

Fast and Furious Quick Innovation from Idea to Real Prototype

Simone Fontanesi, Infineon Technologies Austria AG, Villach, Austria
Gaetano Formato, Infineon Technologies Austria AG, Villach, Austria
Thomas Arndt, COSEDA Technologies GmbH, Dresden, Germany
Andrea Monterastelli, Infineon Technologies Austria AG, Villach, Austria



Agenda

1

Motivation

2

Methodology

3

Results and Conclusions

Selling an idea with a prototype



A possible approach...



...Our vision!

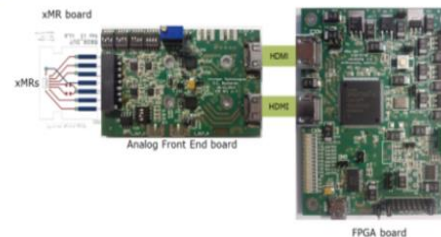


Concept/Application engineer with a smart product concept idea

From model...



...to prototype!



Agenda

1

Motivation

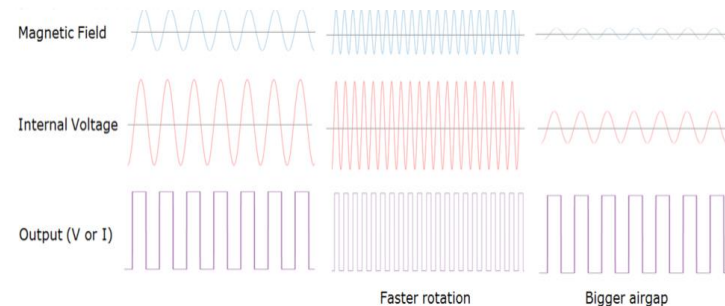
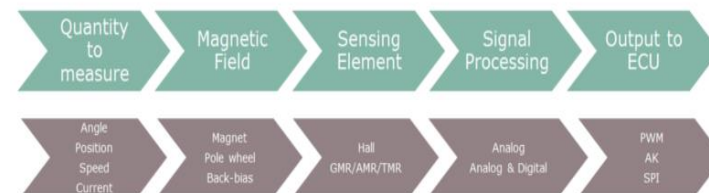
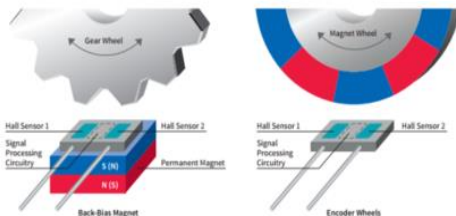
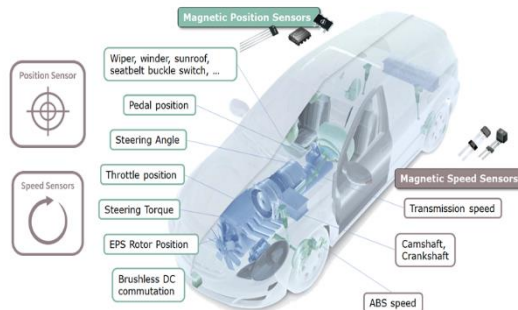
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Methodology

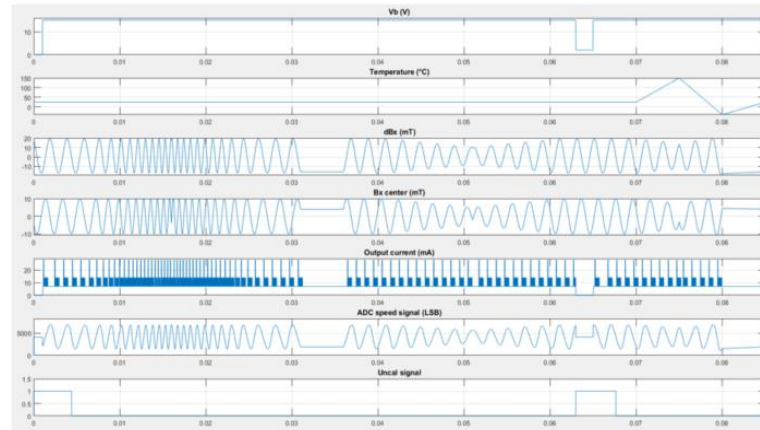
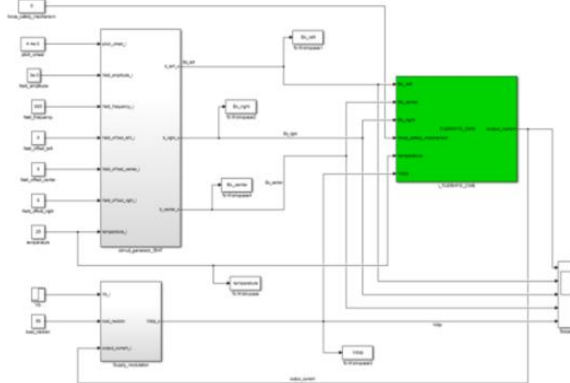
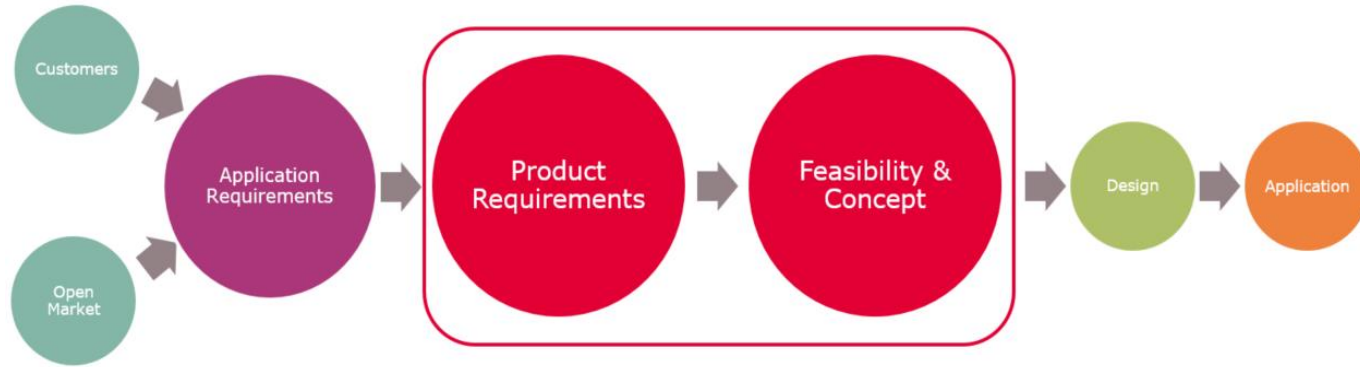
3

Results and Conclusions

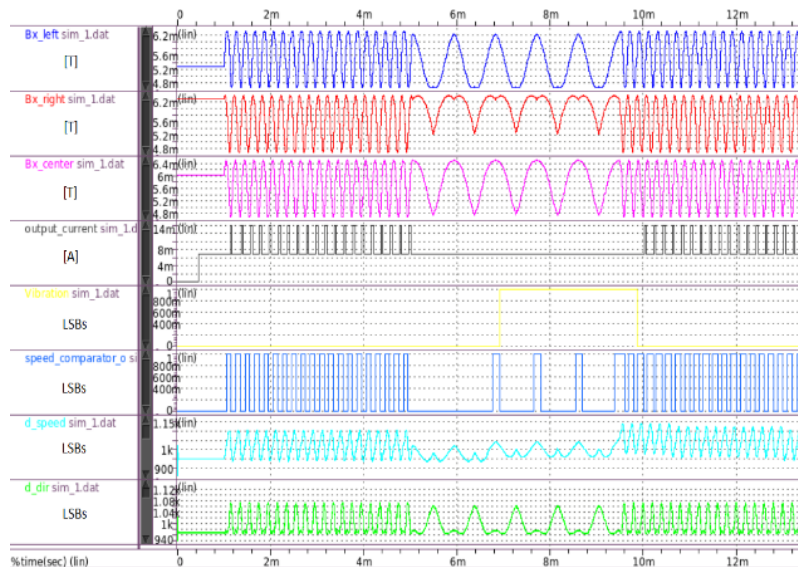
Magnetic sensors for automotive applications



