SoC Design Methodology

Gedeon Nyengele

SoC Design Challenges - Bird's Eye View

- Design Space Exploration
- Hardware Construction
- Software Design
- Design Verification
- Simulation / Emulation
- Documentation

1. Design Space Exploration

- Can happen at different levels of abstraction:
 - untimed functional views
 - o timed/approximately-timed views
- Can happen at different levels of integration:
 - before interconnect refinement
 - o after RTL generation
 - etc.
- Is based on metrics:
 - o performance, area, power estimation
- Requires a comparison method
 - IP comparison
 - strategy comparison
 - o etc

Most, if not all, of this information can be obtained by:

- using modern HCLs (hardware construction languages) with annotations
- manually/separately describing needed information: requires spec languages

2. Hardware Construction

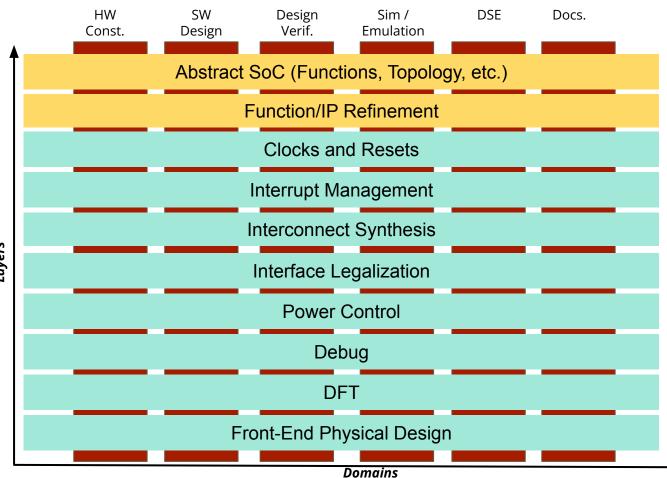
- Primarily concerned with connectivity issues
 - signal polarity
 - signal width
 - protocol/bus connections
 - protocol conversion
 - interconnect synthesis/instantiation
 - priority assignments
 - interrupts assignments
 - clock and reset management
 - power control
 - o etc.

3. Software Design

- Clear component abstractions
- Generate collateral for various software methodologies
 - CMSIS
 - Xilinx (emulation)
 - Linux (device trees, configurations, etc.)
 - o etc.
- Propagate changes from spec changes
- Maintain consistency with other verticals (verification, documentation, etc.)
- Reuse

Proposed SoC Design Methodology

- 2-5 policies per layer
- Want to focus most design effort in top 2 layers



Software Abstractions with Register Sequence (RegSeq) Specification

Motivation

- Register description languages (SystemRDL, IPXACT, Excel, etc.) are structural
 - Capture register properties (Read/Write, Address Offset, Fields, etc.)
 - o Do not capture functional aspects of an IP (mode setting, control operations, data operations, etc.)
- Word documents are used to capture operation sequencing
 - Leads to misinterpretation
 - Makes it hard to manage and propagate changes in sequences
 - Makes it difficult to be consumed by automation tools
- Lack of open register sequence specifications
 - Difficult to share sequences and back-end tools among companies
- No reusable abstractions

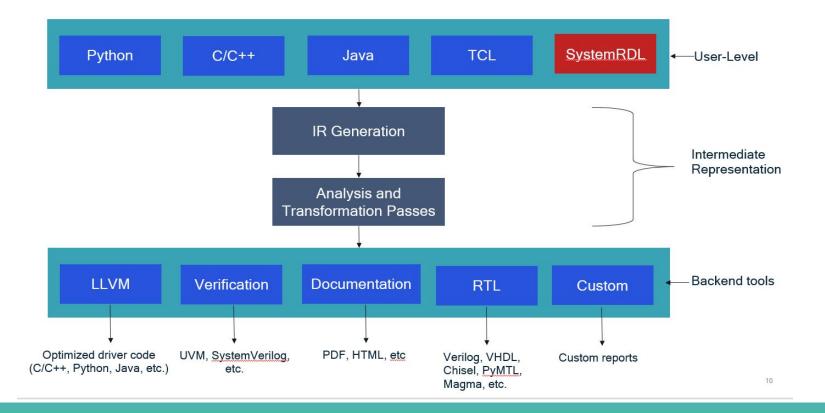
RegSeq IR: Proposed Sequence Specification Language

