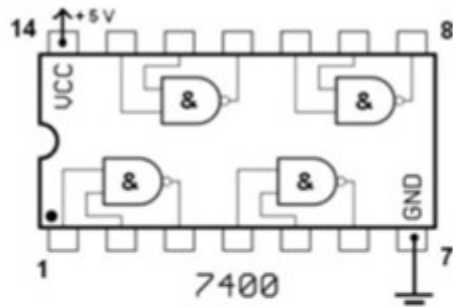


Field Programmable Gate Arrays (FPGA)

Digital CMOS Integrated Circuit Design

Y. Fırat Kula

Good old days...



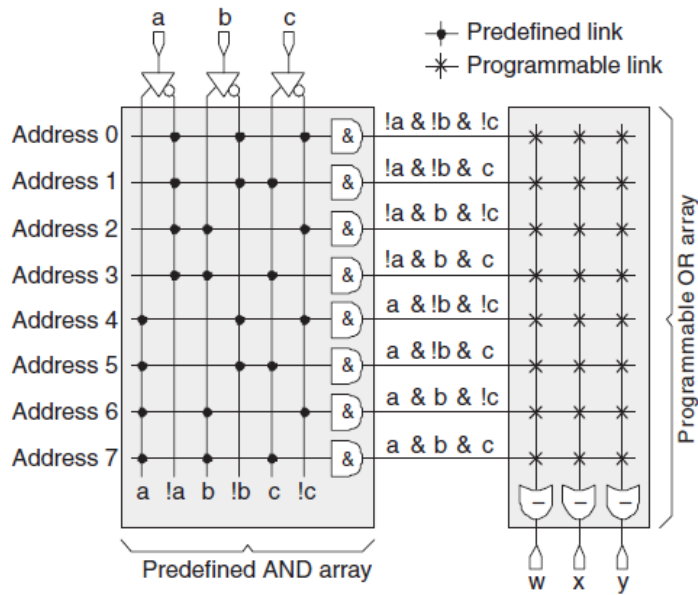
- ◆ Discrete logic – based on gates or small packages containing small digital building blocks (at most a 1-bit adder)
- ◆ De Morgan's theorem – theoretically we only need 2-input NAND or NOR gates to build anything
- ◆ Tedious, expensive, slow, prone to wiring errors



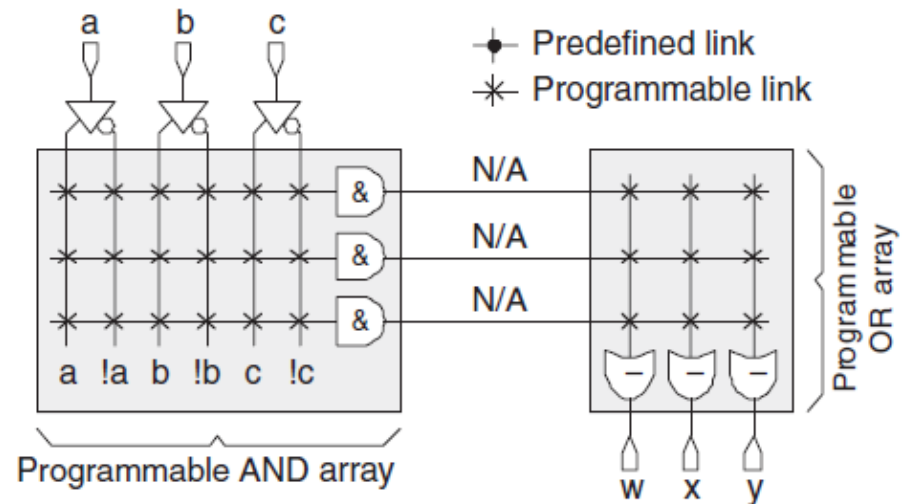
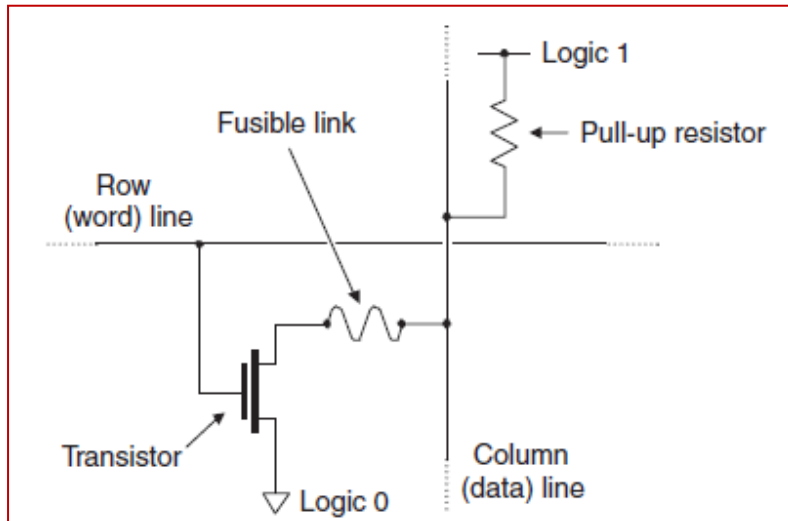
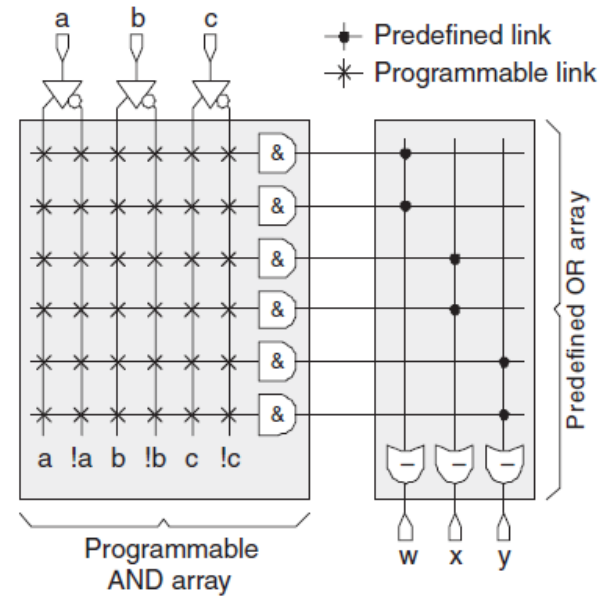
Programmable Logic

- **Simple Programmable Logic Devices (SPLD)**
 - ** PAL (Programmable Array Logic) , PLA (Programmable Logic Array)
- **Complex PLD's (CPLD)**
 - ** Multiple SPLD type of blocks with interconnect
- **Field Programmable Gate Array (FPGA)**

PROM

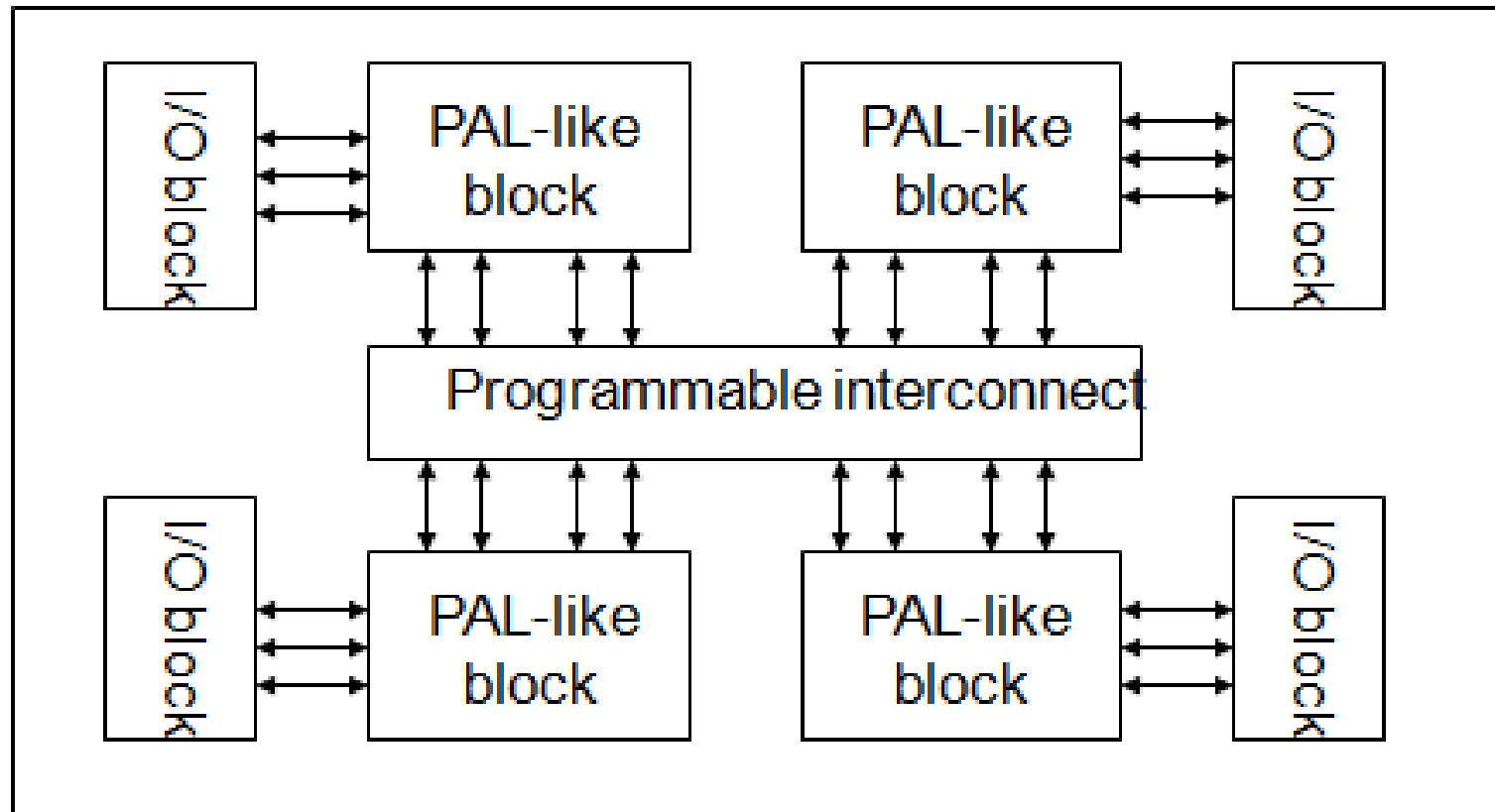


PLA (1975)

