

# Kactus2: Hierarchical design tutorial

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## Introduction

This tutorial describes how to design a hierarchical system using Kactus2 software. This tutorial covers the creation of IP blocks, connecting IPs together using buses, creating hierarchical system using existing IPs, creating system design (SW/HW mapping) and automatic creation of documentation from the designed system.

Used library available at [http://opencores.org/project,funbase\\_ip\\_library](http://opencores.org/project,funbase_ip_library) (Requires registration) or at course web pages.

Kactus2 tool can be downloaded from <http://sourceforge.net/projects/kactus2/>

For more information about the Kactus2 software, refer to <http://funbase.cs.tut.fi>.

## Requirements

Kactus2 Software version 2.0 (Build 1) or newer

## Revision History

Version	Date	Author	Comments
1.0	11.01.2012	Jussi Raasakka	Initial version
1.1	12.01.2012	Jussi Raasakka	Changed VLNV naming convention to follow funbase naming convention
1.2	13.01.2012	Jussi Raasakka	Corrections for VLNV naming conventions
2.0	08.01.2013	Lauri Matilainen	Updated instructions to use Kactus2 v2.0

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## Configure library paths

Open the library configuration dialog using the “Configure library” icon found from the Library group in the top pane.

Add the default directory to point on the network disk where you downloaded the library from the [opencores.org](http://opencores.org) to make sure that you can access created files from different computers (see Figure 1). You may need to set this setting every time you start the Kactus2 software from different computer.

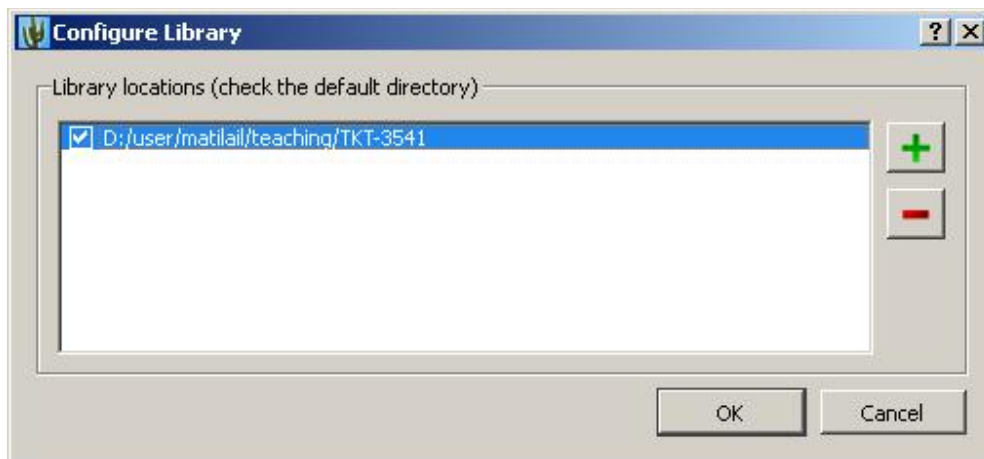


Figure 1. Kactus2 library configuration

## Creating a bus

**This bus is pre-given in the exercise work library.**

In the top pane, under File group select New to create new bus. After new window has appeared, select Bus from the left hand menu. On the right side you should see several VLNv fields which are shown in Figure 2.



Figure 2. Creating a new bus.

IP-XACT format requires you to give each object a unique identifier defined by Vendor, Library, Name, and Version fields. In this tutorial we are using the naming convention specified in [1] Set Vendor to “Altera”. Use word “ip.hwp.communication” for the Library field, “avalon\_bus” for the Name field, and “1.0” for the Version field. After writing the VLVN fields, press OK to create the bus.

After creating the bus we would normally define the bus signals. In this tutorial we are focusing on creating the hierarchical system and documentation features of the Kactus2 software, so for now we can create buses without any signals. You can now close the appeared tab “avalon (1.0) [bus]” tab.

## Creating a HW component

Creating new HW component follows the same principles as creating a new bus. First select new from the top pane, under File group. From the pop-up window select HW Component from the left hand menu. Select IP from the Product pull down menu and Template from the Firmness pull down menu.

The Product pull down option lets you choose which type of component you are specifying. Firmness option gives information how the component can be modified.



Figure 3. Creating a HW new component.

Fill the VLNV tuple with your G<group number> (group 3 would use G03 etc...), "ip.hwp.cpu", "nios2", and "1.0" (see Figure 3). Press OK to create the component.

## Adding interfaces to components

After creating new component, new tab presenting the component opens which should be filled with information about the component. In this tutorial we are only focusing on creating components, buses and connections between components. So for this tutorial the only information that needs to be filled for each component are the bus interfaces and CPU information.

For Nios2 processor component we only need “avalon\_bus” bus. Select the “Bus interfaces” from the list shown on the nios2 tab and double click on the empty list space to create new bus interface. In the name field type “Avalon\_Master”. In addition you can give Display name and Description to this interface if you wish. NOTE: You are not able to edit Bus Definition column in the Bus interfaces list. Open the Bus interface by double clicking “Avalon Master” interface from the tree view Bus Interfaces->Avalon Master.

To tie this bus interface to the actual bus we need to fill in the Bus definition and Abstraction definition fields. These can be easily filled by using drag and drop method from the hierarchy pane. Expand the avalon\_bus bus from the hierarchy pane to show the Abstraction definition for this bus. The resulting bus interface definition should look the same as in Figure 4.

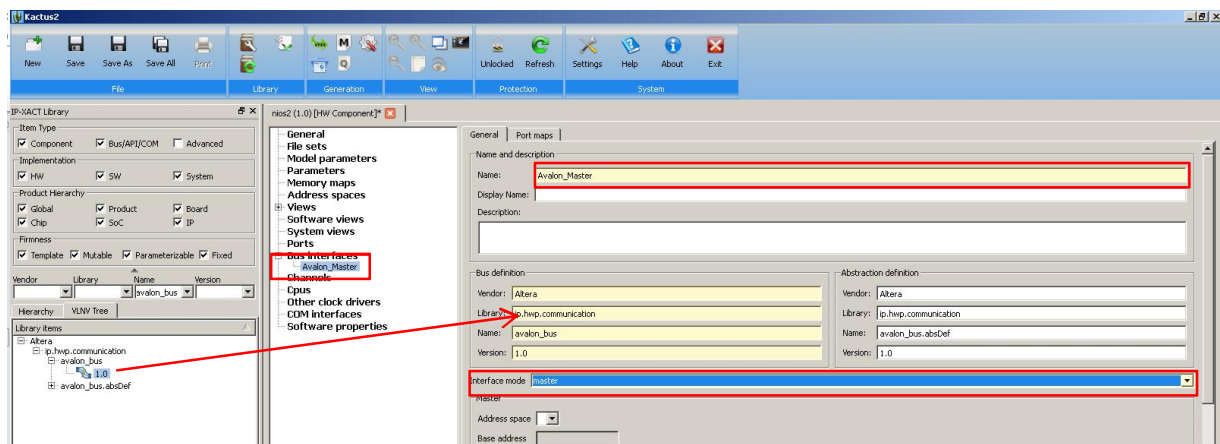


Figure 4. Defining bus interface for a component.

