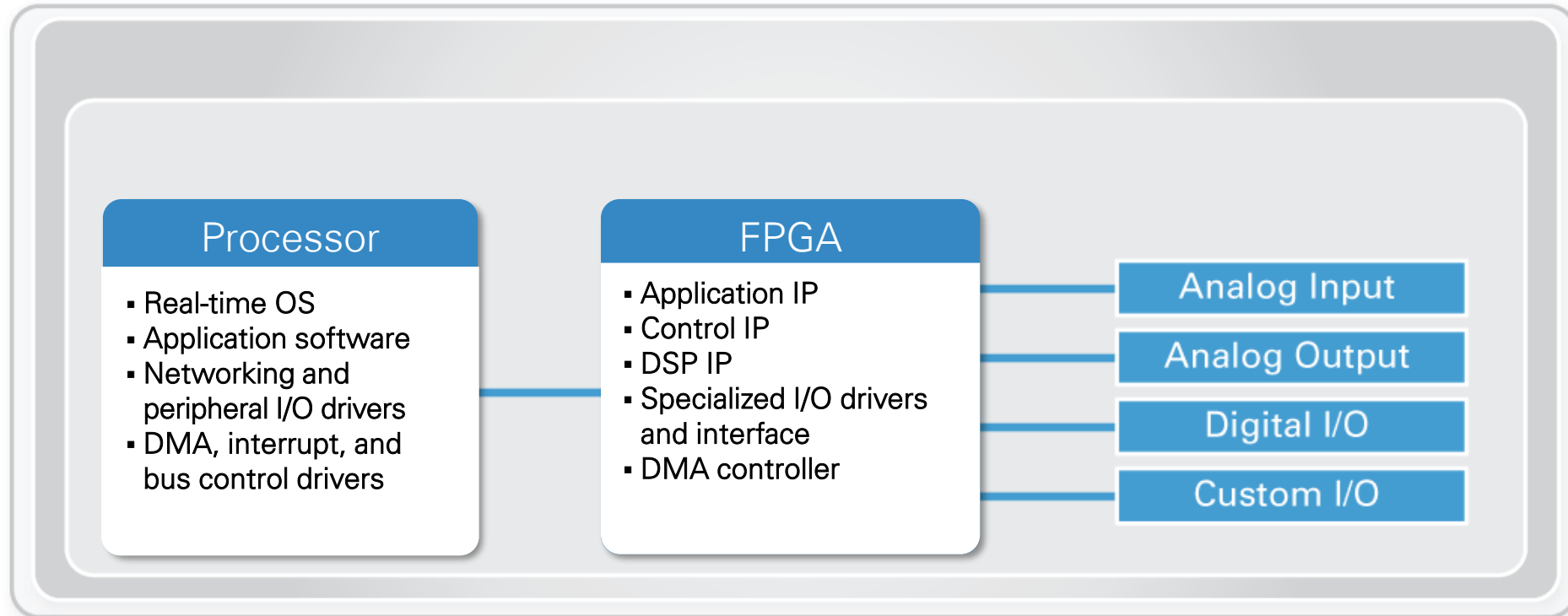


FPGA design with National Instruments

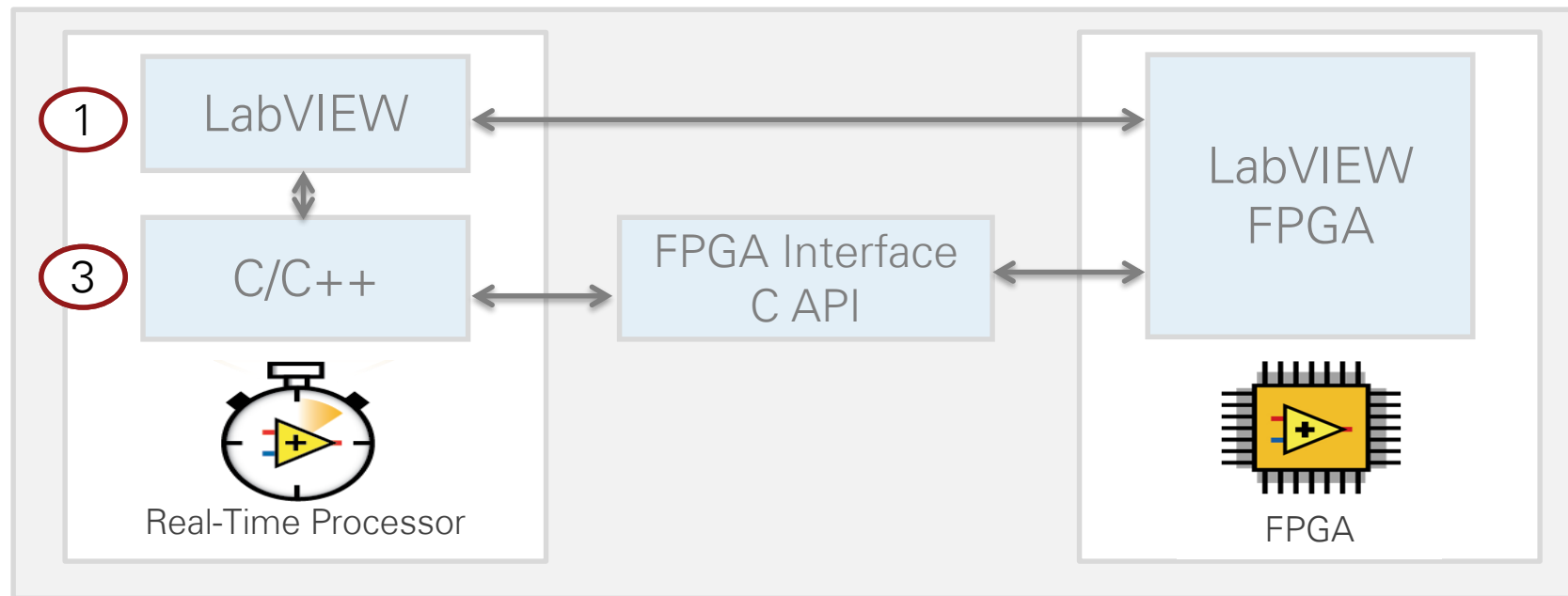
Rémi DA SILVA

Systems Engineer - Embedded and Data Acquisition Systems - MED Region

The NI Approach to Flexible Hardware



NI Embedded Software Architecture Options



- ① LabVIEW RT and FPGA
- ② LabVIEW RT app for I/O, with C/C++ app or library

- ③ C/C++ on RT, LabVIEW FPGA

LabVIEW System Design Software

Project Explorer

Manage and organize all system resources, including I/O and deployment targets

Deployment Targets

Deploy LabVIEW code to the leading desktop, real-time, and FPGA hardware targets

Instant Compilation

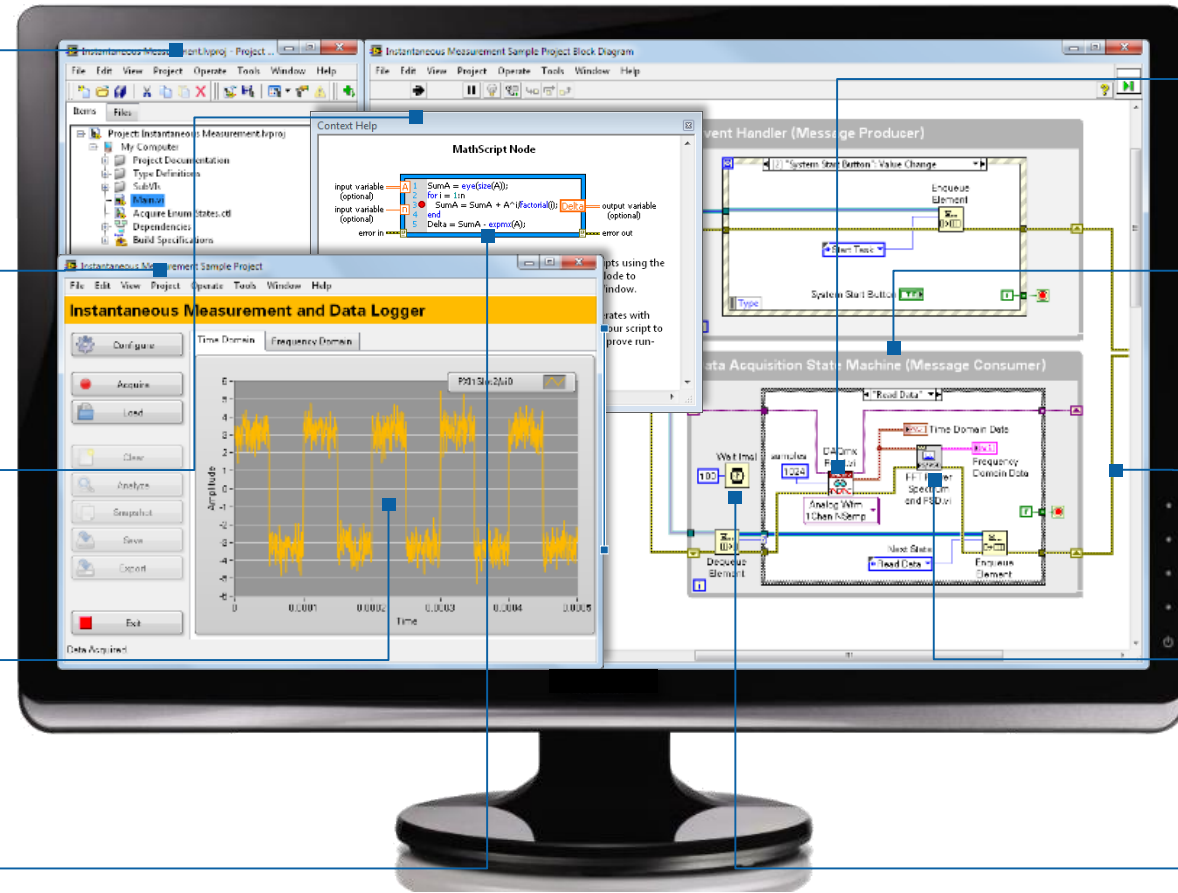
See the state of your application at all times, instantly

Front Panel

Create event-driven user interfaces to control systems and display measurements

Models of Computation

Combine and reuse .m files, C code, and HDL with graphical code



Hardware Connectivity

Bring real-world signals into LabVIEW from any I/O on any instrument

Parallel Programming

Create independent loops that automatically execute in parallel

Block Diagram

Define and customize the behavior of your system using graphical programming

Analysis Libraries

Use high-performance analysis libraries designed for engineering and science

Timing

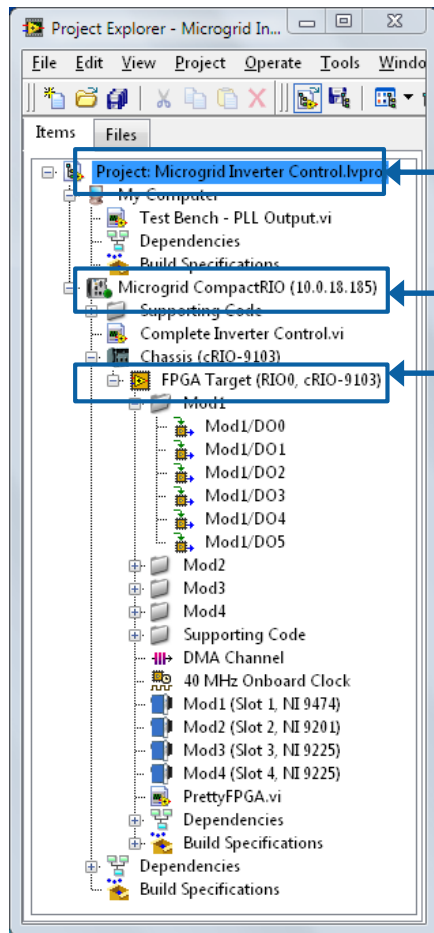
Define explicit execution order and timing with sequential data flow

Accelerates Your Success

By abstracting low-level complexity and integrating all of the tools you need to build any measurement or control system

LabVIEW System Development Environment

Complete
System IDE



Windows Desktop PC Application

Real-Time Processor Application

FPGA Application

System Design Tool

LabVIEW System Development Environment

Complete
System IDE

Math and
Analysis

FPGA Math & Analysis

↑ Search Customize

Generation Control Utilities High Thro...

DC-RMS Mean, Var,... Analog Pe... Linear Alg...

Butterwor... Notch Filter Rational R...

Scaled Wi... FFT

PID

↑ Search Customize

PID.vi PID Advance... PID Advance... PID Autotuni... PID Autotuni...

PID Gain Sch... PID Structure... PID Autotuni... PID Online A... PID Lead-La...

PID Setpoint ... PID Control I... PID Output R... PID EGU to P... PID Percenta...

Signal Processing

↑ Search Customize

Wfm Genera... Wfm Condi... Wfm Measure

Sig Generation Sig Operation Windows

Filters Spectral Transforms Point By Point

Mathematics

↑ Search Customize

Numeric Elementary Linear Algebra

Fitting Interp & Extr... Integ & Diff

Prob & Stat Optimization Differential E...

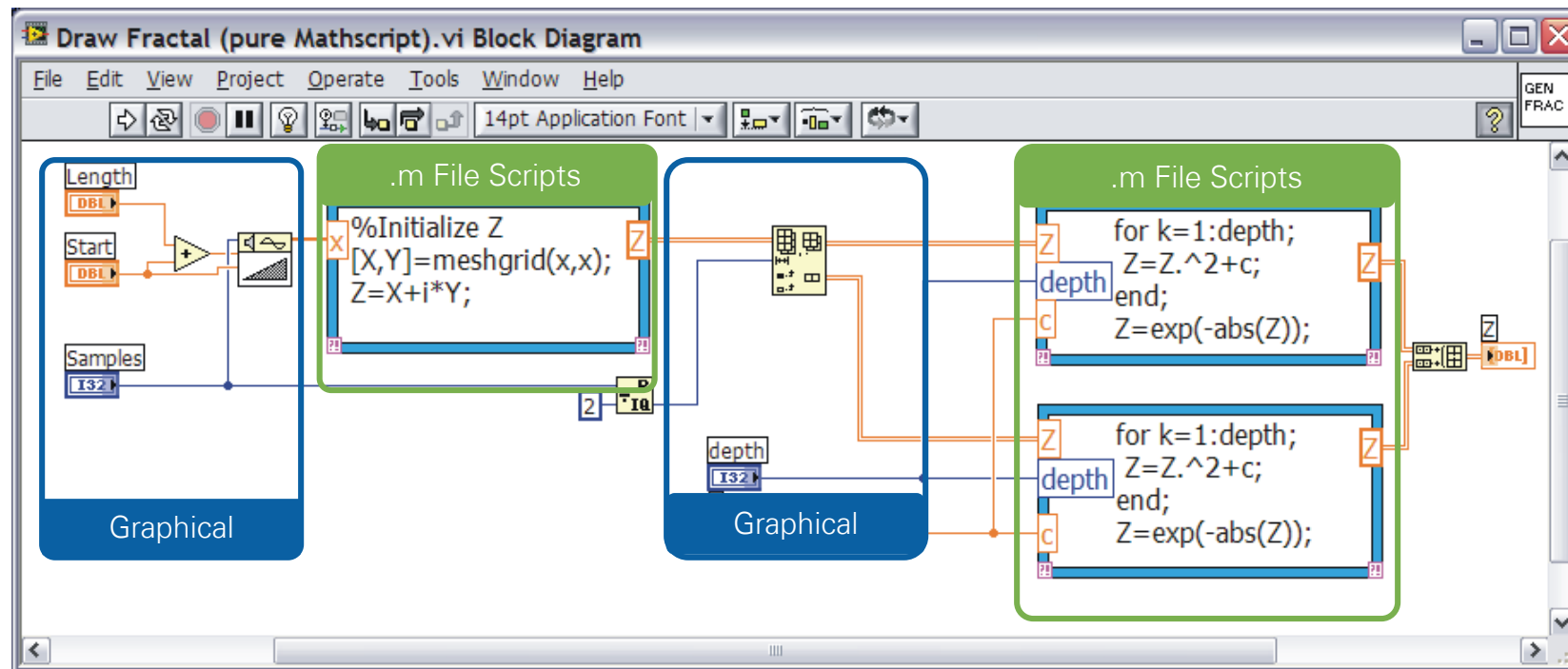
Geometry Polynomial Script & For...

