



OpenCPI - Open Component Portability Infrastructure

An Open Source Infrastructure for
Heterogeneous/Embedded Component-Based
Systems and Applications

Component and Worker Development Overview

- Acronyms
- Component vs. Worker vs. Authoring Model
- Example: Creating an OCS and OWD for a Boom Box
- Control Plane & Worker LifeCycle
- Properties (Configuration)
 - Accessibility Rules, Common Attributes, Parameter Attribute, Types
- Ports
- Protocol
- Application Worker Development Workflow

- CDG – OpenCPI Component Development Guide
- RDG – OpenCPI RCC Development Guide
- HDG – OpenCPI HDL Development Guide

- RCC – Resource-Constrained C/C++ Language (Authoring Model)
- HDL – Hardware Description Language (Authoring Model)

- OPS – OpenCPI Protocol Specification
- OCS – OpenCPI Component Specification
- OWD – OpenCPI Worker Description

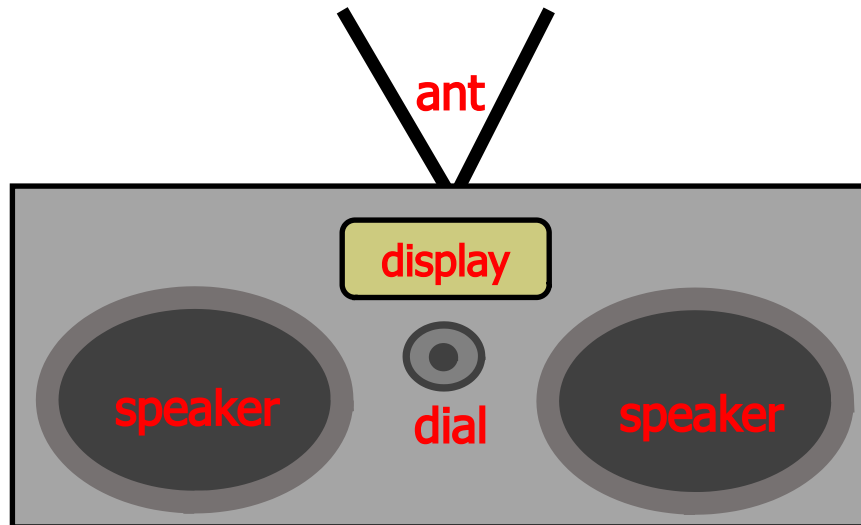
- **Component**
 - Is a "**Contract**" or minimum set of requirements *all* Workers must respect
 - Represents an abstract interface used to encompass functionality
 - Specifies the ports and properties of a function (ex. FIR filter, CIC interpolator/decimator)
 - Described in the OpenCPI Component Spec (OCS) XML or "Spec" file
- **Worker**
 - Specific implementation of a component, which must respect the "**Contract**" with source code written according to an authoring model
 - **MAY ADD** capability to component (attributes of ports and properties) but **MAY NOT REMOVE**
 - May ADD properties (i.e., unique to worker)
 - Multiple workers may implement a single component
 - Typically when targeting different technologies: GPP and FPGA
 - Example: Component-a is implemented by workera1.rcc, workera2.rcc, workera1.hdl, workera2.hdl
 - Described in the OpenCPI Worker Description (OWD) XML, Makefile and source code, and -build.xml
- **Authoring Model - "a way to write a Worker"**
 - Language used to implement a worker, directly related to target technology
 - GPP $\Rightarrow$ C or C++ $\Rightarrow$ RCC workers (worker.rcc) and FPGA $\Rightarrow$ VHDL $\Rightarrow$ HDL workers (worker.hdl)

Example: Component

- What is the function? **Boom Box**
- What are the input and output ports? **ant, speaker(s)**
- What are the properties? **display, dial**

