

SystemQ

Evaluating System-Level Design Choices Combining Queuing Networks and SystemC

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Outline

1. Motivation
2. Introduction to SystemQ
3. Case study
4. Results and discussion

Designer's Dilemma

■ Embedded systems

- ◆ Computational complexity ↑
- ◆ Novel parallel and programmable architectures ↑
- ◆ Hardware *and* software concerns ↑
- ◆ Time to market ↓
- ◆ Platform costs ↓
- ◆ Power dissipation ↓

■ Need for

- ◆ Early design decisions
- ◆ Performance estimations even in concept phase
- ◆ Mapping of functionality onto computing resources
- ◆ First time right

SystemC-based Simulation

■ Pros

- ◆ Discrete event simulation capabilities
- ◆ Supports different abstraction levels
- ◆ Refinement possible
- ◆ Distinct modules and communication

■ Cons

- ◆ Focused on
 - Transaction level
 - RT level

Performance Evaluation

■ Queuing systems

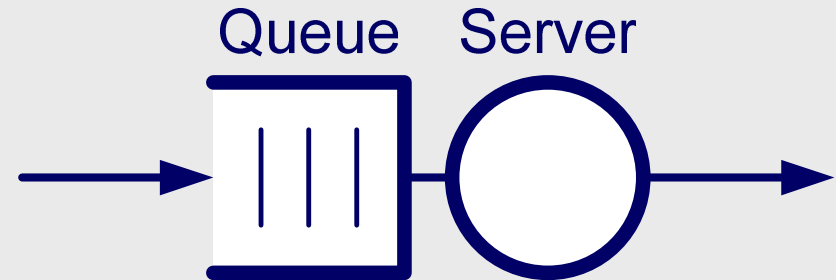
- ◆ Important analytical modeling technique
- ◆ Steady-state analysis
- ◆ Explicit scheduling

■ Typical measures

- ◆ Residence time of transactions
- ◆ Average queue length
- ◆ Server utilization

■ Cons

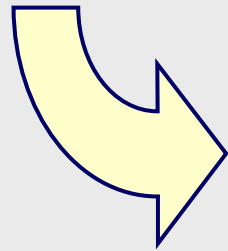
- ◆ No transient analysis
- ◆ No path to implementation



