FPGA Development for Radar, Radio-Astronomy and Communications MASTERS COU





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Presented by John-Philip Taylor Convened by Prof Daniel O'Hagan Tutored by Stephen Paine and Randy Cheng Day 4 - 20 July 2017

Outline 1 of 25

Advanced Clocking

Clock Domains

Practical





Outline

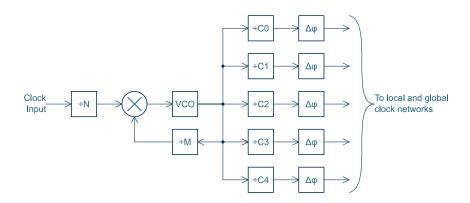
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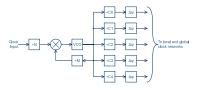








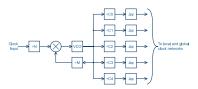
Phase-locked Loop



- Useful for generating a range of related clocks
- Output clock rising and falling edges can be set, independently, to a resolution equal to the VCO period, which is typically about 1 ns ± 500 ps
- ► All output clocks can be considered to be in the same clock domain
- Noise sensitive applications should avoid PLLs due to high phase noise





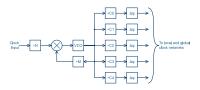


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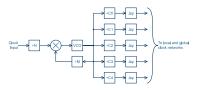
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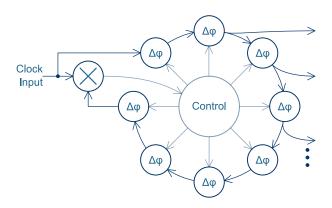




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- Useful for performing phase compensation when interfacing to fast peripherals
- ► All output clocks can be considered to be in the same clock domain as the input clock



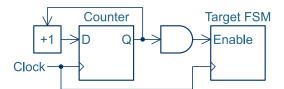




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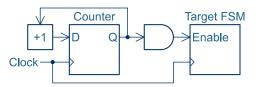








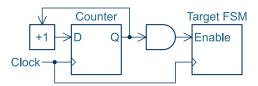




- ▶ Useful when mixing fast and slow systems
- Potential to reduce overall device power usage
- Cannot be used for clocking external devices
- The multi-cycle timing requirements must be manually specified



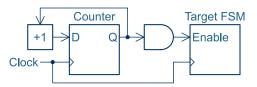




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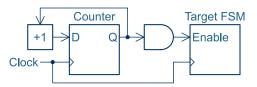




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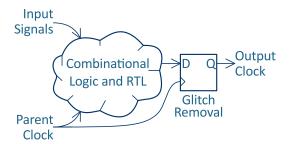




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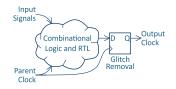










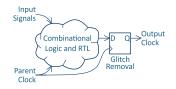


- Unrelated to all other clocks in the system, including the parent clock
- Often necessitates complex clock-domain crossing schemes to the general system clock
- ▶ Useful when:
 - Requiring very low power usage
 - The frequency must change often
 - The clock must drive an external device





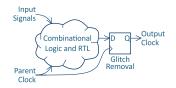




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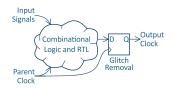




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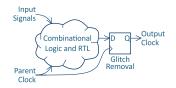




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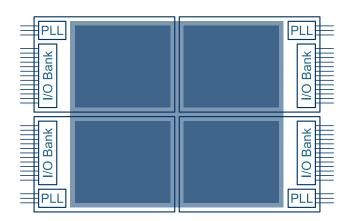




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- ► FPGAs are generally organised into regions, each with its own PLL and I/O bank
- ► The local clock network is more efficient (and faster) than the global network
- ► When laying out the PCB, keep fast I/O in the same region as their clock







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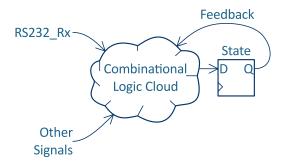


Common Mistake

```
module RS232 (
 input Clk, Reset,
 input RS232_Rx, // Asynchronous external signal
 output [7:0]Data
);
... // Definitions, state machine boilerplate, etc.
 Idle: begin
  if(!RS232_Rx) begin
   State <= Receiving;
  end
 end
 Receiving: begin
```