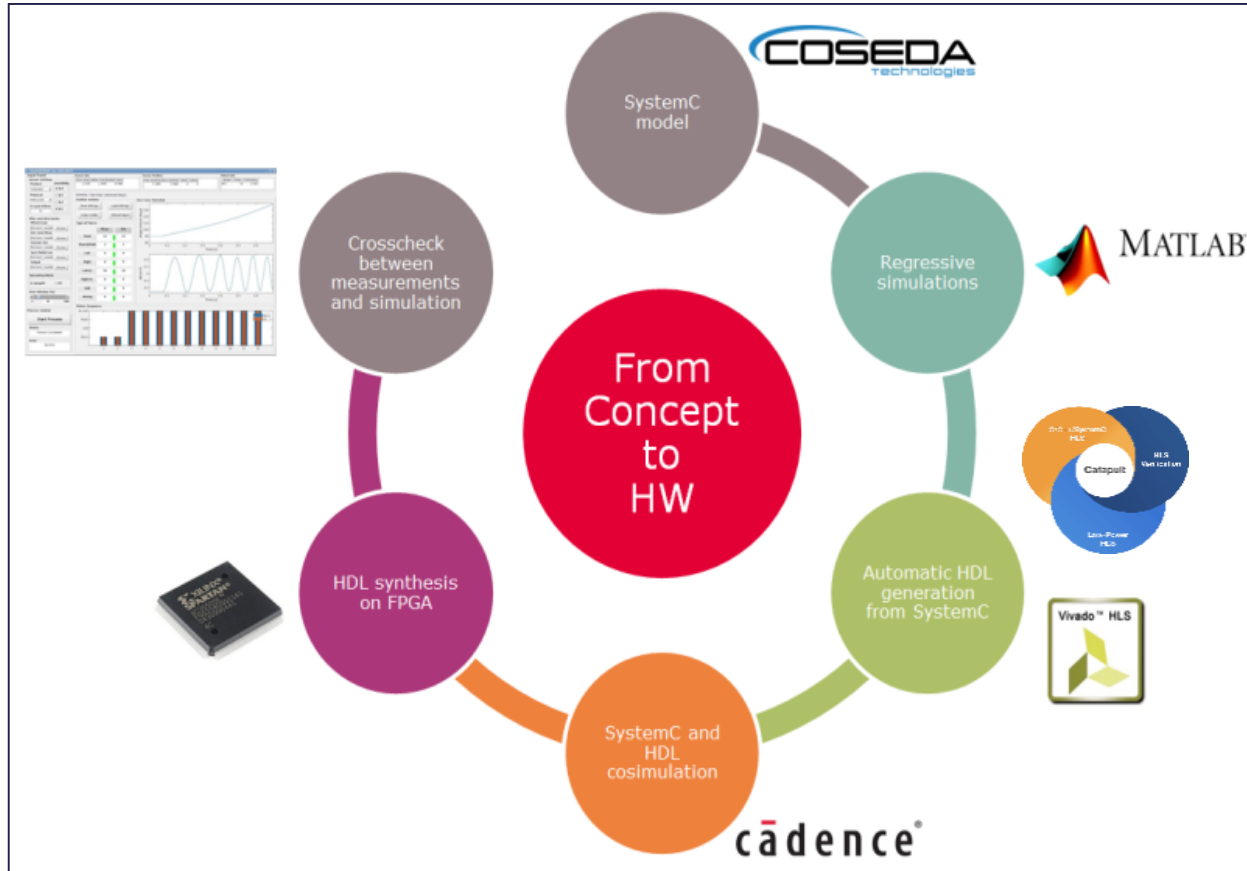
Virtual prototyping for concept definition



