Lehrstuhl für Informatik 12
Cauerstraße 11
91058 Erlangen

FRIEDRICH-ALEXANDER
UNIVERSITÄT
ERLANGEN-NÜRNBERG
TECHNISCHE FAKULTÄT

2. Exercise of the Laboratory
Entwicklung interaktiver eingebetteter Systeme

1 Introduction

In the following, you will start to work with SystemC. For this purpose, an eclipse workspace has been prepared for you.

1.1 Eclipse Workspace of the Lab

Please open the workspace by starting eclipse and choosing the directory depicted in Figure 1 as your workspace directory. In this workspace, the following eight projects are examples of various aspects of SystemC.

1. `02_sysc_ex01-startup` – Examples of the various call backs called by SystemC while the simulation is set up.
2. `02_sysc_ex02-event` – Event instantiation and notification.
3. `02_sysc_ex03-SC_METHOD` – Registering a method process in a SystemC module.
4. `02_sysc_ex04-SC_THREAD` – Registering a thread process in a SystemC module.
5. `02_sysc_ex05-SC_CTHREAD` – Registering a clocked thread process in a SystemC module.
6. `02_sysc_ex06-HWSIGNAL` – Example usage of SystemC signals.
7. `02_sysc_ex07-FIFO` – Example usage of SystemC FIFOs.
8. `02_sysc_ex08-FIXPOINT` – Examples for working with fix point data types.

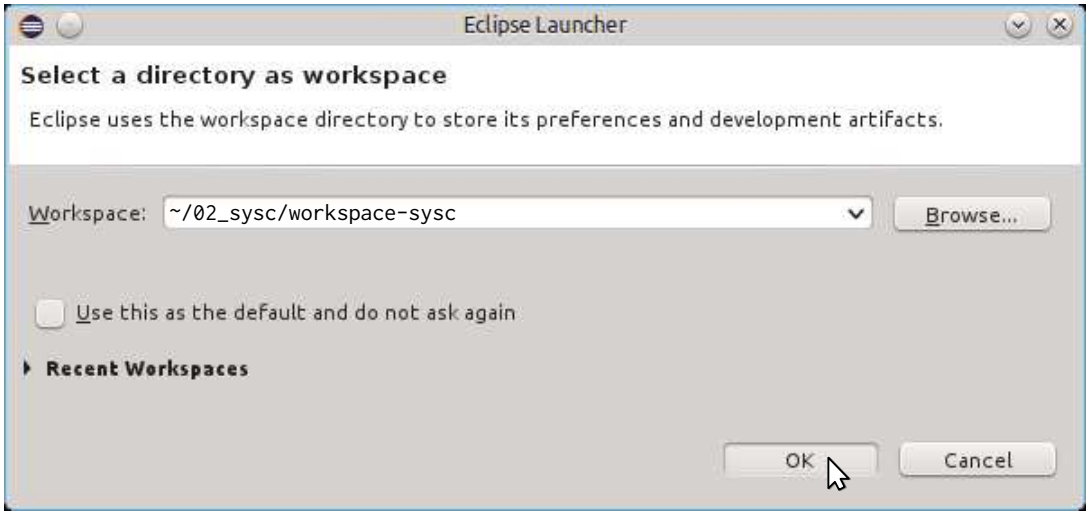


Figure 1: Opening the workspace in directory *~/02_sysc/workspace-sysc*

You might use the code in these projects for implementation hints for the tasks ahead of you in this lab.

Finally, the `hwsim` project should implement the SystemC simulation environment shown in Figure 2. This environment contains a `VideoSource` that captures images from a USB camera, which will be given to you during the lab, and a `VideoSink` that displays the video stream in a window, e.g., as shown in Figure 3.

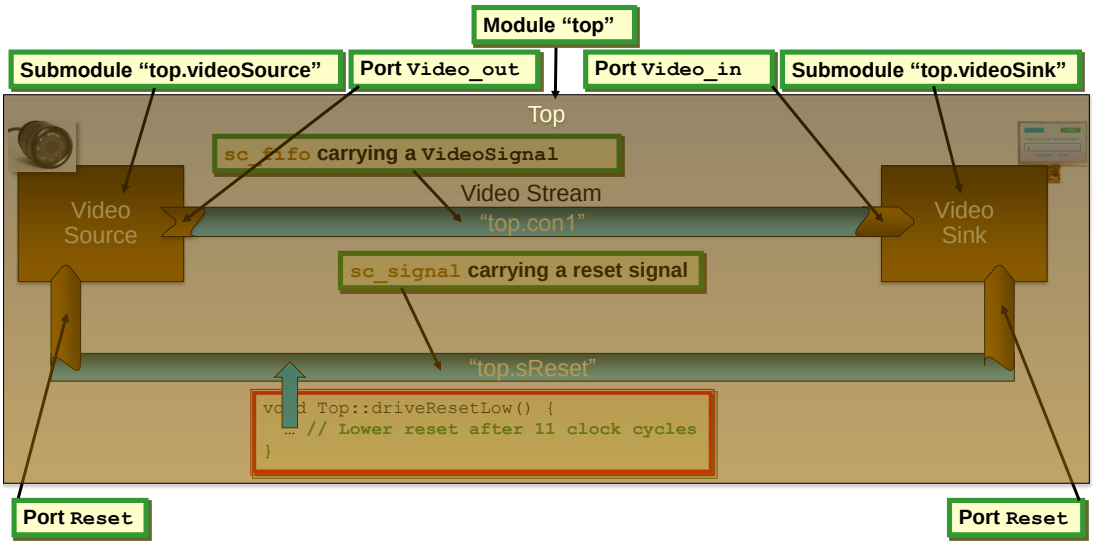


Figure 2: Architecture realized by the SystemC simulation environment when using a FIFO to connect the modules

Every simulation you perform during this lab will be performed by starting the `hwsim` simulator. This simulator can be compiled (cf. Figures 11a, 12a, 15a, and 17a) with different *build configurations*, i.e., setting some defines differently, which you will use to either use SystemC signals or SystemC FIFOs for communication between the `VideoSource` and `VideoSink` module. Moreover, the interface used by the `VideoSource` and `VideoSink` module might even differ and, hence, you have to develop an adapter module that translates between these different modes of communication.

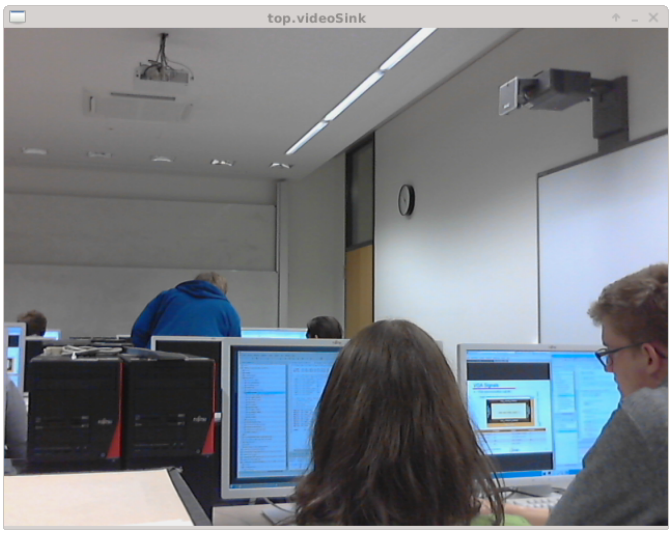


Figure 3: Display window of the `VideoSink` module

To continue, open the `hwsim` project in the workspace as shown in Figure 4.

