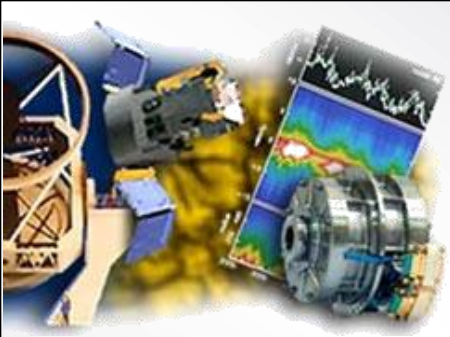


INSTITUTO DE ASTROFÍSICA DE CANARIAS

**Real-time control with FPGA, GPU
and CPU at IAC**

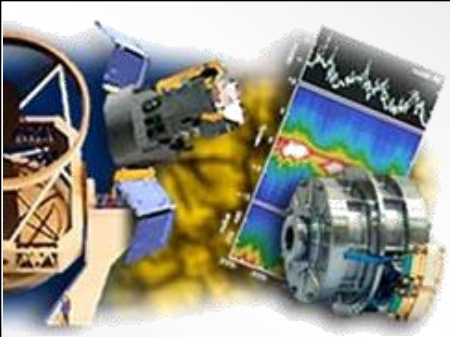
Paris, 2016-01-26



Contents

- **Introduction**
- **Brief review of ongoing IAC Adaptive Optics projects**
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- **Conclusions**





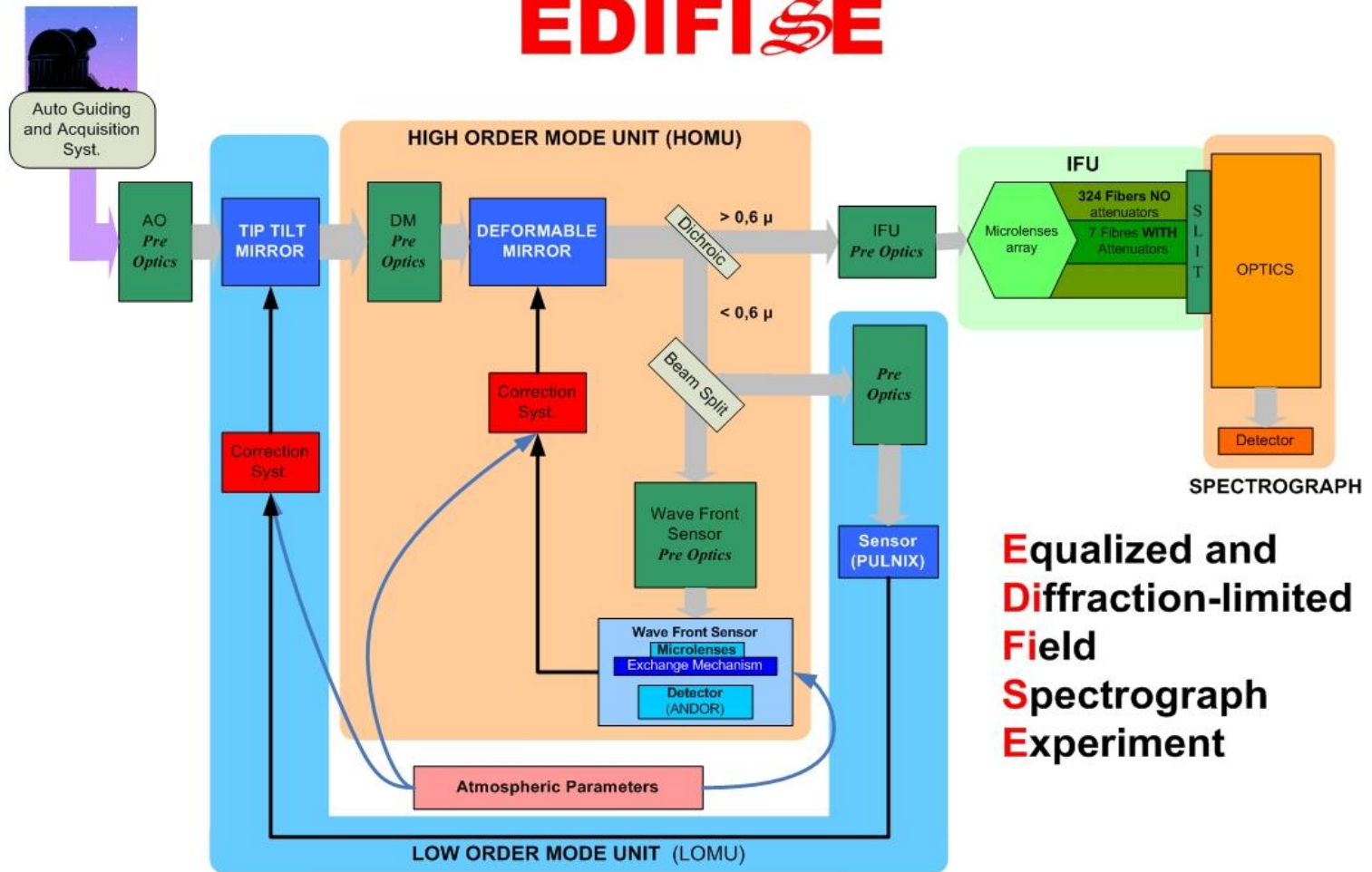
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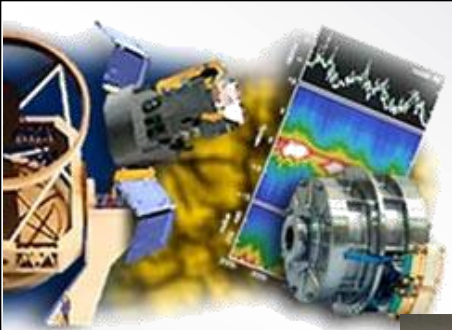


