## PART I: Theory

#### WHAT IS AN FPGA?

## Field-Programmable Gate Arrays

- A field-programmable gate array (FPGA) is an integrated circuit designed to be configured by a customer or a designer after manufacturing.
- In short, programmable circuit.



Image Courtesy: https://upload.wikimedia.org/wikipedia/commons/4/4e/Xilinx\_Spartan-3E\_(XC3S500E).jpg

## Field-Programmable Gate Arrays

Logic blocks

to implement combinational and sequential logic

Interconnect

wires to connect inputs and outputs to logic blocks

I/O blocks

special logic blocks at periphery of device for external connections

CS M152A 4

Slide Courtesy: http://courses.cs.washington.edu/courses/cse467/00wi/lectures/ppt/FPGAIntro/FPGAIntro.ppt

## Applications of FPGA

- Aerospace and Defense
  - Communications, Missiles, Mars Rovers
- ASIC Prototyping
- Consumer Electronics
  - Digital displays, digital camera
- Data Centers
  - Servers, Routers
- High Performance Computing

• ...

http://www.xilinx.com/training/fpga/fpga-field-programmable-gate-array.htm

#### Plan

- 1. The tool: Verilog HDL
- 2. Some theory: FPGA Design and Implementation
- 3. Some practice: Lab 0

# FPGA DESIGN AND IMPLEMENTATION FUNDAMENTALS

- Step 1 Design
  - Know what it is that you want to implement, e.g.
     an adding machine, or a traffic controller
  - Module-level diagrams and interactions between modules
  - Control logic and state machine drawings
  - Understand how your FPGA design will interact with the physical world, e.g. Ethernet, VGA, LCD.
  - Plan everything out before writing a single line of code! Explain the plan to someone else.

- Step 2 Implementation
  - Translate your plan to source code!
  - Express each module in HDL source code
  - Connect the modules in hierarchical order like building LEGO blocks. You should end up with a single top-level file.
  - Use any text editor (even Notepad or Wordpad will do) as long as the file name ends with ".v"

- Step 3 Simulation
  - Simulation is the single most important debugging tool you will ever use in a FPGA design
  - You will have access to real-time debugging tools (e.g. chipScope) but simulation is far easier to find and fix the bugs.

- Step 4 Logic Synthesis
  - Once the bugs are out, a logic synthesis tool analyzes the design and generates a netlist with common cells available to the FPGA target
  - The netlist should be functionally equivalent to the original source code.
  - We will use ISE's XST to synthesize the project

- Step 5 Technology Mapping
  - The synthesized netlist is mapped to the devicespecific libraries.
  - The result is another netlist that's closer to the final target device.
  - On ISE this is performed by NGDBUILD

- Step 6 Cell Placement
  - The cells instantiated by final netlist are placed in the FPGA layout, i.e. each cell is assigned a physical location on the target device.
  - Can be a time-consuming process depending on the size of the design and complexity of timing and physical constraints.
  - On ISE this process is done by the program MAP (i.e. map to physical location)

- Step 7 Route
  - Often referred to as "Place-and-Route" in combination with cell placement.
  - In this process, the placement tool determines how to connect ("route") the cells in the device to match the netlist
  - Can be a time-consuming process depending on the size of the design and complexity of timing and physical constraints.
  - Done by program PAR on ISE.

- Step 8 Bitstream Generation
  - A placed and routed design can be used to produce a programming file to program the FPGA.
  - The programming file is called a "bitstream." It contains everything there is about how to configure the cells and connecting them.
  - Done by program BITGEN on ISE.
  - Now you have a "compiled" FPGA design.

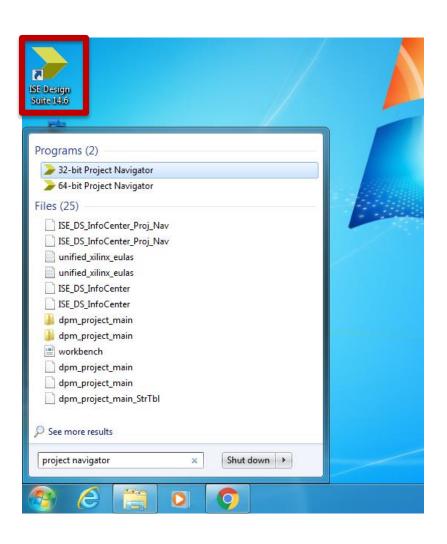
#### Tools of Trade

- Text editor of choice
- Simulator
  - ISE Webpack provides ISIM
  - Alternatively use free Modelsim PE
- Synthesis
  - ISE Webpack provides XST
  - Alternatively use Synplify Pro (evaluation version)
- Map, Place-and-Route
  - ISE Webpack

