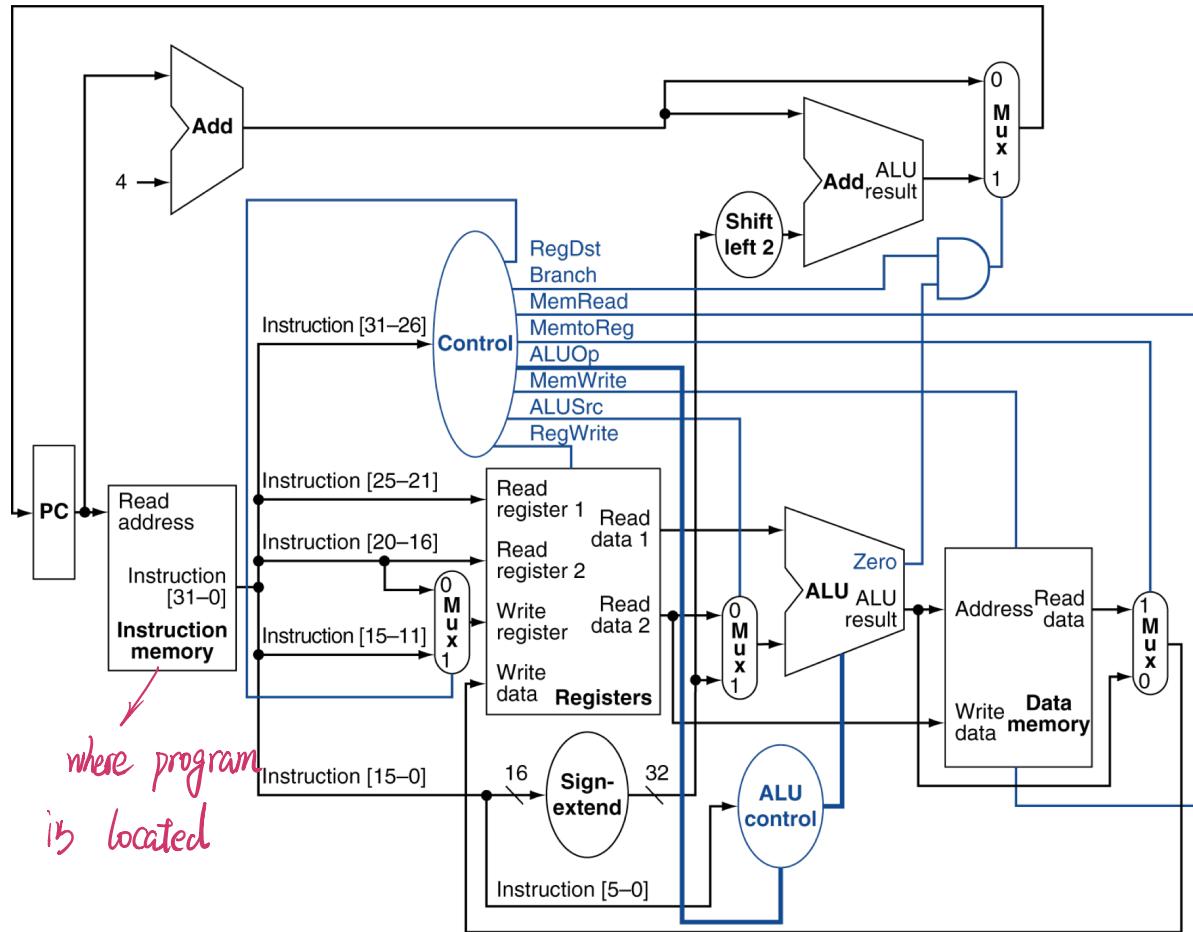


# Topic 15

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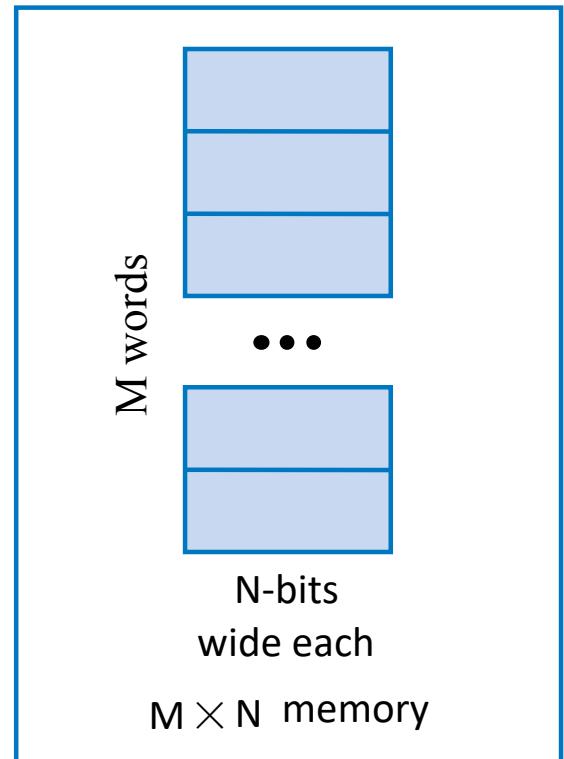
## Memory and PLD

# Big Picture – Simplified Computer



# Memory Components

- ***MxN memory***
  - M words (row)
  - N bits (column) wide each
- Types of memory
  - RAM
  - ROM

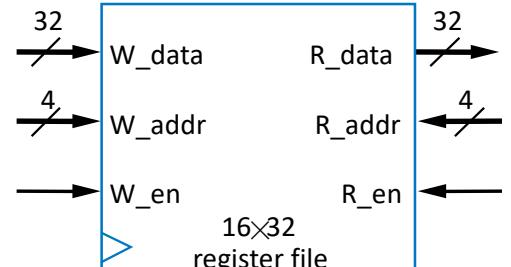
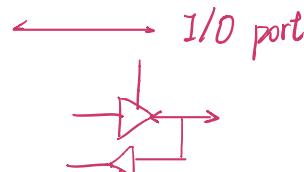


# Random Access Memory (RAM)

- RAM – readable and writable memory
  - Logically same as register file
    - Memory with address inputs, data inputs/outputs, and control
  - RAM vs. register file
    - RAM is typically larger
    - RAM typically stores bits more efficiently than flip flops
    - RAM typically implemented on a chip in a square rather than rectangular shape – keeps longest wires (hence delay) short

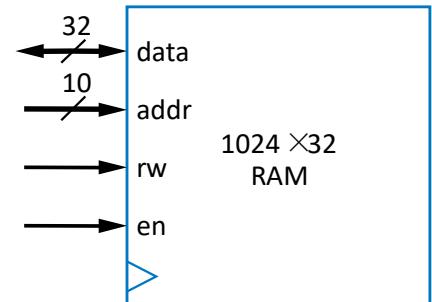


↑↑↑: either writing  
or reading



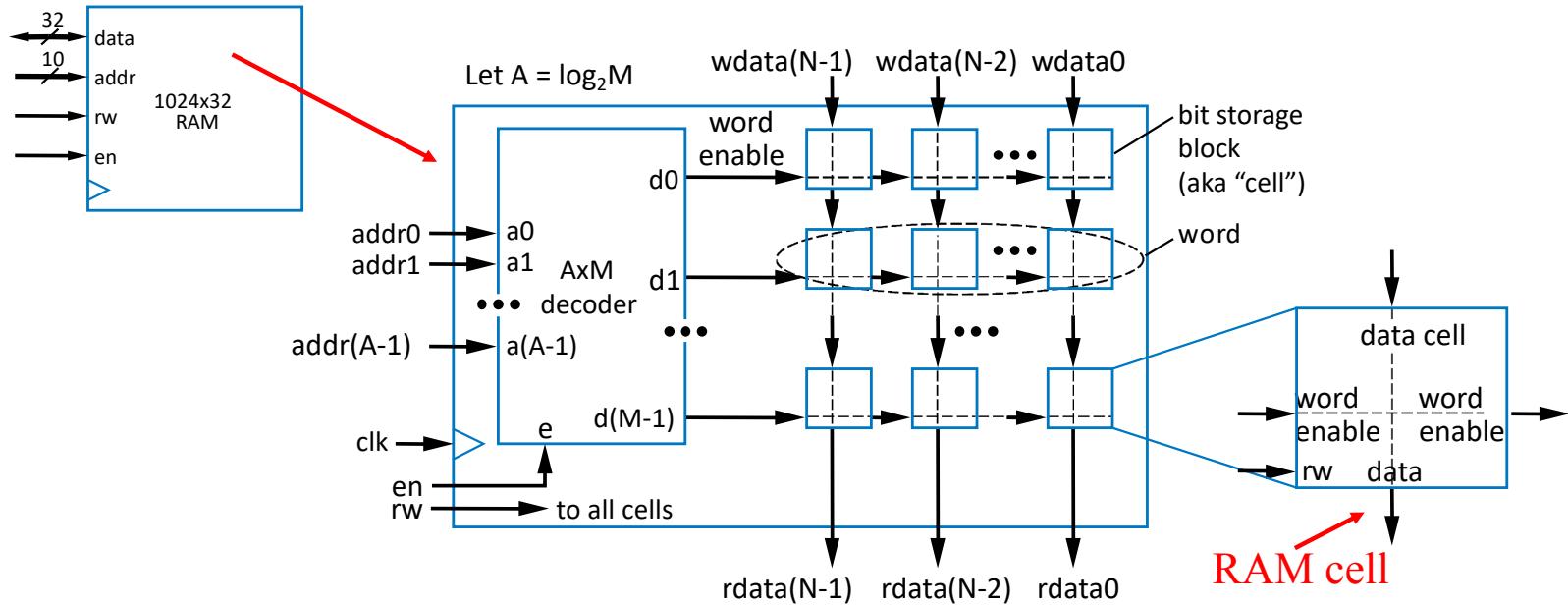
Register file

10 → 表示2<sup>10</sup>行，每行32 data



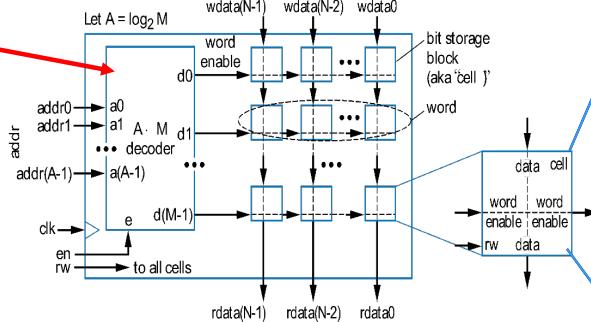
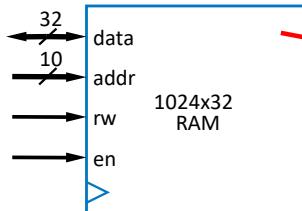
RAM block symbol

# RAM Internal Structure

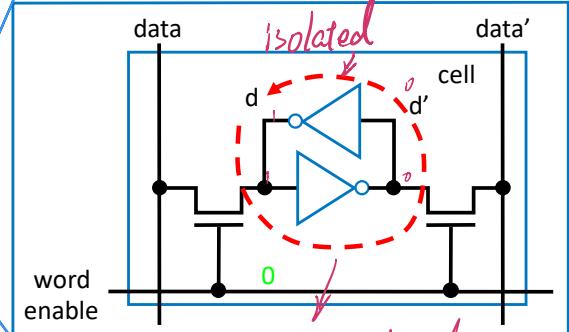


- Similar internal structure as register file
  - Decoder enables appropriate word based on address inputs
  - **rw** controls whether cell is written or read

