

ODE Solver Design Report

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Contents

I	Introduction	1
0.1	Abstract	2
0.2	Team and Tasks	2
0.3	Interfaces and Actions	2
0.3.1	Ports	4
II	Simulation Workflow	6
0.4	Input Preparing	7
0.5	Instantiating Main Module	7
0.6	Input Loading	8
0.7	Processing	8
0.8	Output Extraction	9
III	Specifications	10
0.9	System Variables	11
0.10	Memory Mapping	11
0.10.1	Solver Memory Mapping	12
0.10.2	Interpolator Memory Mapping	12
0.11	Header Data Structure	13
0.12	Modules	13
0.12.1	IO	13
0.12.2	Solver	15
0.13	Interpolator	18
0.13.1	Interpolator Memory Size	20
0.13.2	Interpolator Job and sub-modules	20
0.14	Fixed/Floating Point Unit (FPU)	21
0.14.1	Role	21

0.14.2	Ports	21
0.14.3	Fixed point specifications	24
0.14.4	Floating point specifications	24
0.14.5	Scale Factor Definition	24
0.15	Compression	24
0.15.1	Input	24
0.15.2	Output	25
0.15.3	Example	25
0.15.4	Algorithm	25
0.16	Decompression	26
0.17	Parallelism in Design	26
0.18	Inter-module Communication	27
0.18.1	IO and CPU	27
0.18.2	IO and Solver/Interpolator	27
0.18.3	Solver and Interpolator	27

List of Figures

1	Overall System Design	2
2	I/O Internal Design	14
3	Solver Internal Design	16
4	Interpolator Internal Design	19
5	FP Unit	22

List of Tables

1	Tasks Distribution	3
2	Solver Memory Mapping	12
3	Interpolator Memory Mapping	12
4	Header Data Structure	13
5	Compression Output	25
6	Compression Example	25

Part I

Introduction

0.1 Abstract

This is phase 1 design report for VLSI project.

This document is intended to be used as a comprehensive reference for the coming phases, and to be up-to-date with all future changes in the design.

0.2 Team and Tasks

Table 1 contains all tasks, the team-member who took that task and the time it took them to finish.

