

# Getting Started with FPGAs

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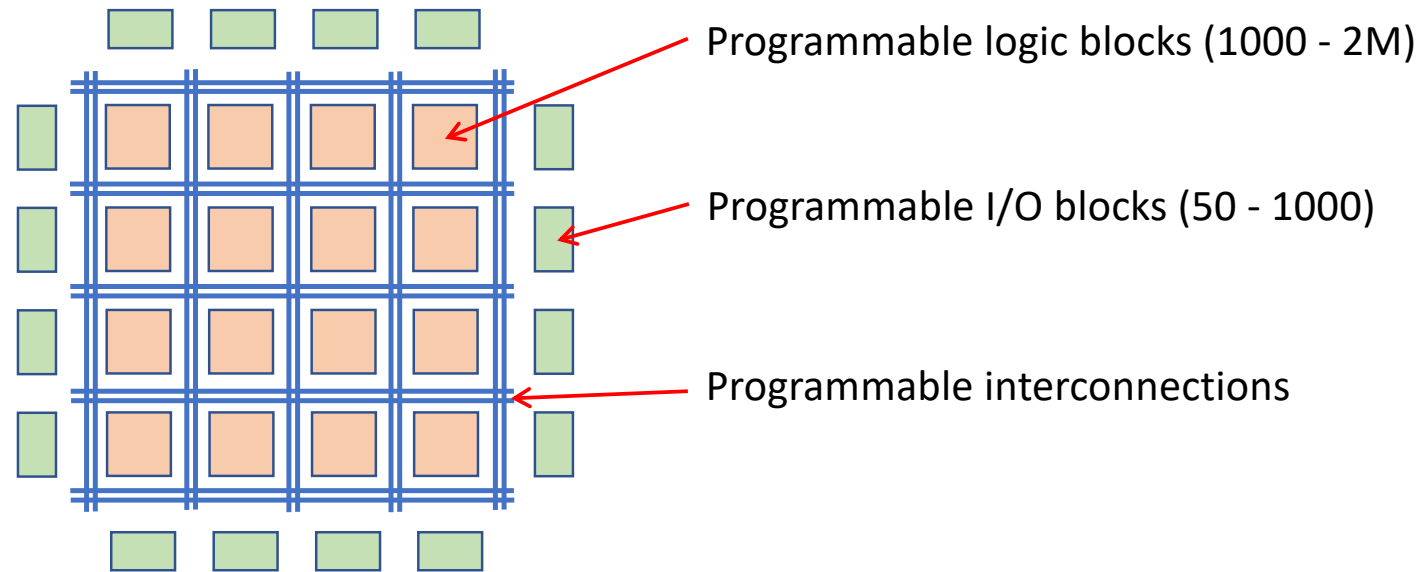
ESAC Electronics Club

19 September 2018

## Overview

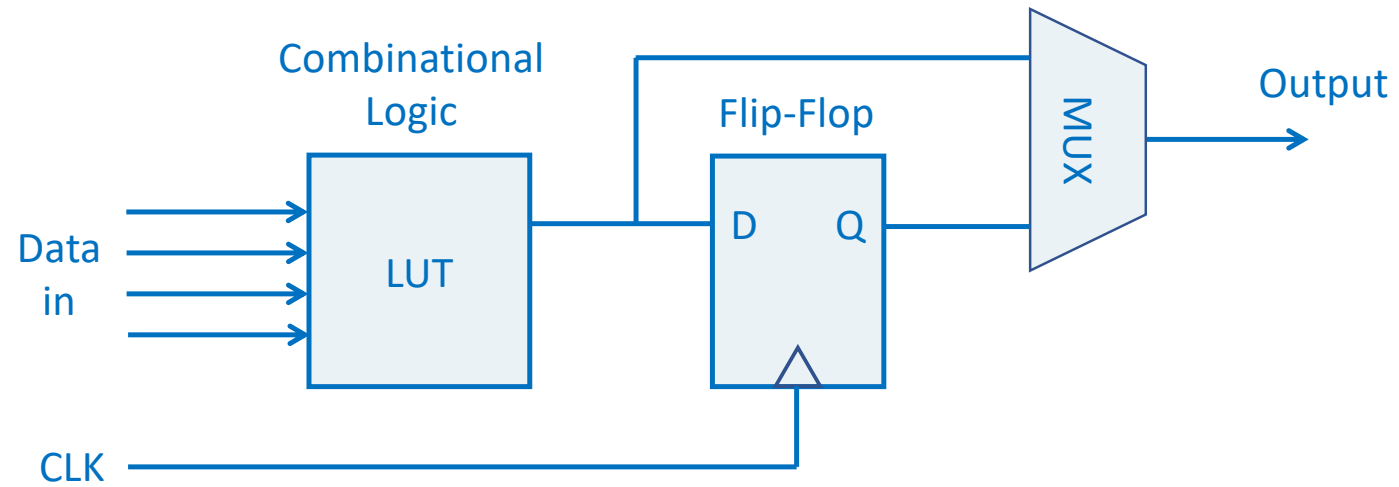
- Introduction to FPGAs
- Examples / demos
  - Simple counter
  - Stop watch
  - Frequency meter
- Hardware Description Languages
- Development boards
- FPGA chips & software tools
- How to get started

# Basic FPGA Architecture



+ low-skew clock distribution network

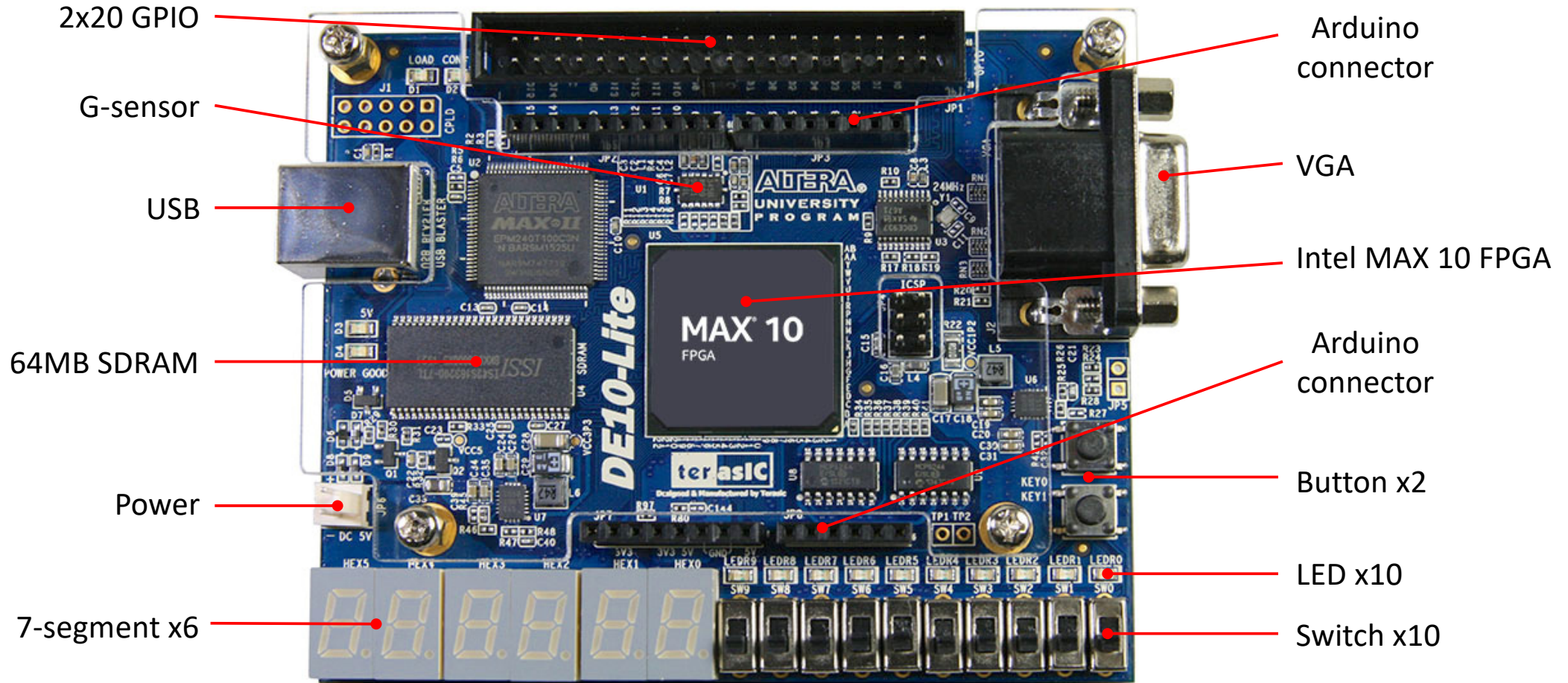
## Logic Block (simplified)



## Specialized Blocks

- PLLs for clocks
  - Block RAM
  - Multipliers
- } In almost all FPGAs
- Special DSP blocks
  - High-speed transceivers
  - PCIe interfaces
  - Memory controllers
  - ADCs
  - Flash memory
  - Hard CPU cores

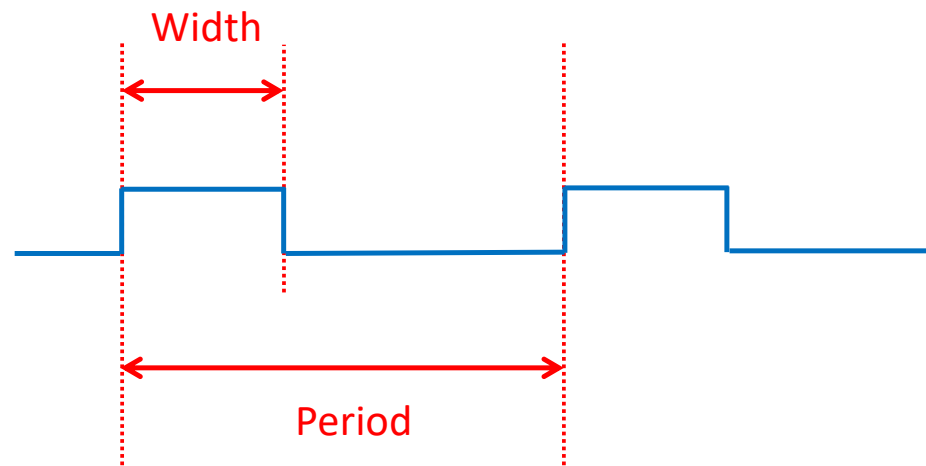
# Terasic DE10-Lite



## Example: Intel MAX10 (10M50DAF484C7G)

Logic blocks	50K
I/O pins	360
Package	484-pin BGA
Multipliers	144 18x18
Memory	1638 Kbit
Flash memory	5888 Kbit
ADCs	2
PLLs	4
Max clock	450 MHz

