Traineeships in Advanced Computing for High Energy Physics (TAC-HEP)

GPU & FPGA module training: Part-2

Week-7: Introduction to VHDL

<u>Lecture-13: May 2nd 2023</u>





So Far...



- ✓ FPGA and its architecture
 - Registor/Flip-Flops, LUTs/Logic Cells, DSP, BRAMs
 - Clock Frequency, Latency
 - Extracting control logic & Implementing I/O ports
- ✓ Parallelism in FPGA
 - Scheduling, Pipelining, DataFlow
- √ Vivado HLS
 - Introduction, Setup, Hands-on for GUI/CLI, Introduction to Pragmas
 - Different Pragmas and their effects on performance
 - Practices to follow while writing HLS code do's & don'ts
- ✓ LHC and CMS Experiment: Level-1 Trigger System
- ✓ Project: Clustering algorithm for Regional Calorimeter Trigger

Today:

- Questions related to Project
- Introduction to VHDL



Project – Question/Concerns?



Write an algorithm to cluster ECAL and HCAL energies for Regional Calorimeter Trigger using HLS and synthesis the results

- 1. Input per tower (ECAL + HCAL)
- 2. Cluster ECAL energies for each tower
 - Divide the RCT card further to make life simple
- 3. Stitch together the clusters for neighbouring towers
- 4. Sort the final list
- 5. Send just 12 towers per RCT region



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VHDL

VHSIC Hardware Description Language



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VHDL

VHSIC Hardware Description Language

VHSIC: Very High Speed Integrated Circuit



VHDL



- Is an industry standard language used to describe hardware from the abstract to the concrete level
 - Standardized as IEEE standards 1076—1987, 1076-1993 & 1076-1164 (standard logic data type)
 - Specify the behaviour and structure of a digital circuit
 - Concurrent and sequential statements

- Powerful language with numerous language constructs capable of describing very complex behaviour
- One of the two languages used to design FPGAs and ASICs
- Verilog is another, equally popular, hardware description language (HDL)



New to VHDL



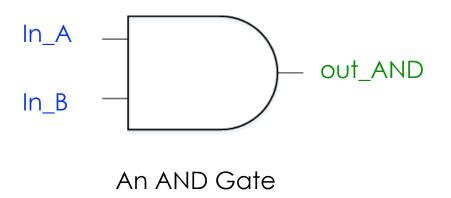
- a <= p
 - a gets the value of b
- a <= b after 10 ns
 - a get the value of b when 10ns of time have elapsed



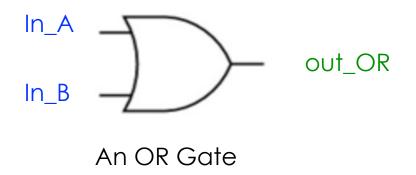
New to VHDL



Lets Create a VHDL file that describes an And Gate



signal and_gate : std_logic; and_gate <= input_1 and input_2;</pre>



signal and_gate : std_logic; and_gate <= input_1 or input_2;</pre>

VHDL design unit



A VHDL design unit consist of:

- Entity declaration
 - Names entity and defines interfaces between entity and its environment
- Architecture
 - Establishes relationship between inputs and outputs of design

ENTITY entity_name IS
PORT (name_list : mode type);
END entity_name;

ARCHITECTURE body_name OF entity _name IS-- declarative_statements

BEGIN

-- activity_statements
END body_name;

- Entities and Architectures are used together to define a piece of functionality
- Only one entity and architecture for each file

Entity Declaration



- Names entity and defines interfaces between entity and its environment
- The I/O ports of the circuit are declared in the entity

```
entity entity-name is port (
    port-name-A: mode type;
    port-name-B: mode type;
    port-name-C: mode type;
    ...
    );
end [entity][entity-name];
```

Large FPGA design is broken into many entity combinations

 The entity contains port map, which is used to define all input and output signals for a particular entity



Port



- Each I/O signal in the entity statement is referred to as port
- A port is analogous to a pin on a schematic
- A port is a data object
- Can be assigned values
- Can be used in expressions