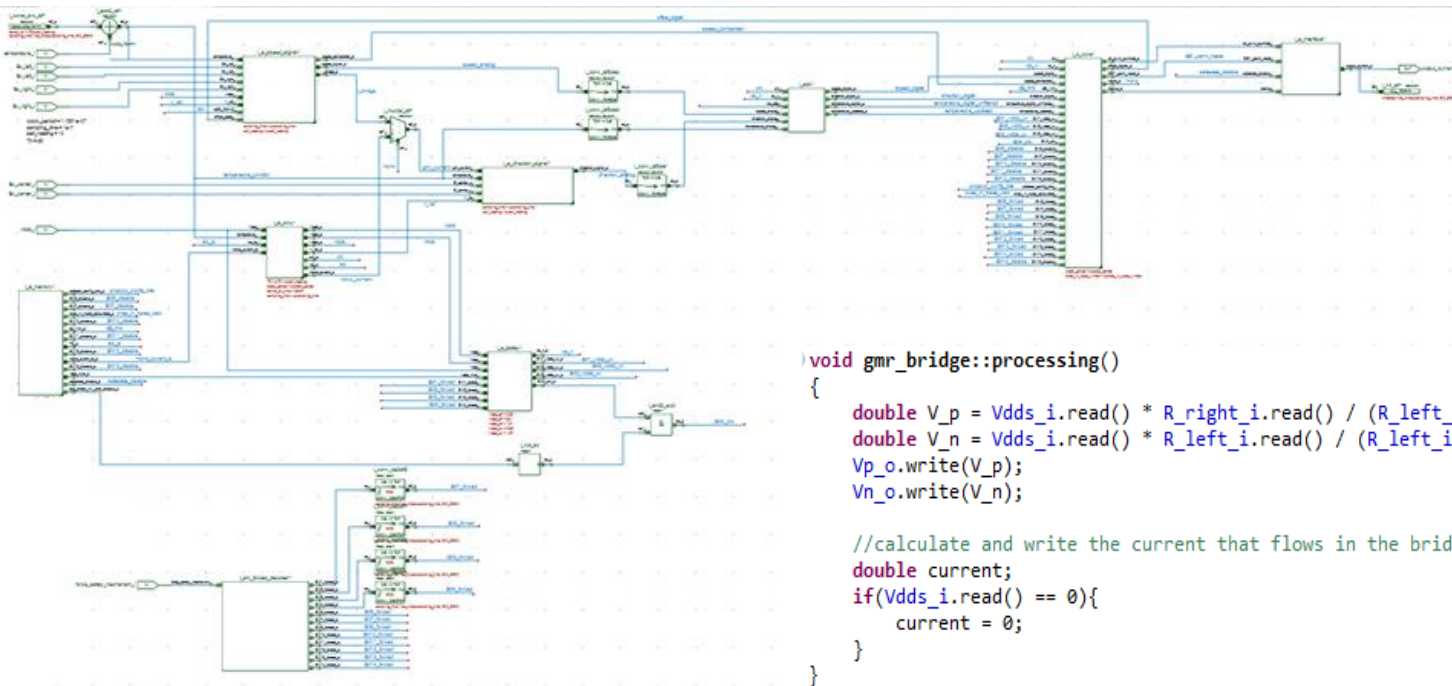
From simulation to real HW



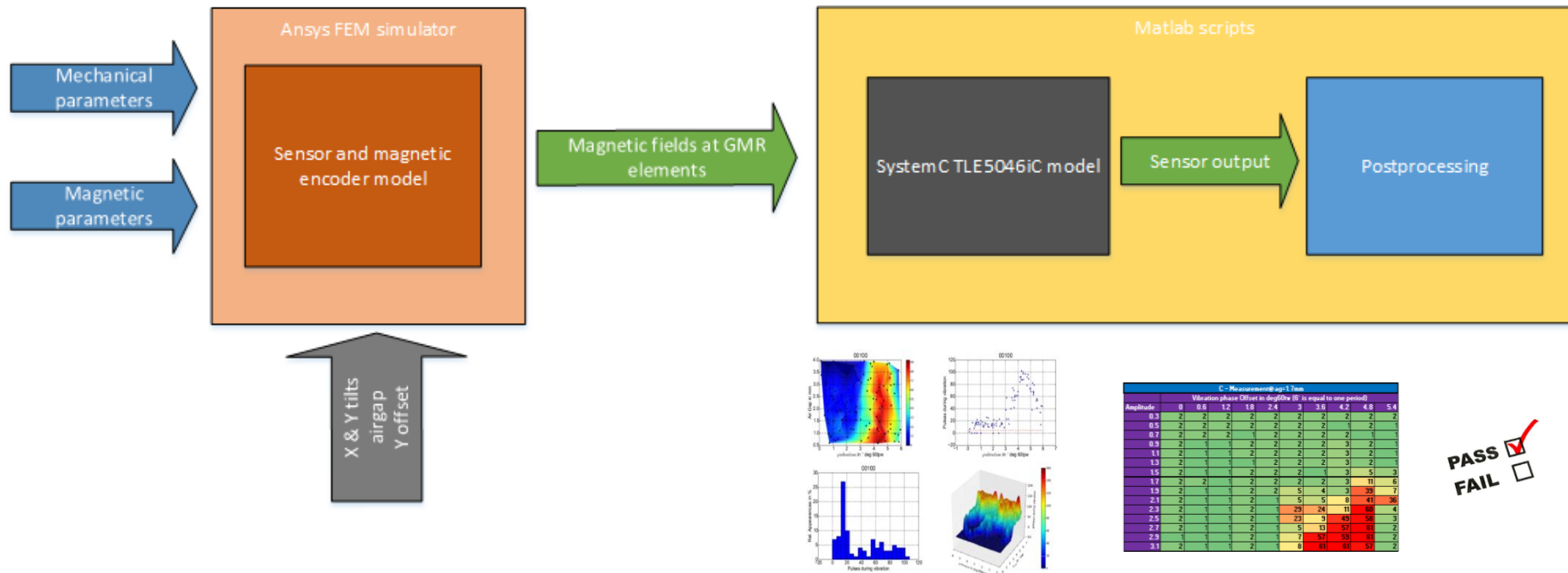
Fast & Furious: the methodology in a nutshell



SystemC Modeling

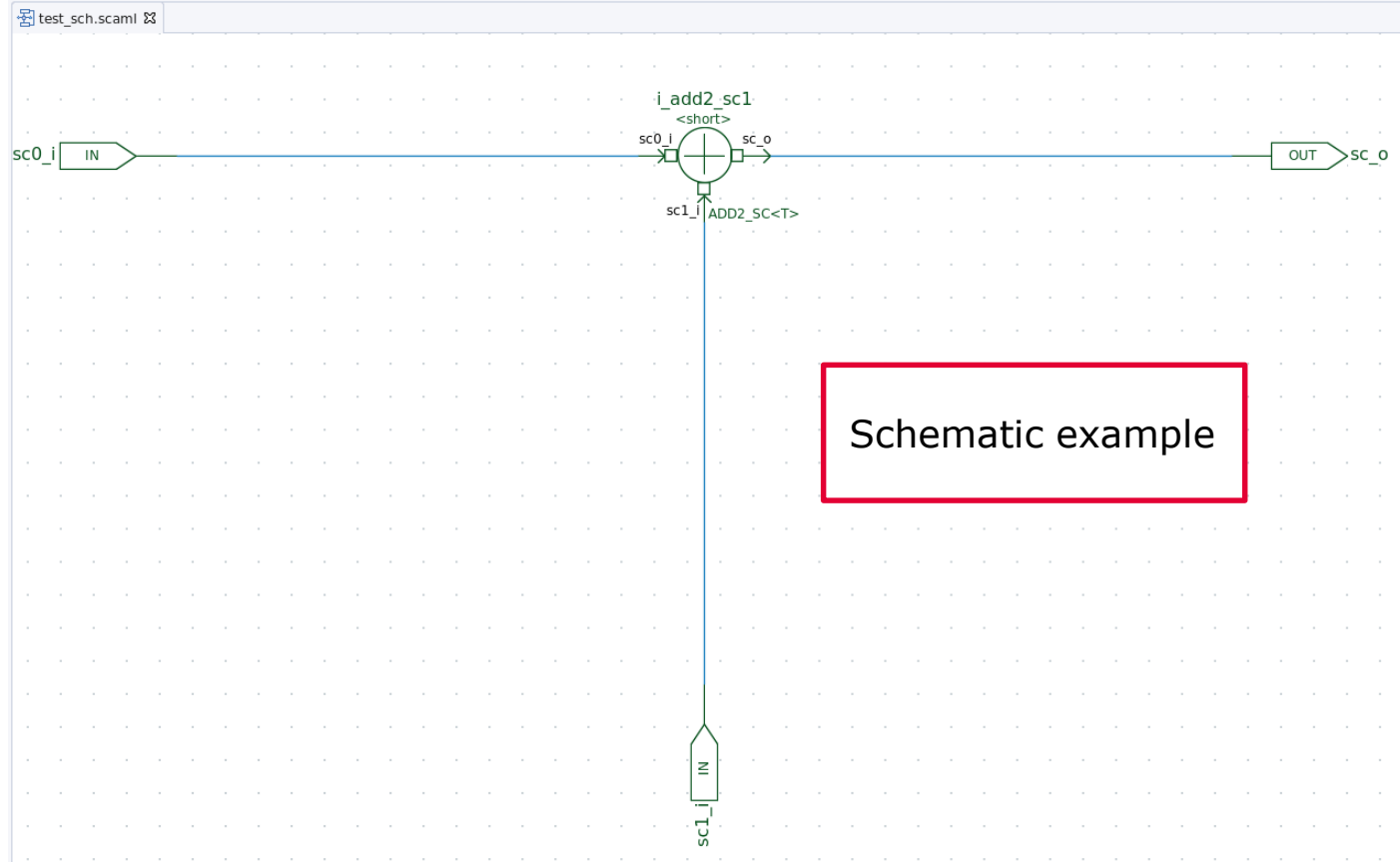


Regressive simulations



PASS ☒
FAIL ☐

Coside clean netlist generation 1/3



Coside clean netlist generation 2/3

```

test_sch_old.cpp 3* // @copyright COSEDA Technologies GmbH. All rights reserved.
19
20 /** ===== DO NOT EDIT THIS FILE! =====
21  * = This file was automatically generated from an COSIDE schematic.
22  * = (recreate via: "test_sch.scaml")
23  * =====
24  */
25 // include submodules
26 #include <sca_basic_libraries/arithmetic_sc/add2_sc.h>
27 #ifndef TEST_TEST_LIB_TEST_SCH_H
28 // if this file is not included by the header keep implementation
29 #include "test_sch.h"
30 #define COSIDE_INCLUDE_IMPLEMENTATION
31 #endif
32 // adds SystemC namespaces for user convenience
33 #include <systemc.h>
34 #include <systemc-ams.h>
35
36 // explicitly use std::abs() in any cases
37 #include <cmath>
38 using std::abs;
39
40 namespace test_namespace
41 {
42 // component declarations
43 struct test_sch::components
44 {
45 // declare instance references for external access
46 add2_sc<short> &i_add2_sc1;
47 // declare node and signal references for external access
48 // component constructor
49 components(
50     add2_sc<short>* i_add2_sc1_
51 ) :
52     i_add2_sc1(*i_add2_sc1_)
53 {}
54 // component destructor
55 ~components()
56 {
57 // delete instances
58 delete &i_add2_sc1;
59 // delete signals
60 }
61 };
62 #ifndef COSIDE_INCLUDE_IMPLEMENTATION
63
64 // architecture implementation (netlist)
65 ///////////////////////////////////////////////////////////////////
66 ///////////////////////////////////////////////////////////////////
67
68 void test_sch::architecture()
69 {
70 ///////////////////////////////////////////////////////////////////

