

#### High-Performance Processing with 90-nm FPGAs

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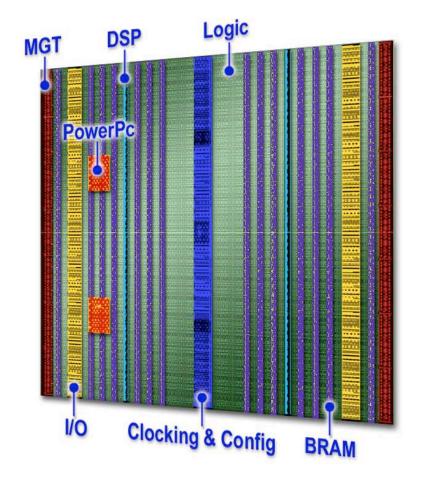
# Agenda

Virtex4 Overview Processor and FPGA performance Three Examples Cellular Telephone Basestation Scientific Co-Processor Image Enhancement for Movies Conclusion



# ASMBL Using Flip-Chip

- <u>Application-Specific</u> <u>Modular</u>
  <u>BL</u>ock Architecture
- Groups specific circuit blocks in dedicated columns
  - Logic, DSP, BRAM, Clocking, DCMs, I/O, MGTs, PowerPC, Configuration
- I/O columns distributed throughout the device (Flip-Chip)



# **Three Virtex-4 Families**

- Application-Specific Modular Block Architecture makes it easier to create sub-families
  - LX has logic, BlockRAMs, DSP-Blocks, I/O
  - SX has more DSP Blocks and BlockRAMs, less logic
  - **FX** adds powerful system features:
    - PPC, Ethernet controller, 11 Gbps transceivers

Virtex-4 = eight 'LX, three 'SX, six 'FX circuits 17 family members available in 2005

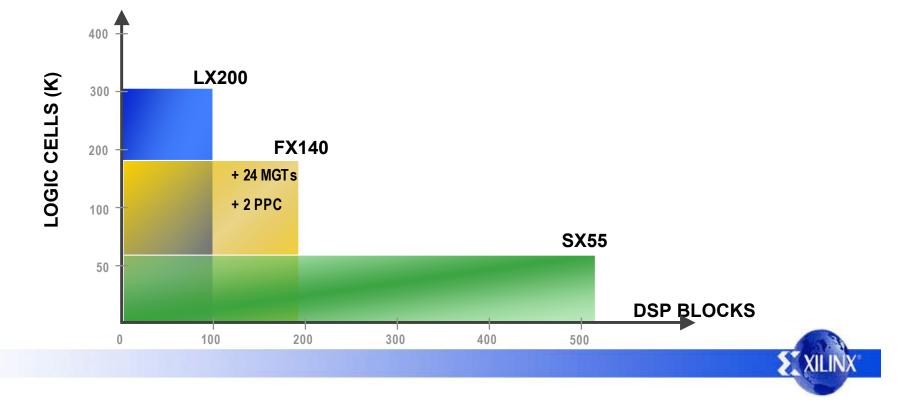


#### 3 Families = Scalable Performance

**LX** 15, 25, 40, 60, 80, 100, 160, 200

**FX** 12, 20, 40, 60, 100, 140

**SX** 25, 35, 55 (name = number of Logic Cells x 1000)



# **Dedicated Circuits in FPGAs**

- "Hard" cores offer density, speed, lower power
  - Equal to 90-nm ASICs, but far less expensive
- Expandable, pipelined Multiplier/Accumulator
- Dual-ported **BlockRAM** with **FIFO** controller
- ChipSynch I/O serializer/ deserializer + IDELAY
- Multi-Gigabit transceivers, 0.6 to 11 Gbps
- PowerPC µProcessor with co-processor interface (APU) and Ethernet controller