## Demo 1 - Frequency Meter



$$\text{Frequency} = 1 / \text{Period}$$



## VHDL

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity counter is
    Port (clk : in std_logic;
          reset : in std_logic;
          count : out std_logic_vector (29 downto 0));
end counter;

architecture behavioral of counter is
    signal cnt : std_logic_vector(29 downto 0) := (others => '0');
begin
    process(clk)
    begin
        if (rising_edge(clk)) then
            if (reset = '1') then
                cnt <= (others => '0');
            else
                cnt <= cnt+1;
            end if;
        end if;
    end process;

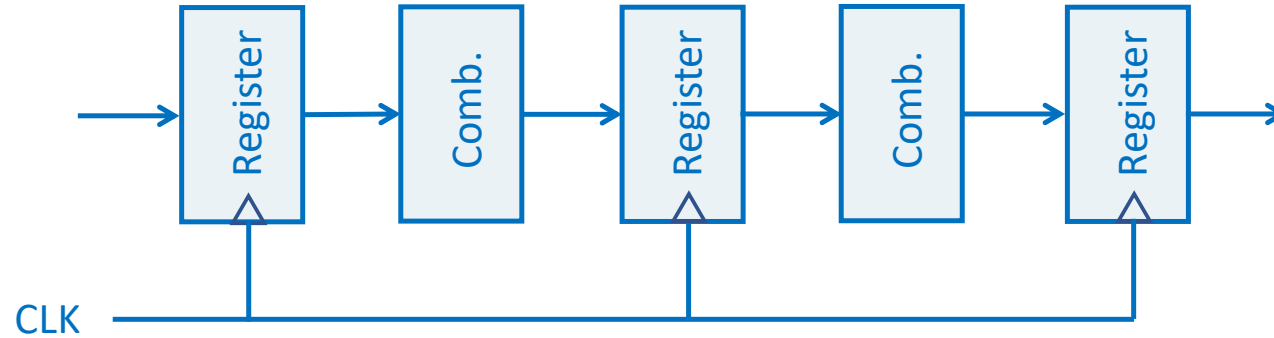
    count <= cnt;
end architecture;
```

## SystemVerilog

```
module counter (
    input clk,
    input reset,
    output logic [29:0] count);

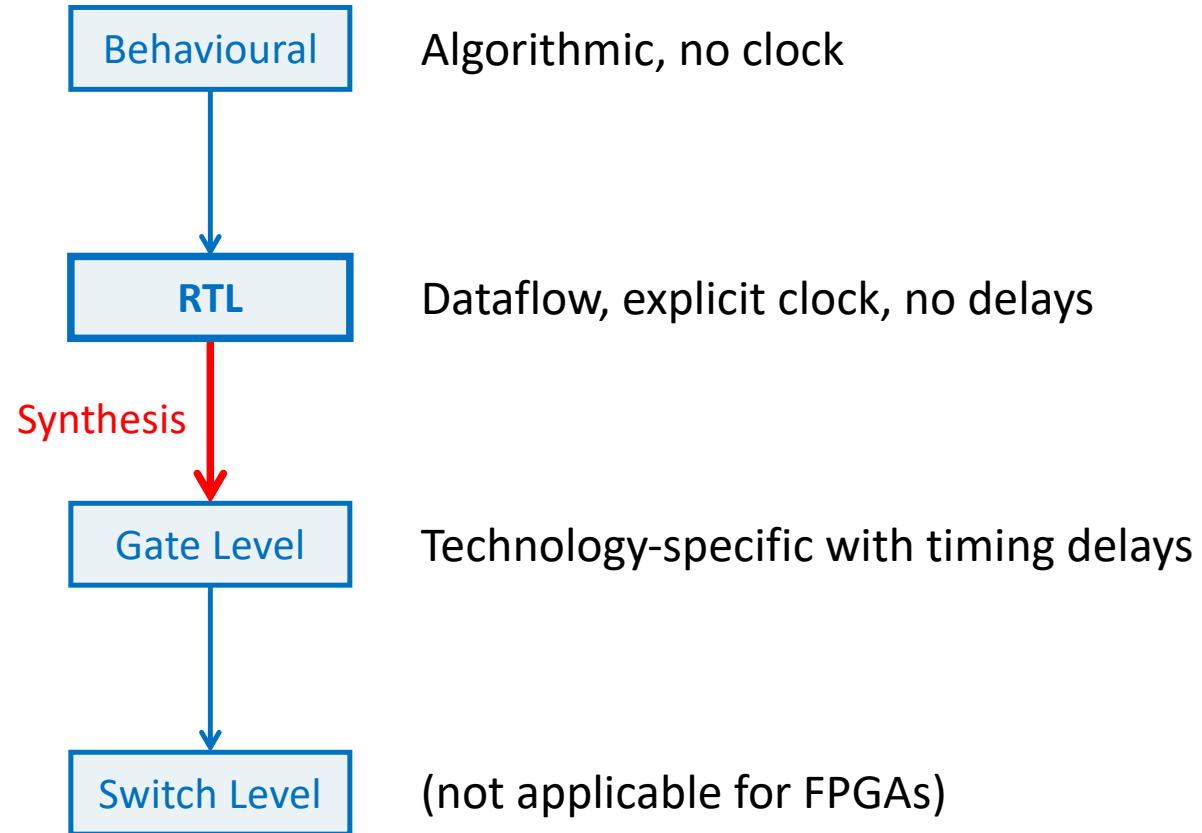
    always_ff @(posedge clk) begin
        if(reset)
            count <= '0;
        else
            count <= count + 1'b1;
        end
    endmodule
```

## Register Transfer Level (RTL)

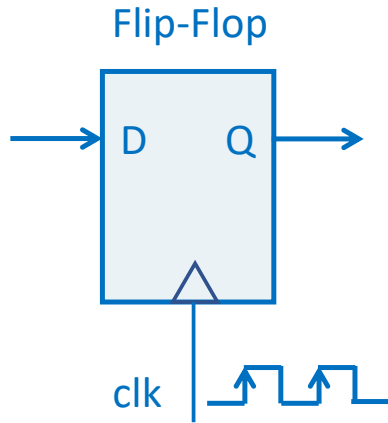


- Design abstraction of a synchronous system
- Dataflow between registers
- All registers (flip-flops) clocked simultaneously

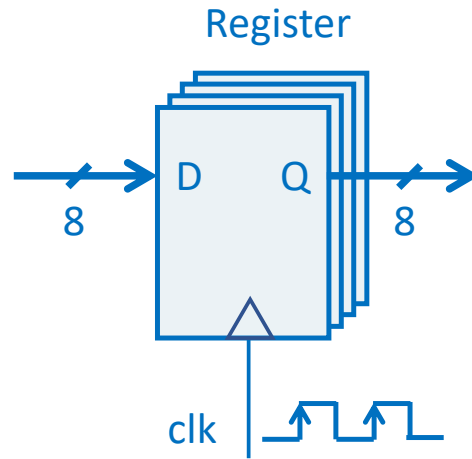
# Levels of Abstraction



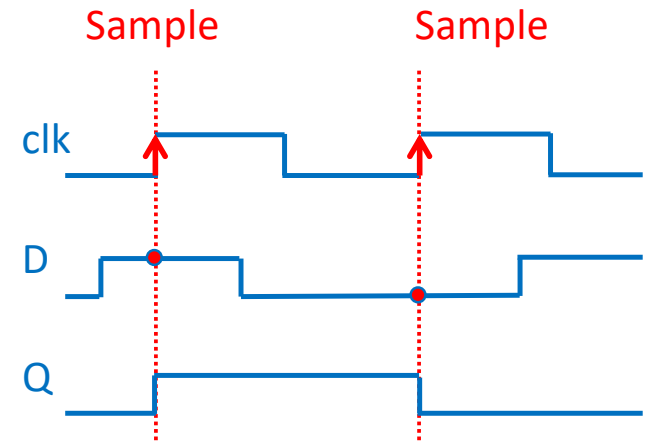
# D-Type Edge-Triggered Flip-Flops



