

FPGA

FIELD PROGRAMMABLE GATE ARRAY

CONFIGURABLE BLOCKS OR DIG. LOGIC

+

CONFIGURABLE INTERCONNECTS

CAN BE PROGRAMMED / REPROGRAMMED MANY TIMES

TYPES OF PROGRAMMABLE DIGITAL LOGIC

SPLD SIMPLE PROGRAMMABLE LOGIC DEVICE

CPLD COMPLEX PROG. LOGIC DEVICE

→ HIGHLY CONFIGURABLE, w/ FAST DESIGN &
MOD. TIMES, BUT LIMITED FUNCTIONALITY

ASIC APPLICATION SPECIFIC INTEGRATED CIRCUIT

HIGH DEGREE OF FUNCTIONALITY, BUT NOT CONFIGURABLE

FPGA [XILINX 1984 ... creation ~ '80s]
 . . .

ARRAY OF
→ Configurable Logic Blocks [CLBs]

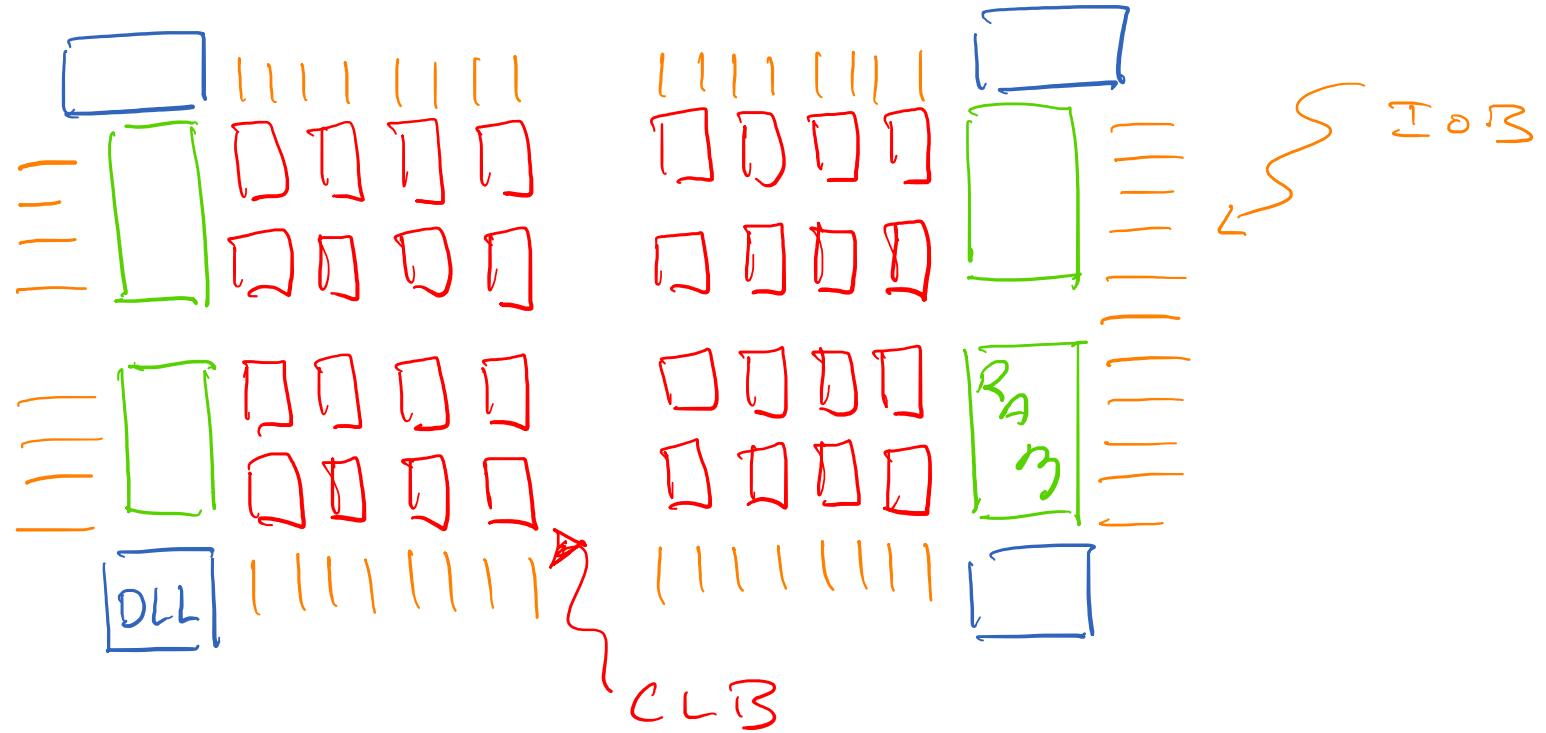
Programmable Input/Output Blocks [I/OB]

