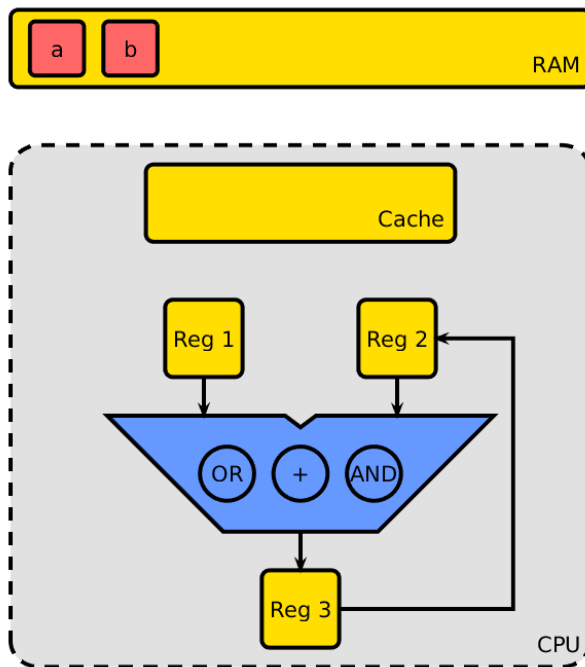


Introduction to digital circuit design using FPGAs

Bulat Khusainov

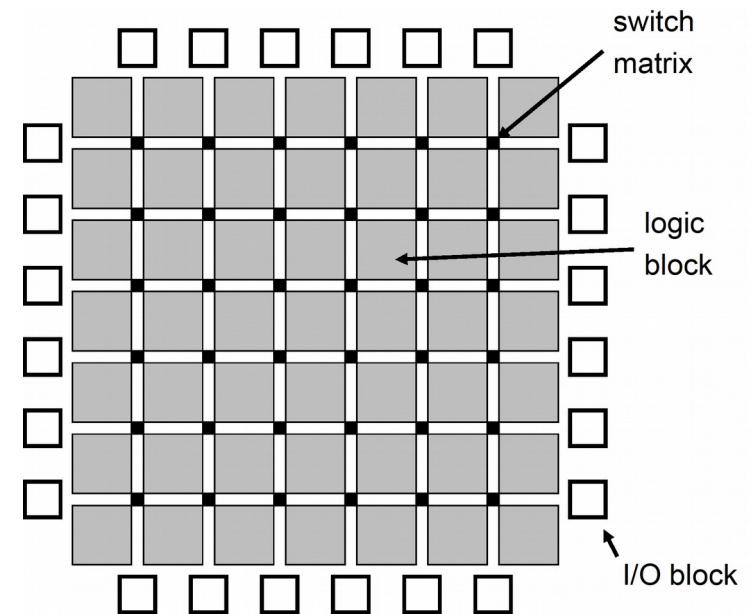
TEMPO Summer School on
Hardware Implementation of Embedded Optimisation
17-21 July 2017

Programming software vs designing hardware



CPU:

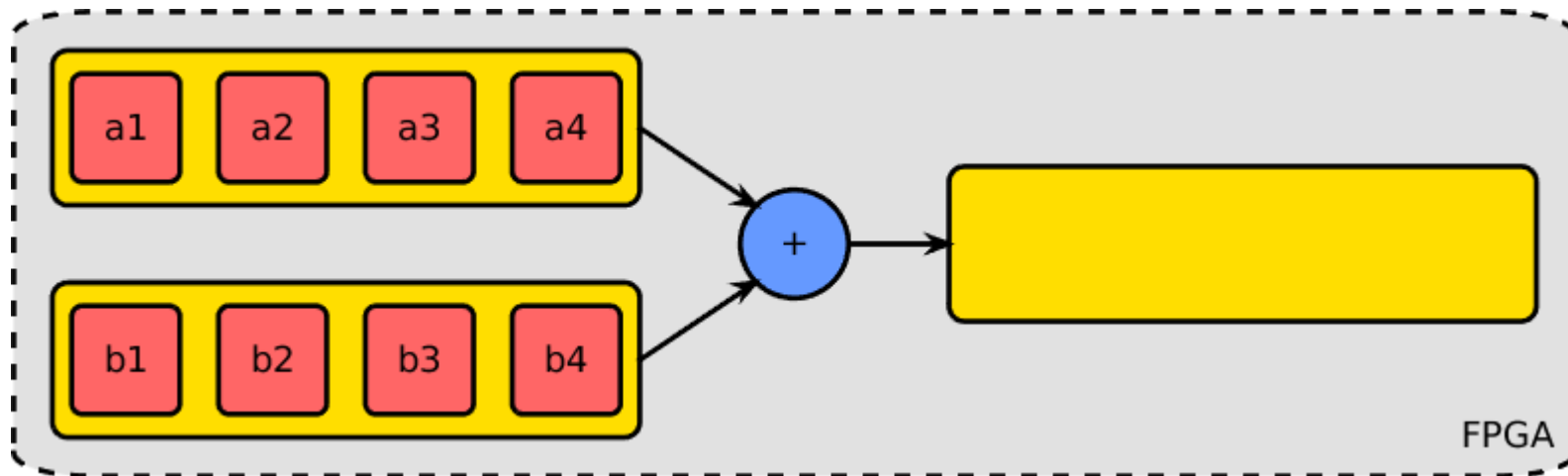
define a set of operations to be performed



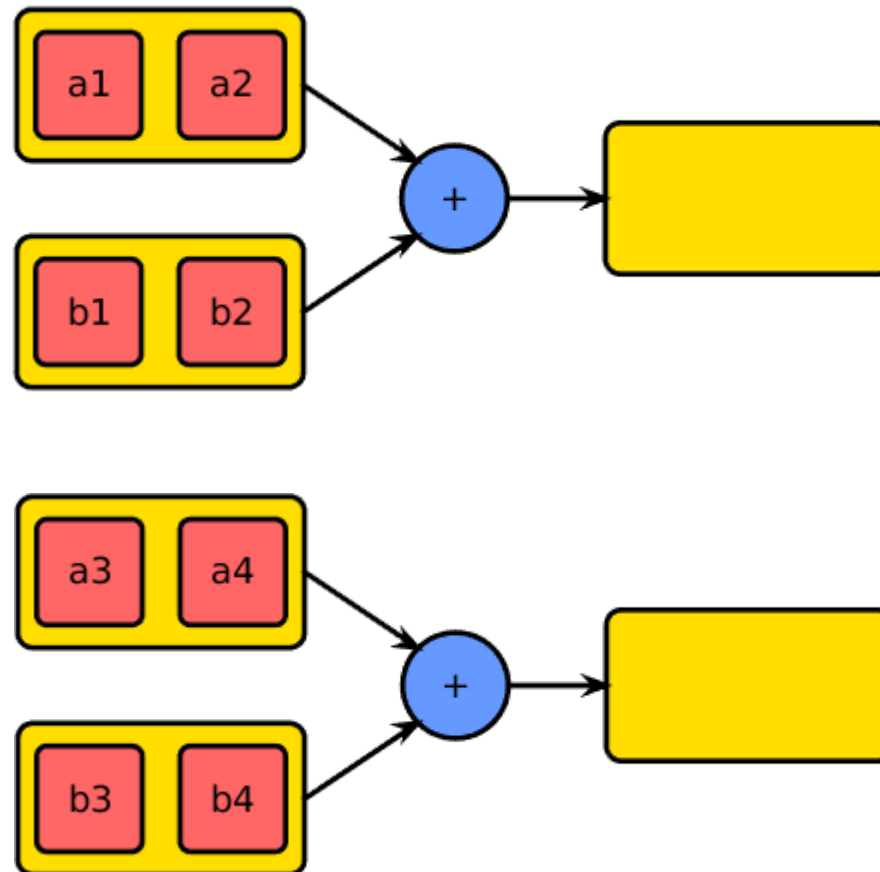
FPGA:

describe the circuit i.e. connections between logic blocks

FPGA: multiple designs

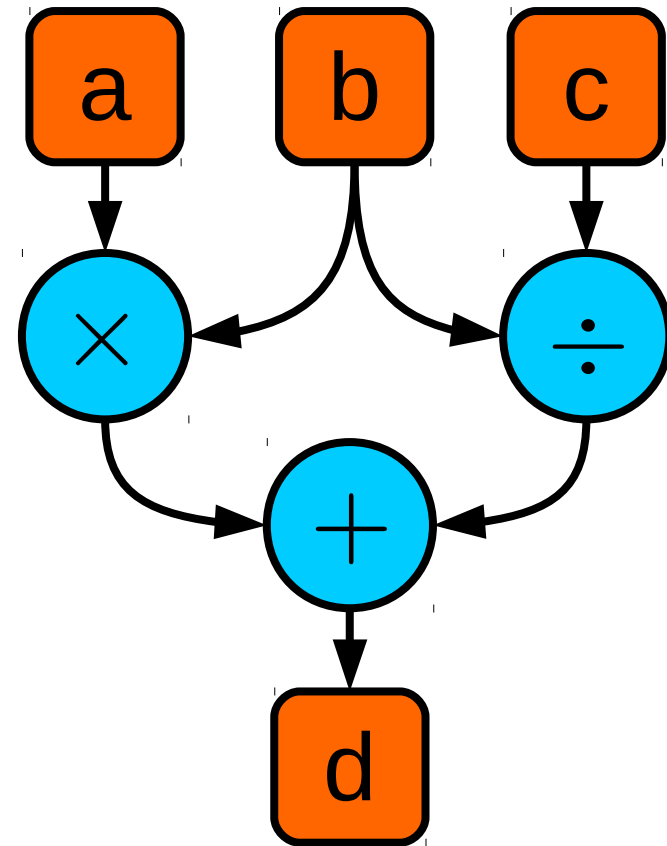


FPGA design parameters



$$d = (a * b) + (b / c)$$

- **load a**
- **load b**
- *mult*
- **store tmp1**
- **load b**
- **load c**
- *div*
- **store tmp2**
- **load tmp1**
- **load tmp2**
- *add*
- **store d**