The only remaining thing left to specify is the interfacing mode for the bus interface. The most typical settings here are either master or slave mode. This setting can be found from the Interface mode section. As the Nios2 processor acts as a master on the avalon\_bus bus, select master from the pull down menu shown in **Error! Reference source not found.** More bus interfaces can be added to if required using the same basic principle.

To identify created component as a CPU component we have to add address space to the component. Select Address spaces from the left list. Add new address space to address space summary list and fill the cells as shown in Figure 5. After that you are able identify the component as a programmable one. Select CPUs and add new line to CPUs list by double clicking empty area. Name it as you wish and select address space reference to created avalon\_addr\_space. Save component.

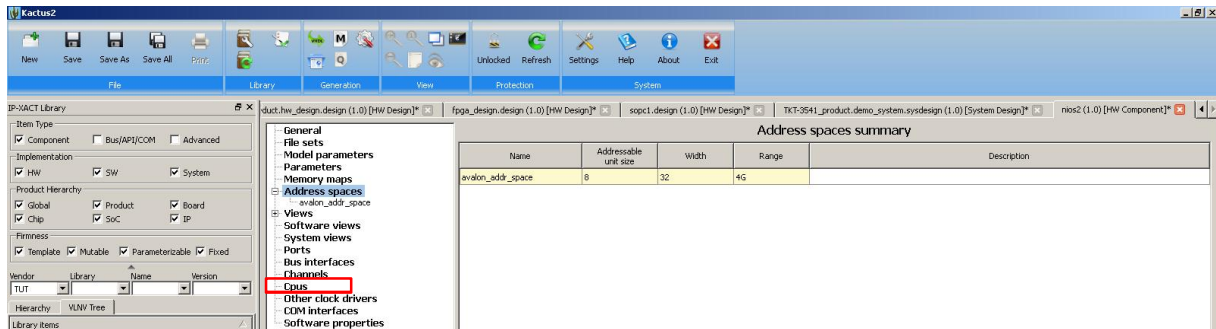


Figure 5 Address space addition

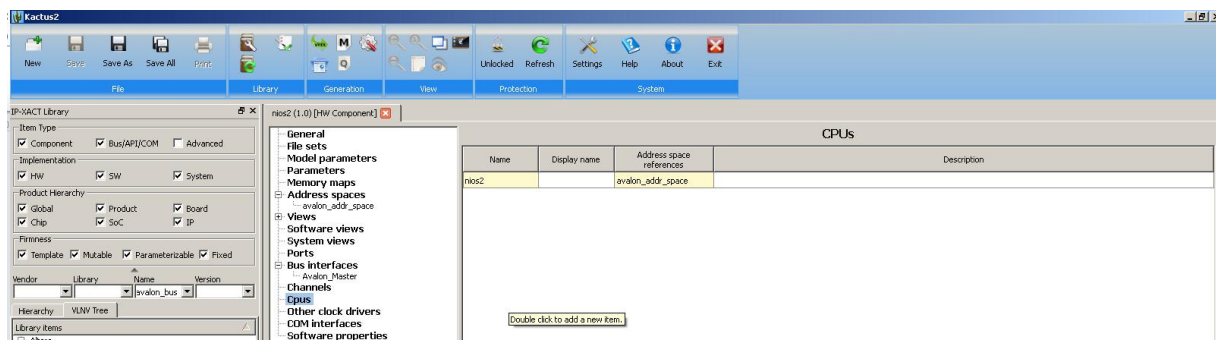


Figure 6 CPU definition

## Creating a channel component

This component is pre-given in the exercise work library.

To make the HIBI bus we need to make special component that represents the HIBI interconnection network. Start by creating normal component with Product hierarchy "IP", and fill the VLNV tuple as G<group number>, "ip.hwp.communication", "hibi", and "draft". Add following bus interfaces to the component

- Slave interface to system\_clk\_bus
- Slave interface to rst\_n\_bus
- Mirrored master interface to hibi\_bus
- 2<sup>nd</sup> mirrored master interface to hibi\_bus

- 3<sup>rd</sup> mirrored master interface to hibi\_bus

After creating the required bus interfaces, select the “Channels” from the list shown on the nios2 tab and press + to create new channel. Type “hibi\_Channel” to the name field and add all hibi\_bus bus interfaces to the channel by double clicking in the bus interface references field and selecting the right bus interfaces. After adding all bus interfaces the result should look similar to Figure 7.

