

# 6. European SystemC Users Group Meeting

## Modelling Cycle-Accurate Hardware with Matlab/Simulink using SystemC

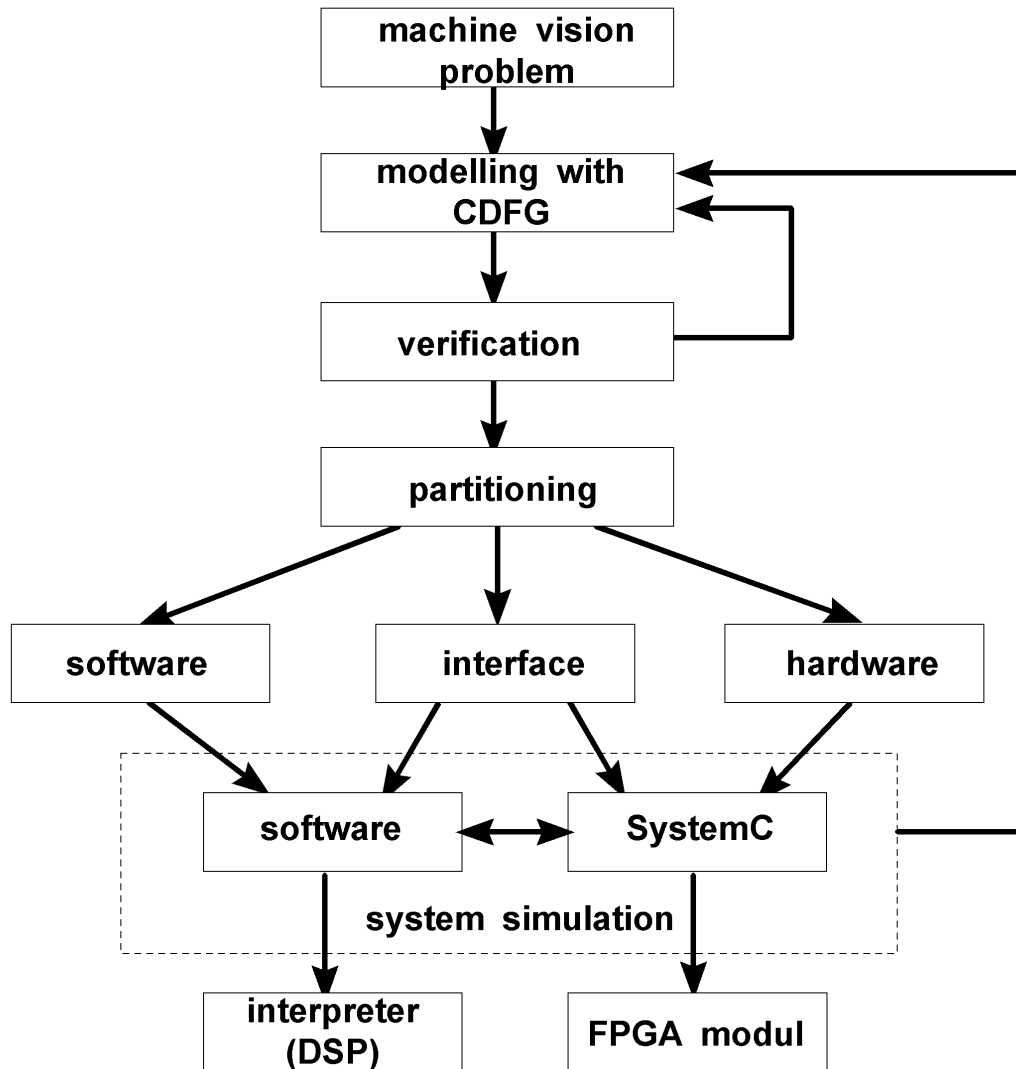
**Frank Czerner, TechnoTeam Bildverarbeitung GmbH Ilmenau**

