



Academy of Sciences of the Czech Republic  
Institute of Information Theory and Automation AS CR, v.v.i.



# Department of Signal Processing

ÚTIA AVČR v.v.i.

<http://zs.utia.cas.cz>

Presentace Plzeň 6.12.2011

# Overview of the Department

## ▶ History

- ▶ Established in 2000 with the vision: Research and design parallel signal processing algorithms and implement them as hardware modules for FPGAs and embedded CPUs.

## ▶ People, and expected structure (from 2012)

- ▶ Ing. Martin Daněk PhD. (1.0); deputy head of department
  - ▶ Ing. Roman Bartosinski PhD.(1.0);
  - ▶ Ing. Lukáš Kohout (1.0);
  - ▶ Ing. Jaroslav Sýkora (1.0);
- ▶ Ing. Zdeněk Pohl PhD. (1.0);
  - ▶ Ing. Tomáš Mazanec (1.0);
- ▶ Ing. Jiří Kadlec CSc. (1.0); head of department
  - ▶ Ing. Radim Matulík (1.0);
  - ▶ Mgr. Milada Kadlecová (1.0).

# Department of Signal Processing

## ▶ Topics

- ▶ adaptive signal processing; digital communication algorithms;
- ▶ processor micro-architectures; embedded systems architectures;
- ▶ FPGA-based prototyping.

## ▶ Strengths

- ▶ Algorithmic research, architecture design and implementations in Field Programmable Gate Arrays (FPGA).
- ▶ Strong track record of participation in the EU framework program ICT collaborative research (2005-09: 2x STREP, 1x IP, 5x SSA).
- ▶ Successful cooperation with a number of industrial customers (2005-09: 1x Italy, 1x USA, 1x UK, 3x CZ).
- ▶ Unique expertise in placement and routing algorithms for a commercial FPGA chip, reaching up to bit-stream generation.
- ▶ The highest involvement in the EU technology-oriented ARTEMIS JU projects in the ASCR.

# National Projects 2005-2011

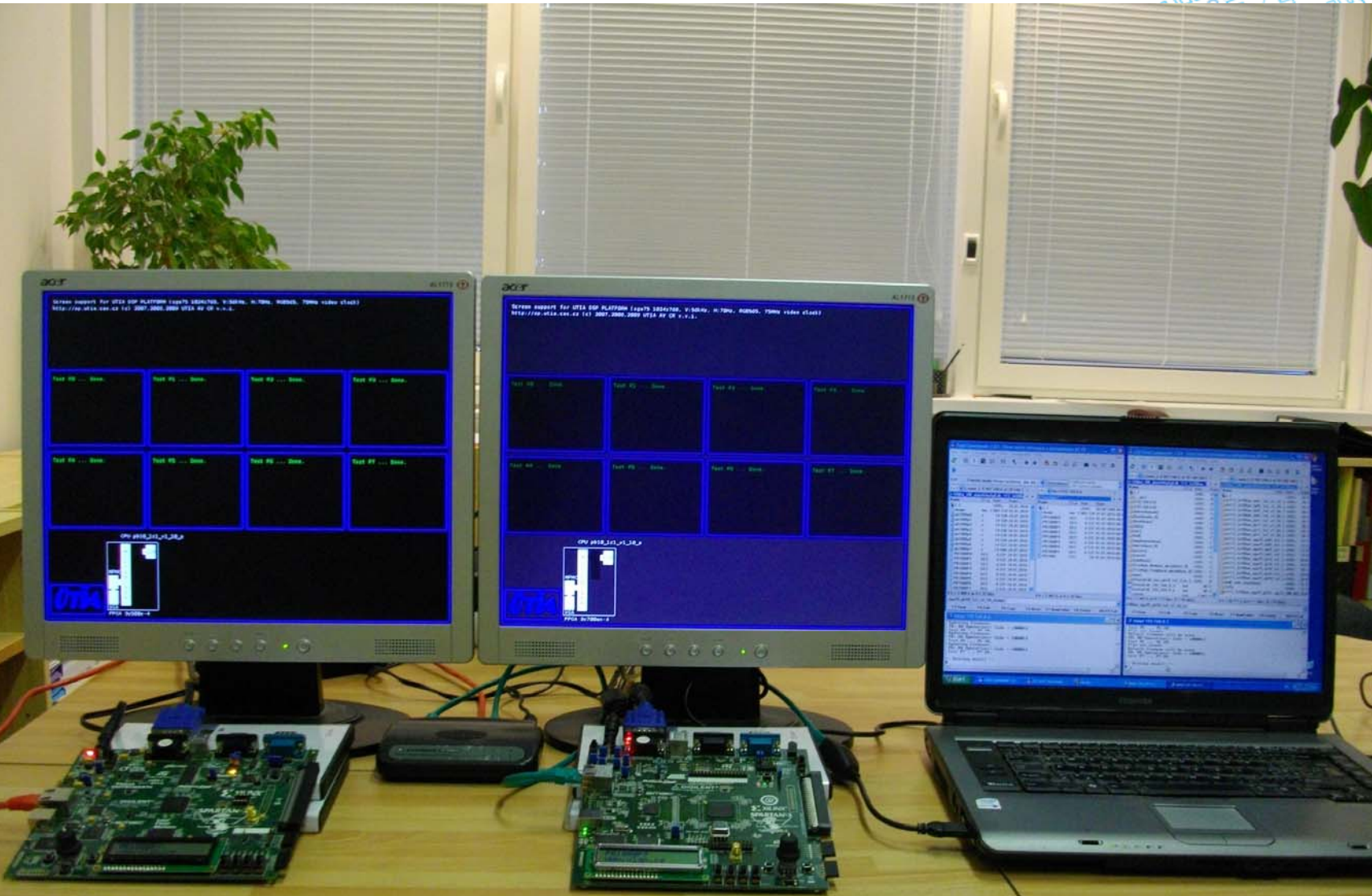
	Adapt. DSP	Digital Com. Alg.	Proc Micro Arch.	Emb. Syst. Arch.	FPGA based Protot.	FPGA techn ology	SSA	National Program in CZ
CAK 2	X		X	X	X			Apl. Res. Centers 1M
RETAC					X	X		NPV1 PP2
RIPAC				X	X			NPV1 TP2
SESAP				X	X			NPV1 TP2
ORFEUS		X			X			NPV1 TP2
ADSL	X	X						NPV1 TP2
VLAM			X	X	X			NPV2
OKO-ICT 2x							X	EUPRO
RICARDO s.r.o.				X	X			Ind. Cont. Research
ERA a.s.	X	X			X			Ind. Cont. Research

# International Projects 2005-2011

	Adapt. DSP	Digital Com. Alg.	Proc Micro Arch.	Emb. Syst. Arch.	FPGA based Protot.	FPGA techn ology	SSA	EU Frame- work. Pr.
IST World							X	FP6
Idealist (4x)							X	FP6,FP7
Cosine (2x)							X	FP6,FP7
XML-FED					X			EUREKA
AETHER				X	X	X		FP6
Apple-CORE	X		X	X	X			FP7
SCALOPES	X	X		X	X			ARTEMIS JU
SMECY	X		X	X	X			ARTEMIS JU
ATMEL Corp.				X	X	X		Ind. Cont. Research



# EdkDSP 3s500e & 3s700an & Petalinux



# Vision and Opportunities

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## ▶ Vision

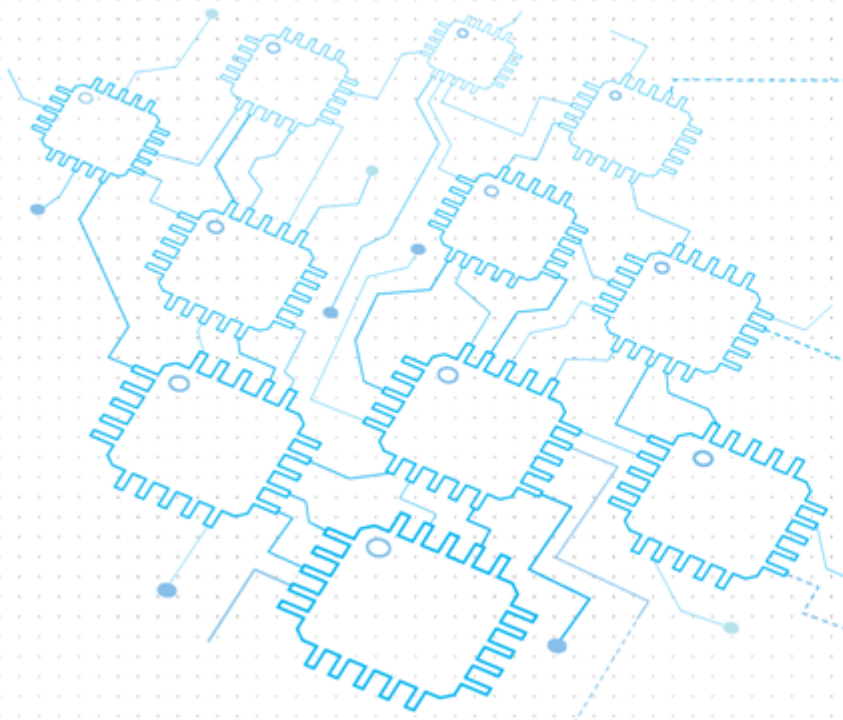
- ▶ Our vision is to develop into a strong player in the area of advanced computing architectures for application specific signal processing.