```
logic D, Q;  
always @(posedge clk)  
    Q <= D;
```



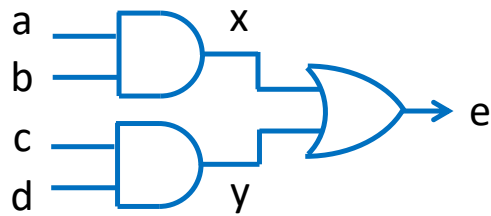
```
logic [7:0] D, Q;  
always @(posedge clk)  
    Q <= D;
```



## Demo 2 - Combinational Logic

Verilog: `assign e = (a & b) | (c & d);`

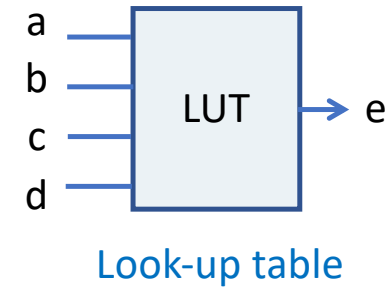
or:  
`assign x = a & b;`  
`assign y = c & d;`  
`assign e = x | y;`



Gates

a	b	c	d	e
0	0	0	0	0
0	0	0	1	0
...				
1	1	1	0	1
1	1	1	1	1

Truth table

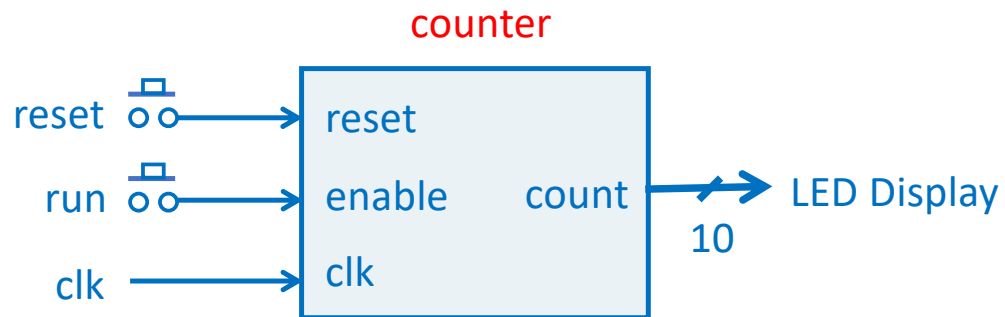


## Quartus Settings File (QSF)

```
set_global_assignment -name FAMILY "MAX 10 FPGA"  
set_global_assignment -name DEVICE 10M50DAF484C7G  
set_global_assignment -name DEVICE_FILTER_SPEED_GRADE 7  
...  
set_location_assignment PIN_P11 -to MAX10_CLK1_50  
set_location_assignment PIN_B8 -to KEY[0]  
set_location_assignment PIN_A8 -to LEDR[0]  
set_location_assignment PIN_C10 -to SW[0]  
...  
set_instance_assignment -name IO_STANDARD "3.3-V LVTTL" -to MAX10_CLK1_50  
set_instance_assignment -name IO_STANDARD "3.3 V SCHMITT TRIGGER" -to KEY[0]  
set_instance_assignment -name IO_STANDARD "3.3-V LVTTL" -to LEDR[0]  
set_instance_assignment -name IO_STANDARD "3.3-V LVTTL" -to SW[0]  
...
```

Note: Incorrect settings can damage FPGA!

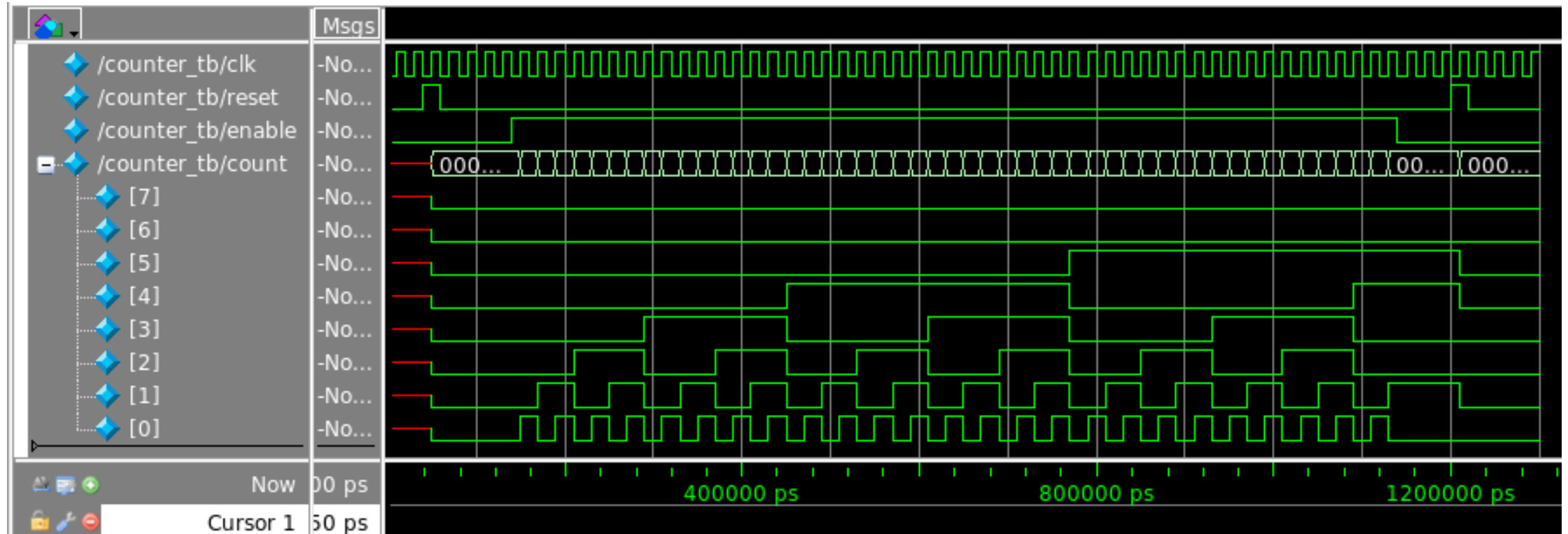
## Demo 3 - Simple Counter



