

Caribou Boreal

A unified, modular and configurable firmware

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Legacy structure and revision objectives

One Git project per device

→ *peary-firmware-DEVICE*

One Git project for common IPs

→ *peary-firmware-iprepo*

Caveats → Tedious development workflow:

- Block design recreated and reconfigured for every project
- Common IPs copy-pasted to new project and often modified locally
- Vivado version inconsistent across projects
- No HDL simulation / verification
- No CI/CD workflow
- No documentation

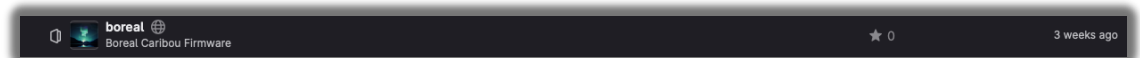
Objective → Smooth development workflow:

- One Git project for all devices
- Block design and common IPs configured and ready in the project
- Unified Vivado version
- Reinforced HDL simulation / verification
- Streamlined CI/CD workflow
- Documented code

Caribou Peary Firmware(s)

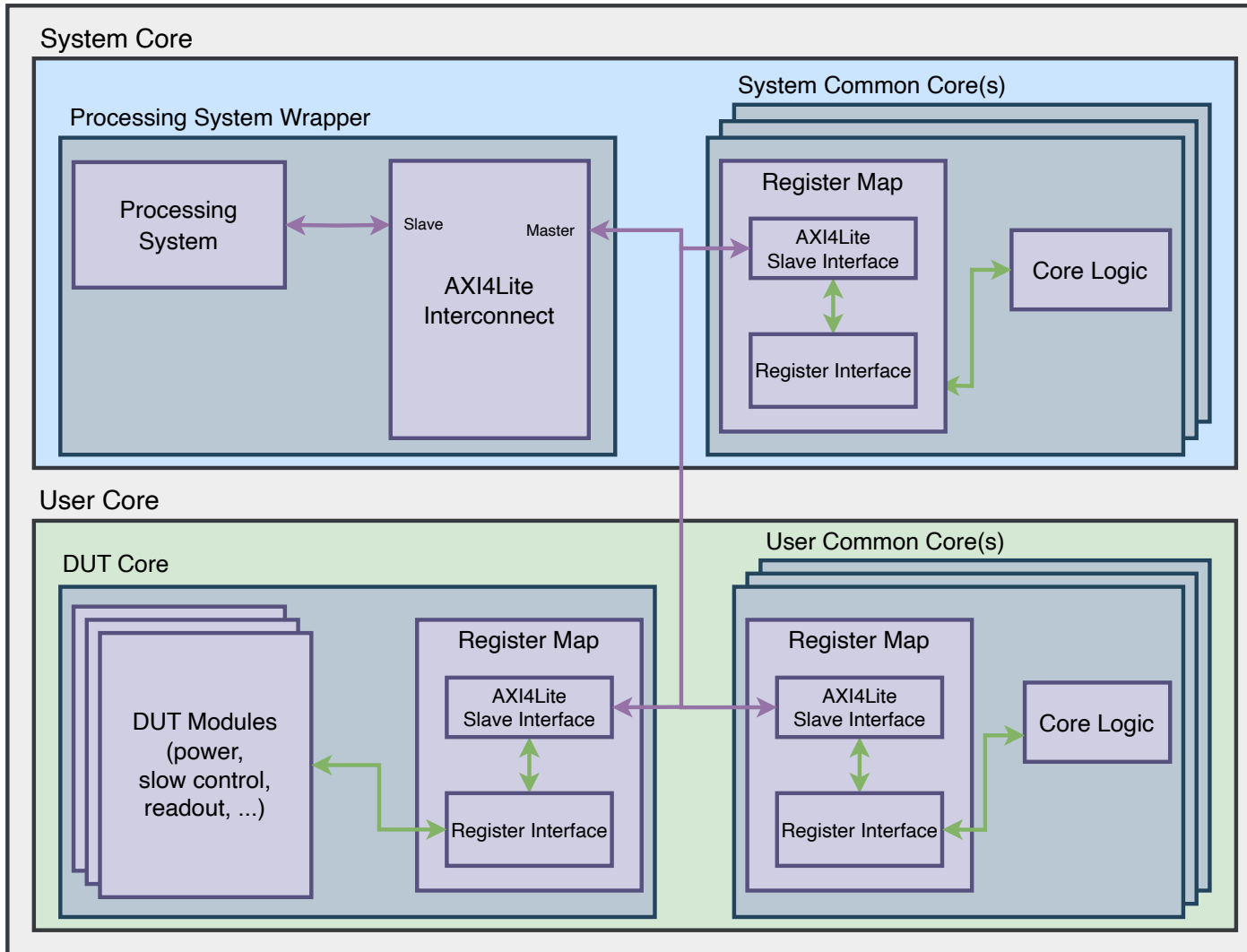


Caribou Boreal Firmware ([link](#))

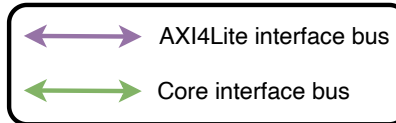


Boreal firmware architecture

Top Module



Legend



Processing System wrapper:

- Exported HDL from block design including Processing System and Reset IP

System common core(s):

- Common cores/IPs related to the system (Zynq board, CaR board) features

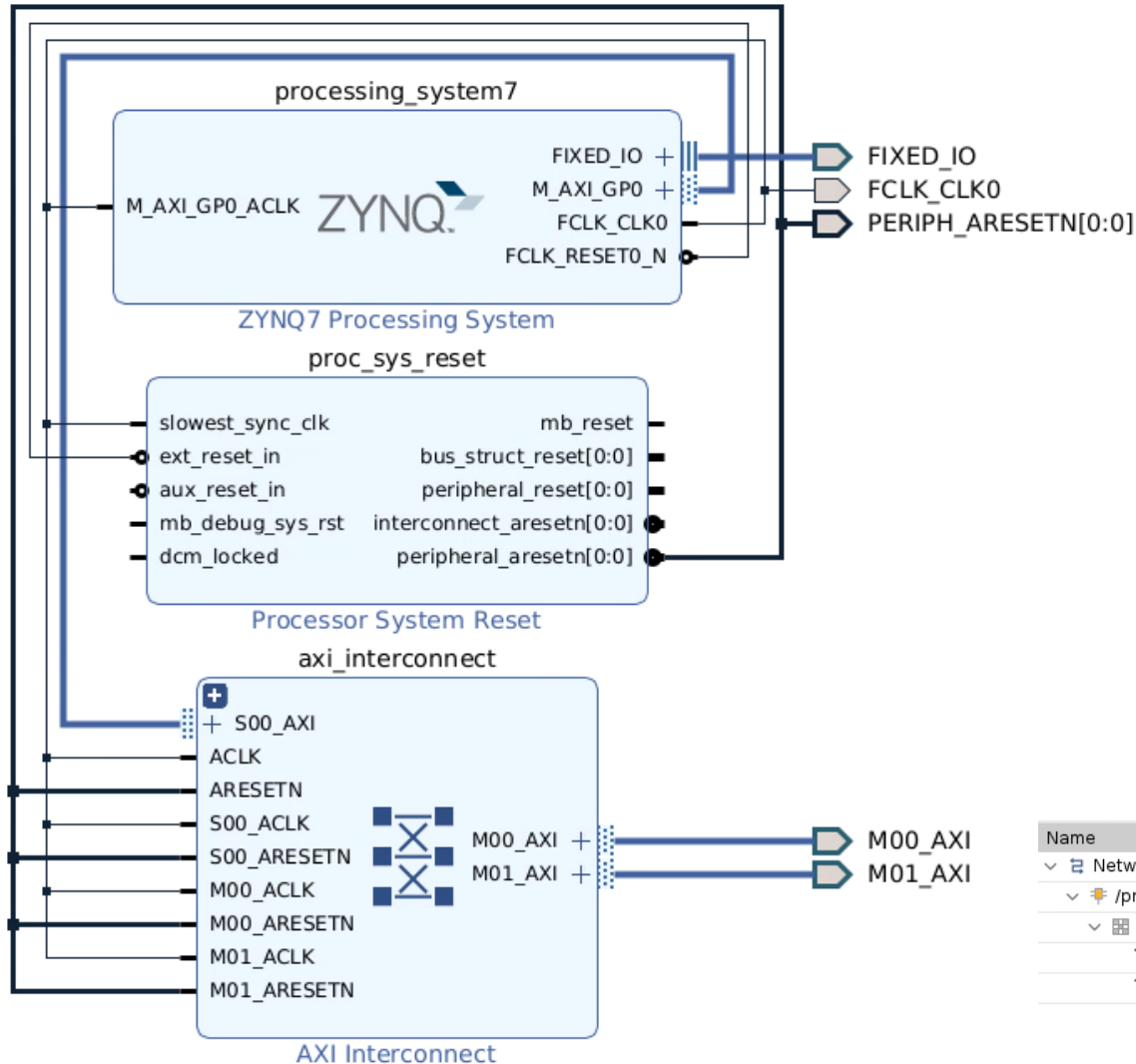
User common core(s):