0.3 Interfaces and Actions

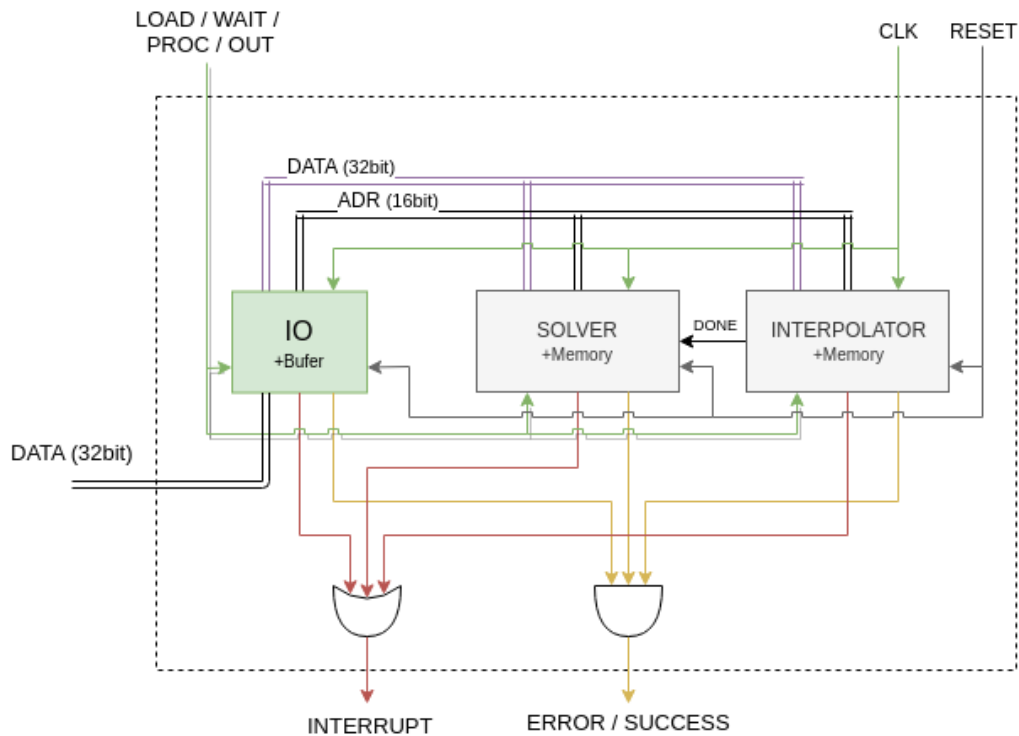


Figure 1: Overall System Design

Table 1: Tasks Distribution

Task	Members	Duration (hours)	Challenges
Overall system design	Mahmoud Othman Evram Youssef Remonda Talaat Mohamed Shawky	20-25	- Understanding the problem definition. - Making a lot of assumptions.
External Interface of Each component	Mohamed Shawky	3-4	Redesigning interface with internal changes.
Assumption and limitation	Remonda Talaat	2-3	Recalculation with every change made.
Overall system scenario	Mahmoud Othman	2-3	The tool to use to illustrate the design with.
Memory sizes	Evram Youssef	1-2	Making large/huge assumptions where it's not required.
Parallelism and Pipeline	Evram Youssef	1-2	Not knowing for sure if a proposal will work or not.
Communication between modules	Mahmoud Othman	2-3	Deciding the necessary sizes.
Address mapping	Remonda Talaat	2-3	Redesigning.
Sub-components and Buses	Evram Youssef	2-3	Understanding in details the job of each module.
Creating the documentation	Mahmoud Othman Evram Youssef Remonda Talaat Mohamed Shawky	8-10	- Redundancy. - Unifying style.
Styling the documentation	Mahmoud Othman Mohamed Shawky	4-5	_____

The main module, as shown in Figure 1, has the ports listed in Subsection 0.3.1 that triggers some actions.

Ports and their actions are summarized below and detailed in the rest of the document.

0.3.1 Ports

- CLK: IN
- RESET: ASYNC IN
 - clears all internal states of all modules:
 - * IO internal buffer.
 - * ERROR/SUCCESS of all modules resets to SUCCESS.
 - * INTERRUPT resets to zero.
 - Memory at solver and interpolator are NOT cleared.
 - at next clock, CPU is expected to turn the LOAD / WAIT / PROC / OUT into LOAD state and we will start loading input again.
- LOAD / WAIT / PROC / OUT (2bit): IN:
 - set the current major state of the machine
 - LOAD(0):
 - * IO receives **compressed** data from the CPU.
 - * IO decompresses data into buffer.
 - * buffer is flushed into data bus with appropriate address.
 - * ends when cpu finishes its data loading and switches to WAIT state.
 - WAIT(1):
 - * Same state as LOAD, but IO doesn't receive anymore data from CPU.
 - * ends when IO flushes all its buffer and raises INTERRUPT with either ERROR or SUCCESS.
 - PROC(2):

-
- * SOLVER sends time step to calculate U at.
 - * SOLVER and INTERPOLATOR work concurrently to calculate their outputs.
 - * INTERPOLATOR sends DONE signal to SOLVER when it finishes the interpolated U.
 - * SOLVER can request to copy the interpolated U.
 - * INTERPOLATOR waits for SOLVER to send next time step.
 - * ends when either SOLVER or INTERP raises INTERRUPT with either SUCCESS or ERROR.
 - OUT(3):
 - * IO just copies final outputs to cpu from SOLVER memory.
 - * ends when IO raises INTERRUPT with either SUCCESS or ERROR.
 - DATA (32bit): INOUT
 - Data bus between cpu and io.
 - INTERRUPT: OUT
 - raised from 0 to 1 when some internal module (IO / SOLVER / INTERPOLATOR) finishes its task.
 - if task finished with success the ERROR / SUCCESS is set to SUCCESS, otherwise it's ERROR.
 - ERROR(0) / SUCCESS(1): OUT
 - CPU should operate on this value ONLY when INTERRUPT is 1.
 - errors that could happen include: divide by zero, $H \neq 1$, incomplete input.

Part II

Simulation Workflow

0.4 Input Preparing

This stage is the responsibility of a script that runs before the simulation:

Stage Input

JSON file that follows the format stated in the main project document.

Steps

- create bit stream of the read data that follows the Input Data Structure specifications.
- encode the bits following the Compression specifications.
- collect encoding output in ASCII string, each byte in string is either '0' or '1' in ASCII format.
- when the string reaches the length of 32 bytes, push it to output file.
- if the last created string didn't reach the length of 32 bytes, complete the rest with '0' and push it to the output file.