**Jens Zellmann, Institute of Microelectronic and Mechatronic Systems  
gGmbH Ilmenau**

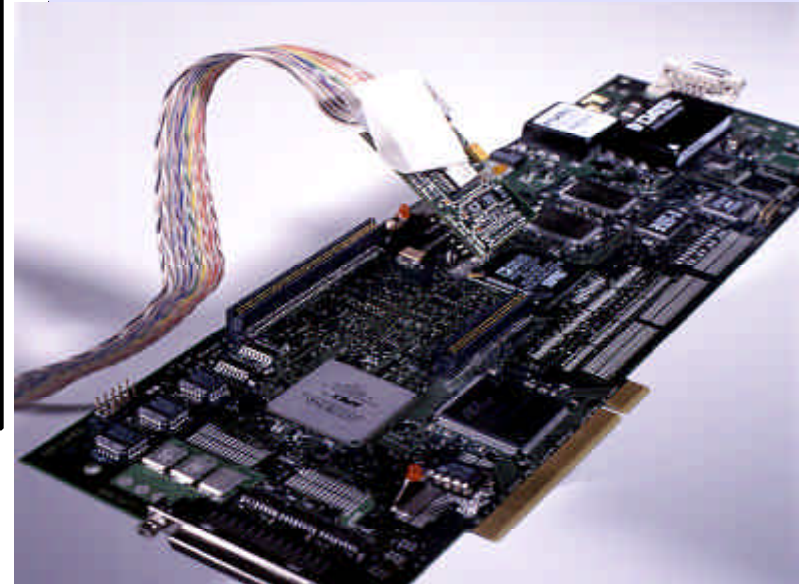
# **Modelling Cycle-Accurate Hardware with Matlab/Simulink using SystemC**

- **Overview**
- **How to integrate SystemC Models in Simulink ?**
- **How to generate multiple persistent Objects of a SystemC Model ?**
- **Required extensions of the SystemC-Kernel**
- **Examples**
- **Conclusions and Recommendations**