```

Old netlist

```

test_sch.h 3* // @copyright COSEDA Technologies GmbH. All rights reserved.
18
19 #pragma once
20
21 /** ===== DO NOT EDIT THIS FILE! =====
22  * = This file was automatically generated from an COSIDE schematic.
23  * = (recreate via: "test_sch.scaml")
24  * =====
25  */
26
27 #include <systemc>
28
29 // include submodules
30 #include "sca_basic_libraries/arithmetic_sc/add2_sc.h"
31
32 SC_MODULE(test_sch)
33 {
34 // ports
35 sc_core::sc_in<short> sc0_i;
36 sc_core::sc_in<short> sc1_i;
37 sc_core::sc_out<short> sc_o;
38
39 // constructor
40
41 test_sch::test_sch(sc_core::sc_module_name) :
42     sc0_i("sc0_i"),
43     sc1_i("sc1_i"),
44     sc_o("sc_o"),
45     i_add2_sc1("i_add2_sc1")
46 {
47 // SystemC adder
48 i_add2_sc1.sc0_i(sc0_i); //** first summand */
49 i_add2_sc1.sc1_i(sc1_i); //** second summand */
50 i_add2_sc1.sc_o(sc_o); //** sum */
51 }
52
53 private:
54 // parameters
55
56 // signals
57
58 // submodule instances
59 add2_sc<short> i_add2_sc1; //** SystemC adder */
60 };
61
62
63

```

New netlist

Coside clean netlist generation 3/3

Clean netlist
No pointers or complex structures

Old netlist

New netlist

```

68 void test_sch::architecture()
69 {
70     // generate nodes/signals - map to references and name
71     // generate nodes/signals - map to references and name
72     // generate nodes/signals - map to references and name
73     // generate nodes/signals - map to references and name
74     // instantiate modules, assign parameter
75     // instantiate modules, assign parameter
76     // instantiate modules, assign parameter
77     add2_sc<short>::params p_i_add2_sc1;
78     add2_sc<short> *i_add2_sc1;
79     i_add2_sc1 = new add2_sc<short>("i_add2_sc1", p_i_add2_sc1);
80     // port binding see netlist section
81     // netlist section
82     // netlist section
83     // netlist section

```

```

96 // constructor/destructor section
97 // constructor/destructor section
98 // constructor implementation
99 test_sch::test_sch(sc_core::sc_module_name, const params& pa) :
100 // naming ports for debugging
101     sc0_i("sc0_i"),
102     sc1_i("sc1_i"),
103     sc_o("sc_o"),
104     p(pa)
105 {
106     architecture();
107 }
108 // destructor implementation
109 test_sch::~test_sch()
110 {
111     // delete component structure
112     delete c;
113 }
114 #endif // #ifndef COSIDE_INCLUDE_IMPLEMENTATION
115
116 // end namespace test_namespace
117
118 // remove temporary defines
119 #undef DONT_INCLUDE_HIERARCHIC_COMPONENTS
120 #undef COSIDE_INCLUDE_IMPLEMENTATION

```

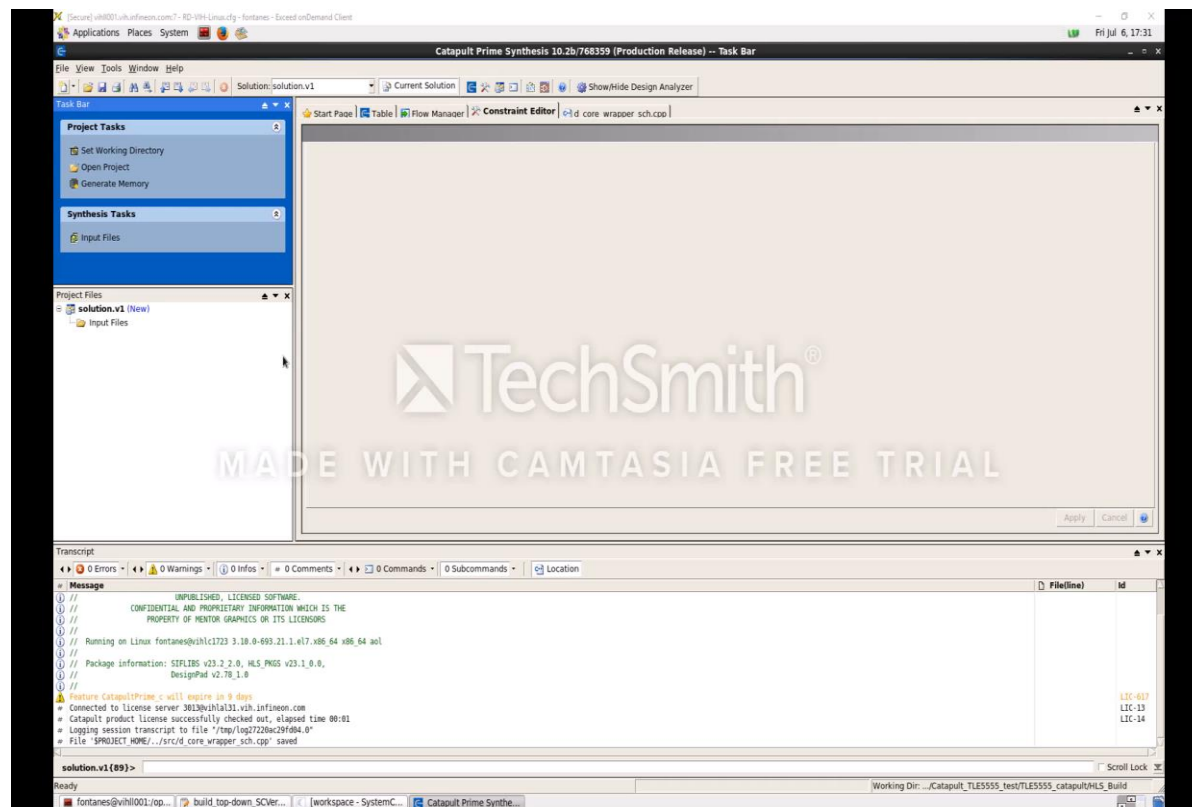
```

3 // @copyright COSEDA Technologies GmbH. All rights reserved.
18
19 #pragma once
20
21 // ===== DO NOT EDIT THIS FILE! =====
22 * = This file was automatically generated from an COSIDE schematic.
23 * = (recreate via: "test_sch.scaml")
24 *
25 */
26
27 #include <systemc>
28
29 // include submodules
30 #include "sca_basic_libraries/arithmetic_sc/add2_sc.h"
31
32 SC_MODULE(test_sch)
33 {
34     // ports
35     sc_core::sc_in<short> sc0_i;
36     sc_core::sc_in<short> sc1_i;
37     sc_core::sc_out<short> sc_o;
38
39     // constructor
40
41     test_sch::test_sch(sc_core::sc_module_name) :
42     {
43         sc0_i("sc0_i"),
44         sc1_i("sc1_i"),
45         sc_o("sc_o"),
46         i_add2_sc1("i_add2_sc1")
47     {
48         // SystemC adder
49         i_add2_sc1.sc0_i(sc0_i); //** first summand */
50         i_add2_sc1.sc1_i(sc1_i); //** second summand */
51         i_add2_sc1.sc_o(sc_o); //** sum */
52     }
53
54 private:
55
56     // parameters
57
58     // signals
59
60     // submodule instances
61     add2_sc<short> i_add2_sc1; //** SystemC adder */
62 };
63

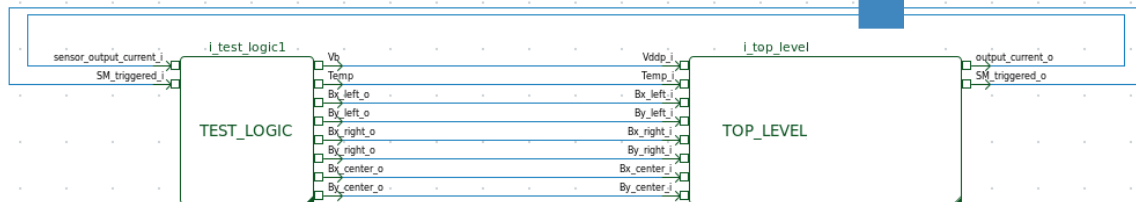
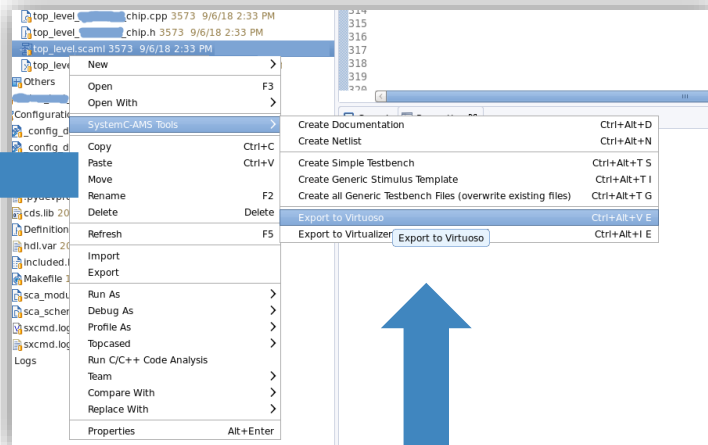
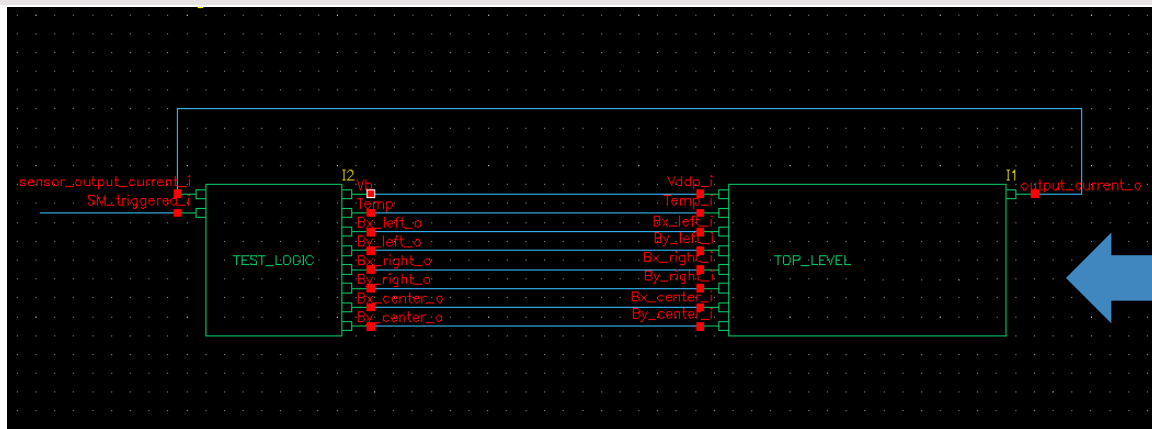
```


