# MATLAB EXPO 2018

Deploying Your Algorithm to FPGA or ASIC Hardware







- When FPGA, ASIC, or System-on-Chip (SoC) hardware is needed
- Hardware implementation considerations
- Workflow from system/algorithm to FPGA/ASIC hardware
- Demonstration: Vision processing algorithm deployed to FPGA
- Conclusion



# Why Are Our Customers Deploying to FPGA/ASIC Hardware?



#### **Speed**

"Real-time image processing for an aircraft head's up display"

"Evaluate the algorithm in field testing to analyze system performance"

"Optimal performance @ Piezo resonance frequency"

#### **Power**

"11 year device with a 1 A\*hr battery"

#### Latency

"Be able to stop the robot with millimeter accuracy in less than 0.5 seconds without causing damage to the robot"

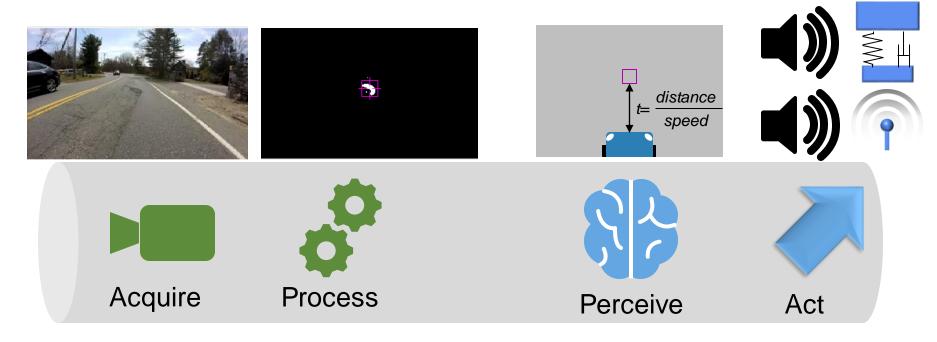
"Audio transducer prototypes must run in real time with low latencies"

"Motor control latency < 1us"

We need to get to market quickly, but we have no experience designing FPGAs!



## Modern Applications Often Require Custom Hardware ADAS Application Example



1M+ pixels per frame



#### High-speed, well-defined

- Repetitive processing
- Large amount of data

**FPGA Hardware** 

Few coords



#### Complex, more flexible

- Small data calculations
- Executive control

**Embedded Software** 



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Processor

# Frame-Based vs Streaming Algorithms

#### Frame-Based

- Whole frame at a time
- Random access to any pixel via [x,y] coordinate

# (0,0) Frame Width Lawe Height Online Online

#### **Streaming**

- Sample-by-sample, row-by-row
- Region of interest (ROI) stored in a multi-line buffer



Bit-by-bit, but parallel computation

Programmable logic

Fixed and finite resources

Memory

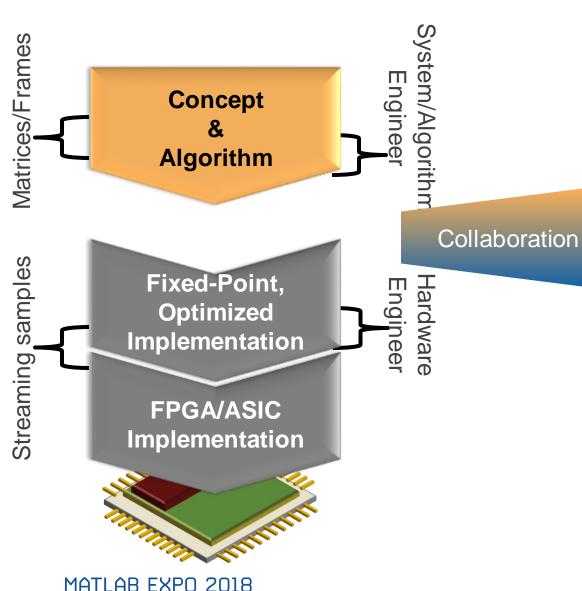
- Buffers require memory storage
- Communications with software go through dedicated memory