Physics behind computations



Figures sources:

1. http://s5.listing.aystatic.by/c200x200/248/852/5018/5018852248_0.jpg
2. https://regnum.ru/uploads/pictures/news/2016/05/28/regnum_picture_1464384304271457_normal.JPG

Other computers

- Domino computer:
https://www.youtube.com/watch?v=OpLU__bhu2w&t=2s
- Relay computer:
<https://www.youtube.com/watch?v=NXeBR-lbnjl>
- Water droplet computer:
<http://news.stanford.edu/2015/06/08/computer-water-drops-060815/>
- Quantum computer:
https://www.youtube.com/watch?v=g_laVepNDT4

Physics behind computations

$C \leq A \text{ nand } B$

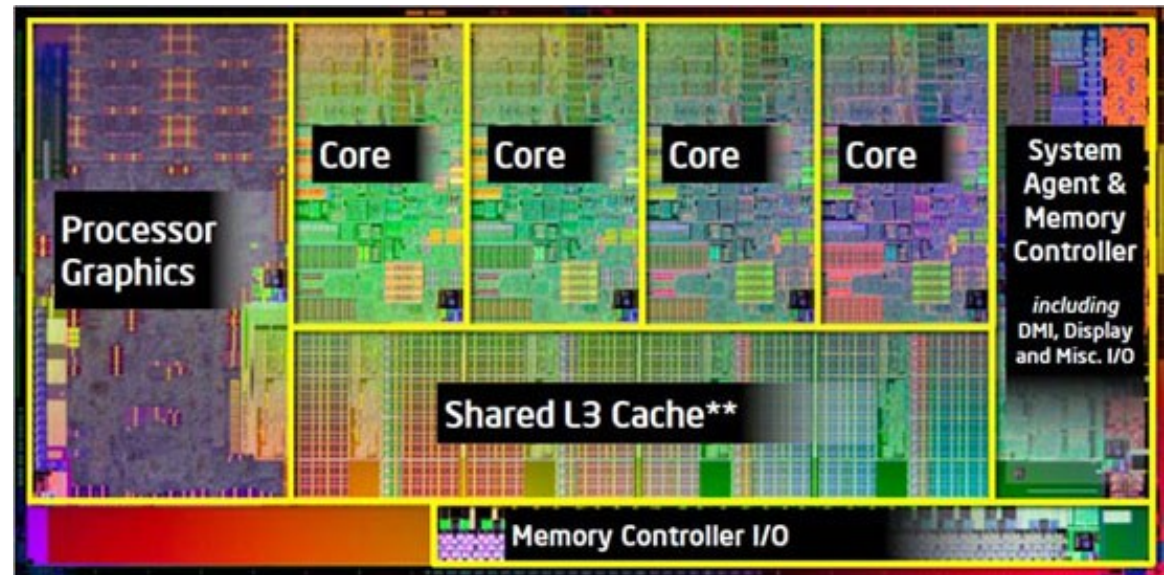
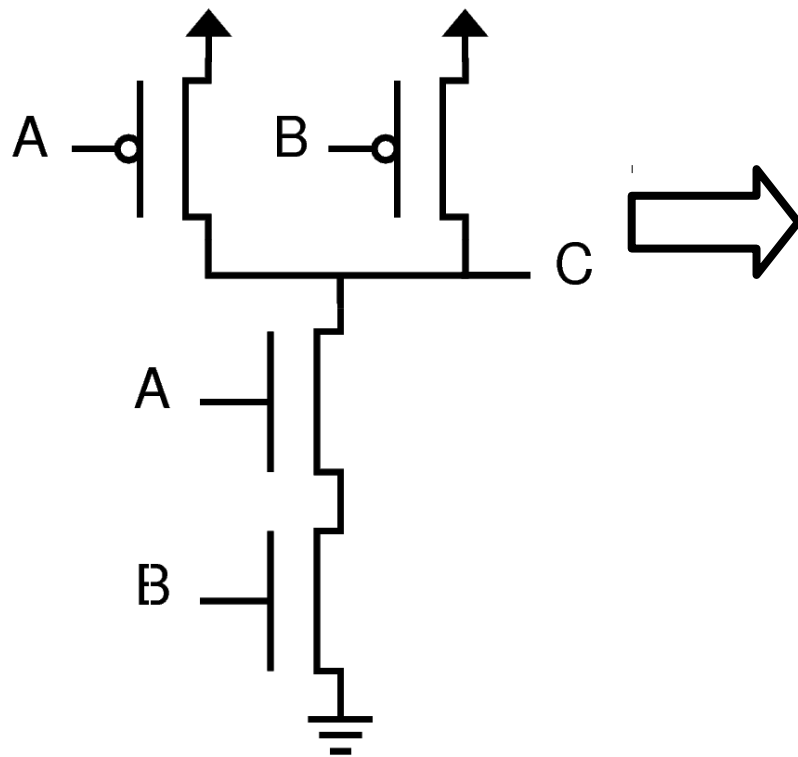


Figure source: http://aphnetworks.com/review/intel_core_i5_2500k/cpu_diagram.jpg

FPGA vs. CPU

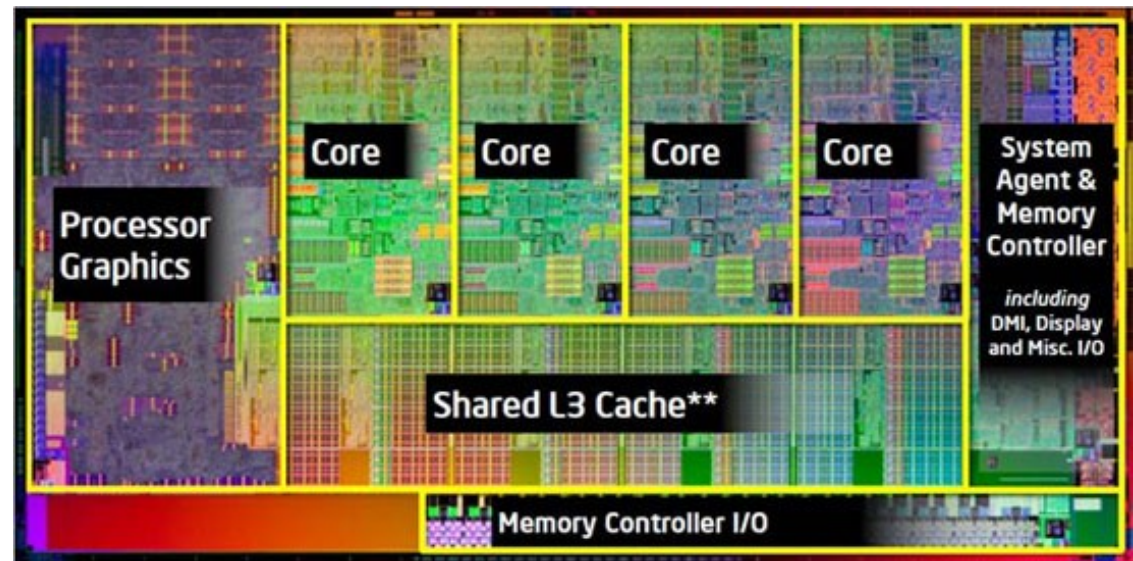
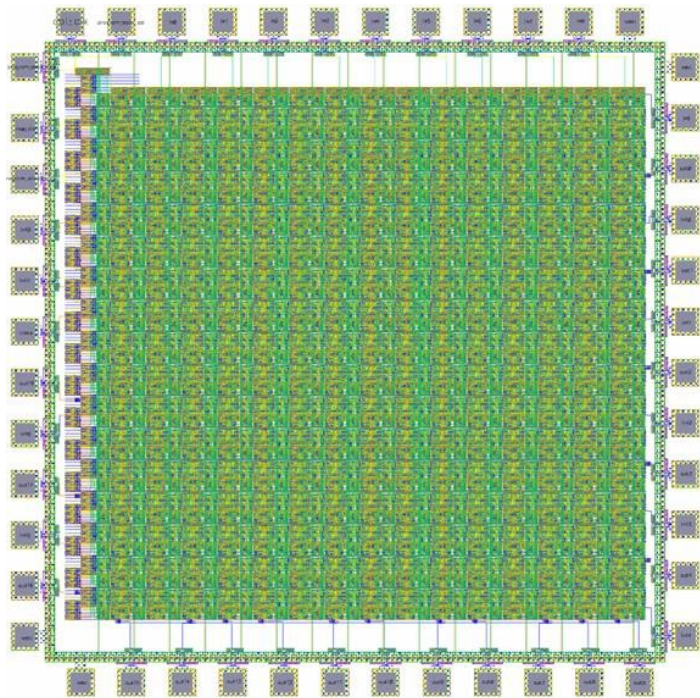
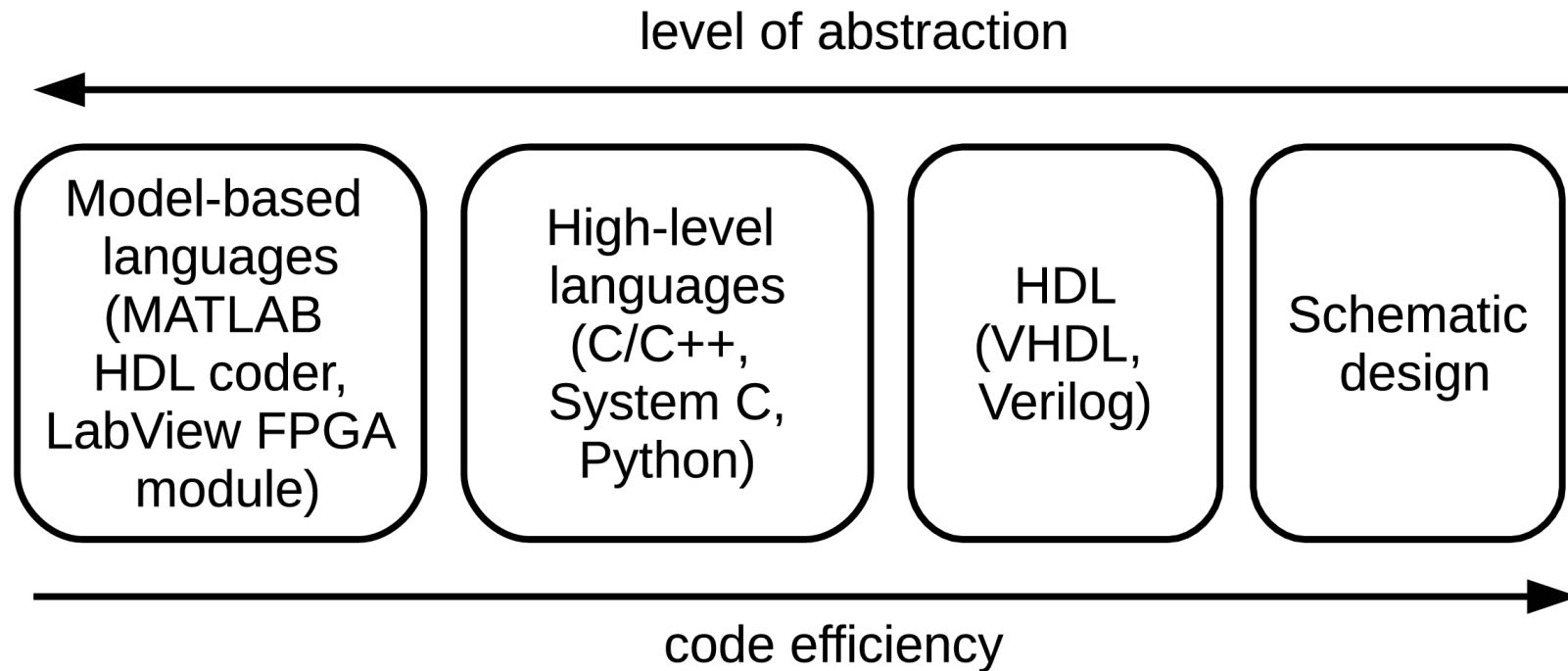


