

Introduction to FPGAs using Homebrew Automation

Brandon Blodget, Patrick Lloyd, & Bob Smith

Who are We?

- Tinkerers with a bunch of software, hardware, firmware, and gateway experience (mostly Bob and Brandon, though 😊)
- Engineers at OLogic, Inc.
- [ClusterFighters!](#)



What is an FPGA?

“ To control a processor, you program it with instructions and tell it what to **do**...

to control an FPGA, you describe a circuit and tell it what to **become**. ”

- Dalai Lama, probably

What is an FPGA?

- Short for **Field-Programmable Gate Array**
- One type of **Programmable Logic Device (PLD)**
 - Implements arbitrary digital logic equations (i.e. Boolean operations)
 - Most are re-programmable
 - Some are non-volatile, while others require external memory to save configuration

What is an FPGA?

- Other PLD's include:
 - PLA - Programmable Logic Array
 - PAL - Programmable Array Logic
 - GAL - Generic Array Logic
 - SPLD - Simple Programmable Logic Device
 - CPLD - Complex Programmable Logic Device

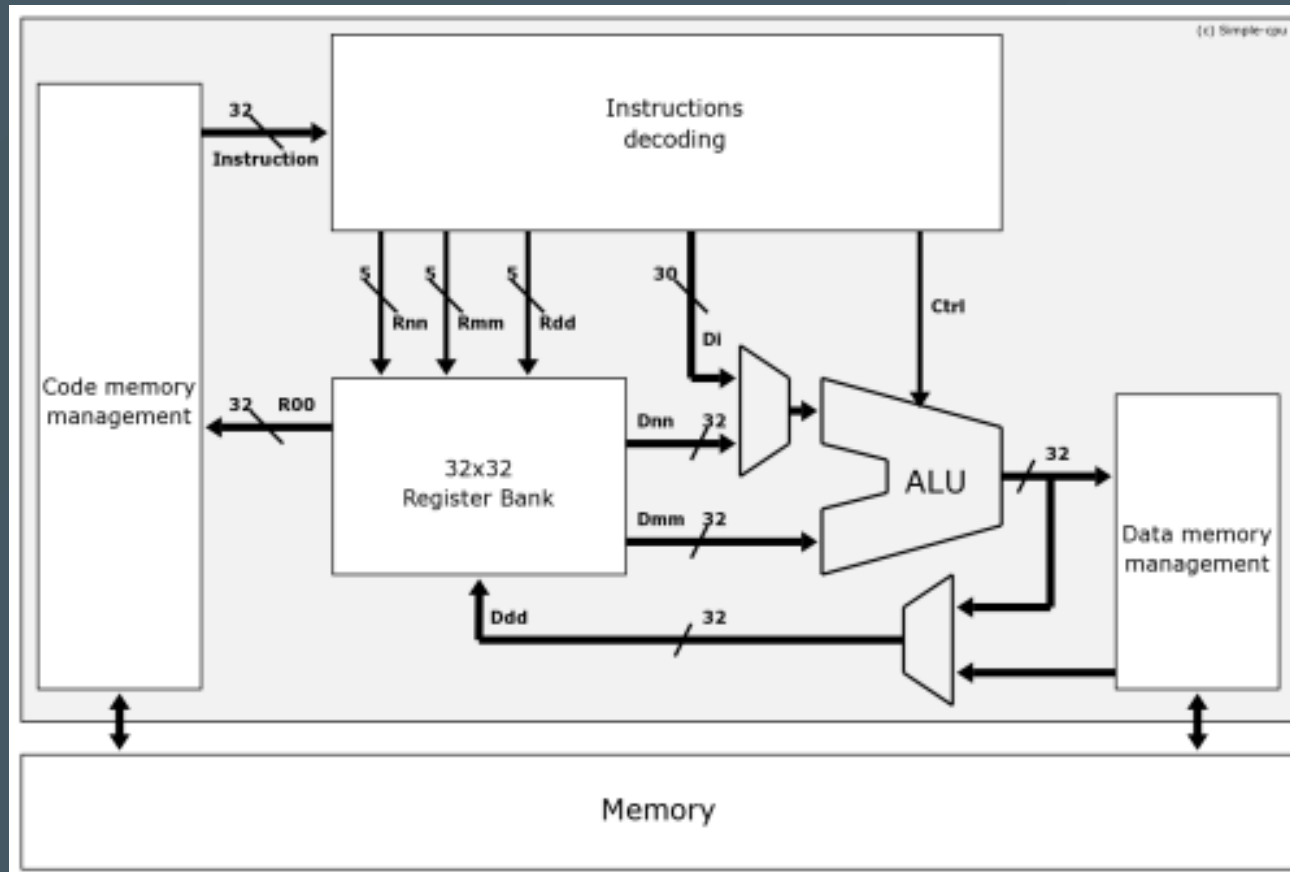
(Who names these things?)

Players

FPGA vendors by market share:

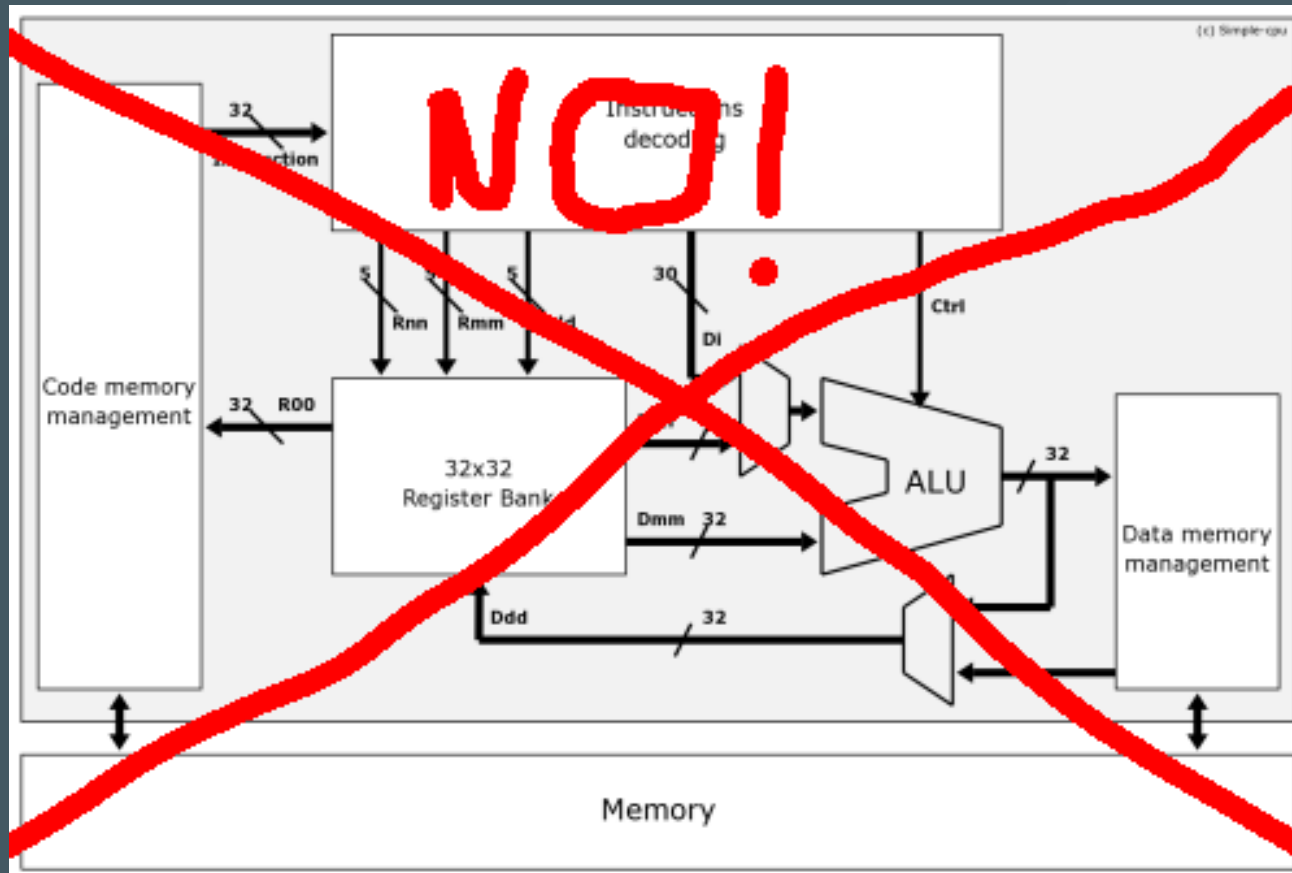
- **Xilinx** - ~50%
- **Intel** (Altera) - ~40%
- **Lattice** - >5%
- **Microchip** (Microsemi (Actel)) - <5%
- Everyone else (QuickLogic, Gowin, etc.) - ~1%

What's *Inside* an FPGA?



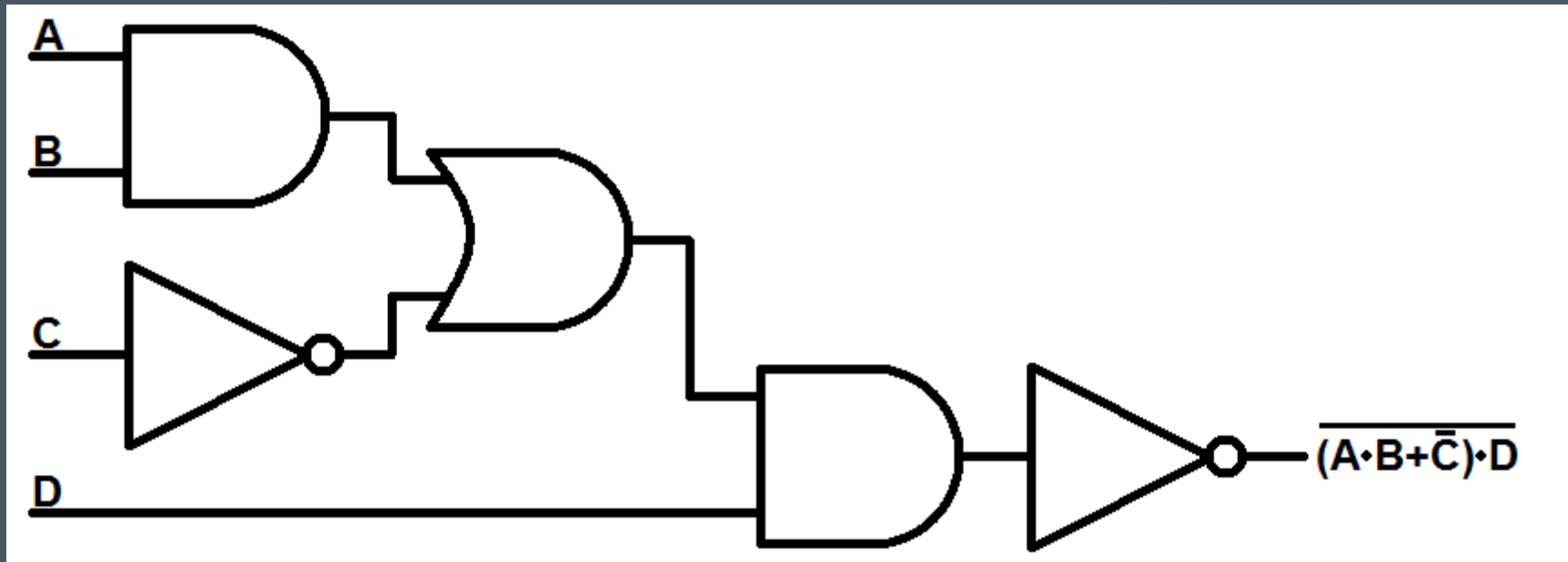
- Is it a special type processor?

What's *Inside* an FPGA?



