



PAWiS – Simulation and Models

Institut für
Computertechnik

ICT

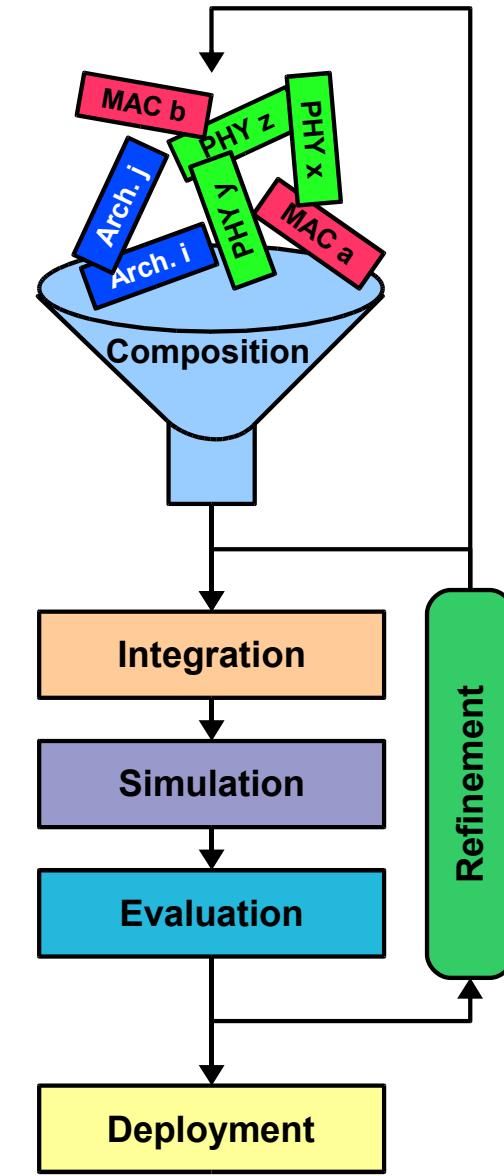
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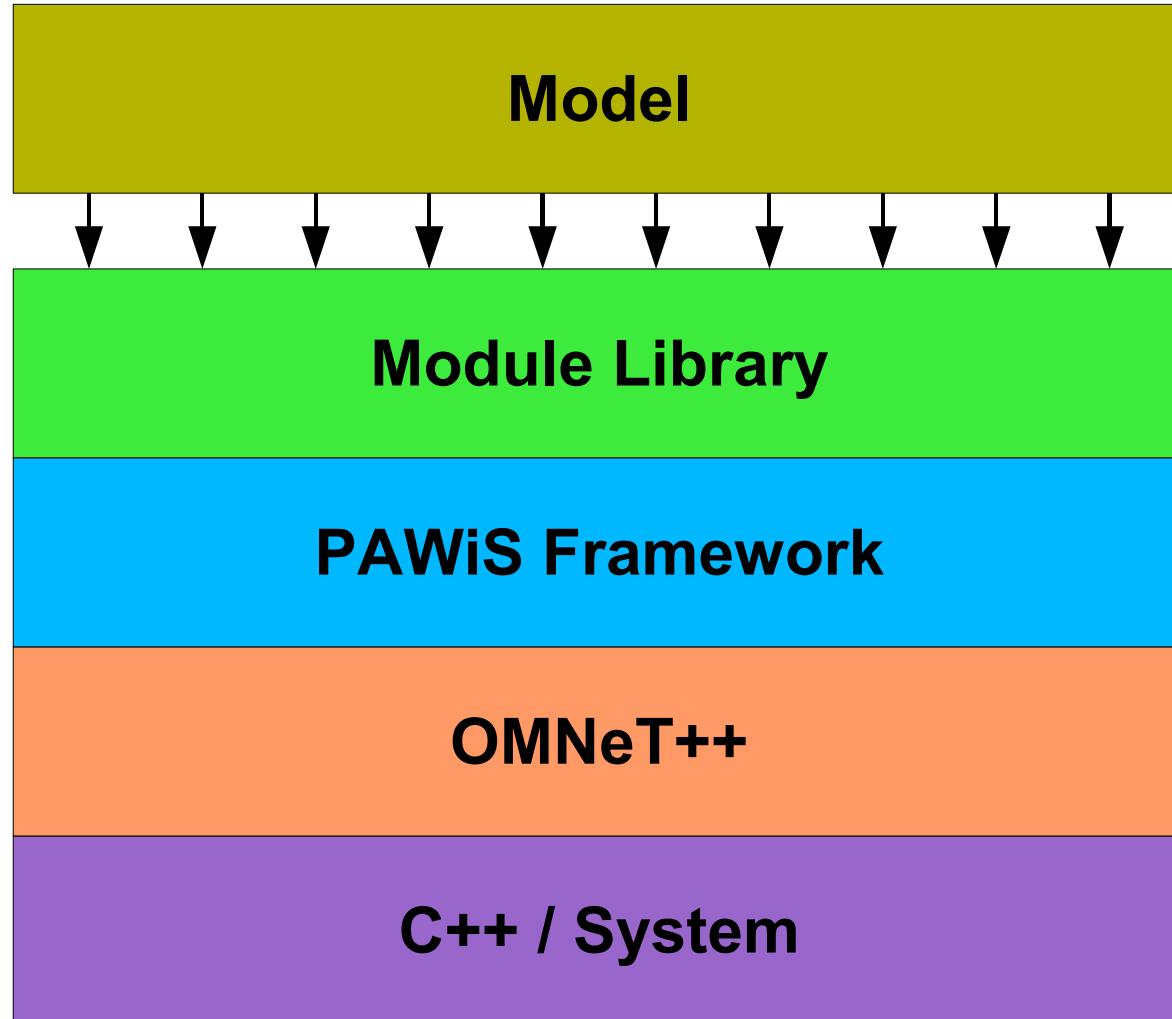
Johann Glaser