Sample

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# Bridging the Gap from Algorithm to Implementation



#### Concept & Algorithm

- Develop system-level algorithms
- Simulate, analyze, modify
- Partition hardware vs software implementation

#### Algorithm to Micro-architecture

- Convert to streaming algorithms
- Add hardware micro-architecture
- Convert data types to fixed-point

#### Micro-architecture to implementation

- Speed and area optimization
- HDL code generation
- Verification
- FPGA/ASIC implementation



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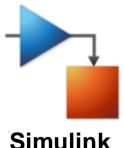




- ✓ Large data sets
- Explore mathematics
- ✓ Data visualization

- ✓ Parallel architectures
- ✓ Timing
- Data type propagation



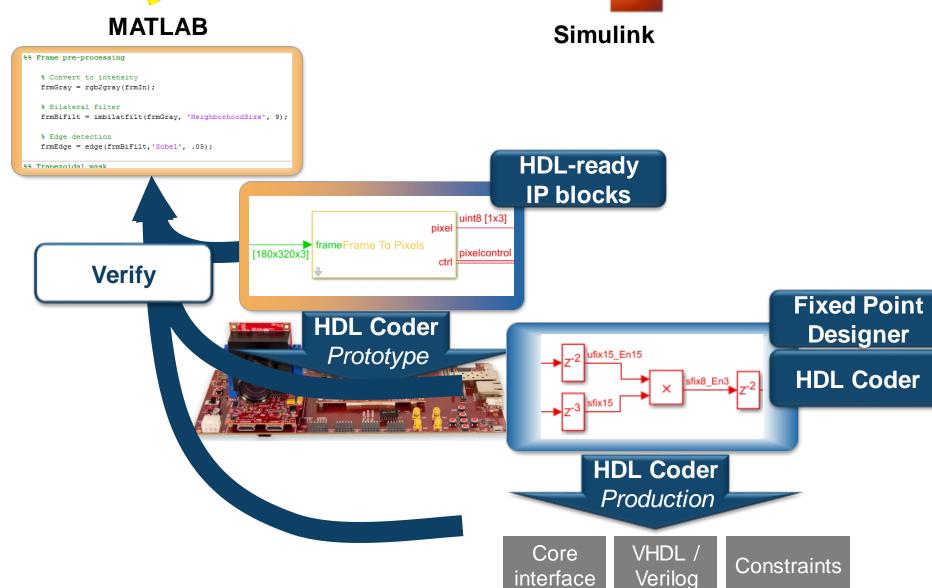


Algorithm (Golden Reference)

