

# ECE260C

# Spring 2022

VLSI Advanced Topics

# Introductions



# Introductions

- **Prof**

- John Eldon      [jeldon@eng.ucsd.edu](mailto:jeldon@eng.ucsd.edu)

- **TA**

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# John A. Eldon, DEnv

## Continuing lecturer, CSE, ECE, MAS

- Graduate student intern, then research scientist, Data Sciences Division of Technology Service Corporation, doing classification and regression on "Big Data" back when it was small; doctoral thesis: oxidant-precursor (smog) modeling
- Semiconductor industry (1980-2015): applications engineer, manager of advance development, consultant/contract engineer
  - VLSI-DSP / computer arithmetic
  - digital video processing
  - mixed signal analog/digital
  - high speed communications
  - embedded hardware/software systems

# John Eldon, continued

- Taught Verilog at UCSD Extension since 1993, adding analog design, mixed signal design, UVM-verification, and signals & systems.
  - Currently teaching: mixed signal; signals and systems/DSP
- Encore career at UCSD, teaching various courses in
  - CSE: 30, 140, 140L, 141, 141L
  - ECE: 5, 30, 111, 165, 260A, 260C
  - Master of Advanced Study/Wireless Embedded Systems:
    - 237B: Software for embedded
    - 269: Hardware implementation of embedded
    - 237A: Embedded projects (PYNQ)

# (Virtual) Office Hours

- Google calendar link on Piazza or Canvas
- Prof office hours on Zoom
  - Right after class
    - M, W, F, 1000-1100
  - Plus by appointment, also on Zoom
    - Best times to catch me are weekday and weekend afternoons
    - email me or post a request on Piazza

# Housekeeping

- All sections are delivered on Zoom
- Lecture M, W, F 0900
- Real time Zoom attendance is optional, but highly encouraged.
- If you miss a class, be sure to catch up by watching the recording.



# Course Logistics

- Lab exercises (individual or small group)
- Project (larger lab exercise)
  - **OPTIONAL**: choose your own term project instead
- No exams (unless you beg for one 😊 )
- Content:
  - SystemVerilog-based simulation
  - ASIC and FPGA logic synthesis
  - Universal Verification Method (UVM)



# Course Outline

## Part 1: SystemVerilog-based Design and Verification

### 1. Intro

Terminology

- SoC, FPGA, ASIC, HDL, Design, Synthesis, Simulator

Full custom chip designing process and challenges

Role of hardware description languages

SystemVerilog Capabilities and Syntax

Applications of FPGAs

### 2. ASIC, FPGA, Logic Synthesis

Introduction to ASIC and FPGA based prototyping

ASIC and FPGA design flow

Introduction to FPGA Architecture and its internal components

Logic Synthesis, Simulation, Simulator, Waveform

ASIC versus FPGA differences

Matlab/Simulink high level synthesis

# Course Outline, Continued

- 3. SystemVerilog Modeling Abstraction
  - Combinational vs. Sequential
  - Behavioral vs. Register Transfer Level Data Flow Modeling
- 4. Anatomy of a SystemVerilog Module
  - specification format
  - ports, parameters
  - hierarchies
- 5. Data Types, Continuous Assignments, Conditional Operator
  - nets, wires, logics, regs, wireand (WAND)
  - synthesizable, non-synthesizable variables
  - signed (two's comp.), unsigned

# Course Outline, Continued

- 6. Blocking, nonblocking assignments
  - RTL event scheduling flow
  - inter-delay
  - shift registers, Johnson counters, barrel shifters
- 7. Procedural Blocks
  - initial, always
  - latch, flip flop, combinational
  - race conditions
  - LFSR / pseudonoise generator
- 8. RTL Programming Statements

# Course Outline, Continued

- 9. Finite State Machines
  - Mealy v. Moore
  - state diagrams to Verilog
  - parity and error detection
  - UARTs and vending machines
- 10. Packed, unpacked arrays
  - memories
- 11. Test benches
  - tasks and functions
  - \$stop and \$finish
  - \$write, \$display, \$strobe, \$monitor

