

# **ACTIVE CELLS: EXTENSIBLE HARDWARE**

# Problems with the first Approach

```
cellnet Example;  
import RS232;
```

```
type
```

```
  UserInterface = cell {RS232} out1, out2: port out; in:  
  port in)  
  (* ... *) end UserInterface;
```

```
  Adder = cell (in1, in2: port in; out: port out)  
  (* ... *) end Adder;
```

```
var interface: UserInterface; adder: Adder
```

```
begin
```

```
  new(interface);  
  new(adder);  
  connect(interface.out1, adder.in1);  
  connect(interface.out2, adder.in2);  
  connect(adder.result, interface.in);
```

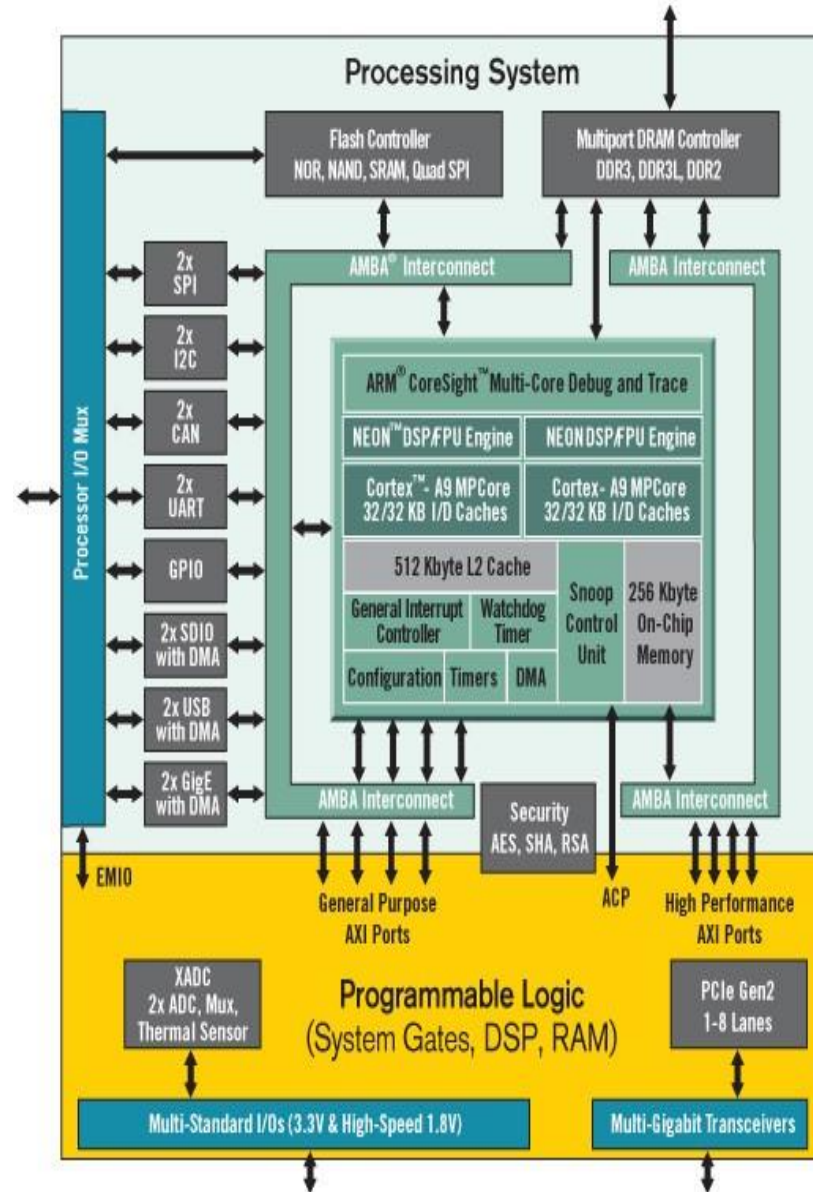
```
end Example.
```

what, if several UART components shall be made available?

