





## Developing Custom Instructions & Peripherals for Embedded Processing





- Embedded Systems
- MP3 Player Demonstration
- SOPC Builder & Avalon<sup>™</sup> Switch Fabric
- Custom Peripherals
- Developing Custom Instructions for the Nios<sup>®</sup> Embedded Processor
- Applications & Examples





### What Is an Embedded System?

- Special Purpose Computer
- Consists of Both Hardware & Software
  - Usually Contains At Least One Microprocessor
  - May Utilize An Operating System
  - All I/O Is Task-Specific
- Employs Several Function-Specific Blocks
- Used Where Full-Size Computers Are
  - Too Big
  - Too Expensive
  - Too Generic in Purpose





# **Traditional Design Method**

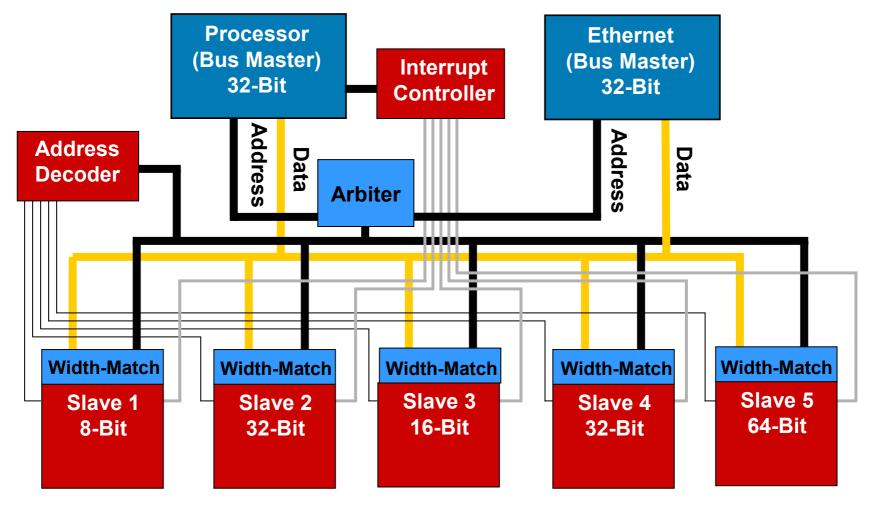
**Typical Order of Steps** 

- 1. Select System Controller (Processor)
- 2. Select Available Peripherals
- 3. Define Custom Logic
- 4. Adapt to Bus Standard
- 5. Develop Decode Logic
- 6. Multiplex Data Paths
- 7. Design Arbitration Logic
- 8. Create Interrupt Scheme
- 9. Develop Timing Logic





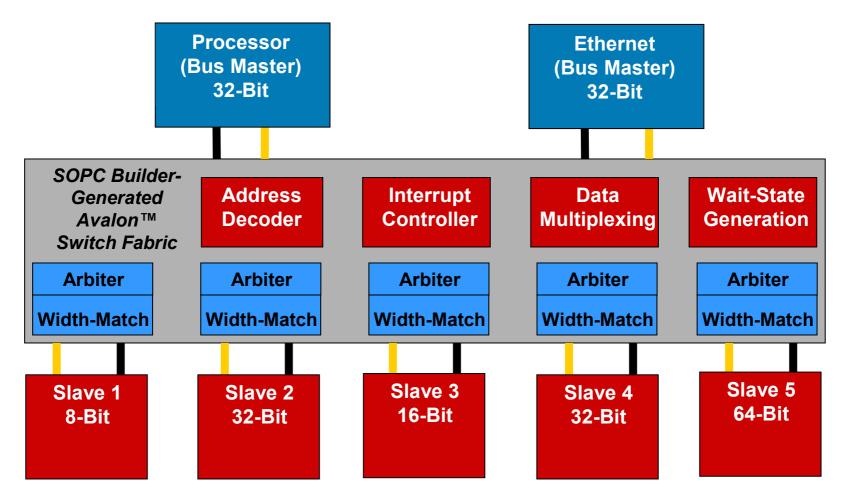
### **System Implementation**







### What If...







### What If...

**Typical Order of Steps** 

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### **Build MP3 Player**

Demonstration





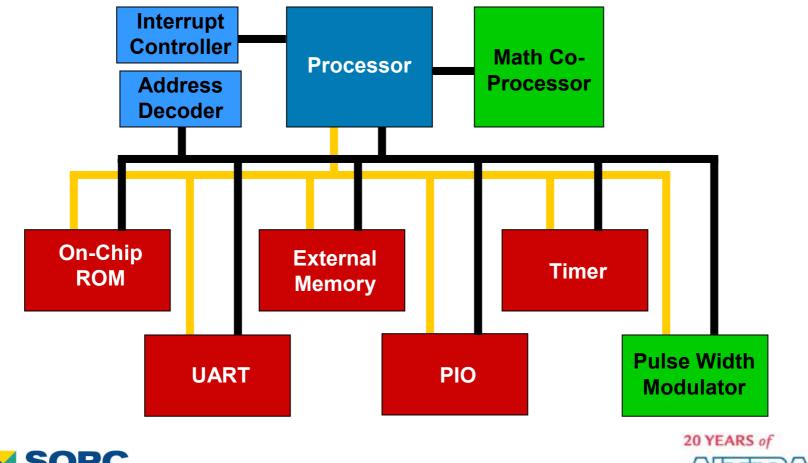
### What Did We Just Do?