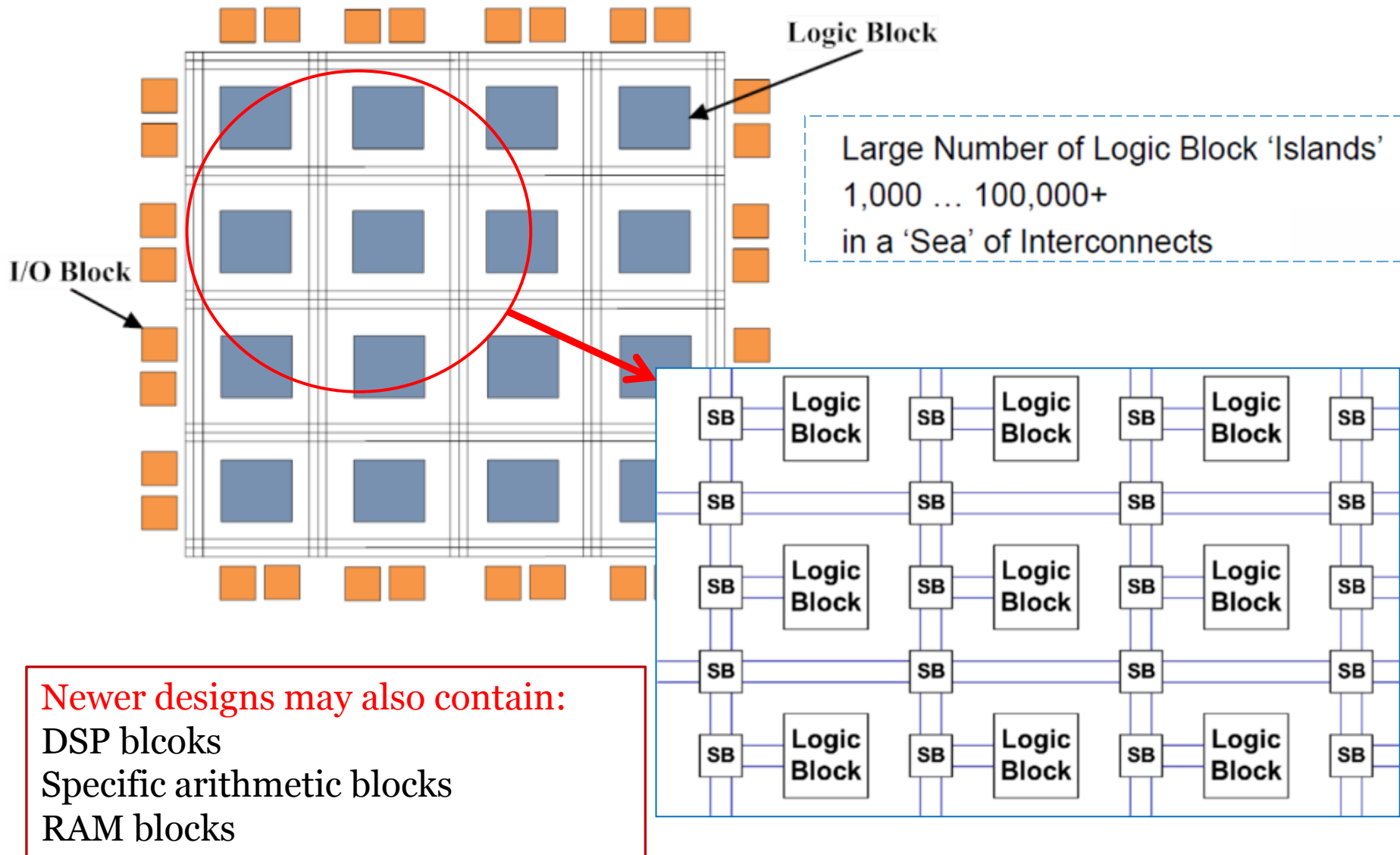


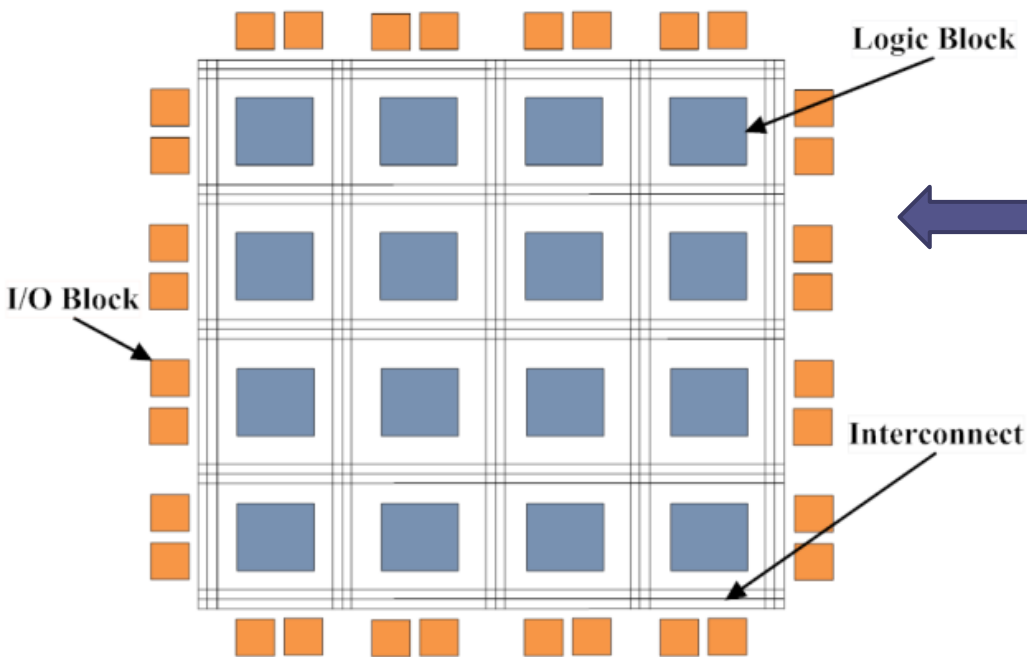
PAL (1978)

CPLD (1983)



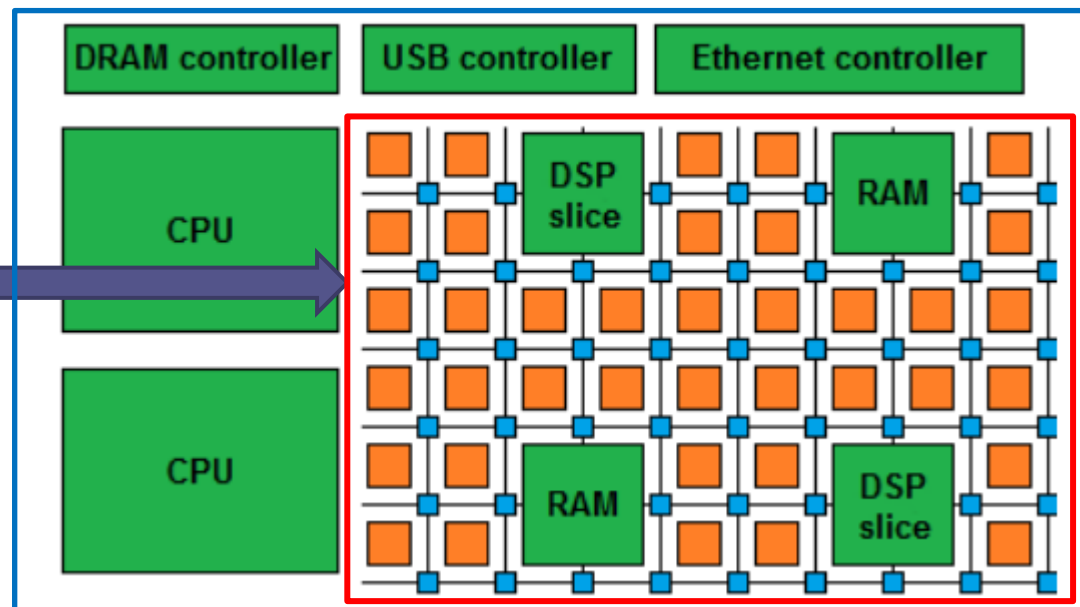
FPGA (1985)





Classical
Designs

Modern
Designs



- Field programmable?



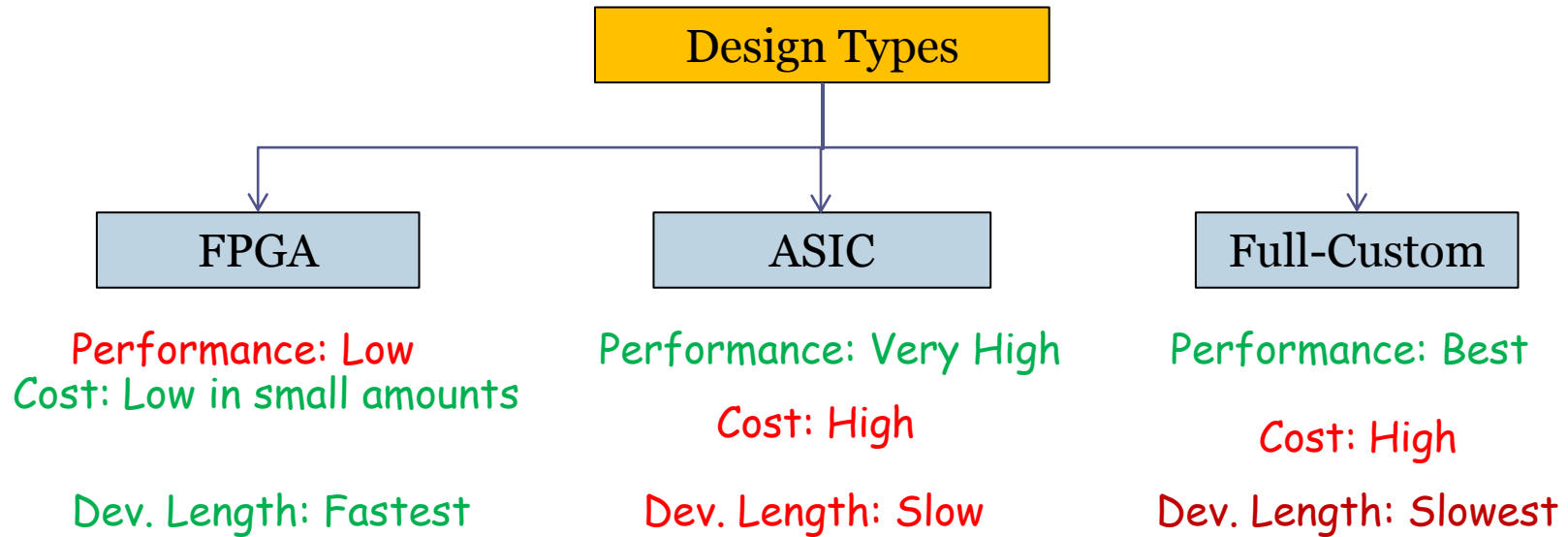
Areas of Usage

- ❑ Digital signal processing, communications, aerospace, cryptography...
- ❑ Hardware acceleration (Parallel computing)
- ❑ Design prototyping
- ❑ Can be substitute to ASIC when a design needs to be quickly produced in small quantities.