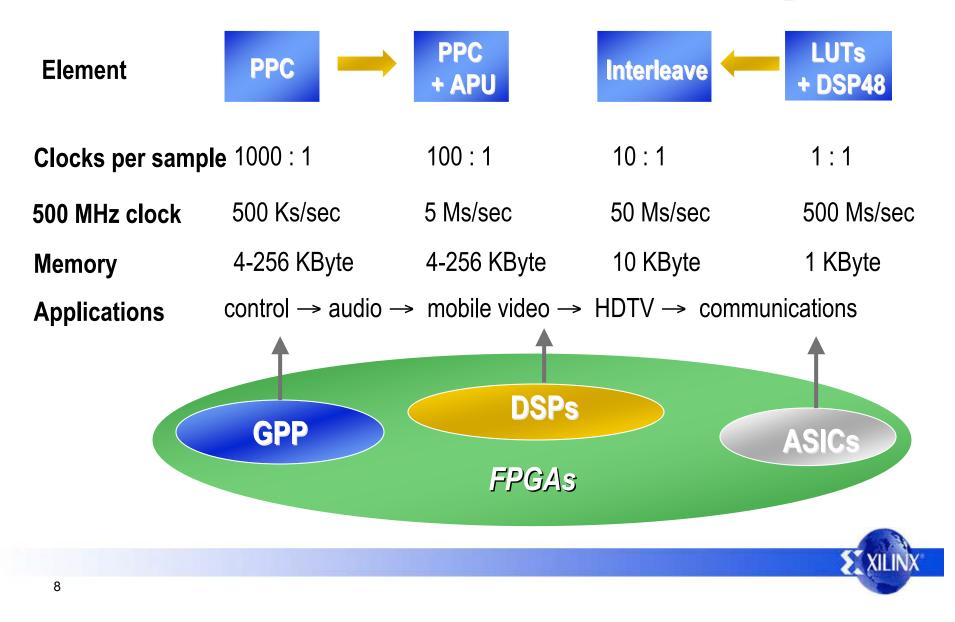
#### **Dedicated circuits provide a big performance boost**



