



# AN 825: Partially Reconfiguring a Design on Intel® Stratix® 10 GX FPGA Development Board

Updated for Intel® Quartus® Prime Design Suite: **18.0**



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## Partially Reconfiguring a Design on Intel® Stratix® 10 GX FPGA Development Board

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This application note demonstrates transforming a simple design into a partially reconfigurable design, and implementing the design on the Intel® Stratix® 10 GX FPGA development board.

Partial reconfiguration (PR) feature allows you to reconfigure a portion of the FPGA dynamically, while the remaining FPGA design continues to function. Create multiple personas for a particular region in your design, without impacting operation in areas outside this region. This methodology is effective in systems where multiple functions time-share the same FPGA device resources. The current version of the Intel Quartus® Prime Pro Edition software introduces a new and simplified compilation flow for partial reconfiguration.

Partial reconfiguration provides the following advancements to a flat design:

- Allows run-time design reconfiguration
- Increases scalability of the design
- Reduces system down-time
- Supports dynamic time-multiplexing functions in the design
- Lowers cost and power consumption through efficient use of board space

*Note:*

- Implementation of this reference design requires basic familiarity with the Intel Quartus Prime FPGA implementation flow and knowledge of the primary Intel Quartus Prime project files.
- This tutorial uses the Intel Stratix 10 GX FPGA development board on the bench, outside of the PCIe\* slot in your workstation.

### Related Information

- [Intel Stratix 10 FPGA Development Kit User Guide](#)
- [Partial Reconfiguration Concepts](#)
- [Partial Reconfiguration Design Flow](#)
- [Partial Reconfiguration Design Considerations](#)
- [Partial Reconfiguration Design Guidelines](#)

## Reference Design Requirements

This reference design requires the following:

- Installation and basic familiarity with the Intel Quartus Prime Pro Edition version 18.0 design flow and project files for the design implementation.
- Connection with the Intel Stratix 10 GX FPGA development board on the bench.

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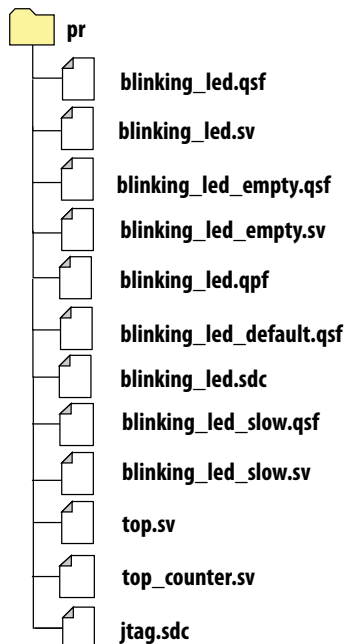
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Registered





**Note:** The `pr` folder contains the complete set of files you create using this application note. Reference these files at any point during the walkthrough.

**Figure 2. Reference Design Files**



## Reference Design Walkthrough

The following steps describe the application of partial reconfiguration to a flat design. The tutorial uses the Intel Quartus Prime Pro Edition software for the Intel Stratix 10 GX FPGA development board:

- [Step 1: Getting Started](#) on page 6
- [Step 2: Creating a Design Partition](#) on page 6
- [Step 3: Allocating Placement and Routing Region for a PR Partition](#) on page 7
- [Step 4: Defining Personas](#) on page 9
- [Step 5: Creating Revisions](#) on page 11
- [Step 6: Compiling the Base Revision and Exporting the Static Region](#) on page 13
- [Step 7: Preparing PR Implementation Revisions](#) on page 14
- [Step 8: Programming the Board](#) on page 15

**Note:** Unlike *AN 797: Partially Reconfiguring a Design on Intel Arria® 10 GX FPGA Development Board*, this tutorial does not require addition of a Partial Reconfiguration Controller IP core. This difference is because Intel Stratix 10 supports PR over JTAG using the hard JTAG pins of the FPGA.

