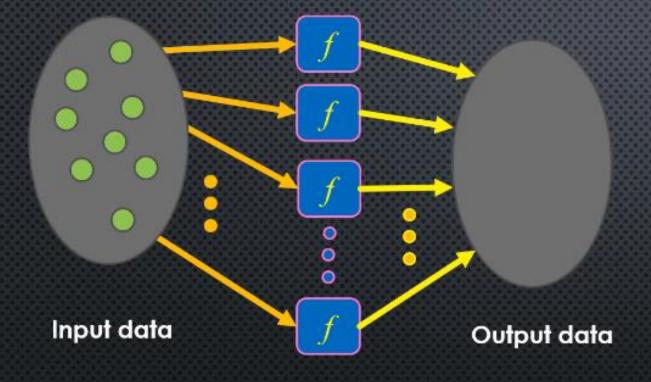
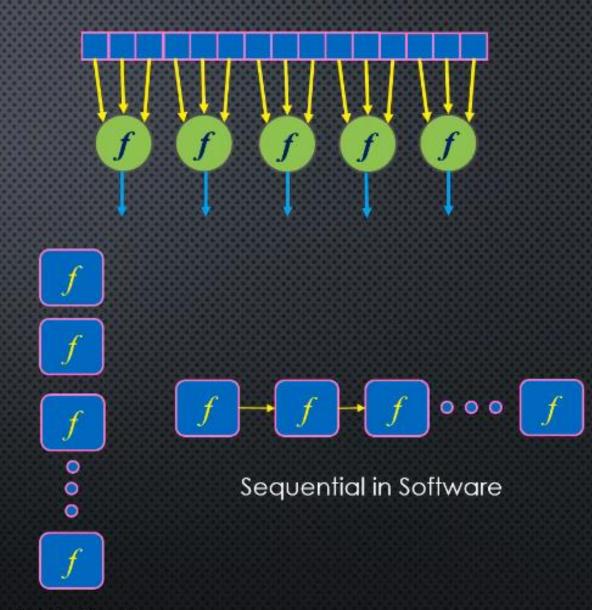
## COMBINATIONAL LOOP

Lecture – 6

#### REPETITIVE PATTERN





Parallel in Hardware

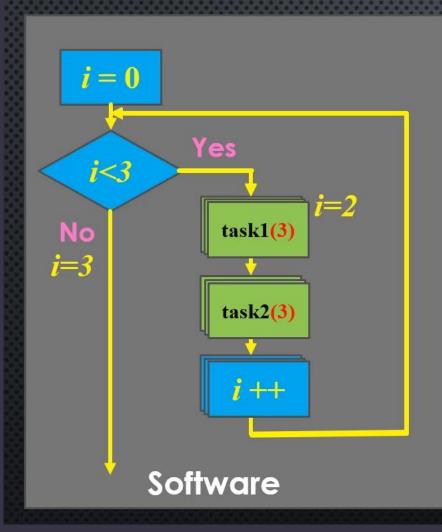
#### REPETITIVE PARALLEL PATTERN

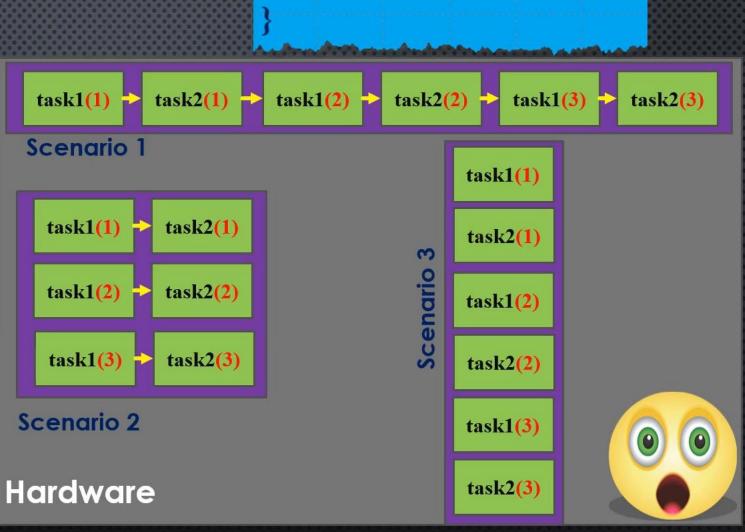
```
i = 0
            Yes
   i<3
No
i=3
               task1(3)
               task2(3)
                i ++
        Software
```

```
for (int <u>i</u> = 0; <u>i</u> < 3; <u>i</u>++) {
  task1;
  task2;
}
```