# Course Outline, Continued

- Part 2: Universal Verification Method
  - 1. Interfaces and Bus Functional Models
  - 2. Advanced OOP
  - 3. Classes & Extension
  - 4. Polymorphism
  - 5. Static Methods
  - 6. Factory Pattern
  - 7. Object-Oriented Testbench Example
  - 8. UVM Tests, Components, Environments
  - 9. Test Bench Analysis Ports
  - 10. Interthread Communication
  - 11. Class Hierarchies and Deep Operations
  - 12. UVM Transactions, Agents, Sequences

# Part 3: Wireless Embedded Systems

- Definition
- Examples
- Design & Implementation
- Resource Allocation (Hardware Accelerators vs. Software in Microprocessor Core)
- Software Defined Radio

# Lecture/demo

- SystemVerilog syntax
- SystemVerilog state machine
- Simulation: Questa demo
- FPGA Synthesis: Mentor Precision Demo
- FPGA Synthesis: Quartus demo
- Vivado demo
- Simulation & High-Level FPGA Synthesis: Simulink Demo

# Tools Access

- Mathworks (Matlab, Simulink, HDL Coder, Comms & DSP Toolboxes):
  - You may download and install on your own computer
  - Use university license (VPN in to do so)



# Questa Simulator (replaces ModelSim)

- Option 1: download & install on your own computer
  - <https://community.intel.com/t5/Intel-FPGA-Software-Installation/Intel-Starter-Edition-2021-2-requires-License/td-p/1280757>
  - Follow the instructions in Zawani\_M Intel's response
  - Free, but requires license
- Option 2: hit the playground
  - Create a free account on Doulos' edaplayground.com
  - Need to add \$dumpvars command to your testbench to create a signal waveform:
    - declare **\$dumpfile**("your\_desired\_name.vcd");
    - in **initial begin** block: **\$dumpvars**; *// dumps everything!*

# Quartus Prime Lite (free synthesizer)

- <https://www.intel.com/content/www/us/en/software-kit/684216/intel-quartus-prime-lite-edition-design-software-version-21-1-for-windows.html?>
- Free, no license required
- Option 2: Use Mentor Precision on edaplayground
  - Requires a run.do file with your test bench
  - (shows Codewright logo on my computer)



run.do

# run.do (for Xilinx FPGA)

- `setup_design -manufacturer Xilinx -family Artix-7 -part 7A100TCSG324`
- `foreach arg $::argv {`
- `add_input_file $arg`
- `}`
- `compile`
- `synthesize`
- `auto_write precision.v`
- `report_output_file_list`
- `report_area`
- `report_timing`
- `exec cat precision.v`

# Application Specific Processors

- At 0.13mm, Pentium 4 die size can fit ~50 ARM9 cores, 80 at 0.10mm
- At 0.13mm at 250MHz clock, ARM9 dissipates ~0.1W.  $50 \times = 5W$
- At 0.13mm 150M transistors single chip, 250M at 0.10mm

# SoC

## **System-on-Chip = Boards-on-Chip?**

- Instead of Core5 + PCI + PCI cards + DRAM,  
System-on-Chip = CPU cores (e.g. ARM)+ on-chip networks (e.g. AHB, AMBA bus) + ASIC blocks + SRAM
- Many issues are similar: e.g. need standardization process for components supplied by 3rd party to interoperate
- What's different? Components come as “Intellectual Property” (i.e. “Designs”) rather than IC's
- So why not make the components customizable?

Need to fab specific instantiations

# Why App Specific Processors?

- The promise: Customization enables better performance and/or better fit
  - Examples of customization
    - Add additional “data paths”
    - Add application-specific “data paths” and/or application specific instructions
    - Vary processor parameters (e.g. #registers, cache sizes)
    - Add application-specific accelerators (as “peripherals”)
      - \$\$\$ ==> suited for high-volume production only
      - FPGAs are increasingly popular even for released products
        - weigh unit costs vs. design & development costs

# Example: Tensilica's XTensa Processor

- Basic architecture
- Comparable performance of 32-bit RISC
- $0.7\text{mm}^2$  in  $0.18\text{mm}$
- $0.4\text{mw/MHz}$