### PART II: Practice

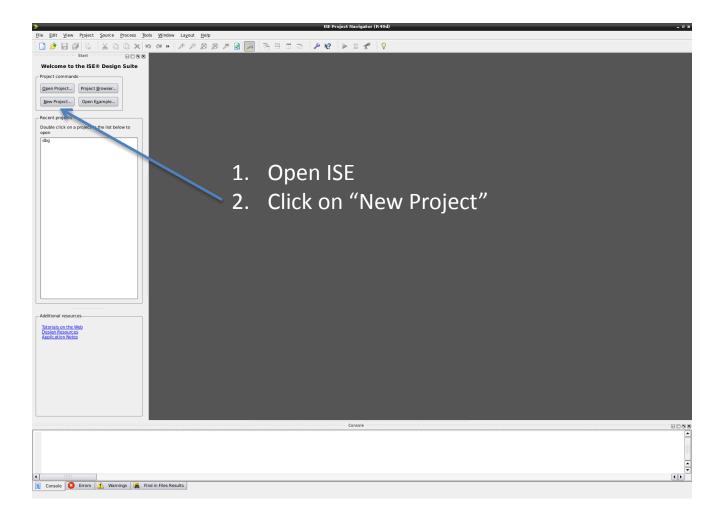
# EXAMPLE PROJECT IMPLEMENTATION

## Open the Xilinx ISE

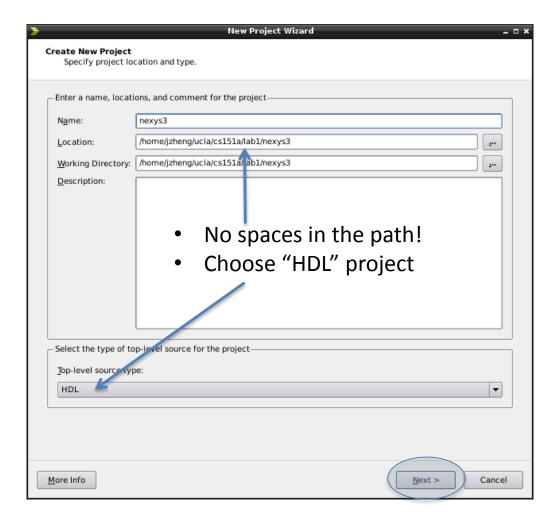


- Click the ISE Design
   Suite 14.6 icon
- Or search for "project navigator" in the start menu