## ▶ Opportunities (from early 2012 ...)

- ▶ Use of our EdkDSP embedded platform with soft-processor cores and embedded operating systems with custom parallel hardware accelerators as an effective path to increased design productivity due to reuse.



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# Floating Point accelerators in FPGA EdkDSP Platform

Jiří Kadlec,  
ÚTIA Prague, CZ  
<http://zs.utia.cas.cz>  
Plzeň 6.12.2011

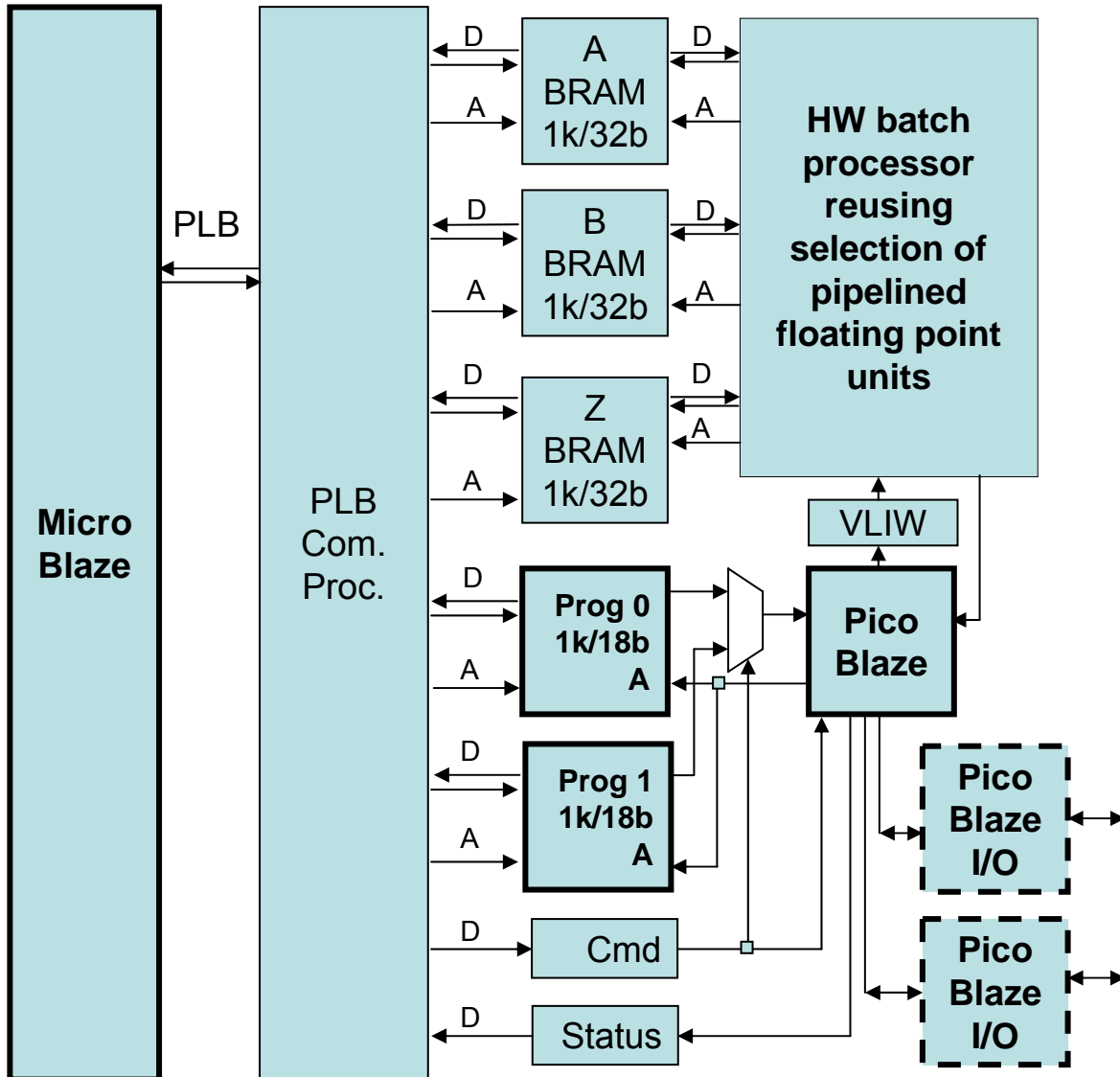


# Motivation

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- ▶ To implement an accelerator for DSP computing that would
  - ▶ Maximize the utilization of pipelined (floating-point) units.
  - ▶ Cover a whole class of problems rather than one specific problem.
  - ▶ Reuse the datapath and element counters.
  - ▶ Use a simple sequencer to reduce HW muxes in the datapath.
- ▶ Robust design and validation methodology using the existing affordable Xilinx design tools.

# Runtime re-programming: Firmware can be changed on the fly



- ▶ Swap of PicoBlaze firmware can be done in few clock cycles
- ▶ Reprogram while executing
- ▶ LEDs, SWs, BTNs
- ▶ LCD (2 lines ascii)
- ▶ Rotary encoder
- ▶ Serial/Par. FLASH
- ▶ ADC/DAC controller
- ▶ PWM

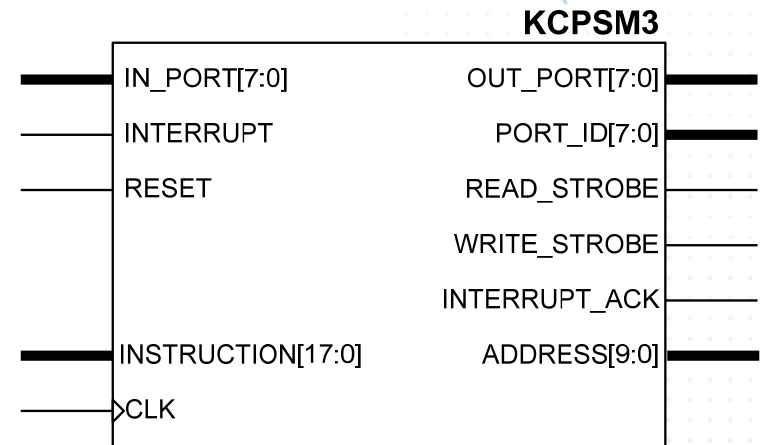
# PicoBlaze – Introduction

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- ▶ KCPSM3 – (K)constant Coded Programmable State Machine
- ▶ 8-bit microcontroller by Ken Chapman, Xilinx
- ▶ Soft-core for Xilinx Spartan-3(E), Virtex-II and Virtex-II PRO
- ▶ 96 Spartan-3 slices (10% of the XC3S100E)
- ▶ 50MIPS@100MHz
- ▶ Development tools: Mediatronix pBlazeIDE, kpicosim, PCCOMP

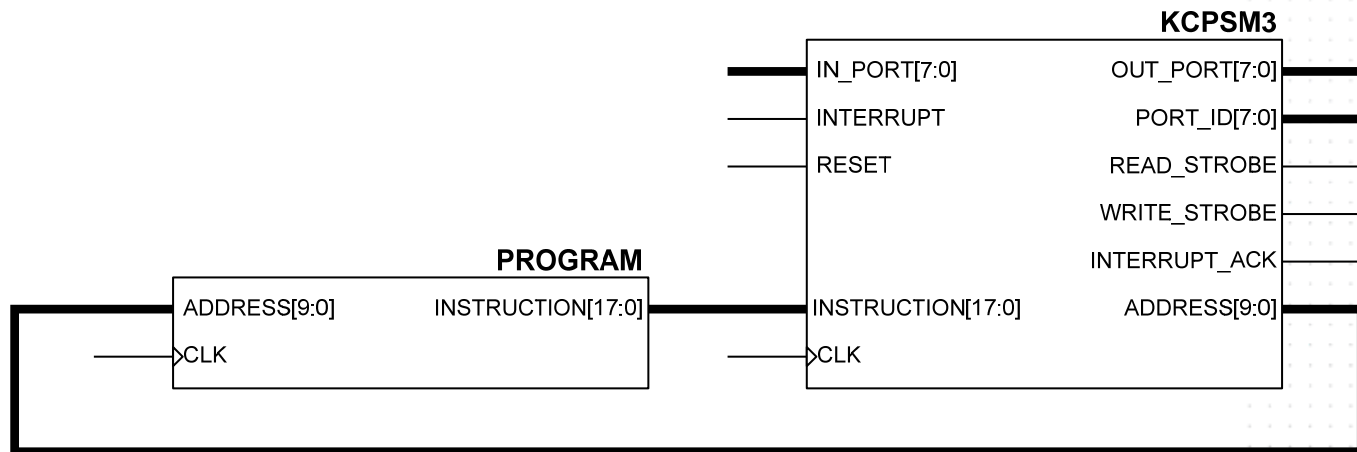
# PicoBlaze – Features

- ▶ RISC, Harvard architecture
- ▶ 16 general purpose registers
- ▶ 64B internal scratch pad memory
- ▶ 256 input and 256 output ports
- ▶ Single INTERRUPT input
- ▶ 31-level deep HW stack
- ▶ Program in BlockRAM
- ▶ Program length up to 1024 instructions