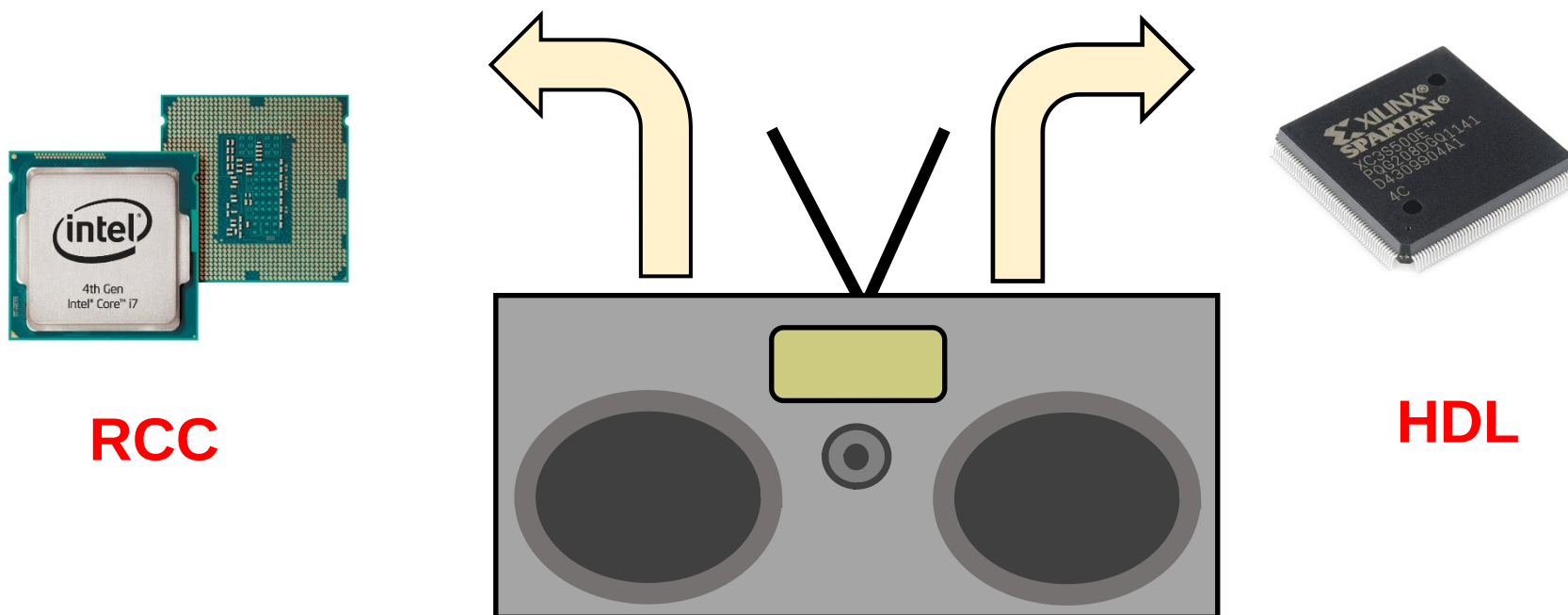
OCS or "Spec" file $\Rightarrow$ "boombox-spec.xml"

```
<ComponentSpec>  
  <Port Name="ant" Producer="false" Protocol="rx-prot"/>  
  <Port Name="speaker" Producer="true" Protocol="audio-prot"/>  
  <Property Name="display" Type="float" Volatile="true"/>  
  <Property Name="dial" Type="float" Writable="true"/>  
</ComponentSpec>
```