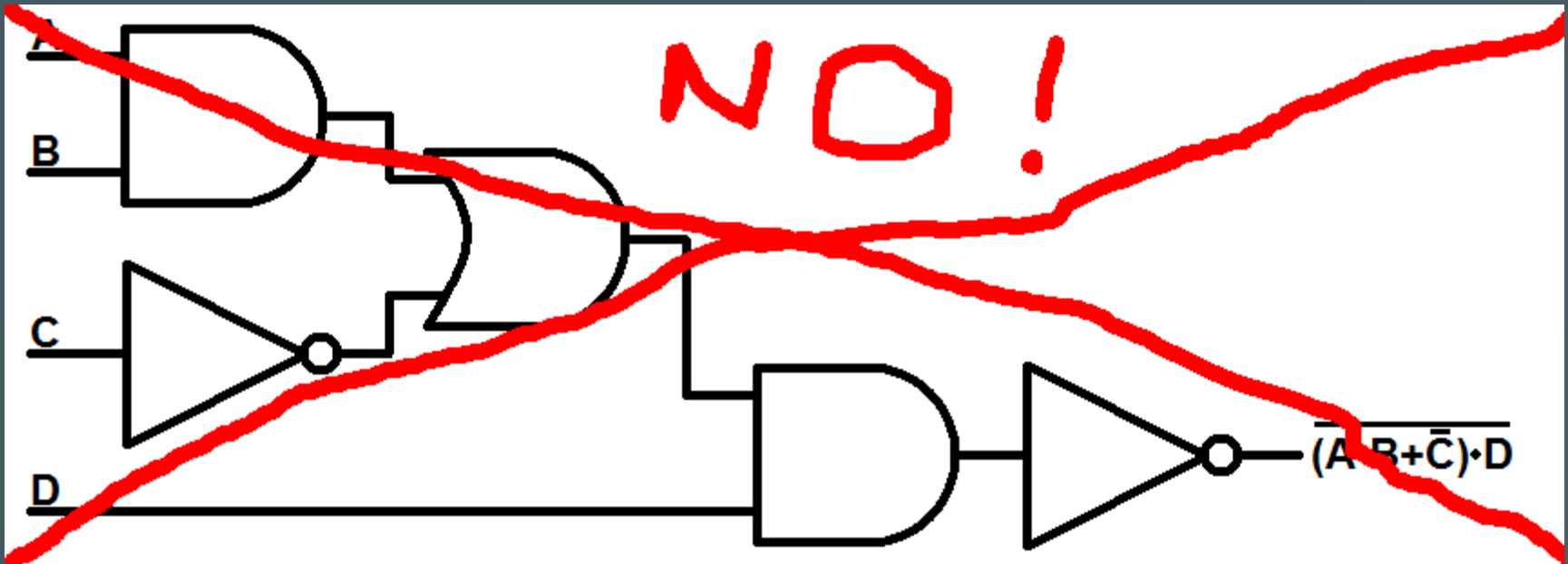
- But an FPGA can be used to *implement* CPUs (known as "soft cores")

What's *Inside* an FPGA?



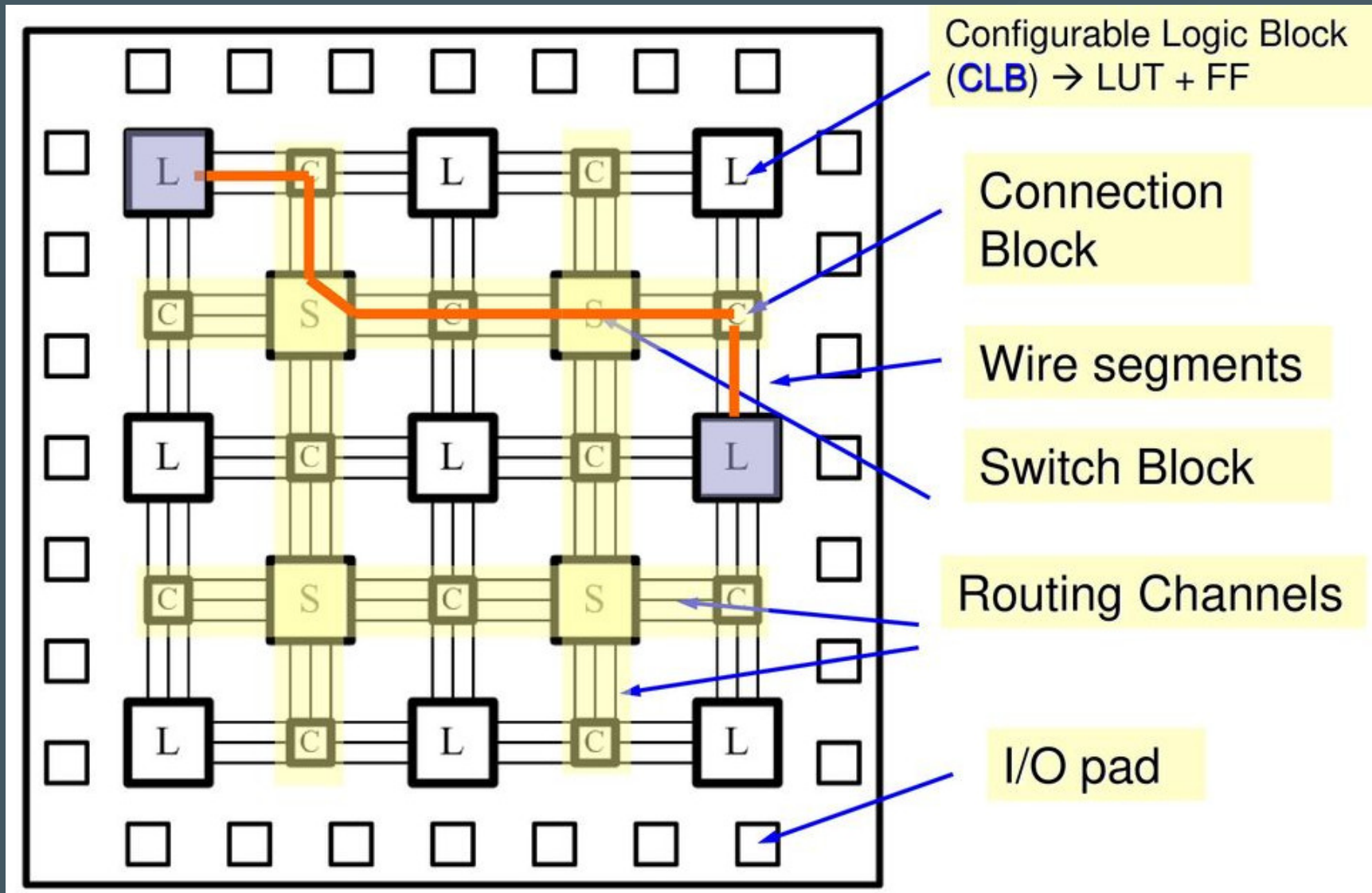
- Is it a big collection of AND / OR / NOT / NOR / NAND / NOR gates? Perhaps even a *gate array* of sorts?

