

Milkymist

An open hardware VJ platform Technical aspects

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What we are speaking about

A device for video performance artists (VJs)...

- ▶ inspired by the popular MilkDrop program for PCs
- ▶ with many interfaces: MIDI, DMX, can also do video mixing
- ▶ highly integrated

At the frontier between...

- ▶ big computers with software to render visual effects
- ▶ and small, handy microcontroller boards you connect to anything
(“Arduino” is today’s buzzword for those)

Introduction

How is MilkDrop working?

Challenges

System architecture

Case studies

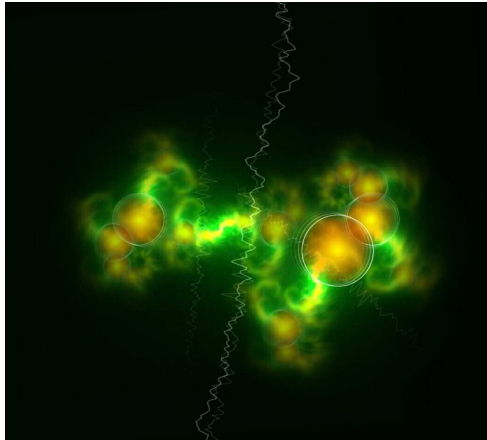
In practice

Conclusion

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Open Hardware, for real

What is that MilkDrop thing?



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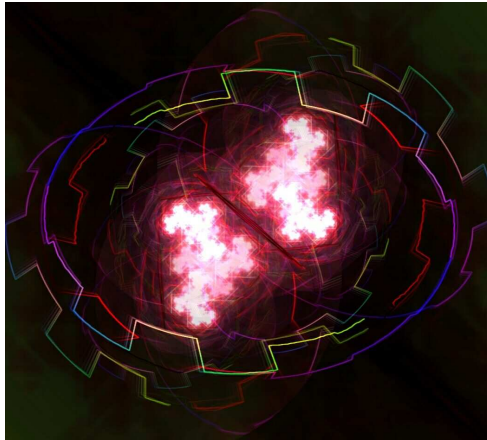
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What is that MilkDrop thing?



Open Hardware, for real

- ▶ Arduino = AVR + power supply + connectors.
- ▶ The AVR chip does all the magic! And it's a black box in every sense.
- ▶ Here, all the logic of the chip is described (in Verilog HDL)...
- ▶ ...and open source!
- ▶ Ask Atmel for the same!

Truly Open Hardware projects

- ▶ GRLIB/LEON3 (Aeroflex Gaisler, ESA)
- ▶ OpenSPARC (Sun Microsystems)
- ▶ Open Graphics
- ▶ OpenPattern
- ▶ Project VGA
- ▶ ...and others

How is MilkDrop working?

Iterative rendering:

- ▶ Take the current image, and distort it
 - ▶ zoom
 - ▶ rotation
 - ▶ scaling
 - ▶ others...
- ▶ Draw waves and shapes
- ▶ (In Milkymist: overlay some live video)
- ▶ Display the result
- ▶ Repeat the process!

(This is very simplified)

How is MilkDrop working?

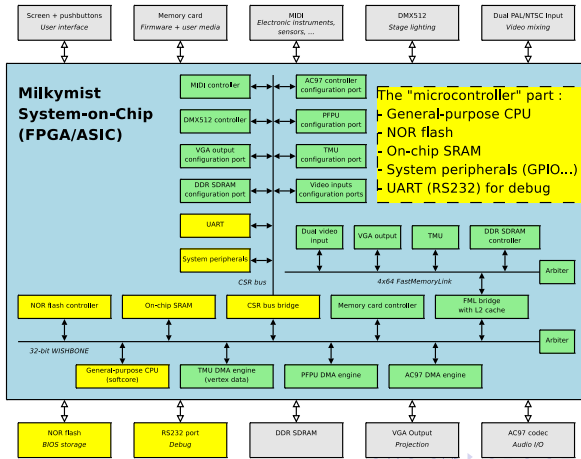
- ▶ Distortion and waves are controlled by fully customizable equations
- ▶ The set of those equations is called a “preset”
- ▶ Similar to a “patch” in PureData
- ▶ Interaction of the visuals with sound is defined by those equations
- ▶ ...and also with DMX and MIDI in Milkymist

