

A Distributed Object System Approach for Dynamic Reconfiguration

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Outline

- 1 Introduction
 - Dynamic Reconfiguration
 - Motivation
- 2 Distributed Objects
 - Approach
 - Examples
 - Implications
- 3 System Architecture
 - Middleware
 - Operating System
- 4 Summary

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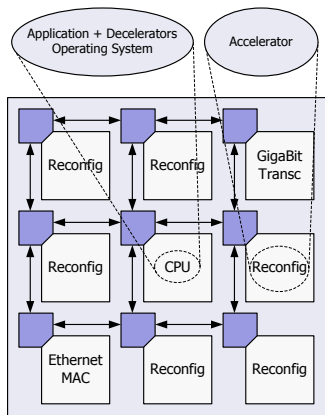
Dynamically Reconfigurable Systems

FPGA

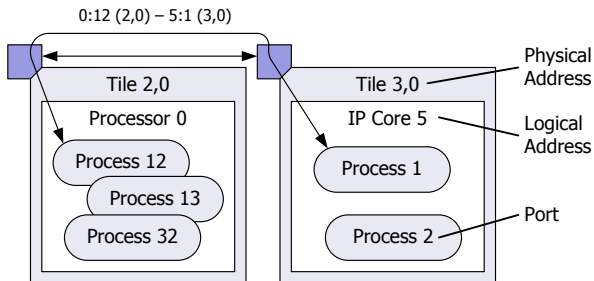
- Network-on-Chip
- Reconfigurable tiles with accelerators
- Embedded processor
- Other fixed cores

Processor

- Operating system
- Applications
- Decelerators



Tiles, IP Cores and Processes



Hierarchy of Reconfigurable Hardware

- Tile is configured with IP core
- IP Core runs processes
- NoC addressing scheme reflects hierarchy

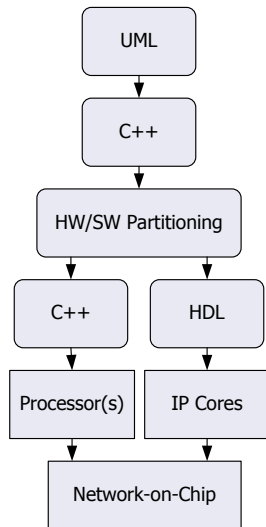
Simplifying the Design Process

Previous Work

- Object-oriented design
- UML entry
- Design Automation

Looking for new methodologies to ...

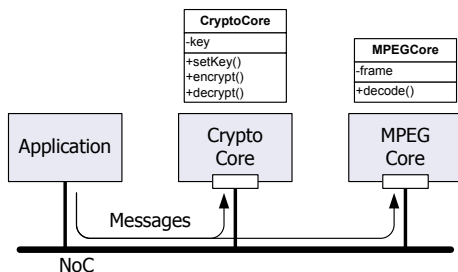
- Unify software and reconfigurable hardware
- Hide dynamic reconfiguration
- Hide relocation
- **Borrow from the software world**



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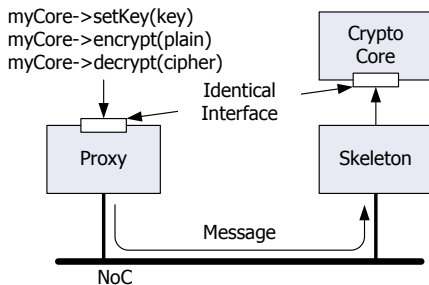
Abstracting the Reconfigurable System



IP Cores . . .

- Are objects
- Have interfaces
- Communicate by the use of messages
- Are **distributed** in the NoC

Distributed IP Cores



Similarities

- Remote method invocation (RMI)
- Client proxy, Server skeleton
- Remote references to access IP cores

C++ Example – Explicit bind

AES Crypto Core

```
// Declare remote reference
```

```
AESCoreRef myAESCore;
```

```
// Explicit bind, Trigger dynamic reconfiguration
```

```
myAESCore = AESCore::getInstance();
```

```
// Remote method invocation
```

```
myAESCore->setKey(aKey);
```

```
myAESCore->encrypt(aMessage);
```

```
// Explicit unbind, Unload IP core
```

```
myAESCore->releaseInstance();
```

C++ Example – Implicit bind

AES Crypto Core

```
{  
  
    // Declare remote reference  
    AESCoreRef myAESCore;  
  
    // Remote method invocation  
    // Implicit bind, Trigger dynamic reconfiguration  
    myAESCore->setKey(aKey);  
    myAESCore->encrypt(aMessage);  
  
    // Implicit unbind, Unload IP core  
}
```

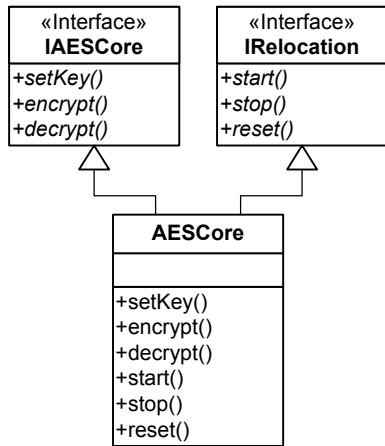
IP Core Relocation

Requirements

- Relocation between hardware and software
- Contexts must be compatible

Object System Approach

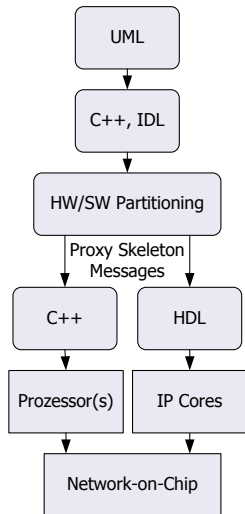
- Relocating objects requires serializing objects
- Extend the IP core interface
- Designer knows best about the context save