### Related Information

[AN 797: Partially Reconfiguring a Design on Intel Arria 10 GX FPGA Development Board](#)

## Step 1: Getting Started

To copy the reference design files to your working environment and compile the `blinking_led` flat design:

1. Create a directory in your working environment, `s10_pcie_devkit_blinking_led_pr`.
2. Copy the downloaded `tutorials/s10_pcie_devkit_blinking_led/flat` sub-folder to the directory, `s10_pcie_devkit_blinking_led_pr`.
3. In the Intel Quartus Prime Pro Edition software, click **File** ► **Open Project** and select `blinking_led.qpf`.
4. To elaborate the hierarchy of the flat design, click **Processing** ► **Start** ► **Start Analysis & Synthesis**. Alternatively, at the command-line, run the following command:

```
quartus_syn blinking_led -c blinking_led
```

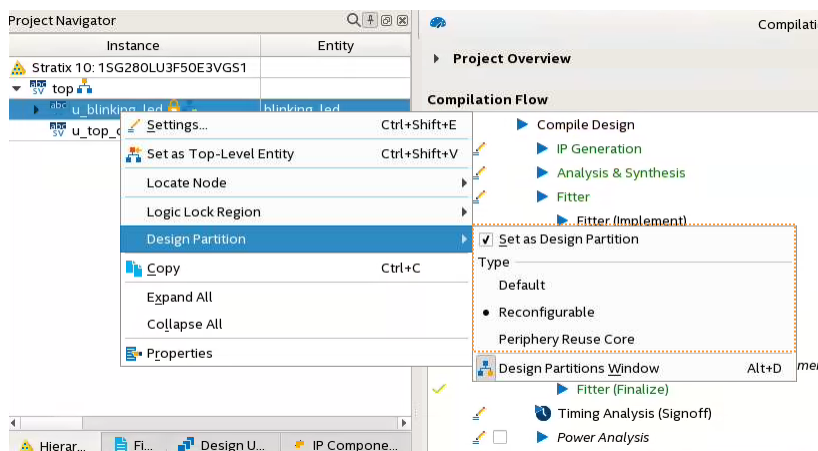
## Step 2: Creating a Design Partition

You must create design partitions for each PR region that you want to partially reconfigure. You can create any number of independent partitions or PR regions in your design. This tutorial creates a design partition for the `u_blinking_led` instance.

To create design partition for partial reconfiguration:

1. Right-click the `u_blinking_led` instance in the **Project Navigator** and click **Design Partition** ► **Set as Design Partition**. A design partition icon appears next to each instance that is set as a partition.

**Figure 3. Creating Design Partitions from Project Navigator**



2. To define the partition **Type**, right-click the `u_blinking_led` instance in the **Hierarchy** tab, click **Design Partition** ► **Reconfigurable**. You can only define the partition **Type** after setting the instance as a partition.

The design partition appears on the **Assignments View** tab of the Design Partitions Window.



**Figure 4. Design Partitions Window**

Design Partitions Win...	Assignments View		Compilation View					
	Partition Name	Hierarchy Path	Type	Preservation Level	Empty	Partition Database File	Entity Re-binding	Color
	<<new>>							
	root_partition							
	pr_partition	u_blinking_led	Reconfigurable	Not Set	No			

3. Edit the partition name in the Design Partitions Window by double-clicking the name. For this reference design, rename the partition name to `pr_partition`.

*Note:* When you create a partition, the Intel Quartus Prime software automatically generates a partition name, based on the instance name and hierarchy path. This default partition name can vary with each instance.

Verify that the `blinking_led.qsf` contains the following assignments, corresponding to your reconfigurable design partition:

```
set_instance_assignment -name PARTITION pr_partition -to \
    u_blinking_led
set_instance_assignment -name PARTIAL_RECONFIGURATION_PARTITION ON -to \
    u_blinking_led
```

## Related Information

[Defining PR Partitions](#)