Pros & Cons

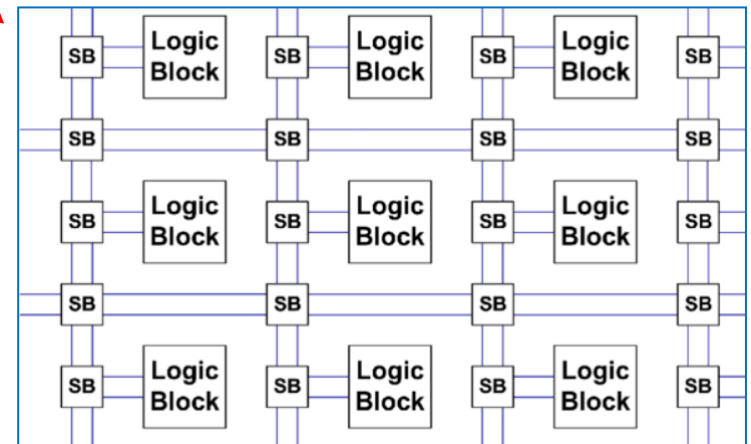
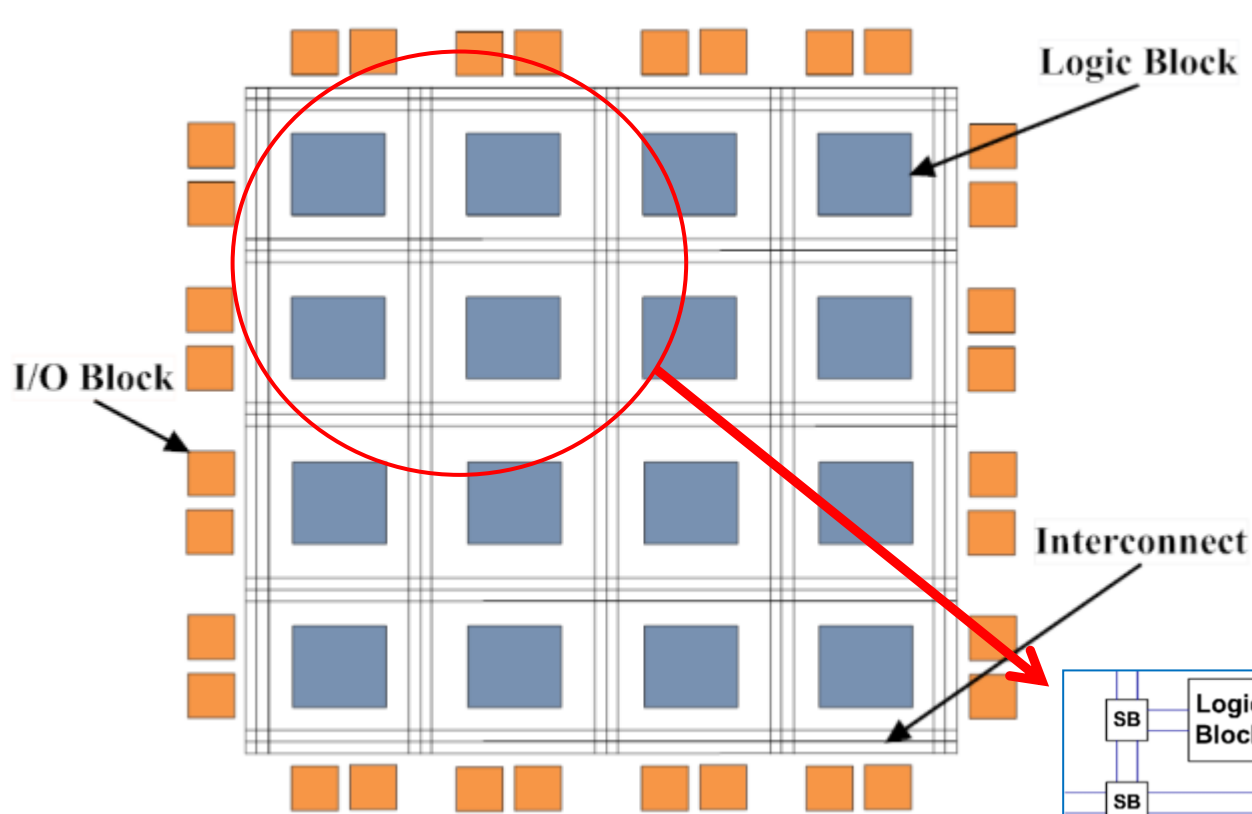
- + Faster designing process
- + Cheaper for small quantity productions
- + Reconfigurable
- Performance-wise, it is not as good as ASIC (Application Specific Integrated Circuits).
- Not suitable for mass marketing, since the high cost of the single FPGA makes it impractical compared to the much cheaper mass producing costs of ASIC

Different approaches...



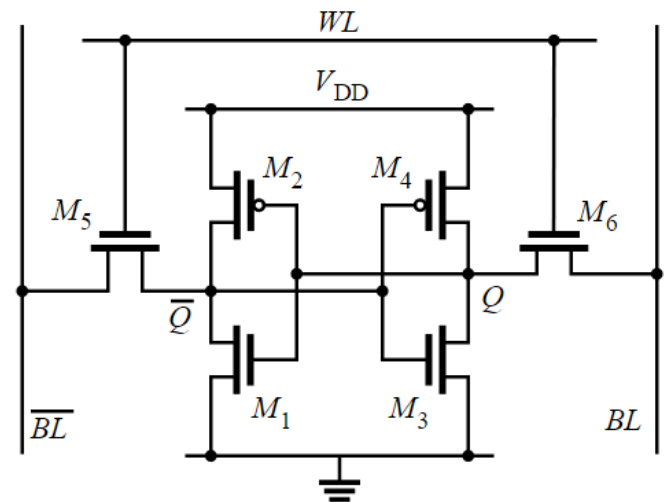
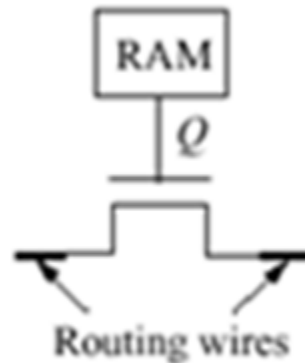
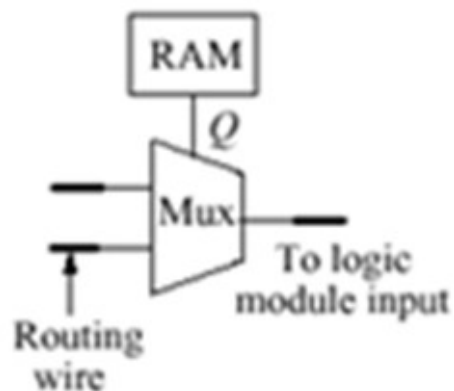
- Manufacturing cycle for ASIC is very costly, lengthy and engages lots of manpower. Mistakes not detected at design time have large impact on development time and cost
- FPGAs are perfect for rapid prototyping of digital circuits, and as hardware accelerators

Inside of an FPGA?



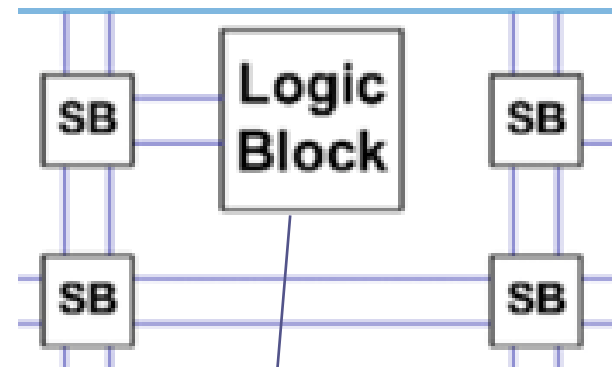
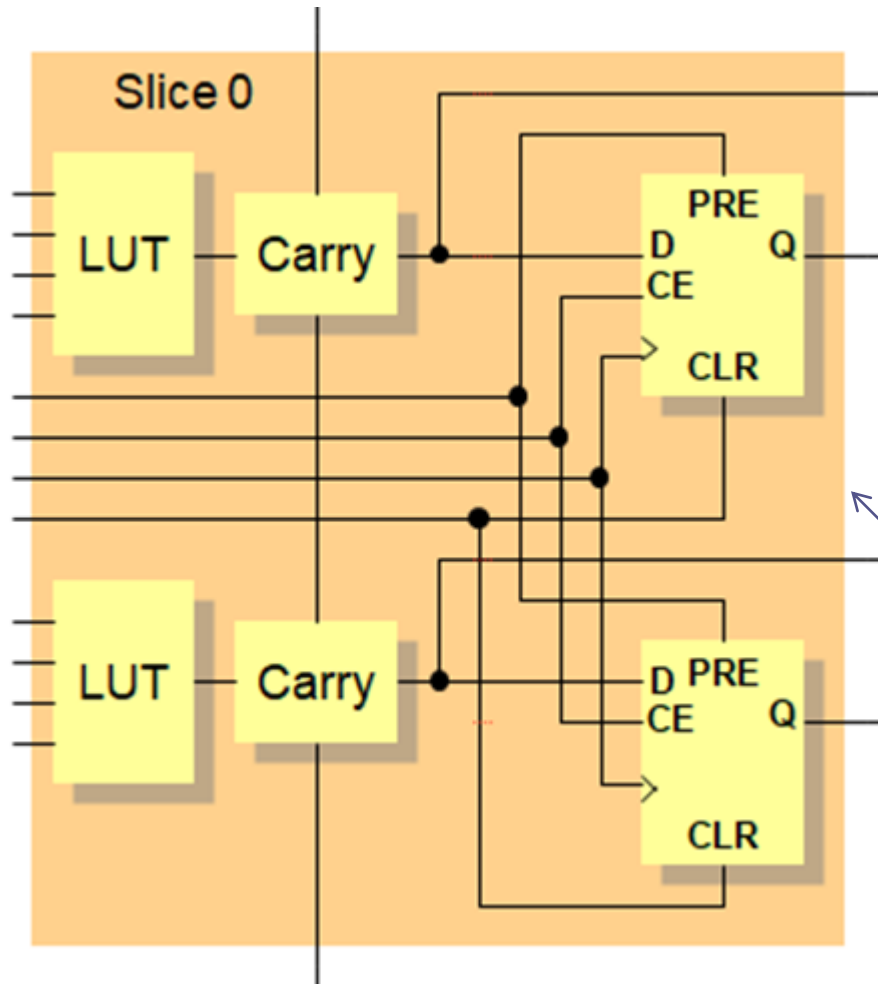
Programming uses small RAM cells...