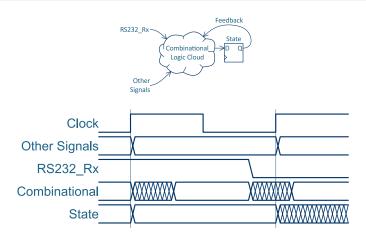






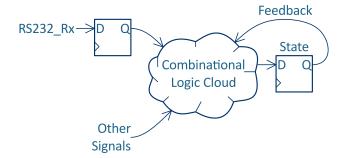






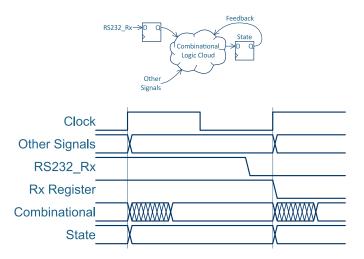






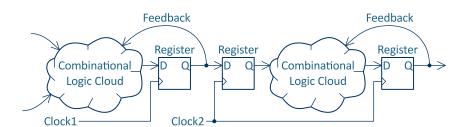






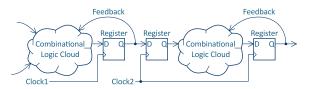








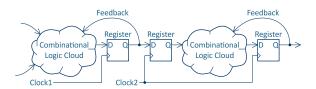




- ► Essential for crossing asynchronous external signals
- Only useful for crossing one bit at a time (unless the system is tolerant to temporary errors)
- ▶ Often used to cross hand-shaking signals
- ▶ Works in both directions (fast to slow / slow to fast)



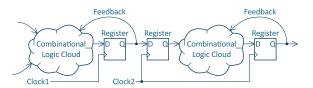




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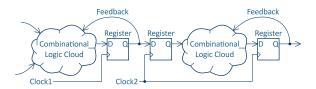


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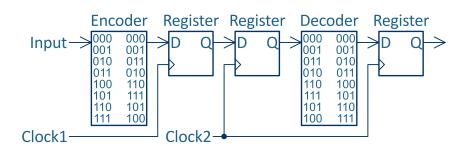
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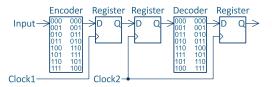








Gray Coding

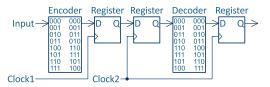


- Encoded such that only one bit changes at a time
- Only works for counter data (FIFO queue pointers, rotary encoders, etc.)
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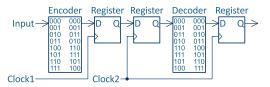


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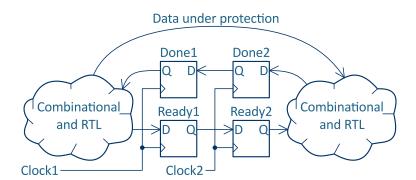
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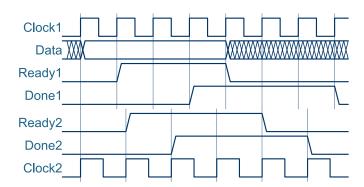






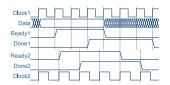








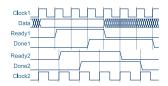




- Source must guarantee data stability while the handshaking is taking place
- ► Not time-efficient: need to wait for the entire transaction sequence to finish before starting the next one
- ▶ Use only for data that does not need to be crossed often
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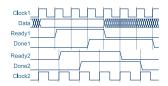




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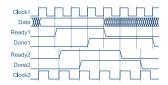




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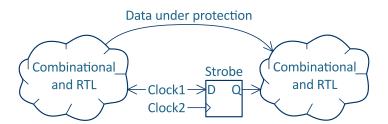




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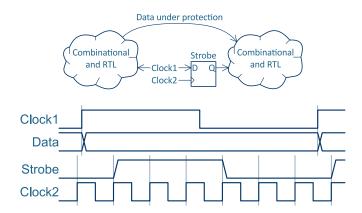






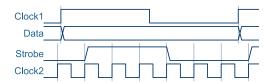








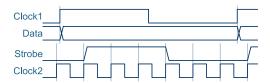




- ▶ The data is valid for as long as the strobe is high
- As fast as the source clock
- ► The strobe edges can be used to perform flow-control
- ► Only works when the destination clock is much faster than the source clock
- ▶ Note that the source "clock" can be a strobe signal generated by the source state machine...



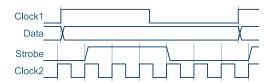




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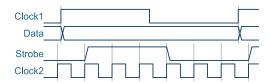




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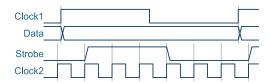




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- Control signal crossing latency can be hidden in the length of the queue
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- ▶ Remember clock groups from Day 2?