How to extend the hardware without rewriting (parts of) the compiler each time?

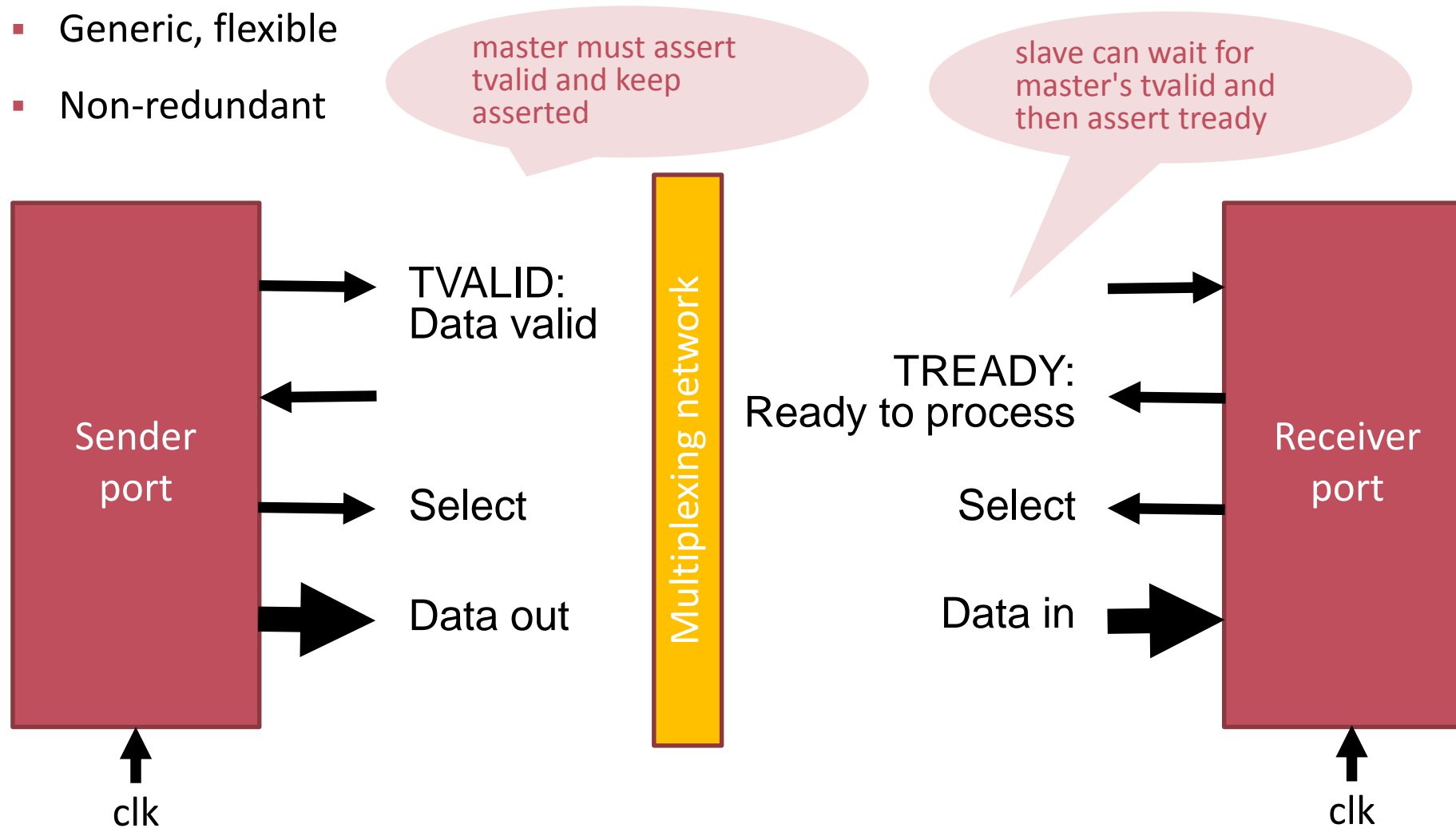
# Problems with the first Approach

- How to support Xilinx Zynq SOC (Dual ARM + FPGA logic) platform?



