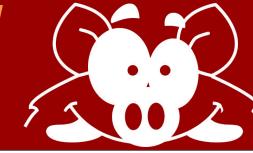
# Hog (HDL on git): an easy system to handle HDL on a git-based repository

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# **WHAT IS HOG?**



### TCL/SHELL

No extra requirements only your chosen IDE (Vivado, Quartus, ISE)



### P&R REPRODUCIBILITY

Absolute control of HDL files, constraint files and IDE settings



### **BINARY TRACEABILITY**

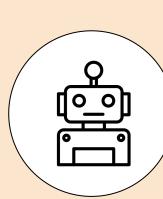
Git SHA and version are embedded into firmware registers



### **CONTINUOUS INTEGRATION**

Building of firmware in Continuous Integration. Automatic tagging and releasing

### **CI SETUP**



#### **HOG CI** Include the **hog.yml** in your .gitlab-ci.yml

file. Write few lines for each project, different CI jobs for simulation and P&R



#### DYNAMIC CI Include the

hog-dynamic.yml in your .gitlab-ci.yml. The CI configuration is created dynamically, and the merge-request pipeline is executed

in a child-pipeline



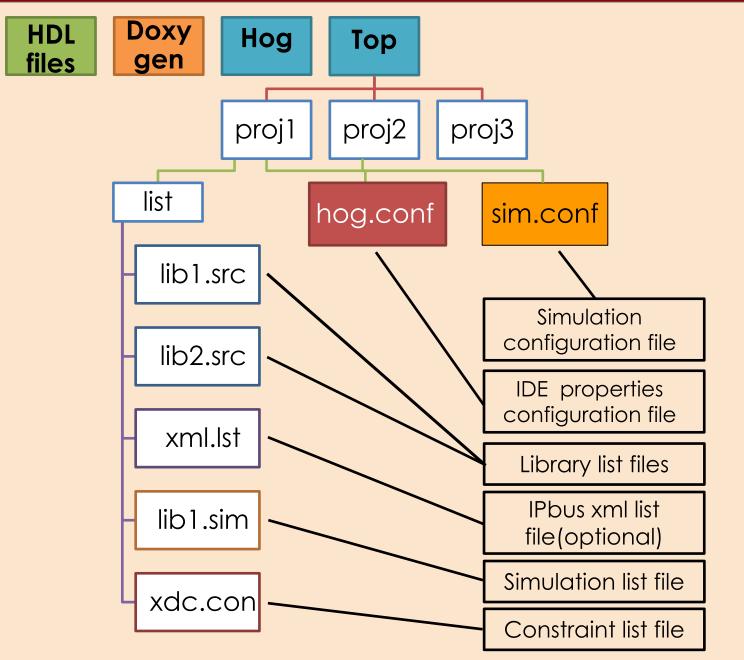
### **EXTRA CONFIGURATIONS**

Hog-CI can be customised to tailor it to the specs of any project.

Optional features include:

- Adding custom user jobs
- Automatic Gitlab releases
- Archive of binary files to EOS cloud storage
- Automatic generation doxygen documentation Avoid building projects that
- have not been touched

# **HOG-HANDLED REPOSITORY STRUCTURE**



# **TOP FOLDER**

The Top folder includes the Hog projects. Each project subfolder corresponds to a single design and contains the necessary files to create the project

# LIST FILES

Plain text files, containing the list of files to be added to the project. Different list files for different sets. List files can be **recursively** included in other list files.

# **HOG.CONF**

Project configuration text file (.ini or .conf syntax), containing the instructions to configure the **project** properties (FPGA, synthesis and implementation directives, etc..)



HDL source files (.v, .vhd, etc.) can be stored anywhere in the repository. Recursive list files can be exploited to organise HDL sources in modules which can be easily reused.

# CERTIFY THAT LOCAL COPY OF PROJECT IS UNTOUCHED WITH RESPECT TO THE REPOSITORY



### A DIFFERENCE CHECKING SCRIPT IS RUN BEFORE SYNTHESIS

This script is one of the **most sophisticated** part of Hog and is able to compare the present content of the Vivado project to the list files and hog.conf

Use the

CreateProject.sh script

to create the

Vivado project

# PREVENT MODIFICATIONS TO GO UNNOTICED INTO BINARY FILES

Developers can, even by mistake, touch the project before starting the workflow that leads to the binary file production. This would lead to untraceable changes and must be avoided at all costs.



