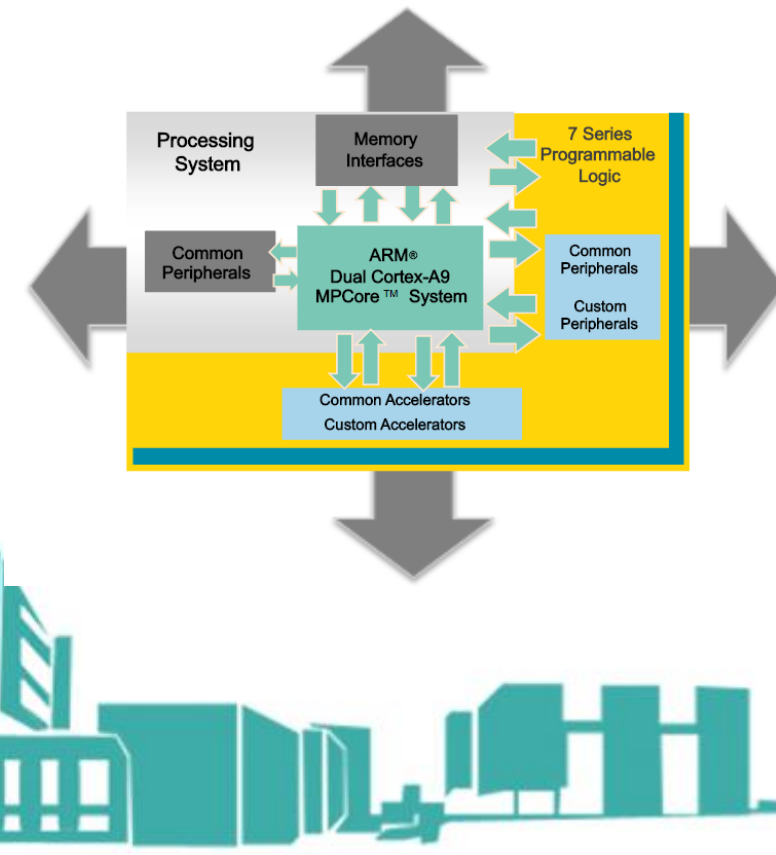
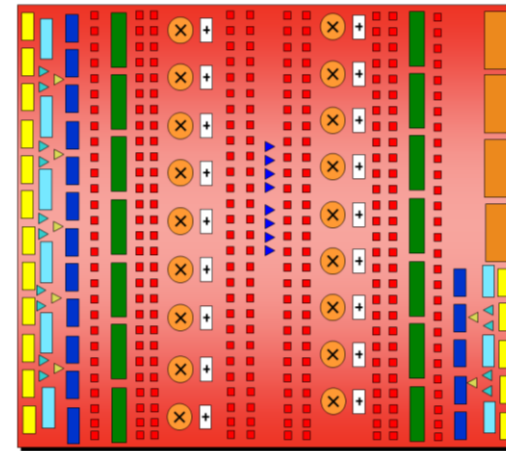




# ECE 270: Embedded Logic Design



# AXI Interface: Burst

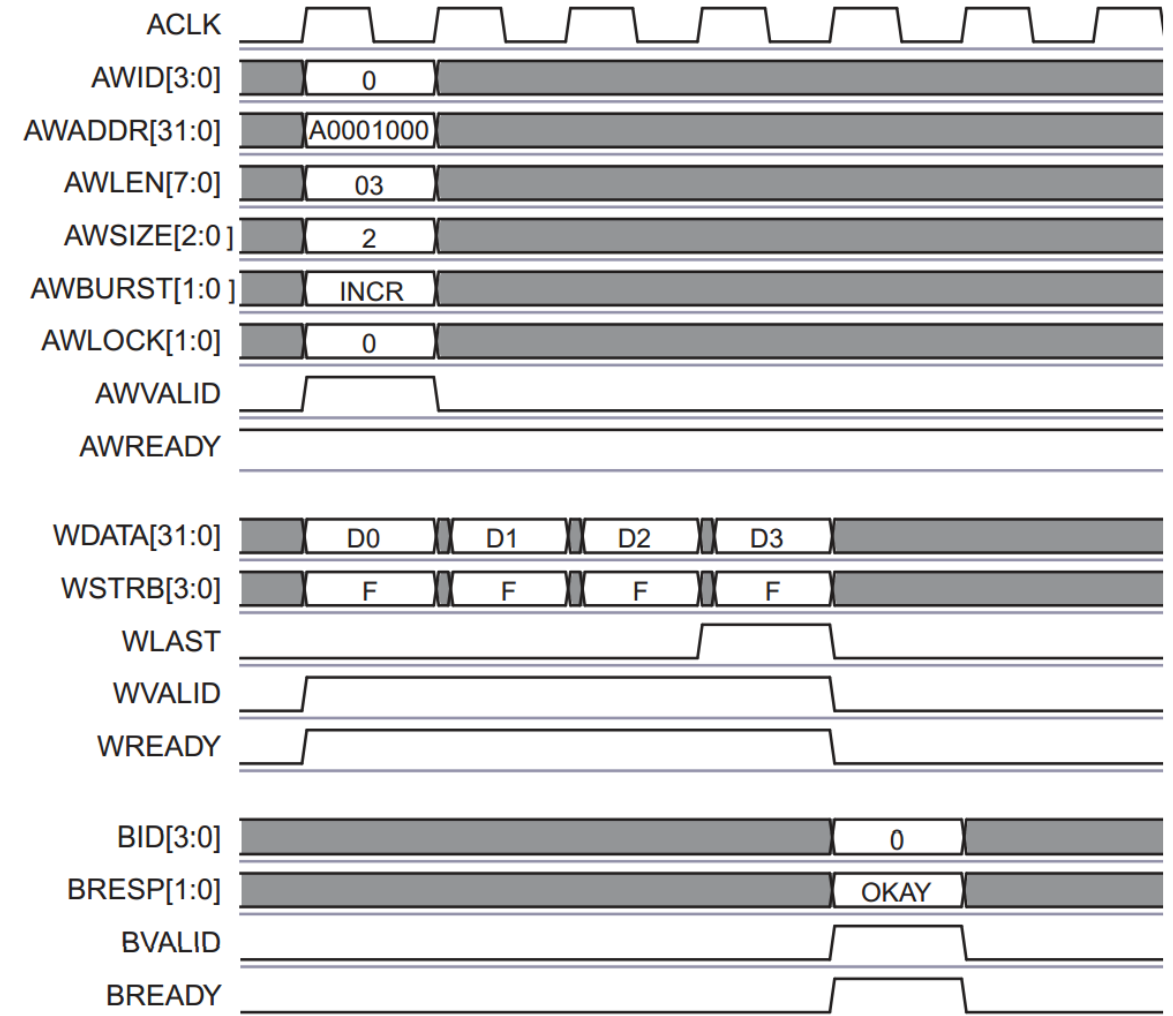
<b>ARBURST[1:0] AWBURST[1:0]</b>	<b>Burst type</b>	<b>Description</b>	<b>Access</b>
b00	FIXED	Fixed-address burst	FIFO-type
b01	INCR	Incrementing-address burst	Normal sequential memory
b10	WRAP	Incrementing-address burst that wraps to a lower address at the wrap boundary	Cache line
b11	Reserved	-	-

# AXI Interface: Write

AxSIZE[2:0]	Bytes in transfer
0b000	1
0b001	2
0b010	4
0b011	8
0b100	16
0b101	32
0b110	64
0b111	128

The burst length for AXI4 is defined as,

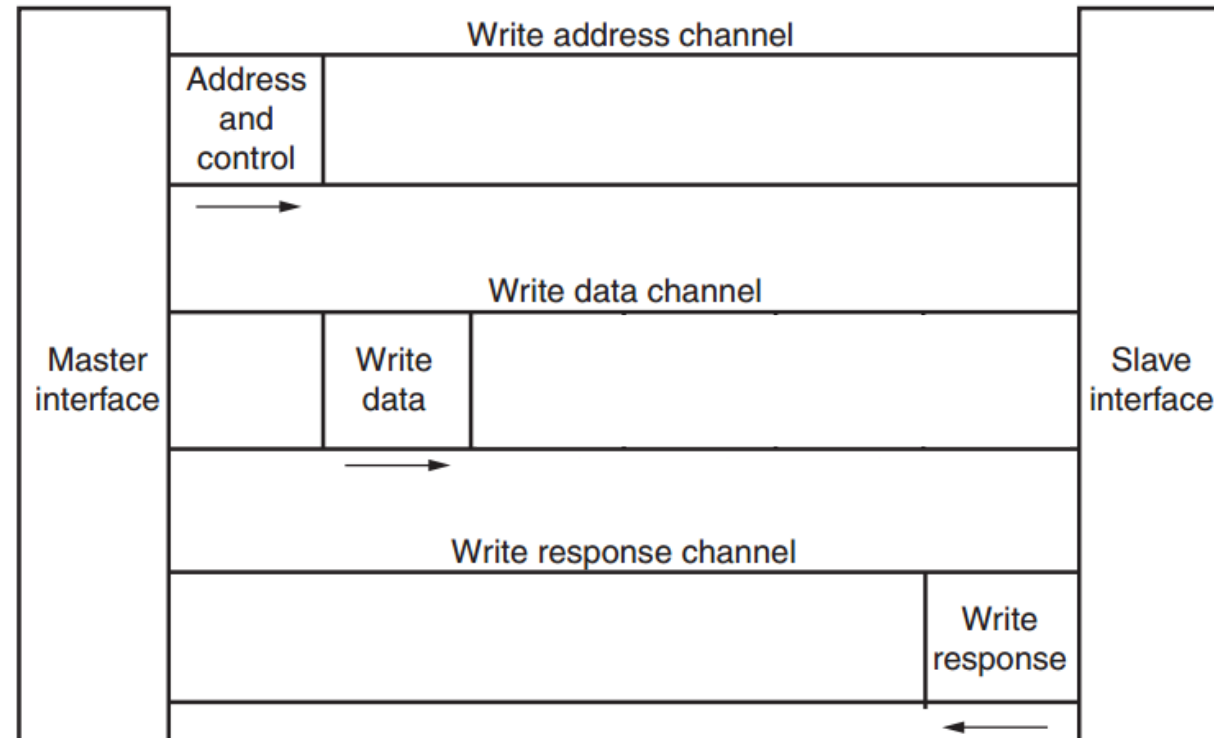
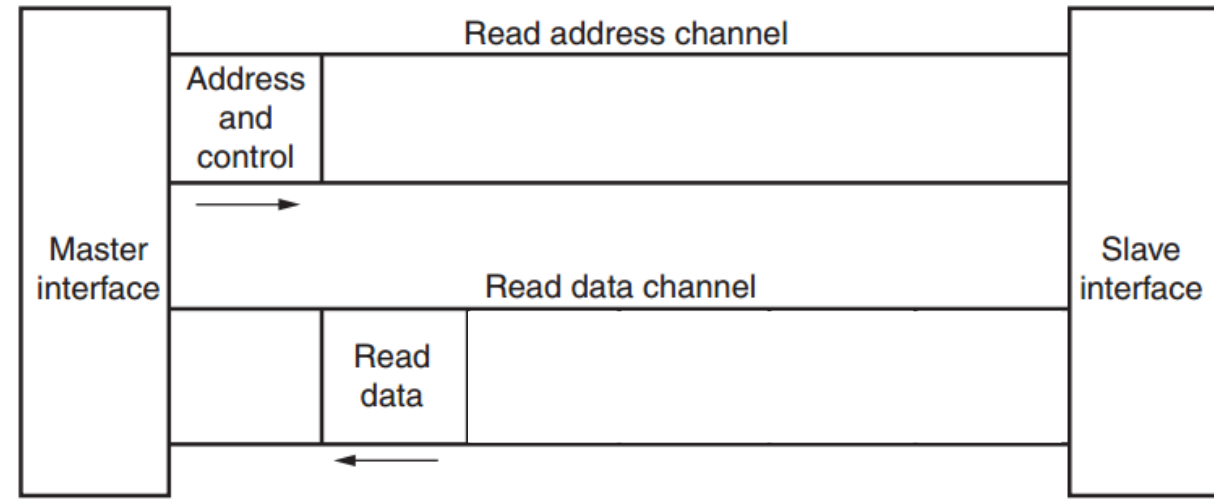
$$\text{Burst\_Length} = \text{AxLEN}[7:0] + 1$$



