

TSEA44: Computer hardware – a system on a chip

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<http://www.isy.liu.se/edu/kurs/TSEA44>

Based on slides by Andreas Ehliar

Prerequisites (expected knowledge!)

- Digital logic design. You will design both a data path and a control unit for an accelerator.
- Binary arithmetic. Signed/unsigned numbers.
- VHDL or Verilog. SystemVerilog (SV) is the language used in the course.
- Computer Architecture. It is extremely important to understand how a CPU executes code. You will also design part of a DMA-controller. Bus cycles are central.
- ASM and C programming. Most of the programming is done in C, with a few cases of inline asm.

What is the course about?

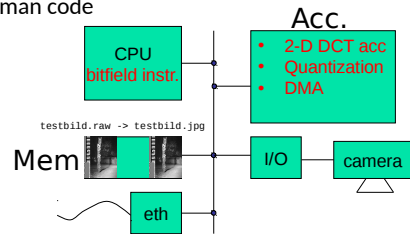
- How to build a complete embedded computer using an FPGA and a few other components. Why?
 - Only one chip
 - The computer can easily be tailored to your needs.
 - Special instructions
 - Accelerators
 - DMA transfer
 - The computer can be simulated
 - A logic analyzer can be added in the FPGA
 - Add performance counters
 - It's fun!

Course organisation

- Lab 0: learn enough Verilog, 4 hours
 - Individual work and demonstration
- Lab course: 4 mini projects
 - 1-3 people/labgroup
- Lectures: 8*2 hours
- Examination 6 credits:
 - 3 written reports/group
 - Oral individual questions

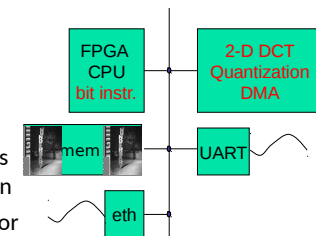
Lab course is based on an application: JPEG compression in an IoT device

- Take 2-D DCT on 8x8-blocks
- Quantize = Divide and set small values to zero
- RLE + Huffman code



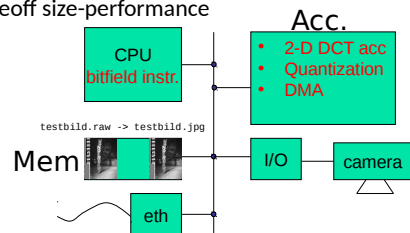
Lab info

- 0) Build an UART in Verilog
- 1) Interface your UART
Test performance counters
Test a SW-DCT2 application
- 2+3) Build an HW accelerator for 2-D DCT and add a DMA controller
- 4) Design your own instruction to handle bitfields



Overall goal: Increase performance by software -> hardware optimization

- Identify time consuming tasks in software
- Transfer task to accelerator or optimize CPU
- Show tradeoff size-performance



Lab tasks and examination

- Lab 0 (individual work and demonstration)
 - Build an UART in SystemVerilog
 - Demonstration
 - Deadline 14 November
 - Not allowed to join any group before lab0 complete
- Lab 1 (in groups of 2 or 3 students)
 - Interface to the Wishbone bus
 - Demonstration (individual questions)
Written report

Lab tasks and examination, cont.

- Lab 2+3
 - Design a JPEG accelerator + DMA
 - Demonstration (with individual questions)
 - Written report
- Lab 4
 - Custom Instruction
 - Demonstration (with individual questions)
 - Written report

Competition – fastest JPEG compression

- An unaccelerated JPEG compression (using jpegfiles) takes roughly 13.0 Mcycles (@ 25MHz) \approx 2 FPS (Frames Per Second)
- Our record: \sim 100 000 cycles (everything in hardware)
- Goal: Highest framrate. Exception: At over 25 FPS, the smallest implementation wins
- Deadline: 20/12 2019



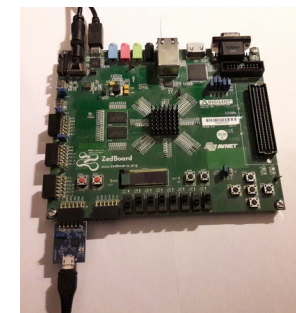
wunderb . jpeg
320 x 240

Written report requirements

- A readable short report typically consisting of
 - Introduction
 - Design, where you explain with text and diagrams how your design works
 - Results, that you have measured
 - Conclusions
 - Appendix: All Verilog and C code with comments!