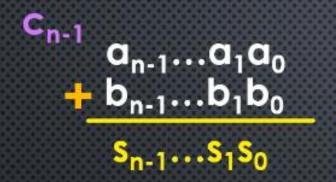
#### REPETITIVE PARALLEL PATTERN

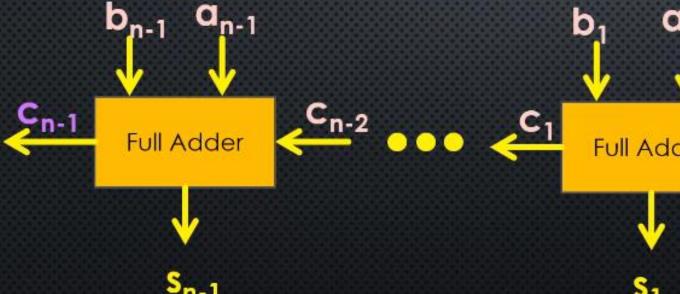
```
for (int i = 0; i < 3; i++) {
  task1;
  task2;
}</pre>
```

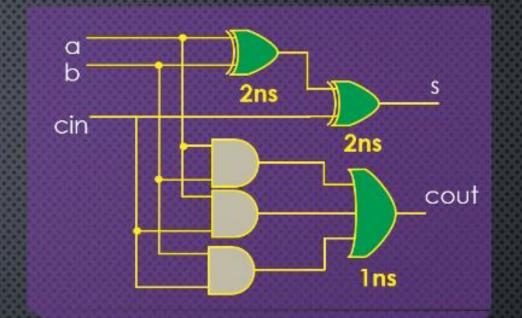


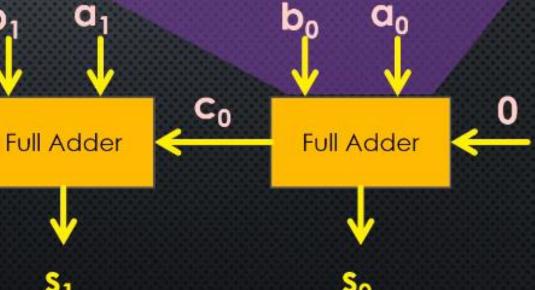


## N-BIT BINARY ADDER

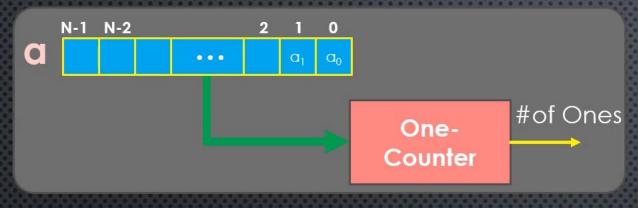


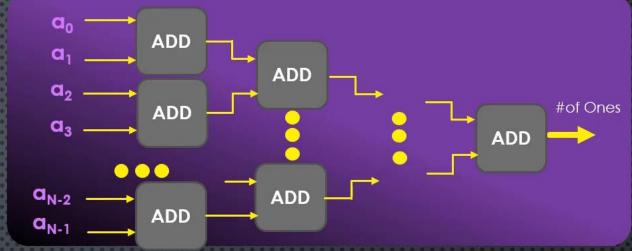






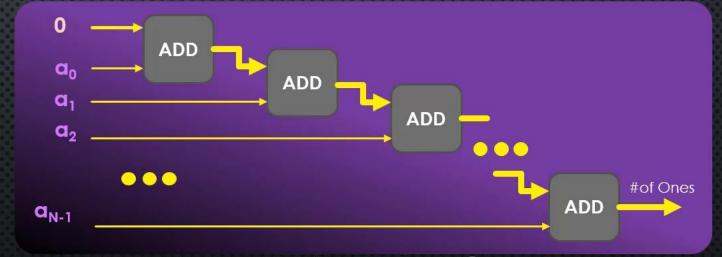
#### N-BIT ONE COUNTER





logN levels of ADDs

$$\#of\ Ones = \sum_{i=0}^{i < N} a_i$$

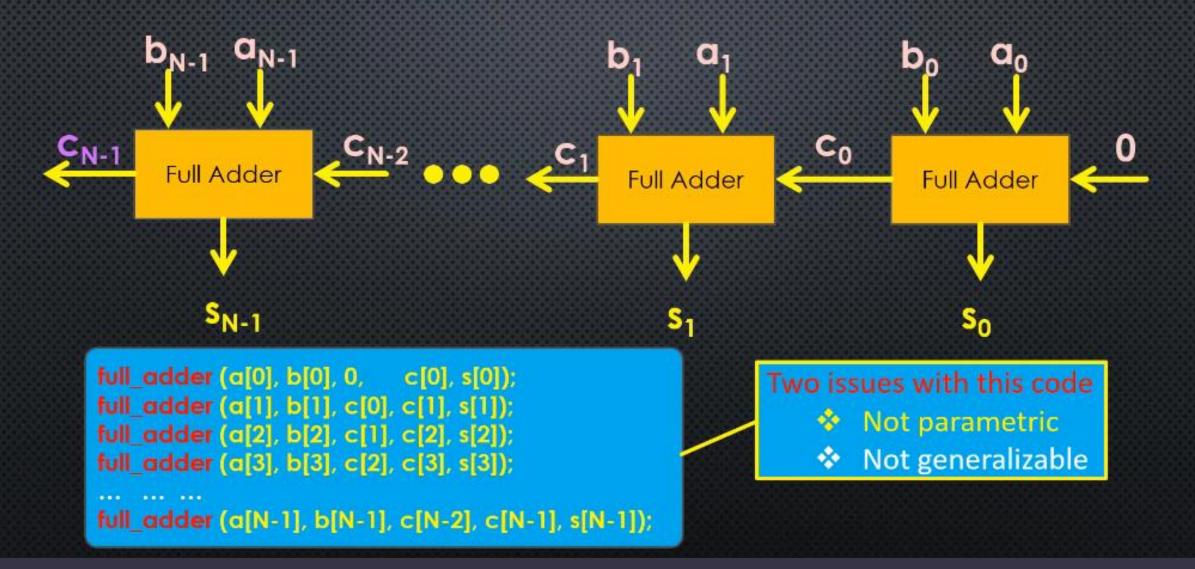


N levels of ADDs