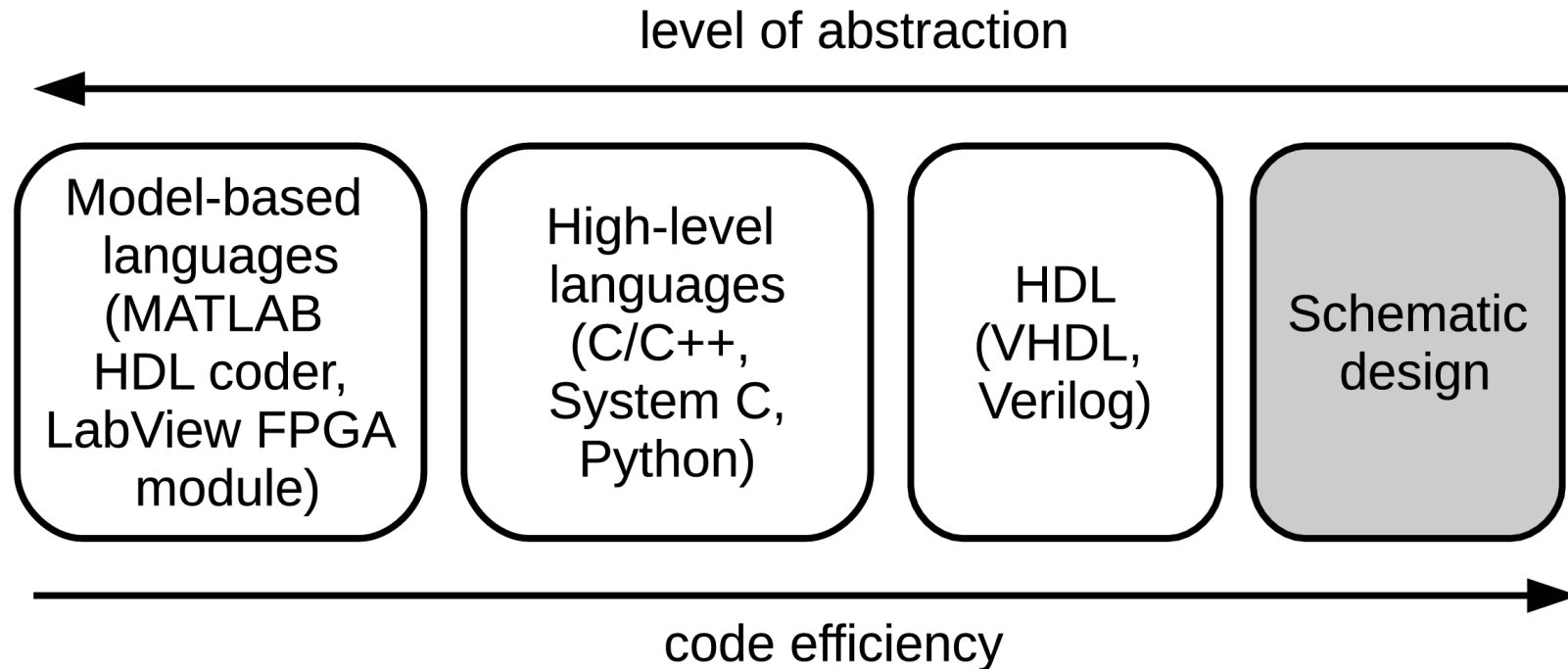
Figure source:

http://www.eecg.toronto.edu/~roman/teaching/1388/2004/finalProj/2004_ECE1388_FP_www/SRAM-Based_FPGA/Final%20Report_files/image003.jpg