Mode



- The mode describes the direction in which data is transferred through a port
- There are 4 different modes:

Mode	Description
in	Data only flows into the entity (input)
out	Data only flows out of the entity (output)
Inout	Data flows into or out of the entity (bidirectional)
buffer	Used for internal feedback



Type



- VHDL is a strongly typed language
 - Data objects of different types cannot be assigned to one another without the use of a type-conversion function

- Two broad categories of data types:
 - Scalar stores single value
 - Composite stores multiple values

	bit
	boolean
scalar	integer
scalai	character
	std_ulogic
	std_logic
	bit vector
o o mano sido	string
composite	std_ulogic_vector
	std_logic_vector



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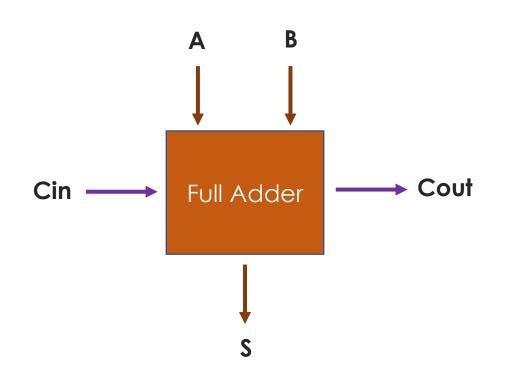
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 - Scalar stores single value
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	bit
	boolean
scalar	integer
scalar	character
	std_ulogic
	std_logic
	bit vector
	string
composite	std_ulogic_vector
	std_logic_vector

Entity Declaration - Example



```
entity FULL_ADDER is
  port (
        A, B, Cin: in std_logic;
        S: out std_logic;
        Cout: out std_logic;
    );
end FULL_ADDER;
```



Architecture Declaration



Establishes relationship between inputs and outputs of design

ARCHITECTURE architecture_name **OF** entity _name **IS**

-- declarative_statements

BEGIN

-- architecture body

END [architecture] [architecture_name];

- Several different models or styles may be used in the architecture body including:
 - Behavioral: set of statements to model the function or behavior
 - Dataflow: concurrent statements, order is unimportant
 - Algorithmic: sequential statements, ordering important
 - Structural

• These models allow to describe the design at different levels of abstraction

Architecture Statement



- One or more architecture statements may be associated with an entity statement
 - Only one may be referenced at a time
- Declarations
 - Signals and components
- Architecture body
 - Statements that describe the functionality of the design (i.e., the circuit)



Some Coding Guidelines



High readability of the code Less error prone

Prefix	Description	Details
i_	Input signal	Most important styleDifficult & annoying to look through the code to determine
o _	Output signal	the direction of a signal • i_address, o_data_valid / address, data_valid
r _	Register signal (has registered logic)	 Second most important style Distinguishes signal as register or wire
w_	Wire signal (has no registered logic)	 Register: have initial conditions Wire: Should never appear on left hand side of an assignment operator in a sequential process
c _	Constant	
g_	Generic	Helpful indicators
t_	User-defined Type	

Entity/Architecture Example



```
library ieee;
use ieee.std_logic_1164.all;
entity example_entity_architecture is
  port (
   i_bit_1 : in std_logic;
   i_bit_2 : in std_logic;
    o_bit : out std_logic
end example_entity_architecture;
architecture behave of
example_entity_architecture is
begin
  p_PROCESS: process (i_bit_1, i_bit_2)
  begin
      o_bit <= i_bit_1 and i_bit_2;
  end process p_PROCESS;
end behave;
```

VHDL Reserved Words



abs	disconnect	label	package	sla
access	downto	library	port	sll
after	else	linkage	postponed	sra
alias	elsif	literal	procedure	srl
all	end	loop	process	subtype
and	entity	map	protected	then
architecture	exit	mod	pure	to
array	file	nand	range	transport
assert	for	new	record	type
attribute	function	next	register	unaffected
begin	generate	nor	reject	units
block	generic	not	rem	until
body	group	null	report	use
buffer	guarded	of	return	variable
bus	if	on	rol	wait
case	impure	open	ror	when
component	in	or	select	while
configuration	inertial	others	severity	with
constant	inout	out	shared	xnor
	is		signal	xor