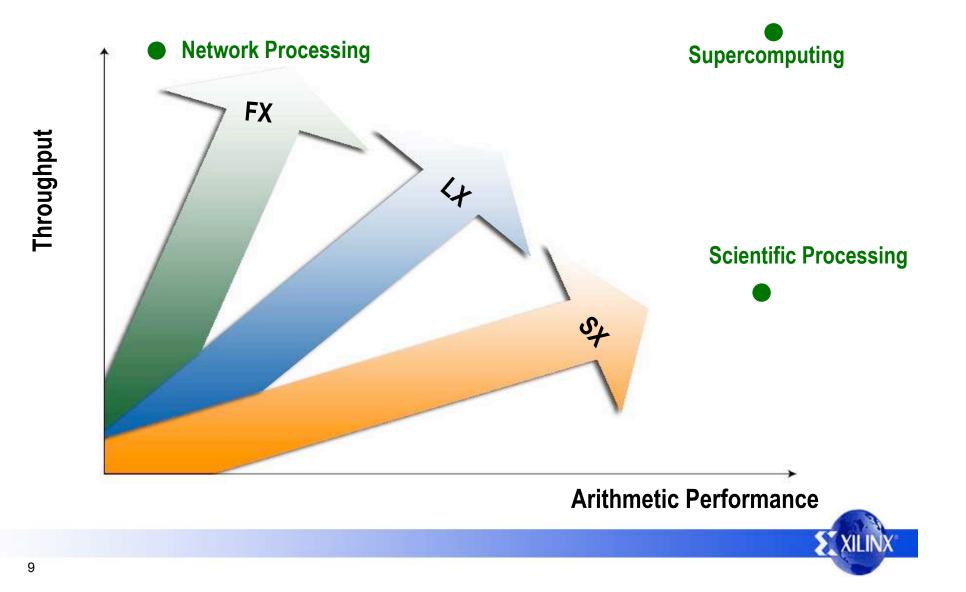
### Processor and FPGA Performance



## 1000:1 Performance Range



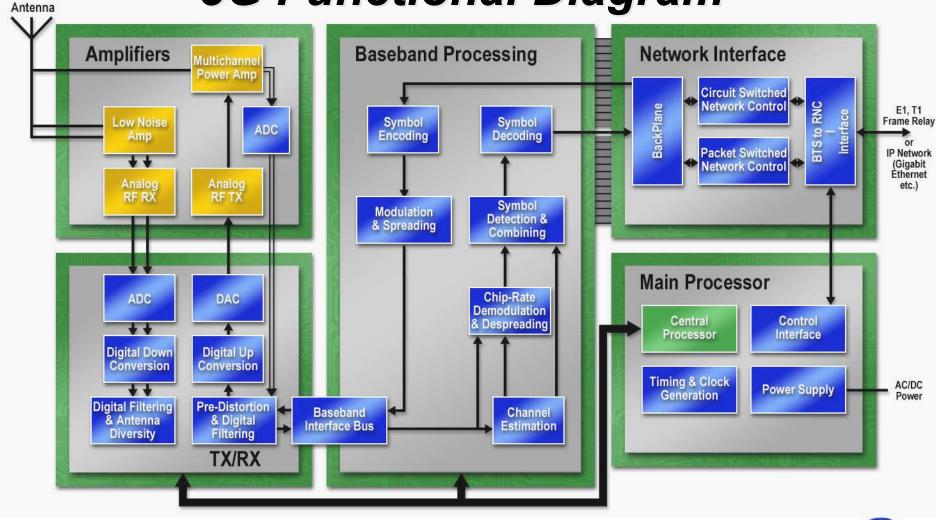
# **Covering a Wide Range**



# Example: Cellular Telephone Base Station



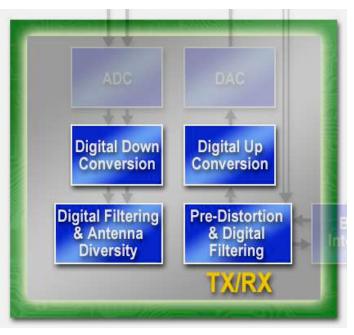
#### Wireless Base Station 3G Functional Diagram



**S**XILINX

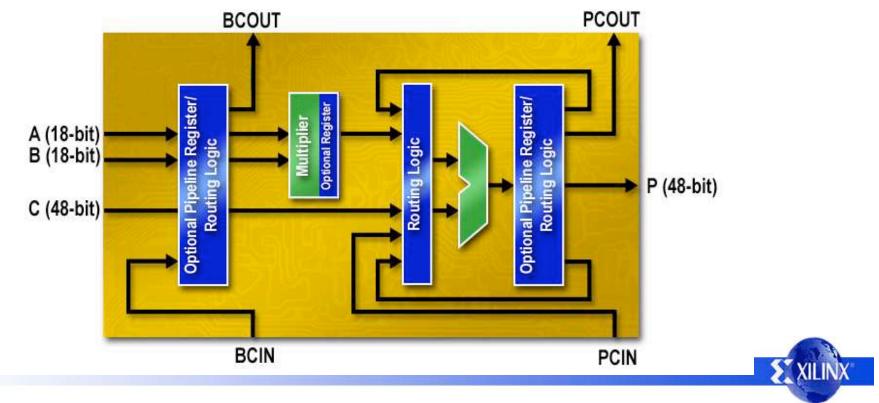
# TX/RX Implementation

- 3G specification: each channel has a sample rate of 3.84Ms/sec
  - Digital Filtering at 491 MHz
    - 128 channels using 128x the sample rate
  - Digital Up/Down Conversion
  - Pre-Distortion and Digital Filtering
    - Up to 512 18x18 multipliers + accumulators to build massively parallel filter implementations

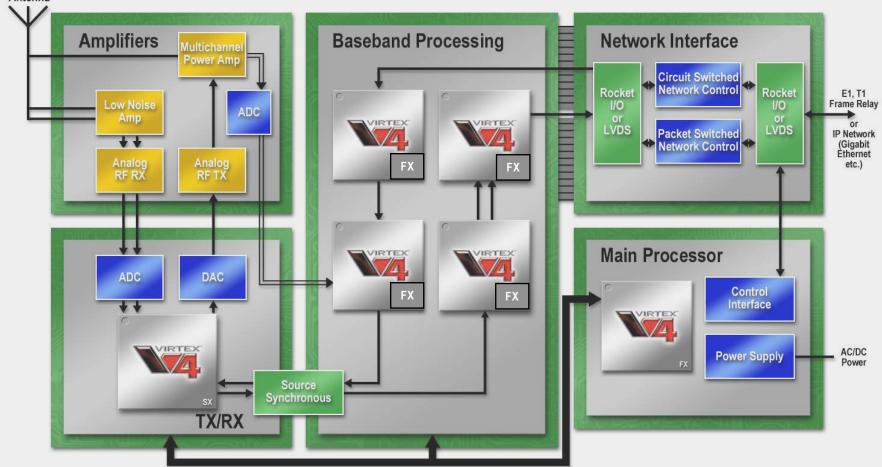


# **DSP Block**

- Evolution from embedded multipliers:
  - Pipeline registers enable 500 MHz performance
  - Cascade logic enables sustained 500 MHz performance throughout DSP column
  - Build high-speed multi-level filters using DSP Slices
  - Achieve 128x the sample rate of 3.84 Ms/sec (491.5 MHz clocking)