Stage Output

- ASCII file that contains multiple lines of compressed data.
- each line has exactly 32 '0' or '1' ASCII characters.
- ONLY the ASCII characters 0 or 1 are permitted in the file and NOTHING ELSE.
- there is NO EMPTY LINE/s in the file or spaces.

0.5 Instantiating Main Module

This stage and all the next ones are the responsibility of the CPU simulation code.

CPU is a non-synthesisable HDL test-bench that:

- instantiates the HW main module.

- attaches the appropriate signals to the HW main module.
- generates CLK with fixed frequency.
- loads data into HW.
- puts HW into PROCESS state.
- load output out from the HW and into a file.

0.6 Input Loading

- load the output of the former script into array of vectors each is 32bit wide that will hold one line in the file.
- put HW at LOAD state.
- RESET for one cycle.
- for each 32bit vector in the former array:
 - at the positive edge of CLK:
 - * load vector into DATA bus.
- load DATA with 0s.
- wait for the positive edge of INTERRUPT signal.
- check for ERROR / SUCCESS and only proceed if it is SUCCESS.

0.7 Processing

- put HW at PROCESS state.
- wait for the INTERRUPT positive edge.
- check for ERROR / SUCCESS and only proceed if it is SUCCESS.

0.8 Output Extraction

- put high impedance on DATA bus.
- put HW at OUT state.
- keep receiving data into array of vectors and outputting them into file in the same format of the input file.
- wait for the positive edge of INTERRUPT signal.

Simulation is done!

You can turn the output into human-readable json using output-formatting script.

Part III

Specifications

0.9 System Variables

- N : 6 bits [1:50]
- M : 6 bits [1:50]
- C : 3 bits [1:5]
- h : 64 bits
- err : 64 bits
- $mode$: 1 bit [0,1]
- fp : 2 bits [0,1,2]
- A : 160000 bits, $[N*N]$ each number could be 16bit fixed point/ floating point 32/ or floating point 64
- B : 160000 bits, $[N*M]$ each number could be 16bit fixed point/ floating point 32/ or floating point 64
- X : 3200 bits, $[N*1]$ each number....
- U : 3200 bits, $[M*1]$ each number....
- T_s : 320 bits, $[5*1]$ each number....
- X_{out} : 16000 bits $[N*1]*5$
- U_s : 16000 bits $[M*1]*5$

0.10 Memory Mapping

The Following addresses are only meant for internal communicating between modules, and they don't need to resemble actual addresses stored at some memory.

The address loaded at the bus resembles what kind of data is on data bus or what kind of data this module should output.

If address bus is loaded with an address Adr that some module M is not assigned to, module M must ignore the data and address bus so the rest can communicate.

This way communication is simplified.

A column for module M is the action of the address taken at module M when it sees that address. It's either:

- W : **Write to** module M . Module M is expected to **read** the data bus and store data internally, so the other module *wrote* to module M .
- R : **Read from** module M . Module M is expected to **write** some data to the data bus as response to this address, so the other module **reads** from it.

0.10.1 Solver Memory Mapping

Solver module listens at the addresses listed in Table 2.

Table 2: Solver Memory Mapping

Address	A	Type	Words	Name	Description
0x0000	W	<i>struct Header</i>	1	Header	Includes Dimensions and modes
0x0001	W	f64	4	H	Timestep (variable step mode)
0x0005	W	f64	4	Error	Error Tolerance (variable step mode)
0x0009	W	f64[50][50]	10000	A	Matrix A
0x2719	W	f64[50][50]	10000	B	Matrix B
0x4E29	W	f64[50]	200	X	Initial value of X
0x4EF1	R	f64[50][5]	1000	Xout	Final Output X
0x579D	W	f64[50]	200	Uin	Initial U vector

0.10.2 Interpolator Memory Mapping

Interpolator module listens at the addresses listed in Table 3.