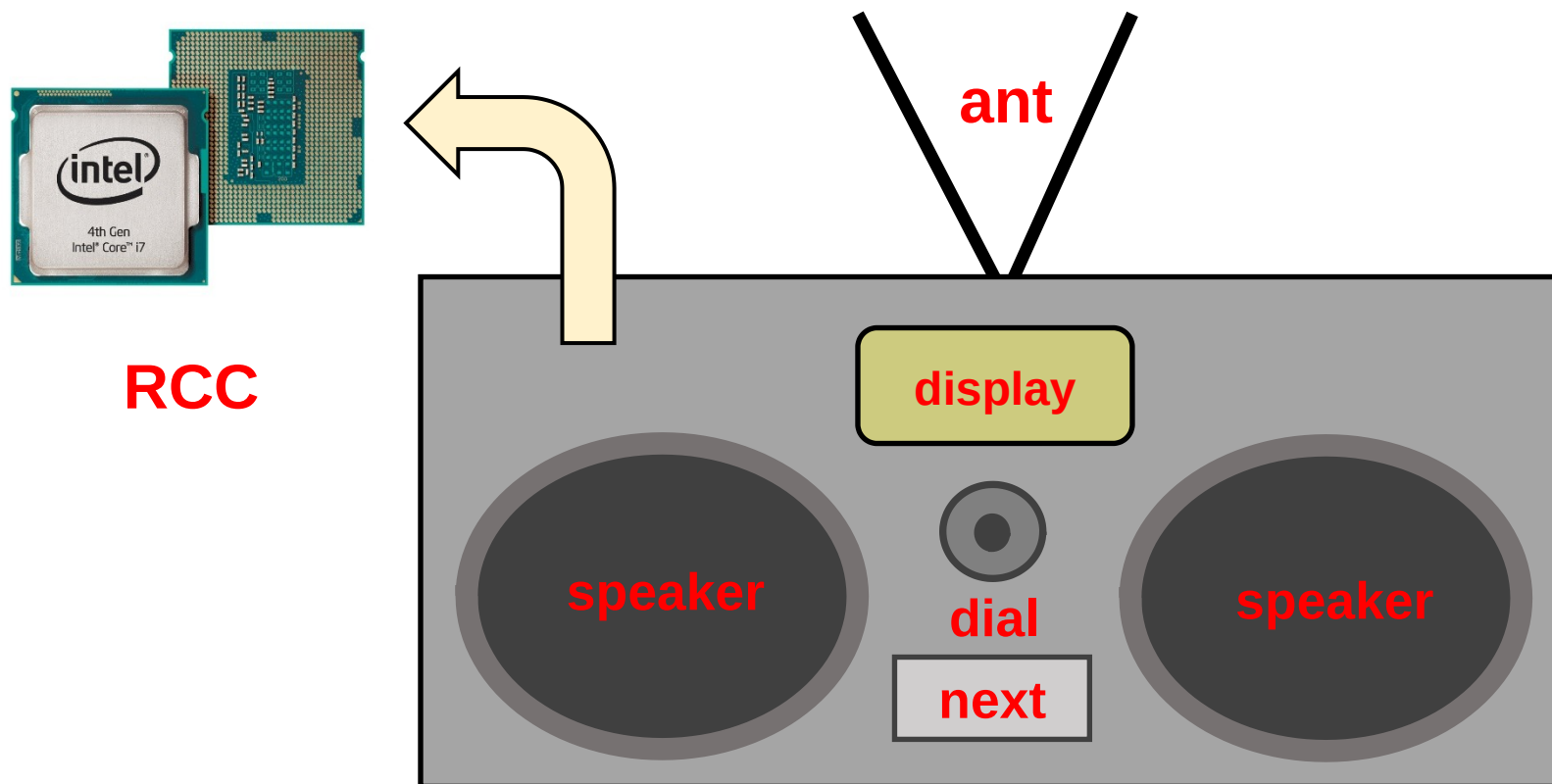
Example: Authoring Models

- Suppose there are two different technologies for which the Boom Box will be implemented, one on a GPP and the other on an FPGA
- Worker is created for a specific technology or ***Authoring Model***
 - .hdl, .rcc