LabVIEW System Development Environment

Complete
System IDE

Math and
Analysis

Reuse of
Existing Code

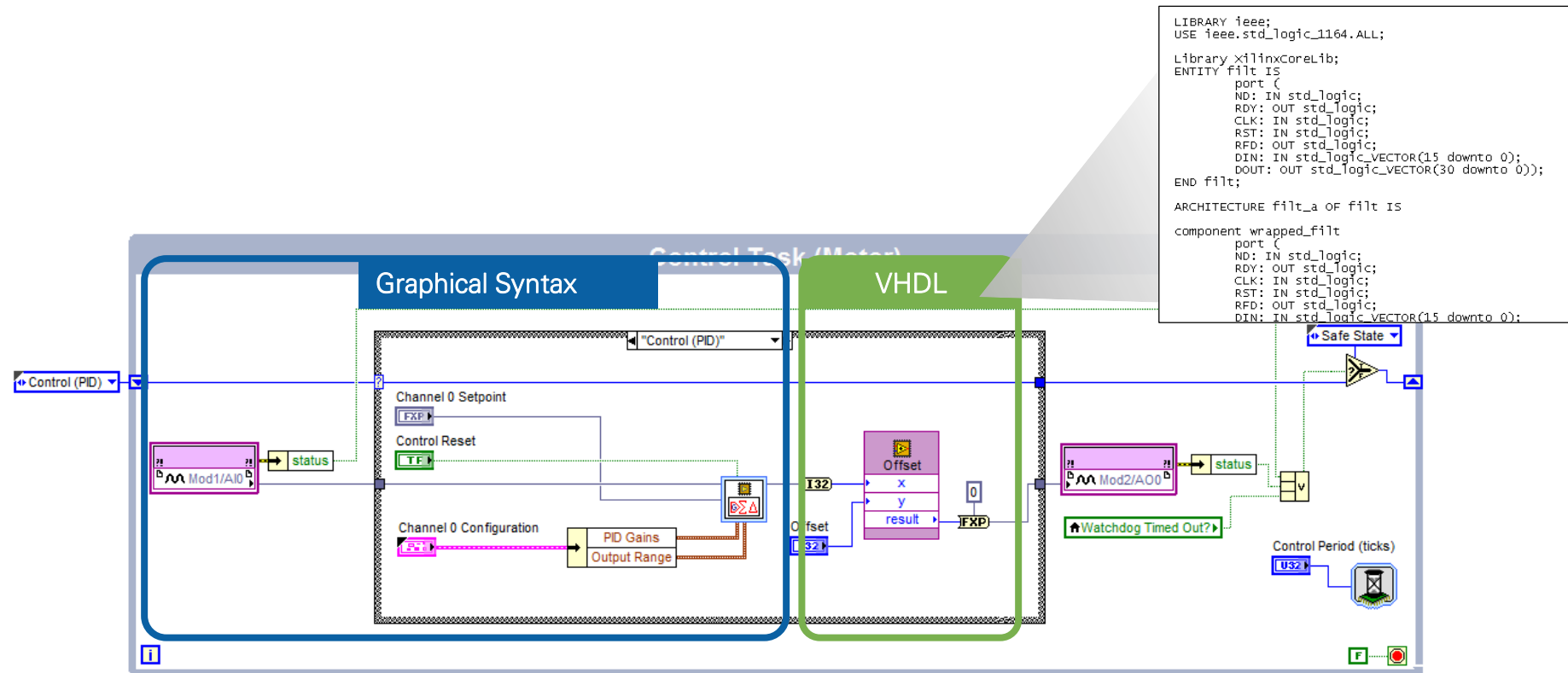


LabVIEW System Development Environment

Complete System IDE

Math and Analysis

Reuse of Existing Code



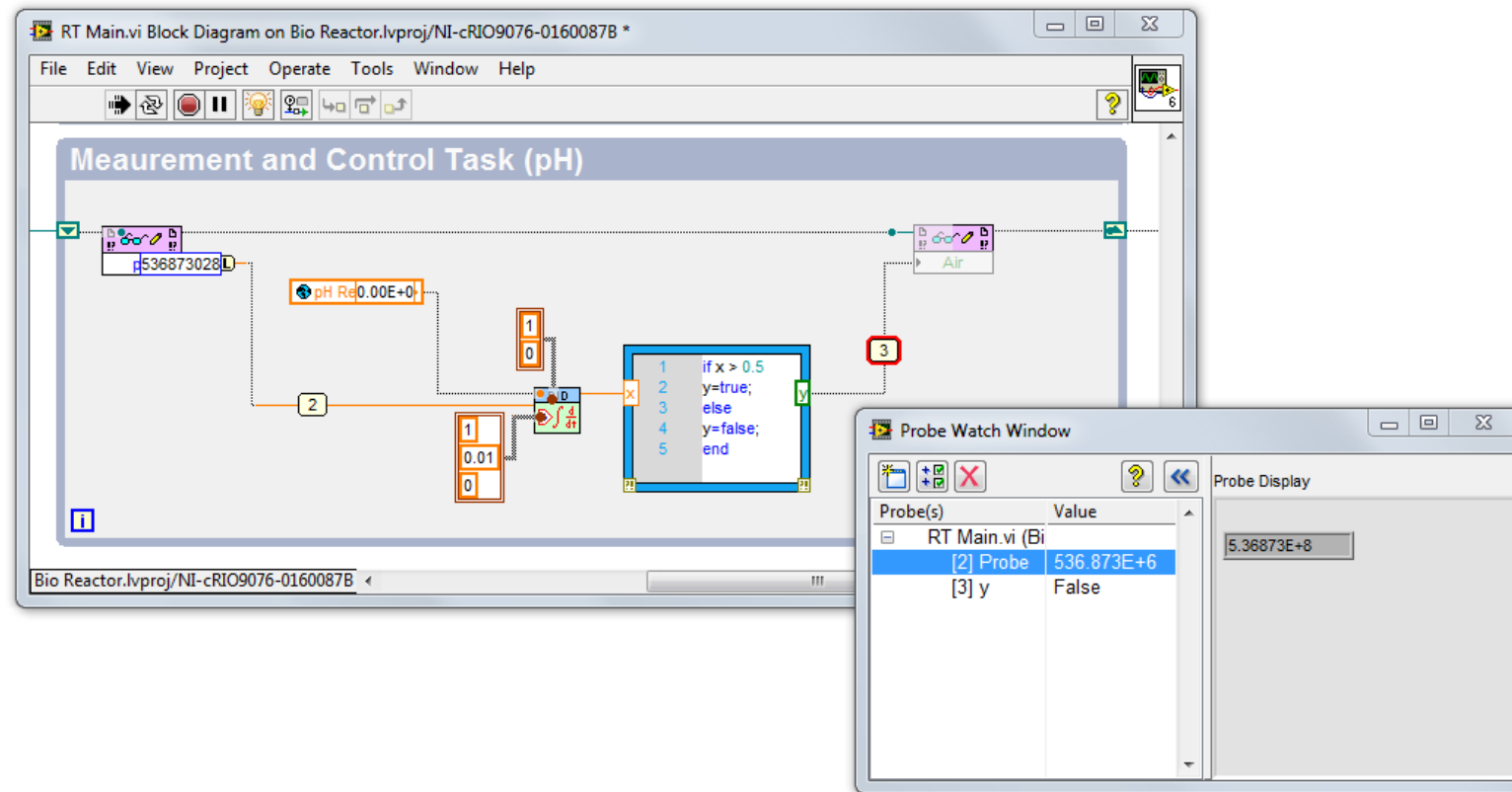
LabVIEW System Development Environment

Complete
System IDE

Math and
Analysis

Reuse of
Existing Code

Graphical
Debugging



LabVIEW System Development Environment

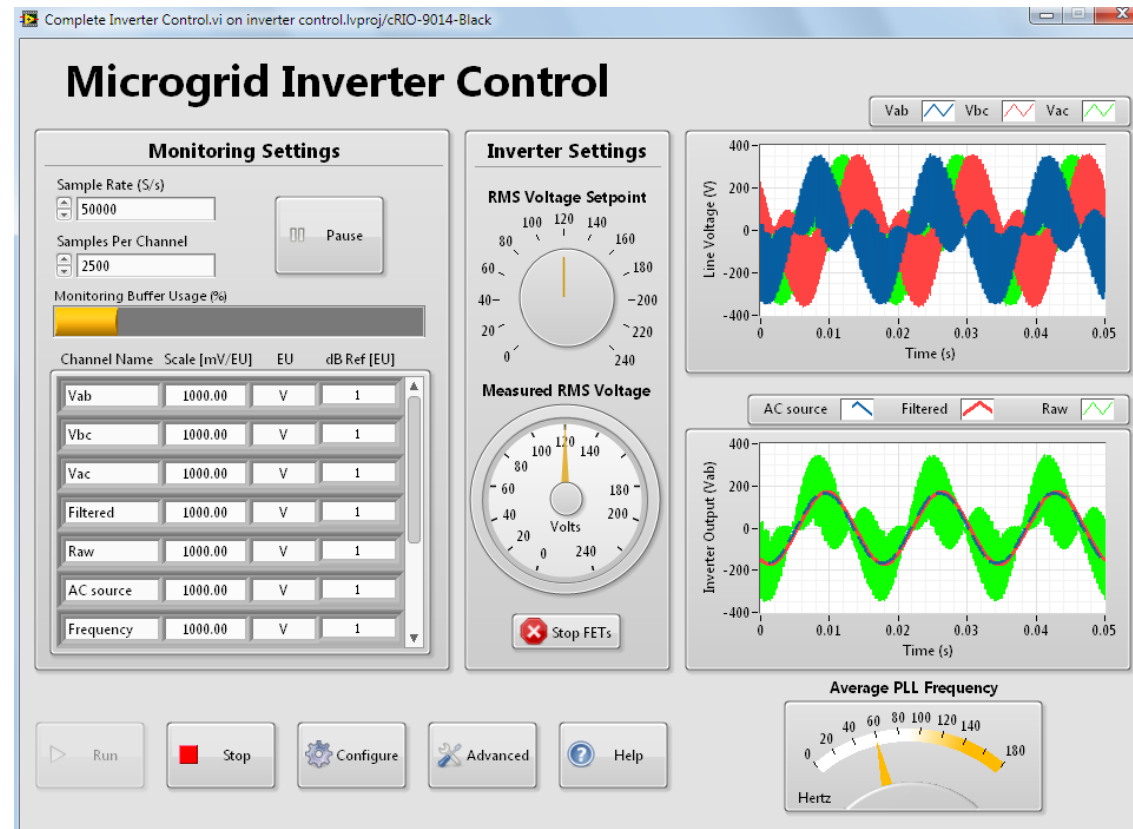
Complete System IDE

Math and Analysis

Reuse of Existing Code

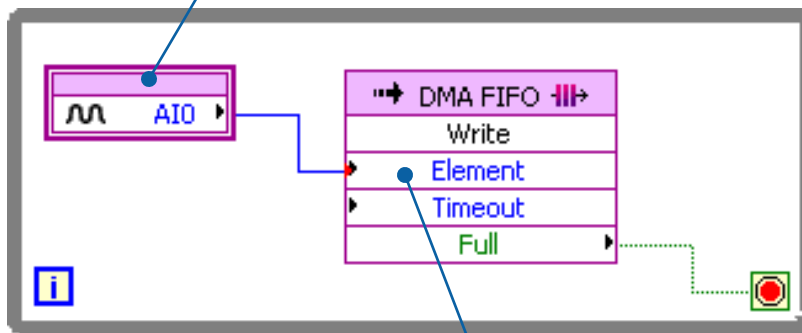
Graphical Debugging

User Interface



Abstraction of Hardware Complexities

Acquire analog data point-by-point



Directly transfer analog data to processor memory via FIFO for data logging, display, etc.



~4000 lines of VHDL

LabVIEW FPGA vs. VHDL

LabVIEW Environment Basics

“Project” = System Configuration

“VI” = Program or Function

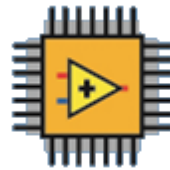
The image displays three windows from the LabVIEW software environment:

- Project Explorer:** Shows a project named "Getting Started.lvproj" with sub-items "My Computer", "1-Simulate Signal.vi", "Dependencies", and "Build Specifications".
- Front Panel:** Titled "1-Simulate Signal.vi Front Panel", it features a "Waveform Graph" showing a sine wave. The graph's y-axis is labeled "Amplitude" (ranging from -1 to 1) and the x-axis is labeled "Time" (ranging from 0 to 0.1). Below the graph are two numeric controls: "Frequency" set to 10.1 and "Amplitude" set to 1. A red "STOP" button is also present.
- Block Diagram:** Titled "1-Simulate Signal.vi Block Diagram", it shows the underlying code. It includes a "Simulate Signal Sine" block with "Frequency" and "Amplitude" inputs. A "Waveform Graph" block is connected to the output of the "Simulate Signal Sine" block. A "stop" button is also visible in the diagram.

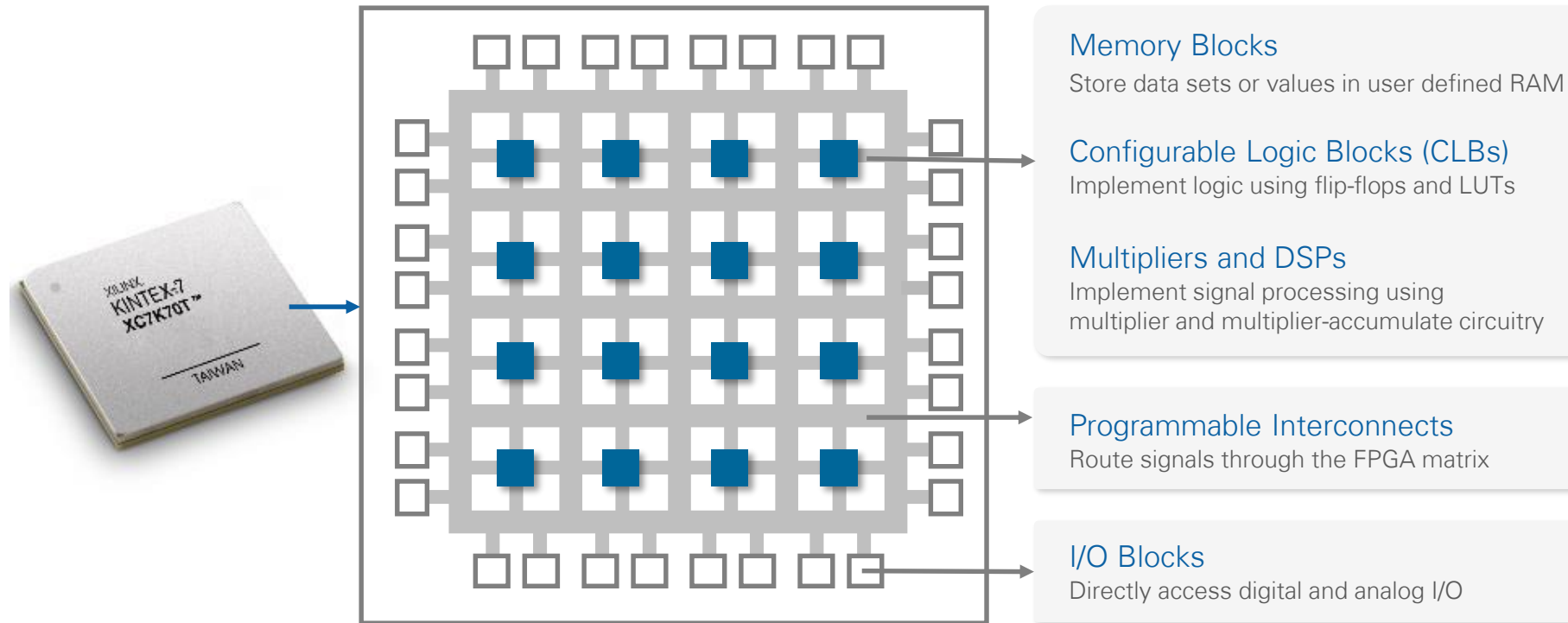
“Front Panel” = User Interface

“Block Diagram” = Code

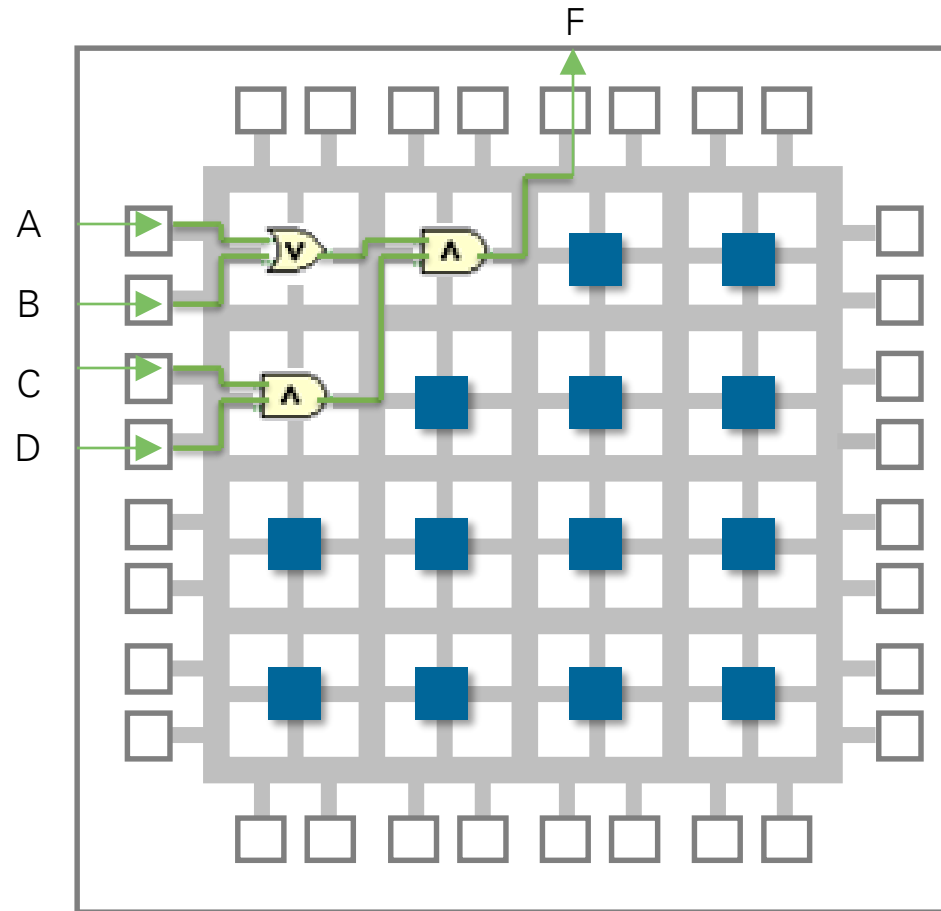
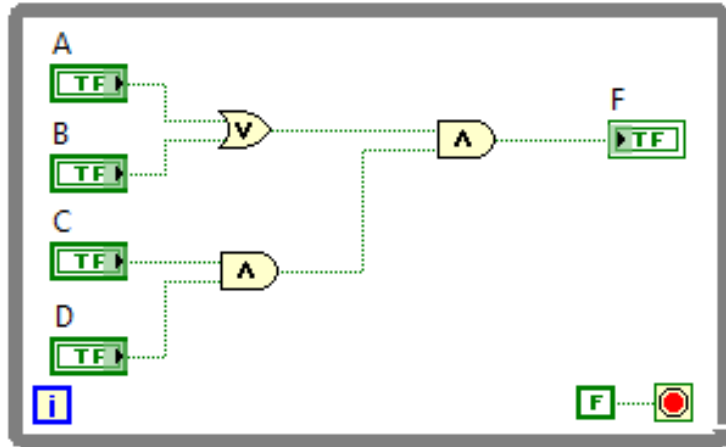
Embedded systems – LabVIEW FPGA