# Overview



?  
cycle-accurate hardware  
machine vision

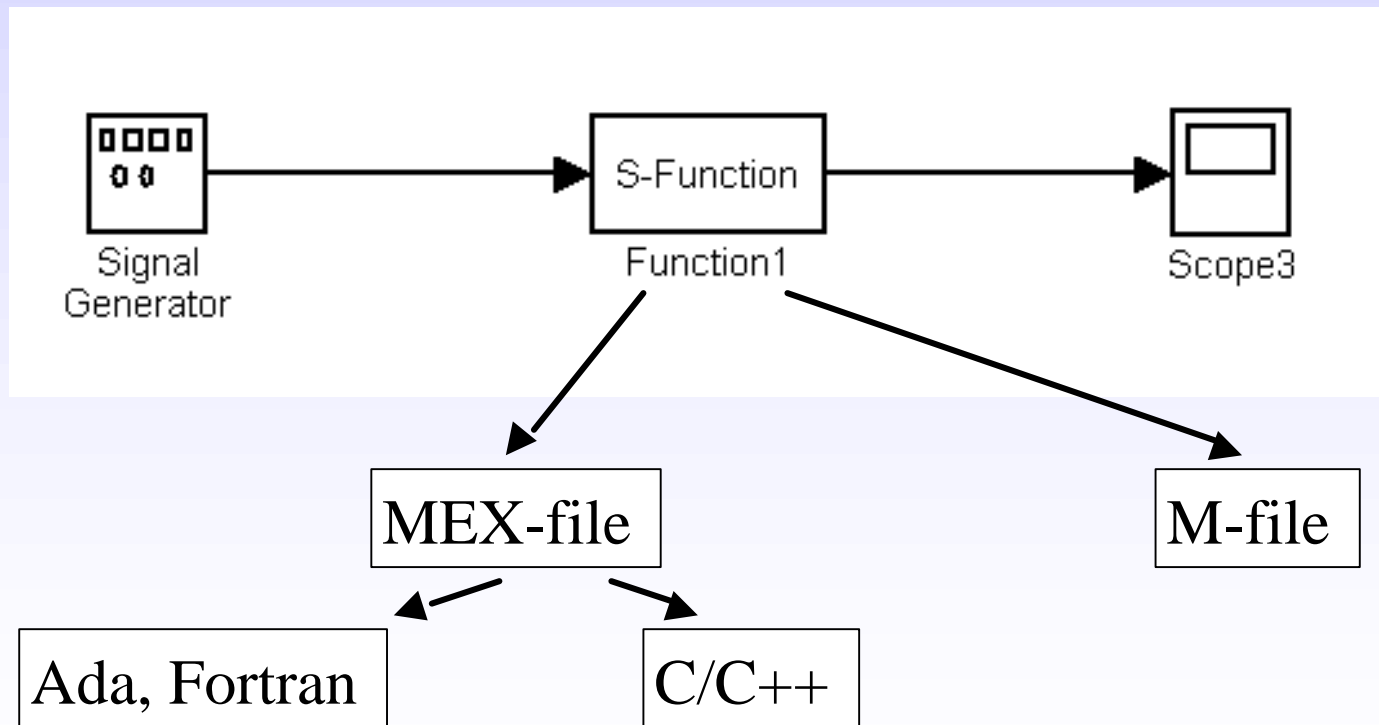


# Overview

- **Where we are using SystemC ?**
  - modelling and verification of cycle-accurate hardware components within codesigns
  - new methodology for building machine vision applications
- **Why using Matlab/Simulink?**
  - transferring this approach to a commonly used tool with a lot of libraries
  - addressing other signal processing applications (i.e. signal preprocessign in smart sensors)
  - basic support for hardware integration through third-party Tools

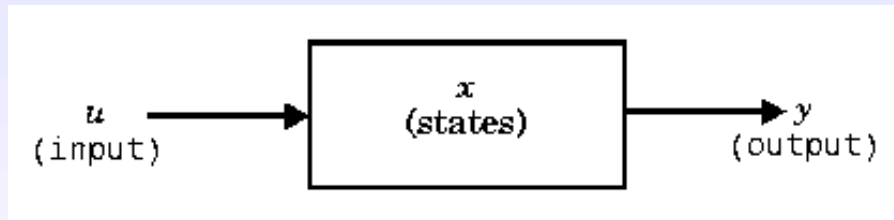
# How to integrate SystemC Models in Simulink ?

- S-Functions provide a powerful mechanism for extending Simulink
- With S-Functions it is possible to add customized blocks to Simulink models



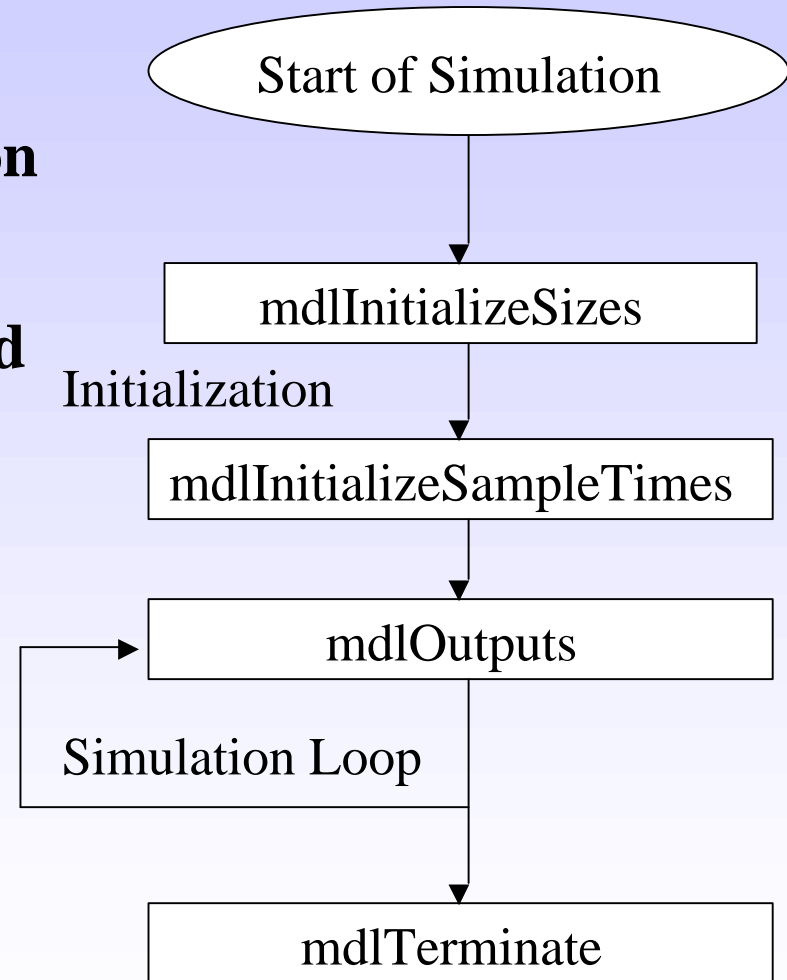
# How to integrate SystemC Models in Simulink ?