Block RAM

DLL to synchronize Function Elements

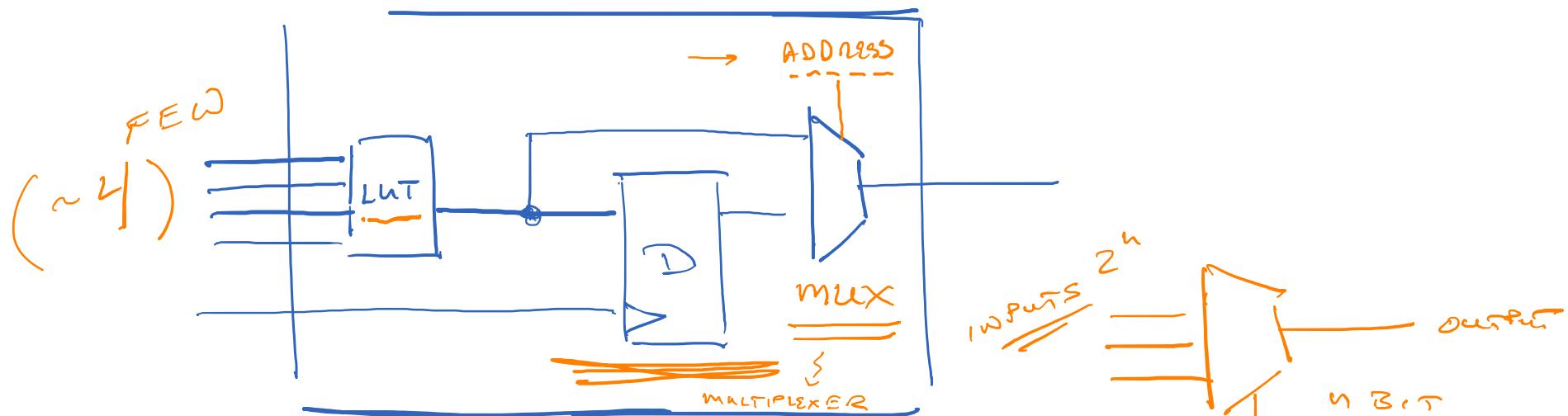
ALL LINKED BY PROGRAMMABLE INTERCONNECT FABRIC

CLB
IoB
RAM
DLL

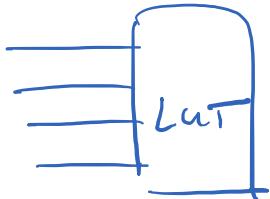


INSIDE CLB:

→ "LOGIC CELL" [XILINX] "LOGIC ELEMENT" [ALTERA]