What's *Inside* an FPGA?

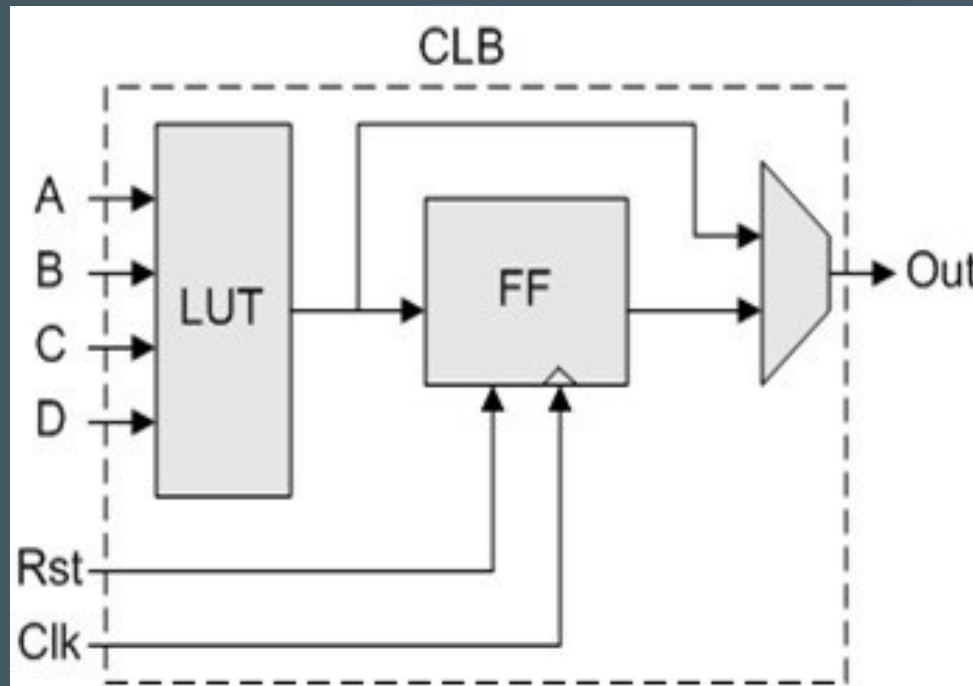


- But an FPGA can be used to *implement* arbitrary logic equations

What's *Inside* an FPGA?



Configurable Logic Blocks



- Lookup table (LUT)
- D-Type Flip-Flop (D-FF)
- Multiplexer (MUX)

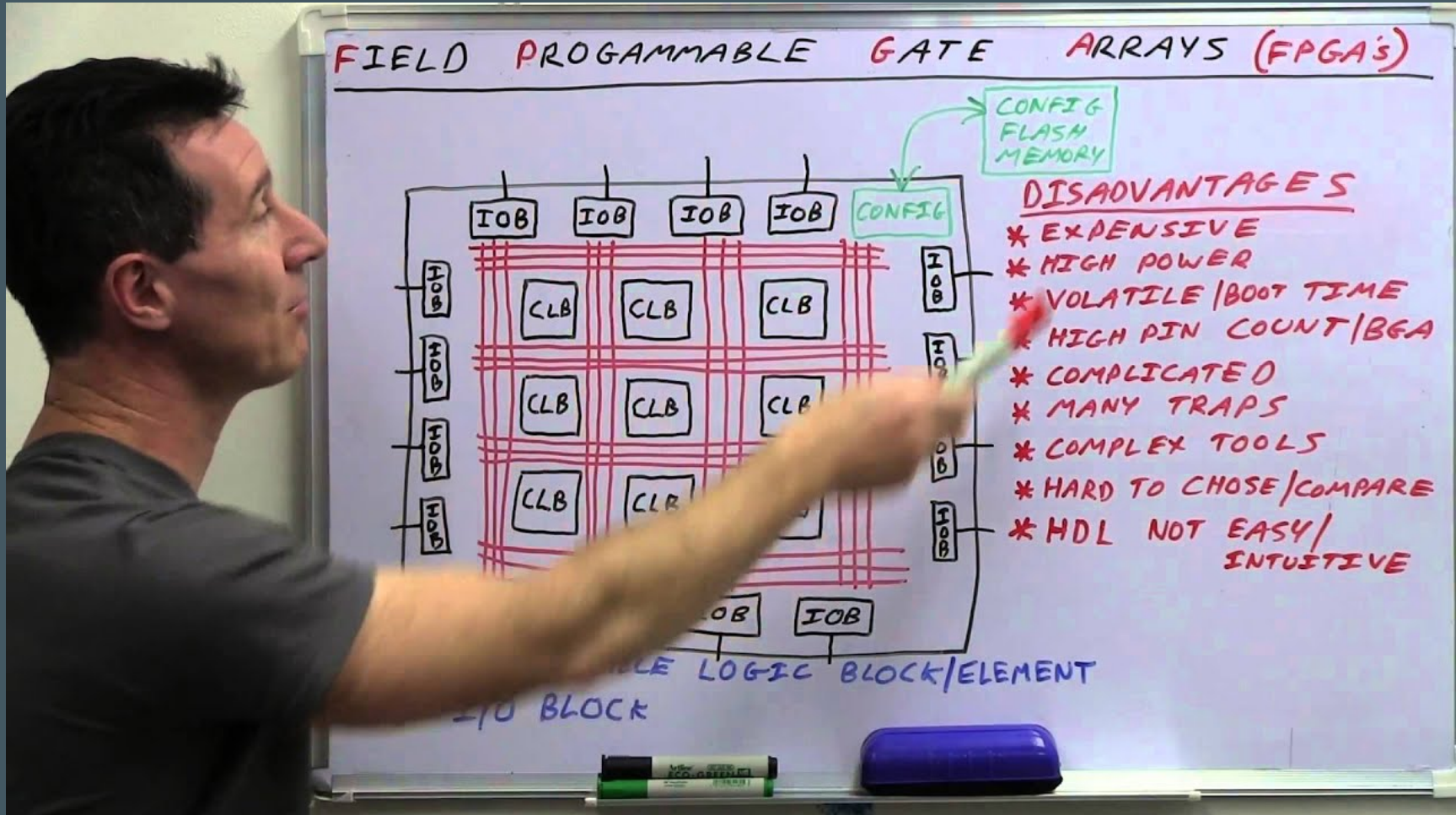
Open-Source Applications

- ASIC prototyping [\[RISC-V\]](#)
- Chip emulation [\[MiSTer\]](#)
- DSP - filters, transforms, convolution, decimation, digital synthesis, etc.
 - Software-defined radio [\[1\]](#) [\[2\]](#) [\[3\]](#)
 - Audio Synthesizers [\[1\]](#) [\[2\]](#)