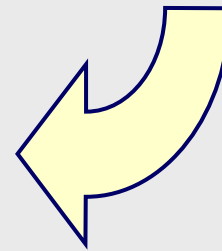
SystemQ Overview

SystemC

Queuing Systems



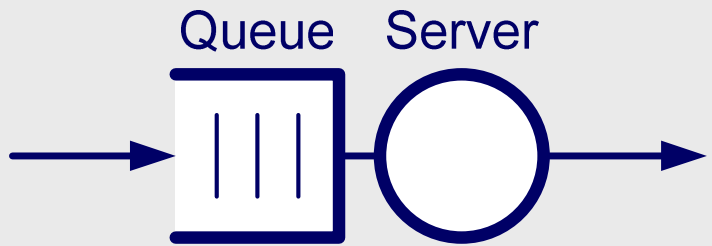
SystemQ



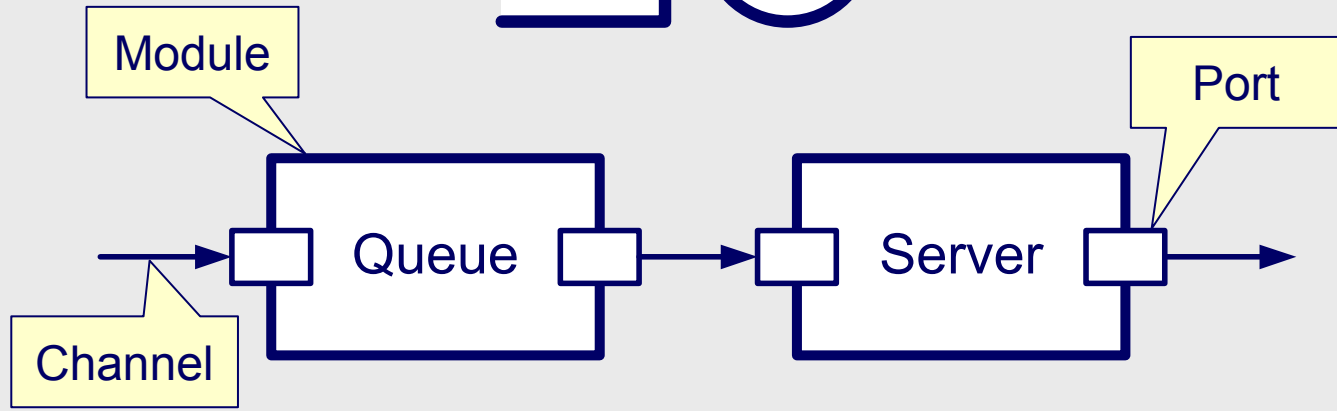
- Rich class library
- Exploitation of OO programming
- Simulation even at concept phase of design
- Workload-dependent behavior can be simulated
- Systematic refinement steps
- Detailed insight into system

