



# **High-Level Synthesis to Design in the New Millenium**

**Lauro Rizzatti**

**Marketing Vice President  
Emulation & Verification Engineering (EVE)  
lauro@eve-usa.com**

**IEEE Tech Forum – May 21, 2002**

- **Brief History of EDA**
  - **Three design paradigm shifts in 40 years**
- **The SoC Revolution**
  - **Issues, Trends, Challenges**
- **High-Level Synthesis**
  - **What it is**
  - **Why it is better**
- **Conclusion**

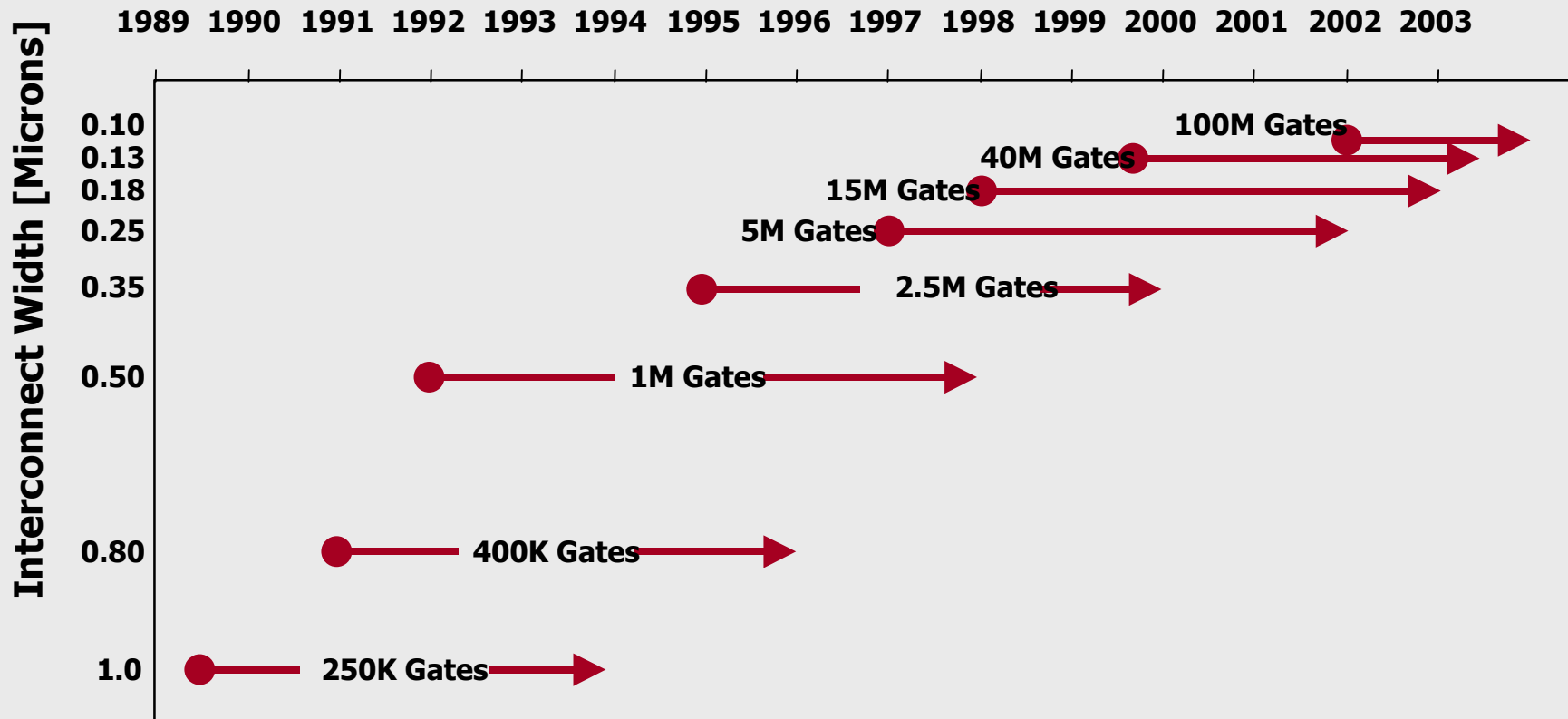
- **EDA is the crucial technology that enabled and propelled the dramatic growth of today's \$1.5 trillion electronics industry**

