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What is SoCLib

- SoCLib is an open platform for virtual prototyping of multi-processors system on chip (MP-SoC).
- The project started as an ANR-founded project. It is now maintained at ?Lip6
- The core of the platform is a library of SystemC simulation models for virtual components (IP cores)
- The main concern is true interoperability between the SoCLib IP cores
- All simulation models are written in SystemC, and can be simulated with the standard SystemC simulation environment.
- Two types of models are available for each IP-core:
 - ♦ CABA (Cycle Accurate / Bit Accurate),
 - ◆ TLM-DT (Transaction Level Modeling with Distributed Time)
- All <u>simulation models</u> and most associated tools are distributed as free software.

Using SoCLib

SoCLib Components

• <u>SoCLib Components General Index</u>: documentation about the available hardware components (IP cores)

Installation

- If you want to try SoCLib without going through the installation process, the <u>?SoCLib Virtual machine appliance</u> may help you!
- <u>Installation Notes</u>: how to install the SoCLib platform on your computer
- Frequently asked questions is useful when things goes wrong

Tutorials

- ?DSX tutorial
- Motion-JPEG and OS tutorial

Using SoCLib 1

Projects using SoCLib

• ?TSAR, Tera-Scale Architecture: a scalable, shared-memory, coherent MP2-SoC

Software support

Embedded Os support

SoCLib platforms are able to run several operating systems:

- <u>DNA/OS</u>: DNA/OS is a micro-kernel for MPSoCs. It supersedes MutekA, and still provides the POSIX thread API.
- <u>?MutekH</u>: Exo-kernel based OS for classical and heterogeneous MPSoCs with POSIX threads support
- <u>?NetBSD</u>: Highly portable Unix-like Open Source operating system
- <u>?eCos</u>: An open source, royalty-free, real-time operating system intended for embedded applications.
- <u>?RTEMS</u>: Real-Time Operating System for Multiprocessor Systems

SoCLib Tools

Various tools comes along with SoCLib to ease research and development:

- <u>DSX</u> : Design Space Exploration tool
- <u>SystemCASS</u>: Fast SystemC simulation kernel
- <u>SoCView</u>: Interactive simulation environment for debug and instrumentation
- <u>GdbServer</u>: A GDB server for multi-processor architectures
- MemoryChecker: A memory access error checker similar to valgrind.
- GAUT: A high-level synthesis tool allowing to generate automatically systemC CABA and TLM-T files.

Middleware

• MWMR : Hardware / Software communication middleware

Development

Writing and design guides

- <u>General SoCLib Rules</u>: general rules regarding the SoCLib components.
- <u>Processor Modeling</u>: a general method to write generic processor models.
- <u>CABA Writing Rules</u>: rules to write SystemC CABA simulation models.
- TLM-DT Writing Rules: rules to write SystemC TLM-DT simulation models.
- <u>Critères Pour Plate-Forme TLM-T</u>: criteria defined for writing TLM-T simulation models.
- <u>CABA/TLM-DT Transactors</u> : general principles
- Adding new components to the library : the rules to follow to add a new IP core to the library.
- <u>Vci Protocol</u>: VCI protocol considerations in SoCLib

Development 2

Building platforms

- Soclib Cc is the current build system for SoCLib platforms.
 - ♦ <u>SoclibCc/DesignGuide</u> is an attempt to justify the choices made in soclib-cc
 - ◆ <u>Soclib Cc/And Modelsim</u> describes how to use SoCLib CABA models in ModelSim, to make RTL+CABA co-simulation
 - ♦ <u>Soclib Cc/Meta Data</u> describes the metadata (.sd) file format
 - ♦ <u>Soclib Cc/Soclib Conf</u> describes the configuration file format

SoCLib Resources

Publications

See Papers And Publications.

Mailing list

The dev@? Mailing list is public and targets general discussion about SoCLib component development.

To join the list, either

- send an email to dev-subscribe@soclib.fr;
- see http://www.soclib.fr/wws/info/dev.

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