- Mostly SRAM's (Very suitable with the CMOS process the FPGA's are made from).
- Volatile (Needs to be reprogrammed after power-down)
- Used in LUT elements, interconnection switches ...



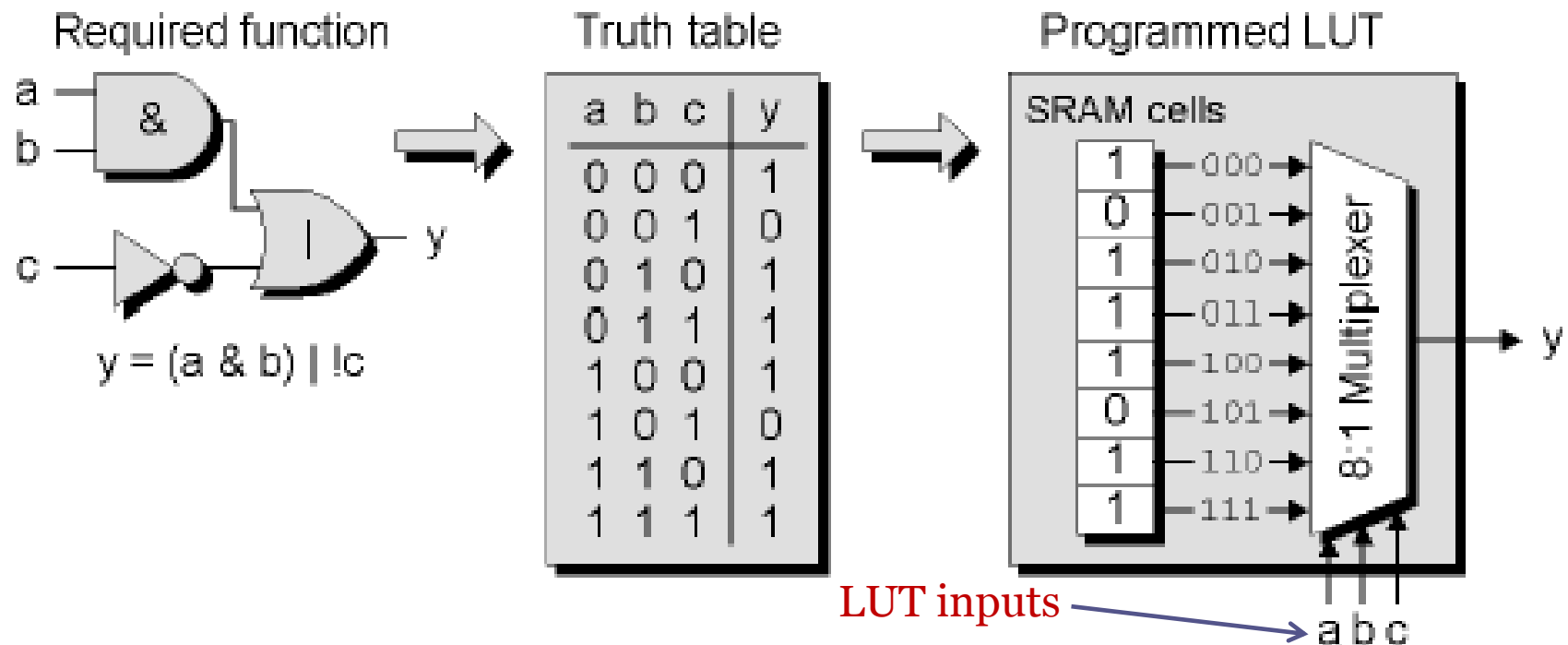
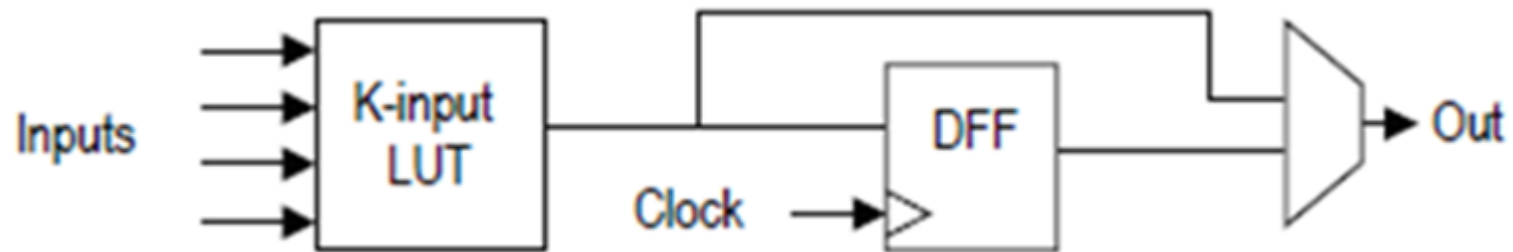
6-transistor SRAM circuit