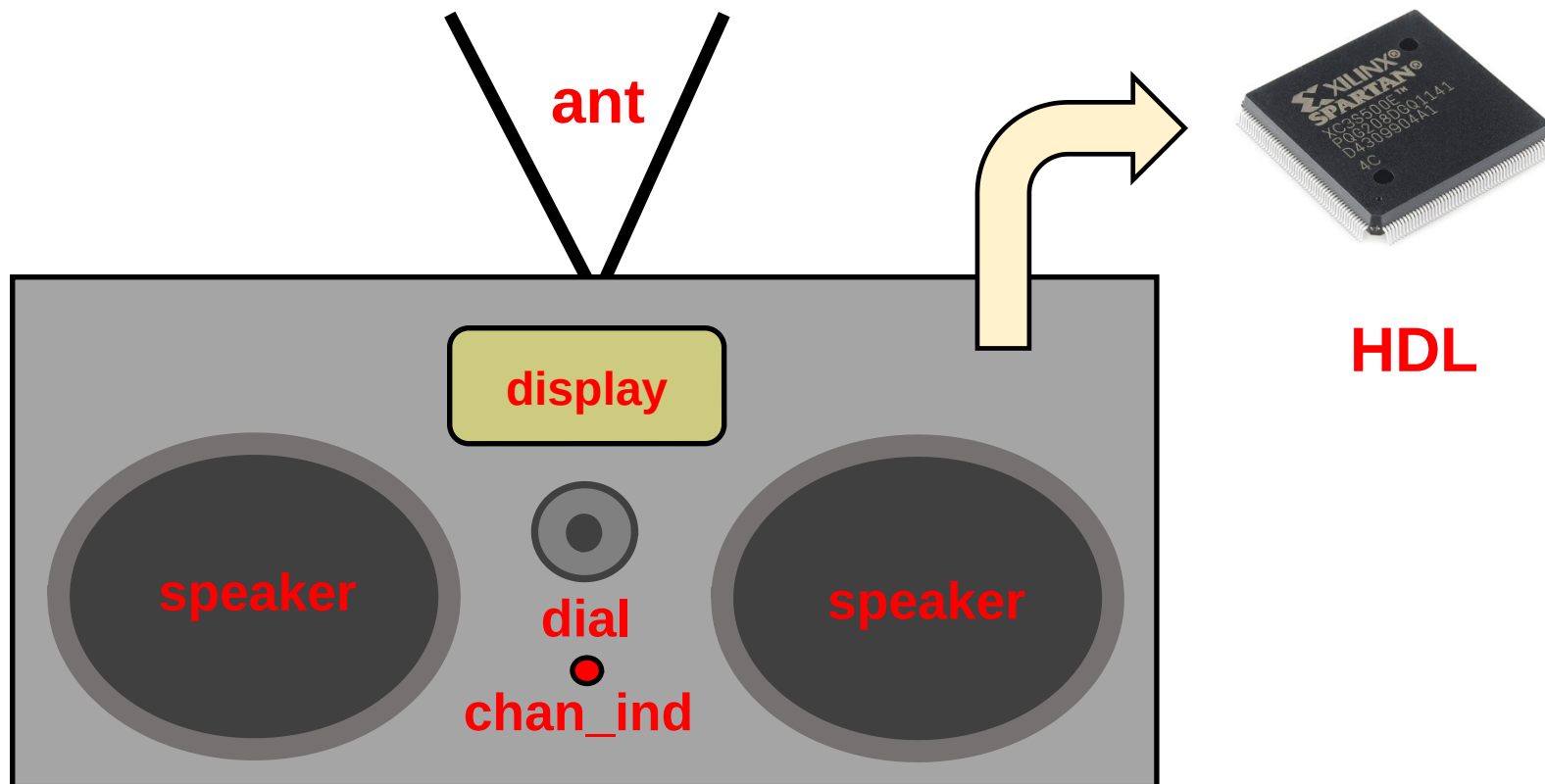
Example Boombox: Worker 1

- Worker 1 targets a technology that supports a "next" channel scan feature. This capability will require a new property to be added to *this* worker, in addition to OCS's properties.