### The Power of SOPC Builder



### **MP3 Components Needed**

### **Complete MP3 Player System**



INNOVATION



# **The Nios Microprocessor**

- Soft-Core Microprocessor from Altera<sup>®</sup>
- Features
  - Basic RISC Processor
  - Harvard Architecture
  - Multi-Stage Pipeline
  - 16-or 32-Bit Data Path
  - 16-Bit Instruction
  - 64 Prioritized Interrupts
  - Custom Instructions
- Optimized for Altera FPGAs





# **SOPC Builder-Ready IP**

SOPC Builder-Ready Certification Requirements

- Avalon / AHB Compatible Interface
- OpenCore<sup>®</sup> Evaluation Support
- Evidence of Functional System Verification
- Successful Generation & Compilation of SOPC Builder System
- Plug-&-Play Compatibility with SOPC Builder
- Examples of What's Available
  - Processors
  - PCI, Ethernet & Communication Cores
  - Memory & Memory Controllers
  - USB, I2C, SPI

### It's Also Easy to Create Your Own



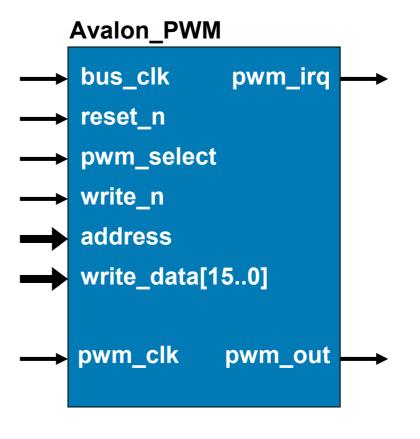




# **Custom PWM Peripheral**

- Audio PWM
- Verilog HDL
- Avalon Interface
  - Use Only Needed
     Signals
  - Provides Access to:
    - Period
    - Pulse Width
- External Interface
  - PLL Clock Input
  - PWM Output

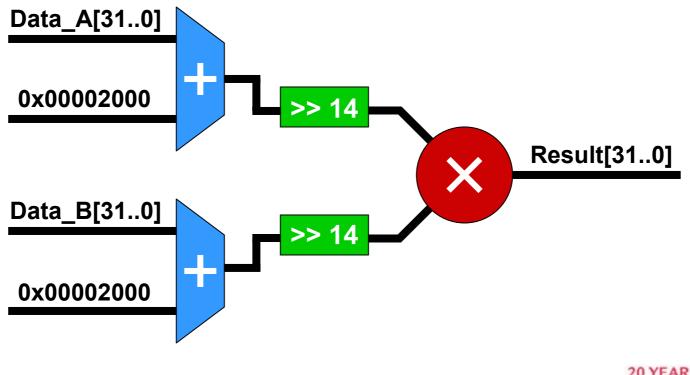






### **Custom Instruction: fmul**

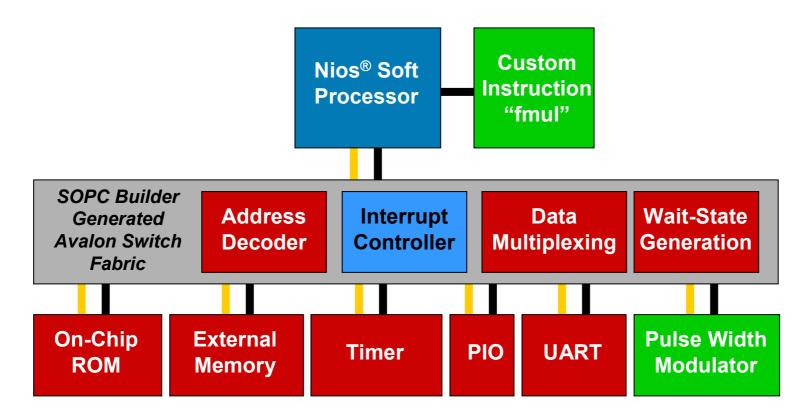
### Function Replaced with Hardware







### **MP3 Player Result**



### **SOPC Builder Creates All the Interconnect**







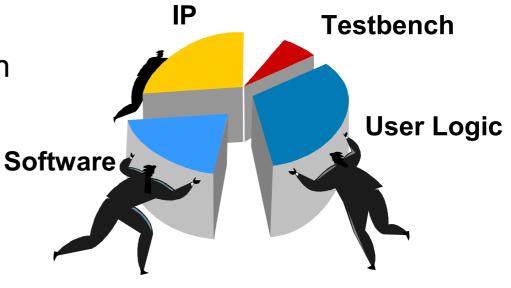
### What Can SOPC Builder Do for My System?

A Closer Look at the Tool



# **How SOPC Builder Helps**

- Automates Block-Based Design
  - System Definition
  - Component Integration
  - System Verification
  - Software Generation
- Fast & Easy

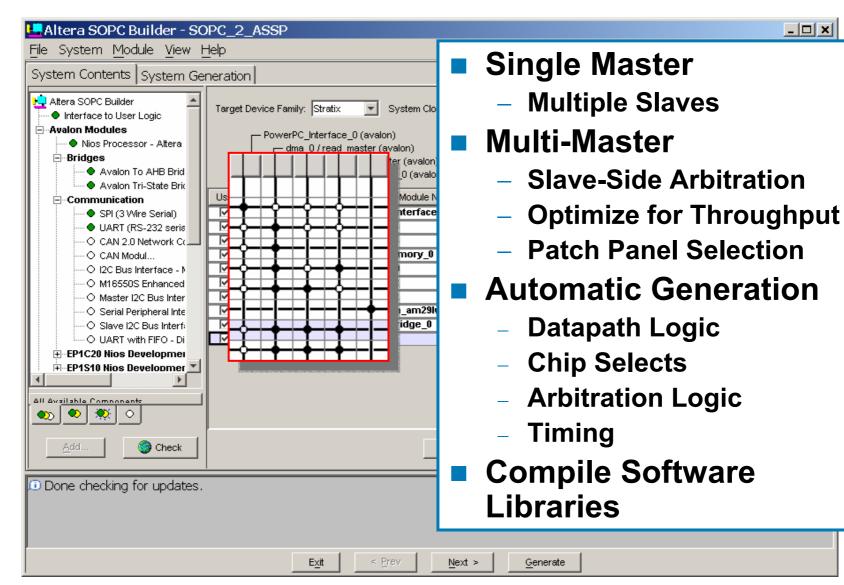


- Supports Design Reuse
  - Third-Party Intellectual Property (IP) Cores
  - Internally Developed Peripherals





### **SOPC Builder – System Integration**



- 🗆 🗙

### **Slave Side Arbitration**

#### **Bus Arbitration** Slave Side Arbitration Master 1 Master 2 Master 1 Master 2 (CPU) (DMA) (CPU) (DMA) Arbite **Arbiter** Arbiter Slave 1 Slave 2 Slave 1 Slave 2 (UART) (UART) (Memory) (Memory)