# Additional Data Paths

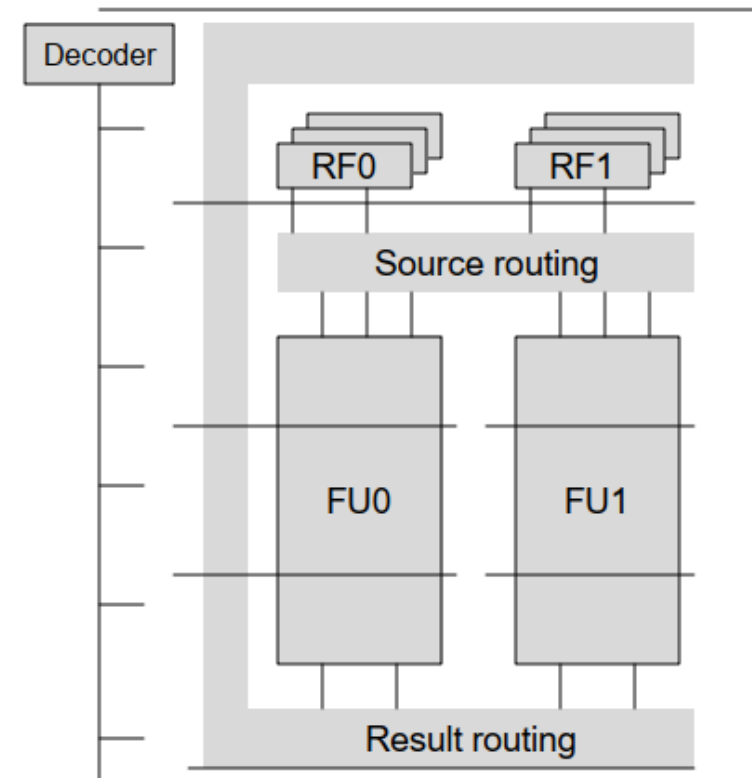
Challenge: effective use of parallel processors  
and register files

Note the source & result routing

Big Crossbar Switches

FU = "functional unit"