Look-up Table (LUT) based Logic Blocks

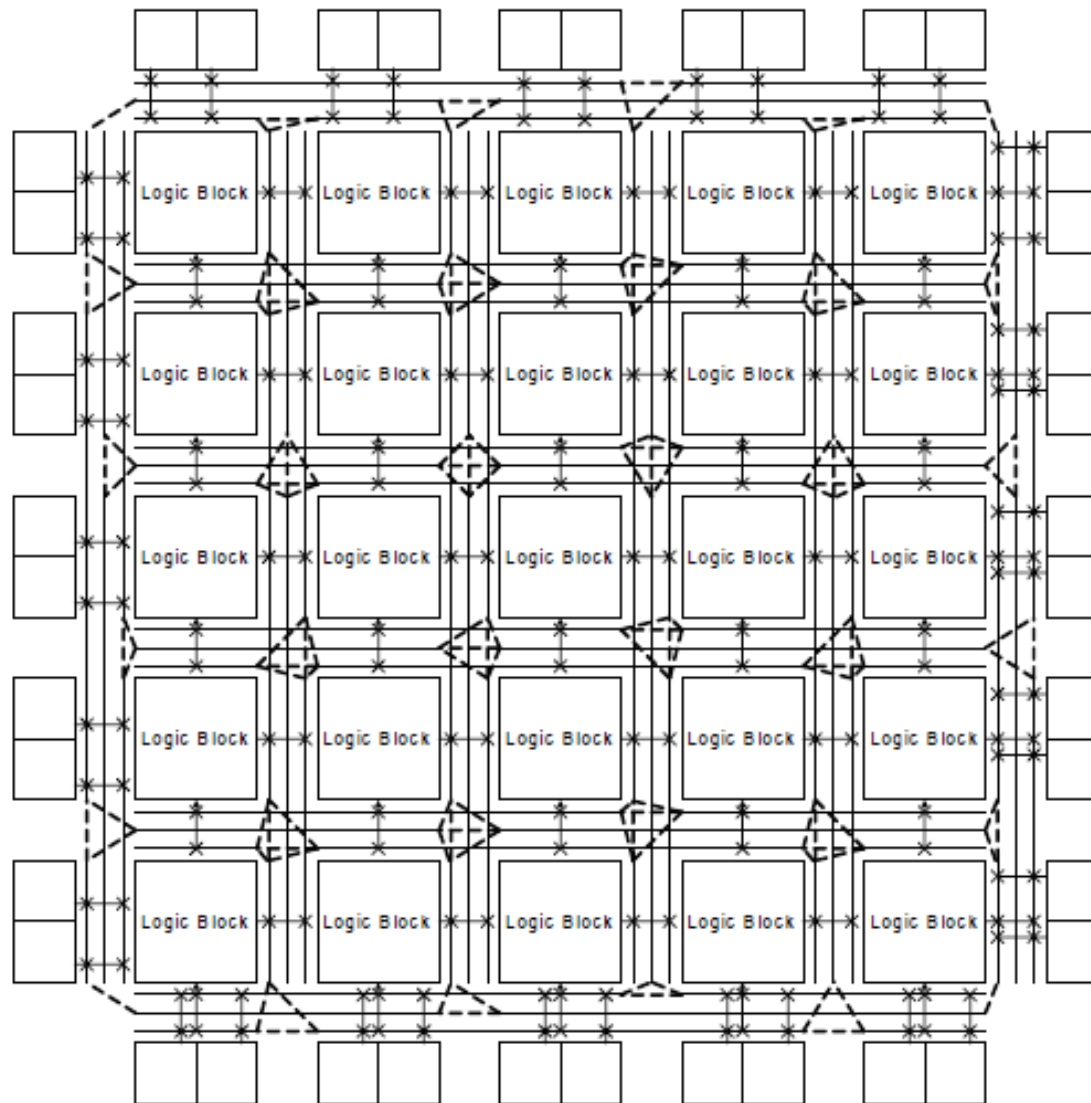


Logic blocks in Xilinx devices consists of multiple **slices**

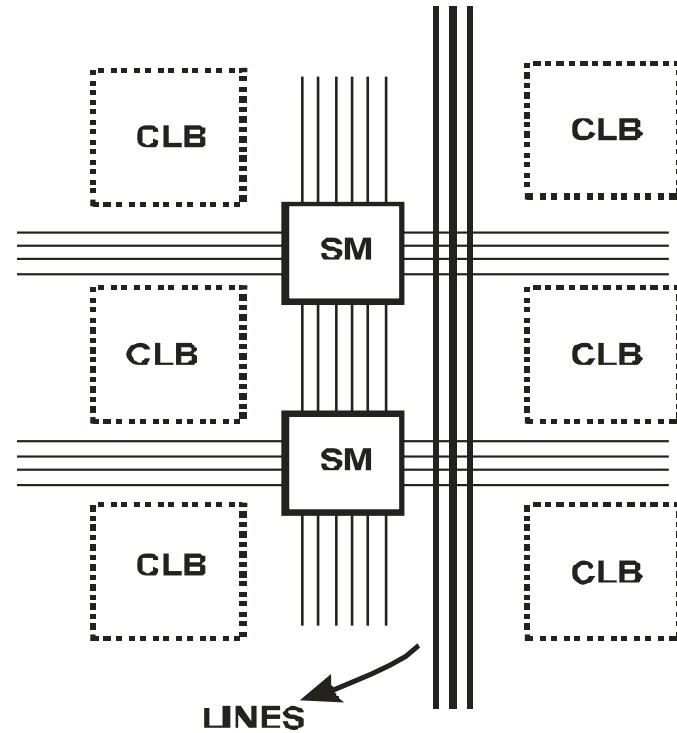
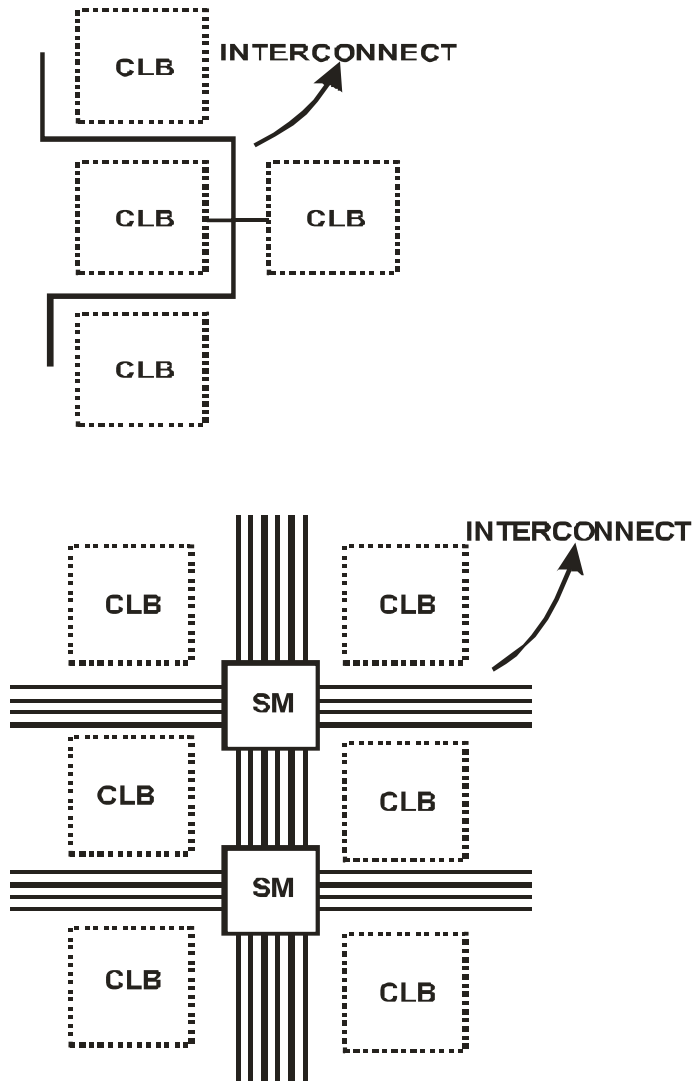
Look-up Table (LUT) based Logic Blocks



Interconnections

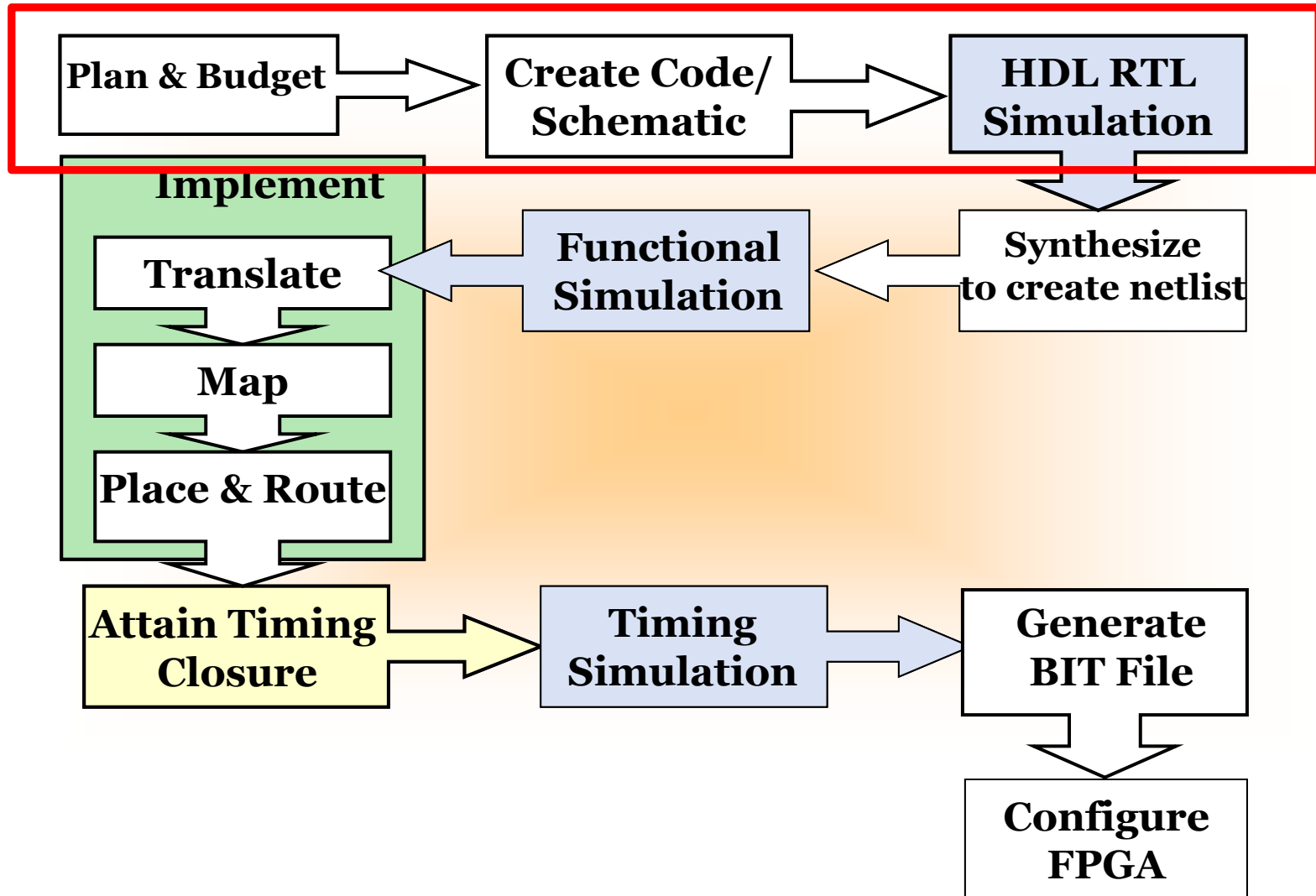


Interconnections



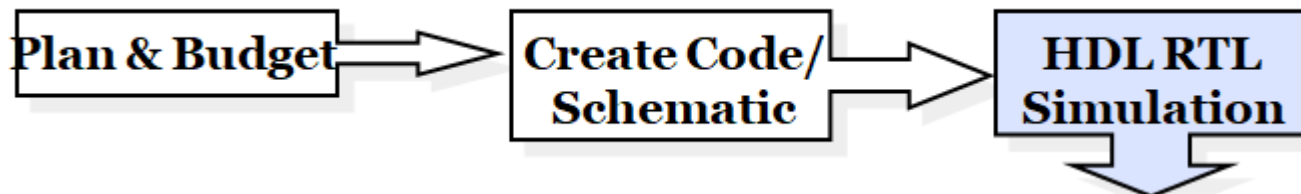
Interconnection switches are also programmed with RAM cells

