## Course Plan

## FPGA-based Digital System Design

## Part I: SystemVerilog HDL, Xilinx vivado

#### 1. SystemVerilog HDL Basics

- Modules
- Combinational logic
- Case statements
- If statements
- Truth tables with don't cares
- Sequential logic
- Blocking and non-blocking assignments
- Synchronous and asynchronous design
- O Behavioral and structural modeling
- Data types
- Parameterized modules
- Testbenches

#### 2. Digital Design Basics

- Digital Combinational/Sequential Building Blocks
  - Arithmetic circuits (Addition, subtraction, comparators, ALU, shifters and rotators, multiplication, division)
  - Counters
  - Shift registers
  - Memories
- Finite State Machines
  - Design strategy (Meally and Moore models)
  - Sequencers
  - Traffic light controller
  - Factoring state machines
  - Case study: SDRAM controller
- Timing of sequential logic
  - System timing (setup time and hold time)

- Clock skew
- Metastability
- Synchronizers
- Derivation of resolution time
- 3. Parallelism (Pipelines)
- 4. FPGA structure (building blocks)
  - Overview on Xilinx different families
- 5. Selection of best FPGA for a specific project
  - Selection criteria
- 6. FPGA design flow (in Xilinx Vivado)
- 7. Testbenches in different levels
  - Behavioral
  - Post-synthesis
  - Post-place and route
- 8. Overview on ZYBO Z7 development board
- 9. Writing an XDC file
  - Pin assignment
  - Timing constraints
- 10. Adding IP from IP catalog
  - $\circ \quad \hbox{Clocking wizard}$
  - Memories
- 11. Timing Analysis in Vivado
  - o Timing parameters
  - Critical path
  - Maximum frequency
- 12. Timing Issues in FPGA Synchronous Circuits
- 13. Clock Domain Crossing and Meta-stability
  - Dual-clock FIFOs
  - Using FIFO generator
- 14. HDL Project 1: Simple HDMI processor
- 15. HDL Project 2: Audio meter/recorder/player
- 16. HDL Project 3: Digit recognizer

## Course Plan

# FPGA and Processor-based Digital System Design

Part II: C/C++, Xilinx SDK

- 1. Generating Block Designs
- 2. Xilinx SDK
- 3. Writing software (C/C++) for the processor
- 4. Efficient C and C++ code for embedded systems
- 5. Integrating hardware and software flows
  - a. Synthesise and place&route the whole system on ZYBO Z7 board
- 6. Projects