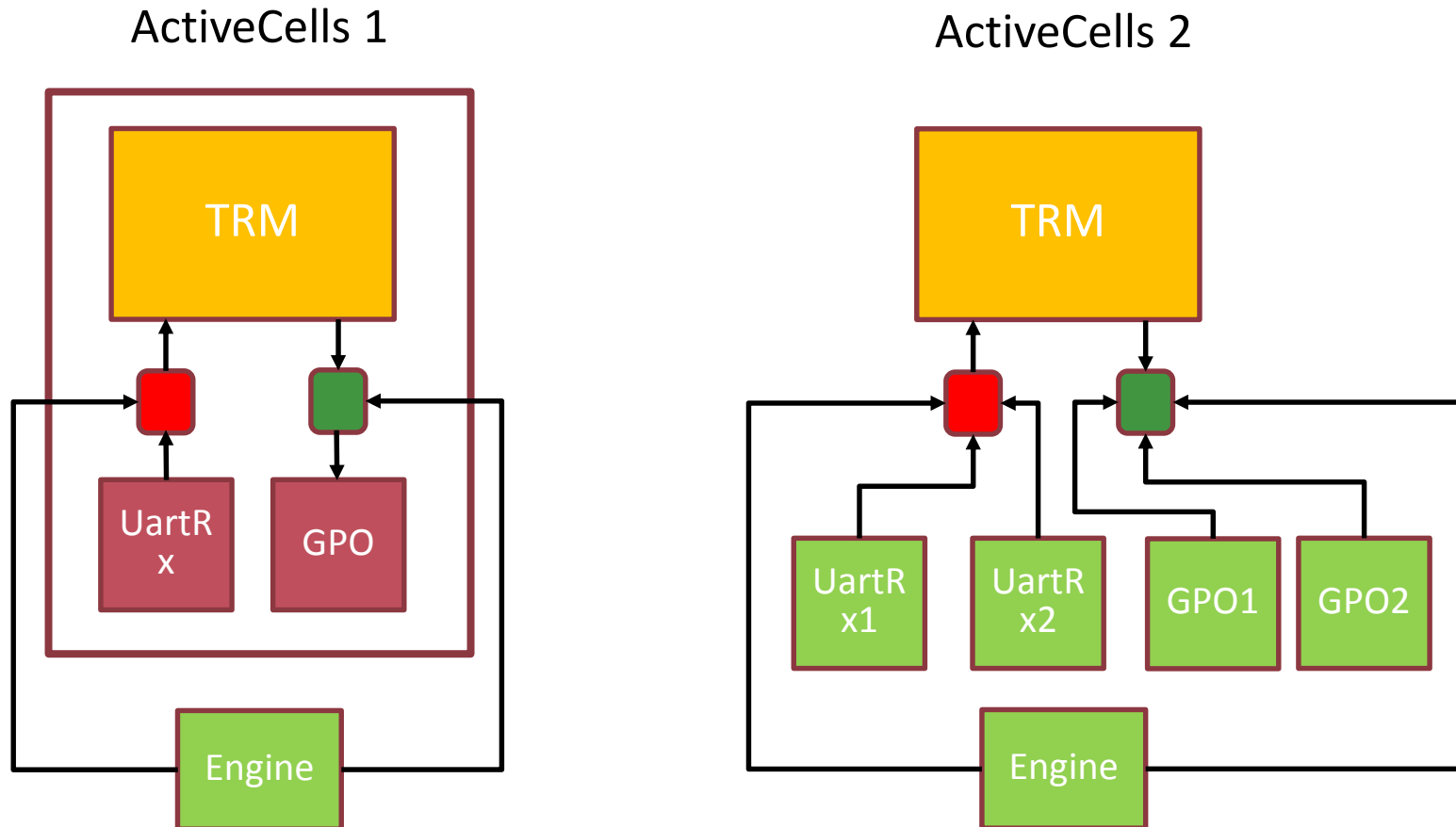
# Generic Peer-to-Peer Communication Interface

