Welcome to SoCLib's development Trac

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A) SoCLib Library

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

B) SoCLib OS & Middleware

- MutekA: OS kernel for MPSoCs with support for POSIX threads
- MutekH: exo-kernel based OS kernel for MPSoCs with support for POSIX threads
- MutekS: Optimised, static OS for DSX
- MWMR : Hardware / Software communication middleware

C) SoCLib Tools

- <u>DSX</u> : Design Space Exploration tool
- SystemCASS: Fast SystemC simulation kernel
- <u>SoCView</u>: Interactive simulation environment for debug and instrumentation
- <u>GdbServer</u>: A GDB server for multi-processor architectures
- <u>VCI Validation</u>: A library for the validation of the VCI protocol (CABA and TLM-T versions)

D) SoCLib Resources

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@?;
- see http://www.soclib.fr/wws/info/dev.

Installation, usage

- <u>Installation Notes</u>: how to install the SoCLib platform on your computer
- <u>Soclib Cc</u> is the current build system for SoCLib platforms
- Adding new components to the library: the rules to follow to add a new IP core to the library.

D) SoCLib Resources

Writing and design guides

- <u>General SoCLib Rules</u>: general rules regarding the SoCLib components.
- <u>CABA Writing Rules</u>: rules to write SystemC CABA simulation models.
- TLM-T Writing Rules: rules to write SystemC TLM-T simulation models.
- <u>Processor Modeling</u>: a general method to write generic processor models.
- Endianness considerations? : Endianness rules in SoCLib

Miscelaneous

- <u>Critères Pour Plate-Forme TLM-T</u>: criteria defined for writing TLM-T simulation models.
- <u>SoclibCc/DesignGuide</u> is an attempt to justify the choices made in soclib-cc
- Models of documents? to be used by the project partners
- Frequently asked questions: When things goes wrong

E) Tutorials

- ?DSX tutorial
- and OS tutorial

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