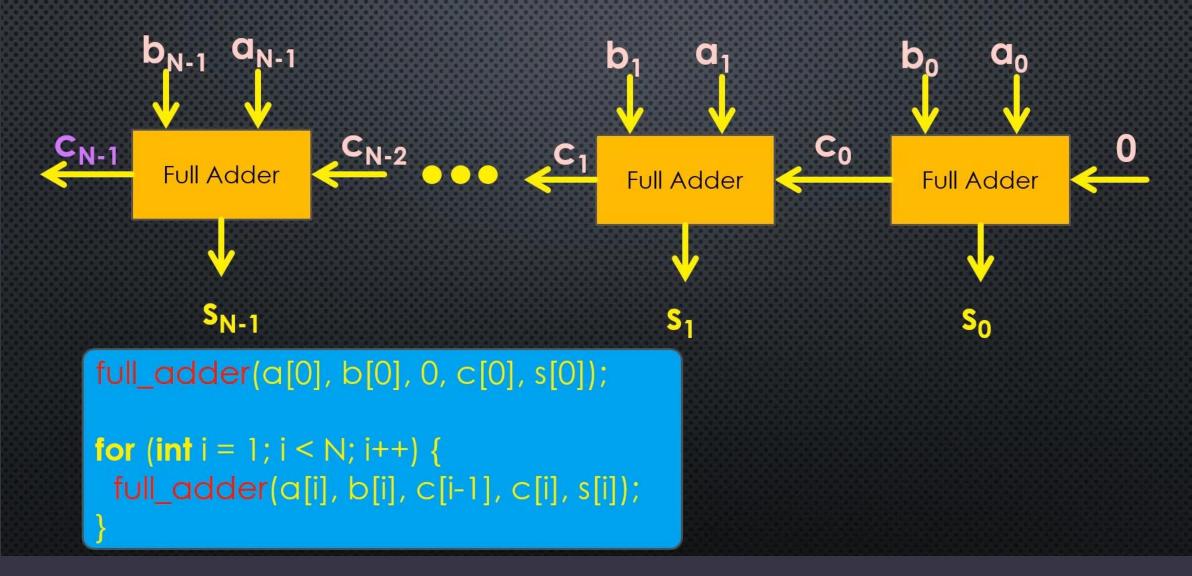
### LOOP UNROLL

Lecture 6

#### N-BIT BINARY ADDER



#### N-BIT BINARY ADDER WITH FOR-LOOP



#### N-BIT BINARY ADDER WITH FOR-LOOP

```
full_adder(a[0], b[0], 0, c[0], s[0]);
for (int i = 1; i < N; i++) {
 full_adder(a[i], b[i], c[i-1], c[i], s[i]);
                                                                 Full Adder
                                                                    Loca
                                                                    memory
                                Not Combinational
```

