



FPGA-Link GUI

Heinrich Riebler

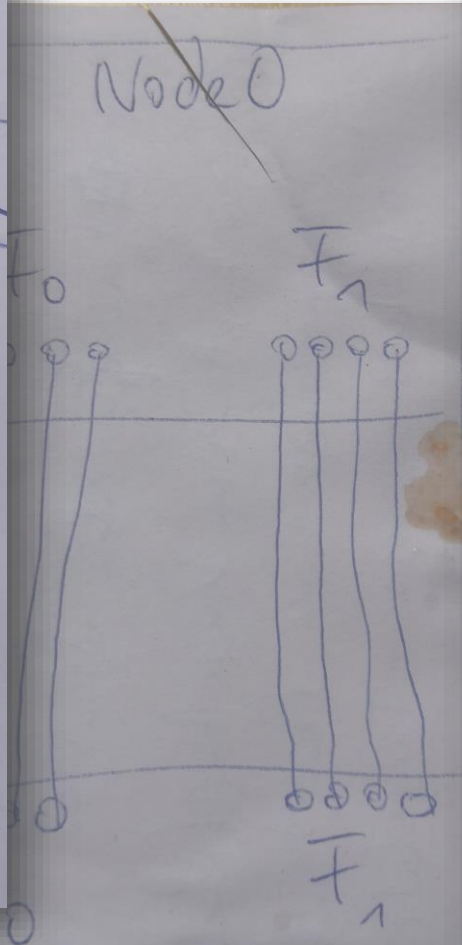
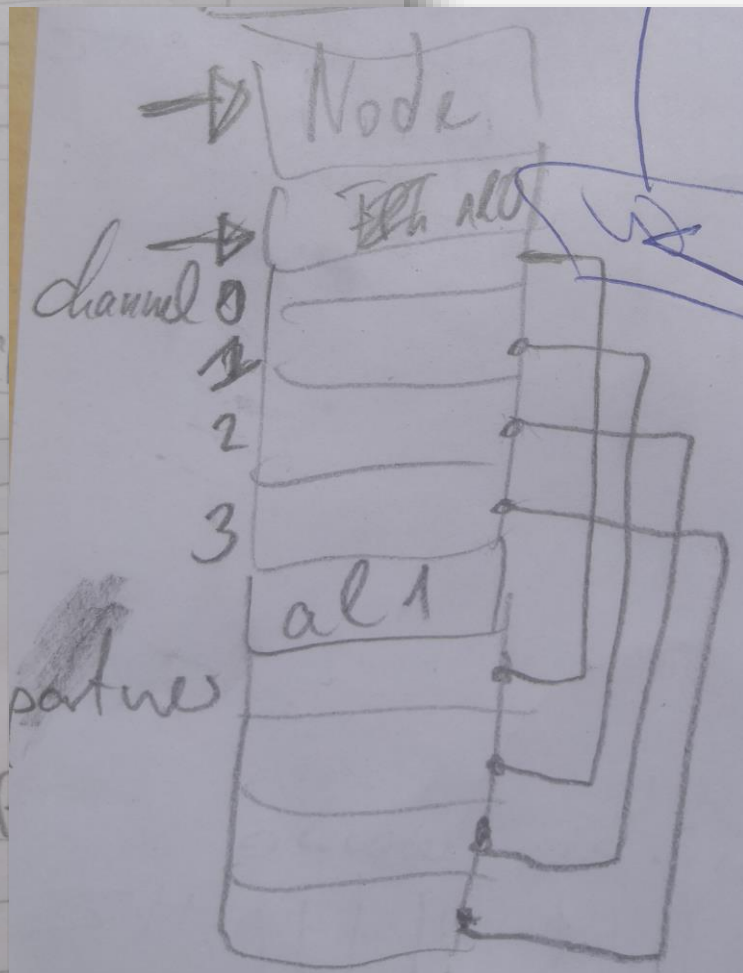
Paderborn University, Germany
Paderborn Center for Parallel Computing

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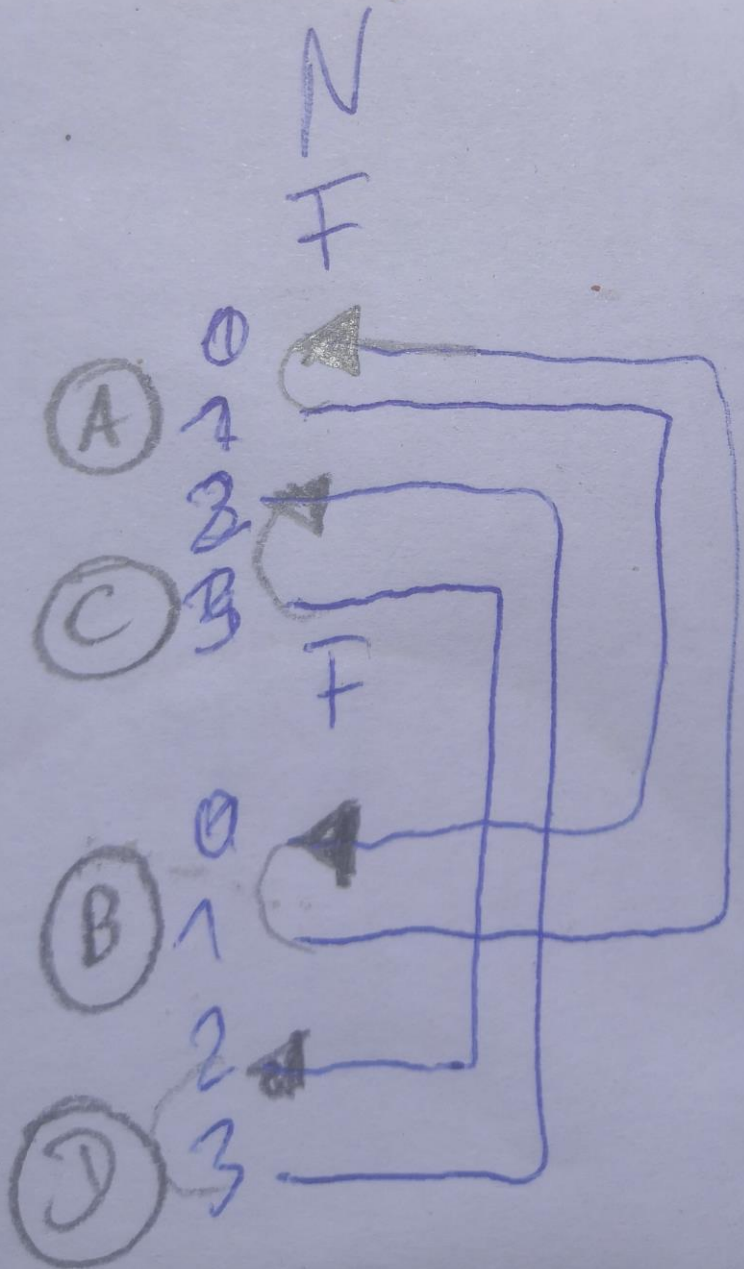


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Node 1



- 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
- 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
 - Code generator/export (OpenCL templates, MPI, ...)

Questions?