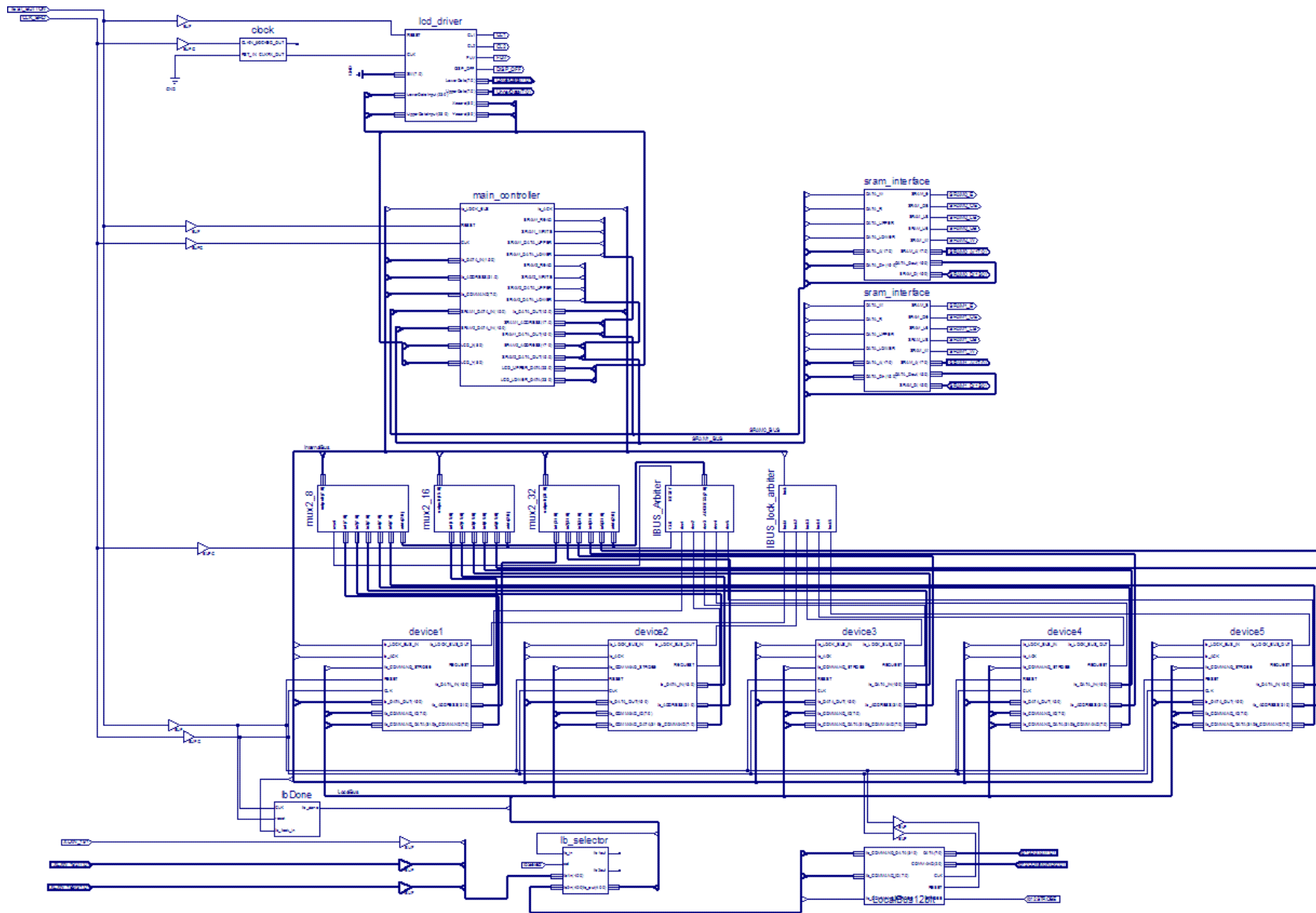
FPGA configuration languages



FPGA configuration languages

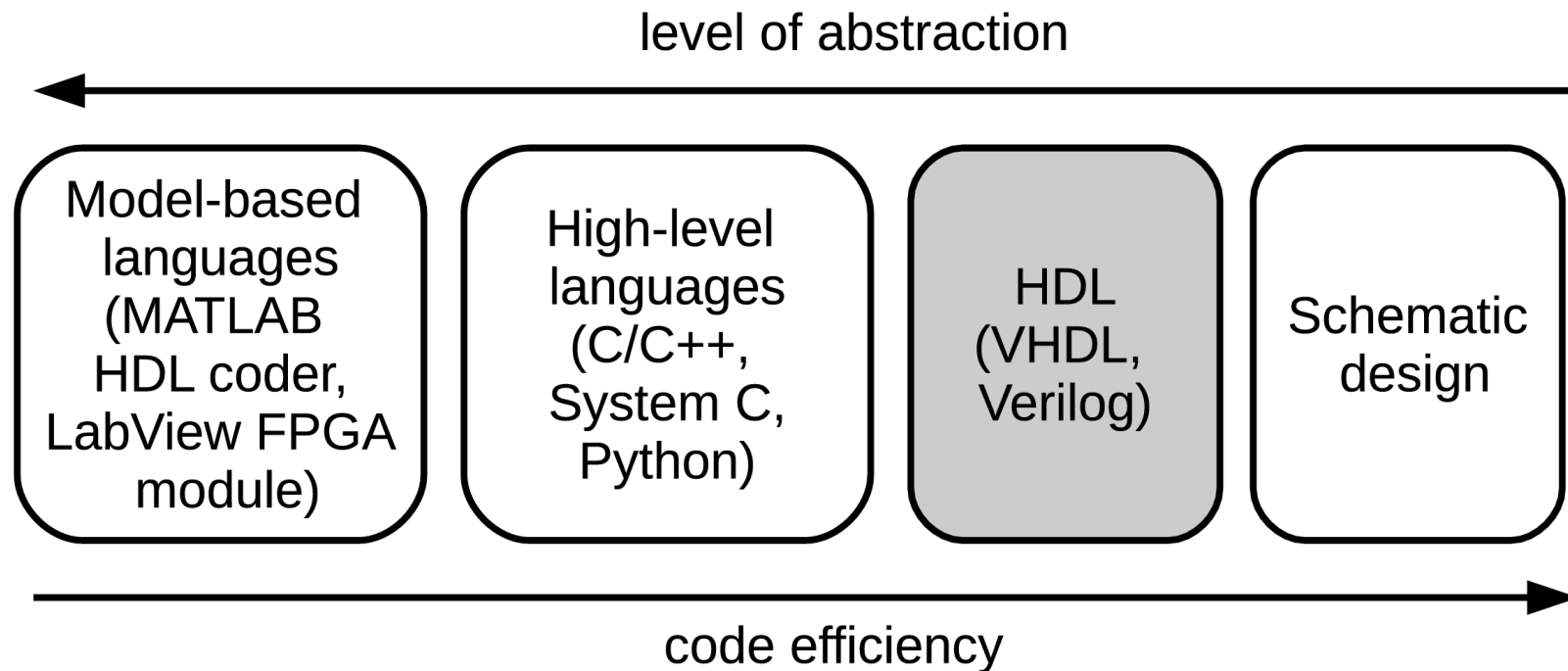


Schematic design



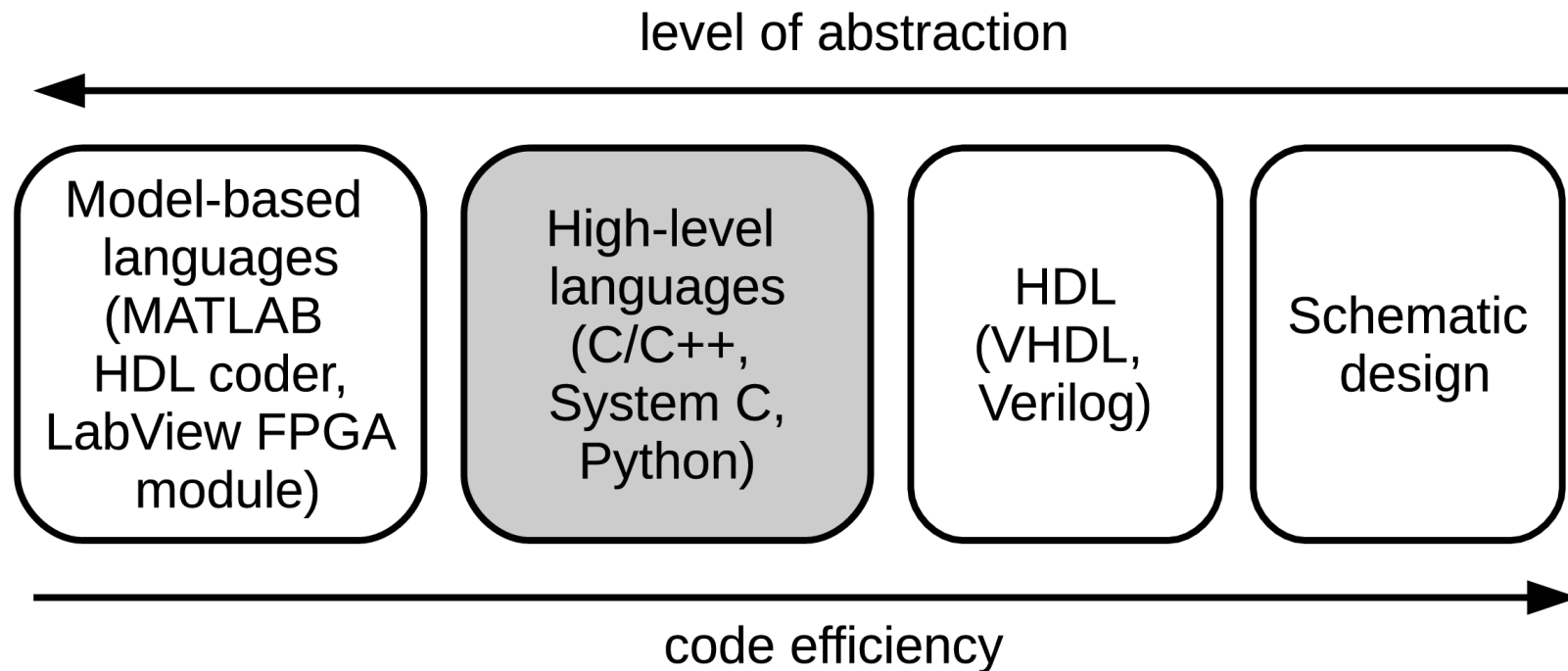
For details refer to: <http://www.mbr-team.net/electronic/LCDcontroller/>