#### FOR UNROLLING CONCEPT

```
full_adder(a[0], b[0], 0, c[0], s[0]);
                                                        full_adder (a[0], b[0], 0,
                                                                                   c[0], s[0]);
for (int i = 1; i < N; i++) {
#pragma HLS UNROLL
                                                        full_adder (a[1], b[1], c[0], c[1], s[2]);
                                                        full_adder (a[2], b[2], c[1], c[2], s[3]);
 full_adder(a[i], b[i], c[i-1], c[i], s[i]);
                                                        full_adder (a[3], b[3], c[2], c[3], s[4]);
                                                        full_adder (a[N-1], b[N-1], c[N-2], c[N-1], s[N-1]);
                   Full Adder
                                                     Full Adder
                                                                           Full Adder
                       S<sub>N-1</sub>
```

## LOOP UNROLL CONDITION

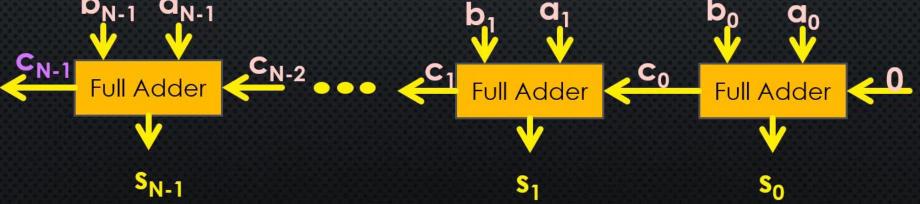
Lecture-6

#### STATIC FOR LOOP UNROLLING

```
#define N 100
for (int i = 0; i < N; i++) {
#pragma HLS UNROLL
const int n = 100;
for (int i = 0; i < n; i++) {
#pragma HLS UNROLL
```

```
Not known
               at compile
                  time
void not_unrolled(int n, ...) {
 for (int i = 0; i < n; i++) {
#pragma HLS UNROLL
```

#### FOR-LOOP UNROLLING



#### FOR-LOOP UNROLLING SIZE

## **FPGA** LUT available = 20800 for (int i = 0; i < N; i++) { #pragma HLS UNROLL task(); Task needs 100 LUTs < 20800 If N = 10 → Used LUTs = 1000

## PARITY BIT DEFINITION

Lecture-6

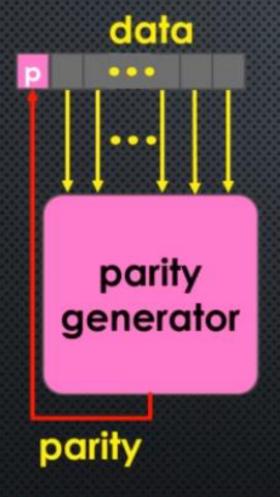
#### SINGLE BIT ERROR



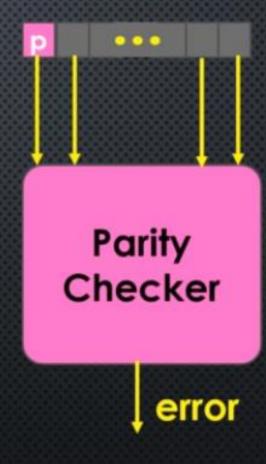


A single event upset in the flight computers of Airbus A330 on 7 October 2008 is suspected to result in an aircraft upset that nearly ended in its crashing after the computers underwent several malfunctions.