Algorithm w/ HW Implementation

Fixed-Point,
Optimized
Implementation

FPGA/ASIC Implementation

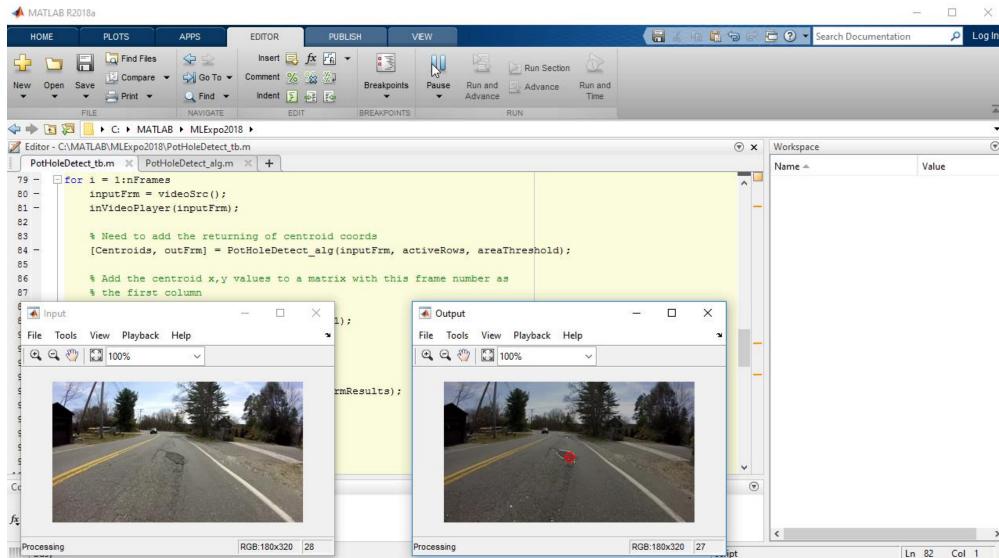




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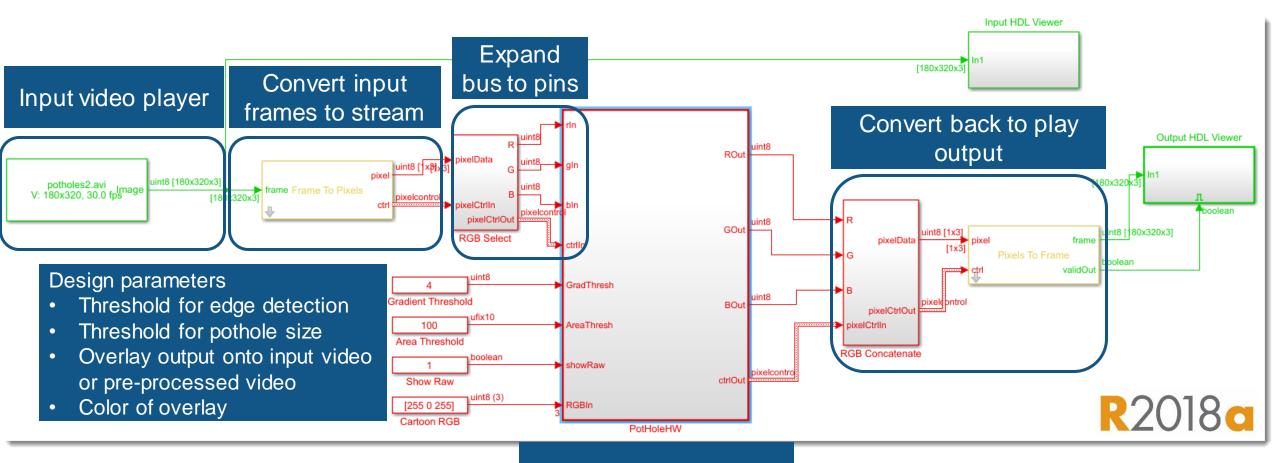


# **Algorithm Overview**





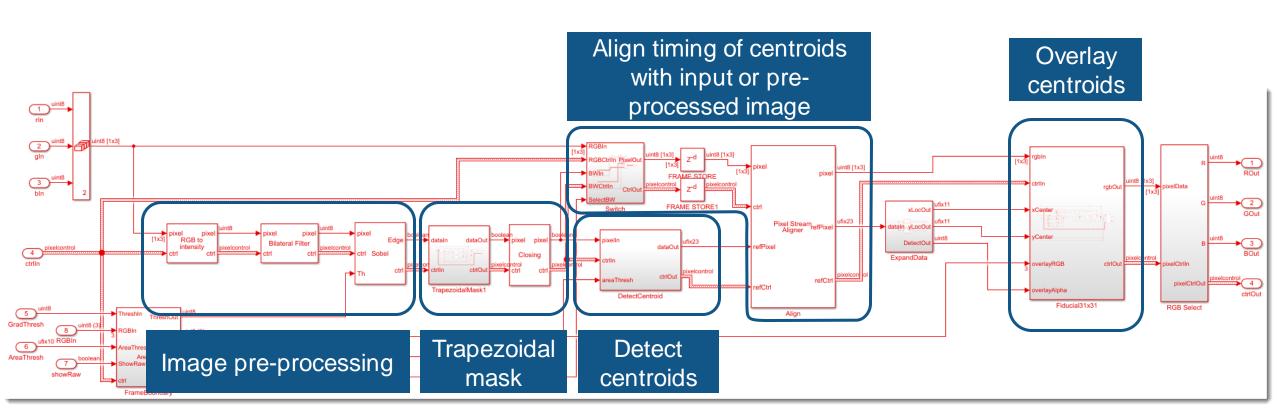
# Algorithm with Hardware Implementation: Top-Level