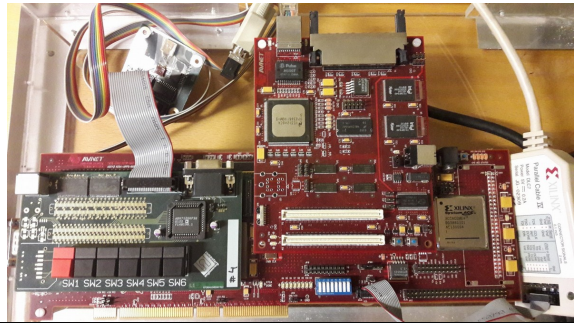
The hardware, lab0

- Zedboard
 - Programming connection at top of the board
 - Serial port at bottom of the board
 - Only use PL part of of the chip



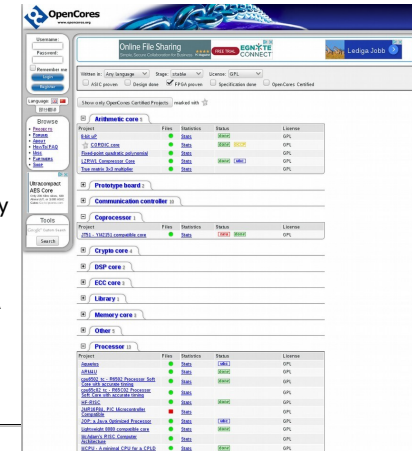
The hardware, lab0 - lab4

- 6 boxes with FPGA boards



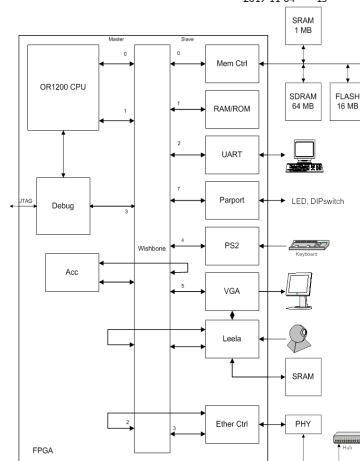
Opencores

- Open source initiative for hardware models
- From simple to very complex models
- Note page is showing only FPGA proven LGPL licensed models



The soft computer

- OR1200 CPU
- Memory
 - RAM (+ SDRAM)
 - ROM (+ FLASH)
- I/O
 - Serial
 - Parallel
 - Ethernet
 - Camera



Processor core: Openrisc 1200

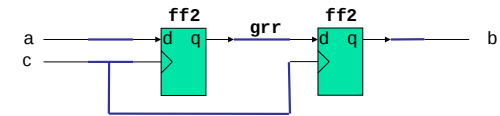
- Initially developed within opcores initiative
- Split into a new website
 - Openrisc.io
- Complete risc processor including synthesizable code, instructions set simulator etc.

(System)Verilog

- The course uses SystemVerilog
- SystemVerilog is easy to learn if you know VHDL/C
- Our soft computer (80% downloaded from OpenCores) is written in Verilog
- It is possible to use both languages in a design
- You need to understand parts of the computer

(System)Verilog vs VHDL

Using the D-flip/flop, instantiation



```
// instantiation
```

```
wire a,b,c,grr;
```

```
...
```

```
dff ff1(.clk(c),.d(a),.q(grr));
```

```
dff ff2(.clk(c),.d(grrr),.q(b));
```

Watch out! Verilog allows implicit declarations (but this can be disabled)

(System)Verilog vs VHDL

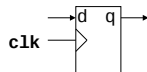
An edge-triggered D-flip/flop

C-like syntax

```
module dff(
  input clk, d,
  output reg q);

  always_ff @(posedge clk)
    q <= d;

endmodule
```