From SystemC to HDL in a few clicks

- › SystemC „clean“ netlist from COSIDE®
- › Conversion of each SystemC module
- › Conversion of top-level
- › High level synthesis
 - Vivado HLS
 - Mentor Catapult

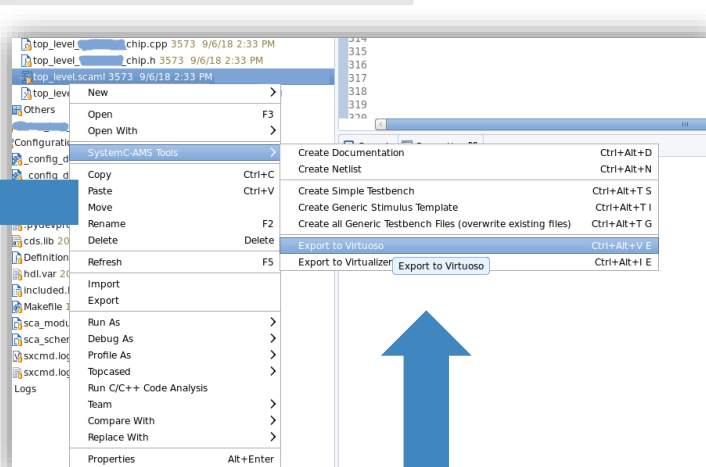
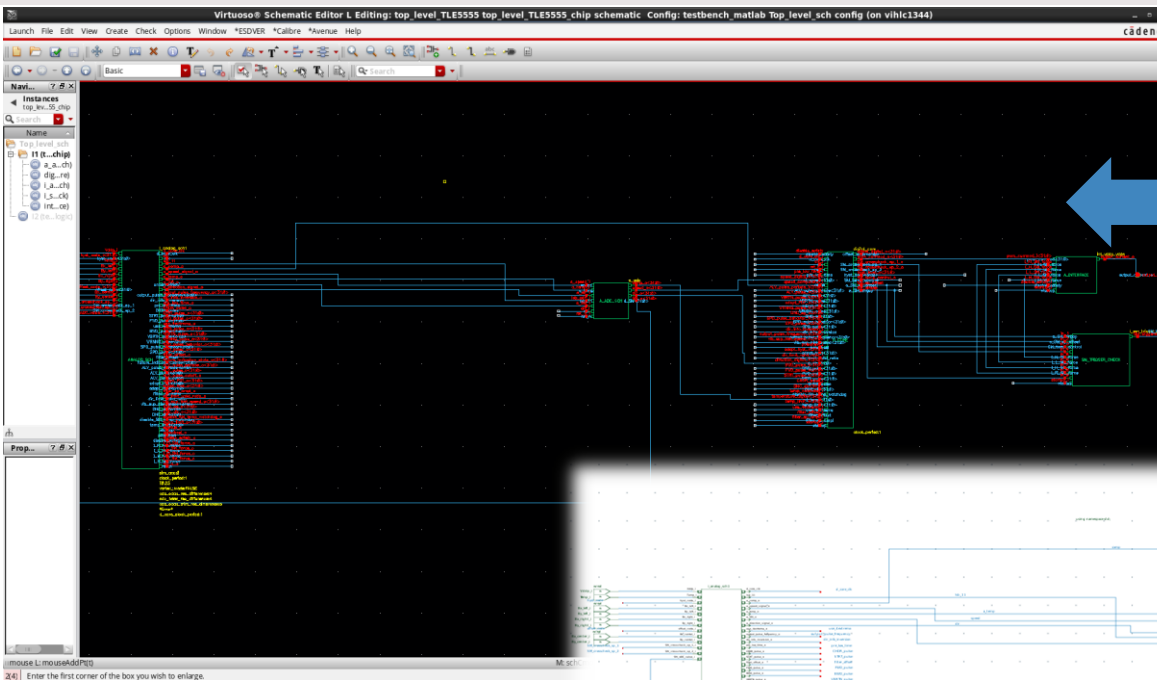