	70's		80's		90's		00's →	
<b>Design Complexity [gates]</b>	5	50	500	5K	50K	500K	5M	50M
<b>Design Abstraction</b>	Discrete		Gates		RTL		Behavioral	
<b>IC Technology</b>	SSI/MSI		LSI/VLSI		ASIC		SoC	
<b>ManufactProcess [um]</b>			3.0	1.0	0.5	0.25	0.10	0.05
<b>Front-End Implementation</b>	Paper & Pencil		Schematic Capture		Logic Synthesis		High-Level Synthesis	
<b>Verification</b>	Paper & Pencil		S/W Simulator		S/W Simulator		S/W Simulator	
<b>Verification</b>					+ Formal Analysis		+ Formal Analysis	
<b>Verification</b>							+ H/W-based Verification	
<b>Back-End Implementation</b>	IC Digitizing		P&R		P&R		P&R	
<b>Output</b>	GDS1		GDS2		GDS2		GDS2	

- **10x Complexity Increase Every 5 Years**
- **3 Design Paradigm Shifts in 40 Years**

# Complexity Grows Faster and Faster

Lauro  
Rizzatti

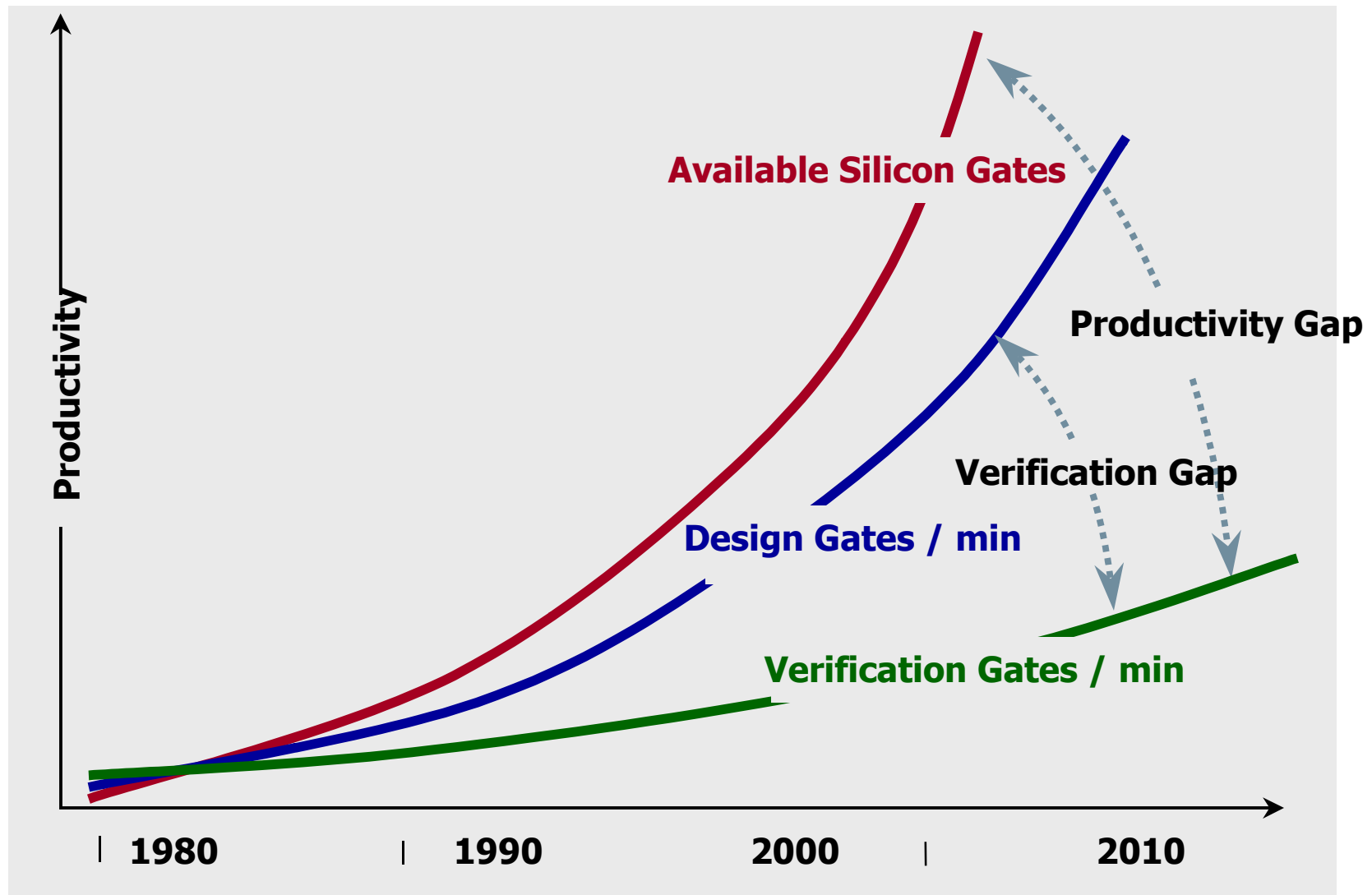


Source: Dataquest 8/99

# The Productivity Gap is Becoming a Canyon

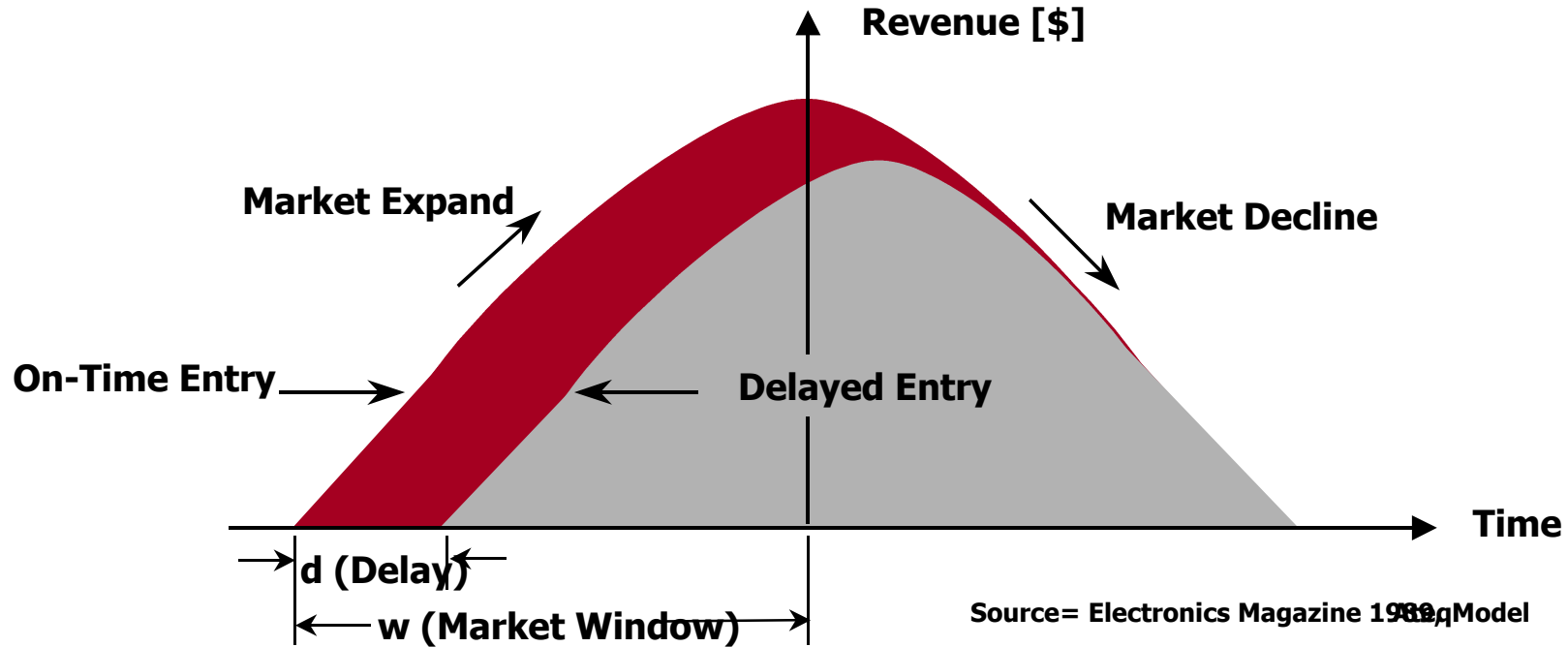
Lauro  
Rizzatti

- Silicon technology is outstripping design capability



# Revenue Loss Because Late to Market

Lauro  
Rizzatti



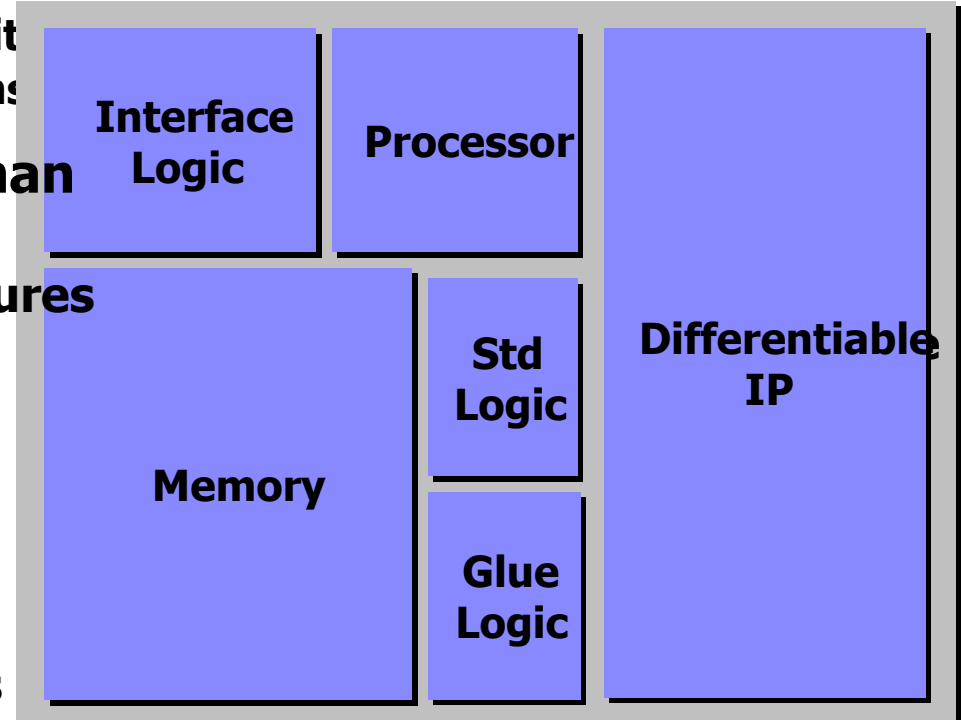
Lost Revenue = Total Expected Revenue  $\times \frac{d(3w-d)}{2w^2}$

## • Example

- Total Revenue = \$200 Million
- Product Life = 18 Months
- Revenue Lost = \$1 Million/Day

- **Productivity Issues SoC Design**
  - **System-level design is very cumbersome**
  - **Exploring alternative architectures**
  - **Addressing performance requirements (timing, area and power) earlier in the design flow**
  - **Capability to design/describe complex blocks**
  - **Transparent memory interfacing**
  - **Tool capacity and synthesis throughput**
  - **Effective design reuse**
  - **Design turnaround-time**