RF = "register file" / cache memory



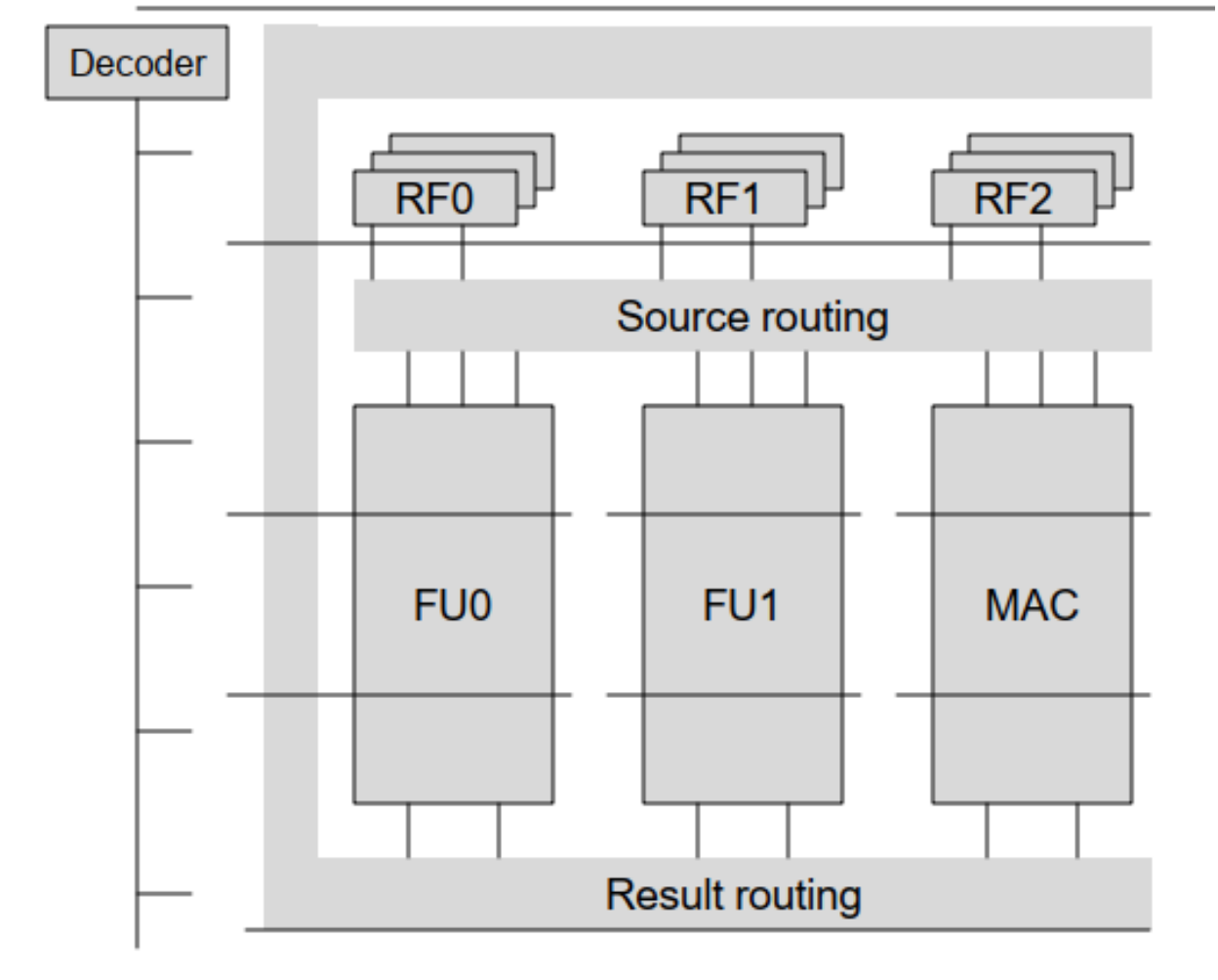


# Specialized Data Paths

MAC = macaroni and cheese  
... multiplier/accumulator, actually

Typical hardware accelerator for DSP

Popular as building blocks in FPGAs  
Popular as IP in custom ASICS




# FPGA

- Field Programmable Gate Array
- Macro Architecture
  - array of logic cells, memory
- Micro Architecture
  - anatomy of a logic cell

# Intel FPGA Macro Architecture

Cool Intel Trick: splittable  
multipliers  
one 18x18 or two 9x9

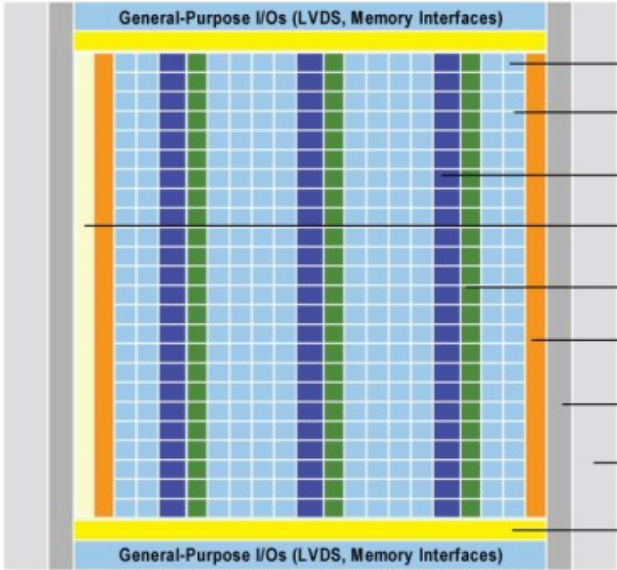


Menu Notes

- 1. Altera FPGA 101 Tutorial
- 2. Objectives & Duration
- 3. Agenda
- 4. End Products
- 5. End Products - The Medical Fi...
- 6. Acronyms & Definitions
- 7. FPGA Benefits
- 8. FPGA Architecture**
- 9. Architecture - The ALM
- 10. Architecture - More Features
- 11. Architecture - I/O
- 12. Altera Products
- 13. Design Flow Example
- 14. Tool Flow - Quartus
- 15. Tool Flow - Qsys
- 16. OpenCL - Design Flow Exam...
- 17. Tool Flow - Debug Using Sig...
- 18. Summary & Further Training
- 19. Thank You