Coside CCB – SystemC to Virtuoso Export 1/3



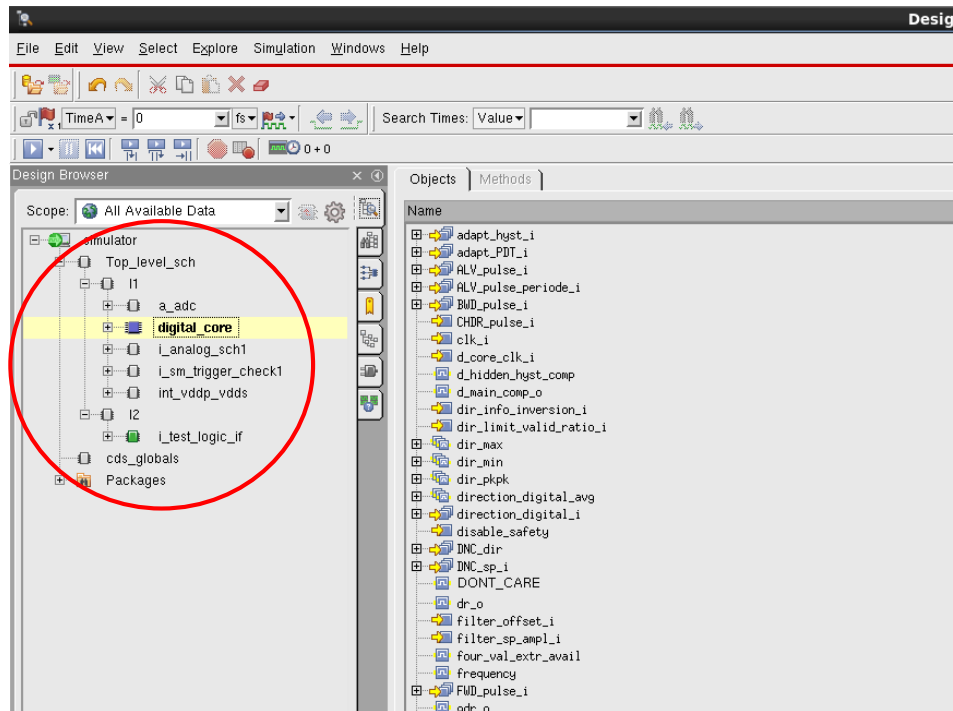
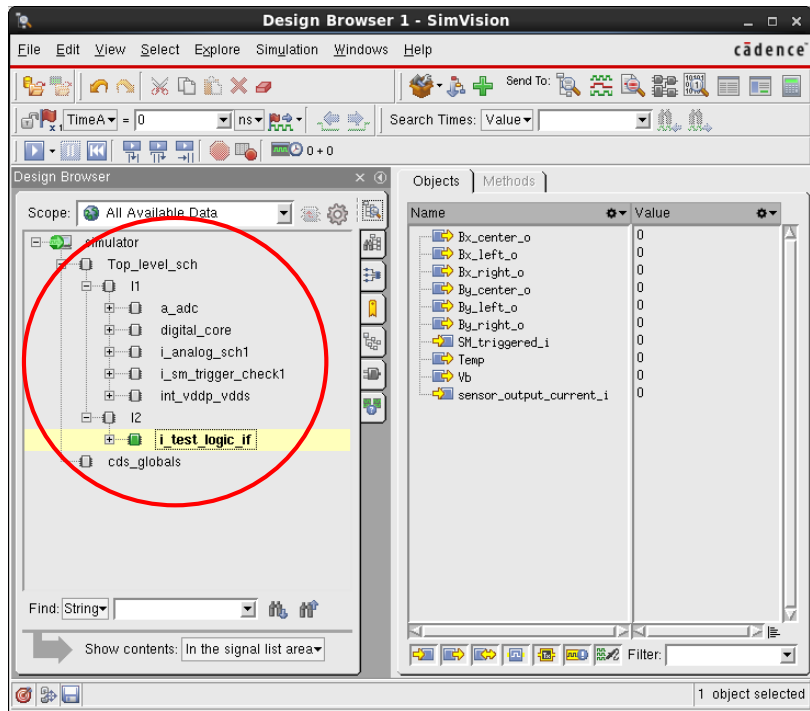
› Export of the top level testbench

Coside CCB – SystemC to Virtuoso Export 2/3



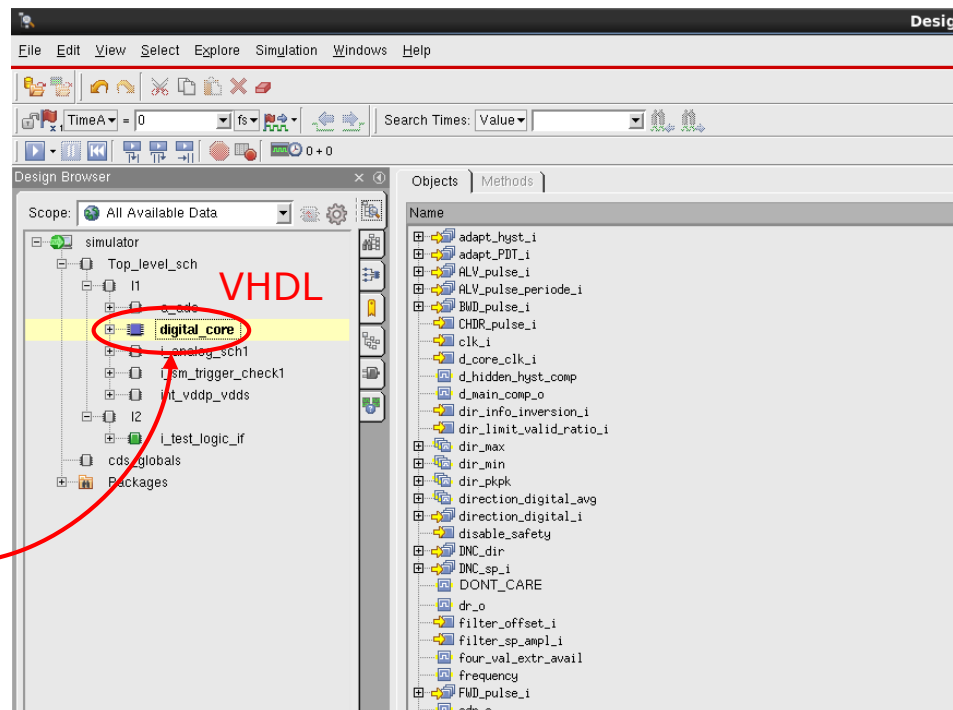
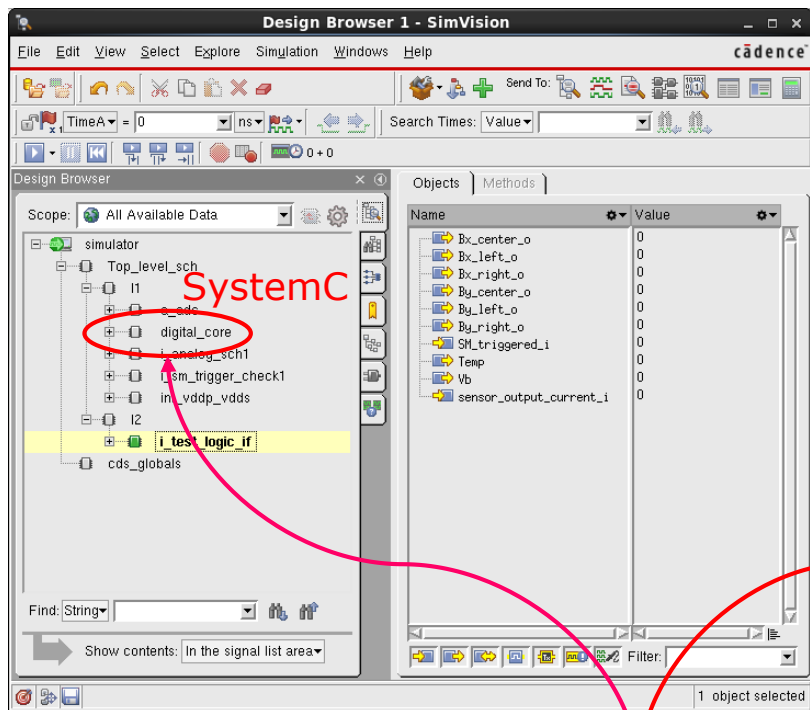
› Export of the DUT schematic