- using the fixed-step, discrete time solver
- simulation is controlled by duration time and step size
- output is calculated from input and from states at each time step



$$y = f(t, x, u)$$

- the mdlOutput function is called at each simulation step



# How to integrate SystemC Models in Simulink ?

- simulation of SystemC models is usually „stand alone“
- initialization and simulation loop is normally processed in one function

```
#include <systemc.h>
#include "stimulus.h"
#include "display.h"
#include "fir.h"

int sc_main (int argc , char *argv[]) {
    sc_clock      clock;
    sc_signal<bool> reset;
    ...

    stimulus stimulus1("stimulus_block");
    stimulus1.reset(reset);
    stimulus1.clk(clock.signal());
    ...

    fir fir1( "process_body");
    fir1.reset(reset);
    fir1.clk(clock);
    ...

    display display1 ( "display");
    display1.output_data_ready(output_data_ready);
    display1.result(result);

    sc_start(clock, -1);
    return 0;
}
```

# How to integrate SystemC Models in Simulink ?

Integration in Simulink needs:

- a stepwise simulation cycle by cycle, which can be executed in mdlOutputs Function
- initialization of the SystemC kernel must be separated from simulation



using the SystemC functions `sc_initialize()` and `sc_cycle()`

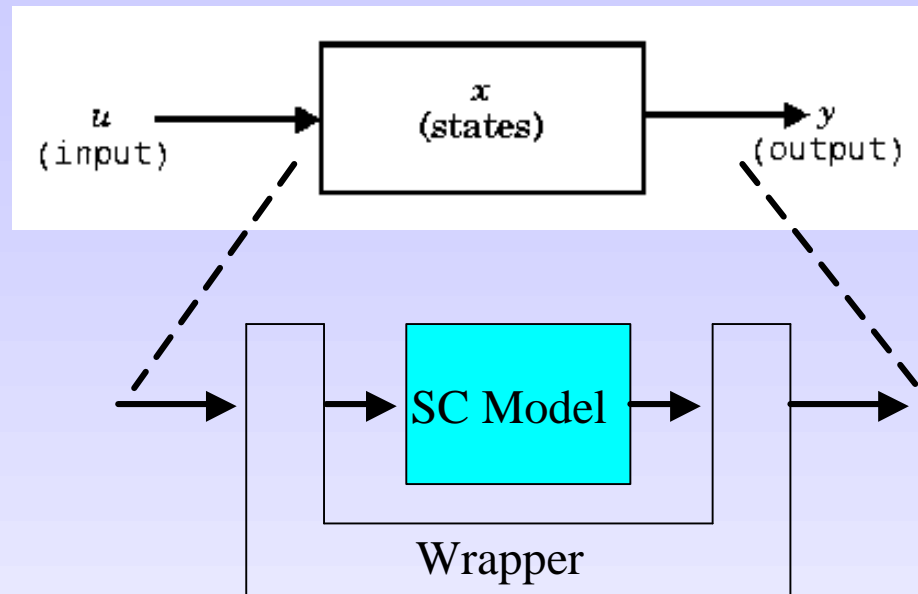
```
// init the kernel
pTmpSimContext = sc_free_curr_simcontext();
pModuleSimContext->initialize();

...

// simulate one cycle
(*clk).write(true);
pModuleSimContext->cycle(sc_time(10.0, true));
(*clk).write(false);
pModuleSimContext->cycle(sc_time(10.0, true));
```



# How to integrate SystemC Models in Simulink ?



## Functions:

- InitModule
- SimStep
- DestroyModule

- a wrapper is needed to connect Simulink ports to a SystemC-Block
- converting Simulink data types to SystemC signals and vice versa
- initializing of the SystemC-Kernel
- converting events (function call from Simulink to `sc_cycle()` )
- provide a DLL interface to the Simulink S-Function