Example Boombox: Worker 2

- Worker 2's target technology is different from Worker 1. Its technology requires defining physical data widths on the ports. It supports unique properties: channel indicator, "chan_ind", an LED indicating to the user that the "dial" is on a clear channel.



Example: Workers

- Described by their OpenCPI Worker Description (OWD) XML and source code

- For GPP, RCC Worker

- .../worker.rcc/worker.xml:

```
<RccWorker language="c++" spec=boombox-spec>  
  <Property Name="next" Type="Boolean"  
    Writable="true"/>  
</RccWorker>
```



- For FPGA, HDL Worker

- .../worker.hdl/worker.xml:

```
<HdlWorker language="vhdl" spec=boombox-spec>  
  <StreamInterface Name="ant" DataWidth=32 />  
  <StreamInterface Name="speaker" DataWidth=16  
  />  
  <Property Name="chan_ind" Type="Boolean"  
    Volatile="true"/>  
</HdlWorker>
```



specs/boombox-spec.xml:

```
<ComponentSpec>
```

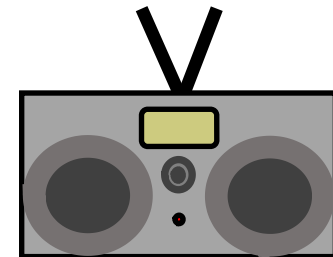
```
  <Port Name="ant" Producer="false" Protocol="rx-prot"/>
```

```
  <Port Name="speaker" Producer="true" Protocol="audio-prot"/>
```

```
  <Property Name="display" Type="float" Volatile="true"/>
```

```
  <Property Name="dial" Type="float" Writable="true"/>
```

```
</ComponentSpec>
```



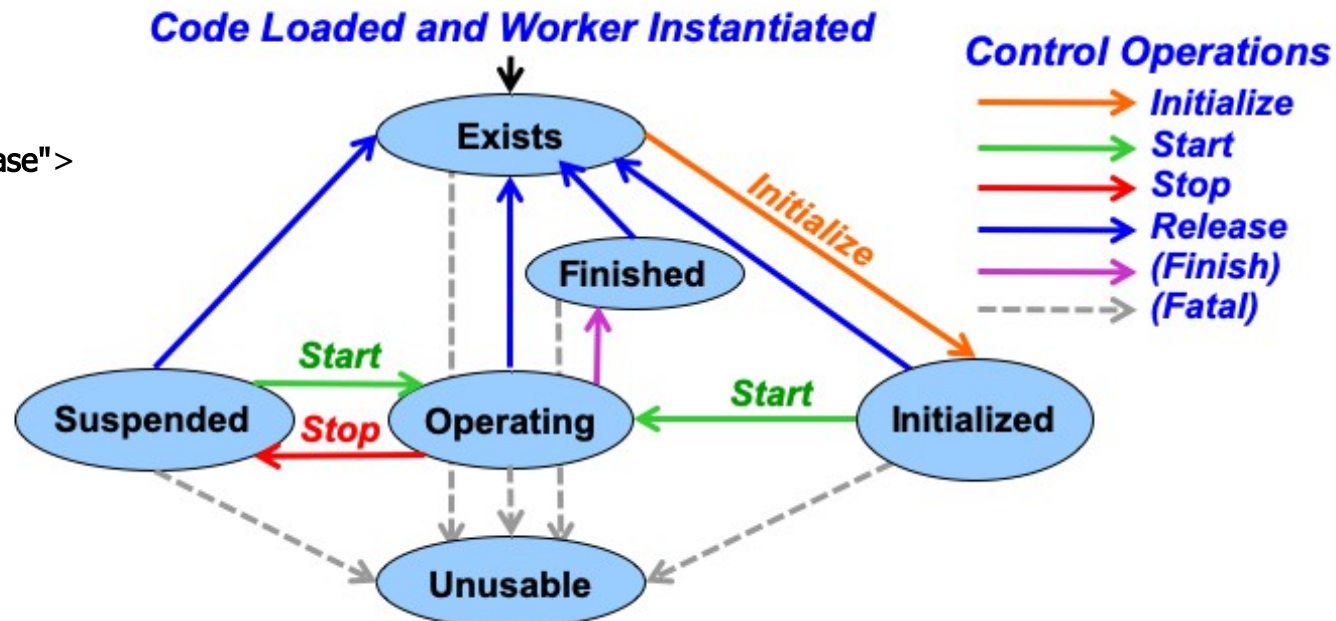
- Since there's no one language, or API, to target all processing technologies:
 - Define a set of authoring models that achieve native efficiency with sufficient commonality to allow:
 - Efficient use of target processors development language: C++ for GPP, VHDL for FPGA
 - Replace component's authoring model within an application without negative impact
 - Combine workers into application using multiplicity of authoring models/processing technologies
- Specifies how a worker is written, built and packaged for execution in an application
 - RCC: Execute on GPPs (General Purpose Processors), written in C or **C++ (focus)**
 - HDL: Execute on FPGAs (Field-Programmable Gate Array), written in **VHDL (focus)**
 - Currently, VHDL is the only supported HDL worker authoring language (limited support for Verilog)
 - Primitives may be written in either VHDL or Verilog