- Use of **AXI4 Stream** interconnect standard from ARM
  - Generic, flexible
  - Non-redundant



# Peripherals

Peripherals generalized to components with connection to the network via AXI-4 Stream



# Example: Programming Model

```
IMPORT Engines;
TYPE
  TrmCell = CELL {Processor="TRM"} (gpoOut, uartOut: PORT OUT; uartInp: PORT IN)
  VAR x: LONGINT;
  BEGIN
    LOOP
      uartInp ? x;
      gpoOut ! x; (* light led *)
      uartOut ! x; (* echo on uart *)
    END;
  END TrmCell;

TestSpartan3Board = CELLNET
VAR
  trm: TrmCell; gpo: Engines.Gpo; uartTx: Engines.UartTx; uartRx: Engines.UartRx;
BEGIN
  NEW(trm);
  NEW(gpo {DataWidth=8} );
  NEW(uartTx {ClkDivisorWidth=16,InitClkDivisor=434,CtsPortUnused=1,InitEnableRtsCts=0} );
  NEW(uartRx {ClkDivisorWidth=16,InitClkDivisor=434,RtsPortUnused=1});
  CONNECT(trm.gpoOut, gpo.input);
  CONNECT(trm.uartOut, uartTx.input,128);
  CONNECT(uartRx.output, trm.uartInp,128);
END TestSpartan3Board;
```

# ActiveCells 2

- Flexible parameterization of the components using interpreted code in the component specification

XML-based specification (→ object persistency)

```
<element type="HdlParameter" name="KernelLength" description="filter kernel length">
  <value type="IntegerValue" value="{instance.capabilityParameters['KernelLength'].integer:7}"/>
  <constraint>
    <element type="IntegerRangeValue" value="1:"/>
  </constraints>
</element>
```

Instance-wise parameterization is possible

```
var
controller{Arch="TRM"}: Controller;

new (fir[k] {CoeffWidth=16, InpWidth=16, OutWidth=16, KernelLength=12, InitShift=15});
```

# Active Cells 3

Parameterization and Description of Hardware completely in one programming language

```
module Spartan3StarterBoard;
    t: AcHdlBackend.TargetDevice;
    pldPart: AcXilinx.PldPart;
    ioSetup: AcHdlBackend.IoSetup;
begin
    new(pldPart,"XC3S200FT256-4");
    new(t,"Spartan3StarterBoard",pldPart);

    new(ioSetup,"UartTx_0");
    ioSetup.NewPin("txd",Out,"R13","LVCMOS25");
    ioSetup.NewPin("cts",In,"T12","LVCMOS25");
    t.AddIoSetup(ioSetup);

    (* ... *)

    AcHdlBackend.hwLibrary.AddTarget(t);
end Spartan3StarterBoard.
```

**1. Platform specific settings**  
clock sources, pin locations etc



# Active Cells 3

## Parameterization and Description of Hardware completely in one programming language

```
module Gpo;
var
    c: HdIBackend.Engine;
begin
    new(c,"Gpo","Gpo");
    c.SetDescription("General Purpose Output (GPO) with parameterizable data width and stream control interface");
    c.NewProperty("DataWidth","DW",HdIBackend.NewInteger(32),HdIBackend.IntegerPropertyRangeCheck(1,HdIBackend.MaxInteger));

    c.SetMainClockInput("aclk"); (* main component's clock *)
    c.SetMainResetInput("aresetn",false); (* active-low reset *)
    c.NewAxisPort("input","inp",HdIBackend.In,8);

    c.NewDependency("Gpo.v",true,false);

    c.AddPostParamSetter(HdIBackend.SetPortWidthFromProperty("inp","DW"));
    HdIBackend.hwLibrary.AddComponent(c);
end Gpo.
```

**2. Component specific settings:**  
dependencies (Verilog-Files)  
parameters  
port names  
Can be made very generic with plugins.

# Active Cells 3 Toolchain