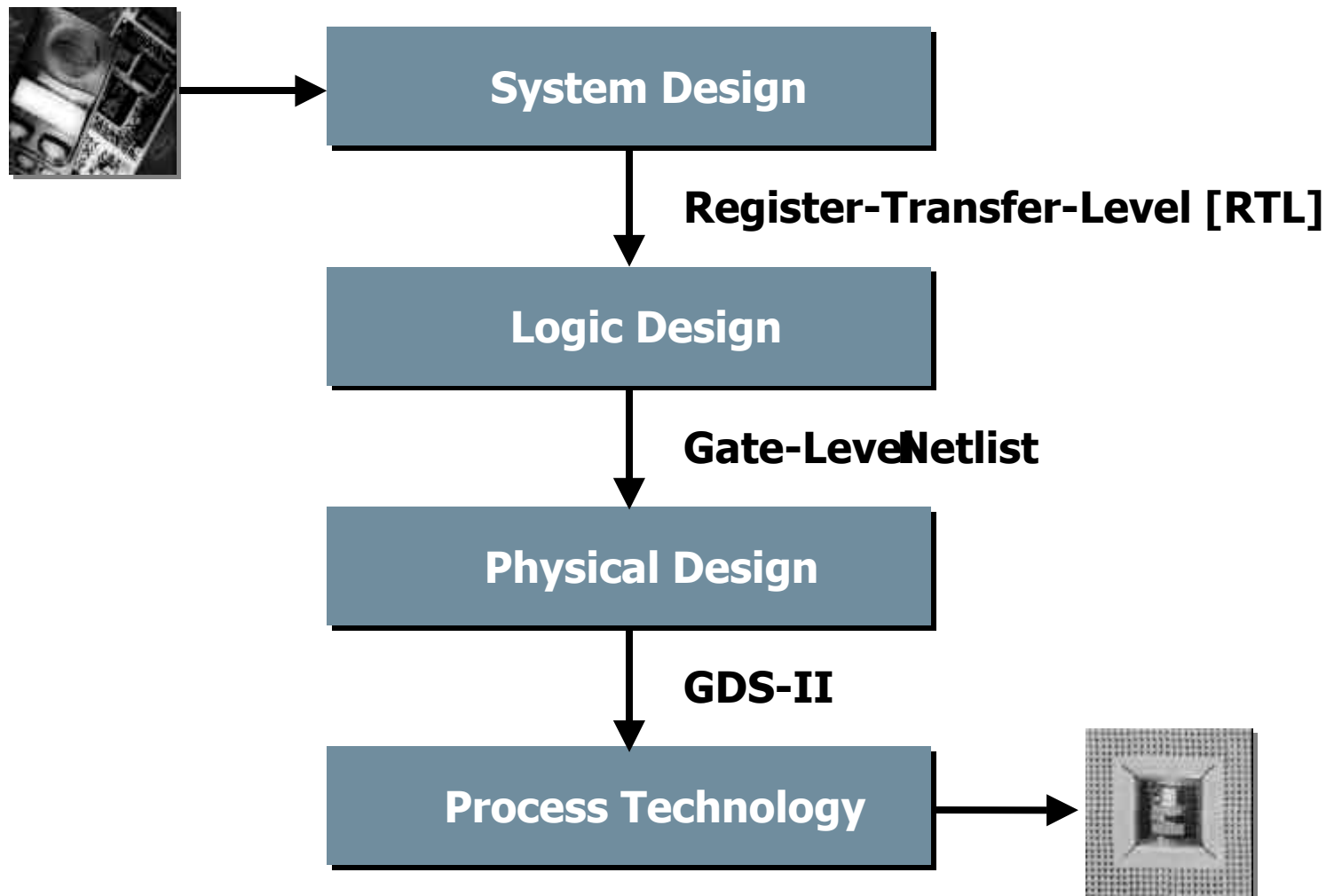
- **SoC design model is very similar to a PC-board design model**
  - Processor is proprietary
  - Memory is a commodity
  - Standard/interface logic is interchangeable and price sensitive
  - IP Blocks are Key Differentiators
    - High throughput
    - Complex, Algorithmic functionality
    - Contains arithmetic computations
- **Chip complexity 100x larger than in 1990**
  - Front-end design tool architectures of the 90's are breaking
  - Methodology level too low for complex chip designs
  - Very hard to converge to meet timing goals
  - System-level designers too far away from ASIC design process





