

Introduction to FPGAs

Outline:

1. What's an FPGA ?

→ logic element “fabric”, i.e. logic gates + memory + clock trigger handling.

2. What's so good about FPGAs ?

→ FPGA applications and capabilities
→ FPGAs for physicists

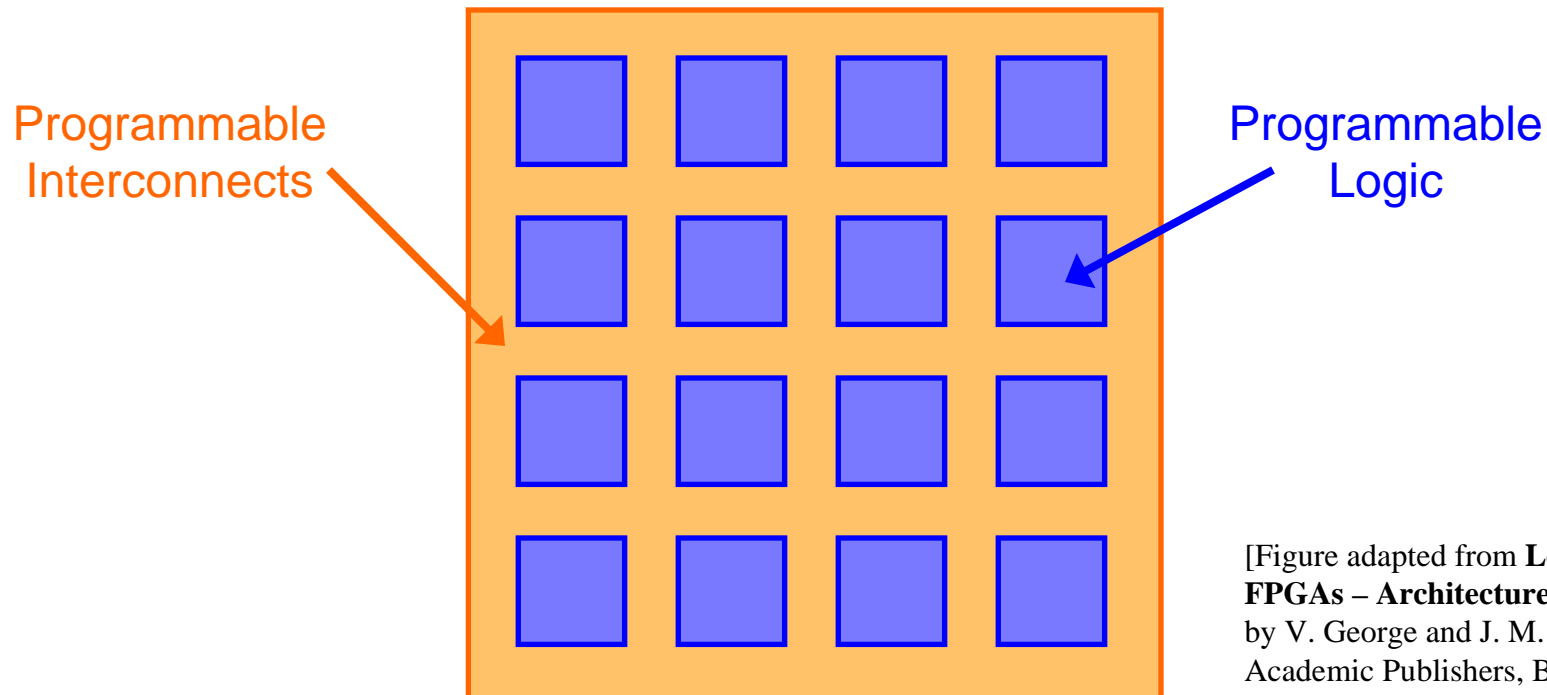
3. How do you program an FPGA ?

→ Intro to *Quartus II*
→ Schematic design
→ Verilog HDL design

What's an FPGA

- An FPGA is:**
- a Field Programmable Gate Array.
 - a programmable breadboard for digital circuits on chip.