Table 3: Interpolator Memory Mapping

Address	A	Type	Words	Name	Description
0x0000	W	<i>struct Header</i>	1	Header	Includes Dimensions and modes
0x52D9	W	f64[5]	20	T	Time points of solutions
0x52ED	W	f64[50]	200	U_0	Initial U vector
0x53B5	W	f64[50][5]	1000	U_s	U vector at required time steps
0x579D	R	f64[50]	200	U_{int}	Interpolated U Vector
0x5865	W	f64	4	h_{new}	Time to calculate U at

0.11 Header Data Structure

Table 4: Header Data Structure

Bit Index	Name	Description	Datatype	Total Size
15:10	N	Dimension of X	‘uint‘	6 bits
9:4	M	Dimension of U	‘uint‘	6 bits
3	Solver Mode	Fixed Step or Variable Step	‘enum‘	1 bit
2:1	FPU Precision	fixed point, f64 or f32	‘enum‘	2 bits
0	NOT USED	—	—	1 bit

0.12 Modules

0.12.1 IO

- Role:
 - Receive backets of 32 bits from the CPUm through *DATA* bus.
 - Decompress the data.
 - Send the data to other modules (Solver/Interpolation/RAM).
- Ports:
 - INOUT: 32bit data bus with other modules.
 - INOUT: 32bit data bus with CPU.
 - IN: 16bit address bus.

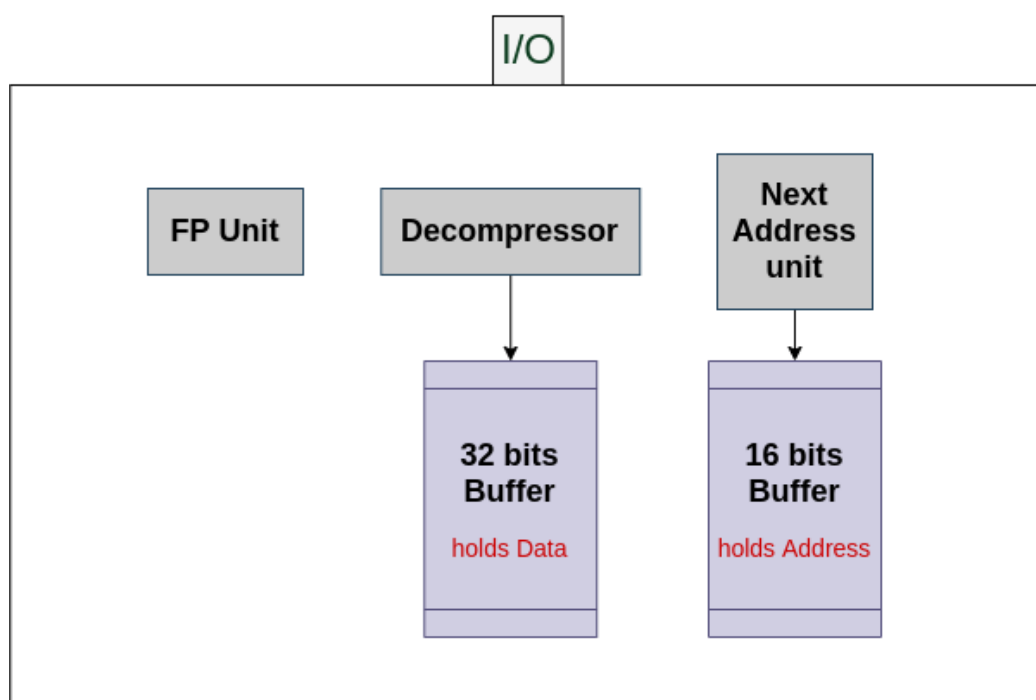


Figure 2: I/O Internal Design

- IN: CLOCK.
- IN: Reset.
- IN: 2bit Load/Process/Out.
- OUT: Interrupt to CPU.
- OUT: R/W to RAM.
- OUT: Error to CPU.

IO Job and sub-modules

- On a large scale, it receives 32bit streams and pass them to both Solver and Interpolator, and when CPU requests output result, and they are available, sends them out.
- Decompressor see Section 0.16.
- Next Address Unit is responsible for calculating the next address to push the data at, as you know the address bus is our describer to the data on the data bus, so in order to let the IO knows where the matrix of variable ended this unit decides this, furthermore, NAU knows N and M, so when reading the matrix A it knows where exactly it ends.
- FPU see Section 0.14.

0.12.2 Solver

- Role:
 - Computes the upcoming X knowing h, the previous X and U.
 - Counts the error difference and the new h.
 - Checks for arithmetic errors that may occurs (e.g. div. by zero).
 - Outputs the final X's at the desired times to the RAM.
- Ports:
 - IN: Done signal from interpolator.
 - INOUT: 32bit data bus with other modules.
 - IN: 16bit address bus.