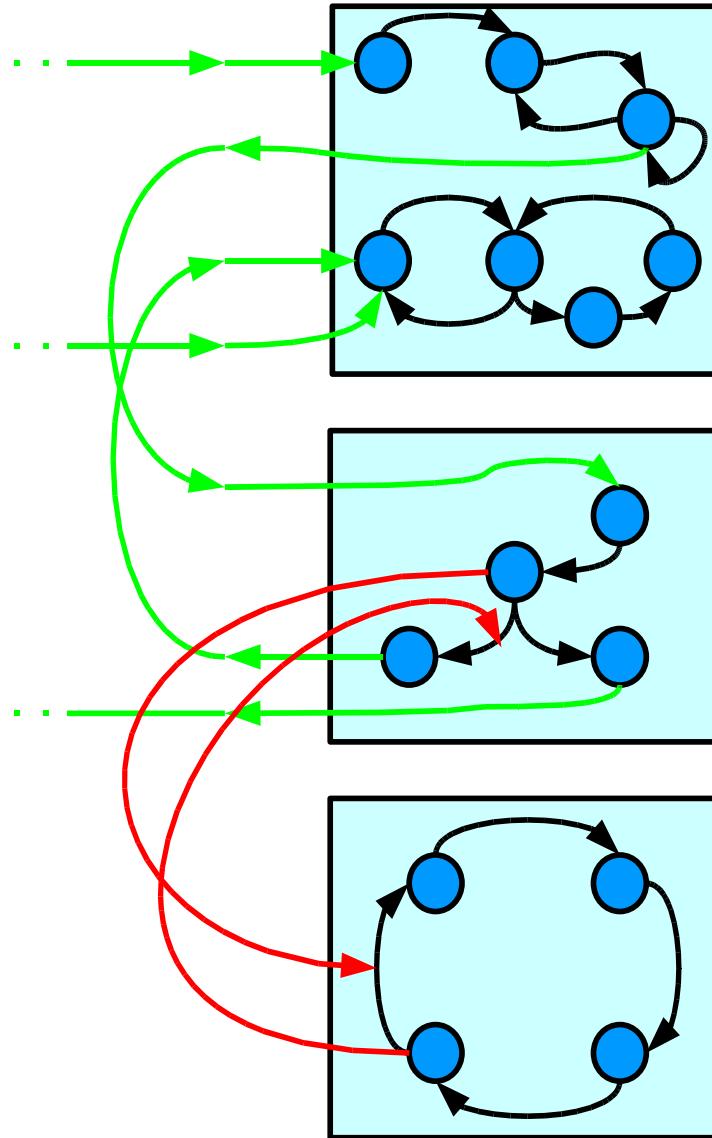
- Top Down development
- PAWiS Framework Concepts
 - Workflow – Design Refinement
 - User's View
- Intra Node
 - Modules
 - CPU
 - Power Meter
- Interface Specification, Module Library
- Extra Node
 - Environment
 - Air

