The Ptolemy Project

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This highly multidisciplinary project addresses system-level design and implementation of reactive and real-time systems.
Implementation Technology

Hardware/Software Synthesis in Ptolemy

- Design of heterogeneous embedded systems.
- Design of applications for real-time workstations.
- Synthesis of software from dataflow graphs.
- System-level hardware design.
- Cosimulation of hardware/software systems.

The design philosophy in Ptolemy is heterogeneous, allowing for effective use of specialized design tools within a general system-level design environment.
Multiple models of computation may be used in the same system. Here, dataflow is used for signal processing, while a timed discrete-event system models a communication network.