```
module counter #(parameter WIDTH=10) (  
    input clk,  
    input reset,  
    input enable,  
    output logic [WIDTH-1:0] count  
);  
    always_ff @(posedge clk) begin  
        if(reset)  
            count <= 0;  
        else if(enable)  
            count <= count + 1'b1;  
        end  
endmodule
```

Note: DE10-Lite buttons are debounced

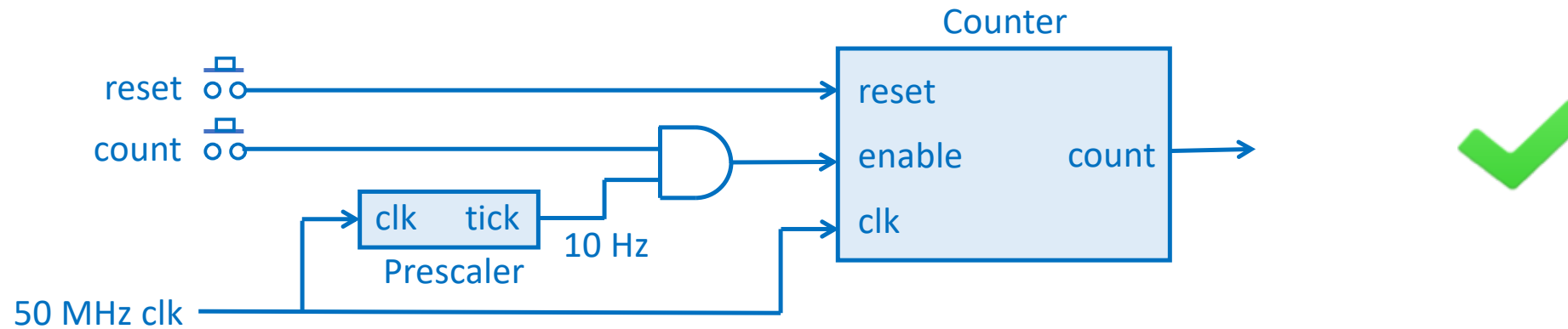
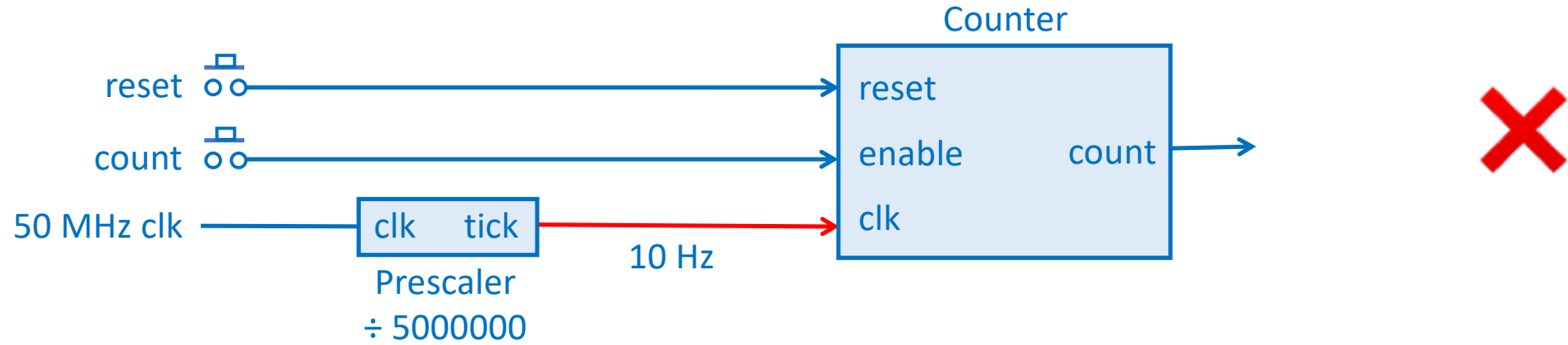
# Simulation



- Graphical simulation for debugging
- Verification: assertions and test vectors

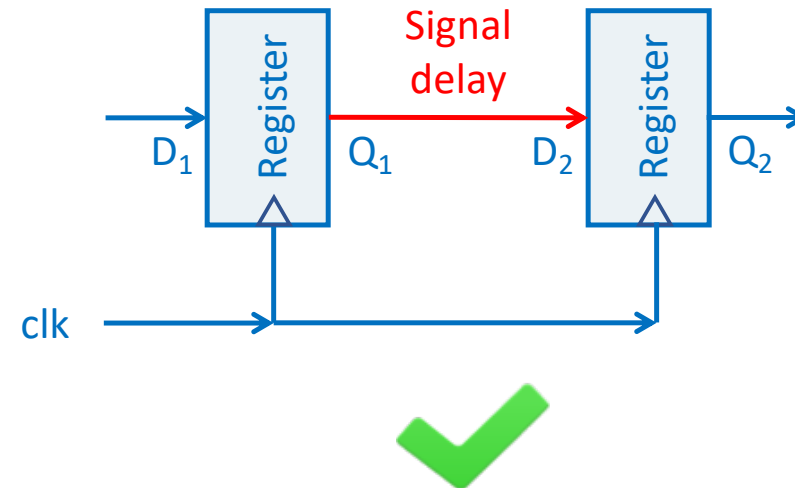
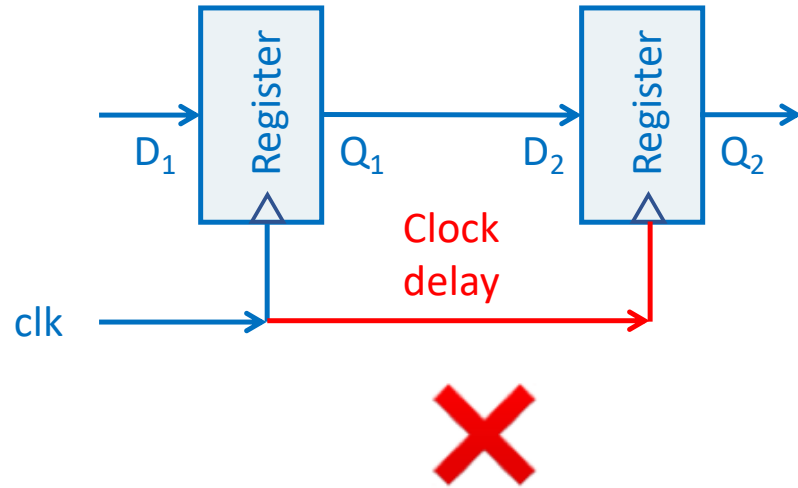


# Prescaler



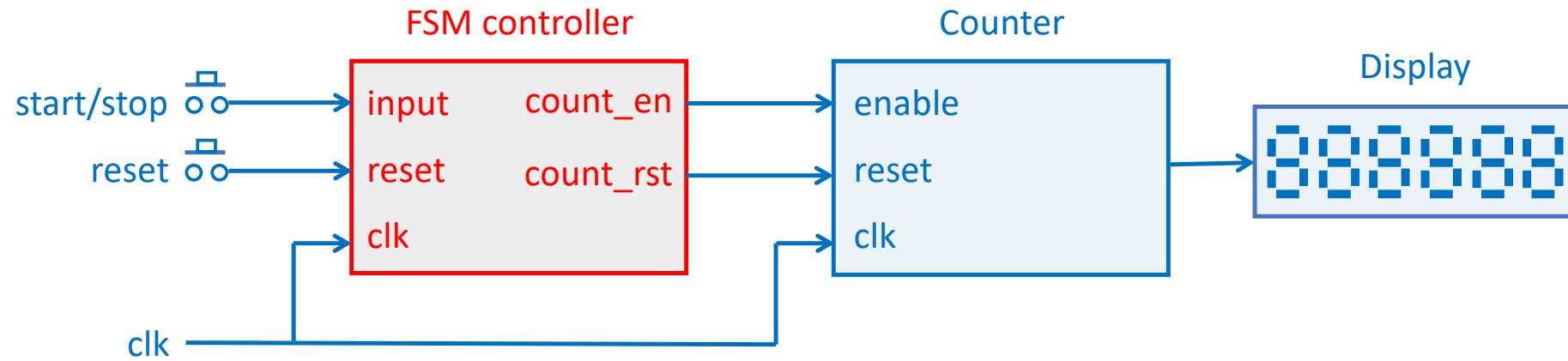
Note: Input synchronization ignored for now

# Clock Skew



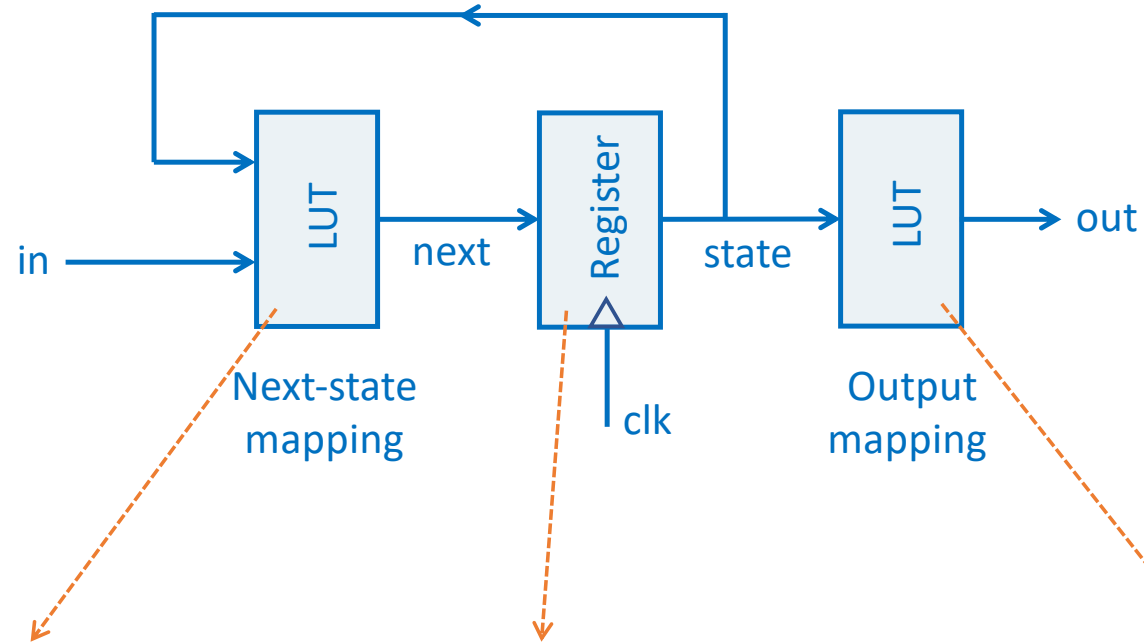
- All registers / D-types clocked by a single clock
- FPGA has a low-skew clock distribution network
- No clock gating

## Demo 4: Stop-Watch



Note: Prescaler omitted for clarity

# Finite State Machine (Moore)

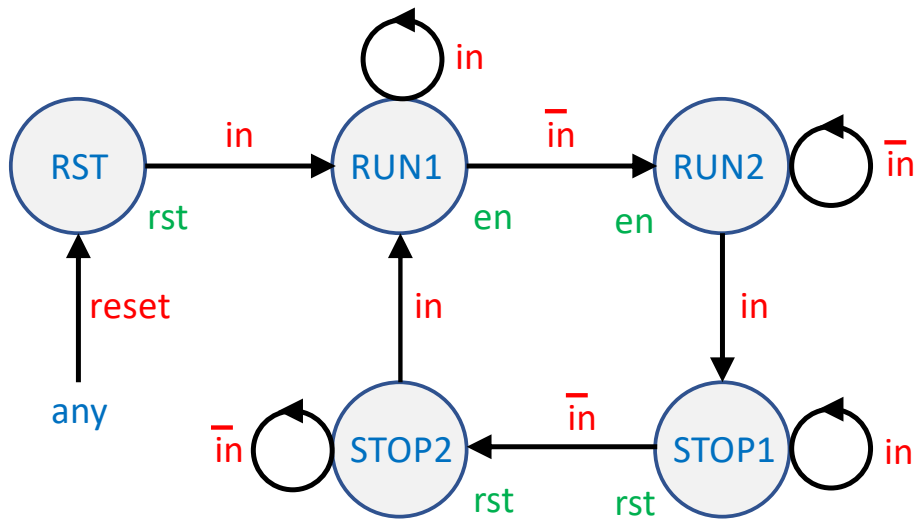
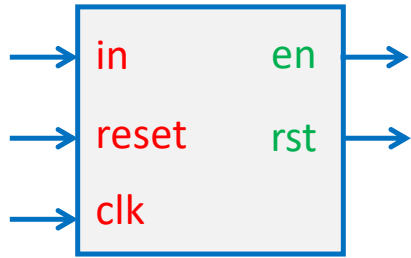


```
always_comb begin
  case(state)
    S0: next = in ? S1 : S0;
    S1: ...
    default: next = S0;
  endcase
end
```

```
always_ff @(posedge clk)
  if(reset)
    state <= S0;
  else
    state = next;
```

```
always_comb
  case(state)
    S0: out = 2'b00;
    S1: out = 2'b01;
    ...
    default: out = 2'b00;
  endcase
```

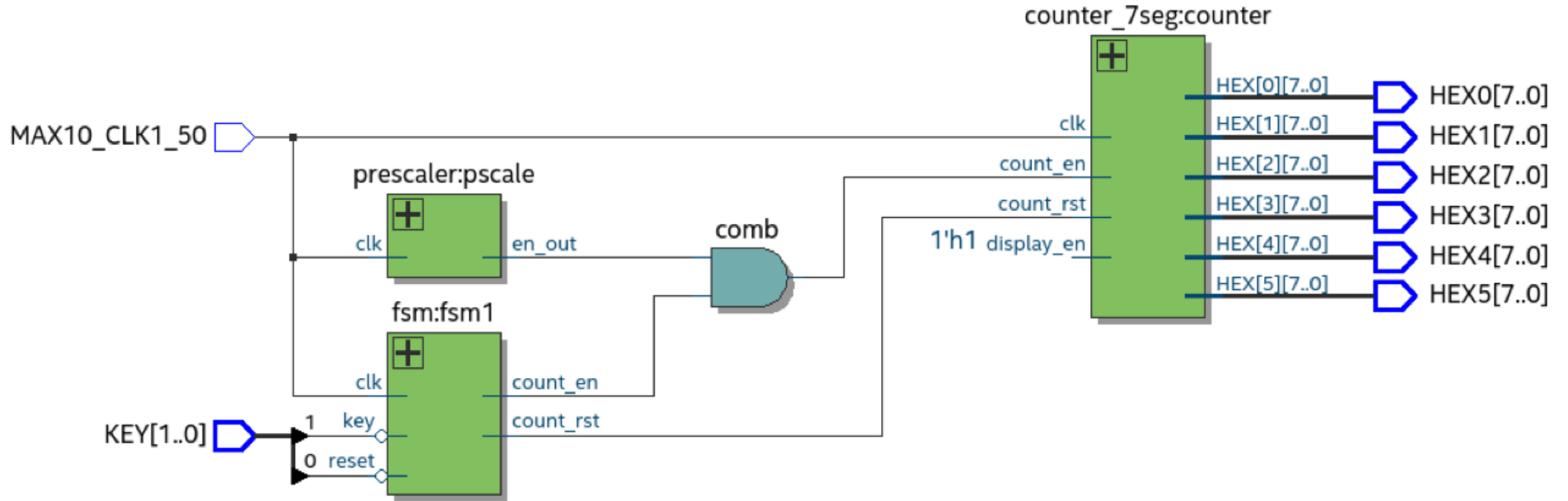
# Stop Watch FSM