### **Higher System Throughput & Efficiency**

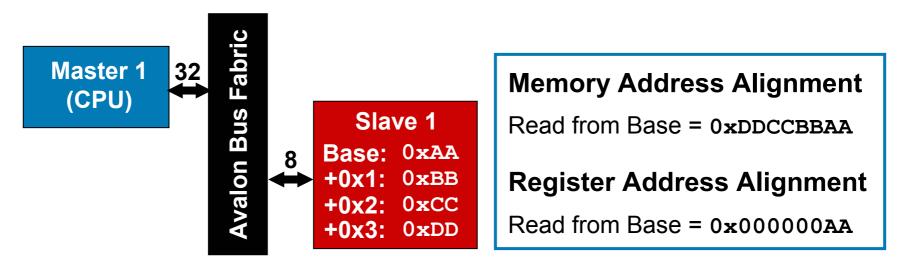




# **Dynamic Bus Sizing**

#### Narrow Slave

- Can be Translated to Master's Width
- Or Upper Bits Can Be Masked
- Your Choice Transparent to Master









### **SOPC Builder - System Verification**

#### Automated Simulation Generation

- Generate Complete System Simulation Model
- Generate Testbenches
- Setup Project Environment
- Immediate Simulation of Hardware & Software

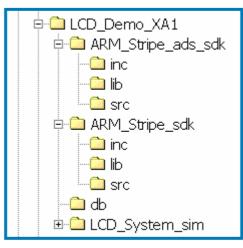
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File Edit Cursor Zoom Bookmark Format Window									
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🥥 d_write	StO					A 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4			
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	00000034 fffffff St0		(00000034		χιιιι				
d_wait ⊡ d_byteenable	1111 1111								
⊕ d_writedata	ffffffa	(000000c0	), Ifffffffa			00000034			
— UART —		(00000000				0000004			
chipselect	St1								
	0 7	Xo			<u>Х</u> 7	<u></u>	X7		
⊞ <b>-</b>	fffa	(00c0	)(fffa			0034			
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- Internals	0.4								
tx_ready	St1								
⊕-O tx_data O rx_char_ready	9 <u>q</u> St0								
	4 4								
					a a state a a				
		30250 ns 30300 ns 30350 ns 30400 ns							
	30328100 ps	<u>30328100 ps</u>							
30225400 ps to 30423800 ps //									





# **SOPC Builder Software Support**

- Software Development Kit (SDK) Automatically Generates
  - Headers (INC)
    - Memory Map
    - Register Declarations
  - Libraries (LIB)
    - Runtime
  - Source (SRC)
    - Supplied by Peripherals
    - Examples for Processor
- Uses Software Compilers
  - Compile Runtime Libraries
  - Generate Memory Contents
  - Hardware & Software Simulation
- Advanced Software Components
  - Network Protocol Library
  - RTOS Components



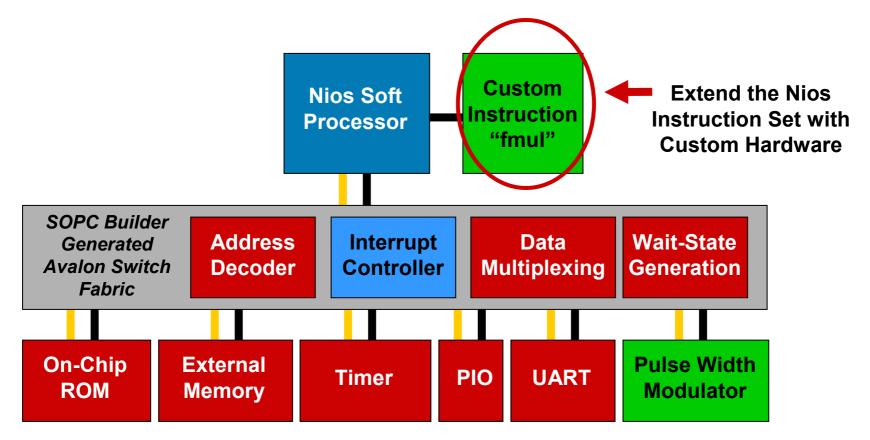
System Contents Nios More "nios_0" Settings System Generation								
Nios System Settings								
Function	Mo	dule	Offset	Address				
Reset Location			0x0					
Vector Table (256 bytes)			0x0					
Program Memory	Program Memory							
Data Memory								
Primary Serial Port (printf, GERMS)								
Auxiliary Serial Port								
System Boot [D: (25 chars max)								
Software Components								
Use Name	Name		Description					
Altera Plugs TCP/IP Networ	Attera Plugs TCP/IP Networking Library Lightweight, RTOS-independent networ							





### **Nios Processor in SOPC Builder**

#### Allows You to Create A Custom Instruction







### **Custom Instruction - Performance**

Replace Library Call with Custom Instruction

#define mad\_f\_mul(x,y) nm\_fmul(x,y)

Dramatically Accelerate Software Algorithms

Category	Number of Cycles to Complete mad_synth_frame()	Number of Logic Elements Used	
CPU with Hardware Multiplier	1,279,000	n	
CPU with fmul (Remove Hardware Multiplier)	293,000	n + 100	

Entire Function Sees 4x Improvement Just from fmul Acceleration







### **Run MP3 Demo**

### System Created in Minutes





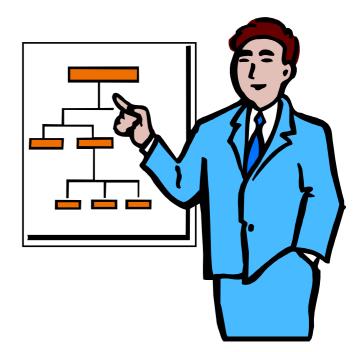
### **How Does It Work?**

Looking Under the Hood



# **Avalon Switch Fabric**

- Avalon SOPC Interface Standard
  - Backbone of SOPC Builder
  - Easy to Use Interface
  - Parameterized
  - Optimized for Altera FPGAs
  - Introduced in Fall 2000
    - Native Bus for Nios Processor
  - Has Since Expanded
    - Altera & AMPP<sup>SM</sup> IP Cores
    - Customer-Defined Peripherals
    - 100+ Cores Planned for 2003







