#### **FPGA**

 A field-programmable gate array (FPGA) is an integrated circuit designed to be configured by a customer or a designer after manufacturing

# FPGA DESIGN AND IMPLEMENTATION FUNDAMENTALS

- Step 1 Design
  - Know what it is that you want to implement, e.g.
     an adding machine, or a traffic controller
  - Module-level diagrams and interactions between modules
  - Control logic and state machine drawings
  - Understand how your FPGA design will interact with the physical world, e.g. Ethernet, VGA, LCD.
  - Plan everything out before writing a single line of code! Explain the plan to someone else.

- Step 2 Implementation
  - Translate your plan to source code!
  - Express each module in HDL source code
  - Connect the modules in hierarchical order like building LEGO blocks. You should end up with a single top-level file.
  - Use any text editor (even Notepad or Wordpad will do) as long as the file name ends with ".v"

- Step 3 Simulation
  - Simulation is the single most important debugging tool you will ever use in a FPGA design
  - You will have access to real-time debugging tools (e.g. chipScope) but simulation is far easier to find and fix the bugs.

- Step 4 Logic Synthesis
  - Once the bugs are out, a logic synthesis tool analyzes the design and generates a netlist with common cells available to the FPGA target
  - The netlist should be functionally equivalent to the original source code.
  - We will use ISE's XST to synthesize the project

- Step 5 Technology Mapping
  - The synthesized netlist is mapped to the devicespecific libraries.
  - The result is another netlist that's closer to the final target device.
  - On ISE this is performed by NGDBUILD

- Step 6 Cell Placement
  - The cells instantiated by final netlist are placed in the FPGA layout, i.e. each cell is assigned a physical location on the target device.
  - Can be a time-consuming process depending on the size of the design and complexity of timing and physical constraints.
  - On ISE this process is done by the program MAP (i.e. map to physical location)

- Step 7 Route
  - Often referred to as "Place-and-Route" in combination with cell placement.
  - In this process, the placement tool determines how to connect ("route") the cells in the device to match the netlist
  - Can be a time-consuming process depending on the size of the design and complexity of timing and physical constraints.
  - Done by program PAR on ISE.

- Step 8 Bitstream Generation
  - A placed and routed design can be used to produce a programming file to program the FPGA.
  - The programming file is called a "bitstream." It contains everything there is about how to configure the cells and connecting them.
  - Done by program BITGEN on ISE.
  - Now you have a "compiled" FPGA design.

#### Tools of Trade

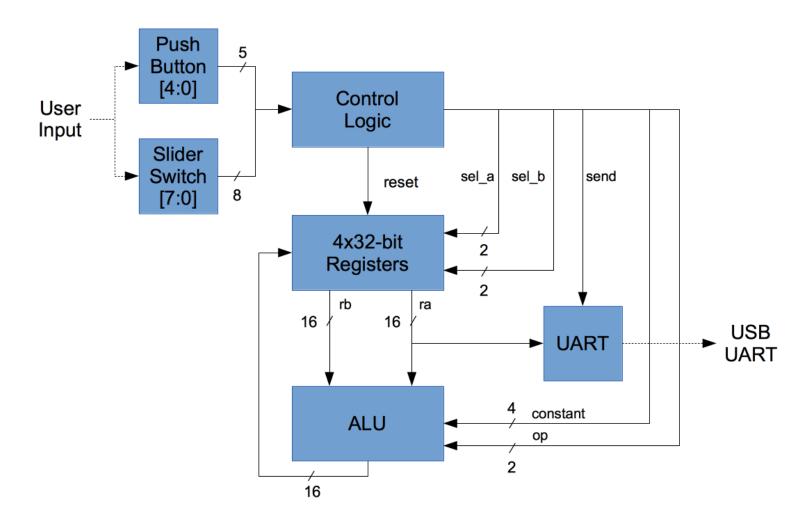
- Text editor of choice
- Simulator
  - ISE Webpack provides ISIM
  - Alternatively use free Modelsim PE
- Synthesis
  - ISE Webpack provides XST
  - Alternatively use Synplify Pro (evaluation version)
- Map, Place-and-Route
  - ISE Webpack

# **EXAMPLE PROJECT - SEQUENCER**

# **Example Project**

- The example project is a adder/multiplier sequencer
- The sequencer has four 16-bit general purpose registers
- The sequencer can perform add or multiply instructions using registers as operands
- The results are stored into the register file