## Create an ISE Project

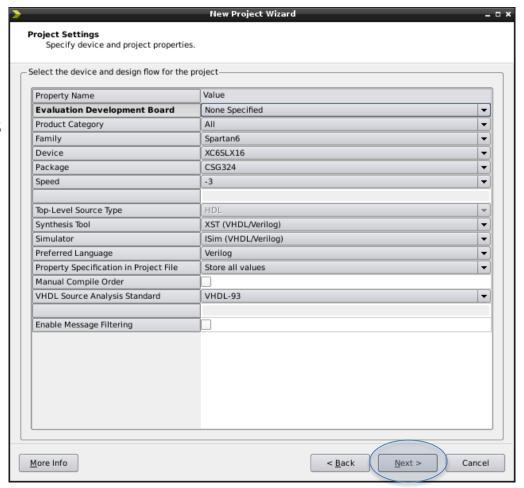


## New Project Dialogue

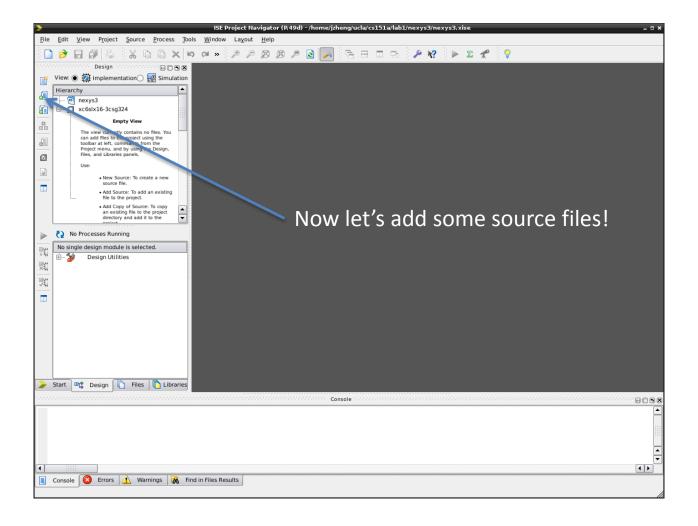


## **Device Properties**

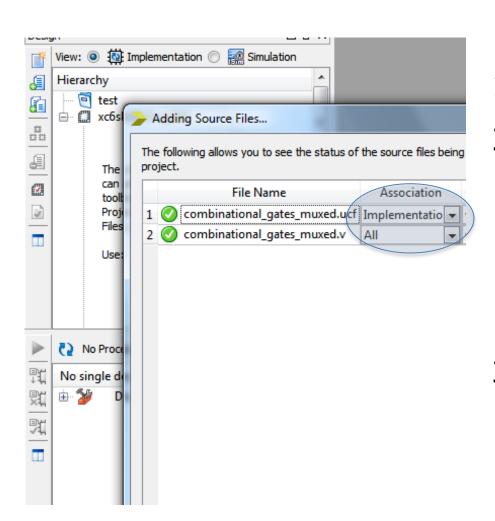
Make sure the fields match what you see here



## **Project Created**

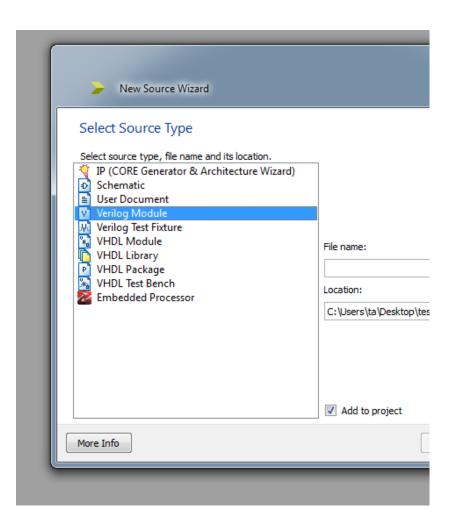


#### Add Source Files



- 1. Click on "Add sources"
- Select
   combinational\_gates\_m
   uxed.v,
   combinational\_gates\_m
   uxed.ucf
- 3. Make sure the file association is correct

#### **New Source Files**



- Alternatively if you want to write your own code, click on "New Source"
- Select "Verilog Module" then follow the instructions

#### Source Files

- .v files are Verilog source code
- .ucf files are User Constraint Files

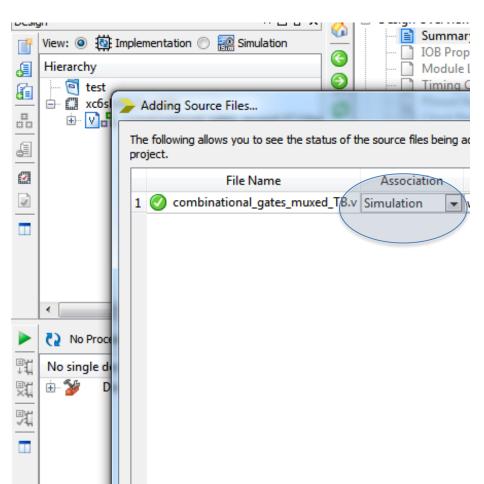
UCF lists all the available pin mappings in the FPGA in the following format:

```
Net "your_signal_name<bit_index>" LOC = XX | IOSTANDARD =
        LVCMOS33; # More details about the pin
```