# Static RAM (SRAM)



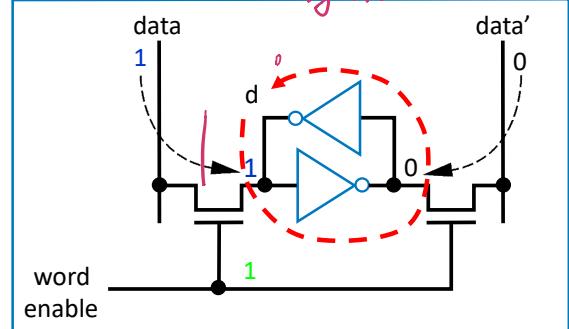
SRAM cell



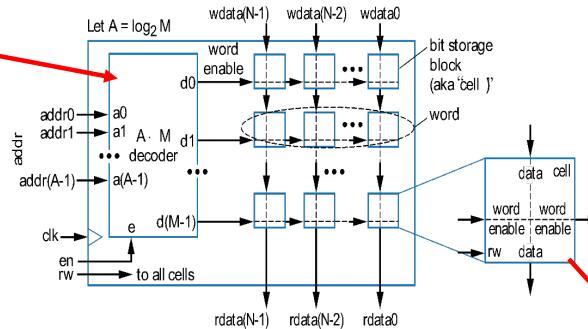
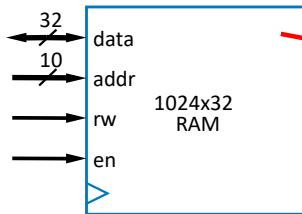
- “Static” RAM cell

- 6 transistors (recall inverter is 2 transistors)
- Writing this cell
  - *word enable* input comes from decoder
  - When 0, value *d* loops around inverters
    - That loop is where a bit stays stored
  - When 1, the *data* bit value enters the loop
    - *data* is the bit to be stored in this cell
    - *data'* enters on other side
    - Example shows a “1” being written into cell

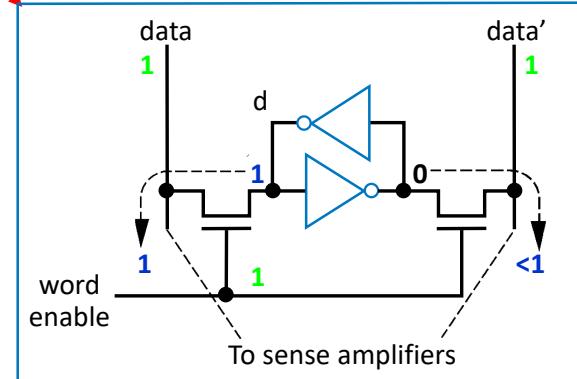
SRAM cell



# Static RAM (SRAM)



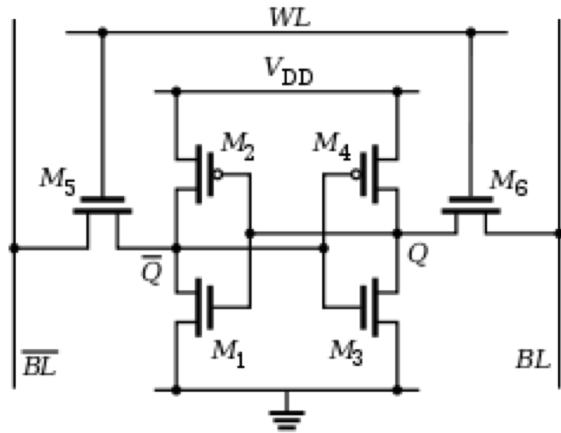
SRAM cell



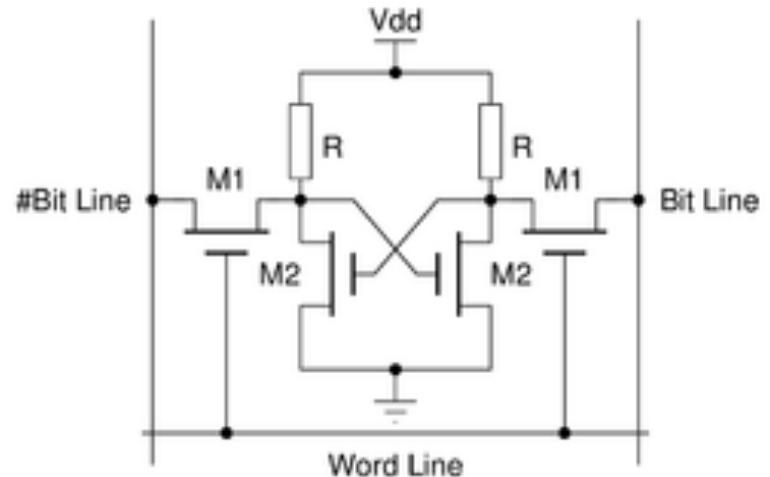
- “Static” RAM cell
  - Reading this cell
    - Somewhat trickier
    - When rw set to read, the RAM logic sets both *data* and *data'* to 1
    - The stored bit *d* will pull either the left line or the right line down slightly below 1
    - “Sense amplifiers” detect which side is slightly pulled down

# Static RAM (SRAM)

Implementation with 6 transistors

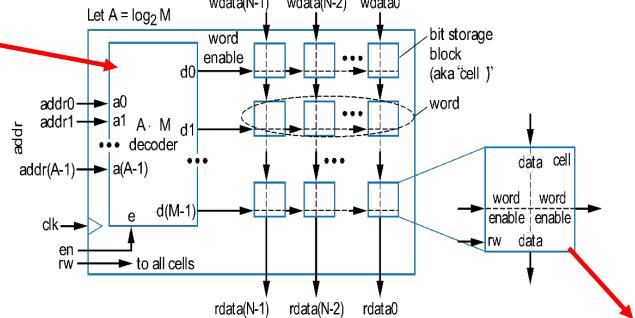
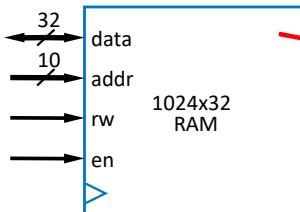


Implementation with 4 transistors



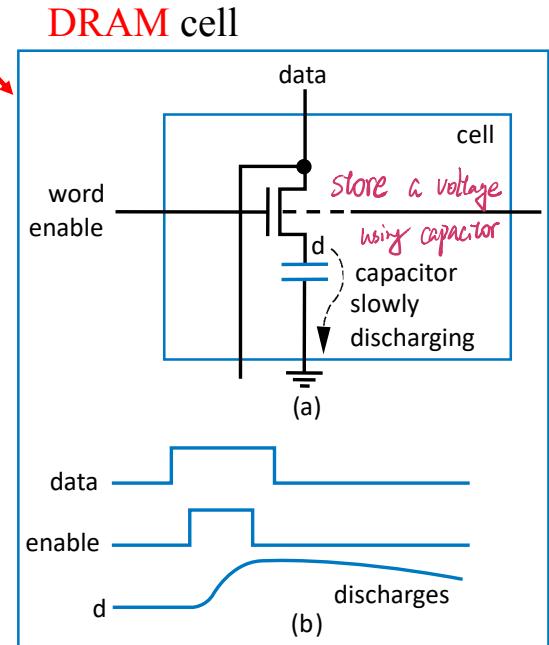
Source: wikipedia

# Dynamic RAM (DRAM)



DRAM: 更便宜但更慢

- “Dynamic” RAM cell
  - 1 transistor (rather than 6)
  - Relyes on large capacitor to store bit
    - Write: Transistor conducts, data voltage level gets stored on top plate of capacitor
    - Read: sense amplifier on the data line
    - Problem: Capacitor discharges over time
      - Must “refresh” regularly, by reading  $d$  and then writing it right back



D-ram need to be charged over and over again<sup>9</sup>

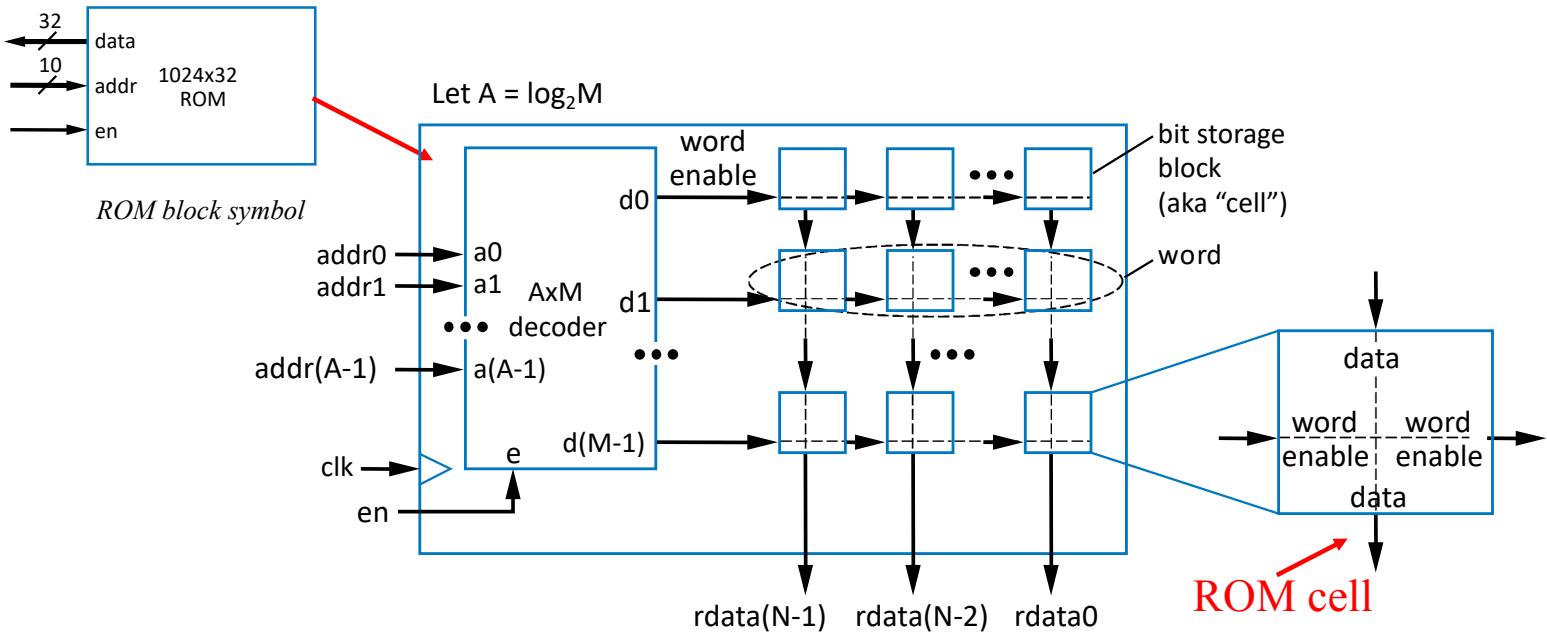
# Comparing Memory Types

- Register file
  - Fastest
  - But small capacity and biggest size
- SRAM
  - Fast
  - More compact than register file
- DRAM
  - Slowest
    - And refreshing takes time
  - But very compact
- Use register file for small items, SRAM for large items, and DRAM for huge items
  - Note: DRAM's big capacitor requires a special chip design process, so DRAM is often a separate chip