- Model
 - Network: outside of nodes
 - Modules: inside of nodes
- Virtual Prototype
 - Power Consumption
 - Timing Behavior
 - Function
 - Failures
- Module Tasks SW or HW
- Functional Interfaces
- Mediator HW ↔ Concept

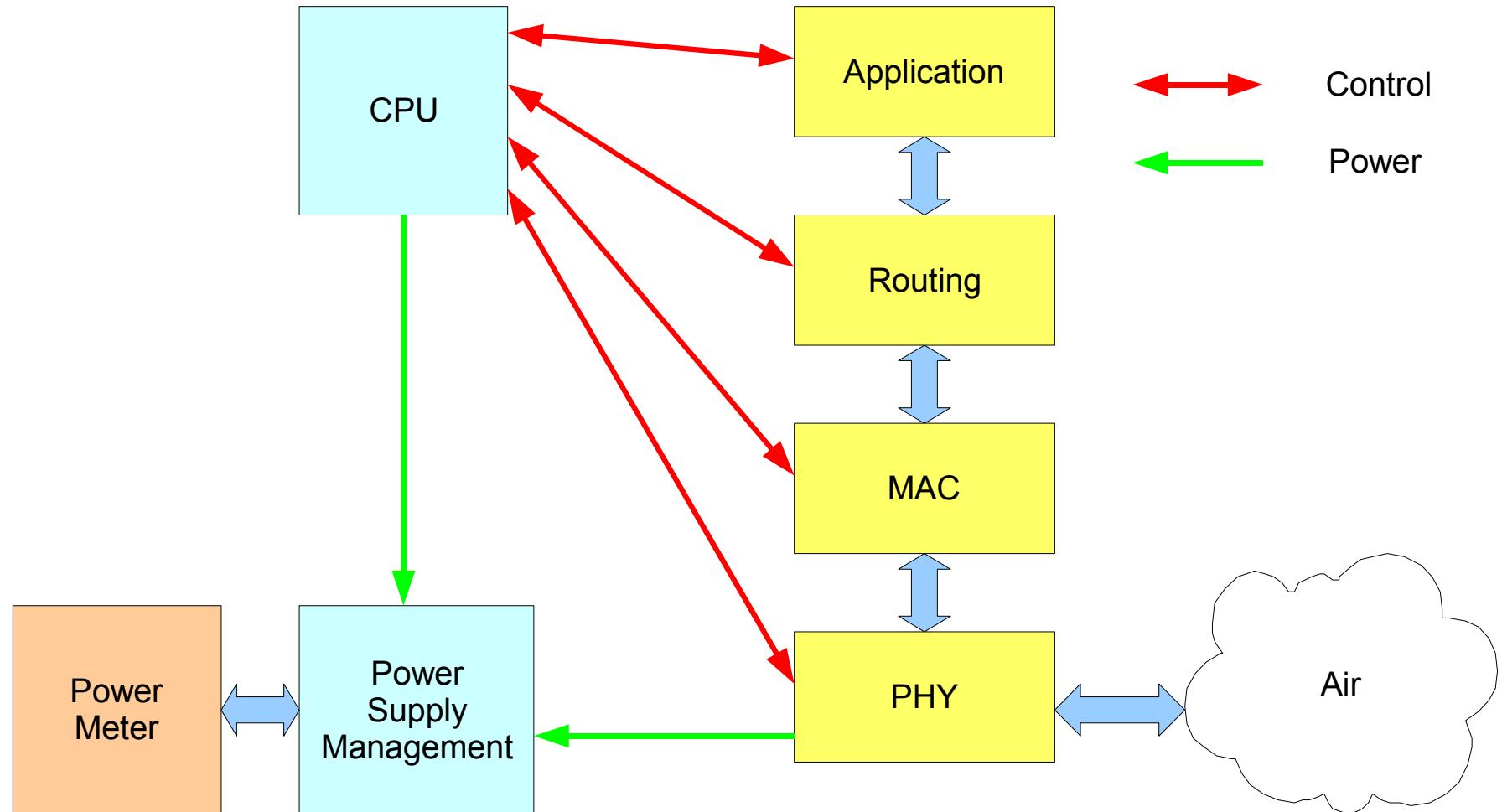




PAWiS Framework – State Machine