1.2 Handling Eclipse

You are using Eclipse CDT (C/C++ Development Tooling) for development. In CDT, there are two different kinds of errors that Eclipse can indicate for your source code. Examples for these two kinds are shown in Figure 6. First, there are errors indicated by the C++ compiler, e.g., as

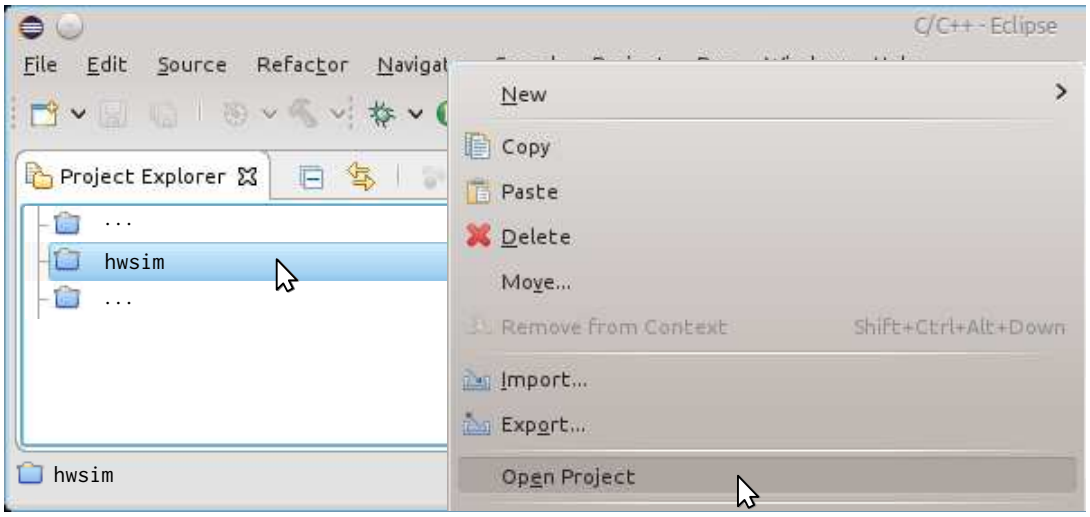


Figure 4: Opening the `hwsim` project in the workspace

indicated by the *red disk containing a white x* to the left of the line number 60 in Figure 6a. Eclipse parses the output of the C++ compiler – shown in the *CDT Build Console* – to find where the C++ compiler reported errors and marks all source code locations where errors where reported with the symbol of a *red disk containing a white x*. Hovering over this symbol will bring up the error text from the build console. However, sometimes it is easier to directly look at the build console to determine what the first error was. This is important to detect what is the cause and what might be subsequent errors stemming from the original error. In any case, these errors must be fixed by you for the program to compile. However, the symbols denoting these errors will only be updated when you compile the project, i.e., select one of the four build configurations (see Figure 5) and compile the project.