EDiFiSE

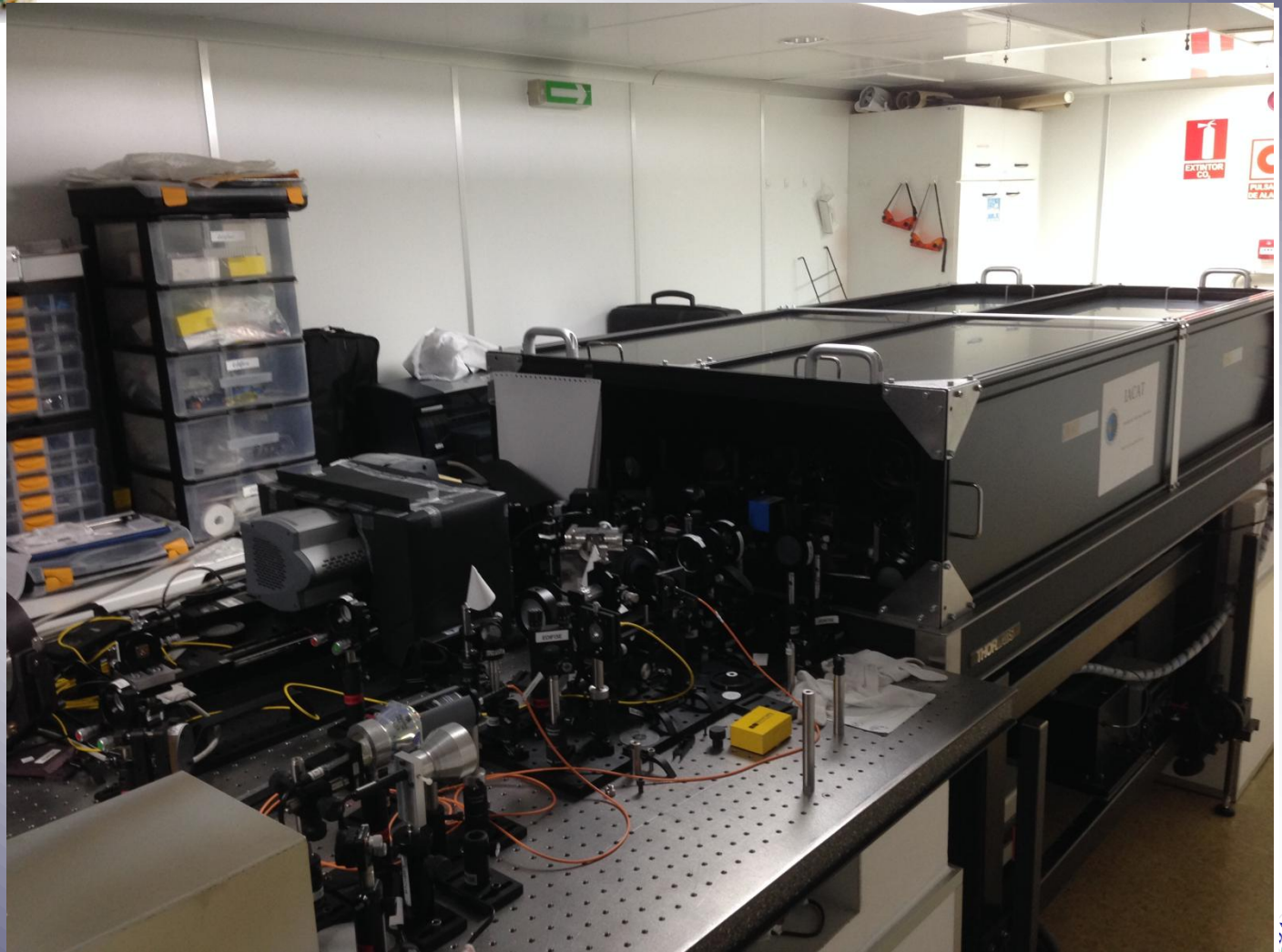
EDIFI SE



**Equalized and
Diffraction-limited
Field
Spectrograph
Experiment**



EDiFiSE Laboratory setup



EDiFiSE GUI

UI Gigabit Ethernet (UDP) para el sistema HOMU basado en FPGA ^{x*y}

81



CONFIGURACION DE RED

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FPGA	161.72.210.138	57 <input type="button" value="Aplicar"/>
DM	161.72.201.103	81 <input type="button" value="Aplicar"/>

CONFIGURACION DE DISPLAY

Shift Image Data Zoom

images decimation factor: 50

Referencia Centroides Subwindows

Type	Size
Solid	6
Solid	0

Pintar Imagen

SELECCION DE FICHEROS DE CONFIGURACIÓN

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Fichero de configuracion: E:\FicherosStmaOA\conf\HOMU\HOMUconf.ini

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E:\Ficher...\HOMU\M2_20160119_134234_97x138_modal_73modos.bin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Matriz 2"/>
...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Voffset"/>
E:\F...\HOMU\exc_uniforme_conDC_amplitud8192_longitud16384.bin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Señal Exc."/>

FF BIAS SBW M1 CTRLM2 Voff Exc RF

ACTUALIZACION/OBTENCION REF

Comando: lee Ref. de FPGA

DESPLAZAMIENTO DE SBW

Despl en X: 0

Despl en Y: 0

SERIES DE CARACTERIZACION

Excitation Series Length: 16384

ADQUISICION BAJO DEMANDA

N Img: 0

Guardar imagenes

Sólo errores(e imagenes si seleccionado)

SELECCION DE MASCARAS

M.C.

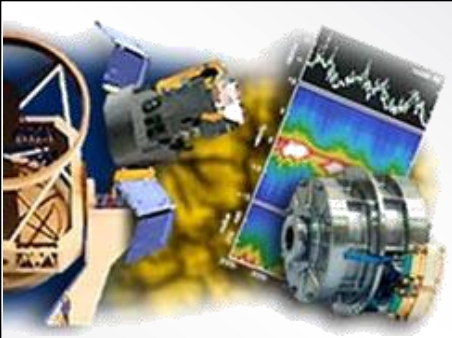
M.P.

ESTADISTICAS DE RECEPCION DE DATOS

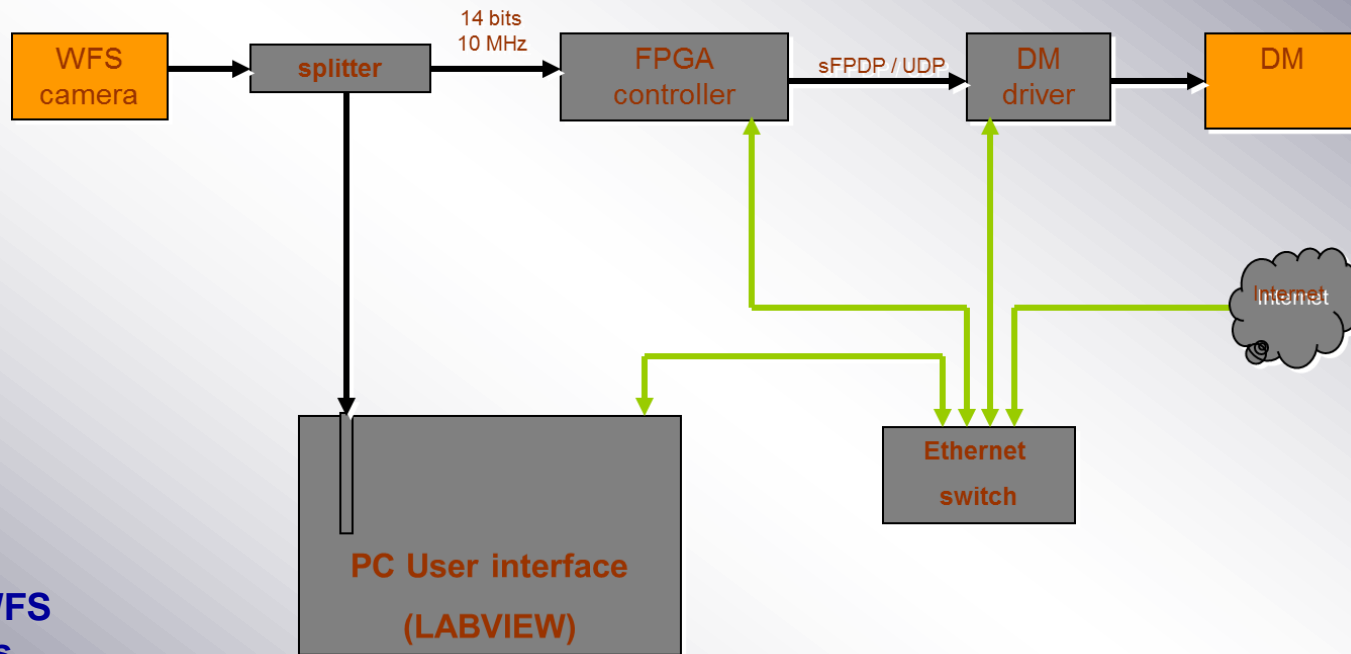
Rx	paq/s	PQ Lost	MSG Lost
1843434	491,642	199	40