# Read-Only Memory – ROM

- Memory that can only be read from, not written to
    - Data lines are output only
    - No need for *rw* input
  - Advantages over RAM
    - Compact: May be smaller
    - **Nonvolatile:** Saves bits even if power supply is turned off
    - Faster Speed: especially than DRAM
    - Low power: Doesn't need power supply to save bits, so can extend battery life
  - Choose ROM over RAM if stored data won't change (or won't change often)
- Volatile: (挥发性的)*  
*Unplug the source. 信息就没了*

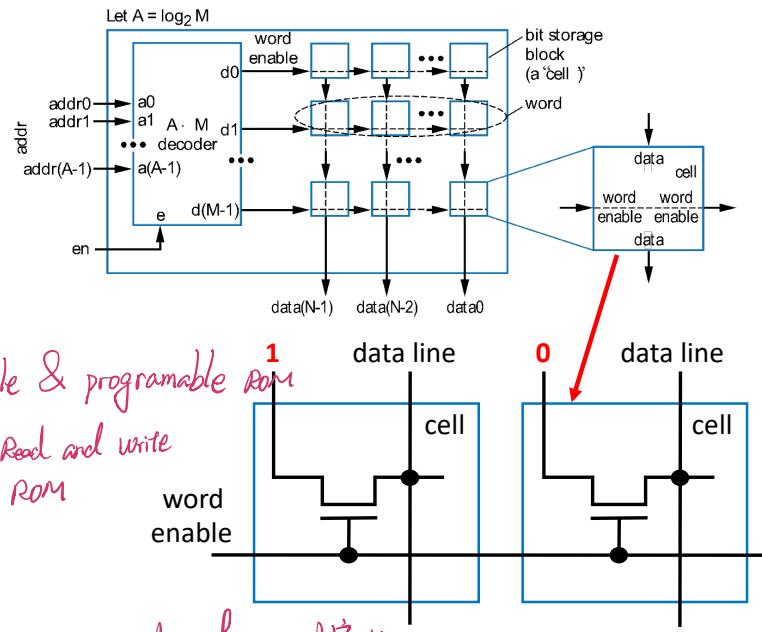
# Read-Only Memory - ROM



- Internal logical structure similar to RAM, without the data input lines

# Read-Only Memory - ROM

- How are bits stored in ROM?
  - Storing bits in a ROM known as *programming*
  - Fuse-Based Programmable ROM (one time programming)
  - Erasable Programmable ROM (EPROM)  
*用 uv light  
erase*
  - Electronically-Erasable Programmable ROM (EEPROM)  
*x uv light  
but electronic  
way*
    - Flash memory



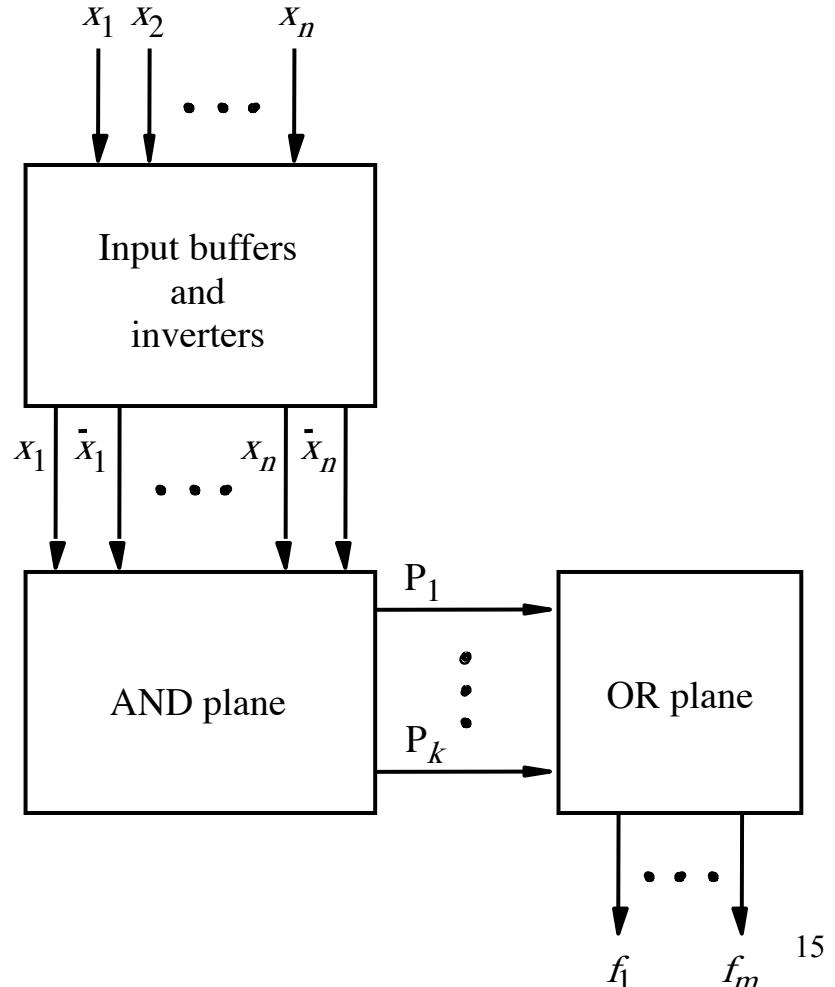
*cheapest*

# Programmable Logic Devices

- PLD
  - First introduced in 1970s
  - Can be viewed as a “black box” containing logic gates and programmable switches
    - The logic gates and programmable switches can be customized to implement specific logic circuit
  - Simple programmable logic devices (SPLD)
    - Programmable logic array (PLA)
    - Programmable array logic (PAL) *improved version of PLA*
  - Complex programmable logic array (CPLD)
  - Field-programmable gate array (FPGA)

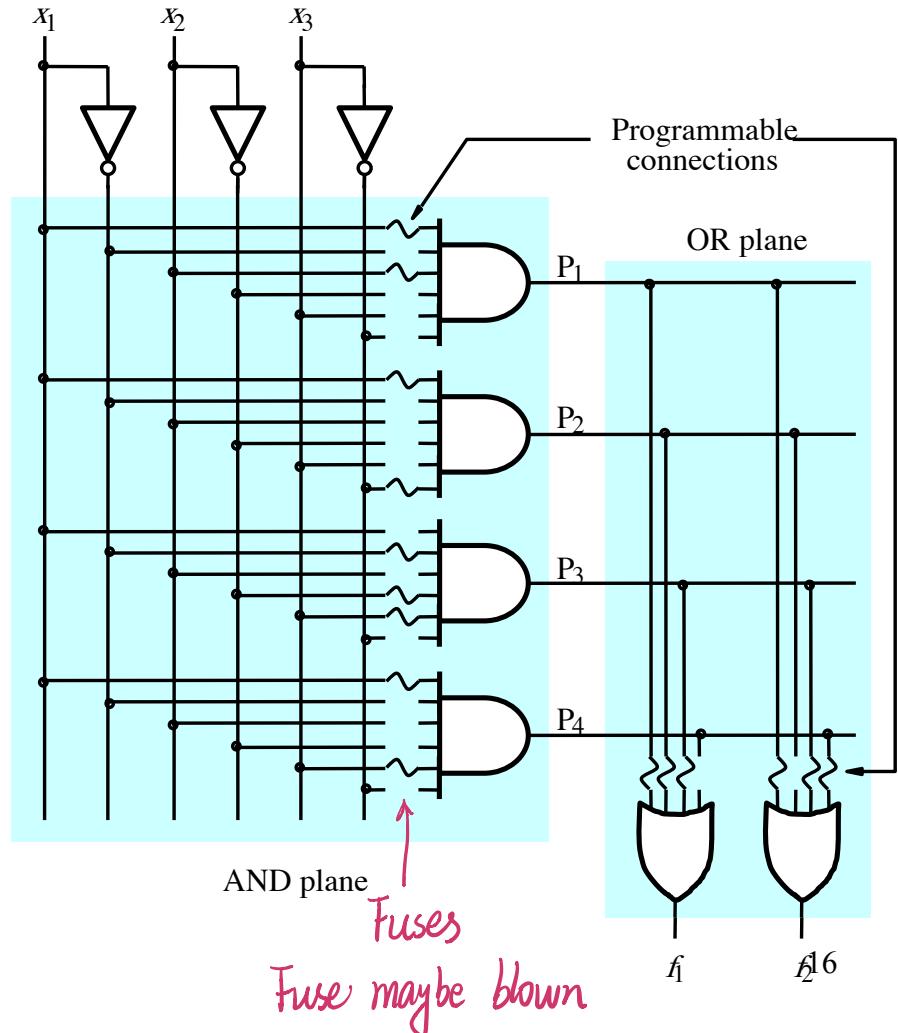
# Programmable Logic Array (PLA)

- Comprises a collection of buffers, inverters, AND gates, OR gates
- Can be used to realize logic circuit in sum-of-products (SOP) form,
- Example:  
 $f = x'yz + xy'z'$



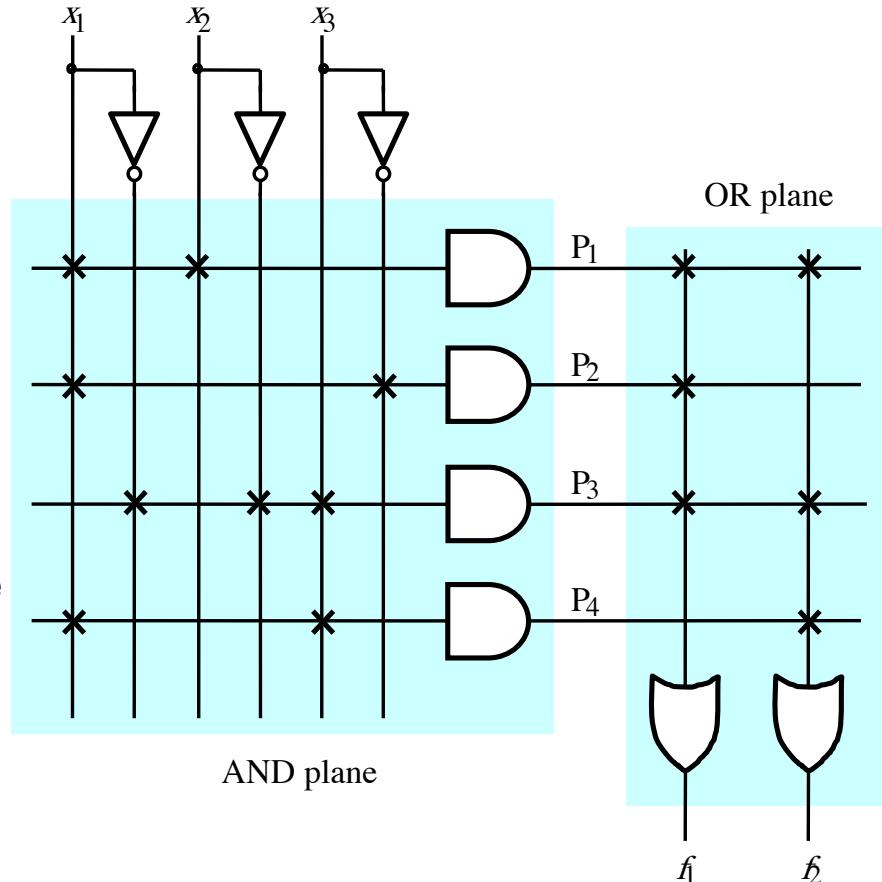
# Programmable Logic Array (PLA)