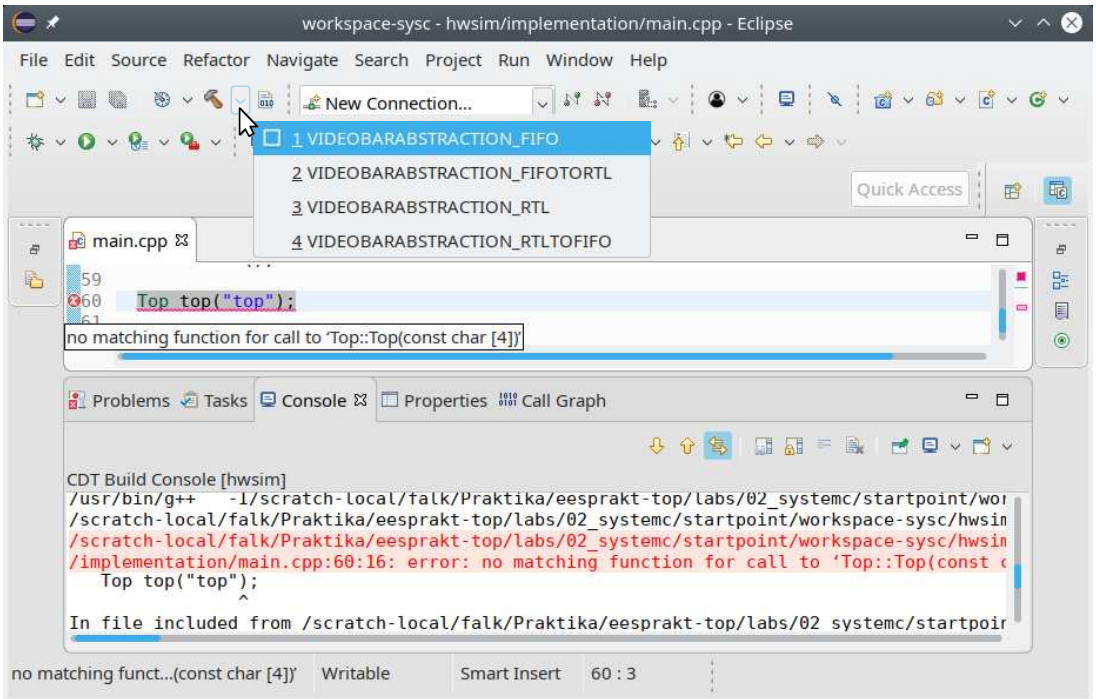
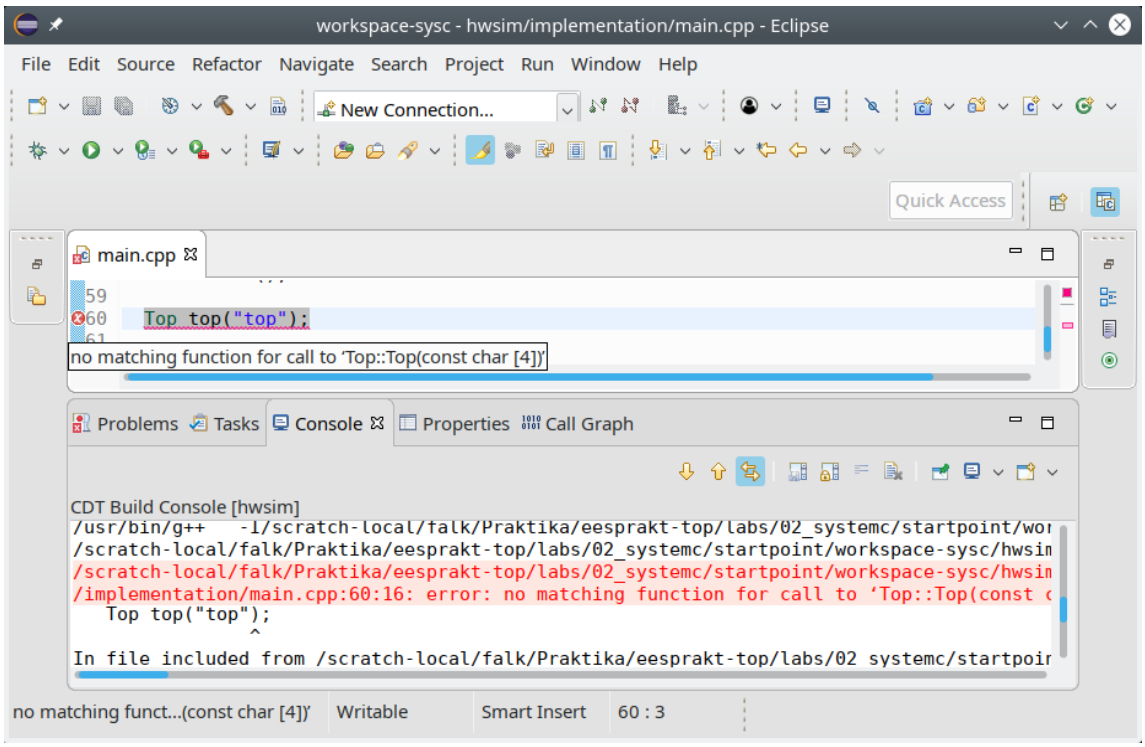
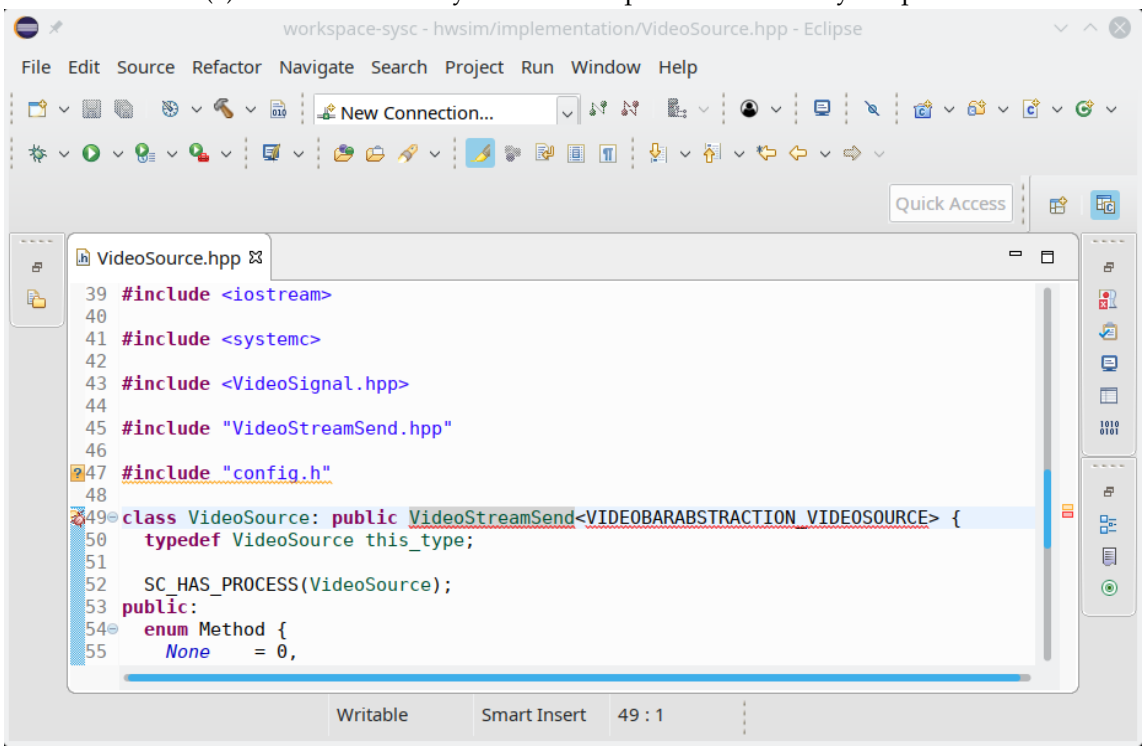


Figure 5: The four available build configurations for the `hwsim` project



(a) Errors indicated by the C++ compiler and shown by Eclipse



(b) Errors indicated by the Eclipse Indexer

Figure 6: Two different kinds of errors indicated by Eclipse stemming from (a) the C++ compiler and (b) the Indexer

Second, there is the *Eclipse Indexer*. The Indexer is used by Eclipse for code completion and navigation. Errors from the Indexer are indicated by a *red bug symbol*, e.g., as seen to the left of the line number 49 in Figure 6b. These error might not be real and only shown due to (i) too complex C++ code the Indexer can't parse but that is nonetheless valid C++ code, (ii) misconfiguration of the Indexer, (iii) missing auto-generated code, e.g., line 47 in Figure 6b missing the *config.h* header, that has not yet been generated, or (iv) differences between what files are present in the file system and what files Eclipse knows of. Errors from the Indexer can in principle be ignored but might negatively affect Eclipse code completion and navigation.

Indexer errors due to (i) should not happen during this lab. However, due to a bug in Eclipse, the Indexer is misconfigured to use a fixed build configuration instead of the active build configuration you are currently working on. To change this, follow the steps in Figure 7. Please

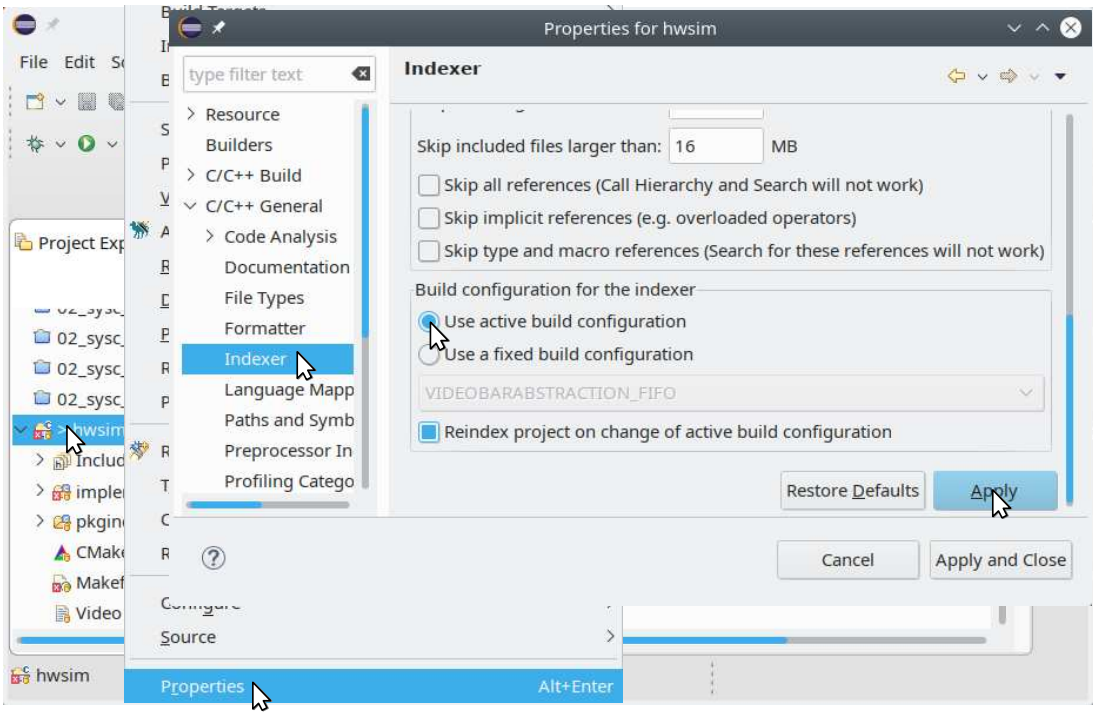


Figure 7: Changing the project properties in such a way that the *Eclipse Indexer* uses the *active build configuration* instead of a fixed one

note that due to the Eclipse bug, this change will revert if you close the Eclipse project and you have to reapply the fix.

