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INTERNATIONAL STANDARD

IEEE Std 1666™

Behavioural languages –
Part 7: SystemC® Language Reference Manual



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INTERNATIONAL ELECTROTECHNICAL COMMISSION

BEHAVIOURAL LANGUAGES –

Part 7: SystemC[®] Language Reference Manual

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IEEE Std	FDIS	Report on voting
1666 (2005)	93/279/FDIS	93/285/RVD

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IEEE Standard SystemC[®] Language Reference Manual

Sponsor

Design Automation Standards Committee
of the
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Grateful acknowledgment is made to Open SystemC Initiative for the permission to use the following source material:

SystemC[®] Language Reference Manual Version 2.1

Abstract: SystemC^{®1} is defined in this standard. SystemC is an ANSI standard C++ class library for system and hardware design for use by designers and architects who need to address complex systems that are a hybrid between hardware and software. This standard provides a precise and complete definition of the SystemC class library so that a SystemC implementation can be developed with reference to this standard alone. The primary audiences for this standard are the implementors of the SystemC class library, the implementors of tools supporting the class library, and users of the class library.

Keywords: C++, computer languages, digital systems, discrete event simulation, electronic design automation, electronic systems, electronic system level, embedded software, fixed-point, hardware description language, hardware design, hardware verification, SystemC, system modeling, system-on-chip, transaction level

¹SystemC[®] is a registered trademark of Open SystemC Initiative.

IEEE introduction

This document defines SystemC, which is a C++ class library.

As the electronics industry builds more complex systems involving large numbers of components including software, there is an increasing need for a modeling language that can manage the complexity and size of these systems. SystemC provides a mechanism for managing this complexity with its facility for modeling hardware and software together at multiple levels of abstraction. This capability is not available in traditional hardware description languages.

Stakeholders in SystemC include Electronic Design Automation (EDA) companies who implement SystemC class libraries and tools, Integrated Circuit (IC) suppliers who extend those class libraries and use SystemC to model their intellectual property, and end users who use SystemC to model their systems.

Before the publication of this standard, SystemC was defined by an open source proof-of-concept C++ library, also known as *the reference simulator*, available from the Open SystemC Initiative (OSCI). In the event of discrepancies between the behavior of the reference simulator and statements made in this standard, this standard shall be taken to be definitive.

This standard is not intended to serve as a users' guide or to provide an introduction to SystemC. Readers requiring a SystemC tutorial or information on the intended use of SystemC should consult the OSCI Web site (www.systemc.org) to locate the many books and training classes available.

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BEHAVIOURAL LANGUAGES –

Part 7: SystemC[®] Language Reference Manual

1. Overview

1.1 Scope

This standard defines SystemC[®]¹ as an ANSI standard C++ class library for system and hardware design.

1.2 Purpose

The general purpose of SystemC is to provide a C++-based standard for designers and architects who need to address complex systems that are a hybrid between hardware and software.

The specific purpose of this standard is to provide a precise and complete definition of the SystemC class library so that a SystemC implementation can be developed with reference to this standard alone. This standard is not intended to serve as a users' guide or to provide an introduction to SystemC, but does contain useful information for end users.

1.3 Subsets

It is anticipated that tool vendors will create implementations that support only a subset of this standard or that impose further constraints on the use of this standard. Such implementations are not fully compliant with this standard but may nevertheless claim partial compliance with this standard and may use the name SystemC.

1.4 Relationship with C++

This standard is closely related to the C++ programming language and adheres to the terminology used in ISO/IEC 14882:2003. This standard does not seek to restrict the usage of the C++ programming language; a SystemC application may use any of the facilities provided by C++, which in turn may use any of the facilities provided by C. However, where the facilities provided by this standard are used, they shall be used in accordance with the rules and constraints set out in this standard.

This standard defines the public interface to the SystemC class library and the constraints on how those classes may be used. The SystemC class library may be implemented in any manner whatsoever, provided only that the obligations imposed by this standard are honored.

A C++ class library may be extended using the mechanisms provided by the C++ language. Implementors and users are free to extend SystemC in this way, provided that they do not violate this standard.

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