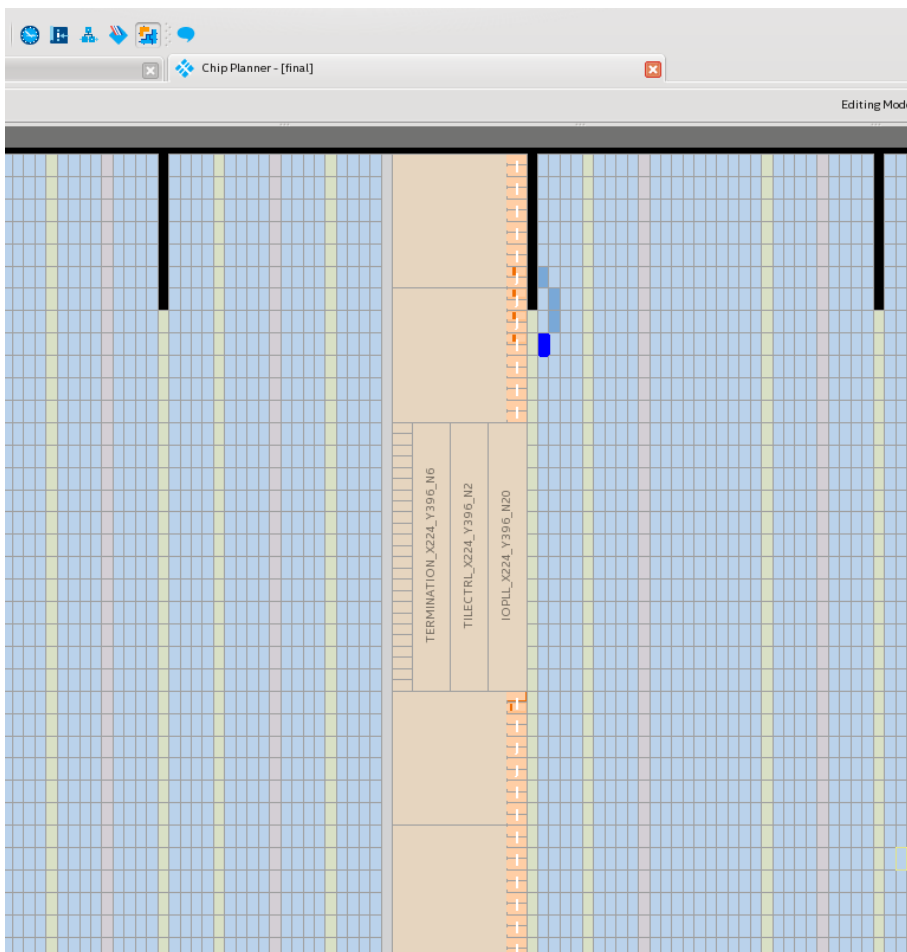
## Step 3: Allocating Placement and Routing Region for a PR Partition

For every base revision you create, the PR design flow uses your PR partition region allocation to place the corresponding persona core in the reserved region. To locate and assign the PR region in the device floorplan for your base revision:

1. Right-click the `u_blinking_led` instance in the **Project Navigator** and click **Logic Lock Region > Create New Logic Lock Region**. The region appears on the Logic Lock Regions Window.
2. Your placement region must enclose the `blinking_led` logic. Select the placement region by locating the node in Chip Planner. Right-click the `u_blinking_led` region name in the Logic Lock Regions Window and click **Locate Node > Locate in Chip Planner**.

The `u_blinking_led` region is color-coded.

**Figure 5. Chip Planner Node Location for `blinking_led`**



3. In the Logic Lock Regions window, specify the placement region co-ordinates in the **Origin** column. The origin corresponds to the lower-left corner of the region. For example, to set a placement region with (X1 Y1) co-ordinates as (169 410), specify the **Origin** as X169\_Y410. The Intel Quartus Prime software automatically calculates the (X2 Y2) co-ordinates (top-right) for the placement region, based on the height and width you specify.

*Note:* This tutorial uses the (X1 Y1) co-ordinates - (169 410), and a height and width of 20 for the placement region. Define any value for the placement region. Ensure that the region covers the `blinking_led` logic.

4. Enable the **Reserved** and **Core-Only** options.
5. Double-click the **Routing Region** option. The **Logic Lock Routing Region Settings** dialog box appears.
6. Select **Fixed with expansion** for the **Routing type**. Selecting this option automatically assigns an expansion length of 1.

*Note:* The routing region must be larger than the placement region, to provide extra flexibility for the Fitter when the engine routes different personas.