VHDL Operators



Logical Operators		
and	Logical And	
or	Logical Or	
nand	Logical Nand	
nor	Logical Nor	
xor	Logical Xor	
xnor	Logical Xnor	

Relational Operators		
=	Equal	
/=	Not Equal	
<	Less Than	
<=	Less Than or Equal To	
>	Greater Than	
>=	Greater Than or Equal To	

Concatenation Operators	
&	Concatenate

Signal/Variable



- Signal: Represents interconnection wires that connect component instantiation ports together
 - Sometimes referred as fundamental unit of VHDL
 - Can be used inside or outside processes
 - Can be used in multiple processes but assigned only in one
 - Defined in architecture before begin statement
 - Assignment operator (<=)
- Variable: Used for local storage of temporary data
 - Can be used only inside a process
 - Created in one process, can't be used in another (like a local variable in C/C++)
 - Need to be defined aftere keyword process before keyword begin
 - Assignment operator (:=)

Signal/Variable



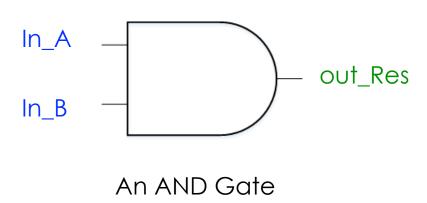
```
library ieee;
use ieee.std logic 1164.all;
use ieee.numeric std.all;
entity variable_vs_signal is
 port (
                 : in std logic;
    i clk
    o var done : out std logic;
    o_sig_done : out std_logic
end variable_vs_signal;
architecture rtl of variable_vs_signal is
  signal r_Var_Done : std_logic
                                             := '0';
  signal r Count : natural range 0 to 6 := 0;
  signal r Sig Done : std logic
                                             := '0';
begin
 VAR VS SIG: process (i clk)
    variable v Count: natural range 0 to 5 := 0;
 begin
  if rising_edge(i_clk) then
     v Count := v Count + 1;
                                     -- Variable
     r Count <= r Count + 1:
                                     -- Signal
```

```
-- Variable Checkina
   if v_Count = 5 then
     r Var Done <= '1';
     v Count := 0:
   else
     r Var Done <= '0';
   end if:
   -- Signal Checking
   if r Count = 5 then
     r Sig Done <= '1';
     r Count <= 0:
   else
     r Sig Done <= '0';
   end if:
  end if:
 end process VAR VS SIG;
 o_var_done <= r_Var_Done;
 o_sig_done <= r_Sig_Done;
end rtl;
```

Example: AND gate



Lets Create a VHDL file that describes an And Gate



Code defines an architecture called rtl of entity example_and

```
library ieee;
use ieee.std_logic_1164.all;
entity example_and is
 port (
  input_1 : in std_logic;
  input_2 : in std_logic;
  and_result : out std_logic
end example_and;
architecture rtl of example_and is
 signal and_gate : std_logic;
begin
 and_gate <= input_1 and input_2;
 and_result <= and_gate;
end rtl;
```

For Loop



- For loop perform differently in a software language than in VHDL
- For loop in synthesizable code are used to expand replicated logic

```
// Example software Code:
For (int i=0; i<10; i++)
data[i] = data[i] + 1;
```

```
P_INCREMENT: process (clock)
begin
if rising_edge(clock) then
if index < 10 then
    data(index) <= data(index) + 1;
    index <= index + 1;
    end if;
end process P_INCREMENT;
```