MC Rx
MP Rx

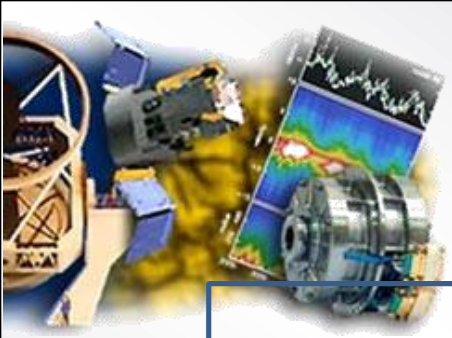




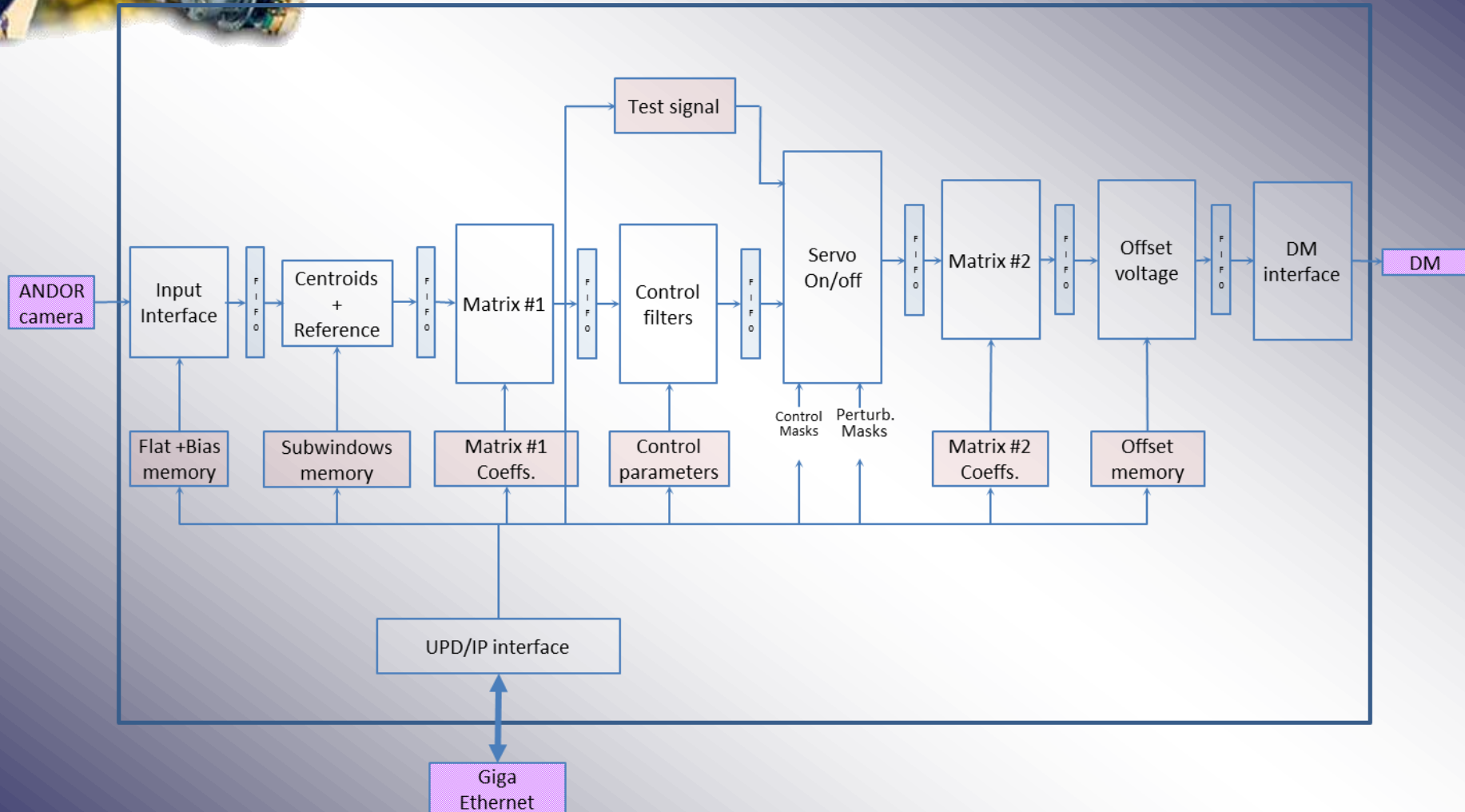
EDiFiSE RTC physical block diagram

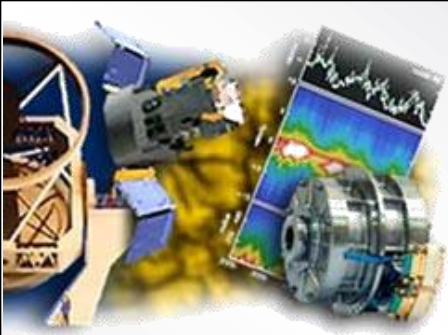


- 500 Hz
- 16x16 SH WFS
- 97 actuators



EDiFiSE FPGA RTC





EDiFiSE Movie

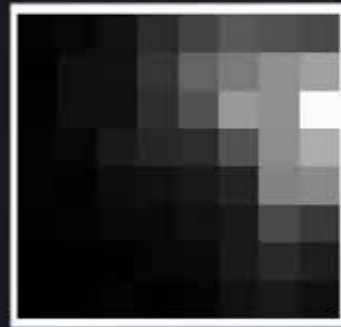
IACAT (WHT)