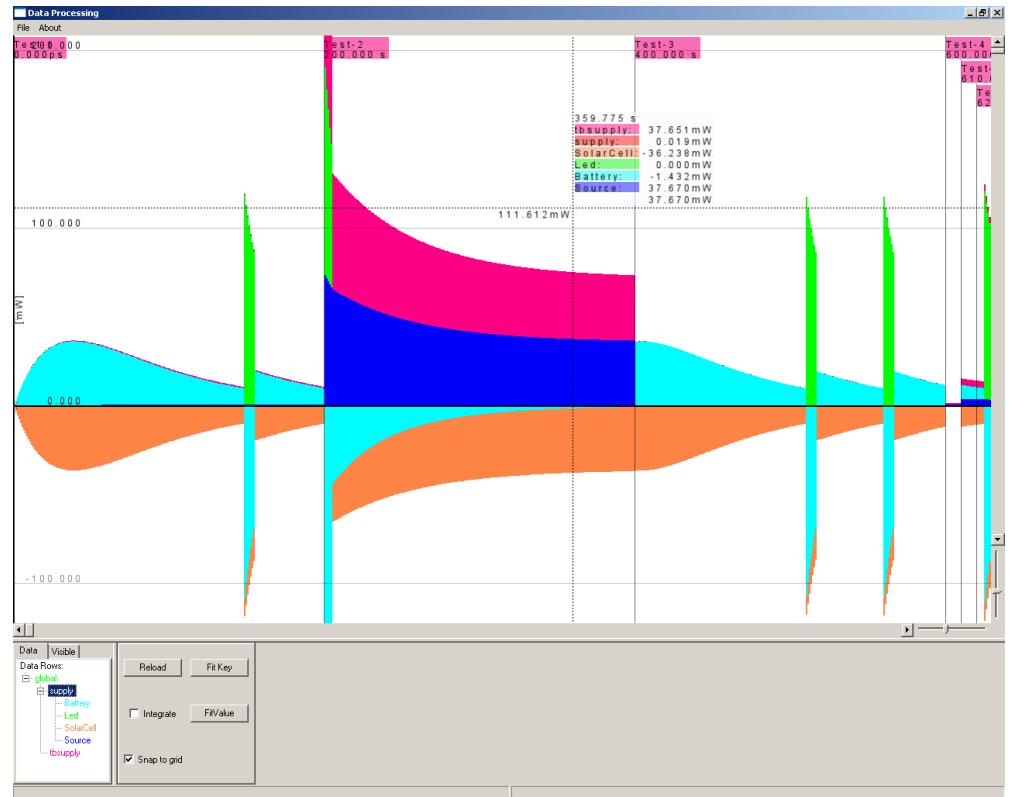


PAWiS Framework – Simple Node

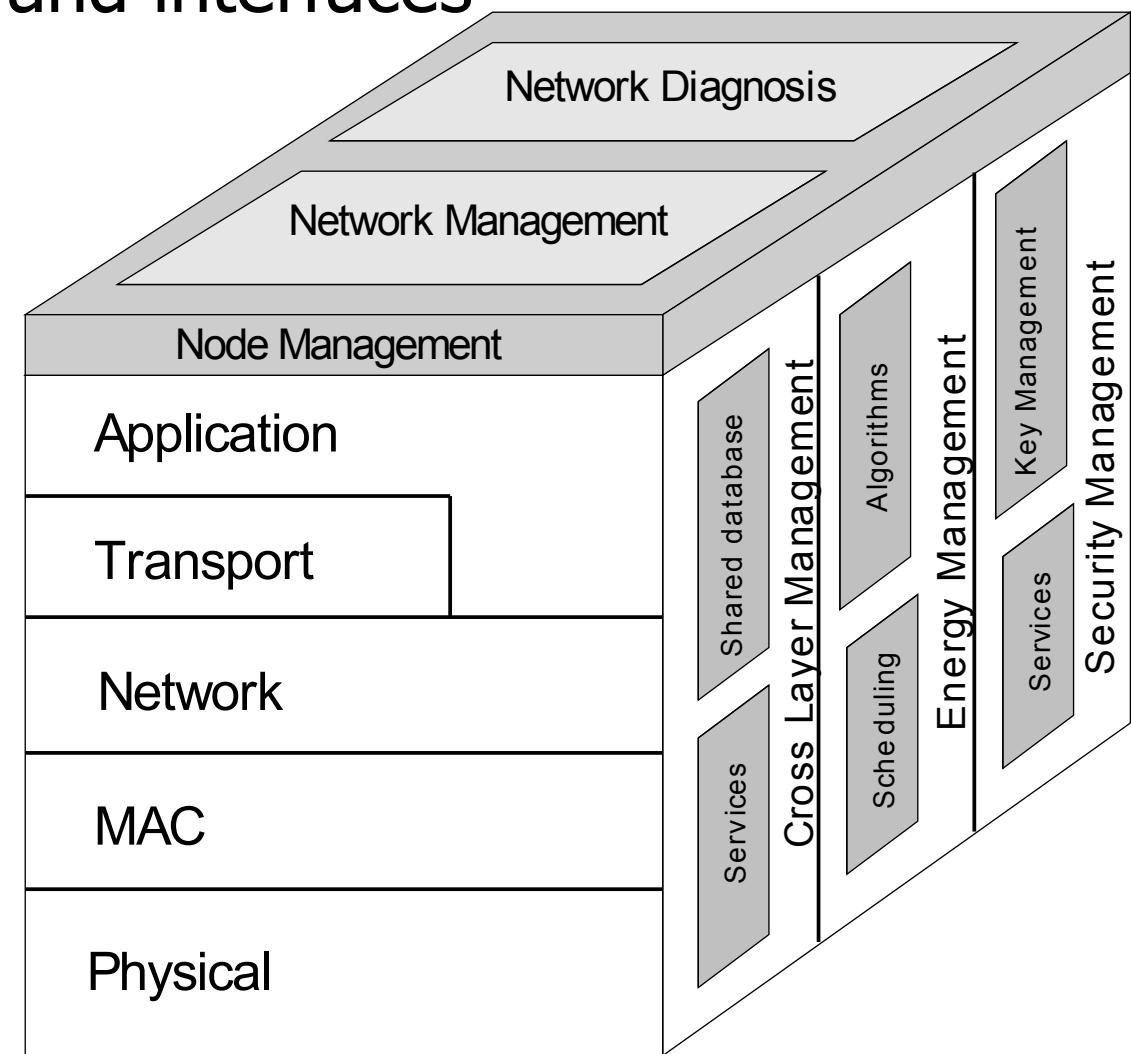


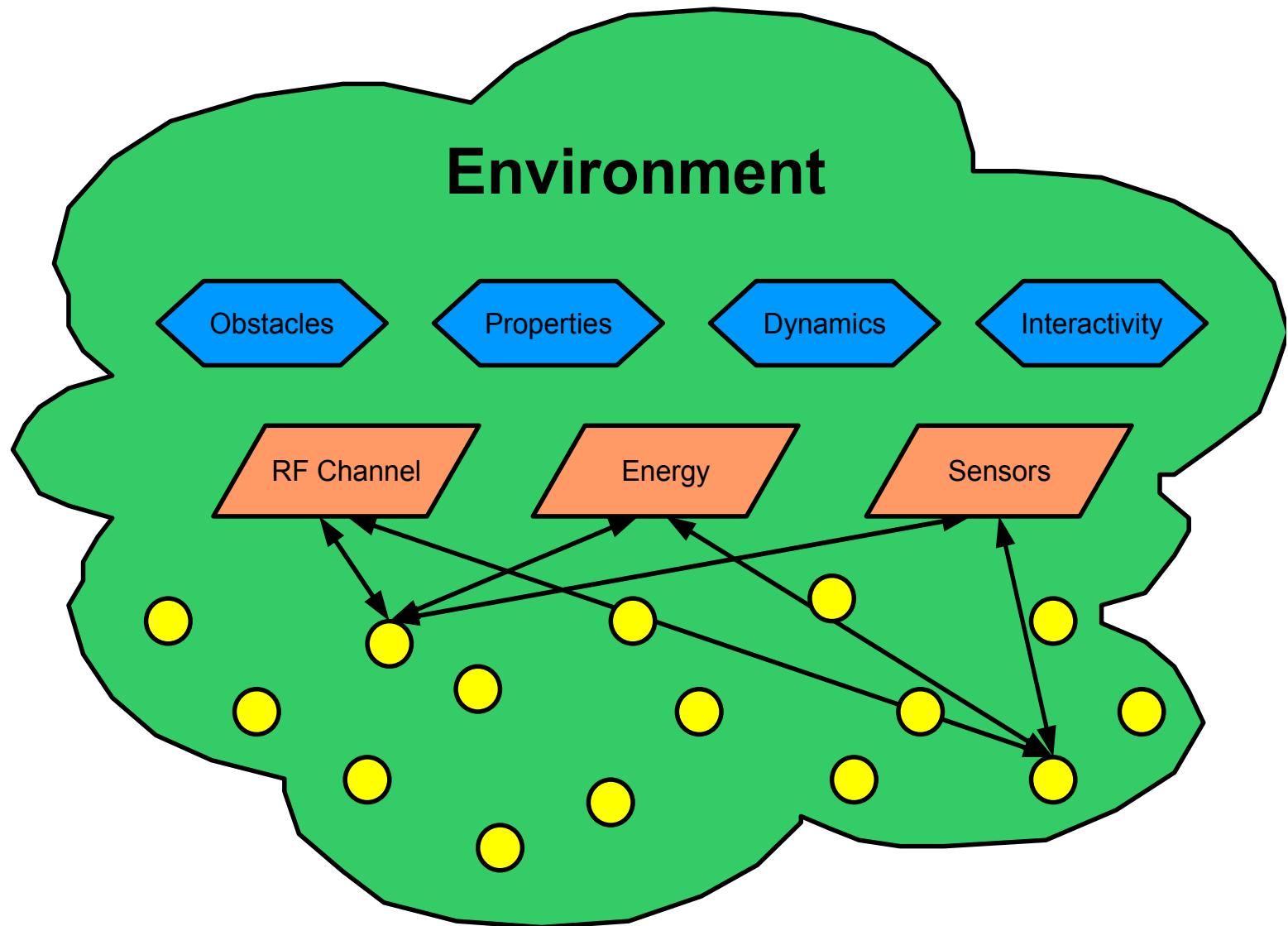
- Software tasks
- Two-way simulation
 - Functionality
 - Timing, Power consumption
- Norm CPU
 - Replaceability
 - Scale timing and consumption
 - Processing unit proportion

