

## Micropipeline: Delay

```
room.audience.map(p => self.greet(p))
```

## Package: delayPack

```
package delayPack is
    COMPONENT n_delay
        GENERIC (n : positive := 10);
        PORT (    n_del_in : IN    std_logic;
                n_del_out : OUT std_logic);
    end COMPONENT;

    COMPONENT delay
        PORT (    del_in : IN    std_logic;
                del_out : OUT std_logic);
    end COMPONENT;

    CONSTANT delayTime: time;
end delayPack;

package body delayPack is
    CONSTANT delayTime : time := 1 ns;
end delayPack;
```

# Entity

```
ENTITY n_delay IS
  GENERIC (n : positive := 10);
  PORT (n_del_in :      IN      std_logic;
        n_del_out :    OUT     std_logic);
END n_delay;
```

# Architektur: Funktionale Simulation

```
ARCHITECTURE timesim OF n_delay IS

SIGNAL intsig_delay : std_logic_vector(
    n DOWNTO 0);

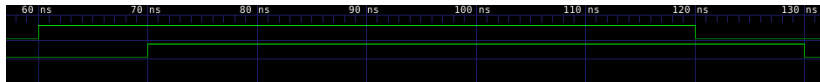
begin
    gen_delays:
        FOR i IN (n) DOWNTO 1 GENERATE
            delay_instance: delay
                PORT MAP (
                    del_in => intsig_delay(i),
                    del_out => intsig_delay(i-1)
                );
        end generate gen_delays;
        intsig_delay(n) <= n_del_in;
        n_del_out <= intsig_delay(0);
end timesim;
```

# Architektur: Funktionale Simulation

```
ENTITY delay IS
    PORT (    del_in : IN  std_logic;
            del_out : OUT std_logic);
end delay;

ARCHITECTURE arch OF delay IS
begin
    del_out <= del_in AFTER delayTime;
END arch;
```

# Testbench



```
ARCHITECTURE arch of func_tb is
SIGNAL in_sig, out_sig : std_logic;

BEGIN
    delay_instance : n_delay
        PORT MAP (in_sig, out_sig);

    in_sig <= '0',
              '1' after 60 ns,
              '0' after 120 ns;
END arch;
```

# Synthetisierbare Architektur

Problem!

- ▶ Verzögerung mit `after` wird wegoptimiert!

Idee!

- ▶ Verwende anstatt dem für die funktionale Simulation erstellten `delay` eine Lookup-Table (LUT).
- ▶ Wähle die Funktion `Buffer`, welche nach kurzer Verzögerung das Eingabe - Signal weiterleitet.

# Synthetisierbare Architektur

Es funktioniert!

- ▶ Verzögerung wird nicht mehr optimiert.

Aber!

- ▶ Jeder Synthetisierungsvorgang erzeugt andere Verzögerungszeiten! → PFUI!
- ▶ Die Platzierung der Lookup-Tables auf dem Board ist nicht deterministisch.
- ▶ Unterschiede in der Länge der Verbindungsleitungen erzeugen unterschiedliche Verzögerungszeiten.

Lösung!

- ▶ Relative Location Constraints (RLDC)!
- ▶ Erzwingt relative Lage der Komponenten.



# Synthetisierbare Architektur

```
ARCHITECTURE deterministic OF n_delay IS

SIGNAL intsig_delay : std_logic_vector(
    n DOWNT0 0);
ATTRIBUTE RLOC : string;

ATTRIBUTE syn_hier : string;
ATTRIBUTE syn_hier OF deterministic :
    ARCHITECTURE IS "hard";

ATTRIBUTE xc_use_xmodule: boolean;
ATTRIBUTE xc_use_keep_hierarchy OF deterministic :
    ARCHITECTURE IS true;
```

# Synthetisierbare Architektur

```
BEGIN n_delay:
FOR i IN (n) DOWNTO 1 GENERATE
  CONSTANT param : natural :=
    ((n-i)) mod 2;
  CONSTANT row : natural :=
    ((n-i)/4) mod 2;
  CONSTANT column : natural :=
    (n-i)/4 + (param - row);
  CONSTANT rloc_str : string :=
    "X" & itoa(row) & "Y" & itoa(column);

  ATTRIBUTE RLOC of lut_instance :
    LABEL IS rloc_str;
```

rloc\_str: X0Y0,X0Y1,X0Y0,X0Y1,X1Y0,X1Y1,...

# Synthetisierbare Architektur

```
BEGIN
```

```
lut_instance: LUT1
```

```
  GENERIC MAP (
```

```
    INIT => "00000000000000010"
```

```
  )  -- Buffer 10
```

```
  PORT MAP (
```

```
    0 => intsig_delay(i),
```

```
    I0 => intsig_delay(i-1)
```

```
  );
```