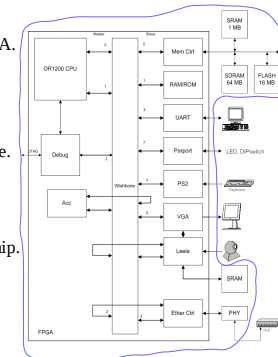
Ada-like syntax

```
entity dff is
  port (clk,d : in std_logic;
        q: out std_logic);
end dff;

architecture firsttry of dff is
begin
  process (clk) begin
    if rising_edge(clk) then
      q <= d;
    end if;
  end process;
end firsttry;
```

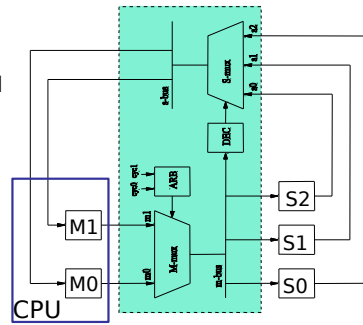
You get a lab skeleton

- **dafk_tb.sv** . Testbench.
 - **dafk_top.sv** . To be synthesized in the FPGA.
 - **eth_top.sv** . Ethernet controller.
 - **pkmc_top.sv** . Memory controller.
 - **or1200_top.sv** . The OR1200 CPU.
 - **parport.sv** . Simple parallel port.
 - **romram.sv** . The boot code resides here.
 - **uart_top.sv** . UART 16550.
 - **dvga_top.sv** . VGA controller.
 - **wb_top.sv** . The wishbone bus.
- **eth_phy.v** . Simulation model for the PHY chip.
- **flash.v** . Simulation model.
- **sdram.v** . Simulation model.
- **sram.v** . Simulation model



The Wishbone bus

- A multi-master bus
 - Signals: address (32), data_out (32), data_in (32), control
 - Two data buses and muxes are used instead of tristate



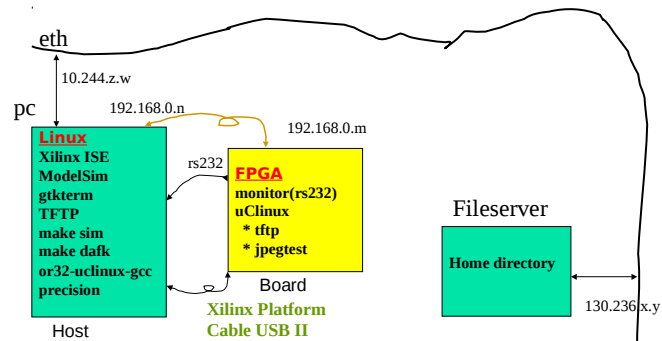
Software under linux

- C-compiler (GNU tool chain)
 - or-32-uclinux-gcc
- Software simulator
 - or-32-uclinux-sim
- A very simple boot monitor (24 kB + 8 kB RAM inside FPGA)
 - dct_sw, dma_dct_sw, jpegtest
- uClinux boots from flash
 - jpegtest

Host (PC)

