

FIKA March 2025

Welcome



Agenda for today

16:00 - 16:10	Welcome & Introduction	Mark Burton, SystemC Fika Chair
16:10 - 16:40	TLMBoy - A Game Boy emulator written in C++/SystemC TLM-2.0	Niko Zurstraßen, RWTH Aachen University
16:40 - 17:10	DRAMSys, the design space exploration framework for DRAMs based on SystemC TLM-2.0	Matthias Jung, University of Würzburg
17:10 - 17:25	SystemC Reporting API - latest developments	Eyck Jentzsch, MINRES Technologies Mark Burton, SystemC Common Practices Chair
17:25 – 17:40	SystemC 4 Proposal: Hierarchy/Connectivity Exploration	Karsten Einwich, COSEDA Technologies
17:40 - 17:50	SystemC Summer of Code 2025	Martin Barnasconi, Accellera Technical Committee Chair
17:50 - 18:00	Q&A and Closing	Mark Burton, SystemC Fika Chair

Current list of items for SystemC 4.0

Under discussion

- Logging/reporting
- Hierarchy Connectivity Exploration
- SystemC datatypes independence
- preparing an improved implementation of sc_int / sc_uint datatypes
- thread safety discussion
- multi-language support
- cleaning up the API for C++ 17/2x
- Stage callbacks, sc_starvation, SC_CTHREAD specialization for sc_signal