

# Building software systems for Xilinx FPGAs

# Assumed Hardware

- Virtex-4 FX12 FPGA
  - PowerPC 405 Processor
  - 10/100/1000 Ethernet Port
- 32M x 16 DDR Memory
- RS232 Port
- System ACE Interface and/or JTAG Port
- Compact Flash I/F and/or Flash Memory

# Available Hardware

- Xilinx Development Kit ML403 or ML405
- Memec Virtex-4 FX12 Mini-Module
- Your own design! (base it on ML403!!)

Awaiting solutions using Virtex-5 FX

# Performance

- Assume use of 300MHz clock for the PPC processor core
- Assume 64Mbyte DDR
- Compares with MVME2432 VME processor
- Ethernet (using TEMAC) gives real world TCP transfers at 12 Mbyte/sec with basic options (including DMA). Up to 32 Mbyte/sec with all options enabled (such as offloading checksum calculation) have been obtained at cost of using more FPGA resources.

# Software Options

Consider software and firmware as equivalent

- VHDL with standalone C program in the PPC core
- VHDL with C code using proprietary OS in the PPC core
- VHDL with Linux OS in the PPC core

# Proprietary OS

- U-Boot
  - ⑩ Universal bootloader - feature overload!!
- Xilinx Kernel
  - ⑩ Multi-threaded C application
  - ⑩ lwIP Library (Light Weight IP)
    - ⑩ supports BSD style sockets API
- Others

# Linux

- Linux Version 2.6
- Requires Xilinx EDK 9.1.1
  - ⑩ Supports TEMAC for 1000BaseT
- Boot from platform flash or compact flash card
- Root filesystem on compact flash card or network server

# Linux device drivers

- opb\_uartlite for UART 16550
- plb\_temac for 10/100/1000 Mbit ethernet support
- opb\_iic for EEPROM access
- opb\_sysace for Compact Flash access
  
- opb\_gpio – good example base for “user” drivers
  
- Other drivers
  - ⑩ plb\_uart16550 – requires Xilinx IP core
  - ⑩ plb\_ethernet – 10/100 ethernet support
  - ⑩ plb\_tft
  - ⑩ opb\_ps2



# Building Linux System

- Use Xilinx EDK to build hardware bitstream
  - Combines IP cores for required Xilinx specific devices
  - Plus any “user” devices
  - Plus “user” VHDL code
- Build the Linux kernel
- Create System ACE file which combines bitstream file and kernel file => .ace file

# Data Acquisition

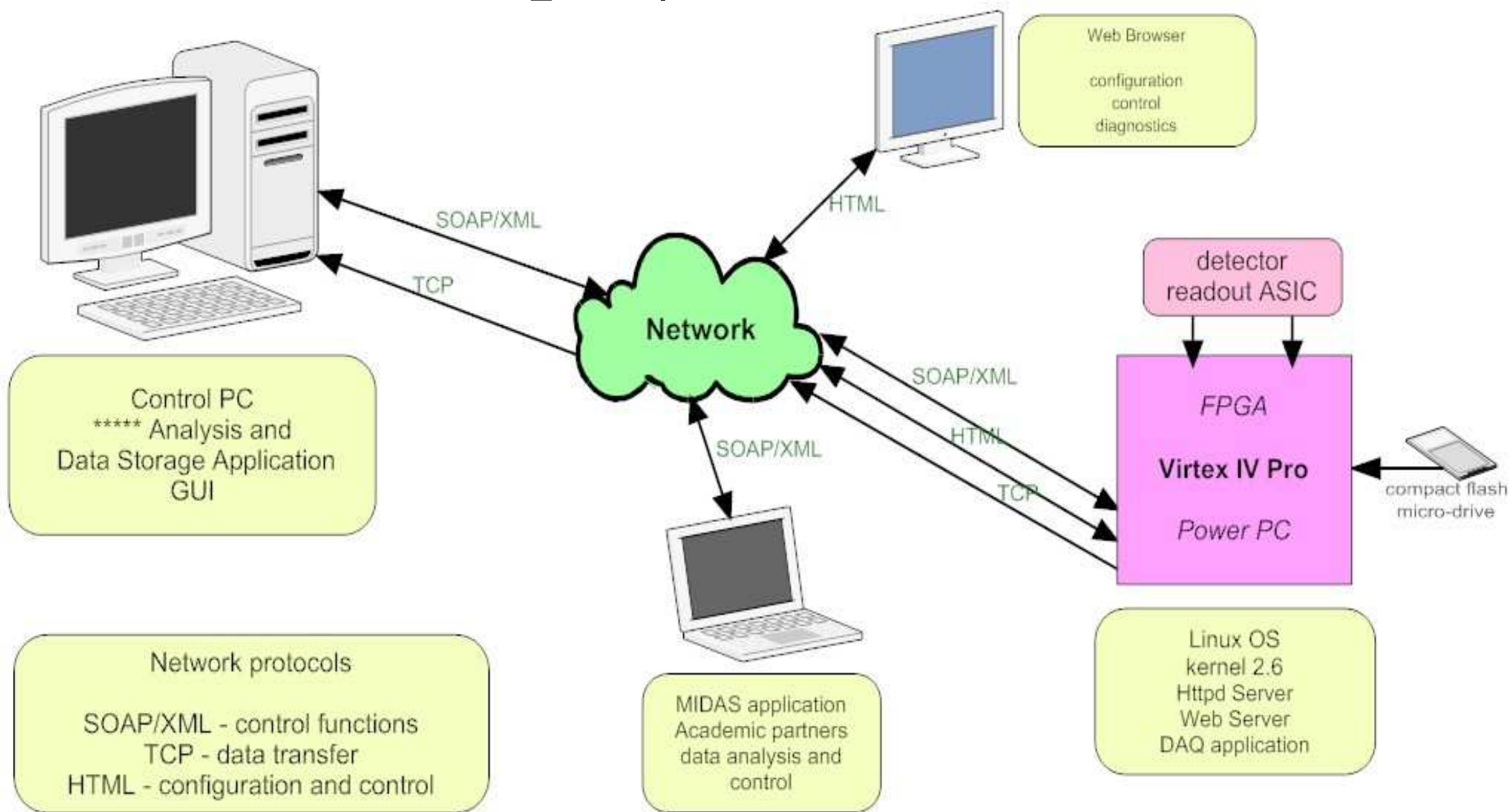
- Once the Linux OS has been loaded you can then build and load your acquisition application in much the same way as when using for example a VME processor board.
- Use “shared” memory (address space) to create a private “bus” between the PPC core and your VHDL code.
- You will need a Linux driver which gives access to this shared address space allowing communication between your acquisition application and your VHDL code within the FPGA.

# Advantages

- Once the embedded Linux system is operational all existing code from, for example, VME based applications can very quickly be ported to the Virtex-4 environment.
- All non hardware specific features of the application will be available
- This should then immediately give an acquisition application as reliable as the original VME application.
- Development of the application can use the GNU toolkit which is likely to be much quicker than any other solution
- All advantages based on Linux developments are likely to be available

# Disadvantages

- You require the Xilinx software which defines the peripherals (uart and temac) in order to build the essential bitstream file.
- This may take some time after availability of hardware.



\*\*\*\*\* System Structure

# FREEDAC Building Blocks

- need access to time reference source in order to time-stamp all data items
- application builds data stream to agreed format
- application sends time-stamped data items to event builder/data concentrator using agreed data transfer protocol