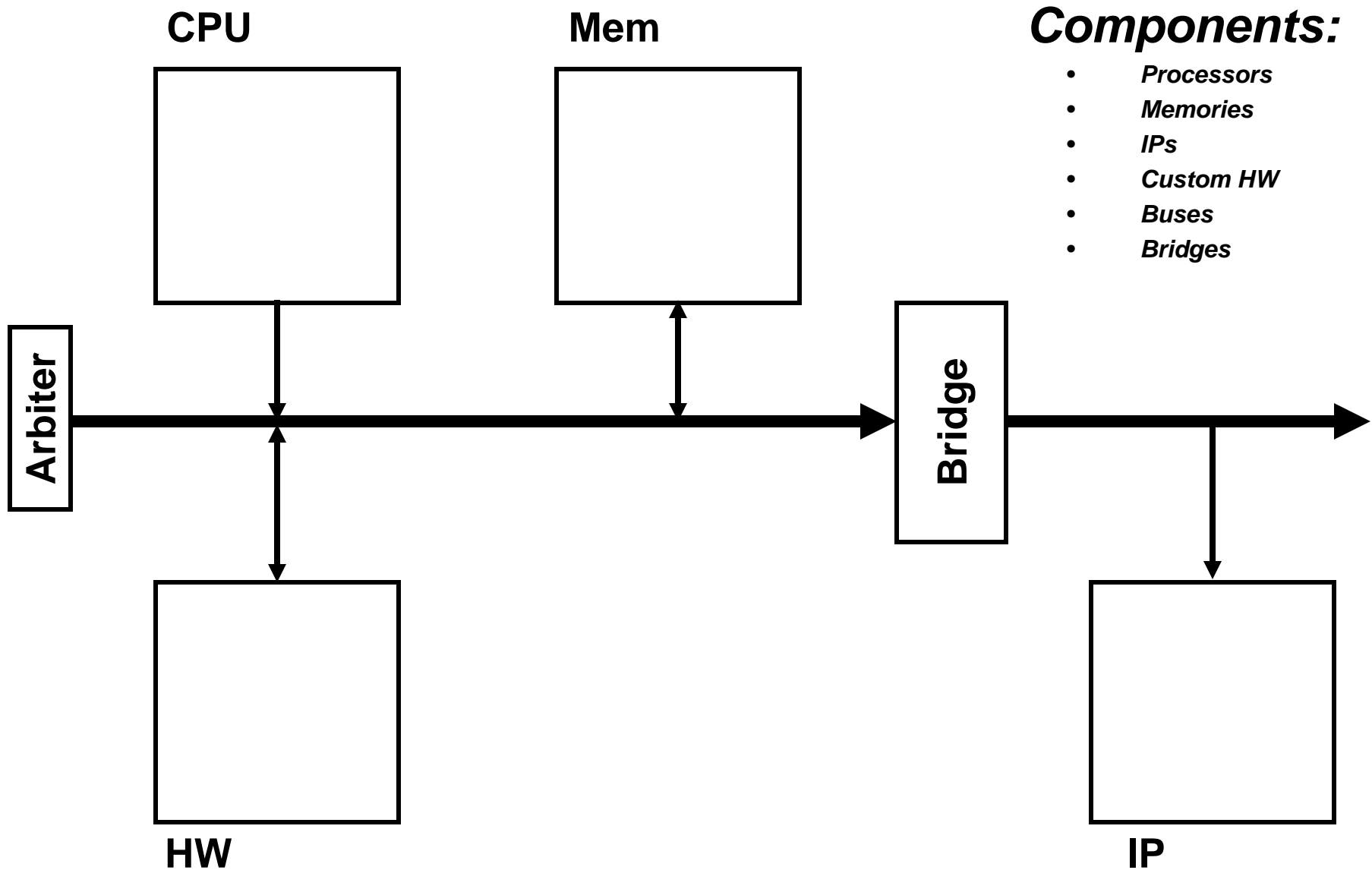
- **No basic change in design methodology required**
 - ESE methodology follows present manual design process
- **Productivity gain of more than 1000X demonstrated**
 - Designers do not write models
- **Simple change management: 1-day change**
 - No rework for new design decisions
- **High error-reduction: Automation + verification**
 - Error-prone tasks are automated
- **Simplified globally-distributed design**
 - Fast exchange of design decisions and easy impact estimates
- **Benefit through derivatives designs**
 - No need for complete redesign
- **Better market penetration through customization**
- **Shorter Time-to-Market through automation**



ES Environment



Platform Architecture

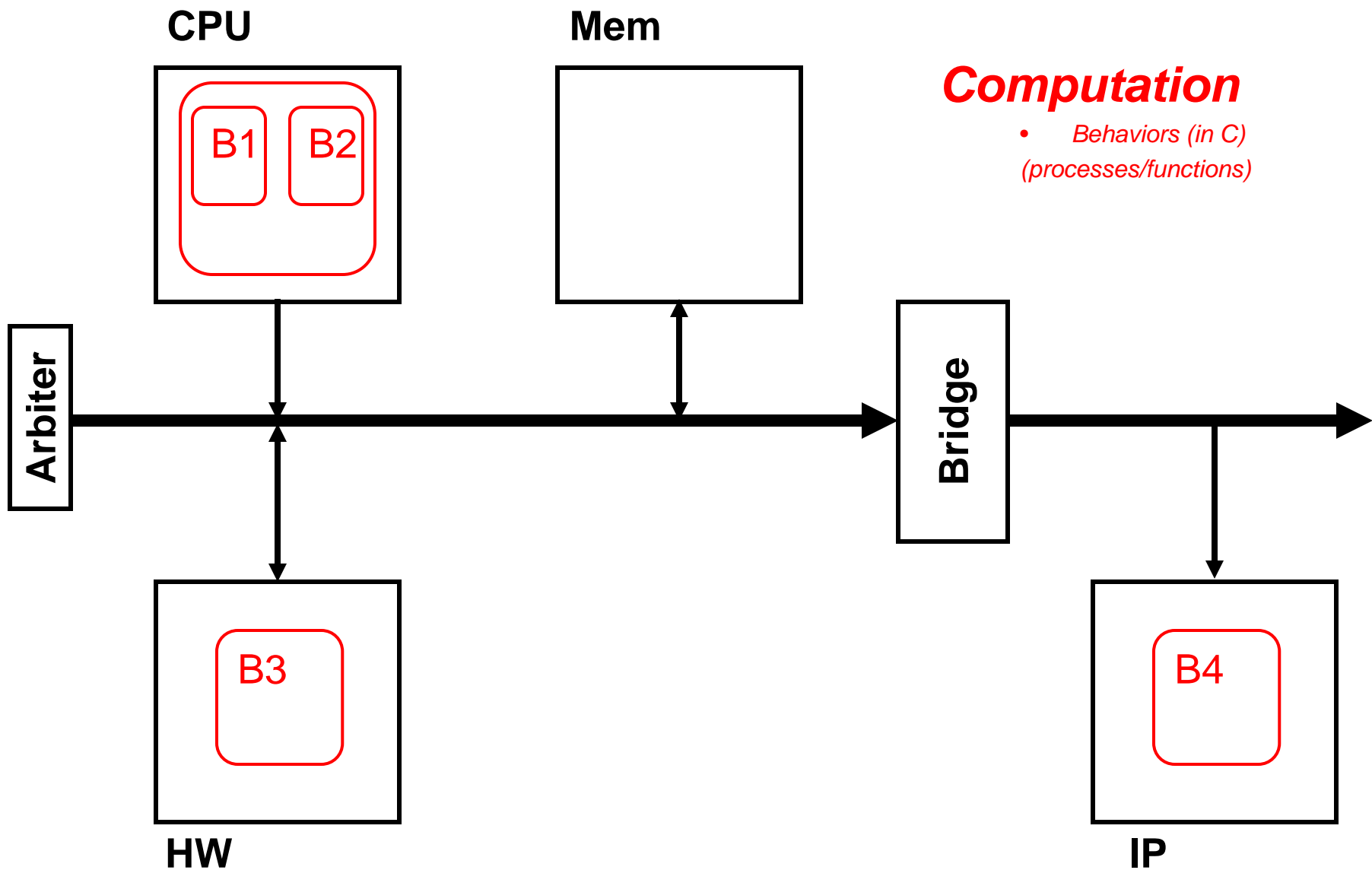


Components:

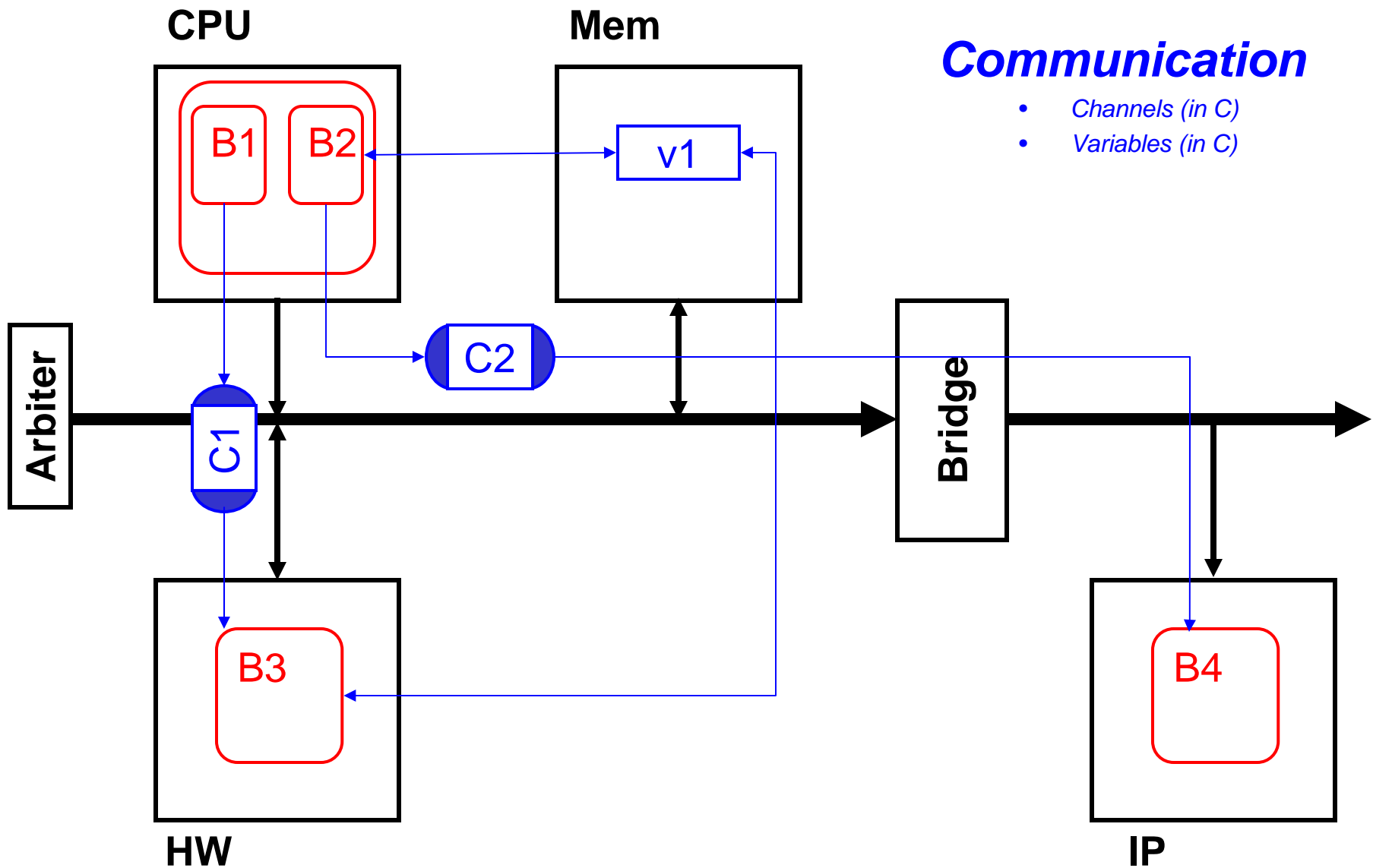
- *Processors*
- *Memories*
- *IPs*
- *Custom HW*
- *Buses*
- *Bridges*



System Definition



System Definition



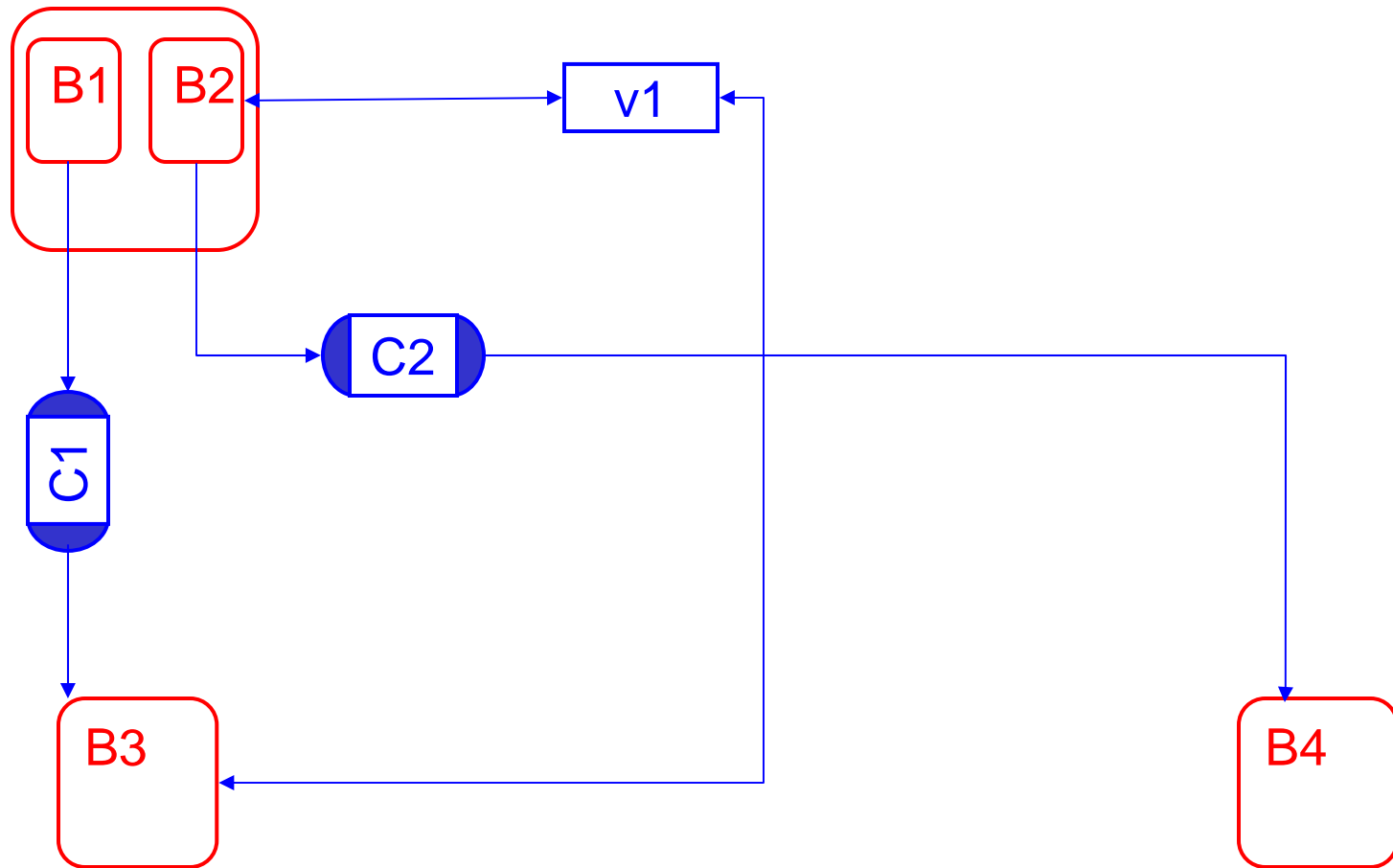
Communication

- Channels (in C)
- Variables (in C)

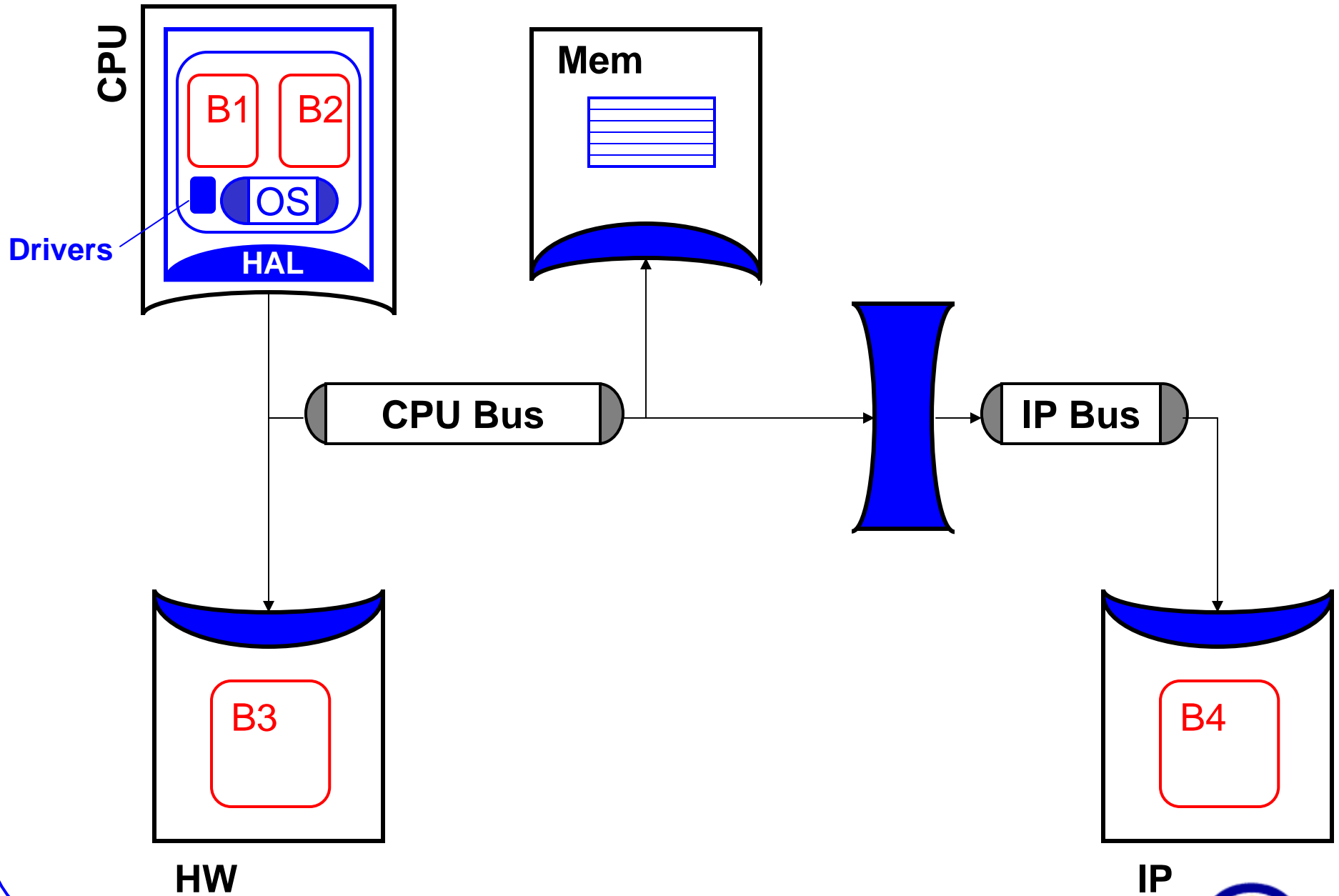
System Definition = (Partial) Platform + (Partial) Spec



