EXOSTIV

Frédéric Leens, CEO



A simple case: a video processing platform

Headers &	controls	per frame :	1.024	bits
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2.048 pixels

1.024
lines

Pixels per frame:	221
Pixel encoding :	36 bit
Frame rate:	24 fps



'Something' goes wrong...

Randomly

- Unknown time from cause to effect
- Occurs when system is put together

Not everything was designed in-house

Typical debug case

- <u>'Emergent system'</u> type: function of not just the individual little pieces, but the way they collectively interact as a whole.
- <u>'Some' history'</u> must be captured. We don't know how much of that history is necessary
- <u>Simulation-only cannot be used</u>:
 - too long to be practical
 - there is probably a problem of modelling since the bug was not detected during RTL verification.
 - we need to 'narrow in' on the bug first

Debugging with a 'traditional' LA



Debugging with a 'traditional' LA

1) Is there any usable connector on the FPGA I/Os? *In our case : no connector* → *we cannot use a LA.*

Supposing there is a connector...

2) Can the interesting signals be routed 'as is'?

- Sampling speed: 200 MHz to 400 MHz. Can the I/O do it?
- Can the PCB support that speed?
- There aren't probably enough pins
- 3) Does the design need to be adapted?
 - Data buffering + clock speed adaptation
 - Time-multiplexing on the available debug I/Os

Question: How can you foresee the required 'real estate' when you don't know what you'll have to debug?

Debugging with an Embedded LA



Debugging with an Embedded LA

Limit capture to header and controls : 1.024 bit per frame
 Worst case : full 2 hours movie at 24 fps:

1.024 b x 2 h x 3.600 s x 24 fps = 176.947.200 b ~ **22** MB

3) Reality: 32 kbit RAM is available for debug in the FPGA.
= Debug information for 32 frames
→ Equivalent to 1,33 s of a 2 hours movie.
'Shooting in the dark'?

4) Solution: we need a more clever triggering approach...

Question: how do you trigger on something you *do not know*?

What is EXOSTIV[™]?

- EXOSTIV is a new kind of **embedded instrument for FPGA debugging**
- EXOSTIV uses a dedicated hardware with high bandwidth and large storage capacity to reach very large observability levels on FPGA during in-lab testing.

Debug & Verification

'Pure' Software

Emulation & Hardware Acceleration

Prototype board & Target board EXOSTIV

Problem

Due to FPGA complexity, Debugging & Verification times Increase

Today's solutions

- 1. RTL Simulation (SW only) Long runtime !
- 2. 'Embedded LA' Chipscope / SignalTap (in-lab) Available FPGA memory
- 3. Logic Analyzer / Scope (in-lab)

Available I/Os Limited width Board issues with parallel bus At speed sampling...? New solution EXOSTIV = embedded instrument

- 1. Transceivers (MGT) JTAG
- 2. Deep external memory
- 3. At speed (sampling & execution)
- 4. Analysis tools for (very) large traces

EXOSTIVTM - Overview





Indicative gain

OBSERVABLE OPERATING TIME*



EXOSTIV[™] - Probe



EXOSTIV[™] in Vivado flow



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Info : Welcome to the EXOSTIV Dashboard

Info : Project file "C:/Projects/Xplorer/software/MainApp/Package_Release/projects/stream_4x2048T100.epf" loaded successfully.



Demo – Overview (1)



Demo design + EXOSTIV IP in Kintex-7

Demo – Detail of design & IP



Thank you -Any questions?



FPGA Debug Reloaded

www.exostivlabs.com