#### For example:

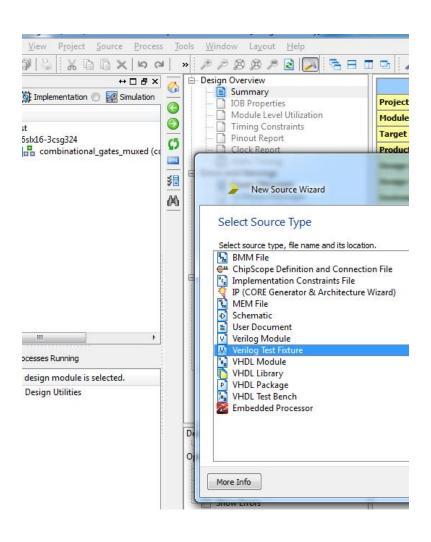
```
Net "sw<0>" LOC = T10 | IOSTANDARD = LVCMOS33; #Bank = 2,
pin name = IO_L29N_GCLK2, Sch name = SW0
```

#### Add Testbench Code



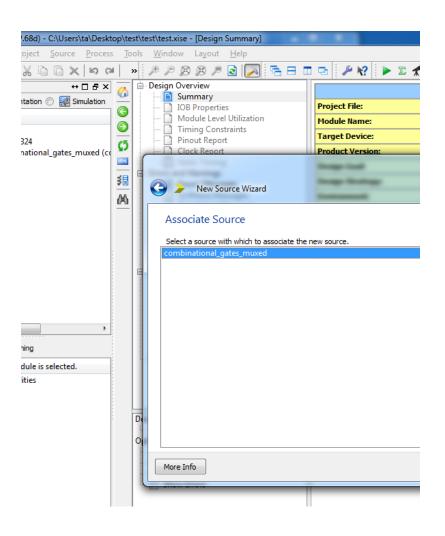
- 1. Click on "Add sources" again
- Select the combinational\_gates\_m uxed\_TB.v
- 3. Make sure the file association is correct

#### Create Testbench Code



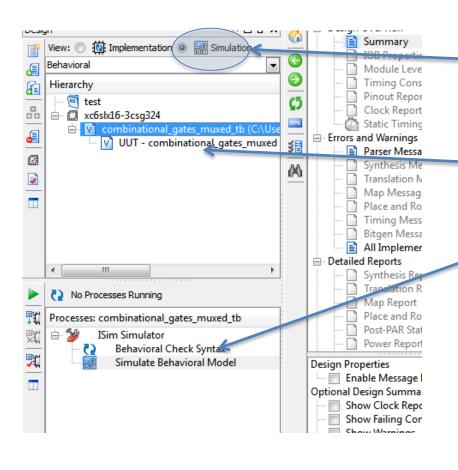
- Alternatively if you want to write your own testbench, click on "New Source"
- Select "Verilog Test Fixture"

#### Create Testbench Code



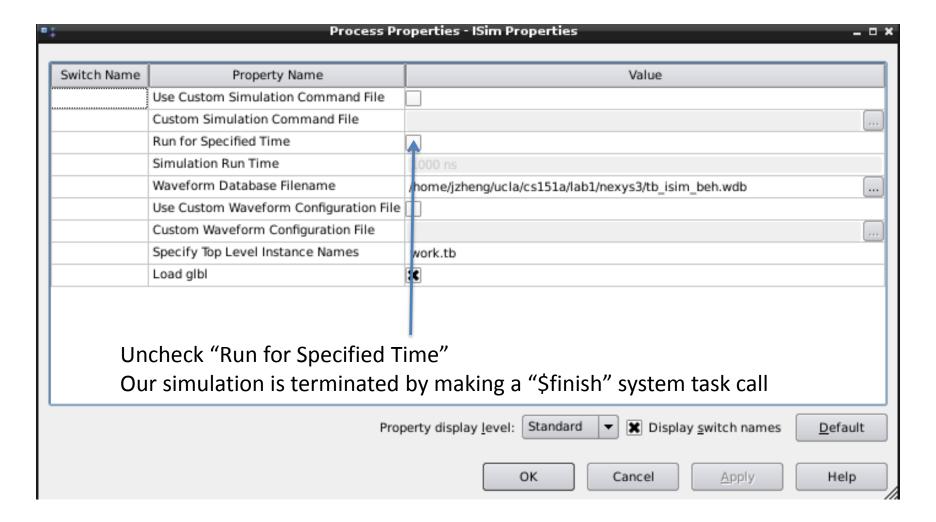
 Select the module to test and then follow the instructions