Challenges

- ▶ The need for a CPU
 - ▶ flexibility
 - ▶ ease of reprogramming
 - ▶ ease of patching software bugs
 - ▶ software-friendly tasks: GUI, filesystems, protocols, ...
- ▶ FPGA speed, size, and cost
 - ▶ careful design
 - ▶ balance between hardware and software
 - ▶ software is cheap and slow, hardware is expensive and fast
- ▶ Memory problems: bandwidth, size
- ▶ Compute-intensive operations
 - ▶ distorting the image
 - ▶ evaluating the equations

System architecture

It contains a microcontroller!



The design flow

“System-on-a-Programmable-Chip” (SoPC):

- ▶ A microcontroller is implemented using the FPGA fabric
- ▶ The software is written and compiled (GCC)
- ▶ The compiled firmware is flashed/loaded on the board
- ▶ The microprocessor made from the FPGA fabric executes it
- ▶ Acceleration units and specialty peripherals are added to the system and driven by the software

Case studies — The memory problem

The memory problem

- ▶ A tough one.
- ▶ The application requires memory to be big, fast, and cheap at the same time.
- ▶ The required memory size prohibits the use of SRAM
- ▶ ...then we have to use DRAM and face all its problems.

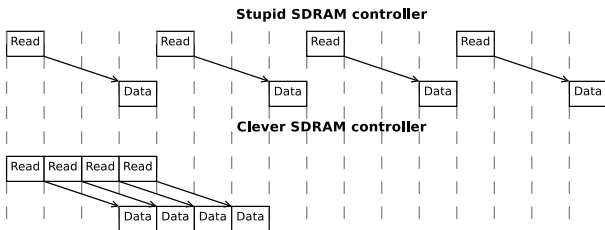
How bad is it?

Task	Bandwidth	Capacity
VGA framebuffer, 1024x768, 75Hz, 16bpp	900Mbps	3MB
Distortion, 1024x768, 30fps, 16bpp	720Mbps	–
2xNTSC input, 720x576, 30fps, 16bpp	380Mbps	3MB
Software and misc.	250Mbps	16MB
Total	2.2Gbps	22MB

- ▶ One DDR SDRAM chip running at 100MHz:
(DDR-200 in marketingspeak)
 - ▶ 3Gbps peak bandwidth
 - ▶ 32MB capacity
 - ▶ a few dollars
- ▶ This is still manageable!

Peak bandwidth?

Performance of SDRAM depends a lot on the cleverness of its controller. Example:



In Milkymist, memory transfers are always done using bursts of 4 consecutive words (FML bus). The bus master caches or discards the data it does not want.

Bursts of 4 consecutive words: a good heuristics?

- ▶ Good for the VGA framebuffer (a big bandwidth consumer):
 - ▶ when it gets a burst of 4 consecutive chunks from memory...
 - ▶ those chunks also represent consecutive pixels (in scan order)
 - ▶ ...so it can just put them in its output FIFO and easily achieve 100% utilization!
- ▶ It is the same for PAL/NTSC video inputs.
- ▶ For image distortion: yes; more on this later.
- ▶ For software: principle of temporal/spatial locality, caches.
- ▶ And simplifies a lot (compared to a variable burst length):
 - ▶ SDRAM controller design
 - ▶ Bus signaling
 - ▶ Bus arbitration
 - ▶ Cache controllers

Case studies — Distorting the image

What is “distortion”?