If you opened the `hwsim` project for the first time, the *config.h* header will still be missing as it is auto generated when you compile the project. In fact, the whole directory where this header will reside, i.e., *obj-6435. . ./implementation*, is still missing. This fact can be observed by examining the *include directories* that are used by the Eclipse Indexer as shown in Figure 8. Grayed out include directories are currently missing or might be present in the file system but Eclipse is currently unaware of them.

To generate these include directories, compile the project with the `VIDEOBARABSTRACTION_FIFO` build configuration as shown in Figure 5 or Figure 11a. After you have started the compilation – even if it did not succeed – the *config.h* header should be present in the directory *obj-6435. . ./implementation*. However, the directory might not immediately appear in the Eclipse project. If the directory is still not visible in Eclipse, then there is a differences between what files are present in the file system and what files Eclipse knows of. To notify Eclipse that new files have appeared in the project, you have to refresh the project by following the steps ① and

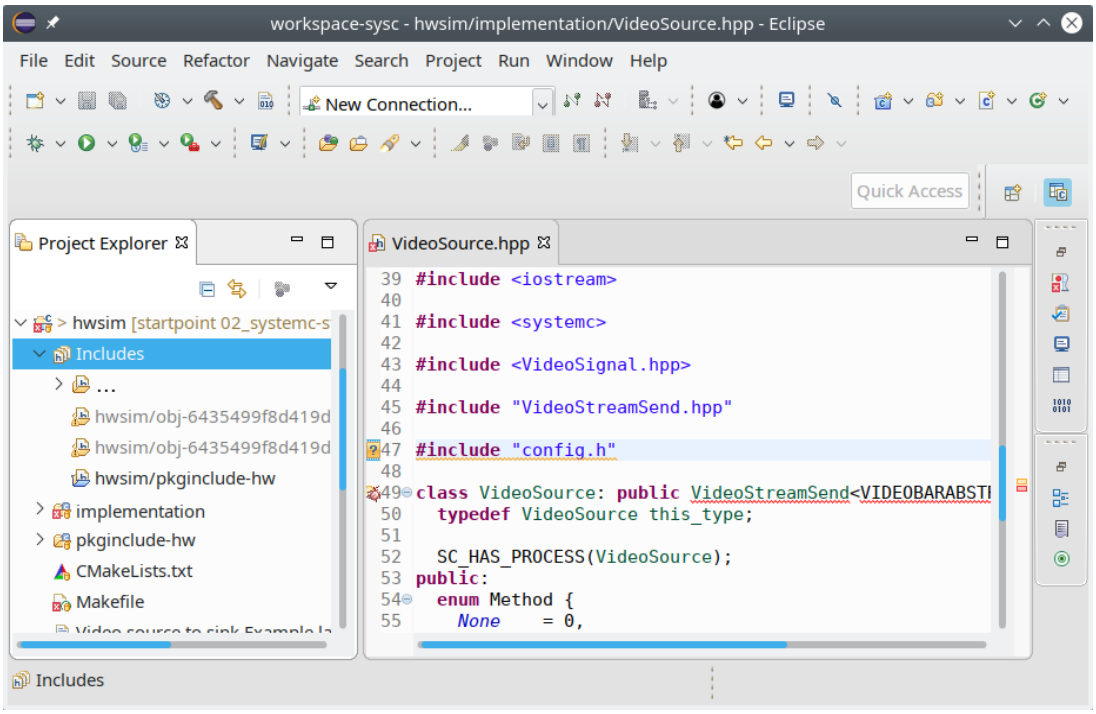


Figure 8: Missing auto-generated include directories

② in Figure 9. After having refreshed the project (you could also have selected the project and pressed F5), the directory should be visible in Eclipse, e.g., as shown in Figure 9 with ③. Finally, rebuild the index as shown in Figure 10 to take into account the effect of the *config.h* header.

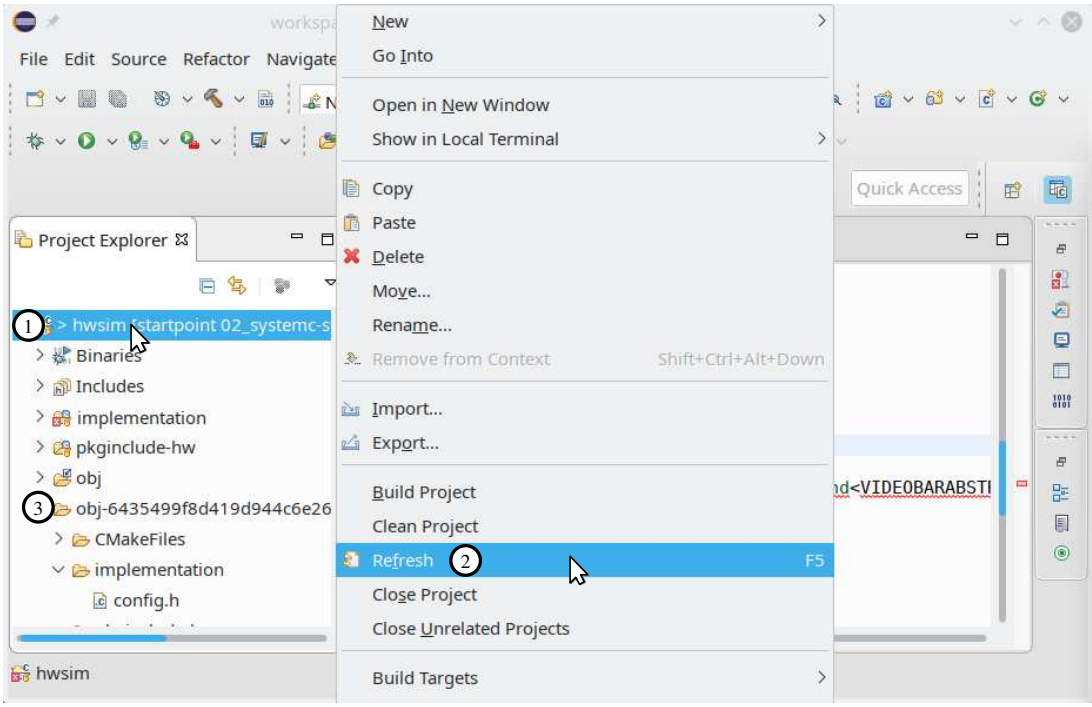


Figure 9: Refresh the `hwsim` project to pick up new files in the project directory