Example of AXI4 write burst transaction

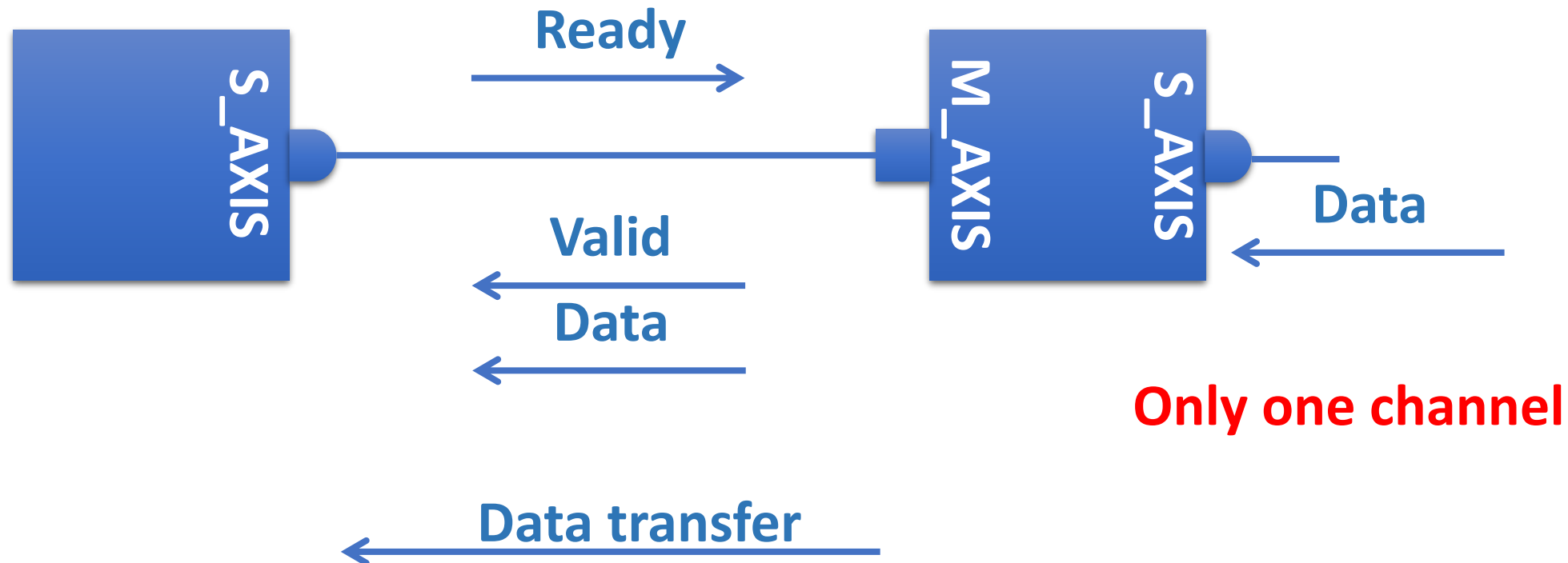
# AXI Lite

- ❖ Bursting is **not supported**
- ❖ Subset of the AXI4 interface intended for **communication with control registers and have small footprint**

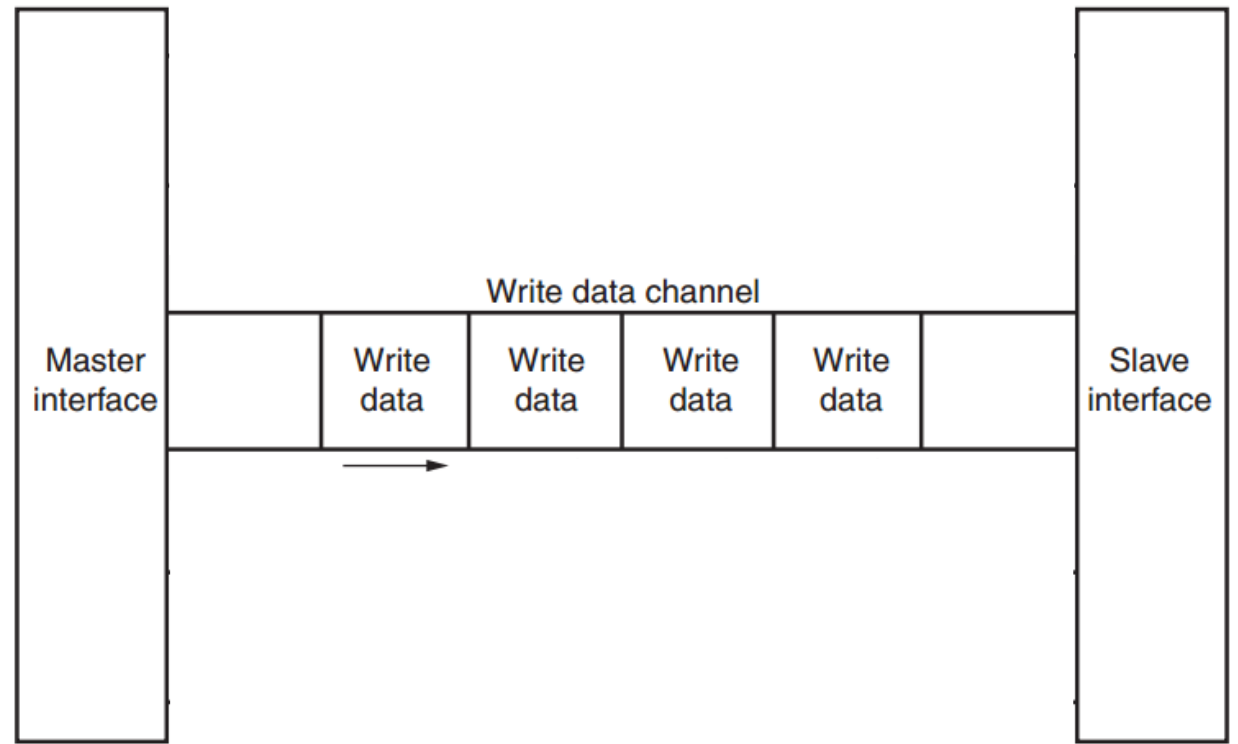


# AXI Stream

- ❖ The AXI4-Stream protocol defines a single channel for transmission of streaming data (unlimited burst).



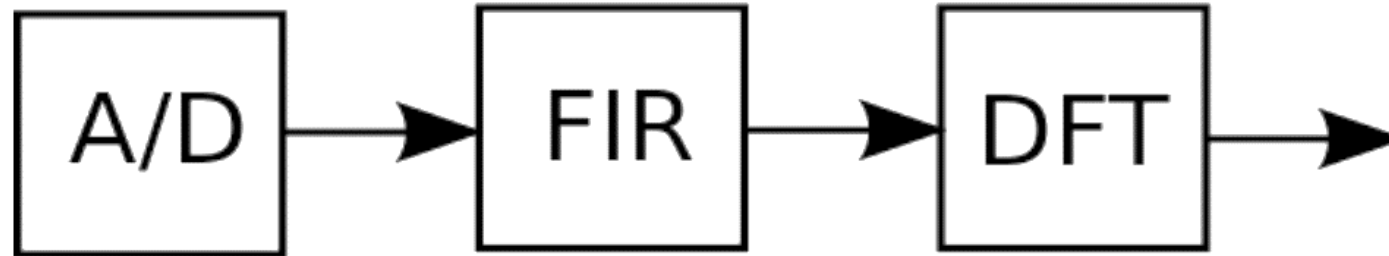
# AXI Stream



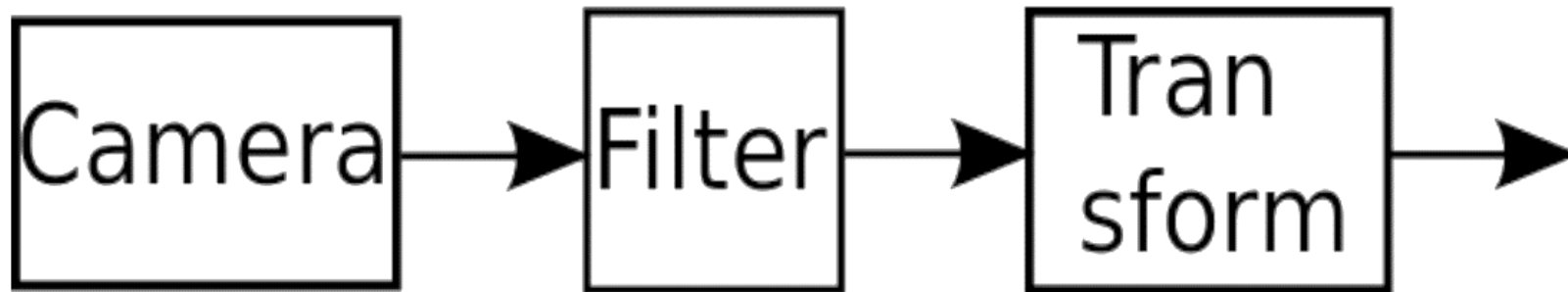
- ❖ The AXI4-Stream channel is modeled after the **Write Data channel** of the AXI4.
- ❖ Unlike AXI4, AXI4-Stream interfaces can burst an **unlimited** amount of data.