- Control software launches and controls the workers at run-time in an application. It can be the trivial "`ocpirun`" utility, or a full-fledged Python or C++ application using the Application Control Interface (ACI)
- Control software sees a uniform view of how to control workers; each authoring model defines how this is accomplished from the point of view of the worker itself by defining two key aspects of control:
 - LifeCycle Control
 - Fixed set of control operations available to every worker
 - Configuration Property Access
 - Logically, the knobs and meters of the worker's "control panel"
- Control Plane encompasses how the control software can access lifecycle control and configuration property access of workers at run-time in an application

Control Plane: LifeCycle Control

- LifeCycle Control
 - Standardized for *all* authoring models and mostly managed by the framework
 - Defined by the LifeCycle State Machine
 - Control States (circles)
 - Control Operations (arrows)
 - Operations have default implementations, but Worker can customize behavior

```
.../worker1.rcc/worker1.xml:  
<RccWorker language="c++"  
spec=boombox-spec  
controlOperations="initialize,release">  
  <Property Name="next"  
    Type="Boolean"/>  
</RccWorker>
```



(Fatal): fatal error from control operation, other transitions based on success:
non-fatal errors do not change states.
(Finish): is self initiated, not controlled from outside

- Enable controlling and monitoring of workers
 - Memory Map registers
- Specified in OCS and OWD `<Property Name="next" Type="Boolean"/>`
 - OCS properties available to all of its implementations (workers)
 - OCS properties may be augmented in OWD (`<SpecProperty>`)
- Defined by Data Type and Read/Write Accessibility

- Accessibility is from the perspective of the control software
- Parameter
 - Designates property to be specific to build/compile-time (constant)
 - Value is set in the OCS or OWD
- Initial or Writable, but **NOT** both
 - Initial property values set upon initialization of the application, not run-time
 - Writable property values settable at run-time

Volatile

- Value(s) of property is updated by "user code" within worker, after the application starts
 - Implies the framework **CANNOT** cache values
 - By default, all values are cached unless explicitly volatile
 - May not be set with parameter
- OWD may **ADD** accessibility to OCS property
 - Cannot "unset" an OCS flag to make inherited properties *less* accessible
 - Use `<SpecProperty>` in the OWD to "add-to" an OCS property's configuration

