



# Algorithmic Modeling Interface (AMI) Proposed Changes to IBIS

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**October 17, 2006**

# Proposed changes to IBIS



- Introduce a new section (“AMI”) with a unique name that is parallel to External Model construct
  - AMI section sits on top of and leverages the circuit simulation infrastructure
    - Algorithmic model requires existing IBIS structure to represent the Tx and Rx load models
    - These Tx, Rx models along with the channel constitute a Linear Time Invariant (LTI) system
  - AMI section introduces
    - Three API calls: AMI\_init, AMI\_GetWave, AMI\_Close
    - Each call provides a means for model developer to pass algorithmic model specific parameters: # of filter taps, filter tap spacing, etc
      - Model developer provides documentation on parameters to model consumer
    - An AMI section can have multiple algorithmic models: for example one for Amplifier (eye opener) and another for DFE/CDR
      - Simulation platform expected to call each AMI section in the order it appears in the AMI section
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# [AMI] Syntax



[AMI] AMI\_name

| Initialization function API

AMI\_Initial()

Parameter a=5

Parameter b=10

.....

| GetWave function API

AMI\_GetWave()

| Clear and Close function API

AMI\_Close()

[End AMI]

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# Simple API



- Init

- Initialize and optimize channel with Tx / Rx Model
- This is where the IC DSP decides how to drive the system: e.g., filter coefficients, channel compensation, ...
- Input: Channel Characterization, system and dll specific parameters from config file
  - **bit period**, **sampling intervals**, # of forward/backward coefficients, ...
- Output: Modified Channel Characterization, status

- GetWave

- Modify continuous time domain waveform [CDR, Post Processing]
- Input: Voltage at Rx input at specific times
- Output: Modified Voltage, Clock ticks, status

- Close

- Clean up, exit

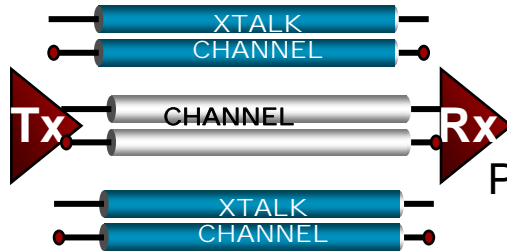
Parameters passed by the system simulation platform are in red

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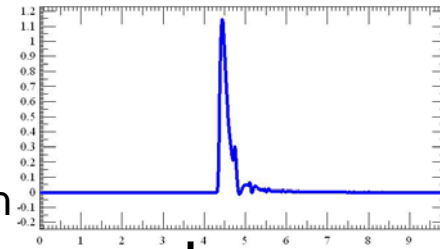
# AMI\_Init



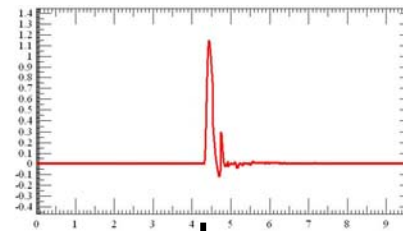
Simulation Platform  
Generates and consume  
Impulse response matrix



Pass characterization  
in matrix

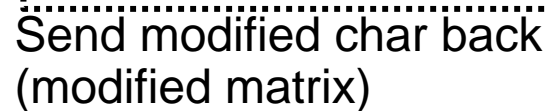


DSP algorithms  
modify characterization



Internal storage

Send modified char back  
(modified matrix)



# AMI\_GetWave