Altera FPGA 101 Tutorial (08:22 / 20:57) Exit

## FPGA Architecture



The diagram illustrates the macro architecture of an Altera FPGA. It features a central grid of Adaptive Logic Modules (ALMs) and Distributed Memory blocks. The grid is flanked by General-Purpose I/Os (LVDS, Memory Interfaces) at the top and bottom. Various other components are labeled on the right side, including Variable-Precision DSP Blocks, PCIe Hard IP Gen 2x4, M10K Internal Memory Blocks, Fractional PLLs, Hard IP Per Transceiver: 3G/6G PCS, High-Speed Serial Transceivers, and Integrated Multiport Memory Controllers. A small image of an FPGA chip is shown in the bottom right corner.

General-Purpose I/Os (LVDS, Memory Interfaces)

Adaptive Logic Module (ALM)

Distributed Memory

Variable-Precision DSP Blocks

PCIe Hard IP Gen 2x4

M10K Internal Memory Blocks

Fractional PLLs

Hard IP Per Transceiver: 3G/6G PCS

High-Speed Serial Transceivers

Integrated Multiport Memory Controllers

General-Purpose I/Os (LVDS, Memory Interfaces)

Altera

MEASURABLE ADVANTAGE™

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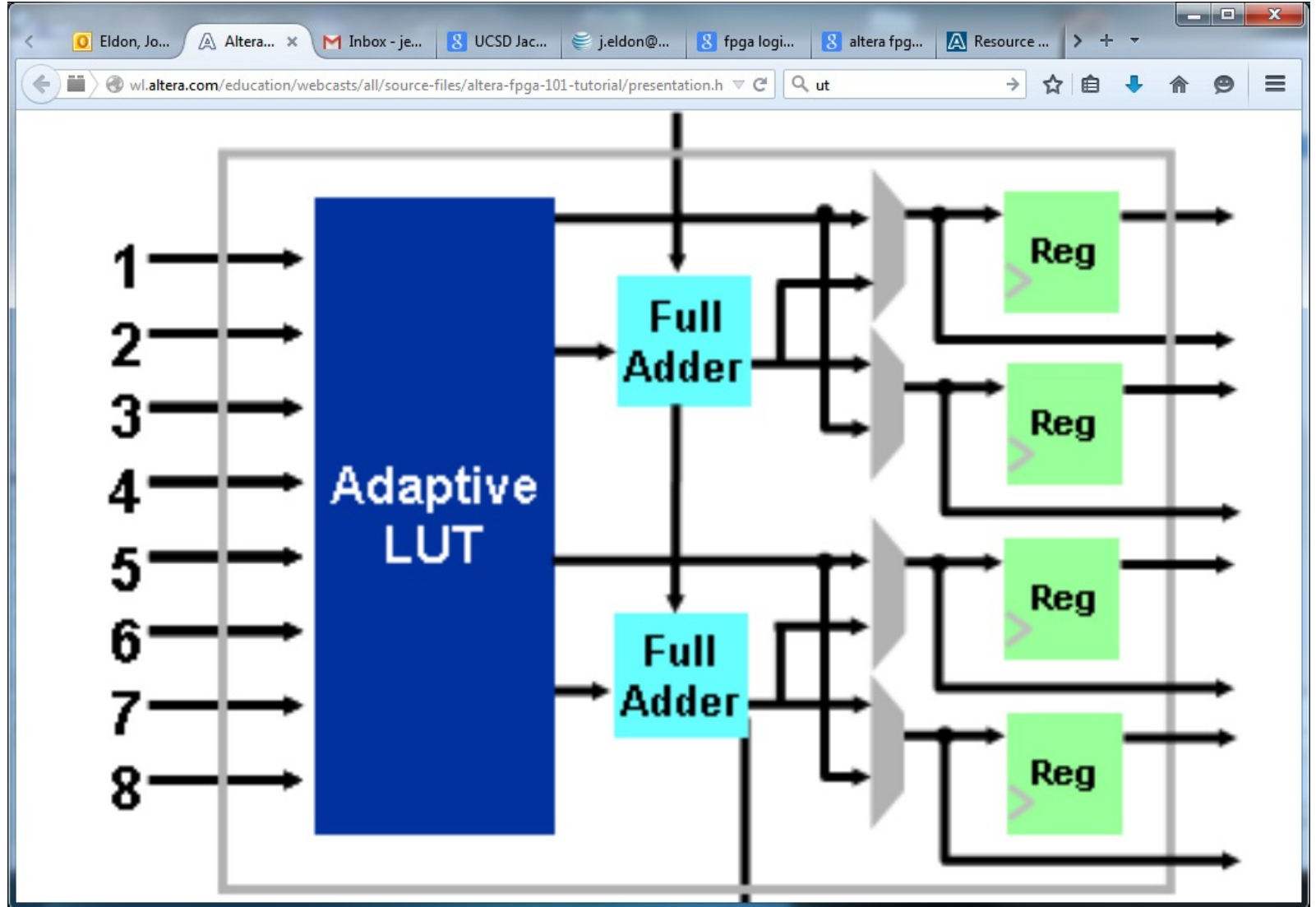
# Anatomy of a Cell