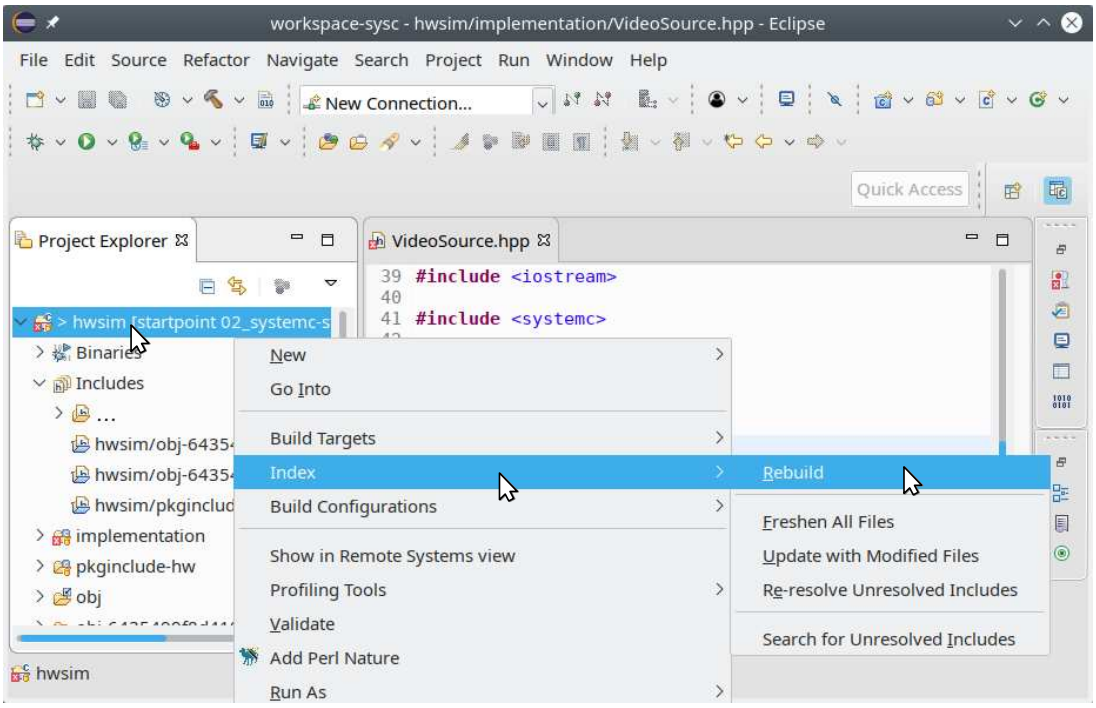


Figure 10: Rebuild the index for the `hwsim` project

Task 1 (Simple VideoSource to VideoSink SystemC Example)

Project:	`hwsim`
Files:	*implementation/Top.hpp*
	implementation/Top.cpp

In the following, you will realize a simple `VideoSource` to `VideoSink` filter chain as depicted in Figure 2. For this purpose, you open the project `hwsim` as is depicted in Figure 4.

All filters can be compile in two different modes: (i) FIFO abstraction and (ii) RTL abstraction level. Here, `#if VIDEOBARABSTRACTION_VIDEOSOURCE == VIDEOBARABSTRACTION_FIFO` as well as `#if VIDEOBARABSTRACTION_VIDEOSOURCE == VIDEOBARABSTRACTION_RTL` are used to guard FIFO and RTL abstraction levels for the `VideoSource` module, respectively. Equivalently, the define `VIDEOBARABSTRACTION_VIDEOSINK` is used to guard the abstraction level used by the `VideoSink` module. In the following, both `VideoSource` and `VideoSink` will use SystemC FIFOs to communication with each other, i.e., the `con1` channel in the `Top` module should be a SystemC FIFO. However, before you can start the example, you have to modify the `Top` module in the following ways:

a) Edit *Top.hpp* and *Top.cpp* to define a constructor for the SystemC module. Run the example by following the steps depicted in Figure 11. The example should compile and run but, of course, do nothing.

b) Overwrite the `before_end_of_elaboration` method of the module. Program code that should output stuff like the following:

```
top: before_end_of_elaboration at @0 s called!
```

c) Overwrite the `end_of_elaboration` method of the module. Program code that should output stuff like the following:

```
top: end_of_elaboration at @0 s called!
```

d) Overwrite the `start_of_simulation` method of the module. Program code that should output stuff like the following:

```
top: start_of_simulation at @0 s called!
```

e) Overwrite the `end_of_simulation` method of the module. Program code that should output stuff like the following:

```
top: end_of_simulation at @4081389 ms called!
```

f) Define the `driveResetLow` method and register it as a SystemC method process in the constructor of the module. Don't forgot to use the SystemC macro `SC_HAS_PROCESS` to enable SystemC process registration. Program code that should output stuff like the following:

```
top: driveResetLow at @0 s called!
```

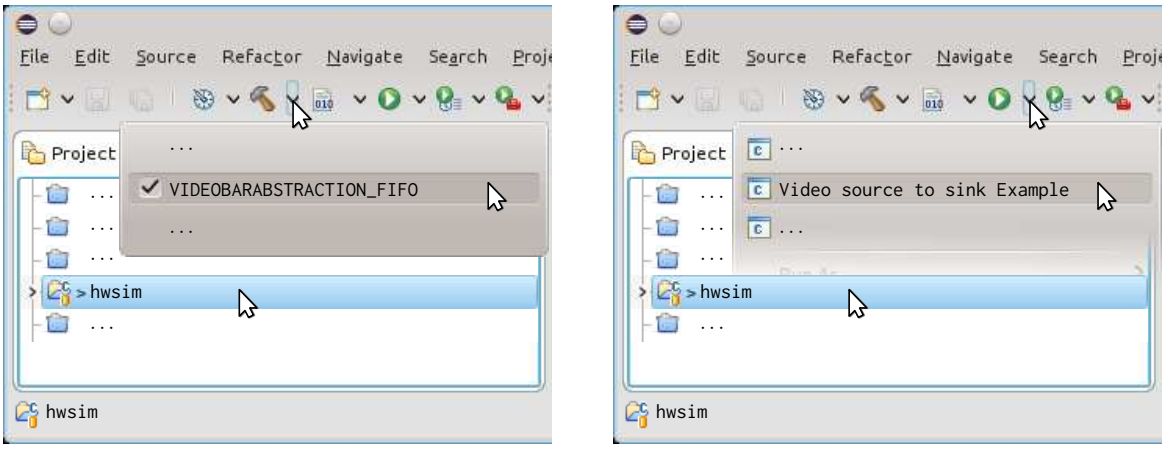
g) Define the event `resetEndEvent` and notify it after 11 cock cycles of the master clock with frequency `MASTERCLOCK_MHZ`. This define is defined by the header *hwsim_config.h*. Modify the registration of the `driveResetLow` method to be sensitive to the `resetEndEvent` and no longer sensitive to the implicit startup event. This should output stuff like the following:

```
top: driveResetLow at @50457 ps called!
```

h) Define the `sReset` signal initialize it to `true` in the constructor and reset it to `false` in the `driveResetLow` method. Take care to name the signal `"sReset"` in the constructor.

i) Define the `con1` FIFO channel. Take care to name the channel `"con1"` in the constructor.

j) Instantiate the submodules `VideoSource` and `VideoSink` as `videoSource` and `videoSink`. These classes are defined in the headers *VideoSource.hpp* and *VideoSink.hpp*, respectively.



