

# Srl API

The Srl API is an abstraction layer that provides the software programmer an easy access to several communication and synchronisation resources.

Thanks to the Srl (System Ressource Layer) API, the same code can be compiled and executed on several platforms such as

- a Linux/Posix? workstation
- an MP-SoC architecture running the Mutek OS.

The code of the tasks is supposed to be written in C.

## Mwmmr Communication Channels

- `srl_mwmmr_t channel = GET_ARG(port_name)` defines a local variable associated to a MWMMR channel access port. The `port_name` argument corresponds to the port name defined in the task model defined in the DSX/L description.
- `srl_mwmmr_read(channel, local_buffer, size)` reads `size` 32-bit words from the MWMMR channel to the local buffer. The `local_buffer` argument is a `void*`. The `size` argument must be a multiple of the channel width.
- `srl_mwmmr_write(channel, local_buffer, size)` writes `size` 32-bit words from the local buffer to the MWMMR channel. The `local_buffer` argument is a `void*`. The `size` argument must be a multiple of the channel width.

## Locks

- `srl_lock_t lock = GET_ARG(port_name)` defines a local variable associated to a lock. The `port_name` argument corresponds to the port name defined in the task model defined in the DSX/L description.
- `srl_lock_lock( lock )` takes a lock, waiting if necessary
- `srl_lock_unlock( lock )` releases the lock

## Barriers

- `srl_barrier_t barrier = GET_ARG(port_name)` defines a local variable associated to a barrier. The `port_name` argument corresponds to the port name defined in the task model defined in the DSX/L description.
- `srl_barrier_wait( barrier )` waits for a barrier-global synchronization

## Logging

Log API let you define several message levels. Levels allow you to keep the debug code in the source, and only compile it when needed.

In order, levels are:

- NONE
- TRACE
- DEBUG
- MAX

When writing your software, you decide what level the message is for. When compiling or running your software, you decide what minimal level your code must have to be printed.

- `srl_log(level, "message")` prints a message
- `srl_log_printf(level, "message_with_format", arguments...)` prints a printf-like message

Arguments in printf-like version may be not evaluated if level is not sufficient. Therefore you **MUST NOT** put expressions with side effects in the parameter list. ie do **not** do this:

```
srl_log_printf(DEBUG, "i=%d\n", i++);
```

## Other APIs

- `srl_busy_cycles( N )` tells the simulation environment the simulation should run at least N cycles while in this call. This makes sense only for virtually synthesised tasks, otherwise, this call is a noop.
- `srl_mwmr_config( controller_name, reg_n, value )` puts value in config register `reg_n` of specified controller
- `srl_mwmr_status( controller_name, reg_n )` reads status register `reg_n` of specified controller, returns a `int32_t`
- `srl_assert( cond )` checks `cond` is true, fatally fails otherwise