FPGA configuration languages



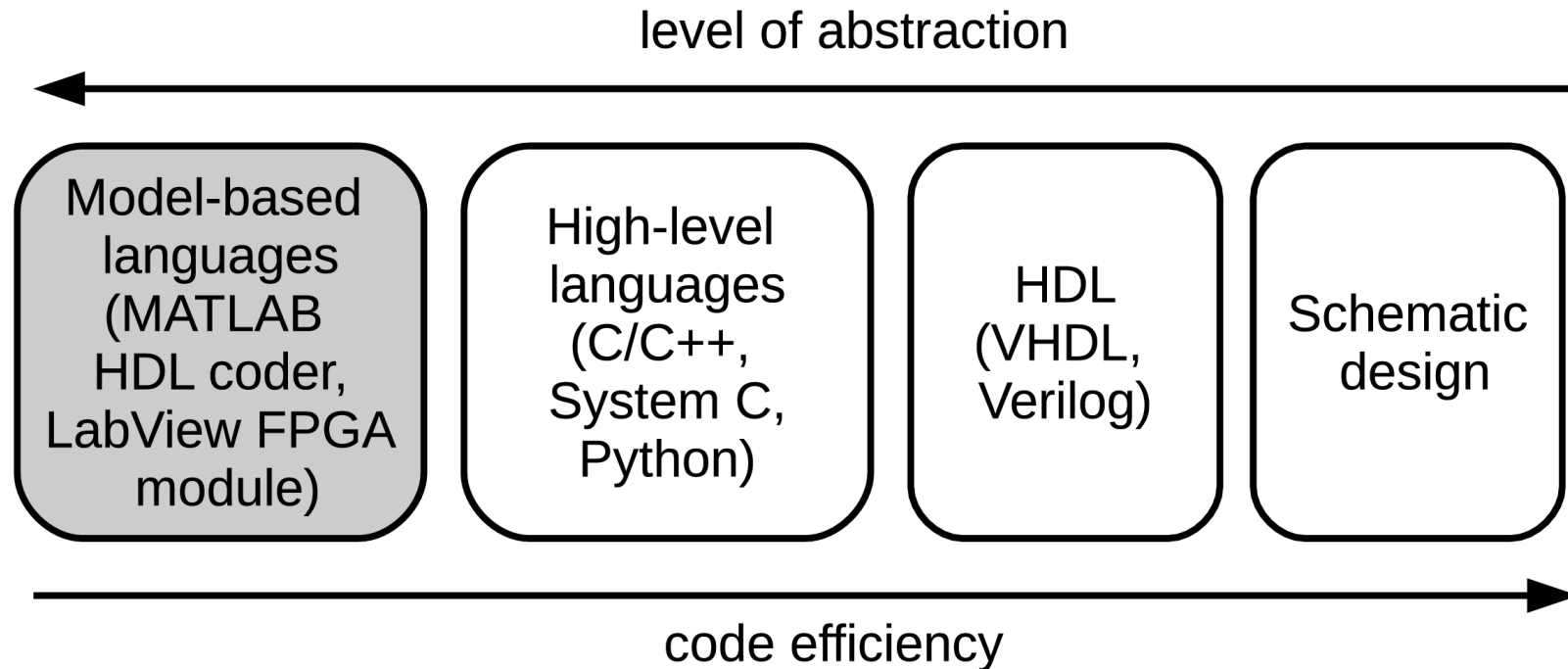
Circuit design with VHDL will be considered in **Labs 1 and 2**