Some Common Terms

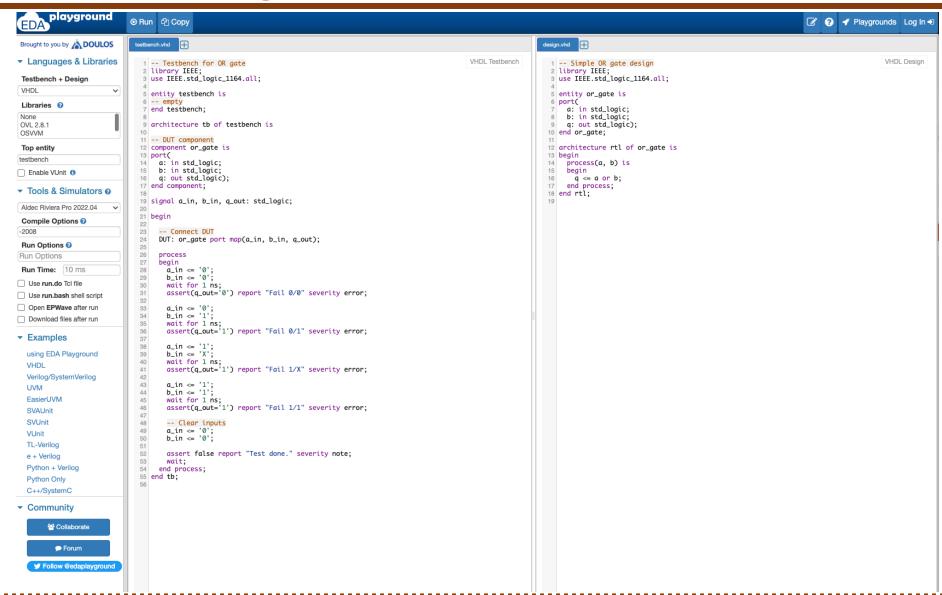


- Entity: Most basic building block in a design
- Architecture: Describes behavior of the entity
- Configuration: Used to bind a component instance to an entity-architecture pair
 - Like a parts list for a design, which part to use for each part in the design
- Package: Collection of commonly used data types and sub-programs used in a design
- Driver: Source on a signal
 - If a signal is driven by two sources, then when both sources are active, the signal will have two drives
- **Bus:** A group of signals or a particular method of communicattion
- Attrbute: Data that are attached to VHDL objects or predefined data about VHDL objects
- Generic: VHDL's term of a parameter that passes information to an entity
- Process: Basic unit of execution in VHDL
 - All operations that are performed, broken into single or multiple processes

VHDL Playground

https://www.edaplayground.com/x/A4





Example



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	varuns23 remove log file
••	
	lec13Ex1.c
	lec13Ex1.h
	lec13Ex1.vhd
	lec13Ex1_out_ref.dat
	lec13Ex1_tb.c
	lec13Ex2.c
	lec13Ex2.h
	lec13Ex2.vhd
	lec13Ex2_out_ref.dat
	lec13Ex2_tb.c

```
#include "lec13Ex2.h"
    void lec13Ex2 (
      unsigned int in_arr[N],
      short a,
      short b.
      unsigned int c,
      unsigned int out_arr[N]
      ) {
10
11
       unsigned int x, y;
12
       unsigned int tmp1, tmp2, tmp3;
13
14
    for_Loop: for (unsigned int i=0 ; i < N; i++) {</pre>
15
            x = in_arr[i];
16
            tmp1 = func(1, 2);
17
             tmp2 = func(2, 3);
18
             tmp3 = func(1, 4);
19
20
            y = a*x + b + squared(c) + tmp1 + tmp2 + tmp3;
21
22
            out_arr[i] = y;
23
24
25
    unsigned int squared(unsigned int a)
27
      unsigned int res = 0;
29
      res = a*a;
30
      return res:
31
32
    unsigned int func(short a, short b){
34
35
      unsigned int res;
36
      res= a*a;
      res= res*b*a;
      res= res + 3;
39
40
      return res;
41 }
```

```
library IEEE;
 9 use IEEE.std_logic_1164.all;
    use IEEE.numeric_std.all;
11
    entity lec13Ex2 is
13
    port (
         ap_clk : IN STD_LOGIC;
15
         ap_rst : IN STD_LOGIC;
16
         ap_start : IN STD_LOGIC;
17
         ap_done : OUT STD_LOGIC;
18
         ap_idle : OUT STD_LOGIC;
19
         ap_ready : OUT STD_LOGIC;
20
         in_arr_address0 : OUT STD_LOGIC_VECTOR (5 downto 0);
21
         in_arr_ce0 : OUT STD_LOGIC;
22
         in_arr_q0 : IN STD_LOGIC_VECTOR (31 downto 0);
23
         a : IN STD_LOGIC_VECTOR (15 downto 0);
24
         b : IN STD_LOGIC_VECTOR (15 downto 0);
25
         c : IN STD_LOGIC_VECTOR (31 downto 0);
26
         out_arr_address0 : OUT STD_LOGIC_VECTOR (5 downto 0);
27
         out_arr_ce0 : OUT STD_LOGIC;
28
         out_arr_we0 : OUT STD_LOGIC;
29
         out_arr_d0 : OUT STD_LOGIC_VECTOR (31 downto 0) );
30
31
32
    architecture behav of lec13Ex2 is
         zext_ln15_fu_129_p1 <= std_logic_vector(IEEE.numeric_std.resize(unsigned(i_0_reg_82),64));</pre>
260 end behav;
```



