Third International Workshop on
FPGAs for Software Programmers (FSP 2016)
August 29, 2016, Lausanne, Switzerland
co-located with
International Conference on Field Programmable Logic and Applications (FPL)

Program

09:00 - 09:05 Workshop Opening

09:05 - 10:00

Keynote 1: "A Comprehensive Approach to Software-Defined FPGA Computing"
Gael Paul, PLDA

"Automated Generation of Reconfigurable Systems-on-Chip by Interactive Code Transformations for High-Level Synthesis"
Silvano Brugnone, Thomas Corbat, Peter Sommerlad, Toni Suter, Jens Korinth, David de la Chevalerie, Andreas Koch

10:00 - 10:30

Coffee Break

10:30 - 11:00

Keynote 2: "An Open Ecosystem for Software Programmers to Compute on FPGAs"
Paul Chow, University of Toronto

11:00 - 12:15

“A Compute Model for Generating High Performance Computing SoCs on Hybrid Systems with FPGAs”
Felix Friedrich, Oleksii Morozov, Patrick Hunziker

11:30 - 12:15

Lunch

12:30 - 14:15

Embedded Tutorial: “Enabling Software Engineers to Program Heterogeneous, Reconfigurable SoCs”
Patrick Lysaght, Xilinx Research Labs

14:15 - 15:00

“Transparent Live Code Offloading on FPGA”
Roberto Rigamonti, Baptiste Delporte, Anthony Convers, Alberto Dassatti

15:00 - 15:30

Coffee Break

15:30 - 16:00

“An interactive environment for mapping computational structures to FPGAs”
Rinse Wester, Robert de Groot (Short Paper)

16:00 - 16:15

“Automated Inference of SoC Configuration through Firmware Source Code Analysis”
Kris Heid, Ramon Wirsch, Christian Hochberger

16:15 - 16:45

“Building hardware from C# models”
Kenneth Skovhede, Brian Vinter

16:45 - 17:15

Workshop Closing

Sponsored by

QuickPlay: Software-Defined FPGA Development Platform

QuickPlay: Software-Defined FPGA Platforms for Hardware-Augmented Applications