

# MDE based FPGA physical Design

## Fast prototyping with Smalltalk

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Lab-STICC MOCS UMR 3192



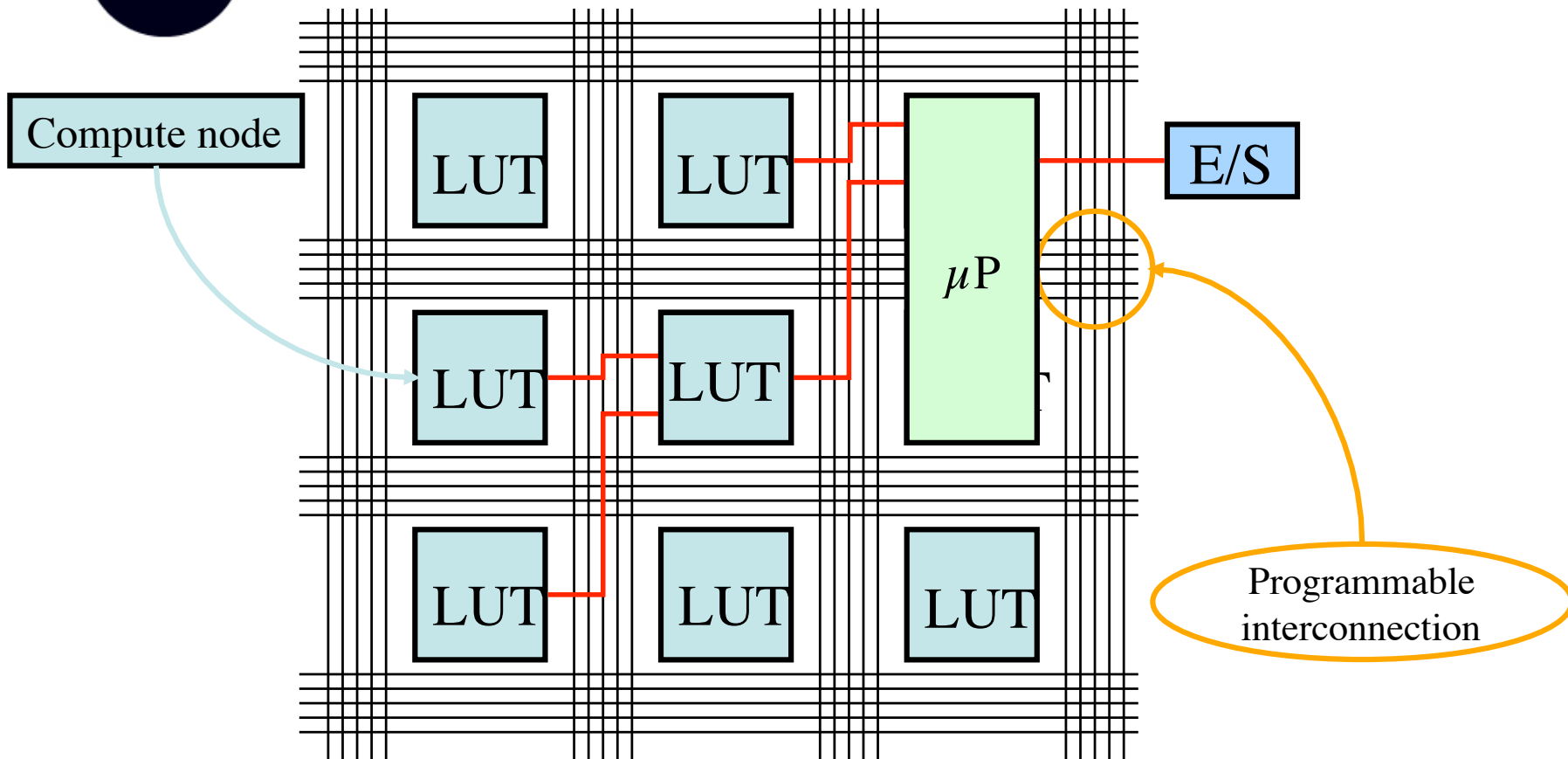
# FPGAs



“Flexible” hardware  
Time to market



Hard to program  
Hard to debug



# FPGAs

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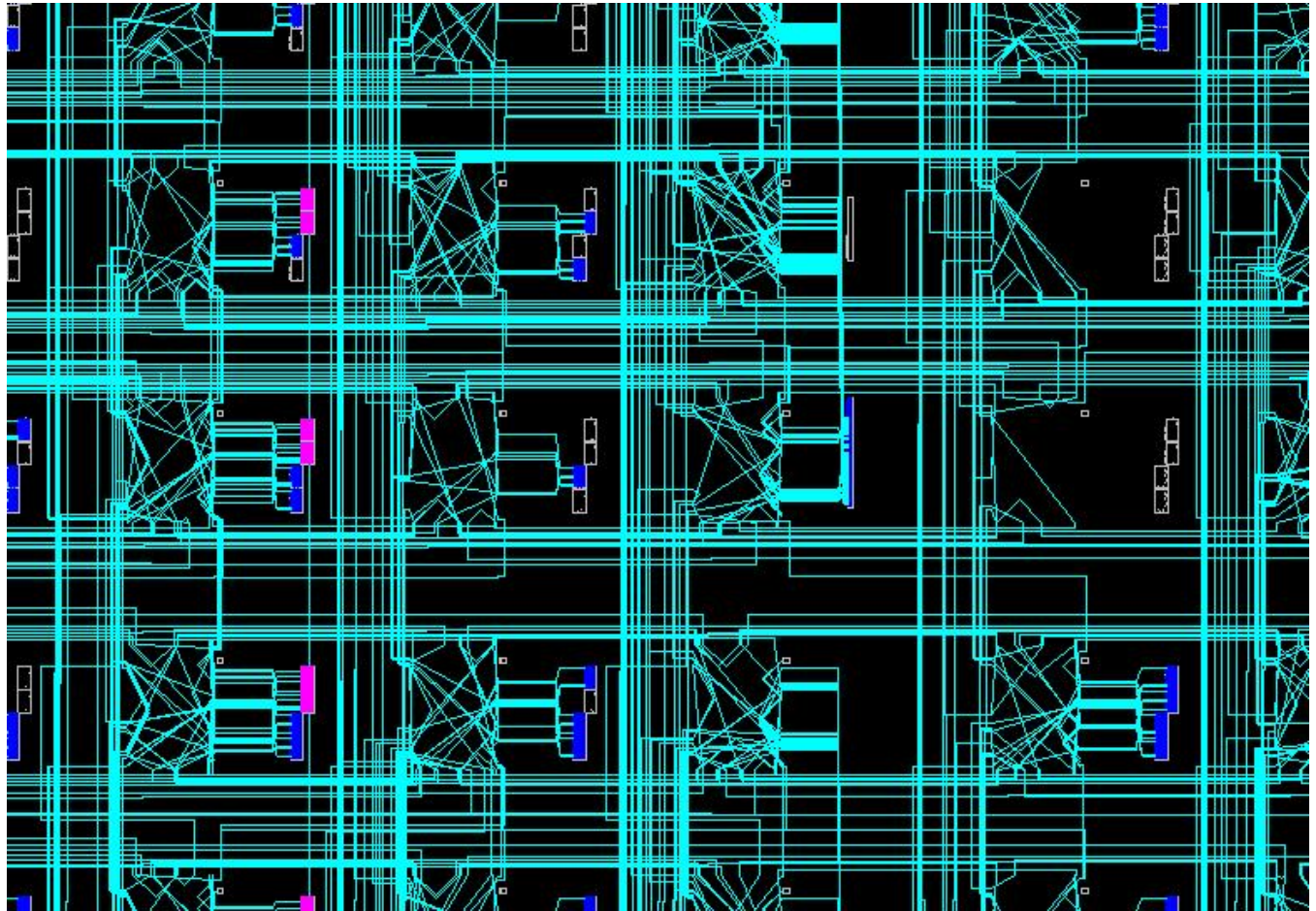
“Flexible” hardware  
Time to market