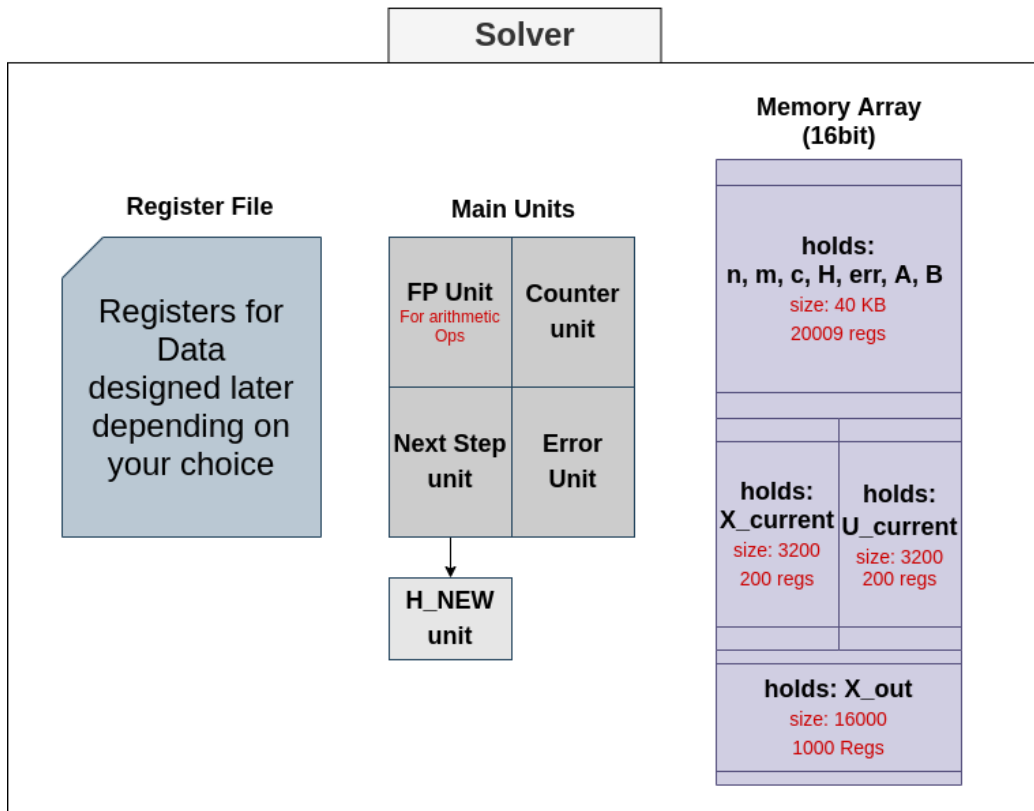


Figure 3: Solver Internal Design

- IN: CLOCK.
- IN: Reset.
- IN: 2bit Load/Process/Out.
- OUT: Interrupt to CPU.
- OUT: R/W to RAM.
- OUT: Error to CPU.

Solver Memory Size

- Main Part: 40 KB \rightarrow 20009 (16 bits) Registers
 - N, M, C = 16 bits
 - h = 64 bits
 - err = 64 bits
 - A = $[50*50]*64 = 160000$ bits
 - B = $[50*50]*64 = 160000$ bits
- $X_{current}$: 3200 bits \rightarrow 200 (16 bits) Registers
 - X = $50*64 = 3200$ bits
 - 50: max of M
 - 64: max of numbers
- $U_{current}$: 3200 bits \rightarrow 200 (16 bits) Registers
 - U = $50*64 = 3200$ bits
 - 50: max of M
 - 64: max of numbers
- X_{out} : 16000 bits \rightarrow 1000 (16 bits) Registers
 - X = $5 * 50 * 64 = 16000$ bits
 - 50: max of M
 - 64: max of numbers
 - 5: max of times answer is required

Notice: main module stores all the 5 output values and flushes them to the CPU all at once at the end.

Solver Job and sub-modules

- On a large scale it receives U_h from interpolator, gives it another h to compute $U_{h_{new}}$ at, then computes X_h and decides to stop and flush output to I/O or continue.
- At the beginning it receives its data from I/O such as N , M , err , h ... etc.
- FPU see Section 0.14.
- Arithmetic Solver on which the absolute mathematical operations rely.
- Error Unit to detect any error in sizes, h , numbers ... etc.
- Next Step Unit helps create the upcoming h_{new} so that when solver is busy calculating X_h , interpolator is calculating $U_{h_{new}}$ ¹, this unit represents the stepper unit, holds the logic of calculating the adaptive h , and detects when to stop, in summation it calculates the next h , even if it was fixed step.
- Counter Unit, tells you when to calculate more, when to advance to next time (in T_s), and when to stop the whole operations.