### **Bus Interface Standards**

- Why Bus Standards Are Used
  - Flexibility
    - Provides Wide Range of Capabilities in One Package
    - Guarantees Compatibility
  - Bus Designed to Handle All Contingencies
- Pitfalls of Typical Bus Standards
  - Must Be Complex to Support Everything
  - Even Small Peripherals Must Fully Comply

### Sledgehammer Is Used for Every Size Nail





# **Avalon Switch Fabric Is Different**

- Fabric Custom-Generated for Peripherals
  - Contingencies on per-Peripheral Basis
  - System Is Not Burdened by Bus Complexity
- SOPC Builder Automatically Generates
  - Arbitration
  - Address Decoding
  - Data Path Multiplexing
  - Bus Sizing
  - Wait-State Generation
  - Interrupts

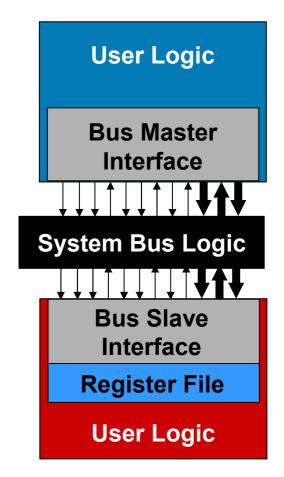




### **Traditional Bus Master / Slave**

- Must Comply Fully to Chosen Bus Standard
  - Bus Standard Adds Complexity
  - Consumes Resources
  - Designed in Reverse
    - Design Starts at Bus Interface
    - Back-End Adapted to Comply

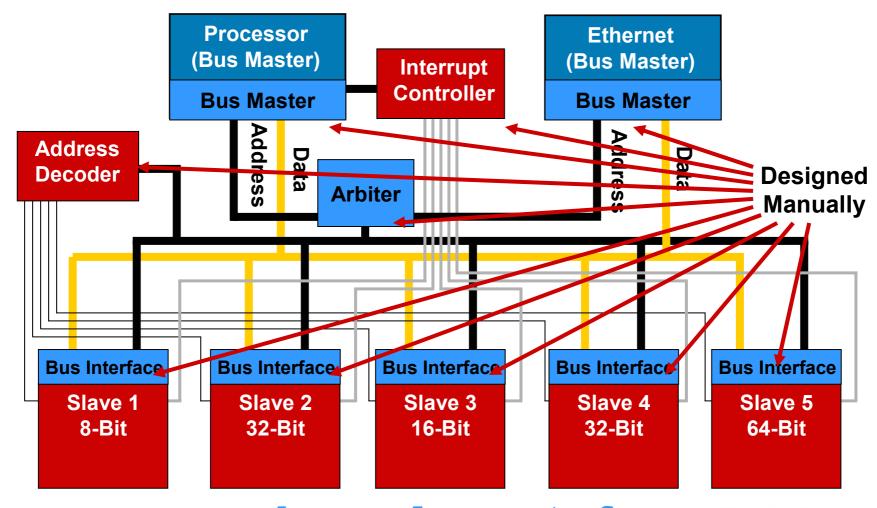
### Result = Non-Optimal Implementation







### **Traditionally Designed System**





#### Large Amount of Engineering Overhead!

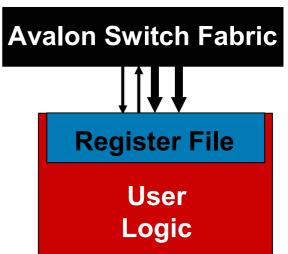


### **Avalon Slave**

- No Need to Worry about Bus Interface
- Use Interface Optimal for Nature of Peripheral
- Implement Only Signals Needed
- Avalon Switch Fabric Adapts to Peripherals
- Timing Automatically Handled
- Fabric Created for You
- Arbiters Generated for You

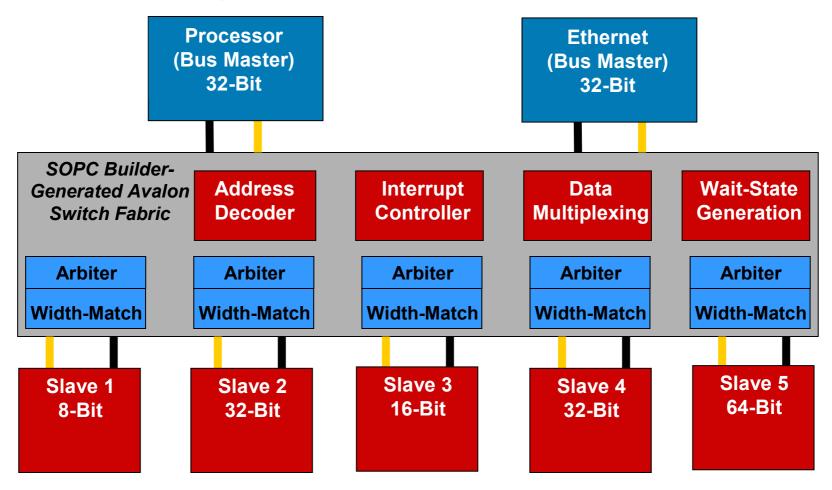
### **Concentrate Effort on Peripheral Functionality!**