- Buffers and inverters provide both true value and complement of each input
- AND plane provides the product terms
- OR plane provides the sum of the product terms
- Example:
  - $P_1 = x_1x_2$
  - $P_2 = x_1x_3'$
  - $P_3 = x_1'x_2'x_3$
  - $P_4 = x_1x_3$
  - $F_1 = P_1 + P_2 + P_3$
  - $F_2 = P_1 + P_3 + P_4$



# Programmable Logic Array (PLA)

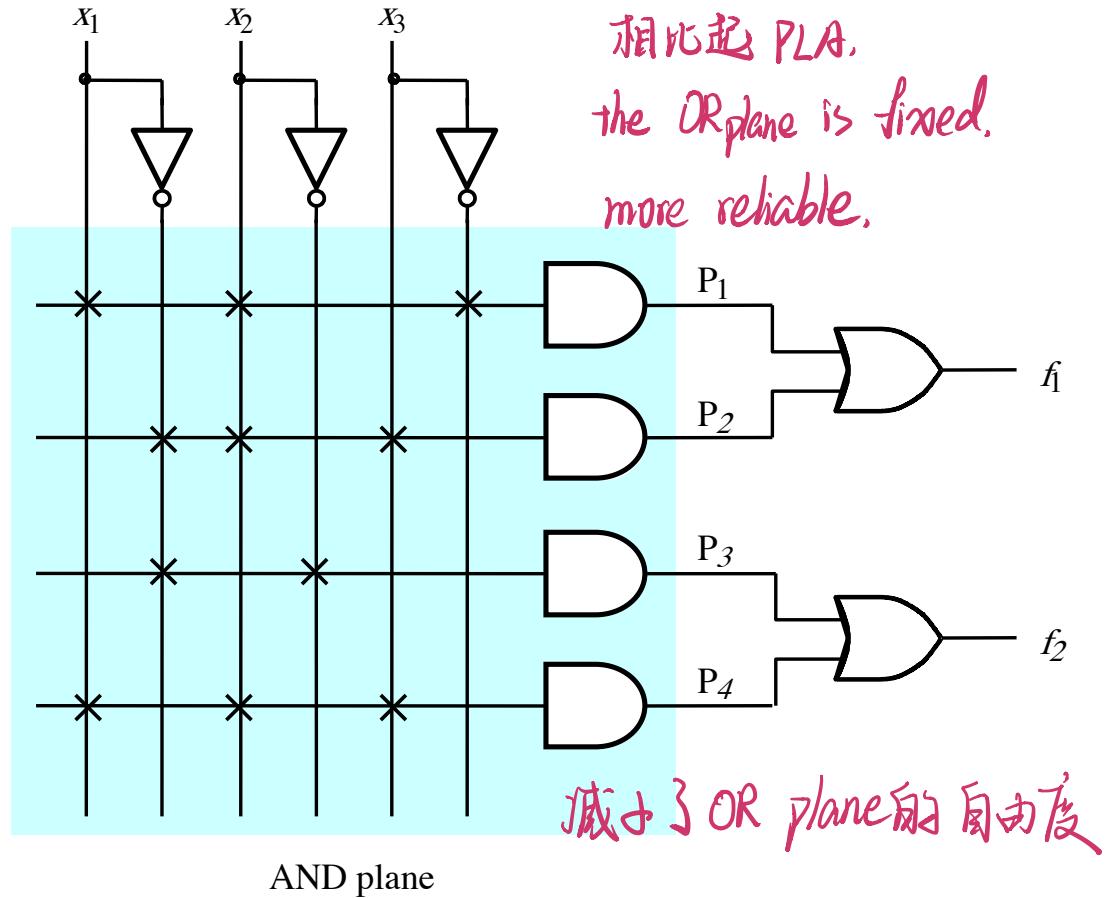
- Each AND gate has  $2 \times N$  inputs
  - $N$ , number of primary inputs
- Each OR gate has  $M$  inputs
  - $M$ , number of AND gates
- **Problem:** size of the inputs
- Commercially available PLAs typically have:
  - 16 inputs
  - 32 AND gates
  - 8 OR gates
- Connections replaced by single lines, “x” indicates a connected input to the gate



# Programmable Array Logic (PAL)

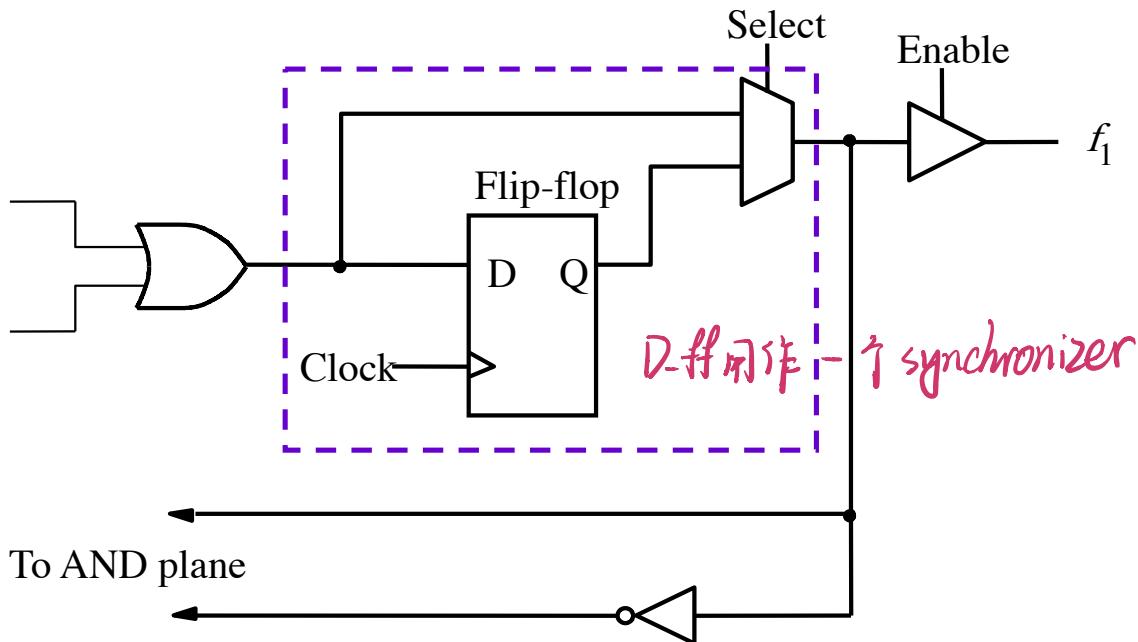
- Drawbacks of PLA
  - Hard to fabricate correctly due to the programmable connections
  - Special implementation of the programmable connections reduce the speed of circuits in PLA
- Solution: fix the OR plane – PAL
  - Less expensive
  - Better performance
  - Became popular in practical applications

# Programmable Array Logic (PAL)



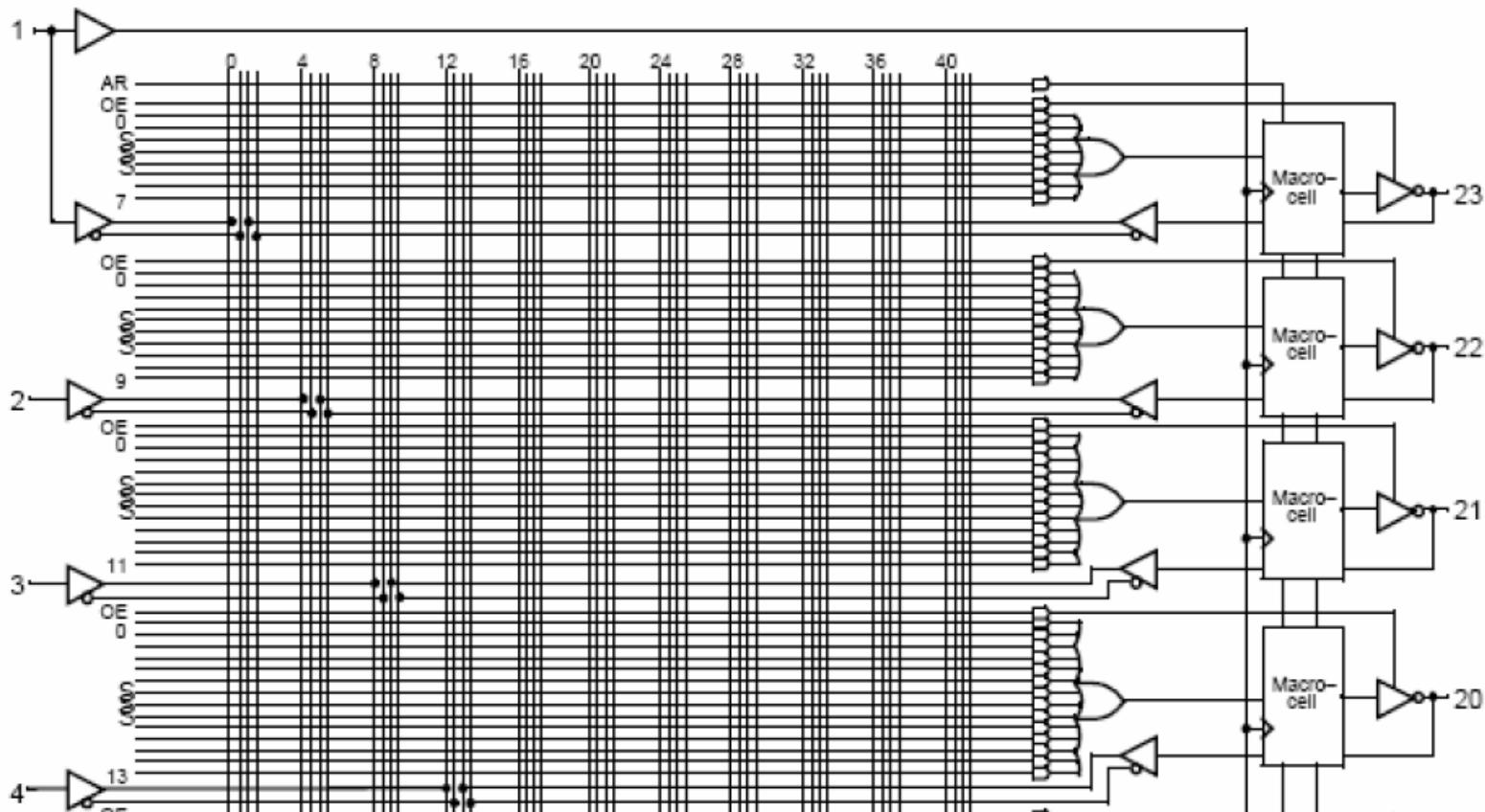
# Programmable Array Logic (PAL)