- MLIR dialect for capturing register sequences
- Supports a custom type system
 - o Boolean, Integer, String, Array, Structure, Enumeration, and Pointer
- Supports a set of operations needed to capture a sequence
 - Arithmetic Ops: ADD, SUB, MUL, etc.
 - Logical Ops: AND, OR, etc.
 - o Relational Ops: Less, Greater, Min, Max, etc.
 - Statements: Assignments, Loops, Conditionals, Variable Declaration, etc.
 - Ternary Ops: Select
 - Hierarchy Ops: Sequence Definition, Module Definition
 - Support some non-sequence intrinsics

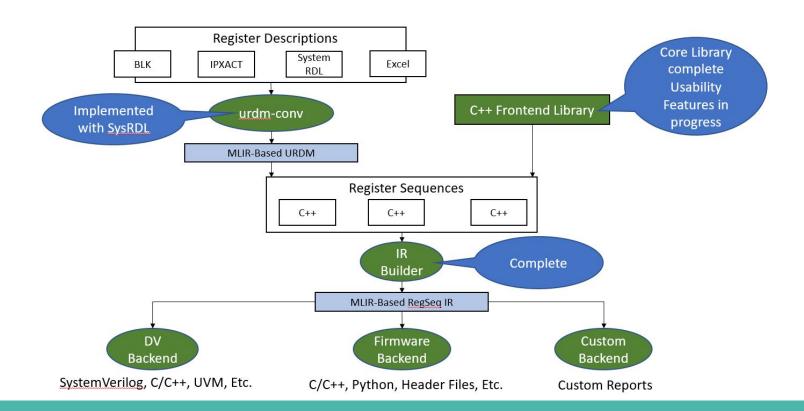
RegSeq IR Example

```
regseq.module "AhaUART" {
!uint = type !regseq.uint<32>
!UartConfig s = type !regseg.struct<Divider: !uint, TxEn: !uint, RxEn: !uint, ...>
regseq.sequence @Init(config: !UartConfig s) -> !uint {
  reqseq.vardef<"new ctrl", 0: uint>
  regseq.if (regseq.element(config: !UartConfig, "TxEn")) {
  regseg.if (regseg.element(config: !UartConfig, "RxEn")) {
    regseq.assign regseq.varref<"new ctrl"> regseq.or(regseq.varref<"new ctrl">, ...)
  regseq.assign regseq.reg<"AhaUartRdl", "BAUDDIV"> regseq.element(config, "Divider")
  regseq.assign regseq.reg<"AhaUartRdl", "CTRL"> regseq.varref<"new ctrl">
  regseq.if (regseq.and regseq.reg<"AhaUartRdl", "STATE"> ...) {
  regseg.return 0 : !uint
```

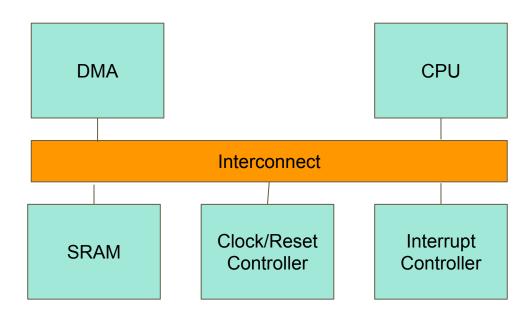
RegSeq Infrastructure Overview



RegSeq Infrastructure - Current State



Example: System Software Generation using RegSeq



Next Steps

- Define higher-level component abstractions (Standardized Abstractions)
 - o DMA
 - Interrupts
 - Interconnects
 - o Etc.
- Capture sequences for a few representative components
- Generate software/drivers for different target environments:
 - Linux OS
 - o Bare-Metal
 - o RTOS