- The FPGA consists of:
- programmable **Logic Elements** (LEs).
 - programmable **interconnects**.
 - custom circuitry (i.e. multipliers, phase-lock loops (PLL), memory, etc ...).



[Figure adapted from **Low Energy FPGAs – Architecture and Design**, by V. George and J. M. Rabaey, Kluwer Academic Publishers, Boston (2001).]

Logic Element (LE)

An FPGA consists of a giant array of interconnected **logic elements (LEs)**. The LEs are identical and consist of **inputs**, a **Look-Up Table (LUT)**, a little bit of **memory**, some **clock** trigger handling circuitry, and **output** wires.

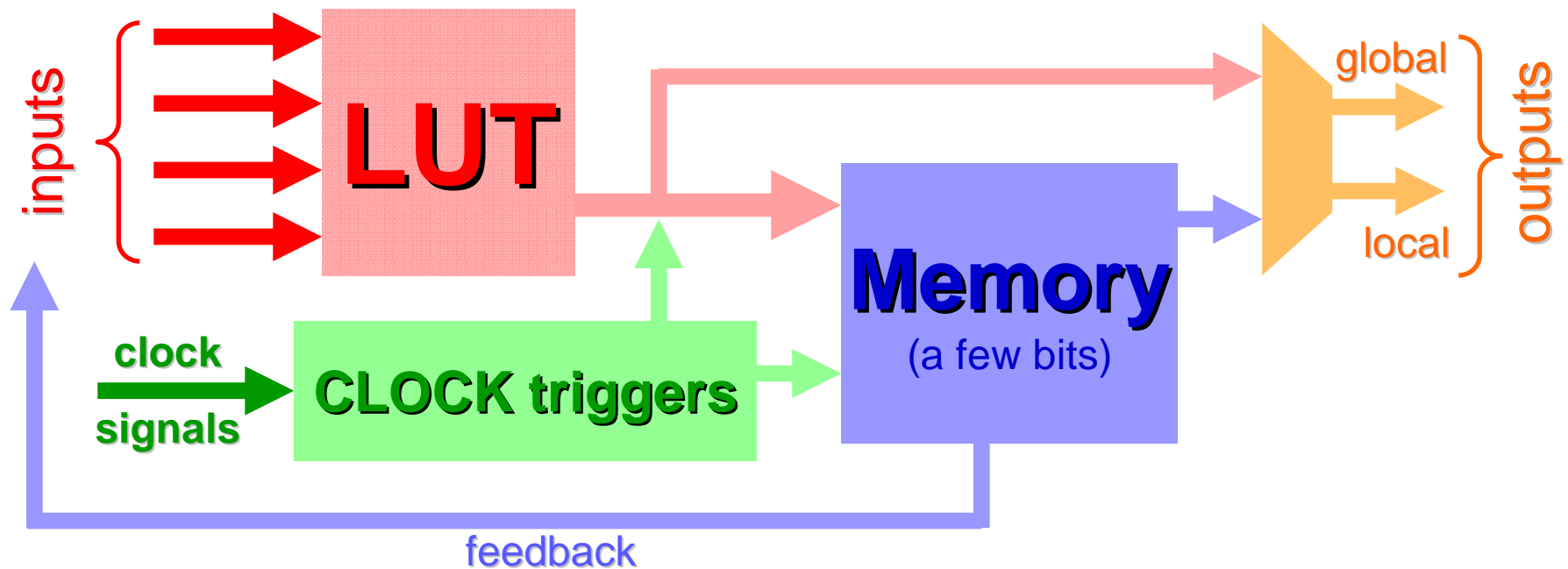
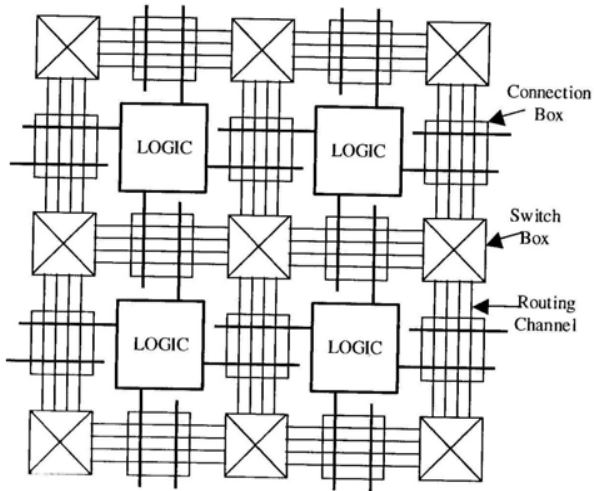
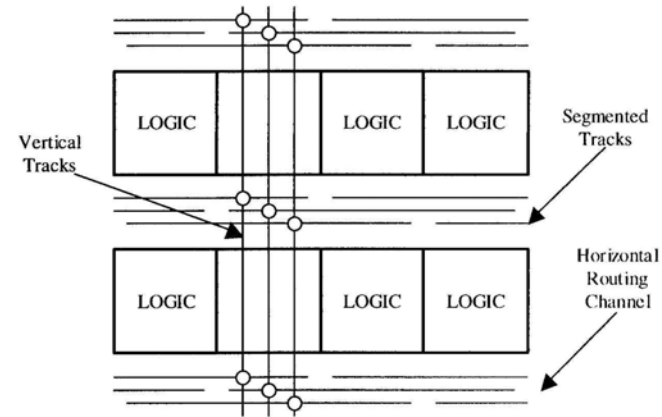