- In order to provide additional flexibility, an extra circuit is inserted between the OR output and the chip pin - *Macrocell*



# PAL Example

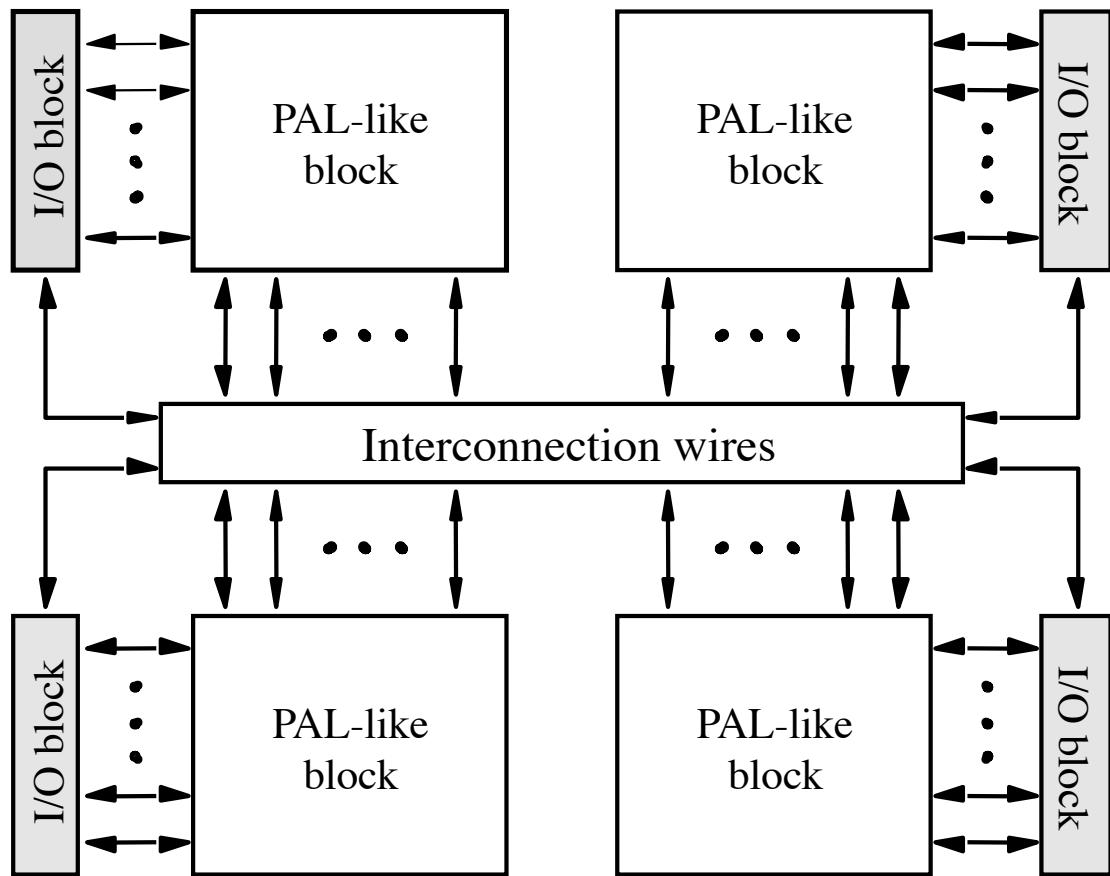
- Compensate for the reduced flexibility
  - Various numbers of inputs to the OR gates

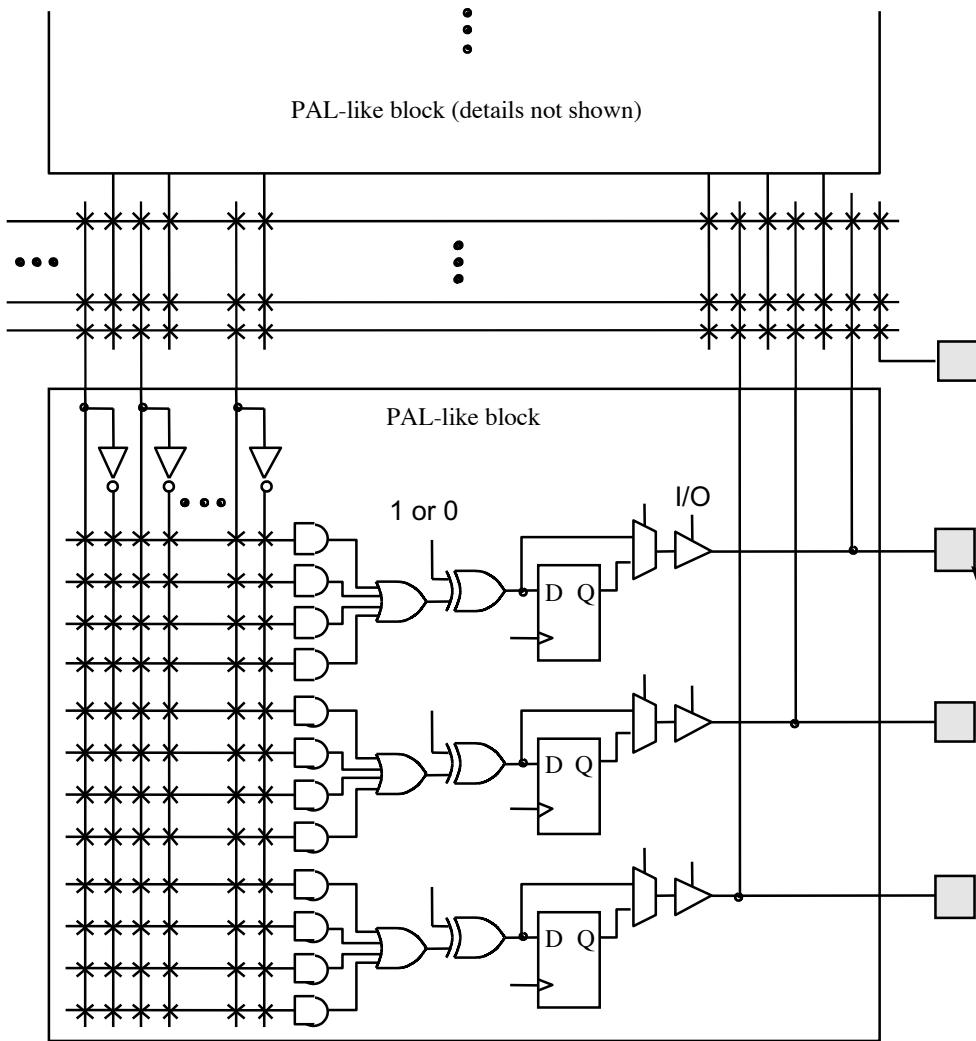


# Complex Programmable Logic Devices (CPLD)

- Composed of multiple PAL/PLA-like circuit blocks
  - Blocks are connected through a set of interconnection wires
  - Blocks are connected to the IC chip pins through a set of I/O blocks
  - Number of blocks may vary from 2 to over 100
- Provides more inputs and outputs
- Provides more flexibility
- May accommodate bigger size circuit

# CPLD





# Field Programmable Gate Array (FPGA)

- First introduced by Xilinx in 1985
- Most FPGA providers are "fabless", allows
  - focus on device capability
  - improvement of design software
  - offering IP cores

# Types of FPGA

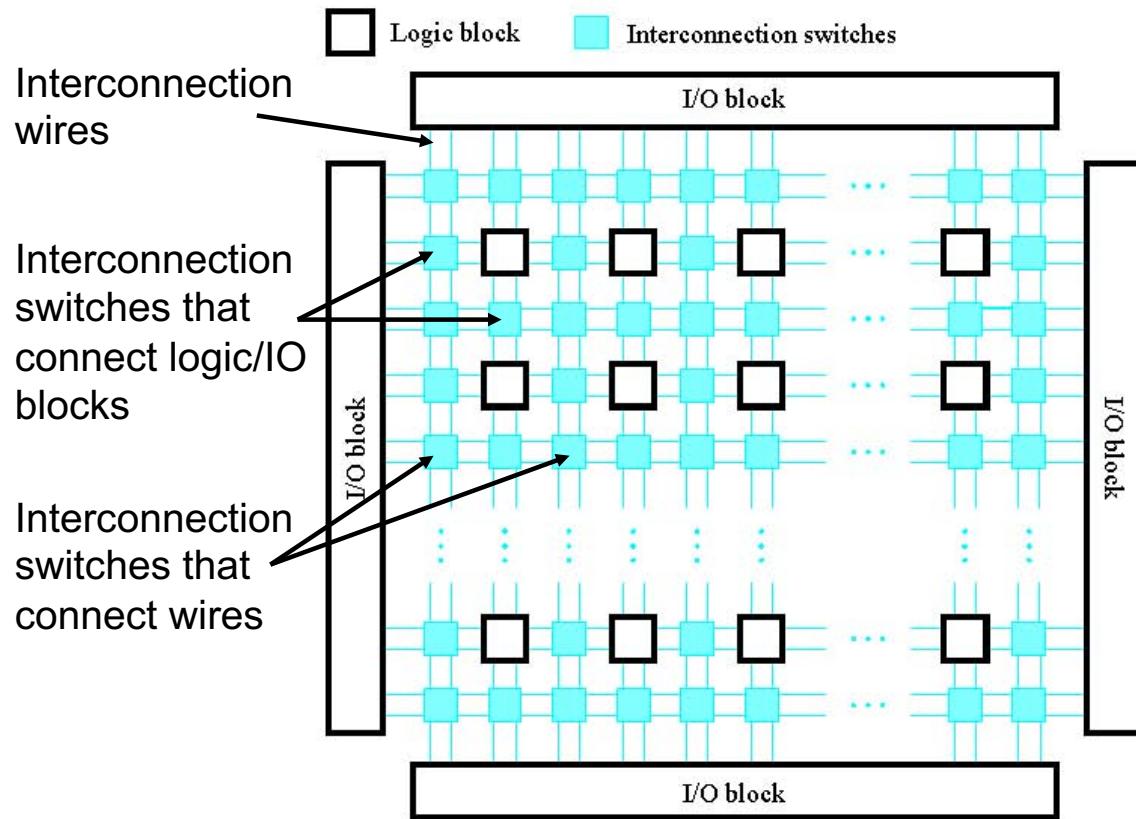
- Reprogrammable
  - SRAM-based FPGA
    - Volatile, often the best choice for prototyping and development
    - Supports in-system-programming (ISP)
    - What we used in the labs
  - EEPROM-based (Flash-based) FPGA
- One-Time Programmable (OTP)
  - Anti-Fuse-based FPGA
  - EPROM-based FPGA

# Internal Structure

- Composed of logic blocks and wires
  - Configurable Logic blocks (CLB)
  - I/O blocks (IOB)
  - Interconnection wires and switches