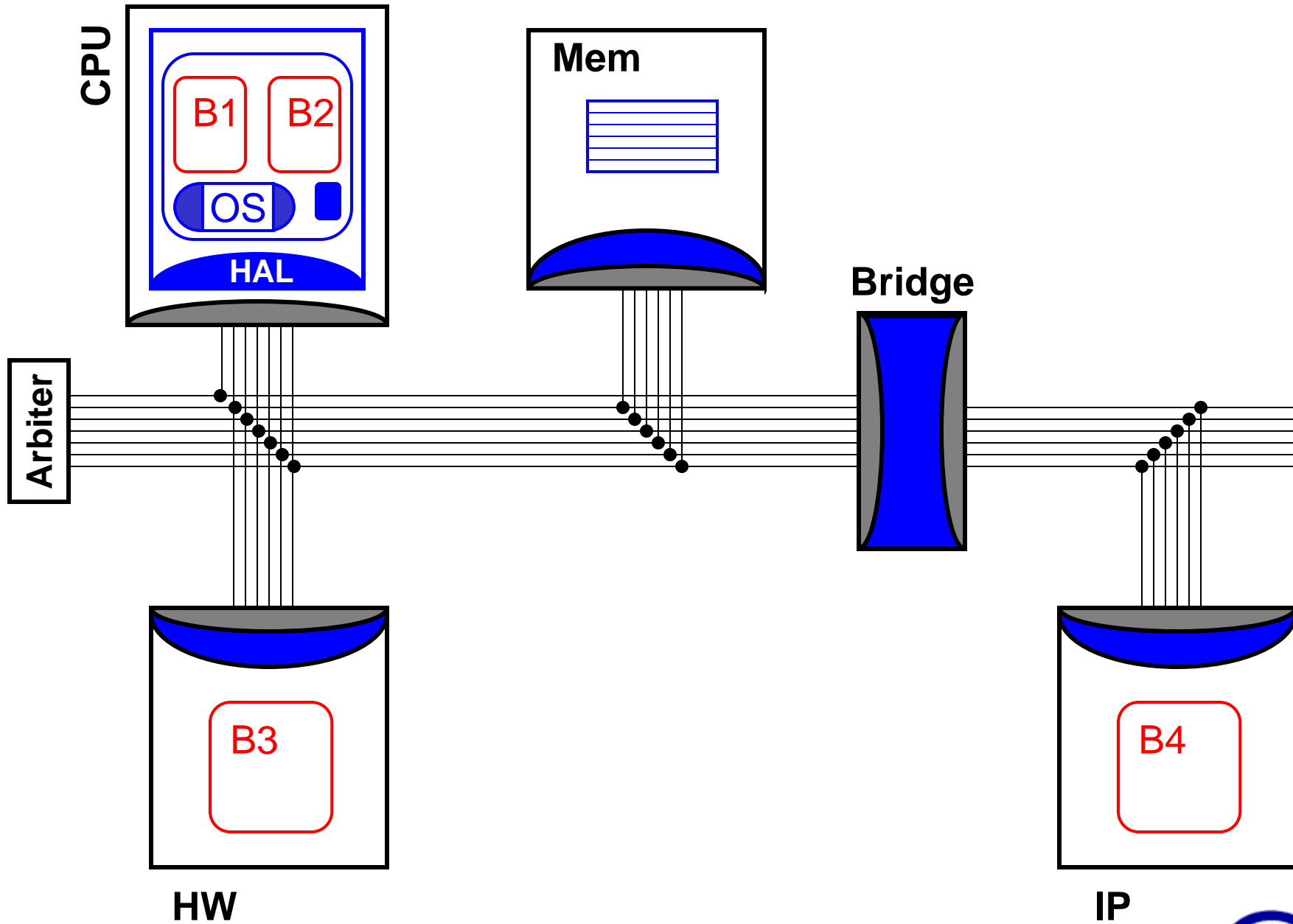
Output: Application Model



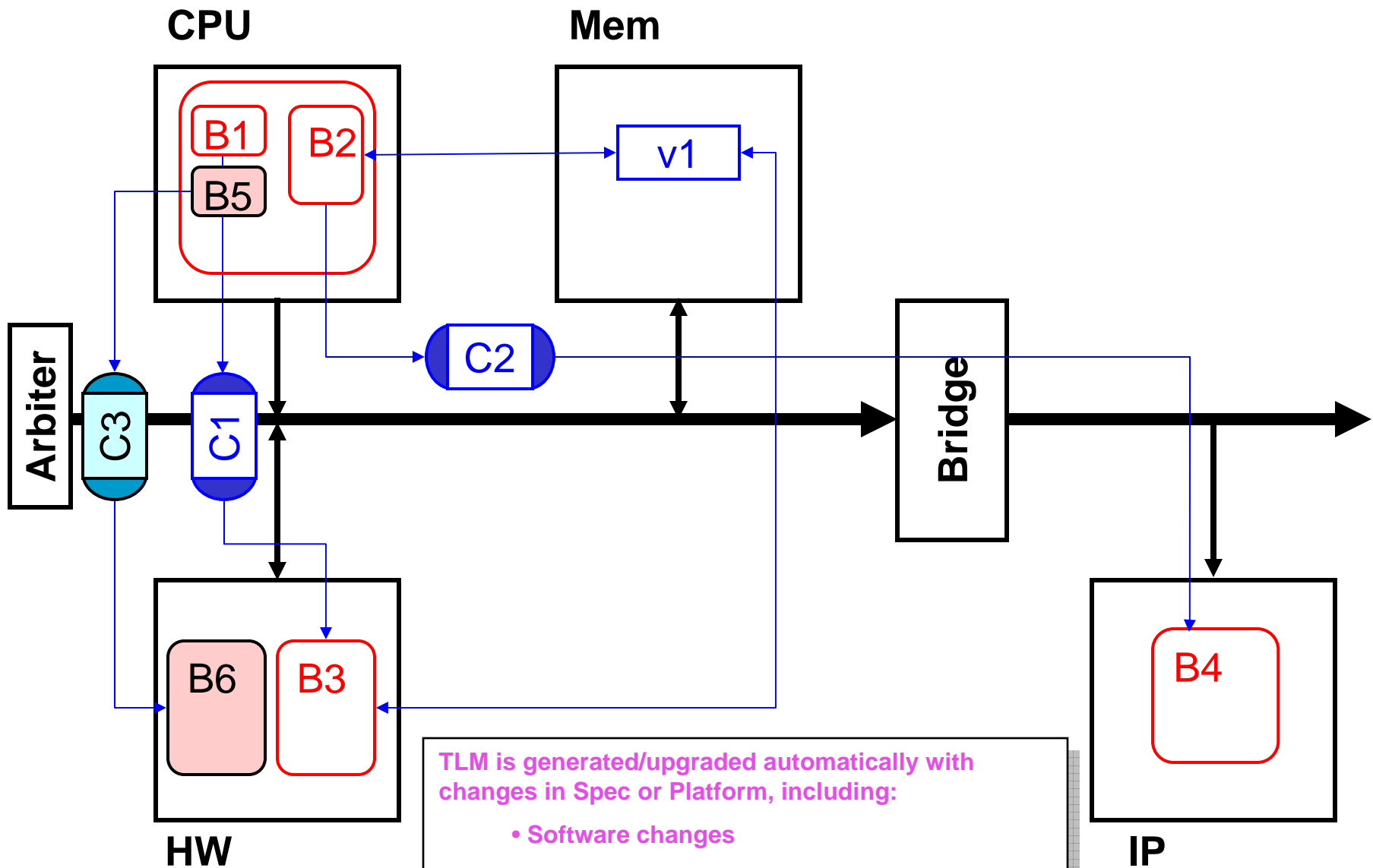
Output: Transaction-Level Model (TLM)



Output: Pin-Accurate Model (PAM)



System Modifications

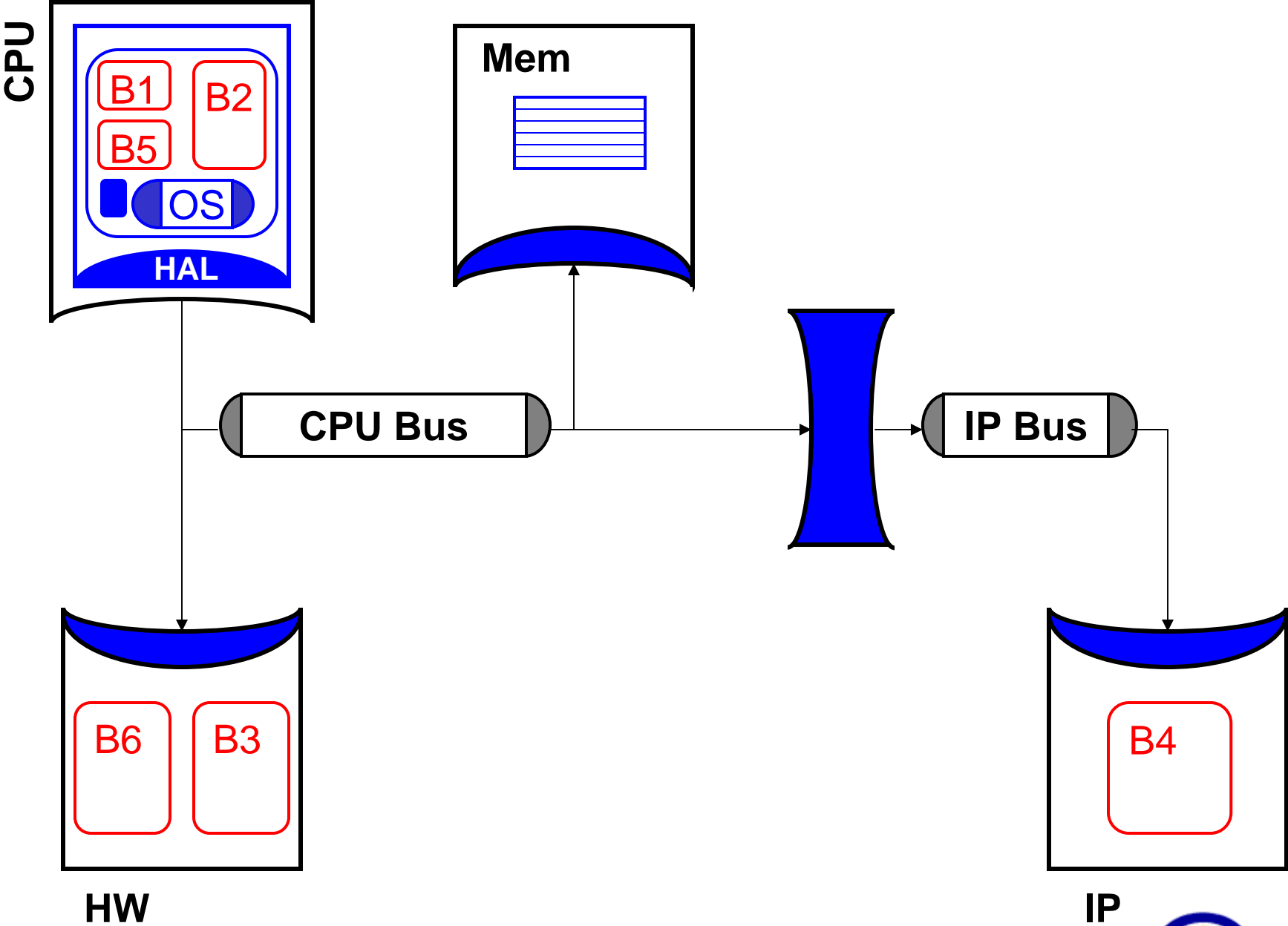


TLM is generated/updated automatically with changes in Spec or Platform, including:

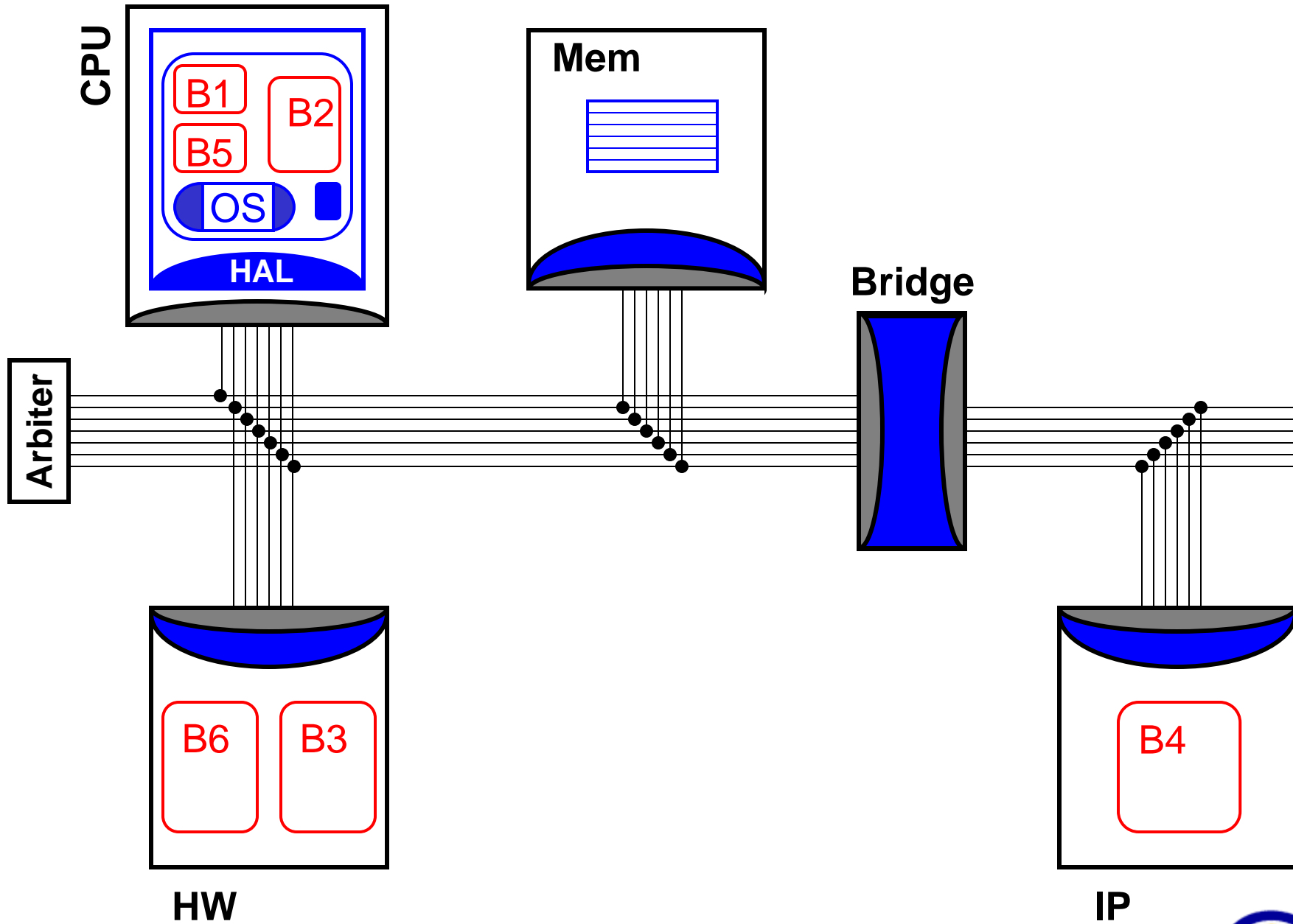
- Software changes
- Hardware changes
- Communication changes