Design Flow

Facilitates Automation

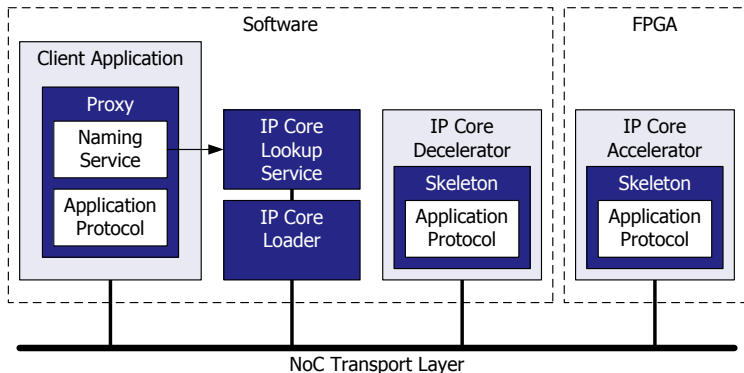
- High-level design entry
- Late partitioning
- Border is defined by the designer
- Automatic generation of
 - Messages
 - Proxy
 - Skeleton
- Make use of IDL compilers



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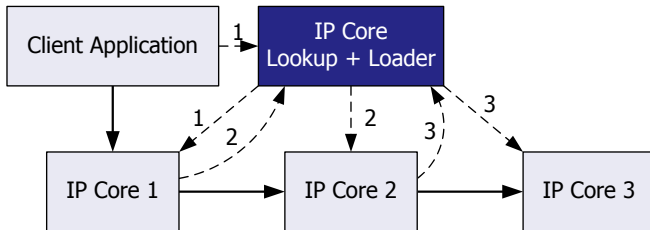
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Distributed Object System



- Middleware simplifies using IP cores
- Remote references allow IP cores to access other IP cores
- IP core look-up service is visible within the network

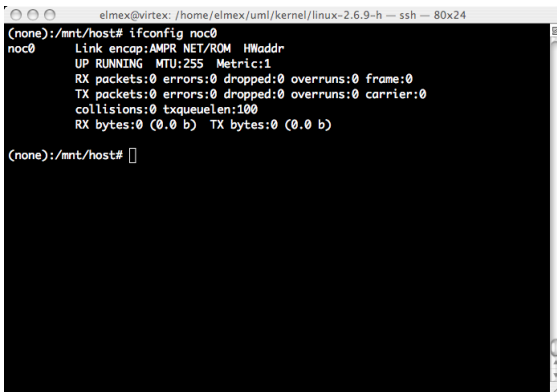
Self-triggered Dynamic Reconfiguration



New Approach

- IP cores are allowed to initiate dynamic reconfiguration
- Software, decelerators, and accelerators have equal rights
- Unifies dynamic reconfiguration for hardware and software

NoC Integration



```
elmex@virtex: /home/elmex/uml/kernel/linux-2.6.9-h -- ssh -- 80x24
(none):/mnt/host# ifconfig noc0
noc0      Link encap:AMPR NET/ROM HWaddr
UP RUNNING MTU:255 Metric:1
RX packets:0 errors:0 dropped:0 overruns:0 frame:0
TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:100
RX bytes:0 (0.0 b) TX bytes:0 (0.0 b)

(none):/mnt/host#
```

- NoC interface is a standard network device
- Easy to use. BSD Socket network programming

FPGA Integration

```
elmex@virtex: /home/elmex/uml/kernel/linux-2.6.9-h -- ssh -- 80x38
/proc/vce/devices:
total 0
dr-xr-xr-x  4 root root 0 Nov 11 11:46 0

/proc/vce/devices/0:
total 0
--w-----  1 root root 0 Nov 11 11:46 dispatcher
dr-xr-xr-x  2 root root 0 Nov 11 11:46 ipcores
-rw-r--r--  1 root root 0 Nov 11 11:46 sched
-r--r--r--  1 root root 0 Nov 11 11:46 state
dr-xr-xr-x  2 root root 0 Nov 11 11:46 tiles

/proc/vce/devices/0/ipcores:
total 0

/proc/vce/devices/0/tiles:
total 0
-r--r--r--  1 root root 0 Nov 11 11:46 0
-r--r--r--  1 root root 0 Nov 11 11:46 1
-r--r--r--  1 root root 0 Nov 11 11:46 10
-r--r--r--  1 root root 0 Nov 11 11:46 11
-r--r--r--  1 root root 0 Nov 11 11:46 12
-r--r--r--  1 root root 0 Nov 11 11:46 13
```

- OS extensions are accessible through /proc file system
- IP cores are loadable in the shell or with exec()

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Summary

Approach

- Reconfigurable system is a distributed system in the small
- Distributed object system
- Applying a well-known and proven technology

Results

- Perfectly blends with an OOP design approach
- Automation with IDL tools possible
- Self-triggered dynamic reconfiguration
- Middleware and OS extensions