$r_0(0.5\mu) = 22 \text{ cm}$
 $\varepsilon_0(0.5\mu) = 0.6''$

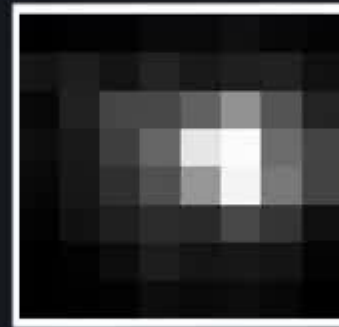
wind = 5 m/s

plate scl. = 0.06 "/pix

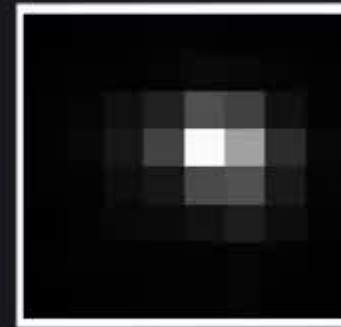
$\theta_L(0.5\mu) = 0.03''$



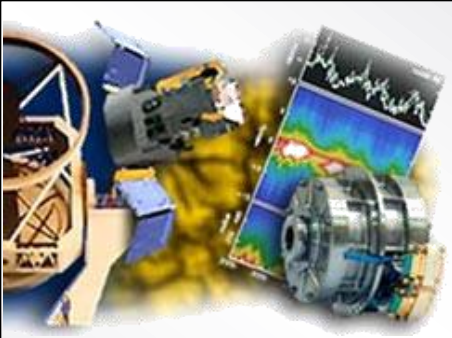
NO CORRECTION



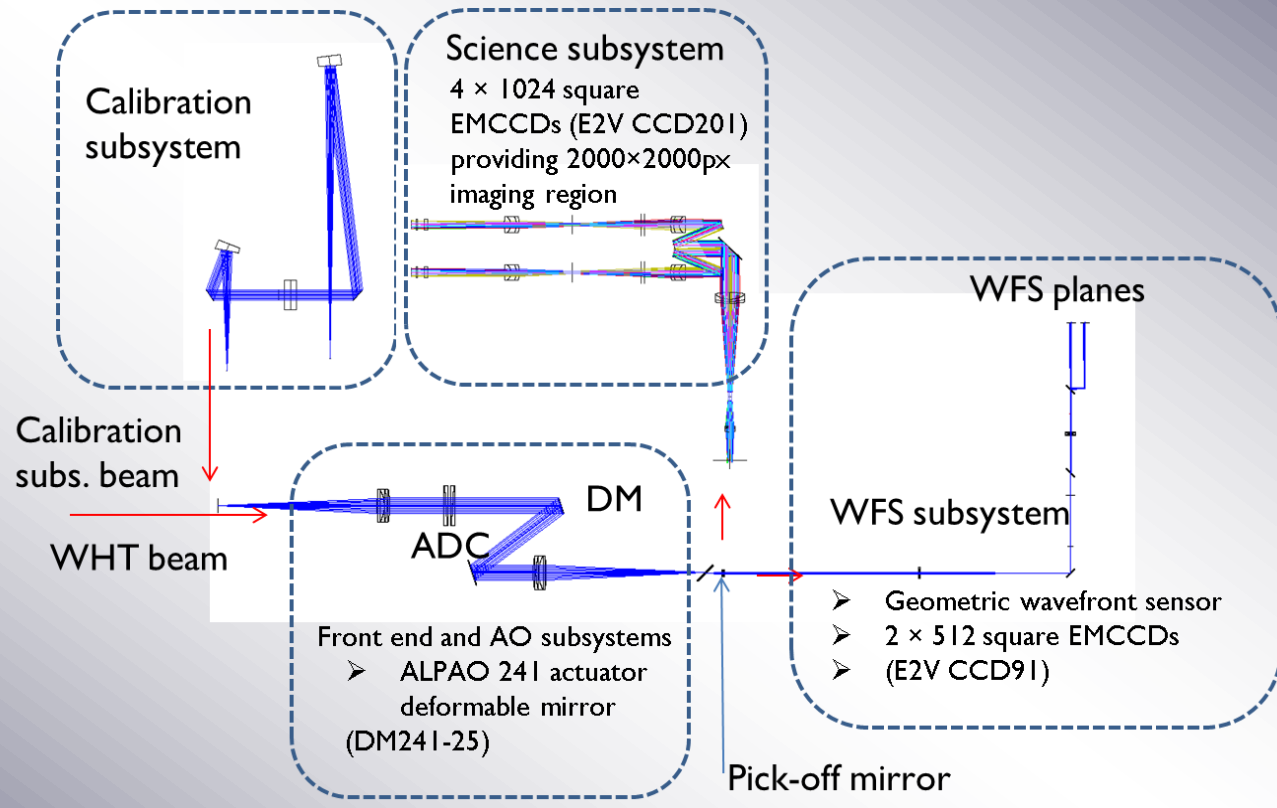
TIP-TILT
CORRECTION

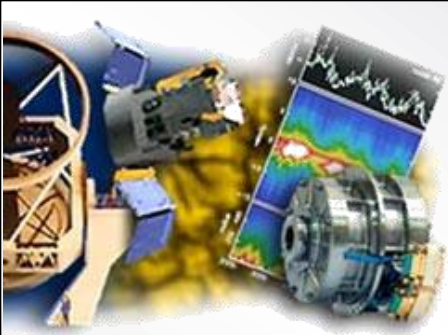


TIP-TILT + HIGH ORDERS
CORRECTION

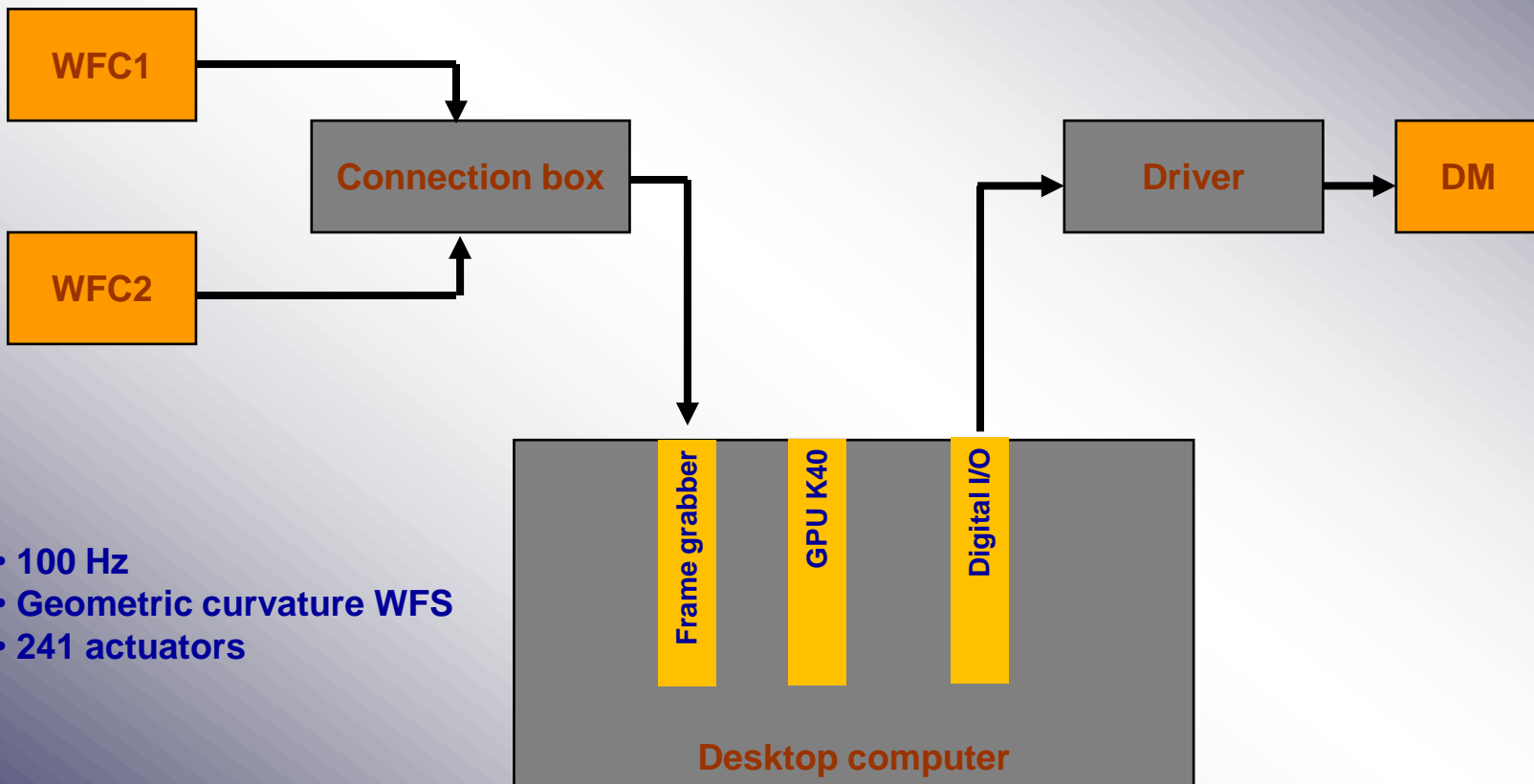


AOLI

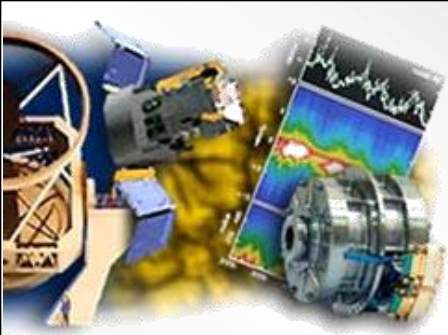




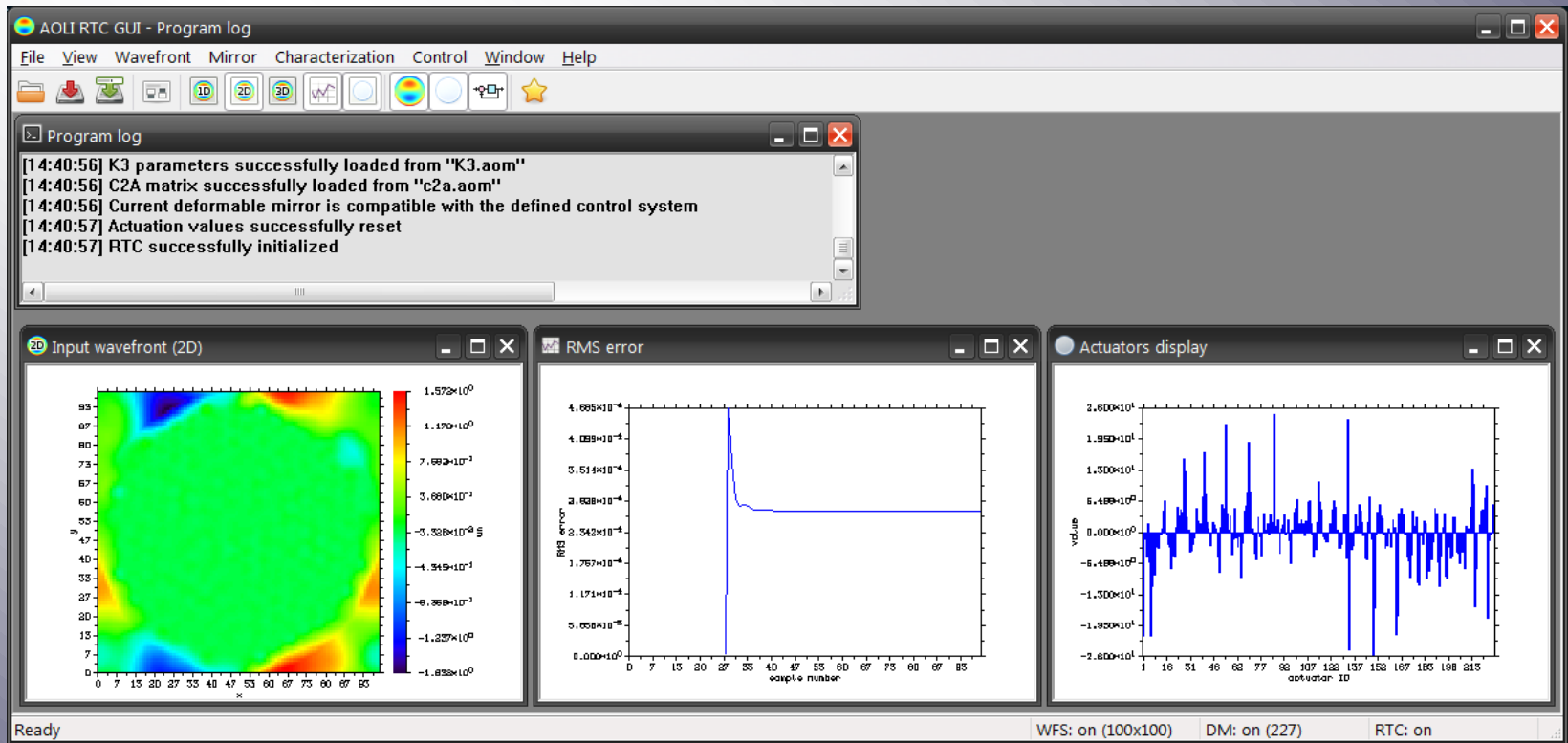
AOLI RTC physical arrangement

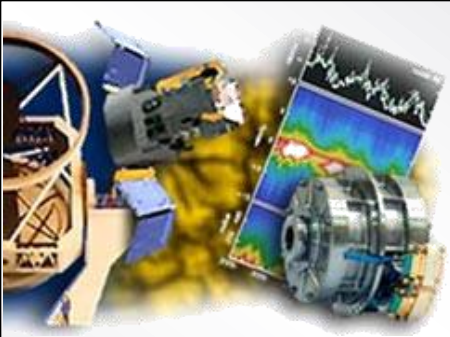


- 100 Hz
- Geometric curvature WFS
- 241 actuators

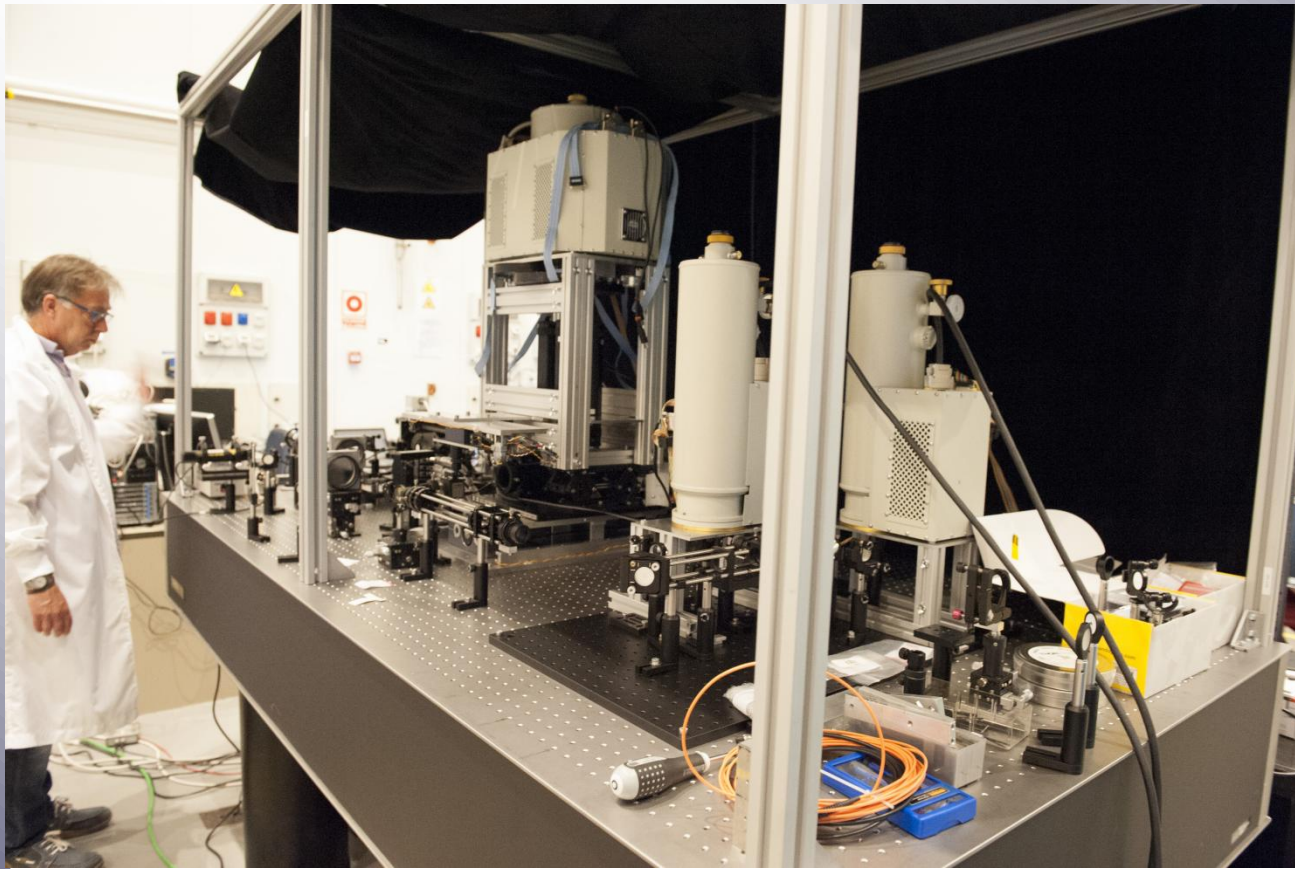


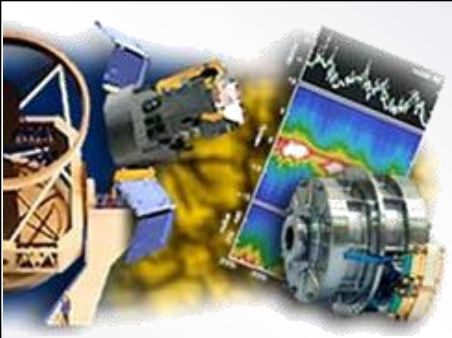
AOLI GUI