# AXI Stream

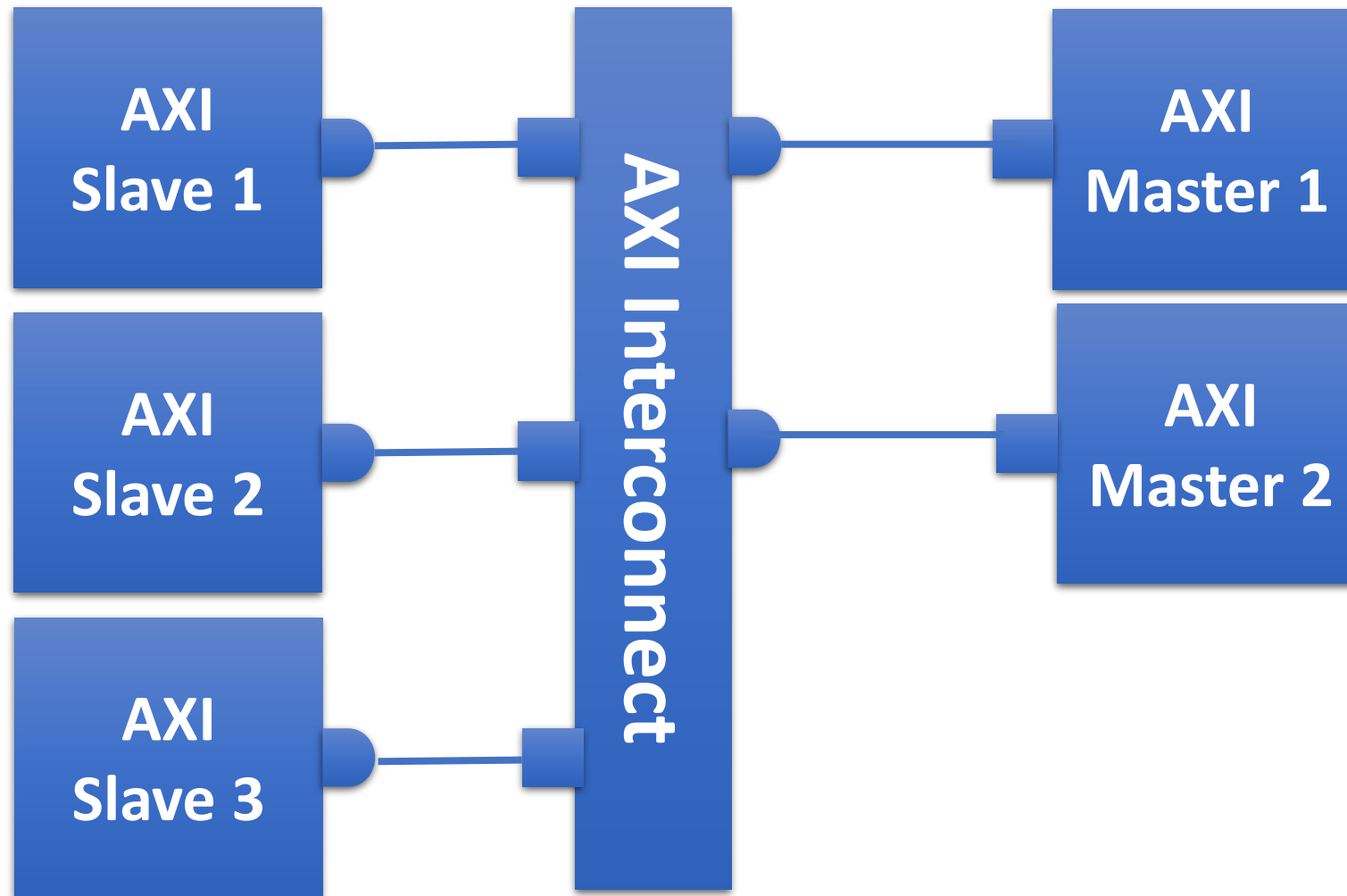
Signal Processing



Video Processing

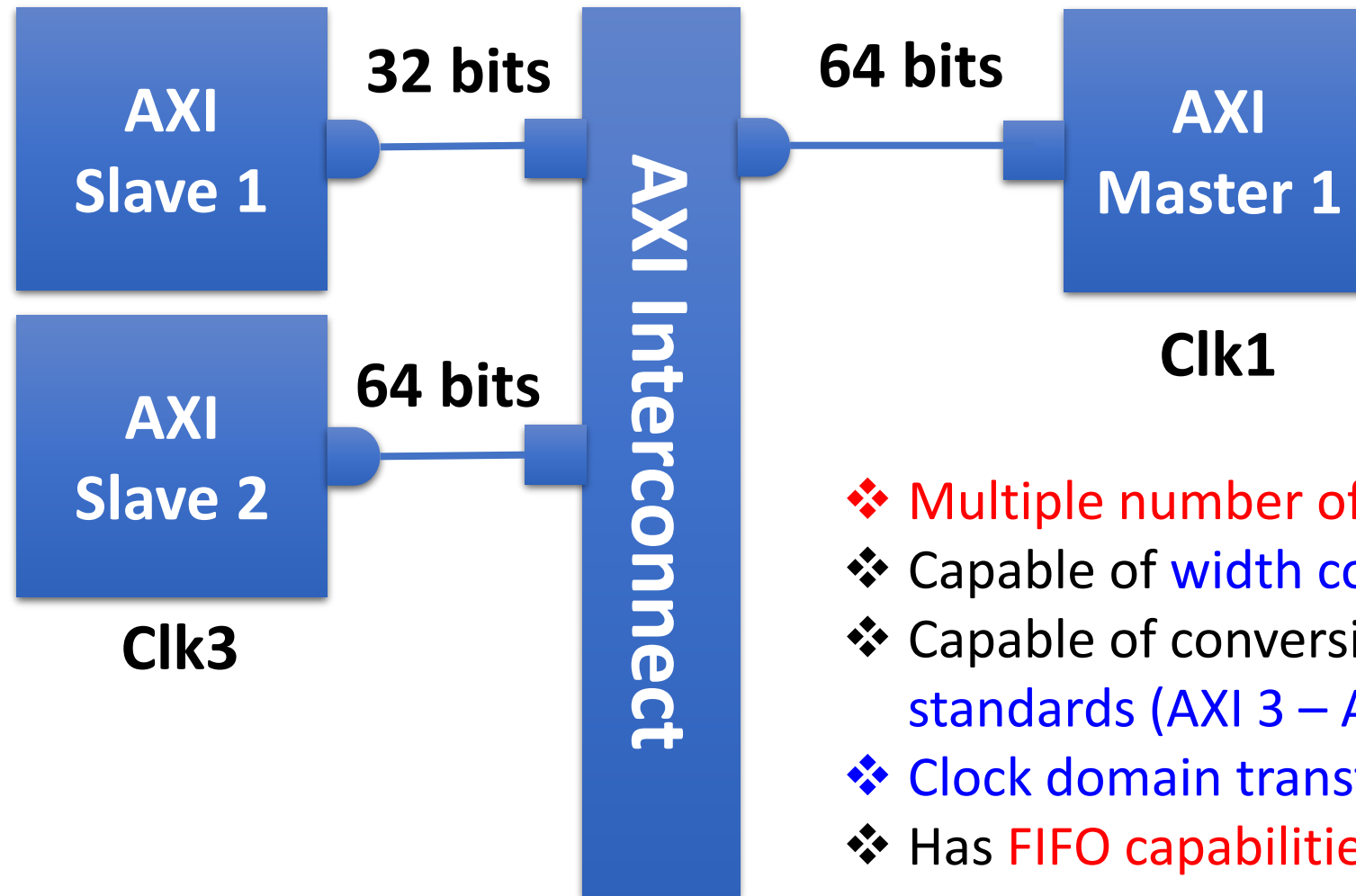


# AXI Interconnect



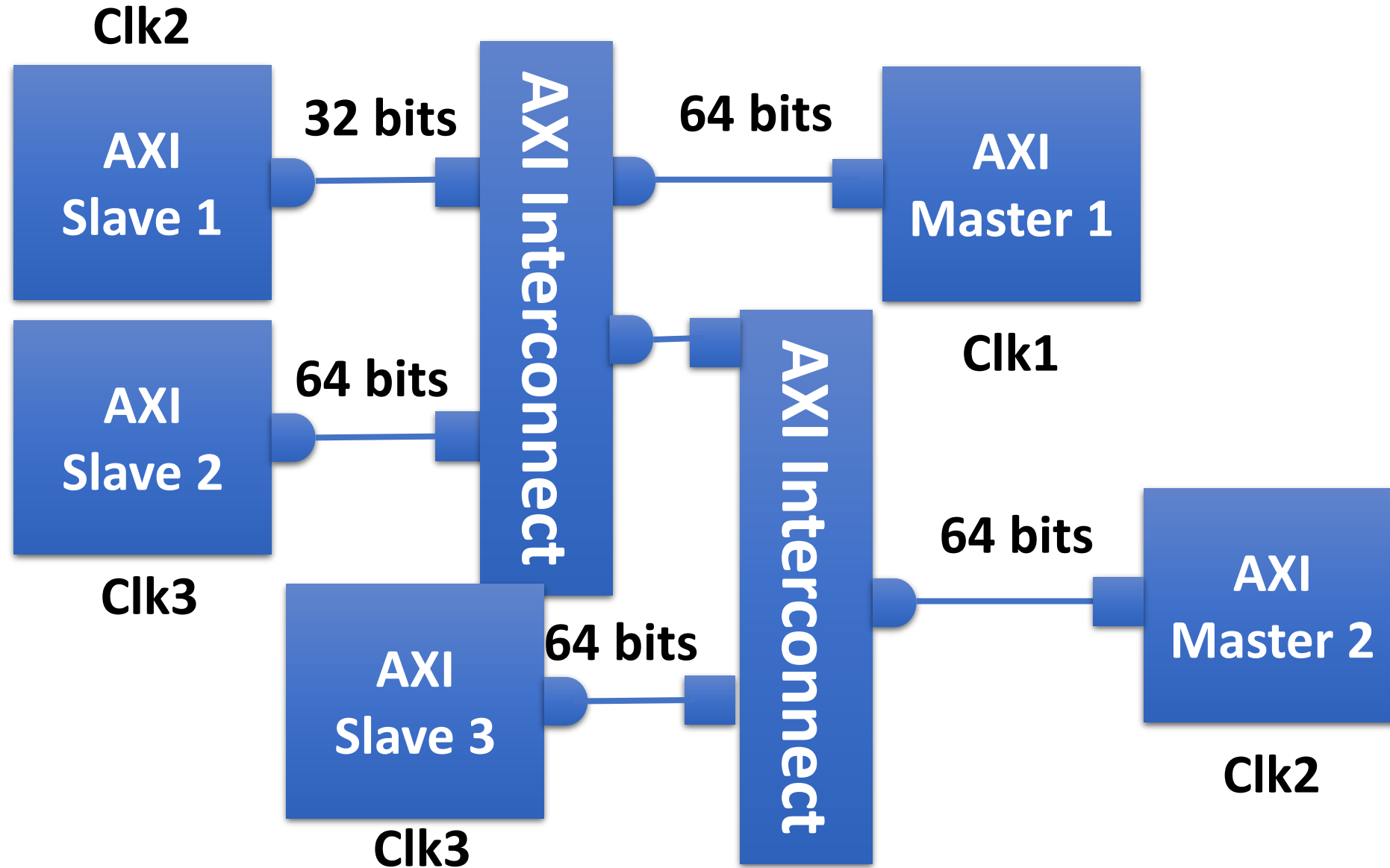


# AXI Interconnect

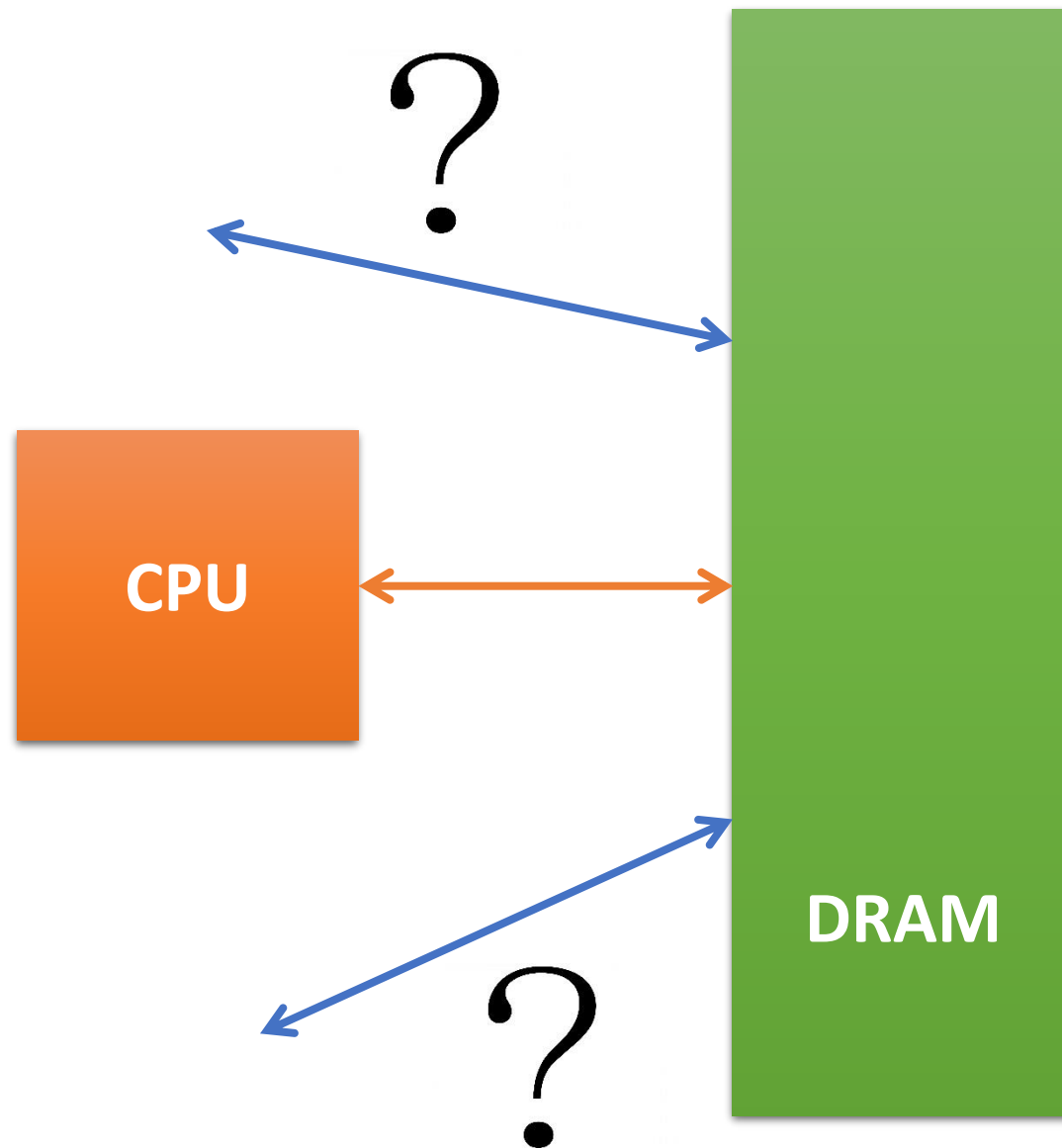
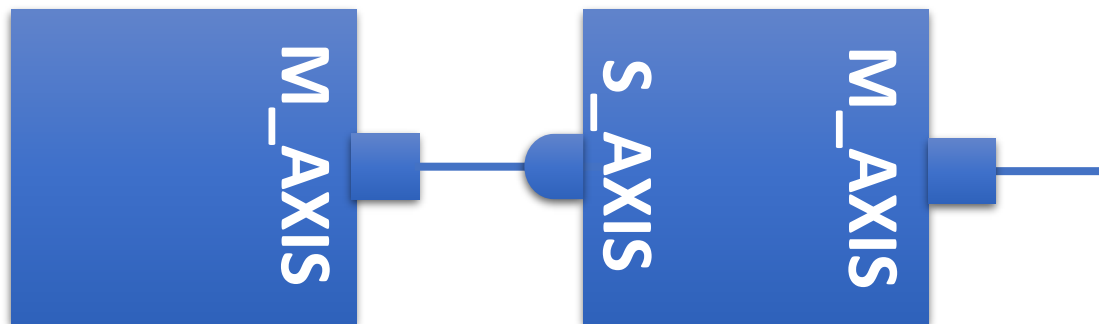