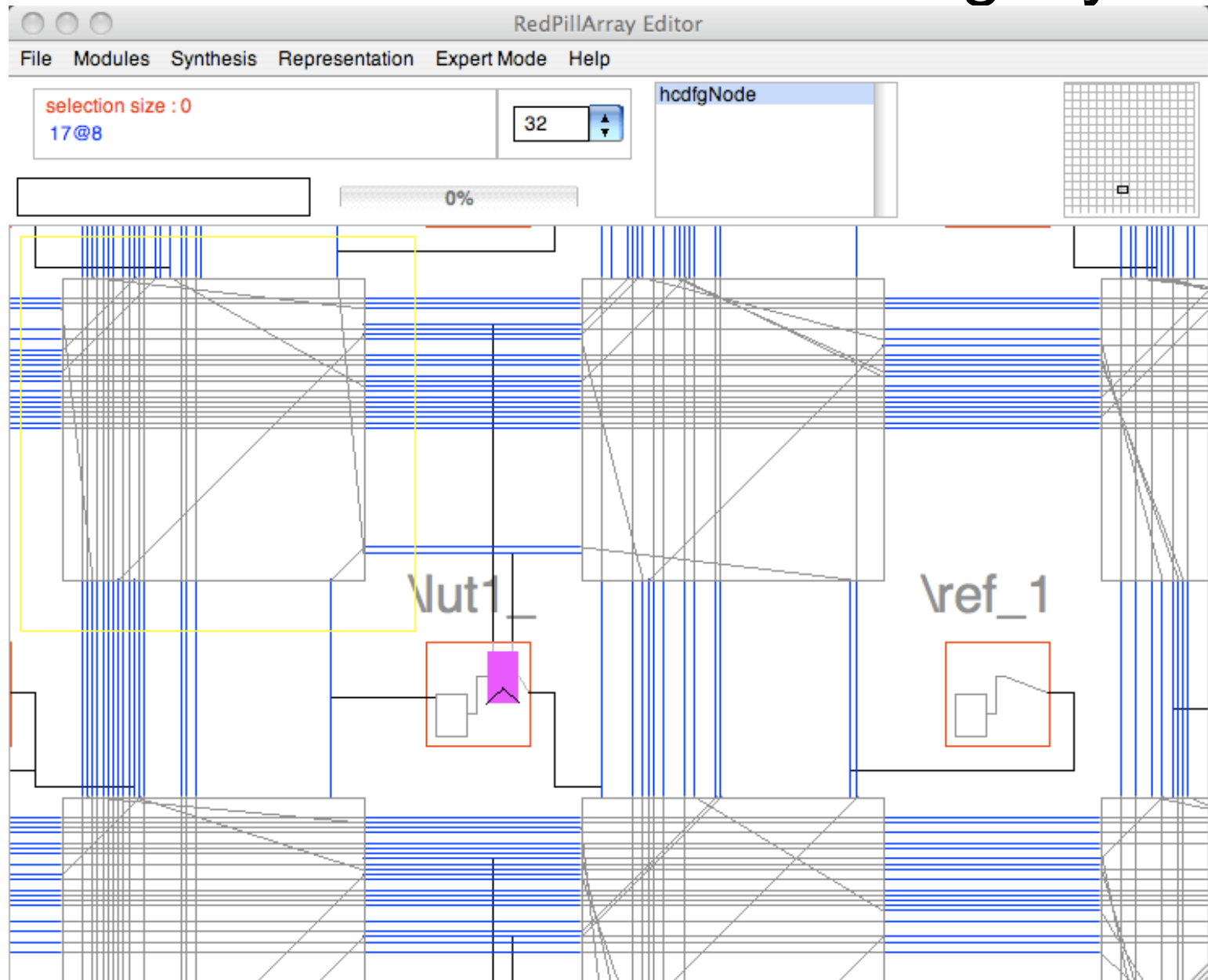
Hard to program  
Hard to debug

## EDA required !

- C to circuit
- Debug
- Benchmarking



# Our Smalltalk-based EDA legacy



# Legacy backfires

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- Early developments (MADEO) started in 1996
- Fast evolving domain (Moore + Murfy)
- Refactoring is not enough to keep in the race
- We have to re-design our framework

# New direction

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1

- We need to shift from
  - a generic solution to be tailored on demand

2

- To
  - a repository of model, algorithms, components
- In order to deliver
  - Performances
  - Scalability
  - Flexibility
  - Durability