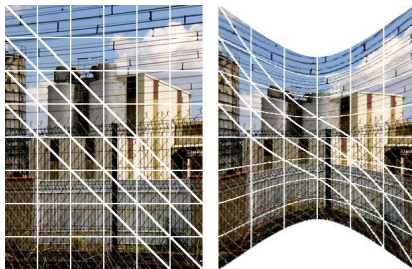


More precisely...

- ▶ “Texture mapping” in OpenGL terminology
- ▶ The MilkDrop preset equations define a mapping $f : (x, y) \rightarrow (X, Y)$
- ▶ The point at (x, y) in the source image should be at (X, Y) in the destination image
- ▶ Example: zoom by a factor of 2: $f(x, y) = (2 \cdot x, 2 \cdot y)$
- ▶ Problem with pixels: how to fill the “holes” ?!
- ▶ Tessellation, triangle strip

More precisely...

- ▶ Tessellate the source image with triangles.
- ▶ Apply the mapping to the vertices.
- ▶ Fill the “distorted” triangles in the destination picture.
- ▶ Interpolate linearly the source coordinates.



Performance constraints

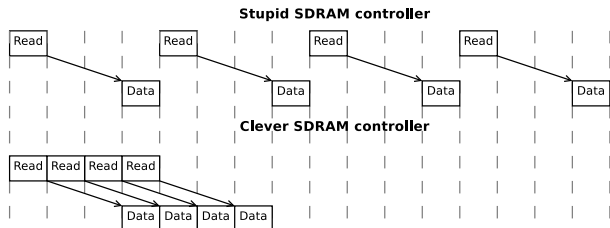
- ▶ To achieve 30fps at 1024x768, the Texture Mapping Unit (TMU) must process 24 million pixels per second.
- ▶ With a 100MHz clock, we have 4 cycles to process a pixel.
- ▶ With a naive implementation, each pixel requires (approx.):
 - ▶ math: ≈ 100 cycles
 - ▶ one memory read: ≈ 12 cycles
 - ▶ one memory write: ≈ 12 cycles
- ▶ Total: ≈ 124 cycles!!! Solutions for a $\approx 3000\%$ speedup?!?

Solutions

- ▶ Improved algorithm
 - ▶ Bresenham's linear interpolation algorithm
- ▶ SIMD parallelism
 - ▶ the same operation on independent data can be done in parallel
 - ▶ example: computing X and Y in the source image
- ▶ Pipelined parallelism
 - ▶ Milkymist's TMU has 14 pipeline stages
 - ▶ will grow as more features are added...
 - ▶ commercial GPUs can have hundreds
- ▶ Smart memory access
 - ▶ cache
 - ▶ write buffer

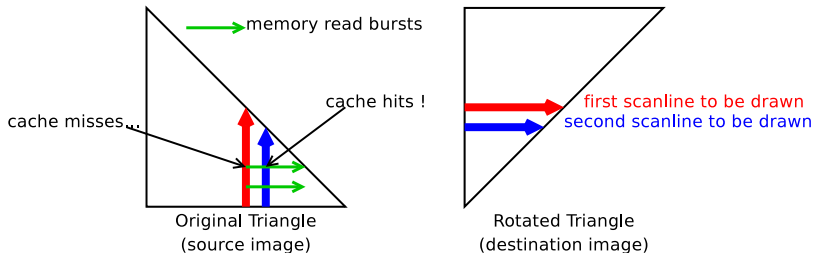
Solutions

- ▶ Let's focus on the memory read problem.
 - ▶ others would need deep explanations of the algorithms.
- ▶ Currently takes ≈ 12 cycles, and we have at most 4.
- ▶ Use the bursts, and memorize them in a cache.



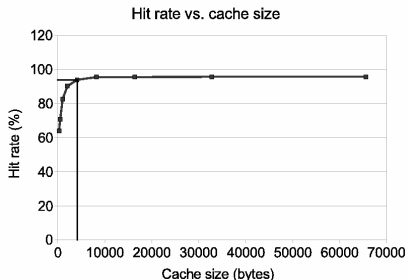
Are bursts and cache a good idea?