(a) Compiling the filter at FIFO abstraction (b) Starting the `VideoSource` ⟶ `VideoSink` example

Figure 11: Running and understanding the `VideoSource` ⟶ `VideoSink` example setup

k) Name the submodules in the constructor of the `Top` module accordingly, i.e., give their constructor the names `"videoSource"` and `"videoSink"`, respectively.

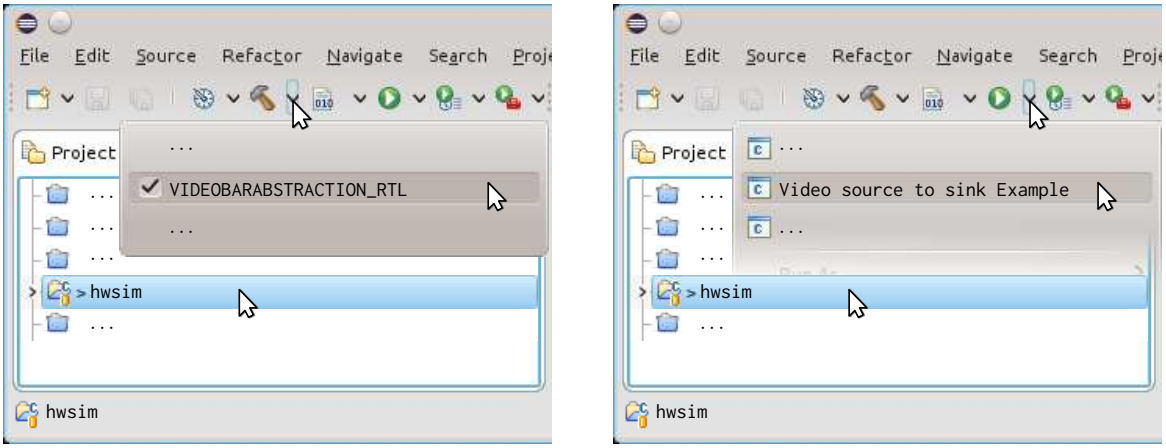
l) Next, connect their `Reset` input ports to the `sReset` signal of the `Top` module.

m) Then, use the `con1` FIFO channel to connect the `Video_out` port of the `VideoSource` module to the `Video_in` port of the `VideoSink` module. Finally, run and test the `VideoSource` to `VideoSink` example by following the steps depicted in Figure 11. This should result in a display window similar to the one depicted in Figure 3.

Task 2 (Using an RTL Signal for the Video Signal)

Project: `hwsim`
Files: *implementation/Top.hpp*
implementation/Top.cpp

In the following, you will switch the video signal from FIFO abstraction to RTL abstraction by compiling as shown in Figure 12a. Thus, the defines `VIDEOBARABSTRACTION_VIDEOSOURCE` and



(a) Compiling the filter at FIFO abstraction (b) Starting the `VideoSource` ⟶ `VideoSink` example

Figure 12: Running the `VideoSource` ⟶ `VideoSink` example at RTL

`VIDEOBARABSTRACTION_VIDEOSINK` will be set to `VIDEOBARABSTRACTION_RTL`. Moreover, it is also required to connect a clock to the `Clock` ports of the `VideoSource` and `VideoSink` module. Thus, you will need to instantiate a master clock with frequency `MASTERCLOCK_MHZ` and connect it to both ports. Finally, the `con1` signal must be switched from a FIFO to a SystemC signal to result in the architecture depicted in Figure 13.

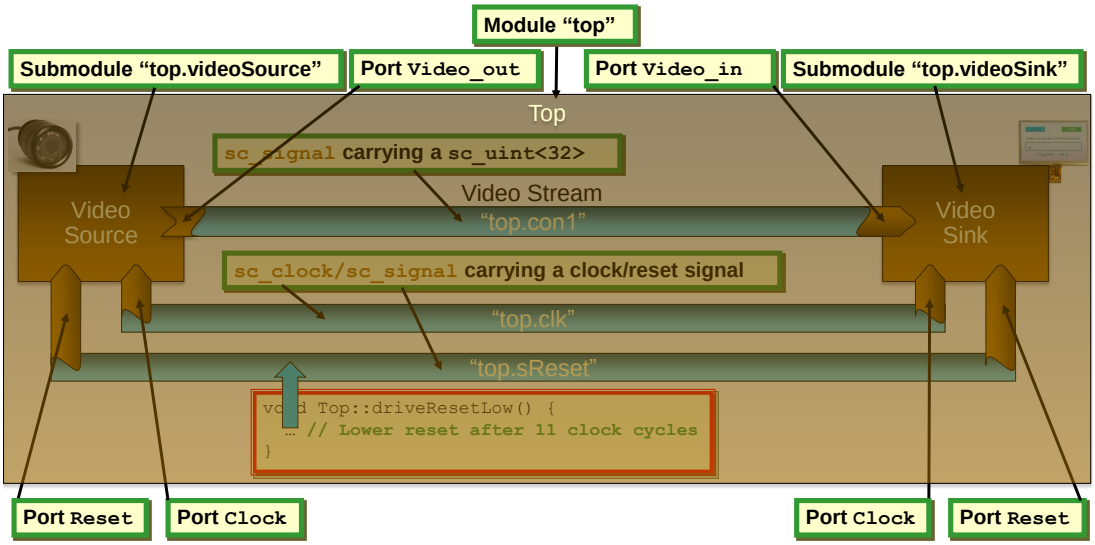


Figure 13: Architecture realized by the SystemC simulation environment when using an RTL signal to connect the modules

However, please guarantee that the FIFO abstraction level still remains functional. Therefore, guard your changes with `#if VIDEOBARABSTRACTION_VIDEOSOURCE == VIDEOBARABSTRACTION_RTL`,

respectively, `#if VIDEOBARABSTRACTION_VIDEOSINK == VIDEOBARABSTRACTION_RTL`. In detail, you have to modify the `Top` module in the following ways:

a) Switch the `con1` signal from a FIFO to a SystemC signal carrying a `sc_dt::sc_uint<32>` data type. This change should enable a compilation at RTL. However, the resulting simulator will not run as the `Clock` ports of the `VideoSource` and `VideoSink` modules are not bound, i.e., are dangling and not connected to a clock.

b) Instantiate a clock – use an `sc_core::sc_clock` instance for this – as the member variable `clk`. The frequency of the clock should be `MASTERCLOCK_MHZ`. Moreover, take care to name the clock `"clk"` in the constructor.

c) Connect the clock to the `Clock` port of the `VideoSource` module. Don't forgot to guard your changes with `#if VIDEOBARABSTRACTION_VIDEOSOURCE == VIDEOBARABSTRACTION_RTL`.

d) Connect the clock to the `Clock` port of the `VideoSink` module. Don't forgot to guard your changes with `#if VIDEOBARABSTRACTION_VIDEOSINK == VIDEOBARABSTRACTION_RTL`. Finally, compile the simulator at RTL abstraction level and start the simulation (see Figure 12).