### **Avalon System**



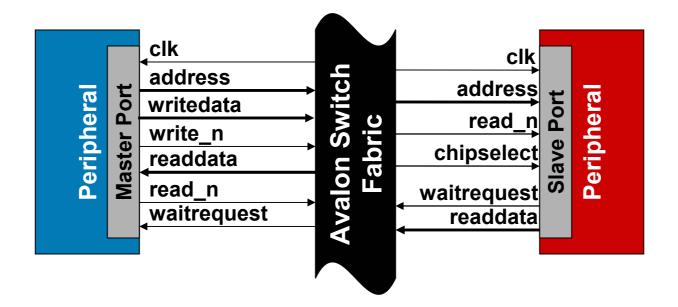


**Designer Only Needs to Worry About Peripherals** 



### **Example Avalon Peripherals**

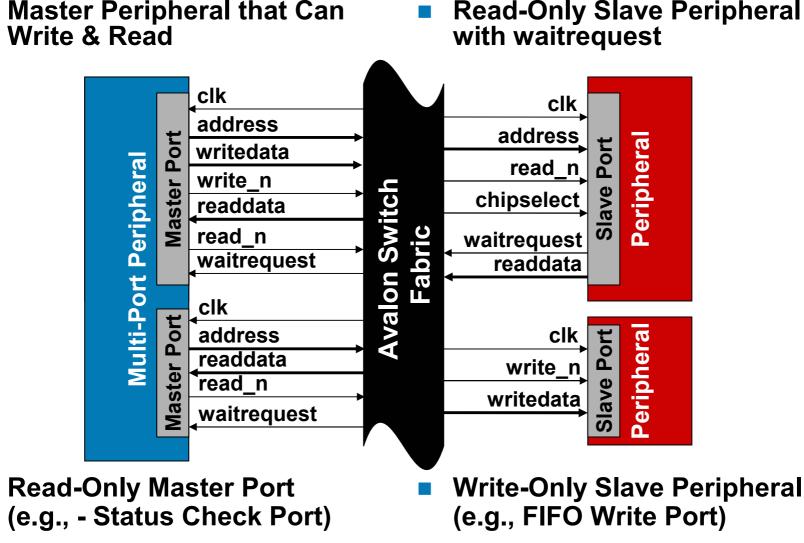
Master Peripheral that Can Write & Read Read-Only Slave Peripheral with waitrequest







### **Example Avalon Peripherals**





# **Creating Custom Peripherals**

How Do I Develop My Own Hardware for Use in SOPC Builder?



# **Reasons for Custom Hardware**

- Acceleration
  - Replace Software with Hardware
- Proprietary Functions
  - Algorithms
  - Product Differentiation
  - Design Reuse
- Availability
  - No Such Ready-Made IP

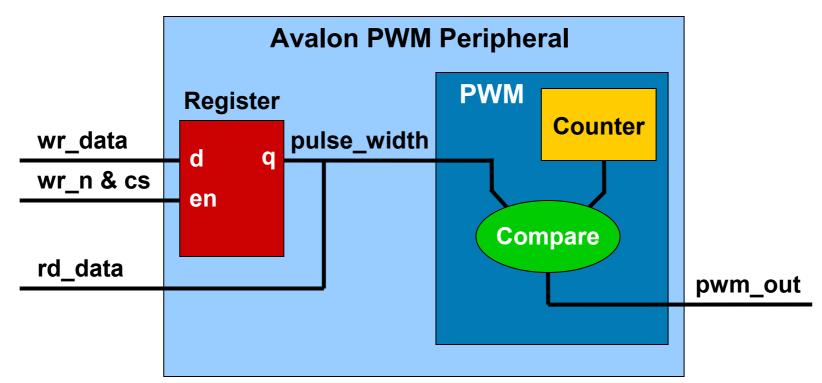






# **Creating an Avalon Slave**

#### **Pulse Width Modulator**





# **Creating an Avalon Slave**

### PWM Peripheral

- Verilog HDL
- Only 9 Ports
- Dynamic Bus Sizing
  - You Pick Data Width
  - Avalon Switch Fabric
     Adapts
  - Register vs. Memory

```
module avalon pwm (
    clk,
    wr data,
    byte n,
    CS,
    wr n,
    addr,
    clr n,
    rd data,
    pwm out
) ;
    input clk;
    input [31:0] wr data;
    input [3:0] byte n;
    input cs;
    input wr n;
    input addr;
    input clr n;
    output rd data;
    output pwm out;
```



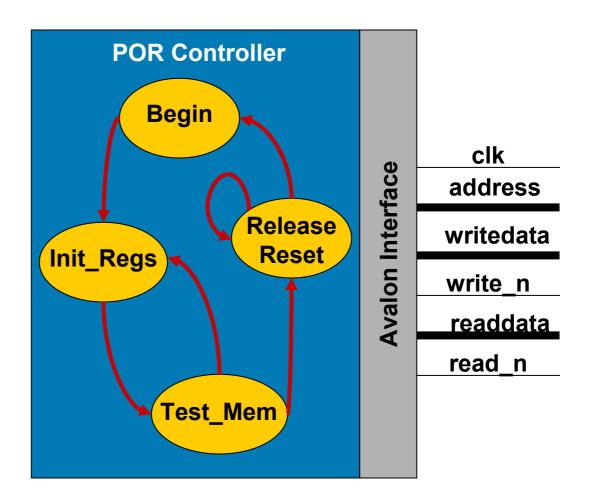


# **Creating an Avalon Master**

- Example
  - POR Controller
    - State Machine
    - Avalon Interface
  - Bring Up System

### Simple & Easy

- Avalon Master
- 4-State FSM







# **Interface to User Logic**

	♦ Interface to	User	Logic	- aud	io_pwm 🛛 🔀			
	Ports Instantiation T							
		r Slave 🔻						
	Design Files	_	1					
	✓ Jeppent Verilog, VHDL, EDIF, or Quartus Schematic File							
1	Add   pwm.v							
	Delete							
1	Top module: pwm							
	Port Information							
	Port Name	Width	Direction	Shared	Tune			
	wave clk	1	input	Snareu	Type			
	reset_n	1	input	<i>7777</i>	reset_n			
	pwm_select	1	input		chipselect			
	reg_address	1	input		address			
	write_n	1	input		write_n			
	data_from_cpu	16	input		writedata			
	periodic_irq	1	output		irq			
	wave_out	1	output		export			
	Read port-lis	t from fil	es	Add Port	Delete Port			
		🔽 Hide	Advanced	Signal Typ	bes			
	⊢ AHB Slave's Addressable Space							
	Address span: 0x10000000 V Bits: 32							
i				_		-		
Cancel < Prev Next > Finish Editing Add to Library								

- Publish Custom Hardware As SOPC Builder Component
- Choose Interface Type:
  - -Register Slave
  - -Memory Slave
  - -Avalon Master
- Add Design Files that Describe User Logic
- Automatically Define Port Table from Design Files
- Make Port Changes or Enter Ports Manually