**Figure 6. Logic Lock Regions Window**

Specify the Routing Region Type and Expansion Length

Specify Core-Only as On

Region Name	Member	Width	Height	Origin	Reserved	Core-Only	Size/State	Routing Region
Logic Lock Regions								
u_blinking_led	accel	20	20	X169 Y140	On	On	Fixed/Locked	Fixed with expansion 1
<<new>>								

Specify Height and Width

Specify Origin Coordinates

Specify Reserved as On

Verify that the `blinking_led.qsf` contains the following assignments, corresponding to your floorplanning:

```
set_instance_assignment -name PLACE_REGION "169 410 188 429" -to \
    u_blinking_led
set_instance_assignment -name RESERVE_PLACE_REGION ON -to \
    u_blinking_led
set_instance_assignment -name CORE_ONLY_PLACE_REGION ON -to \
    u_blinking_led
set_instance_assignment -name ROUTE_REGION "168 409 189 430" -to \
    u_blinking_led
```

#### Related Information

- [Floorplan the Partial Reconfiguration Design](#)
- [Applying Floorplan Constraints Incrementally](#)

## Step 4: Defining Personas

This reference design defines three separate personas for the single PR partition. To define and include the personas in your project:

1. Create three SystemVerilog files, `blinking_led.sv`, `blinking_led_slow.sv`, and `blinking_led_empty.sv` in your working directory for the three personas.

- Note:**
- `blinking_led.sv` is already available as part of the files you copy from the `flat/` sub-directory. You can simply reuse this file.
  - If you create the SystemVerilog files from the Intel Quartus Prime Text Editor, disable the **Add file to current project** option, when saving the files.

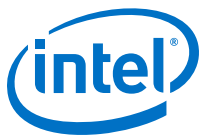


Table 2. Reference Design Personas

File Name	Description	Code
blinking_led.sv	Default persona with same design as the flat implementation	<pre>`timescale 1 ps / 1 ps `default_nettype none  module blinking_led (     // clock     input wire clock,     input wire [31:0] counter,      // Control signals for the LEDs     output wire led_two_on,     output wire led_three_on );      localparam COUNTER_TAP = 23;      reg led_two_on_r;     reg led_three_on_r;      assign led_two_on = led_two_on_r;     assign led_three_on = led_three_on_r;      always_ff @(posedge clock)     begin         led_two_on_r &lt;= counter[COUNTER_TAP];         led_three_on_r &lt;= counter[COUNTER_TAP];     end  endmodule</pre>
blinking_led_slow.sv	LEDs blink slower	<pre>`timescale 1 ps / 1 ps `default_nettype none  module blinking_led_slow (     // clock     input wire clock,     input wire [31:0] counter,      // Control signals for the LEDs     output wire led_two_on,     output wire led_three_on );      localparam COUNTER_TAP = 27;      reg led_two_on_r;     reg led_three_on_r;      assign led_two_on = led_two_on_r;     assign led_three_on = led_three_on_r;      always_ff @(posedge clock)     begin         led_two_on_r &lt;= counter[COUNTER_TAP];         led_three_on_r &lt;= counter[COUNTER_TAP];     end  endmodule</pre>
blinking_led_empty.sv	LEDs stay ON	<pre>`timescale 1 ps / 1 ps `default_nettype none  module blinking_led_empty(     // clock     input wire clock,     input wire [31:0] counter,      // Control signals for the LEDs     output wire led_two_on,     output wire led_three_on );      // LED is active low     assign led_two_on = 1'b0;     assign led_three_on = 1'b0;  endmodule</pre>



## Related Information

[Step 2: Creating a Design Partition](#) on page 6

## Step 5: Creating Revisions

The PR design flow uses the project revisions feature in the Intel Quartus Prime software. Your initial design is the base revision, where you define the static region boundaries and reconfigurable regions on the FPGA.

From the base revision, you create multiple revisions. These revisions contain the different implementations for the PR regions. However, all PR implementation revisions use the same top-level placement and routing results from the base revision.