Task 3 (Adapter from RTL to FIFO Video Signals)

Project:	`hwsim`
Files:	*implementation/Top.hpp*
	implementation/Top.cpp
	implementation/VideoAdapterRTLToFIFO.hpp
	implementation/VideoAdapterRTLToFIFO.cpp

For large designs, it is not unusual to have different parts of the design at different levels of abstraction. In our lab, parts of the design might be at behavioral abstraction level (FIFO) and other parts at RTL abstraction level. In order to enable a simulation containing parts of the design at different abstraction levels, you will realize adapters to connect the communication protocols that are used at these different levels. For example, an adapter for the video signal communication from the RTL abstraction level to the FIFO abstraction level is required for the architecture depicted in Figure 14.

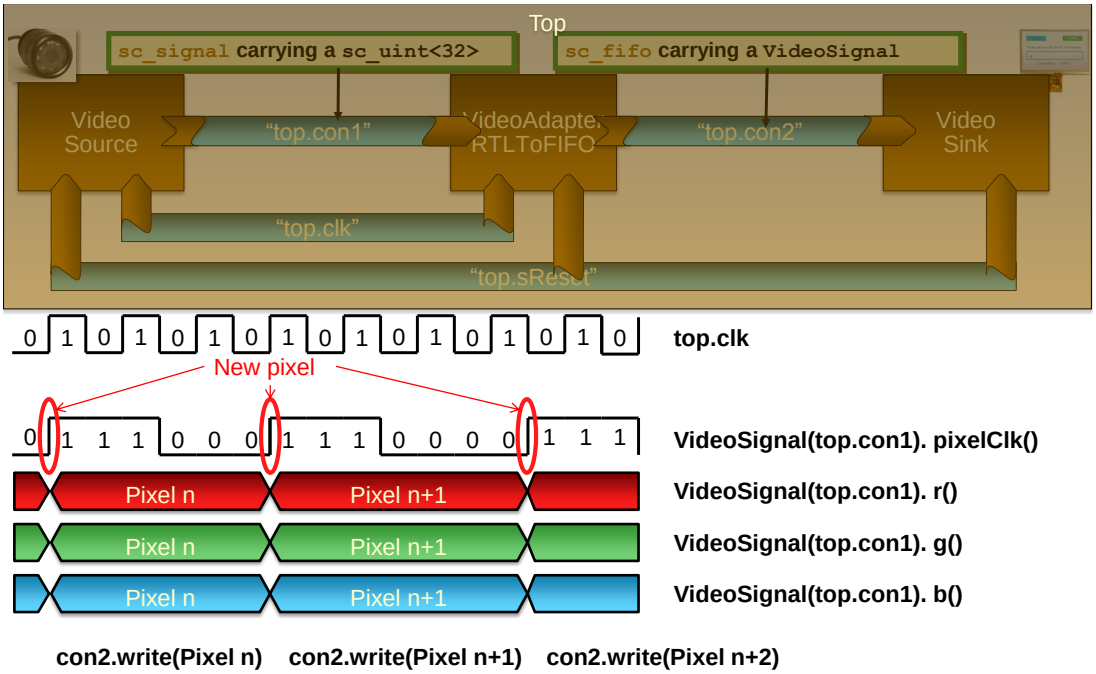


Figure 14: Architecture if an adapter from an RTL signal to a FIFO channel is required

a) Create the class `VideoAdapterRTLToFIFO` realizing a SystemC module in the files *VideoAdapterRTLToFIFO.hpp* and *VideoAdapterRTLToFIFO.cpp*.

b) Create a constructor for the SystemC module `VideoAdapterRTLToFIFO`. The first parameter of the constructor should be the name of the SystemC module.

c) Create the ports `Clock`, `Reset`, `Video_in`, and `Video_out` for the module. Take care to name the ports `"Clock"`, `"Reset"`, `"Video_in"`, and `"Video_out"`, respectively, in the constructor.

The above steps will create a dummy adapter module that can be used in the `Top` module. Of course, it still has no implementation and, thus, usage of this module will result in no `VideoSink` output. However, this dummy adapter module can be used to test the changes you will make in the `Top` module to accommodate the adapter. In detail, you have to realize following changes in the `Top` module and guard them accordingly for the case that an adapter from RTL to FIFO is required:

d) Create a `con2` SystemC FIFO channel carrying a `VideoSignal`. Take care to name the signal accordingly in the constructor.

e) Instantiate the member variable `adapter` for the submodule `VideoAdapterRTLToFIFO` defined in the header *VideoAdapterRTLToFIFO.hpp*. Take care to name the submodule accordingly in the constructor.

f) Connect its `Clock` input port to the `clk` master clock of the `Top` module.

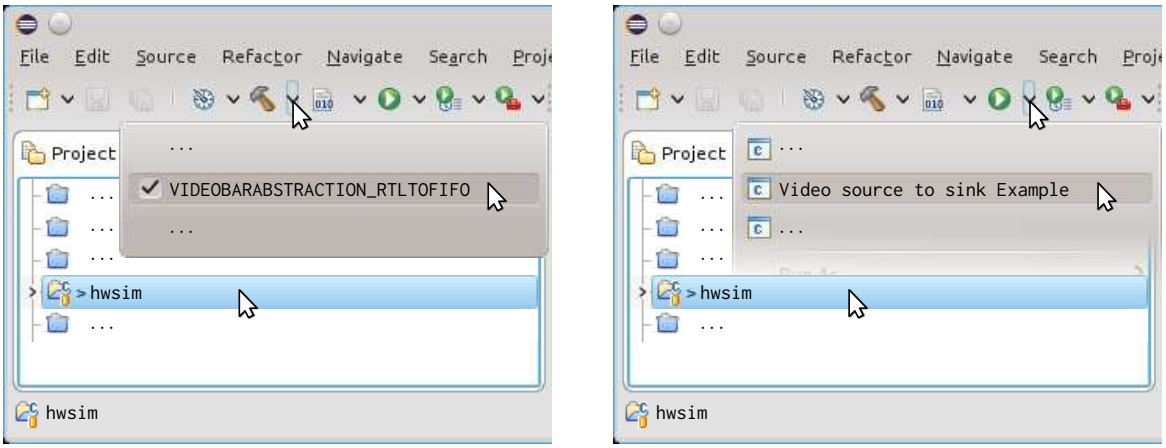
g) Connect its `Reset` input port to the `sReset` signal of the `Top` module.

h) Connect its `Video_in` input port to the `con1` signal of the `Top` module.

i) Connect its `Video_out` output port to the `con2` signal of the `Top` module.

j) Adapt the connection of the `Video_in` input port of the `VideoSink` module to use the `con2` channel instead of `con1`.

After the above given steps, the `VideoSource` to `VideoSink` example should compile and run (see Figure 15), but produce no `VideoSink` output due to the missing adapter implementation. Thus, you will realize this implementation next. For this purpose, consider again Figure 14.