# **Interface to User Logic**

- Specify Timing Requirements
  - Setup
  - Hold
  - Wait States
- Units
  - Time
  - Clock Cycles

🚸 Interface to User Logic - audio_pwm 💦 🔀
Ports Instantiation Timing Publish
Setup: 0 vVait: 0 Hold: 0 Units: ns 💌
System Clock 66.66 MHz Timing granularity is System Clock cydus
Read Waveforms cycles
data
readn 15ns
│ Write Waveforms
data
select
writen 15ns
L]
Cancel < Prev Next > Finish Editing Add to Library







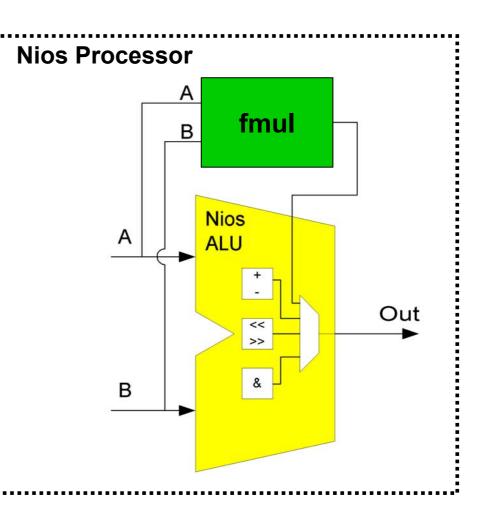
### **Creating Custom Instructions for Nios**

Augmenting Your Embedded Processor's Instruction Set



# **Custom Instruction - Definition**

- Dramatically Accelerates
   Software Algorithms Using
   Hardware
- Extends Nios Instruction Set
  - Up to Five Instructions
- SOPC Builder Development Tool
  - Automatically Adds User Logic to Nios ALU
  - Assigns Op-Code
  - Generates C- & Assembly- Macros







# **Custom Instruction - Software**

#### Code Macros (include excalibur.h)

- nm\_<macro\_name> (dataa, datab)
- nm\_<macro\_name>\_pfx (prefix, dataa, datab)
- Assembly Code
  - Use Opcodes or Assembly Macro

LD %r1,[%L6]	; Load word at [%L6] into %r1
LD %r0,[%L2]	; Load word at [%L2] into %r0
PFX 1	; Only needed if using prefix
nm_my_cust_inst %r1	; Macro calling a Rw opcode, r1 <= r1 "OP" r0
ST [%L4],%r1	; %L4 is the pointer, %r1 is stored

Makes Your Custom Instruction Look Like a Normal C Function Call 20 YEARS of





### Custom Instruction - Integration Import "fmul" into Nios CPU

♦ Altera Nios 3.0 - nios_0							
Architecture   Hardware   Software   Debug   Custom Instructions							
Library	Name	Operation	Cycle Count	Opcode			
Bit Swap Endian Converter	fmul	RA = RA op	2	USR0			
		RA = RA o		USR1			
Line Divide		RA = RA o		USR2			
		RA = RA o		USR3			
		RA = RA o		USR4			
Add         Import         Edit         Delete         Up         Down           See <a href="mailto:custom_instruction_readme.txt">custom_instruction_readme.txt</a> , Application Note 188, and the <a href="mailto:custom">custom Instructions Tutorial</a> .							
Cancel <	Prev	Next >	Finish				

Interface to User L	ogic	- USRO_	_nios_0 🛛 🔀				
Ports Instantiation Timing Publish							
Bus Interface Type: Custom Instruction							
₩ Import Verilog, VHDL, EDIF, or Quartus Schematic File							
Add fmul.bdf							
Delete							
Top module: fmul	Top module: fmul						
Port Information							
Port Name	Width	Direction	Туре				
dataa	32	input	dataa				
datab	32	input	datab				
start	1	input	start				
reset	1	input	reset				
clk_en	1	input	clk_en				
cik	1	input clk					
prefix	11	input	prefix				
result	32	output	result				
Read port-list from files Add Port Delete Port							
Hide Advanced Signal Types							
AHB Slave's Addressable Space							
Address span: 0x2 💌 Bits:							
Cancel < Prey Next > Finish Editing Add to Library							





# Which One Do I Use?

- Custom Instruction
  - Used for Low-Clock
     Cycle Calculations
  - Provides Quick Access to Inputs/Output
  - Accessed Only by CPU
  - Stalls CPU

- Custom Peripheral
  - Used for Labor-Intensive Operations
  - Accessible through the Avalon Bus
  - Accessible by Other Masters (i.e., DMA)
  - CPU Independent