## Almost Ready for Simulation!



- Switch to simulation view
- Select ...TB.v from Hierarchy view
- Right click on
   "Simulate Behavioral
   Model" in process
   view
- 4. Click on "Process Properties"

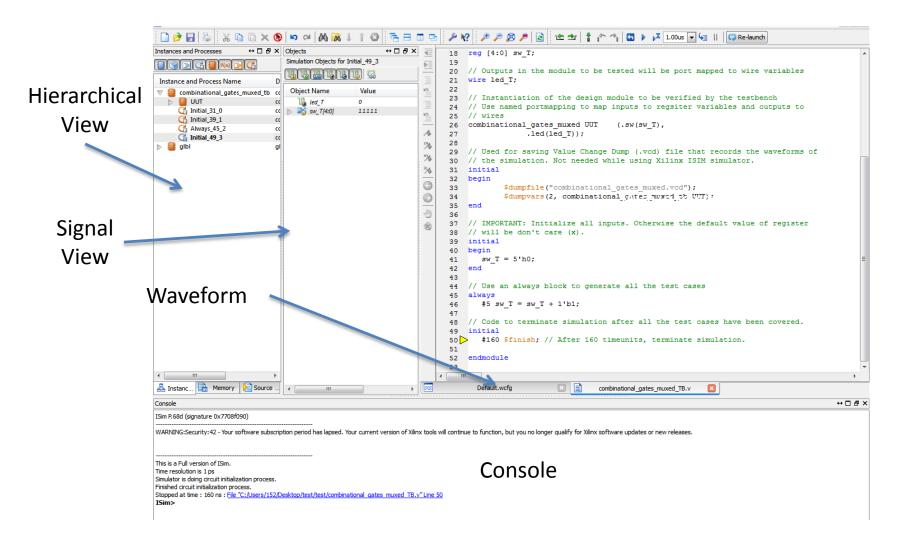
## **ISIM** Process Properties



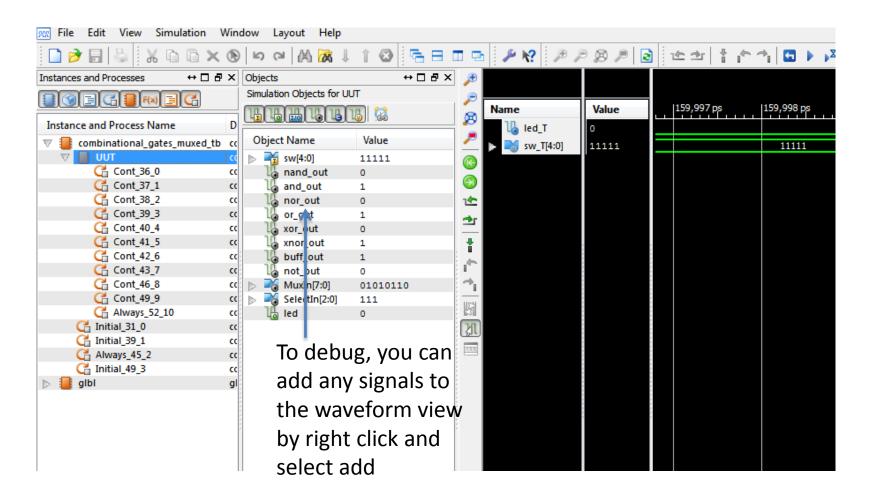
#### Launch ISIM

- Right click on "Simulate Behavioral Model" again, this time choose "run all"
- ISIM will be launched
- ISIM is the simulation environment where you can dynamically debug the circuit, much like a software debugger
- Your main focus should be on the console window and the waveform window