- Common cores/IPs related to external or user functionalities

DUT core:

- User core including device-specific control and readout logic

Processing System Wrapper



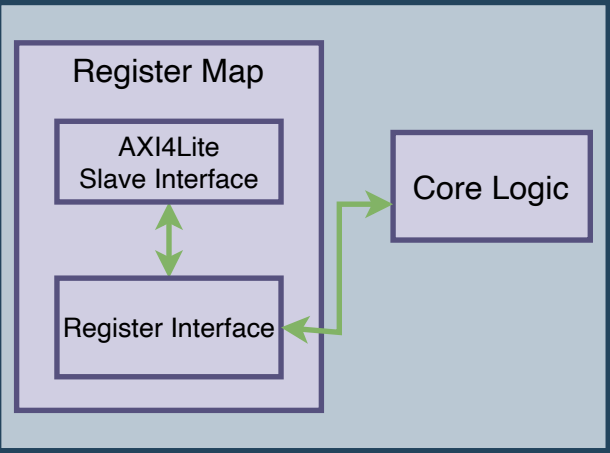
- Pre-configured for the Caribou Zynq board
- One AXI4Lite interface per block (system/user core) with a unique address
- Exported as a VHDL file
- To be modified and extended according to the system evolution and features extension

Name	Interface	Slave Segment	Master Base Address	Range	Master High Address
Network 0					
/processing_system7					
/processing_system7/Data (32 address bits : 0x40000000 [1G])					
/M00_AXI	M00_AXI	Reg	0x43C3_0000	8K	0x43C3_1FFF
/M01_AXI	M01_AXI	Reg	0x43C1_0000	64K	0x43C1_FFFF

Core base design

- Register map accessible via AXI interface, with configurable number of registers
- Core logic connected to register map and to the core IO interface
- Example: Blink LED core

Blink LED Core



```

entity blink_led is
  generic
  (
    N_LED : integer := 4;
    CLK_DIV : natural := 100000000
  );
  port
  (
    -- Clock signal
    clk_i      : in std_logic;
    -- Reset signal
    rst_i      : in std_logic;
    -- LED driving signal
    led_o      : out std_logic_vector(N_LED - 1 downto 0);
    -- AXI4Lite slave interface
    axi4lite_bus_io : inout axi4lite_bus_type
  );
end blink_led;

entity reg_map_if is
  generic
  (
    -- Number of registers
    REG_N : integer := 16
  );
  port
  (
    -- Register data IN
    data_in_i      : in array_2d(REG_N - 1 downto 0)(AXI_DATA_WIDTH - 1 downto 0);
    -- Register data OUT
    data_out_o     : out array_2d(REG_N - 1 downto 0)(AXI_DATA_WIDTH - 1 downto 0);
    -- AXI4Lite slave interface
    axi4lite_bus_io : inout axi4lite_bus_type
  );
end reg_map_if;
  