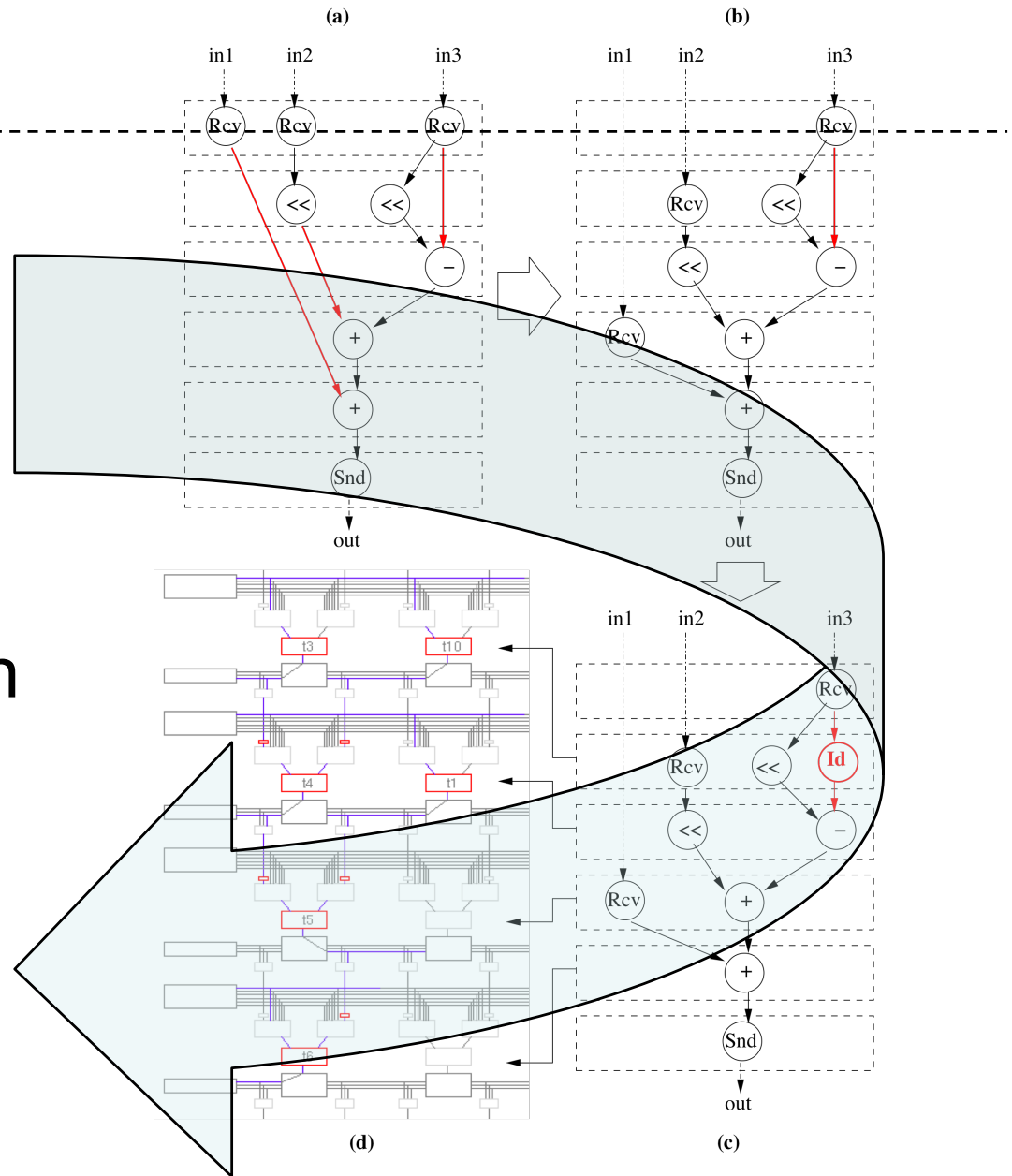
# LEGACY

# Front end

C code

- High level synthesis (compilation)
- Ressources allocation (logic synthesis)