- ❖ Multiple number of slave and master ports
- ❖ Capable of width conversion
- ❖ Capable of conversion between different AXI standards (AXI 3 – AXI 4)
- ❖ Clock domain transformations
- ❖ Has FIFO capabilities, registers for pipelining

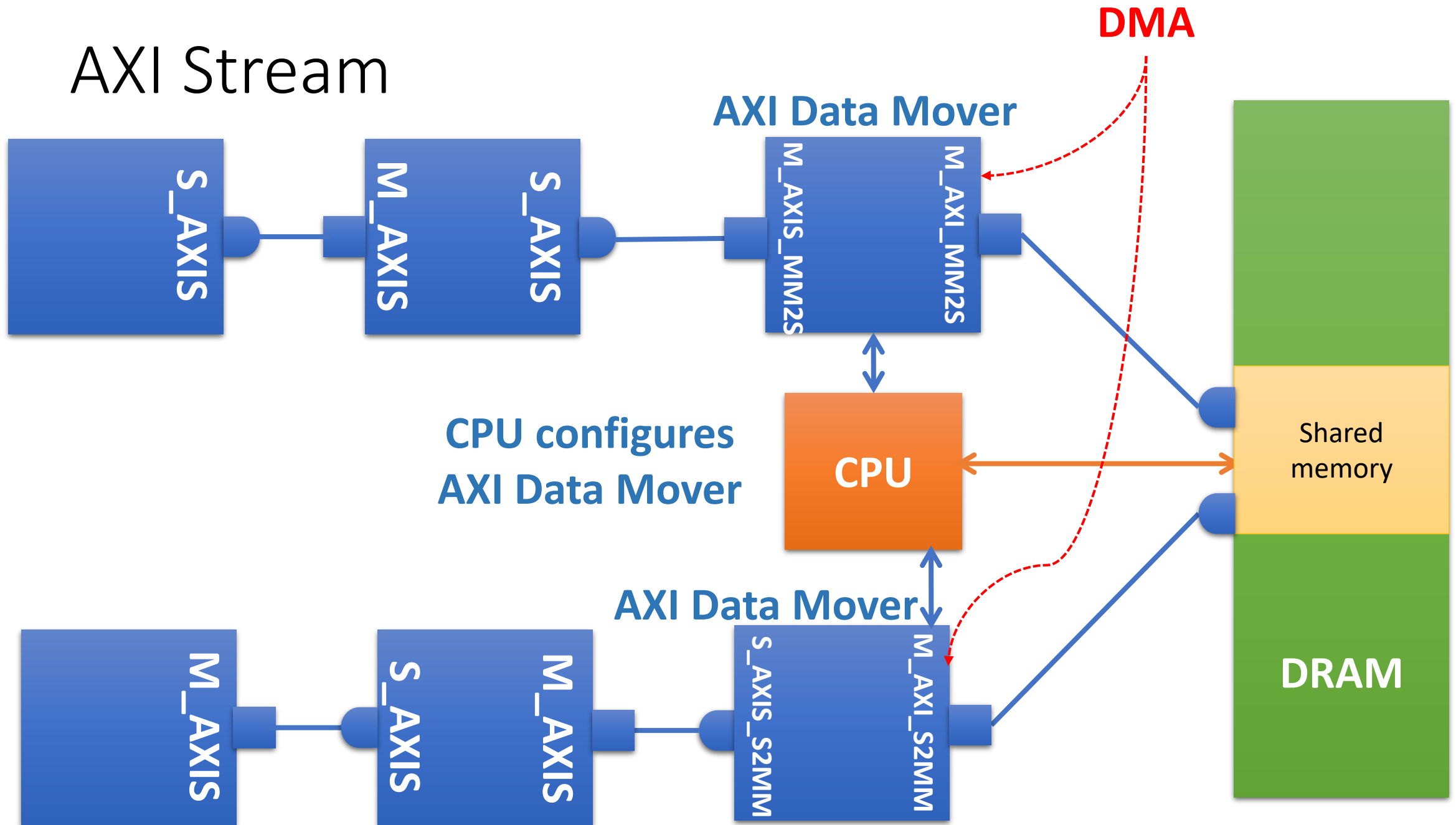
# Hierarchical AXI Interconnect



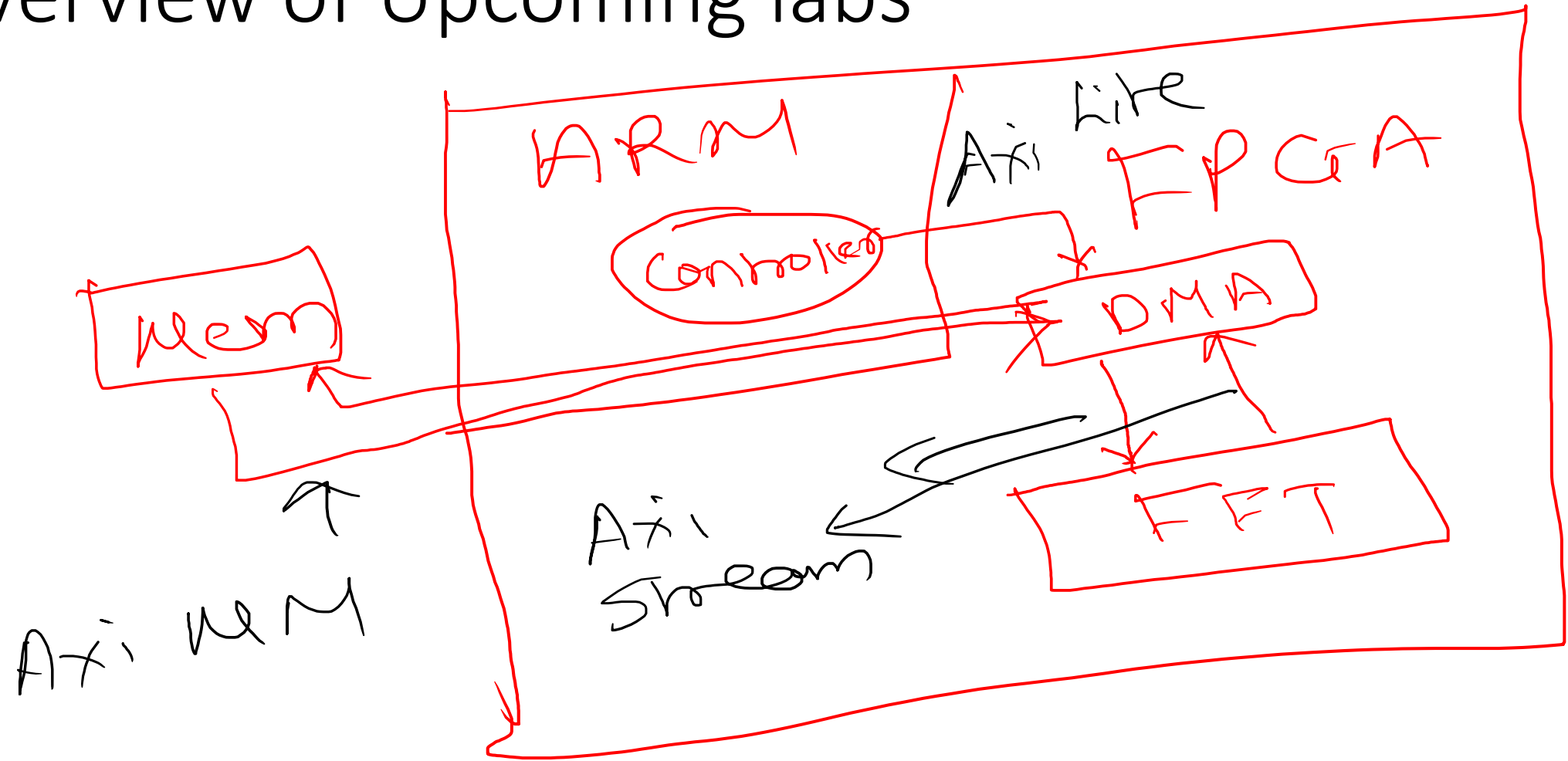
# AXI Stream



# AXI Stream



# Overview of Upcoming labs



# Embedded Logic Design

- What do you mean by word Embedded?
- Why FPGAs are part of Embedded Systems?
- What are other components of Embedded Systems?
- How to build FPGA based accelerators for Embedded Systems?

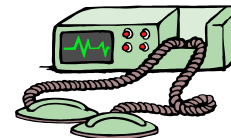
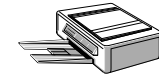
# What is a system?

- A system is a way of **working, organizing or doing one or many tasks** according to **a fixed plan, program or set of rules**.
- It is an arrangement in which all its units assemble and work together according to the plan or program.
- **Embedded System** is a **combination of hardware and software** which together form a component of a larger machine.
- An **embedded system** is designed to run on its own **without human intervention**, and may be required to **respond to events in real time**.

