SIEMENS EDA

MatchLib Connections **Release Notes**

Software Version v1.2.9
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SIEMENS

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Release 1.2.9

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes.

Enhancements

Improved error messages with new report_name() function.

The following new examples were added to the toolkits:

- 30_tlm2_dma
- 31_axi4_sigs_dma
- 32_dat_vld
- 70_python_matlab_integration
- 87_axi4_lite

Corrected Issues

CAT-30255 - Catapult 10.5c gets stuck in SCVerify using CONNECTIONS_FAST_SIM

CAT-30596 - Add workaround for using Xcelium with Connections

Release 1.2.8

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes.

Enhancements

Added a clean_all.sh script that runs the ‘clean’ target in all example directories.

Corrected Issues

CAT-29844 – Fix number of bits for long/unsigned long marshaller which changes based on 32/64-bit target arch

Release 1.2.7

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes.

Enhancements

Improved control of RAND_SEED - CAT-27370

The original distribution of MatchLib Connections from Nvidia (nvhls_rand.h) has the default seed value for random numbers to be the current time() value if the macro RAND_SEED is undefined. This caused non-determinism when rerunning the same design with random waits (CONN_RAND_STALL) multiple times. Now RAND_SEED will be set as a constant seed value if not defined prior to including connections_utils.h. If you want to use the default seed of time(), add #define USE_TIME_RAND_SEED.

Added support for a fifo in MatchLib Connections - CAT-28994

A new file connections/connections_fifo.h has been added which contains a Connections::Fifo module. The origin is a fork from Nvidia's nvhls_connections_buffered_ports.h (Buffer module).

The Connections default signal naming scheme (rdy/vld/dat) is used now.

Added CONNECTIONS_RESET_SIGNAL_IS(portname) to connections_utils.h

This is also a derivation of the original Nvidia source – extending it to allow control of the polarity of the reset signals. Now resets are fully programmable.

By default async_reset_signal_is(portname,false) is used.

Define CONNECTIONS_SYNC_RESET to use a sync reset.

Define CONNECTIONS_POS_RESET to use positive reset.

Created a Connections_event class – CAT-29067/CAT-29709

This extends the Connections library with an event class object similar to Connections_sync.

Corrected Issues

N/A

Release 1.2.6

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes.

Enhancements

Improved Reset Usage Error Checking - CAT-29244

If the ".Reset()", ".ResetRead()" or ".ResetWrite() methods are called on a non-leaf In or Out port, an error message (CONNECTIONS-102) is automatically issued since this is always an error.

Improved Clock Usage Error Checking - CAT-29244

If the user model uses an sc_clock object with Connections::In or Connections::Out ports and that clock is constructed with the posedge_first argument set to false, an error message (CONNECTIONS-303) is automatically issued since this is not currently supported by the Connections library.

Similarly, if the sc_clock object is constructed with a start_time that is not an integer multiple of the clock period, then an error message (CONNECTIONS-304) is automatically issued since this is not currently supported by the Connections library.

Improved Marshaller Error Checking - CAT-29221

If the user model attempts to implement the ".Marshall()" method for an object that is larger than 10,000 bytes then a static assertion is issued at compile time. This is intended to help avoid stack overflows during simulation because the marshalled objects are allocated on the stack in C++. Marshalled objects directly correspond to hardware ports so 10,000 is a reasonable upper limit for a single port width.

Corrected Issues

- CAT-29206: waveform tracing bug in connections.h

Release 1.2.4

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes. This version of *MatchLib Connections* was included in Catapult releases 10.6a.

Enhancements

Added support for VCS-MX compilation to the 45_vlog_tb_dma_dut example.

Moved the PDF documentation to the ‘pdfdocs’ folder.

Compilation of Connections now defaults to CONNECTIONS_ACCURATE_SIM.