0.13 Interpolator

- Role:
 - Calculates the upcoming U knowing h , U initial and U final.
- Ports:
 - OUT: Done signal to Solver.
 - INOUT: 32bit data bus with other modules.
 - IN: 16bit address bus.
 - IN: CLOCK.
 - IN: Reset.

¹See Section 0.17 to learn more about parallelism.

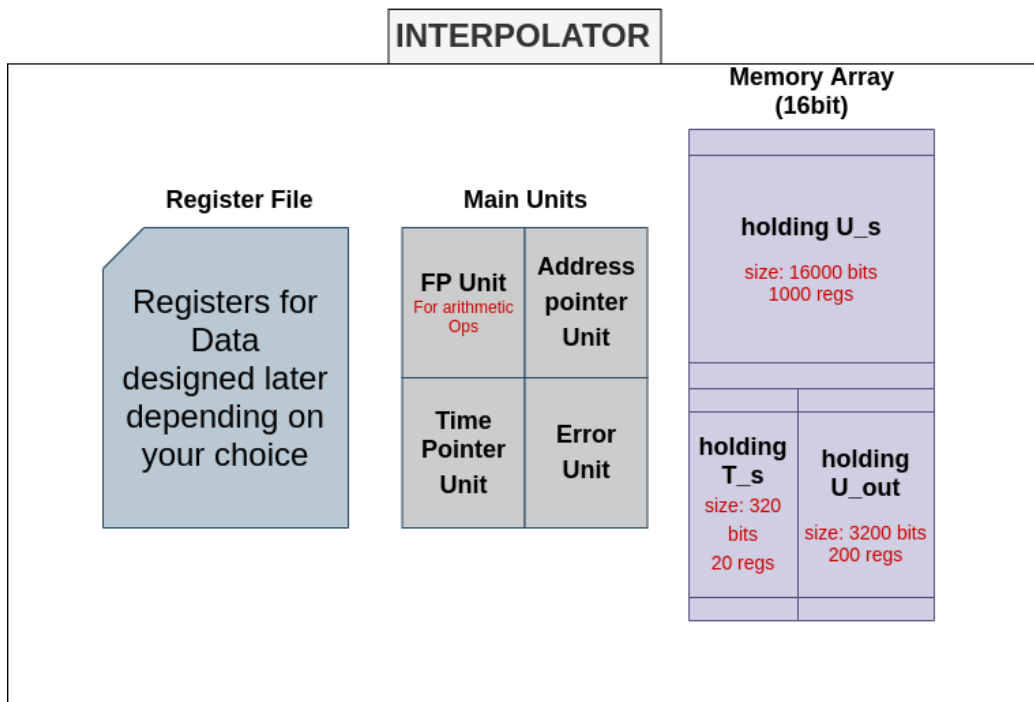


Figure 4: Interpolator Internal Design

- IN: 2bit Load/Process/Out.
- OUT: Interrupt to CPU.
- OUT: Error to CPU.

0.13.1 Interpolator Memory Size

- U_s : 16000 bits \rightarrow 1000 (16 bits) Registers
 - $U_s = 5*[50]*64 = 16000$ bits
 - 50: max of M
 - 64: max of numbers
 - 5: max of times answer is required
- T_s : 320 bits \rightarrow 20 (16 bits) Registers
 - $T_s = 5*64 = 320$ bits
 - 5: max of times answer is required
 - 64: max of numbers
- U_{out} : 3200 bits \rightarrow 200 (16 bits) Registers
 - $U = 50*64 = 3200$ bits
 - 50: max of M
 - 64: max of numbers

0.13.2 Interpolator Job and sub-modules

- On a large scale, it only computes U at a specific time.
- At the beginning it receives from IO the U_s and T_s fixed variables/data, and stores them.
- Each U_s is at most of size $[64*50] = 3200$ bits = 200 registers
- Each T_s is at most of size $[64]$ bits = 4 regs.
- T_s keeps hold of the time where each U_s represents, for example, $T_s = [1, 2, 3]$, there fore the first 200 regs. In U_s are the value of U at time 1, and so on...