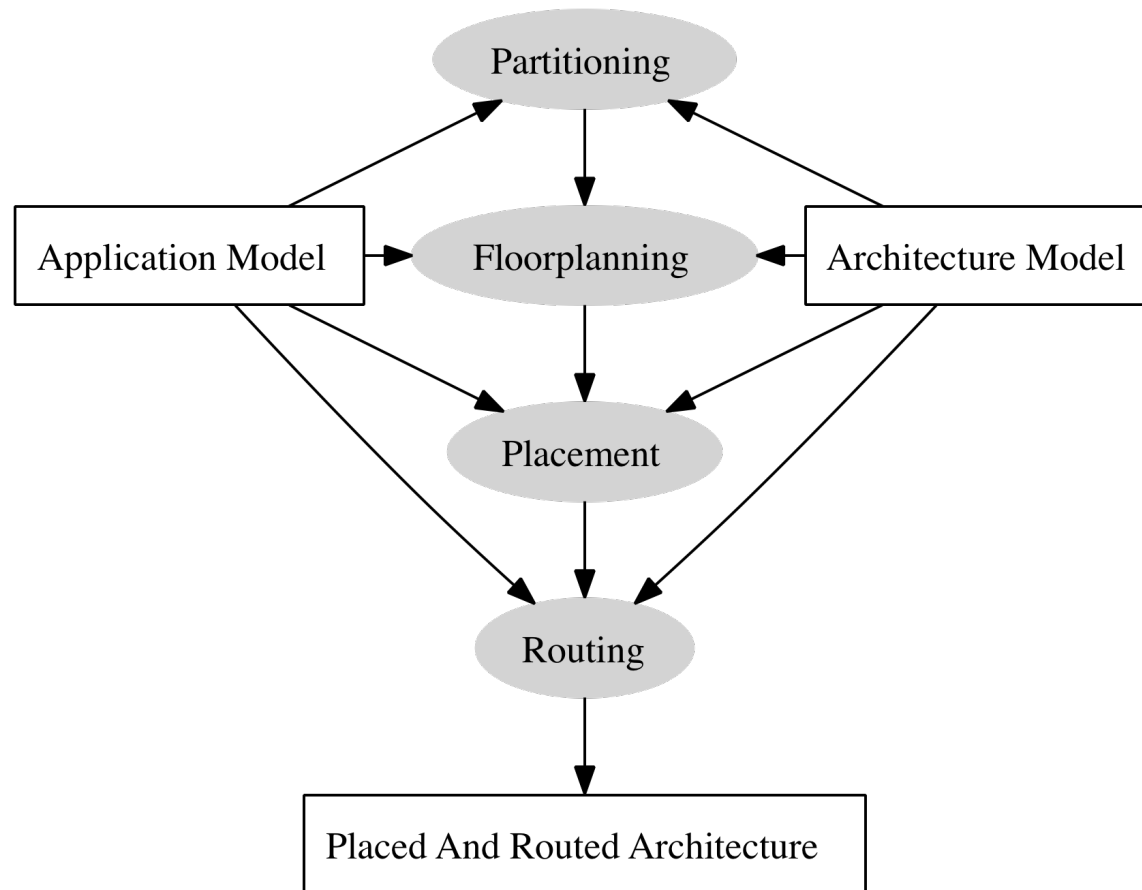
Circuit



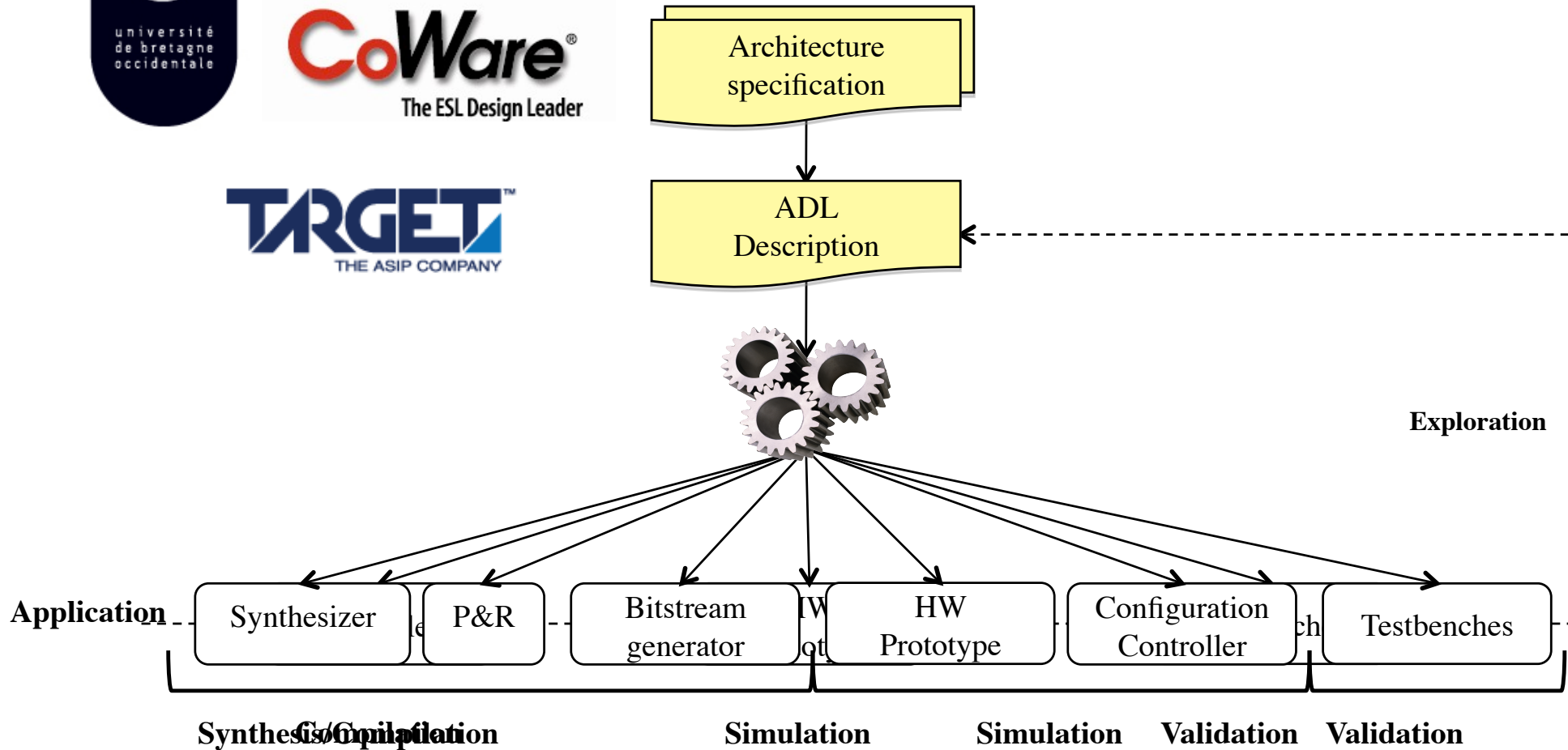


# Programming an FPGA in 4 steps

