W12 Apr 01 (D2) Codesign level decisions

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All Sections

These questions are presented under the following assumptions:

- They may be selected to be part of the final exam
- Responses must be posted by the students (not me)
- I will call your attention to any mistakes or wrong content posted in response

N.B.: This question follows Jürgen Teich's "**Hardware/Software Codesign: The Past, the Present, and Predicting the Future** ", *Proceedings of the IEEE*, Vol. 100, May 13th, 2012.

Consider the double roof model illustrated below, which describes "the typical two views a developer encounters when designing a complex hardware/software system".
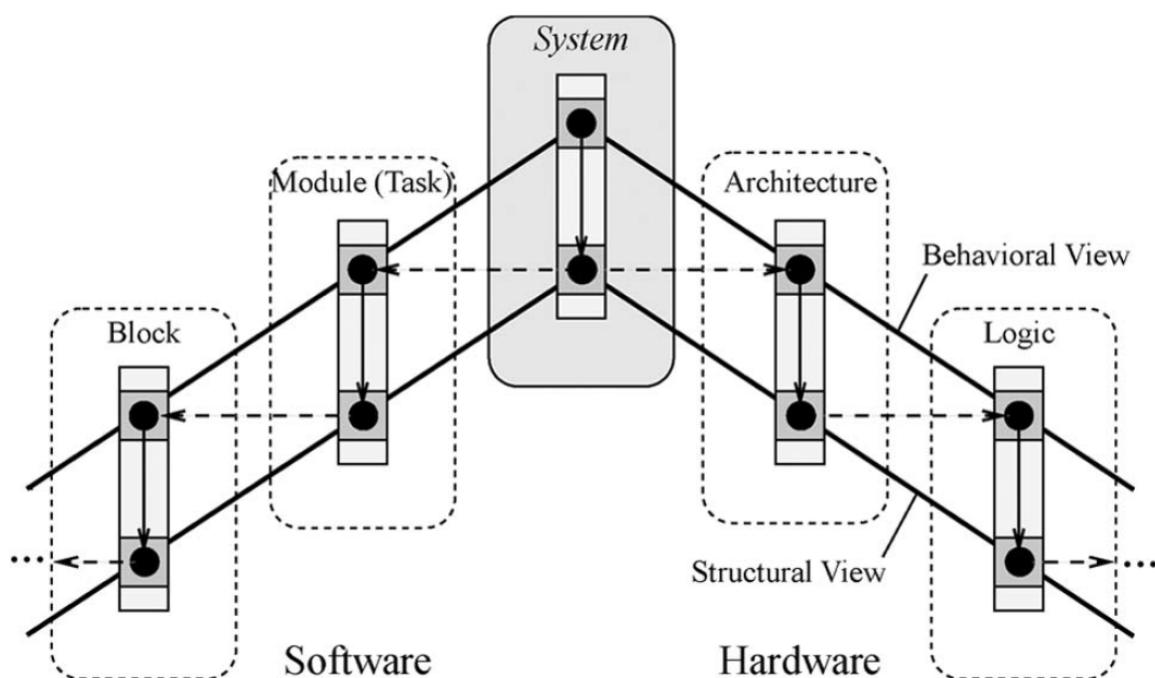
Explain why "a pure top–down design might not be possible or desirable for many companies in many product cases", and briefly explain how a "meet-in-the-middle" design strategy provides a better solution in such cases.

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