```
always_ff @(posedge clk) begin
  if(reset) state = RST;
  else case(state)
    RST: state = in ? RUN1 : RST;
    RUN1: state = in ? RUN1 : RUN2;
    RUN2: state = in ? STOP1 : RUN2;
    STOP1: state = in ? STOP1 : STOP2;
    STOP2: state = in ? RUN1 : STOP2;
    default: state = RST;
  endcase
end
```

```
always_comb begin
  rst = 1'b0;
  en = 1'b0;
  case(state)
    RST: rst = 1'b1;
    RUN1,RUN2: en = 1'b1;
    STOP1,STOP2: rst = 1'b1;
    default: rst = 1'b1;
  endcase
end
```

# Stop Watch



# FPGA Chips & Software Tools

## Xilinx

- FPGAs: Spartan-7, Artix-7
- SOC: Zynq-7000
- Tools: Vivado (free WebPack version)

## Intel (Altera)

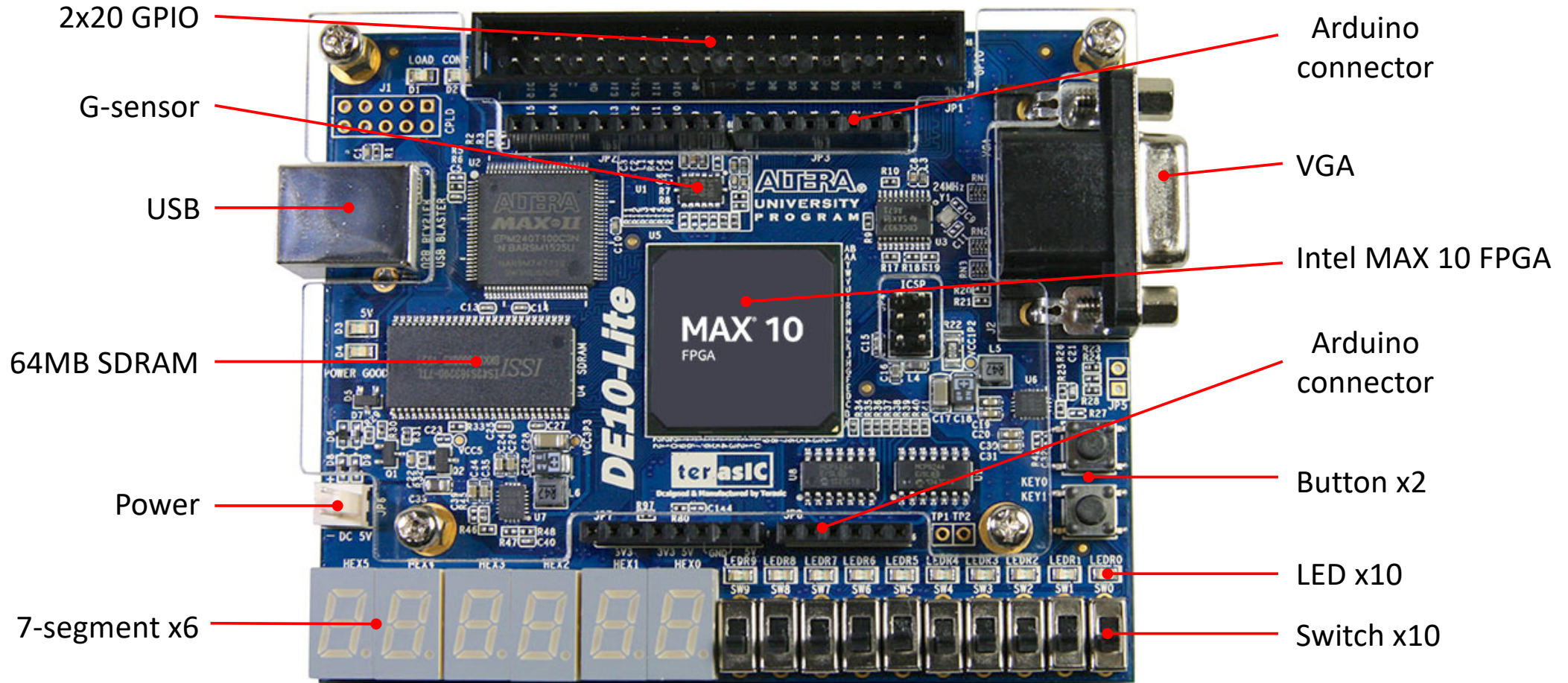
- FPGAs: MAX-10, Cyclone V, Cyclone-10
- SOC: Cyclone V SE
- Tools: Quartus (free 'Lite' version)

## Lattice

- FPGAs: ICE, ...
- Tools: ICEcube2, IceStorm (open source)