```

DUT Core IOs

AXI4Lite bus

DUT Core

Register Map

Project configuration

Configuration file

```
--Board type constant
type board_type is (ZC706, ZCU102);
constant BOARD : board_type := ZC706;
```

Supported SoC boards

```
-- Project type constant
type project_type is (BLINK_LED);
constant PROJECT : project_type := BLINK_LED;
```

Supported devices

```
-- AXI4Lite interface address width
-- ZC706 = 32 ; ZCU102 = 40
constant AXI_ADDR_WIDTH : integer := 32;
-- AXI4Lite interface data width
constant AXI_DATA_WIDTH : integer := 32;
-- AXI4Lite interface address LSB
constant AXI_ADDR_LSB : integer := (AXI_DATA_WIDTH/AXI_ADDR_WIDTH) + 1;
-- AXI4Lite data bytes
constant AXI_DATA_BYTES : integer := ((AXI_DATA_WIDTH - 1)/8) + 1;
-- AXI4Lite register address width
constant AXI_REG_ADDR_WIDTH : integer := AXI_ADDR_WIDTH - AXI_ADDR_LSB;
```

AXI Interface Configuration

end package config;

Automatic DUT core instantiation

User
Core

```
architecture behavioral of zc706_usr_core is
begin
    -- LED blinking block instantiation
    blink_led_gen : if PROJECT = BLINK_LED generate
        blink_led_inst : entity work.blink_led
```

Automatic constraints selection

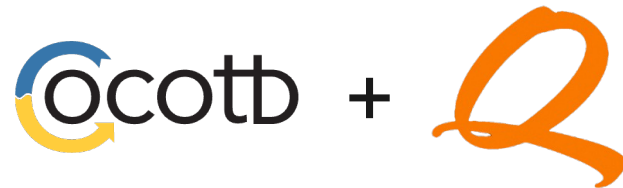
```
# Check condition
if {$project == "BLINK_LED"} {
    # ZC706 constraints
    if {$board == "ZC706"} {
        ...
    }

    # ZCU102 constraints
    if {$board == "ZCU102"} {
        ...
    }
}
```

XDC
file

Simulation

- Cocotb, an open source coroutine-based cosimulation testbench environment for verifying VHDL and SystemVerilog RTL using Python.
- Questa simulator, but any other simulator can be used



Example cocotb successful simulation of register map block

```
9980.00ns INFO cocotb.reg_map_if *****
9980.00ns INFO cocotb.reg_map_if Reading data from register 15 at address 0x43c1003c
9980.00ns INFO cocotb.axi4lite_bus_io.None Read start addr: 0x43c1003c prot: 2 length: 4
10010.00ns INFO cocotb.axi4lite_bus_io.None Read complete addr: 0x43c1003c prot: 2 resp: 0 data: ec df 24 27
10300.00ns INFO cocotb.reg_map_if Data-in word = 0x2724dfec
10300.00ns INFO cocotb.reg_map_if Data-out word = 0x2724dfec
10300.00ns INFO cocotb.regression test_reg_map_if passed
10300.00ns INFO cocotb.regression *****
** TEST STATUS SIM TIME (ns) REAL TIME (s) RATIO (ns/s) **
*****
** test_reg_map_if.test_reg_map_if PASS 10300.00 0.08 121366.38 **
*****
** TESTS=1 PASS=1 FAIL=0 SKIP=0 10300.00 0.10 106281.05 **
*****
```