Lookup Table  
each out =  $f(\text{all ins})$

Carry Chain For Adders

Muxes For Bypass

Combinational & Registered  
Outputs



# Design Flow

Altera FPGA 101 Tutorial (16:26 / 20:57)

Design Flow Example

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$C \leq A \text{ AND } B;$   
Designers VHDL Equation

$A$   $B$   $C$   
(Equivalent Schematic)

Compile Design

QUARTUS<sup>®</sup> II

Synthesis

Programming File

Adaptive LUT

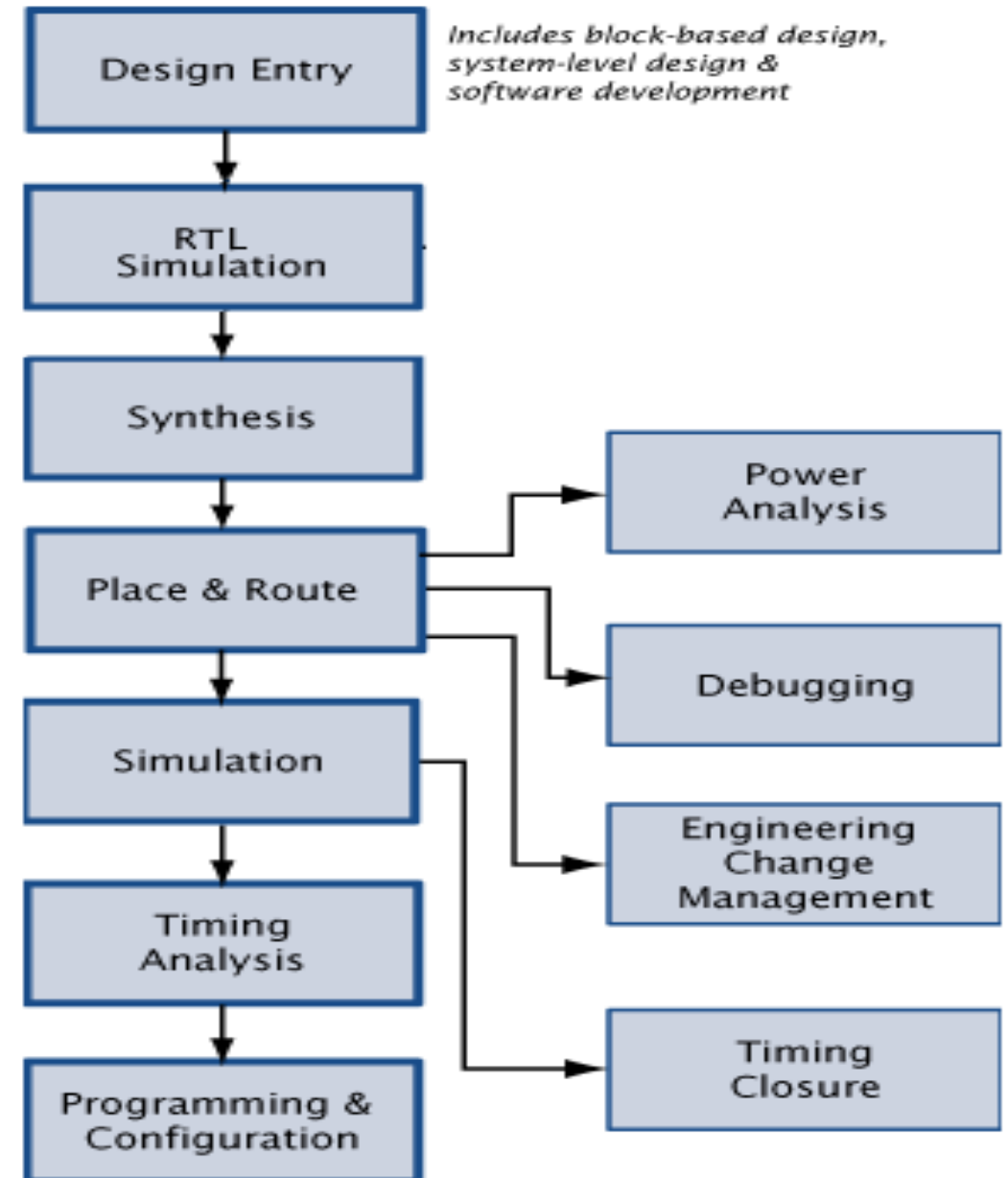
Full Adder

Reg

13 © 2014 Altera Corporation—Public

PREV NEXT

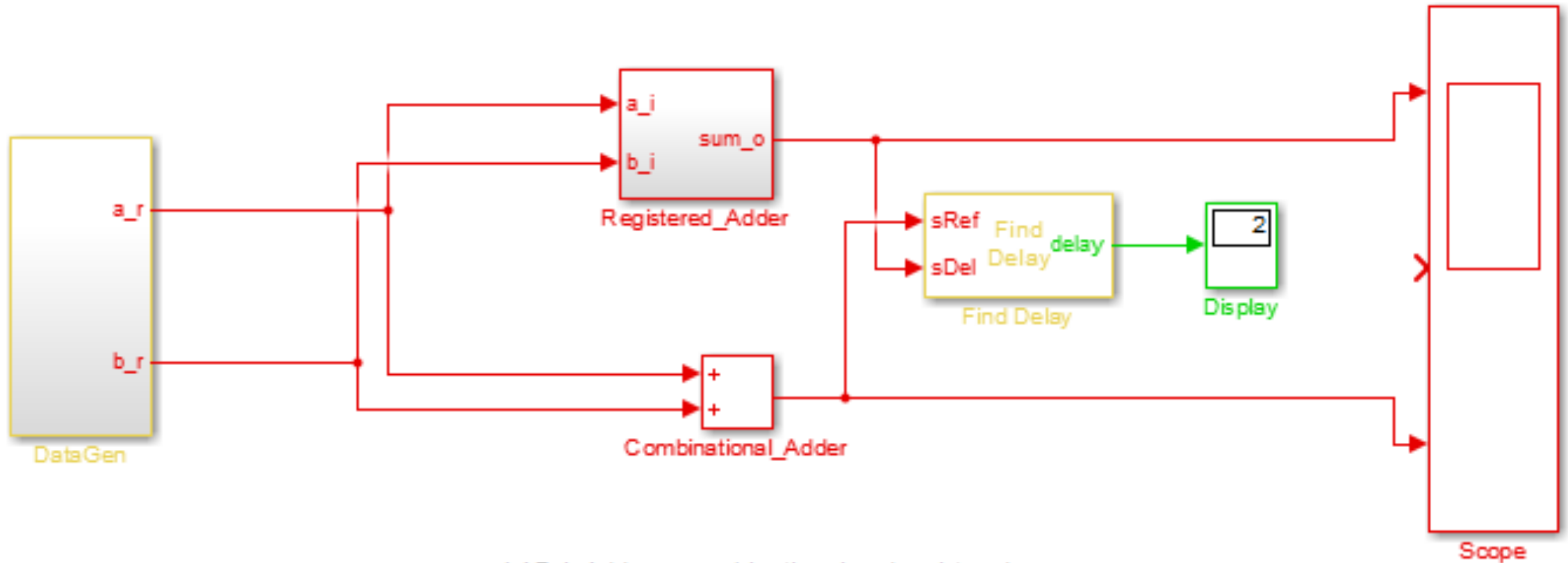
# Typical Design Flow



# Simulation vs. Synthesis

- We **simulate** the testbench and the device under test (DUT), using ModelSim logic simulator, to VERIfy LOGic