# How to generate multiple persistent Objects of a SystemC Model ?

- one object of the SystemC module is created dynamically
- a pointer to this object is stored in a vector

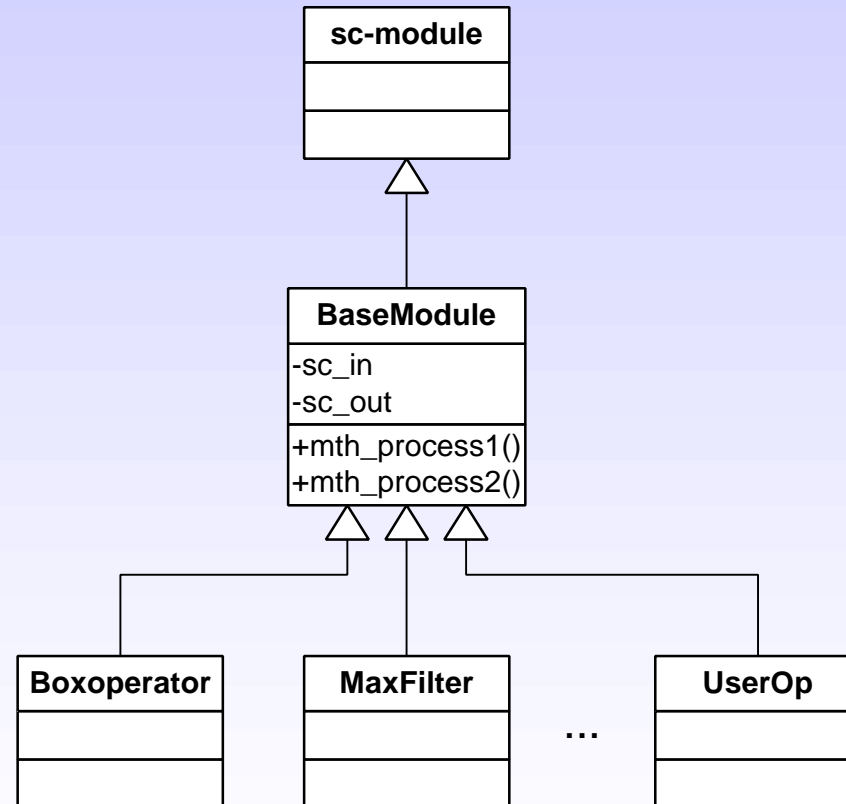
```
//build hardware module  
ssGetPWork(S)[0]=BuildModule(chModuleName, DoTrace);
```

- the pointer can be retrieved in any callback method to access the object

```
// get the pointer to the hardware module  
void *pHWModule = ssGetPWork(S)[0];  
//perform one simulation step  
TSimStep(pHWModule, pBox8Inputs, pBox8Outputs);
```

# Conditions to build operator libraries

- using a module base class
- derive all modules from this base class
- wrapper works with base class objects



# Required extensions of the SystemC-Kernel

## Initializing

generate new module

create objects

```
// generate module instance  
Module = new HWModule(ModName);  
pOperator = dynamic_cast<BaseModule*>(Module);
```

generate next module

store current simcontext

```
// get current simcontext and set global = 0  
pModuleSimContext = sc_free_curr_simcontext();
```