Hardware subsystem



# Algorithm with Hardware Implementation: Hardware Subsystem





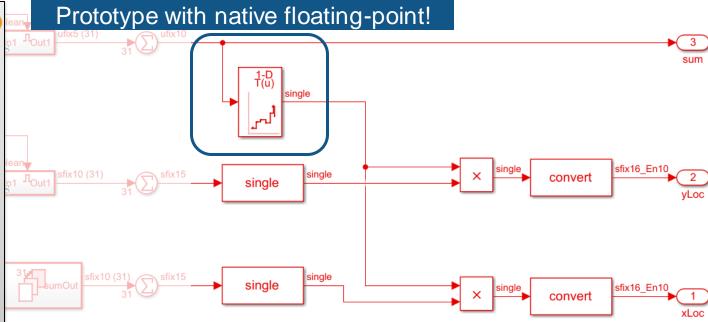
Streaming Math with Native Floating-Point for Prototyping

**Centroid Kernel** 

HDL Coder Native Floating Point

R2016b

- IEEE-754 Single precision support
- Extensive math and trigonometric operator support
- Highly optimal implementations without sacrificing numerical accuracy
- Mix floating and fixed point operations in the same design
- Generate target-independent synthesizable VHDL or Verilog



ROM stores weights: 1./[1,1:1023]