- We **synthesize** just the DUT, never the bench, using Quartus, to build real hardware
  - In this class we used this to make sure our design is realizable in hardware and to estimate how fast it could be clocked

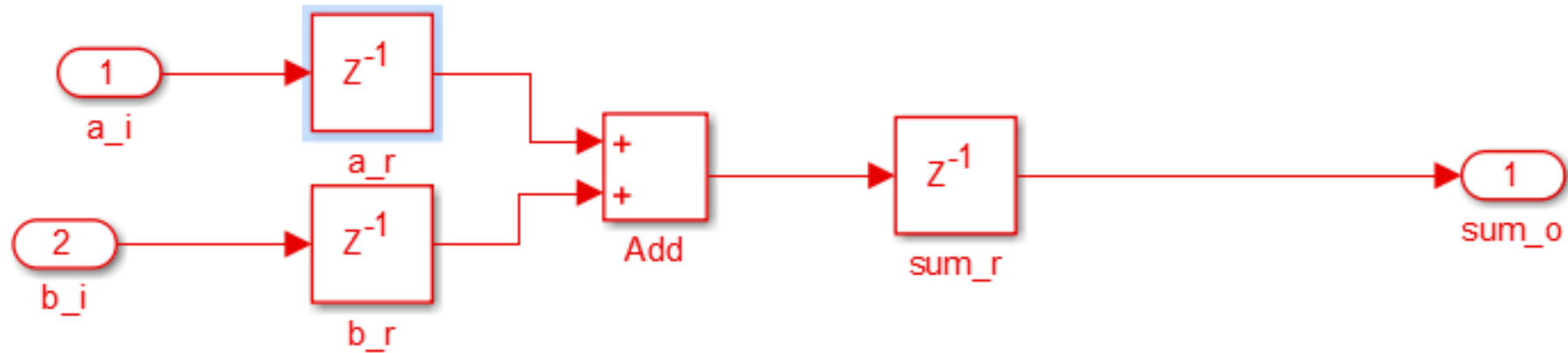
# Test Bench and DUT



LAB 1. Adders -- combinational and registered



# Inside a DUT (Registered Half Adder)



$z^{-1}$  = clocked logic (D flip flop) -- denotes sample time of delay

# Verilog

- "Verify Logic"
- 1984, Phil Moorby
- Shift from schematic to text based design



# SystemVerilog

- "Verify Logic" enhanced
- logic
- typedef struct
- typedef enum
- always\_ff, always\_comb
- array notation
- a\*\*n and \$clog2
- classes -- great for modular, reusable test benches

# Questa (Siemens / Mentor Graphics)

- Simulation tool
- Behavior modeling of .sv files
  - no real sense of timing
  - verifies logical correctness only
- Post-synthesis timing simulation
  - uses .svo and .sdo files from Quartus
  - verifies logic & timing
  - beyond scope of this class 😊

# Quartus (IntelFPGA)

- logic synthesis tool
- turns Verilog (.sv) into netlist (.svo)
- We need Quartus for three reasons:
  - 1. Verify that our design can be built in REAL hardware
  - 2. Obtain an estimate of how fast said hardware can be clocked/run (Lab 4)
  - 3. Estimate how much of our FPGA is needed