# FPGA Architecture

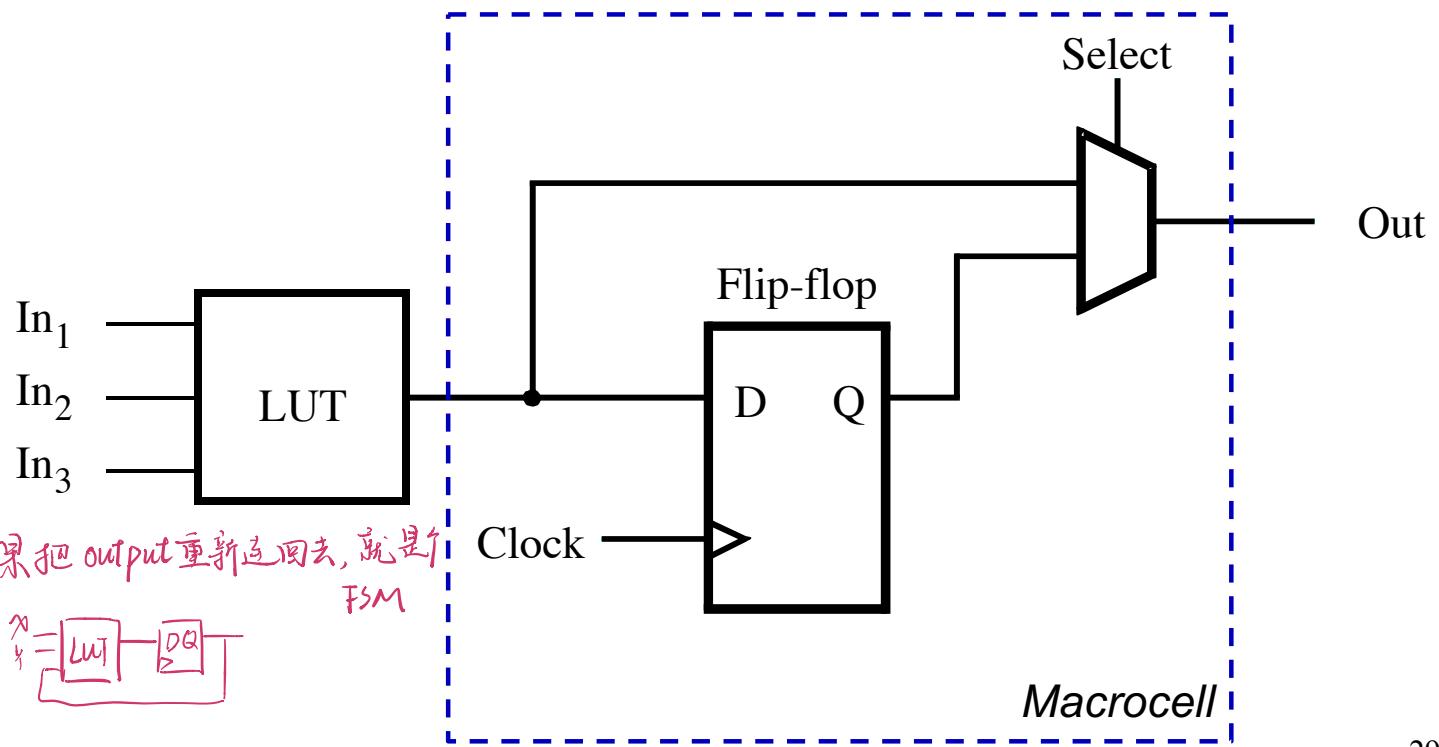
- Typical FPGA architecture



*Courtesy of Xilinx Inc.*

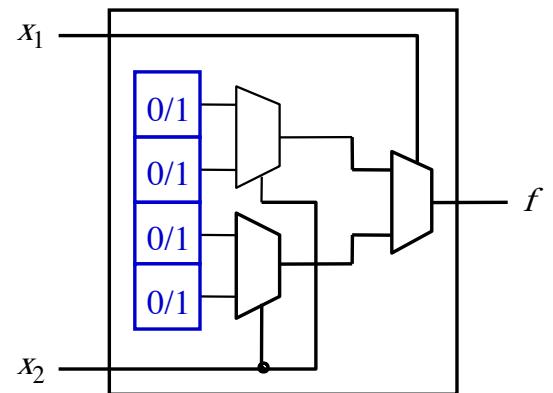
# Programmable (Configurable) Logic Block

- PLB (or CLB), like in SPLD and CPLD, macrocell is added to provide more flexibility



# Look Up Table (LUT)

- A typical PLB has a LUT
- Each LUT contains  $2^N$  storage cells, N is the number of inputs to the LUT
  - SRAM for storage cell
  - Each storage cell can hold a value, either “1” or “0”
  - The cells are programmed to implement particular logic functions
  - The cells may be reconfigured to implement a different logic function in the same LUT
- N input LUT can implement any N variable logic function

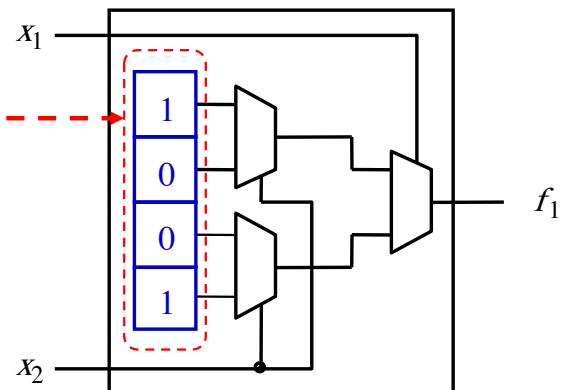


# LUT Example

- Implement the logic function specified by the truth table using a 2-input LUT

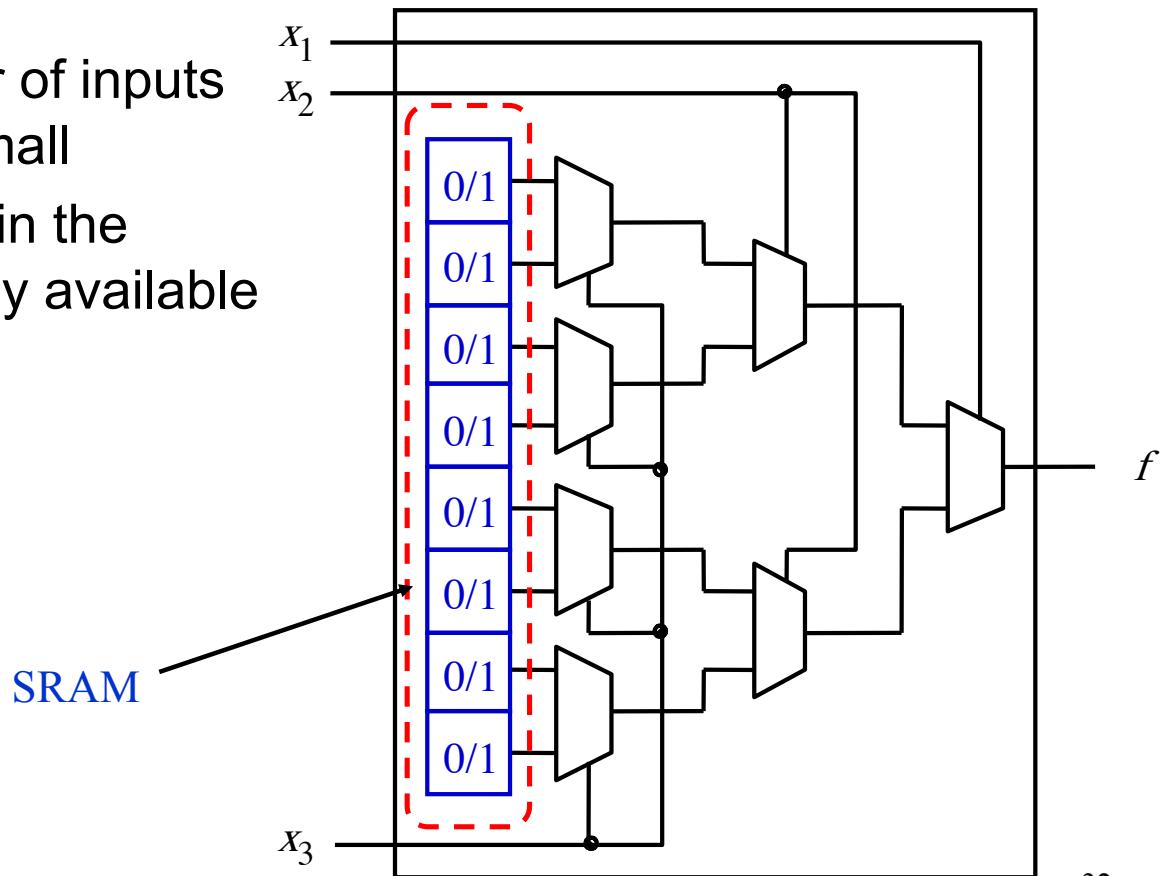
$x_1$	$x_2$	$f_1$
0	0	1
0	1	0
1	0	0
1	1	1

$$f_1 = x_1'x_2' + x_1x_2$$



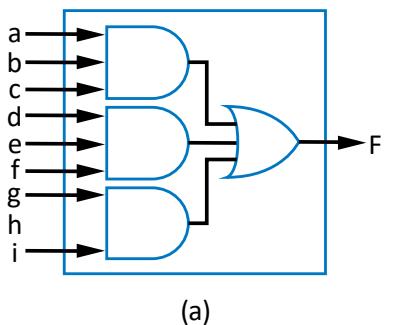
# 3-input LUT

- The number of inputs to LUT is small
- 4 - 6 inputs in the commercially available FPGAs