Output: Modified TLM

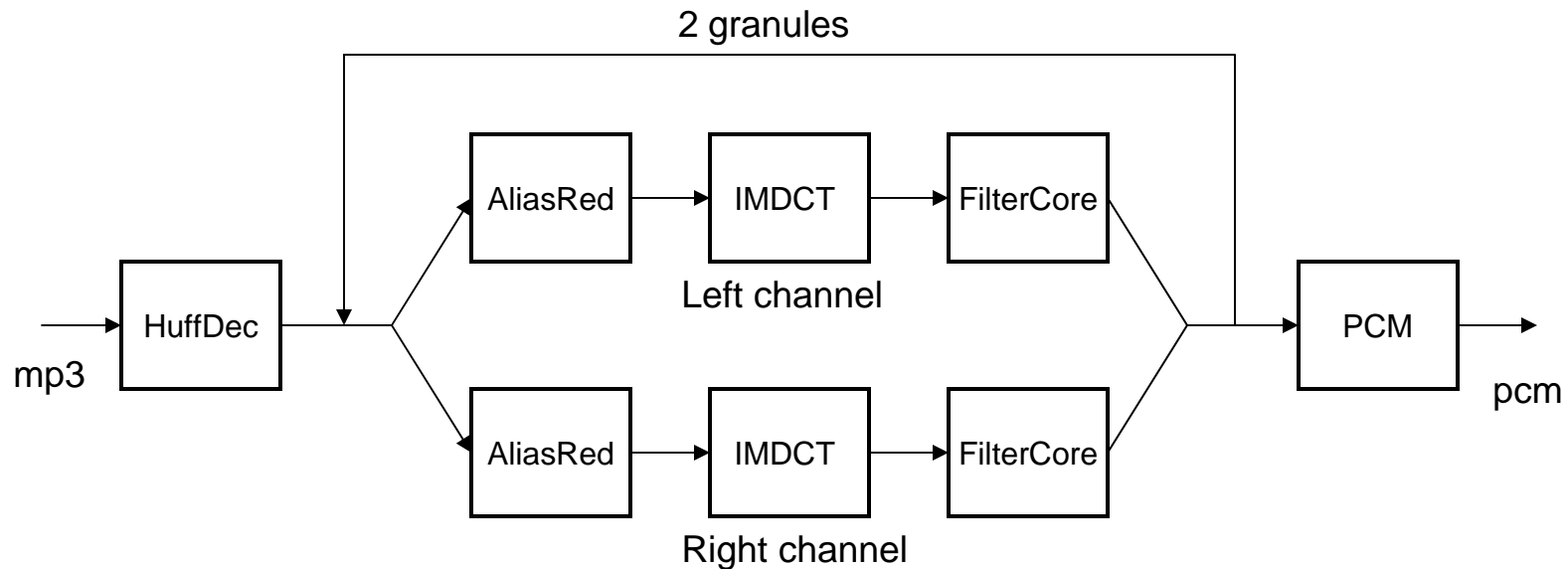


Output: Modified PAM



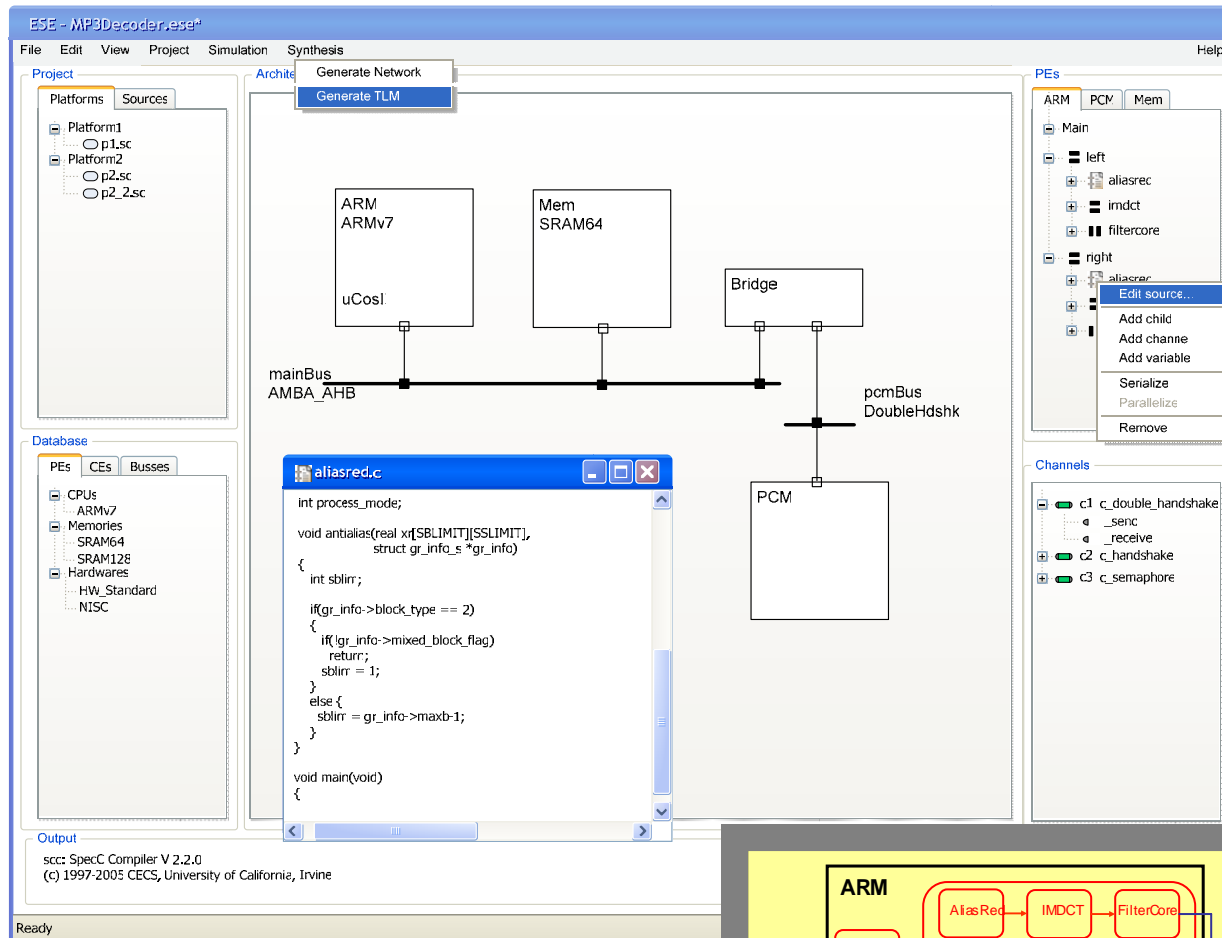
Example: MP3 Decoder

- **Functional block diagram (major blocks only)**

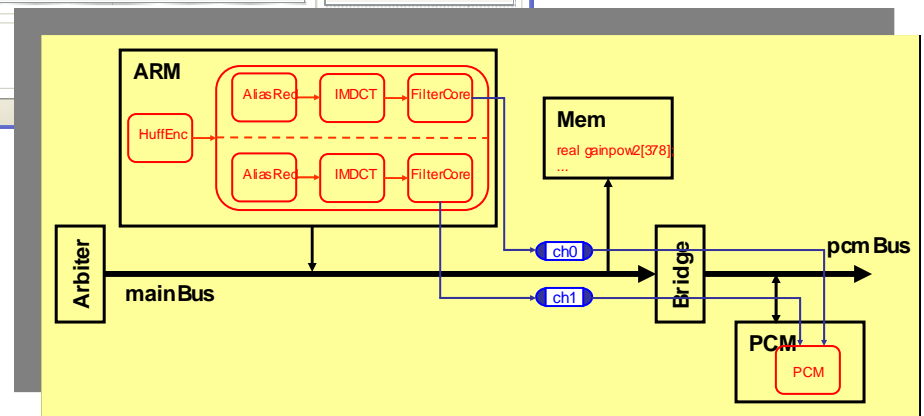


- **Timing constraints**
 - 38 frames per second
 - Frame delay < 26.12ms

ESE: System Definition

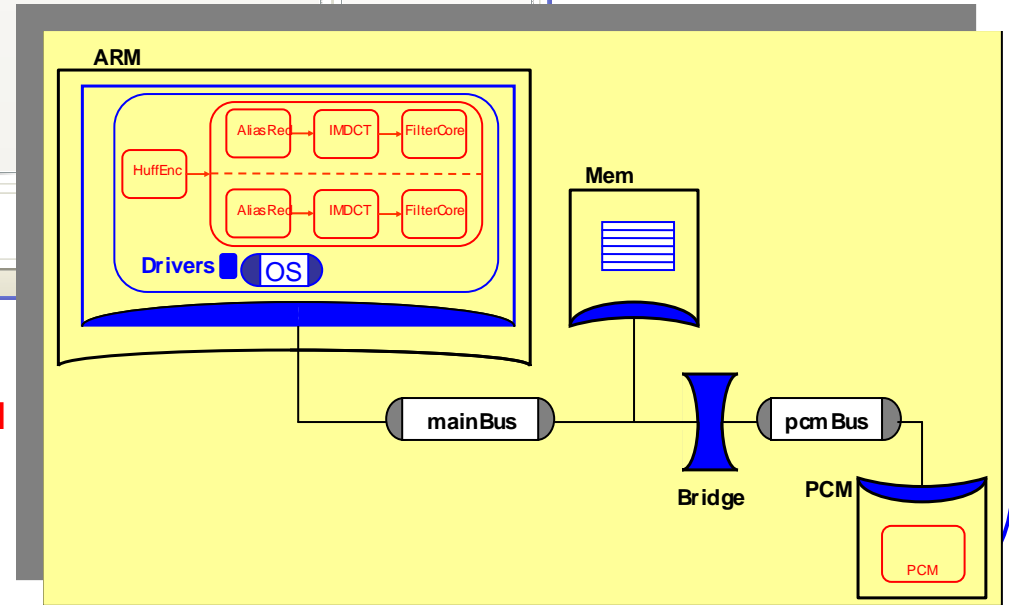


- Allocate and connect system components
- Edit processes (C code) inside components
- Insert communication channels and variables
- Run transaction-level model generator