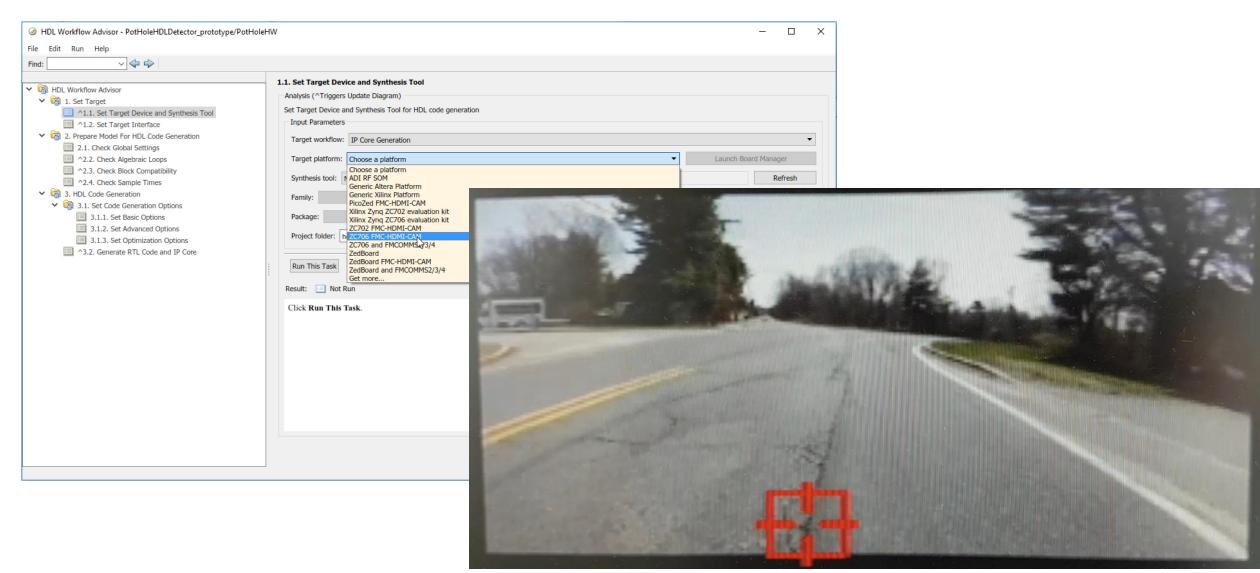
Don't know level of precision required







# **Prototype Target**





# Fixed-Point, Optimized Implementation: General Approach

#### 1 Know your hardware

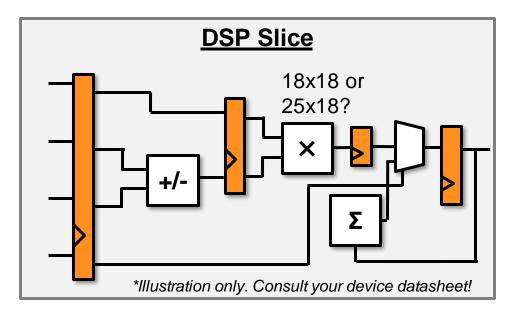
- How much on-chip RAM?
- Typical achievable frequency
- Available I/O
- FPGA: How many DSP slices?

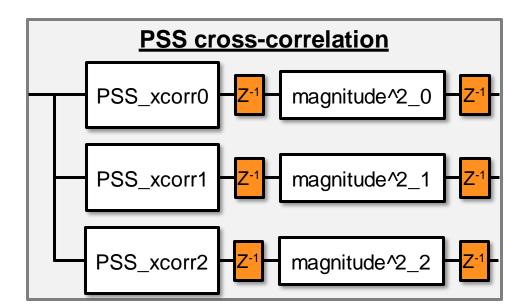
#### 2 Know your performance requirements

- Control system latency
- Comms system throughput
- Video frame size & rate

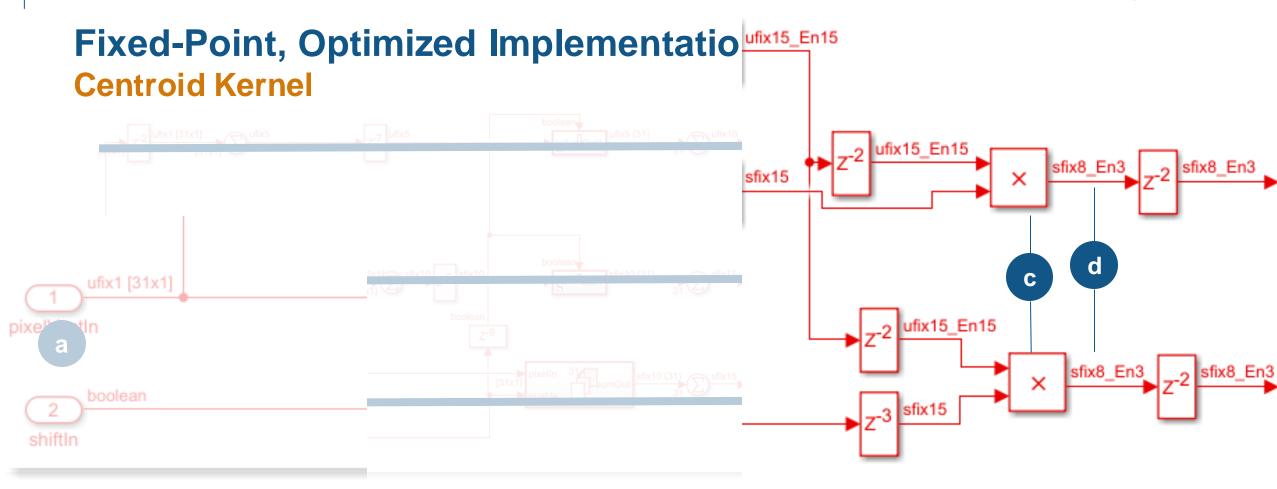
#### 3 Simple steps, then address bottlenecks

- Fixed-point quantization esp. multipliers!
- Minimize/avoid use of off-chip RAM
- Parallelize operations for speed
- Use HDL Coder optimizations & reports









