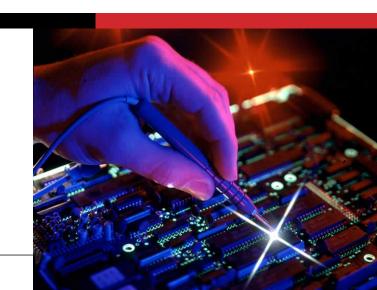


Advanced Computer Architecture & Advanced Microprocessor System

INTRODUCTION TO FPGAS AND LABS

Dennis A. N. Gookyi





CONTENTS

- Objectives
- FPGAs
- FPGAs in Today's Systems
- More about FPGAs
- Programming an FPGA
- Tutorial and Demo
- Overview of the Lab Exercises



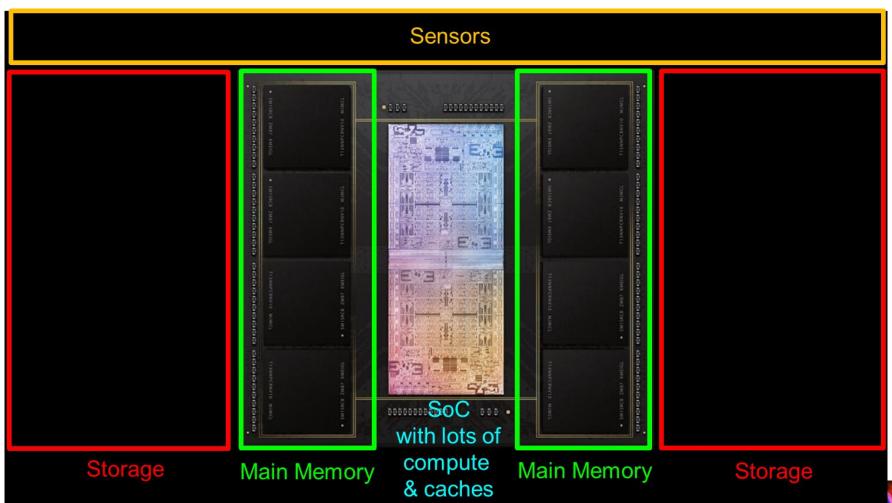


- High-level Goals of this course
 - In Microprocessors & Computer Architecture:
 - Understand the basics
 - Understand the principles of design
 - Based on such understanding:
 - Learn how a modern computer works underneath
 - Evaluate tradeoffs of different designs and ideas
 - Implement a principled design (a simple microprocessor)
 - Learn to systematically debug increasingly complex systems
 - Hopefully enable you to develop novel, out-of-the-box designs
 - The focus is on basics, principles, and how to use them to create/implement good designs