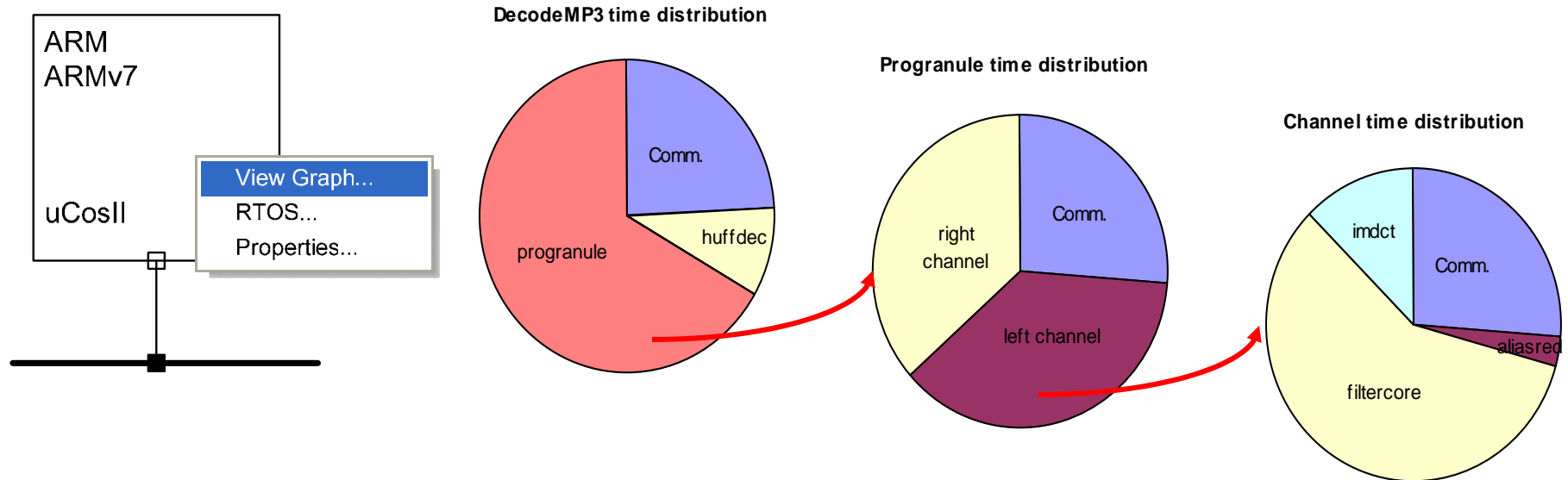
ESE: TLM Simulation

- Run simulation on automatically-generated TLM



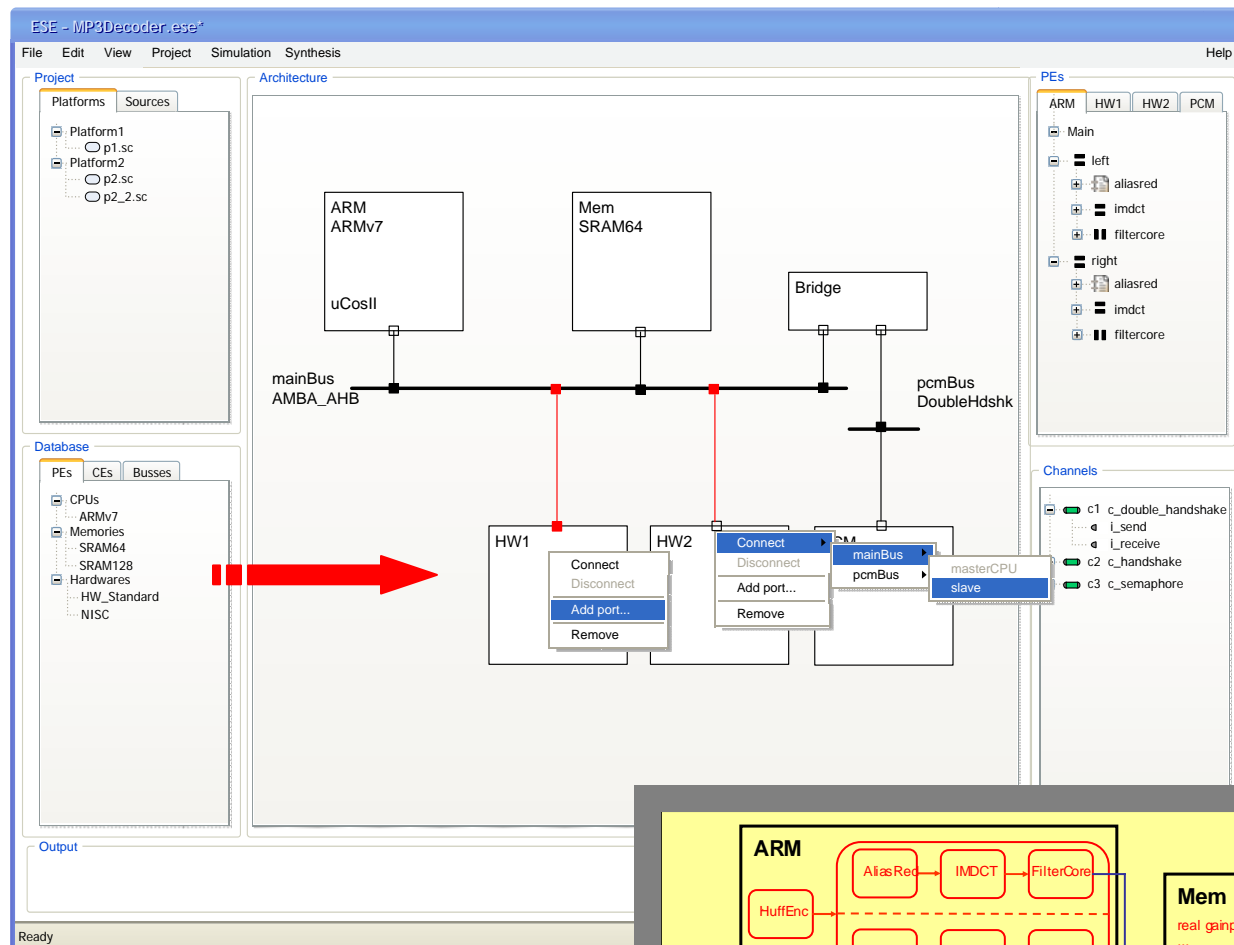
Computation Analysis

- **View computation time of processes**
 - *filtercore* is the most computation-intensive

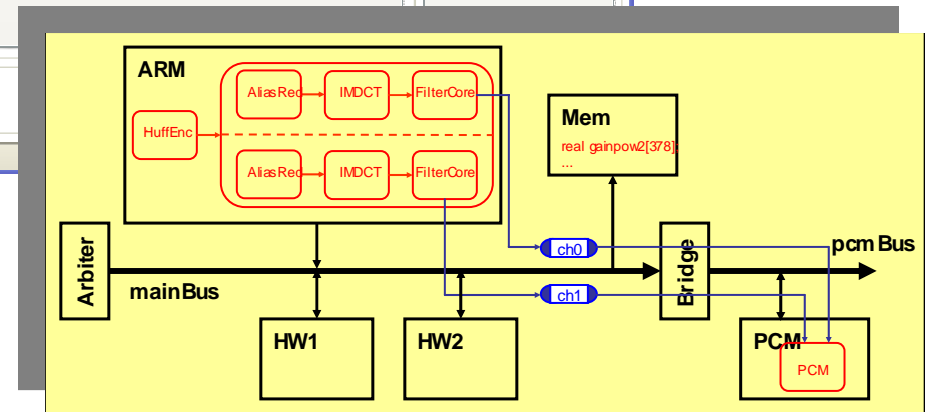


- **Look for parallelism in process hierarchy**
 - Left and right *filtercore* processes can run in parallel
→ Use two identical custom HWs

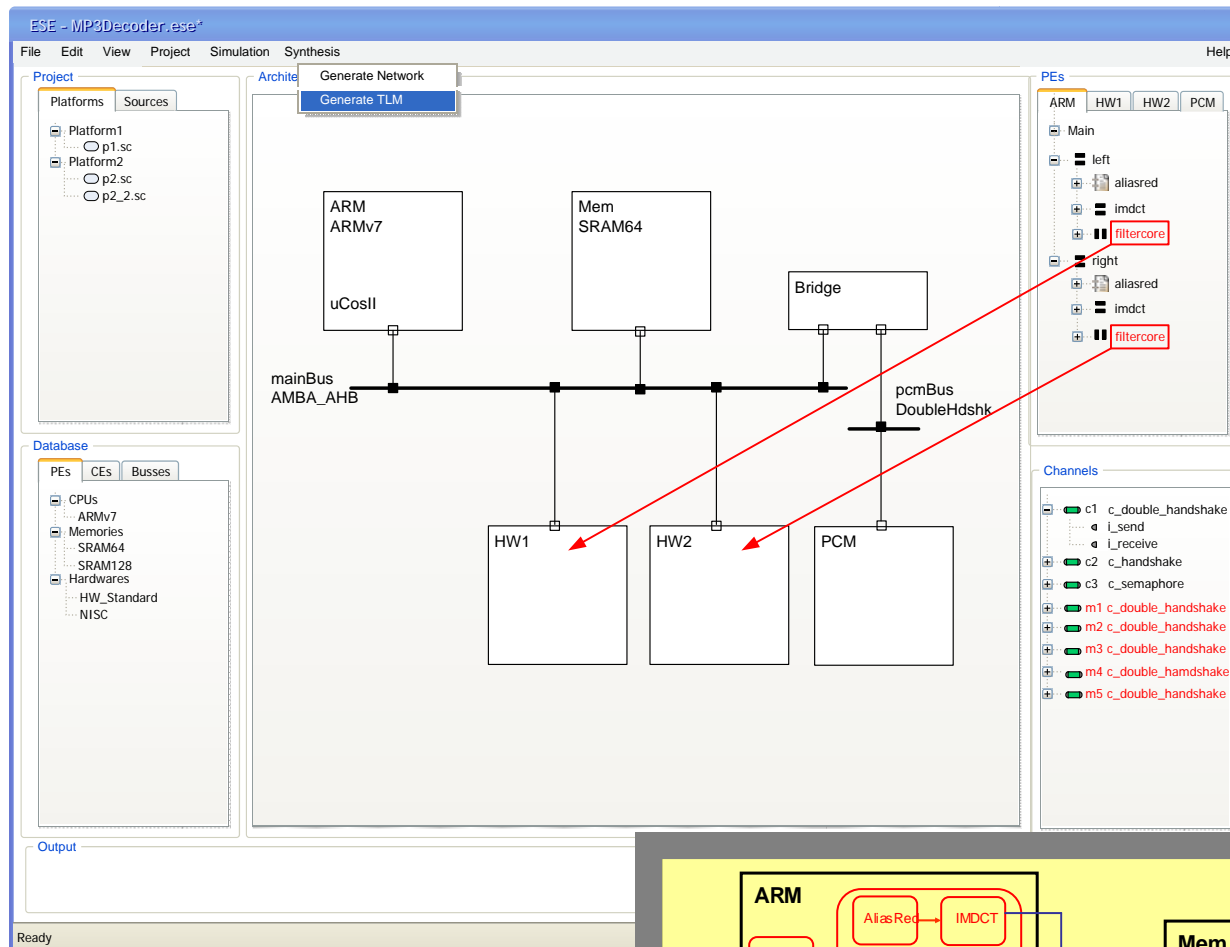
ESE: System Modification (1)



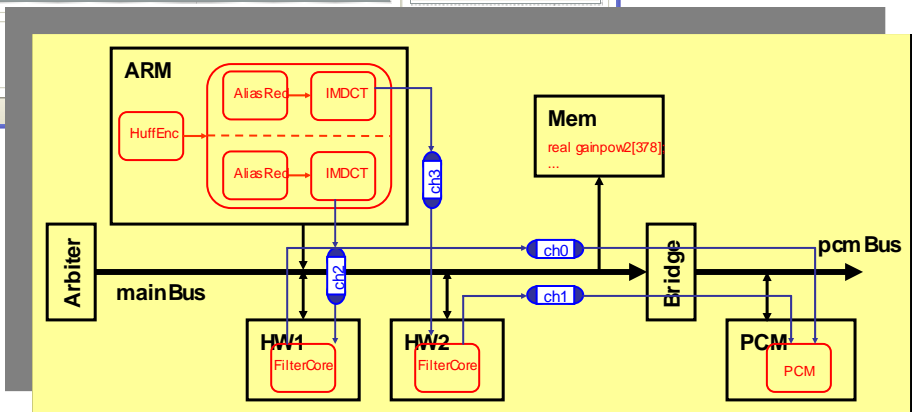
- Allocate new components from database
- Create bus ports for PEs
- Connect PE ports to busses