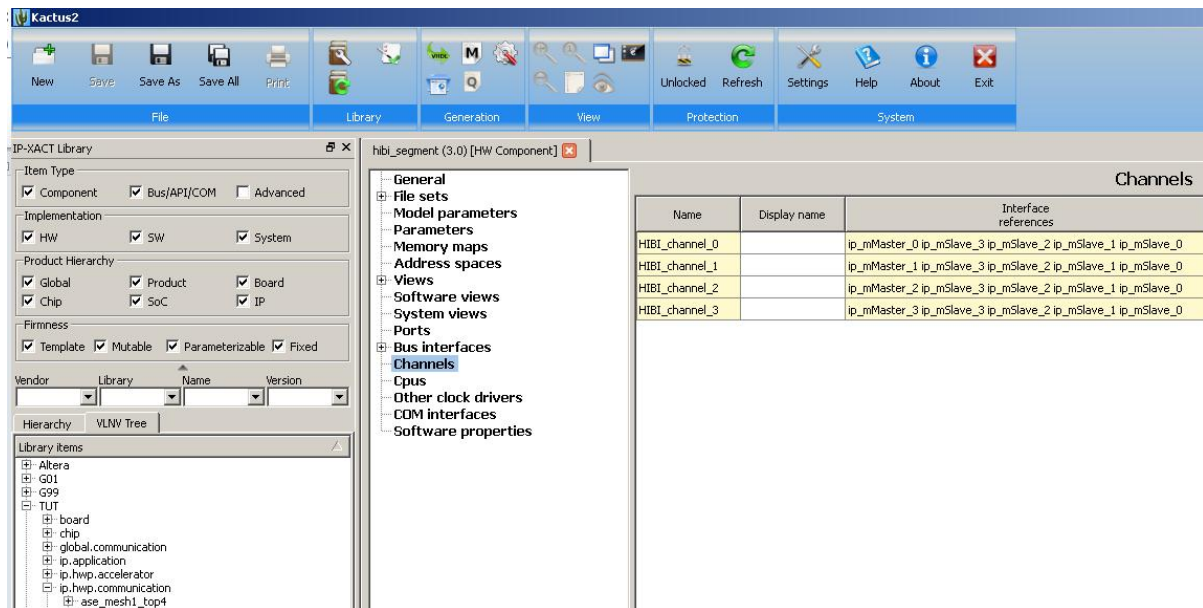


Figure 7. Creating a channel.

## Creating hierarchical design

Now that all the components and buses are made for this tutorial, we can proceed to create the actual hierarchical system.

Select new from the top pane, under File group. From the pop-up window select HW Design from the left hand menu. Select SoC from the Product Hierarchy pull down menu and correct Firmness to your SoC design. Fill the VLVN tuple. The end result should look similar to Figure 8. Press OK to create component.



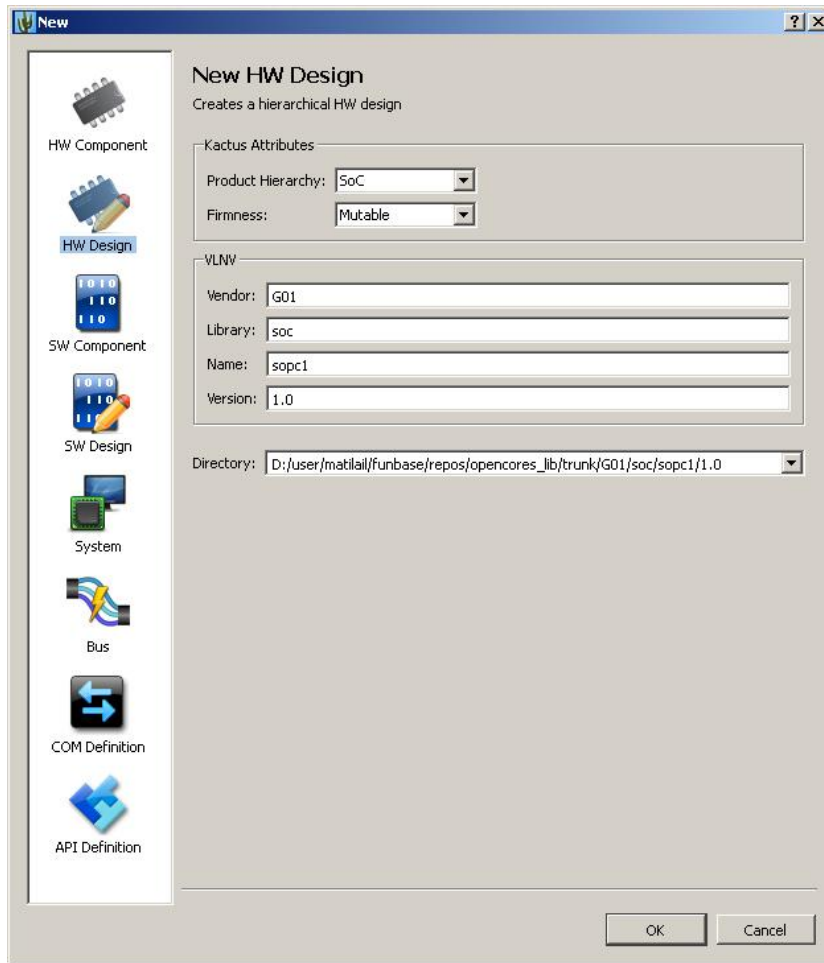


Figure 8. Creating a new design.

Now we can start adding components and interconnections between components. You can drag and drop different components to the design using the hierarchy or VLVN tree menu on the left pane. Creating ports and connecting components together with buses can be done via the tools provided in the Diagram Tools section in the top pane. Add **nios2**, **sdram\_ctrl**, **avalon\_onchip** and **hibi\_pe\_dma** components to the design, make two input and output ports to the design. The two input ports are reserved for the clk and rst\_n buses. We are not going to connect them to the components, but we can specify the input ports to be buses clk\_bus and rst\_n\_bus by dragging and dropping the clk\_bus **abstraction definition** and rst\_n\_bus **abstraction definition** over the input ports. When dragging select slave from the pop-up menu (see Figure 9). After connecting the bus definition to the port you must give it a name by clicking the port and typing it name from the right pane shown in Figure 10. Type in names "system\_clk" and "rst\_n". Connect rest of the interfaces together as shown in the Figure 10. When making connections from the bus interface to the port Kactus2 asks whether you want to auto-copy port maps or setup them manually (see Figure 11). Select Copy to automatically copy port maps.

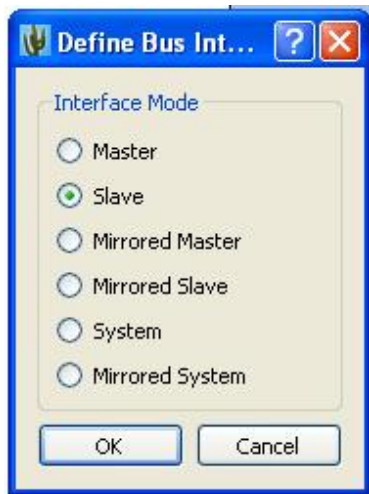


Figure 9. Pop-up menu when connecting bus to a port.