FPGA configuration languages

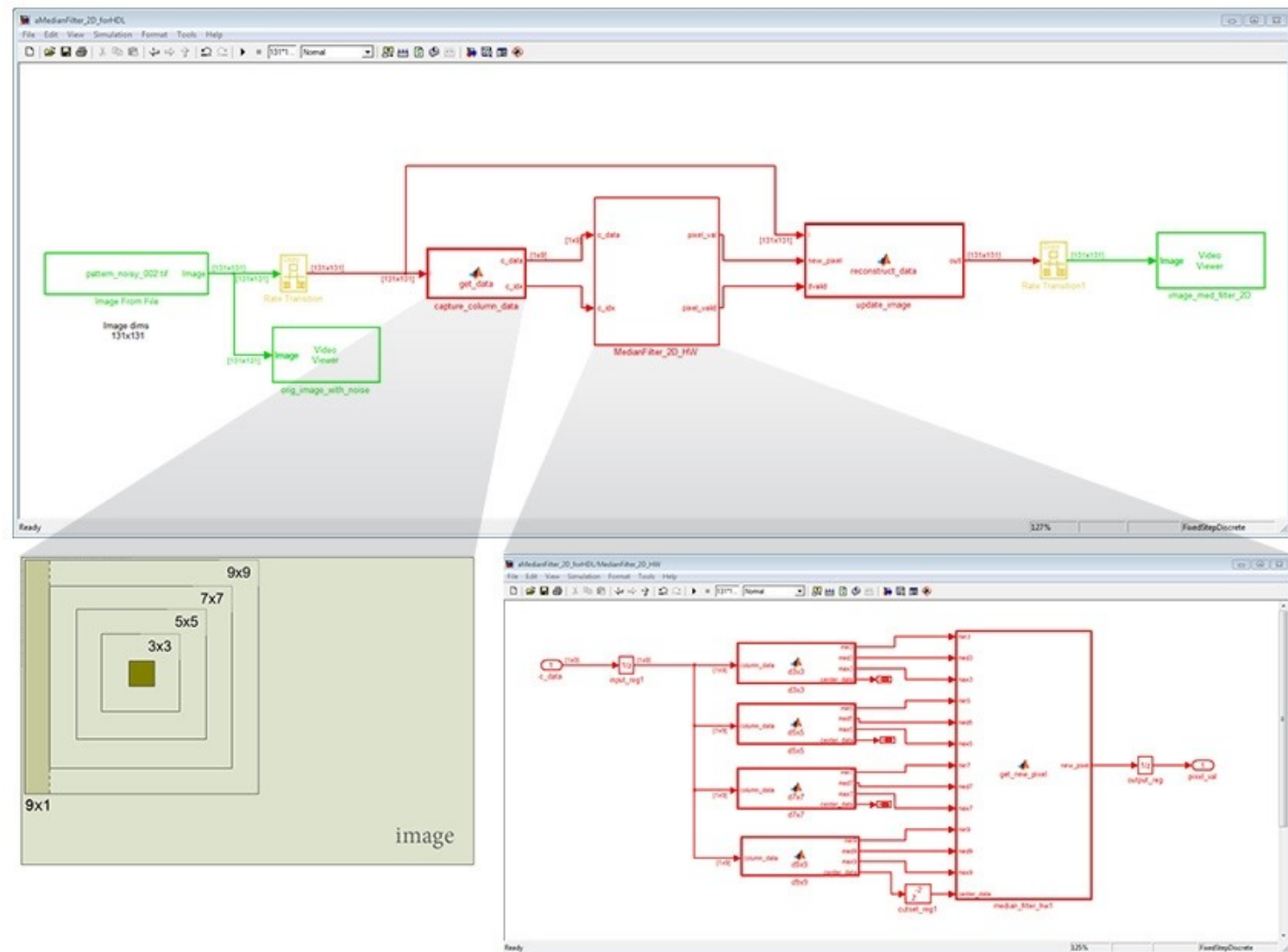


Circuit design with C-based HLS will be considered in **Lab 3**

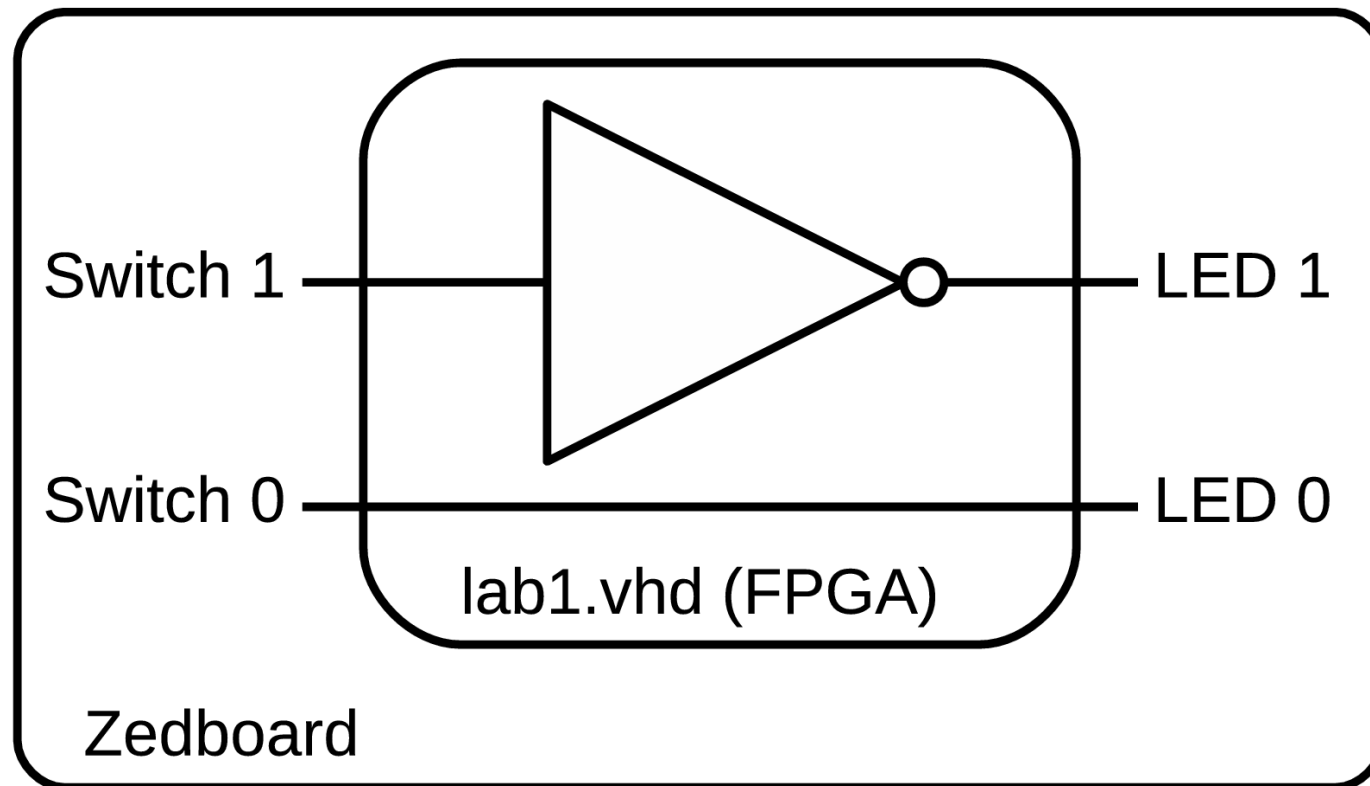
FPGA configuration languages



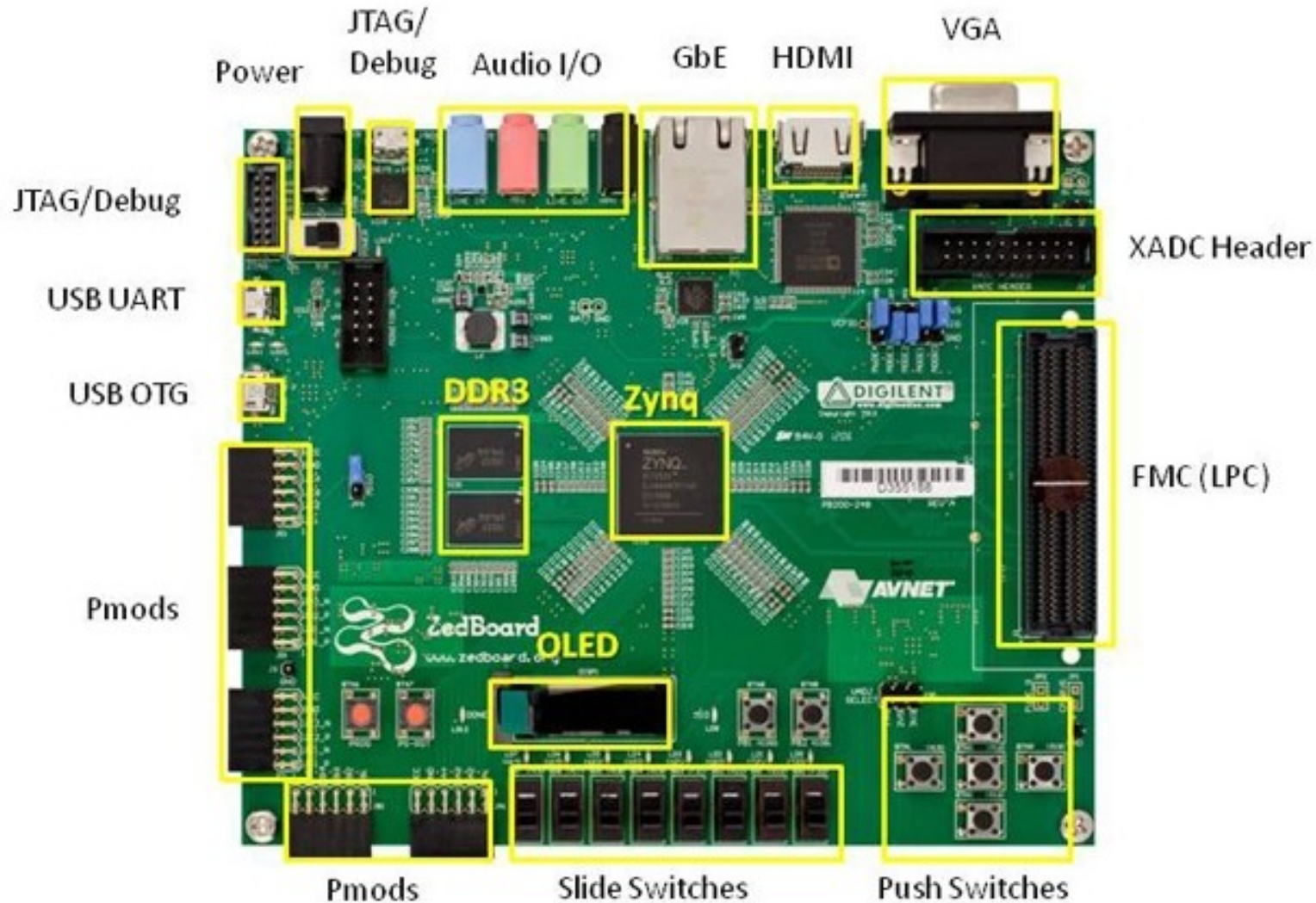
Model-based design (e.g. MATLAB HDL coder)



Lab1: Introduction to VHDL and Vivado



Lab1: Introduction to VHDL and Vivado



VHDL code

Libraries

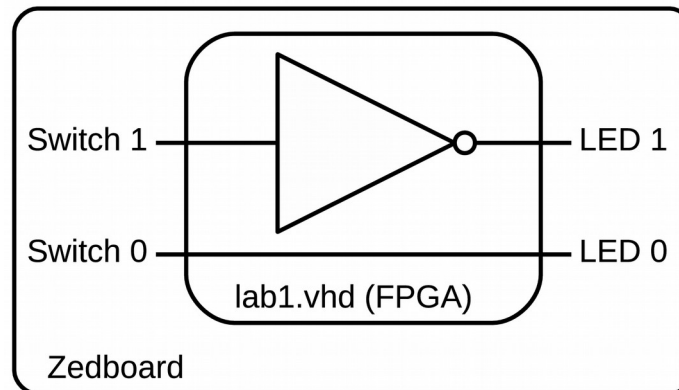
```
1  -----  
2  LIBRARY ieee;  
3  USE ieee.std_logic_1164.ALL;  
4
```

Circuit interfaces

```
5  ENTITY lab1 IS  
6      PORT (  
7          input:    IN  STD_LOGIC_VECTOR (1 DOWNTO 0);  
8          output:   OUT STD_LOGIC_VECTOR (1 DOWNTO 0));  
9  END lab1;  
10
```

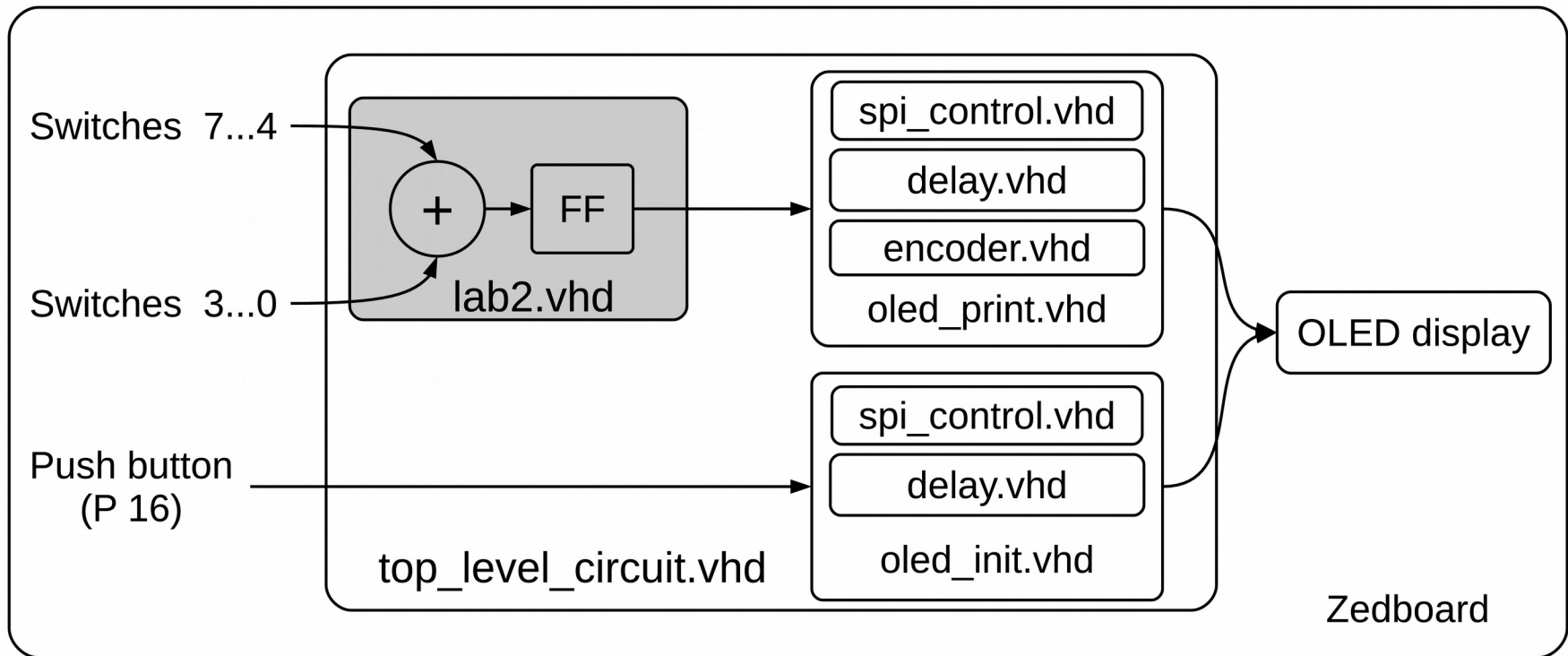
Circuit architecture

```
11  ARCHITECTURE behavioral OF lab1 IS  
12  
13  BEGIN  
14      output(0) <= input(0);  
15      output(1) <= NOT input(1);  
16  END behavioral;  
17  -----
```



Lab1: time to practice!