# A “short list” of embedded systems

Anti-lock brakes  
Auto-focus cameras  
Automatic teller machines  
Automatic toll systems  
Automatic transmission  
Avionic systems  
Battery chargers  
Camcorders  
Cell phones  
Cell-phone base stations  
Cordless phones  
Cruise control  
Curbside check-in systems  
Digital cameras  
Disk drives  
Electronic card readers  
Electronic instruments  
Electronic toys/games  
Factory control  
Fax machines  
Fingerprint identifiers  
Home security systems  
Life-support systems  
Medical testing systems

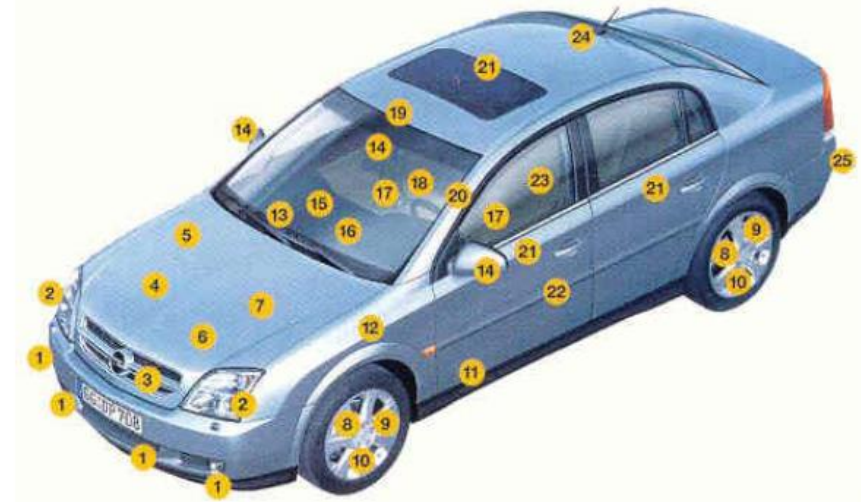
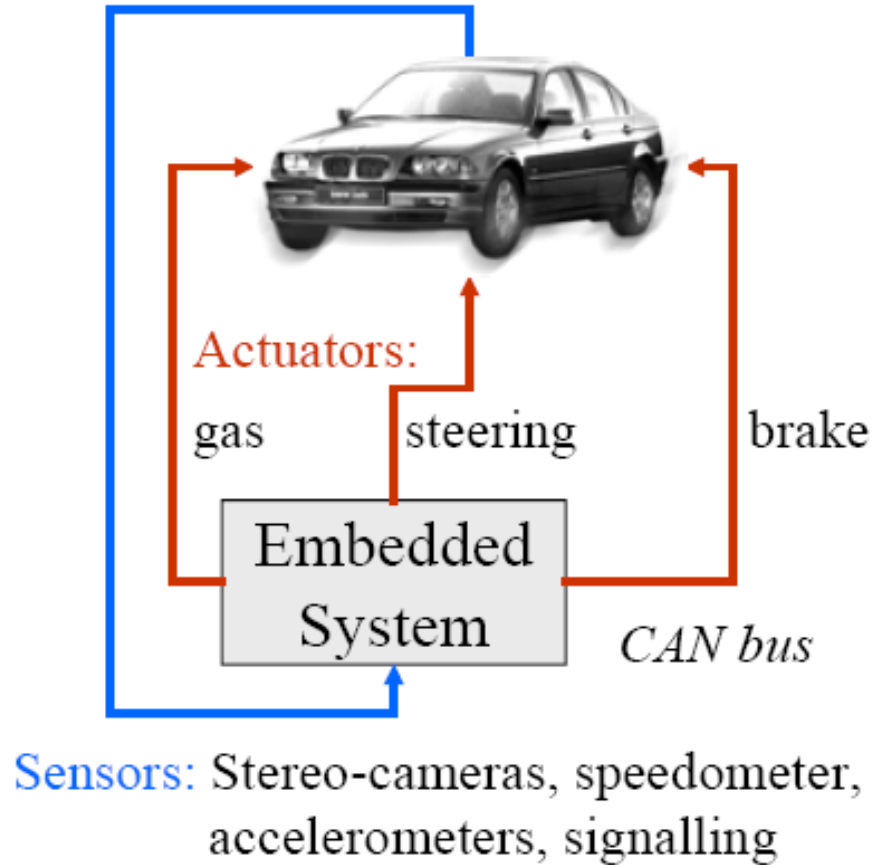
Modems  
MPEG decoders  
Network cards  
Network switches/routers  
On-board navigation  
Pagers  
Photocopiers  
Point-of-sale systems  
Portable video games  
Printers  
Satellite phones  
Scanners  
Smart ovens/dishwashers  
Speech recognizers  
Stereo systems  
Teleconferencing systems  
Televisions  
Temperature controllers  
Theft tracking systems  
TV set-top boxes  
VCR's, DVD players  
Video game consoles  
Video phones  
Washers and dryers



And the list goes on and on

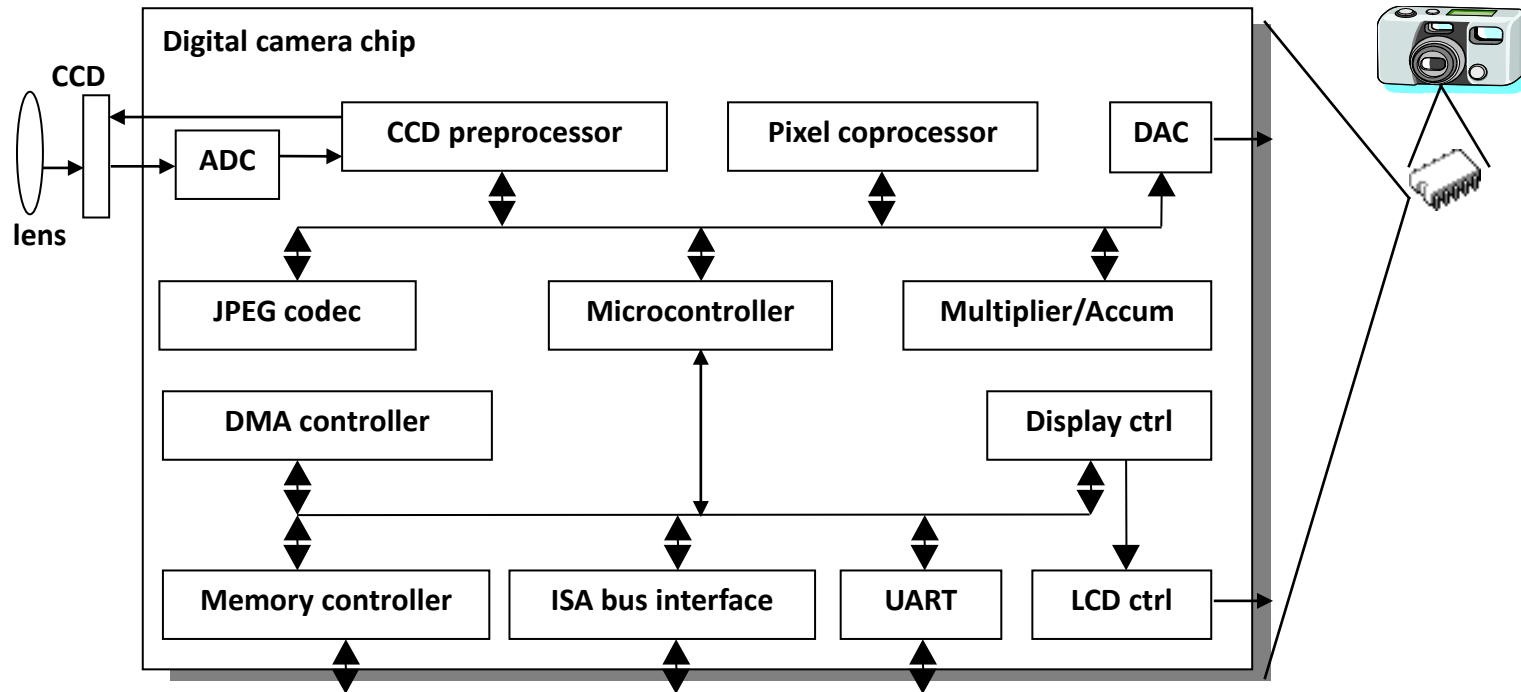


# Automobiles

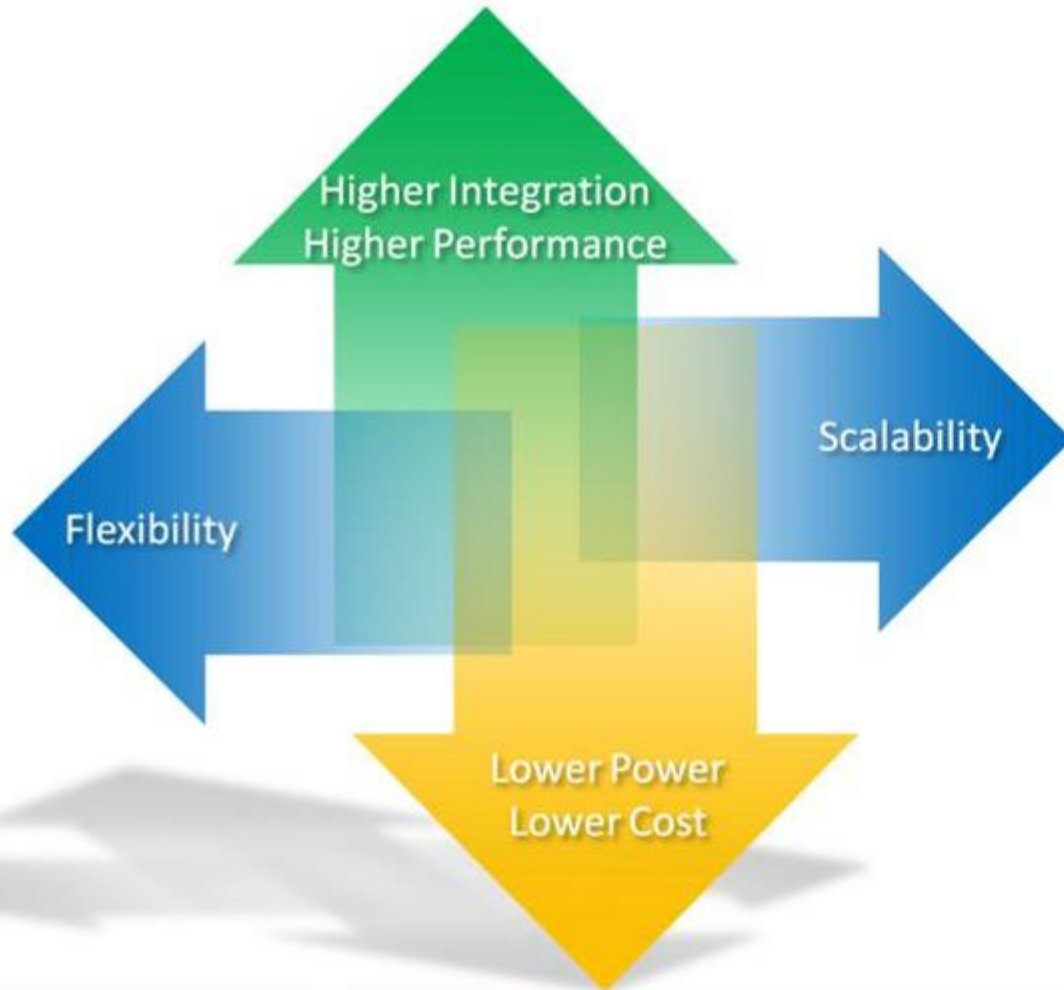


2002: Opel Vectra has over 40 sensors (25 types)