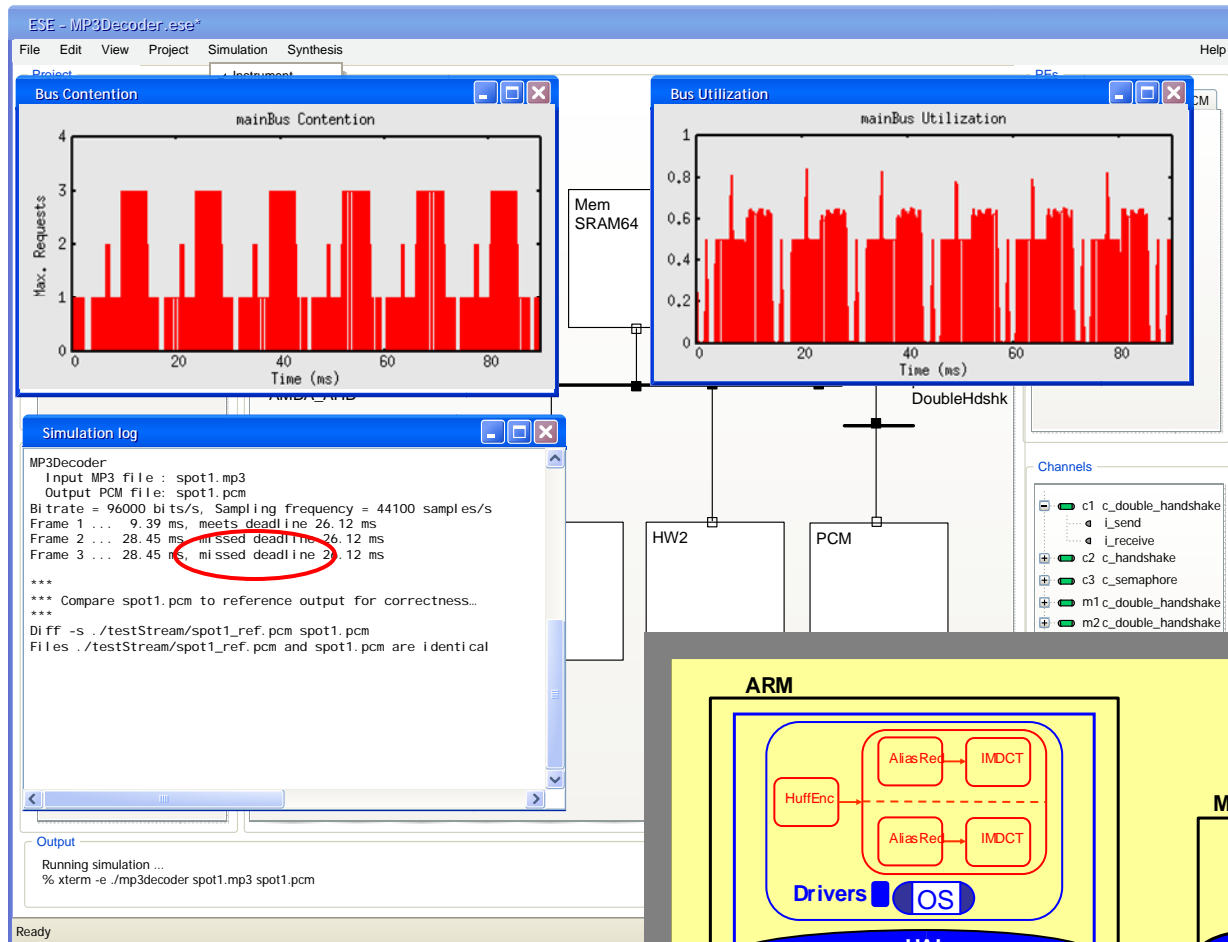
ESE: System Modification (2)



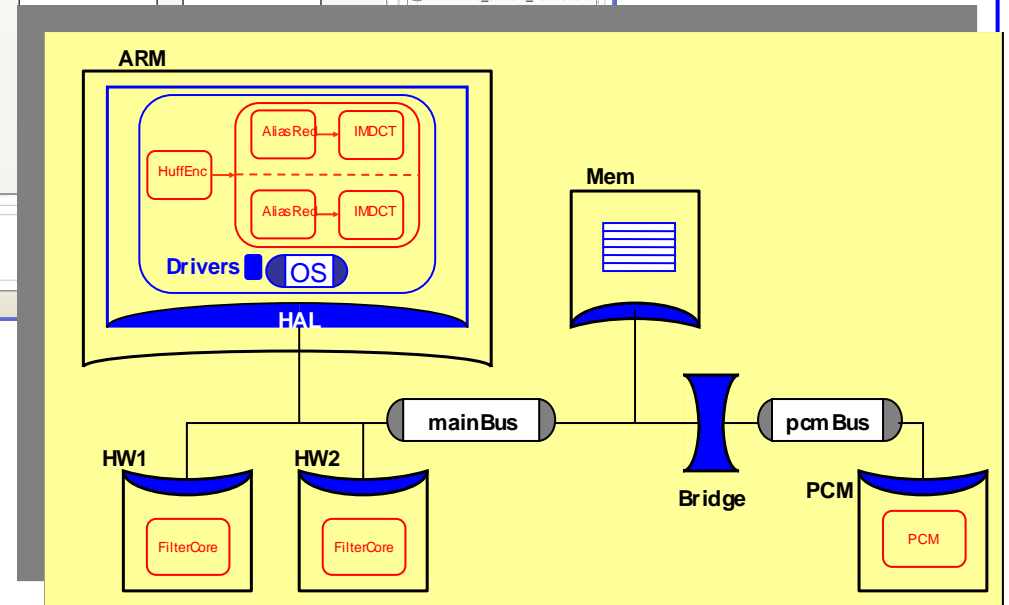
- Move processes to newly allocated PEs
- Inter-PE channels are inserted automatically
- Run transaction-level model generator



ESE: TLM Simulation

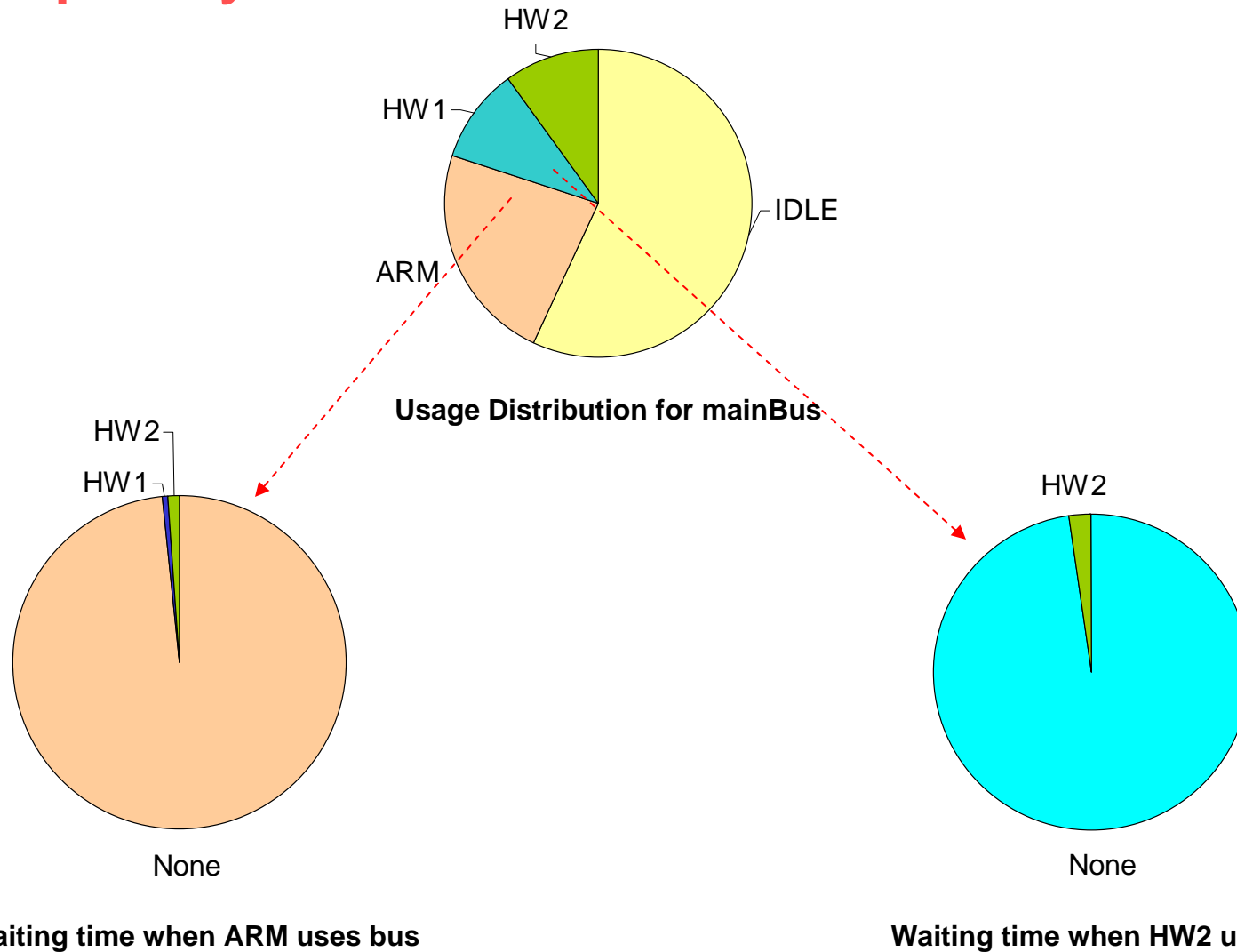


- Run simulation on automatically-generated TLM
- Display over-the-time bus activity