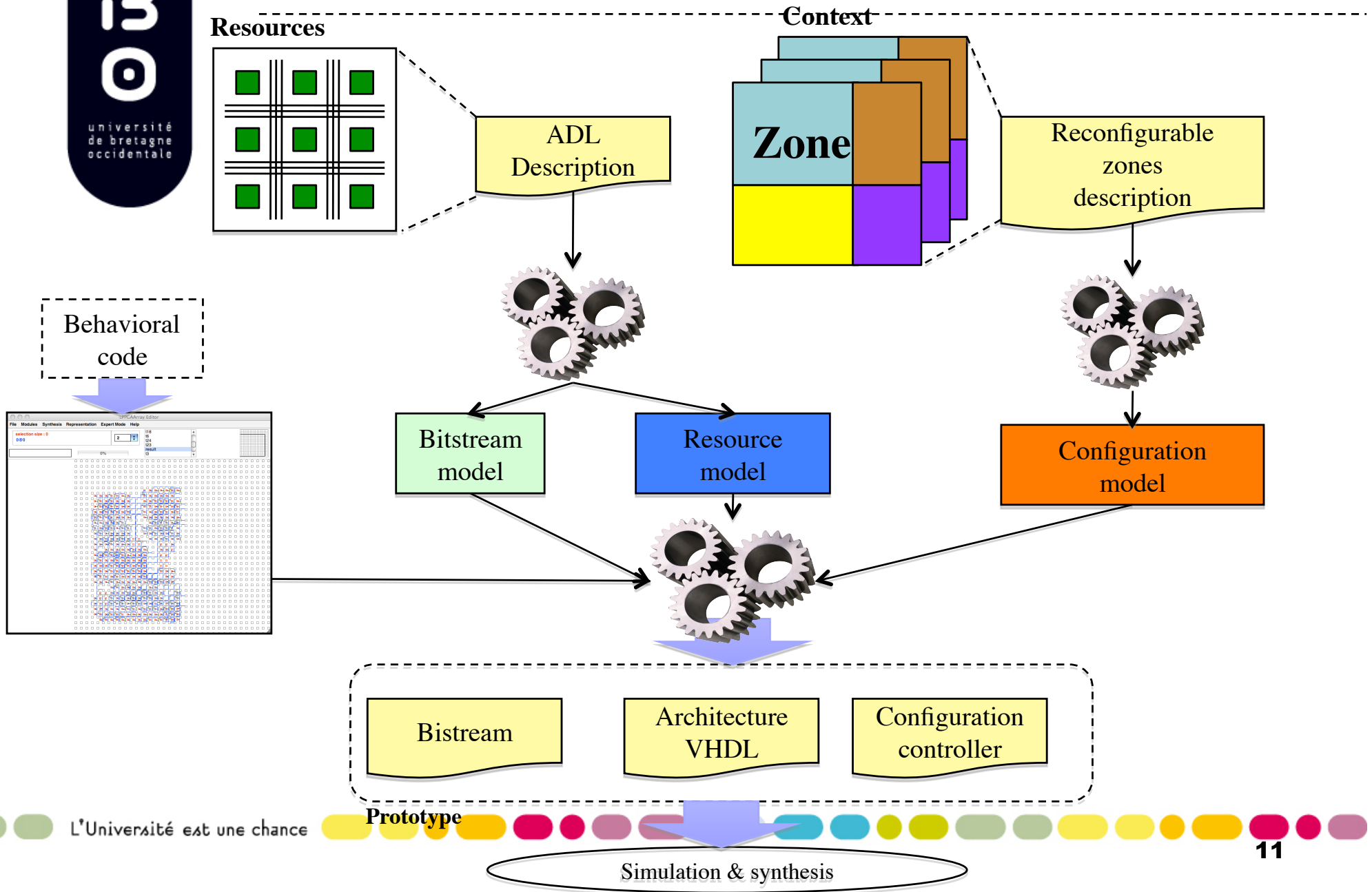
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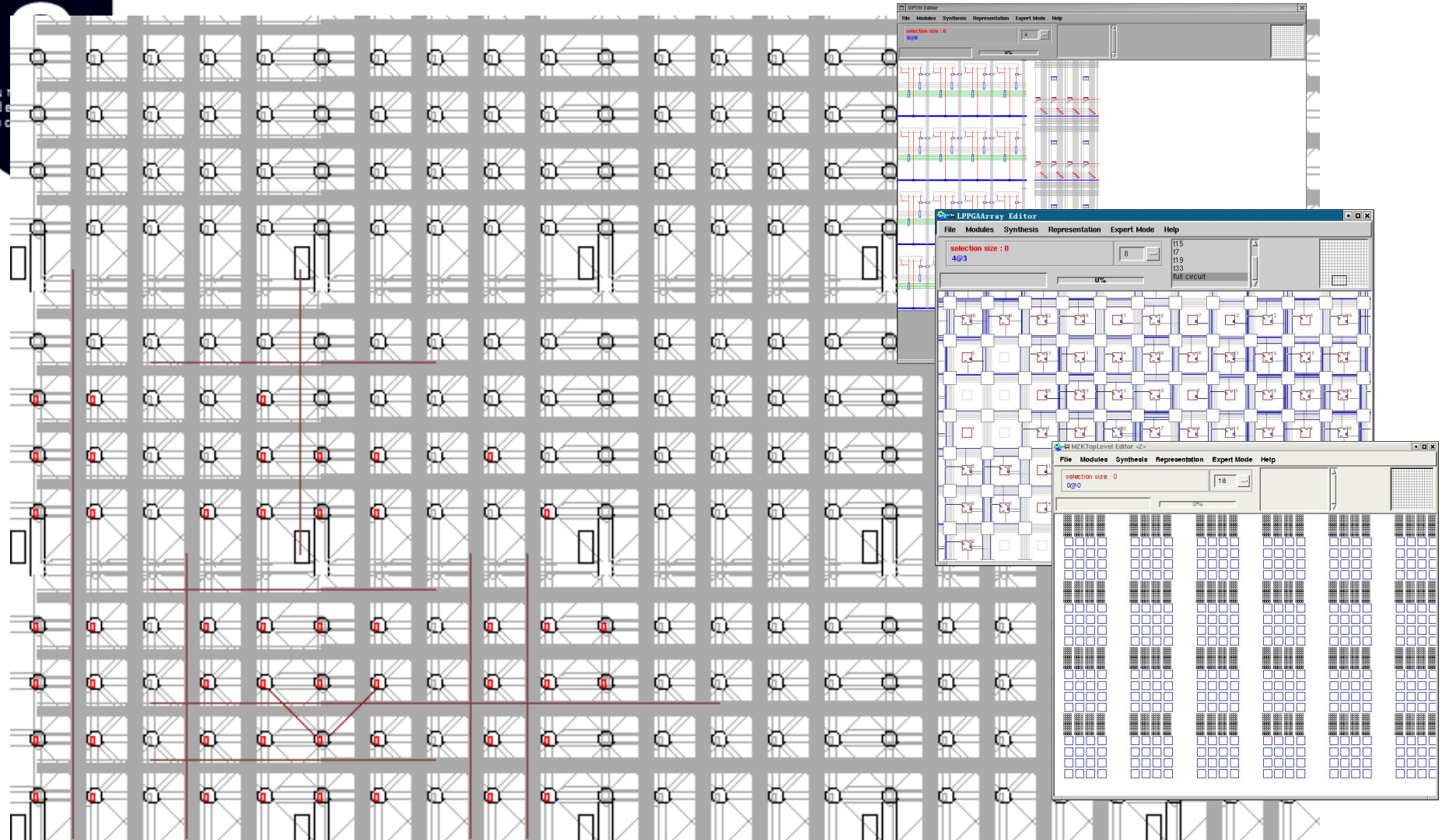
# ADL Based EDA generators



