# SystemC - Processes (02A)

SystemC

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This document was produced by using OpenOffice and Octave.

### Based on the following original work

- [1] Aleksandar Milenkovic, 2002 CPE 626 The SystemC Language – VHDL, Verilog Designer's Guide http://www.ece.uah.edu/~milenka/ce626-02S/lectures/cpe626-SystemC-L2.ppt
- [2] Alexander de Graaf, EEMCS/ME/CAS, 2010 SystemC: an overview ET 4351 ens.ewi.tudelft.nl/Education/courses/et4351/SystemC-2010v1.pdf
- [3] Joachim Gerlach, 2001 System-on-Chip Design with Systent of Computer Engineering http://www2.cs.uni-paderborn.de/cs/ag-hardt/Forschung/Data/SystemC-Tutorial.pdf
- [4] Martino Ruggiero, 2008 SystemC polimage.polito.it/~lavagno/codes/SystemC\_Lezione.pdf
- [5] Deepak Kumar Tal, 1998-2012 SystemC Tutorial http://www.asic-world.com/systemc/index.html

### SystemC Processes (1)

- Basic unit of concurrent execution
- Encapsulates functionality
- Have sensitivity lists
- Triggered by events on sensitive signals

- Member functions are registered as processes by a process declaration in SC\_CTOR
- No input arguments, No output

### SystemC Processes (2)

- Expressing concurrency and parallel activities in the system
- Contained in modules
- Access external channel interfaces through the ports
- Not hierarchical → cannot call another process directly
- Can call methods and functions that are not registered as processes

### Types of Processes

- Method processes
- Thread processes
- Clocked thread processes (deprecated)

### SC\_METHOD

- Executed repeatedly
- Run completely and then return
- Cannot be suspended : wait() X
- Should avoid using calls to blocking methods

Registration →

```
SC_METHOD(process_name);
sensitivity << signal1 << signal2 << ....;</pre>
```

### SC\_THREAD

- Executed only once and only once by the simulator
- Have complete control on the simulation until return to the simulator
- exit(): the process is terminated for the rest of simulation
- wait(): suspend process execution until a next trigger (continue execution until the next wait())

### Registration

```
SC_THREAD(process_name);
sensitivity << signal1 << signal2 << ....;</pre>
```

## SC\_THREAD v.s SC\_METHOD

```
SC_THREAD

most general process

used to model nearly anything
slower than a SC_METHOD

(→ wait() induces a context switch)

SC_METHOD
faster
```

### Static Sensitivity

- Static sensitivity provides the parameters,
   which would trigger a process statically
- Specified during design.

```
SC_METHOD(add);
sensitive << A << B << Cin;
```

### Dynamic Sensitivity for SC\_METHOD

```
next_trigger(event);
next_trigger(event_1 | event_i, ...);
next_trigger(event_1 & event_i, ...);
next_trigger(timeout, event);
next_trigger(timeout, event_1 | event_i, ...);
next_trigger(timeout, event_1 & event_i, ...);
next_trigger(timeout, event_1 & event_i, ...);
```

### Dynamic Sensitivity for SC\_THREAD

```
wait(event);
wait(event<sub>1</sub> | event<sub>i</sub>, ...);
wait(event<sub>1</sub> & event<sub>i</sub>, ...);
wait(timeout, event);
wait(timeout, event<sub>1</sub> | event<sub>i</sub>, ...);
wait(timeout, event<sub>1</sub> & event<sub>i</sub>, ...);
wait(timeout);
```

### **TMP**

#### References

- [1] Aleksandar Milenkovic, 2002 CPE 626 The SystemC Language – VHDL, Verilog Designer's Guide http://www.ece.uah.edu/~milenka/ce626-02S/lectures/cpe626-SystemC-L2.ppt
- [2] Alexander de Graaf, EEMCS/ME/CAS, 2010 SystemC: an overview ET 4351 ens.ewi.tudelft.nl/Education/courses/et4351/SystemC-2010v1.pdf
- [3] Joachim Gerlach, 2001 System-on-Chip Design with Systent of Computer Engineering http://www2.cs.uni-paderborn.de/cs/ag-hardt/Forschung/Data/SystemC-Tutorial.pdf
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- [5] Deepak Kumar Tal, 1998-2012 SystemC Tutorial http://www.asic-world.com/systemc/index.html