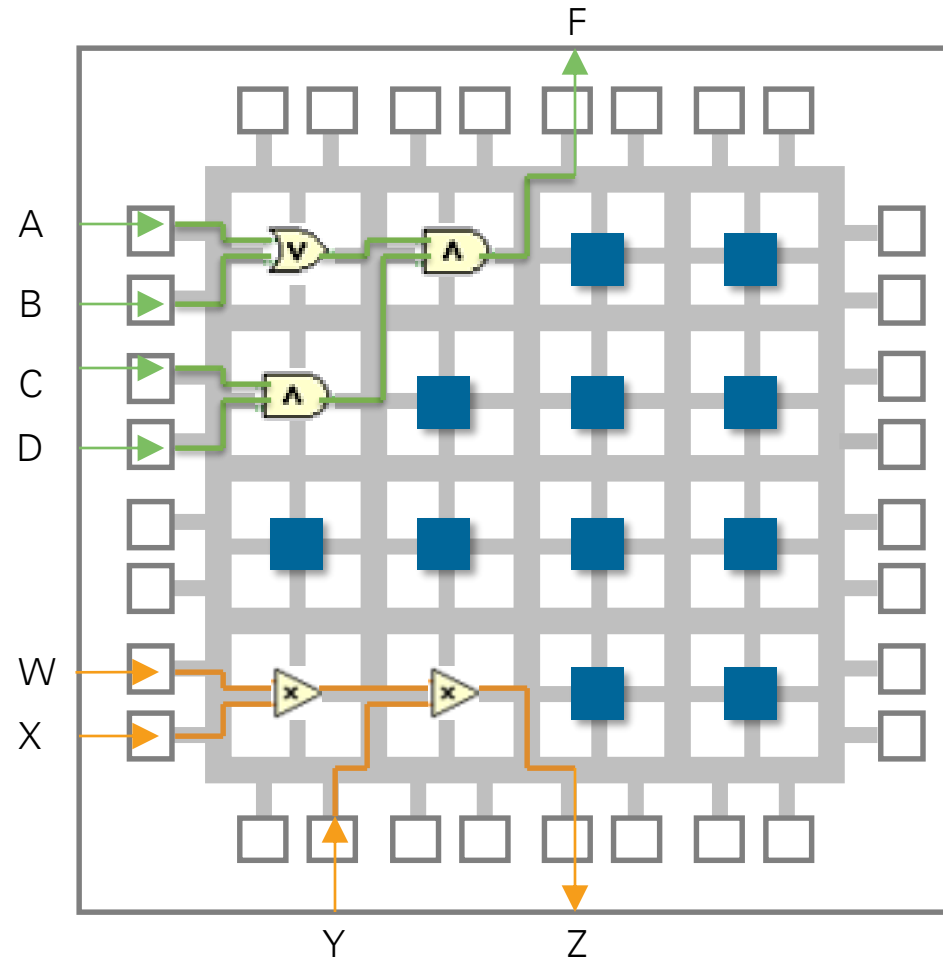
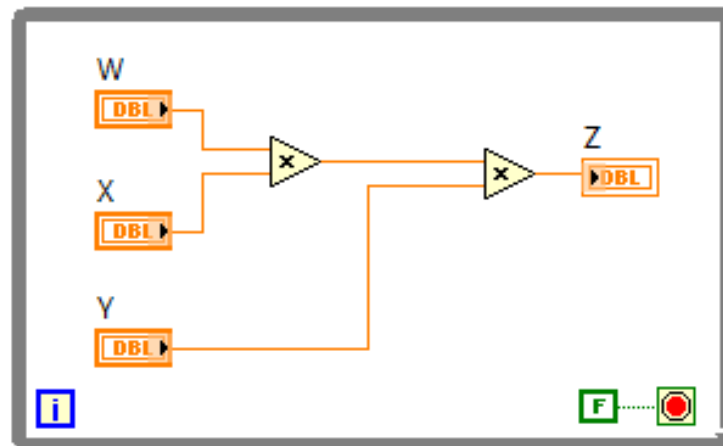
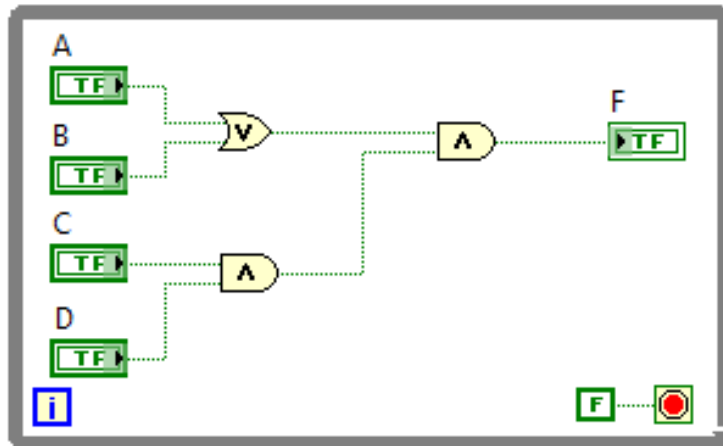
Field-Programmable Gate Array (FPGA)



FPGAs Are Dataflow Systems



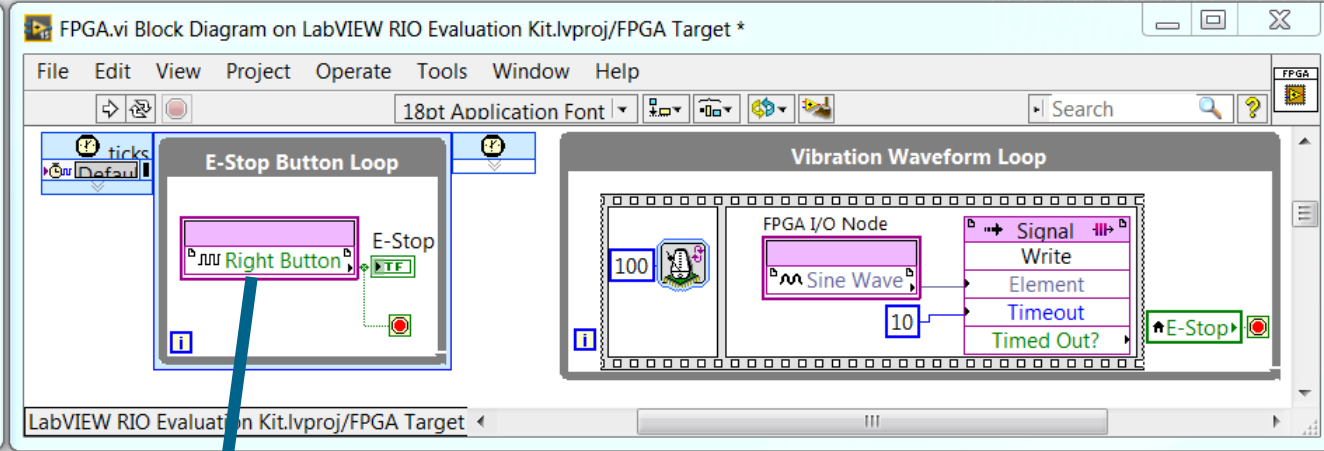
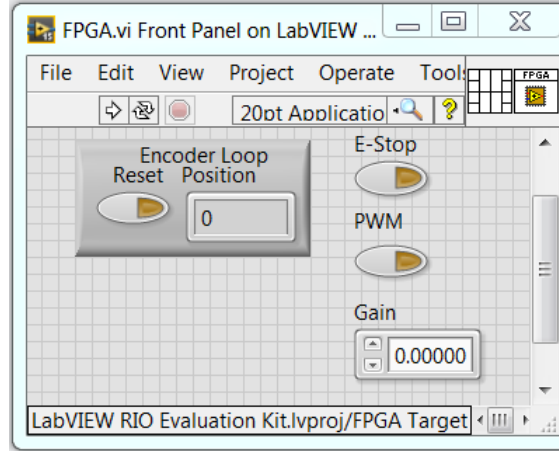
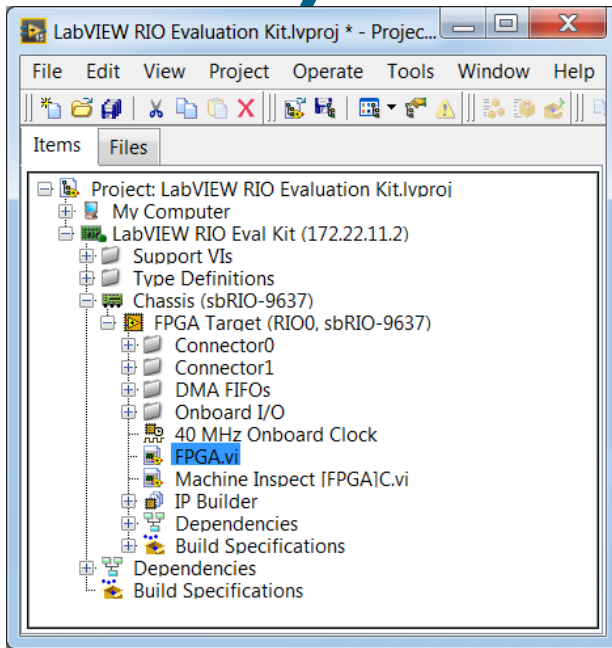
Parallel Processing



LabVIEW FPGA

“Project” = System Configuration

“VI” = Application



“Front Panel” = Interface Elements

I/O Node

“Block Diagram” = Code

LabVIEW FPGA vs. VHDL: Blink an LED

VHDL Implementation

```
begin
```

```
LED <= LED_local;
```

Physical wire connection to "LED"

```
process (CLK_50MHZ)
```

```
begin
```

```
if rising_edge(CLK_50MHZ) then
```

```
if ToggleLED then
```

```
LED_local <= not LED_local;
```

```
end if;
```

```
end if;
```

```
end process;
```

```
CounterProc: process (CLK_50MHZ)
```

```
begin
```

```
if rising_edge(CLK_50MHZ) then
```

```
if CounterValue = kCounterTC then
```

```
CounterValue <= (others => '0');
```

```
ToggleLED <= true;
```

```
else
```

```
CounterValue <= CounterValue + 1;
```

```
ToggleLED <= false;
```

```
end if;
```

```
end if;
```

```
end process CounterProc;
```

```
end rtl;
```

LabVIEW FPGA vs. VHDL: Blink an LED

VHDL Implementation

<pre>begin</pre>	
<pre> LED <= LED_local;</pre>	Physical wire connection to "LED"
<pre> process (CLK_50MHZ) begin if rising_edge(CLK_50MHZ) then if ToggleLED then LED_local <= not LED_local; end if; end if; end process;</pre>	Toggle the physical LED when internal timing signal "ToggleLED" is true. Executes every tick of the 50Mhz clock.
<pre> CounterProc: process (CLK_50MHZ) begin if rising_edge(CLK_50MHZ) then if CounterValue = kCounterTC then CounterValue <= (others => '0'); ToggleLED <= true; else CounterValue <= CounterValue + 1; ToggleLED <= false; end if; end if; end process CounterProc;</pre>	
<pre>end rtl;</pre>	

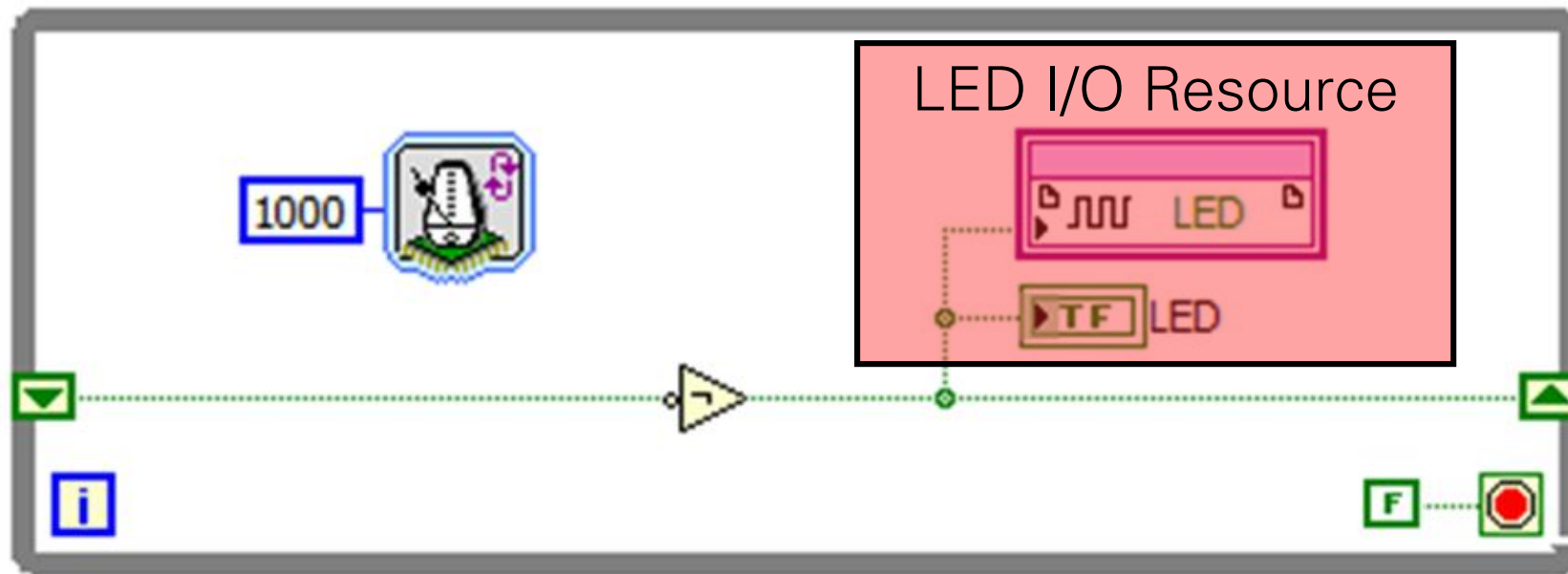
LabVIEW FPGA vs. VHDL: Blink an LED

VHDL Implementation

<pre>begin</pre>	
<pre>LED <= LED_local;</pre>	Physical wire connection to "LED"
<pre>process (CLK_50MHZ) begin if rising_edge(CLK_50MHZ) then if ToggleLED then LED_local <= not LED_local; end if; end if; end process;</pre>	Toggle the physical LED when internal timing signal "ToggleLED" is true. Executes every tick of the 50Mhz clock.
<pre>CounterProc: process (CLK_50MHZ) begin if rising_edge(CLK_50MHZ) then if CounterValue = kCounterTC then CounterValue <= (others => '0'); ToggleLED <= true; else CounterValue <= CounterValue + 1; ToggleLED <= false; end if; end if; end process CounterProc;</pre>	Counter establishes the timing of the "ToggleLED" signal. Goes "true" when the counter reaches 50,000,000 (1 second) and resets counter.
<pre>end rtl;</pre>	

