



# **EtherBone – A Network Layer for the Wishbone SoC Bus**

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# Overview

1. What is Wishbone ?
2. Remote Wishbone
3. EtherBone vs The Establishment
4. EtherBone Applications
5. EtherBone Packet Layout
6. EtherBone Architecture
7. Conclusion

# What is Wishbone?

# What is Wishbone ?

## System-on-Chip (SoC) bus

- Connects modules inside an FPGA
- Simple Interface
- Ver. B4 supports pipelined streaming
- OpenSource, no royalties

# What is Wishbone ?

So it's ...

- Powerful
- Easy to use
- and confined to the chip



**But why stop at  
the FPGA's borders ?**



**Towards new shores**

**- Wishbone goes remote**

# Remote Wishbone

We want to talk to...

- FPGAs
- MCUs
- CPUs
- all of them, no matter what distance



# Remote Wishbone

We want to be...

- as transparent as possible
- as fast as possible
- as versatile as possible
- low in protocol overhead

# Remote Wishbone

What Interface and Protocol  
are suitable for those requirements?

- Network Interface
  - Routable Transport Protocol (no custom)
    - Streaming Protocol
      - WB Operation Protocol

# Remote Wishbone

Wishbone

# Remote Wishbone

+ Wishbone  
Ethernet

# Remote Wishbone

Wishbone  
+ Ethernet  
+ IP

# Remote Wishbone

Wishbone  
+ Ethernet  
+ IP  
+ UDP

# Remote Wishbone

Wishbone  
+ Ethernet  
+ IP  
+ UDP  
+ A Packet format

# Remote Wishbone

- Wishbone
- + Ethernet
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- + UDP
- + A Packet format
- + Some Tricks



# Remote Wishbone

- Wishbone
- + Ethernet
- + IP
- + UDP
- + A Packet format
- + Some Tricks

**EtherBone**



**The little differences**

**- EtherBone vs  
The Establishment**

# EtherBone vs The Establishment

## Established Protocols:

- CORBA
- SOAP
- RDMA
- Myrinet

# EtherBone vs The Establishment

## Established Protocols:

- ~~CORBA~~
- ~~SOAP~~
- RDMA
- Myrinet

# EtherBone vs The Establishment

## Established Protocols:

- ~~CORBA~~
- ~~SOAP~~
- RDMA
- ~~Myrinet~~

# EtherBone vs The Establishment

## Established Protocols

- 
- 
- **RDMA**
-

**So why not just use RDMA ?**

# EtherBone vs RDMA

## EtherBone:

- Any Ethernet hardware
- WB Bus
- Fidelity / Transparency
- Focus on latency
- Determinism

## (fast) RDMA:

- Custom Hardware
- Any Bus
- Only Data, no bus syntax
- Focus on bandwidth
- Non-Deterministic



# EtherBone vs RDMA

## EtherBone:

- Any Ethernet hardware
- WB Bus
- Fidelity / Transparency
- Focus on latency
- Determinism



Like

5,000 new FAIR & CERN timing nodes like this.



# **Where the bones are buried**

## **- EtherBone Applications**

# EtherBone Applications

**EtherBone is very close to hardware.**

**We could...**

# EtherBone Applications

**... be very fast indeed**

- Control Systems
- Timing Systems

# EtherBone Applications

**... make WB cores not even see it's there**

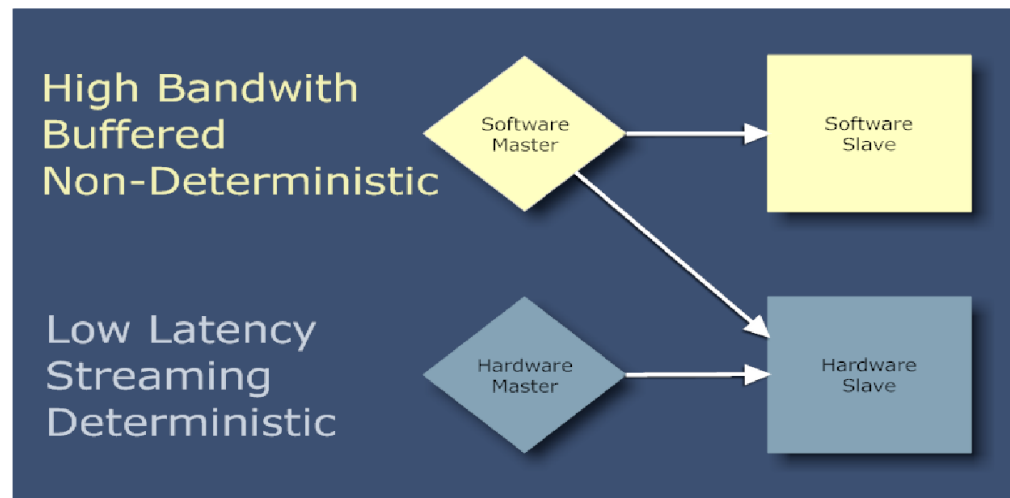
- (almost) transparent bridges
- Easy Hardware to Hardware Connection
- Easier Software to Hardware Connection