- Hierarchical power supply
- Sources
 - Efficiency (LDO or DC/DC)
 - Output resistance
- Consumers
 - HW Tasks
 - CPU: consumes power on behalf of SW modules
- Values provided by data sheets, measurement
- Values collected in log file
- Post Processing: Analysis

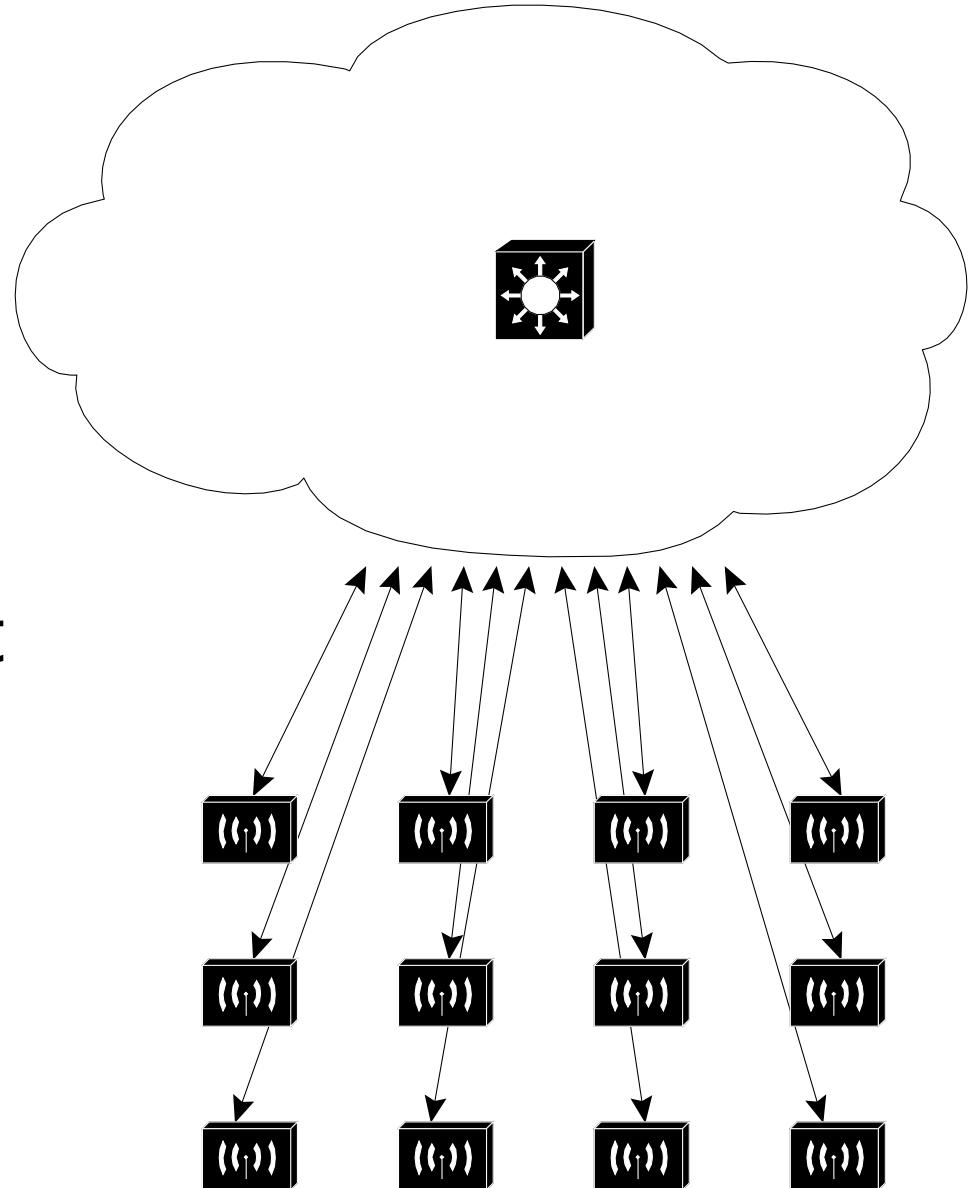


- Standardized modules and interfaces
- Protocol stack
- Cross-Layer Planes
- Node Management
- Module Library

