Session 4B

Anatomy of Platform-Based Design: Is It the Savior of UDSM SoC Design Crisis?

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[Summary:] Ever increasing UDSM design/manufacturing complexity and cost have generated serious ROI challenges. Numerous methods have been proposed and create various opportunities in the SoC industry and academia. Although IP-reuse has believed to be the must-to-go approach but so far achieved limited success. Recently many people have argued ”Platform-Based Design” as the golden solution for SoC design/manufacturing productivity. However the common definition of the Platform is not well established yet. In this panel, a group of distinguished panelists with various backgrounds will discuss what is their Platform and how PBD improve their and your SoC design productivity.

[Points of Discussion:] Some topics in this panel will be: 1) What is the Platform and Platform Based Design? 2) What is my Platform? What are attributes, components and hierarchy of the Platform? 3) What I get and what I loose (WYGWYL) with Platform Based Design. 4) Is my Platform same as yours? / Who should own the Platform? 5) What are EDA role, opportunity and challenges for the best Platform development?