set global simcontext = 0

# Required extensions of the SystemC-Kernel

## Simulating

simulation step  
first module

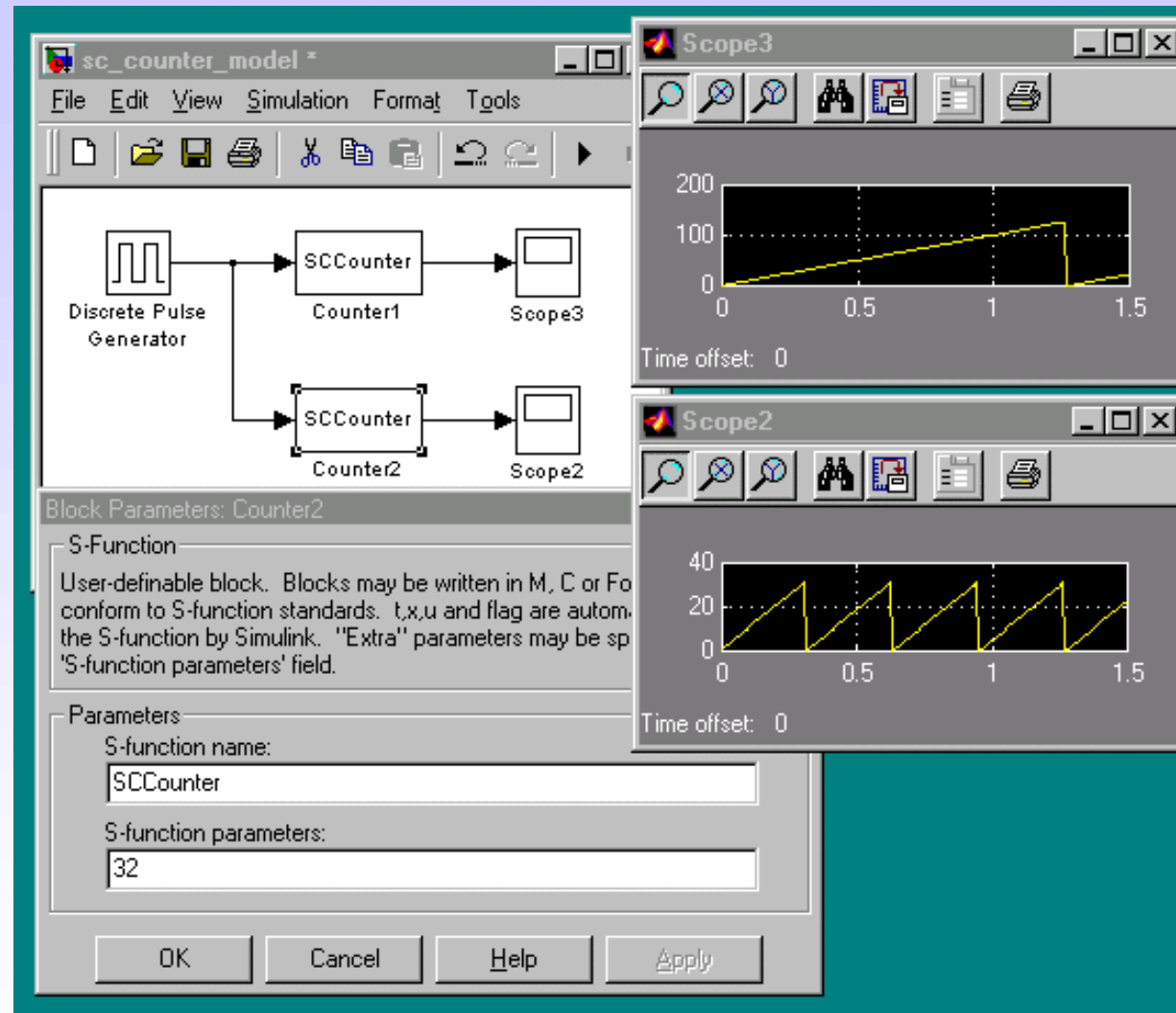
set current simcontext

```
// set global simcontext to local
sc_set_curr_simcontext(pModuleSimContext);

// simulate one cycle
(*clk).write(true);
pModuleSimContext->cycle(sc_time(10.0,true));
(*clk).write(false);
pModuleSimContext->cycle(sc_time(10.0,true));
```