# EtherBone Applications

## ... build cool remote toys

- In-System-Programmer
- JTAG Debugger
- Logic Analyser
- Boundary Scan Interface

# EtherBone Applications



**Types of EtherBone nodes  
and their compatibility**



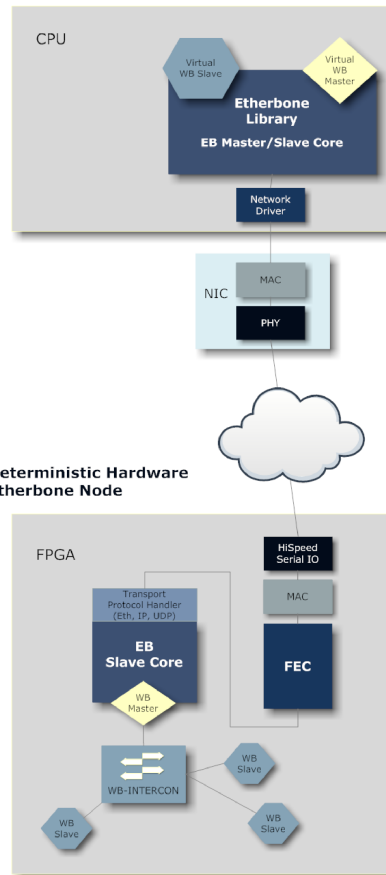
# **Bone structure**

## **- EtherBone Architecture**

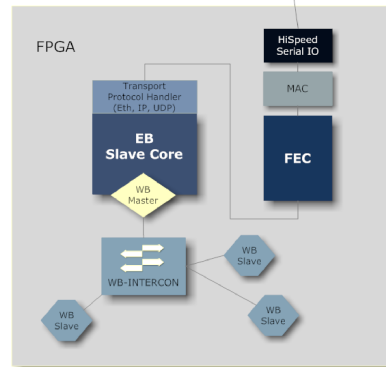


# EtherBone Architecture

**Buffered Software  
Etherbone Node**



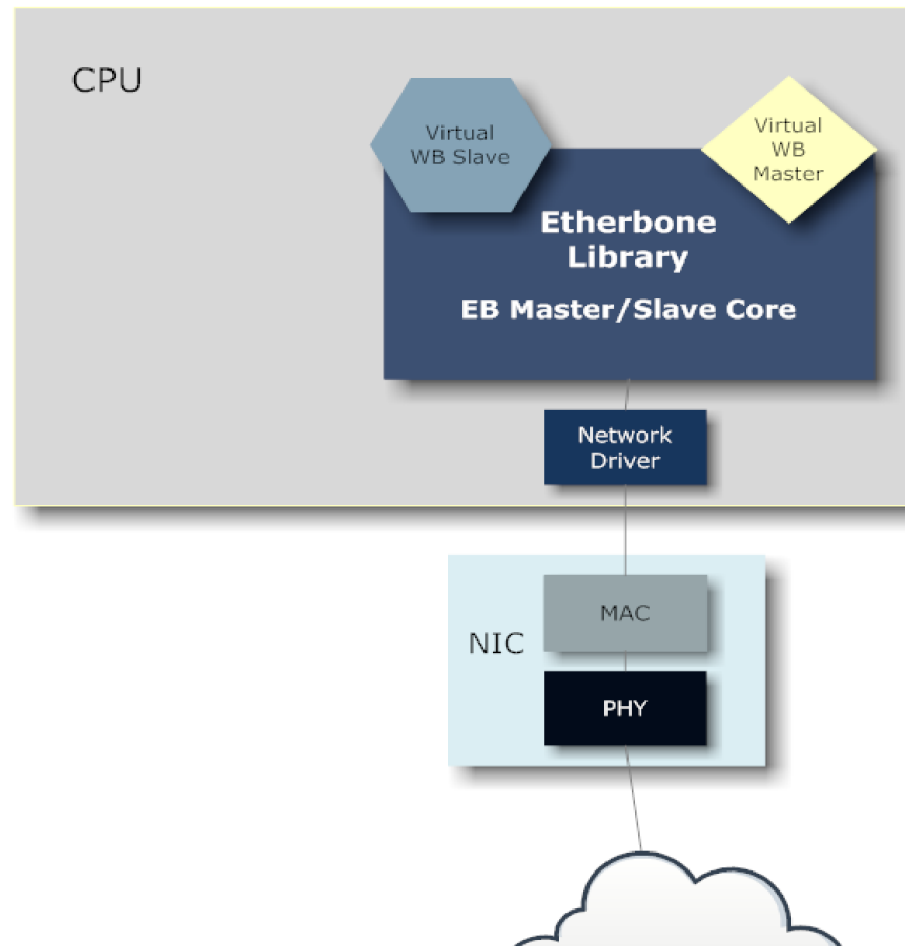
**Deterministic Hardware  
Etherbone Node**