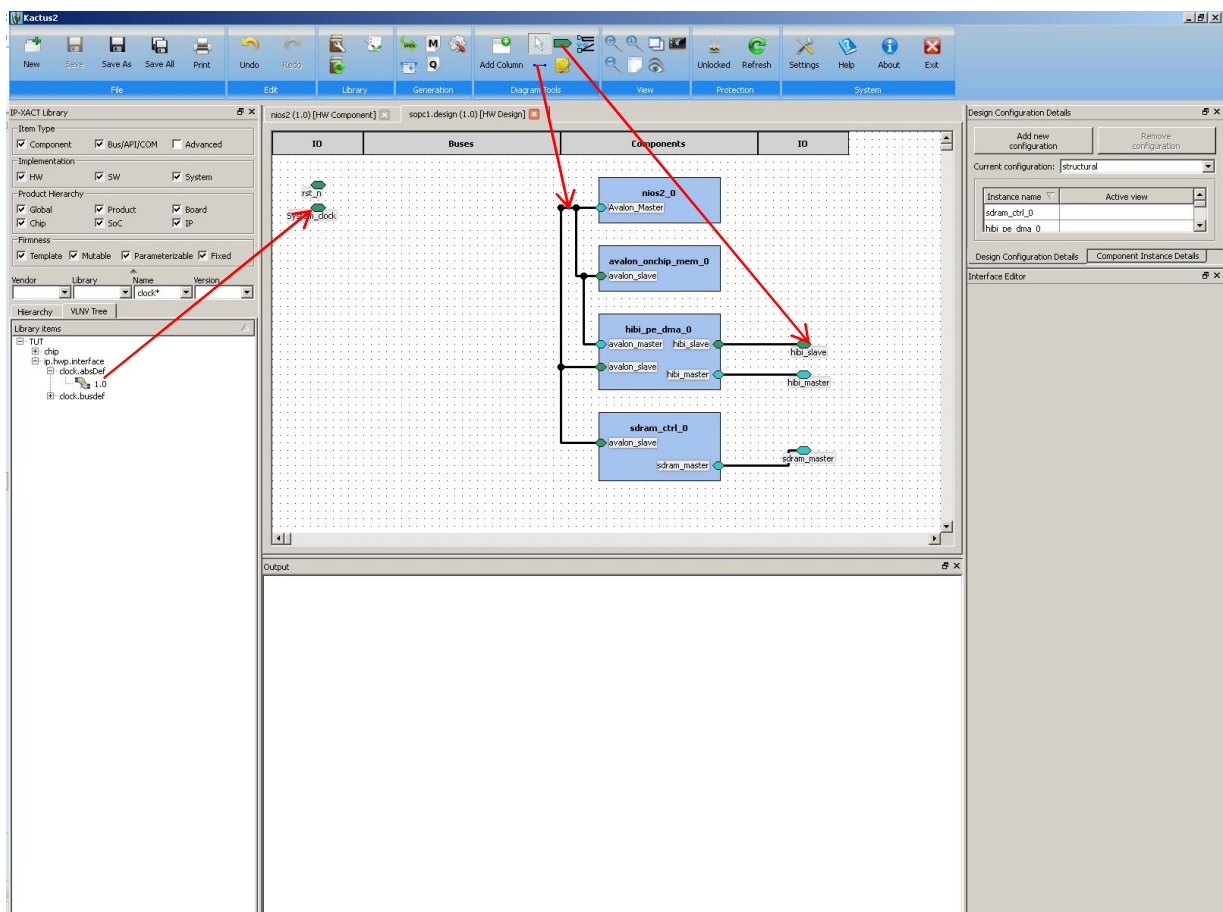


Figure 10. Creating hierarchical design.

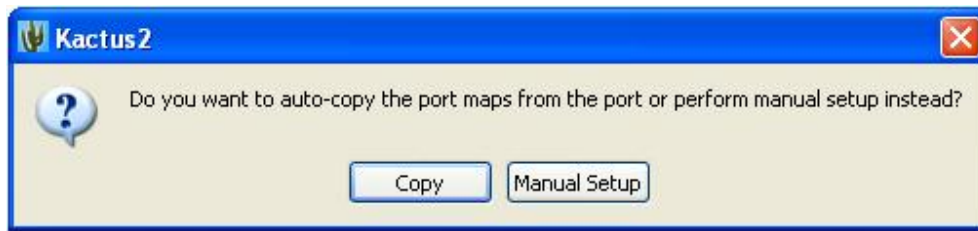


Figure 11. Connecting bus to a port.

Now that we have the two SoPC builder system ready we can move to one level up in the hierarchy. Create another design using the principles shown before. Select "SoC" from the product Hierarchy pull-down menu and fill the the VLNv tuple with your G<group number>, "soc", "FPGA\_design", and "1.0". Connect all the components as shown in Figure 12. You can create new columns for components and IO, by selecting add column from the top pane under diagram tools. Ordering of the columns can be changed by simple drag and drop operation. If you want to be able to browse through hierarchy levels by double clicking the components, select structural as the active view for hierarchical components (sopc1). This setting can be found from the right side pane (see Figure 12). Resulting FPGA\_Design should be similar to Figure 12.

