SYSTEM[#]: HIGH-LEVEL SYNTHESIS OF PHYSICAL SIMULATIONS FOR FPGA-BASED REAL-TIME EXECUTION

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HARDWARE-IN-THE-LOOP TEST AND ELECTRIC MOTOR EMULATION

Electrified vehicular powertrains undergo exhaustive test procedures during development. In order to test an electric motor controller, motor and vehicle mechanics are replaced by a virtual device - the electric motor emulator (EME). An EME computes motor currents and rotor position from repeated voltage measurements and recreates these currents with a power stage. An EME involves a built-in real-time model requiring a challenging reaction time of approximately 1 µs. This is achieved by executing the model on an FPGA.



THE PROBLEM

- Mapping such models to FPGAs requires tremendous engineering efforts.
- Can automation simplify the engineering task?

TOOL COMPARISON

Matlab*	AutoESL	DIME-C	<i>Trident</i> [1]	Legup [2]	Gaut [3]	Spark [4]	Kiwi [5]	System [#]
Proprietary	C, C++, SystemC	С	С	С	C, C++	С	C#	C#
×	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark
\checkmark	\checkmark	×	×	×	\checkmark	×	×	\checkmark
×	\checkmark	\checkmark	\checkmark	×	×	×	\checkmark	\checkmark
×	×	×	\checkmark	\checkmark	×	×	×	\checkmark

Input languages Infers microarchitecture? Arbitrary-witdth fixed point arithmetic? Supports floating point arithmetic? Open source?



CASE STUDY: SQUIRREL-CAGE INDUCTION MACHINE



TUNING PARAMETERS

- Arithmetic: 56 bit fixed point, IEEE single/double
- Scheduling: Force-directed scheduling with various schedule lengths
- Xilinx IP cores with various latency settings

CONCLUSIONS

- Broad range of performance/area tradeoff is achievable.
- Quality of hand-coded design was attained.



Latency [µs]

Floating-point arithmetic is affordable.

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