CAT-27198 – Added support for ac_float to marshaller.h

CAT-26848 – Add waveform tracing for Matchlib SyncChannel

Corrected Issues

N/A

Release 1.2.3

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes. This version of *MatchLib Connections* was included in Catapult releases 10.6a.

Enhancements

N/A

Corrected Issues

N/A

Release 1.2.2

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes. This version of *MatchLib Connections* was included in Catapult releases 10.6.

Enhancements

Formatted with AStyle

Corrected Issues

N/A

Release 1.2.1

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes.

Enhancements

None

Corrected Issues

The following bugs were fixed:

- **(no bug #)**: Corrected p2p_checker to be sync_checker

Release 1.2.0

The following topics describes the changes that were made to the *MatchLib Connections* library since the last release. This release provides new functionality, enhancements and bug fixes.

Enhancements

This update to the Connections library contains significant enhancements to support multiple clocks and resets, as well as enhanced error checking. User models written using earlier version of the Connections library should work with this updated version without any modifications.

Multiple clocks are now supported.

Prior versions of the library only supported a single global clock, specified via the set_sim_clk() call. It is no longer necessary for user models to make this call, however if they do it is silently ignored.

Now, all clocks (sc_clock instances) are automatically discovered in the entire design.

For each SystemC process using Connections ports, the Connections library automatically determines the associated clock, sync reset, and async reset signals.

Dynamic resets are properly handled by the Connections library.

Error Reporting

Important errors are now automatically detected and reported by the connections library. The library checks:

- that every process sensitive to a clock consistently use the sync reset and async reset signals.
- that every process using Connections is reset at the start of simulation, and that every port or channel that such processes use have their Connections Reset methods called.
- that all message passing calls (Push, Pop, PushNB, PopNB) occur exactly at the time of the correct clock edge.

Channel Logging

The channel logging feature now supports both buffered and unbuffered output.

The channel_logs class enables logging information to be output from all Connections channel instances in a design.

There is a new optional argument to the channel_logs::enable(std::string file_name, bool unbuffered = false) call. For designs where simulation "hangs" or deadlocks, it is useful to set the unbuffered option to true. This will immediately flush all channel transactions to the output, making it easy to identify the last transactions in the system that occured immediately before the design deadlocked.

Marshaller Changes

Marshalling support added for ac_fixed, sc_fixed, ac_complex, ac_std_float, and ac::bfloat.

Connections Pin-level Signal Names

Connections pin level signal names were changed to be compatible with Catapult naming scheme

rdy/vld/dat used with C++ designs. To continue using the original naming (rdy/val/msg), set the compiler flag -DCONNECTIONS_NAMING_ORIGINAL

Removed P2P Dependency

Removed dependency on Catapult's p2p_sync types for data-less Connections SyncIn/SyncOut ports and SyncChannel.

Random Stall

Add Connections input port methods to allow user override of randomization parameters when using CONN_RAND_STALL feature. Connections by defaults randomizes the Pacer stall and hold bounds. Use set_rand_stall_prob(float&) and set_rand_hold_stall_prob(float&) to override.

Corrected Issues

The following bugs were fixed:

- CAT-25216: Change Connections interface pins to match naming of ac_channel for the C++ flow.
- CAT-25338: Add connections support for ac_std_float and ac::bfloat
- CAT-25473: Sign bit needs to be handled properly in marshaller SpecialWrapper2
- CAT-25488: Merge MatchLib toolkit mc_connections.h, macros, tracing, and logging into Connections
- CAT-25772: Multiple clock and error message enhancements
- CAT-25773: Update Connections with new channel_logs class
- CAT-24885: MatchLib connections support for ac_fixed and sc_fixed
- CAT-24940: Support marshalling in ac_complex.h
- CAT-25256: Matchlib connection support for C datatypes
- CAT-25279: ac_channel bind() fails with more than three template parameters for ac_fixed

Supported Compilers

The MatchLib Connections package requires a C++ compiler that supports the C++11 or newer language standard.