FPGA Design Flow

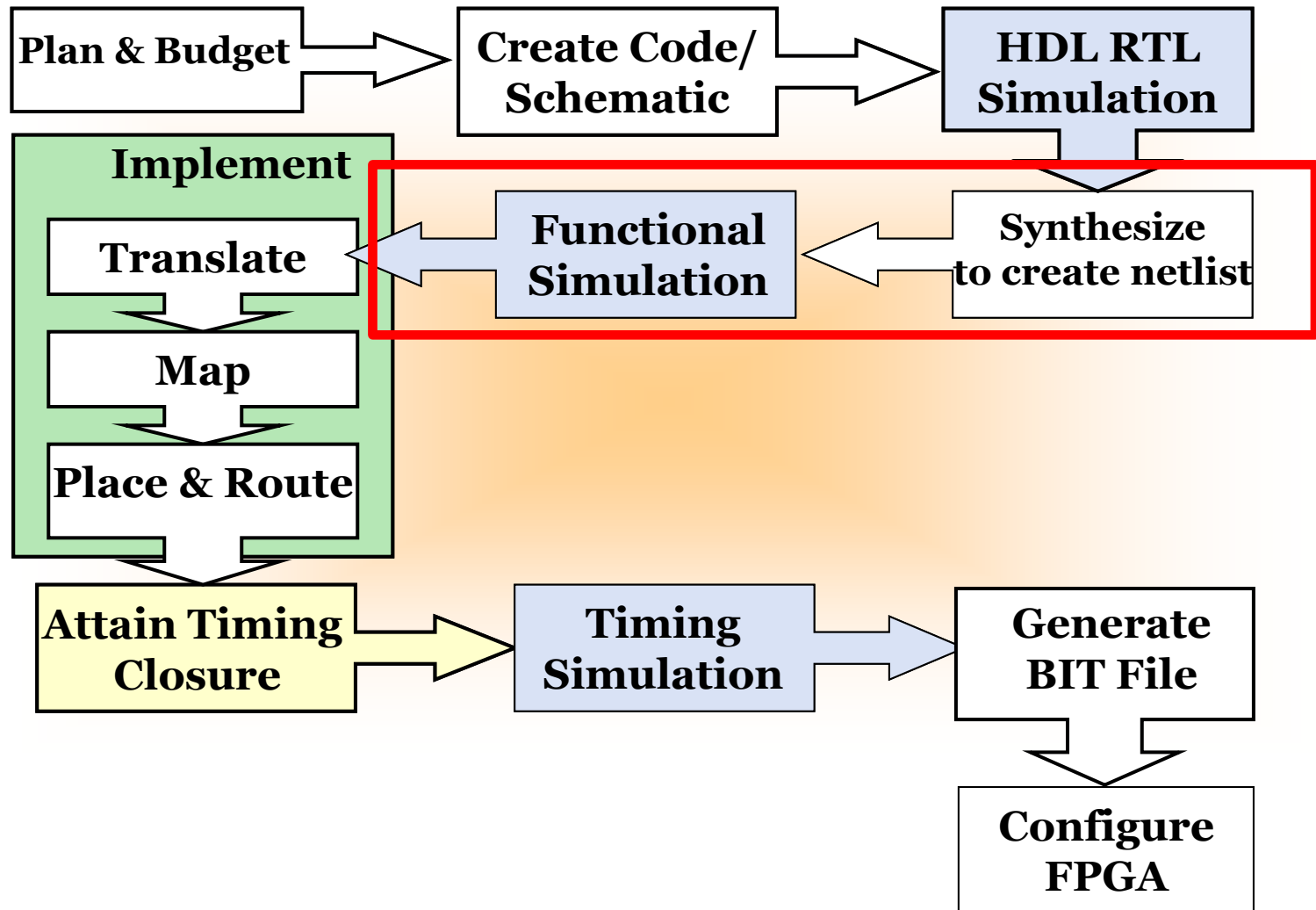


FPGA Design Flow - Design Entry

- Plan and budget: Determine a suitable device for our design
(Number of logic blocks, arithmetic blocks, RAM blocks, etc..)
- Code your design: Hardware Description Languages (HDL), *Ex: VHDL, Verilog*
- Simulate the design to ensure that it works as expected!



FPGA Design Flow



FPGA Design Flow - Synthesis

- Synthesis means converting our HDL coded design to logic element level netlist
- You will need a tool to generate an EDIF or NGC netlist to bring into the vendor specific implementation tools
 - Popular synthesis tools include: XST , Synplify, Precision, FPGA Compiler II
- Synthesised netlist can be simulated to see if it shows the desired functionality (Post Synthesis Functional Simulation).

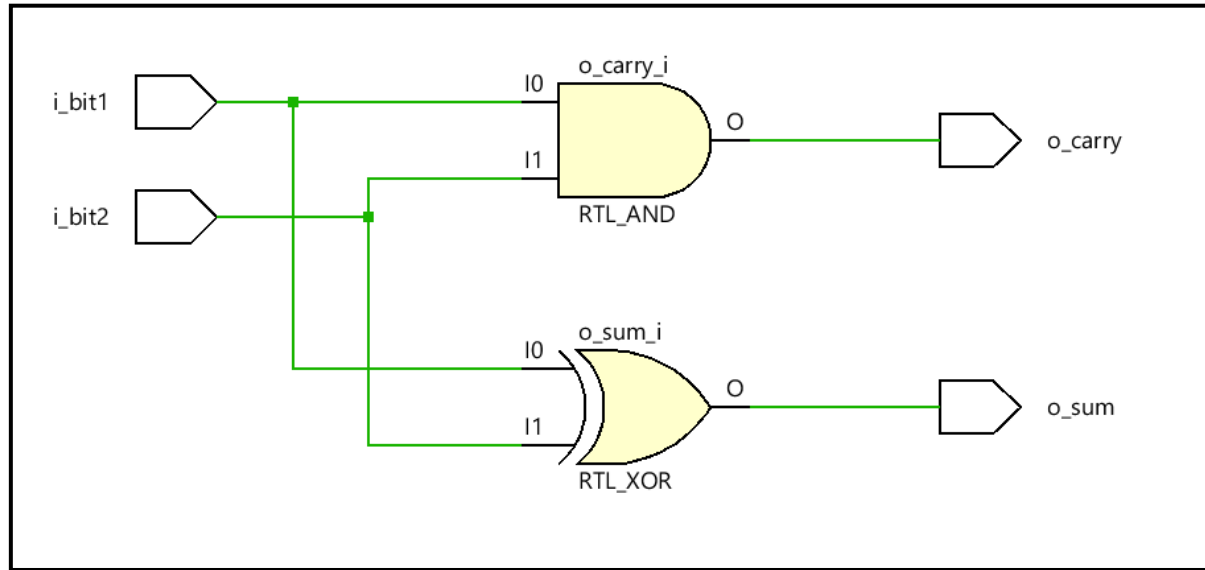
```

library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity half_adder is
  port (
    i_bit1 : in std_logic;
    i_bit2 : in std_logic;
    --
    o_sum  : out std_logic;
    o_carry : out std_logic
  );
end half_adder;

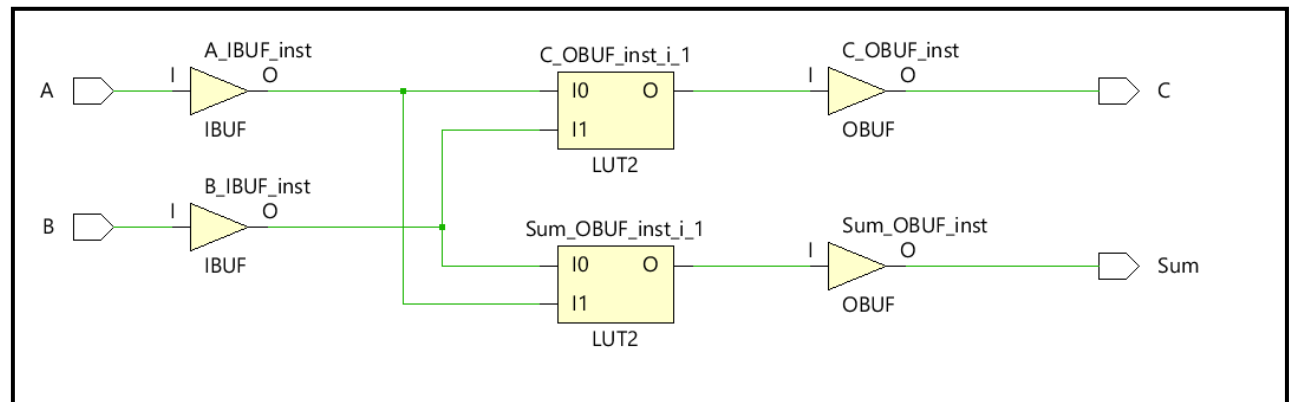
architecture rtl of half_adder is
begin
  o_sum  <= i_bit1 xor i_bit2;
  o_carry <= i_bit1 and i_bit2;
end rtl;