Figure: Architecture of a single Logic Element

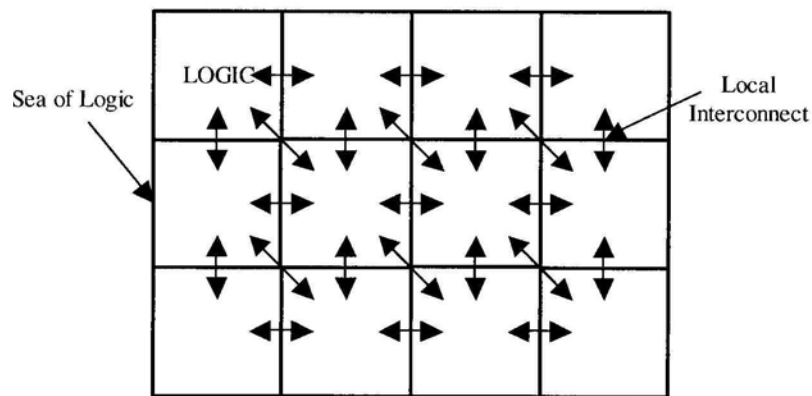
Interconnect Architectures



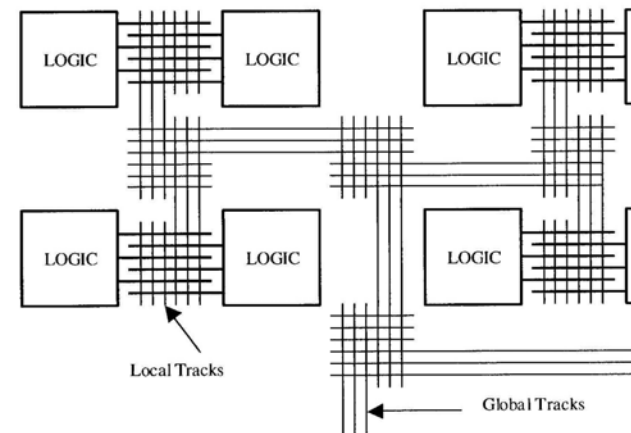
Island Style Architecture



Row-Column Architecture



Sea-of-Gates Architecture



Hierarchical Architecture

FPGA devices (I)

2 primary manufacturers:

1. **Xilinx** (founded by Ross Freeman, original inventor of FPGAs in 1984).
2. **Altera**: we will use an Altera Cyclone II FPGA and associated design software, Quartus II, in the course.

Other “specialty” FPGA manufacturers:

Achronix, Actel, Atmel, Cypress, Lattice Semiconductor, MathStar, QuickLogic, etc ...