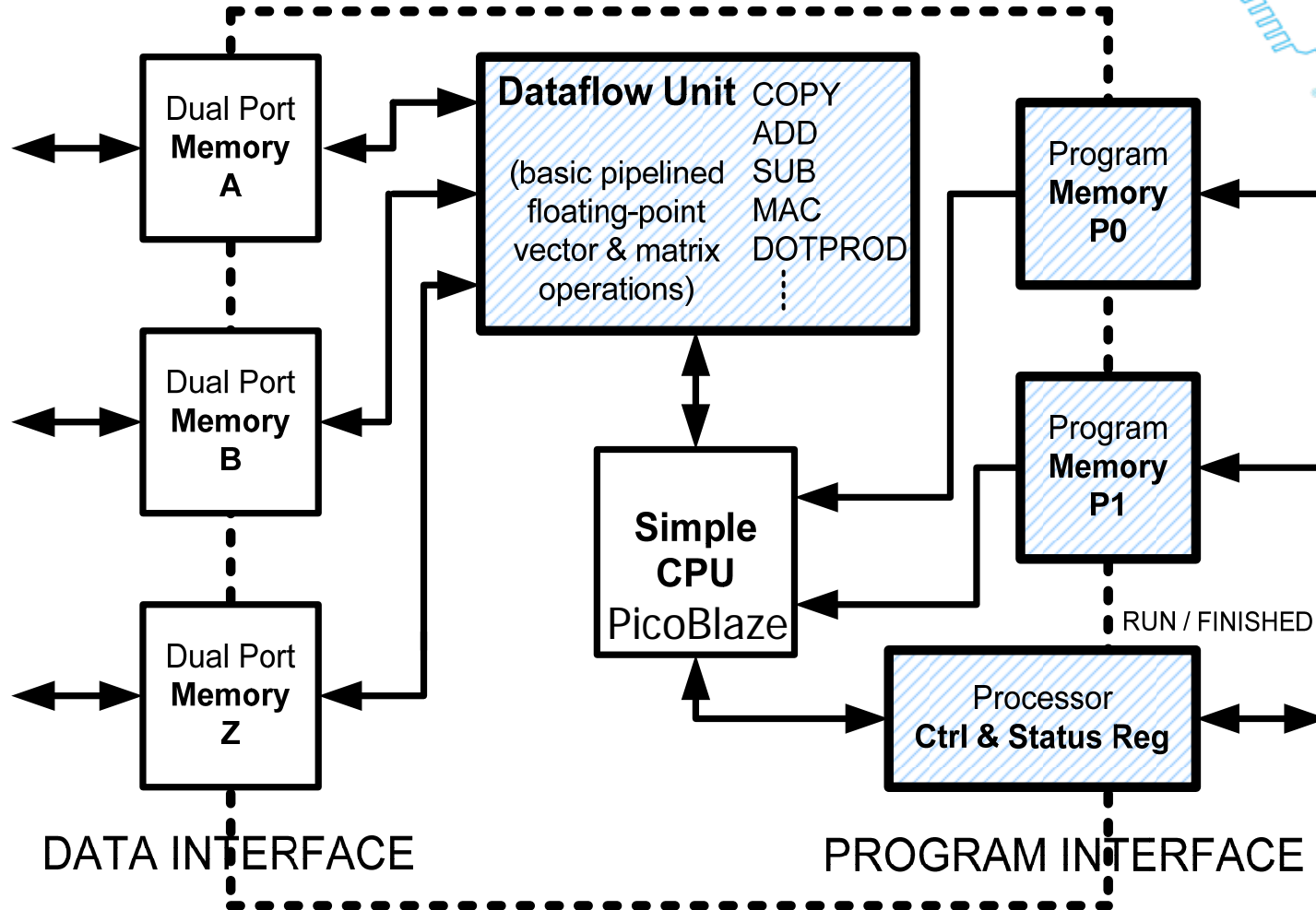
# PicoBlaze – Instruction Memory

- ▶ 18Kbit BlockRAM instantiated in the design
- ▶ BlockRAM content defined by the assembler
- ▶ One port of the BlockRAM is used for the PicoBlaze core, the second port is not used





# Basic Computing Element (BCE)



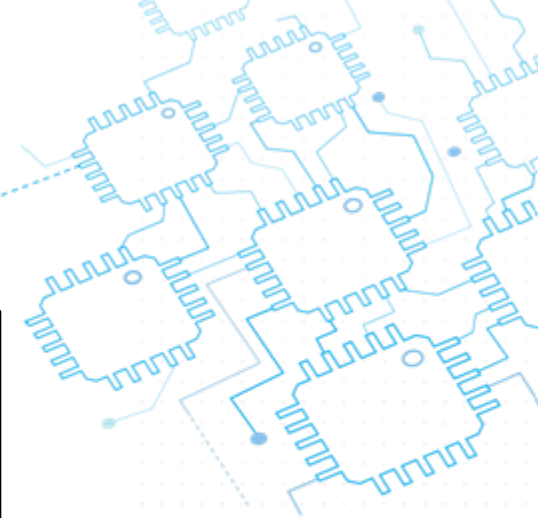
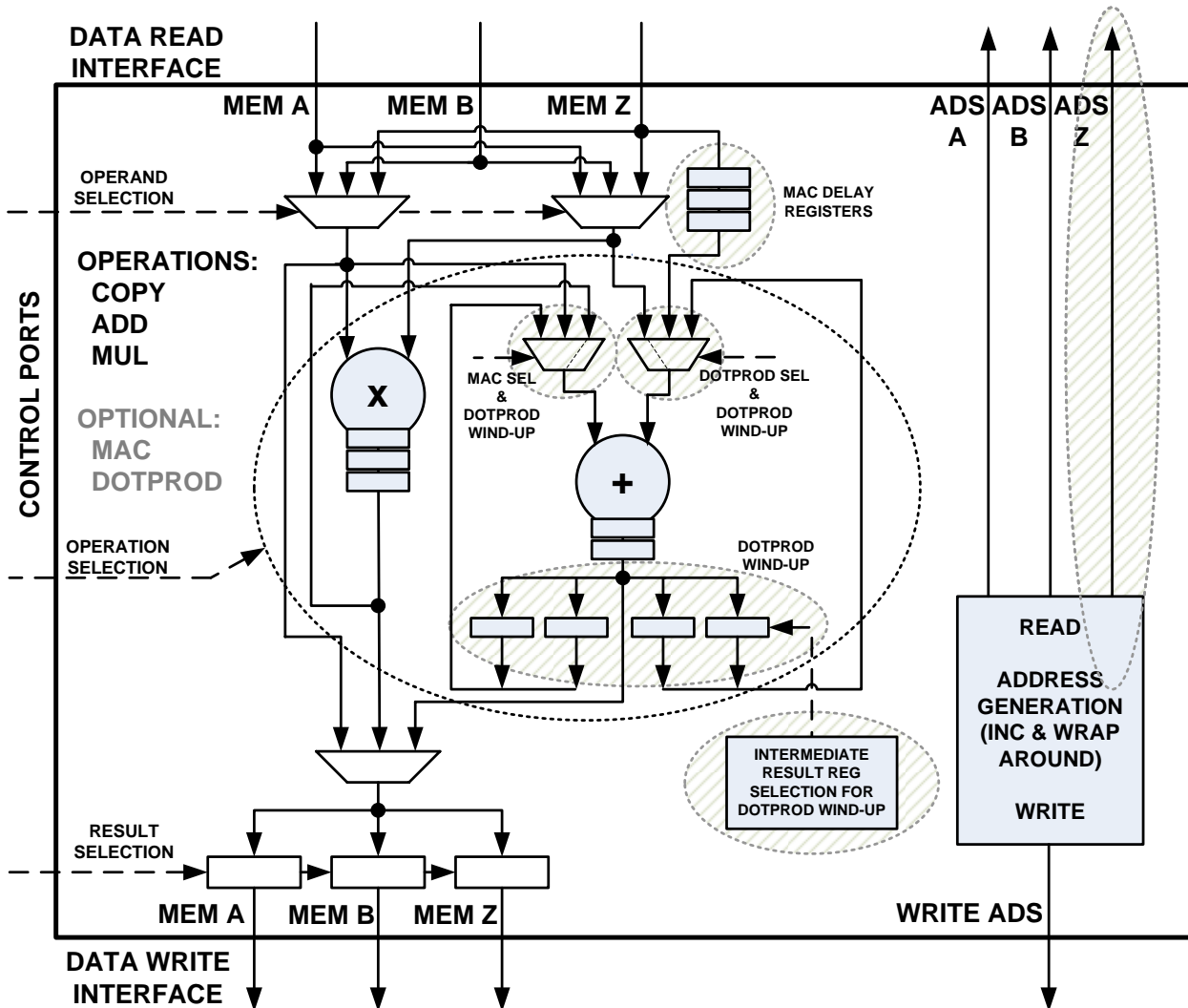
# Vector operations supported by HW