To compile a PR design, you must create a PR implementation revision for each persona. In addition, you must assign revision types for each of the revisions. There are the following revision types:

- Partial Reconfiguration - Base
- Partial Reconfiguration - Persona Implementation

The following table lists the revision name and the revision type for each of the revisions:

**Table 3. Revision Names and Types**

Revision Name	Revision Type
blinking_led.qsf	Partial Reconfiguration - Base
blinking_led_default.qsf	Partial Reconfiguration - Persona Implementation
blinking_led_slow.qsf	Partial Reconfiguration - Persona Implementation
blinking_led_empty.qsf	Partial Reconfiguration - Persona Implementation

## Setting the Base Revision Type

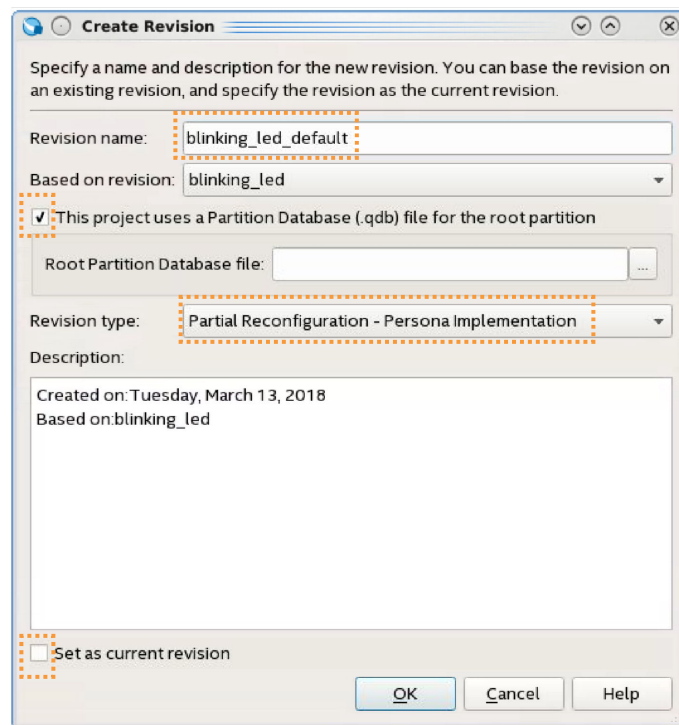
1. Click **Project > Revisions**.
2. In **Revision Name**, select the **blinking\_led** revision, and then click **Set Current**.
3. Click **Apply**. The **blinking\_led** revision displays as the current revision.
4. To set the **Revision Type** for **blinking\_led**, click **Assignments > Settings > General**.
5. For **Revision Type**, select **Partial Reconfiguration - Base**, and then click **OK**.
6. Verify that the **blinking\_led.qsf** now contains the following assignment:

```
##blinking_led.qsf
set_global_assignment -name REVISION_TYPE PR_BASE
```

## Creating Implementation Revisions

1. To open the **Revisions** dialog box, click **Project > Revisions**.
2. To create a new revision, double-click **<<new revision>>**.
3. In **Revision name**, specify `blinking_led_default` and select **blinking\_led** for **Based on revision**.
4. For the **Revision type**, select **Partial Reconfiguration - Persona Implementation**.
5. Enable **This project uses a Partition Database (.qdb) file for the root partition**. You do not need to specify the **Root Partition Database file** at this point. You can input this name at a later stage from the **Design Partitions Window**.

**Figure 7. Creating Revisions**



6. Similarly, set the **Revision type** for the other revisions:
  - `blinking_led_slow`
  - `blinking_led_empty`
7. Verify that each `.qsfc` file now contains the following assignment:

```
set_global_assignment -name REVISION_TYPE PR_IMPL
```



## Step 6: Compiling the Base Revision and Exporting the Static Region

To compile the base revision and export the static region:

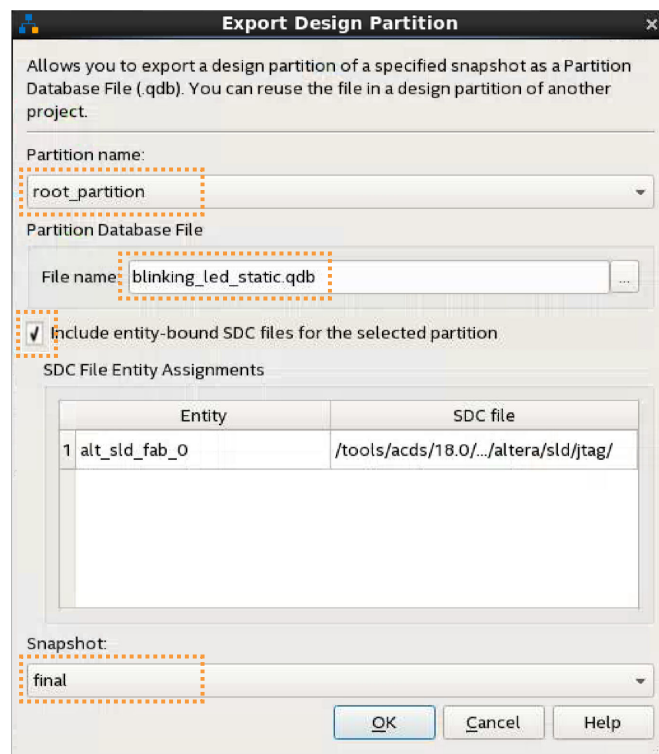
1. To compile the base revision, click **Processing** ► **Start Compilation**.  
Alternatively, the following command compiles the base revision:

```
quartus_sh --flow compile blinking_led -c blinking_led
```

2. To export the root partition, click **Project** ► **Export Design Partition**, and then specify the following options for the partition:

Option	Setting
Partition name	root_partition
Partition database file	<project>/blinking_led_static.qdb
Include entity-bound SDC files	Enable
Snapshot	Final

Figure 8. Exporting the Static Region



Alternatively, the following command exports the root partition:

```
quartus_cdb -r blinking_led -c blinking_led --export_block \
root_partition --snapshot final --file blinking_led_static.qdb \
--include_sdc_entity_in_partition
```



**Note:** The current version of the Intel Quartus Prime Pro Edition software enables the **Include entity-bound SDC files for the selected partition** option by default for the Intel Stratix 10 device family. When exporting at the command-line, you must include the `--include_sdc_entity_in_partition` option to achieve the same result.

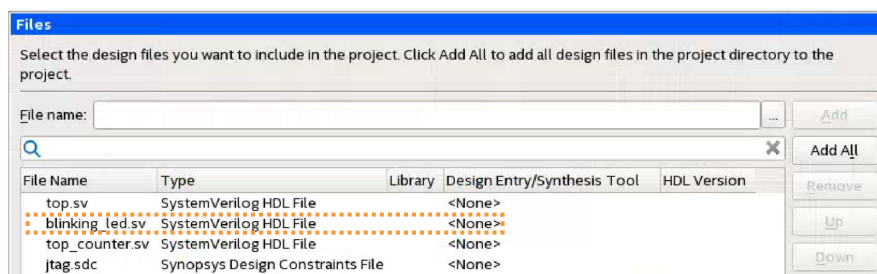
### Related Information

- [Floorplan the Partial Reconfiguration Design](#)
- [Applying Floorplan Constraints Incrementally](#)

## Step 7: Preparing PR Implementation Revisions

You must prepare the PR implementation revisions before you can compile and generate the PR bitstream for device programming. This setup includes adding the static region .qdb file as the source file for each implementation revision. In addition, you must specify the corresponding entity of the PR region.

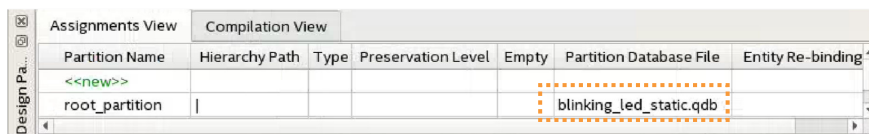
- To set the current revision, click **Project > Revisions**, select **blinking\_default** as the **Revision name**, and then click **Set Current**.
- To verify the correct source for each implementation revision, click **Project > Add/Remove Files in Project**. The `blinking_led.sv` file appears in the file list.



- Repeat steps 1 through 2 to verify the other implementation revision source files:

Implementation Revision Name	Source File
blinking_led_default	blinking_led.sv
blinking_led_empty	blinking_led_empty.sv
blinking_led_slow	blinking_led_slow.sv

- To verify the .qdb file associated with the root partition, click **Assignments > Design Partitions Window**. Confirm that the **Partition Database File** specifies the `blinking_led_static.qdb` file, or double-click the **Partition Database File** cell to specify this file.