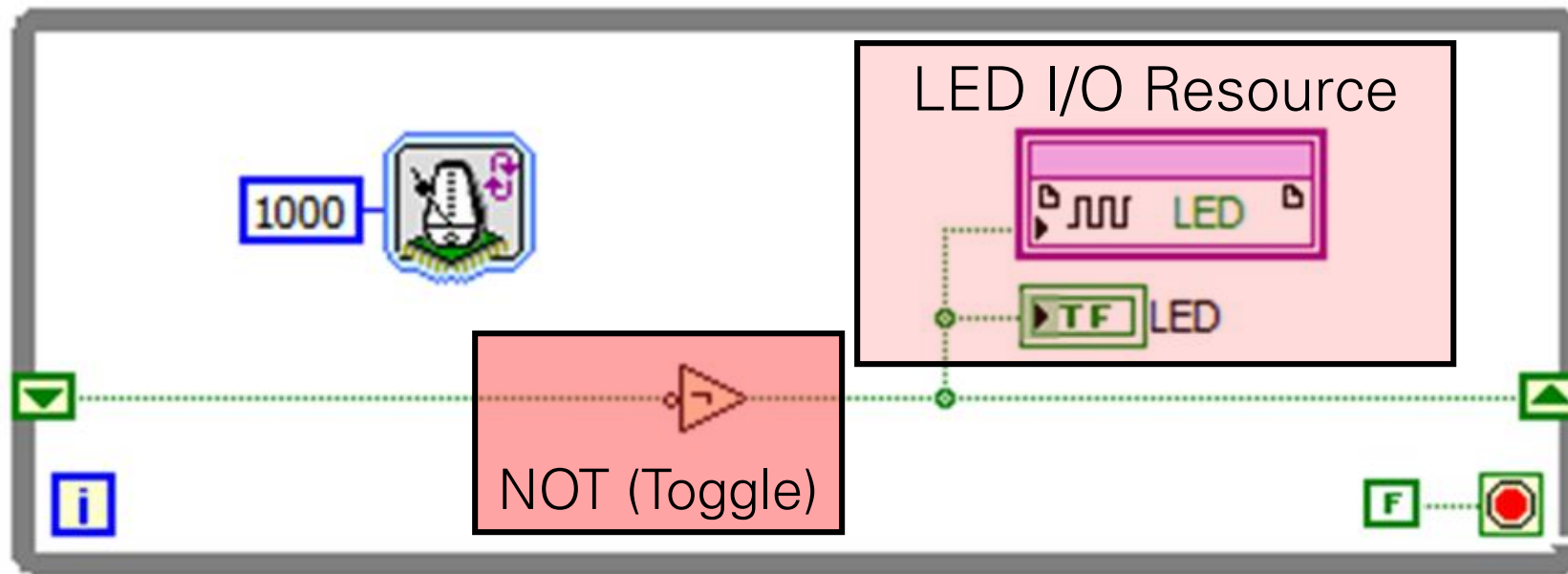
LabVIEW FPGA vs. VHDL: Blink an LED

LabVIEW Implementation



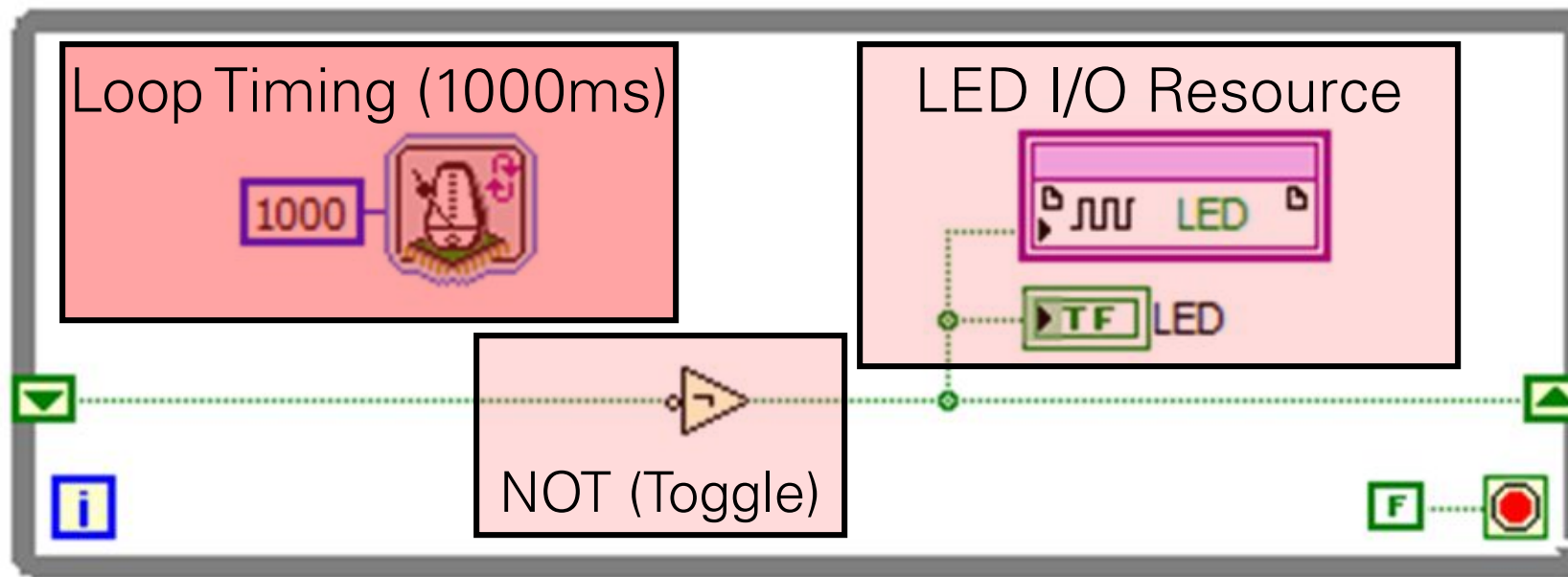
LabVIEW FPGA vs. VHDL: Blink an LED

LabVIEW Implementation



LabVIEW FPGA vs. VHDL: Blink an LED

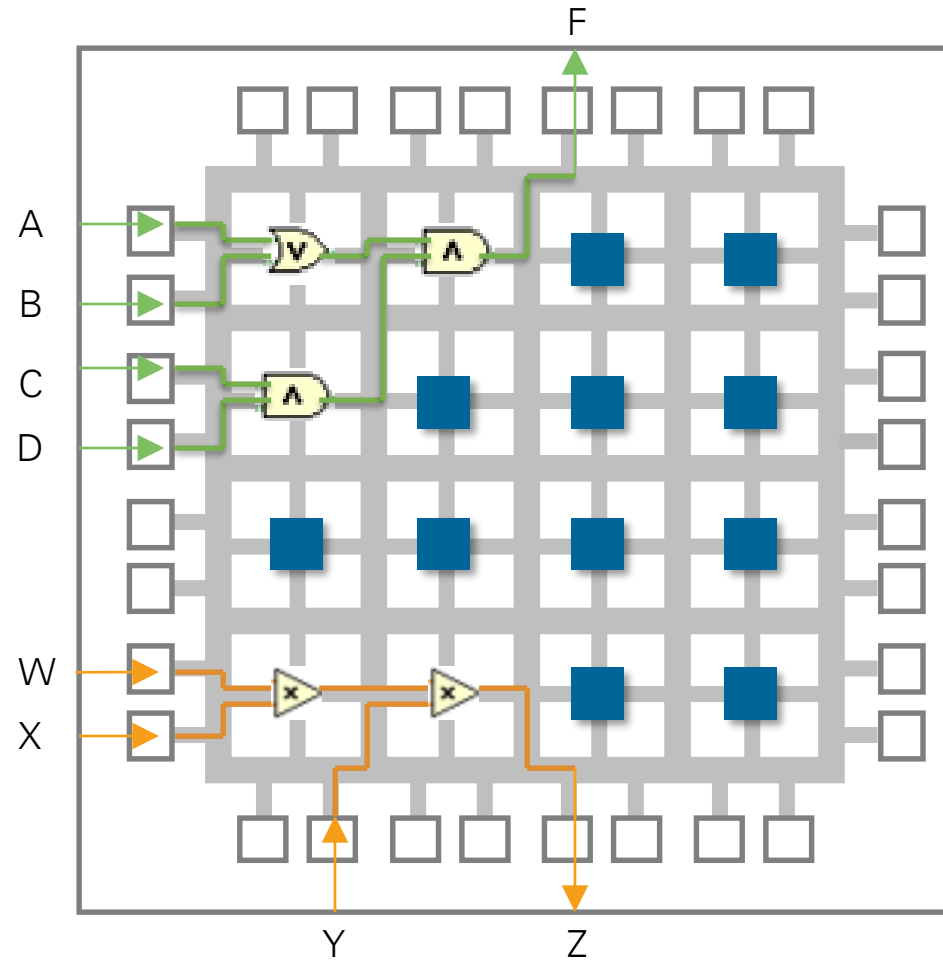
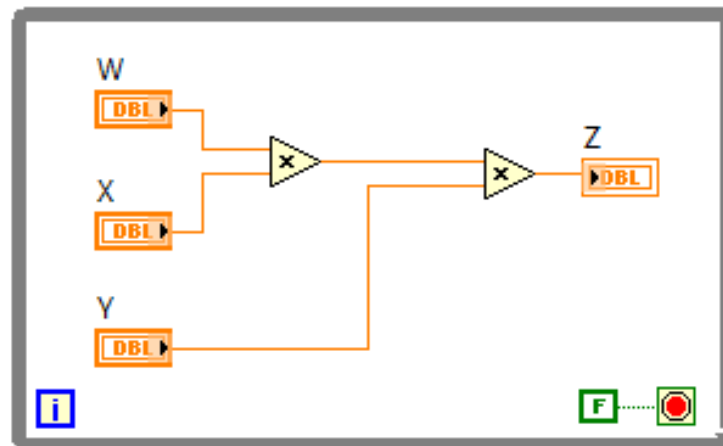
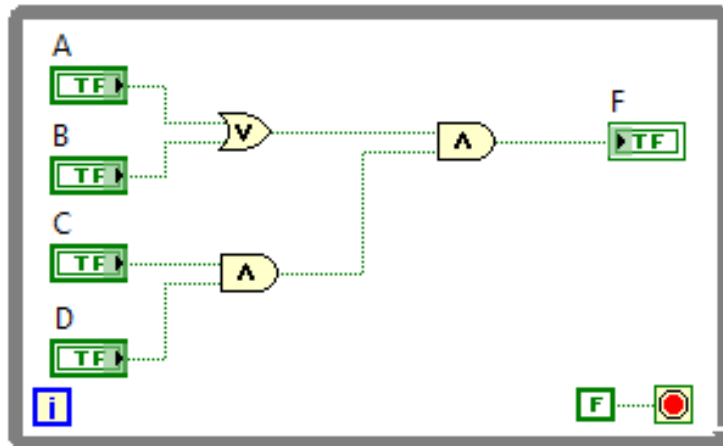
LabVIEW Implementation



Why Are FPGAs Useful?

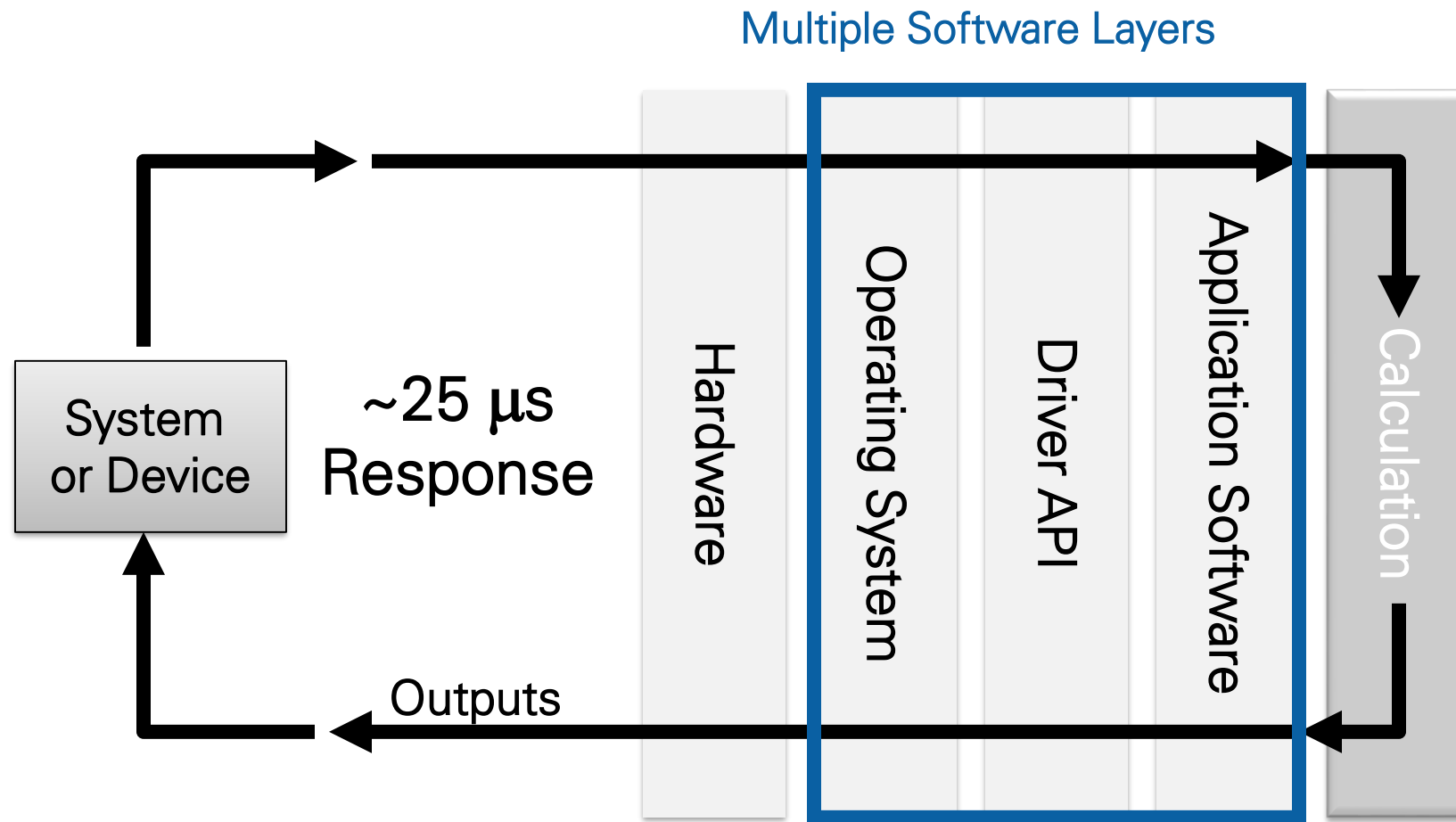
- *True Parallelism* – Provides parallel tasks and pipelining
- *High Reliability* – Designs become a custom circuit
- *High Determinism* – Runs algorithms at deterministic rates down to 25 ns (faster in many cases)
- *Reconfigurable* – Create new and alter existing task-specific personalities

Parallel Processing



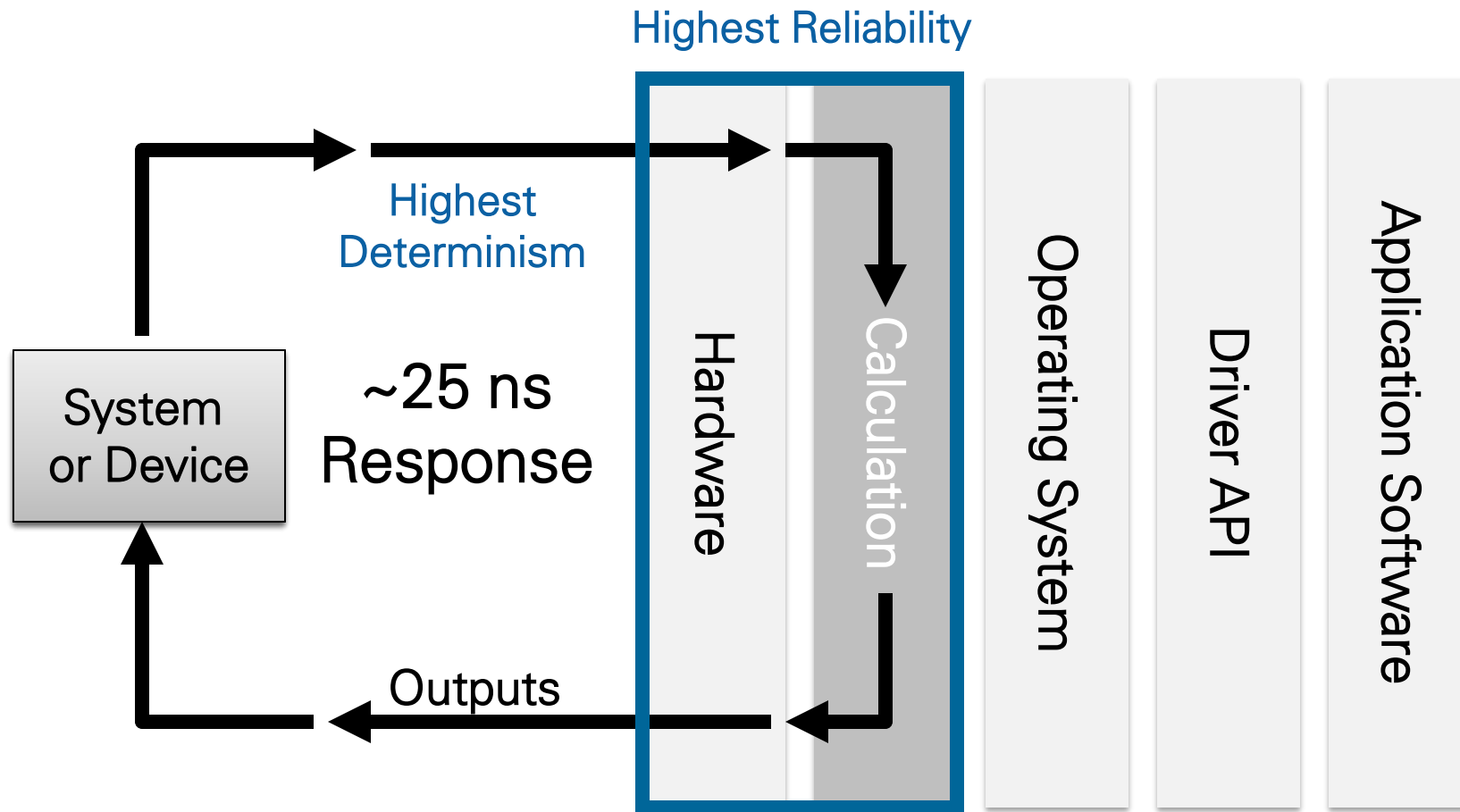
High Reliability and Determinism

Decision Making in Software



High Reliability and Determinism

Decision Making in Hardware



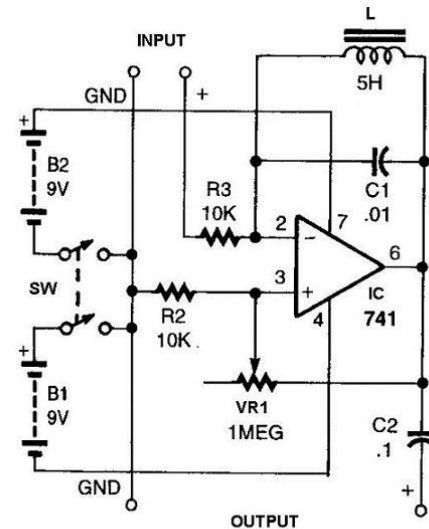
Reconfigurable

- Enables rapid development iterations
- Reduces overall design cost, taking NRE into account
- Decreases long-term maintenance

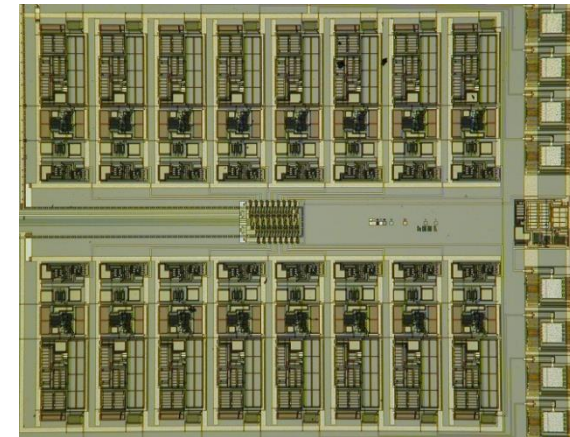


FPGAs

VS.



Custom Circuits



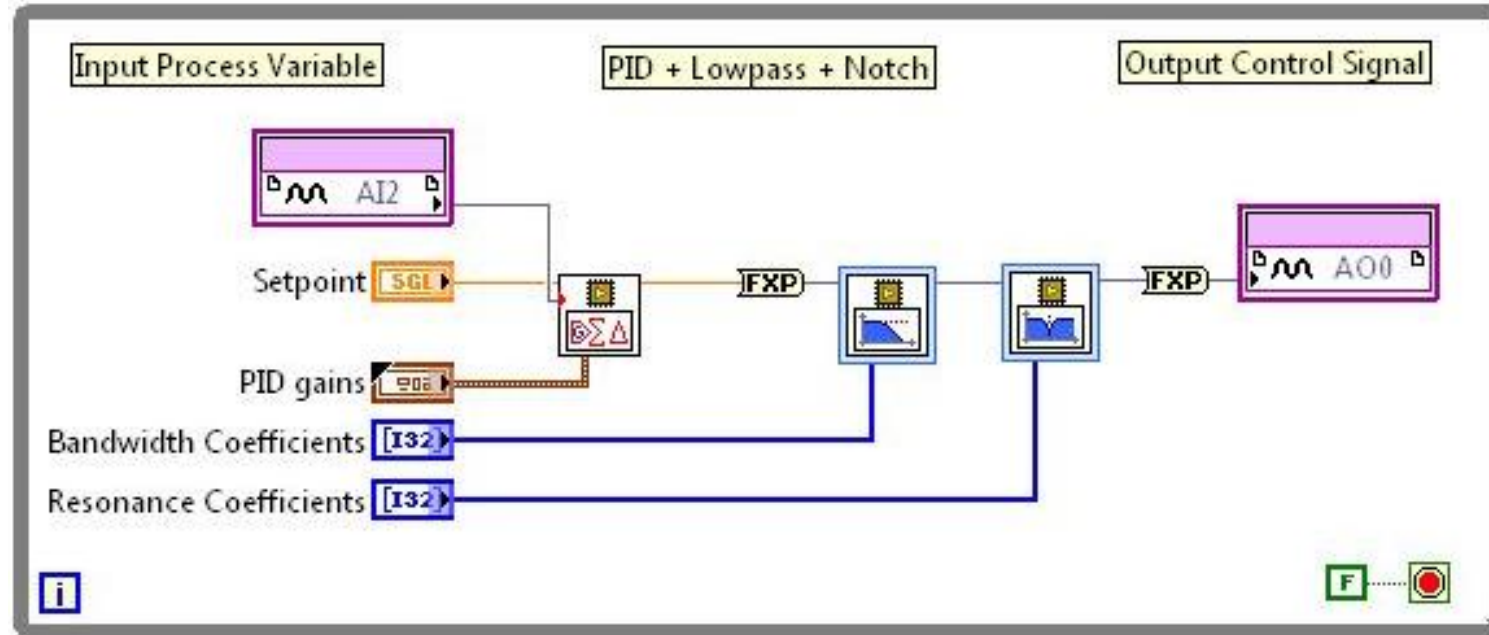
ASICs

Common application target

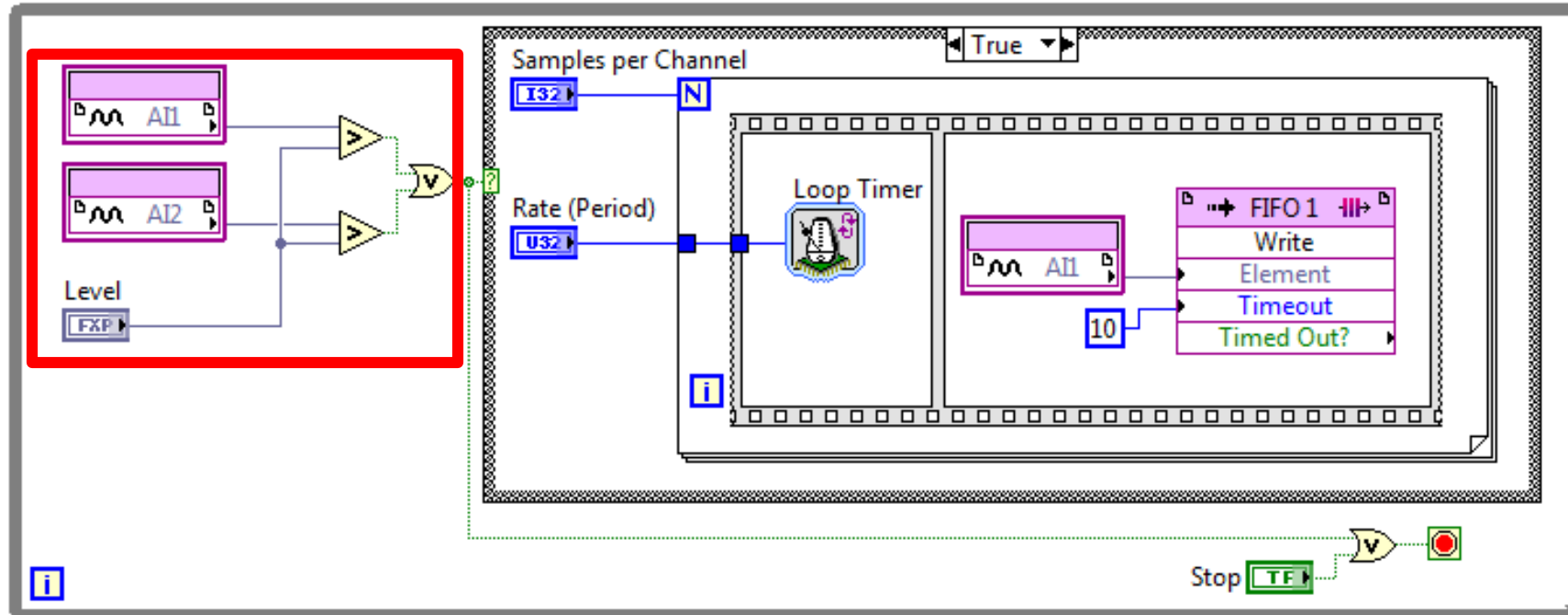
Common Applications

- High-speed control
- Custom data acquisition
- Digital communication protocols
- Inline signal processing