100-pin TQFP package
[www.digikey.com]



240-pin PQFP package
[www.21control.com]



1508-pin BGA package
[www.digikey.com]

FPGA devices (II)

- 4k – 300k LEs.
- Clock speeds: 100-500 MHz (1 GHz in the works).
 - Most FPGA circuit implementations will run a little slower than the maximum clockspeed.
- Memory: 10 Kbytes – 10 Mbytes.
- i/o pins: up to 1200.
- Price range: \$10 - \$7k



[figure from www.fys.uio.no]

Applications

➤ **Low-cost customizable digital circuitry**

- Can be used to make any type of digital circuit.
- Rapid with product development with design software.
- Upgradable.
- Sort of like “soft-hardware” [R. G. Shoup].

➤ **High-performance computing**

- Complex algorithms are off-loaded to an FPGA co-processor.
- Application-specific hardware.
- FPGAs are inherently parallel and can have very efficient hardware algorithms: typical speed increase is x10 - x100.

➤ **Evolvable hardware**

- Hardware can change its own circuitry.
- Neural Networks.

➤ **Digital Signal Processing**

- Reconfigurable DSP hardware.
- In principle, DSP can simulate any analog circuit in combination with DACs and ADCs (still requires amplifiers, though).

FPGAs for physicists

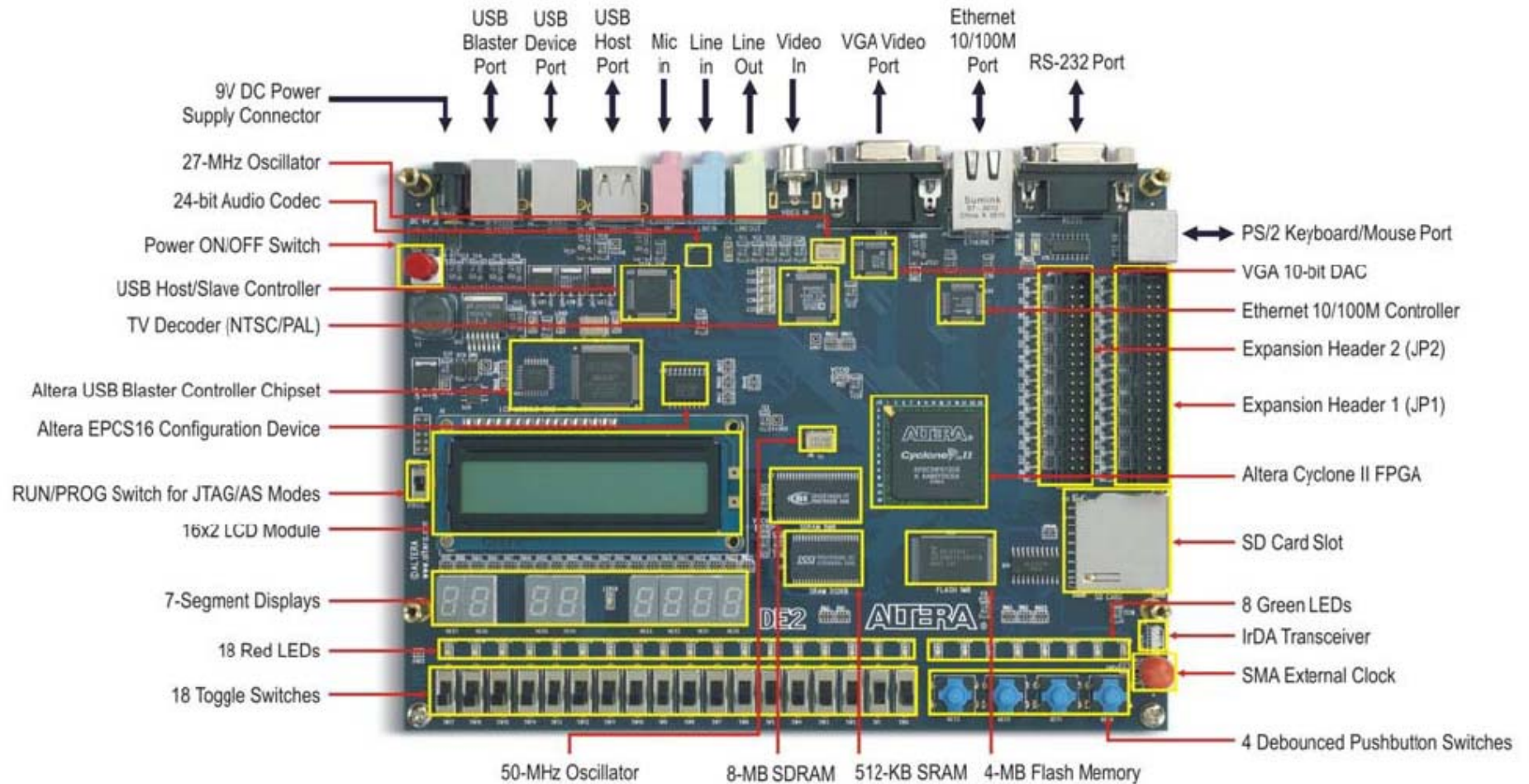
Physicists use FPGAs in the following applications:

- Coincidence triggering (particle physics & quantum optics).
- DSP circuits.
- Specialty filters.
- Customizable feedback loops (Atomic Physics).
- Lock-in amplifiers (Atomic and Solid State Physics).
- Multi-channel analyzers (Particle, Nuclear, & Atomic Physics).
- etc ...

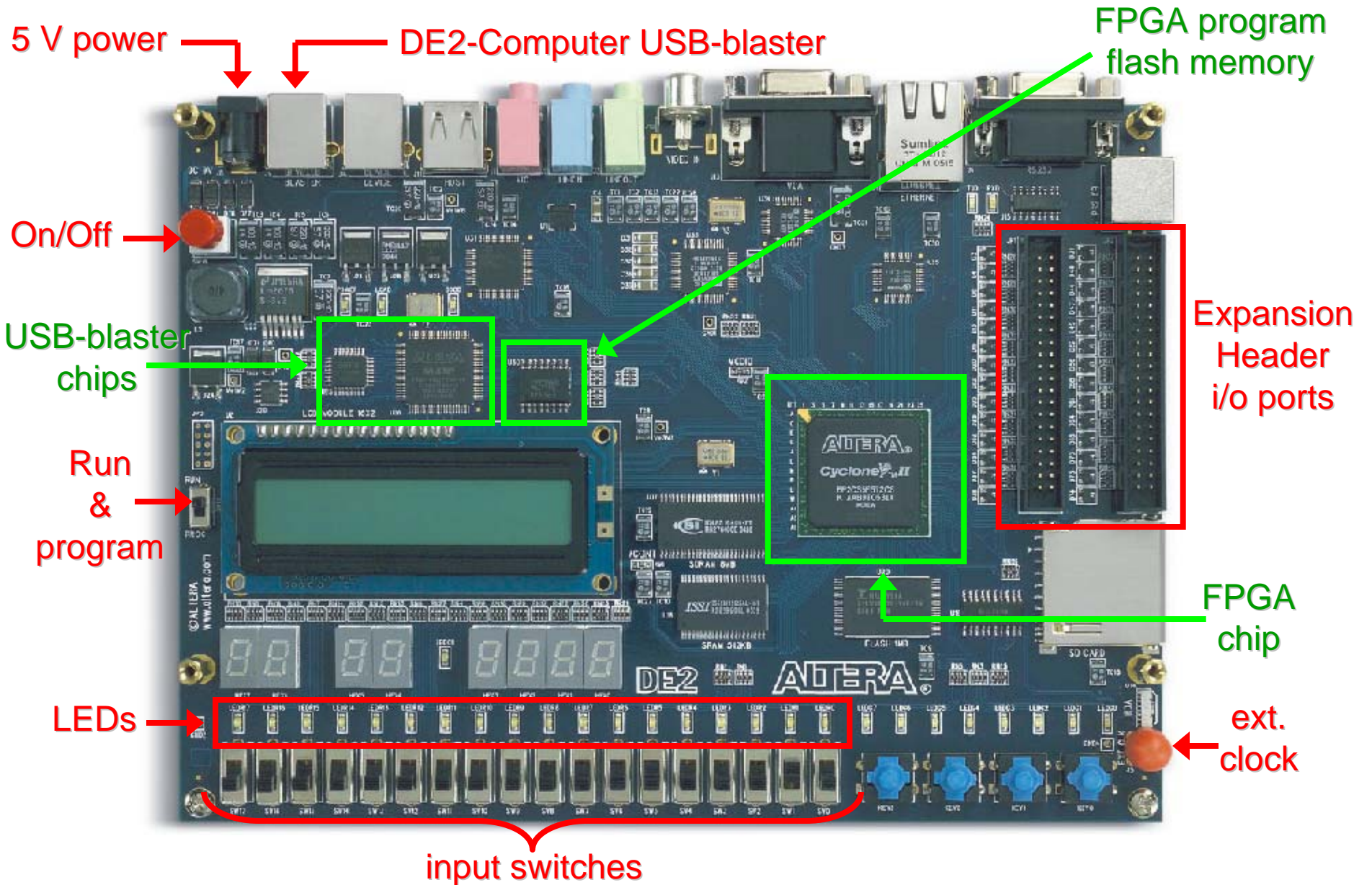
Digital Advantage: *Once a signal is digital, processing does not add any noise (the ADCs and DACs do add noise).*