## SW/HW EtherBone Nodes

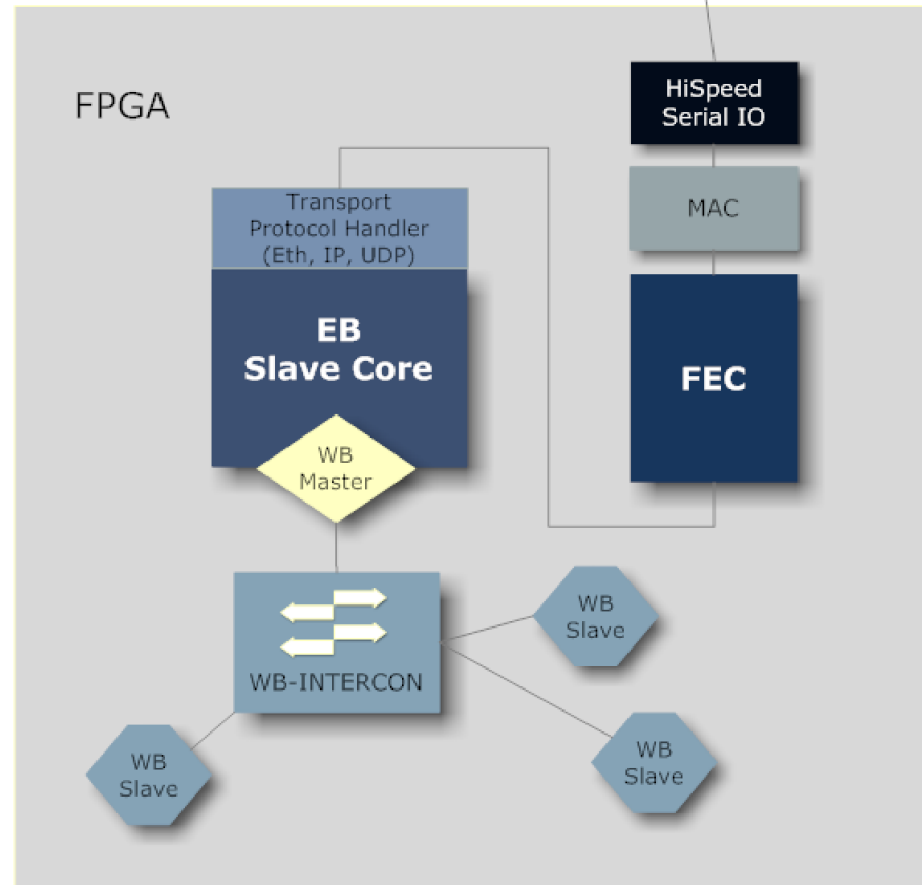
# EtherBone Architecture

## Buffered Software Etherbone Node

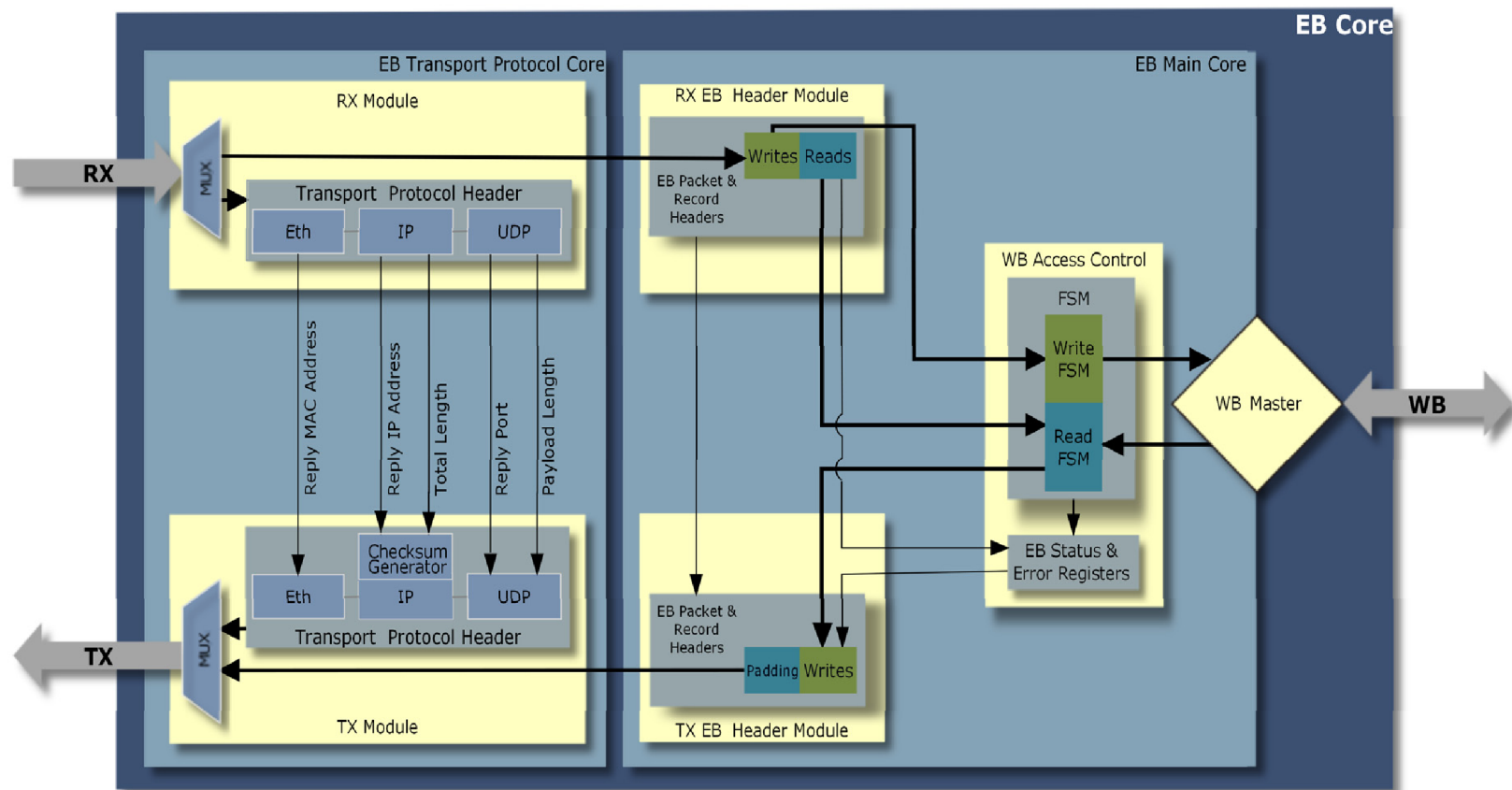


# EtherBone Architecture

## Deterministic Hardware Etherbone Node



# EtherBone Architecture



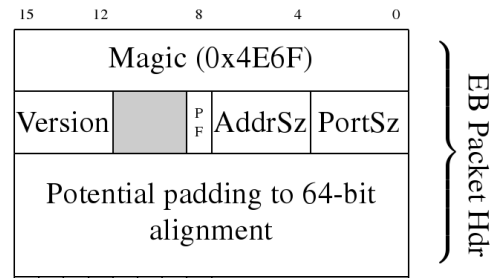
## EtherBone Hardware Slave



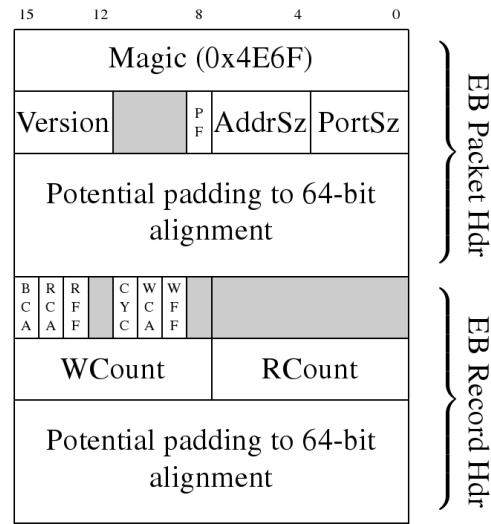
