FPGA-Tutorial

Jochen Steinmann

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Lecture 01

28.10.2020





Organisation I

Date and Place

- Remote via ZOOM (link in Moodle)
- Wednesday 14:30 16:00 obligatory
 16:00 17:30 optional

Structure

- Solution of the last Excercise
- Presentation (FPGA / Electronics / VHDL)
- Hand's on tutorial
- "Homework"

Requirements for this course

- CIP Pool Login
- X2Go connection
- Slides and Skeleton programs will be (hopefully) inside the Moodle before the tutorial





About myself

Dr. Jochen Steinmann
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Duties:

JUNO: OSIRIS - Design of a <u>Development of a PMT readout system</u> consists of Microcontroller, FPGA, ADC etc.

Responsible for hardware design.







Scope of this tutorial

What this tutorial cannot do?

- Improve your soldering skills
- Make you an electrical engineer
- Make you an FPGA "expert"

What this tutorial can do?

- Help you understanding electrical engineers talking about FPGA / Programmable Logic
- Help you programming a basic firmware
- Get an overview of programmable logic
 - Problems and their solutions
 - Features and how they can be used

Lecture

Overview about detectors

GEANT4

Simulation of detectors

FPGA

Readout of detectors





Motivation

Why does a Physicist needs FPGA-Knowledge?

- All "big" Experiments use readouts / trigger based on FPGAs
- Understanding the processes inside a FPGA helps troubleshooting the experiment
- Typical distribution of work
 - Electronic workshop:
 - PCB layout
 - Production of the real hardware
 - Physicists
 - Firmware
 - Tests
 - Commissioning





Why programmable Logic

State of the art

- Designing Prototype electronics
- Allow "easy" reconfiguration
 - If you need a counter, just implement it
 - If you don't need it remove it
 - Decisions can be done, when the PCB is produced
 - You can make connections inside the Chip no need to solder a wire

Proper PCB layout and design is mandatory!

- Firmware has to match the experiment
 - Physicists should know all about their experiment
 - They know all the timing issues etc.
- If you want to build a custom chip (ASIC), the design flow is almost the same!
 - Same language





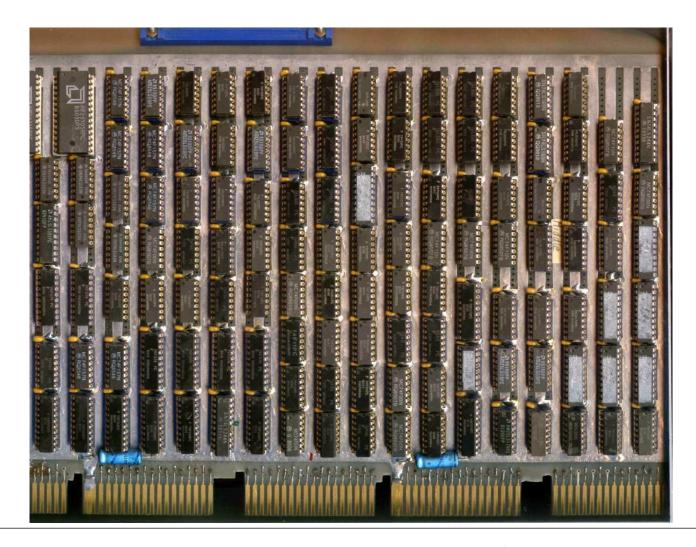
Why programmable IC's?

- Producing a chip costs much more than producing a PCB
 - Using the same chip on many PCBs increases number of chips
 - Reduces costs per chip
- If a chip is programmable, it can be used on many PCBs
 - Different "firmware" for different situations
- Fast and cheap turnaround times
 - FPGA:
 - Firmware test takes several hours
 - Easy debugging (using on chip debug features)
 - No new PCB design needed
 - ASIC development
 - Time between Tape Out and Chip back 3 4 month
 - If you have a mistake in your silicon, you will notice it about 6 month later





Early times of digital electronics







Early times of digital electronics







History of Programmable Logic Devices

1960th

Fuse Configurable Diode Matrix

1971

Programmable ROM

1978

- Programmable Array Logic PLA
- Gate Array Logic GAL reprogrammable
- Complex Programmable Logic Device CPLD
 In circuit programmable
 Configured during programming → keep configuration during power cycle

1989

Field Programmable Gate Array FPGA

Development process CLPD & FPGA is almost the same

PLA Programmable Logic Array every boolean operation fixed logic gates and programmable interconnections (matrix) OTP (one time programmable)





What are FPGAs?