# Digital Camera

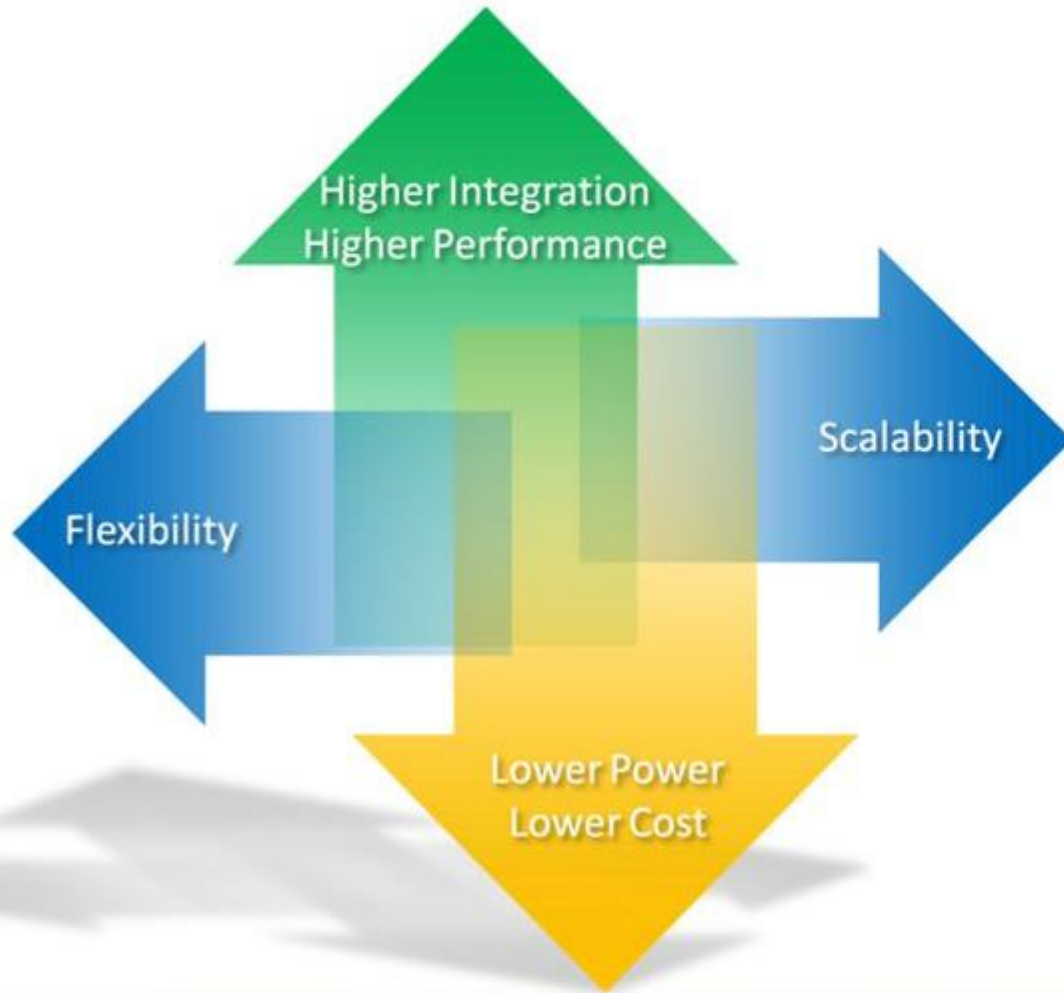


# Demands of Today's Technology



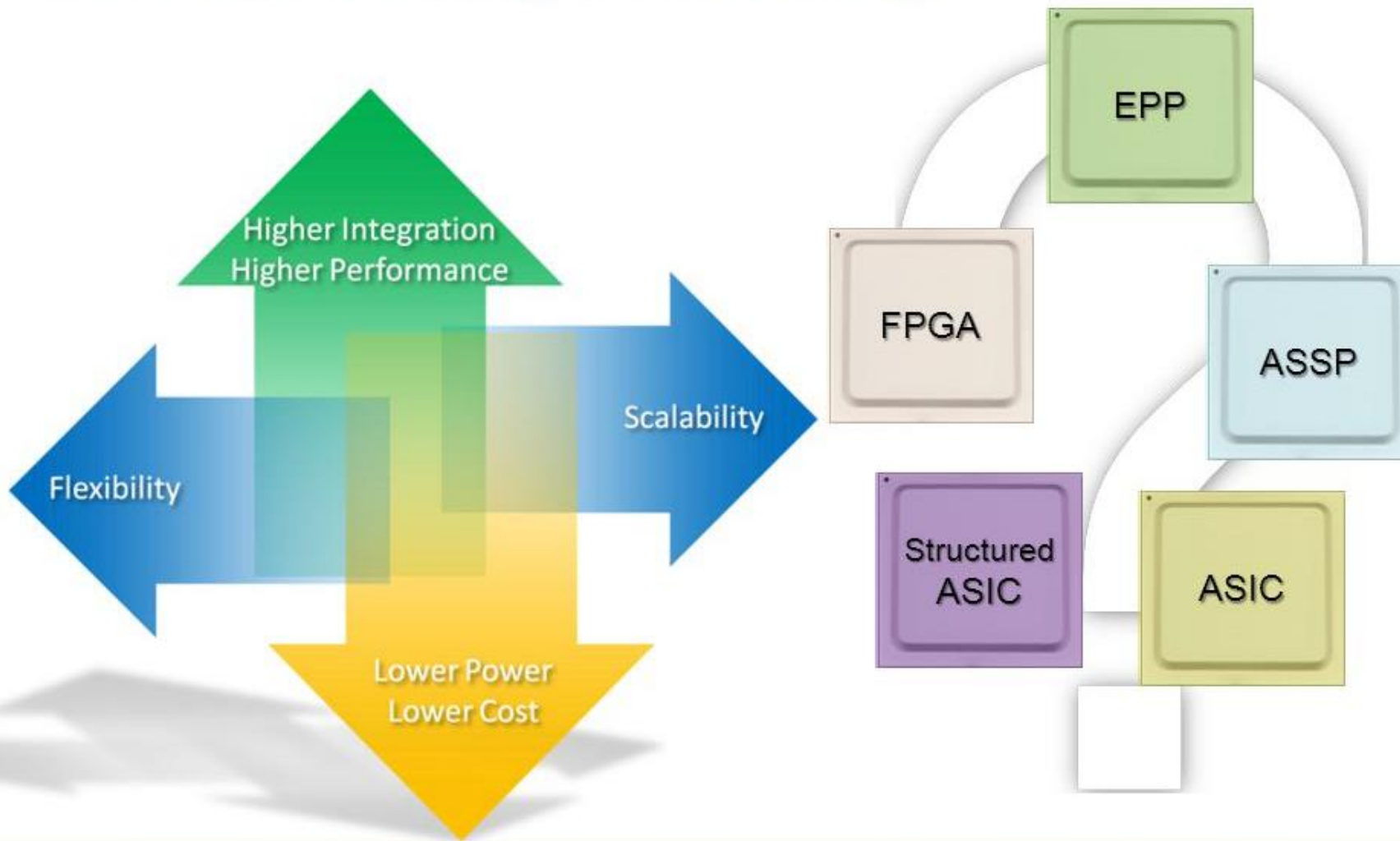
- ❖ Over the years, industries are facing the same challenges and pressure: *Next generation system must improve the performance and should offer higher level of integration.*
- ❖ Furthermore, the *cost and power should be reduced.*
- ❖ These challenges have been addressed till now efficiently.

# Demands of Today's Technology



- ❖ However, there is additional requirements of *flexibility and scalability* in the upcoming applications in order to tune your design to meet customer requirements efficiently.
- ❖ Need of *single platform that can be scaled* from low-end to high-end

## Demands of Today's Technology



- **ASSP**: application specific system processor: Fixed function
- **ASIC**: Application specific integrated circuits: can not changed once build
- **FPGA**: Completely flexible but expensive (limited size)
- **SASIC**: Between ASIC and FPGA. But mask-programmable instead of field-programmable
- **EPP**: Extensible Processing Platform

Which Technology Should I Choose?

# ASIC Vs ASSP

	ASIC	ASSP
Performance	+	+
Power	+	+
Unit Cost	+	+
TCO	■	+

- TCO: Total cost of ownership
- Takes into account all the cost associated with development with such solution
- TCO is high for ASIC and depends on the how many units to be produced

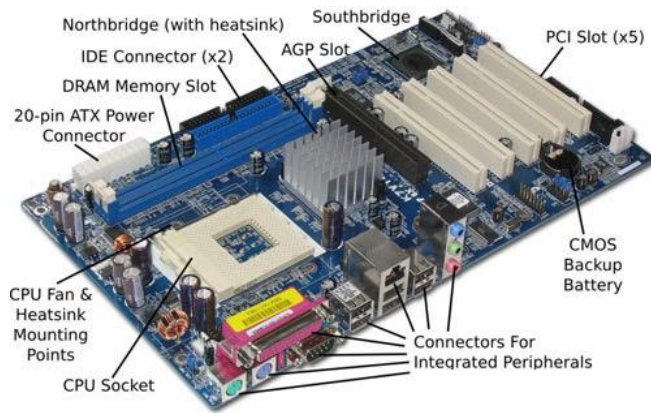
+ positive, - negative, ■ neutral

# ASIC Vs ASSP

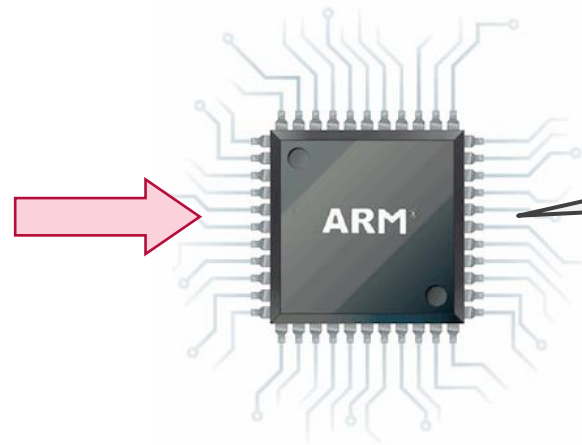
	ASIC	ASSP
Performance	+	+
Power	+	+
Unit Cost	+	+
TCO	■	+
Risk	-	+
TTM	-	+
Flexibility	-	-
Scalability	-	■

+ positive, - negative, ■ neutral

# What is a System-on-Chip

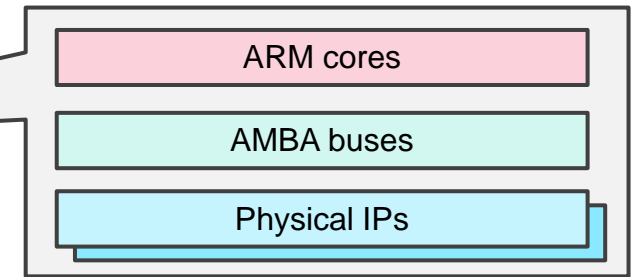


**Mother board of a PC**



**System on a Chip**

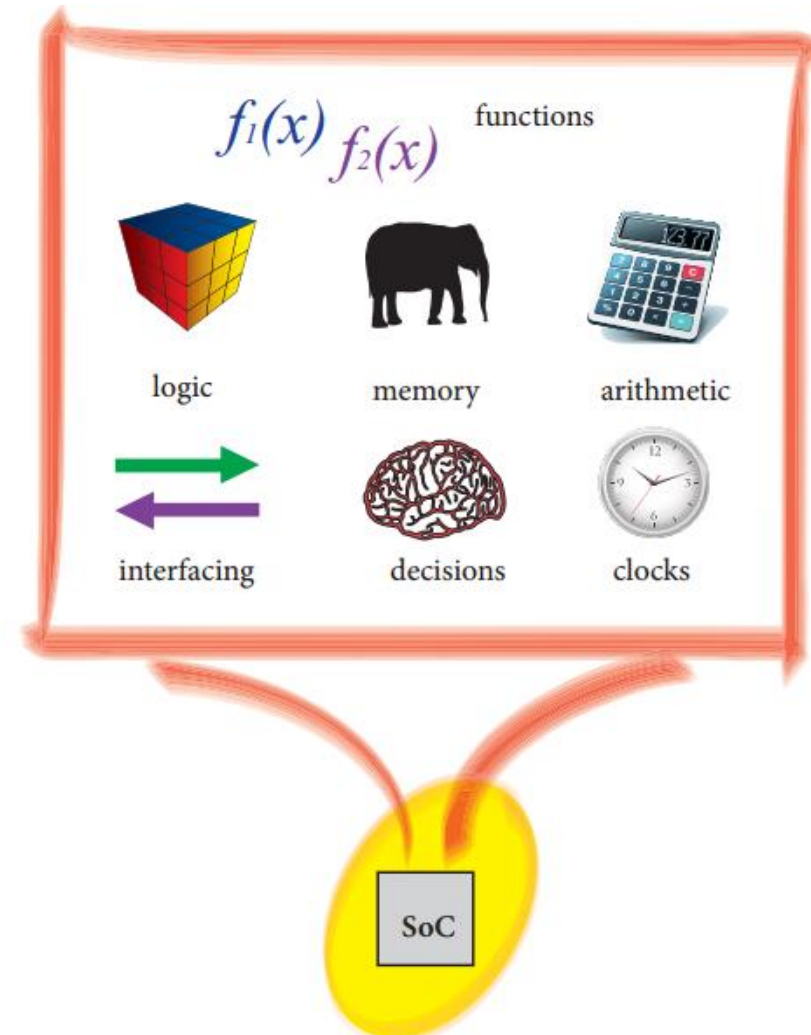
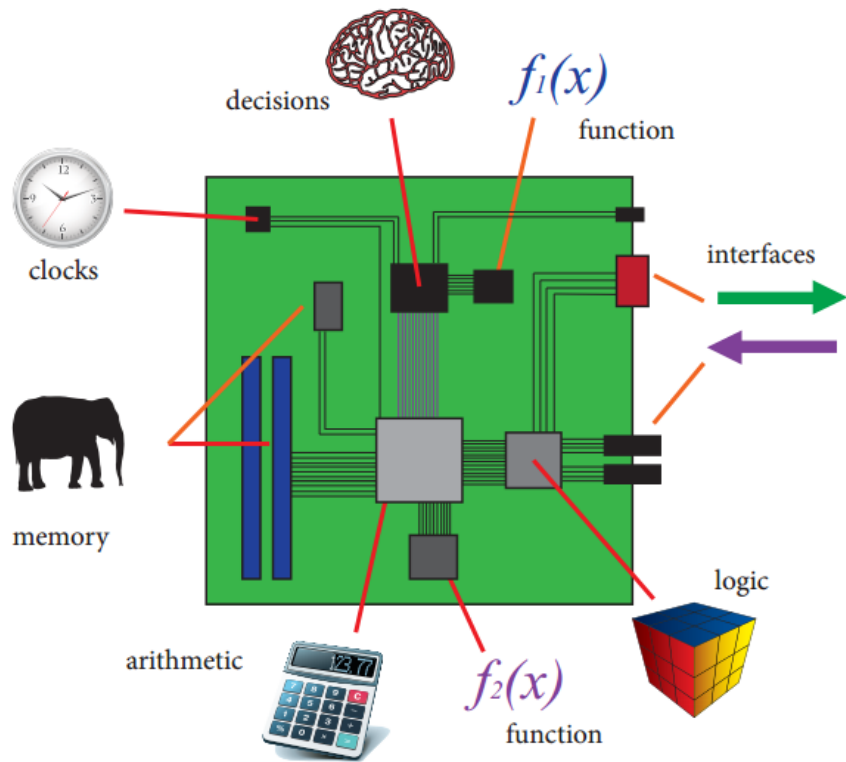
Picture source: <http://thecustomizewindows.com/>, <http://www.adafruit.com/>