High-Speed Control



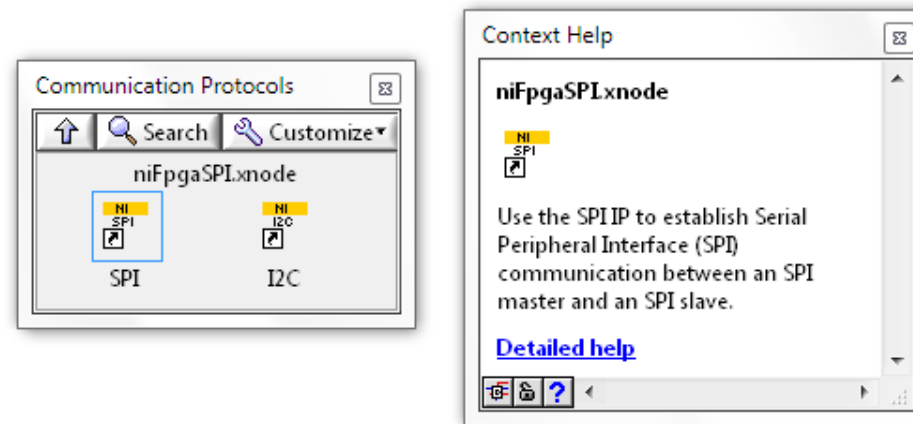
Custom Triggered Analog Input



- Custom timing & synchronization
- Multi-rate sampling
- Custom counters
- Flexible PWM
- Flexible encoder interface

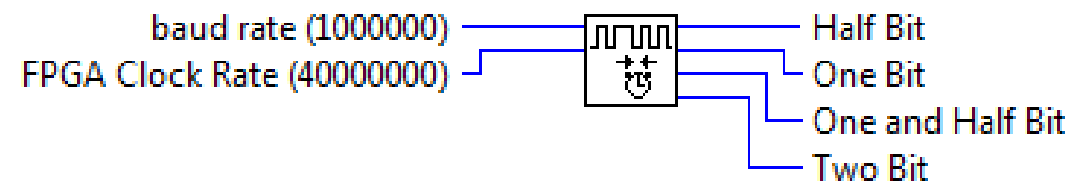
Digital Communication Protocol APIs

- Communications Protocols Palette: SPI/I2C

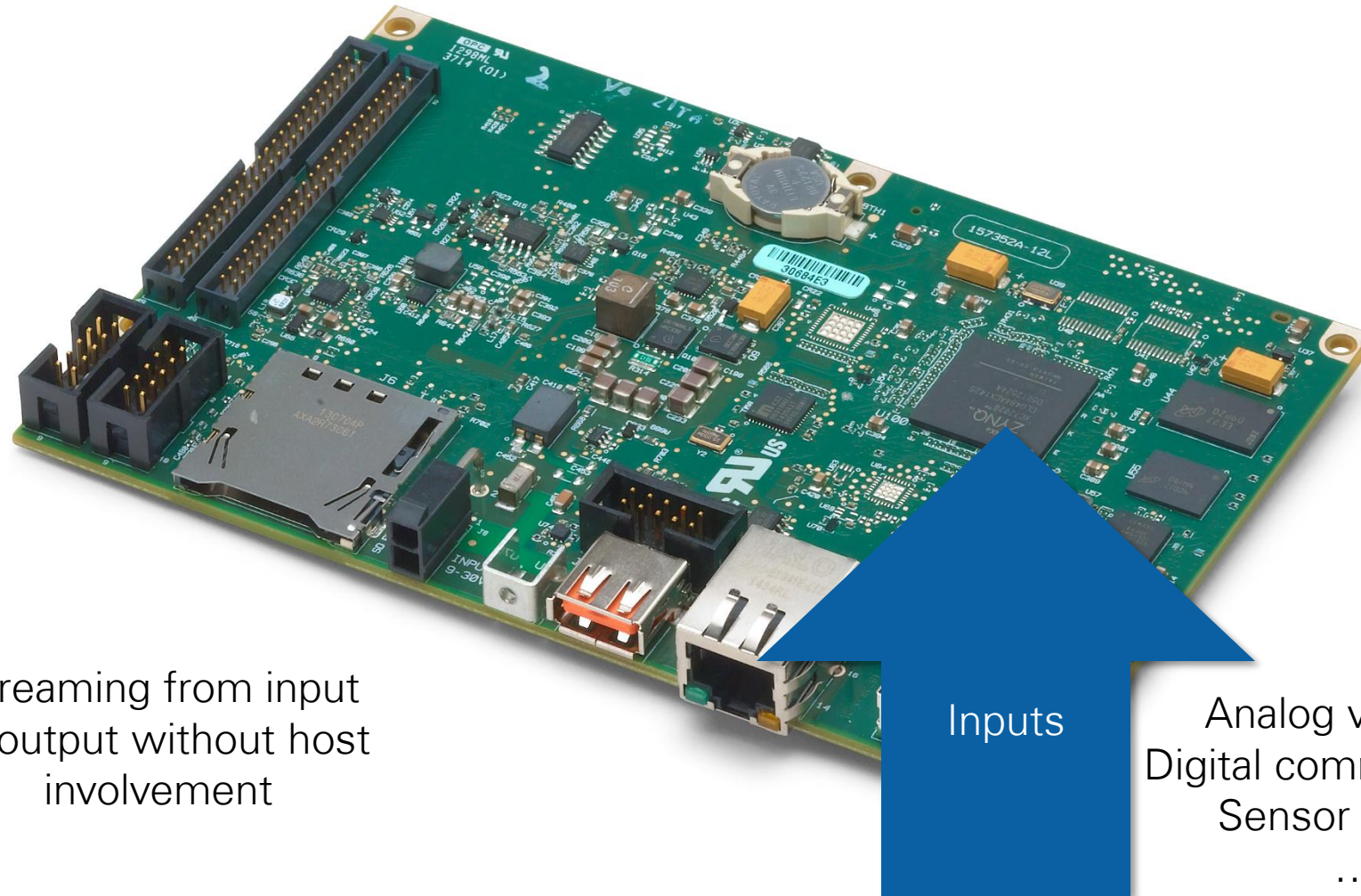


- Serial:

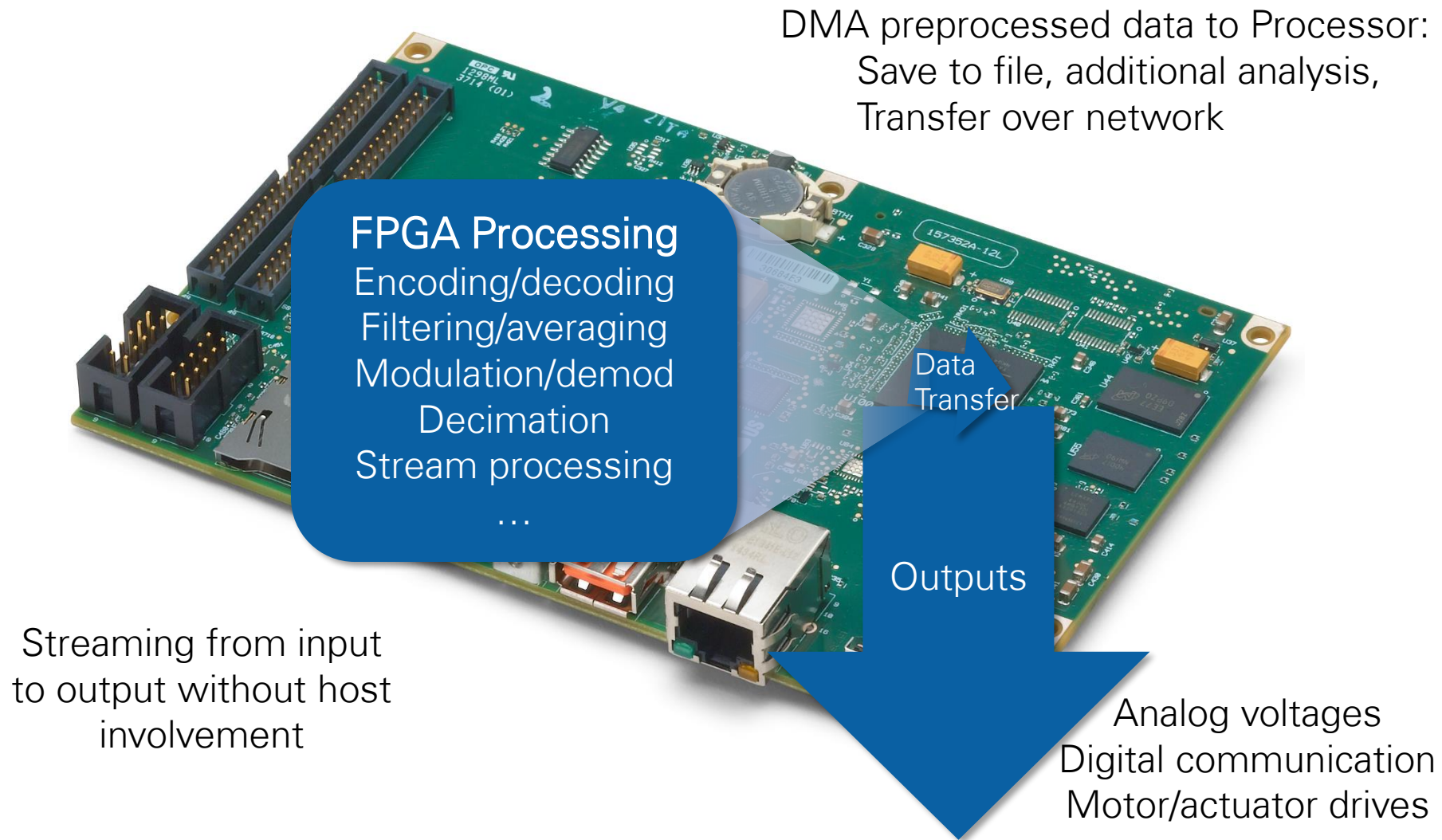
LV FPGA Serial Calc Timing Values.vi



Inline Signal Processing and Data Reduction



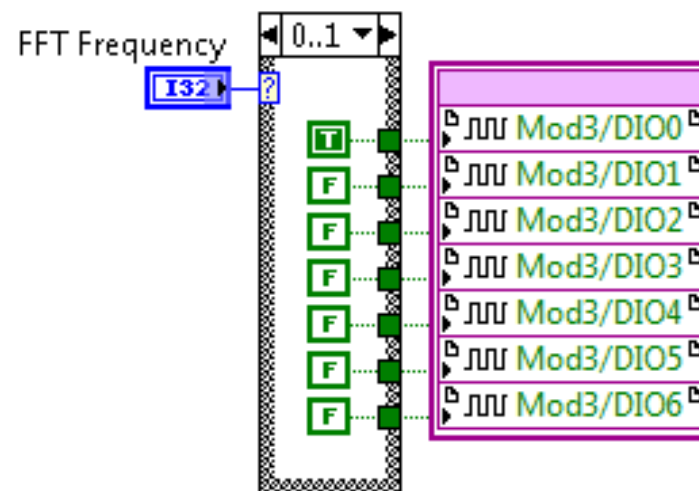
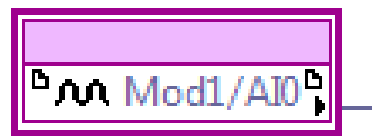
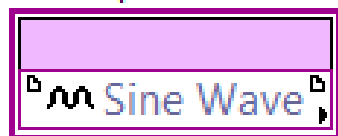
Inline Signal Processing and Data Reduction



Data Transfer : I/O \leftrightarrow FPGA

- FPGA I/O Nodes acquire and generate data
- Directly connected to I/O pins
- Data rates are defined by the AIO/DIO modules
- FPGA acquires one data point per loop iteration
- Can rename channels to be application-specific

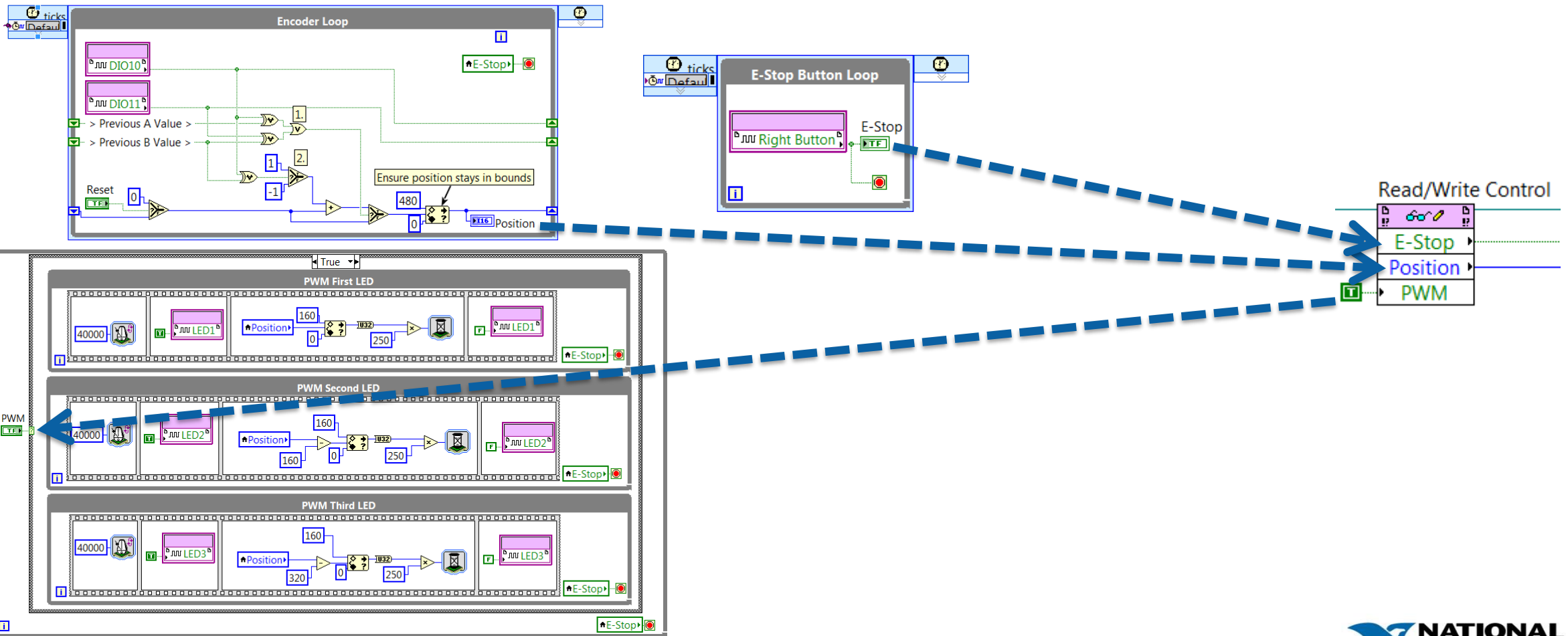
FPGA I/O Node



FPGA ↔ RT: FPGA Read/Write Controls

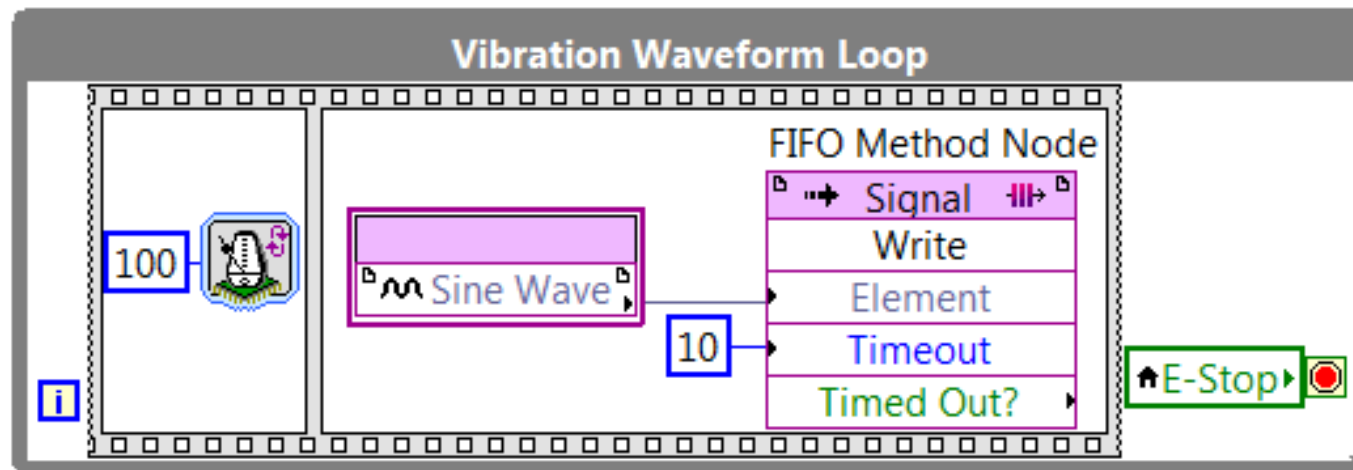
FPGA VI

Real-Time VI



FPGA \leftrightarrow RT: Direct Memory Access (DMA) FIFOs

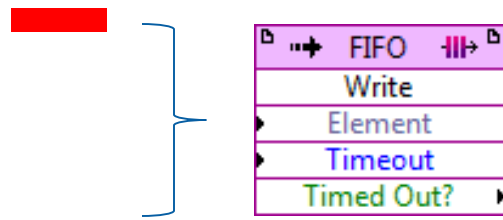
- DMA FIFOs are an efficient mechanism for streaming data to/from the FPGA to/from a Real-Time or Windows Processor
- RIO hardware targets have between 3 to 16 dedicated DMA channels, depending on the FPGA
- Target-Scoped FIFOs can transfer data between different portions of an FPGA VI or between VIs on an FPGA Target