# Project Diagram

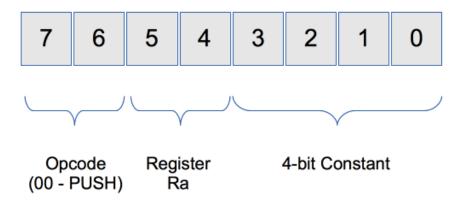


### Sequencer Operation

- To operate the sequencer, the user enters instructions using the switches and push buttons:
  - 8 switch positions represent a single instruction
  - Push center button to enter and execute the instruction
     Test Shorts

 The switch combination shown above represents an instruction of "11001100"

#### 8-bit Instruction Word

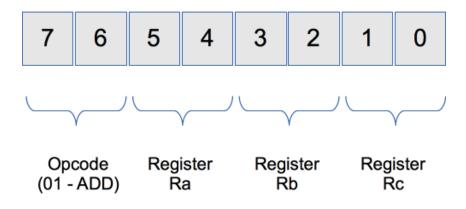


 PUSH (00) instruction leftshifts the target register by 4 bits and "pushes" the new constant in.

#### Example:

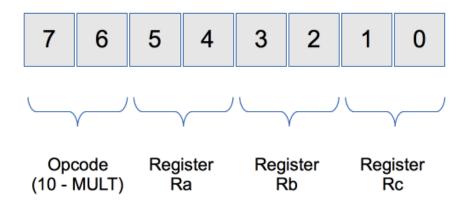
- R0 starts with value 0x55AA
- PUSH RO 0xB
- Now R0 is 0x5AAB
- Exercise: how to set R0 to all zeros?

8-bit Instruction Word



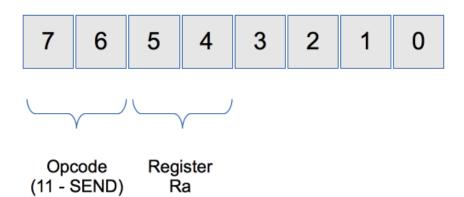
- ADD (01) instruction adds Ra and Rb and stores the result to Rc
- Addition is performed in unsigned integer arithmetic
- Example:
  - ADD R0 R1 R3
  - $-R0+R1 \rightarrow R3$

#### 8-bit Instruction Word



- MULT (10) instruction multiplies Ra and Rb and stores the result to Rc
- Inputs are assumed to be unsigned integers
- Only the lower 16-bit results are retained
- Example:
  - MULT R3 R0 R2
  - $R3 * R0 \rightarrow R2$

8-bit Instruction Word



- SEND (11) instruction sends the content of Rt to the UART for display
- The 16-bit value is converted to ASCIIHEX and appended with a newline character
- Example:
  - R1 has a value of 0x1234
  - SEND R1 causes the UART to send "1234\n"

# Other Operations

- The push button BTNR (right button) resets values of all registers to 0
- The 8 LED indicators shows the number of instructions executed since the last reset, in binary

#### Exercise

- What's the output of the following instructions (assuming the reset is pushed just now)?
  - PUSH R0 0x4
  - PUSH RO 0x0
  - PUSH R1 0x3
  - MULT R0 R1 R2
  - ADD R2 R0 R3
  - SEND RO
  - SEND R1
  - SEND R2
  - SEND R3

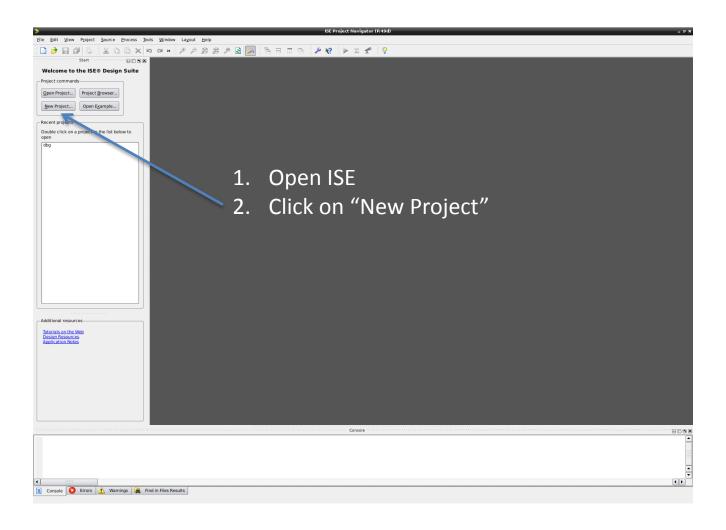
Now is the time to create the ISE project and go through steps 2-8