board

The environment



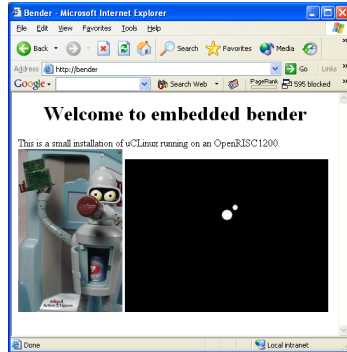
Booting uClinux

```

uClinux/DR32
Flat model support (C) 1998,1999 Kenneth Albanowski, D. Jeff Dionne
Calibrating delay loop.. ok - 2.00 BogomIPS
Memory available: 53000k/62325k RAM, 0k/0k ROM (667892k kernel data, 2182k code)
Swansea University Computer Society NET3.035 for Linux 2.0
NET3: Unix domain sockets 0.13 for Linux NET3.035.
Swansea University Computer Society TCP/IP for NET3.034
IP Protocols: ICMP, UDP, TCP
uClinux version 2.0.38.ipr3 (olles@kotte) (gcc version 3.2.3) #180 Sat Sep 11 0
9:01:55 CEST 2004
Serial driver version 4.13p1 with no serial options enabled
ttyS00 at 0x90000000 (irq = 2) is a 16550A
Ramdisk driver initialized : 16 ramdisks of 2048k size
Bikmem copyright 1998,1999 D. Jeff Dionne
Bikmem copyright 1998 Kenneth Albanowski
Bikmem 0 disk images:
loop: registered device at major 7
eth0: Open Ethernet Core Version 1.0
RAMDISK: Romfs filesystem found at block 0
RAMDISK: Loading 1608 blocks into ram disk... done.
VFS: Mounted root (romfs filesystem).
Executing shell ...
Shell invoked to run file: /etc/rc
Command: #!/bin/sh
Command: #
Command: setenv PATH /bin:/sbin:/usr/bin
Command: hostname bender
Command: #
Command: mount -t proc none /proc
... More of the same
Command: #
Command: # start web server
Command: /sbin/boa -d &
[12]
/>

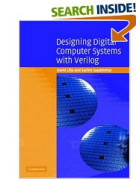
```

Web server

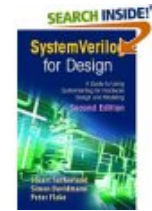


Books

Lilja, Saptnekar: *Designing Digital Computer Systems with Verilog*, Cambridge University Press



Sutherland et al: *SystemVerilog for Design*, Springer



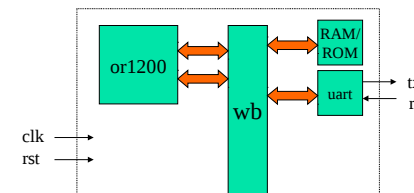
Spear: *SystemVerilog for Verification*, Springer

Lecture info

- 1 Course Intro, FPGA
- 2 Verilog (lab0)
- 3 A soft CPU
- 4 A soft computer (lab1)
- 5 HW acceleration (lab2)
- 6 FPGAs
- 7 Test benches, SV
- 8 Custom instructions (lab4)

How we built our first FPGA computer

1. Download CPU OR1200, roughly 60 Verilog files
2. Download Wishbone bus 3 Verilog files
3. Download UART 16550, 9 Verilog files
4. Figure out a computer



How we built our first FPGA computer

- Write top file ("wire wrap in emacs")

Size 35 kB in Verilog, 13 kB in SV
(Verilog does not have struct)

```

module myfirstcomputer(clk,rst,rx,tx)
  input clk,rst,rx;
  output tx;

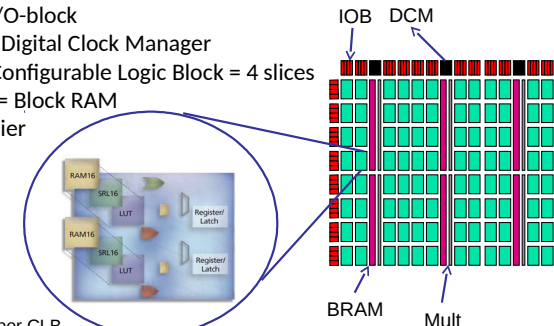
  wishbone Mx[0:1], Sx[0:1];

  or1200cpu cpu0(.iwb(Mx[0]), ... );
  wb_conbus wb0(clk, rst, Mx, Sx);
  romram rom0(Sx[1]);
  uart uart0(Sx[0], ...);
end module

```

Xilinx – Virtex II Overview

IOB = I/O-block
DCM = Digital Clock Manager
CLB = Configurable Logic Block = 4 slices
BRAM = Block RAM
Multiplier