## 1x FP Add and 1x FP Mult unit

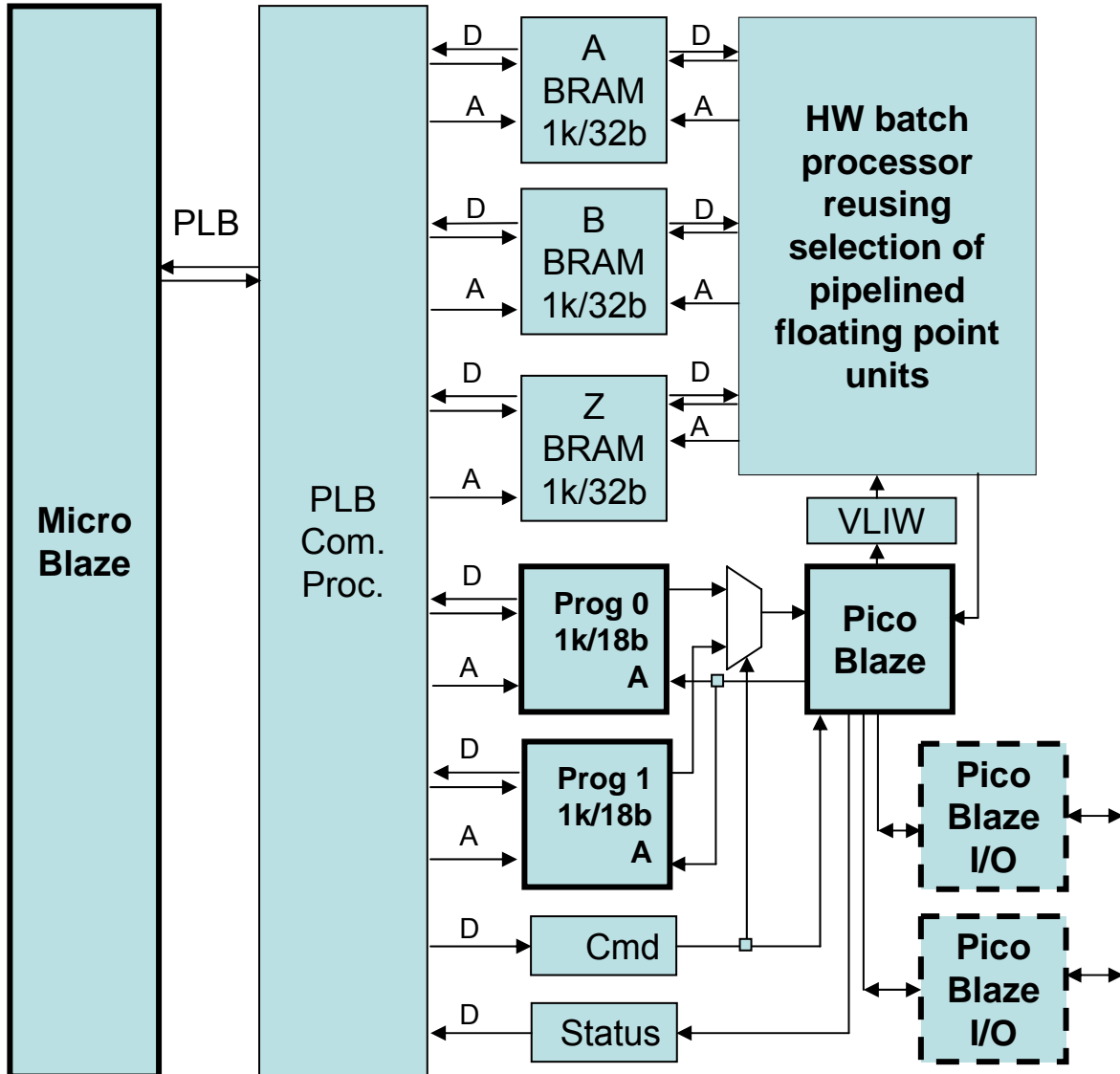


- ▶ HW version
- ▶ COPY vector  
 $a[i] = z[j];$                        $a[i] = b[j];$   
 $b[i] = z[j];$                        $b[i] = a[j];$
- ▶ ADD vectors                       $z[i] = a[j] + b[k];$   $a[i] = b[j] + z[k];$   $b[i] = a[j] + z[k];$
- ▶ SUB vectors                       $z[i] = a[j] - b[k];$   $a[i] = b[j] - z[k];$   $b[i] = a[j] - z[k];$
- ▶ MULT vectors                       $z[i] = a[j] * b[k];$   $a[i] = b[j] * z[k];$   $b[i] = a[j] * z[k];$
- ▶ MAC                                   $z[i] = z[i] + a[j] * b[k];$      $z[i] = z[i] - a[j] * b[k];$
- ▶ DOT PRODUCT                       $z[k] = a'[i..i+nn] * b[i..i+nn];$
- ▶ Special ...

# Data-Flow Unit (DFU)

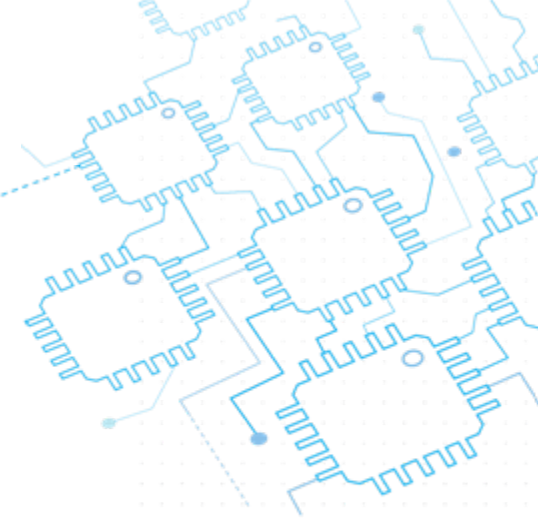
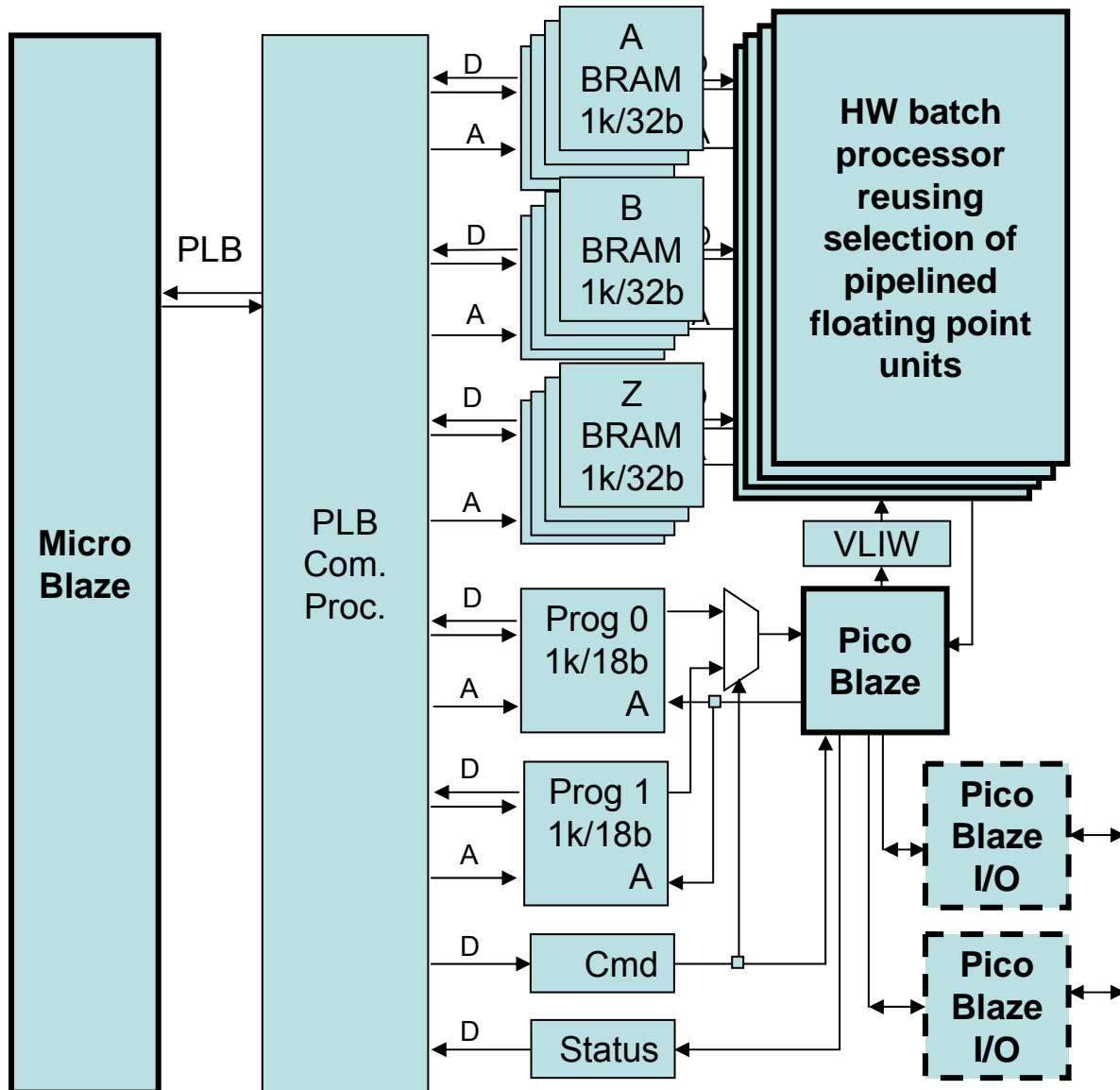