- Commonly used attributes across many XMLs:
 - Name – case insensitive name of element
 - Type – data type of element
 - Default
 - specify default value according to Type attribute
 - assignment is **ONLY** allowed with Initial or Writable
 - Value
 - Using this attribute states that the value is fixed and may not be change at all
 - For Parameters **ONLY**, this attribute may be used instead of default
 - Accessibility (Only OCS or OWD)
 - (None) – (*special* edge case; do not use)
 - Parameter - two use cases: convenience variable within XML, build/compile-time constant value
 - Initial – set an initial value prior to worker entering operating state, and never again
 - Writable – can be written from the control software
 - Volatile – changeable by worker
 - Readable – (*special* HDL-only edge case; do not use)
 - All properties can be read by the application. Note: *Even if Readable is set to false*

- TWO use cases:

- 1) "Convenience variable" for defining **build-time** constants in other property attributes like StringLength, SequenceLength, ArrayDimensions or default

- Supported in both OCS and OWD

```
<Property Name="myProp1" Default="16" Parameter="true"/>
```

```
<Property Name="myProp2" Type="short" SequenceLength="myProp1*2-1"/>
```

- 2) **Build-time** constants to create different configurations of same worker with trade-off performance and resource use

- C++ $\Rightarrow$ **static const** and VHDL $\Rightarrow$ **generic**
- At run-time, control software matches OAS with pre-built artifacts

- Parameter attribute is ***not*** allowed for properties declared as Writable

- Default type is uLong
- Unsigned types: uChar, uShort, uLong, uLongLong
- Signed type: short, long, longLong
- char
 - Unit of a string
 - Signed decimal value [-128, 127]
 - unsigned decimal value [0, 255]
- float, double, bool
- String
 - Use StringLength to specify max length of string excluding null termination
- Enum
 - Use Enums to specify a comma-separated list of strings

- Struct
 - Use Member elements to specify Name and Type
- Sequences and Arrays
 - Use SequenceLength or ArrayDimensions to define a type that is a Sequence or Array (Standard or Multidimensional)

Configuration Properties: Types

- Scalars
 - Unit length of 1
- Sequences
 - Variable length
 - `<SequenceLength>` defines the maximum length of a Sequence (ex: user input)
- Arrays
 - Fixed length
 - `<ArrayDimensions>` defines the fixed-length of an Array (ex: filter taps in a FIR filter)
- **CAN:** have a Sequence of Arrays
- **CANNOT:** have an Array of Sequences or Sequence of Sequences
- For an Array of Arrays, use `<ArrayDimensions>` to infer multidimensionals

- Scalar Example
 - `<Property Name="myScalar" Type="short"/>`
 - myScalar is a scalar of 1 signed 16-bit value
- Sequence Example
 - `<Property Name="mySequence" Type="uLong" SequenceLength="64"/>`
 - mySequence is a sequence from 0 to 64 unsigned 32-bit values
- Array Example
 - `<Property Name="myArray" Type="longLong" ArrayDimensions="32"/>`
 - myArray is an array of 32 signed 64-bit values; never more nor less
- Array of Array Example
 - `<Property Name="myArrayOfArrays" ArrayDimensions="16, 32, 64" Type="short"/>`
 - myArrayOfArrays is three arrays, containing arrays of lengths 16, 32, and 64, containing signed 16-bit values, for a total of $16+32+64=112$ 16-bit values

Configuration Properties: Use Cases

Attribute Flag Combinations	Behavior
Volatile	Application can read value which the worker is allowed to update at <u>any time</u>
Parameter	Application can read constant value which the worker sets at <u>build</u> time
Writable	Application can write value <u>any time</u> and the last value written can be read back
Initial	Application can write value only <u>during initialization</u> and the value written can be read back
Initial + Volatile	Application can write value only <u>during initialization</u> Application can read value which the worker is allowed to update at any time
Writable + Volatile	Application can write value <u>any time</u> Application can read value which the worker is allowed to update at any time
Readable	Application can read value which the worker is only allowed to update during initialization Read-back value will be constant after initialization