#### WHAT IS PARITY?



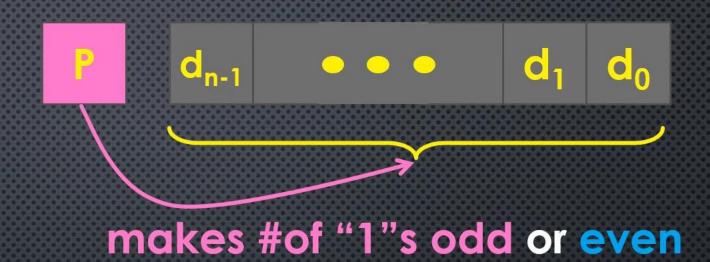
Data Producer Side



**Data Consumer Side** 

#### PARITY TYPES

Parity odd even



#### **Examples**

7 bits of data	(count of 1-bits)	8 bits including parity	
		even	odd
1101001	4	01101001	<b>1</b> 1101001
1011101	5	<b>1</b> 1011101	01011101

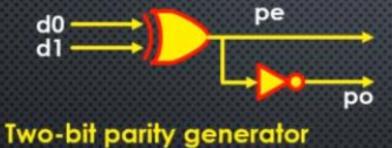
## PARITY BIT DESIGN

Lecture-6

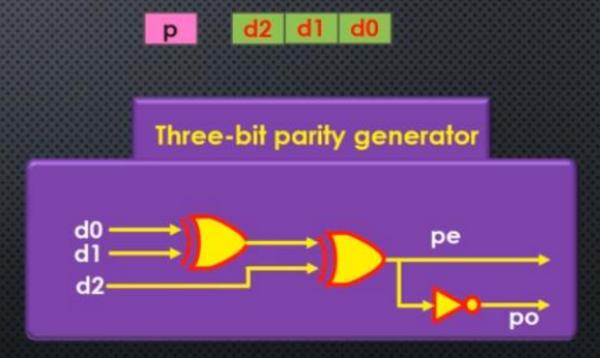
#### PARITY GENERATOR IDEA





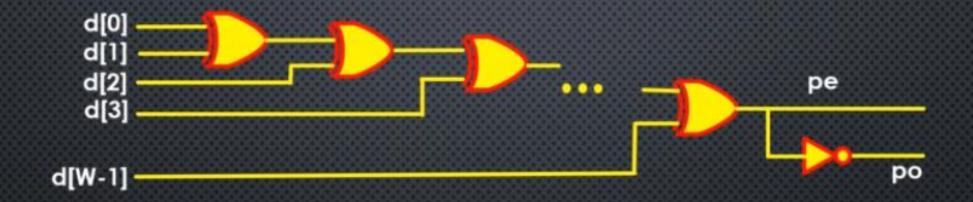


pe = d0 XOR d1; pe = d0 ^ d1; po = ~(d0 ^ d1);



po = NOT(d0 XOR d1 XOR d3);  $\rightarrow$  po =  $\sim$ (d0  $\wedge$  d1 $\wedge$ d3);

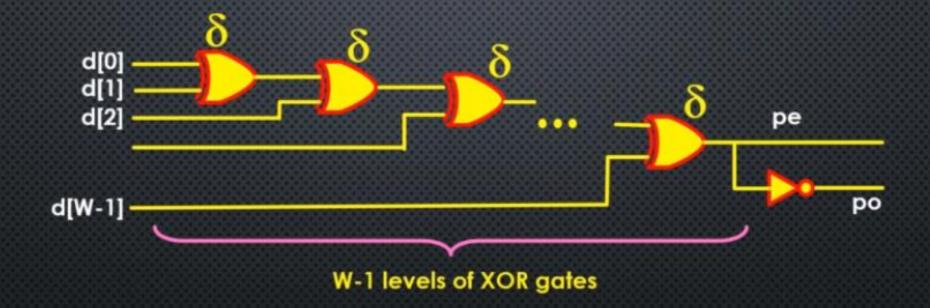
#### PARITY FOR W-BIT DATA



p = d[0] XOR d[1] XOR d[2] XOR d[3] ... XOR a[W-1]

