Re: breadboarding fast, tiny stuff

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- *From*: John Larkin <jjlarkin@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
- *Date*: Tue, 04 Mar 2008 10:14:33 −0800

On Tue, 4 Mar 2008 09:44:17 −0800, "Joel Koltner"
<zapwireDASHgroups@xxxxxxxxx> wrote:

> "Joerg" <notthisjoergsch@xxxxxxxxxxxxxxxxxxxx> wrote in message
> news:kKfzj.14592$0o7.6510@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>
> > Same reason as with video storage formats and such. Whatever wins in the
> > marketplace is going to be used in industry. And us consultants must use
> > what industry uses.
>
> "tar" also doesn't do any compression whatsoever −− it just packs everything
> together into one file ("Tape ARchive"). The more contemporary *NIX file
> format is .tgz ("tarred and then gZiped").
>
> If you really want to go non−mainstream, formats such as .ace (WinAce) can
> often gain an additional, say, 10% over Zip.
>
> −−−Joel

Not to change the subject (horrors!) but I did a nice little
compression thing for Xilinx configuration streams. We build roms that
have uP application code and one or more fpga config data blocks, so
that the uP configures the fpga's at powerup. Sometimes the fpga
blocks get big, too big for, say, a 4 mbit eprom, so our rom builder
program compresses them and the uP decompresses at runtime. The
resulting rom space is 0.2 to 0.5 of the original size and bit−bangs
faster than the uncompressed version. The key here is that the config
data has long runs of zeroes.

One of the new Virtex parts has something like 80 megabits of config
space!

John

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