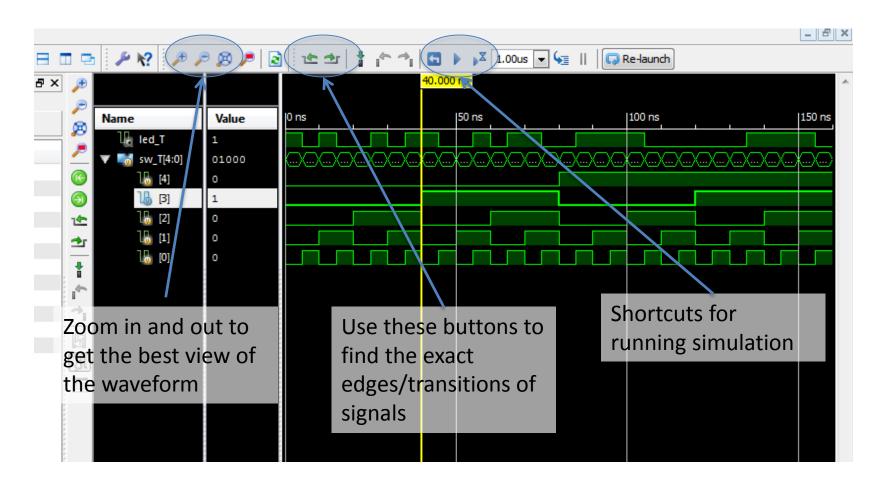
### ISIM Main Window



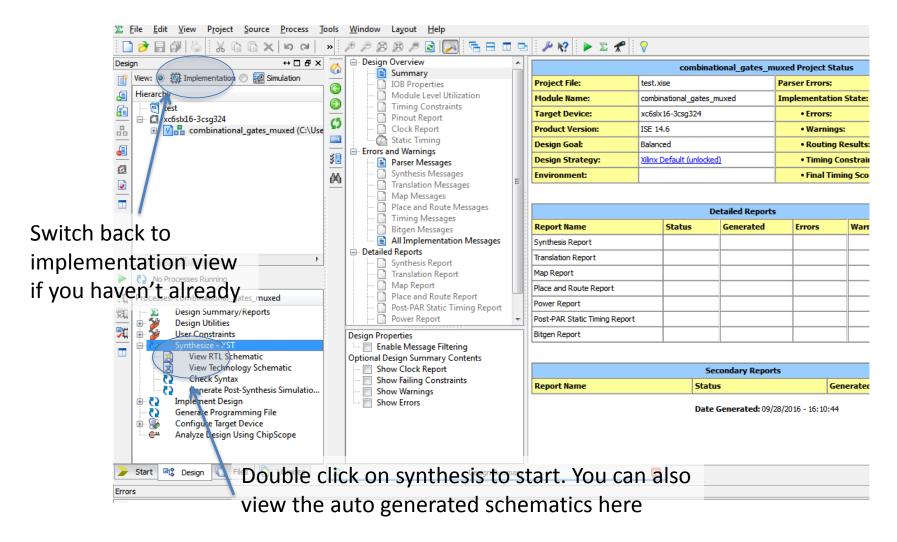
#### Post Simulation Examination



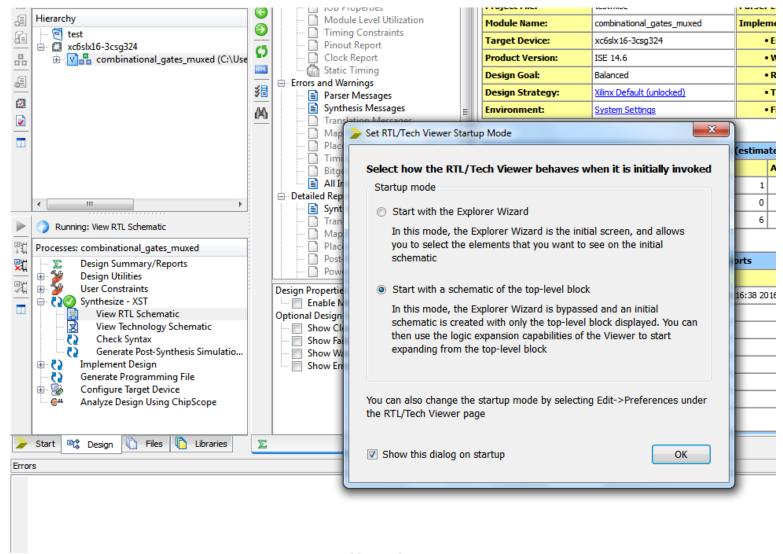
#### Post Simulation Examination



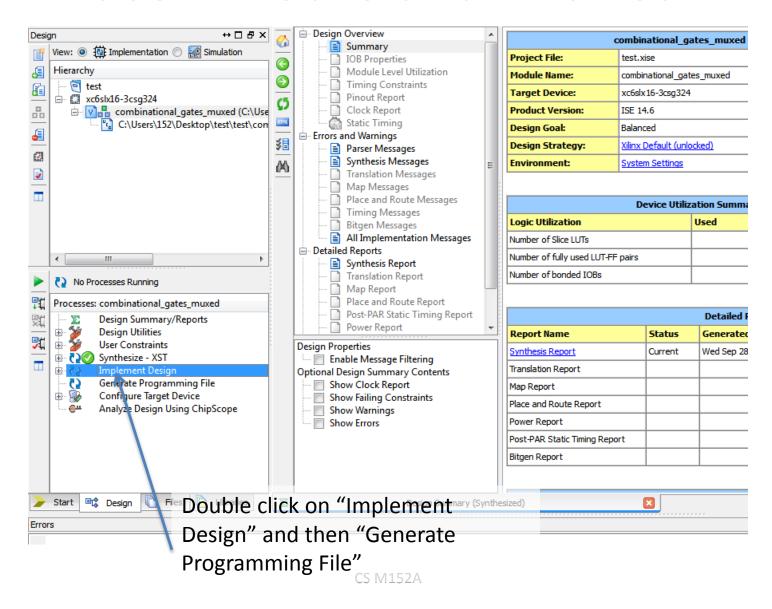