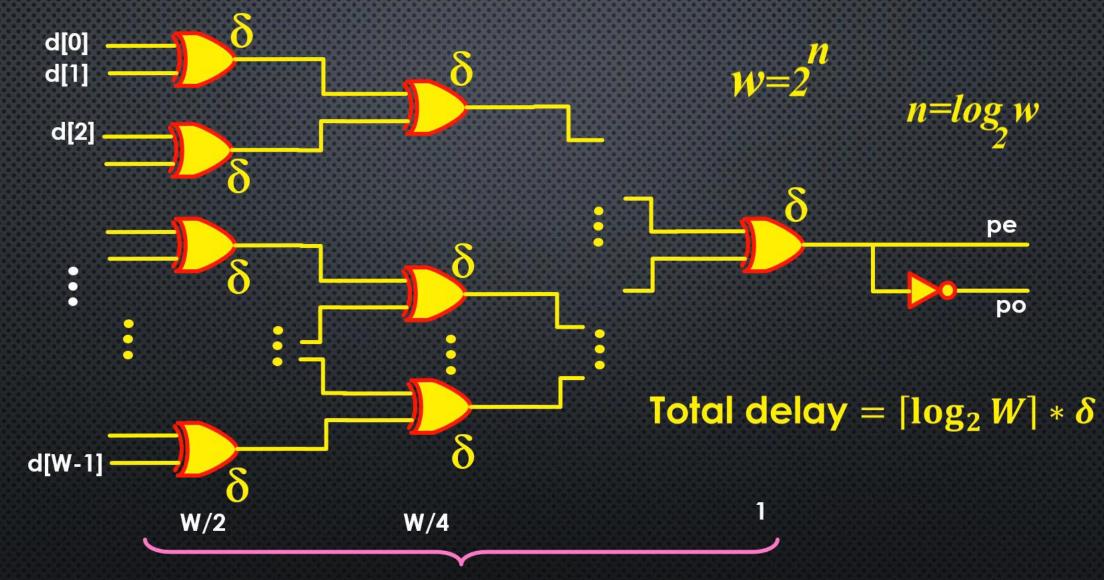
d = 0b11001100 pe= 1 ^ 1 ^ 0 ^ 0 ^ 1 ^ 1 ^ 0 ^ 0 = 0

#### PARITY GENERATOR: PROPAGATION DELAY



Total propaganon delay =  $(W-1)*\delta$ 

#### PARITY GENERATOR: BALANCED TREE



log<sub>2</sub>(W) levels of XOR gates

#### IMPLEMENTATION IN C

p = d[0] XOR d[1] XOR d[2] XOR d[3] ... XOR d[w-1]

```
#define W 32
p = 0;
for (i = 0; i < W; i++)
p = p ^ d[i];
```



#### IMPLEMENTATION IN C

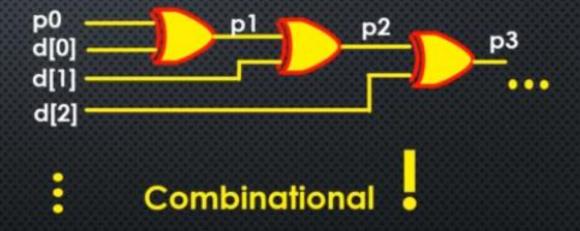
```
#define W 32
p = 0;
for (i = 0; i < W; i++)
p = p ^ d[i];
```



#### IMPLEMENTATION CONCEPT

#### Loop unrolling

```
p0 = 0;
p1 = p0 \land d[0];
p2 = p1 \land d[1];
p3 = p2 \land d[2];
....
```



#### IMPLEMENTATION IN HLS

```
const int w = 32;

p = 0;

for (i = 0; i < W; i++)

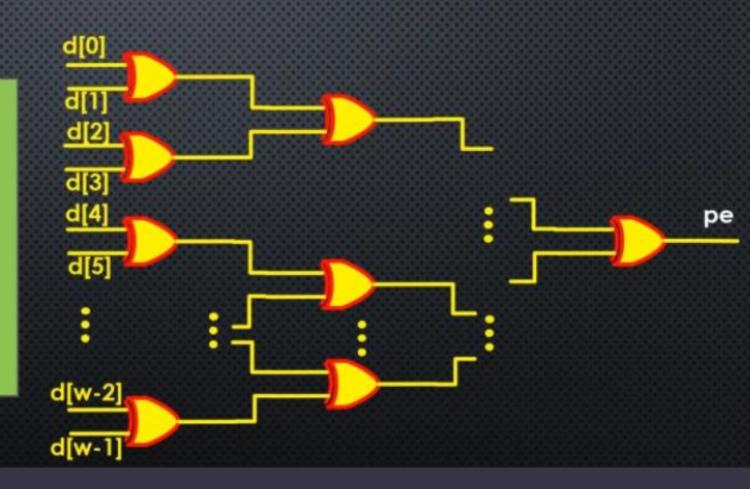
#pragma HLS UNROLL

p = p \land d[i];
```



#### IMPLEMENTATION IN HLS

```
const int w = 32;
p = 0;
for (i = 0; i < W; i++)
#pragma HLS UNROLL
p = p ^ d[i];</pre>
```



# PARITY BIT DESIGN-VIVADO HLS IMPLEMENTATION

Lecture-6

## Any Question...

## Thank you