→ "look up TABLE": REPRESENTS LOOKUP TABLE FOR ARBITRARY BINARY FUNCTION



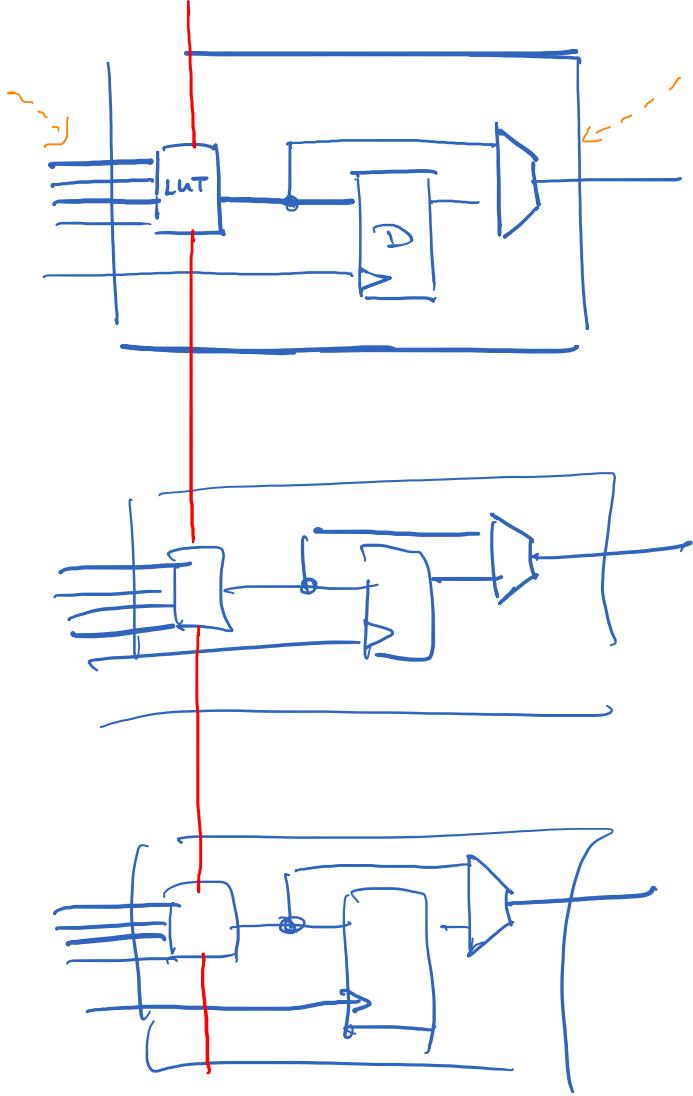
n -input LUT's

2^n possible states

n input LUT can be configured
as $2^n \times 1$ RAM

* = LUTs in CLBs can be repurposed
as distributed RAM

1	0	0	1	0	1	1	1	0	1	1
000	001	010	011	...						



Fast Carry Logic

INTERCONNECTS LOGIC CELLS

Allows EFFICIENT IMPLEMENTATION
OF COUNTERS / ADDERS

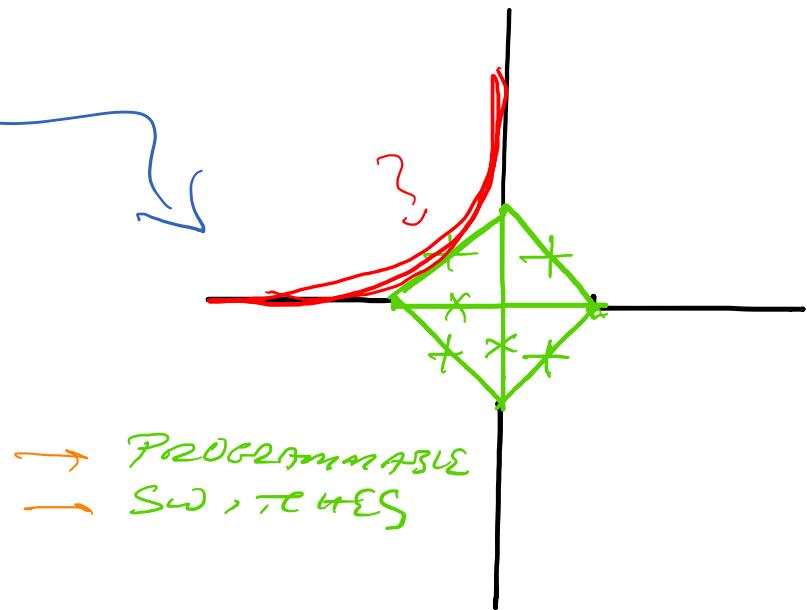
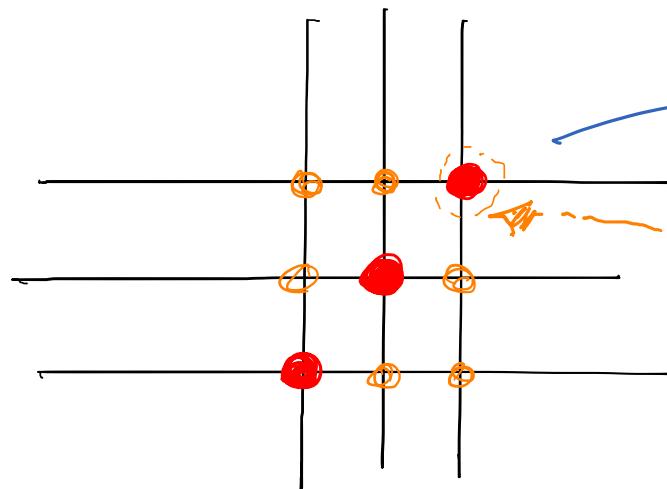
[REDUCED HARDWARE RESOURCES
+ HIGHER OPERATIONAL SPEED]