Clock Groups

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- ► Remember clock groups from Day 2?

```
set_clock_groups -logically_exclusive \
  -group [get_clocks ADC_CLK_10] \
  -group [get_clocks MAX10_CLK1_50] \
  -group [get_clocks MAX10_CLK2_50] \
  -group [get_clocks {DRAM_CLK *altpll_0*}]
```









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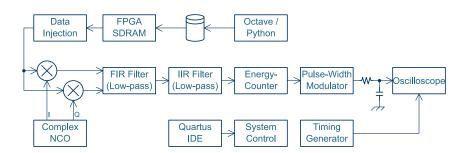
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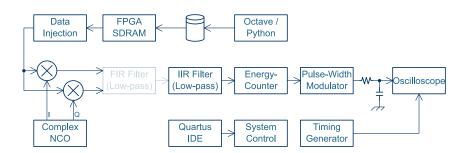
Practical 16 of 25







Practical 16 of 25







 Design the IIR filter in Matlab / Octave / Python (pay careful attention to potential rounding errors and the resolution required)

- Implement the IIR filter on the 781.25 kSps clock
- 3. Verify by means of simulation
- Integrate the IIR filter into the system
- 5. Implement the energy-counter module
- 6. Implement a control module to automatically sweep the NCO frequency and generate a "start-of-sweep" pulse for use as the oscilloscope trigger
- 7. Control the system by means of registers





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- 1. Design the IIR filter in Matlab / Octave / Python
- 2. Implement the IIR filter on the 781.25 kSps clock
- 3. Verify by means of simulation (use cut-off frequencies of 10 Hz, 100 Hz, 1 kHz, 10 kHz and 100 kHz)
- 4. Integrate the IIR filter into the system
- 5. Implement the energy-counter module
- Implement a control module to automatically sweep the NCO frequency and generate a "start-of-sweep" pulse for use as the oscilloscope trigger
- 7. Control the system by means of registers





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- 2. Implement the IIR filter on the 781.25 kSps clock
- 3. Verify by means of simulation
- Integrate the IIR filter into the system (simulate the FIR filter's decimation by simply re-sampling the 100 MSps data into the 781.25 kHz clock domain)
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- Implement the energy-counter module (verify through simulation)
- Implement a control module to automatically sweep the NCO frequency and generate a "start-of-sweep" pulse for use as the oscilloscope trigger
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Agenda 17 of 25

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- 5. Implement the energy-counter module
- Implement a control module to automatically sweep the NCO frequency and generate a "start-of-sweep" pulse for use as the oscilloscope trigger
- 7. Control the system by means of registers (Your choice of Source-and-Probes / Virtual JTAG / etc.)





$$H(s) = \frac{\omega_0^2}{s^2 + 2\zeta\omega_0 s + \omega_0^2}, \quad \omega_0 = 2\pi f_0, \quad \zeta = \frac{1}{\sqrt{2}}$$
$$s = (1 - z^{-1})f_s, \quad f_s = 781.25 \text{ kHz}$$

$$H(z) = \frac{Y(z)}{X(z)} = \frac{\omega_0^2}{a - bz^{-1} + cz^{-2}}, \begin{cases} a = f_s^2 + 2\zeta\omega_0 f_s + \omega_0^2 \\ b = 2f_s^2 + 2\zeta\omega_0 f_s \\ c = f_s^2 \end{cases}$$

$$Y(z) \left(a - bz^{-1} + cz^{-2} \right) = X(z) \left(\omega_0^2 \right)$$

$$(2^N) \left(\omega_0^2 x_n + by_{n-1} - cy_{n-2} \right)$$





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$$Y(z) \left(a - bz^{-1} + cz^{-2} \right) = X(z) \left(\omega_0^2 \right)$$
$$V_{s, -} \left(\frac{2^N}{a^2} \right) \left(\frac{\omega_0^2 x_n + by_{n-1} - cy_{n-2}}{a^2} \right)$$





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$$H(z) = \frac{Y(z)}{X(z)} = \frac{\omega_0^2}{a - bz^{-1} + cz^{-2}}, \begin{cases} a = f_s^2 + 2\zeta\omega_0 f_s + \omega_0^2 \\ b = 2f_s^2 + 2\zeta\omega_0 f_s \\ c = f_s^2 \end{cases}$$

$$Y(z)\left(a-bz^{-1}+cz^{-2}\right)=X(z)\left(\omega_0^2\right)$$

$$y_n = \left(\frac{2^N}{a}\right) \left(\frac{\omega_0^2 x_n + b y_{n-1} - c y_{n-2}}{2^N}\right)$$