Alternatively, the following command assigns this file:

```
set_instance_assignment -name QDB_FILE_PARTITION \
    blinking_led_static.qdb -to |
```

5. In the **Entity Re-binding** cell, specify the entity name of each PR partition that you change in the implementation revision. For the `blinking_led_default` implementation revision, the entity name is `blinking_led`. In this tutorial, you overwrite the `u_blinking_led` instance from the base revision compile with the new `blinking_led` entity.

Implementation Revision Name	Entity Re-binding
<code>blinking_led_default</code>	<code>blinking_led</code>
<code>blinking_led_slow</code>	<code>blinking_led_slow</code>
<code>blinking_led_empty</code>	<code>blinking_led_empty</code>

Partition Name	Hierarchy Path	Type	Preservation Level	Empty	Partition Database File	Entity Re-binding	Color
<<new>>							
root_partition					blinking_led_static.qdb		
pr_partition	u_blinking_led	Reconfigurable	Not Set	No		blinking_led	

Verify that the following line now exists in the `.qsf`:

```
##blinking_led_default.qsf
    set_instance_assignment -name ENTITY_REBINDING blinking_led \
        -to u_blinking_led

##blinking_led_slow.qsf
    set_instance_assignment -name ENTITY_REBINDING blinking_led_slow \
        -to u_blinking_led

##blinking_led_empty.qsf
    set_instance_assignment -name ENTITY_REBINDING blinking_led_empty \
        -to u_blinking_led
```

6. To compile the design, click **Processing ► Start Compilation**. Alternatively, the following command compiles this project:

```
quartus_sh --flow compile blinking_led -c blinking_led_default
```

7. Repeat the above steps to prepare `blinking_led_slow` and `blinking_led_empty` revisions.

*Note:* You can specify any Fitter specific settings that you want to apply during the PR implementation compilation. Fitter specific settings impact only the fit of the persona, without affecting the imported static region.

## Step 8: Programming the Board

### Before you begin:

1. Connect the power supply to the Intel Stratix 10 GX FPGA development board.
2. Connect the USB Blaster cable between your PC USB port and the USB Blaster port on the development board.



**Note:** This tutorial utilizes the Intel Stratix 10 GX FPGA development board on the bench, outside of the PCIe slot in your host machine.

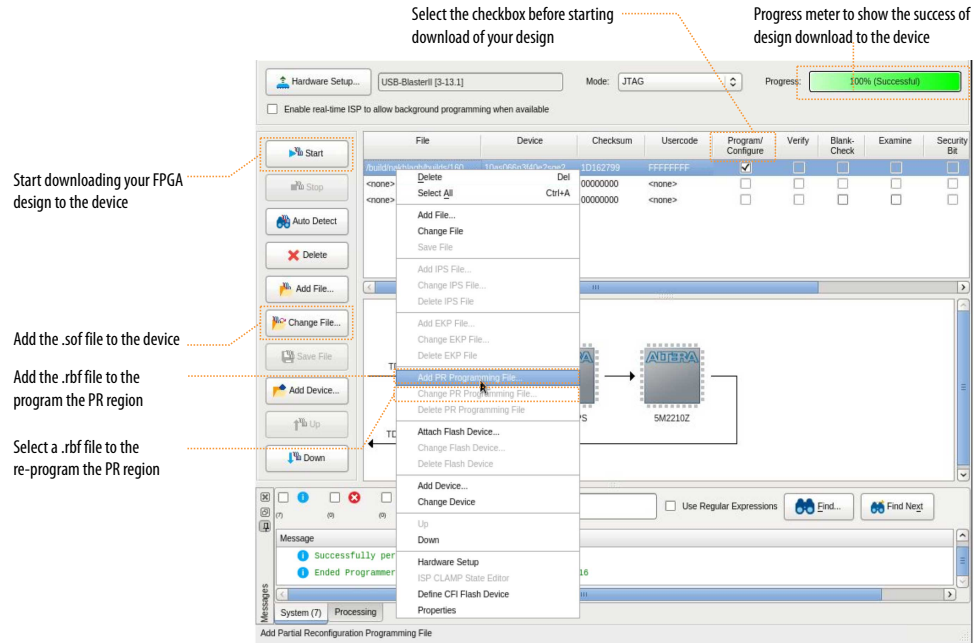
To run the design on the Intel Stratix 10 GX FPGA development board:

1. Open the Intel Quartus Prime software and click **Tools > Programmer**.
2. In the Programmer, click **Hardware Setup** and select **USB-Blaster**.
3. Click **Auto Detect** and select the device, **1SG280LU5S1**.
4. Click **OK**. The Intel Quartus Prime software detects and updates the Programmer with the three FPGA chips on the board.
5. Select the 1SG280LU5S1 device, click **Change File** and load the `blinking_led_default.sof` file.
6. Enable **Program/Configure** for `blinking_led_default.sof` file.
7. Click **Start** and wait for the progress bar to reach 100%.
8. Observe the LEDs on the board blinking at the same frequency as the original flat design.
9. To program only the PR region, right-click the `blinking_led_default.sof` file in the Programmer and click **Add PR Programming File**.
10. Select the `blinking_led_slow.rbf` file.
11. Disable **Program/Configure** for `blinking_led_default.sof` file.
12. Enable **Program/Configure** for `blinking_led_slow.rbf` file and click **Start**. On the board, observe `LED[0]` and `LED[1]` continuing to blink. When the progress bar reaches 100%, `LED[2]` and `LED[3]` blink slower.
13. To re-program the PR region, right-click the `.rbf` file in the Programmer and click **Change PR Programming File**.
14. Select the `.rbf` files for the other two personas to observe the behavior on the board. Loading the `blinking_led_default.rbf` file causes the LEDs to blink at a specific frequency, and loading the `blinking_led_empty.rbf` file causes the LEDs to stay ON.





**Figure 9. Programming the Intel Stratix 10 GX FPGA Development Board**



## Troubleshooting PR Programming Errors

Ensuring proper setup of the Intel Quartus Prime Programmer and connected hardware helps to avoid any errors during PR programming.

If you face any PR programming errors, refer to *Troubleshooting PR Programming Errors* in the *Partial Reconfiguration User Guide* for step-by-step troubleshooting tips.

## Related Information

[Troubleshooting PR Programming Errors](#)

## Modifying an Existing Persona

You can change an existing persona, even after fully compiling the base revision.

For example, to cause the `blinking_led_slow` persona to blink even slower:

1. In the `blinking_led_slow.sv` file, modify the `COUNTER_TAP` parameter from 27 to 28.
2. Recompile only the `blinking_led_slow` revision. There is no requirement to modify or recompile the other revisions.

## Adding a New Persona to the Design

After fully compiling your base revisions, you can still add new personas and individually compile these personas.



For example, to define a new persona that keeps one LED on and the other LED off:

1. Copy `blinking_led_empty.sv` to `blinking_led_wink.sv`.
2. In the `blinking_led_wink.sv` file, modify the assignment, assign `led_three_on = 1'b0;` to assign `led_three_on = 1'b1;`.
3. Create a new implementation revision, `blinking_led_wink`, by following the steps in [Creating Implementation Revisions](#) on page 12.

*Note:* The `blinking_led_wink` revision must use the `blinking_led_wink.sv` file, and use the `blinking_led_wink` in the entity rebinding assignment.

4. Compile the revision by clicking **Processing > Start Compilation**.

For complete information on partially reconfiguring your design for Intel Stratix 10 devices, refer to *Creating a Partial Reconfiguration Design* in Volume 1 of the *Intel Quartus Prime Pro Edition Handbook*.

### Related Information

- [Creating a Partial Reconfiguration Design](#)
- [Partial Reconfiguration Online Training](#)

## Document Revision History for AN 825: Partially Reconfiguring a Design on Intel Stratix 10 GX FPGA Development Board

Document Version	Intel Quartus Prime Version	Changes
2018.05.07	18.0.0	<ul style="list-style-type: none"><li>• Compilation flow change</li><li>• Other minor text edits</li></ul>
2017.11.06	17.1.0	Initial release of the document.