The DE2 development board

We will use the DE2 development board from Altera for all of the FPGA labs



DE2: important stuff

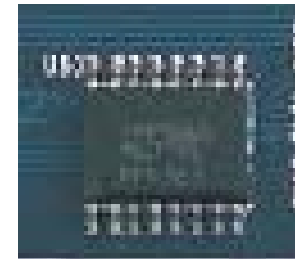


DE2: important specs

- FPGA chip:**
- Cyclone II: EP2C35F672C6N
 - 33,216 LEs.
 - 60 Kbytes of on-chip memory.
 - 35 18-bit x 18-bit multipliers.
 - 4 Phase Lock Loops (PLLs).
 - ~260 MHz DSP speed.
 - 90 nm technology.
 - 475 i/o lines.
 - 672 BGA package.



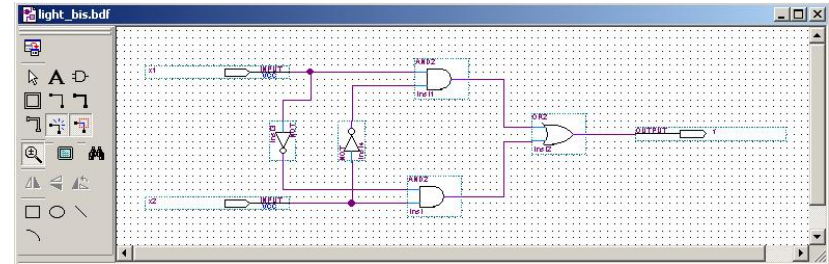
- FPGA configuration chip:**
- EPCS16 configuration device.
 - 2.1 Mbytes of Flash memory.
 - Stores the FPGA circuitry program when DE2 is off.
 - Used for Active Serial (AS) programming.



FPGA programming

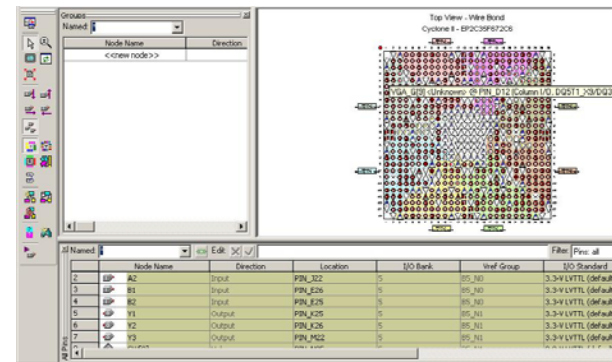


1. Start project in Quartus II.
2. Enter design via Schematic file or Verilog HDL program.



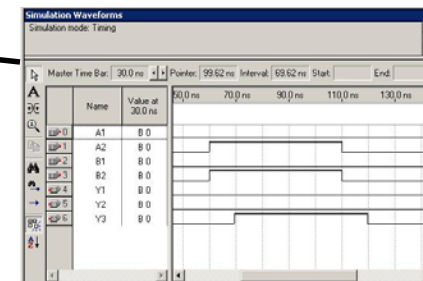
3. Compile.