# EXAMPLE PROJECT IMPLEMENTATION

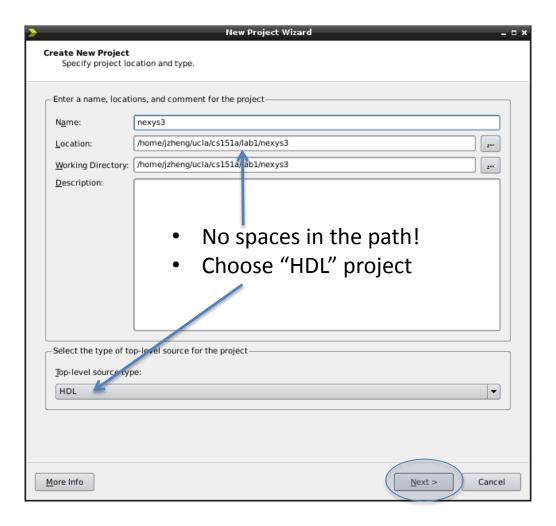
# Implementation

- The previous section roughly describes the \*Design\* aspect of the sequencer project
- In this section, we will walk through the rest of steps (coding, simulation, etc.)
- Fortunately you are already provided with all the files ready for implementation
- Unzip the package that you are given and follow the steps in the following slides

# Create an ISE Project

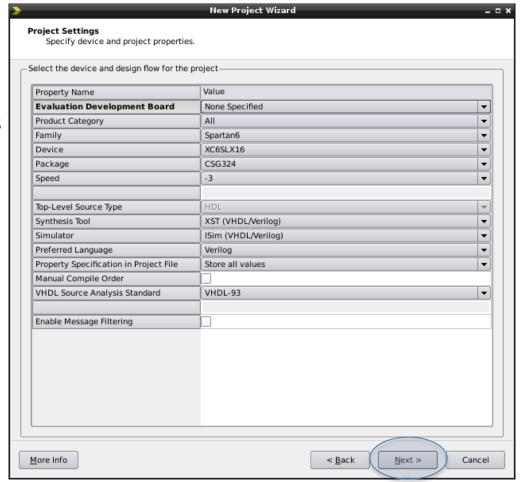


# New Project Dialogue

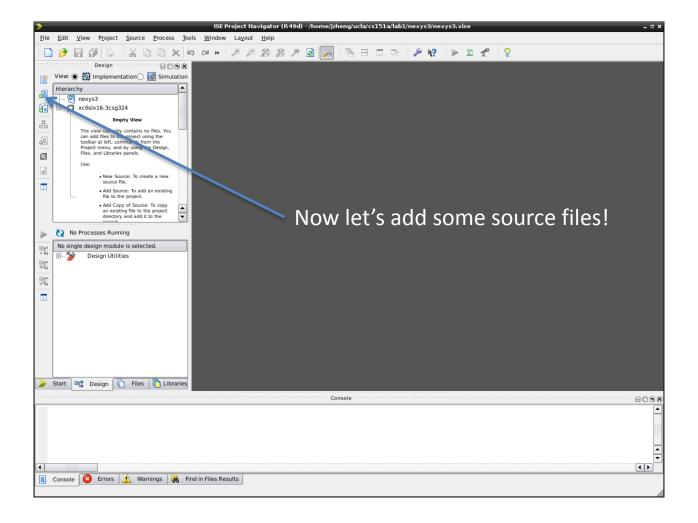


#### **Device Properties**

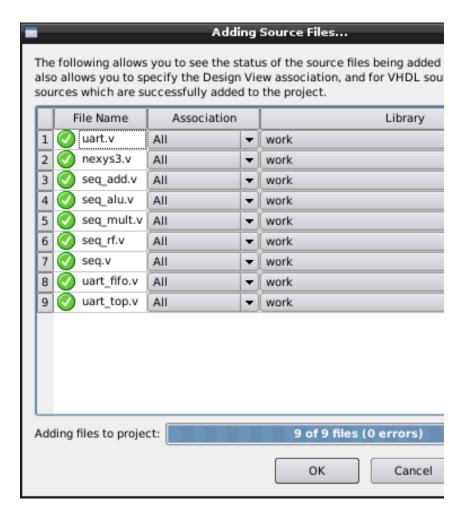
Make sure the fields match what you see here