Open-Source Applications

- Accelerator cores
 - Cryptography - [\[MD5\]](#) [\[AES\]](#)
 - Video encode / decode [\[H.264\]](#)
 - Very high speed networking [\[Intel 100G NIC\]](#)
- In general, FPGAs are great at applications that can leverage fixed-point math, high memory bandwidth, pipelining, & parallelism

It can't be all good, right?

A man in a grey t-shirt is pointing with a green marker at a whiteboard. The whiteboard has a title 'FIELD PROGRAMMABLE GATE ARRAYS (FPGAs)' in red. Below the title is a diagram of an FPGA architecture. The diagram shows a grid of logic blocks (CLB) surrounded by I/O blocks (IOB). A 'CONFIG FLASH MEMORY' block is connected to the grid. The man is pointing at the 'CONFIG' block. To the right of the diagram is a list of 'DISADVANTAGES' in red, including 'EXPENSIVE', 'HIGH POWER', 'VOLATILE / BOOT TIME', 'HIGH PIN COUNT / BGA', 'COMPLICATED', 'MANY TRAPS', 'COMPLEX TOOLS', 'HARD TO CHOOSE / COMPARE', and 'HDL NOT EASY / INTUITIVE'. At the bottom of the diagram, there is a label 'LOGIC BLOCK / ELEMENT' and 'I/O BLOCK' in blue.

FIELD PROGRAMMABLE GATE ARRAYS (FPGAs)

Diagram illustrating the architecture of an FPGA:

- IOB (Input/Output Block)
- CLB (Configurable Logic Block)
- CONFIG (Configuration Memory)
- CONFIG FLASH MEMORY

DISADVANTAGES

- * EXPENSIVE
- * HIGH POWER
- * VOLATILE / BOOT TIME
- * HIGH PIN COUNT / BGA
- * COMPLICATED
- * MANY TRAPS
- * COMPLEX TOOLS
- * HARD TO CHOOSE / COMPARE
- * HDL NOT EASY / INTUITIVE

LOGIC BLOCK / ELEMENT

I/O BLOCK

Disadvantages

FPGAs are ill-suited for certain tasks:

- Floating point operations
- Protocol handling
- Complex rulesets
- P-complete problems that are sequential & not easily parallelized (think "Conway's Game of Life")
- Developing solutions quickly (maybe)

The Case for Robotics

- Access to *tons* of flexible, reconfigurable I/O pins
- Timers & counters are trivial to implement
 - PWM for motor control (brushed, BLDC, servos)
 - Pulse decoding (encoders, IR remotes, RC controllers, SONAR)
- Swappable, on-demand peripherals like UART, SPI, I2C, 1-wire, etc.

The Case for Robotics

- PID controllers
 - Very fast execution and consistent timing
 - Fixed point
- Finite state machines
 - Line following
 - Obstacle avoidance

FPGA Workflow

- Design entry
- Simulation
- Synthesis
- Technology mapping
- Placement
- Routing
- Bitstream generation
- Flashing device