```



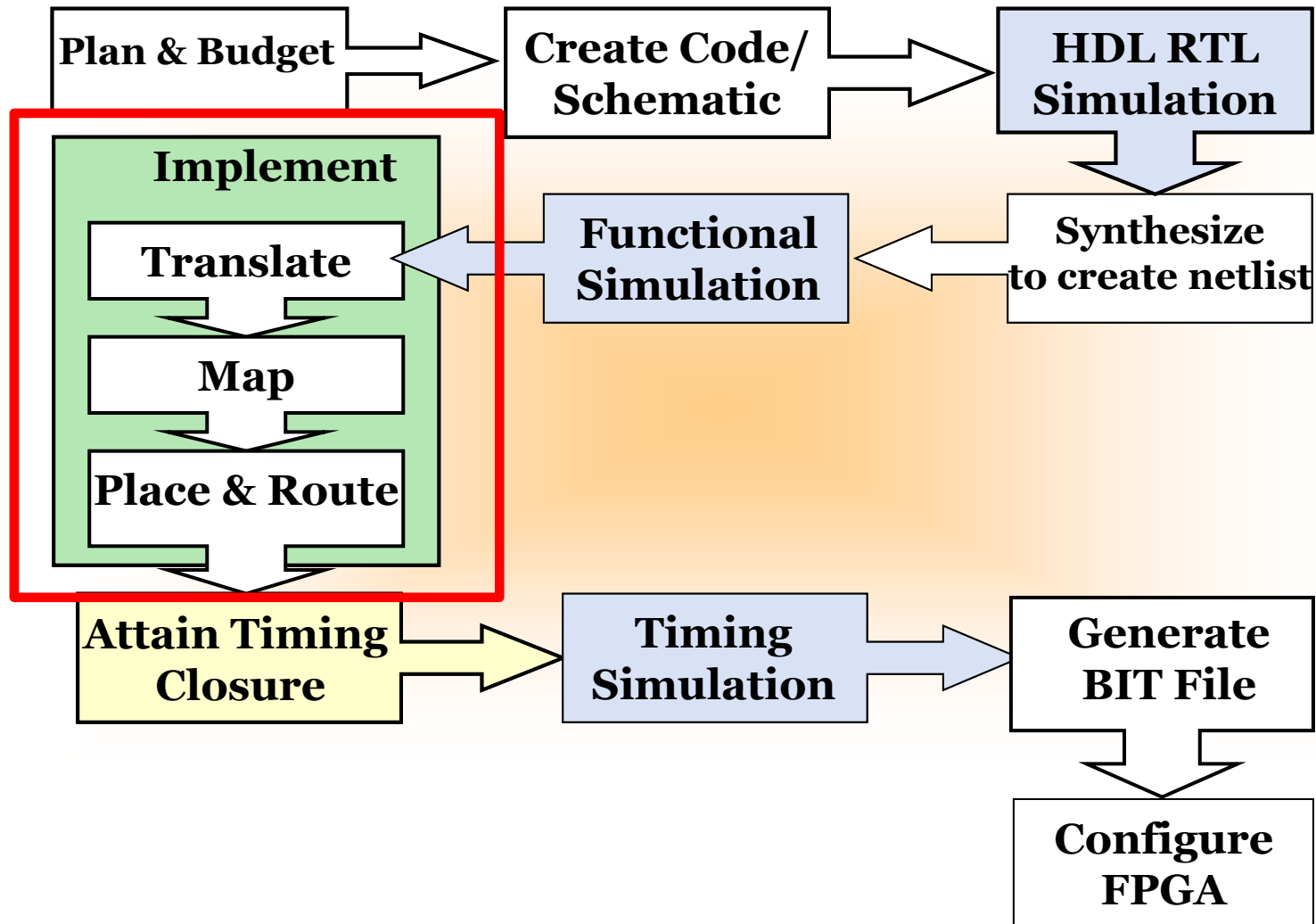
RTL based netlist schematic

Hardware Description Language (HDL) code



Technology schematic

FPGA Design Flow

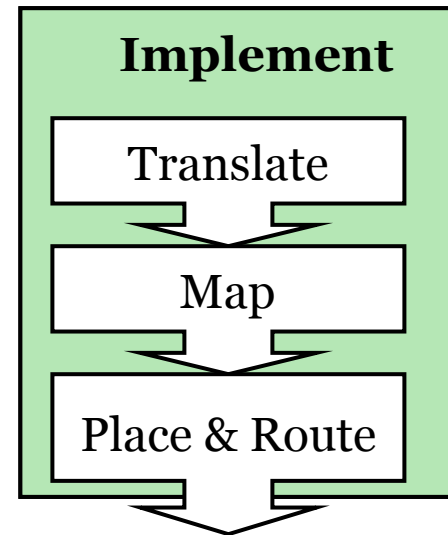


FPGA Design Flow - Implementation

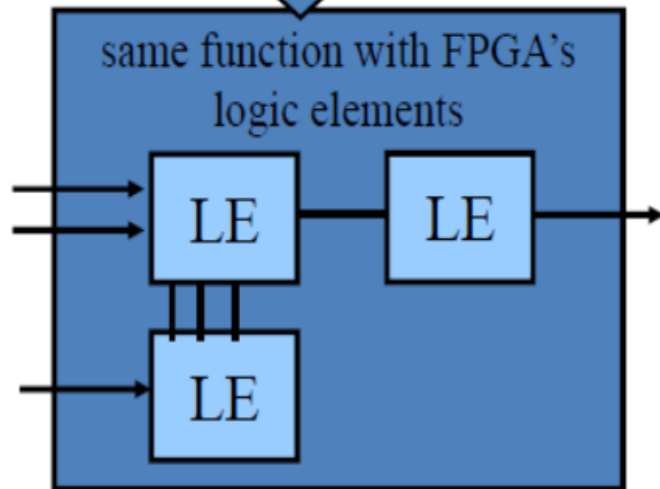
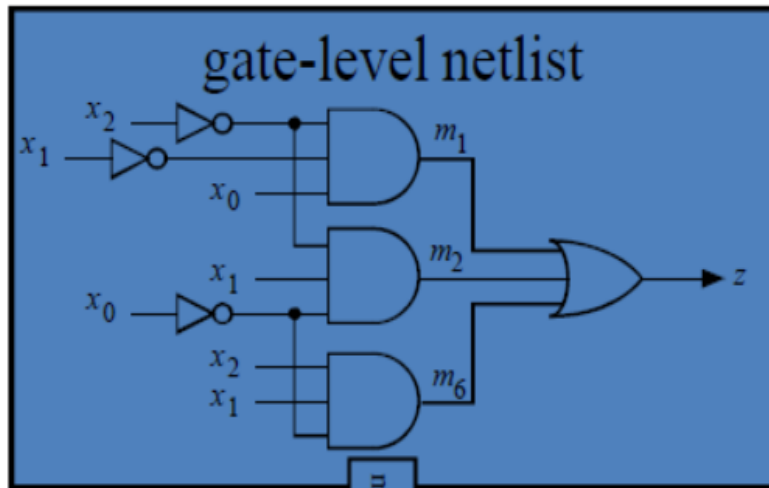
Translate: Merge all netlist files and express in terms of FPGA primitives and set it ready to be mapped

Map: Choose which device specific primitives will be used in place of translated design blocks

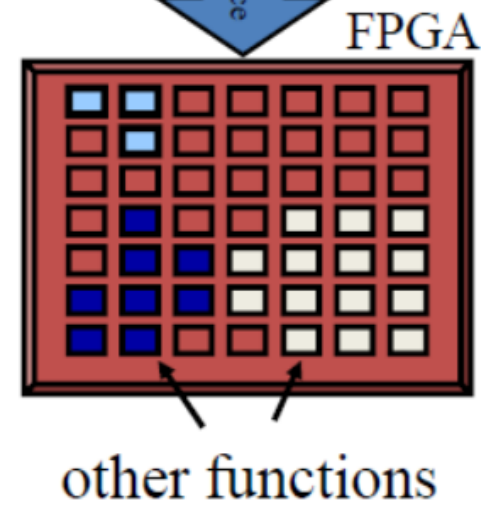
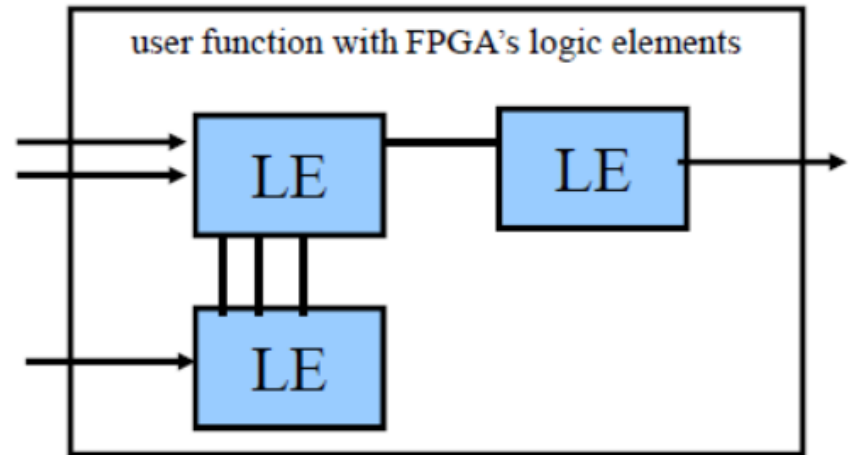
Place & Route: Place the design on the target device and make interconnections



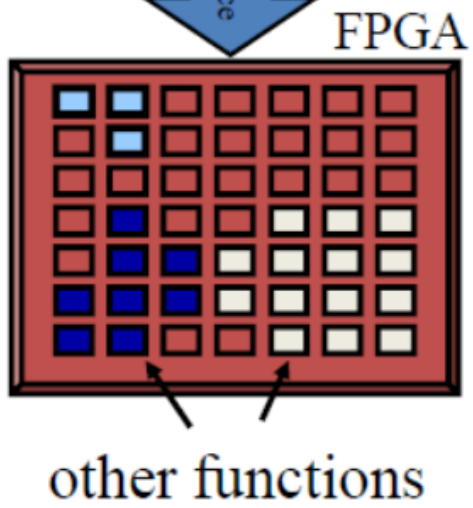
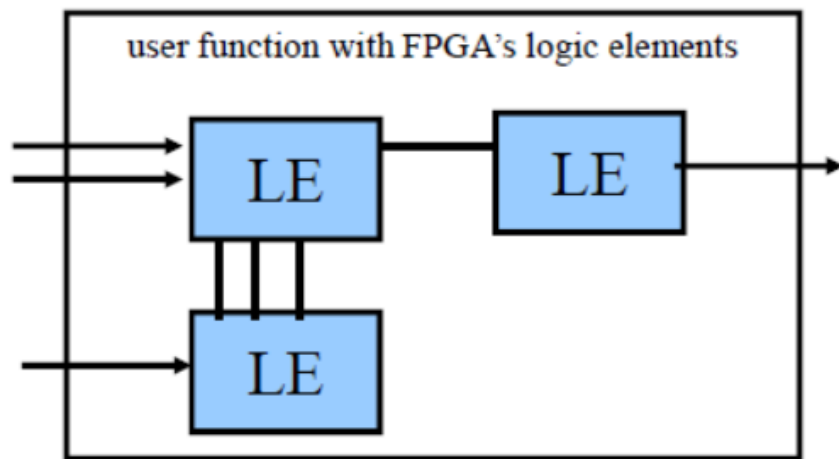
We need to use vendor specific implementation tools and device libraries.



Translate and Map

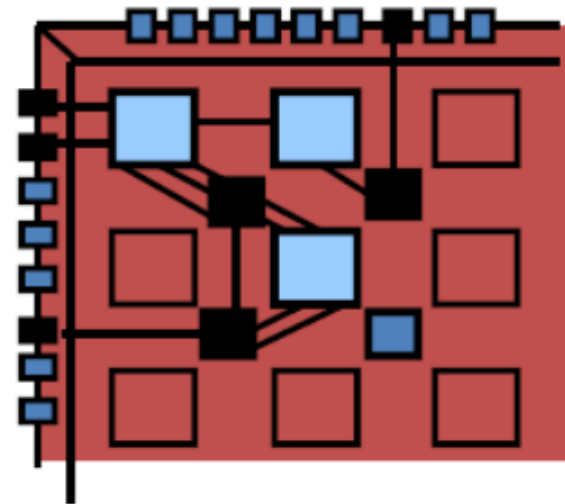
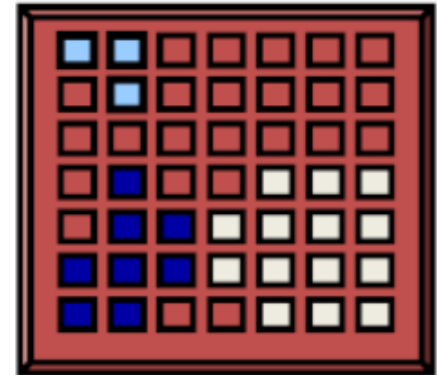