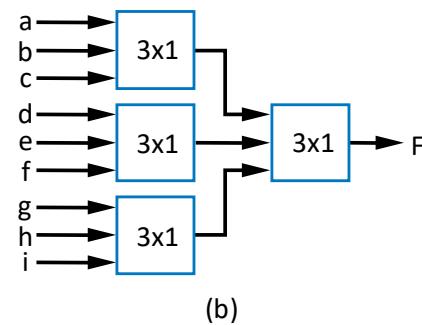


# FPGA Internals: Lookup Tables (LUTs)

- Implement bigger circuit with smaller LUTs
  - Example: 9-input circuit



Original 9-input circuit

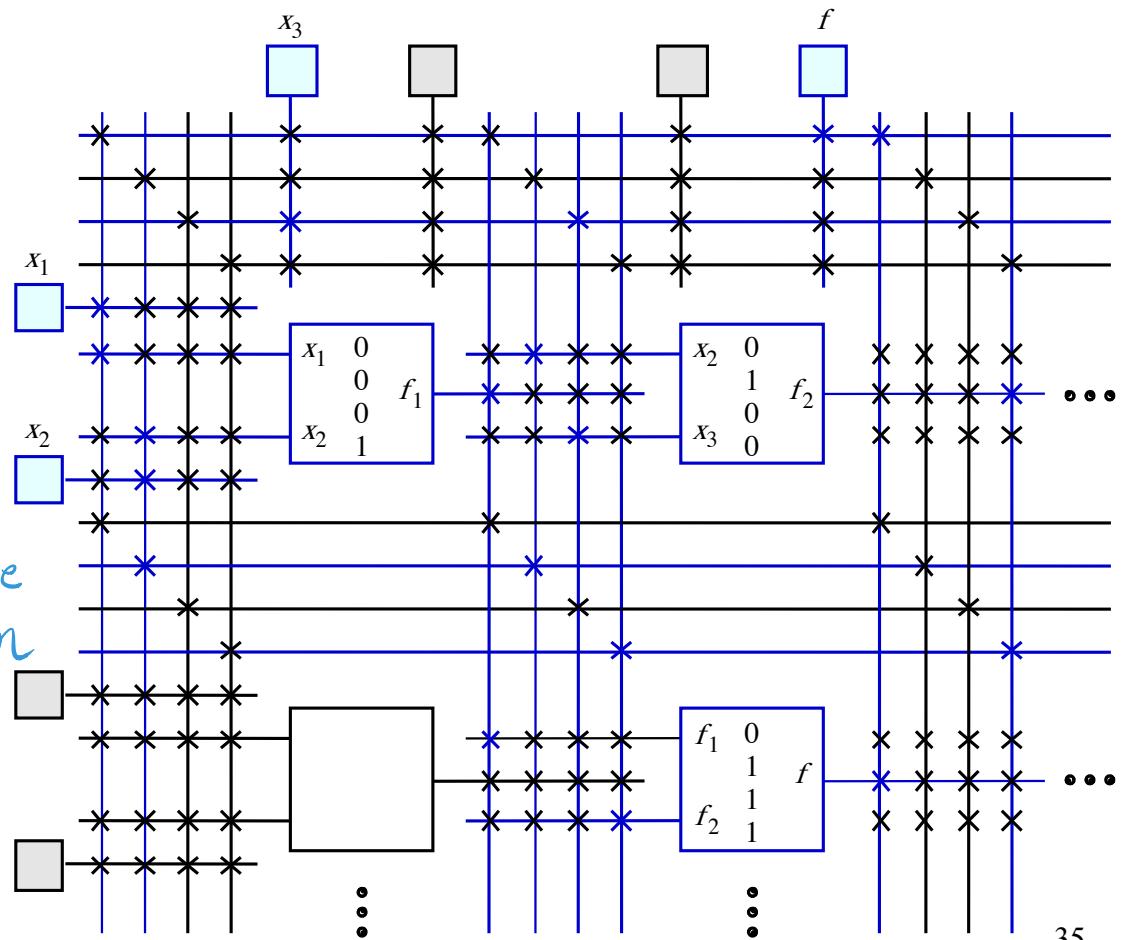


Implemented with  
3x1 LUTs

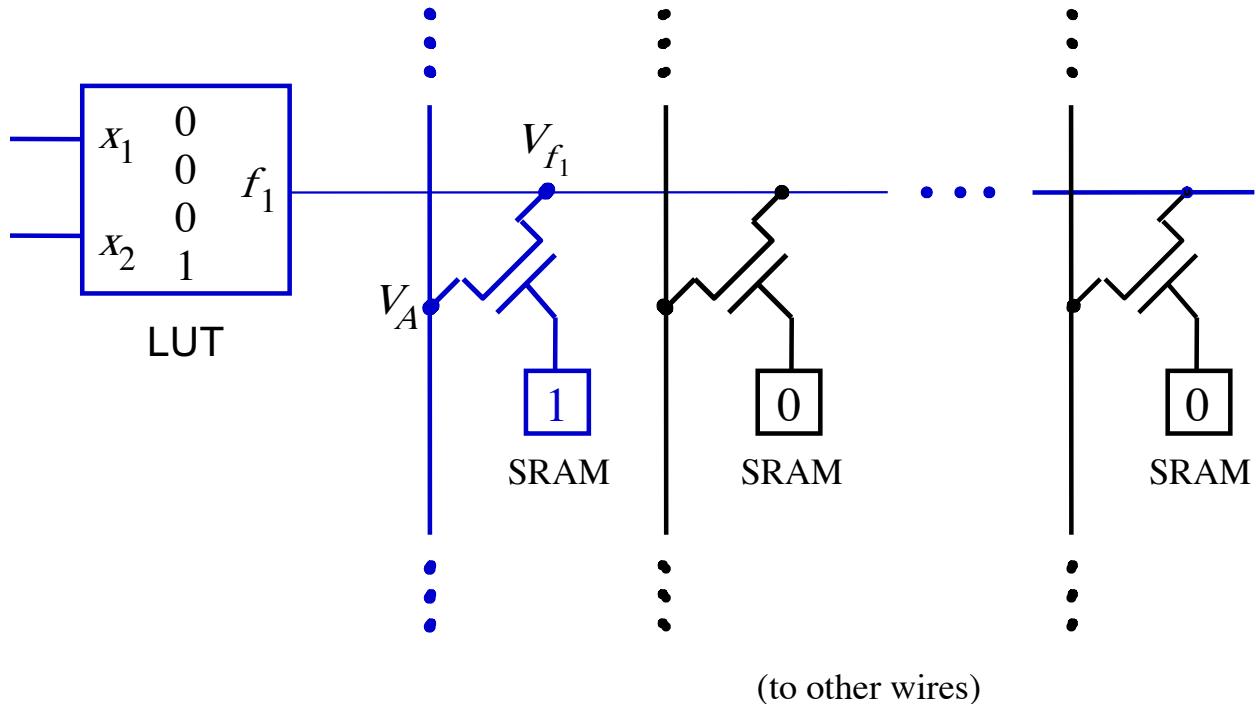
# FPGA Configuration Example

- Blue x indicates a connection
- $f_1 = x_1 x_2$
- $f_2 = x_2' x_3$
- $f = f_1 + f_2$

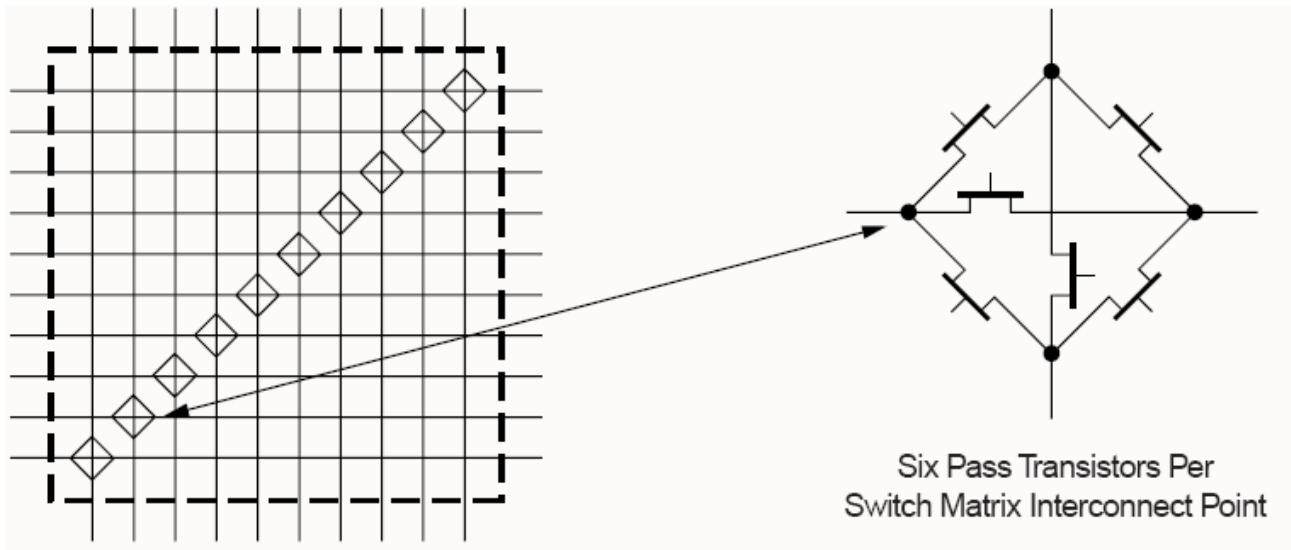
programable  
connection  
有时想让它连  
有时不想