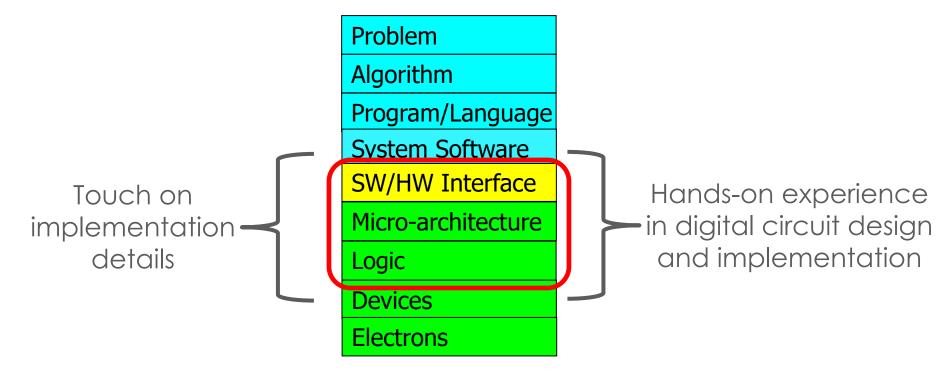


We will study how something like this works





The Transformation Hierarchy



Understanding how a processor works underneath the software layer



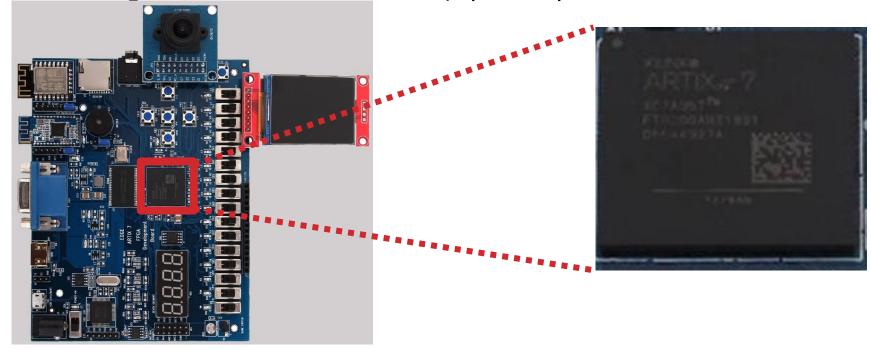


- How to make trade-offs between performance and area/complexity in your hardware implementation
- Hands-on experience on:
 - Hardware Prototyping on Field Programmable Gate Arrays (FPGAs)
 - Debugging Your Hardware Implementation
 - Hardware Description Language (HDL)
 - Hardware Design Flow
 - Computer-Aided Design (CAD) Tools





Field Programmable Gate Array (FPGA)



- FPGA is a software-reconfigurable hardware substrate
 - Reconfigurable functions
 - Reconfigurable interconnection of functions
 - Reconfigurable input/output (IO)





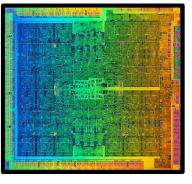
FPGAs and Other Integrated Circuits

CPUs



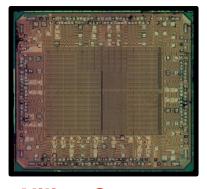
Apple M1

GPUs



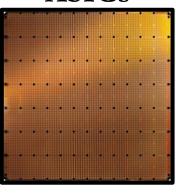
Nvidia GTX 1070

FPGAs



Xilinx Spartan

ASICs



Cerebras WSE-2

Flexibility
Programming Ease

Efficiency





They look the same





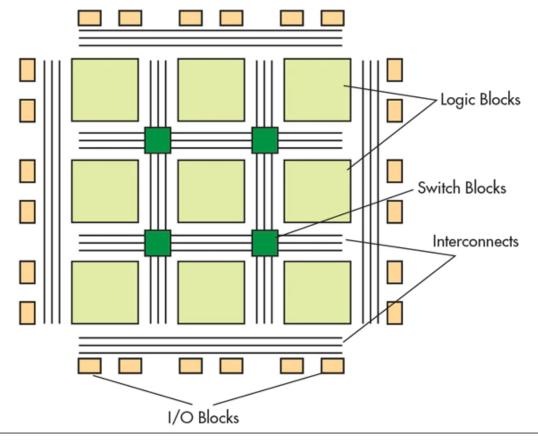


| | Microprocessors | FPGAs | ASICs |
|--------------------------|------------------------------------|--------------------------------------|-------------------------------------|
| In short: | Common building block of computers | Reconfigurable hardware, flexible | You customize everything |
| Program Development Time | minutes | days | months |
| Performance | 0 | + | ++ |
| Good for | Ubiquitous Simple to use | Prototyping Small volume | Mass production, Max performance |
| Programming | Executable file | Bit file | Design masks |
| Languages | C/C++/Java/ | Verilog/VHDL | Verilog/VHDL |
| Main Companies | Intel, ARM, AMD, Apple, NVIDIA | Xilinx, Altera | TSMC, Globalfoundries |





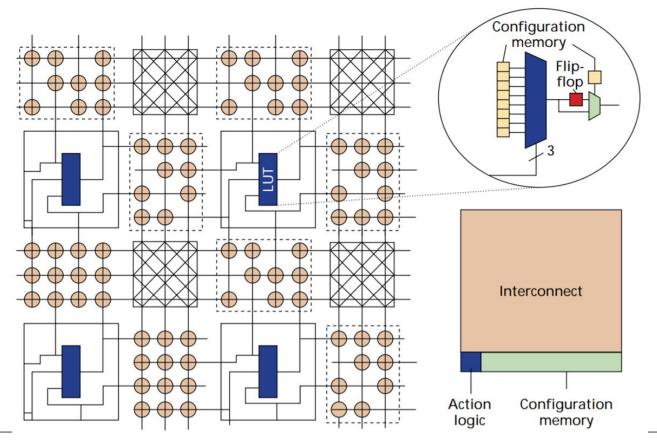
- High-level overview of FPGAs
 - We configure logic blocks, their connections, and IO blocks to create hardware circuits and map programs onto those circuits