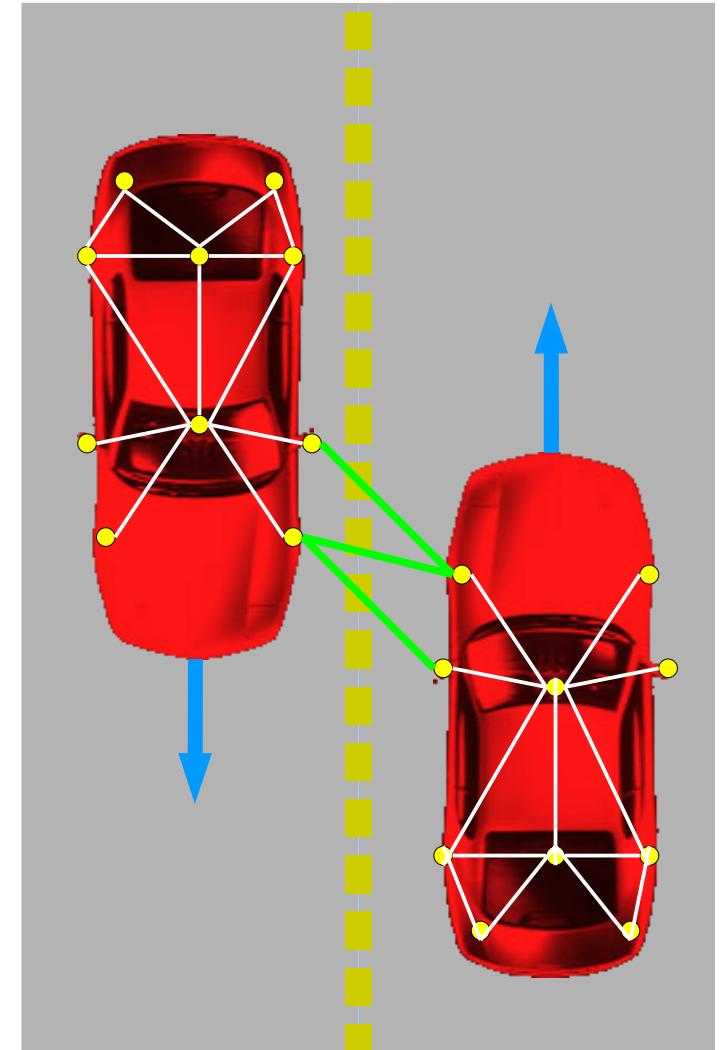




- global “Air” object
- acts like a Switch
- considers 3D arrangement, obstacles
- calculates attenuation
- every node connects to it
- “RF Messages” are distributed
- use BB equivalent instead of real RF



- Air
 - Interferers
 - Obstacles
- Interactivity
 - Human Interaction
 - User Interface
- SystemC Integration



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