SystemQ Models

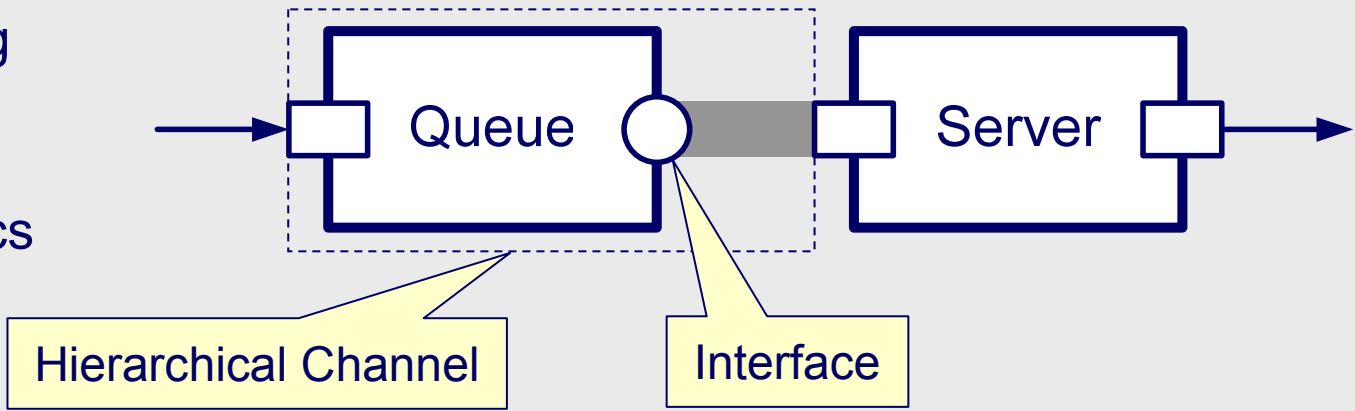
Queuing Theory



SystemC Representation

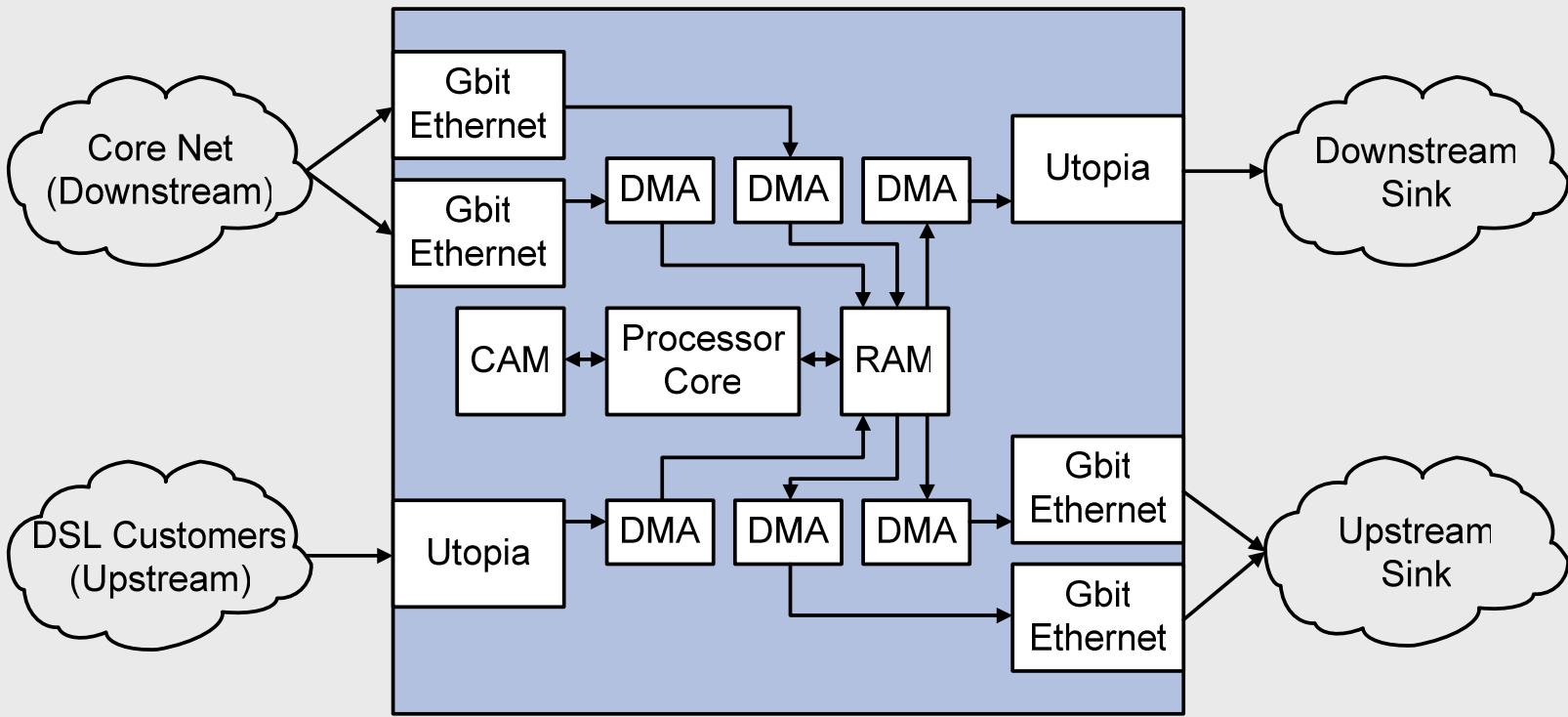