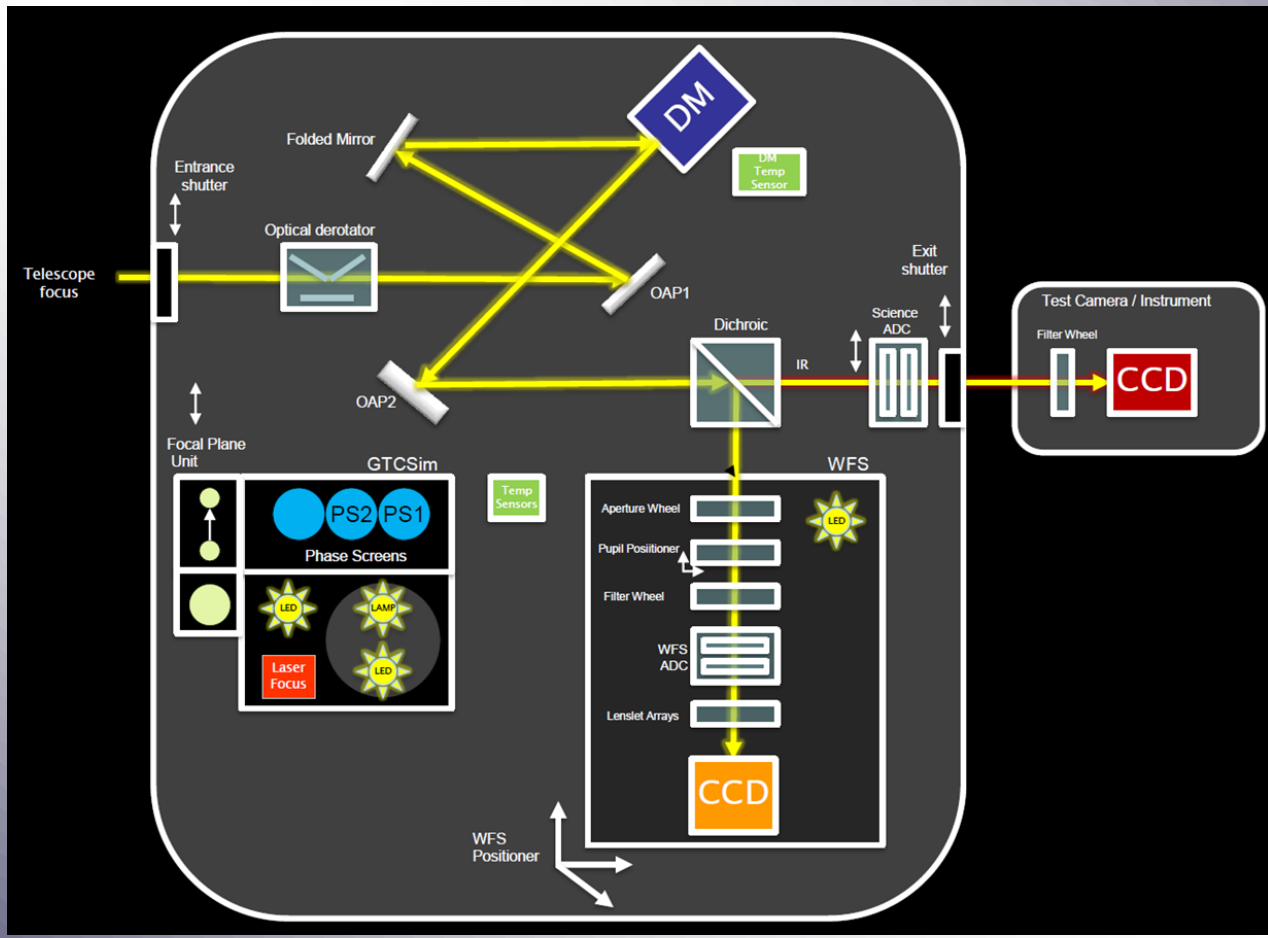


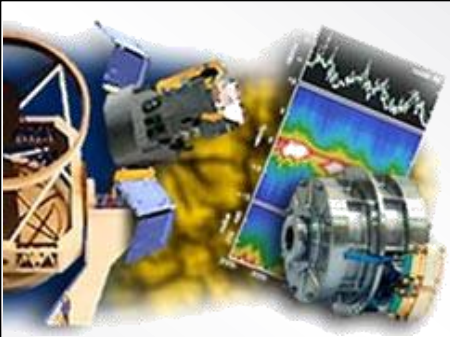
AOLI Laboratory testing



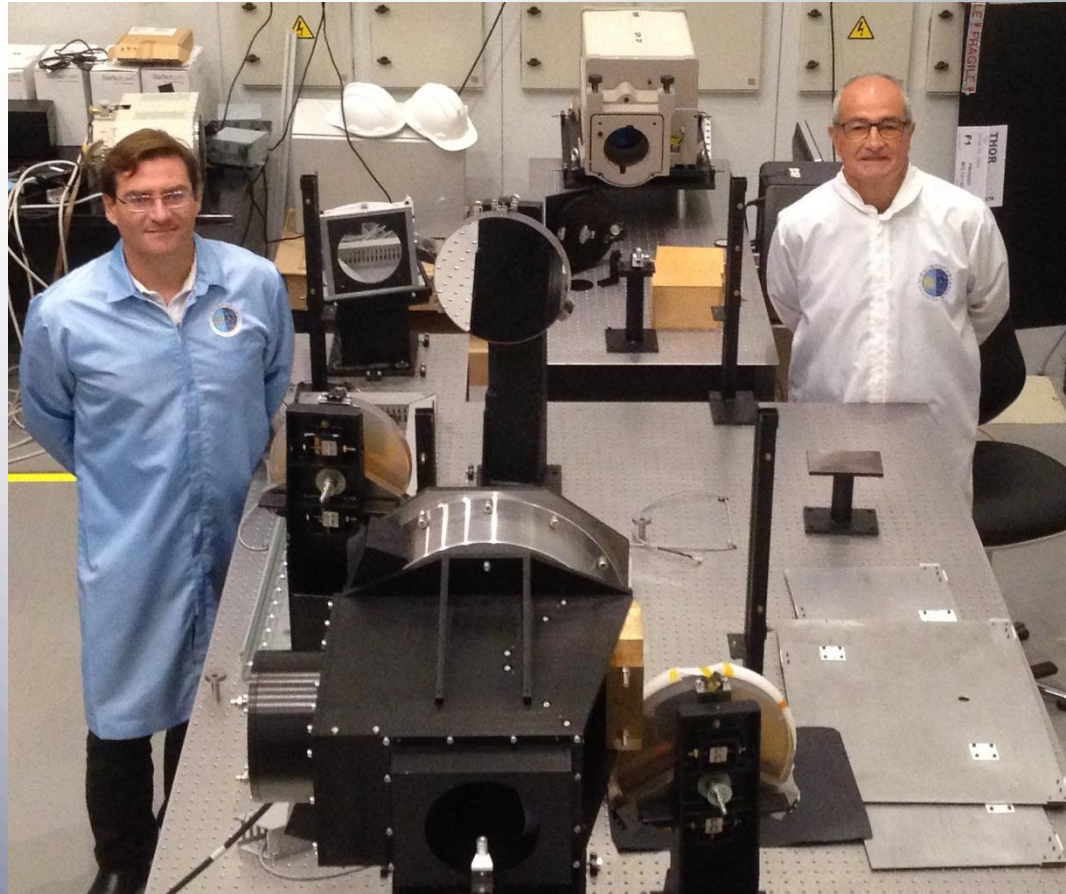


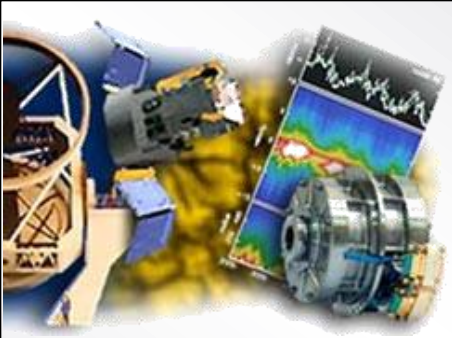
GTCAO



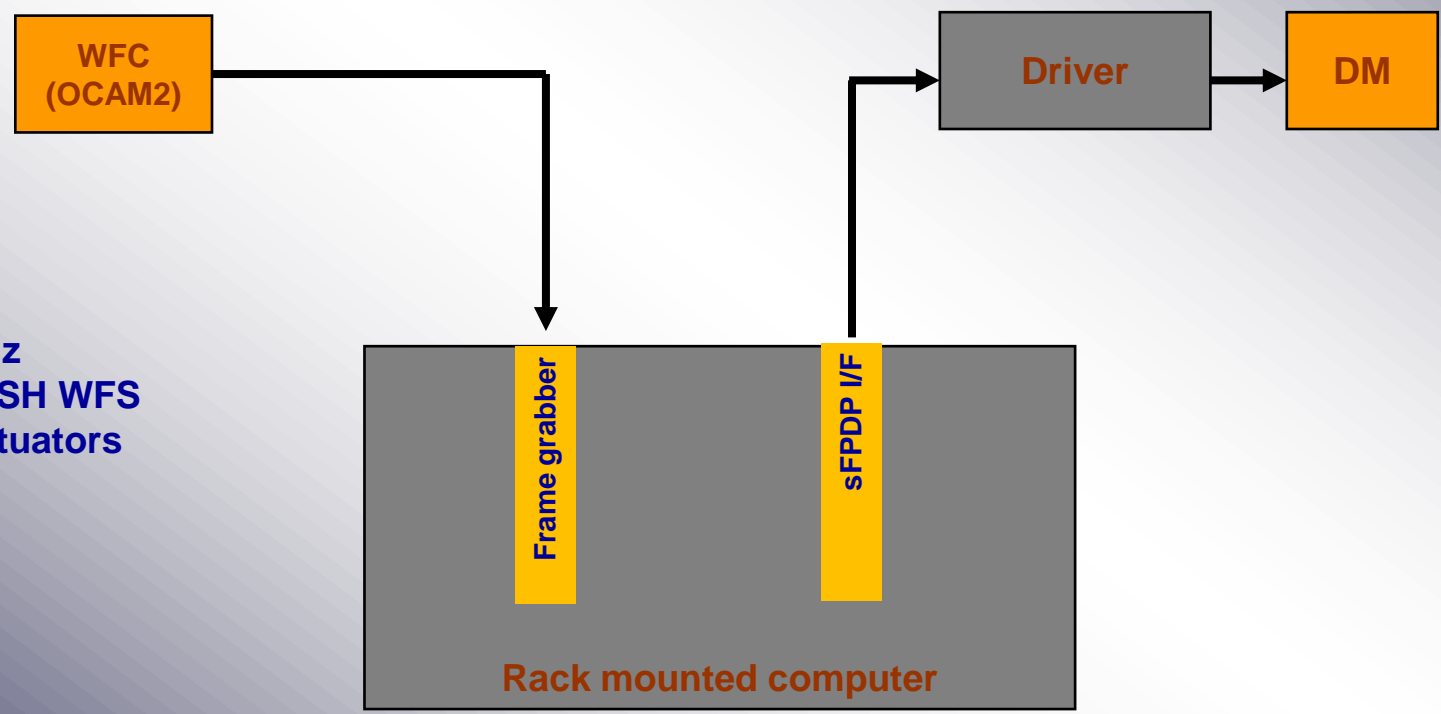


GTCAO Laboratory integration



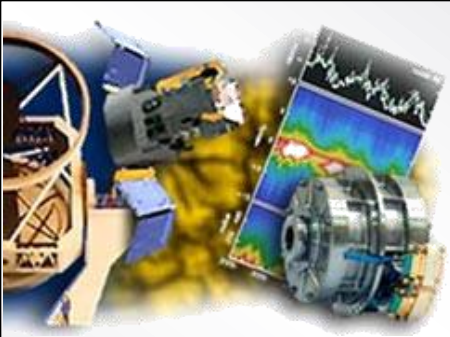


GTCAO RTC block diagram



- 1500 Hz
- 20x20 SH WFS
- 373 actuators

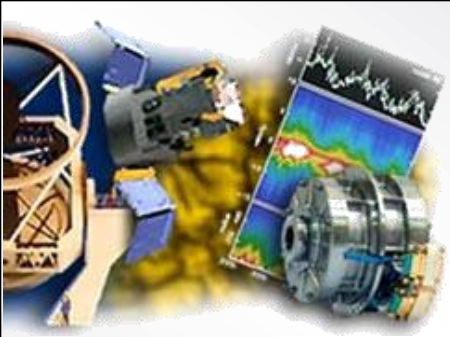




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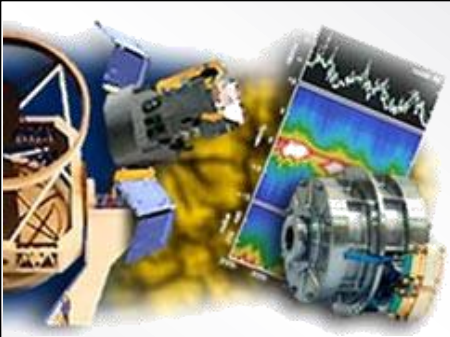
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FPGA

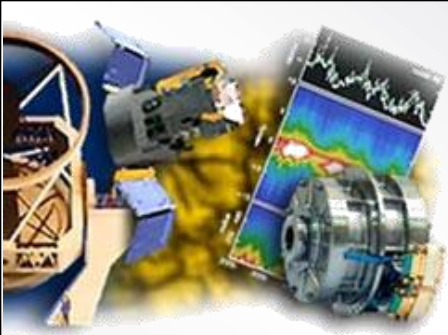
- **“Field programmable gate arrays”, FPGA**
- **Raw silicon ready to be configured by the programmer. No fixed core.**
- **Truly parallel**