# Our flow



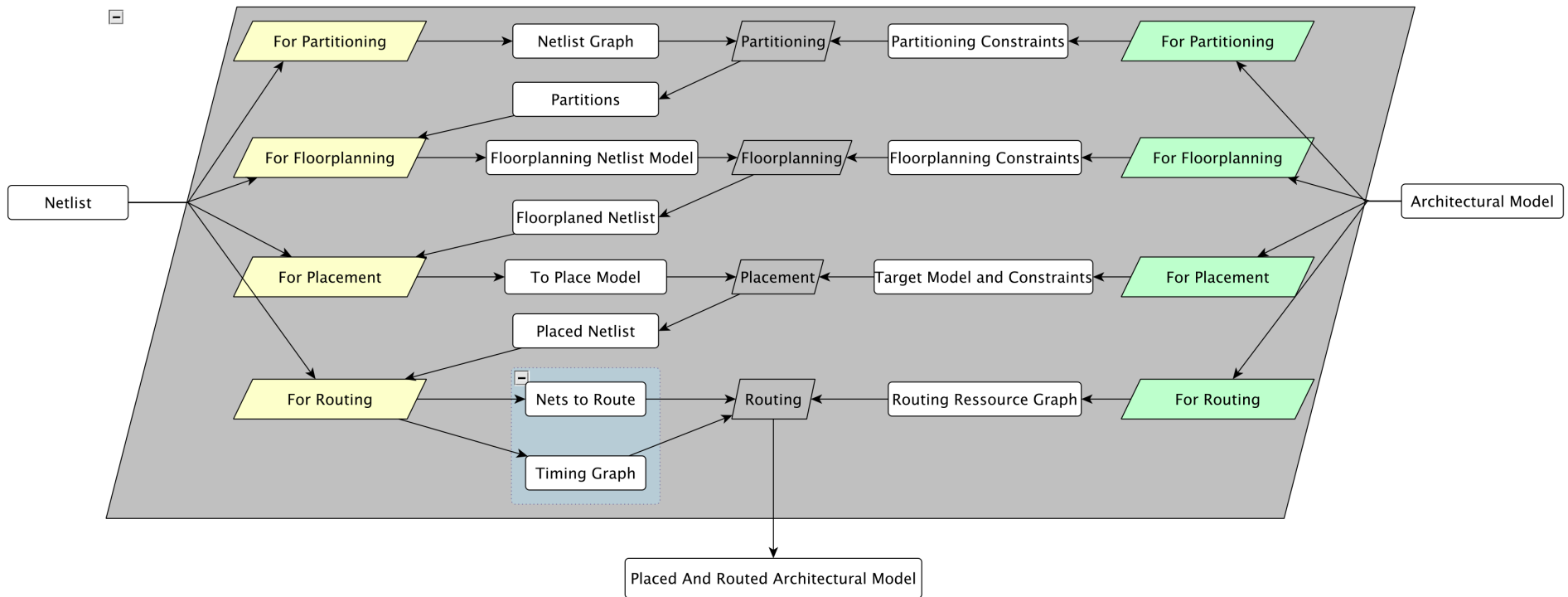
# Some examples



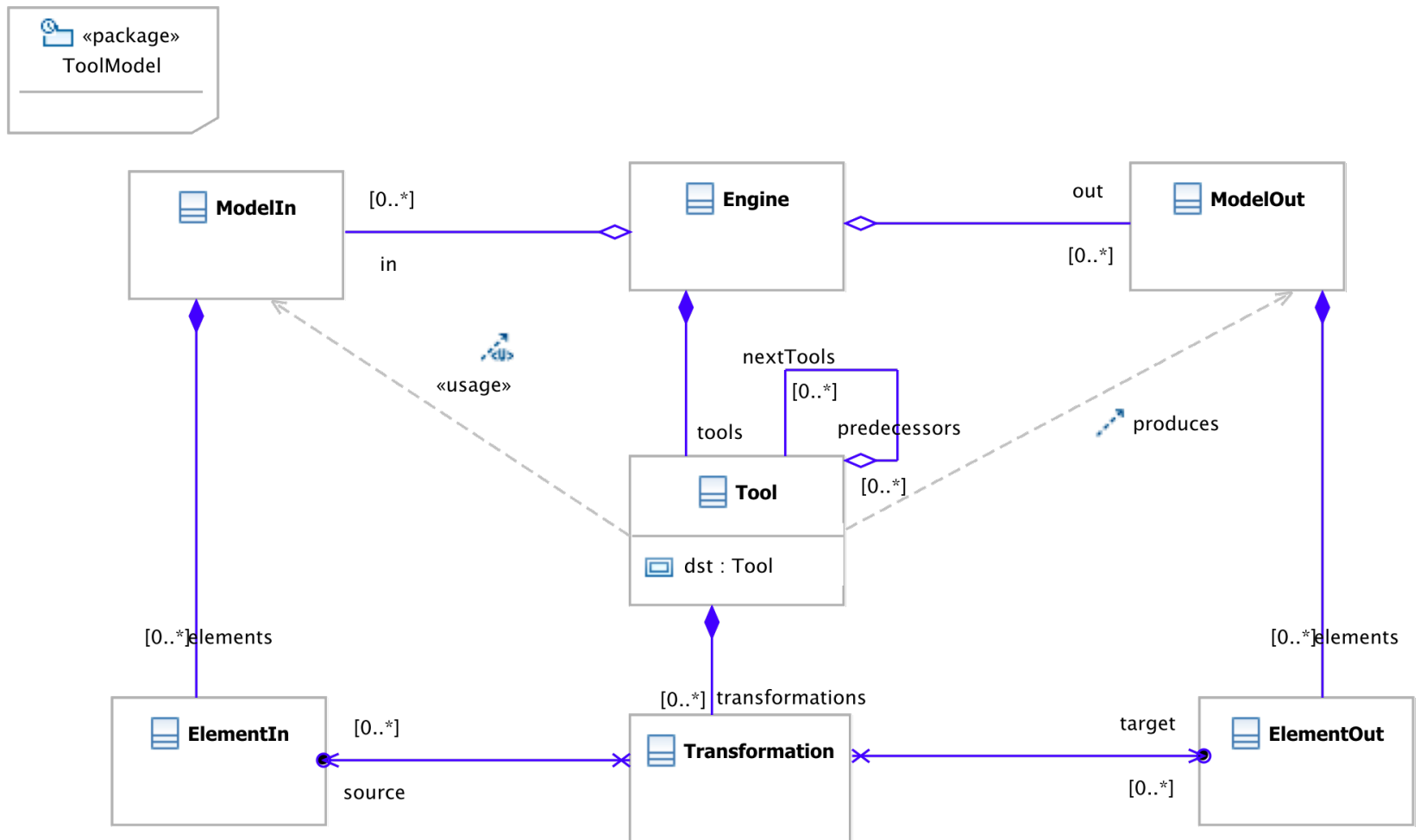


# RE-DESIGN

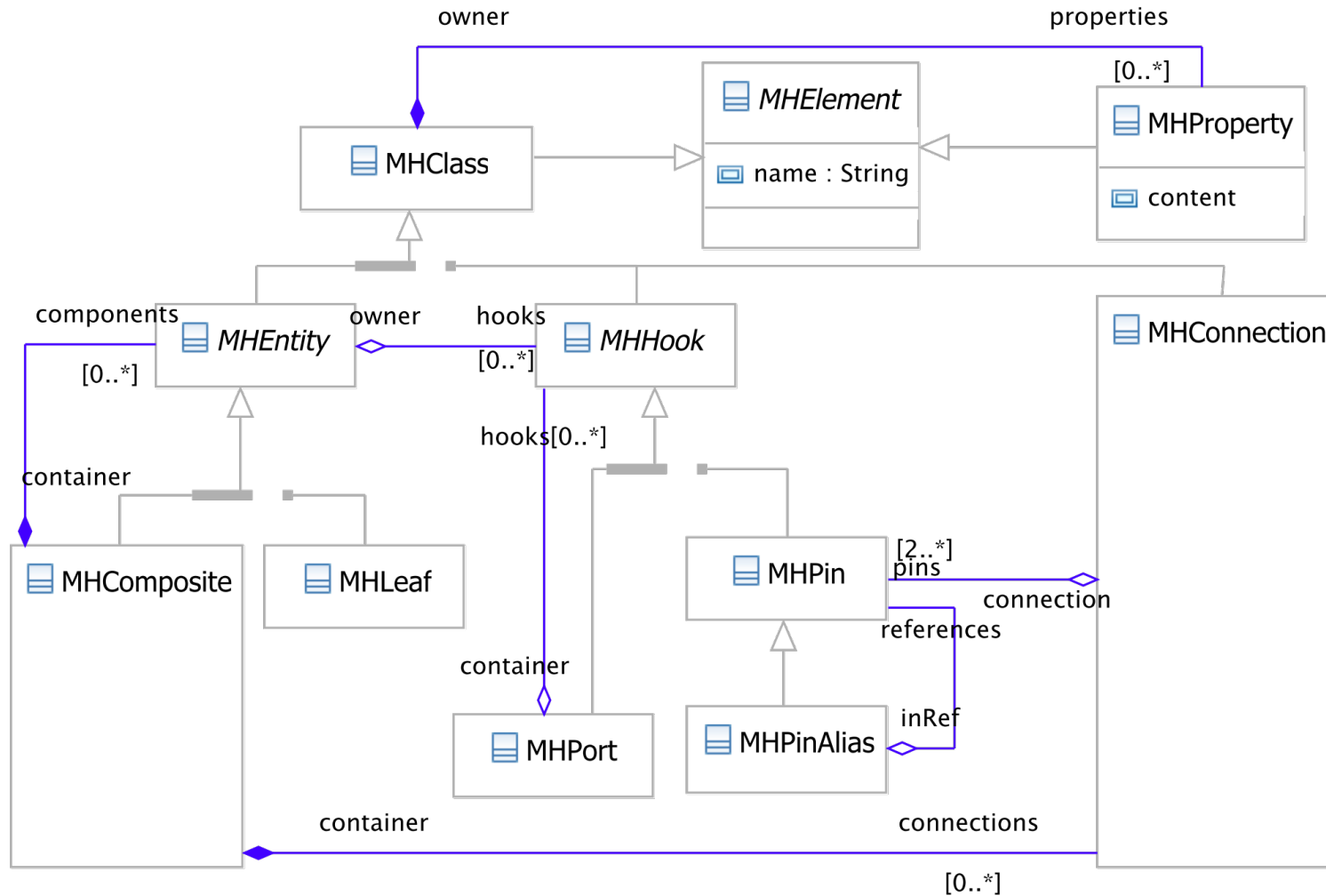
# Goal oriented view extraction



# Tool engine

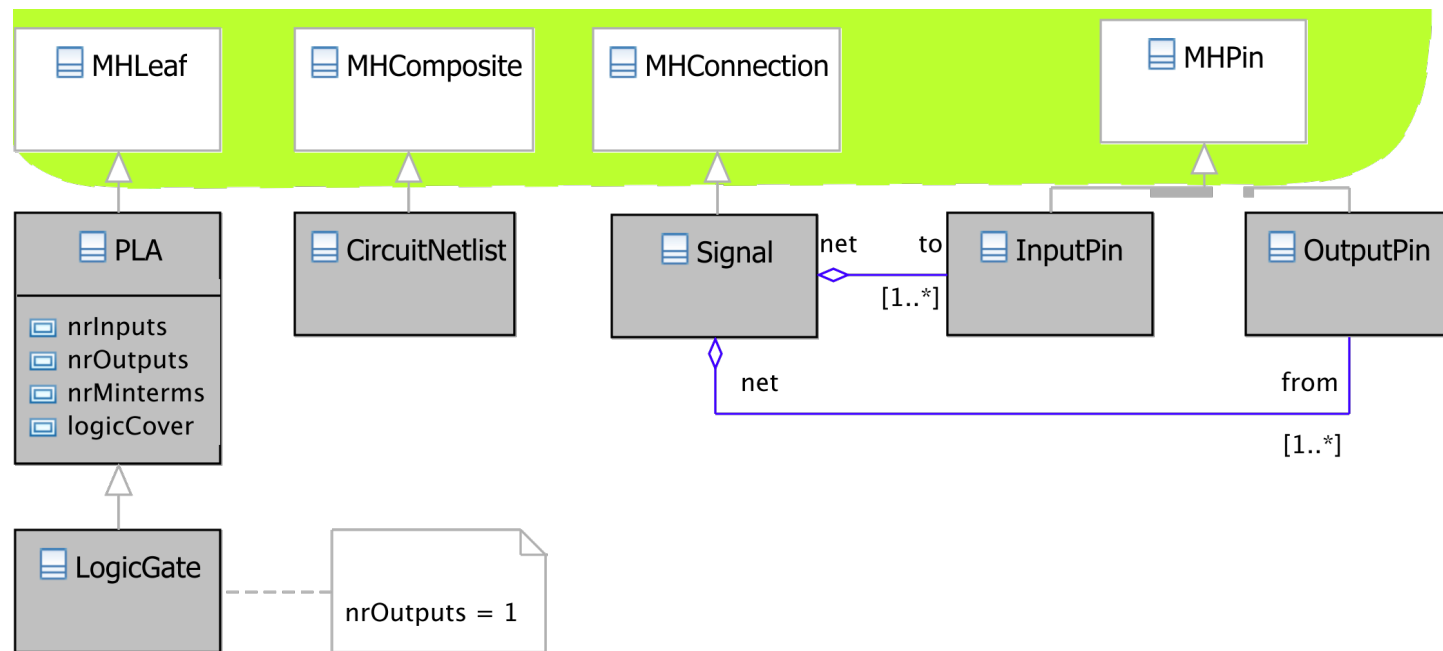


# Models as common vocabulary

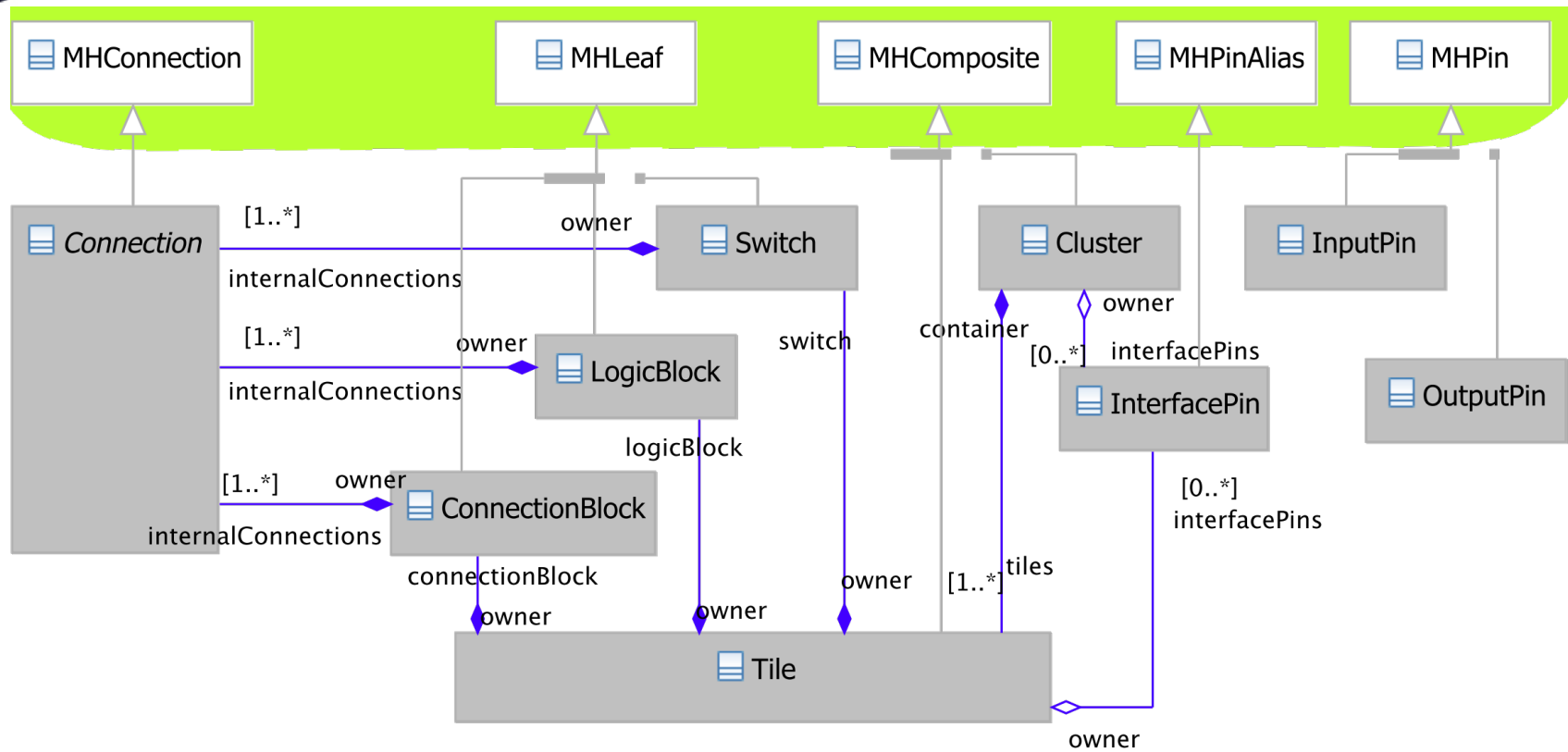