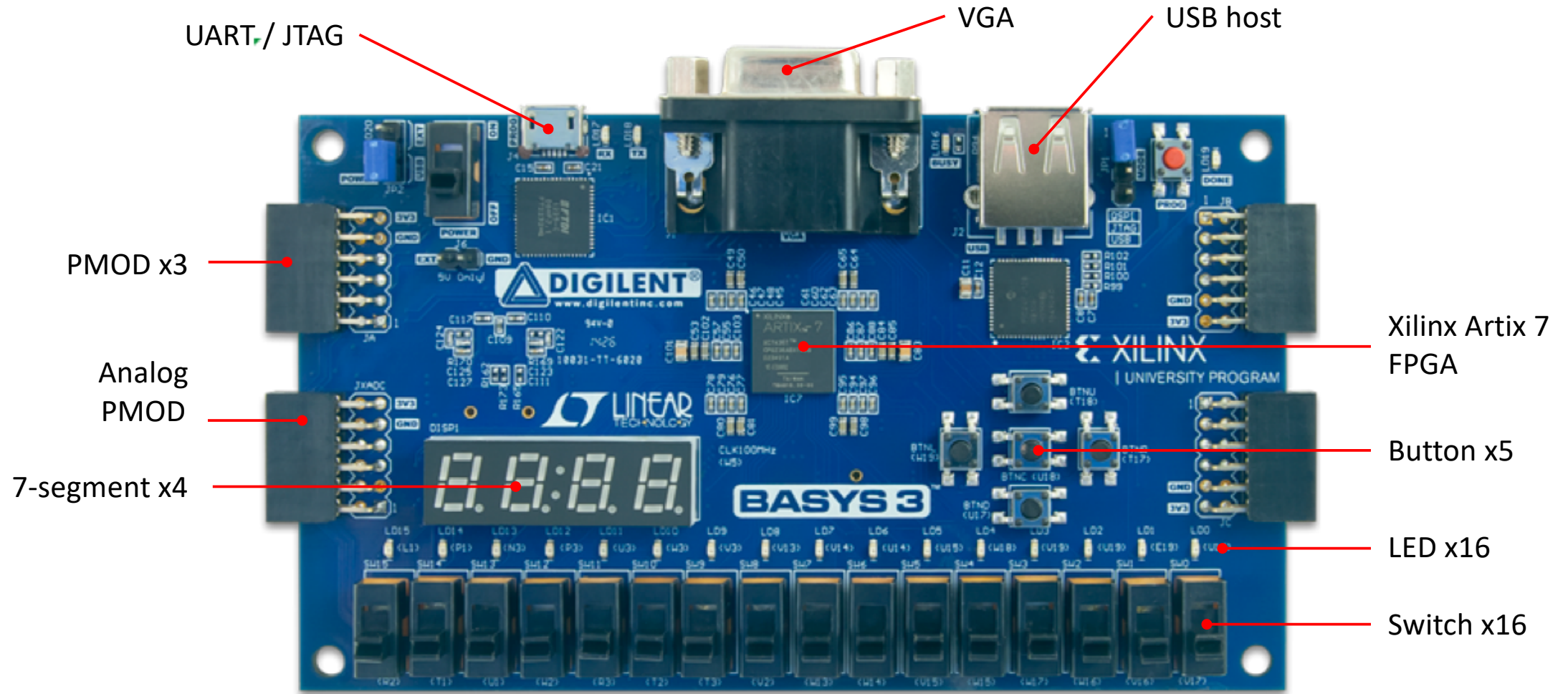
## Microsemi (Actel)

# Terasic DE10-Lite

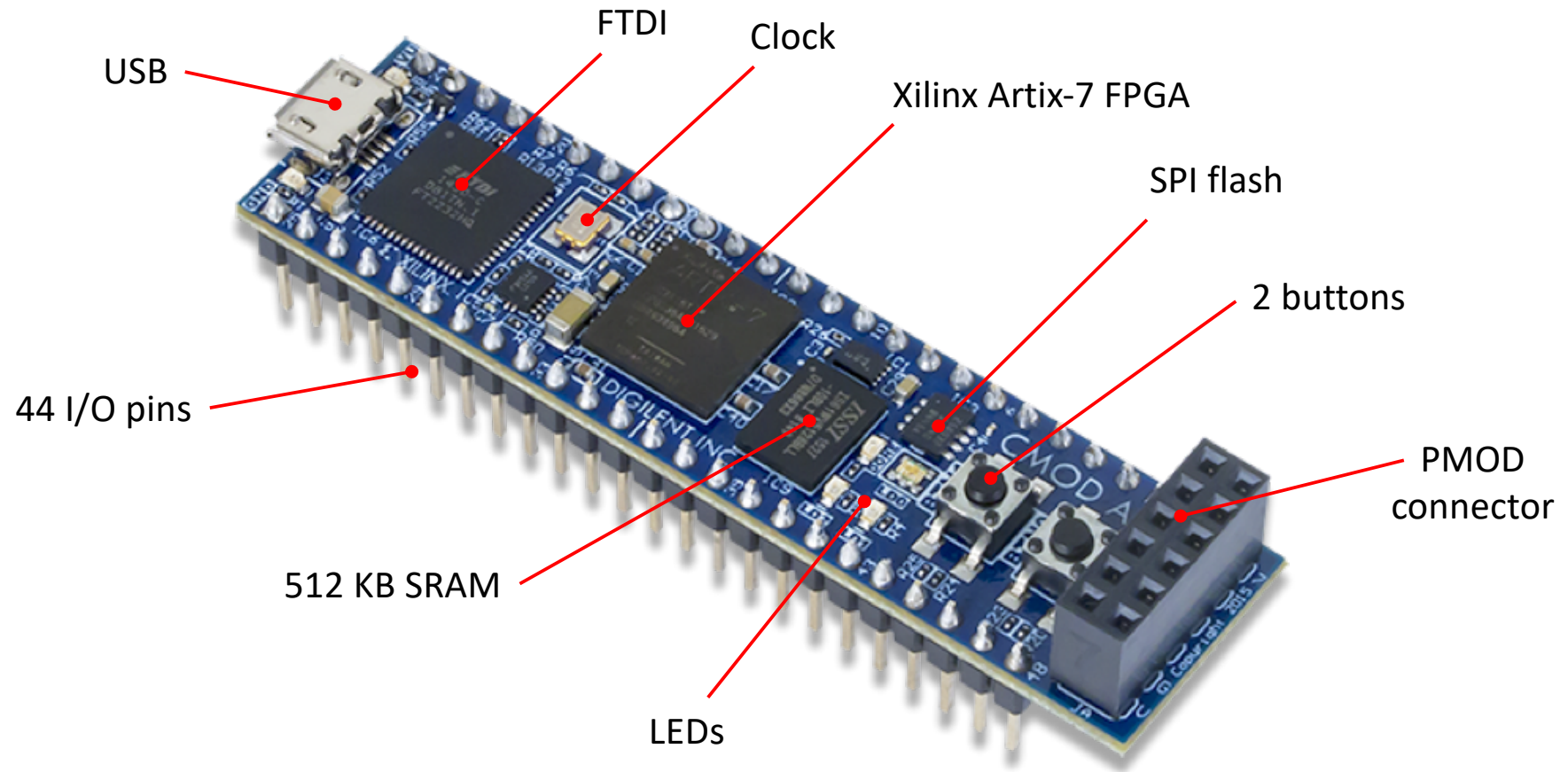




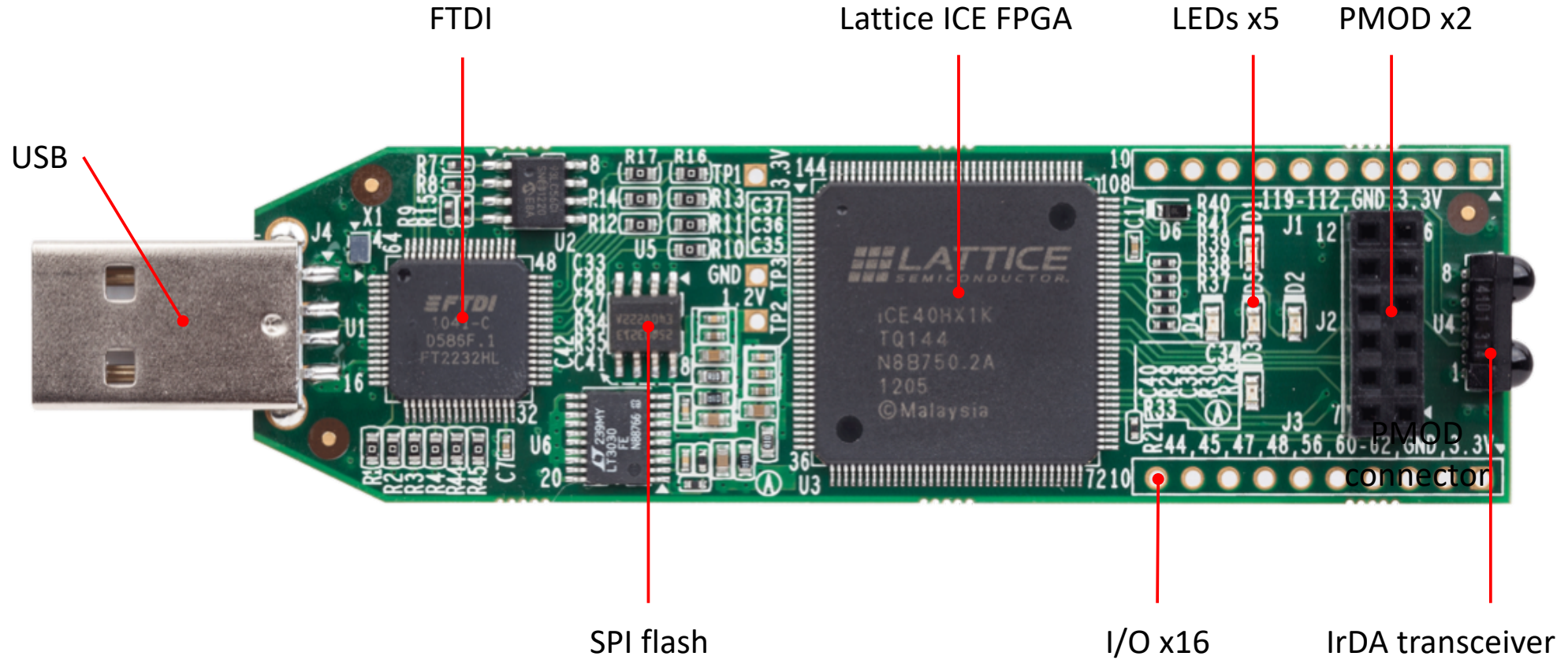
# Digilent Basys 3



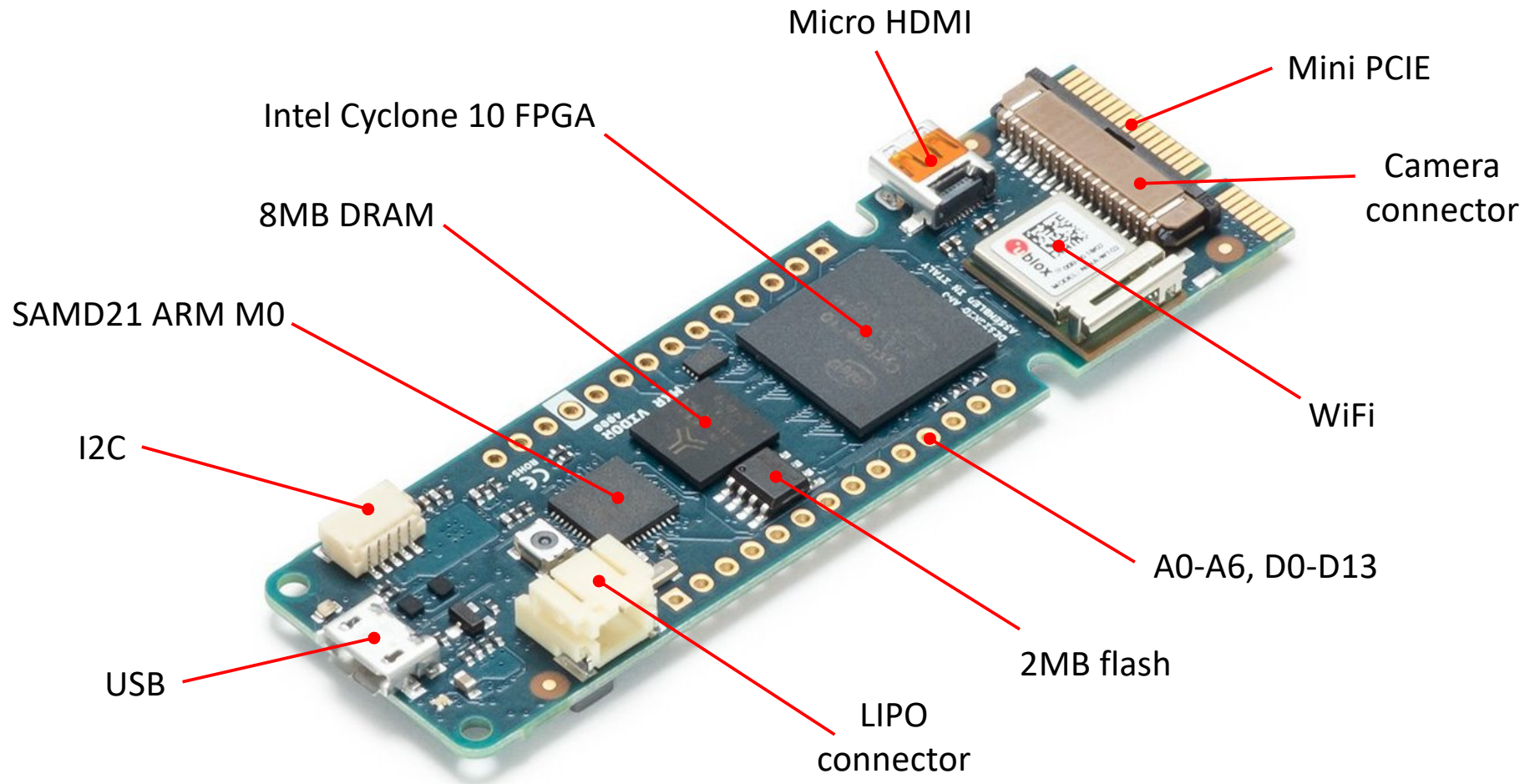
# Digilent CMOD A7



# Lattice IceStick



# Arduino Vidor 4000



# Hardware Description Languages

## Mainstream

- VHDL
- Verilog (2005)
- SystemVerilog

## Research

- CλaSH (Haskell)
- Chisel (Scala)
- Bluespec (Haskell)

## Other

- SystemC (C++ library)
- MyHDL (Python)

# Hardware Description Languages

## VHDL

- Verbose syntax
- Strongly typed, user-defined types
- High-level constructs
- Deterministic simulation
- Packages for reusable components

## Verilog (2005)

- Simple but more limited
- Suitable for ASICs as well as FPGAs

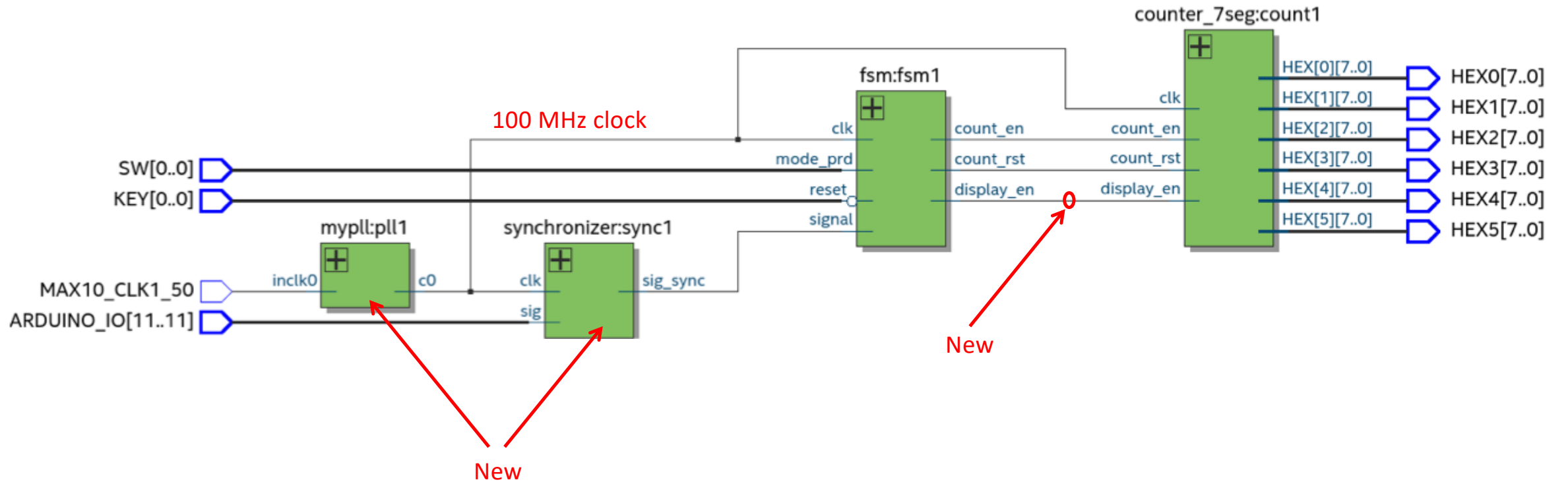