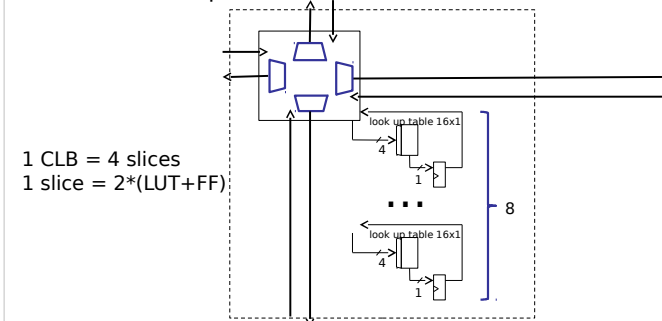
4 Slices per CLB
1 slice = two F/F + two 4-input LUT

How we built our first FPGA computer

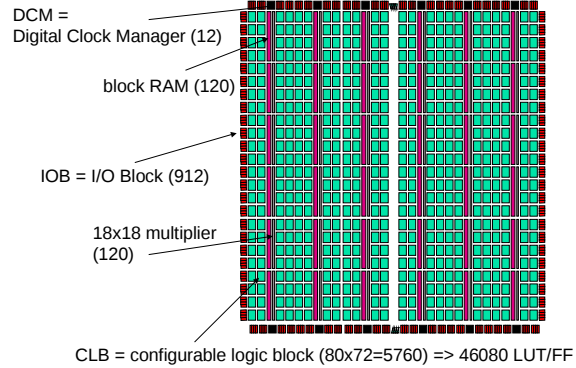
- Download the cross compiler
- Write a small monitor and place in ROM
- ModelSim. Does it boot? Anything on tx?
- Test with the simulator or32-uclinux-sim
- Synthesize for 10 minutes (originally 40 minutes, note that simulation are quite important in this course)

CLB = configurable logic block

LUT = look up table



Our FPGA



Synthesis result

Module	LUT	FF	RAMB16	MULT_18x18	IOB
/	64				216
cpu	5029	1345	12	4	
dvga	813	755	4		
eth3	3022	2337	4		
jpg0	2203	900	2	13	
leela	685	552	4	2	
pia	2	5			
pkmc_mc	218	122			
rom0	82	3	12		
sys_sig_gen		6			
uart2	825	346			
wb_conbus	616	11			
Total	13559	6382	38	19	216
Available	+ 46080	+ 46080	+ 120	+ 120	+ 912

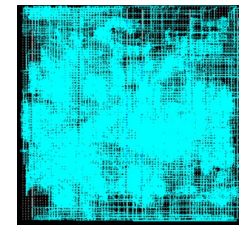
Xilinx – Virtex II Overview

Device XC2V	40	80	250	500	1000	1500	2000	3000	4000	6000	8000
CLB Array	8 x 8	16 x 8	24 x 16	32 x 24	40 x 32	48 x 40	56 x 48	64 x 56	80 x 72	96 x 88	112 x 104
18Kb BRAM	4	8	24	32	40	48	56	96	120	144	168
Multiplier	4	8	24	32	40	48	56	96	120	144	168
DCM	4	4	8	8	8	8	8	12	12	12	12
Max IOB	88	120	200	264	432	528	624	720	912	1,104	1,296

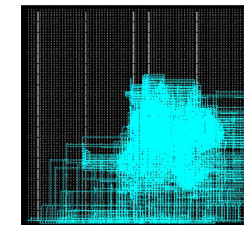
2 Columns
BRAM & Multipliers
4 Columns
BRAM & Multipliers
6 Columns
BRAM & Multipliers