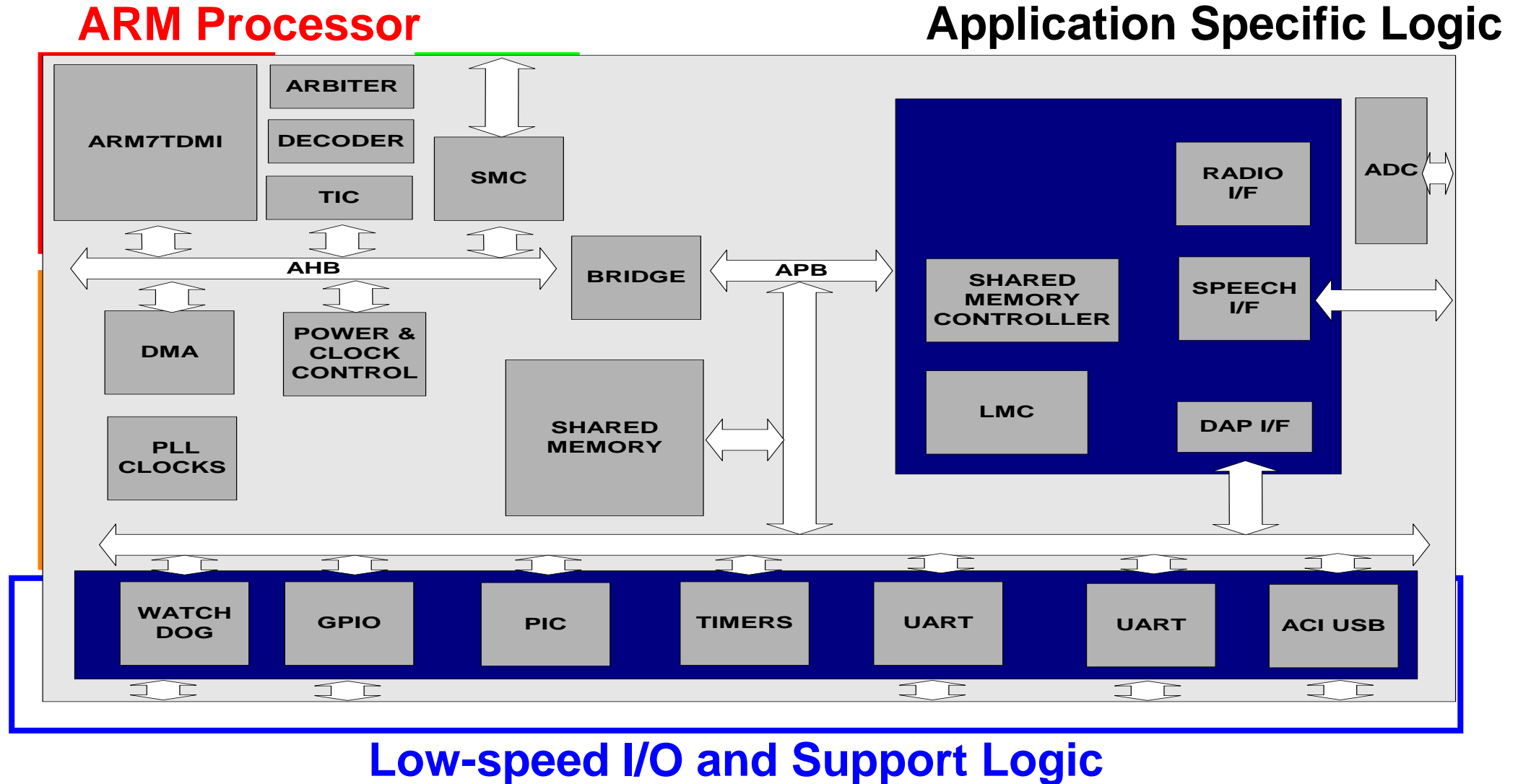
**SoC is a single silicon chip that can be used to implement the functionality of an entire system, rather than using several different physical chips on a board.**



# System on-a-board and System-on-chip



# Bluetooth SoC

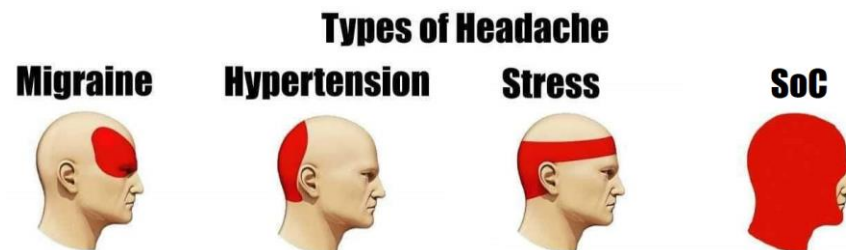


# Advantages of SoC

- **Higher performance benefiting from:**
  - Less propagation delay since internal wires are shorter.
  - Less gate delay as internal transistors have lower electrical impedance.
- **Power efficiency benefiting from:**
  - Lower voltage required (typically < 2.0 volts) compared with external chip voltage (typically >3.0 volts).
  - Less capacitance.
- **Lighter footprint:**
  - Device size and weight is reduced.
- **Higher reliability:**
  - All encapsulated in a single chip package, less interference from the external world.
- **Low cost:**
  - The cost per unit is reduced since a single chip design can be fabricated in a large volumes.

# Limitations of SoC

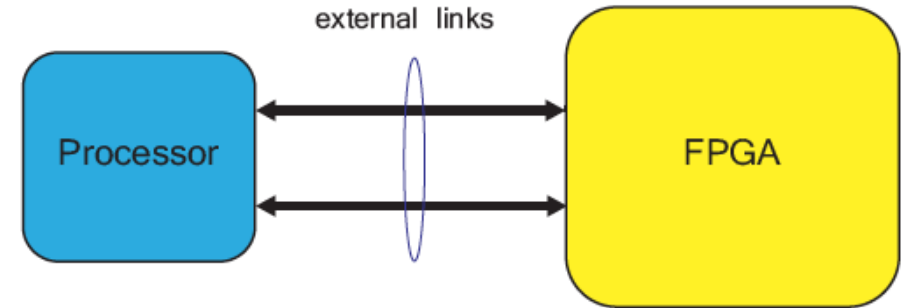
- **Less flexibility**
  - Unlike a PC or a laptop, which allows you to upgrade a single component, such as RAM or graphic card, a SoC cannot be easily upgraded after manufacture. Though external components can be added, it is no longer SoC
- **Application Specific**
  - Most SoCs are created for particular applications thus they are not easily adapted to other applications.
- **Complexity**
  - A SoC design usually requires advanced skills compared with board-level development.