Coside CCB – SystemC to Virtuoso Export 3/3

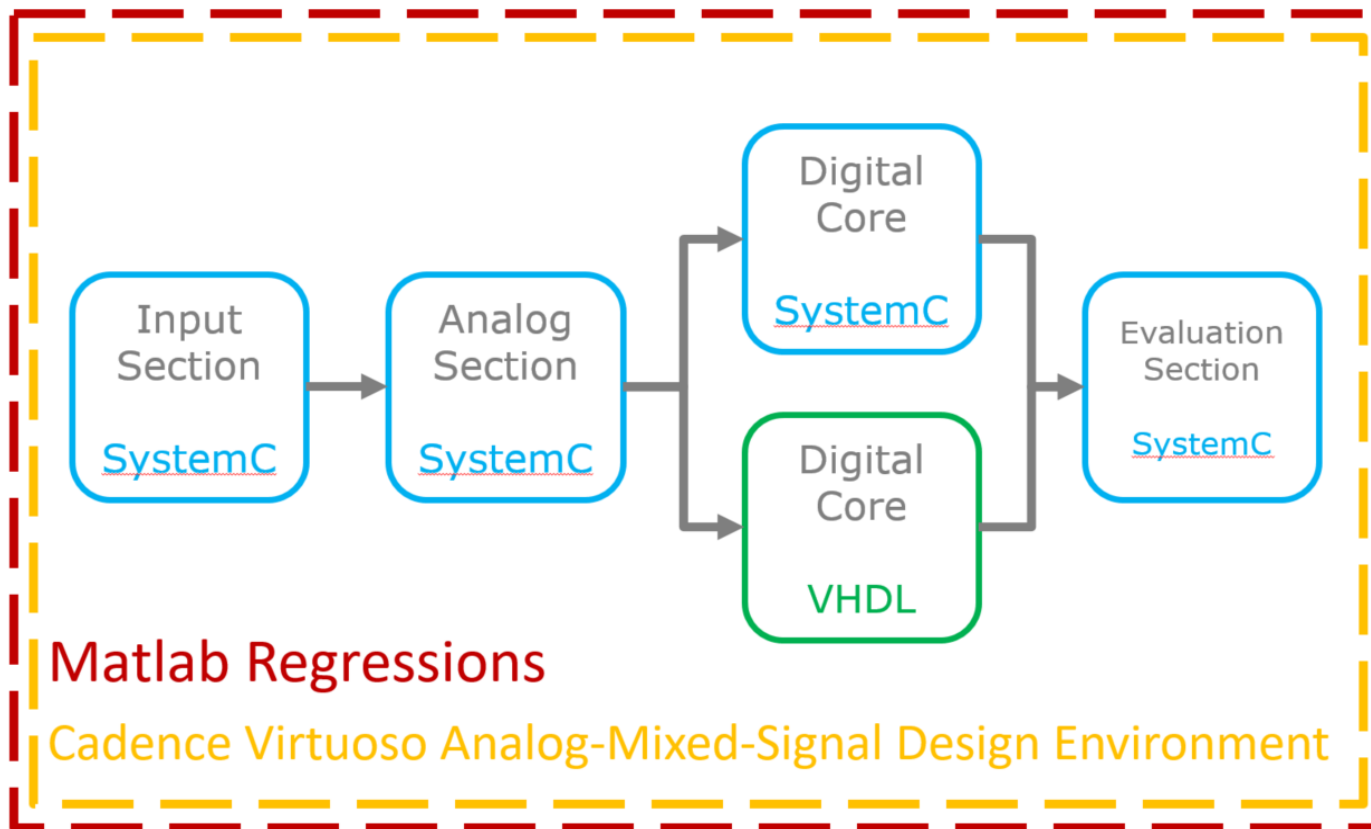


› Same netlists ...

Coside CCB – SystemC to Virtuoso Export 3/3

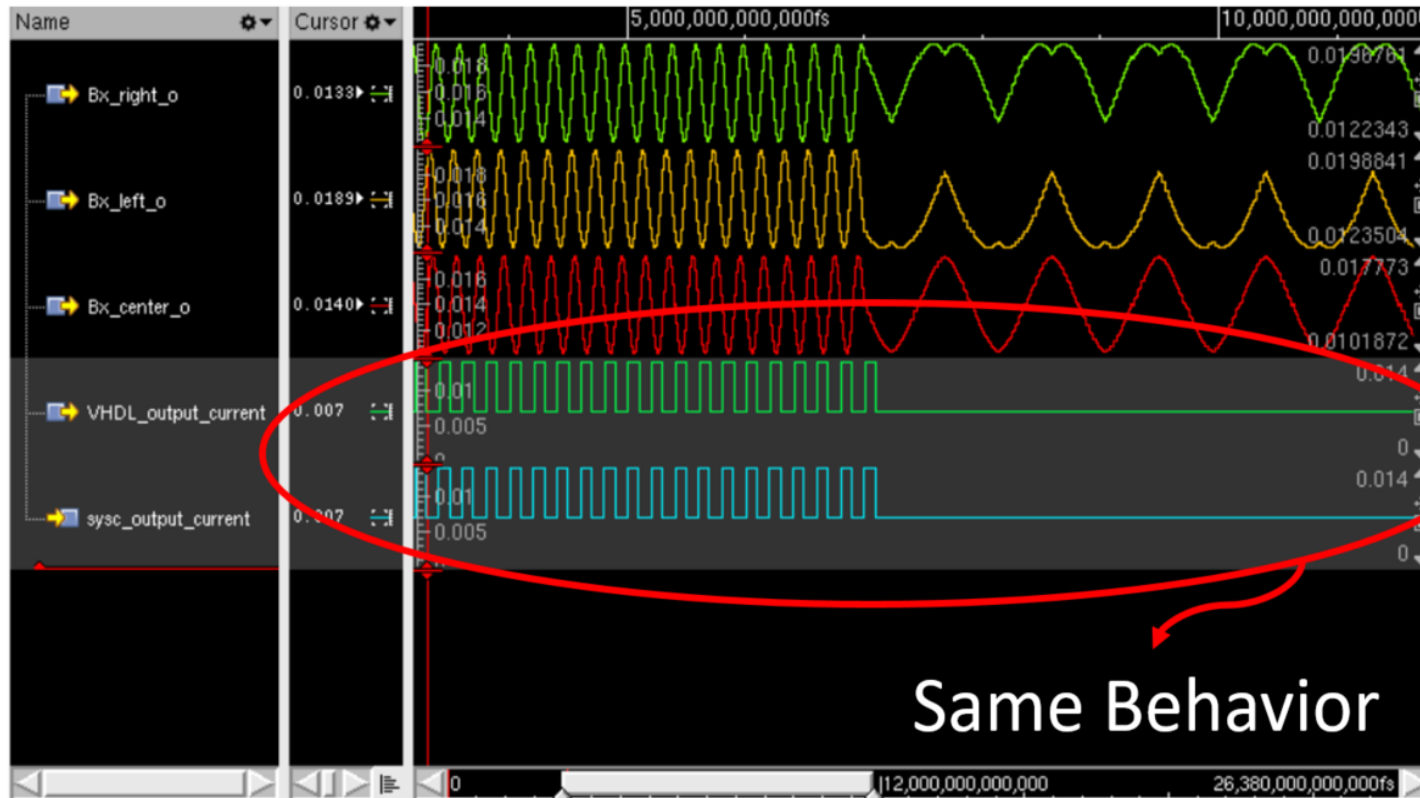


› ... But different digital cores instances



*Note: Mentor Catapult would also allow cosimulation in an integrated environment

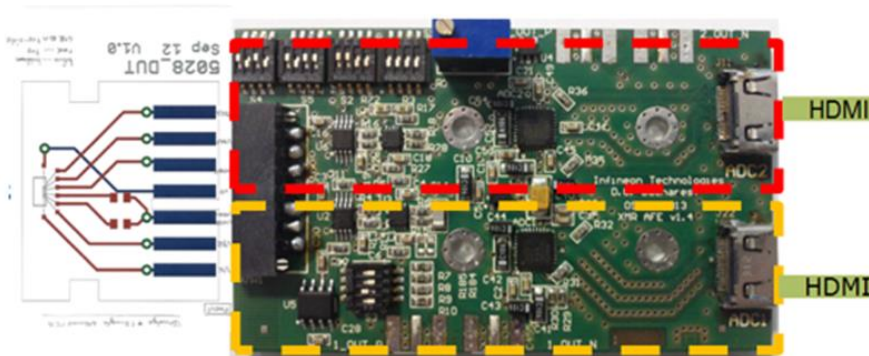
SystemC & VHDL cosimulation (2/2)