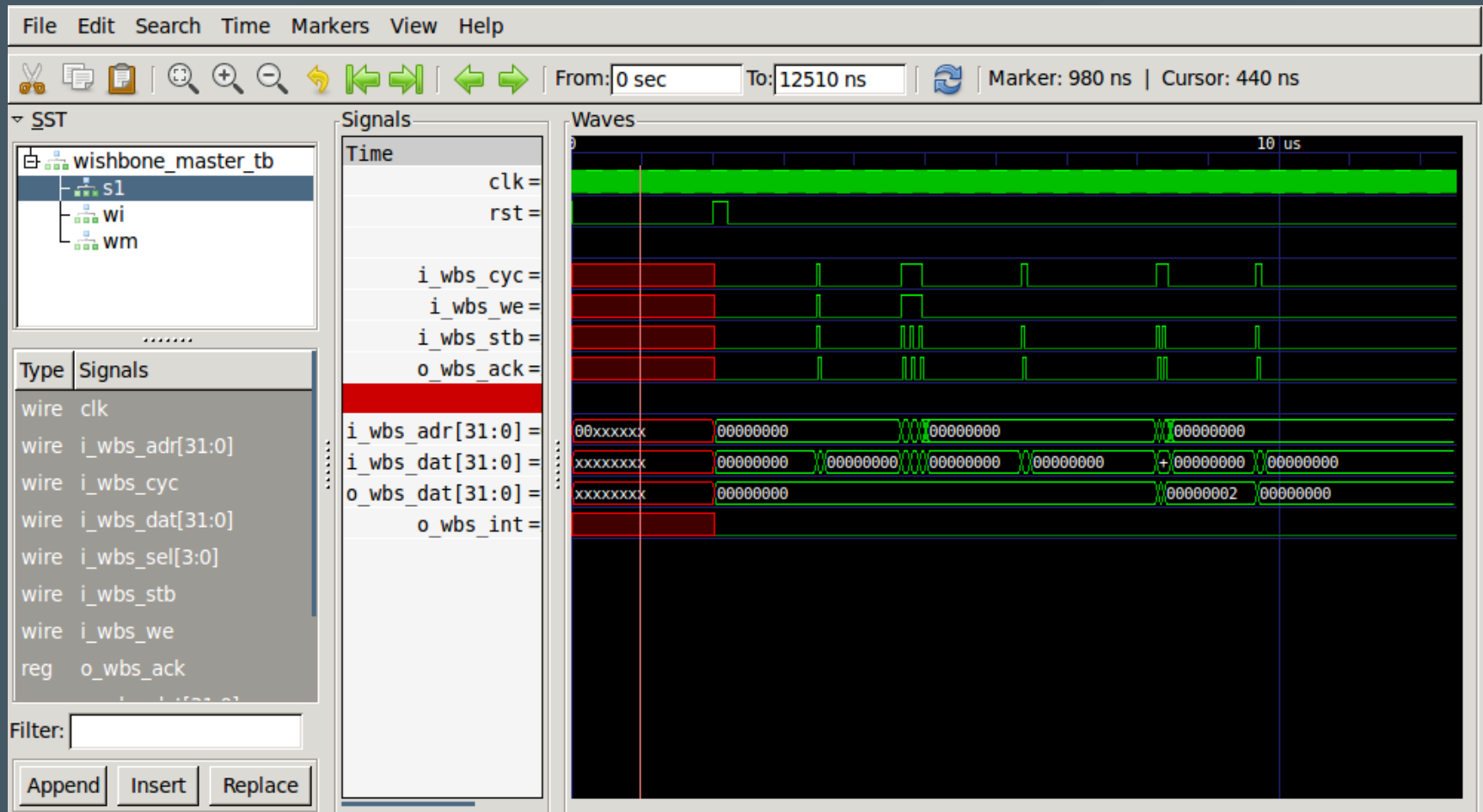
Design Entry

- FPGA internals are *described* using a hardware description language (HDL)
 - **Verilog** (C-like, weakly-typed)
 - Popular in open source, consumer electronics, & the west coast
 - **VHDL** (Ada-like, strongly typed)
 - Popular in defense / aerospace, academia, & the east coast
- Tools: Your favorite text editor

Simulation

- Allows designs to be verified as individual blocks or as a full system
- Only simulates *functionality* of a design, not the physics. This means a design can work in simulation but fail when trying to work with real hardware
- Tools:
 - Simulator - [Icarus Verilog](#), [Verilator](#)
 - Waveform Viewer - [GTKWave](#)

Simulation



Synthesis

- Convert Verilog into generic logic circuits. Also known as behavioral to RTL conversion.
- Some logic optimization happens here
- Output saved as an intermediate file format not really intended for human interaction
- Tools: [Yosys](#)
 - `synth` command provides good set of defaults that can be used as basis for synthesis scripts
 - `yosys> read_verilog mydesign.v # import design`
 - `yosys> synth -top mytop # default synthesis`

Technology Mapping

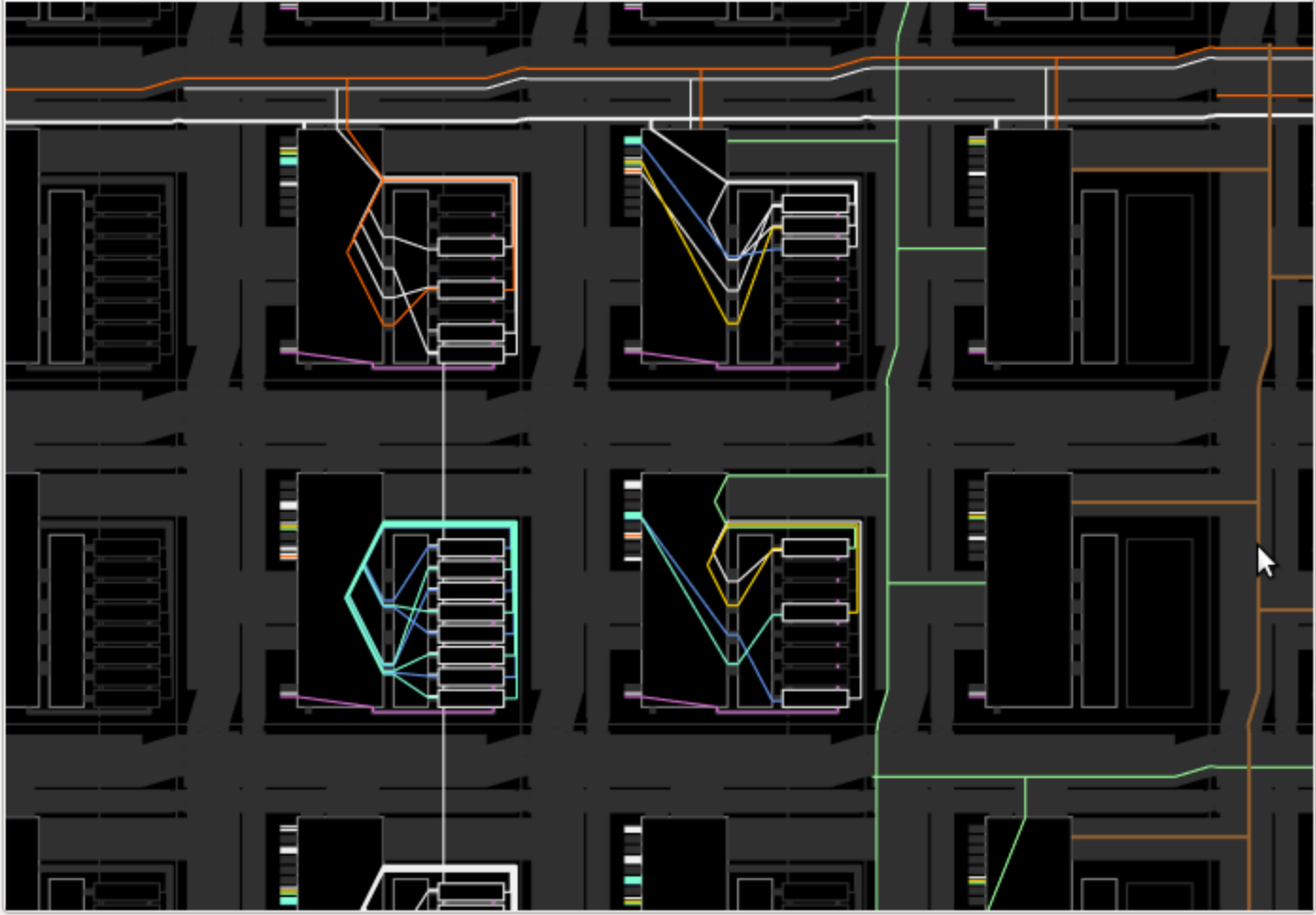
- Synthesis output needs to be mapped to the specific hardware architecture of the FPGA (i.e. CLBs, DSP, SERDES, etc.)
- Tools: [Yosys](#)
 - Multiple scripts are used to map the design
 - `yosys> dfflibmap # map flip-flops`
 - `yosys> abc # map logic`
 - Supports **extensible, custom techmaps!**
 - Returns text file to be consumed by P&R tool

Placement & Routing

- Tool consumes techmapped design, tries to fit it into the FPGA, and connect everything together
- NP-hard optimization problem (think "travelling FPGA salesman")
- Timing constraints factor in at this step
- Tools:
 - [Nextpnr](#) - Actively developed, still buggy, GUI
 - [Arachne-pnr](#) - No more development, works for ICE40 only (but reliably)



Graphics



Console

```
Info: visited 73810 PIPS (0.01% revisits, 0.02% overtime revisits).
Info: final tns with respect to arc budgets: 0.000000 ns (0 nets, 0 arcs)
Info: Checksum: 0xa4786aa9
Routing design successful.
```

>>>

Search...