**Wrapped up nicely**

# **- EtherBone Packet Layout**

# EtherBone Packet Layout

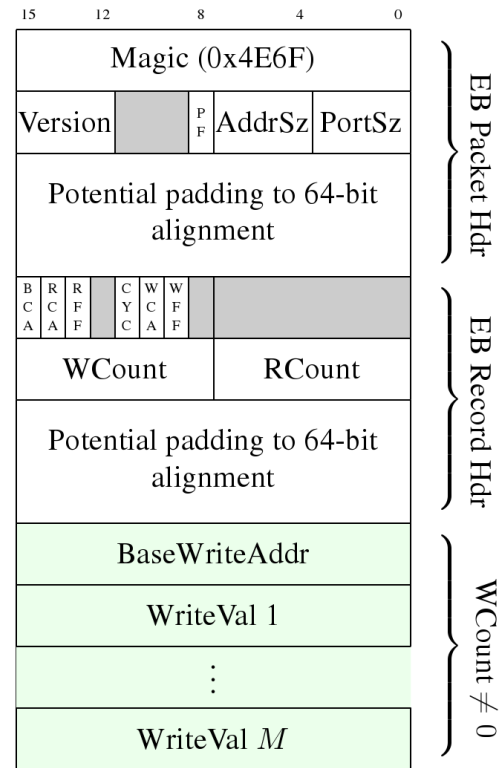


# EtherBone Packet Layout



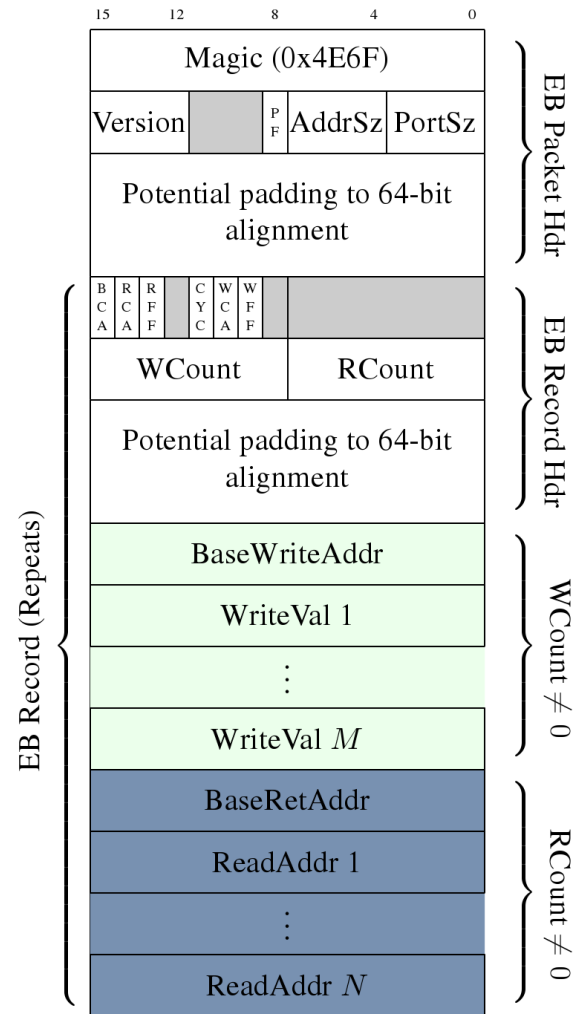


# EtherBone Packet Layout





# EtherBone Packet Layout

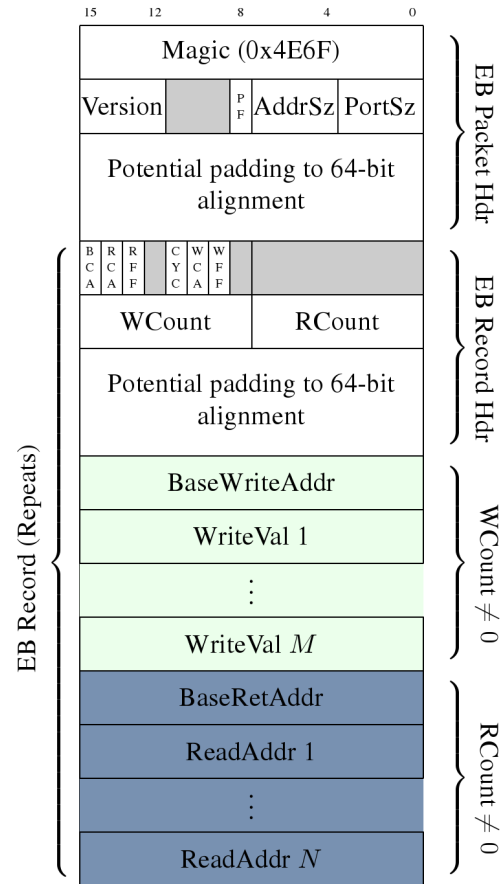