Enforcing Queuing System Semantics



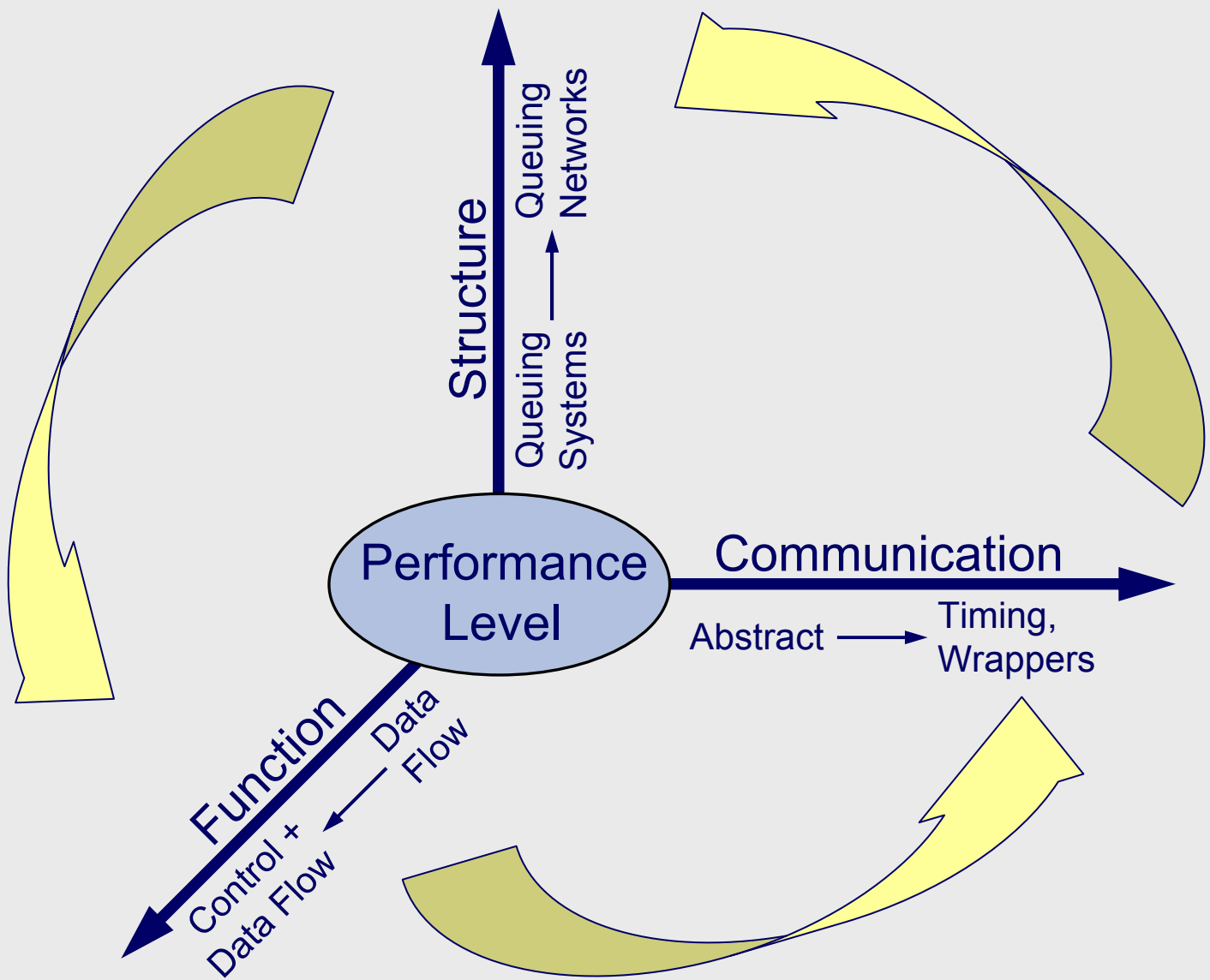
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Block Diagram of a Packet Processing System