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Questions?



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Additional material



Assignment submission



- Where to submit:
 - https://pages.hep.wisc.edu/~varuns/assignments/TAC-HEP/
- Use your login machine credentials

- Submit one file per week
- Try to submit by following week's Tuesday



Assignment Week-3



- Use target device: xc7k160ffbg484-2
- Clock period of 10ns
- 1. Execute the code (lec5Ex2.tcl) using CLI (slide-25) and compare the results with GUI results for C-Simulation, C-Synthesis
- 2. Vary following parameters for two cases: high and very high values and compare with 1 for both CLI and GUI
 - Variable: "samples"
 - · Variable: "N"
- 3. Run example lec3Ex2a



Assignment Week-4



- 1. Do a matrix multiplication of two 1-dimensional arrays A[N]*B[N], where N > 5
 - a) Report synthesis results without any pragma directives
 - b) Add as many pragma directives possible
 - i. Report any conflicts (if reported in logs) between two pragmas
- 2. Compare the analysis perspective (Performance) for different case shared today
- 3. For Array_partitioning, instead of using complete, use block and cyclic with different factors



Assignment Week-5



- 1. Do exercise mention on slide-24
- 2. A matrix multiplication using two for loops and compare results for pragma loop_flatten & unroll
- 3. Write a simple program doing arithmetic operations(+, -, *, /, %) between two variable use of arbitrary precision to compare results between stand c/c++ data types and using ap_(u)int<N>
- 4. Write a program using an array with N(=10/15/20) elements and then restructure the code with a struct having N-data member. Compare the results of two programs



Project



Write an algorithm to cluster ECAL and HCAL energies for Regional Calorimeter Trigger using HLS and synthesis the results

- 1. Input per tower (ECAL + HCAL)
- 2. Cluster ECAL energies for each tower
 - Divide the RCT card further to make life simple
- 3. Stitch together the clusters for neighbouring towers
- 4. Sort the final list
- 5. Send just 12 towers per RCT region

Jargons



- ICs Integrated chip: assembly of hundreds of millions of transistors on a minor chip
- PCB: Printed Circuit Board
- LUT Look Up Table aka 'logic' generic functions on small bitwidth inputs. Combine many to build the algorithm
- FF Flip Flops control the flow of data with the clock pulse. Used to build the pipeline and achieve high throughput
- DSP Digital Signal Processor performs multiplication and other arithmetic in the FPGA
- BRAM Block RAM hardened RAM resource. More efficient memories than using LUTs for more than a few elements
- PCIe or PCI-E Peripheral Component Interconnect Express: is a serial expansion bus standard for connecting a computer to one or more peripheral devices
- **InfiniBand** is a computer networking communications standard used in high-performance computing that features very high throughput and very low latency
- **HLS** High Level Synthesis compiler for C, C++, SystemC into FPGA IP cores
- DRCs Design Rule Checks
- **HDL** Hardware Description Language low level language for describing circuits
- RTL Register Transfer Level the very low level description of the function and connection of logic gates
- **FIFO** First In First Out memory
- Latency time between starting processing and receiving the result
 - Measured in clock cycles or seconds
- II Initiation Interval time from accepting first input to accepting next input