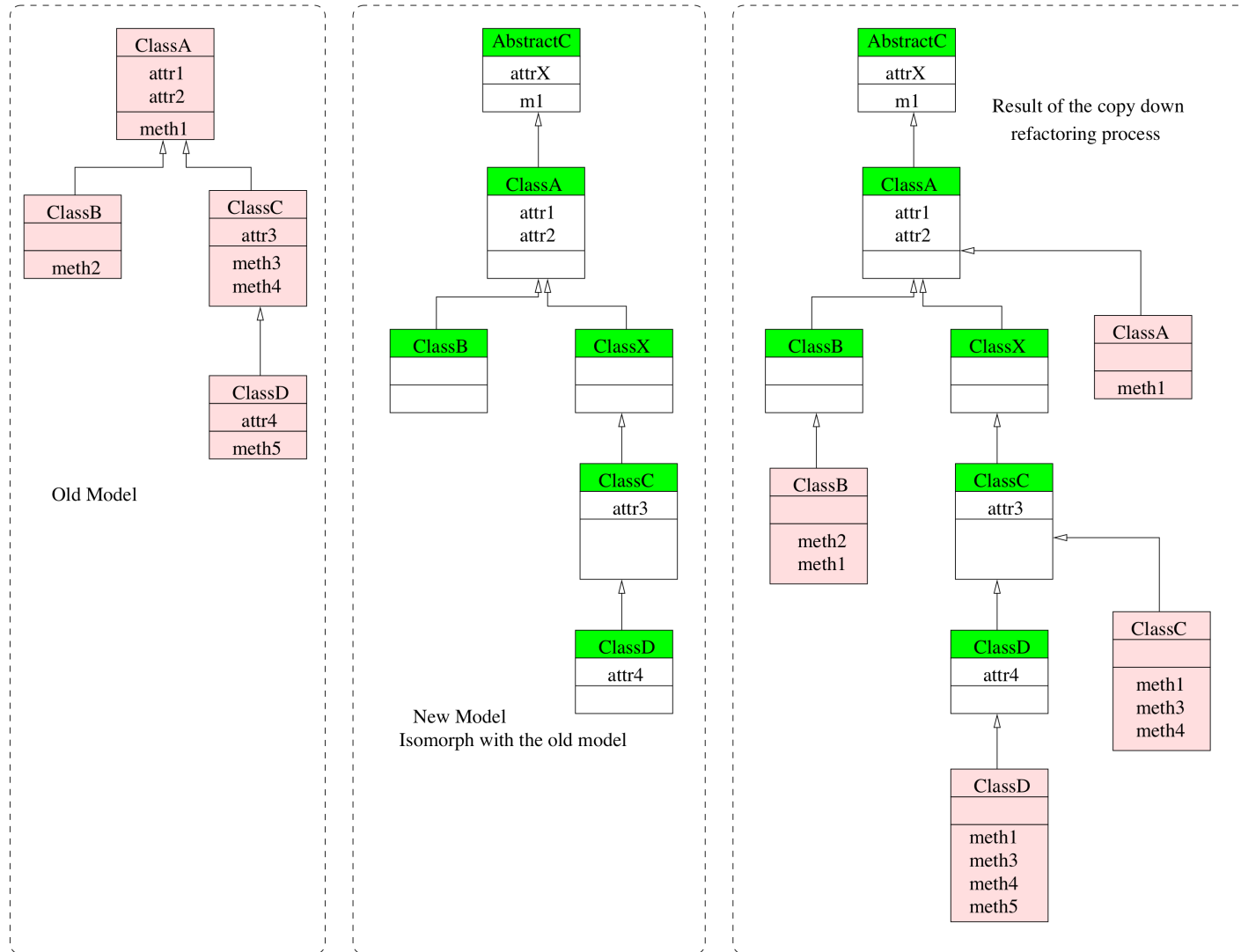
# Combinational circuit modeling

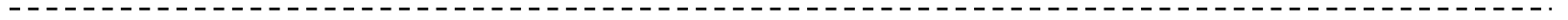


# Target modeling



# Re-design / copy down

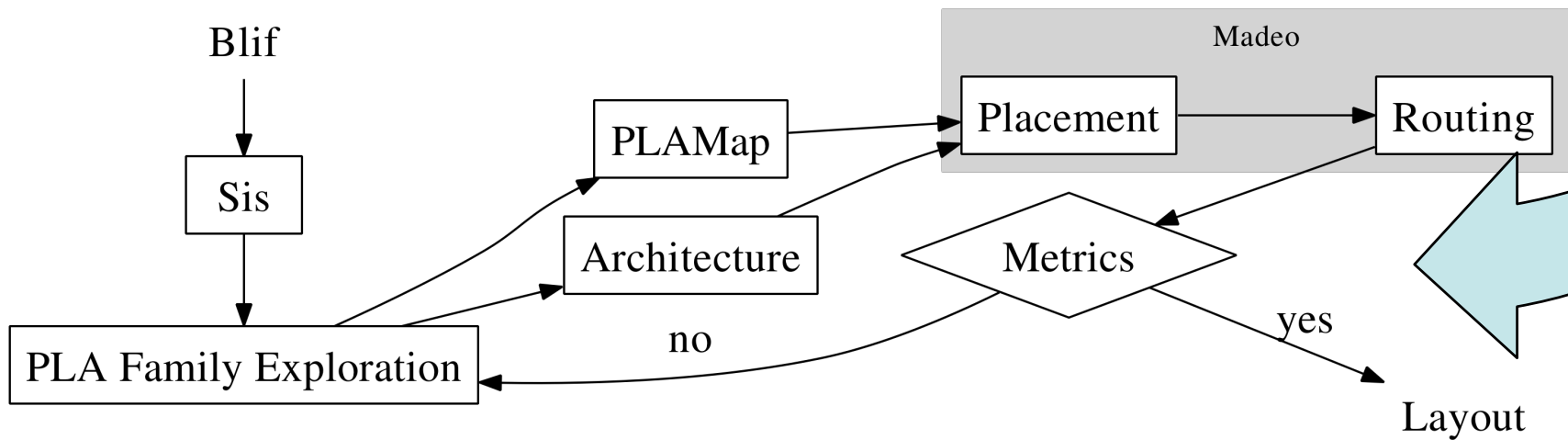
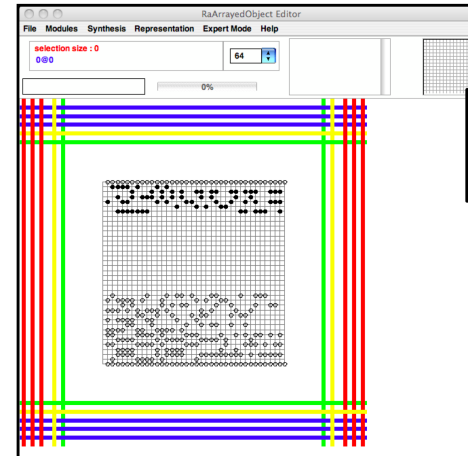
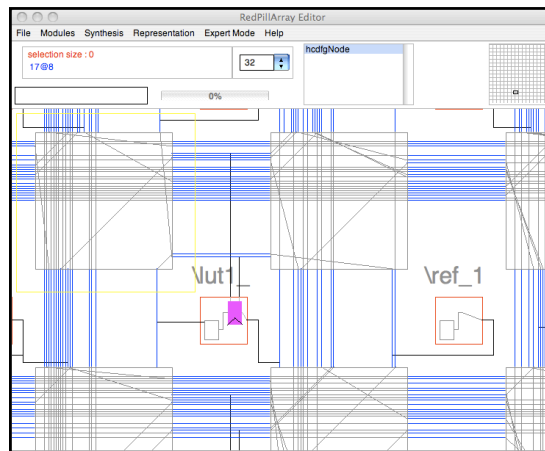




# CONCLUSION

# Let's try to summarize

- Succes: target, tool flow



# Conclusion

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- Future work:
  - Tools integration (eg Mondrian integration)
  - Performances improvement
  - Test coverage
  - Algorithm pick and play GUI

Thank you for your attention