- You will need an iterator to target the appropriate U_s from the array of memory, that's the **Address pointer Unit**.
- **Time Pointer Unit** helps you to identify which T of the T_s array we are currently handling.
- Please notice that, at the beginning of the program $T_{init} = 0$, $T_{final} = T_s[0]$, after a successful output, $T_{init} = T_{final}$, and $T_{final} = T_s[1]$, and so on...
- **Error Unit** it's responsible for detecting when an arithmetic error may occur, like dividing by zero, **h** is getting bigger every time, different sizes....etc.
- **FPU** see Section 0.14.

0.14 Fixed/Floating Point Unit (FPU)

0.14.1 Role

- Instantiated, in the rest modules, multiple times and for different purposes.
- perform the following operations given in port OP .
- perform them in different modes given in $MODE$.

0.14.2 Ports

- **MODE: IN**
 - **FIXED(0)**: operate on LOWEST 16bits of both A and B following Fixed point specifications.
 - **F64(1)**: operate on ALL 64bits of both A and B following Floating point specifications.
 - **F32(2)**: operate on LOWEST 32bits of both A and B following Floating point specifications.

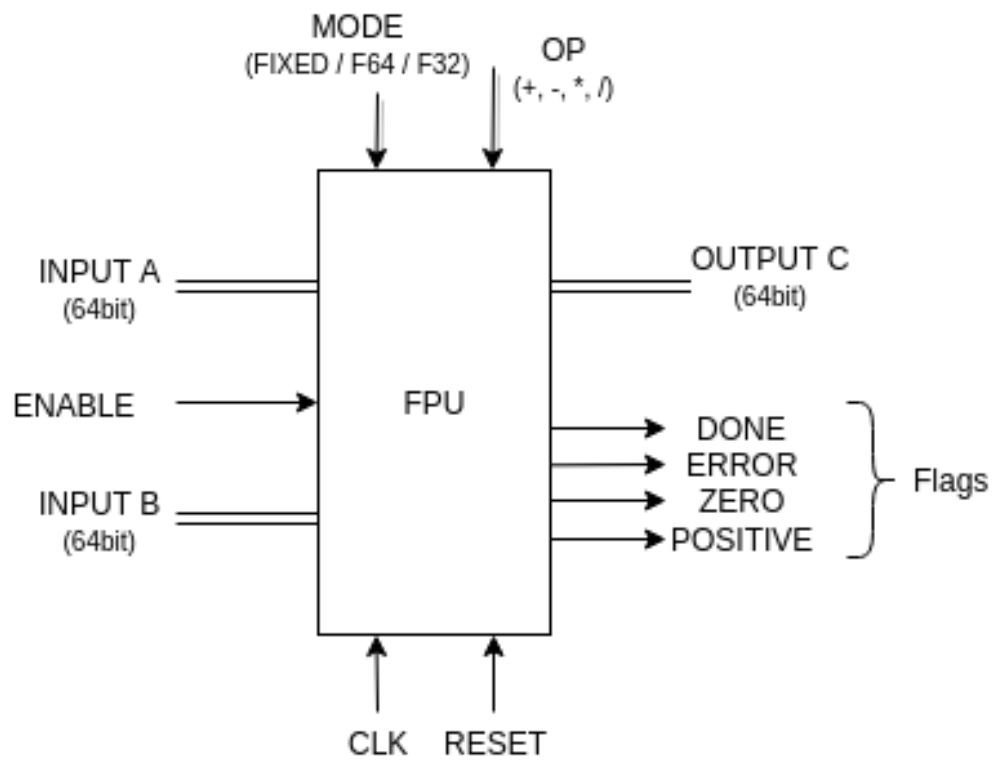


Figure 5: FP Unit

- OP: IN
 - 0: $C = A + B$
 - 1: $C = A - B$
 - 2: $C = A * B$
 - 3: $C = \frac{A}{B}$
- CLK: IN

FPU operates on POSITIVE edge.
- DONE: OUT

one operation needs multiple clocks, so FPU must RAISE DONE to 1 when finished for EXACTLY ONE clock cycle.
- ENABLE: IN

FPU must only operate when ENABLE is set to 1.
- A, B: IN

Input busses, all are 64bit wide.
- C: OUT

Output bus, 64bit wide.
- ERROR: OUT
 - FPU sets ERROR to 1 when an exception takes place.
 - Each mode has its possible set of exceptions, see the corresponding specifications.
 - MUST stay at 1 after setting it, until RESET is set to 1.
- RESET: IN

clears ERROR state REGARDLESS of ENABLE input.
- ZERO: OUT

Set when output C is zero.
- POSITIVE: OUT

Set when output C is positive, otherwise cleared.