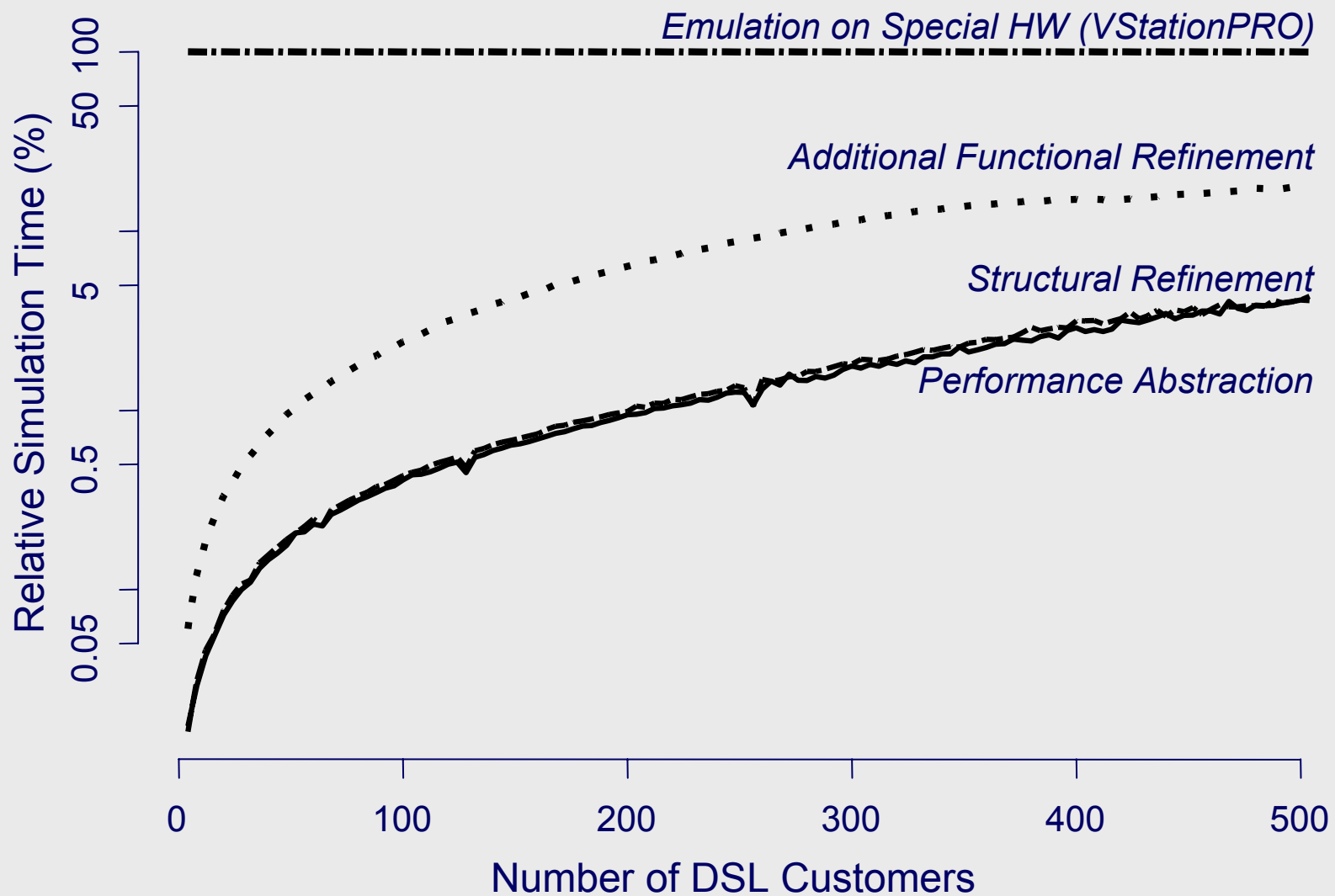
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Abstraction Levels and Refinement



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Simulation Performance of SystemQ



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Modeling Effort and Quality of Results

- SystemQ simulation environment
 - ◆ 2.4 GHz Intel-based Linux PC
 - ◆ Comparison with Mentor Graphics VStationPRO emulator

- Modeling effort
 - ◆ RTL model to be built within roughly 100 man-weeks
 - ◆ SystemQ model within *one* man-week from scratch

- Quality of results
 - ◆ Quality increases with decreasing abstraction
 - ◆ High abstraction leads to high performance
 - Balance of performance vs. quality
 - SystemQ supports different abstraction levels

Conclusion

- SystemQ combines queuing systems and SystemC
- SystemQ features
 - ◆ Explicit scheduling
 - ◆ Simulation even in concept phase
 - ◆ Support of different abstraction levels
 - ◆ Path to implementation due to systematic refinement
- Case study revealed
 - ◆ Fast simulation
 - ◆ Low modeling effort

Thank you for your attention!