# **Project Created**

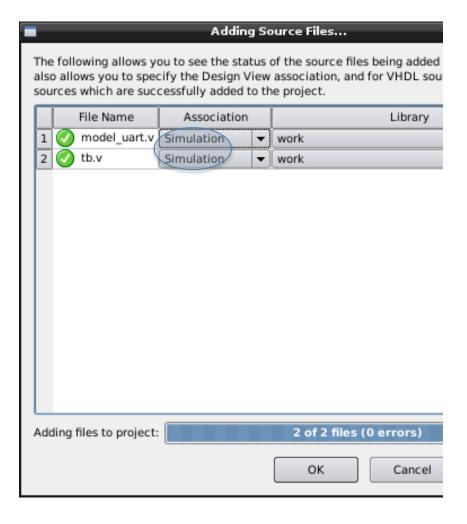


#### Add RTL Sources



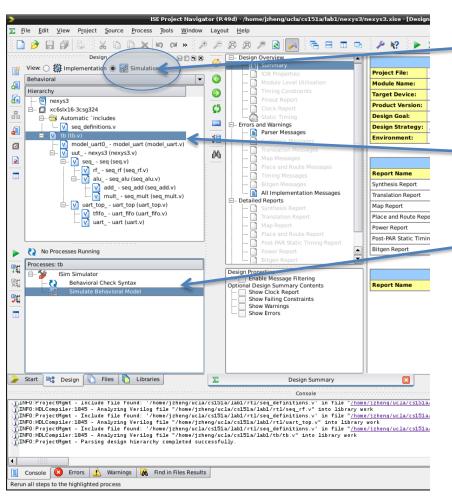
- 1. Click on "Add sources"
- 2. Select all files under the rtl subdirectory, except for seq\_defininitions.v

#### Add Simulation Files



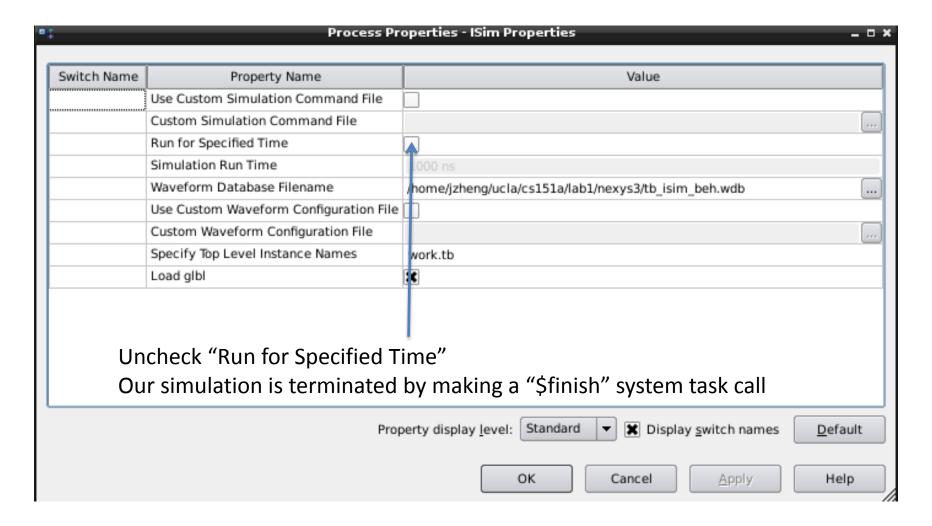
- 1. Click on "Add sources" again
- 2. Select all files under the tbench subdirectory.
- 3. Make sure their association is "Simulation"

# Almost Ready for Simulation!



- Switch to simulation view
- Select tb.v from Hierarchy view
- Right click on
   "Simulate Behavioral
   Model" in process
   view
- 4. Click on "Process Properties"