#### Wireless Base Station Example Virtex-4 Solution

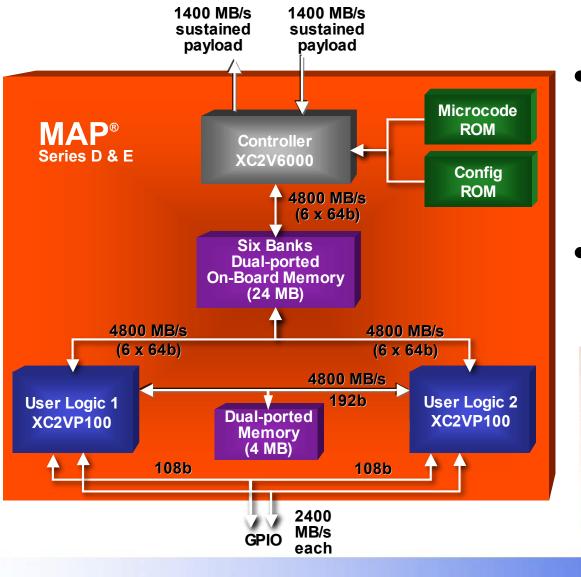


Support for 128 channels using Virtex-4 FPGAs

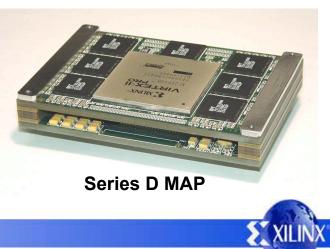
### Example: Scientific Co-Processor



# Supercomputer



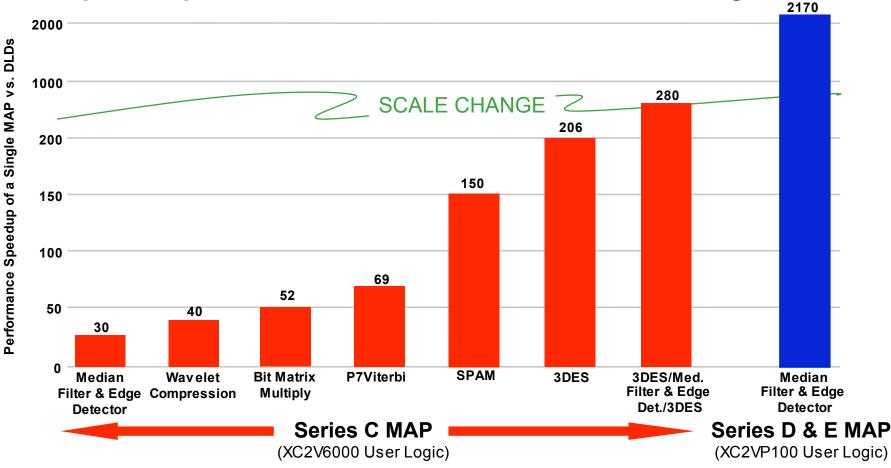
- Programmed with Carte<sup>™</sup> tools, using C or Fortran
- Overlap of DMA and computing



MAP and Carte are trademarks of SRC Computers, Inc.

# **MAP<sup>®</sup> Logic Performance**

Number of 2.8 GHz microprocessors required to equal the performance of one SRC MAP<sup>®</sup> on select algorithms



Source: SRC Computers, Inc. - Comparisons are based on measured single microprocessor and single MAP processor performance