# Runtime re-programming: Firmware can be changed on the fly



- ▶ **Swap of PicoBlaze firmware can be done in few clock cycles**
- ▶ **Reprogram while executing**
- ▶ **LEDs, SWs, BTNs**
- ▶ **LCD (2 lines ascii)**
- ▶ **Rotary encoder**
- ▶ **Serial/Par. FLASH**
- ▶ **ADC/DAC controller**
- ▶ **PWM**

# Example of accelerator with four SIMD FP data paths



**Area: 40 - 50% of  
Xilinx Spartan FPGA  
3sd1800a**

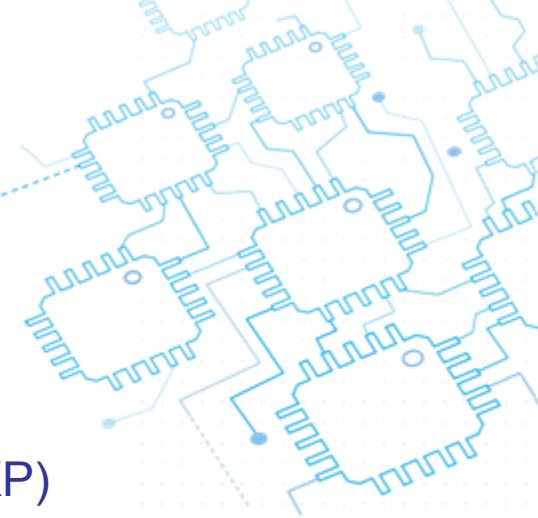
**Power: 0,4 - 0,6 W**

**Performance peak:  
600 MFLOPs  
Performance  
typical:  
200 MFLOPs  
(Application  
specific)**



# SW Tool Chain for EdkDSP

- ▶ Single FPGA without OS:
  - ▶ MicroBlaze: C: GCC (WinXP/Linux)
  - ▶ PicoBlaze: ASM: kcpsm3(WinXP), C: PCCOM (WinXP)
- ▶ Multiple FPGA, 100 Mb Ethernet, uCLinux (no MMU)
  - ▶ MicroBlaze: C: GCC (Linux) C++: G++ (Linux)
  - ▶ PicoBlaze: ASM: kcpsm3(WinXP), C: PCCOM (WinXP)
  - ▶ OS: Petalogix Petalinux-v0.40-final
- ▶ Board support for Xilinx FPGA starter kits (ISE/EDK 13.3):
  - ▶ 3S1600E, 3S500E, 3S700AN
  - ▶ 3SD1800A, 3SD3400A
  - ▶ 6SLX16, 6SLX45T



# Current HW Simulation/ Design Chain

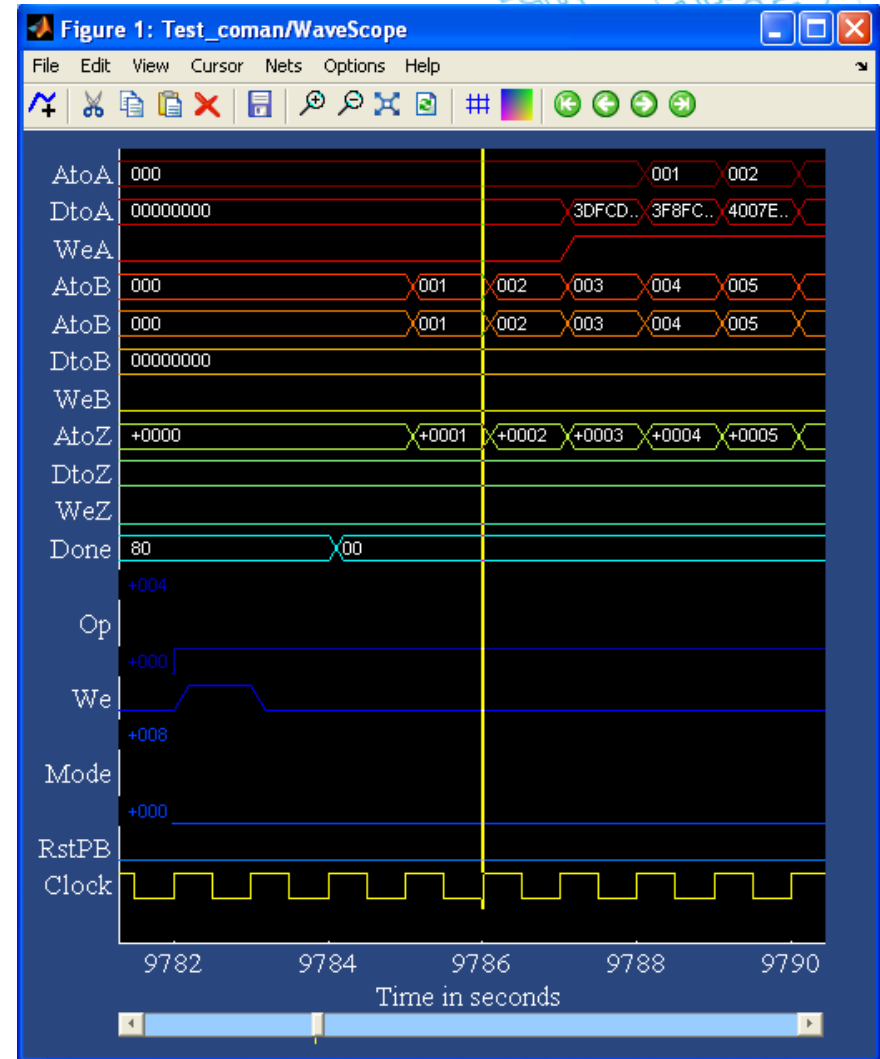
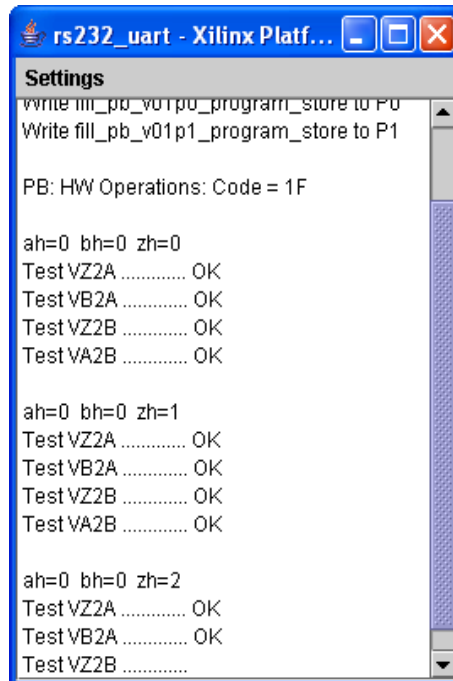
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- ▶ Simulation and Development of Accelerators:
  - ▶ Mathworks Matlab/Simulink (2010b)
  - ▶ Xilinx System Generator (13.3)
  - ▶ Ethernet P2P, transaction based HW/SW co-simulation:
    - ▶ Free running MicroBlaze SW +
    - ▶ Single EdkDSP Accelerator HW in Simulink
- ▶ HDL generation
  - ▶ Accelerators are exported to EDK as netlist PLB pcores
  - ▶ Tools: Xilinx XPS 13.3 SDK 13.3 EDK 13.3