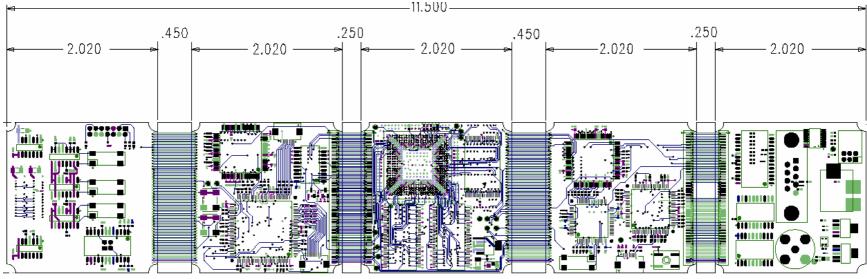
### **Applications & Examples**

#### **Real Customer Designs**

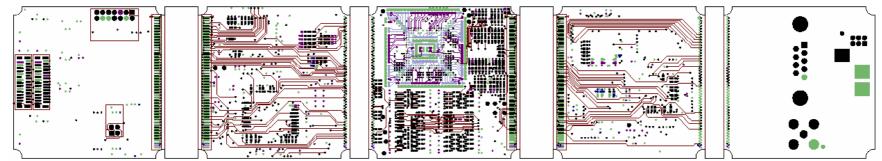


# **Example 1: SOPC Reality**

Тор



**Bottom** 

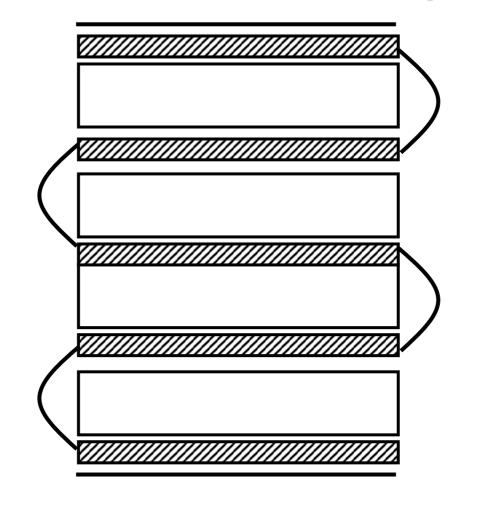








The Accordion Stackup







# **Example 1: SOPC Reality**









### **Example 1: SOPC Reality**

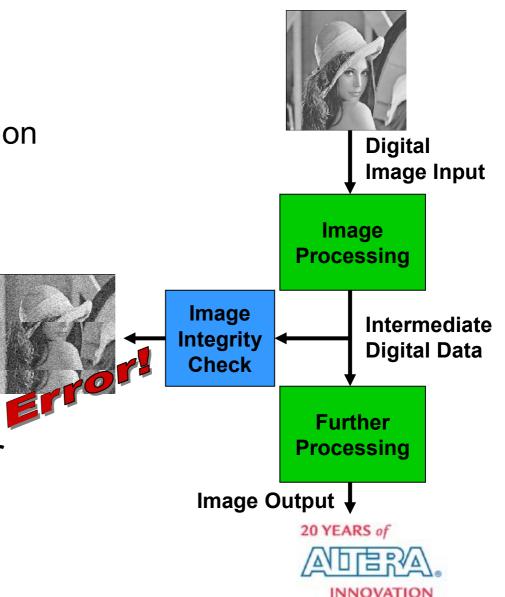




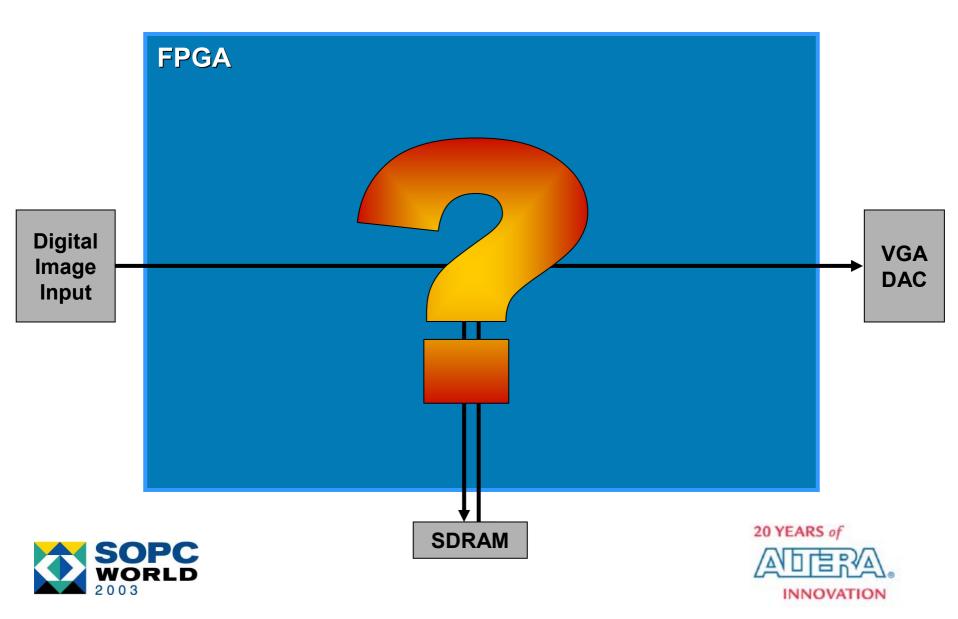


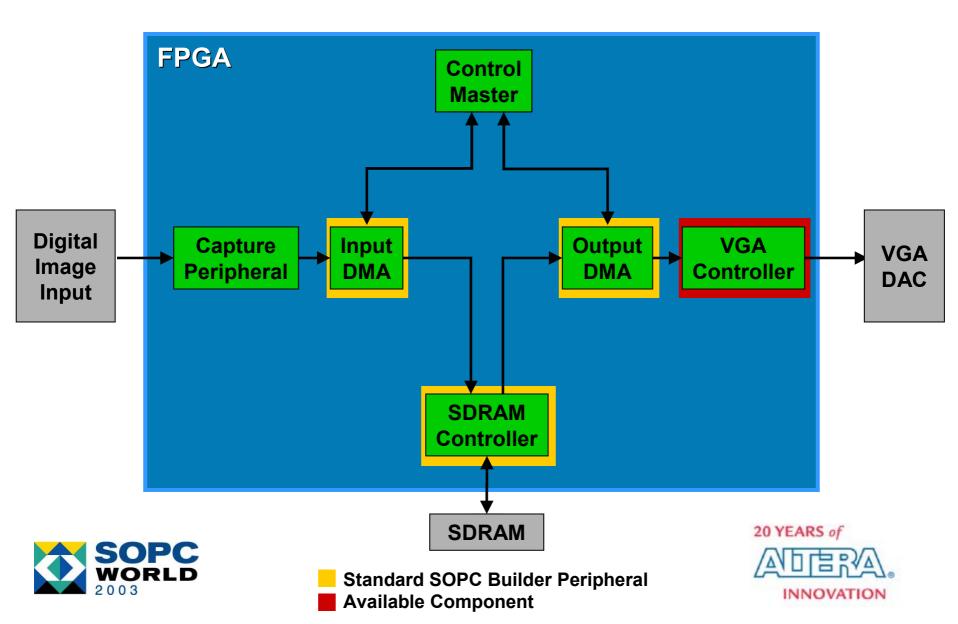
#### Application

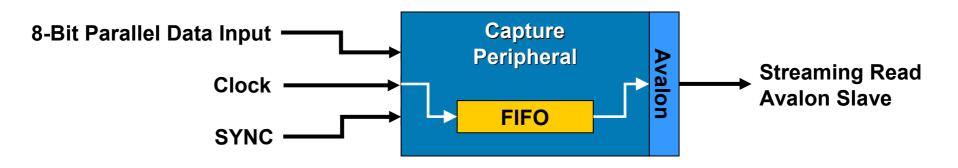
- Quality & Assurance
   During System Production
- Function
  - Intercept Digital-Image Data Stream
  - Display Image on VGA Monitor
  - Verify Image Integrity
- No Need for Processor