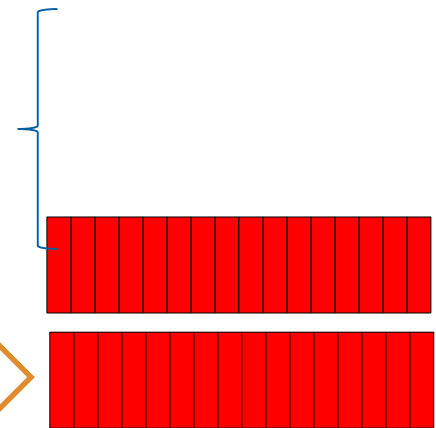
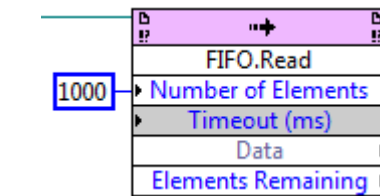
FPGA ↔ RT: DMA FIFOs



Data Element



FPGA DMA FIFO



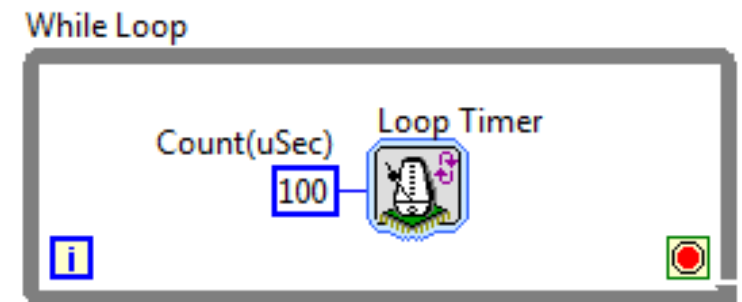
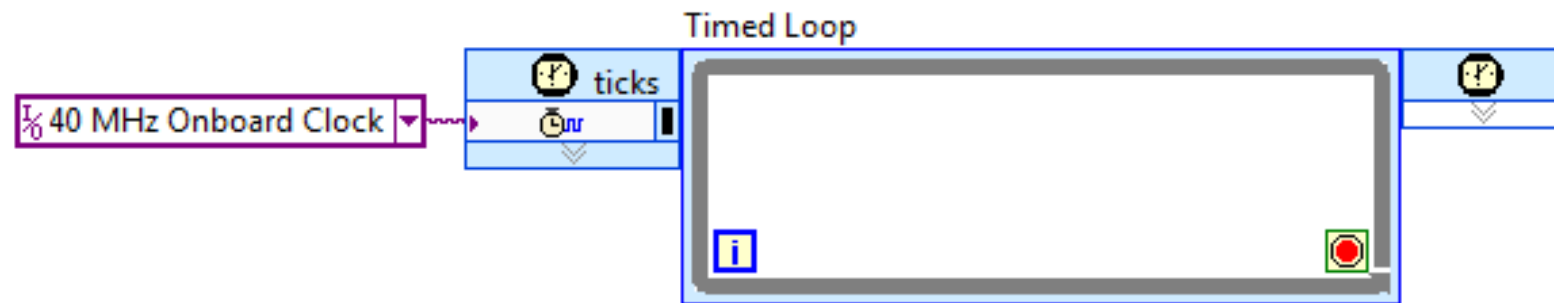
Real-Time Buffer

Clocking

Process event, and registers

Understanding Clocks and Hardware Concurrency

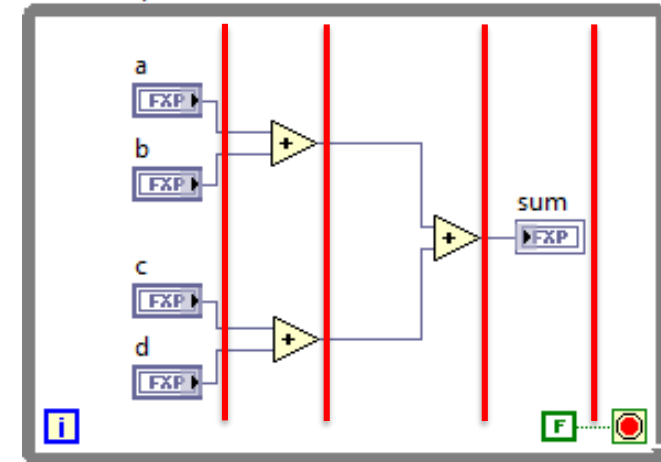
- A **Timed Loop** on FPGA runs at 40MHz by default, based on the Onboard Clock
- A **While Loop** will execute at the rate specified in the **Loop Timer** function, either in ticks, ms, or μ s.



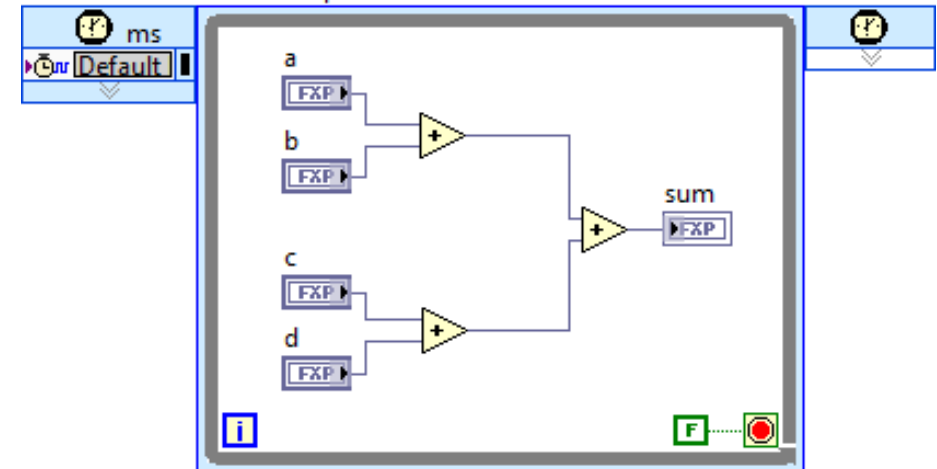
Understanding Clocks and Hardware Concurrency

- The enable chain includes registers between each node that store values and execute at the rising edge of the clock
- A Timed Loop on FPGA is called a **Single Cycle Timed Loop (SCTL)**
 - Code executes in 1 clock cycle
 - Removes registers
 - Uses less resources
 - Not all functions are supported

While Loop

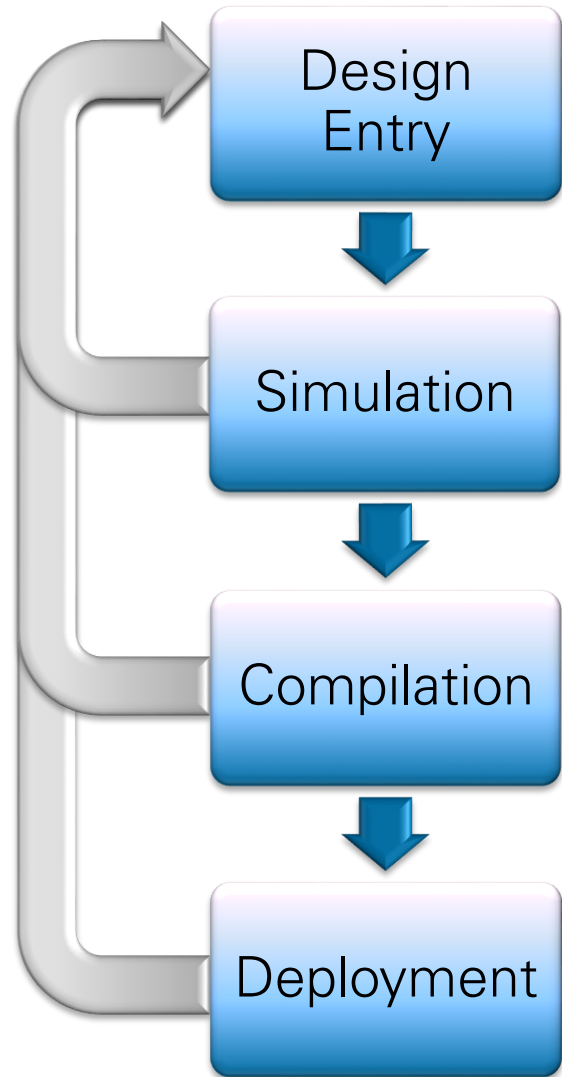


Timed Loop

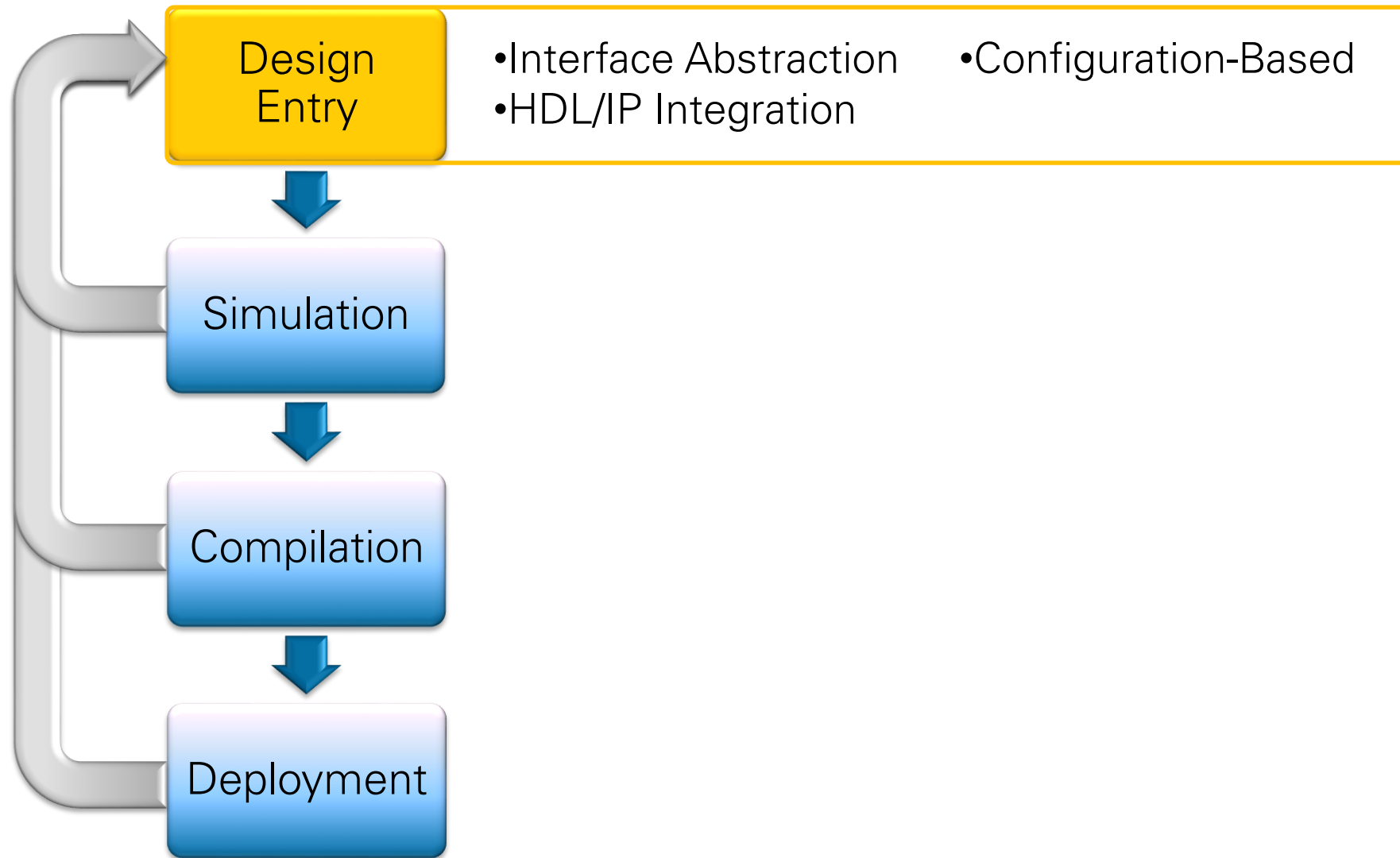


LabVIEW design flow

Simplified FPGA Design Flow

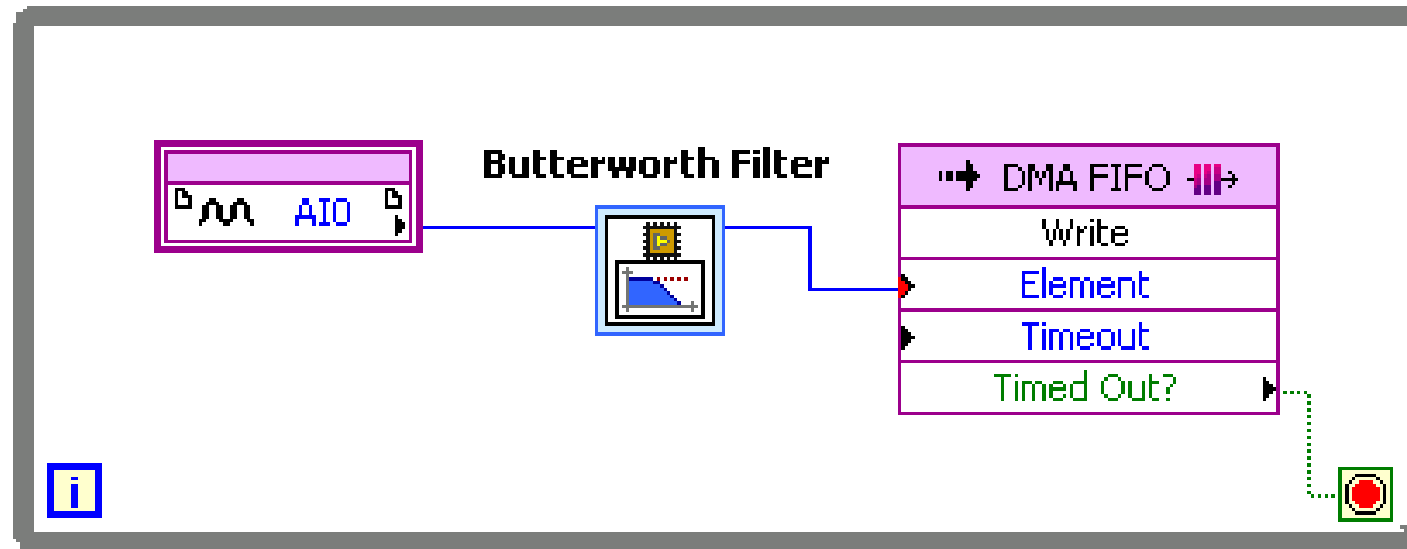


Simplified FPGA Design Flow

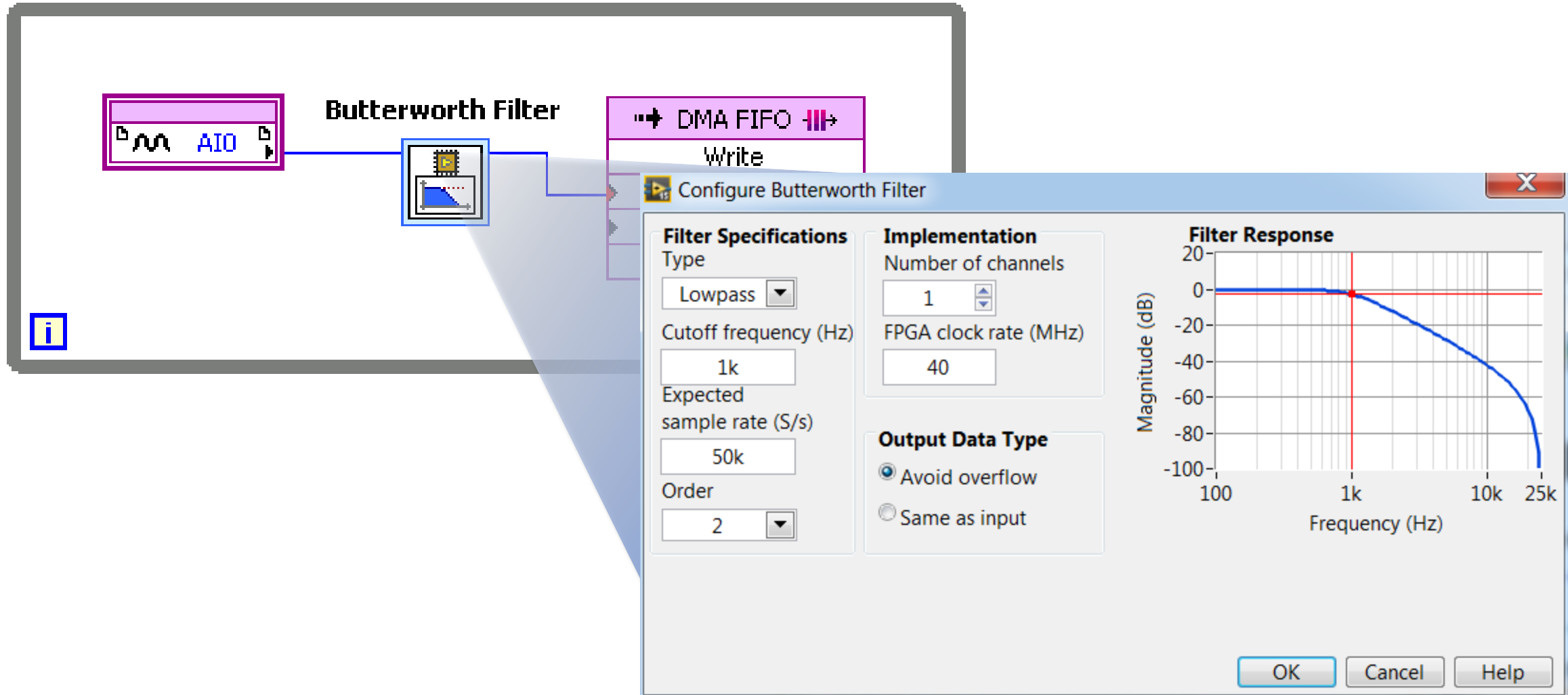


Interface Abstraction

- I/O Interfaces to NI and 3rd party I/O modules, custom daughtercards
- Built-in DMA FIFO and memory interfaces



Configuration-Based Design



The image shows a LabVIEW configuration window for a Butterworth Filter. The window is titled "Configure Butterworth Filter" and is overlaid on a block diagram. The block diagram includes an "AIO" block, a "Butterworth Filter" block, and a "DMA FIFO Write" block. The configuration window is divided into three main sections: "Filter Specifications", "Implementation", and "Output Data Type".