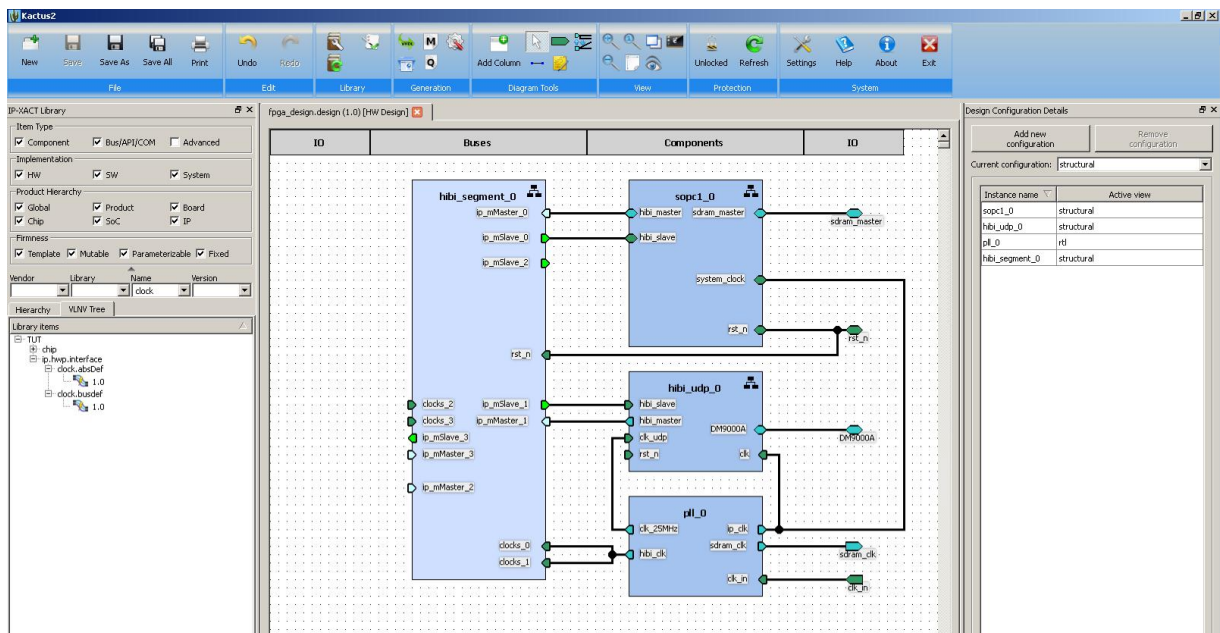
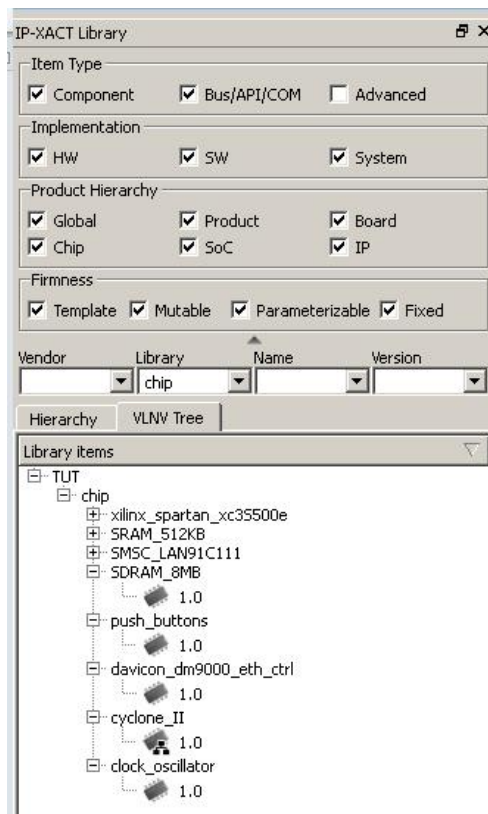


Figure 12. FPGA Design.

Now we have created the the SoC presenting the FPGA design of our system. Next task is to create board level design, where we model the Altera DE2 development board.

Create another design with product hierarchy “board” and the VLVN tuple as G<group number>, “board”, “de2” and “1.0”. Add and connect components as shown in Figure 13. HINT: set Library dialer in the IP-XACT Library window to chip



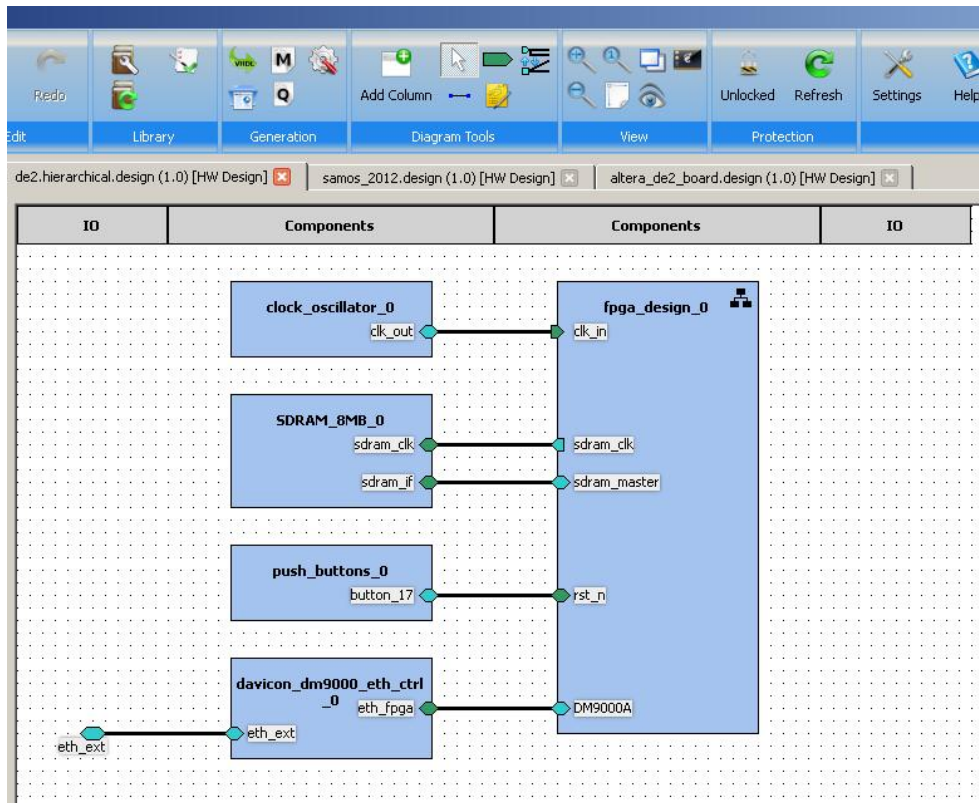


Figure 13. Board level design.

Finally we are able to create highest HW hierarchy level where we connect PC board and de2 board. Create new HW design as previously presented and select Product hierarchy level.

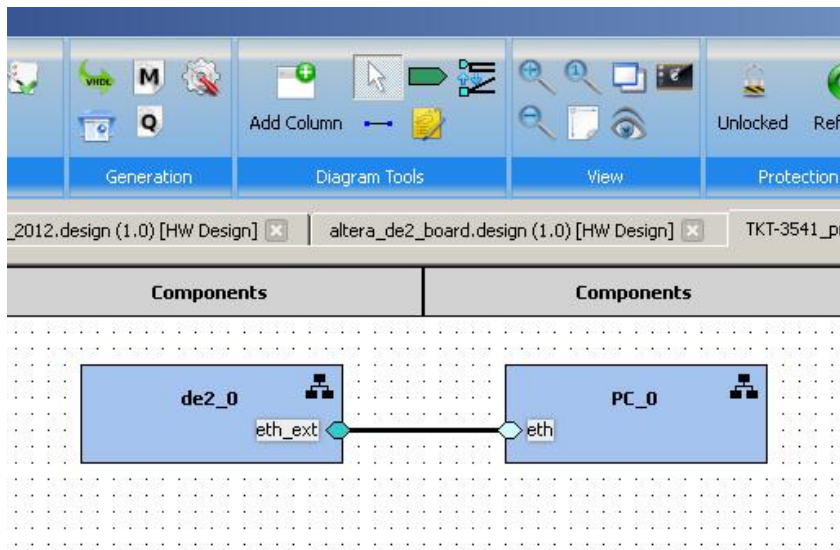


Figure 14 Product level design

## Draft tool

Drafting is easy way to add a new component to the design without creating a new component. You can add a new draft component to the design by selecting Drafting tool from the Diagram tool section and clicking in the design area. Depending which column you click the corresponding draft object appears to the column. E.g. by clicking in the IO-column it creates a draft interface and in the Component column it creates a draft component. You can add interfaces to draft component by clicking the component with Drafting tool. You are able to name draft component and interfaces inside as it is normal component. When you want to package component and add it to the library you can do it by double clicking draft component. NOTE: Do not bother the error messages you get from the draft components in designs.