- Items
- X9.Y11.sp12_h_r_1.->.X9.Y...
 - Y13
 - Nets
 - clki
 - \$auto\$alumacc.cc:474:replace_al...
 - counter[8]
 - counter[7]
 - \$auto\$alumacc.cc:474:replace_al...
 - \$auto\$alumacc.cc:474:replace_al...
 - counter[5]
 - \$auto\$alumacc.cc:474:replace_al...
 - counter[4]
 - counter[3]
 - \$auto\$alumacc.cc:474:replace_al...
 - counter[25]



Property	Value
Net	
Name	counter[25]
Driver	
Port	O
Budget	0.00
Cell	\$auto\$alumacc.cc...
Users	
I2	
Port	I2
Budget	82793.00
Cell	\$auto\$alumacc.cc...
I0	
Port	I0
Budget	82793.00

Bitmap Generation

- The P&R tool generates a binary file known as the **bitstream**
- Morally equivalent to an ELF or EXE
- Each bit controls the configuration state and initial conditions of every CLB and interconnect in the device
- Previously very secret sauce
- Slowly being reverse engineered by hackers *fuzzing* the vendor tools

Device Flashing

- Chip-specific (SPI, JTAG, or some custom protocol)
- SRAM (fast, volatile) vs. external flash (slow, non-volatile)
- Tools:
 - `icestorm` - ICE40 dev boards only
 - `openocd` - Popular tool to program & debug with
 - `flashrom` - External SPI/I2C flash

Holy cow we're done!
Just kidding! Now we can finally
start.

How to Write Less Verilog

- Code reuse has historically been challenging for FPGA designs
- How to abstract away complexity:
 - High-level synthesis tools
 - **MATLAB** HDL Coder, VivadoHLS (**C/C++**), Intel HLS Compiler (**C**), Synphony (**C**), Migen (**Python**), Litex (**Python**)
 - Configurable IP Megablocks
 - Vendor clock & PLL configuration
 - Schematic representation

How to Write Less Verilog

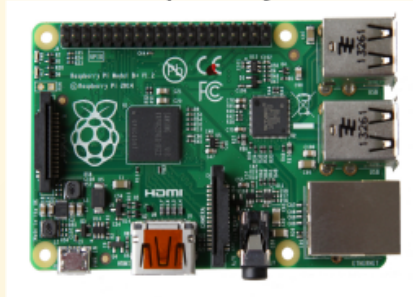
- Connect the FPGA to a Linux computer & leverage the strengths of both devices

Homebrew Automation

HBA Gateway (FPGA)

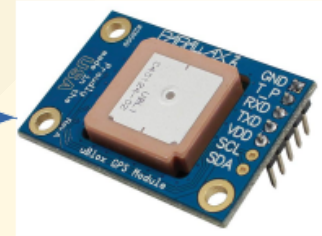
- Based on [TinyFPGA BX \(Lattice ICE40\)](#)
- Consists of small, modular peripherals
- Provides standardized interface to a simple bus
- Up to four master peripherals
 - E.g. Raspberry Pi interface or PID controller
- Up to sixteen slave peripherals
 - e.g. timer/counter, SPI, UART

Raspberry Pi

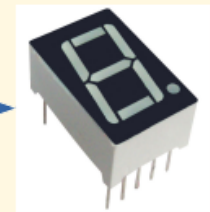


Master 1
UART

Slave 1
UART



Slave 2
GPIO



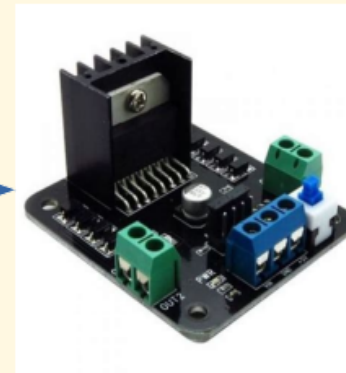
Slave 3
GPIO



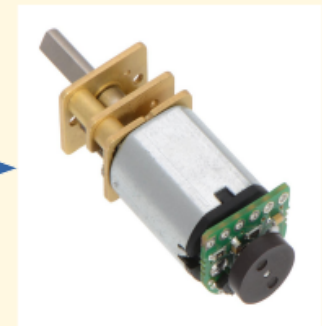
HBA Bus

Master 2
PID

Slave 4
T/C



Slave 5
T/C



HBA Software (Linux)

- UNIX-like interface design - everything is ASCII and can be piped ('|') into other tools
- Abstracts all the FPGA complexity into command and data registers for each peripheral (think I2C)
- Three basic commands:
 - `hba_get [PERIPHERAL] [REGISTER]` - read
 - `hba_set [PERIPHERAL] [REGISTER] [VALUE]` - write
 - `hba_cat [PERIPHERAL] [REGISTER]` - open stream

HBA Software (Linux)

```
# Read slave configuration from FPGA
$ SLAVE_NUM = $(hba_get 0 0)
6

# Read peripheral types for slaves on bus
$ for i in {1..$SLAVE_NUM}; do hba_get i 0; done
uart
gpio
gpio
tc
tc
pid

# Turn on status LED by setting register 3 for the
# GPIO peripheral in block 2 to a value of 1
$ hba_set 2 3 1
```