Filter Specifications

- Type: Lowpass
- Cutoff frequency (Hz): 1k
- Expected sample rate (S/s): 50k
- Order: 2

Implementation

- Number of channels: 1
- FPGA clock rate (MHz): 40

Output Data Type

- Avoid overflow
- Same as input

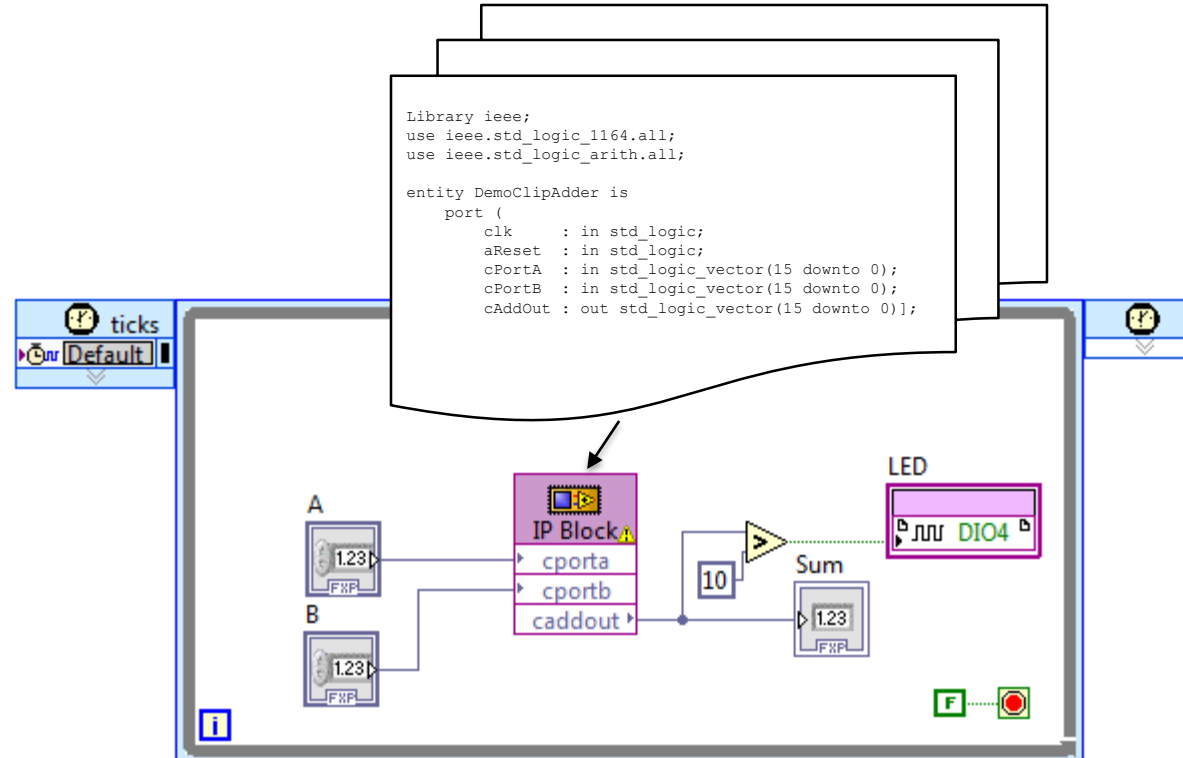
Filter Response

The "Filter Response" graph shows the magnitude response of the filter. The x-axis is Frequency (Hz) on a logarithmic scale from 100 to 25k. The y-axis is Magnitude (dB) from -100 to 20. The response is flat at 0 dB until approximately 1 kHz, where it begins to roll off, reaching -100 dB at 25 kHz.

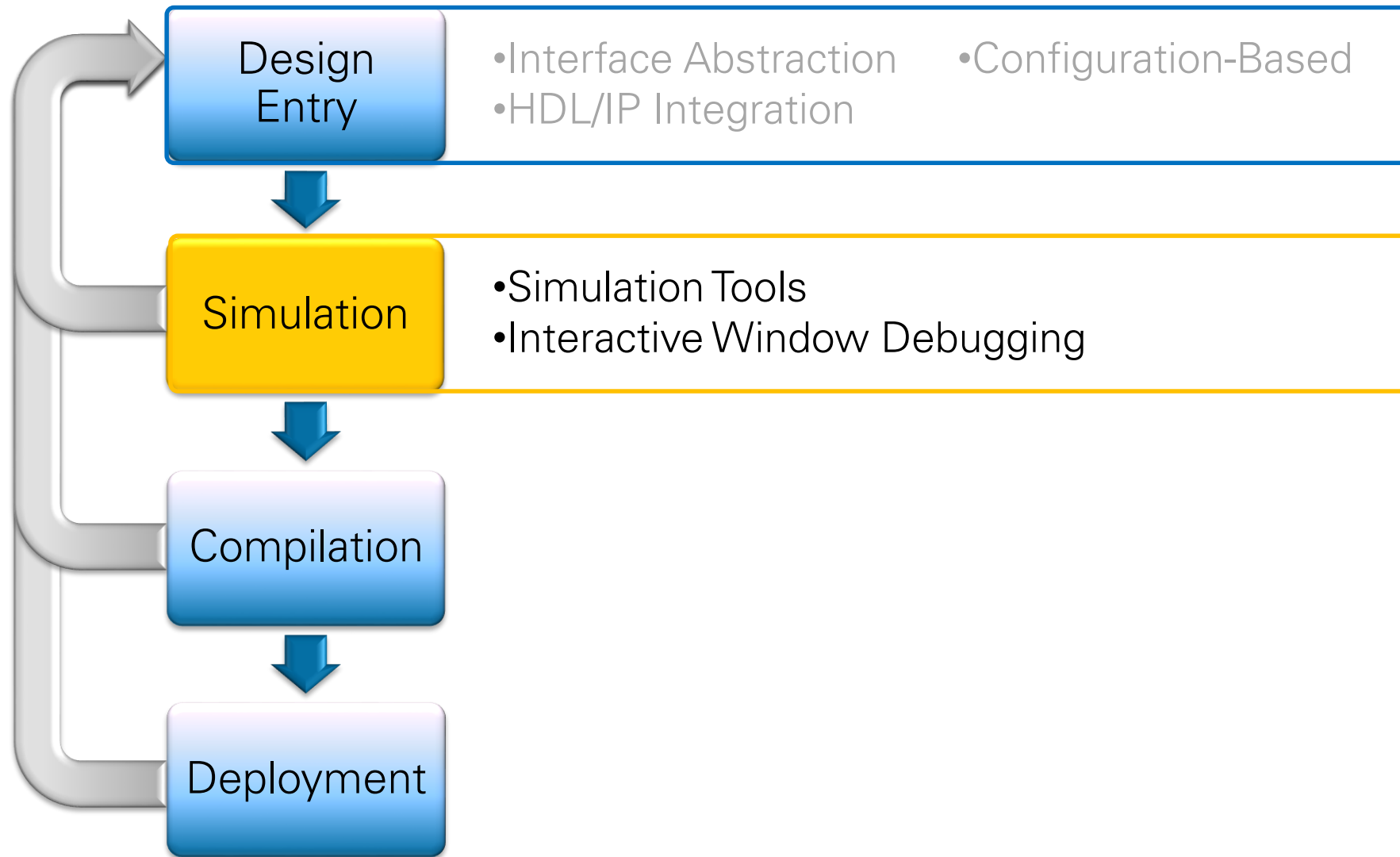
Buttons: OK, Cancel, Help

Reuse of Existing HDL Algorithms

- Use LabVIEW as the glue of your application
- Leverage existing digital design team expertise
- Similar to calling a shared library in LabVIEW on Windows or Real-Time



Simplified FPGA Design Flow



Be More Productive with LabVIEW FPGA

Verify Faster

Verify Code using Simulated I/O

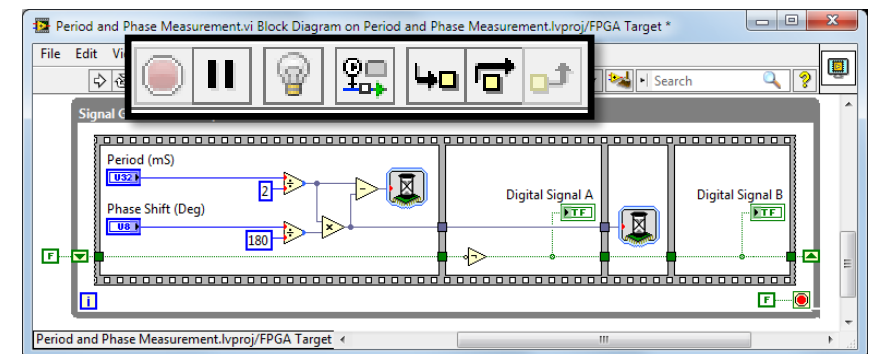
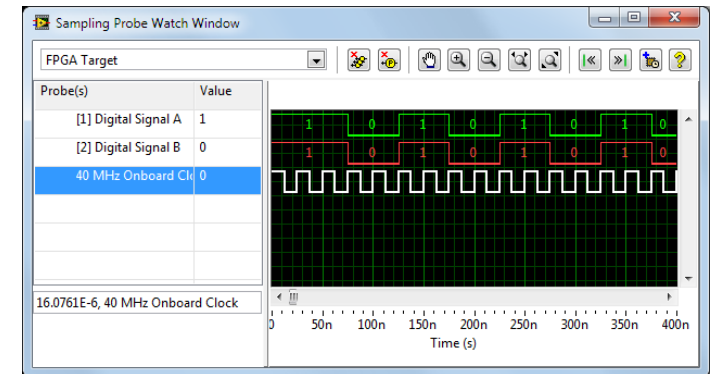
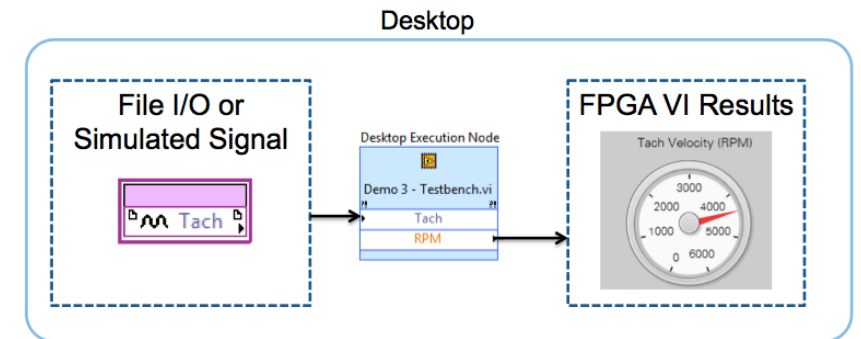
Use the **Desktop Execution Node** to verify code by developing test benches using simulated or file generated I/O

Verify Signal Timing with Waveform Probe

Use the **Digital Waveform Probe** to probe your signals relative to one another and view history

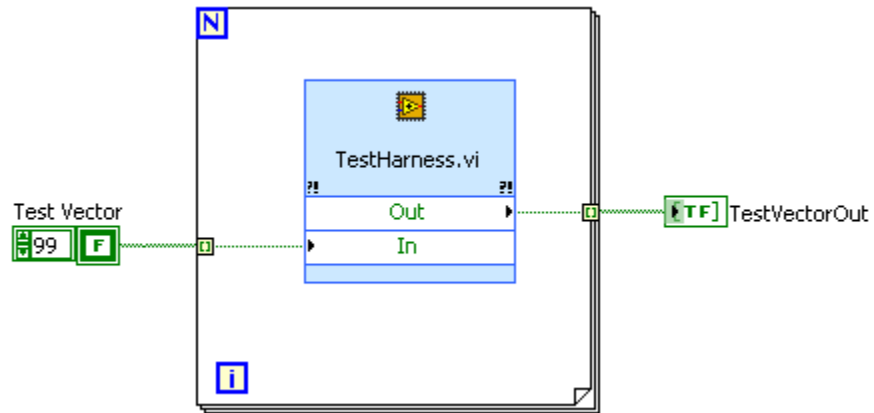
Debug with Standard LabVIEW Features in Simulation

Highlight execution, breakpoints, and stepping features

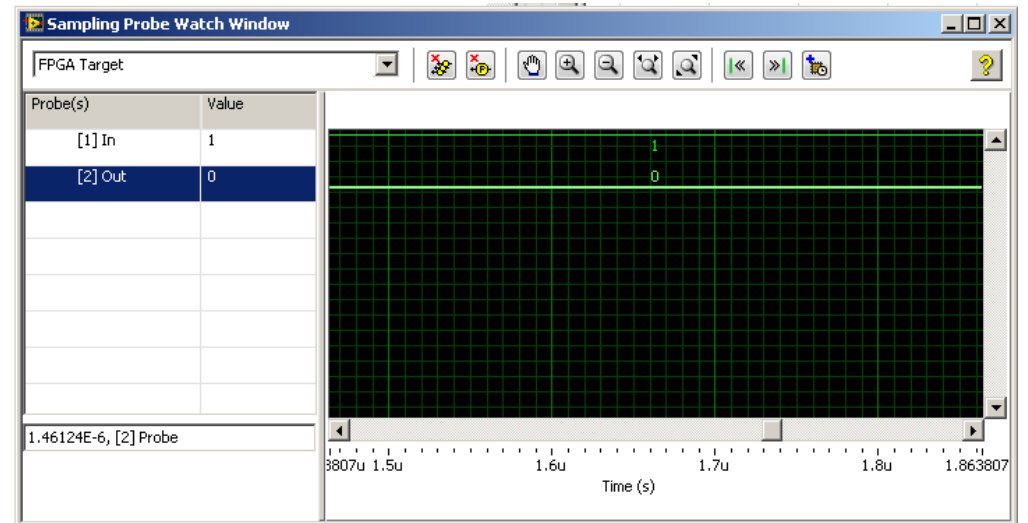
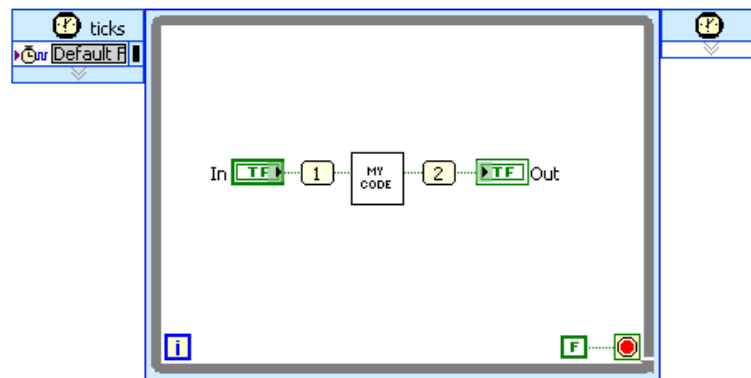


LabVIEW FPGA Desktop Execution Node

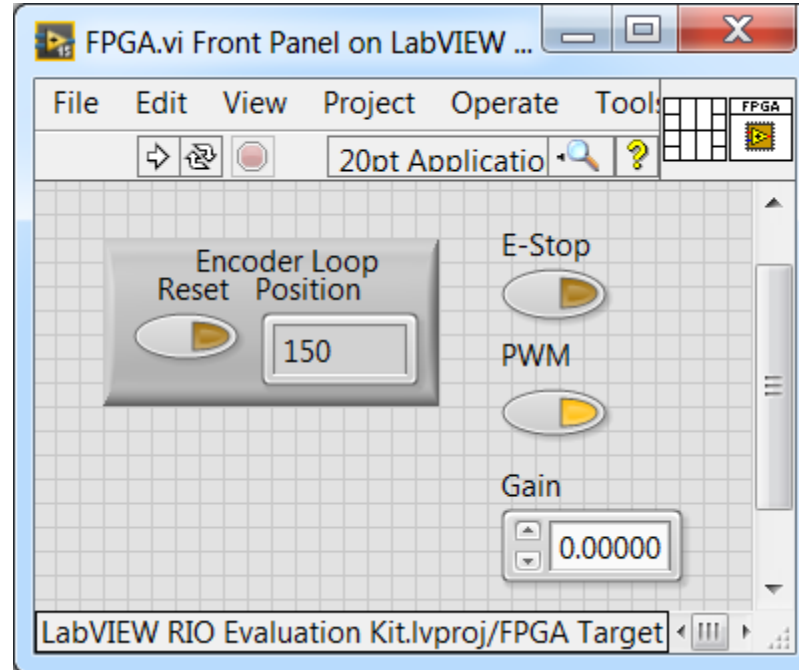
Unit Test



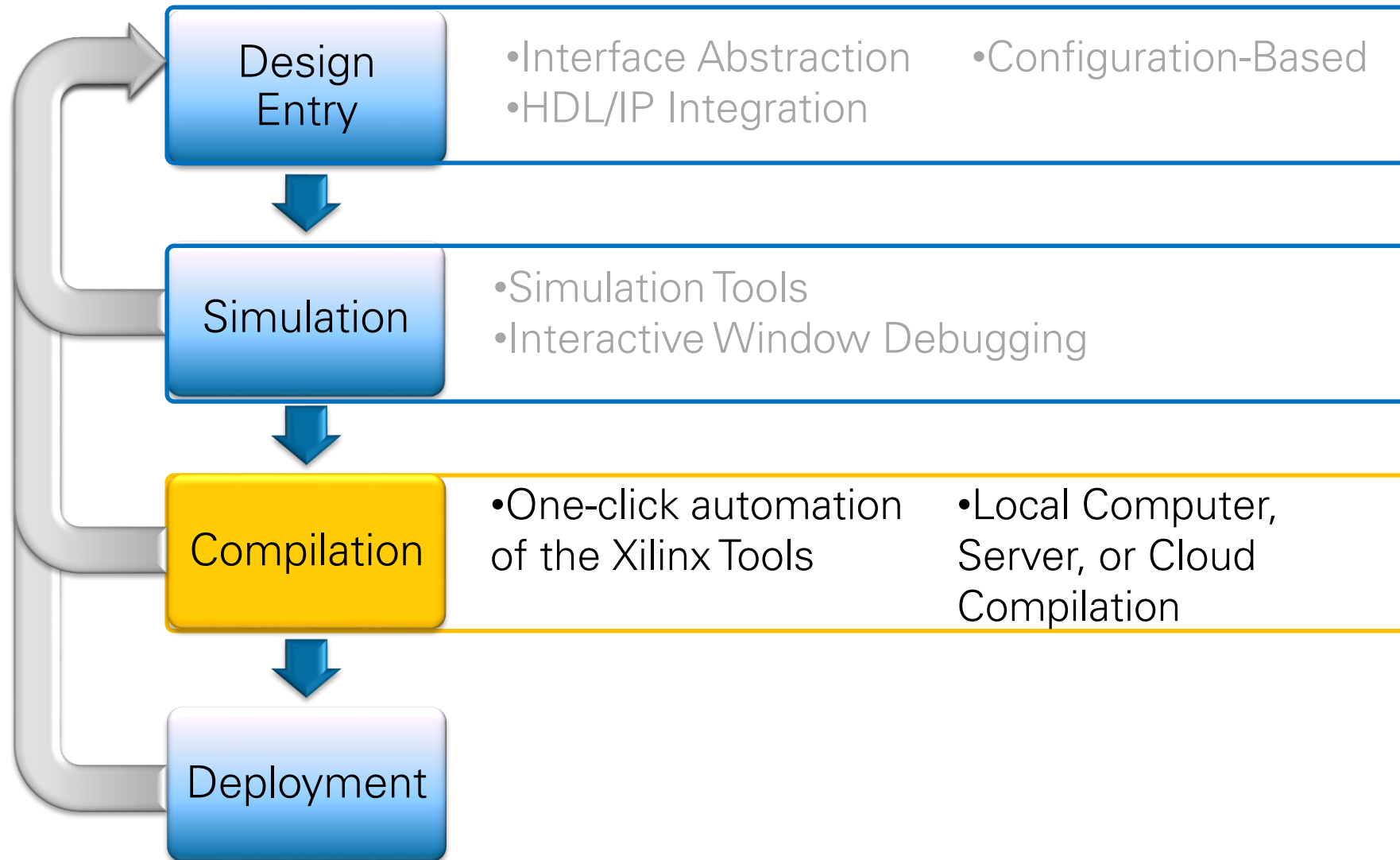
Test Harness



Interactive Front Panel "User Interface"