Lab2: Implementing adder circuit with VHDL



VHDL code

```
LIBRARY ieee;  
USE ieee.std_logic_1164.ALL;  
USE ieee.numeric_std.ALL;
```

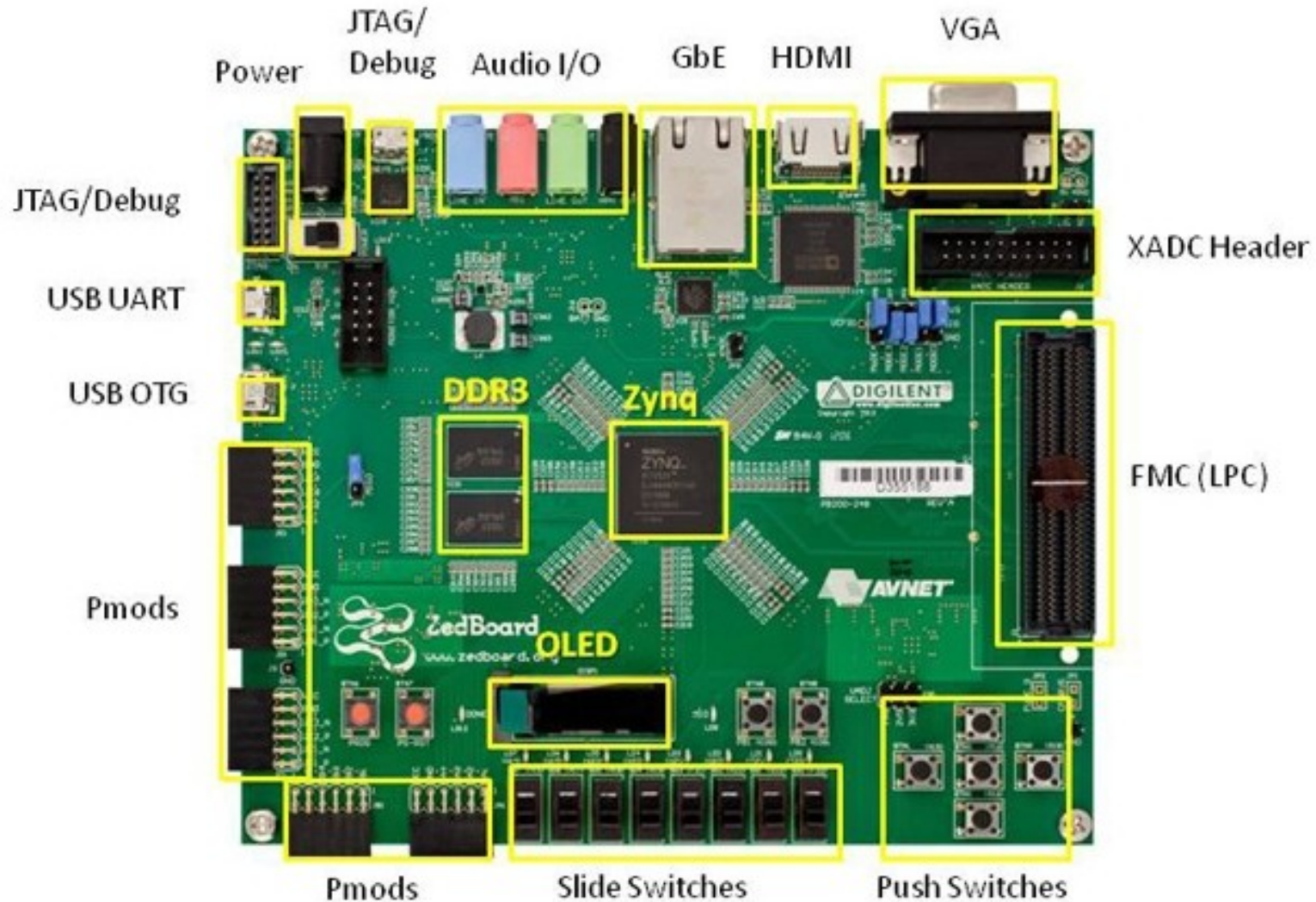
```
ENTITY lab2 IS  
    PORT ( x_1 : IN  STD_LOGIC_VECTOR (3 DOWNTO 0);  
          x_2 : IN  STD_LOGIC_VECTOR (3 DOWNTO 0);  
          y   : OUT STD_LOGIC_VECTOR (4 DOWNTO 0);  
          clk : IN  STD_LOGIC);  
END lab2;
```

```
ARCHITECTURE Behavioral OF lab2 IS
```

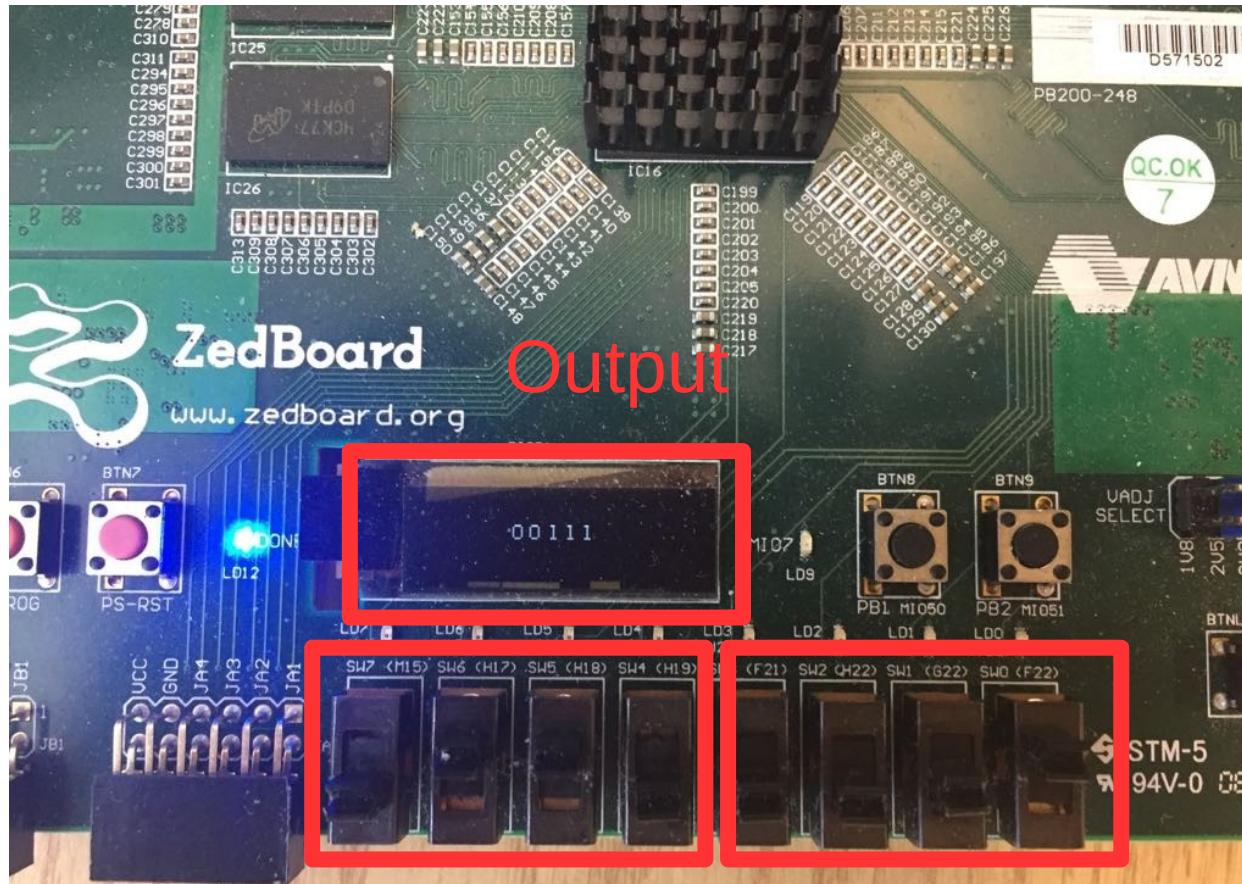
```
BEGIN
```

```
    PROCESS (clk)  
    BEGIN  
        IF(clk'EVENT AND clk='1') THEN  
            y <= STD_LOGIC_VECTOR(UNSIGNED('0' & x_1) + UNSIGNED('0' & x_2));  
        END IF;  
    END PROCESS;  
end Behavioral;
```

Lab2: Implementing adder circuit with VHDL



Lab2: Implementing adder circuit with VHDL



Input 1

Input 2

Lab2: time to practice!

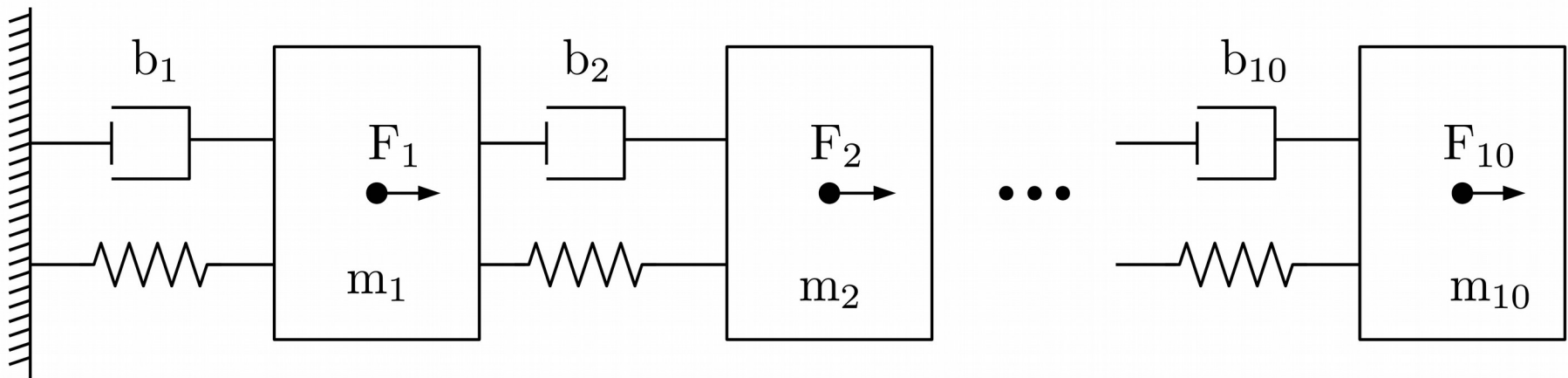
Lab 3: Fast gradient algorithm-based predictive control

$$\underset{u_0 \dots u_{N-1}, x_0 \dots x_N}{\text{minimize}} \quad \sum_{k=0}^{N-1} \left(\frac{1}{2} x_k^T Q_d x_k + \frac{1}{2} u_k^T R_d u_k \right) + \frac{1}{2} x_N^T P_d x_N \quad (1)$$

$$\text{subject to} \quad x_0 = \hat{x} \quad (2)$$

$$x_{k+1} = A_d x_k + B_d u_k, \quad \text{for } k = 0, 1, \dots, N-1 \quad (3)$$

$$u_{\min} \leq u_k \leq u_{\max}, \quad \text{for } k = 0, 1, \dots, N-1 \quad (4)$$



