



# FPGA-Link GUI

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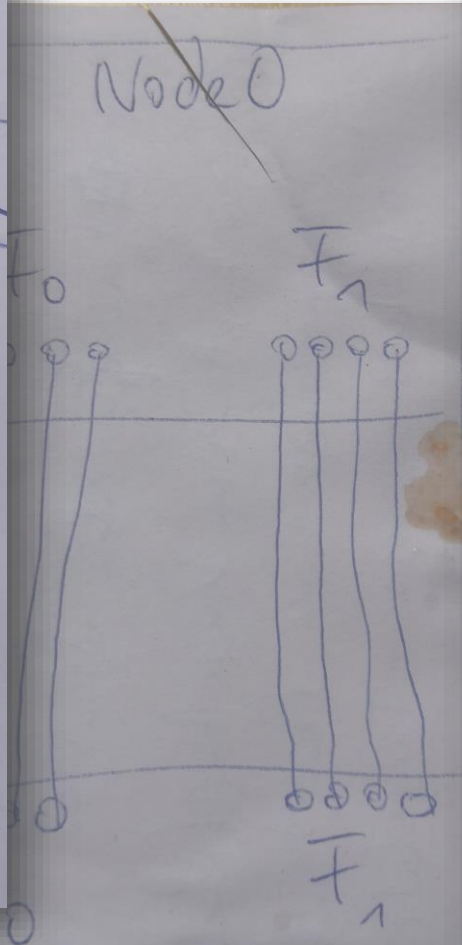
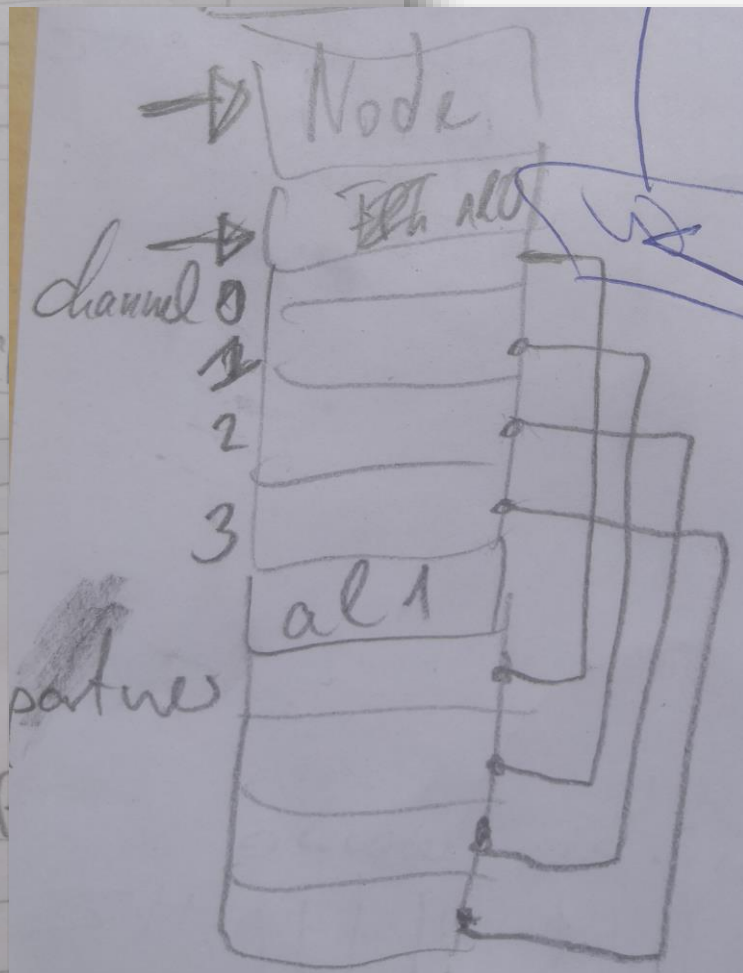
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Intern, Group Meeting, 27.05.2021