Our FPGA has 5760 CLBs = 23.040 slices = 46080 LUTs+FFs

Floorplan from FPGA Editor



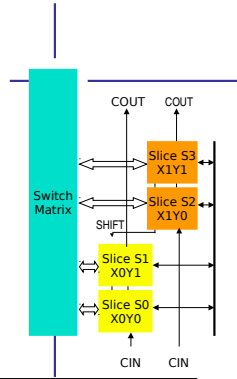
Computer



CPU OR1200

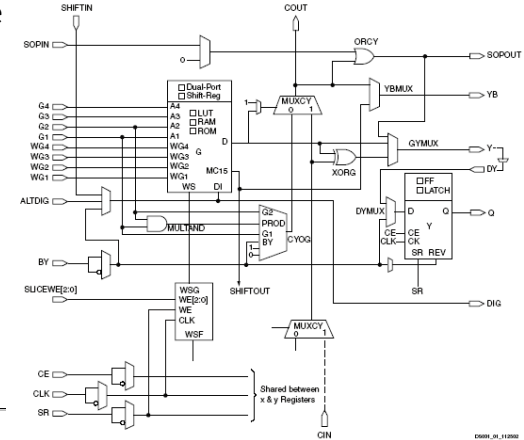
CLB contains four slices

- Each CLB is connected to one switch matrix
 - 1 slice = 2 LUT/FF + ...
- High level of logic integration
 - Wide-input functions
 - 16:1 multiplexer in 1 CLB
 - 32:1 multiplexer in 2 CLBs
 - Fast arithmetic functions
 - 2 look-ahead carry chains per CLB column
 - Addressable shift register in LUT
 - 16-b shift register in 1 LUT
 - 128-b shift register in 1 CLB

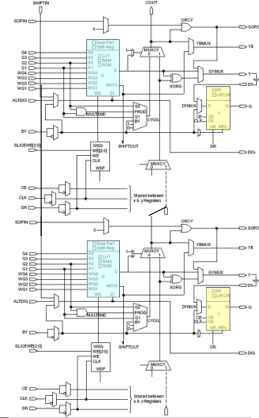
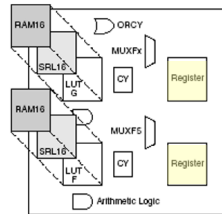


1/2 slice

- Top half
- One of 46 080

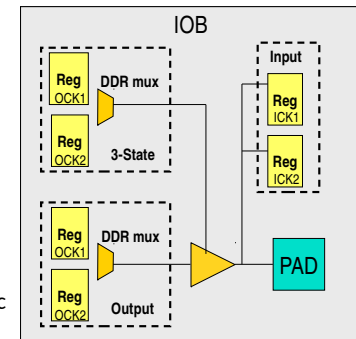


1 slice (out of 23 040)



IOB element

- Input path
 - Two DDR registers
- Output path
 - Two DDR registers
 - Two 3-state DDR registers
- Separate clocks for I & O
- Set and reset signals are shared
 - Separated sync/async
 - Separated Set/Reset attribute per register



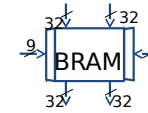
Embedded 18 kb Block RAM

- Up to 3 Mb on-chip block RAM
- High internal buffering bandwidth
- Clocked write and read

✓	18Kbit block RAM
✓	Parity bit locations (parity in/out busses)
✓	Data width up to 36 bits
✓	3 WRITE modes
✓	Output latches Set/Reset
✓	True Dual-Port RAM
✓	Independent clock (async.) & control

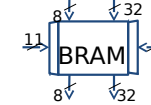
How to use Block RAM: Just Instantiate template

2-port
512x32(+4)



2048x8

512x32



```
RAMB16_S36_S36 inmem
  // port A
  .CLKA(wb.clk), .SSRA(wb.rst),
  .ADDRA( bram_addr ),
  .DIA( bram_data ), .DIPA(4'h0),
  .ENA( bram_ce ), .WEA( bram_we ),
  .DOA( doa ), .DOPA(),
  // port B
  .CLKB(wb.clk), .SSRB(wb.rst),
  .ADDRB( {3'h0, rdc} ),
  .DIB(32'h0), .DIPB(4'h0),
  .ENB(1'b1), .WEB(1'b0),
  .DOB( dob ), .DOPB();
```

```
RAMB16_S9_S36 inmem
  // port A
  ...
  // port B
  ... );
```

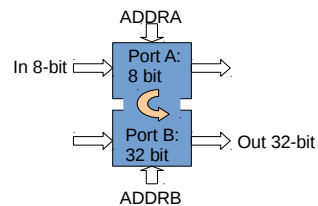
True Dual-Port™ configurations

- Configurations available on each port:

Configuration	Depth	Data bits	Parity bits
16K x 1	16Kb	1	0
8K x 2	8Kb	2	0
4K x 4	4Kb	4	0
2K x 9	2Kb	8	1
1K x 18	1Kb	16	2
512 x 36	512	32	4

- Independent port A and B configuration.