# Electronic Design Automation Flow

Lauro  
Rizzatti



# Current Design Methodology Flow

Lauro  
Rizzatti



Specification/Functional Modeling

Micro-Architecture

RTL Coding

Time Budgeting/Synthesis Scripting

Datapath Synthesis

Logic Synthesis

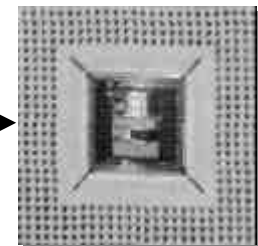
Floor-Planning

Place and Route

System Design

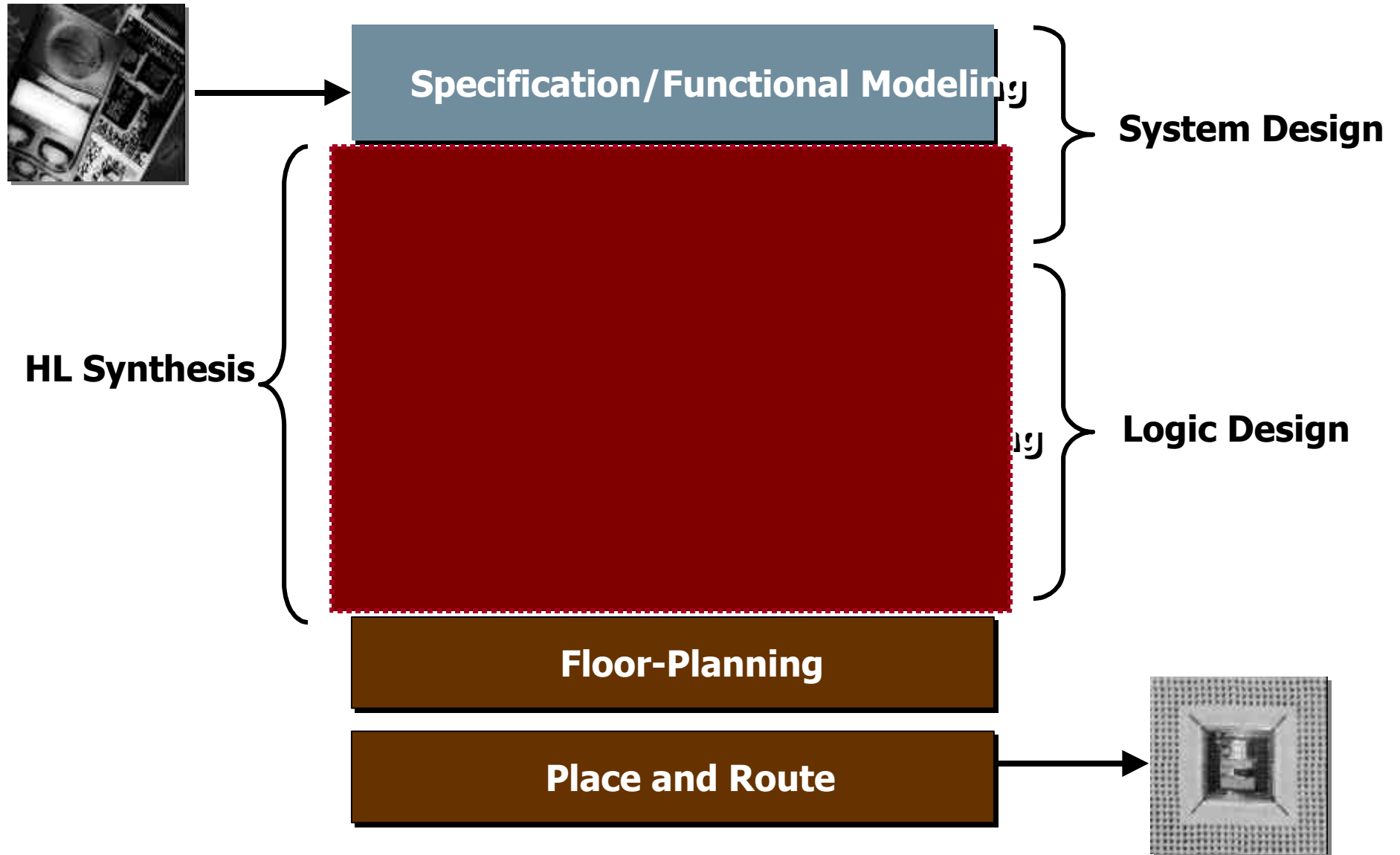
Logic Design

RTL Synthesis



# Design Methodology Flow based on HLS

Lauro  
Rizzatti



Design Step	High-Level Synthesis	RTL Synthesis
• Design Functionality	• Manual by Designer	• Manual by Designer
• I/O Behavior	• Manual by Designer	• Manual by Designer
• Register Insertion	• Automatic, timing-driven	• Manual, "logical" locations
• Micro-Architecture Creation (throughput, latency, RAM interface, serial or parallel architecture , etc.)	• Automatic, designer guided	• Manual by Designer
• Performance Estimation	• Automatic, technology specific	• 'Guesstimation'
• FSM Generation	• Automatically implemented	• Manual by Designer
• Resource (adders, memory ports, etc.) Selection	• Automatic	• Manual by Designer

- **Intuitive Coding**
  - Up to 10X fewer lines of code
- **Architectural Exploration**
  - Fully automatically
- **Predictable Timing - Area - Power**
  - Achieve better quality of results
- **Easy to Analyze and Control**
  - Designer still in control

**The Right Technology to Enable System Level Design**

- **HLS to keep up with Moore's Law**
- **HLS to enable higher level of abstraction for system-level design**
- **HLS to implement better designs, in shorter time**