Place



Place

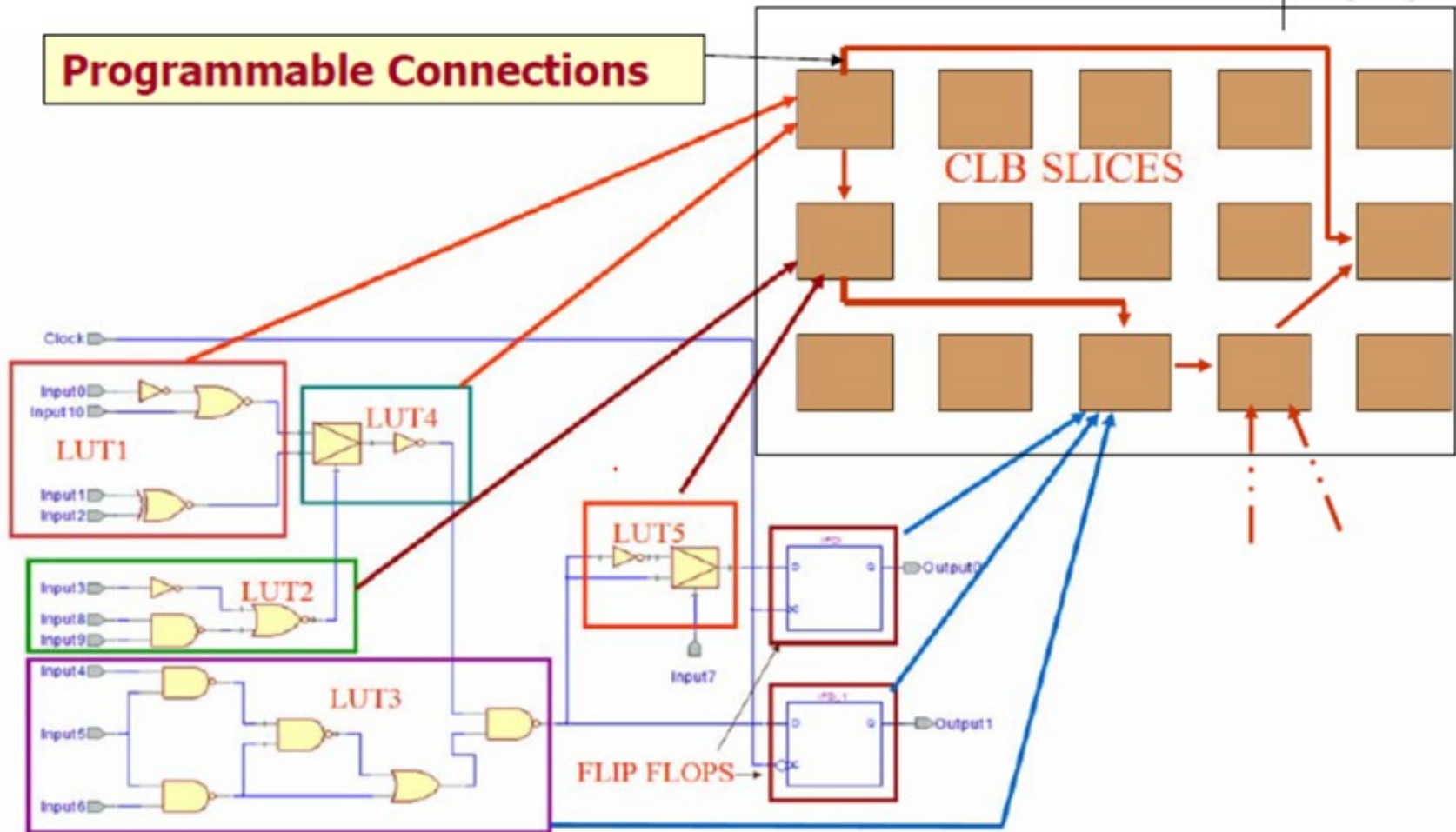
FPGA



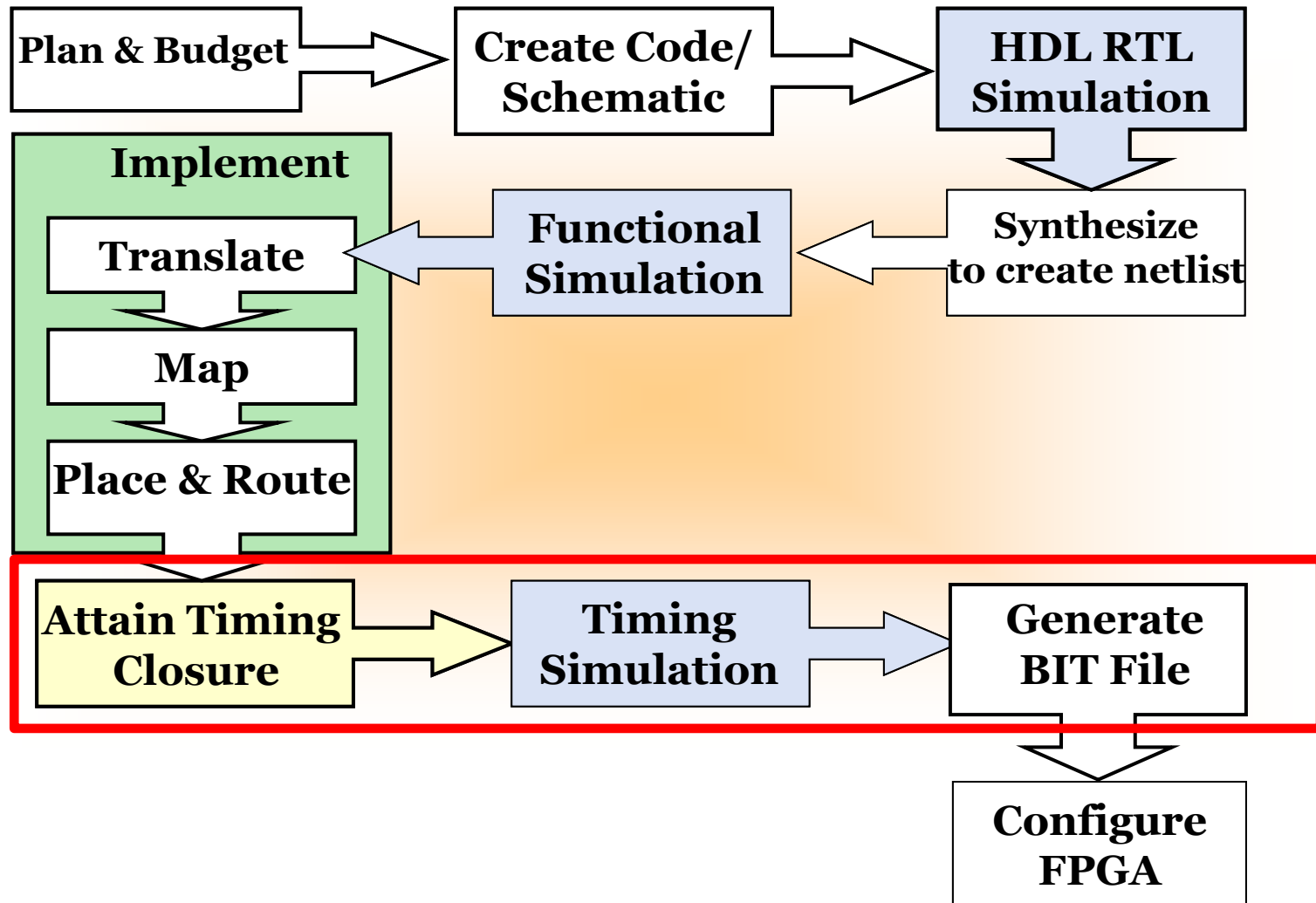
Route

FPGA

Programmable Connections

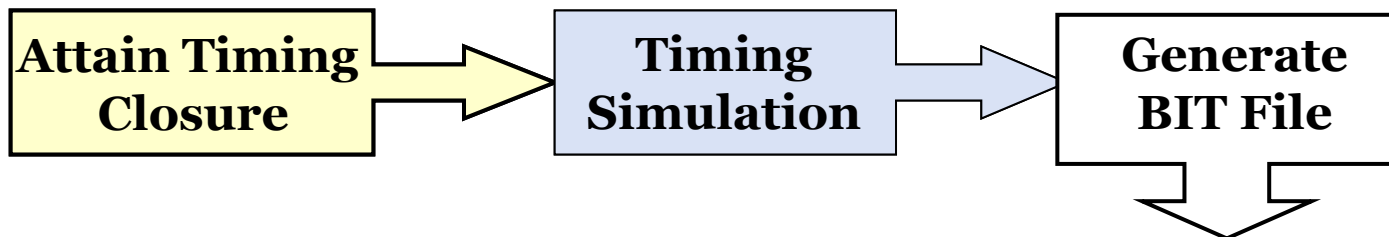
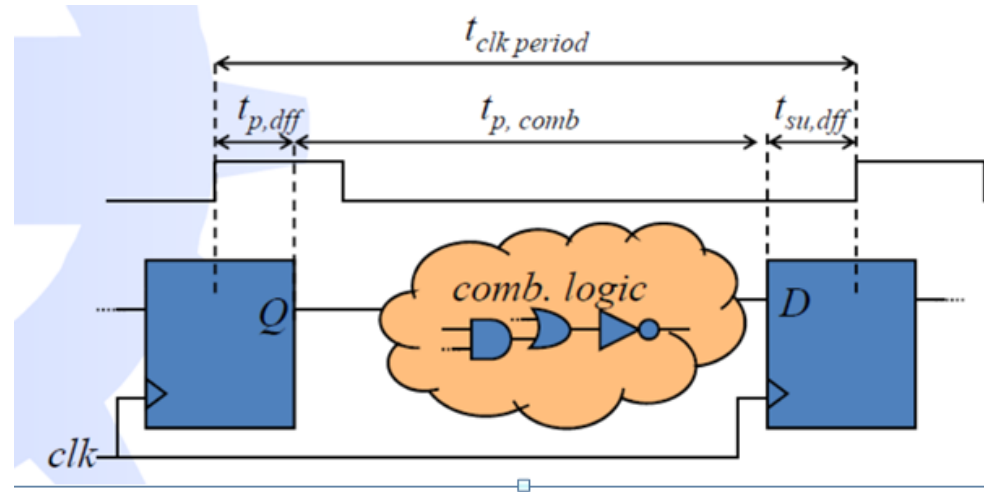


FPGA Design Flow



FPGA Design Flow - Final Steps

- **Attain Timing Closure:** Obtain critical path, timing reports...
- **Post Implementation Simulation:** Check if design works correctly on actual hardware, time delays are considered here.
- **Generate Bit File:** Creates a large bitstream for each programmable location on FPGA, determines what value they will have. Completed connections will produce the described physical circuitry.



Configuration

- Once a design is implemented, you must create a file that the FPGA can understand
 - This file is called a bitstream: a BIT file (.bit file extension)
- The BIT file can be downloaded...
 - ...Directly into the FPGA
 - Use a download cable such as Platform USB
 - ...To external memory device such as a Xilinx Platform Flash PROM
 - Must first be converted into a PROM file