# Simulation

## Xilinx System Generator

- ▶ HW co-simulation  
XSG 13.3
- ▶ Virtual platform  
XSG 13.3



# EdkDSP SW/HW Back End Tools

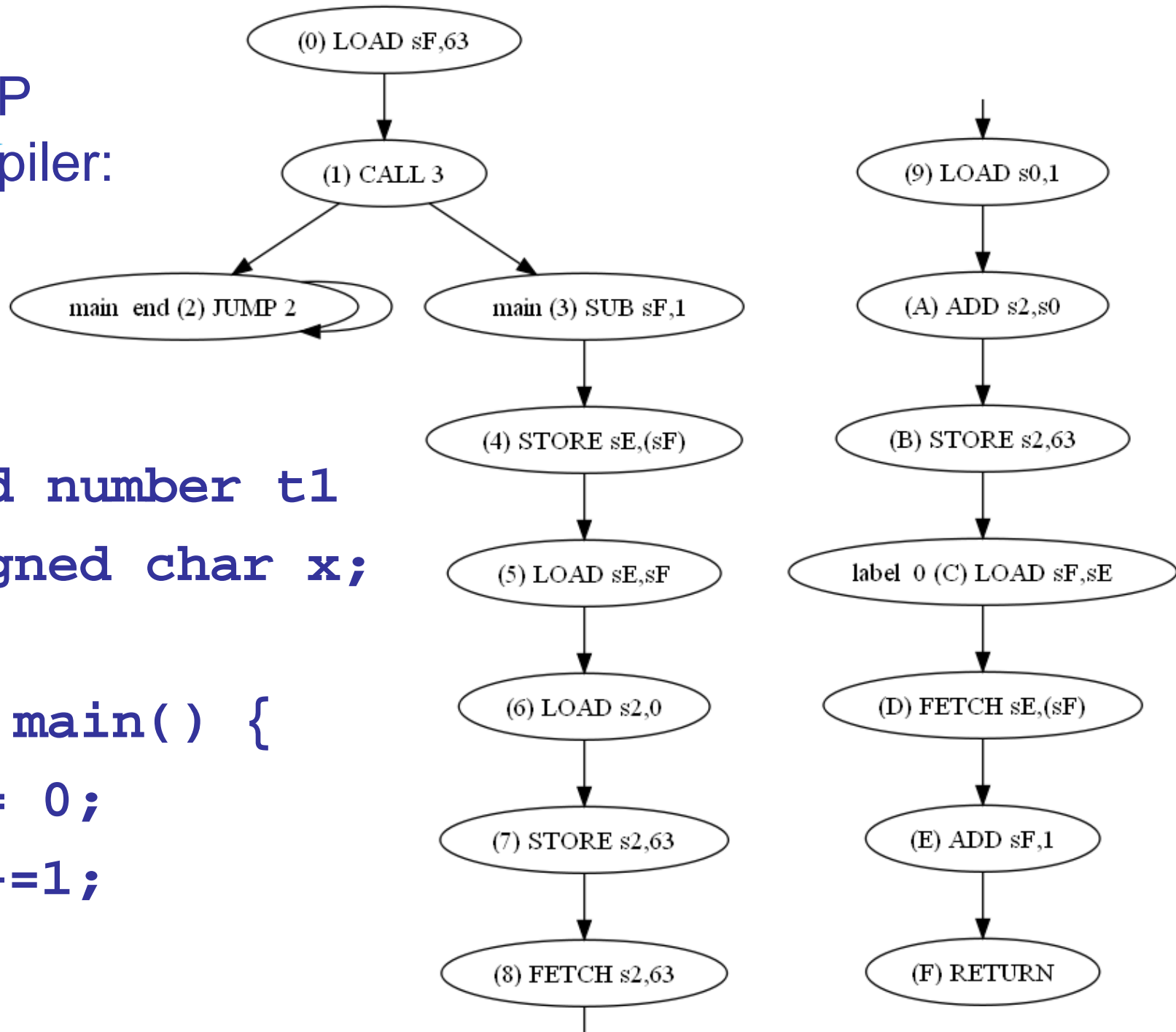


- ▶ ASSEMBLER for PicoBlaze Accelerators with FP data paths:
  - ▶ Executable on PC (WinXP/Linux)
  - ▶ Executable directly on the FPGA (MicroBlaze with uCLinux)
- ▶ C COMPILER for PicoBlaze Accelerators with FP data paths:
  - ▶ Executable on PC (WinXP/Linux)
  - ▶ Executable directly on the FPGA (MicroBlaze with uCLinux)
- ▶ Interface/Integration/Interaction with Front End Tools
- ▶ Dedicated Support for Stream Processing Video Appl.
- ▶ Board support:
  - ▶ 3S500E, 3S700AN, 3S1600E, 3SD1800A, 3SD3400A - vsk
  - ▶ 6SLX16, 6SLX45T, 6SLX110T - vsk

EdkDSP  
C Compiler:  
uchar

```
//add number t1  
unsigned char x;
```

```
void main() {  
    x = 0;  
    x +=1;  
}
```

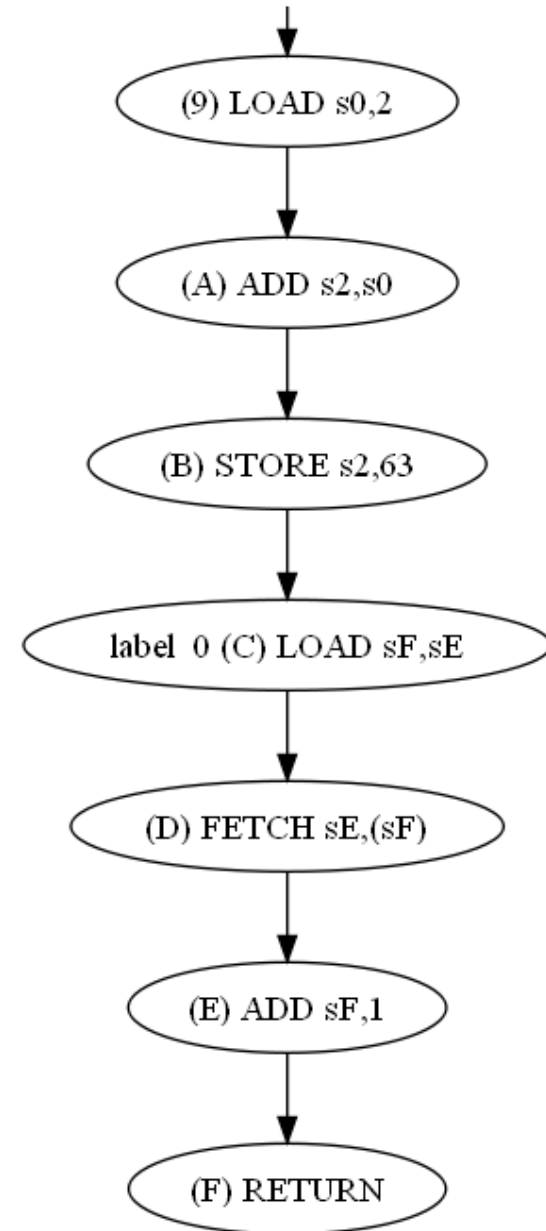
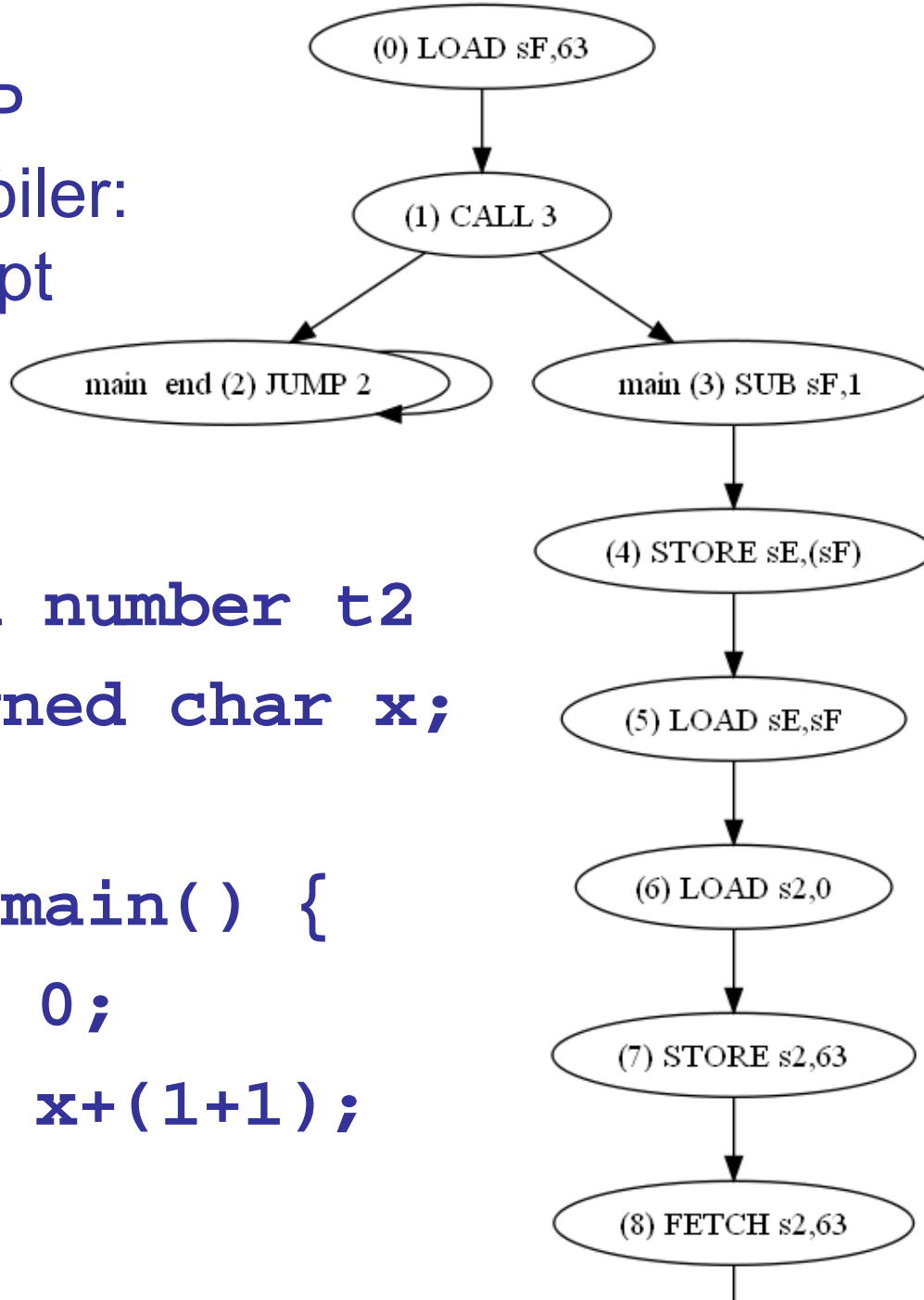