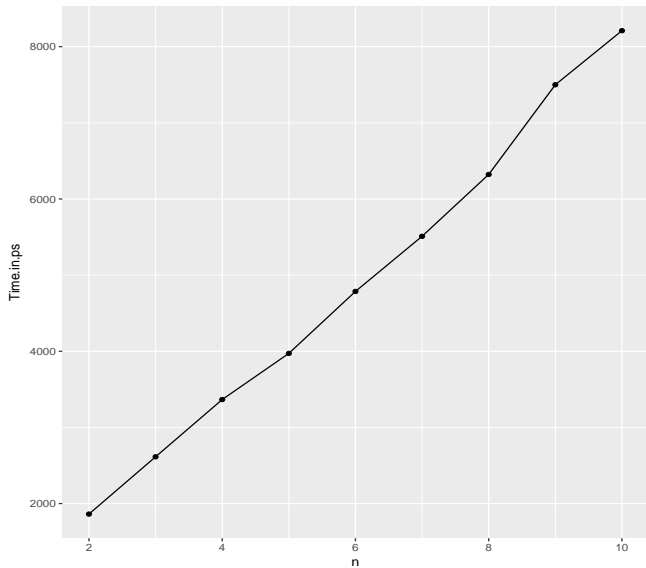
```
END GENERATE;
```

```
intsig_delay(0) <= n_del_in;
```

```
n_del_out <= intsig_delay(n);
```

```
END deterministic;
```

# Timing - Simulation



# FPGA-Editor

1. Manuelles Platzieren und Verbinden von Elementen
2. Sondieren von internen Zuständen an beliebigen Stellen der Schaltung
3. Downloaden von generierten Bit-Dateien auf das Gerät
4. Kompletter Designvorgang von Hand möglich.

# FPGA-Editor

The screenshot displays the Xilinx FPGA Editor interface. The main workspace shows a circuit diagram with a black background. On the left, there are two blue square components connected by a green line. On the right, there are two red square components and two cyan square components, also connected by green lines. A green line connects the blue components to the red and cyan components.

On the right side, there is a "List1" panel with a table of components:

	Name	Site	Type	#Pins	MT
1	delay_test_in	E17	IBUF	1	no cd
2	delay_test_out	D18	IOB	1	no cd
3	delay_test_out_c	SLICE_X62Y	SLICE	4	no cd
4	n_delay_inst0ig_de	SLICE_X62Y	SLICE	2	no cd
5	n_delay_inst0isig_de	SLICE_X62Y	SLICE	4	no cd
6	n_delay_inst0isig_de	SLICE_X62Y	SLICE	4	no cd

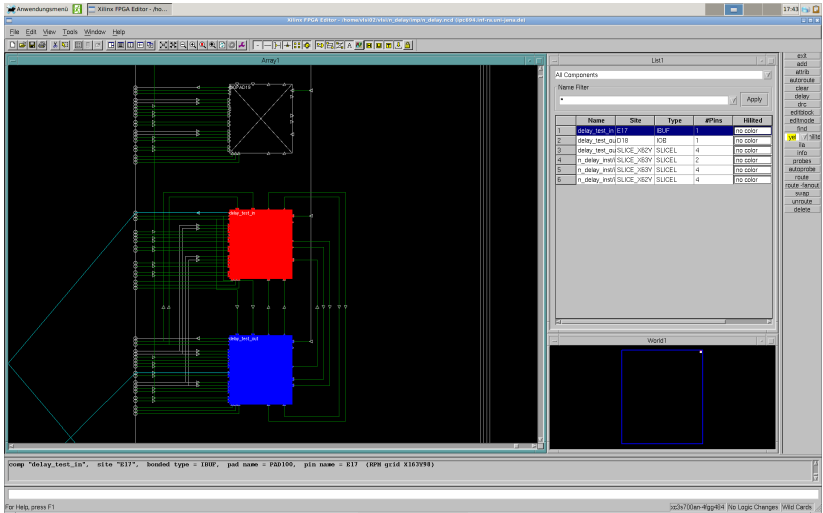
Below the table, there is a "World1" panel showing a blue square component.

At the bottom, there is a console window with the following text:

```
comp "n_delay_inst0isig_delay(2)", site "SLICE_X62Y95", type = SLICE (RPN grid X162Y97)
```

The status bar at the bottom indicates "For help, press F1" and "ic3v700m-4gg404 No Logic Changes Valid Cards".

# FPGA-Editor



# FPGA-Editor

The screenshot displays the Xilinx FPGA Editor interface. The main workspace shows a logic diagram with several components: a red rectangle labeled 'delay\_test\_in', a cyan rectangle labeled 'delay\_test\_out', and a cyan circle labeled 'n\_delay\_inst'. The diagram is connected by a network of green and purple lines representing logic connections.

On the right side, there is a 'List1' panel showing a table of components:

	Name	Site	Type	#Pins	MT
1	delay_test_in	E17	BUF	1	no cd
2	delay_test_out	D18	IOB	1	no cd
3	delay_test_out_c	SLICE_X62Y	SLICE	4	no cd
4	n_delay_inst[0]	SLICE_X62Y	SLICE	2	no cd
5	n_delay_inst[1]	SLICE_X62Y	SLICE	4	no cd
6	n_delay_inst[2]	SLICE_X62Y	SLICE	4	no cd

Below the table, there is a 'World1' panel showing a 3D visualization of the logic design.

At the bottom of the editor, a status bar displays the command: `comp "n_delay_inst[0]"; site "SLICE_X62Y95"; type = SLICE; (RPN grid X16Y95)`.

The status bar also includes the text: "For help, press F1" and "ic3710an-4gg404 No Logic Changes Valid Cards".



# FPGA-Editor