- Support for data width conversion including parity bits (same memory array!)

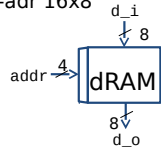


Distributed RAM

- Virtex-II LUT can implement
 - 16 x 1-bit synchronous RAM
 - Synchronous write
 - Asynchronous read
 - D flip-flop in the same slice can register the output
- Allow fast embedded RAM of any width
 - Only limited by the number of slices in each device
 - Example: RAM 16 x 48-bit fits in 48 LUTs

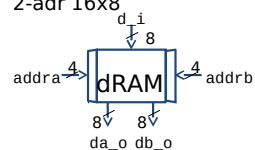
How to use

Distributed RAM : 8 LUTs
1-adr 16x8



```
logic [7:0] mem0[0:15];
always_ff @(posedge clk)
  if (wr) begin
    mem0[addr] <= d_i;
  end
assign d_o=(rd) ? mem0[addr] : 8'h0;
```

Distributed RAM : 16 LUTs
2-adr 16x8



```
logic [7:0] mem0[0:15];
always_ff @(posedge clk)
  if (wr) begin
    mem0[addra] <= d_i;
  end
assign db_o = (rdb) ? {mem0[addrb]} : 8'h0;
assign da_o = (rda) ? {mem0[addra]} : 8'h0;
```

counter

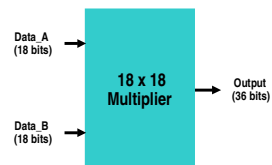
```
module dec(
  input clk, rst
  output u);
  reg u;
  reg [3:0] q;

  always_ff @(posedge clk or posedge rst)
    if (rst)
      q <= 4'h0;
    else if (q == 9)
      q <= 4'h0;
    else
      q <= q+1;

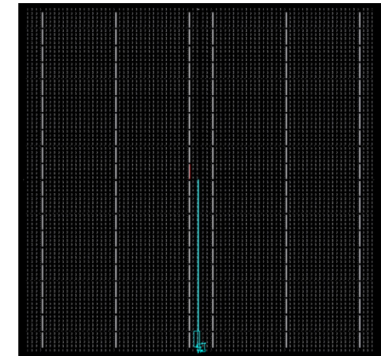
  always_ff @(posedge clk)
    if (q == 9)
      u <= 1'b1;
    else
      u <= 1'b0;
endmodule
```

18 x 18 Multiplier

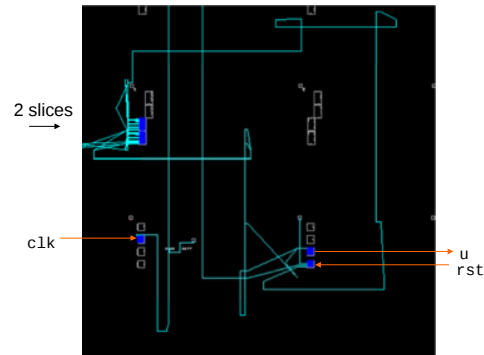
- Embedded 18-bit x 18-bit multipliers
 - 2's complement signed operation
- Multipliers are organized in columns



Synthesized counter, floorplan



Synthesized counter, detailed floorplan



Hints for lab work

- Remember to think hardware!
 - Draw block diagrams (required!)
 - Each block should be simple to translate to verilog
 - Counters
 - Registers
 - Boolean expressions, arithmetic operations
 - State machines
 - Use testbenches and simulate to verify behavior
 - Finally test on hardware

Synthesized counter, logic description