4. Assign input and output variables to actual i/o pins.



5. Compile.

6. Simulate the circuit.
7. Load circuit into FPGA.
8. Test circuit.



Verilog HDL

We will use Verilog HDL (Hardware Description Language) to program the FPGA.

(not to be confused with VHDL, another FPGA language)

A Verilog program describes how the LEs are configured and connected.
This is different from a regular program which is a series of sequential instructions to the CPU and some memory handling.

- Advantages:**
- Sort of like *C programming*.
 - *You don't have to figure out the exact circuitry.*
(the compiler does it for you)
 - *Easier and faster* to make more complex circuit designs.
 - You can use a vast programming libraries (**IP cores**).

IMPORTANT: Always comment your Verilog code.

Verilog program

2 input 1-bit adder:

```
TwoInput1bitAdder_Verilog.v | Compilation Report - Flow Summary
1  module TwoInput1bitAdder_Verilog(a,b,result); // Note: Name of module should be the same as name of file.
2                                          // Note: Name of module/file should not start with a number.
3      input a,b; // declare input variables
4      output [1:0] result; // declare output variable 2-bit array (little endian format)
5
6      assign result[0] = a ^ b; // XOR operation for 1-bit addition
7      assign result[1] = a & b; // AND operation for 1-bit addition carry
8
9  endmodule // end of module command
10 // add this extra line so endmodule turns blue
11 // (otherwise code will not compile)
```

Verilog program

2 input 1-bit adder:

```
TwoInput1bitAdder_Verilog.v | Compilation Report - Flow Summary
1  module TwoInput1bitAdder_Verilog(a,b,result);
2
3     input a,b;
4     output [1:0] result;
5
6     assign result[0] = a ^ b;
7     assign result[1] = a & b;
8
9  endmodule
10
11
```

```
// Note: Name of module should be the same as name of file.
// Note: Name of module/file should not start with a number.
// declare input variables
// declare output variable 2-bit array (little endian format)

// XOR operation for 1-bit addition
// AND operation for 1-bit addition carry

// end of module command
// add this extra line so endmodule turns blue
// (otherwise code will not compile)
```

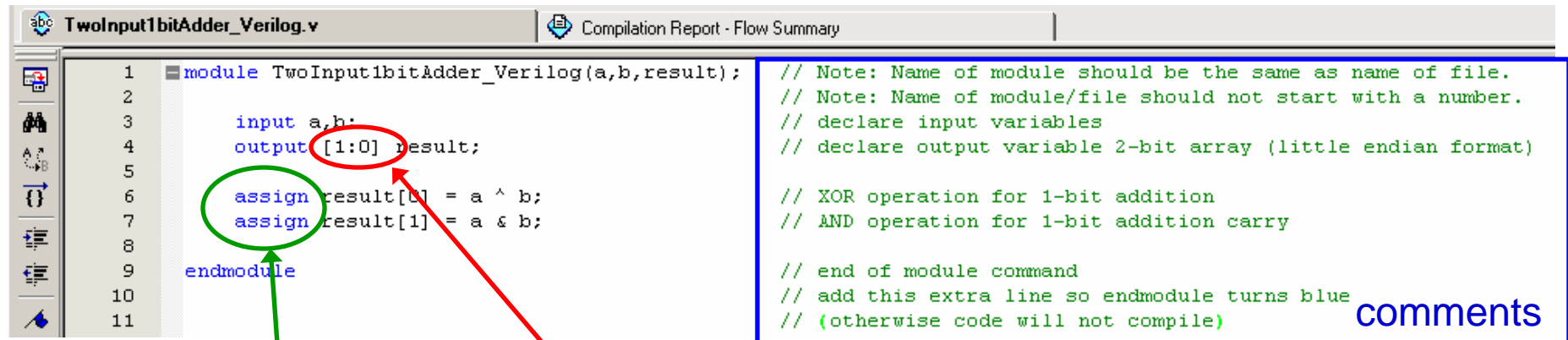
comments

little-endian binary bit array (i.e. binary number)

assign: hardwires the input to the output.