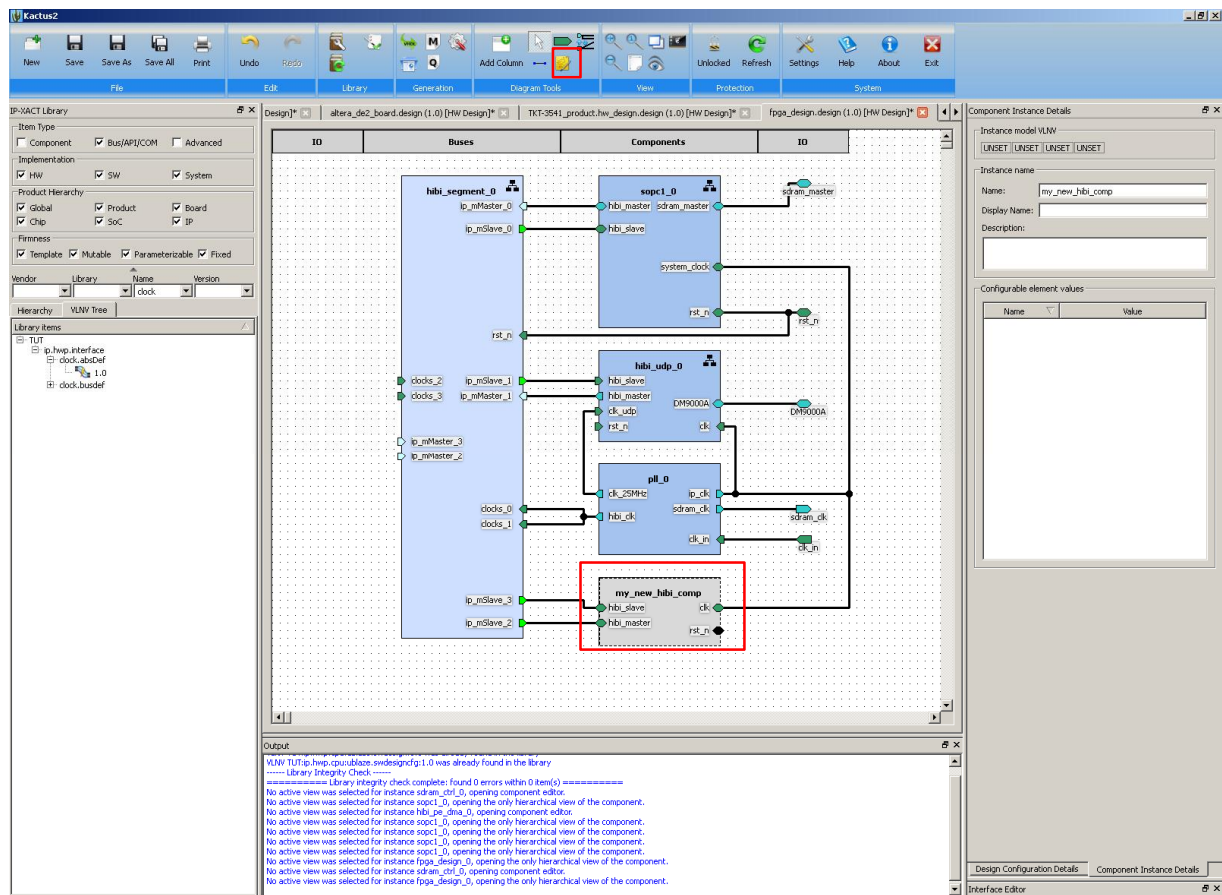


Figure 15 Add new components to the design with drafting tool



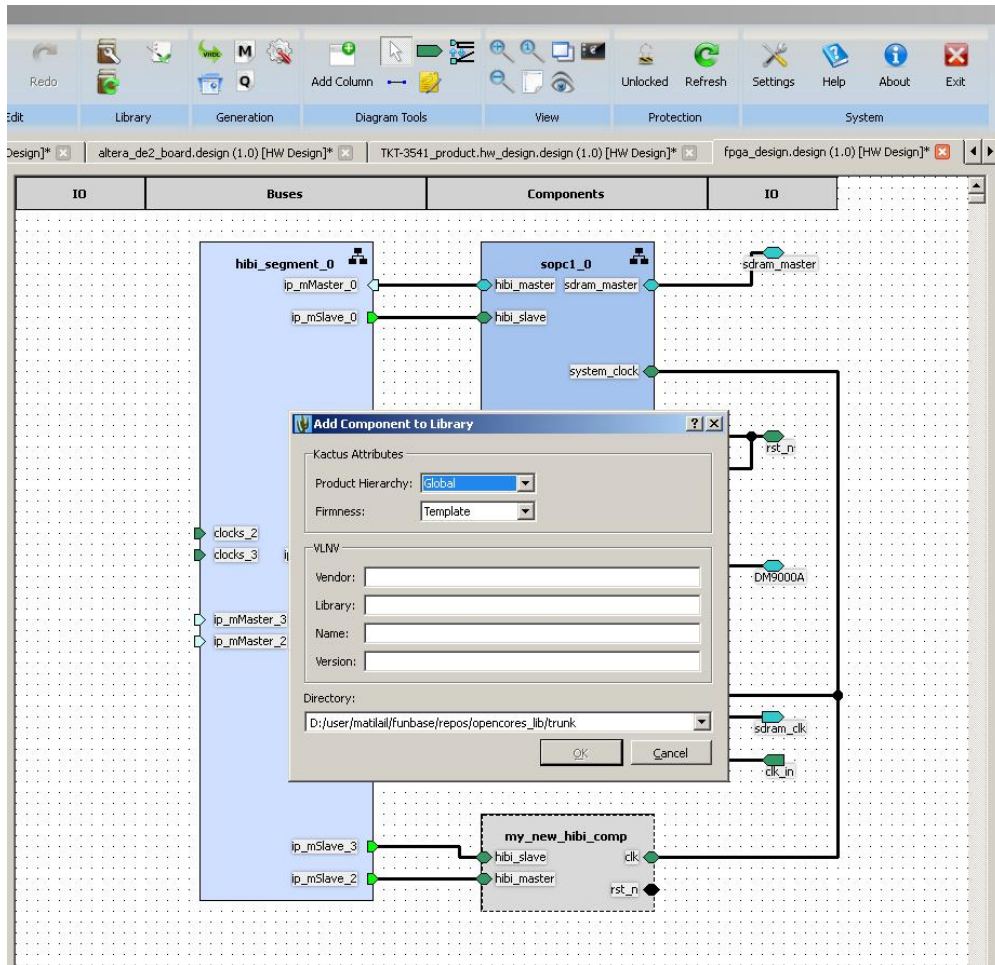


Figure 16 Convert draft component to actual IP-XACT component

## Creating system design

System design maps SW components to the programmable HW components i.e. CPUs.