# CHECK ADDED FILES, MODIFIED PROPERTIES, EXTERNAL FILES, FILES CREATED AT RUN TIME

With different techniques, everything that is part of the project is checked by the script, even external files or files generated **dynamically** at project creation that are not under version control. How is this done? Ask the presenter!



### CRITICAL WARNINGS, SET VERSION TO ZERO, AND PRODUCE DIFF FILES

In case anything was modified, Hog will produce **critical warnings**, specifying the differences between the Vivado project and the **list files** and **hog.conf.** The version embedded in the registers is set to 0, and the bitfile renamed with dirty suffix. **Diff files**, detailing all the differences are also generated.

# **USING HOG WITH VIVADO**



#### **INTEGRATED HOG SCRIPTS**

Running at pre-synthesis, pre-implementation, post-implementation and post-bitstream stage. Embed the git SHA and version, and write reports, etc. Certify that nothing was touched when producing bitfile.



### ADD NEW FILES / CHANGE THE SETTINGS

New files must be added to **list files** and settings to **hog.conf** file. Users can do this **manually** and re-create the project, or update the Hog configuration files using the **dedicated Hog buttons**.



# **VERSIONING**

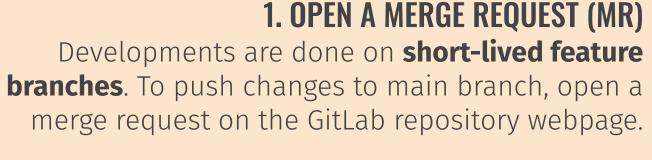
At pre-synthesis stage, Hog evaluates the **design version** from the **git SHA** in the **vM.m.p** format. Version values are calculated for each library in the project



### **COMMIT BEFORE RUNNING!**

Uncommitted changes will generate a Critical Warnings, and Hog will declare the repository as dirty, setting the design version to 0. A diff file will be generated together with the binary file.

### **HOG CONTINUOUS INTEGRATION WORKFLOW**

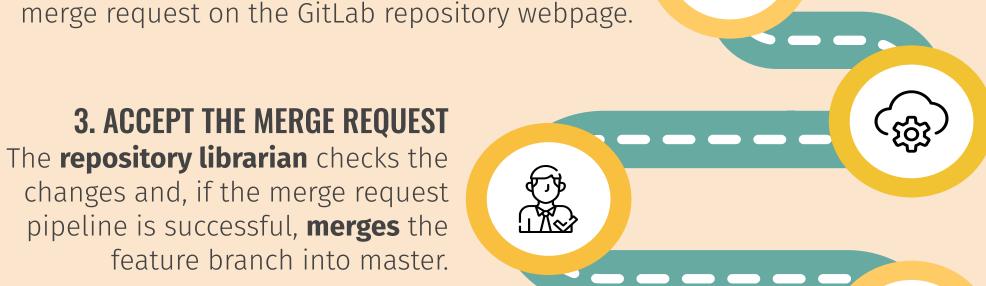


**USE THE SHELL** 

**SCRIPTS** 

Run the workflow

in batch mode



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# 2. MERGE REQUEST PIPELINE

Runs on private Gitlab runners with Vivado/Quartus/ISE and/or Modelsim installed. Runs the P&R workflow and the simulations for the specified projects.

# **5. TAG PIPELINE**

Creates the **GitLab release** for the tag that was just produced, including the **version** and **timing** tables, the generated binary files, and a changelog, that can be filled using special keywords in commit messages

### 4. MASTER PIPELINE

Runs on **shared runners** with docker, and automatically tags the repository. Special keywords can be used in the **MR description** to increase automatically the minor or major version numbers

### **LET'S TRY HOG!**

Hog is available at gitlab.cern.ch/hog/Hog

- 6 developers (bus factor 2), 6-month releases under Apache 2 licence
- Next release **Hog2022.2** in June 2022, oh gotta go... it's next week!!
- Experimental features are available in the **develop** branch
- Used by: **ATLAS**, **CMS**, GAPS, FOOT, and **several other projects**... not only academia!

### Wanna try **Hog**?

Here is a nice simple project on Xilinx ZCU102 board:

- > git clone --recursive https://gitlab.cern.ch/bham-dune/zcu102.git
- > cd zcu102
- > ./Hog/CreateProject.sh fmc0
- > vivado ./Projects/fmc0/fmc0.xpr