Moving to real HW

Direction Signal Path

Digital core



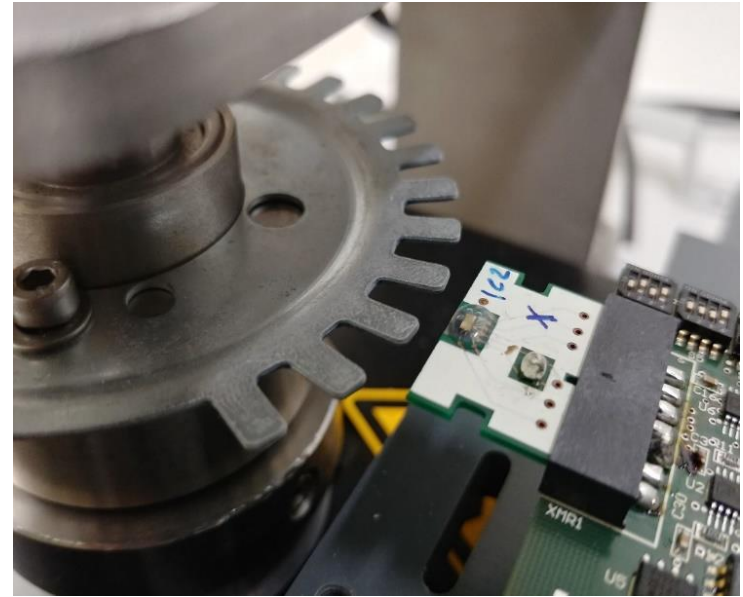
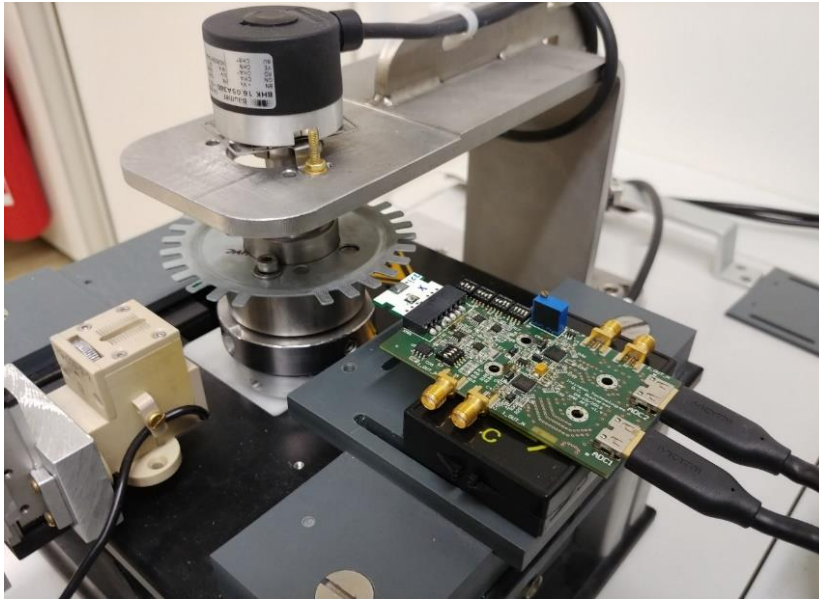
Analog Front End board

Speed Signal Path

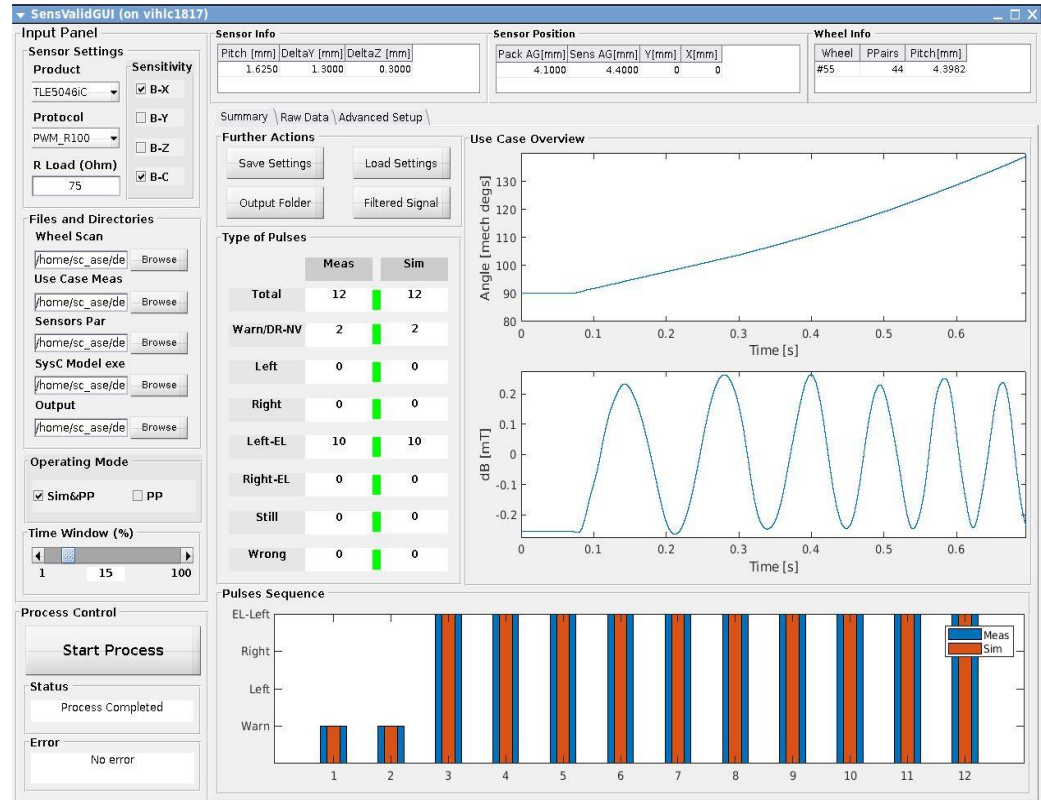
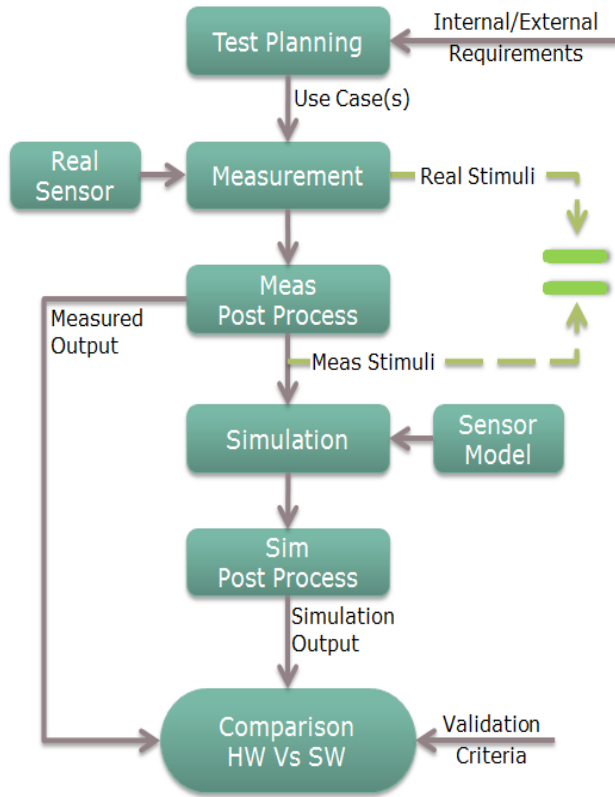


FPGA board

Measurements setup in the laboratory



Automatic measurement & simulations crosscheck



Agenda

1

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Methodology

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Results and Conclusions

Results and Conclusion (1/3)

How much effort was spent for the different steps in the flow?



- Modeling: 1 month if concept available (SysC reuse) / up to 1 year if concept has to be developed
- Simulation setup: straightforward, just the parameter sweeps and their steps have to be defined
- SysC to HDL conversion: achieved with a one-click approach using Mentor Catapult software
- SysC & HDL cosimulation: made possible by Coseda-Cadence-Bridge (CCB) with one click export
- Synthesis on FPGA possible without any need of modifications, using Xilinx ISE synthesizer

Results and Conclusion (2/3)

- › How much time was saved by this methodology?
 - From virtual to real HW prototype: 3 to 6 man / months faster!

- › What is the simulation speed of SysC vs. Matlab vs. SysC/HDL co-sim?
 - SystemC : 1ms of simulation → ca. 5 s in the real world
 - Matlab: does not affect the simulation speed, only used to handle the regression
 - SystemC / HDL co-simulation: around 6 times slower than SystemC due to RTL simulation time (dominant)

Results and Conclusion (3/3)

- › One-click conversion finally possible
- › HDL and SystemC match 1:1 in cosimulation
- › Measurements ongoing, correct functionality already observed

- › High level synthesis approach
 - Saves development resources and time
 - Increase reuse and speed
- › Rapid prototyping approach
 - Increase design confidence
 - Allow better customers interaction

› Any questions?



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