Create new system design to previously created product. Kactus2 parses through the selected product and finds all programmable components in the system design. Now you can start to allocate SW components to the processors. Easy way to add new SW components to the design is with drafting tool as demonstrated earlier.



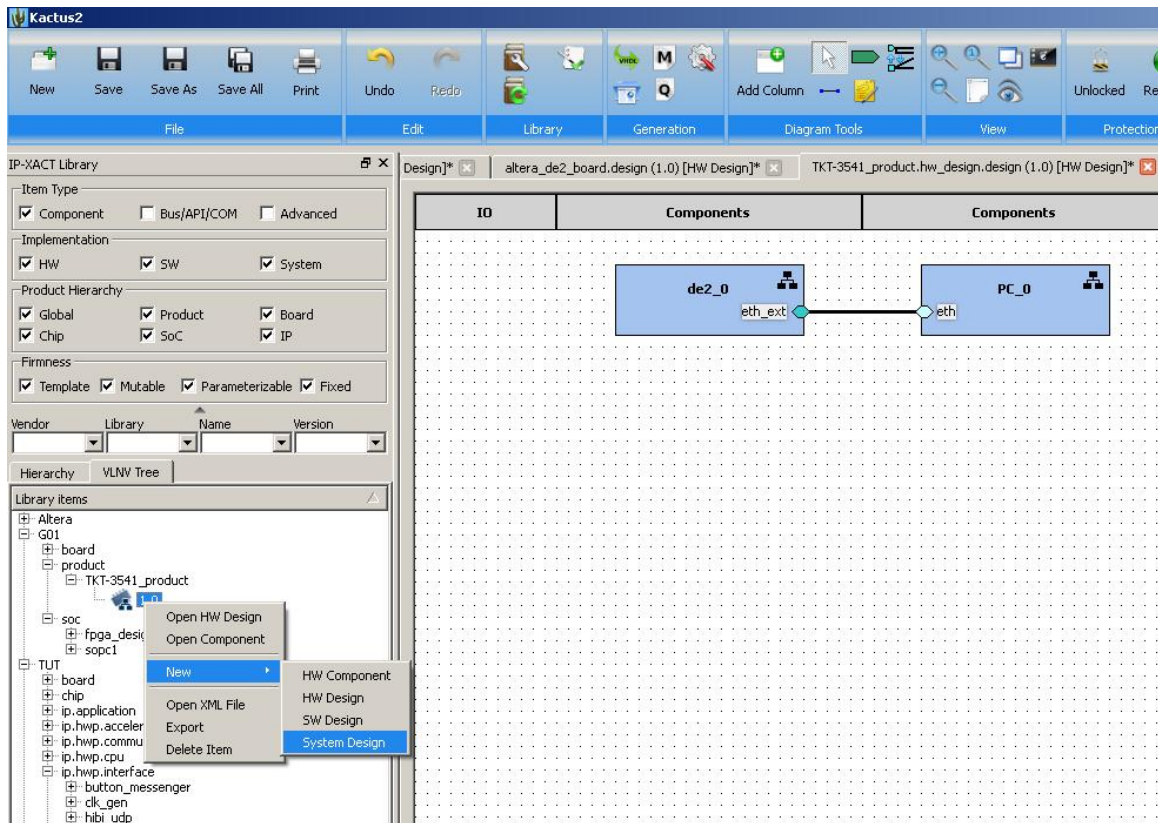
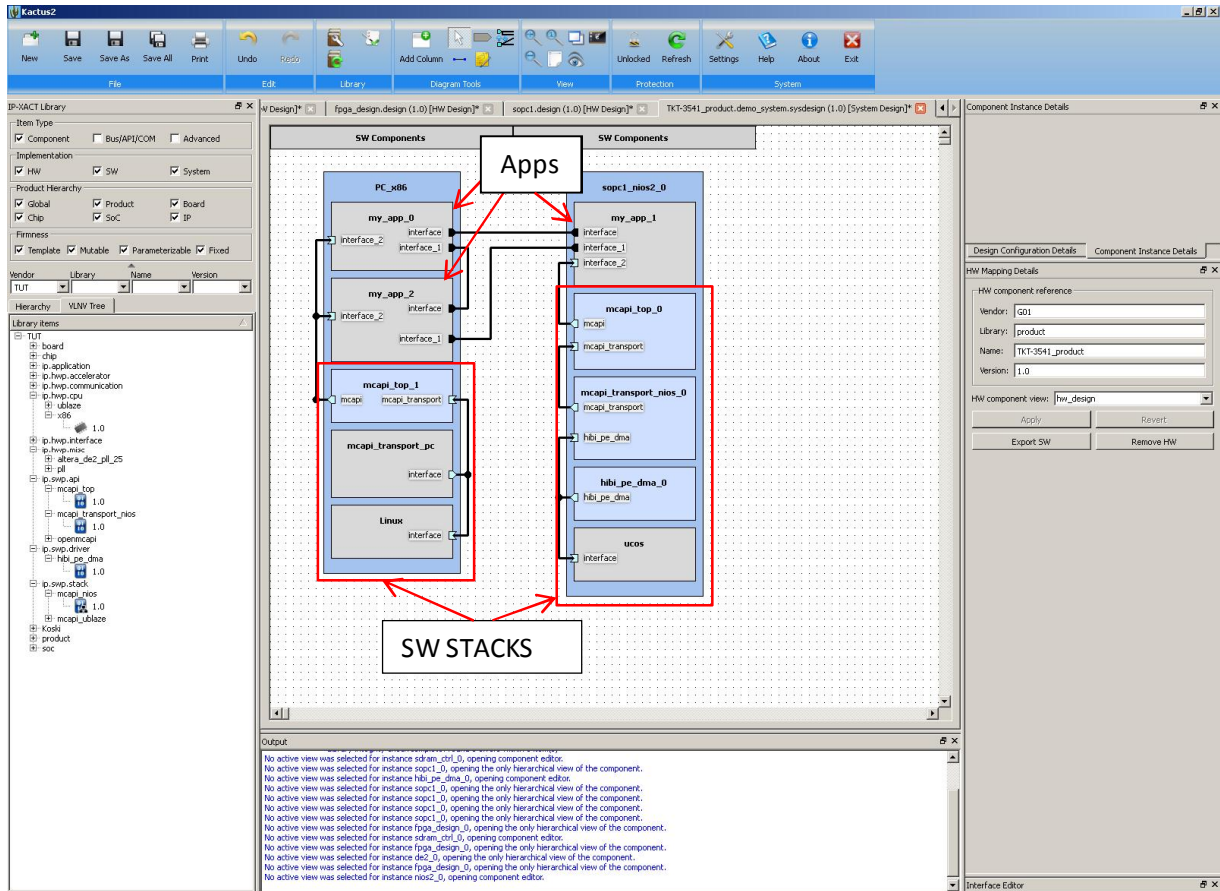


