

# SystemC - Data Types (06A)

---

SystemC

Copyright (c) 2012 Young W. Lim.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".

Please send corrections (or suggestions) to [youngwlim@hotmail.com](mailto:youngwlim@hotmail.com).

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/~milenska/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](http://ens.ewi.tudelft.nl/Education/courses/et4351/SystemC-2010v1.pdf)
- [3] Joachim Gerlach, 2001  
System-on-Chip Design with System 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](http://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 Data Types

Type	Description
sc_logic	Simple bit with 4 values(0/1/X/Z)
sc_int	Signed Integer from 1-64 bits
sc_uint	Unsigned Integer from 1-64 bits
sc_bigint	Arbitrary size signed integer
sc_biguint	Arbitrary size unsigned integer
sc_bv	Arbitrary size 2-values vector
sc_lv	Arbitrary size 4-values vector
sc_fixed	templated signed fixed point
sc_ufixed	templated unsigned fixed point
sc_fix	untemplated signed fixed point
sc_ufix	untemplated unsigned fixed point

# Examples

- **bool** *2 value single bit type [0 or 1]*  
`bool A, B;`  
`sc_in<bool> input`  
;
- **sc\_logic** *4 value single bit type [0, 1, X or Z]*  
`sc_logic C, D;`  
`sc_out<sc_logic> E;`
- **sc\_int** *[1 to 64]-bit signed integer type*  
`sc_int<16> x, y;`  
`sc_out<sc_int<16>> z;`
- **sc\_time** *time (units: SC\_PS, SC\_NS, SC\_MS etc.)*  
`sc_time t1(10, SC_NS)`

# Fast Fixed-point Data Types

Arbitrary Precision vs. Simulation Speed

Achieving Faster Speed

- Use double as underlying data type
- Mantissa limited to 53 bits
- Range limited to that of double

Fast Fixed-Point Types

- **sc\_fixed\_fast, sc\_ufixed\_fast**
- **sc\_fix\_fast, sc\_ufix\_fast**

Exactly the same declaration format and usage as before

All fixed-point data types, can be mixed freely

# Fixed Point Types

	Templated	Untemplated
signed	sc_fixed	sc_fix
unsigned	sc_ufixed	sc_ufix
	<b>static arguments</b> - can be know in compile time	<b>non-static arguments</b> - can be configured during run time

```
sc_fixed< wl, iwl, q_mode, o_mode, n_bits > var_name (init_val);
```

# Fast Fixed Point Types

## Templated

signed

`sc_fixed_fast`

unsigned

`sc_ufixed_fast`

**static arguments**  
- can be know in  
compile time

## Untemplated

`sc_fix_fast`

`sc_ufix_fast`

**non-static arguments**  
- can be configured  
during run time

```
sc_fixed_fast< wl, iwl, q_mode, o_mode, n_bits > var_name (init_val);
```

# SC\_FIXED

```
sc_fixed < wl, iwl, q_mode, o_mode, n_bits > var_name (init_val);
```

wl	- total number of bits	
iwl	- number of integer bits	
q_mode	- quantization mode	} optional
o_mode	- overflow_mode	
n_bits	- number of bits for overflow mode	

**q\_mode** - quantization mode

SC_RND	Round
SC_RND_ZERO	Round towards zero
SC_RND_MIN_INF	Round towards minus infinity
SC_RND_INF	Round towards infinity
SC_RND_CONV	Convergent rounding
SC_TRN	Truncate
SC_TRN_ZERO	Truncate towards zero

**o\_mode** - overflow\_mode

SC_SAT	Saturate
SC_SAT_ZERO	Saturate to zero
SC_SAT_SYM	Saturate symmetrically
SC_WRAP	Wraparound
SC_WRAP_SYM	Wraparound symmetrically

# SC\_FIXED Example

```
sc_fixed< wl, iwl, q_mode, o_mode, n_bits > var_name (init_val);
```

```
sc_fixed< 8, 4 > my_var (-1.75);
```

$$(1.75)_{10} = (\underbrace{0001.1100}_{8})_2$$

4

wl = 8            - total number of bits  
iwl = 4           - number of integer bits

1's complement of  $(0001.1100)_2 = (1110.0011)_2$

2's complement of  $(0001.1100)_2 = (1110.0100)_2$

## References

- [1] Aleksandar Milenkovic, 2002  
CPE 626 The SystemC Language – VHDL, Verilog Designer’s Guide  
<http://www.ece.uah.edu/~milenska/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](http://ens.ewi.tudelft.nl/Education/courses/et4351/SystemC-2010v1.pdf)
  
- [3] Joachim Gerlach, 2001  
System-on-Chip Design with System 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](http://polimage.polito.it/~lavagno/codes/SystemC_Lezione.pdf)
  
- [5] Deepak Kumar Tal, 1998-2012  
SystemC Tutorial  
<http://www.asic-world.com/systemc/index.html>