0.14.3 Fixed point specifications

- 16bit input
- 16bit output
- CONSTANT scale factor for both input and output = 7. see Subsection 0.14.5.
- in case of overflow or division by zero, ERROR MUST be set to 1 and MUST stay at 1 until RESET is set to 1.

0.14.4 Floating point specifications

- MUST adhere to IEEE-754 2019-revision for both fp32 and fp64 modes.
- ERROR is set to 1 when ANY of the exceptions stated in the IEEE-754 takes place, and stay at 1 until RESET is set to 1.

0.14.5 Scale Factor Definition

Scale Factor is an integer used to obtain the real number from the fixed point number and vice versa using the following formula: $y = \frac{x}{2^s}$; where:

- $x \in \mathbb{N}$ is the fixed point number stored as an integer.
- $y \in \mathbb{R}$ is the real number that represents x with some error.
- $s \in \mathbb{N}$ is the scale factor.

0.15 Compression

Follow bit-level Run-length encoding to compress ram content before sending them, by taking each (one to eight) [1:8] repeating bits and compressing them into four bits, using RLE (Run length encoding) algorithm.

0.15.1 Input

Bit stream input data to IO.

0.15.2 Output

Y compressed 4bit packets, where $X \geq Y \geq \lceil \frac{X}{8} \rceil$ Each packet must follow the format in Table 5.

Table 5: Compression Output

Bit Index	Description	Size
3:1	Number of bits to generate - 1	3 bits
0	Bit to generate	1 bit

NOTE: the 3 bits must be incremented before decode. **TOOO: encoding figure**

0.15.3 Example

Table 6: Compression Example

Original	Compressed
11111111	1111
0000	0110

0.15.4 Algorithm

```

c = first bit in bit_stream
count = 0
for b in bit_stream:
    if c == b and count < 7:
        count++
    else:
        emit_packet(count-1, c)
        count = 1
        c = b

```

Compression Design Justification

Because the occurence of more that 7 ones or zeros simultaneously is very rare.

Problems

This compression algorithm may not compress the data, rather than that it may increase the number of bits.

0.16 Decompression

Follow this simple algorithm to fill the buffer, once its full (has 32bits) flush it to data bus and update the address.

```
for packet in packets:
    # bit to repeat
    b = packet[0]

    # extract 3 bits
    n = packet[3:1]

    # increment by 1 to get number of repetitions
    n++

    # generate n bit of b
    for _ in range(n):
        buffer.push(b)

    if buffer.full():
        buffer.flush()
```

0.17 Parallelism in Design

- Parallelism in design is between Solver and Interpolator, happens when Solver is calculating the next X_h , Interpolator is calculating $U_{h/2}$.
- In fixed step algorithm, there's no problems, the only problem is when we reach the last X, then the upcoming h will be garbage or unwanted h, and program will terminate either ways.
- In adaptive/variable step algorithm, when Solver is calculating X_h , Interpolator is busy calculating $U_{h/2}$, and when Solver is calculating

$X_{h/2}$ and X_h , Interpolator will be calculating U_{h*} , h^* is the h from the algorithm equation, which is $h = \frac{0.9 \times h^2 \times L}{e}$, this U_{h*} might not even be used, and then, solver will interrupt the interpolator, and asks it to calculate U_{hnew} .

0.18 Inter-module Communication

0.18.1 IO and CPU

- CPU asks to Load, IO reads 32bits of data.
- When CPU finishes, raises WAIT, when IO finishes that last package of data into the CPU with success.
- CPU raises PROC, so that all of other components start acting.
- When output data is ready, CPU is interrupted with error or success, then CPU raises OUT signal which implies that it's ready to take out the resulting output from IO.
- If there's an error, CPU should know which component sent it.

0.18.2 IO and Solver/Interpolator

- IO puts the data and address on their busses, each component of them two reads that address and check if this address is within its range, if so this component reads the data and stores it.
- When Solver is ready to flush the result it raises int and success or even error.

0.18.3 Solver and Interpolator

- See Section 0.17.
- Solver is working on X_h so it needs U , solver checks on DONE signal, if raised, reads the U from the data bus, Interpolator has already placed it there.

- Then Solver places h_{new} at the data bus, interpolator reads it and they both work...
- and repeat.