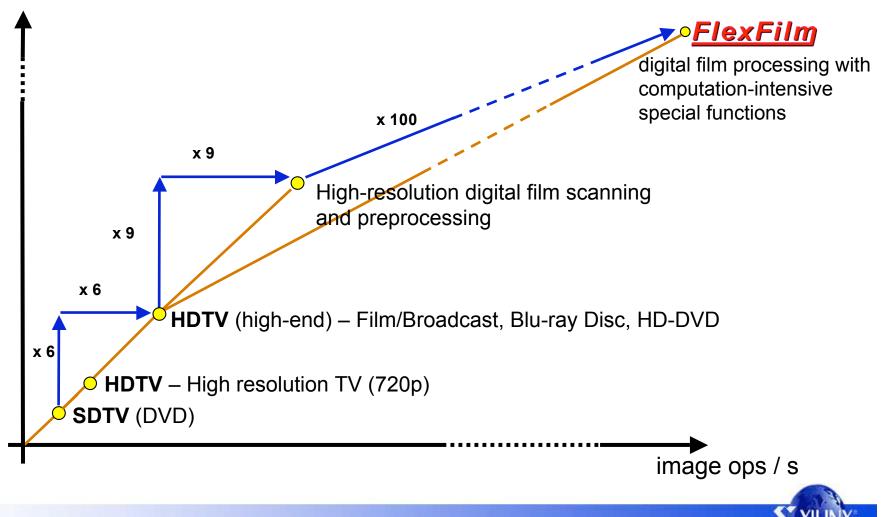


# **Example:** Image Enhancement for Movies

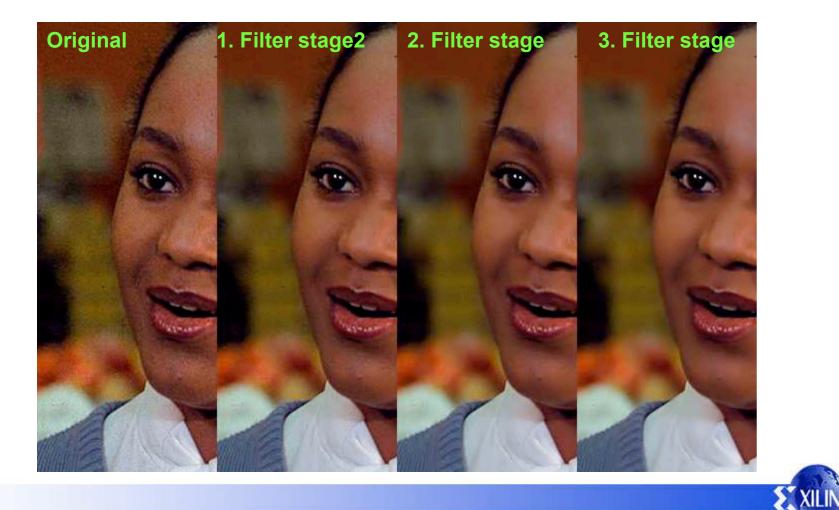


## **Digital Film Processing**

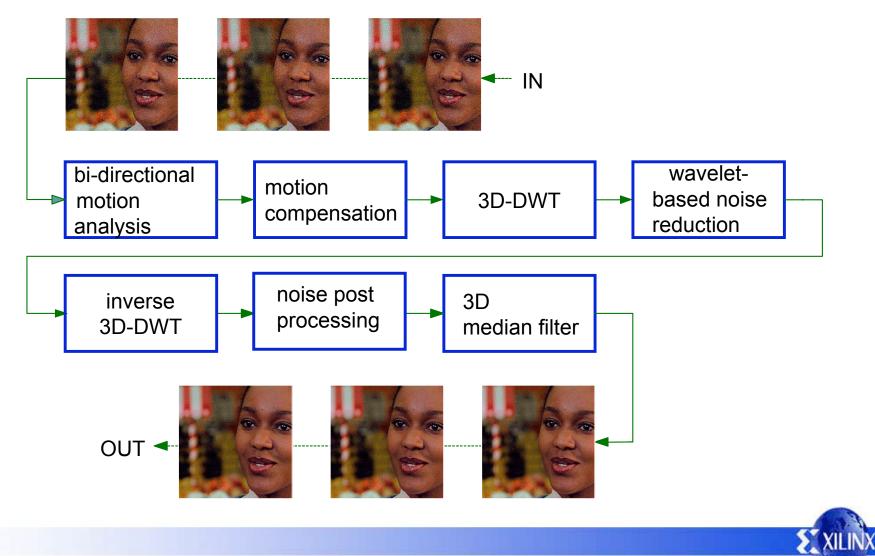
data rate



## **Application: Noise Reduction**



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# Film Processing Statistics

Image 2048x2048, 10bits per RGB component =30 bits/pixel 2D intra-frame algorithm

- <u>Software solution</u>: compiled from Matlab -> C/C++, on Pentium IV 2.4GHz, 1.5GB RAM, 10.2 Specint2000
   Performance: 70 seconds per frame
- <u>Hardware solution</u>: One XC2VP50-6\*, 120 MHz, synthesis,
  Performance: 24 frames per second