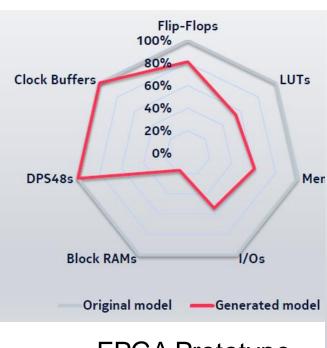
- Slide a 31x31 ROI across the frame to fit in onchip RAM
- b Process pixel vector in three parallel data paths

- Multiplier inputs <18 bits with 2 delays before and after, to ensure mapping to DSP resources
- Fixed-Point Designer helped determine smaller word lengths needed

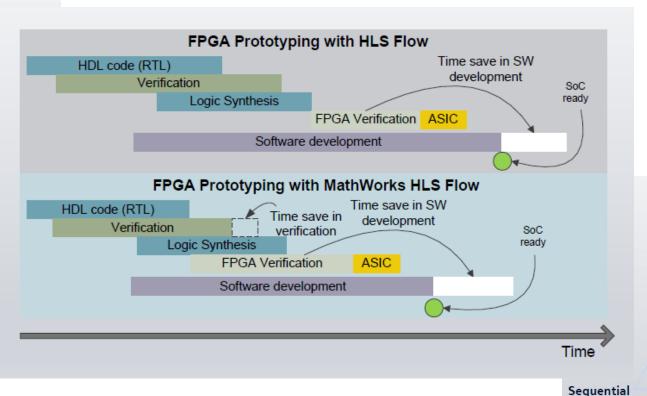
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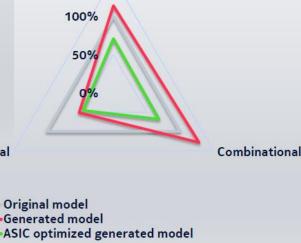
# Nokia Speeds ASIC Prototyping and Improves Quality of Results with HDL Coder