Figure 17 System design creation

Create SW stacks to processors by drag dropping from the library and add your own components with drafting tool. SW components have interfaces which are used to express APIs between SW stack components and COM interfaces to describe communication between application nodes. NOTE: drafting tool does not differentiate interface types.



## Creating documentation using Kactus2

Document creation is automated in the Kactus2 software. To make documentation of the created design, the only thing that is needed is to click on the Generate documentation button located on the top pane under Generation category (see Figure 18).

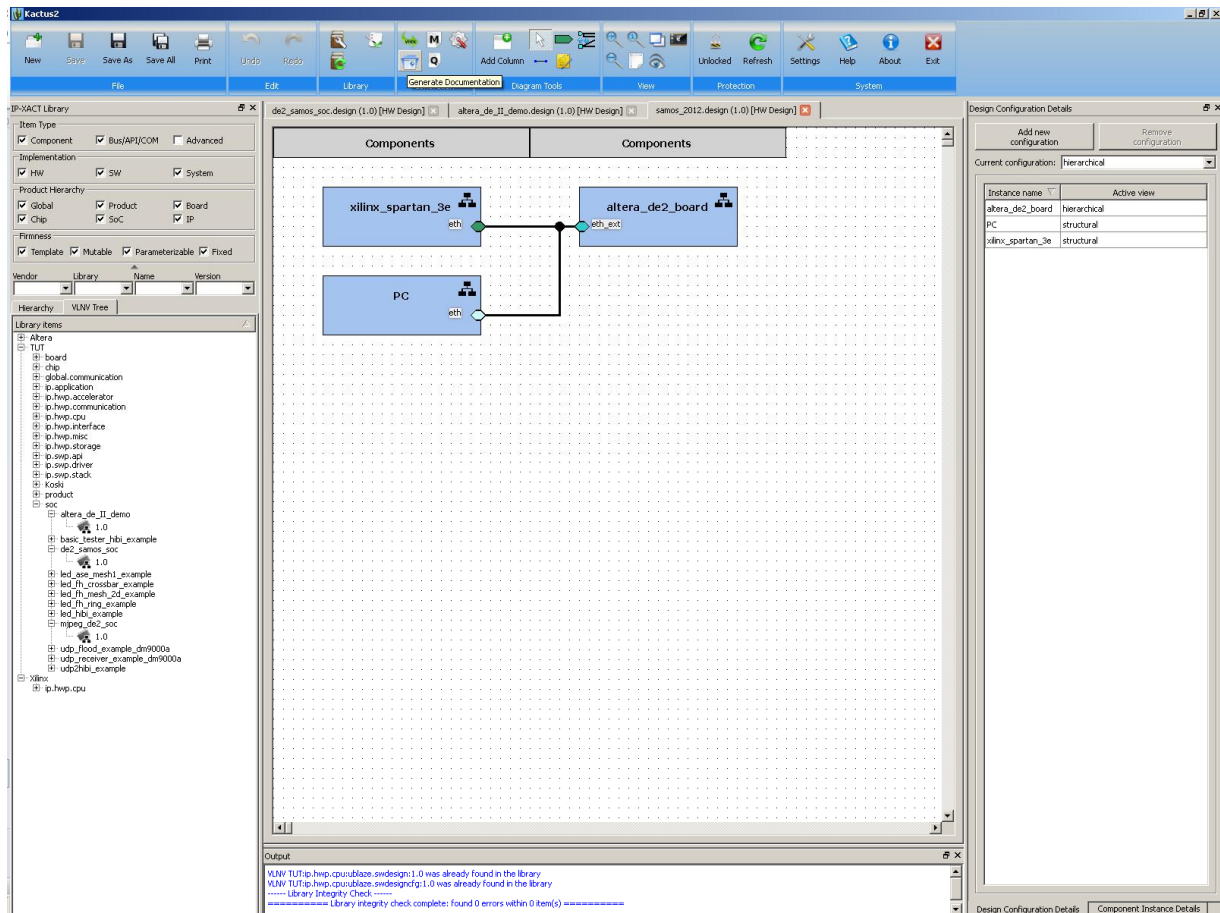


Figure 18. Creating documentation for design.

## Summary

If you successfully executed the tutorial you are now able to describe exercise work system with Kactus2. You can use available IP-XACT components, create your own ones or use draft components.

## References

- [1] KACTUS2\_IP-XACT\_IEEE1685 compatible design environment for embedded MP-SoC products web edition, 2011, Tampere University of Technology, [Online], Available [http://funbase.cs.tut.fi/images/5/53/KACTUS2\\_IP-XACT\\_IEEE1685\\_compatible\\_design\\_environment\\_for\\_embedded\\_MP-SoC\\_products\\_web\\_edition.pdf](http://funbase.cs.tut.fi/images/5/53/KACTUS2_IP-XACT_IEEE1685_compatible_design_environment_for_embedded_MP-SoC_products_web_edition.pdf), pages 40.45, accessed Jan12, 2012