



80 Pages
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EXERCISE BOOK CAHIER D'EXERCICES

 NAME/NOM _____

SUBJECT/SUJET CPEN 311

Lecture 1

LEC

1/9/20

FPGA (Field Programmable gate array)

PROS:

- Can be updated in real time
- good for small scale

Cons:

- Slower
- Not as good for large-scale

Summary:

- ① ASIC vs. FPGA
- ② Look up tables
- ③ Design process (simulation to synthesis)

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1/13/20

Lecture 2

Two types of writing HDL:

- ① Behavioural → Higher level, describes logic
- ② Structural → Low Level, what gate connects to what

SystemVerilog Syntax and Rules:

module flopr (input logic clk, input logic [3:0] d, output logic y);

Synchronous Reset → Reset occurs on rising edge of clk

Asynchronous Reset → Resets regardless of where clk is

Lecture 3

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1/16/20

Clicker Quiz

0101

1110

1011

0100

*Use dot convention when connecting ports

Up to SS 93

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1/20/20

Lecture 4

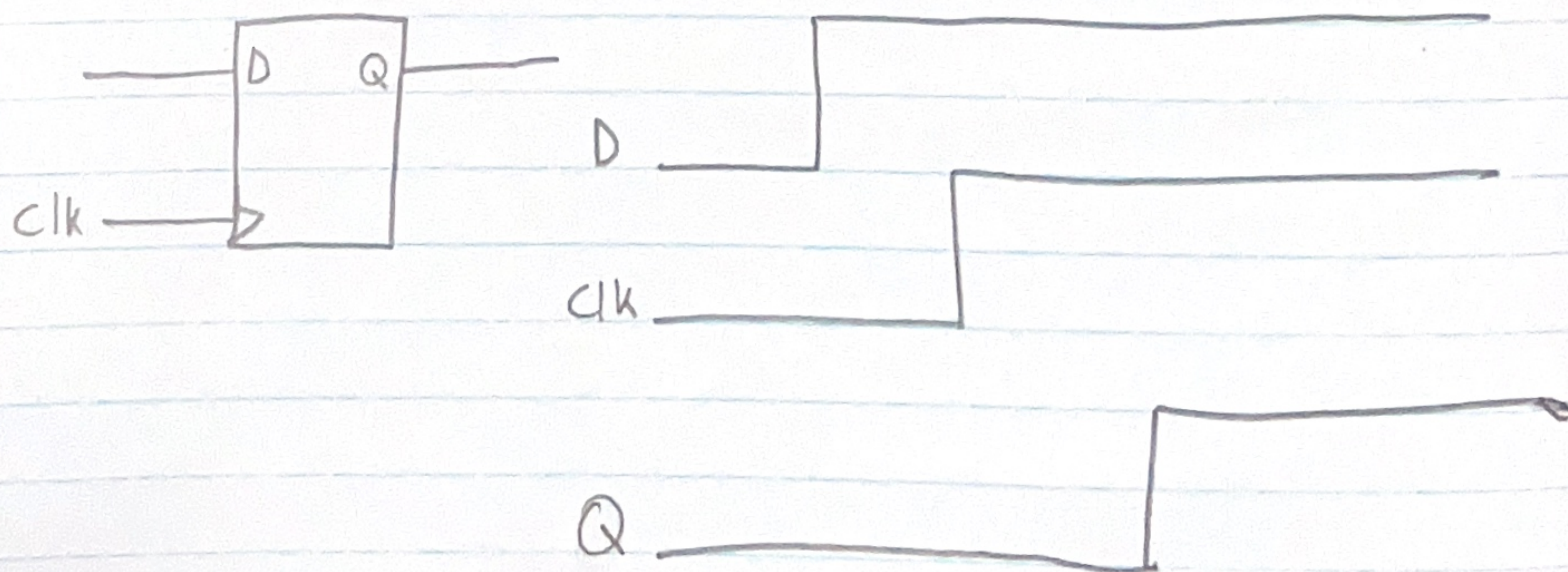
(Slide Set 3a Circuit timing basics)

Delay $\begin{cases} \text{Gate delay} \\ \text{Path delay} \end{cases}$

of all paths circuit wide

(minimum clock time) \geq (critical path time)

Flip Flop delays: (Non-Ideal)



Requirement:

$$t_{clk} \geq t_{clk-to-qmax} + t_{critical-path} + t_{setup}$$

Lecture 5

Lecture 8

PicoBlaze \rightarrow Lab 3 (Easiest Lab?)

Start early \rightarrow Lab 4 (Most difficult lab)

Store/Fetch \rightarrow used for scratchpad RAM

Roosbeh \rightarrow knows where the De2's are

CHV (4 chapters on PicoBlaze)

In-class-activity on PicoBlaze relevant to Lab 3

2/24/20

Lecture 9 (Pipelining)

Laundry example:

$$\text{Time} = 60 + 20(k-1) \text{ minutes}$$

load 1 all other loads

$$T = (40 + 20k) \text{ minutes}$$

Latency \rightarrow When I put something into the system,
how long before it is output

Latency \neq Throughput

\rightarrow Generally more important

* [Final Exam] \rightarrow In-Class activity on Pipelining

Lecture 12

LEC
3/09/20

① How to move data from Fast \rightarrow Slow clk

② Moving data from Slow \rightarrow Fast clk

[SS13 pg 63] Phase locked Loop \rightarrow CLK multiplier