# Programmable Switch

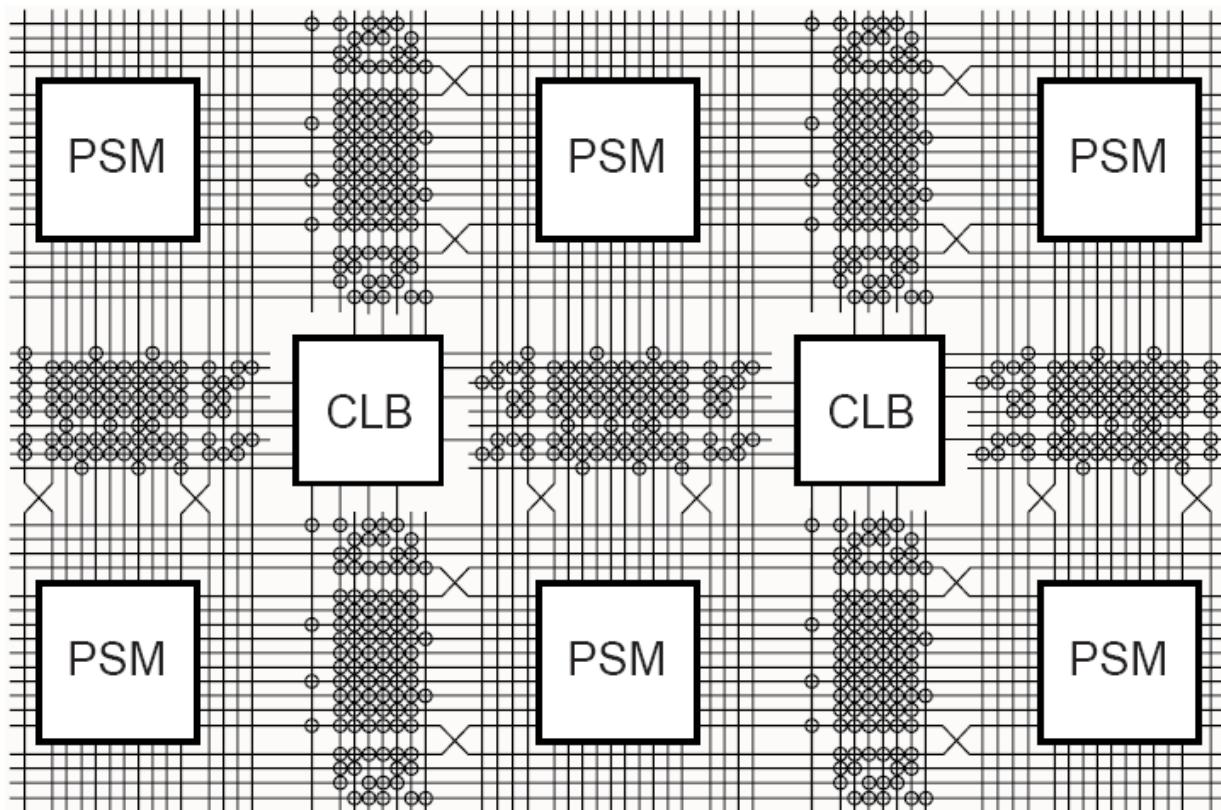


# Xilinx FPGA PSM



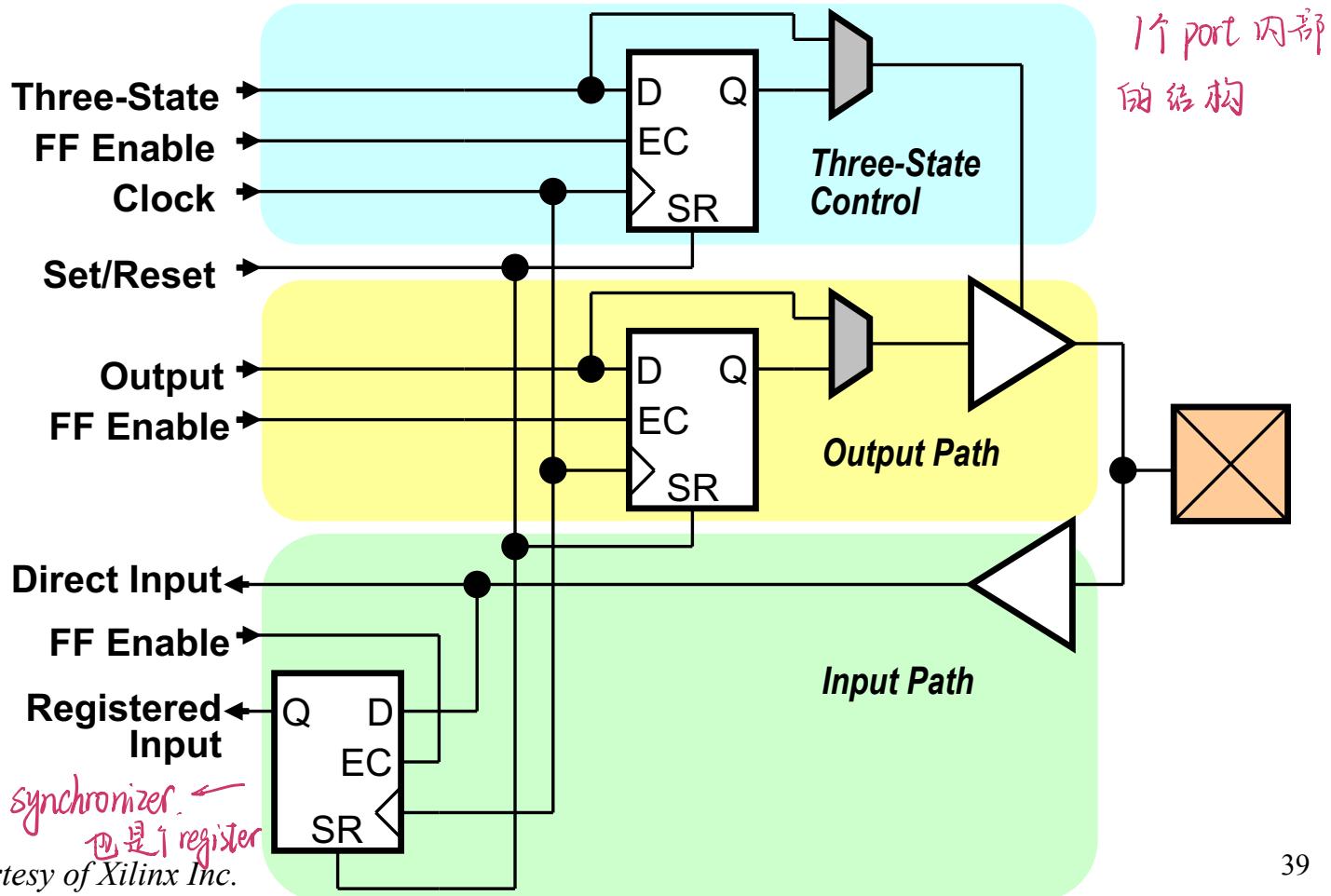
**Programmable Switch Matrix (PSM)**

# Xilinx FPGA Switches and Wires



Courtesy of Xilinx Inc.

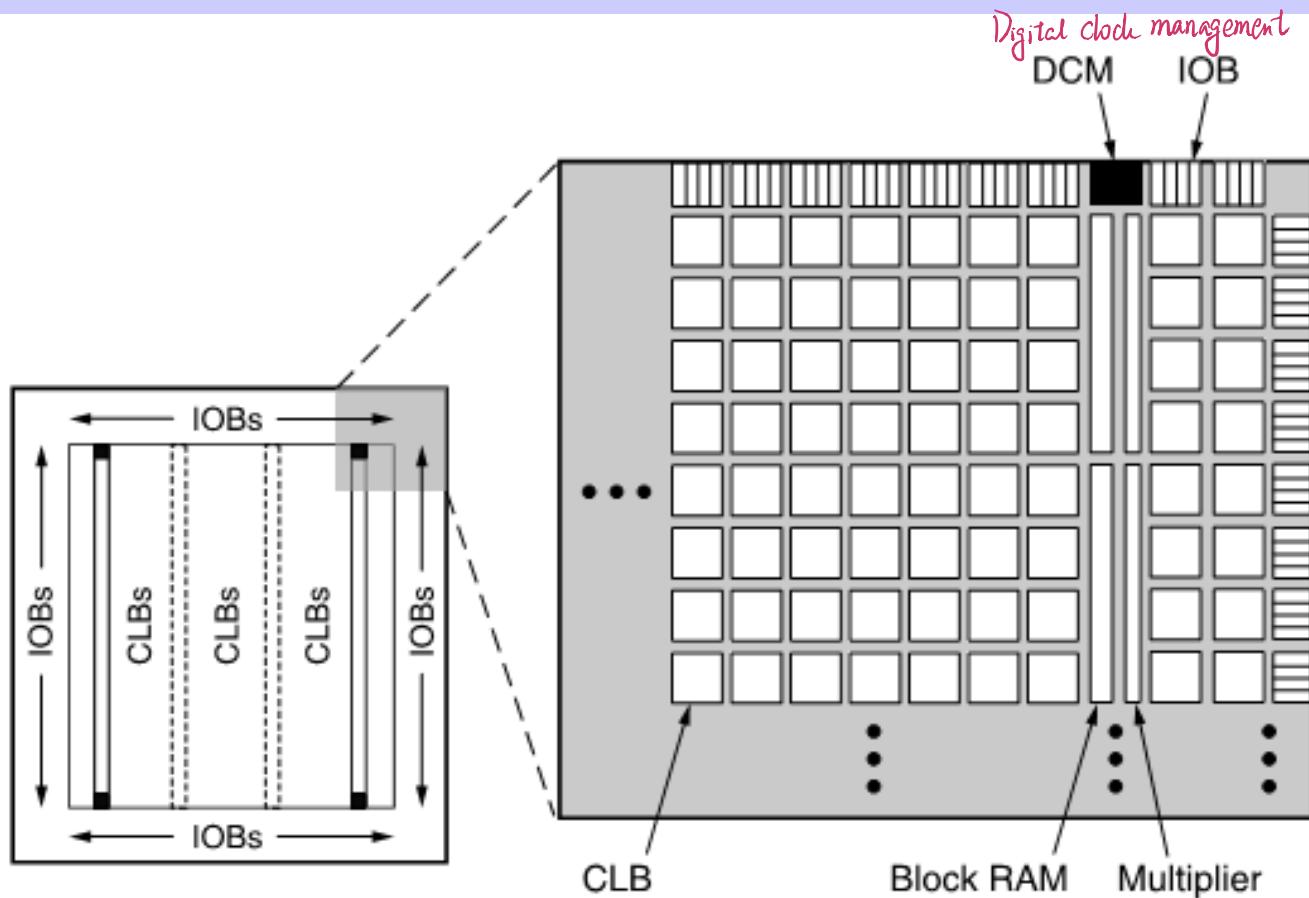
# Basic I/O Block Structure



# Advanced FPGA Features

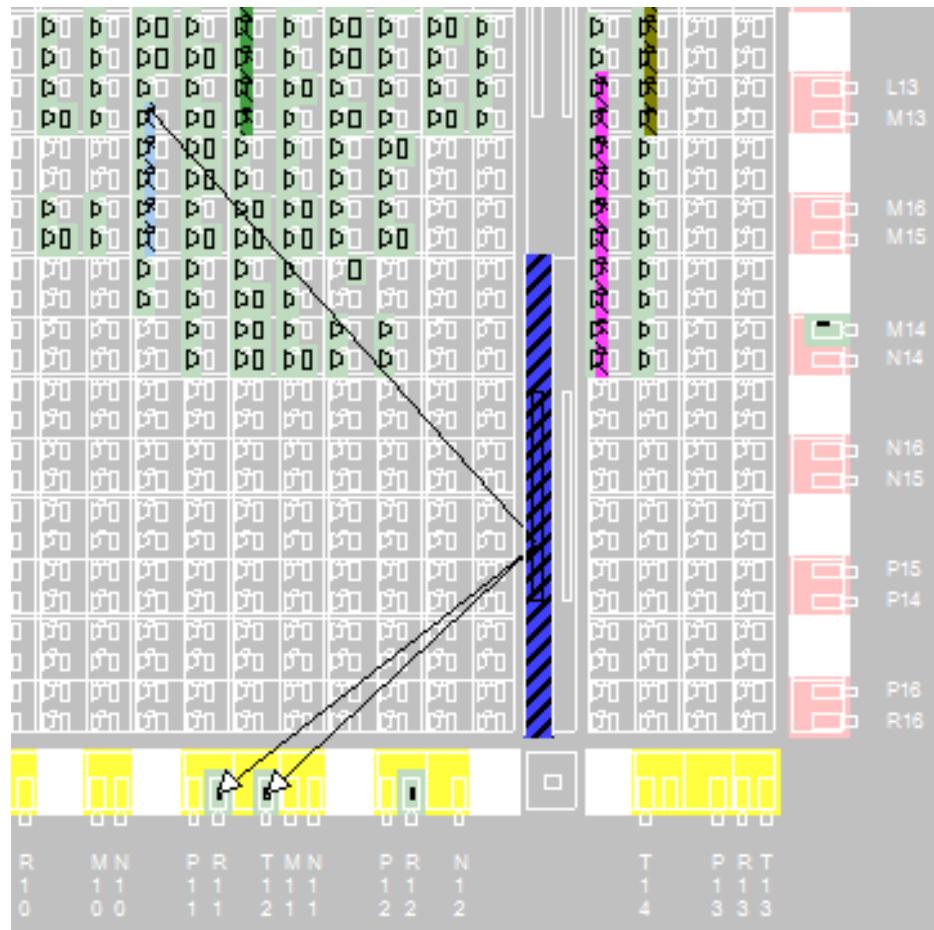
- Dozens of millions of equivalent logic gates
- Enhanced clock features
- Flexible embedded memory blocks
- Intellectual property (IP) cores
- Embedded processors (hard and soft)
- Digital signal processing (DSP) blocks, tools, design flows (specific FPGA vendors)
- Dedicated hardware multipliers
- high-speed communication capabilities
- Advanced I/O standards and protocol support

# FPGA Example – Spartan 3



Courtesy of Xilinx Inc.

# Example of FPGA Implementation



Floor planning  
plan circuit 插入哪些  
ports

# Pros and Cons of FPGA

- Pros
  - Fast turnaround.
  - Low NRE (non-recurring engineering) cost.
  - Low risk.
  - Effective design verification.
  - Low testing cost.
- Cons (compare to regular IC chip implementation, and are improving)
  - *Bigger chip size*
  - *Higher cost*
  - *Higher power consumption*
  - *Slower speed*
- Technology is still advancing