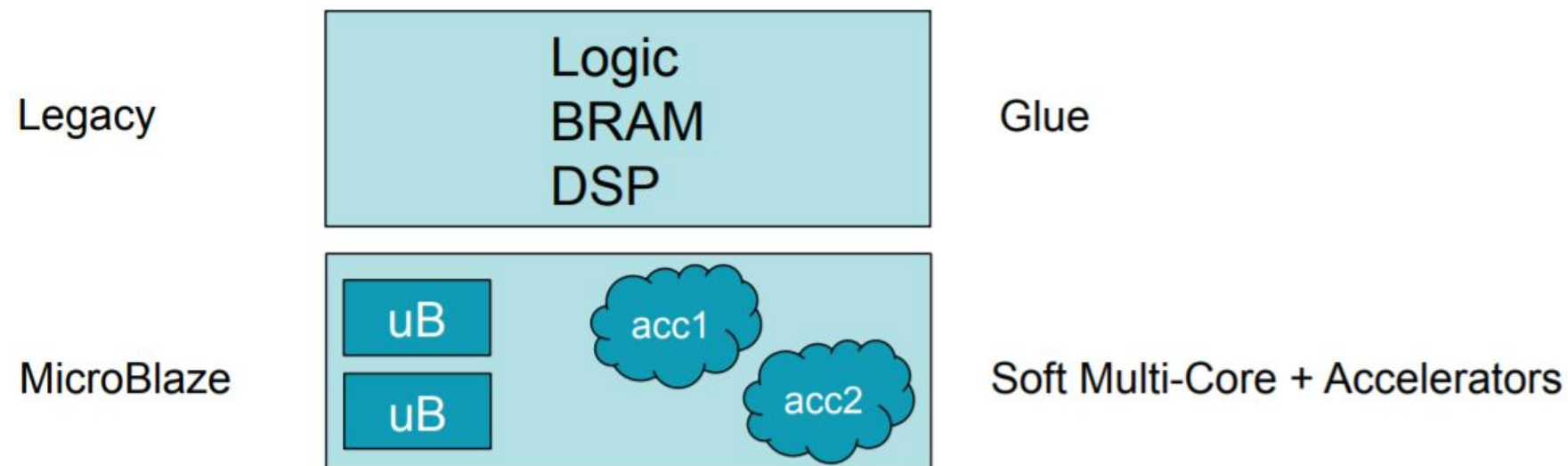
# ASIC Vs ASSP Vs 2 Chip Solution

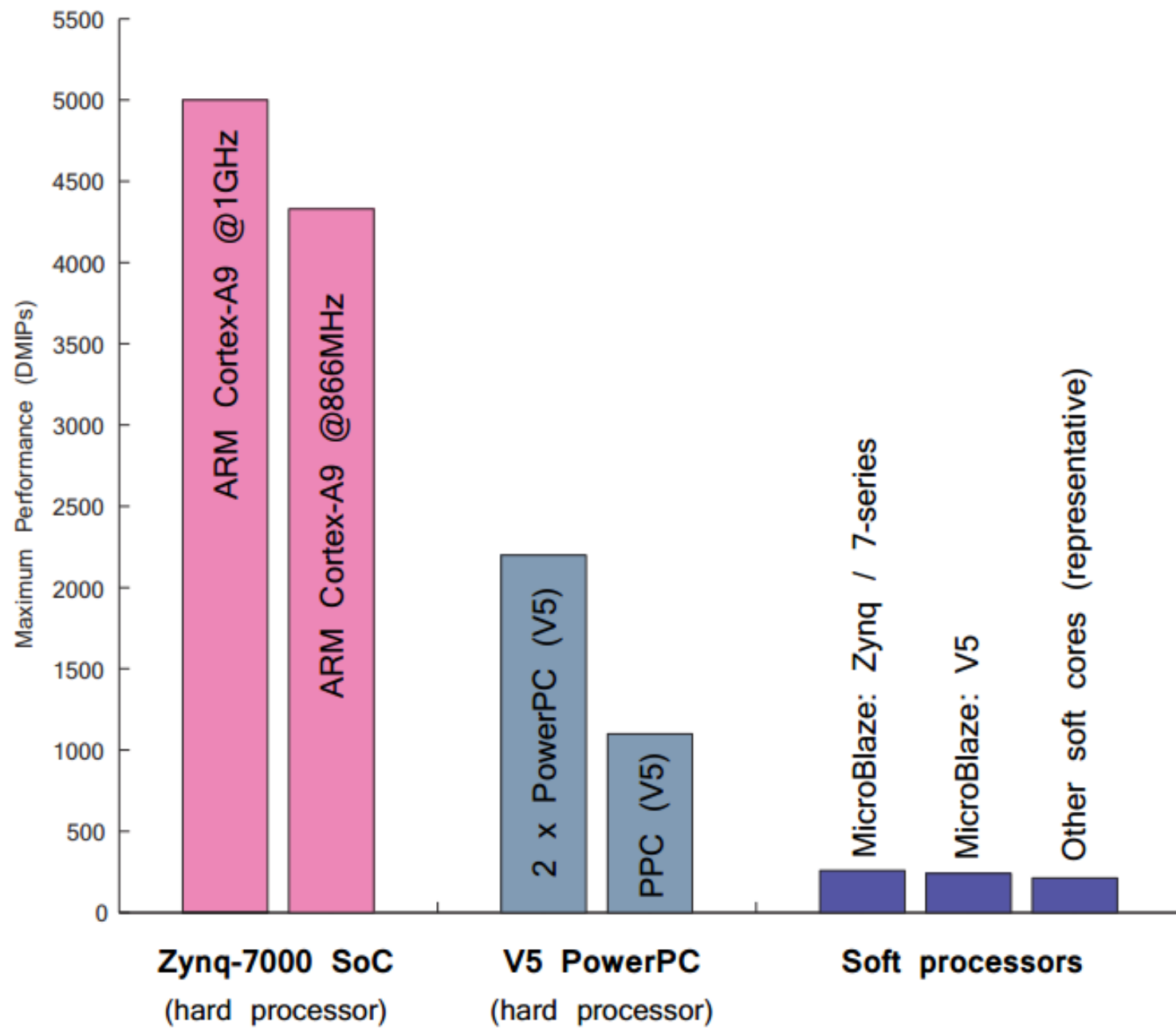
	ASIC	ASSP	2 Chip Solution
Performance	+	+	■
Power	+	+	-
Unit Cost	+	+	-
TCO	■	+	+
Risk	-	+	+
TTM	-	+	+
Flexibility	-	-	+
Scalability	-	■	+

+ positive, - negative, ■ neutral

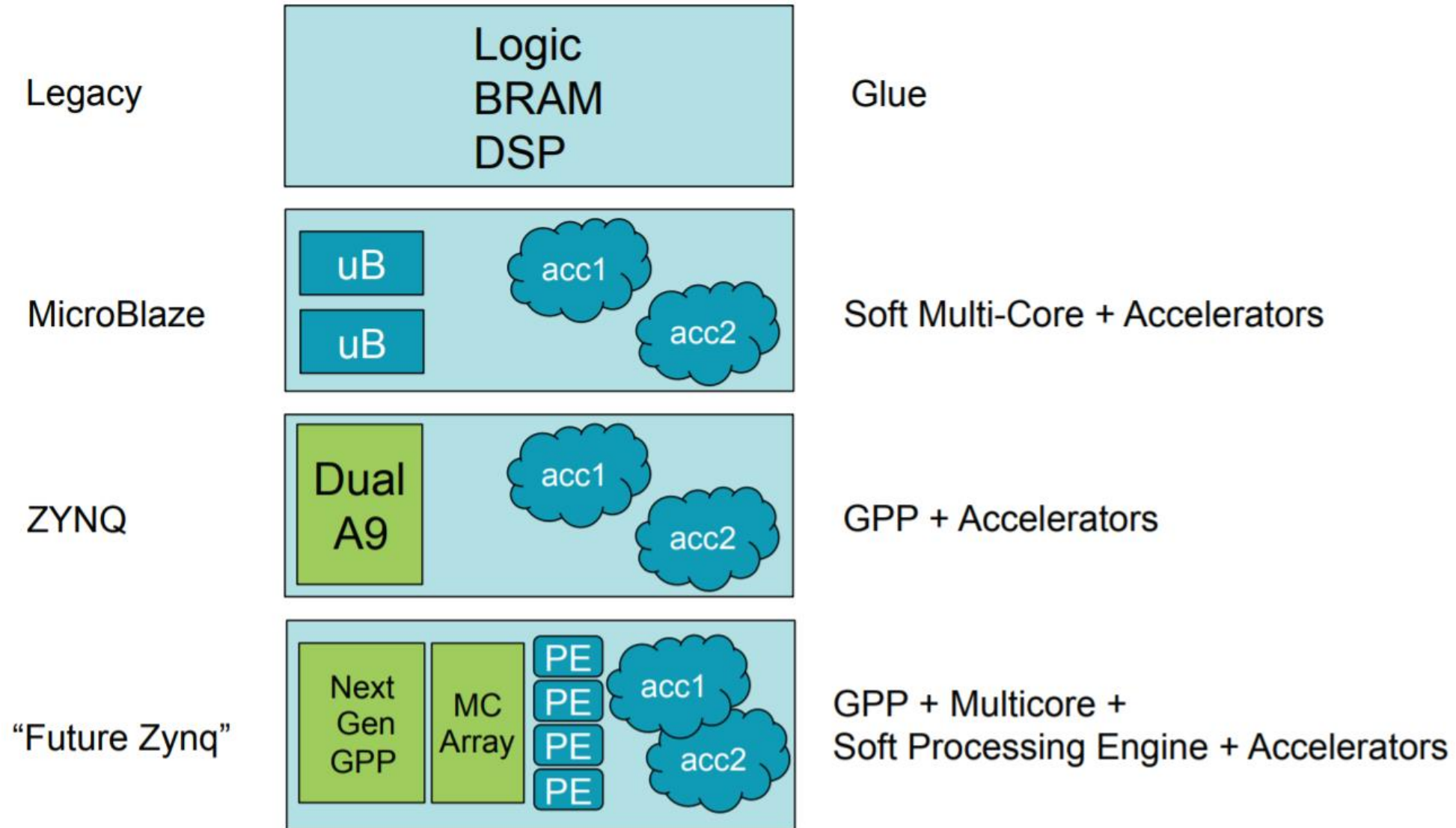


# Zynq EPP



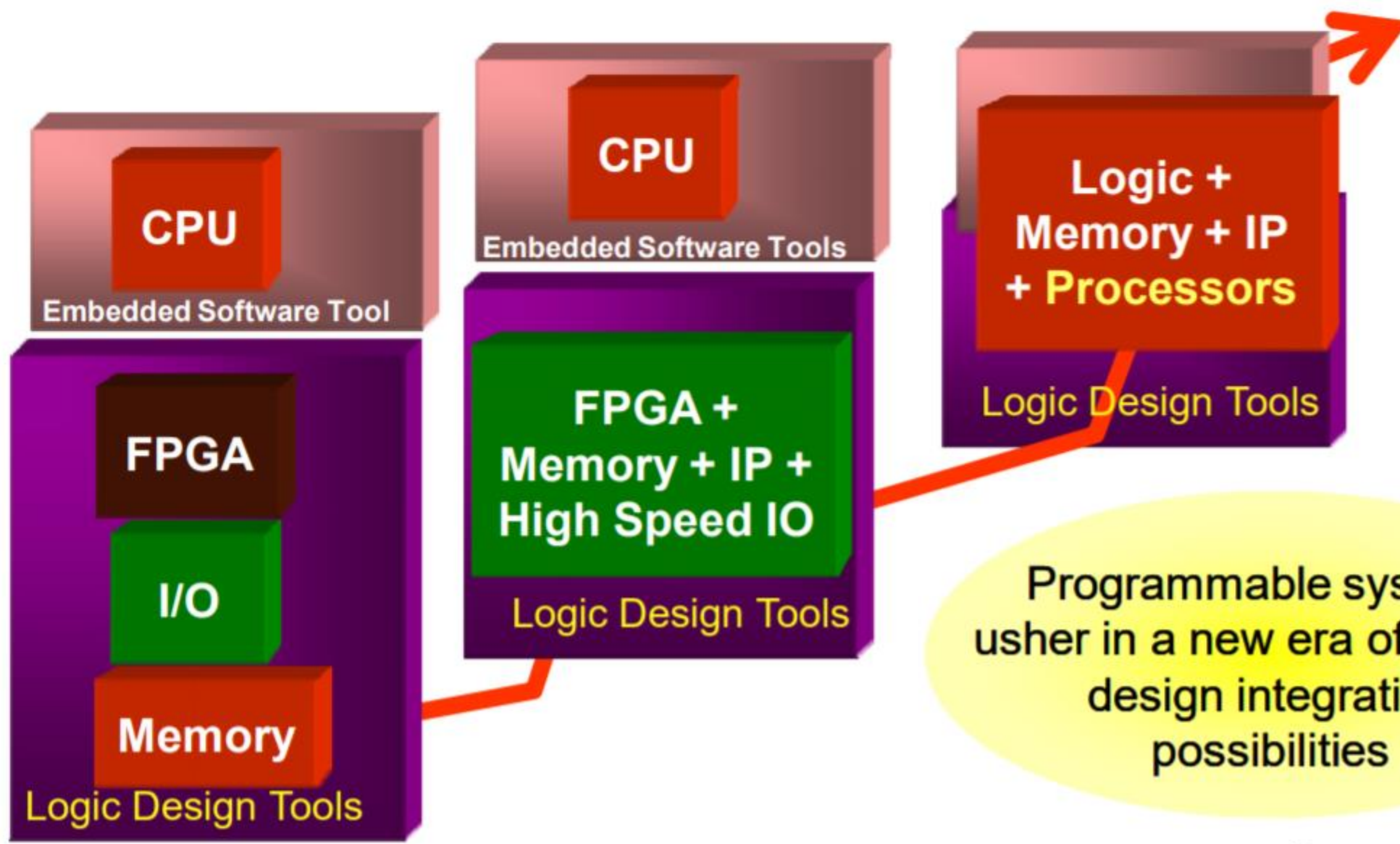


# Zynq EPP





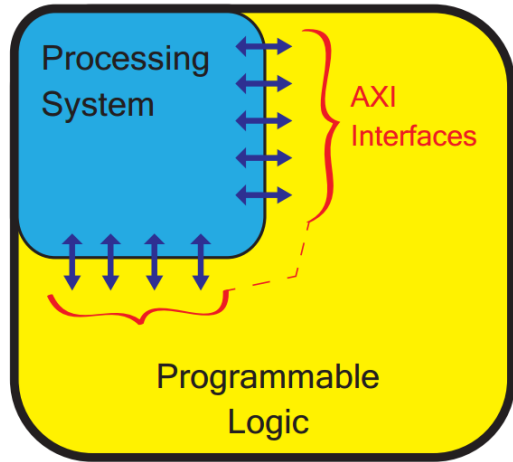
Integration of Functions



Time

Curtsey: Xilinx Inc.

# Zynq EPP



	ASIC	ASSP	2 Chip Solution	Zynq-7000
Performance	+	+	■	+
Power	+	+	-	+
Unit Cost	+	+	-	■
TCO	■	+	+	+
Risk	-	+	+	+
TTM	-	+	+	+
Flexibility	-	-	+	+
Scalability	-	■	+	+

+ positive, - negative, ■ neutral