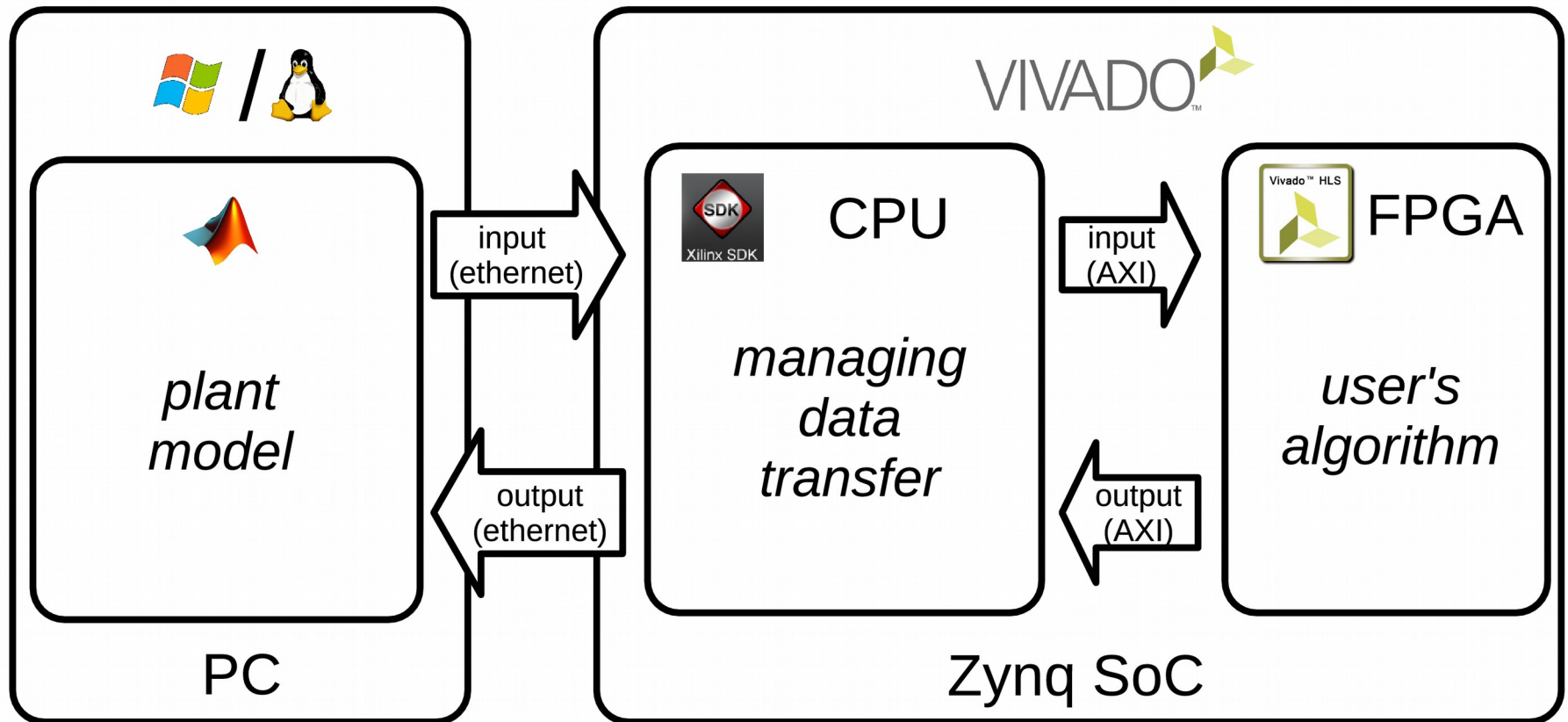
Lab 3: Fast gradient algorithm-based predictive control

$$\begin{aligned} & \text{minimize} && \frac{1}{2} \theta^T H \theta + \theta^T h \\ & \text{subject to} && \theta_{min} \leq \theta \leq \theta_{max} \end{aligned}$$

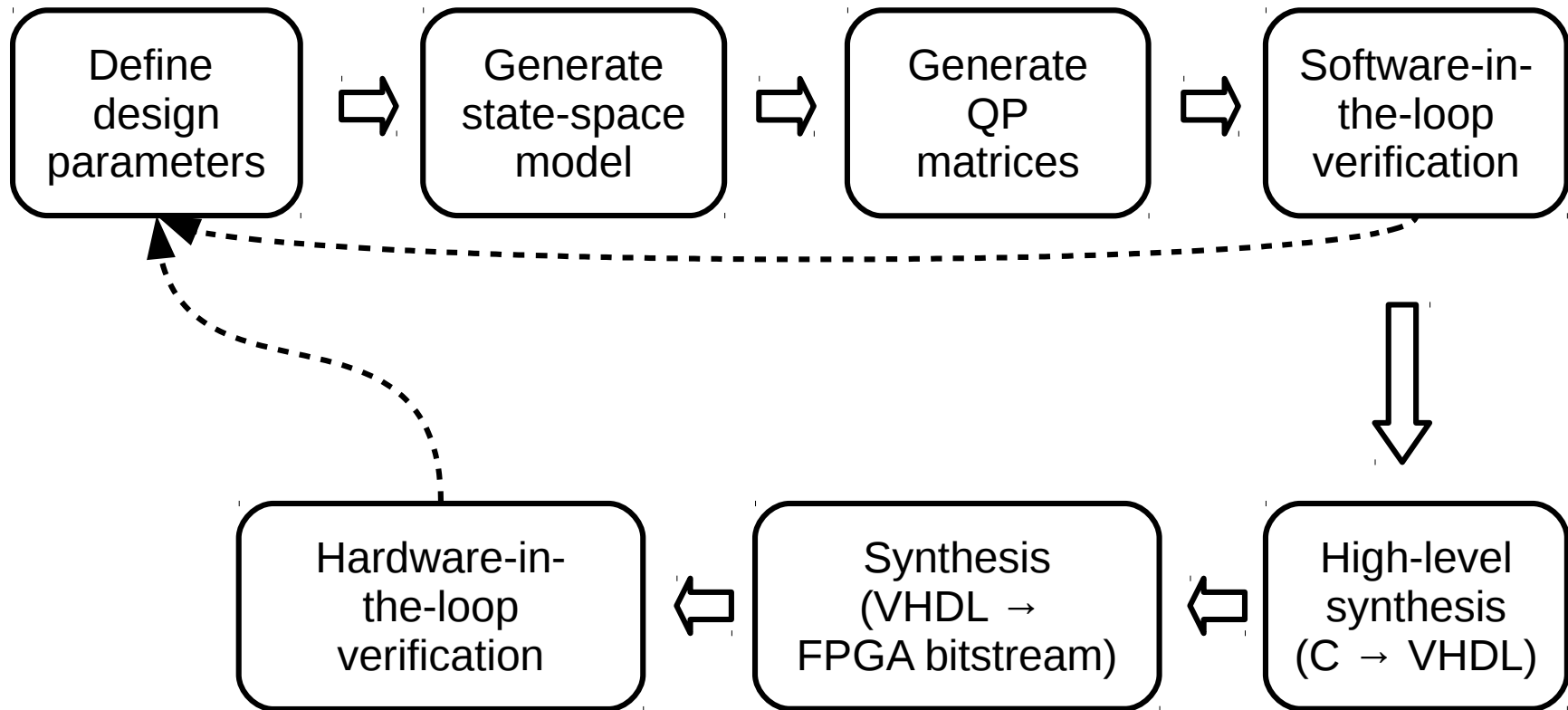
Algorithm 0.1: Projected fast gradient algorithm for constrained optimization with constant step size.

- 1: Initial guess: θ_0
 - 2: $v_0 = \theta_0$
 - 3: **for** $i = 0$ to N_{FGM} **do**
 - 4: $\theta_{i+1} = (I - (1/L)H)\nu_i - (1/L)h$ {anti-gradient step}
 - 5: $z_{i+1} = P(\theta_{i+1})$ {projection on the feasible set}
 - 6: $v_{i+1} = (1 + \beta)z_{i+1} - \beta z_i$ {extra-momentum step}
 - 7: **end for**
-

Hardware verification with Protoip



Lab3: Design Flow



Useful links

- Protoip wiki:
<https://github.com/asuardi/protoip/wiki>
- Introduction to Vivado HLS:
http://users.ece.utexas.edu/~gerstl/ee382v_f14/soc/vivado_hls/VivadoHLS_Overview.pdf