- **Virtually any combination of operations**
- **Low-level programming, some high level translators available.**



GPU

- **“Graphics Processing Units”, GPU**
- **Very fast processing of relatively simple tasks**
- **Performed frame buffer intended for immediate display**
- **Parallel structure, plenty of processors**
- **CUDA, OpenCL**

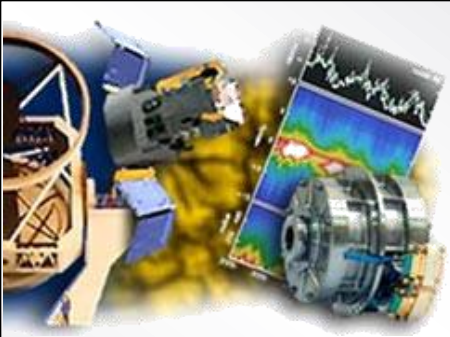




CPU

- **“Central Processing Units”, CPU**
- **Well known and widespread**
- **Processing power permanently growing**
- **Carries out the instructions of a sequential computer program**
- **Many cores available**
- **C, C++, python high level programming**

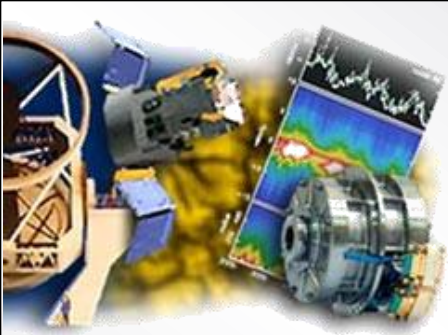




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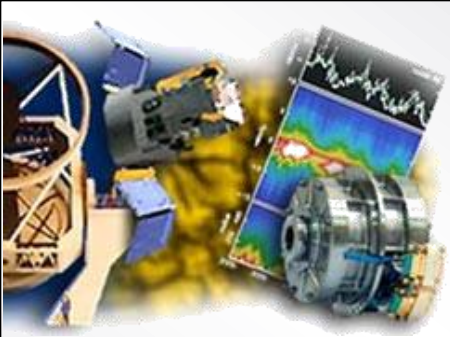




Hardware cost

“The cost of the hardware required for the execution of the algorithms”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
A couple of general purpose development boards: ≈ 3 K€	Desktop PC, highly equipped, plus K40 GPU board: ≈ 9 K€	Rack-mounted PC, highly equipped in both memory and disk: ≈ 5 K€
👍	👎	≈

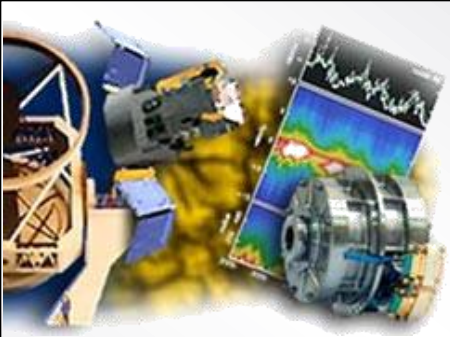




Development cost

“Engineering effort required for the development of the real-time control system”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
Estimated 3 engineer-year, including the subcontract of part of the FPGA development.	Estimated 2 engineer-year, including both GPU program and CPU control	Estimated 1 engineer-year, making full re-use of available software
👎	≈	👍