(a) Compiling the filter at FIFO abstraction (b) Starting the `VideoSource` ⟶ `VideoSink` example

Figure 15: Running the RTL to FIFO adapter between `VideoSource` and `VideoSink`

There, the `Video_in` port of the adapter carries `sc_uint<32>` values. However, not on every positive clock edge of the master clock, i.e., low to high transition of the clock on the `Clock` port, a new pixel will appear on the `Video_in` port. This only happens if the *pixel clock* – carried in bit 17 of the `sc_uint<32>` value – has a low to high transition. For this cases only, you have to write a `VideoSignal` value to the `Video_out` port of the adapter. In detail, you have to realize following changes in the `VideoAdapterRTLToFIFO` module:

k) Use the `SC_HAS_PROCESS` macro to specify that the module `VideoAdapterRTLToFIFO` can have processes.

l) Declare the method `convertRTLToFIFO` and register it as a SystemC process in the constructor of the module. Decide for yourself which process type to use and what sensitivity is appropriate.

m) Implement the method `convertRTLToFIFO`. Check the functionality of the adapter by compiling the `hwsim` project with *VIDEOBARABSTRACTION_RTLTOFIFO* and starting the *Video source to sink Example* filter chain by following the steps depicted in Figure 15.

Task 4 (Adapter from FIFO to RTL Video Signals)

Project:	`hwsim`
Files:	*implementation/Top.hpp*
	implementation/Top.cpp
	implementation/VideoAdapterFIFOToRTL.hpp
	implementation/VideoAdapterFIFOToRTL.cpp

Here, you will develop an adapter for the video signal communication from the FIFO abstraction level to the RTL abstraction level as shown in Figure 16. As previously, you will first create

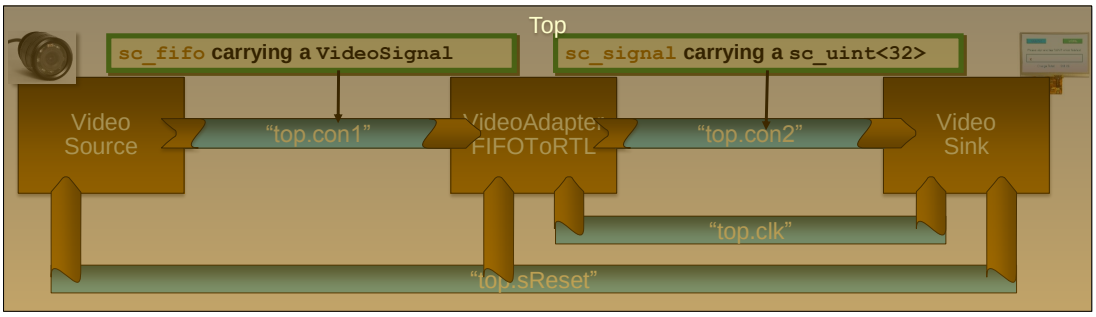


Figure 16: Architecture if an adapter from a FIFO channel to an RTL signal is required

a dummy implementation of the `VideoAdapterFIFOToRTL` adapter by following the following steps:

a) Create the class `VideoAdapterFIFOToRTL` realizing a SystemC module in the files *VideoAdapterFIFOToRTL.hpp* and *VideoAdapterFIFOToRTL.cpp*.

b) Create a constructor for the SystemC module `VideoAdapterFIFOToRTL`. The first parameter of the constructor should be the name of the SystemC module.

c) Create the ports `Clock`, `Reset`, `Video_in`, and `Video_out` for the module. Take care to name the ports `"Clock"`, `"Reset"`, `"Video_in"`, and `"Video_out"`, respectively, in the constructor.

The above steps will create a dummy adapter module that can be used in the `Top` module. Of course, it still has no implementation and, thus, usage of this module will result in no `VideoSink` output. However, this dummy adapter module can be used to test the changes you will make in the `Top` module to accommodate the adapter. In detail, you have to realize following changes in the `Top` module and guard them accordingly for the case that an adapter from FIFO to RTL is required:

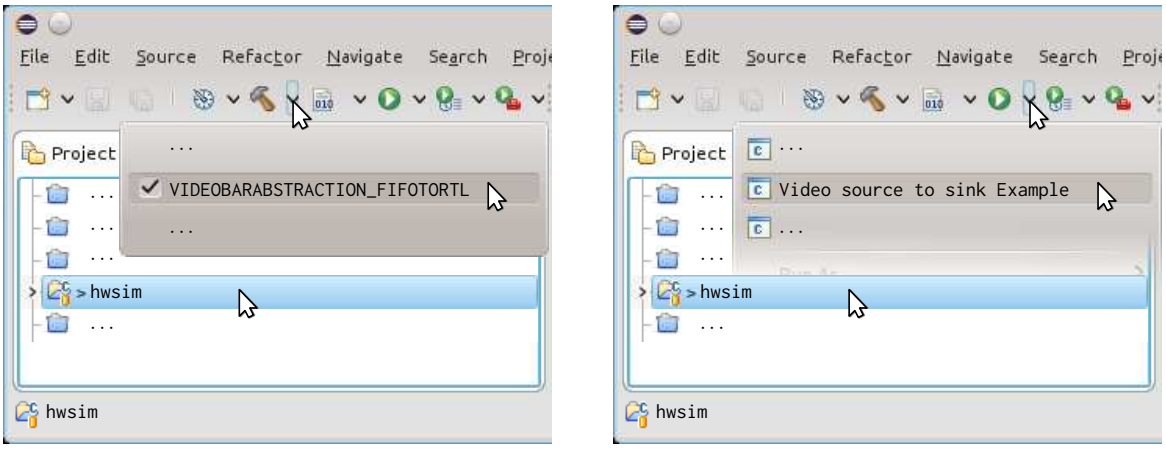
d) Switch the `con2` signal from a FIFO to a SystemC signal carrying a `sc_dt::sc_uint<32>` data type. Moreover, the `con1` channel should already be a SystemC FIFO.

e) Switch the `adapter` submodule instantiation to the `VideoAdapterFIFOToRTL` class defined in the header *VideoAdapterFIFOToRTL.hpp*.

f) Ensure that the `Video_in` input port of the `VideoSink` module uses the `con2` channel instead of `con1`.

After the above given steps, the `VideoSource` to `VideoSink` example should compile and run (see Figure 17), but produce no `VideoSink` output due to the missing adapter implementation.

g) Use the `SC_HAS_PROCESS` macro to specify that the module `VideoAdapterRTLToFIFO` can have processes.



(a) Compiling the filter at FIFO abstraction (b) Starting the `VideoSource` ⟶ `VideoSink` example

Figure 17: Running the FIFO to RTL adapter between `VideoSource` and `VideoSink`

h) Declare the method `convertFIFOToRTL` and register it as a SystemC process in the constructor of the module. Decide for yourself which process type to use and what sensitivity is appropriate.

i) Implement the method `convertFIFOToRTL`. Check the functionality of the adapter by compiling the `hwsim` project with *VIDEOBARABSTRACTION_FIFOTORTL* and starting the *Video source to sink Example* filter chain by following the steps depicted in Figure 17.