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The SystemC Simulation Engine

**An Interactive Exploration
of an Event Driven Simulator**

Doulos Inc.

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Agenda & Goals

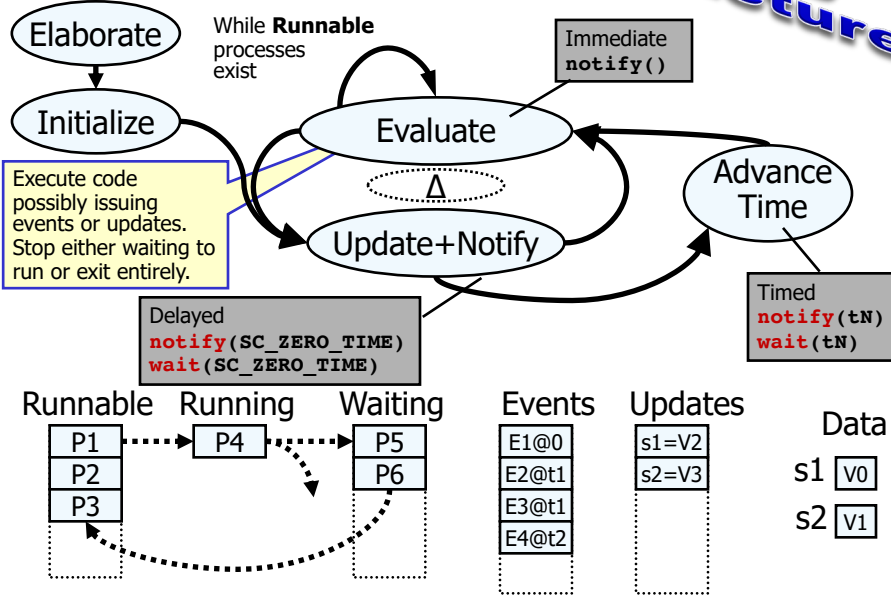
- Overview of flow diagram and queues
- SystemC constructs used
- [Example code](#)
- [Step-by-step walk-thru](#)
 - Illustrate each step of simulation
 - Understand events & delta cycles
- References

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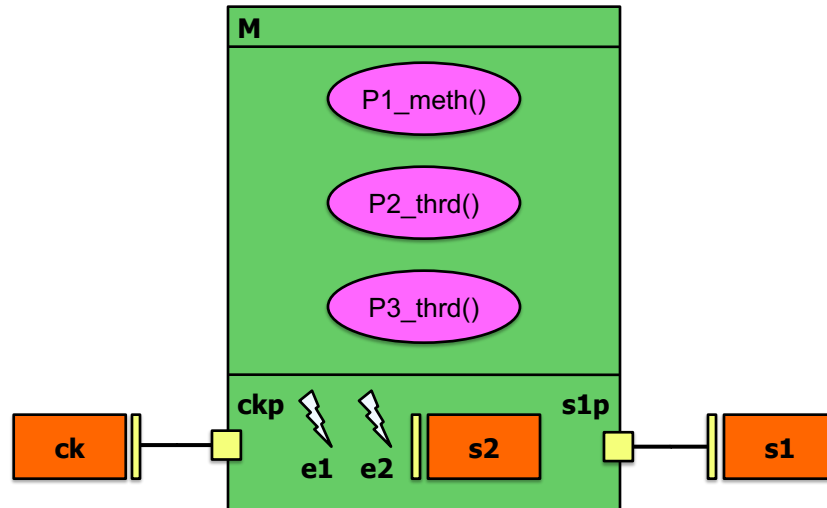
Simulation Engine

Big Picture



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Example Design



SystemC constructs used herein

- **SC_MODULE**, **SC_CTOR** - used to create modules
- **SC_THREAD**¹, **SC_METHOD**¹ - types of processes
- **sensitive**, **dont_initialize** - attributes of processes
- **sc_event**, **wait**², **notify**³ - synchronization mechanisms
- **sc_signal**⁴, **read**, **write** - primitive channel
- **sc_clock** - **sc_signal<bool>** with a generating process
- **sc_in** - **sc_port<>** specialization of type **sc_signal_in_if<>**
- **sc_out** - **sc_port<>** specialization of type **sc_signal_out_if<>**

¹ Verilog **initial** or **always** block; VHDL **process** block

² Verilog **@**, **#**, or **wait** statement; VHDL **wait** statement

³ Verilog **->** statement, except SystemC is more flexible

⁴ Verilog **wire** or **var** with **<=** type; VHDL **signal** type

Example SystemC

```
sc_clock ck("ck",6,0.5,3);
SC_MODULE(M) {
    sc_in<bool> ckp;//in port
    sc_out<int> slp;//out port
    sc_signal<int> s2;
    sc_event e1, e2;
    void P1_meth();
    void P2_thrd();
    void P3_thrd();
    SC_CTOR(M):temp(9){
        SC_THREAD(P3_thrd);
        SC_THREAD(P2_thrd);
        {
            sensitive<<ckp.pos();
            SC_METHOD(P1_meth);
            sensitive<<s2;
            dont_initialize();
        }//end SC_CTOR
    private:
        int temp;
};
```

Executed during elaboration

```
void M::P1_meth() {
    temp = s2.read();
    slp->write(temp+1);
    e2.notify(2,SC_NS);//timed
}
void M::P2_thrd() {
    A:s2.write(5);
    e1.notify();//immediate
    wait();
    B:for (int i=7;i<9;i++){
        s2.write(i);
        wait(1,SC_NS); //delayed
    }
    C: e1.notify(SC_ZERO_TIME);
    wait();//static sensitive
} //endfor
void M::P3_thrd() {
    D:while(true) {
        wait(e1|e2);
    }
    E: cout << "time "
        <<sc_time_stamp()<<endl;
} //endwhile
}
```

Simulation

Example SystemVerilog

```
module M
    int temp = 9;
    bit ck; always #3 ck++;
    int slp;//out port
    int s2;
    event e1, e2;
```

Executed during elaboration

```
P1_meth: always @(s2) begin
    temp = s2;
    slp <= temp+1;
    ->#2ns e2;//timed
end
P2_thrd: initial begin
    A:s2 <= 5;
    ->e1;//immediate
    @(posedge ck);
    B:for (int i=7;i<9;i++) begin
        s2 <= i;
        #1ns;
    }
    C: ->#0 e1;//delayed
    @(posedge ck);
end
P3_thrd: initial begin
    D:while(1) {
        @(e1 or e2);
    }
    E: $display("time %t", $time);
end: D
end
```

Simulation