EdkDSP  
C Compiler:  
uchar opt

```
//add number t2  
unsigned char x;
```

```
void main() {  
    x = 0;  
    x = x+(1+1);  
}
```



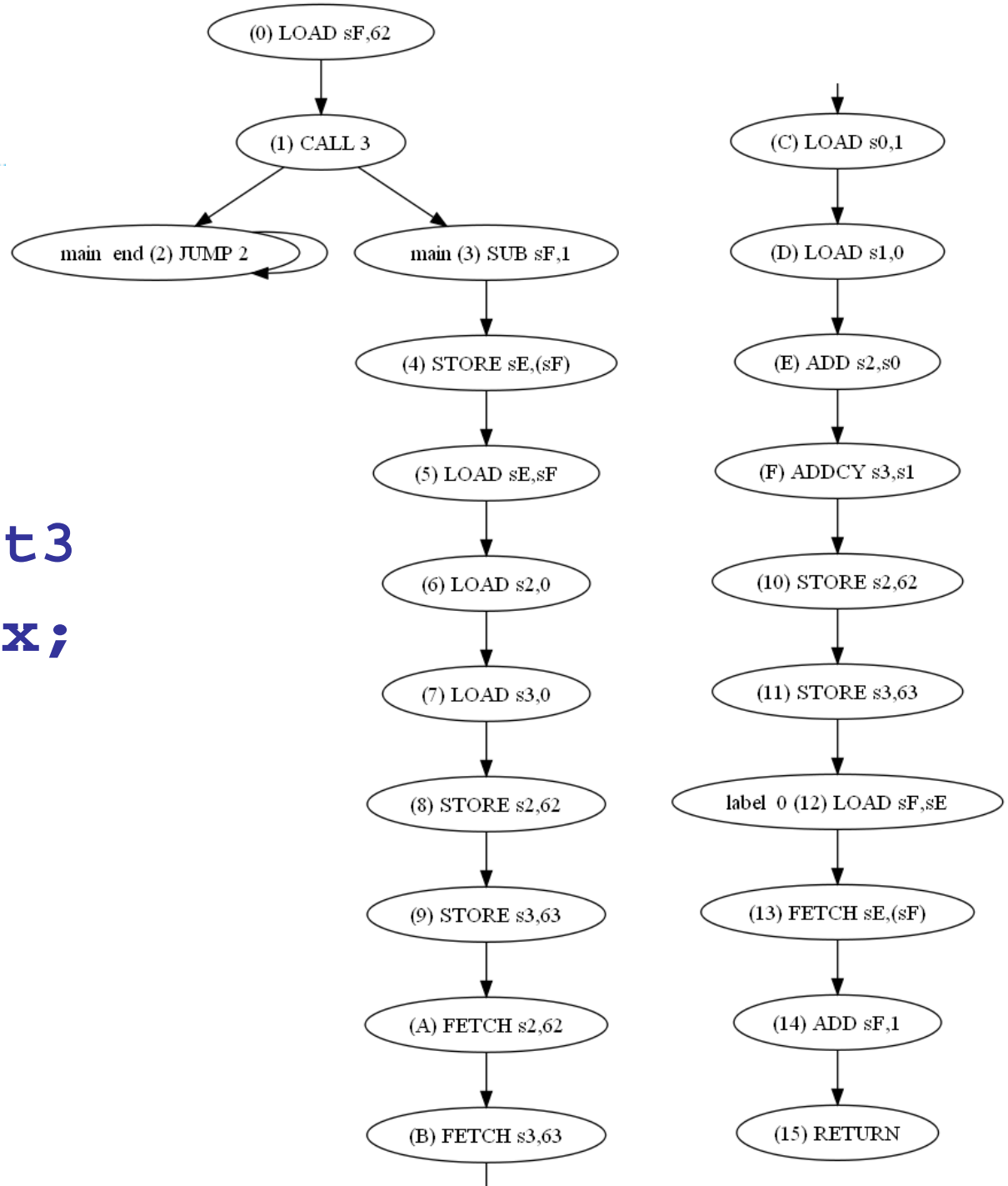
# EdkDSP

## C Compiler:

uint

```
//add number t3  
unsigned int x;
```

```
void main() {  
    x = 0;  
    x +=1;  
}
```