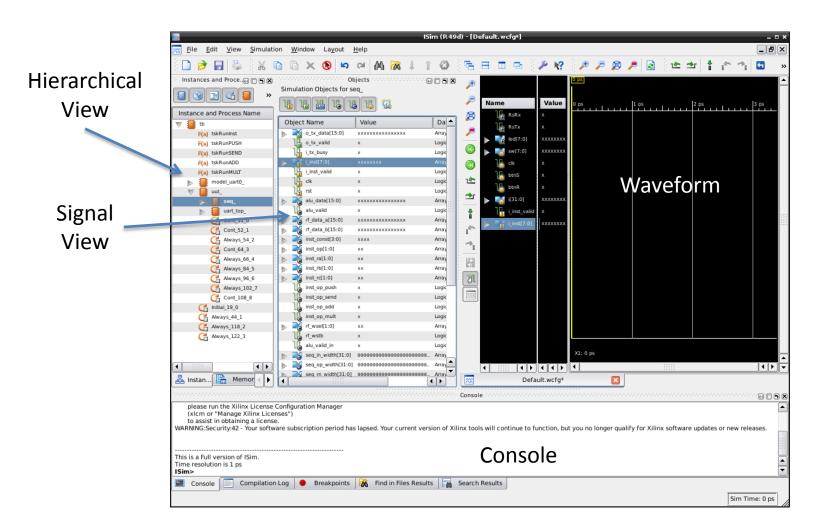
# **ISIM** Process Properties



#### Launch ISIM

- Right click on "Simulate Behavioral Model" again, this time choose "run all"
- ISIM will be launched
- ISIM is the simulation environment where you can dynamically debug the circuit, much like a software debugger
- Your main focus should be on the console window and the waveform window

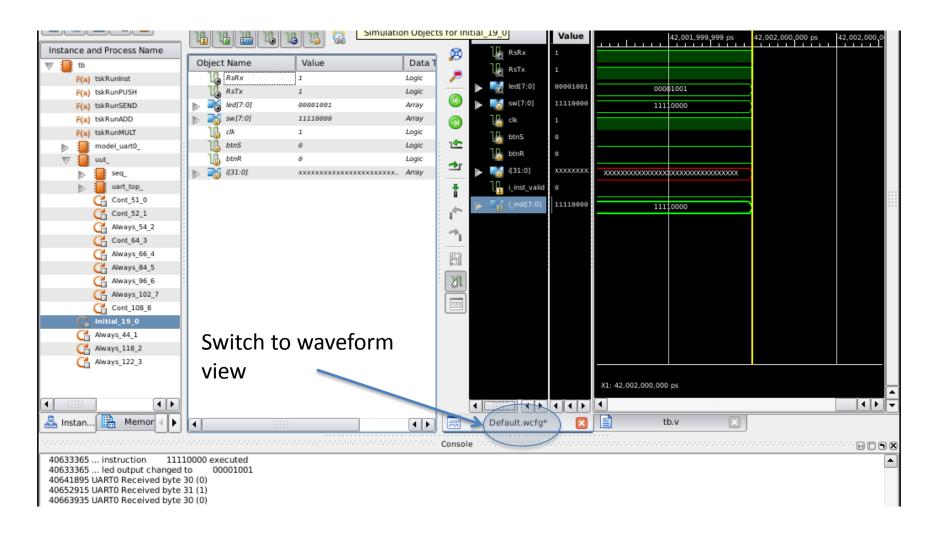
#### **ISIM Main Window**



#### Simulation

- Take a look at the provided test bench file tb.v, it run a small "program" that evaluates the exercise from slide 24.
- Spend some time in ISIM to add some signals to the waveform display
  - Find uut\_ in hierarchical view
  - Add inst\_wd and inst\_vld to the waveform
  - These two signals indicate when the instruction is captured by the sequencer from the slider switches
- When ready, choose "Simulation" from the top menu, and "run all"
- Watch the output in the console and the waveform viewer

