## Dynamic Reconfiguration of Mechatronic Real-Time Systems Based on Configuration State Machines

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# A reconfigurable controller for mechatronic control systems

- a new type of **adaptable real-time system** on FPGAs using dynamic reconfiguration thus reducing the amount of logic resources
- function replacement realizes switching between operating states of the controller
- specification is based on signal flow and Finite State Machines (FSMs)
- distributed FSMs implemented directly in hardware control the reconfiguration
- data flow implementation makes use of bit serial algorithms



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## **Specification of mechatronic control systems**

#### Data Flow $\leftarrow \rightarrow$ Control Flow

- specification of data flow: signal diagrams
- specification of control flow: FSMs
- example of structured control flow specification: run-up and operation FSM
- FSMs can be integrated into data flow and vice versa



Run-up and operation FSM

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 only one active state in a FSM at a given time → good way to determine parts of a complex hardware system that are to be loaded and ready for operation

## Implementing dynamic reconfigurable systems I



Implementation methods for type switching/function replacement

- implementation uses Xilinx Virtex-II FPGA and Xilinx Modular Design methodology
- a function **block** specified by the data flow can be implemented as a **module** in a slot of the FPGA
- blocks are reconfigurable if they offer the same interface → these blocks represent different types of the same module
- **FSMs** realize the **switching of types** because there can be only one active state/type at a given time



## Implementing dynamic reconfigurable systems II

#### **Module-FSM**

- a Module-FSM realizes loading of types depending on process events or physical values
- states of Module-FSMs represent their different types
- prefetching of types enables hard real-time operation
- the structure of a Module-FSM is known at compile time
- distributed implementation in the types of a module



Example of a Module-FSM

#### Type-FSM

- transfer of the active state of each Module-FSM from one type to the next active state → global T-Marker for each type comes into operation
- a Type-FSM represents the different states of a type
  - → not loaded: stored in external memory, needs no logic
  - → ready: prefetched, listening on control input, but not processing data and driving outputs
  - → active: loaded, listening on control input, processing data and driving outputs
- the structure of a Type-FSM is known at compile time
- **distributed implementation** of Module-FSM and Type-FSM packed together in the types of a module
- a distributed communication system realizes the exchange of the T-Marker between the types/states



## Implementing dynamic reconfigurable systems III



**Communication System** 

#### Communication System

- distributed shift register and bus macros (long lines)
- all modules build the SR with each storing one bit which is shifted each clock cycle
- local multiplexers and registers are implemented inside the bus macros → guaranteed communication during reconfiguration

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#### **Control System**

- the **General Control Module** (GCM) accesses a static table containing all T-Markers and location and size of types in memory when receiving a T-Marker
- the GCM reads the bit stream to be loaded and sends it to the internal configuration access port ICAP → T-Marker is forwarded to activate the new type

## **Results**

- implementation and test of a run-up and feed back control system for an electro motor using a Xilinx FPGA and development tools
- validation and test of the communication system
- → network interface: Universal Serial Bus (USB)
- ➔ process interface: Delta-Sigma ADCs
- → bit serial data processing and transmission reduces the amount of logic and lines to a minimum → based on a library containing frequently needed processing elements
- → test of reconfiguration via JTAG and ICAP



- direct dynamic reconfiguration of mechatronic hard real-time and control systems
  reduced logic amount enables more complex
- reduced logic amount enables more complex algorithms on smaller FPGAs