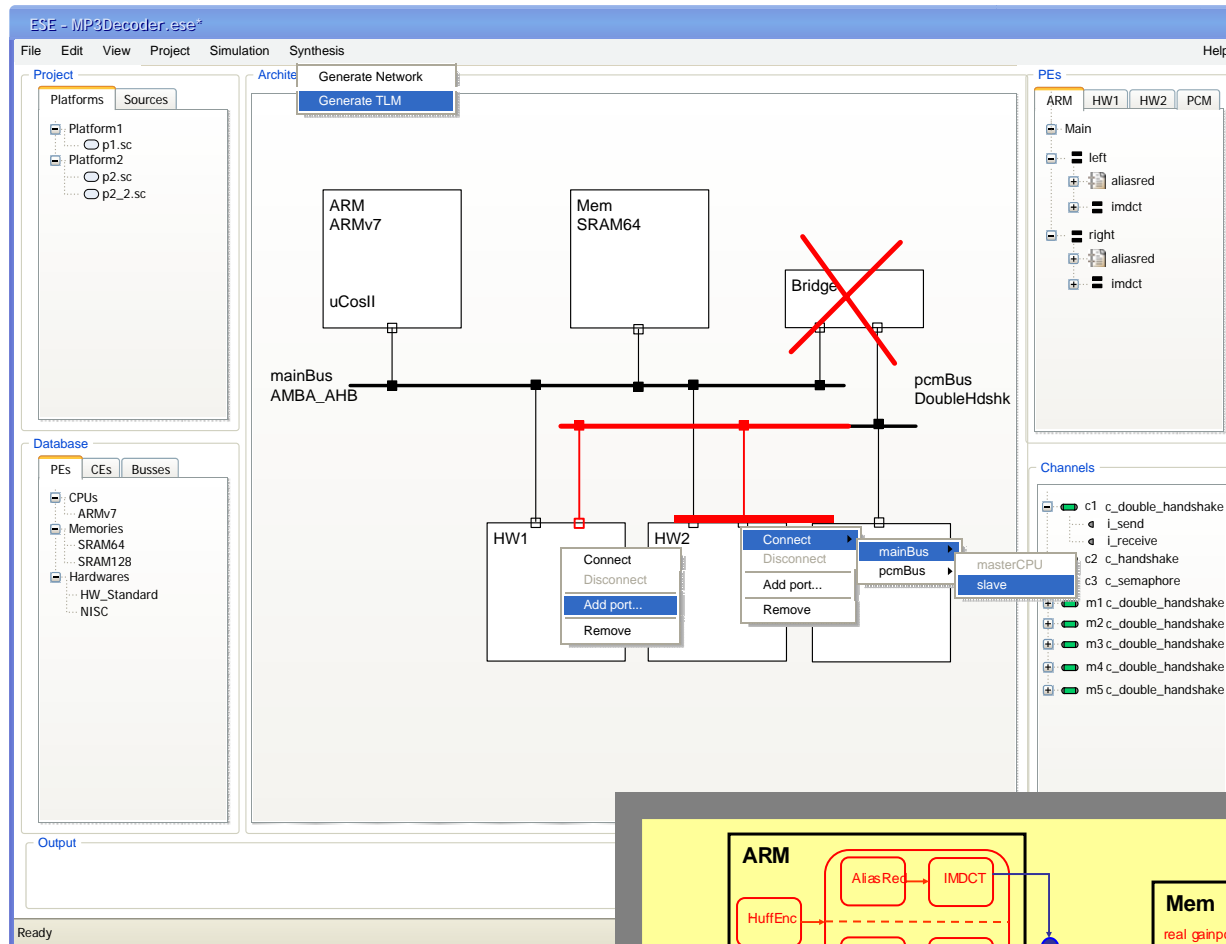


Bus Contention Analysis

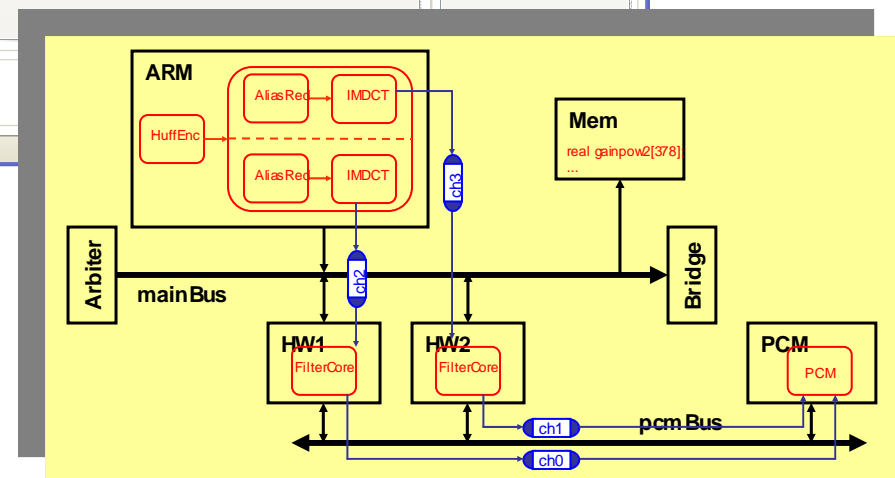
- **Bus priority: ARM > HW1 > HW2**



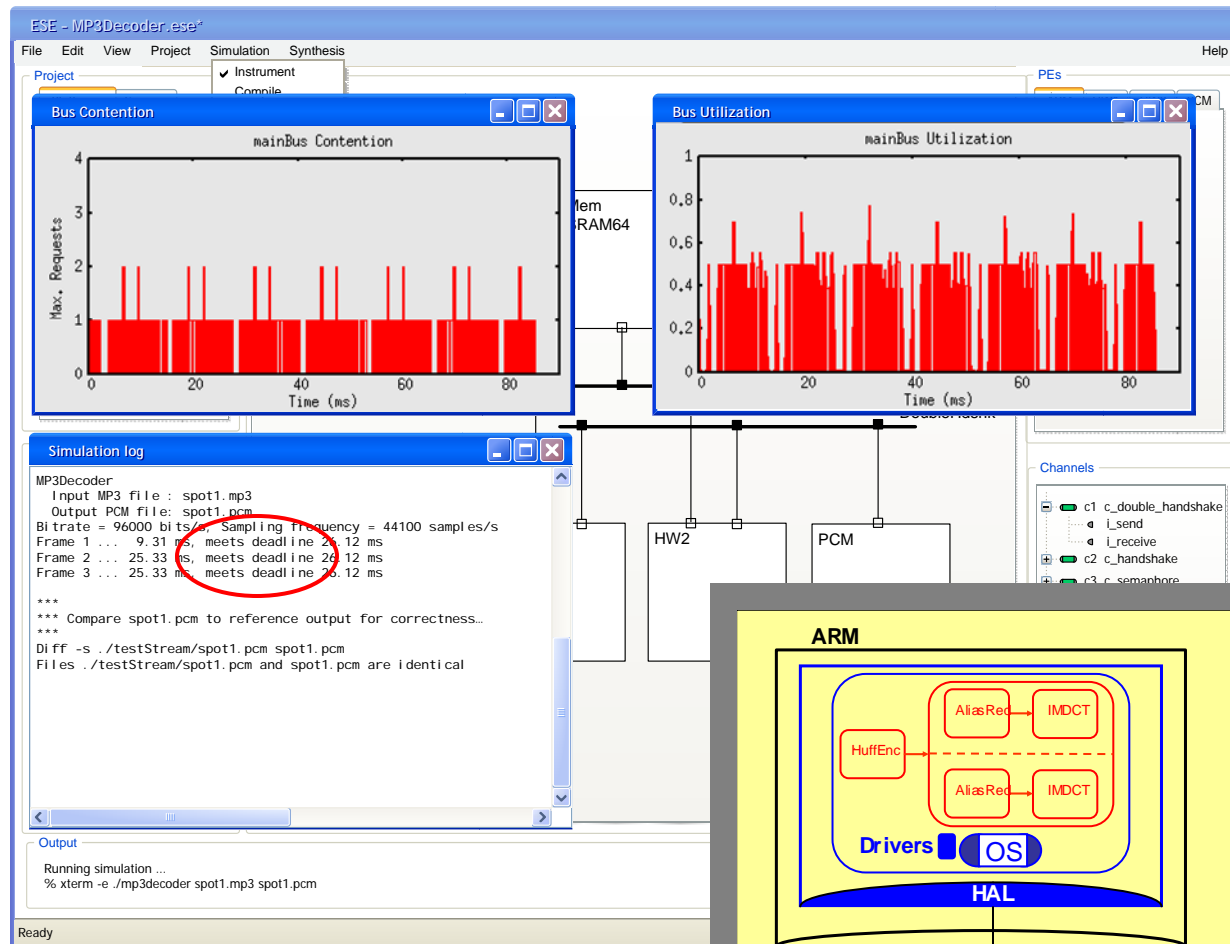
ESE: System Modification (3)



- Remove components and connections
- Change connectivity
- Run transaction-level model generator



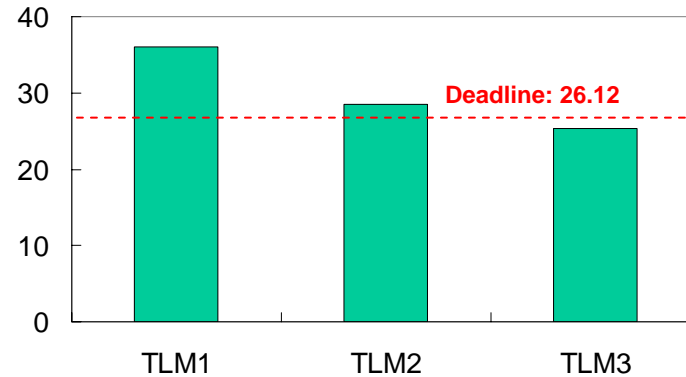
ESE: TLM Simulation



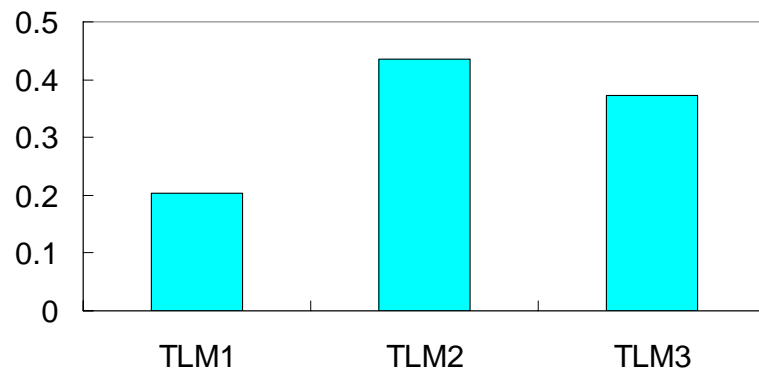
- Run simulation on automatically-generated TLM
- Display over-the-time bus activity

Design Summary

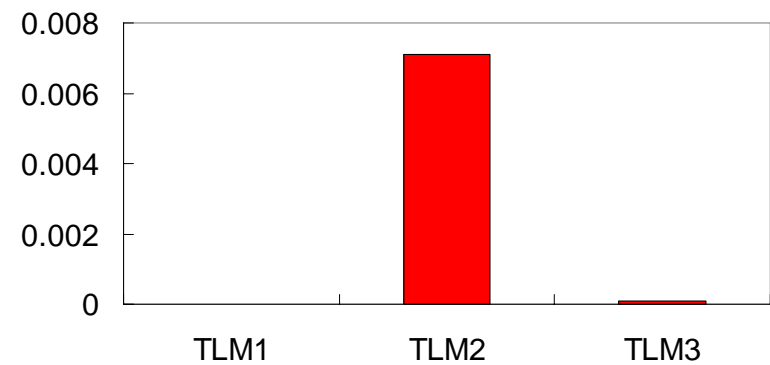
Frame Delay (ms)



mainBus Utilization



mainBus Contention



ESE Advantages

- **Platform and application can be easily captured using GUI**
- **TL models are automatically generated**
- **ESE allows concurrent development of platform SW, HW and application code**
- **ESE allows easy upgrade of platform**
- **ESE simplifies reuse of legacy application SW and RTL HW code**