Boreal Manager

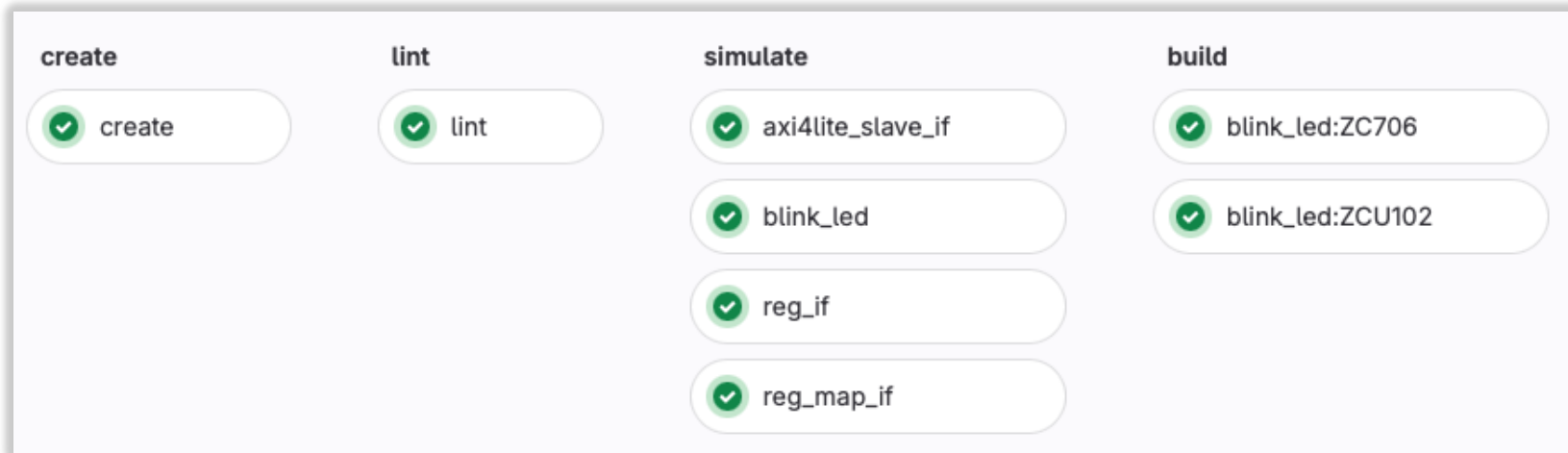
A python script that allows the user to:

- **Create the Vivado project**
 - Execute the TCL project creation script
- **Configure the Vivado project**
 - Choose the board and device
- **Build the Vivado project**
 - Synthesis + Implementation + bitstream generation