#### **Post Simulation Examination**

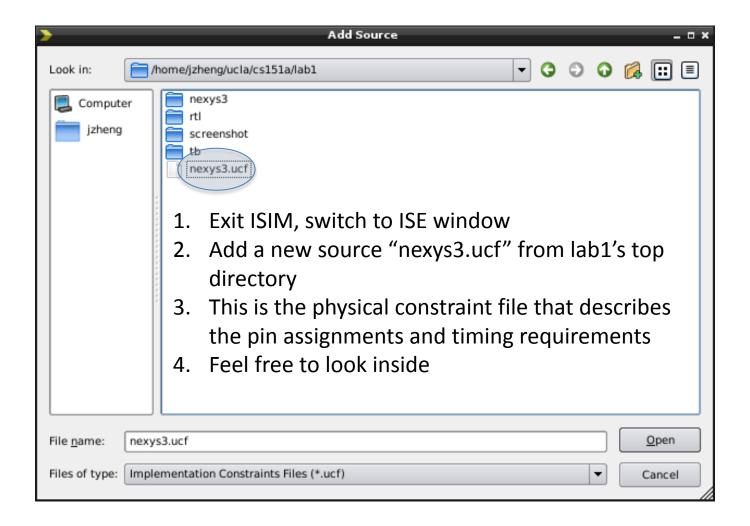


# Simulation Console Output

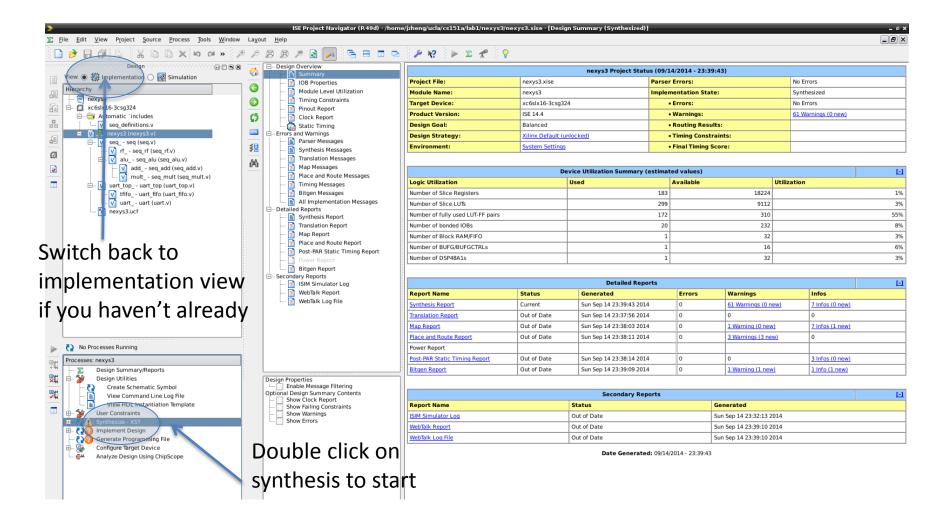
```
ISim>
# run all
Simulator is doing circuit initialization process.
Finished circuit initialization process.
     5 ... led output changed to
 1501000 ... Running instruction
                                    00000100
 5243925 ... instruction
                            00000100 executed
 5243925 ... led output changed to
                                      00000001
 6001000 ... Running instruction
                                    00000000
 9176085 ... instruction
 9176085 ... led output changed to
                                      00000010
 10501000 ... Running instruction
                                     00010011
                            00010011 executed
 14418965 ... instruction
 14418965 ... led output changed to
                                       00000011
 15001000 ... Running instruction
 18351125 ... instruction
                            10000110 executed
 18351125 ... led output changed to
                                       00000100
 19501000 ... Running instruction
                                     01100011
 23594005 ... instruction
                            01100011 executed
 23594005 ... led output changed to
                                       00000101
 24001000 ... Running instruction
                                    11000000
 27526165 ... instruction
                            11000000 executed
 27526165 ... led output changed to
                                       00000110
 27534695 UARTO Received byte 30 (0)
 27545715 UARTO Received byte 30 (0)
 27556735 UARTO Received byte 34 (4)
 27567755 UARTO Received byte 30 (0)
 27578775 UARTO Received byte 0a (
 28501000 ... Running instruction
                                    11010000
 31458325 ... instruction
                            11010000 executed
                                       00000111
 31458325 ... led output changed to
 31466855 UARTO Received byte 30 (0)
 31477875 UARTO Received byte 30 (0)
 31488895 UARTO Received byte 30 (0)
 31499915 UARTO Received byte 33 (3)
 31510935 UARTO Received byte 0a (
 33001000 ... Running instruction
                                    11100000
 36701205 ... instruction
                            11100000 executed
 36701205 ... led output changed to
                                       00001000
 36709735 UARTO Received byte 30 (0)
 36720755 UARTO Received byte 30 (0)
 36731775 UARTO Received byte 43 (C)
 36742795 UARTO Received byte 30 (0)
 36753815 UARTO Received byte 0a (
```

Do these UARTO outputs match your expectation (see slide 24)?