- Input or output data interfaces of a component
 - Uniquely named
 - Unidirectional (Consumer or Producer)
 - With or without a protocol (DISCUSSED ON NEXT SLIDE)
- Port is an element of the OCS that has several attributes:
 - Name
 - Must be unique, case insensitive and valid across different languages
 - Producer
 - Unidirectional (Consumer or Producer)
 - Consumer: **(default)** Producer attribute is "*false*" or not defined
 - Producer: Producer attribute is "*true*"
 - Protocol (Permissive or declares protocol)
 - Permissive when protocol is not assigned, *i.e.* accepts any protocol! (*e.g.*, file_write.rcc/.hdl)
 - 256 operations (opcodes) or message types
 - Messages are of unbounded size, up to 64KB
 - Messages may be of zero-Length
 - Granularity of messages is a single byte
 - Value of the attribute is the name of the protocol XML (.xml suffix is assumed if not present)
 - Optional
 - Indicates that Port may be left unconnected in an application

specs/boombox-spec.xml:

```
<ComponentSpec>
  <Port Name="ant" Producer="false" Protocol="rx-prot"/>
  <Port Name="speaker" Producer="true" Protocol="audio-
prot"/>
  <Property Name="display" Type="float" Volatile="true"/>
  <Property Name="dial" Type="float" Writable="true"/>
</ComponentSpec>
```

- Set of messages that may flow between ports of components
 - "shared" data path (multiplexing of messages)
- Messages are specified by:
 - Operation Code: message type encapsulating zero or more Operation Arguments
 - Operation Argument: payload data of the Operation Code
- Ports connected between components MUST:
 - have matching protocols OR
 - be Permissive (worker must "know" structure of data within message)
- Described by one or more OpenCPI Protocol Specification (OPS) XML files
 - With ***-prot.xml** suffix. (Deprecated: *_prot.xml, *-protocol.xml, and *_protocol.xml)

- Protocol – define top-level attributes
 - Used to override value inferred by the operations,
or in the absence of operations
 - NumberOfOpcodes, DataValueWidth, DataValueGranularity, ZeroLengthMessages, MaxMessageValues, etc.
- Operation – message type or "Opcode"
- Argument – data field in a message payload for the given *operation*
 - Same attributes as configuration property: Name, Type, ulong, SequenceLength, etc.
 - If not defined for an operation, its messages have no data fields, i.e., zero-length message
- Member
 - **ONLY** used when *Argument* is of type Struct
 - Define the Name and Type of each *Member*

../specs/audio-prot.xml:

```
<Protocol>
  <Operation Name="freq">
    <Argument Name="high_low"
type="struct" SequenceLength="2048"/>
    <Member Name="high" type="short"/>
    <Member Name="low" type="short"/>
  </Argument>
</Operation>
</Protocol>
```

Example of a protocol available within OpenCPI:

<ocpi-install-path>/projects/core/specs/TimeStamped_IQ-prot.xml

```
<Protocol>
  <Operation name="samples" >
    <Argument name="iq" type="Struct" SequenceLength="4092">
      <Member name="I" type="Short"/>
      <Member name="Q" type="Short"/>
    </Argument>
  </Operation>
  <Operation name="time">
    <Argument name="sec" type="ulong"/>
    <Argument name="fract_sec" type="ulong"/>
  </Operation>
  <Operation name="interval">
    <Argument name="delta_time" type="ulonglong"/>
  </Operation>
  <Operation name="flush"/>
  <Operation name="sync"/>
  <Operation name="done" />
</Protocol>
```

- 1) OPS: Use pre-existing or create new
- 2) OCS: Use pre-existing or create new
- 3) Create new application worker (Modify OWD and source HDL/RCC code)
- 4) Build the application worker for the target device(s)
- 5) Create unit test (<component>-test.xml, generate, verify and view scripts)
- 6) Build unit test
- 7) Run unit test