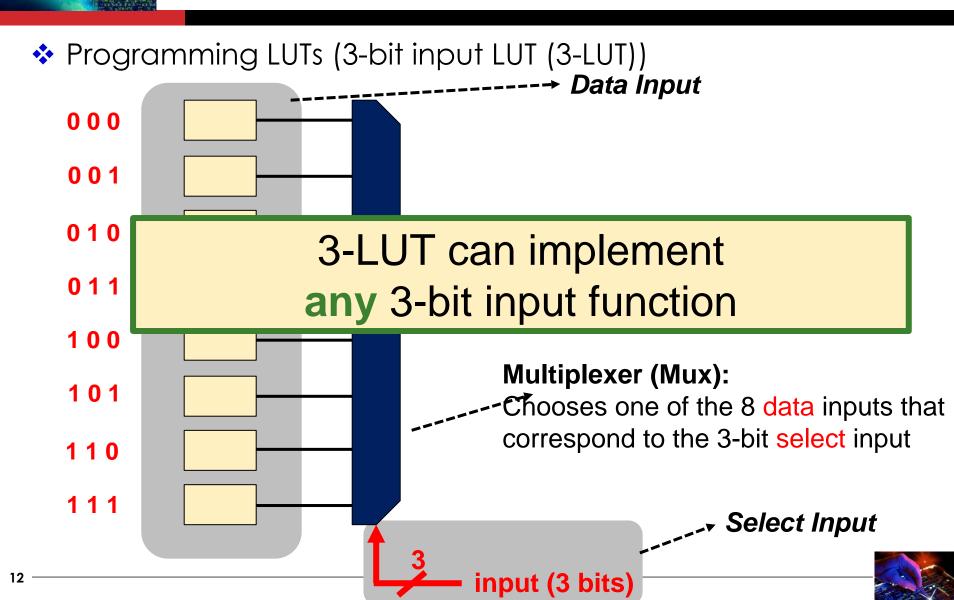




- Looking inside an FPGA
 - □ Two main building blocks
 - Look-Up Tables and Switches

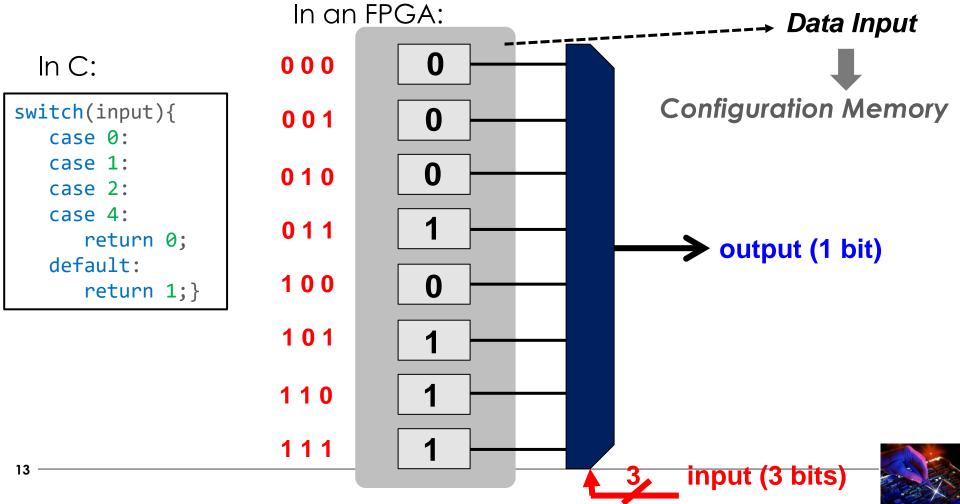








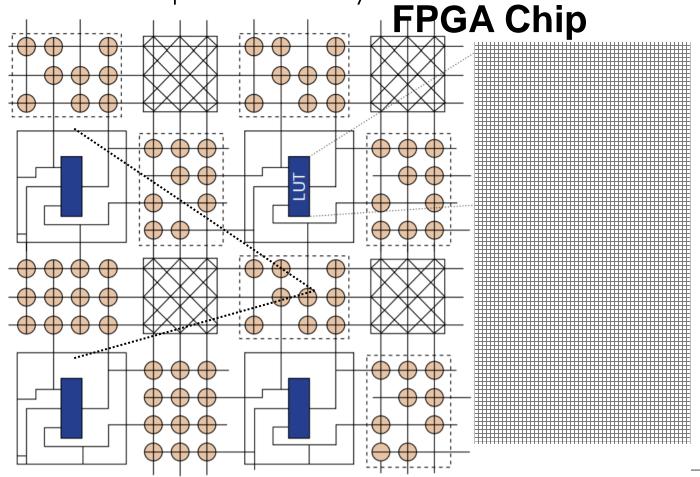
Let's implement a function that outputs '1' when there are at least two '1's in a 3-bit input