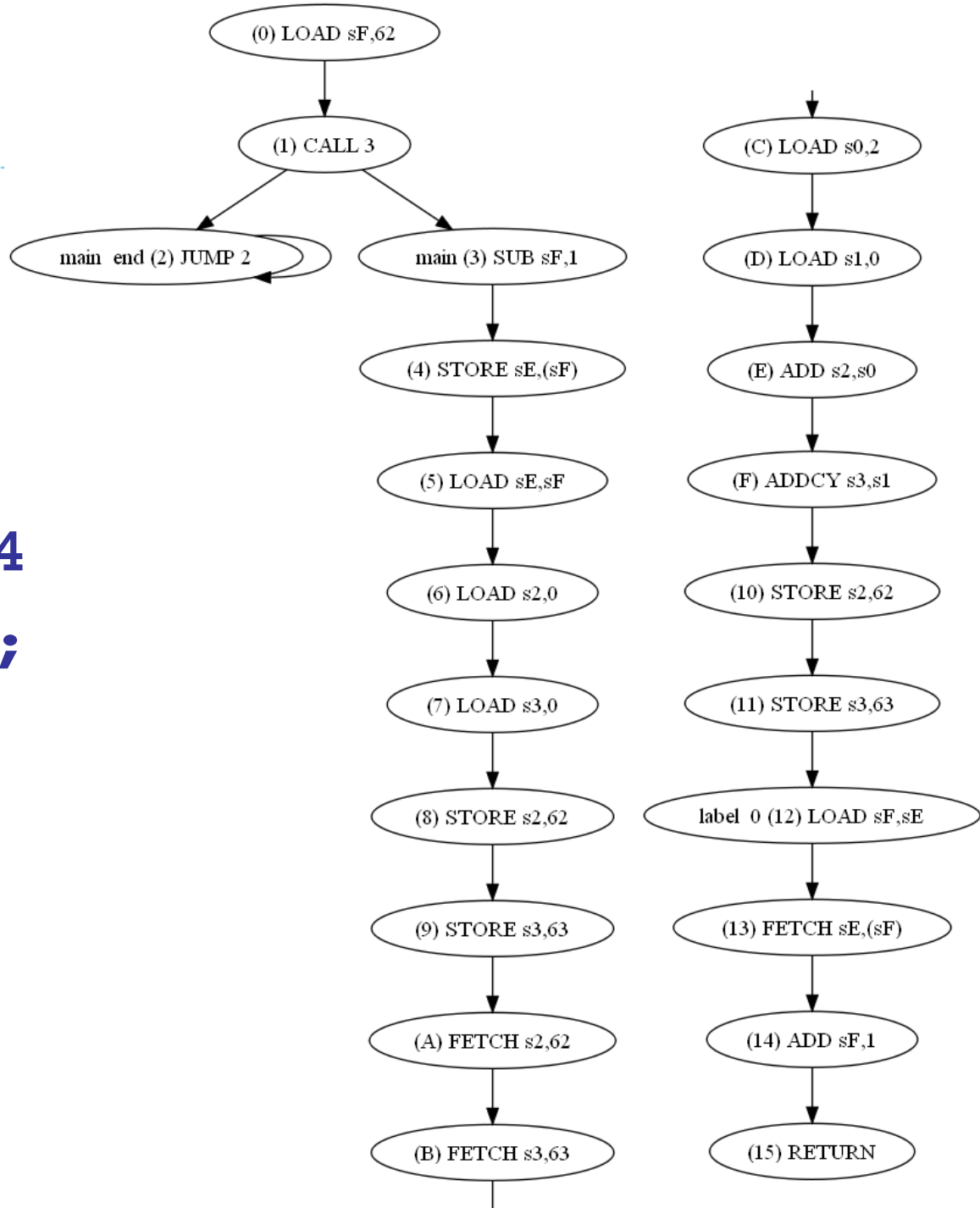
# EdkDSP

## C Compiler:

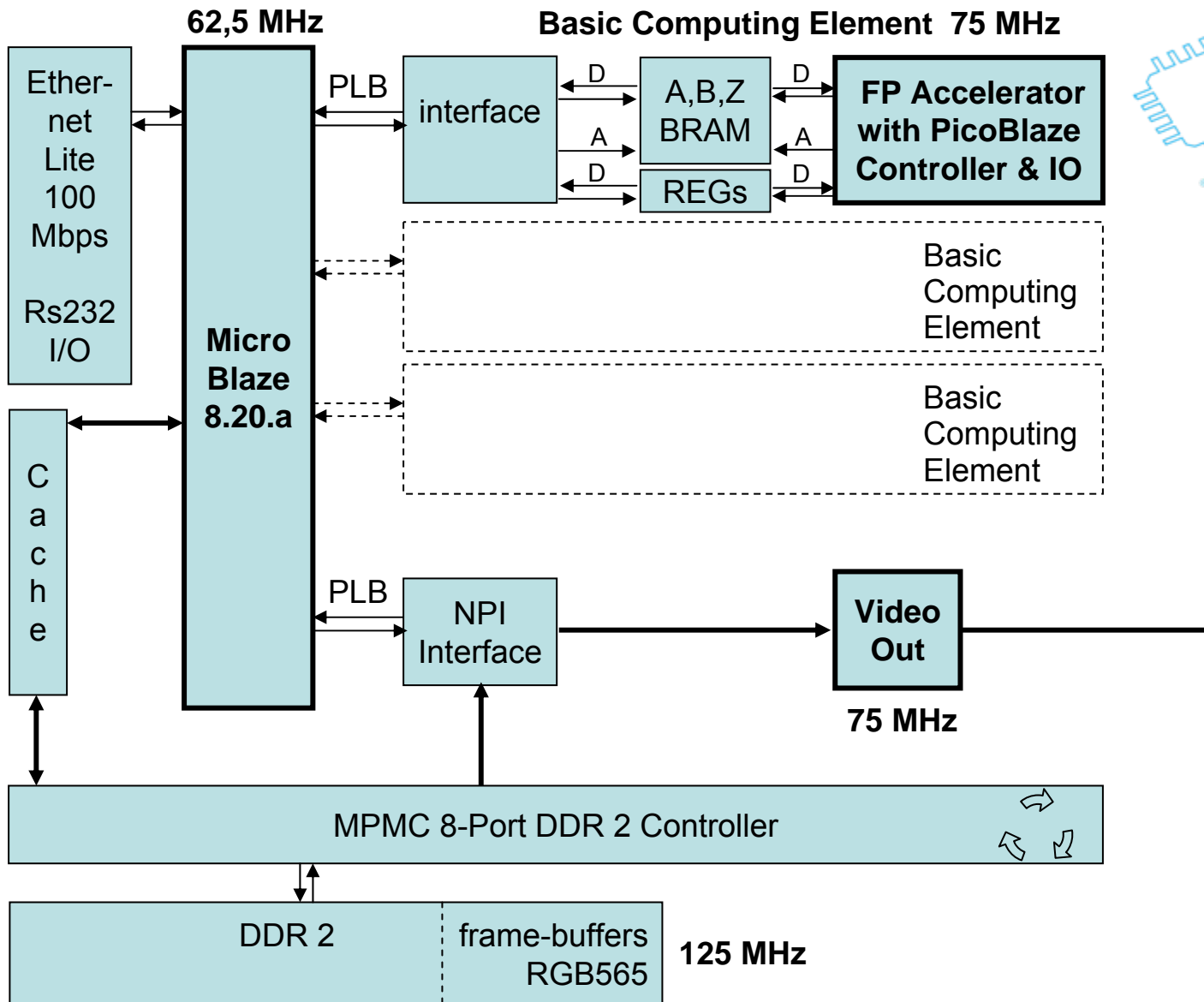
```
uint opt
```

```
//add number t4  
unsigned int x;
```

```
void main() {  
    x = 0;  
    x = x+(1+1);  
}
```



# EdkDSP Batch processing & Visualisation



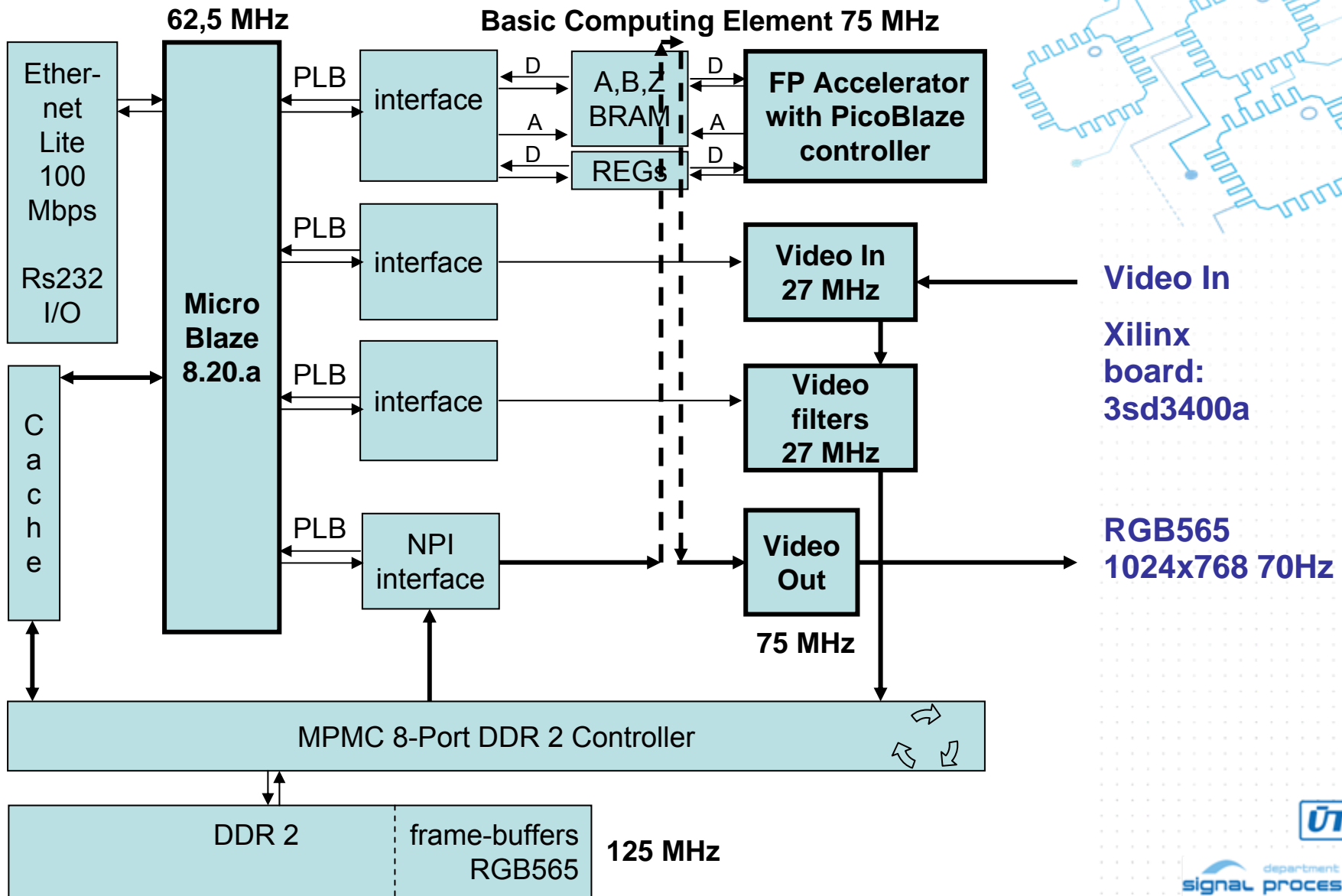
**Spartan 3  
Xilinx boards  
supported by  
UTIA:**

**3s500e  
3s1600e  
3s700an  
3sd1800a  
3sd3400a**

**RGB565  
1024x768 70Hz**



# EdkDSP Stream Processing



# Demos and Opportunities

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## ▶ Opportunities

- ▶ Use in education in your labs (5x xc3s1600e ...)
- ▶ Use in industrial automation and data processing
- ▶ Strategy towards FP7, Artemis JU and Eniac JU
- ▶ Strategy towards GACR / TACR
- ▶ Direct participation in industrial contracts