

# FPGAs & Software Components

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*The Ultimate Performance Machine*

## Introduction

- **FPGAs can now be used as scalable processing resources in heterogeneous multicomputers, not just I/O enhancers.**
- **Many applications need multiple processor types for “best fit” (power, weight, etc.).**
- **We must enable FPGAs to be “full peers” without undue tax on the FPGAs resources.**
- **Our approach has two thrusts:**
  - ◆ **Component programming models at application level and component level, building on standards.**
  - ◆ **Infrastructure elements that enable a common control and communication model between peer processors, including the “middleware” for FPGAs**

## Programming Models

- **Application programming must enable all processing resource types to be easily integrated (and changed/inserted).**
  - ◆ **Component (software) model does this**
  - ◆ **Standards are established for this (OMG and JTRS)**
  - ◆ **Build on this heterogeneous model to embrace FPGAs**
- **Effective use of FPGA technology still requires writing VHDL, and sometimes special features/macros of specific FPGAs.**
  - ◆ **Define and enable standard VHDL interfaces for external interactions, enabling peering with other component types**
  - ◆ **Provide more portability and less dependency on choices of FPGA, fabric technology and peer processor types**

## Infrastructure Developments

- **How to “bring FPGAs into the first world”?**
- **A common control model and mechanisms that can work across processor classes:**
  - ◆ **Load, initialize, configure, start, stop, connect, etc.**
- **A data movement and synchronization model that can be supported locally everywhere**
  - ◆ **Streaming, data reorg, and request/response messaging**
- **The FPGA driver and proxy code to treat FPGAs as “computers that can load and run code that talks to others”**
- **On-chip lean infrastructure (IP) to enable it all to work**