## Ready for Synthesis



### **View Schematics**



#### Place-n-Route and Bitstream

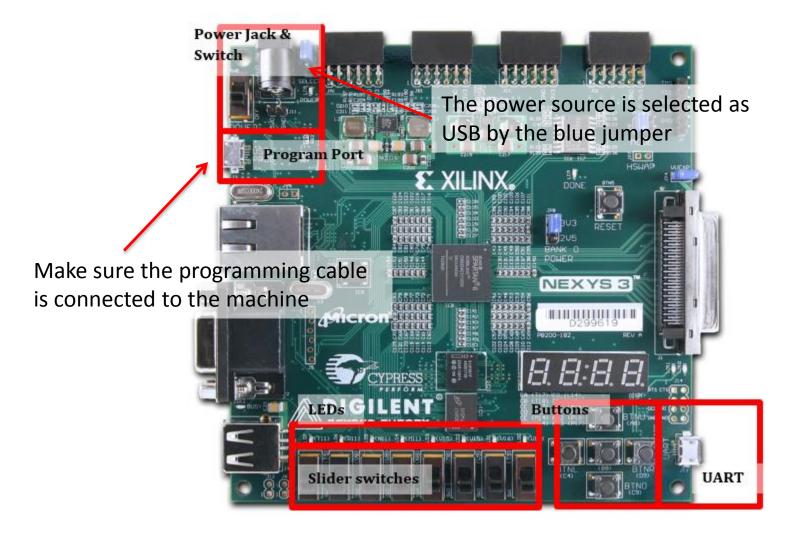


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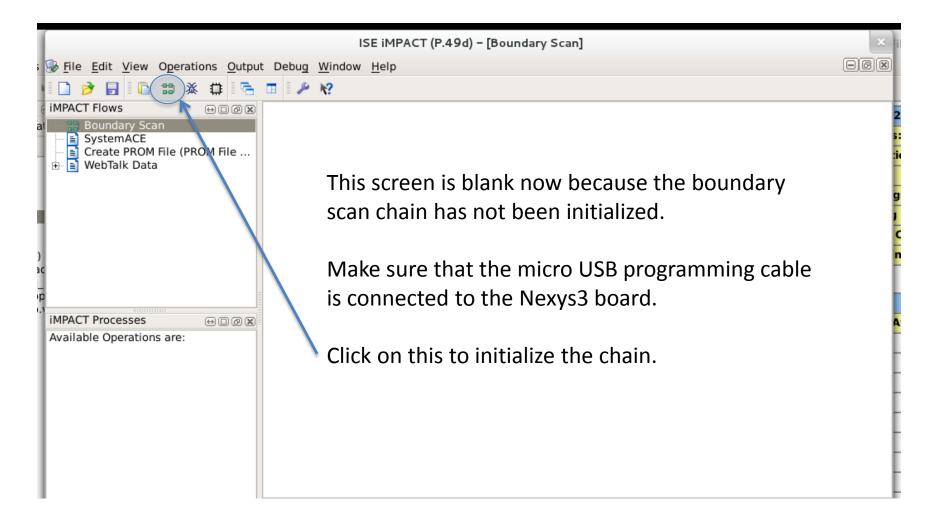
#### Download Bitstream to FPGA