## System Verilog

- Successor to Verilog
- Superset of Verilog with many new features
- A hardware design and verification language
- The Verilog & System Verilog standards have been merged

## The Frequency Meter

- We have the basic building blocks for the frequency meter
- Like the stop-watch but triggered from input signal instead of button
- Frequency, period and width measurement

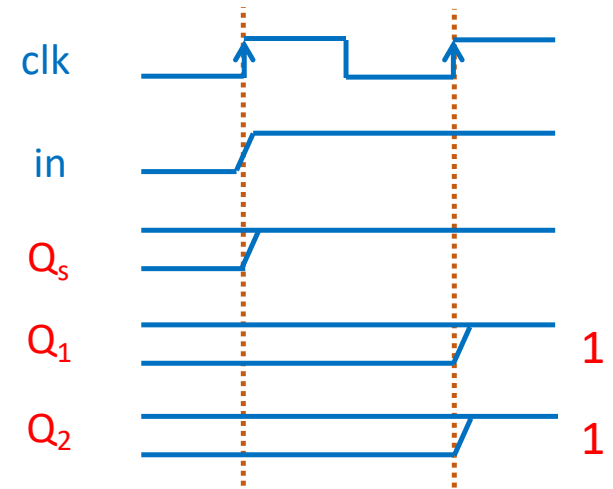
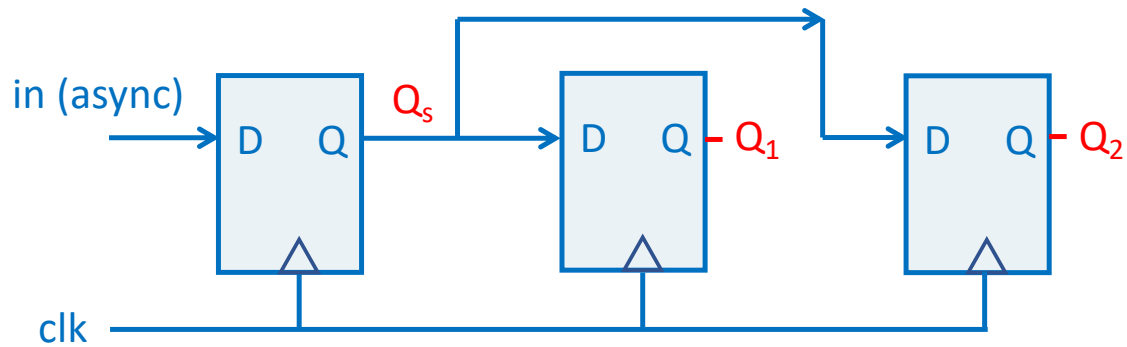
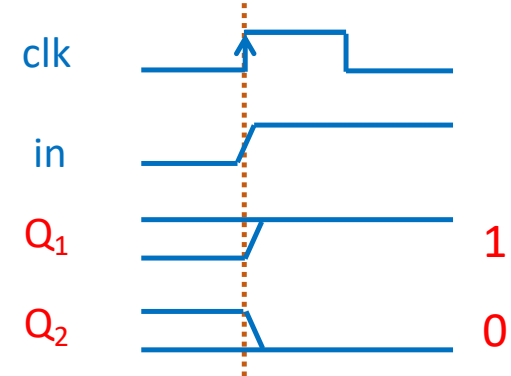
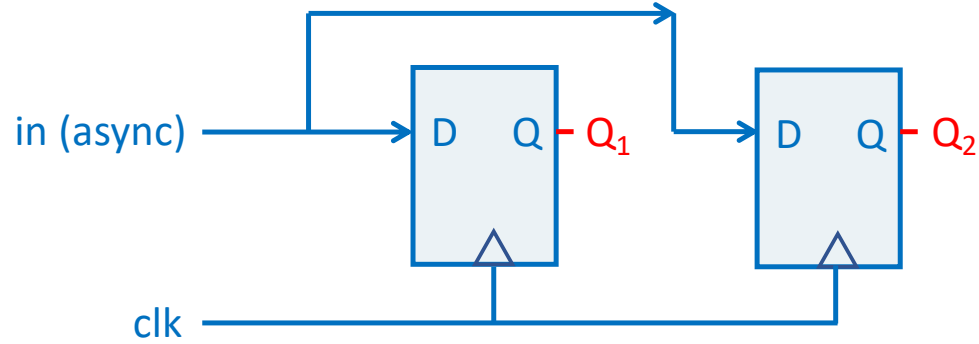
# Frequency Meter (with period & width)



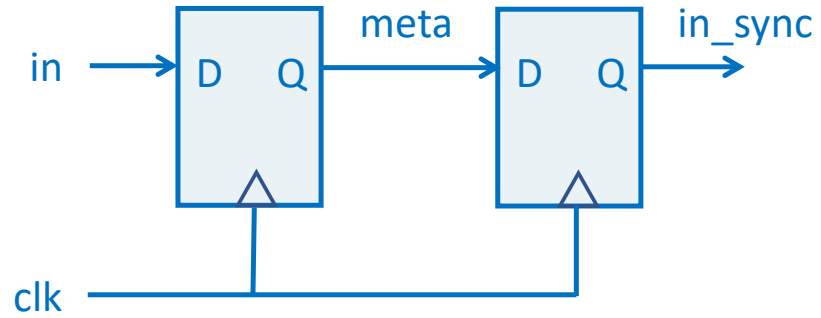
Note: Buttons and switches should ideally be synchronized too



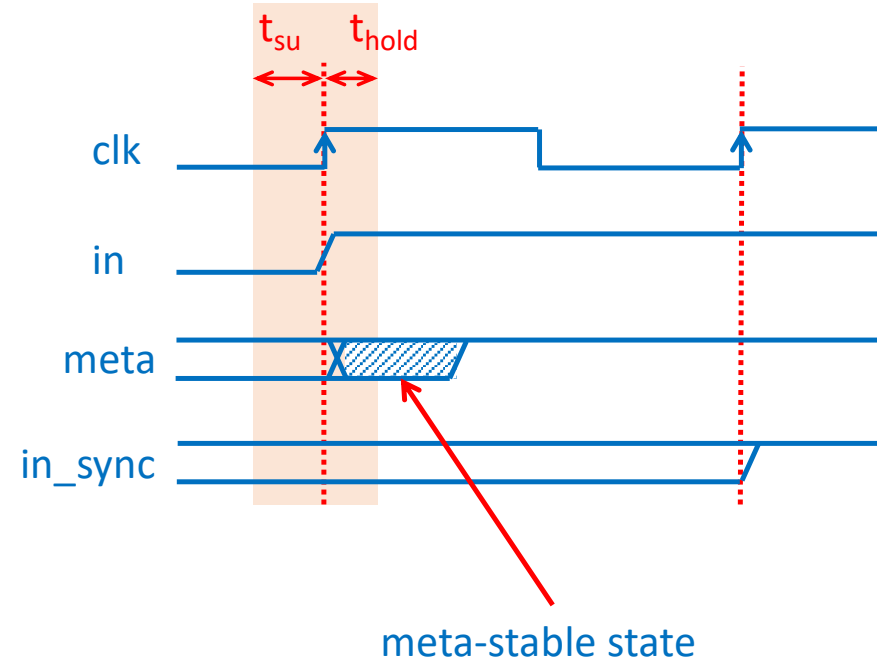
# Synchronising Inputs



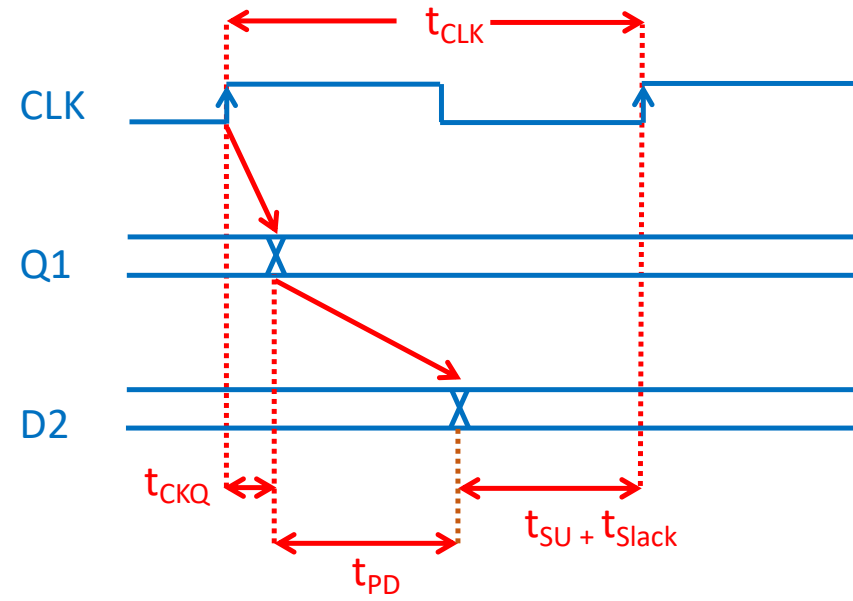
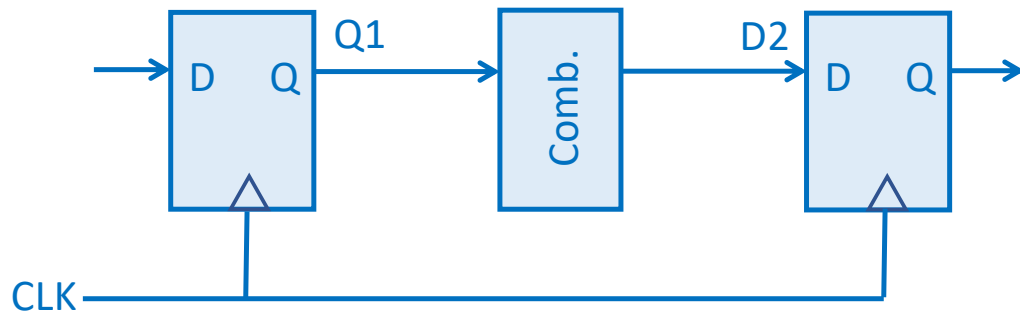
# Metastability