Implementing complex functions

FPGAs are composed of many LUTs and Switches







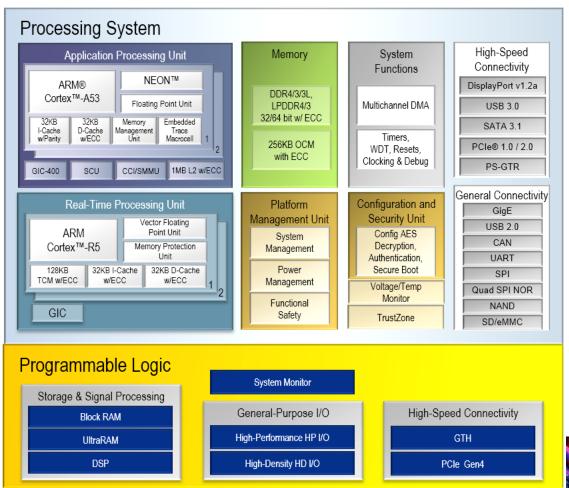
- Modern FPGA architecture
 - Typically use LUTs with 6-bit select input (6-LUT)
 - Thousands of them
 - MegaBytes of distributed on-chip memory
 - Hard-coded special-purpose hardware blocks for highperformance operations
 - Memory interface
 - Low latency and high bandwidth off-chip I/O
 - Even a general-purpose processor embedded within the FPGA chip





- Modern FPGA architecture
 - An Example Modern FPGA Platform: Xilinx Zynq Ultrascale+







- Advantages and Disadvantages of FPGAs
 - Advantages
 - An algorithm can be implemented directly in hardware
 - No ISA, high specialization -> high performance, high energy efficiency
 - Low development cost (vs. a custom hardware design)
 - Short time to market (vs. a custom hardware design)
 - Reconfigurable in the field
 - Usable and reusable for many purposes
 - Good for both prototyping and application acceleration
 - Disadvantages
 - Not as fast and power efficient as dedicated hardware customized for an algorithm
 - Reconfigurability comes at a cost: significant area and latency overhead

FPGA

- Programming the FPGA
- Computer-Aided Design (CAD) Tools
 - FPGAs have many resources (e.g., LUTs, switches)
 - They are hard to program manually
 - How can we
 - represent a high-level functional description of our hardware circuit using the FPGA resources?
 - select the resources to map our circuit to?
 - optimally configure the interconnect between the selected resources?
 - generate a final configuration file to properly configure an FPGA?







Your task!

Problem Definition



Hardware Description Language (HDL)

Verilog, VHDL



Logic Synthesis

Automated by Xilinx Vivado tools



Placement and Routing



Bitstream Generation

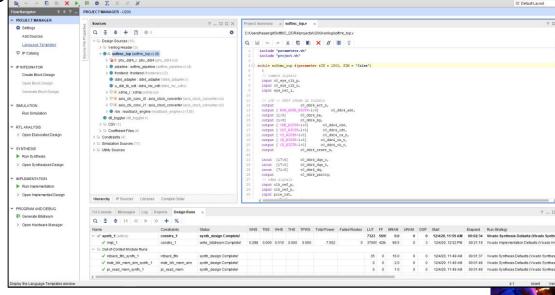




- Vivado
 - □ A software tool that helps us throughout the FPGA design flow
 - Provides tools to simulate our designs
 - Validate the correctness of the implementation
 - Debugging

Provides drivers and graphical interface to easily program the F

PGA using a USB cable





LAB SUMMARY

- Each week we will have a new exercise
 - □ Not all exercises will require the FPGA board
- At the end of the exercises, we will have built a 32-bit micro processor running on the FPGA board
 - It will be a small processor, but it will be able to execute pretty much any program
- You are encouraged to experiment with the board on your own





LAB SUMMARY

- Research Paper Reading:
 - RISC-V Hardware Synthesizable Processor Design Test and Verification Using User-Friendly Desktop Application
 - https://www.webology.org/abstract.php?id=1069

Webology, Volume 19, Number 1, January, 2022

RISC-V Hardware Synthesizable Processor Design Test and Verification Using User-Friendly Desktop Application

Hyogeun An

Hanbat National University, Daejeon, South Korea. E-mail: ahnhyogean@gmail.com

Sudong Kang

Hanbat National University, Daejeon, South Korea. E-mail: dongdonge9555@gmail.com

Guard Kanda

Hanbat National University, Daejeon, South Korea. E-mail: guardkanda@gmail.com

Kwangki Ryoo*

Hanbat National University, Daejeon, South Korea. E-mail: kkryoo@gmail.com

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