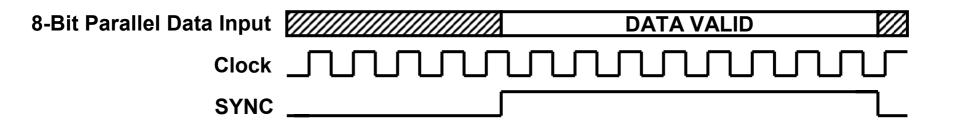






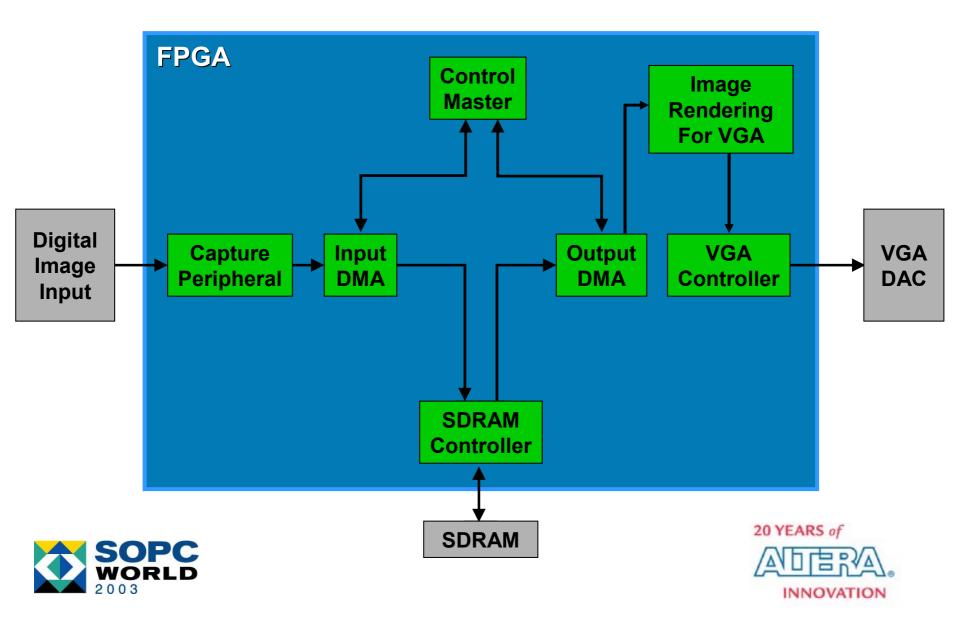


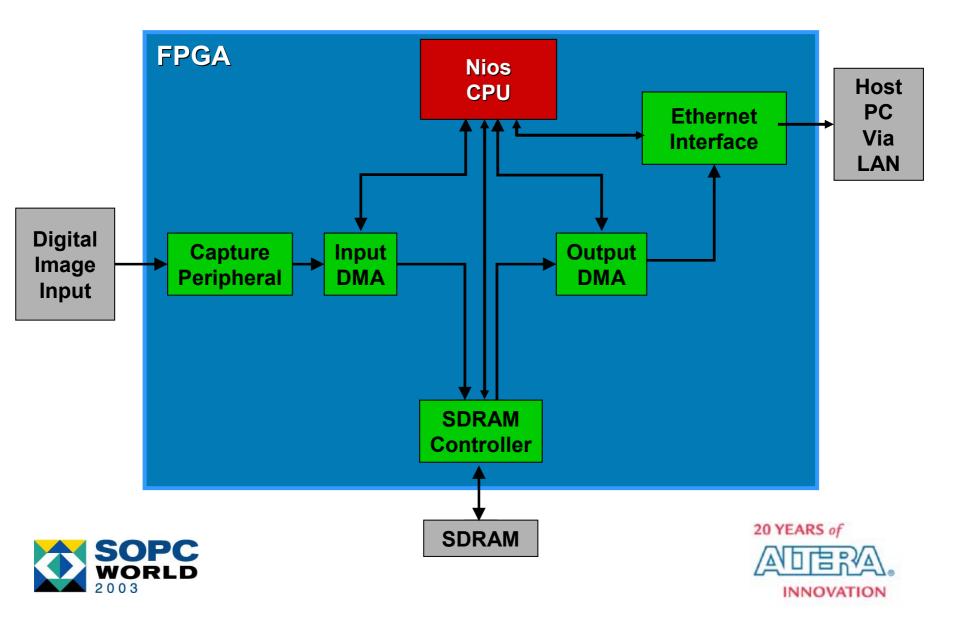












## **Example 3: Mandelbrot Algorithm**

```
int float mandelbrot(float cr, float ci, int max iter)
{
       float xsqr=0.0, ysqr=0.0, x=0.0, y=0.0;
      int iter=0;
      while ( ((xsqr + ysqr) < 4.0) & (iter < max iter) )
       {
             xsqr = x * x;
             ysqr = y * y;
             y = (2 * x * y) + ci;
             x = xsqr - ysqr + cr;
             iter++;
       }
```

```
return(iter);
```



}



# **Example 3: Optimizations**

- Floating-Point Software in FPU Co-Processor
- Floating-Point Software in Integer Software
- Integer Software Done in Hardware
- Add DMA Transfer to Hardware Acceleration
- Parallelize Subsections of Display
- Simplify Control Master







# **Example 3: Mandelbrot**

Demonstration



# Conclusion

- Altera Delivers System-Level Integration Solutions
  - SOPC Builder
  - Avalon
  - Nios
- SOPC Builder Accelerates Embedded System Design
  - Design Customization & IP Re-Use
  - Hardware Acceleration
  - Rapid Software Development