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$$y_n = \frac{Ax_n + By_{n-1} - Cy_{n-2}}{2^N}, \begin{cases} A = (2^N/a) \cdot \omega_0^2 \\ B = (2^N/a) \cdot b \\ C = (2^N/a) \cdot c \\ N = 32 \end{cases}$$

f_0	Α	В	С
10	28	8 589 446 092	4 294 478 824
100	2 775	8 585 049 594	4 290 085 073
1 000	274 663	8 541 087 701	4 246 395 068
10 000	24 799 428	8 104 255 079	3 834 087 211
100 000	997 792 625	4 839 800 553	1 542 625 882





➤ To get the IIR filter to work at low pass-band frequencies, you need LARGE internal word-lengths

- ▶ Be careful with overflows perform a limit operation
- ▶ Do the multiplication manually (absolute → multiply unsigned → sign return)
- ► To help you keep track of what bit represents what in fixed-point representations, use negative indices:

```
// Constants are in the range [0, 2), but
// Verilog still thinks they're unsigned integers
wire [0:-32]B = 33'd_8_589_446_092;
// Internal registers are in the range [-1, 1)
reg [0:-39]y_1;
// Products are in the range [-2, 2)
wire [1:-71]B v 1;
```





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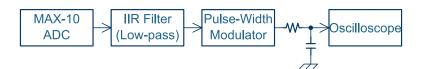
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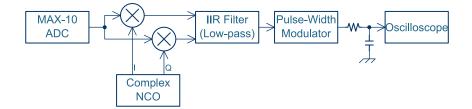






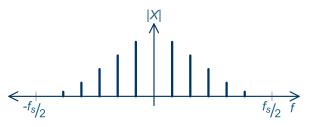








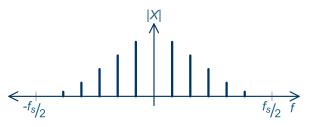




- ► Make the resolution bandwidth 2 kHz (1 kHz low-pass filter)
- ► Sweep the complex NCO from DC to 360 kHz



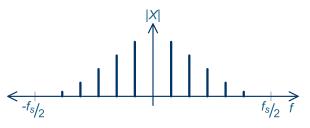




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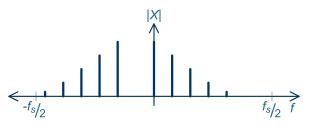




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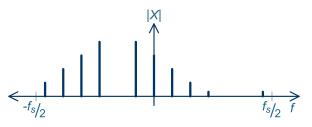




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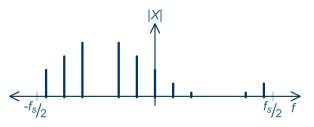




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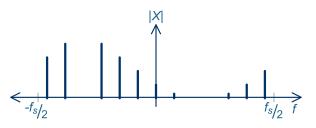




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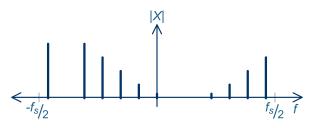




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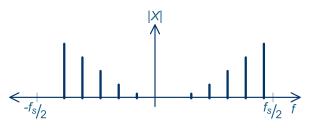




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$$= \frac{1}{N} \sum_{n=0}^{N-1} (x_n x_n^*)$$

- ▶ Use a variable *N* (time-window) use power-of-two sizes
- ▶ Use a LUT to convert the signal power to log-scale





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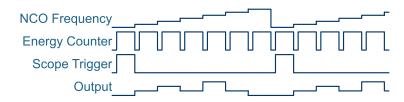


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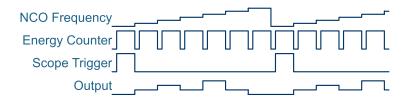




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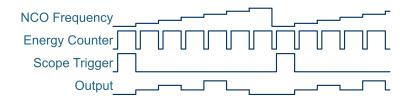




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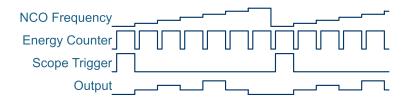




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Select References

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 http://www.asic-world.com/
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Presented by John-Philip Taylor Convened by Prof Daniel O'Hagan Tutored by Stephen Paine and Randy Cheng Day 4 - 20 July 2017