Programmable Logic Devices

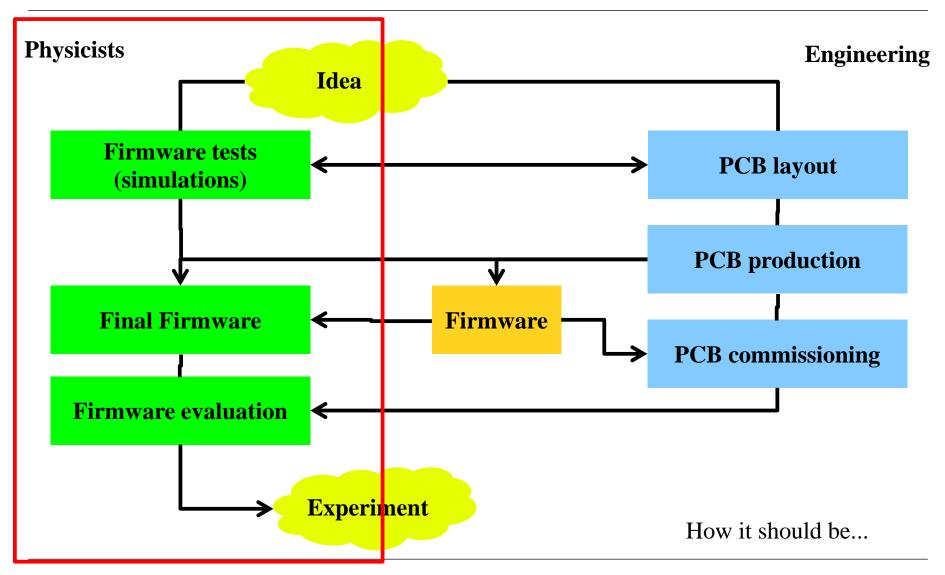
- More detailed
 - Lot of additional function-blocks
 - RAM, DSP
 - Flexible configuration, recofiguration in the experiment
 - Are able to host mikrocontrollers

Usage of FPGAs:

- Deterministic calculation
- Well defined timing between input and output
- High speed data analysis & manipulation
- Easy interface to
 - Memory different types SRAM, DDR3, DDR4
 - Ethernet 100Mbit/s, 1000Mbit/s
 - PCI / PCIexpress
 - High Speed serial transceiver (Virtex7 up to 2.8 Tb/s in conmbined mode)











Programming an FPGA

Better describe the functions ...

- Everything the FPGA should do, is described using a HDL
 - Hardware Description Language (we use VHDL)
 - No programming and compiling
- Use GHDL as a simulation tool
- Why VHDL?
 - Alternative: Verilog
 - Very structured
 - Highly used in European hardware development projects
- Origin of HDL in development of Chips
 - HDL were used to describe the behavior of the chip and the simulation stimulus
 - another language was used to create the netlists needed for production
 - At some point it has been decided to use one language for both processes

Use VHDL







How to program a FPGA?

No programming, just description!

Hardware Description
HDL

Describe what the hardware should do.

Syntax Check

Check Syntax

Synthesis

"compiles" the design to transform HDL source into an architecture-specific design netlist

Translate

Map

Fits the design into the available resources on the target device, and optionally, places the design

Place & Route

Places and routes the design to the timing constrains

Programming

Write configuration into the FPGA or configuration memory





VHDL

Very High Speed Integrated Circuit Hardware Description Language

- The logic inside FPGAs are described
 - If you call it correctly we are describing the hardware inside the FPGA
 - It's not software or firmware it's hardware!





Naming convention

- Filenames
 - .m.vhd modules
 - .tb.vhd testbenches
- Inputs/Outputs
 - i_sl_<name> in std_logic
 - o_sl_<nameout std_logic



```
-- lecture 01 simple gate
-- just forwarding the signal
```

library ieee;
use ieee.std_logic_1164.all;

```
architecture behaviour of lecture01 is
begin

process(i_sl_x)
begin
    -- compare to truth table
    if (i_sl_x = '1') then
        o_sl_F <= '1';
    else
        o_sl_F <= '0';
    end if;
    end process;
end behaviour;</pre>
```

<= assign a value to o_sl_F

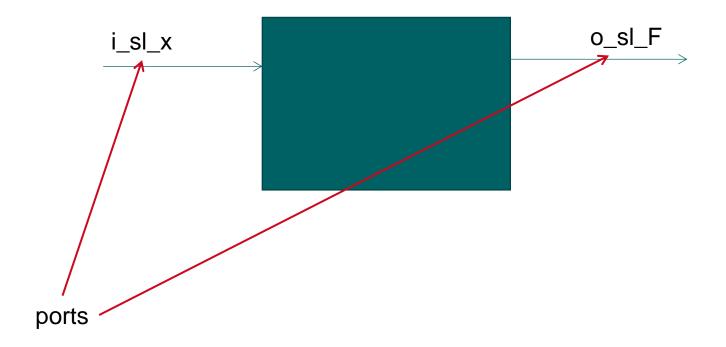




VHDL introduction

entity

Describes our module from outside

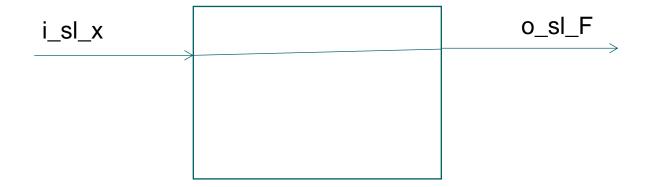




VHDL introduction

architecture

Describes what is inside our module





VHDL operators

Logic operators:

and, or, nand, nor, xor, not

Equality operators:

= -- equal to

/= -- not equal to

Relational operators:

< -- less than

> -- greater than

<= -- less than or equal to

>= -- greater than or equal to

Variable Assignment (we will use it later as well)

:=

Signal Assignment

<=

```
signal s1 : std_logic;
variable v1 : std_logic;
s1 <= '0';
```

s1 <= '0'; v1 := '1';

difference signal / variable later ...





First exercise

- Modify the skeleton lecture_01, that it includes
 - All logic operators at the same time
 - e.g. implement an additional o_sl_and <= x and y;



Thank you!