Example: rotation of a triangle.



It can work !

How big should the cache be?



- ▶ Cache size: 4KB
- ▶ Hit rate: 94%
- ▶ Average memory access time: 1.4 cycles
- ▶ Problem solved!

Case studies — Evaluating MilkDrop equations

- ▶ Some performance tricks are also used here
- ▶ Floating-point hardware coprocessor (PFPU)
- ▶ The main CPU compiles code on-the-fly for the coprocessor

In practice

Development board

- ▶ Most developments were done on a Xilinx ML401 board.
- ▶ Feature-rich.
- ▶ Affordable: \approx \$500.



Verilog simulations

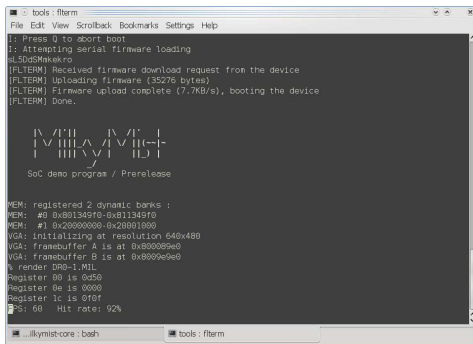
- ▶ Free simulators
 - ▶ Icarus Verilog
 - ▶ GPL Cver
 - ▶ Verilator, innovative and amazingly fast, but currently buggy
- ▶ Light-weight, run without a hitch on ultra-mobile laptops (EeePC)
 - ▶ debug your Verilog code anytime and anywhere
 - ▶ try to do the same with Modelsim and FLEXnet licensing!
- ▶ Expensive proprietary simulators from big EDA companies were not needed to develop Milkymist.

Logic synthesis

- ▶ ISE Webpack from Xilinx.
- ▶ Proprietary but free of charge.
- ▶ Linux version.
- ▶ Pretty good quality if you stick to command line.

Software development

- ▶ CPU is supported by the GCC compiler (C/C++).
- ▶ For debugging, software can be downloaded from RS232.



```
tools: filterm
File Edit View Scrollback Bookmarks Settings Help
I: Press 0 to abort boot
I: Attempting serial firmware loading
eLS0dSMkkekro
[FLTERM] Received firmware download request from the device
[FLTERM] Uploading firmware (35276 bytes)
[FLTERM] Firmware upload complete (7.7KB/s), booting the device
[FLTERM] Done.

  IV /|H | | IV /|H | |
  I V H|L A /| V H|L A |
  I   H|V V I   H|V V I

      /
SoC deno program / Prerelease

MEM: registered 2 dynamic banks :
MEM: #0 0xb01349f0-0xb11349f0
MEM: #1 0x20000000-0x20001000
VGA: initializing at resolution 640x480
VGA: framebuffer A is at 0xb00009e0
VGA: framebuffer B is at 0xb0009e00
% render DR0-1.MIL
Register 00 is 0050
Register 0a is 0000
Register 1c is 010f
FPS: 60 Hit rate: 92%
```

Conclusion

- ▶ Wide availability of FPGAs opens new fields for hobbyists.
- ▶ High-speed embedded computing, and applications.
- ▶ This talk has presented a couple of high-performance logic design techniques.
- ▶ I did not invent them. They are ubiquitous in the computer industry, but seldom heard of.

Thank you for your attention

- ▶ Web: <http://www.milkymist.org>
 - ▶ documented source code (eGPL licensing)
 - ▶ binary kits (to get started fast)
 - ▶ mailing list
 - ▶ wiki (with suggested contributions)
 - ▶ blog
 - ▶ these slides are online
- ▶ Mail: [sebastien.bourdeauducq \[AT\] lekernel DOT net](mailto:sebastien.bourdeauducq@lekernel.net)

Questions?