



CCLRC
Rutherford Appleton Laboratory

What can we learn from Stockholm?

- Stockholm have made big improvements in the performance of their firmware.
- How have they done this?
- What can we learn from it?

VHDL vs HDLdesigner graphics...

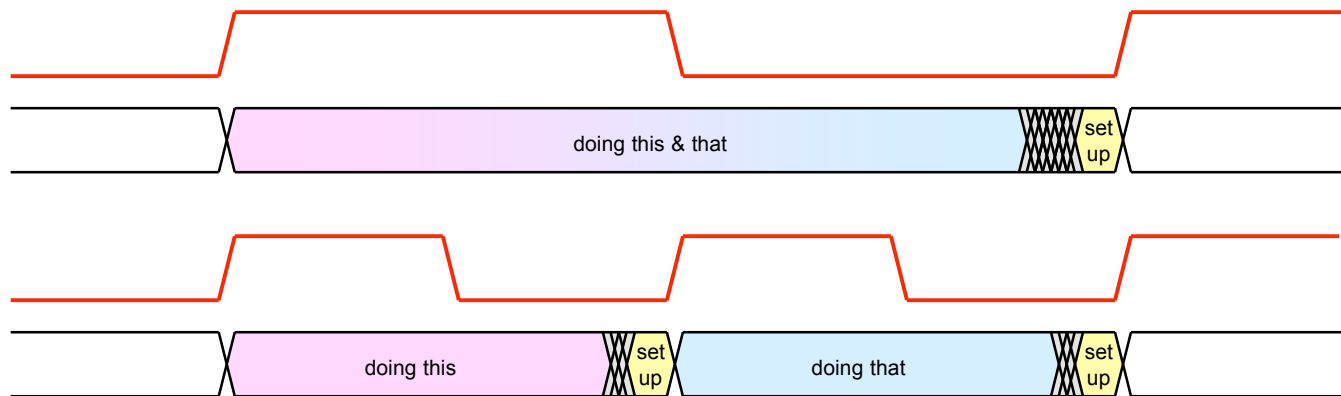
- *Stockholm find it quicker & easier to enter VHDL directly; don't like graphics.*
- Possibly deterred by machine-generated graphics: definitely messy.
- Had the misfortune to be porting to a new version of HDLdesigner.
- Pure VHDL:
 - definitely more portable,
 - definitely less transparent for debugging, maintenance, education.
- Modifying large body of existing code not the same as building & organising it from scratch
- Conclusions:
 - For portability our firmware archive must store all generated VHDL.
 - Use & storage of front-end graphics is additional blessing/curse

High-Level vs. Low-Level Hardware Descriptions...

- *Stockholm improved implementation by moving from very low-level to very high-level description of hardware.*
 - Original code written when synthesis engines weren't very good.
 - Original code written without regard for Xilinx architecture; e.g. ignored fast carry.
 - These days synthesis engines normally optimise code better than humans.
 - We tend to work at higher level already, but...
 - Knowledge of device architecture & appropriate targeting can improve results
 - Generic code generally a good thing, but...
 - see comment above
 - don't waste time writing generic code for a component you'll never use again
 - Conclusion: Stockholm have moved much closer to our way of working
-

80 MHz clock vs. 40 MHz clock...

- *Stockholm have recently moved from 80 MHz to 40 MHz clock for FPGA.*
- As long as clock is multiple of 40 MHz design is synchronous.
- FPGA has fixed minimum latency for each operation. Doubling clock frequency ~ halves number of operations performed per clock tick.
 - slightly worse than this as set-up & hold times are compounded.



- Conclusion: we never saw the point of the 80 MHz clock.

Conclusions

- Stockholm have moved from a design that wasn't very well targeted to today's technology & tools to one that is.
 - Clearly done some good work and achieved good results.
 - Mostly they've moved much closer to our way of working, so on this occasion we've not much to learn.
 - However, we mustn't get complacent. New ideas always arising & are always worth evaluating.
-