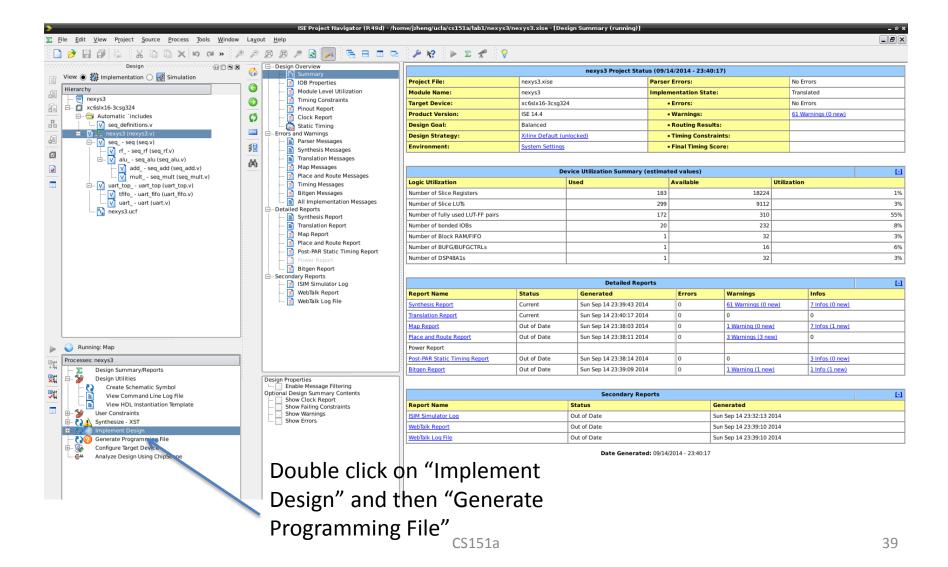
## Prepare Project for Synthesis



# Ready for Synthesis



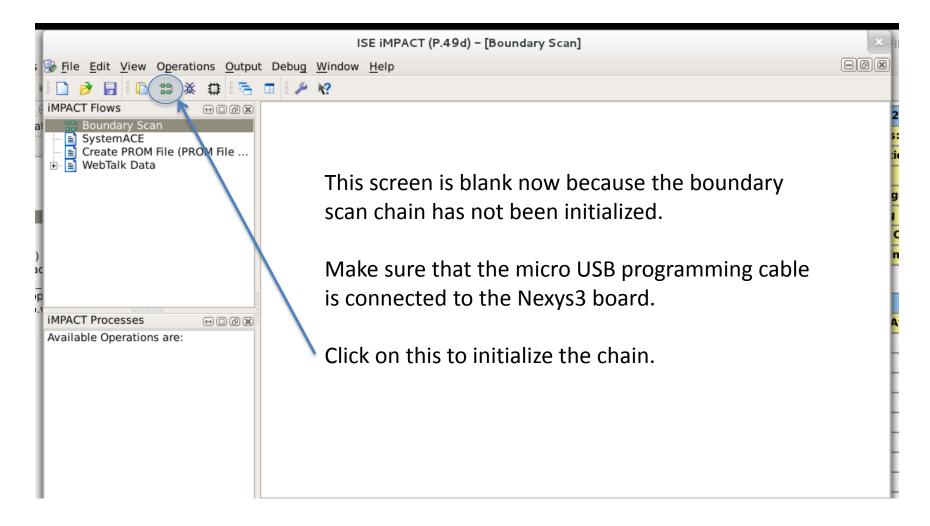
#### Place-n-Route and Bitstream



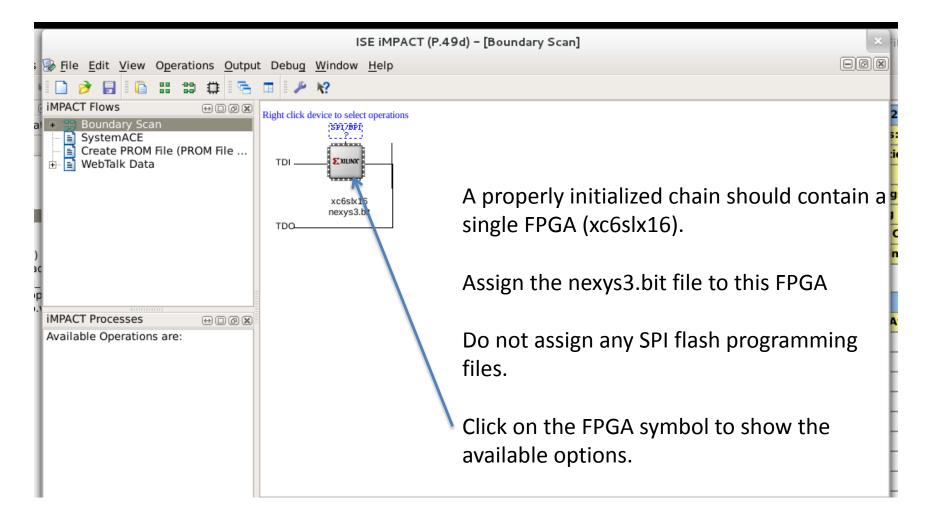
#### Download Bitstream to FPGA

- By now you should have a nexys3.bit file generated.
- You will now program the FPGA using this file.
- Click on "Configure Target Device" to open the Impact program.

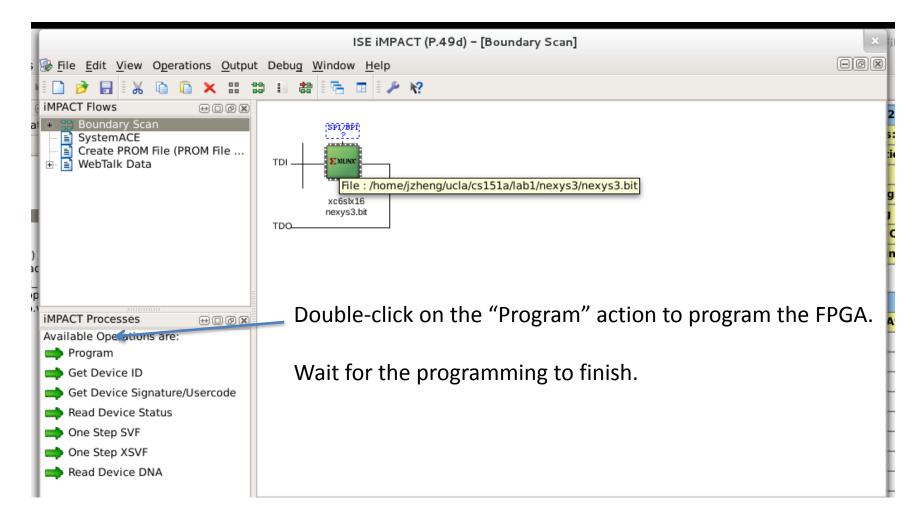
# **ISE Impact**



#### Scan Chain Initialization



## Program FPGA



### **PLAY TIME!**

### Set up a serial console

- We now need to set up a serial console to talk to the FPGA's UART
- Use BAUD RATE 1000000, 1-8-1, no parity, no hw flow control
- Windows:
  - May need to install FTDI serial driver
  - http://www.chipkin.com/using-putty-for-serial-com-connectionshyperterminal-replacement/
- Mac:
  - May need to install FTDI driver
  - Follow the minicom instructions from here <a href="http://pbxbook.com/other/mac-tty.html">http://pbxbook.com/other/mac-tty.html</a>
- Linux:
  - Driver should be built-in: /dev/ttyUSB0
  - minicom –D /dev/ttyUSB0 –b 10000000
  - If you run into permission problems, it's usually because you are not a member of the "dialout" group

## Use the Sequencer

- Translate the "program" from slide 24 into binary instructions
- Enter these instructions using the slider switches and the btnS button
- Watch the serial console window. Does the output match your expectation?
- Does the LEDs reflect the instruction count?

#### Exercise

- Write a program to print out the first 10 numbers of the Fibonacci series.
- Try to understand the project's source files as much as you can, including the test benches.
- For bonus, read the Nexys3 user manual regarding the 7-segment LED display, and design a hardware controller that controls the display.

#### Conclusion

- If you are having trouble following the steps, take a deep breath. Read the slides again, and make sure you understand the instructions.
- If you don't know what each of the step is for, ask your TA or classmates.
- If you are enjoying this lab so far, you are in a good shape to pass this class!