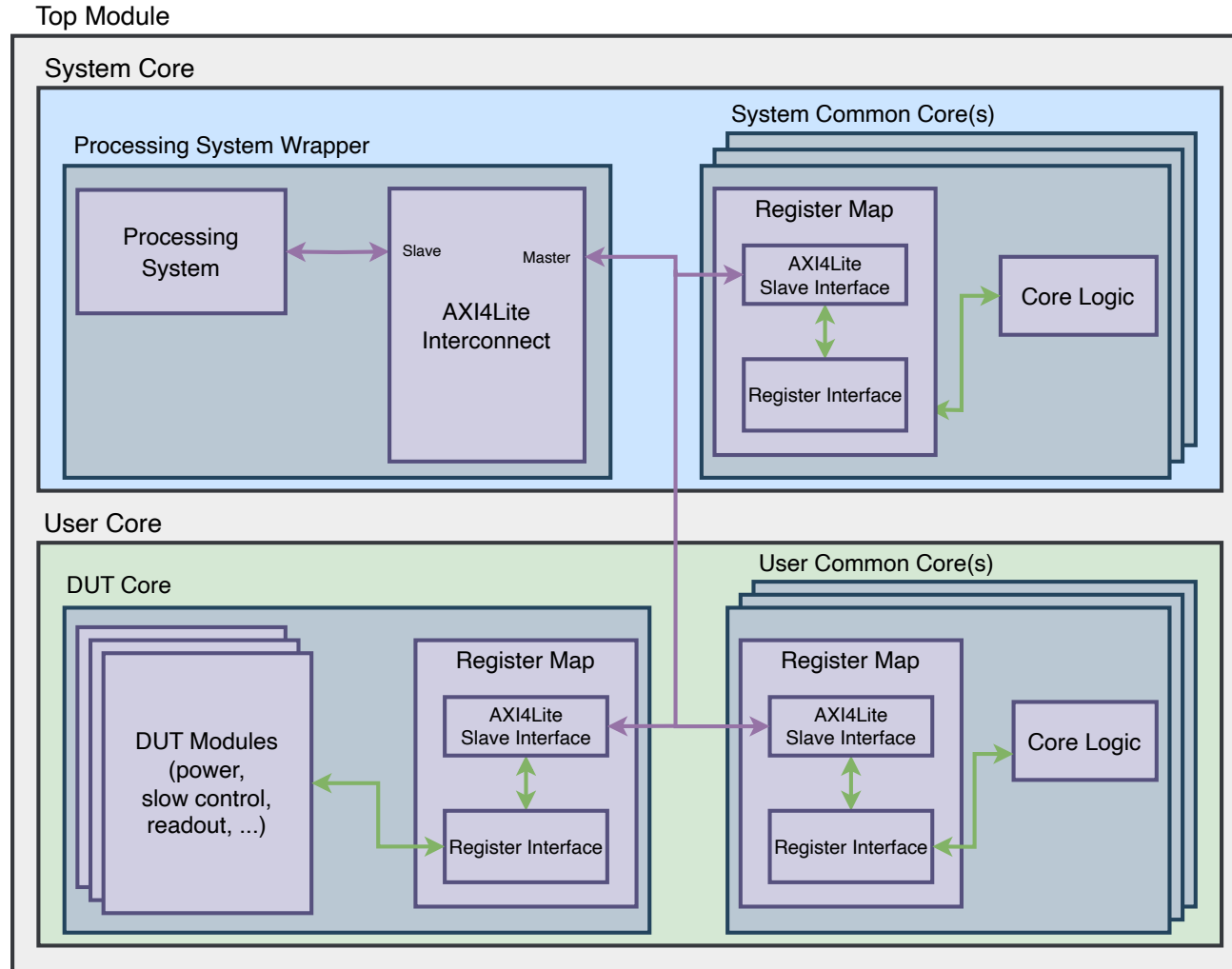
```
Boreal Vivado project manager
optional arguments:
-h, --help            show this help message and exit
--create              Create Vivado project
--configure           Configure Vivado project
--board {ZC706,ZCU102}
                    Board to be used
--project {BLINK_LED}
                    Device project to be used
--synth              Run synthesis
--impl               Run implementation
```


CI/CD workflow

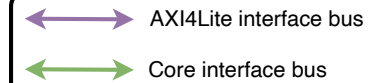
- Single instance of project creation
- Code linting using *vhdl-linter* and *verible-format*
- Cocotb simulation of all cores
- Bitstream generation for all supported devices and for all supported boards



Boreal firmware landscape



Legend

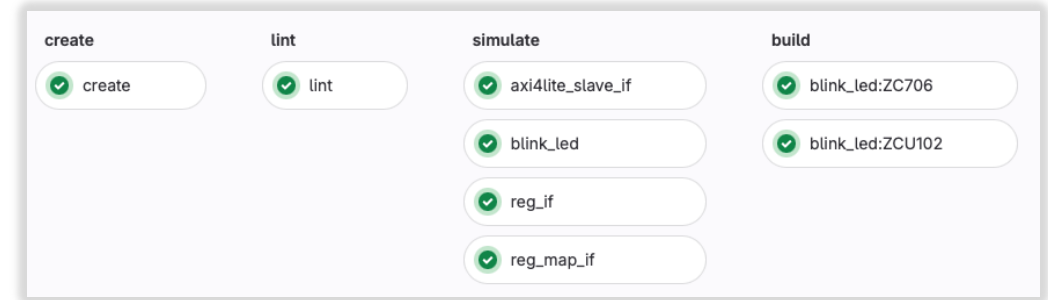


Boreal firmware ([link](#)):

