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What is SoCLib

- SoCLib is an open platform for virtual prototyping of multi-processors system on chip (MP-SoC).
- The core of the platform is a library of SystemC simulation models for virtual components (IP cores)
- The project started as an ANR-founded project. It is now maintained at <u>?Lip6</u>

Technical features

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 distributed by the OSCI organization.
- Two types of models are available for each IP-core:
 - ◆ CABA (Cycle Accurate / Bit Accurate),
 - ♦ TLM-DT (Transaction Level Modeling with Distributed Time)

Availability

- All simulation models and most associated tools are distributed as free software.
- The SoCLib documentation is on this website

Usage

SoCLib Components

• SoCLib Components General Index : 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 !
- Installation Notes : how to install the SoCLib platform on your computer
- Frequently asked questions is useful when things goes wrong

Building platforms

- <u>Soclib Cc</u> 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

Middleware

• <u>MWMR</u> : Hardware / Software communication middleware

SoCLib guest OS support

- <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

- <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
- <u>MemoryChecker</u> : A memory access error checker similar to valgrind.
- GAUT : A high-level synthesis tool allowing to generate automatically systemC CABA and TLM-T files.

Tutorials

- <u>?DSX_tutorial</u>
- Motion-JPEG and OS tutorial

Development

Writing and design guides

- General SoCLib Rules : general rules regarding the SoCLib components.
- <u>Processor Modeling</u> : a general method to write generic processor models.
- CABA Writing Rules : rules to write SystemC CABA simulation models.
- <u>TLM-DT Writing Rules</u> : 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
- <u>Adding new components to the library</u> : the rules to follow to add a new IP core to the library.
- <u>Vci Protocol</u> : VCI protocol considerations in SoCLib

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@soclib.fr;
- see <u>http://www.soclib.fr/wws/info/dev</u>.