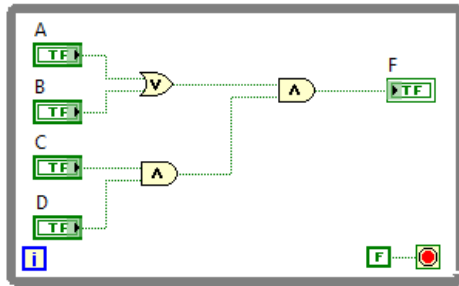


Simplified FPGA Design Flow



Compilation Process

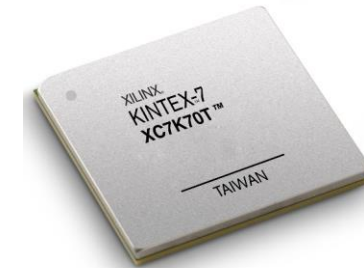
LabVIEW FPGA Code



Compile VHDL through Xilinx

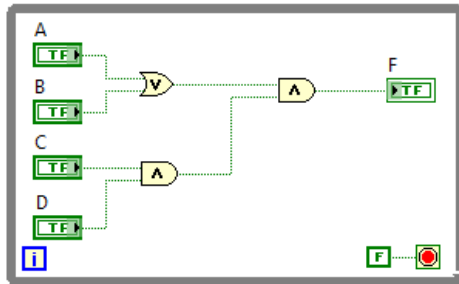
```
end process SynchronizationFFs;
-- Then we keep track of what the digital input was on the previous
-- clock cycle by inserting another flip flop
previousDigitalInputFF:
process( aReset, Clk )
begin
  if aReset then
    cPrevDigitalInput <= false;
  elsif rising_edge(Clk) then
    cPrevDigitalInput <= cDigitalInput;
  end if;
end process PreviousDigitalInputFF;
-- Then we have a little combinatorial logic to detect a rising edge
cRisingEdgeDetected <= cDigitalInput and not cPrevDigitalInput;
-- And finally we have a register that increments when that rising
-- edge is detected.
CounterRegister:
process( aReset, Clk )
```

FPGA Logic Implementation



Compilation Process

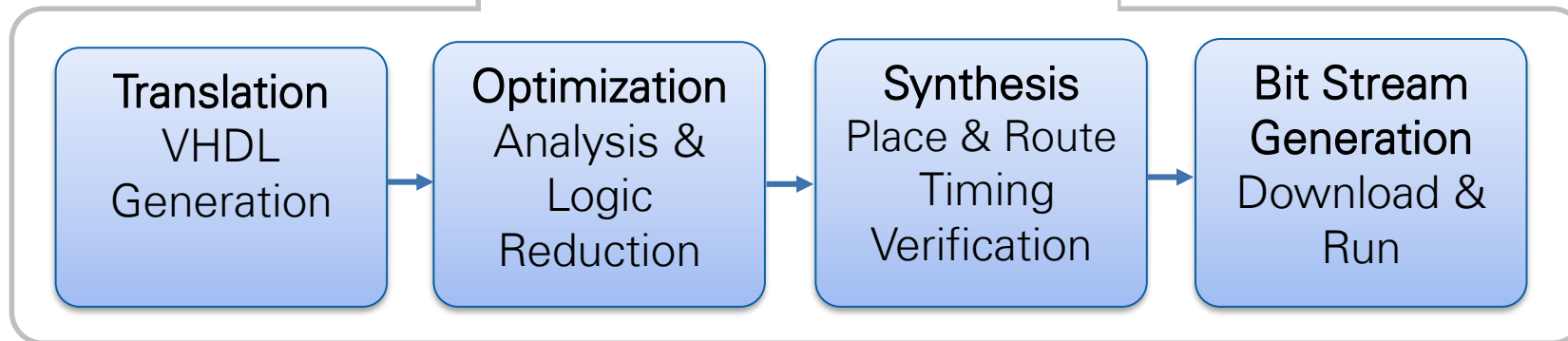
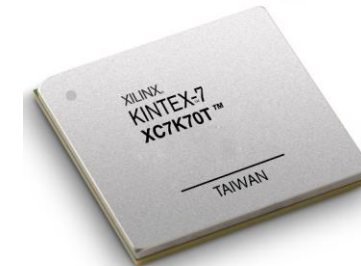
LabVIEW FPGA Code



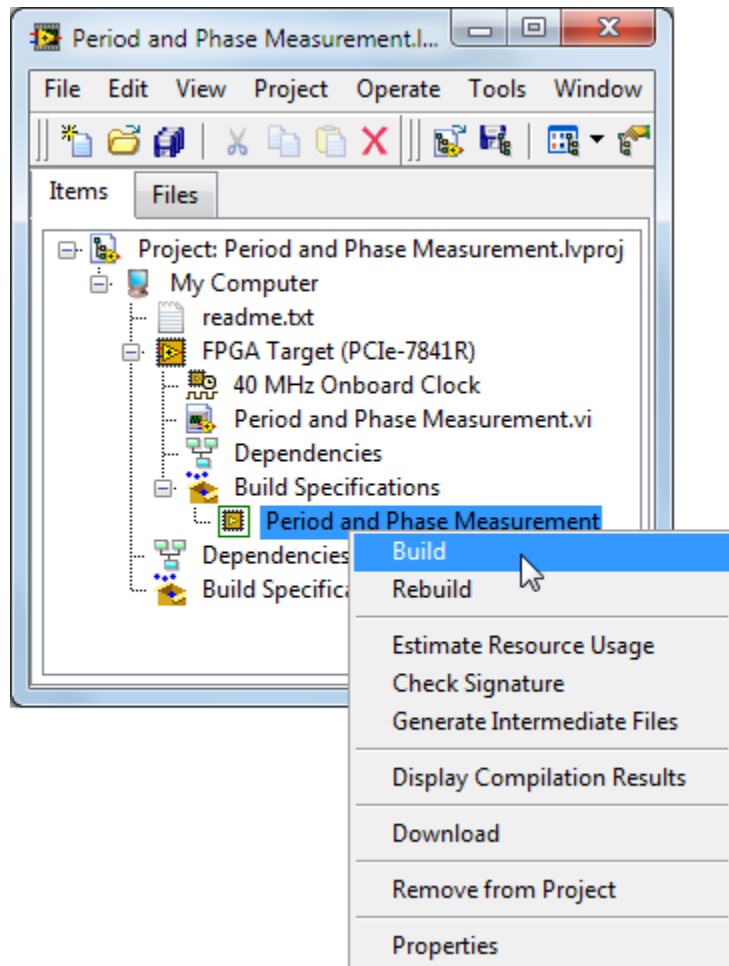
Compile VHDL through Xilinx

```
end process synchronizationFFs;
-- Then we keep track of what the digital input was on the previous
-- clock cycle by inserting another flip flop
previousDigitalInputFF:
process( areset, clk )
begin
  if areset then
    cPrevDigitalInput <= false;
  elsif rising_edge(Clk) then
    cPrevDigitalInput <= cDigitalInput;
  end if;
end process previousDigitalInputFF;
-- Then we have a little combinatorial logic to detect a rising edge
cRisingEdgeDetected <= cDigitalInput and not cPrevDigitalInput;
-- And finally we have a register that increments when that rising
-- edge is detected.
counterRegister:
process( areset, clk )
```

FPGA Logic Implementation



One-Click Deployment and Compilation



Development
PC



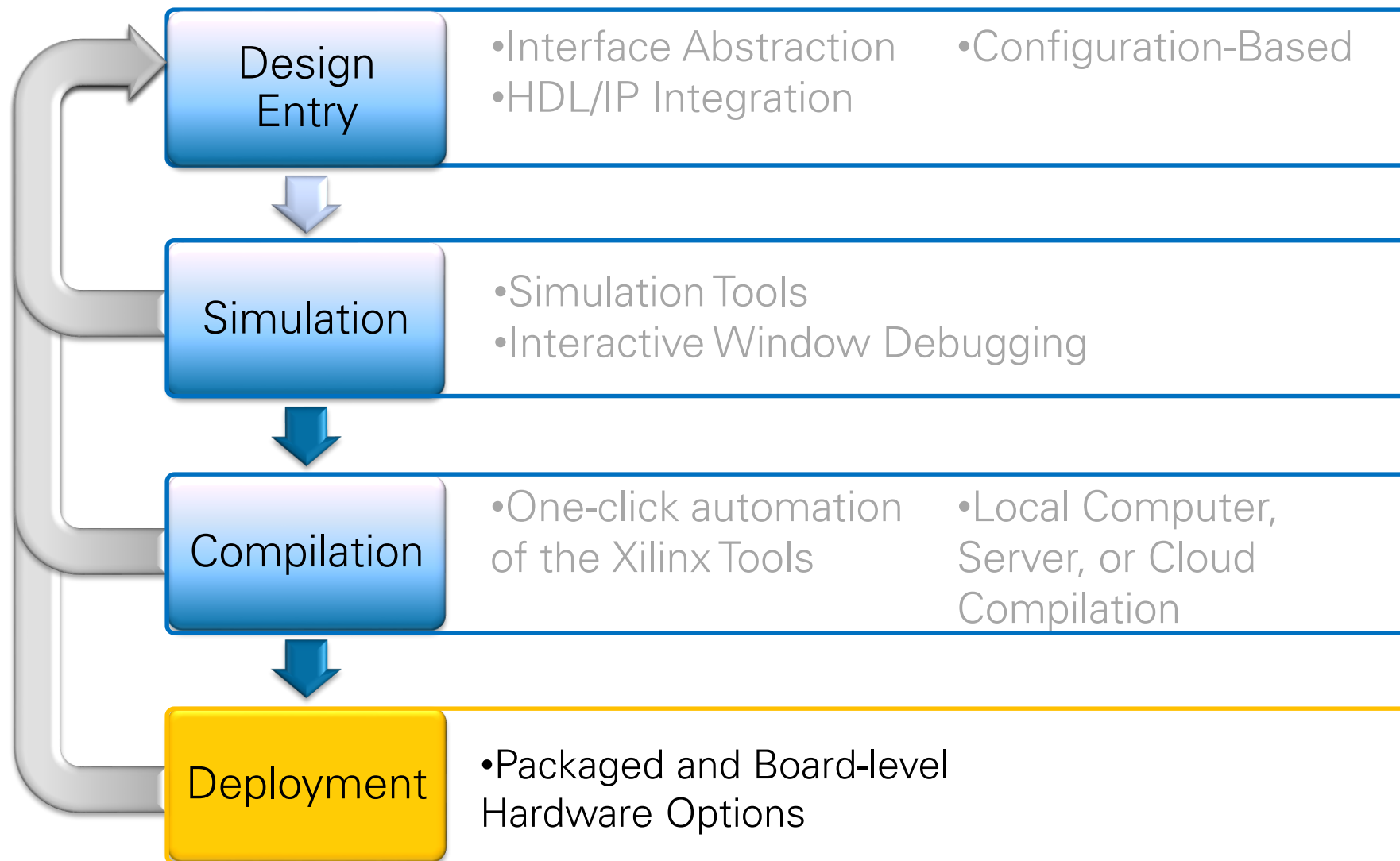
Compile
Server and
Workers



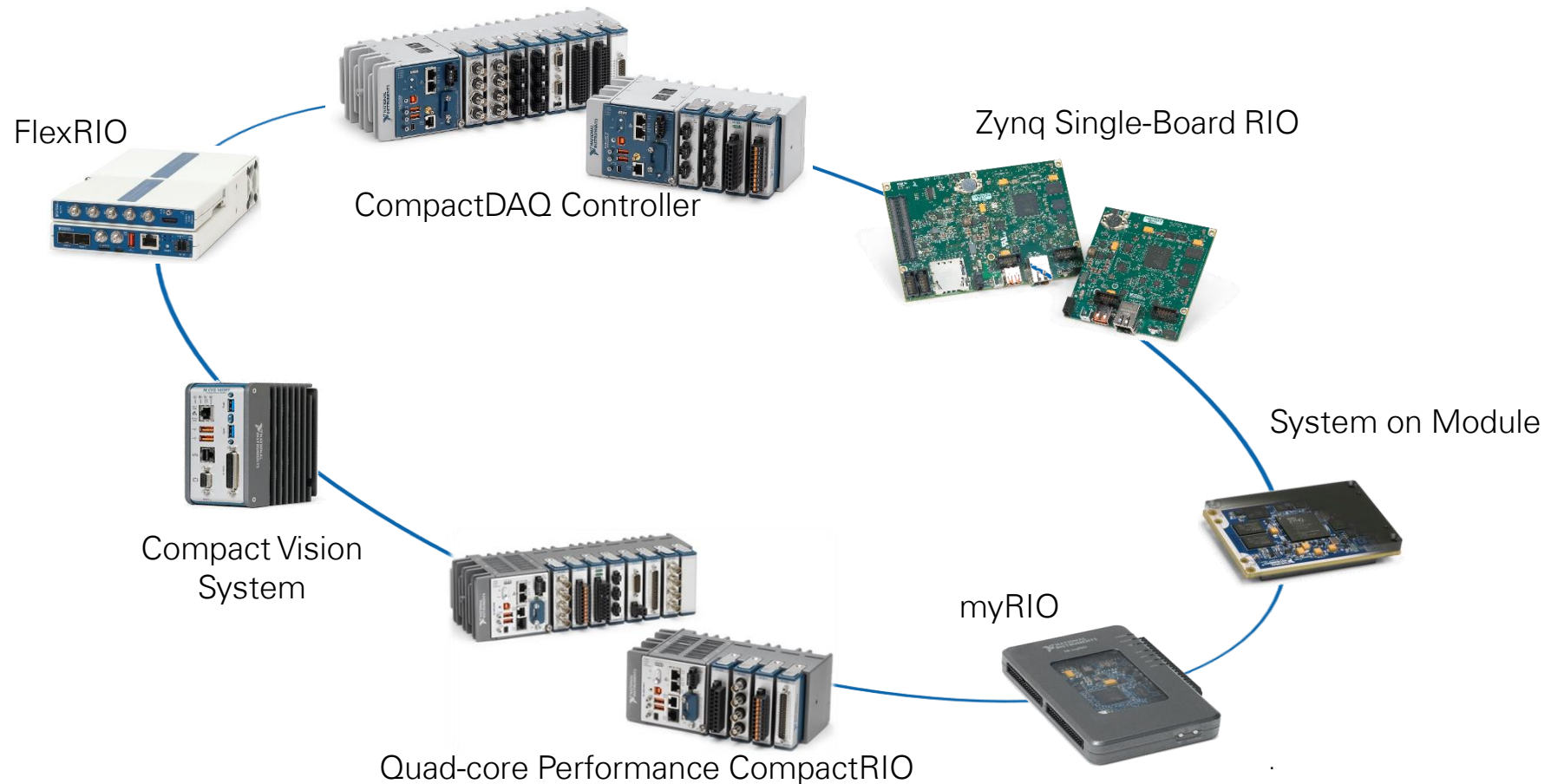
High-
Performance
Cloud



Simplified FPGA Design Flow



Integration with the Latest Hardware Products



NI System on Module

Core processing unit for an embedded system



- Minimizes design time and risk
 - Save time and risk with off-the-shelf hardware and software
 - Quickly prototype with off-the-shelf NI embedded targets and I/O
- Develop high-speed and advanced applications with an FPGA without HDL expertise
- Designed, tested, and validated for reliable deployments

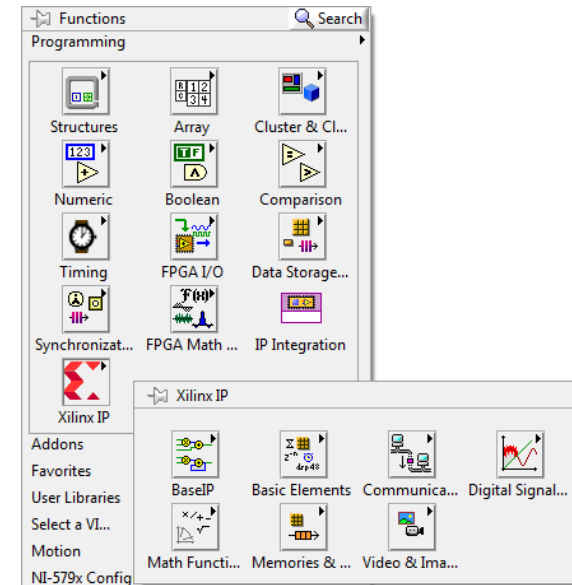
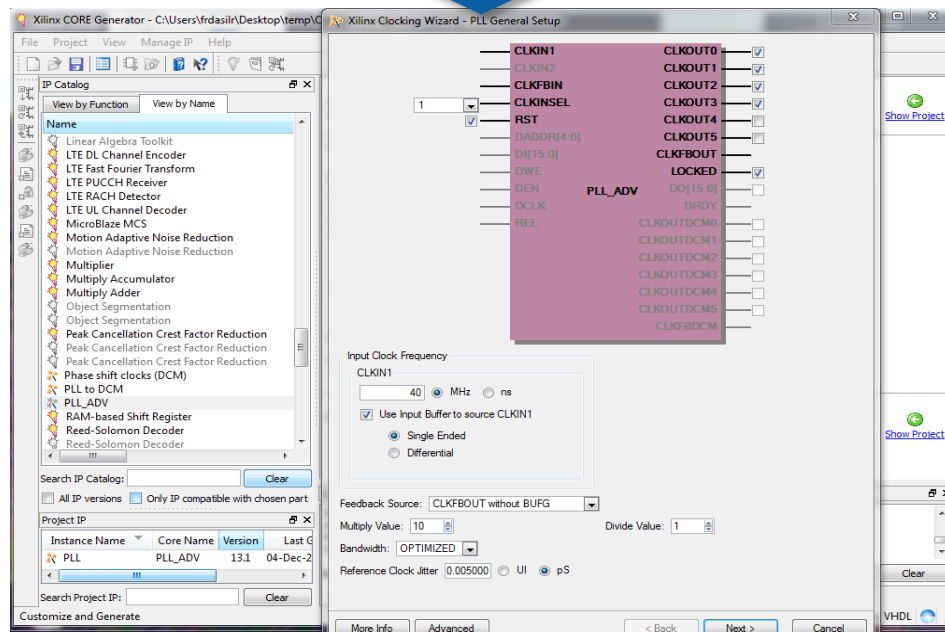
Xilinx® Tools

IDE (ISE, VIVADO) and primitive functions

Xilinx® Tools

- NI provides some IP from LV FPGA like FFT, FIRs...

Does Xilinx® has other IP for our FPGA?
-> Coregen



Third Party Simulation

- Used to create detailed models of timing and functional behavior of designs
- Xilinx ISIM is shipped with the Xilinx Tools
- ModelSim/Quarta