# Playing tricks on packets

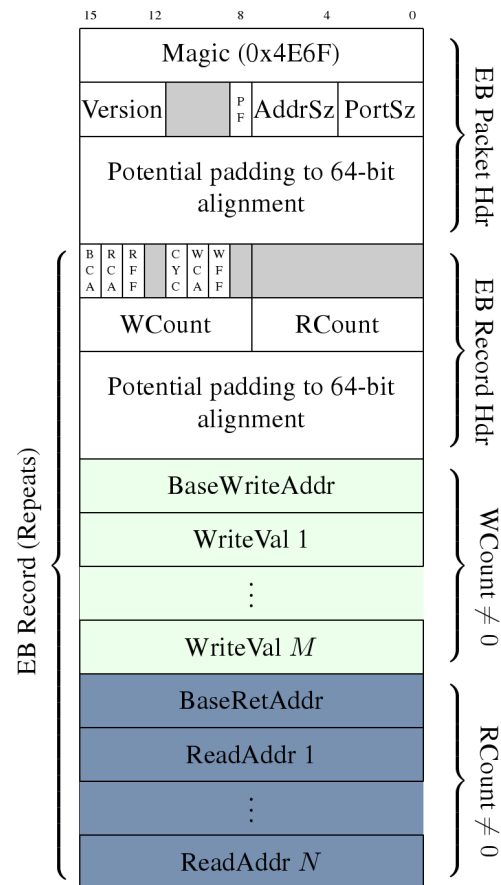
## - EtherBone Transmission

# EtherBone Transmission

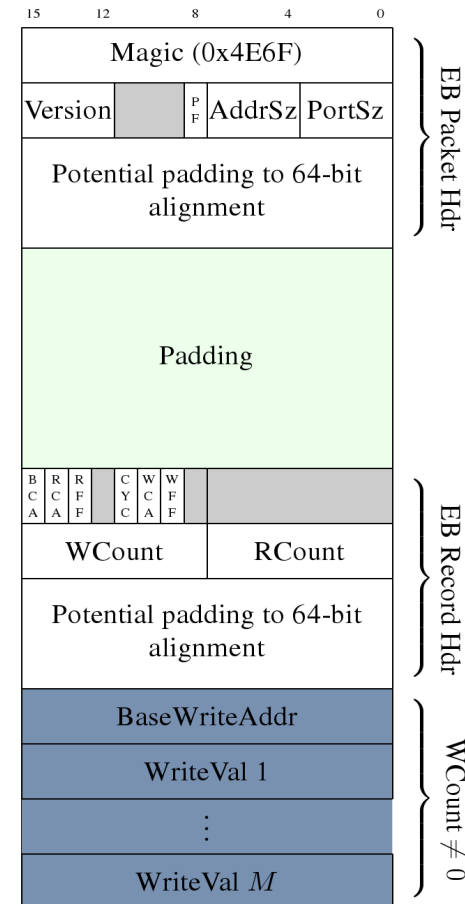


## Request

# EtherBone Transmission



## Request




## Reply

# EtherBone Transmission

**A salute to symmetry:  
Know the length, know it all**

- ✓ IP length field
- ✓ IP checksum
- ✓ UDP length field
- ✓ UDP checksum = 0



# **EtherBone in a nutshell**

## **- Conclusion**

# Conclusion

## EtherBone is ...

- low level
- an (almost) transparent bus bridge
- available in software and HDL
- good for time critical applications
- enabling remote embedded tools



# Questions and Answers

? ? ? ? ?  
Questions ?  
? ?





**Thank you**  
**For your time and attention**