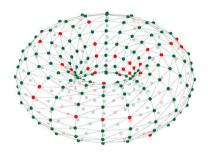


External Devices



Alan Stokes, Andrew Rowley

SpiNNaker Workshop September 2016









Real time systems?



SpOmnibot (Retinas & Motors)



FPGA connector



A Retina



A Osaka retina



A Cochlea

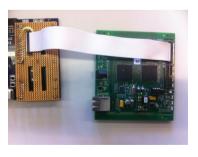


- 1. How to add external devices that communicate through the SpiNNaker Link into your PyNN scripts.
- 2. How to add external devices that communicate through the FPGA/SATA connector into your PyNN scripts.
- 3. How FPGA's are used within multi board systems.

2

How to connect devices to a spiNNaker board

Connect the device to the SpiNNaker link connector







connecting to a spinn-5 Board

MANCHESTER FPGA Programming

- The FPGA's need repogramming to support external device plugin.
- 2. This reprogramming is not done by the tools to date.

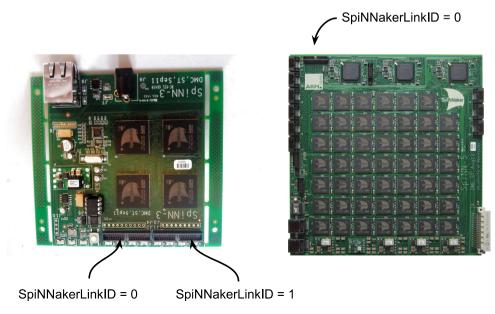


Using an external device: Calls from PYNN

5

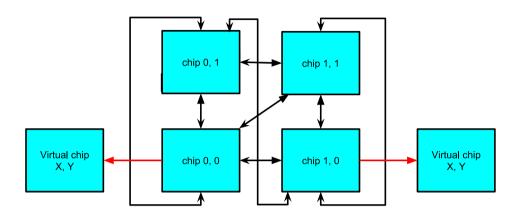
Using an external device: Calls from PYNN

Which SpiNNaker Link is which?



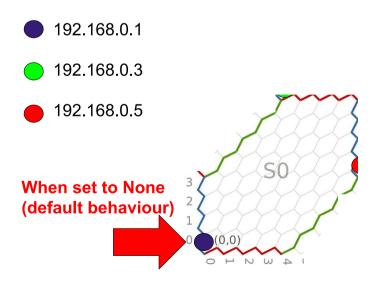
MANCHESTER How this works in detail

- 1. Every Spinnaker link is defined as a link to a virtual chip
- Your device vertex is then placed within this virtual chip.



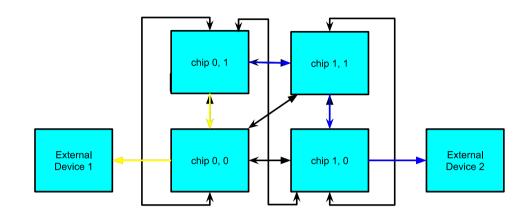
9

Board Address?

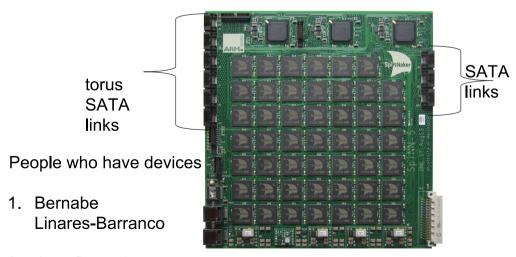




1. Routing won't work if mixed up



MANCHESTER SATA Link connected devices!

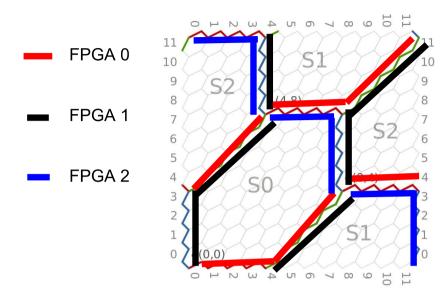


2. Jorg Conradt



How to represent this in your PyNN scripts.

```
How do FPGA's work in Multi-board machines?
```

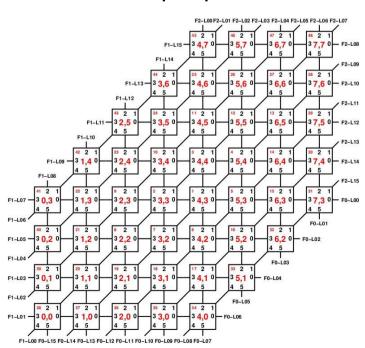


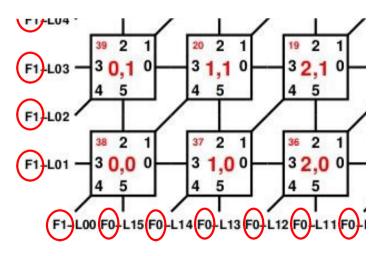
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13

What the input parameters mean?



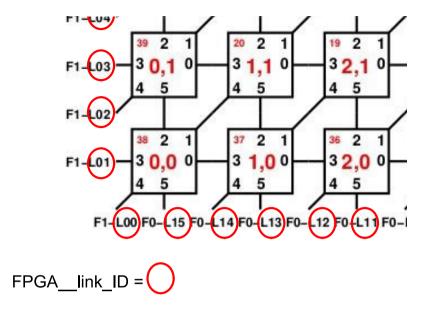




14



What the input parameters mean?

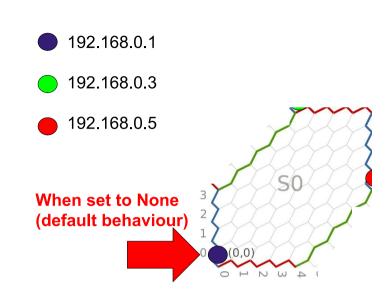


17

What you need to do to get SATA links working for your device.

- 1. Reprogram the FPGA's to support the communication between device and PyNN related models.
- 2. The reprogramming needs to result in a disconnected edge between two chips who's communication is done through the FPGA.
- 3. Extend or use the ArbitaryFPGADevice vertex to represent any extra constraints you need.

Board Address again



18

MANCHESTER Summary

- 1. Discussed External devices plugged in through the SpiNNaker Link.
- Discussed External devices plugged in through the FPGA / SATA connector.
- 3. Discussed How the FPGA's interact in the communication fabric.

19