Operations	Add	Multiply	Compare	FPGA speed-up
Giga-ops	9.44	5.81	3.62	1,680



# Film Processing Statistics

Image size 2048x2048, 10 bit per RGB component

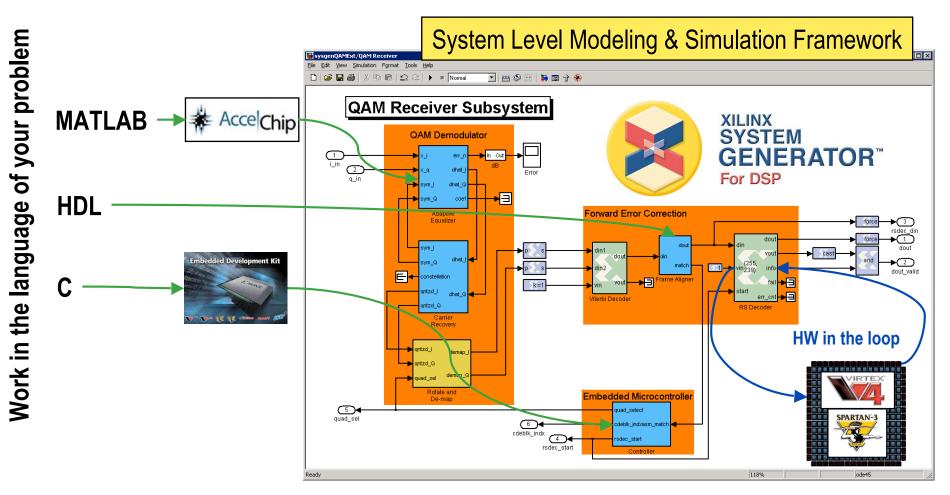
3D motion estimation/compensation inter-frame algorithm

- <u>Software solution</u>: compiled from Matlab -> C/C++, on Pentium IV 2.4GHz, 1.5GB RAM, 10.2 Specint2000
   Performance: 11 minutes per frame
- <u>Hardware solution</u>: Four XC2VP50-6, 120 MHz, synthesis,
  Performance: 24 frames per second

Operations	Add	Multiply	Comp	FPGA speed-up
Giga-ops	179.61	11.63	11.88	15,840



# **DSP Programming Model**



Methodology re-couples behavior with implementation (while abstracting hardware details *whenever possible*)

**XILIN** 

# Conclusion

- FPGAs combine configurable logic, fast I/O, processors, DSP elements, and hard cores
- Virtex4 has a family of scalable solutions
- For high-performance applications, the speed-up over a good general purpose processor can range from tens to several thousands
- Excellent FPGA-based solutions exist for base-stations, video-applications, networking, and high performance compute platforms



# Acknowledgements

- The whole V4 team of the Advanced Product Division at Xilinx, see <u>www.xilinx.com</u>
- SRC Computers, Inc. for data on the compute platform, see <u>www.srccomp.com</u>
- University of Braunschweig, Prof. Rolf Ernst and Amilcar Lucas for the film processing data, see <u>www.flexfilm.org</u>



# Appendix : Virtex-4 Family

Device	Logic Cells	Block RAM [Kb]	DCM	SelectIO	XtremeDSP Slice	PowerPC	10/100/ 1000 EMAC	RocketlO Transceiver
XC4VLX15	13,824	864	4	320	32	-	-	-
XC4VLX25	24,192	1,296	8	448	48	-	-	-
XC4VLX40	41,472	1,728	8	640	64	-	-	-
XC4VLX60	59,904	2,880	8	640	64	-	-	-
XC4VLX80	80,640	3,600	12	768	80	-	-	-
XC4VLX100	110,592	4,320	12	960	96	-	-	-
XC4VLX160	152,064	5,184	12	960	96	-	-	-
XC4VLX200	200,448	6,048	12	960	96	-	-	-
XC4VSX25	23,040	2,304	4	320	128	-	-	-
XC4VSX35	34,560	3,456	8	448	192	-	-	-
XC4VSX55	55,296	5,760	8	640	512	-	-	-
XC4VFX12	12,312	648	4	320	32	1	2	-
XC4VFX20	19,224	1,224	4	320	32	1	2	8
XC4VFX40	41,904	2,592	8	448	48	2	4	12
XC4VFX60	56,880	4,176	12	576	128	2	4	16
XC4VFX100	94,896	6,768	12	768	160	2	4	20
XC4VFX140	142,128	9,936	20	896	192	2	4	24