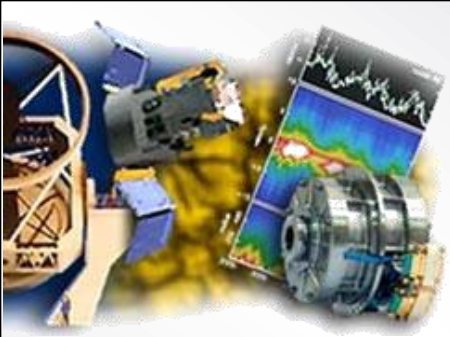




Skill level

“required background of the developing engineers ”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
High level of VHDL design knowledge is required, not easily found. A background in electronics is preferable.	C and C++ under Linux programming experience required, plus CUDA.	C, C++ and python programming experience required, under Linux.
👎	≈	👍

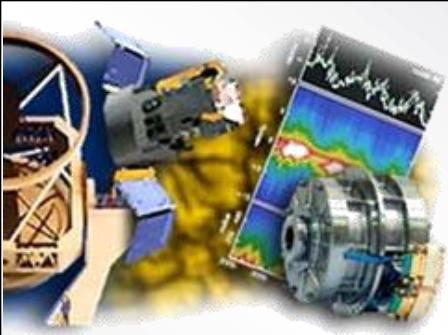




Flexibility

“Capability of the system for accepting changes, specifically in code”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
Any change in the system requires the synthesis of the new code, which can take dozens of minutes and may present design problems.	Software change only requires compilation and building.	Software change only requires compilation and building.
👎	👍	👍

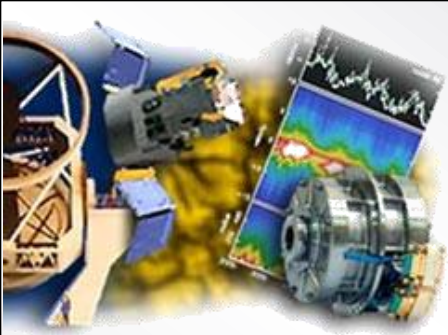




Reusability

“using already developed and tested, ready to use, existing code instead of developing and verifying new pieces”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
Design in the VHDL field is normally based on reusable IP modules.	CUDA programs are specific to NVIDIA GPU boards, but there are many of them available.	CPU real-time control is making full use of available software.
👍	≈	👍

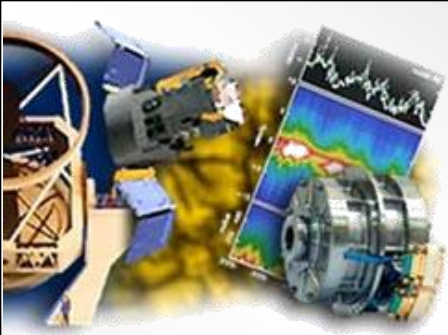




Latency

“time elapsed since the arrival of the last pixel from the camera to the availability of the actuation command”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
Latency in the FPGA processing is really low, due to the intrinsically parallel nature of the logic. Less than 10% of loop time (~150 μ s)	Key figure for latency is the “bottleneck” of the delivery of the images to the GPU (~2ms). However, it can be accepted due to the relative low speed of this loop (100 Hz)	The processing can be broken down among many threads and cores, minimising latency. It has been estimated to ~250 μ s
👍	👎	≈

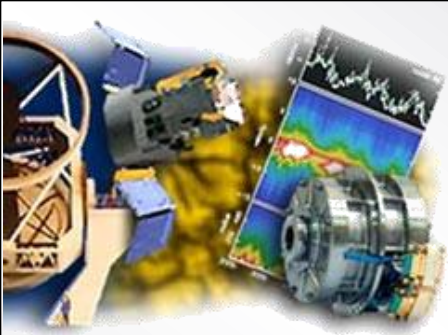




Jitter

“variation in the latency”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
The FPGA logic is completely deterministic and its state can be known down to every clock cycle. Jitter is thus negligible.	GPU processing is virtually jitter-free, but the operating system (Linux) is running all time. Jitter peaks of several iterations are common.	The use of a real-time Kernel provides a reasonably low jitter behaviour. Jitter peaks of several iterations can be observed.
👍	👎	≈

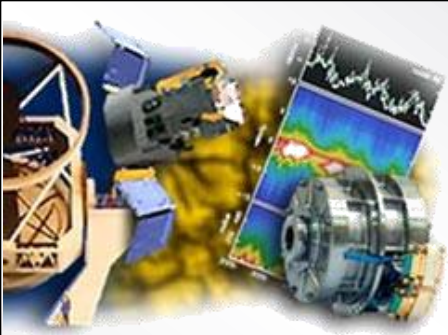




Power consumption

“power consumed by the computing hardware”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
Power consumption of FPGA itself and related logic, can be estimated in the really low figure of 4 watts.	The power consumption directly related to the CPU processor can be estimated in 100 watts. GPU board is specified at 235 W.	As already cited in the AOLI case, the CPU related power consumption is in the order of 100 W, depending on the number of cores being used.
👍	👎	👎

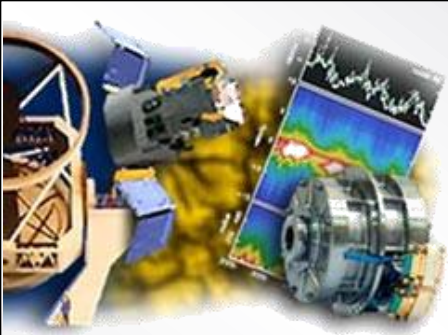




Volume

“physical volume associated to processors”		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
A 1U 19” rack is enough for allocating both the low-order and the high-order processing FPGAs	A desktop PC computer, with extra powerful power supply, has been selected for allocating the GPU board and frame grabbers.	A 4U, 19” rack mounted PC, short depth, has been used for the allocation of all processors and frame grabbers.
👍	👎	👎

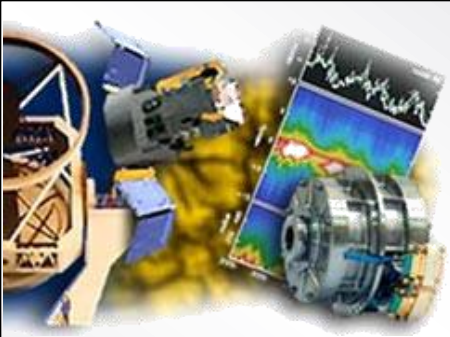




Weight

"weight associated to processors"		
EDiFiSE (FPGA)	AOLI (GPU+CPU)	GTCAO (CPU)
A fairly simple PCB board is enough for the computation and servicing of the real-time loop. A Xilinx general purpose board weighting a few hundred grams is used.	The rack mounted which allocates the K40 GPU board weights 13 Kg. The GPU board is specified at 826 gr.	The use of a highly featured PC computer, rack mounted, as previously said for the AOLI case, is in the order of 13 Kg, two orders of magnitude greater than the FPGA case.
👍	👎	👎

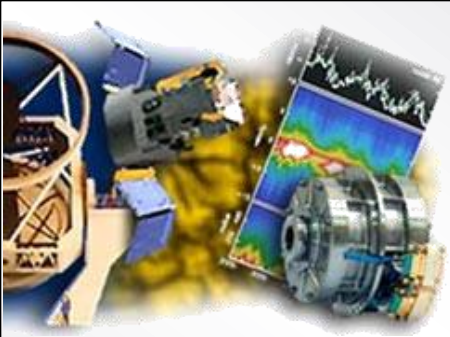




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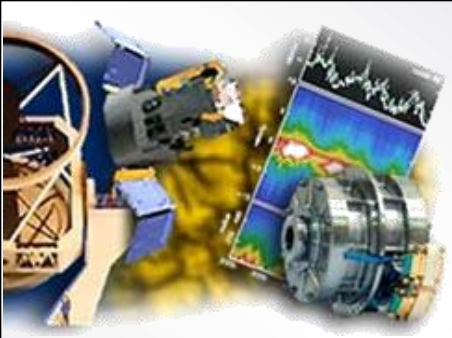




Conclusions

- **Each technology has pros and cons**
- **No absolute winner can be identified**
- **Instead, every development should make its own assessment**





Thanks!