HBA Software (Linux)

```
# open a stream to the UART FIFO located at register 1  
# of peripheral 1
```

```
$ hba_cat 1 1
```

```
$GNGGA,132002.448,,,,,0,0,,,M,,M,,*5C
```

```
$GPGSA,A,1,,,,,,,,,,,,,*1E
```

```
$GLGSA,A,1,,,,,,,,,,,,,*02
```

```
$GPGSV,1,1,00*79
```

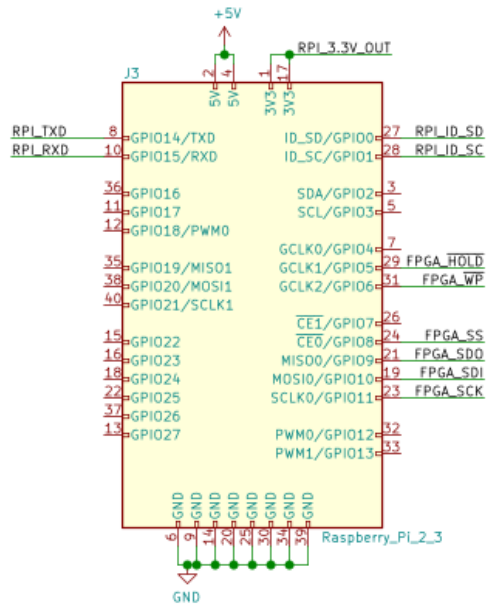
```
$GLGSV,1,1,00*65
```

```
$GNRMC,132002.448,V,,,,,0.00,0.00,100417,,,N*5A
```

```
$GNVTG,0.00,T,,M,0.00,N,0.00,K,N*2C
```

HBA Hardware

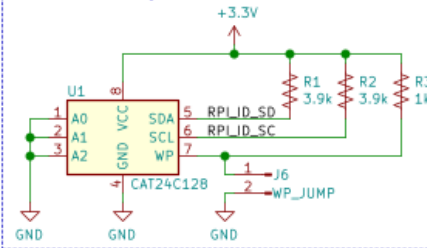
- [Raspberry Pi 3 Model B+](#) - \$45 (incl. extras)
- [TinyFPGA BX](#) - \$40
- [Pololu Romi Chassis Kit](#) - \$30
- [Pololu Romi Encoder Pair Kit](#) - \$10
- [Pololu Motor Driver and PDB](#) - \$20
- [2x HC-SR04 SONAR sensors](#) - \$10
- [2x Pololu QTR IR reflectance sensors](#) - \$5
- Custom PCB (power supply & interconnect) - \$10?



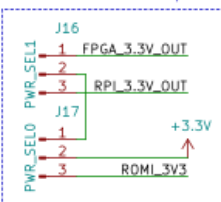
128Kb Configuration EEPROM

This EEPROM is for storing Linux Device Tree (DT) configuration. It connects to the dedicated I2C bus that the Raspberry Pi provides. The I2C EEPROM is part of the official HAT spec but likely won't be populated for the class.

J6 must be installed in order to pull down the WP line and write the configuration to the EEPROM.



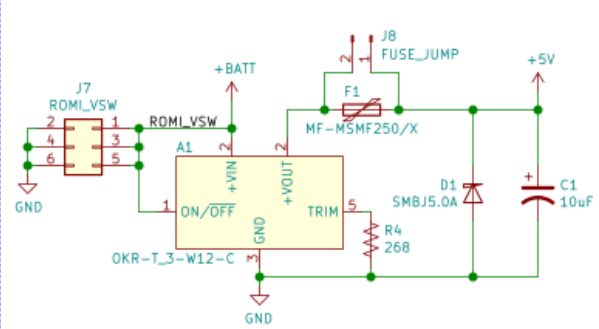
3.3V Power Select Jumper



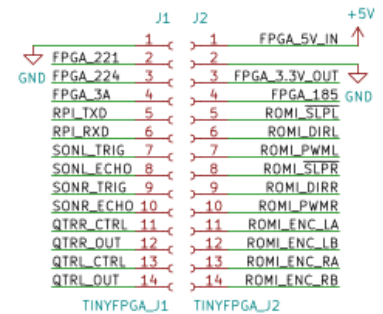
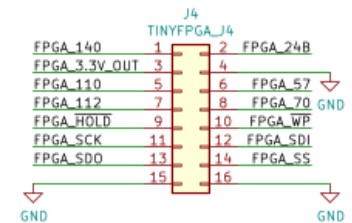
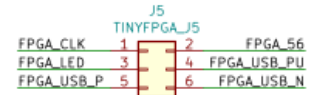
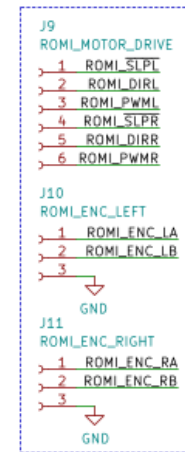
5V Regulator Powered by Romi VSW

The Murata OKR-T/3 J8 can be used to connect an external fuse or bypass fusing entirely.

TRIM resistor of 268 ohms sets VOUT to 5V



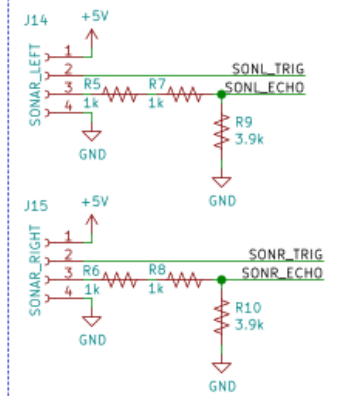
Romi Motor I/O



HC-SR04 Ultrasonic Range Sensors

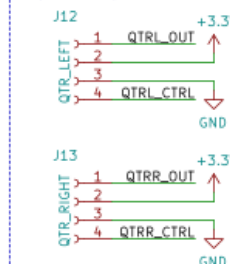
Sonar is 5V I/O but 3.3V is enough to assert TRIG, and the ECHO can be read with a simple voltage divider.

Two 1k resistors are used to reduce unique part count.



Pololu QTR Reflectance Sensors

These are the RC-type sensors: <https://www.pololu.com/docs/0J13/2>



Sheet: /
File: tinyfpga-raspi-romi-board.sch

Title:

Size: A4
KiCad E.D.A. kicad 5.1.2

Rev:
Id: 1/1

Class Details

- Where: **Hacker Dojo**
- When: **Wednesday, June 19, 2019**
- Cost - **~\$180 - \$200**



Questions?