Verilog program

2 input 1-bit adder:

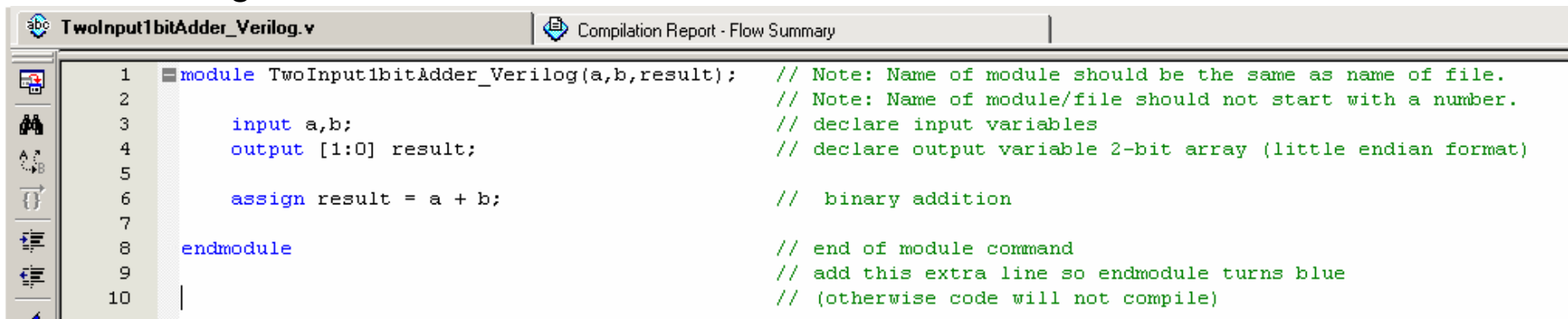


```
1 module TwoInput1bitAdder_Verilog(a,b,result); // Note: Name of module should be the same as name of file.
2 // Note: Name of module/file should not start with a number.
3 input a,b; // declare input variables
4 output [1:0] result; // declare output variable 2-bit array (little endian format)
5 // XOR operation for 1-bit addition
6 assign result[0] = a ^ b; // AND operation for 1-bit addition carry
7 assign result[1] = a & b;
8
9 endmodule // end of module command
10 // add this extra line so endmodule turns blue
11 // (otherwise code will not compile)
```

little-endian binary bit array (i.e. binary number)

assign: hardwires the input to the output.

Same thing, but easier:



```
1 module TwoInput1bitAdder_Verilog(a,b,result); // Note: Name of module should be the same as name of file.
2 // Note: Name of module/file should not start with a number.
3 input a,b; // declare input variables
4 output [1:0] result; // declare output variable 2-bit array (little endian format)
5 // binary addition
6 assign result = a + b;
7
8 endmodule // end of module command
9 // add this extra line so endmodule turns blue
10 // (otherwise code will not compile)
```


Some Verilog tid-bits

```
Input [2:0] input1;           // 3-bit input array in little-endian format.  
Input [0:2] input2;         // 3-bit input array in big-endian format.
```

Set input1 equal to “6” in binary.

```
Assign input1[0] = 0;  
Assign input1[1] = 1;  
Assign input1[2] = 1;
```

or

```
Assign input1 = 3'b110;
```

Set number width

Actual number

Set number type	
b=binary	d=decimal
O=octal	h=hexadecimal

Set input2 equal to “6” in binary.

```
Assign input1[0] = 1;  
Assign input1[1] = 1;  
Assign input1[2] = 0;
```

or

```
Assign input1 = 3'b011;
```