FPGA Prototype resource usage



FPGA Prototype schedule improvement



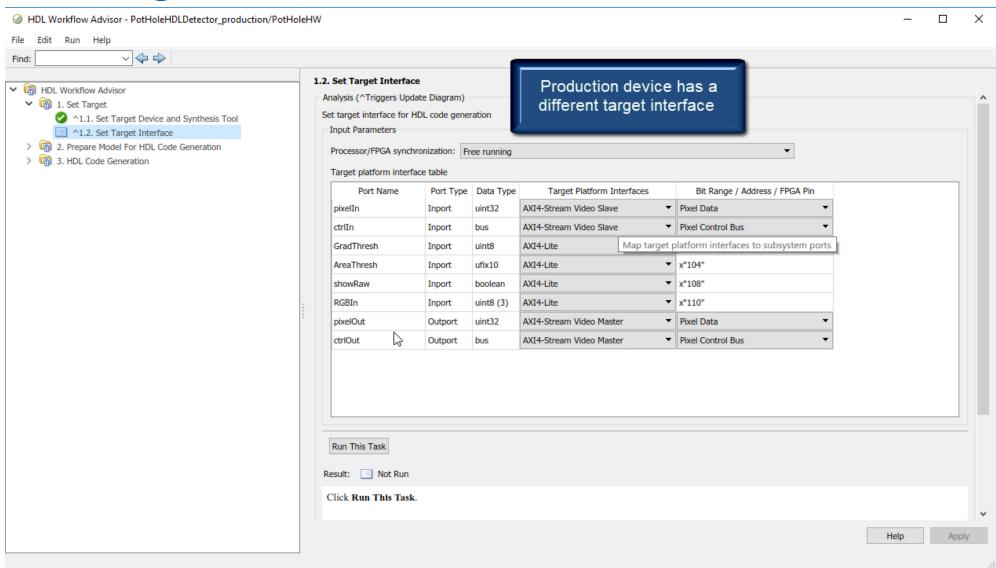
Total

150%

ASIC implementation area



### **Production Target – IP Core Gen**





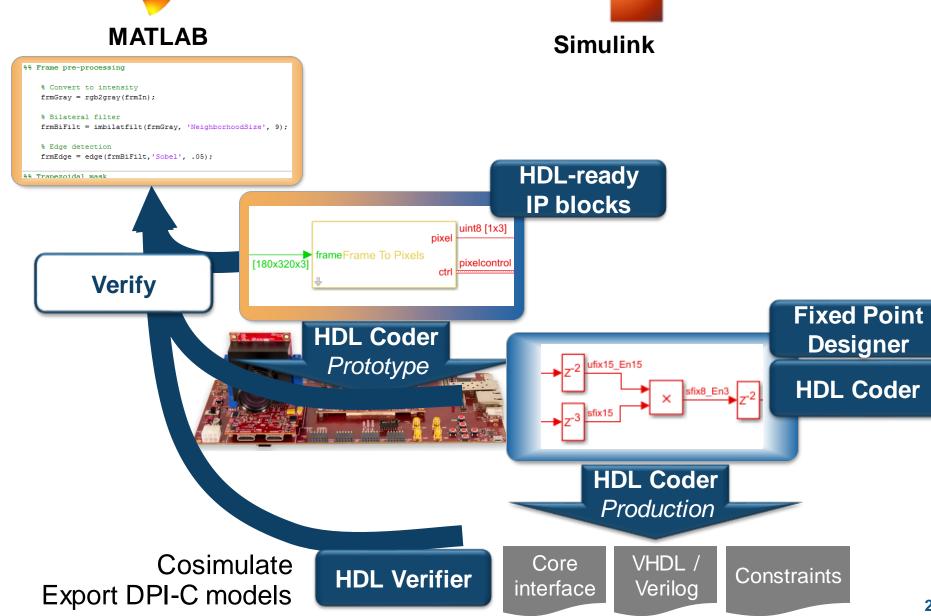




Algorithm w/ HW Implementation

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FPGA/ASIC Implementation





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# **Customer Case Study: Punch Powertrain**



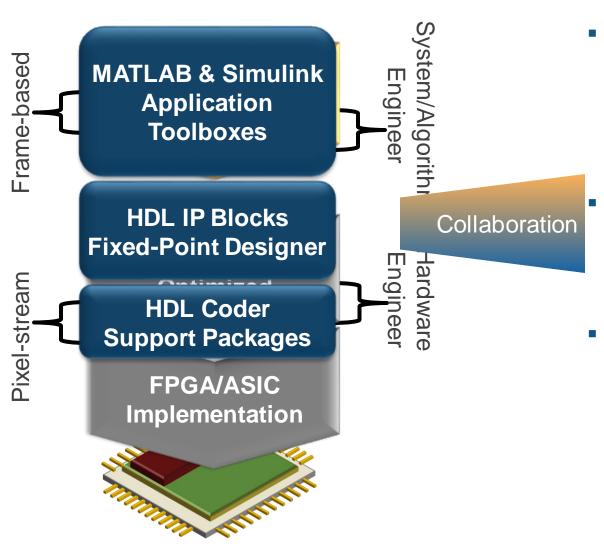
#### Requirements

- New switched reluctance motor new complex control strategies
- Fast: 2x the speed of their previous motor
- Target to a Xilinx® Zynq® SoC 7045 device
- Needed to get to market quickly
- No experience designing FPGAs!

- Designed integrated E-drive: Motor, power electronics and software
- ✓ 4 different control strategies implemented
- ✓ Done in 1.5 years with 2FTE's
- ✓ Models reusable for production
- ✓ Smooth integration and validation due to development process thorough validation before electronics are produced and put in the testbench



#### **Workflow From Frames to Pixels to Hardware**



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- New application innovation happens at the system-level
  - Implemented across software and hardware
- Successful implementation requires collaboration
- Connected workflow to FPGA/ASIC/SoC hardware delivers:
  - Broader micro-architecture exploration
  - Agility to make changes, simulate, generate code
  - Continuous verification



#### **Learn More**

White Paper: Deploying LTE Wireless Communications on FPGAs: A Complete MATLAB and Simulink Workflow

Webinar: Modeling HDL Components for FPGAs in Control Applications

Video Series: <u>Vision Processing for FPGA (5 Videos)</u>