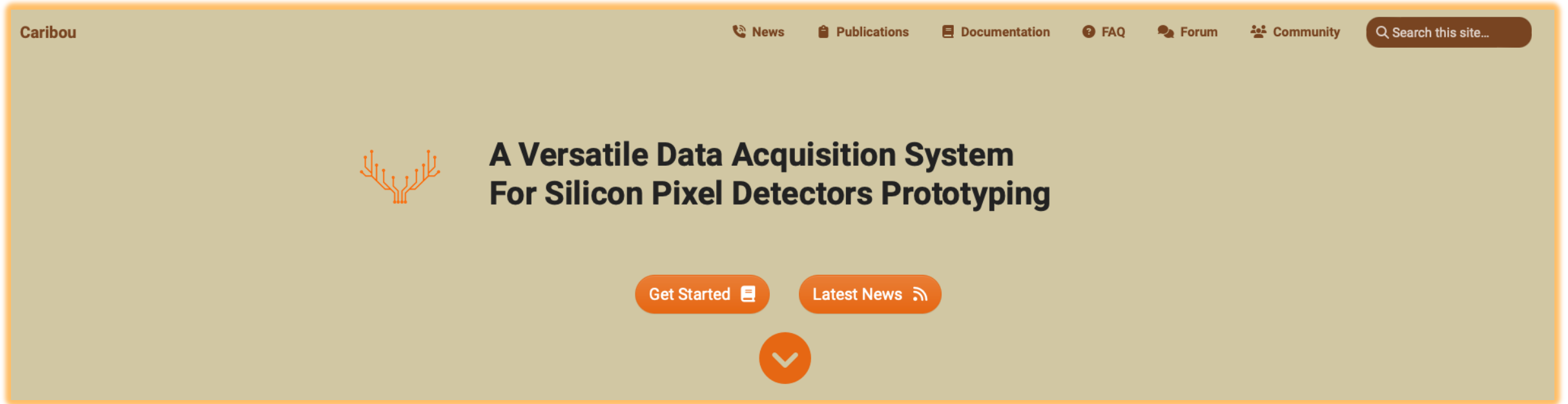
- Unified, modular and configurable architecture

CI/CD workflow:

- linting, simulation, building, deployment



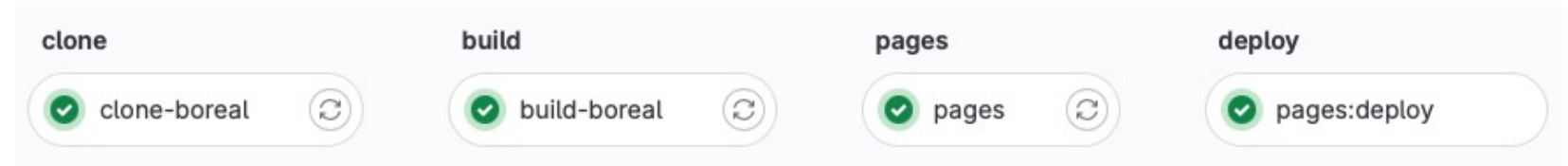
Caribou documentation website



Project website ([link](#))

- Documentation
- Mattermost channel
- Publications
- Forum
- ...

Automatic documentation builds and website deployments



Summary – Outlook

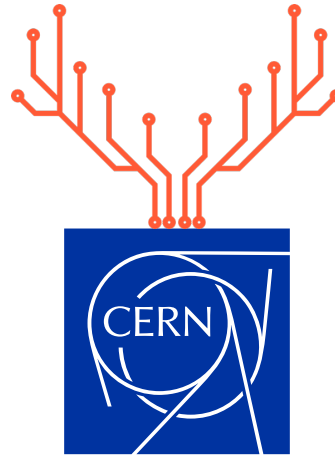
Summary

- New Caribou Boreal firmware architecture
- Unified, modular and configurable design
- Reinforced logic simulation and verification
- Streamlined CI/CD workflow
- Documentation website still in progress
- **Blink LED demonstrator project successfully tested on ZC706 including with Peary software integration**

Outlook

- Support of ZCU102 and test of Blink LED demonstrator project
- Define best documentation deployment workflow

Thank you



Contact

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