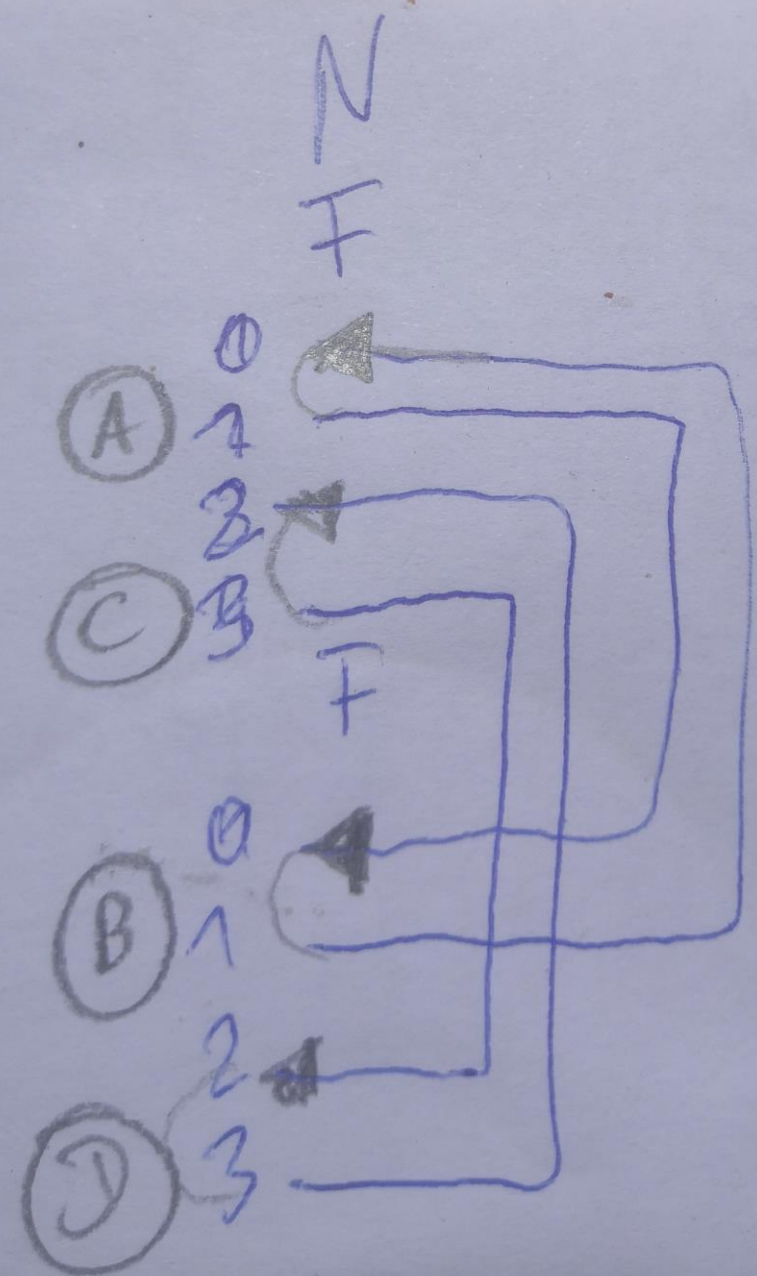


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Node 1



- FPGA-Link GUI: visual editor to setup FPGA channels
  - [Link to tool](#)
- Main features
  - Quickly draw nodes and connections
  - Export configuration suitable for slurm
  - Supports all predefined topologies
  - (can be edited and exported/imported again)
  - Import via url: [example in new pc2wiki](#)
  - SVG export for postprocessing (paper, presentation, documentation, ...)
  - Helpful GUI features: undo/redo, grid, connection router, colors, ...

- Status

- Code base in our gitlab: <https://git.uni-paderborn.de/pc2/fpgalink-gui>
  - Fully client-side app; all libs with MIT license
- Example hosted in my UPB space: <https://homepages.uni-paderborn.de/deffel/fpgalink-gui/>
- Personally nearly done here
  - Minor bug fixes, minor features on request, documentation/tutorial

- Future

- added to “Open Student Thesis”
- More “low hanging fruit” GUI features: [http://www.draw2d.org/draw2d\\_touch/jsdoc\\_6/#!/example](http://www.draw2d.org/draw2d_touch/jsdoc_6/#!/example)
- Where could it go example: <https://www.brainbox-demo.de/circuit/>
- Tighter integration into slurm/FPGA development
  - Full state with JSON export/import: [http://www.draw2d.org/draw2d\\_touch/jsdoc\\_6/#!/example/io\\_json\\_extend](http://www.draw2d.org/draw2d_touch/jsdoc_6/#!/example/io_json_extend)
  - Code generator/export (OpenCL templates, MPI, ...)

Questions?