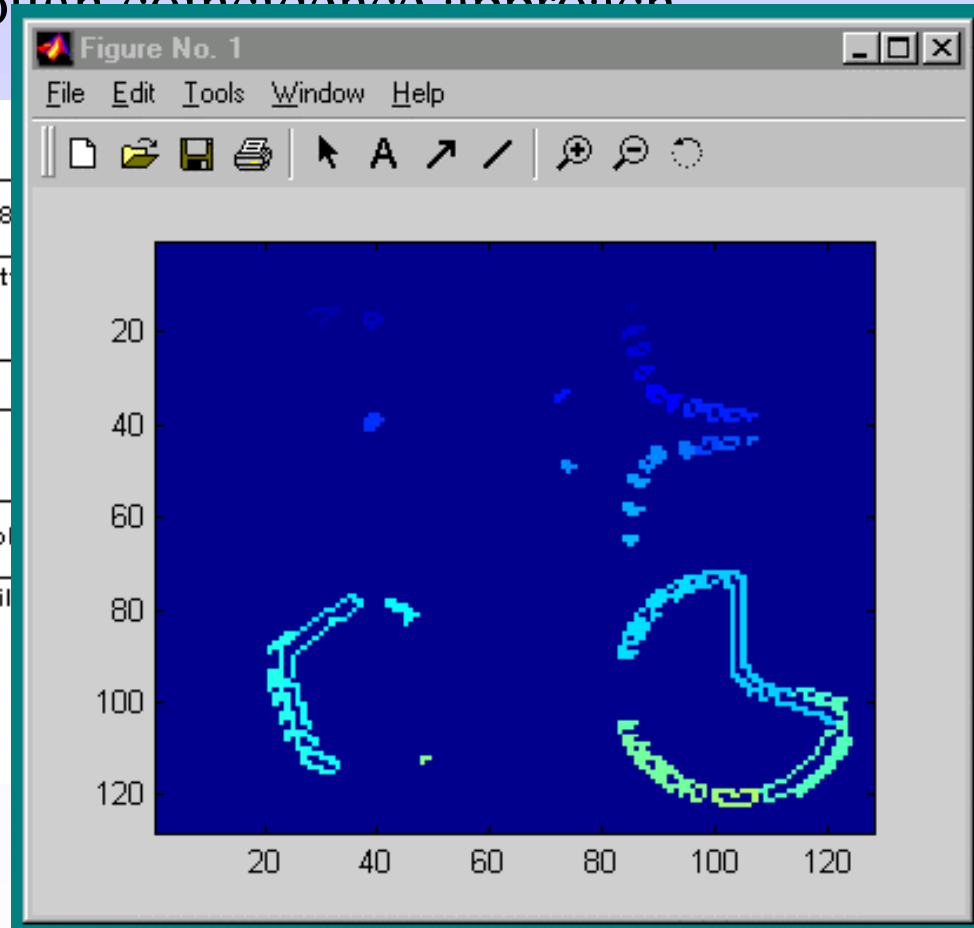
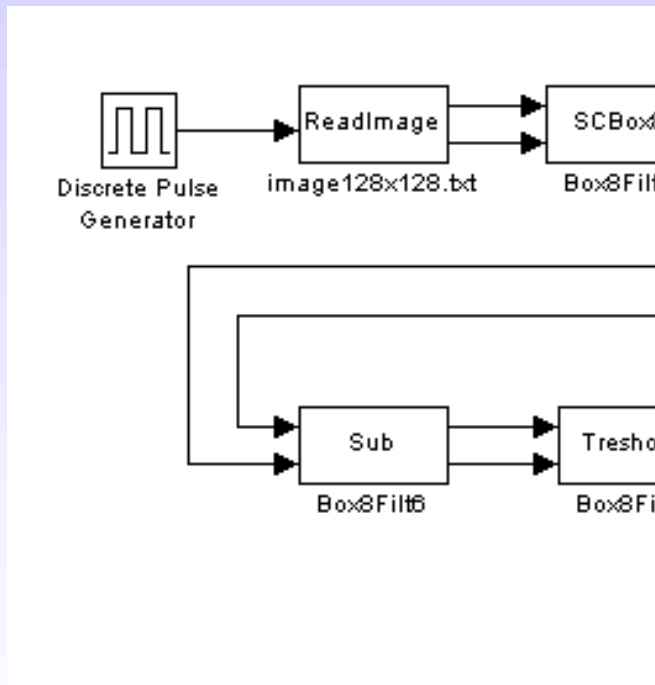
call sc\_cycle() for the current  
simcontext

# Example 1 - Multiple Instances of a Counter Model



## Example 2 - Object Pixel Detection

Model of a dataflow for detecting object pixels and labeling of them through coincidence approach



## Conclusions and Recommendations

- models are reusable in the design environment for machine vision described before to build applications from tested operators
- one required functionality for hardware/software codesign in future projects is realized
- possibility of extending FPGA-Libraries from some vendors (XILINX, ALTERA)

## Future Work

- modelling heterogenous systems
- hardware/software partitioning (possibly automated)
- code generation