- By now you should have a top\_module\_name.bit(combinational\_gate\_m uxed.bit) file generated in the project folder
- You will now program the FPGA using this file.
- Click on "Configure Target Device" to open the Impact program.

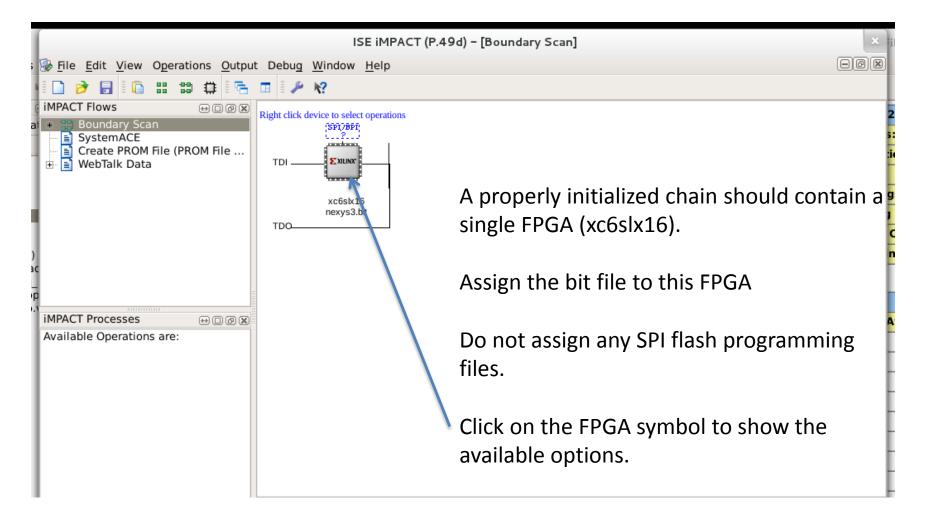
#### Connect the board



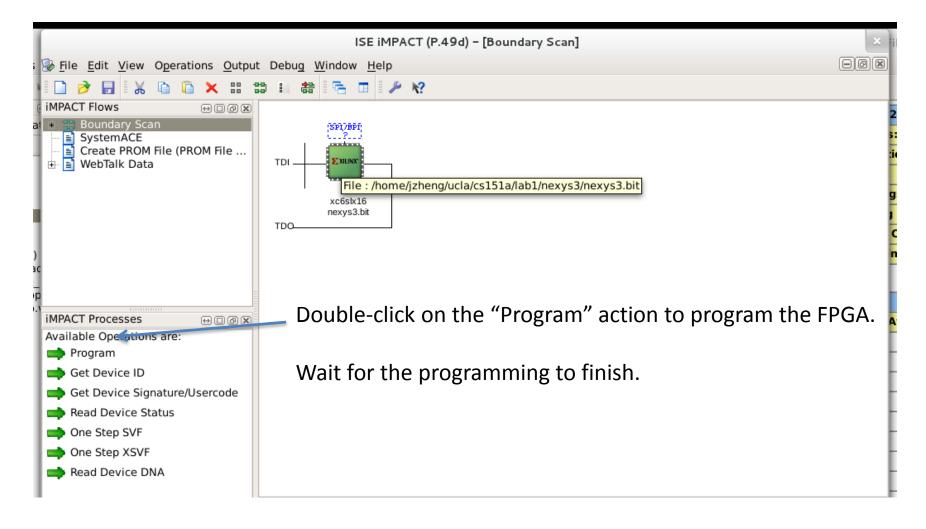
## **ISE Impact**



### Scan Chain Initialization



## Program FPGA



## Play Time

- Did you see the rightmost LED light up?
  - If yes, the board is programmed!
- Can you use the switches to control the LED?
  - Study code to understand how this is done