```
always_ff @(posedge clk) begin
  meta <= in;
  in_sync <= meta;
end
```

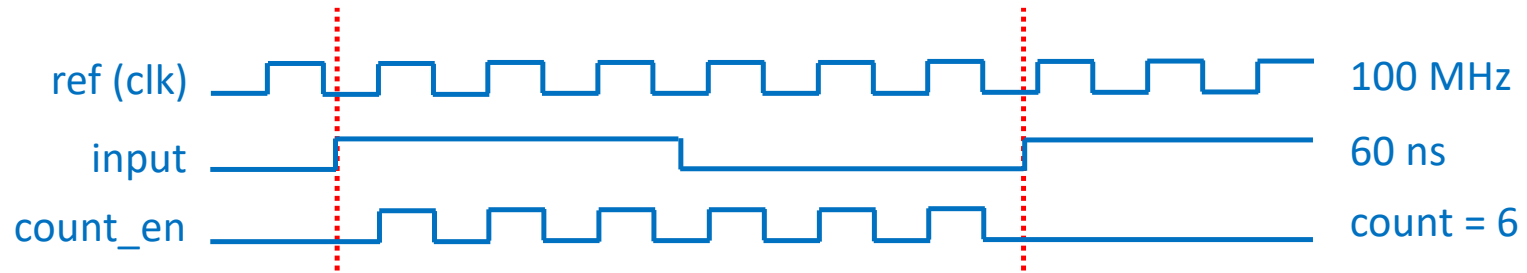


# Timing Margin

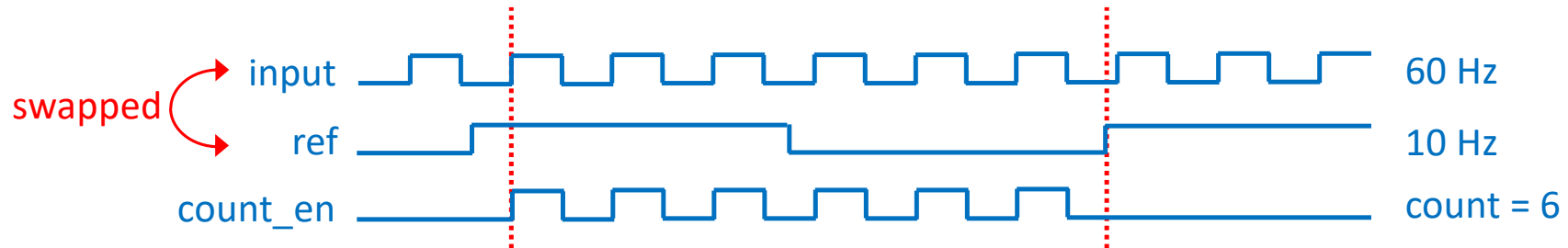


# Frequency Measurement

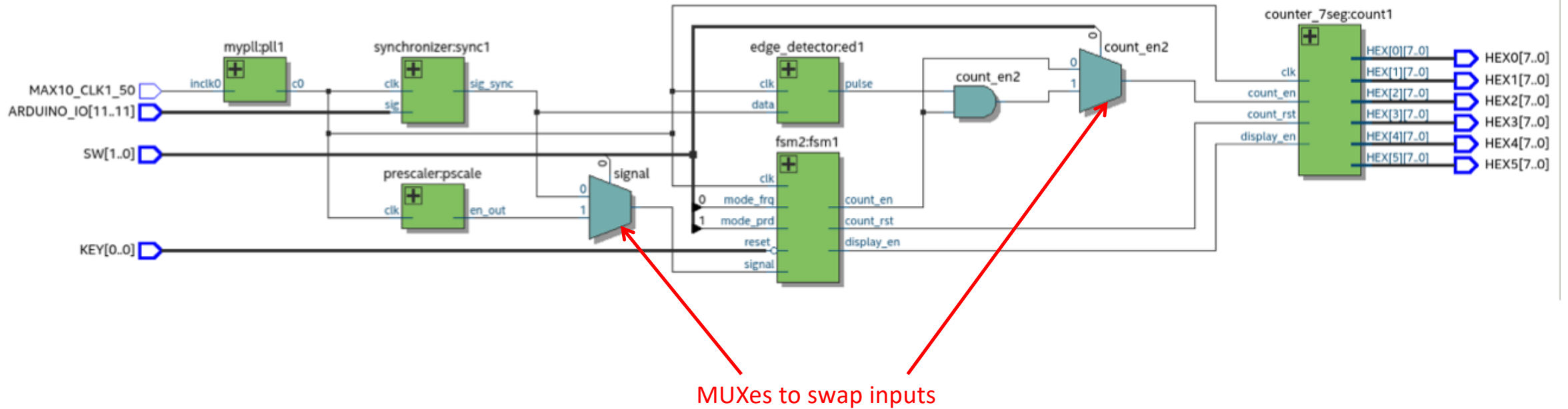
## Period measurement



## Frequency Measurement



# Frequency Meter (with frequency, period & width)



## Possible Enhancements

- Range switching
- Decimal point
- Delayed period/width update
- Equal precision method
- Soft CPU
- SCPI interface
- Faster clock: pipelined counter
- Single-shot mode
- Hardware: signal conditioning & TCXO

## Conclusions - How to Get Started

- Get an evaluation board (IceStick is only €21, DE10\_Lite €78)
- Choose an HDL: VHDL or (System)Verilog
- Start with a simple mini-project and gradually work up
  - Make your designs fully synchronous
  - Only use a single clock
- There are many good university lecture course notes on-line

Think hardware & digital design - You are not programming!

## Further Information

### FPGA Boards

- <http://www.terasic.com.tw/en/>
- <https://store.digilentinc.com>

### Development Software

- <https://fpgasoftware.intel.com/?edition=lite>
- <https://www.xilinx.com/support/download.html>

### Verilog and Digital Design

- <http://www.ece.ubc.ca/~edc/7660.jan2017/lectures/>
- [http://www.ee.ic.ac.uk/pcheung/teaching/ee2\\_digital/](http://www.ee.ic.ac.uk/pcheung/teaching/ee2_digital/)

### Other

- <https://www.edaplayground.com>
- <https://opencores.org>