"CARRY CHAINS"

CARRY CHAINS

Programmable

Wiring



XILINX

→ "SLICE" : $2 \times$ Logic Cell
→ CLB : $4 \times$ SLICE

∴ CLB involves 8 Logic Cells
if 4 input LUT per logic cell [16×1 RAM]

1 CLB can yield

SINGLE PORT

16×8

32×4

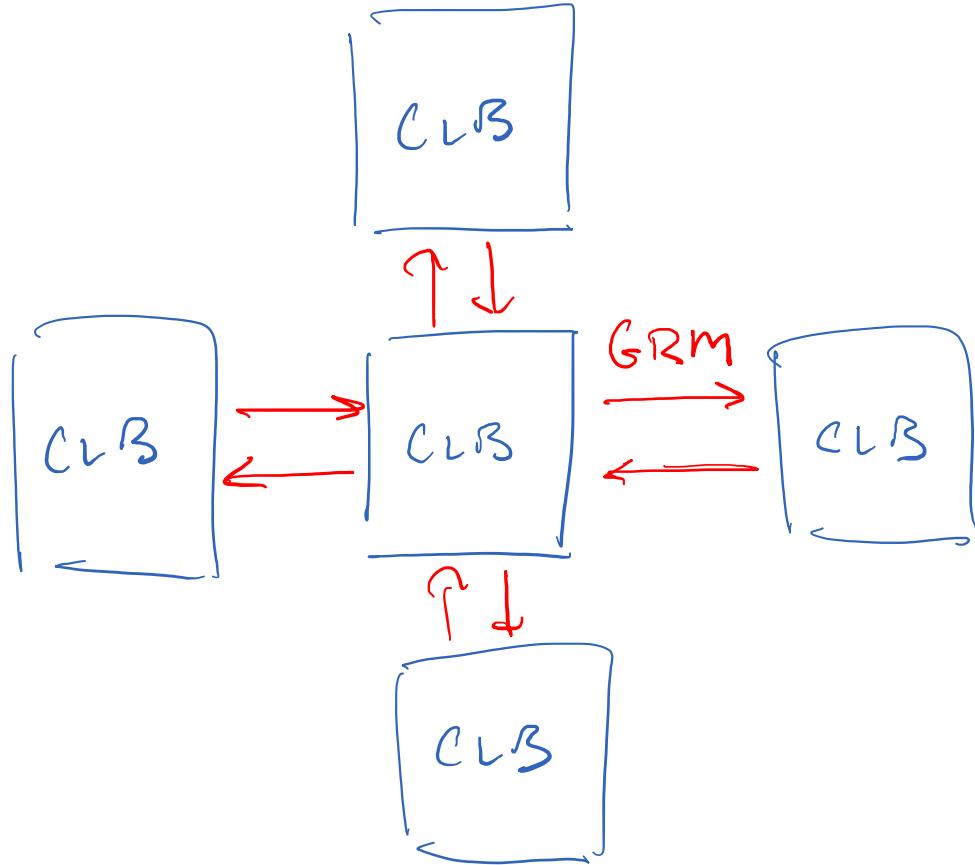
64×2

RAM

128×1
DEPTH WIDTH

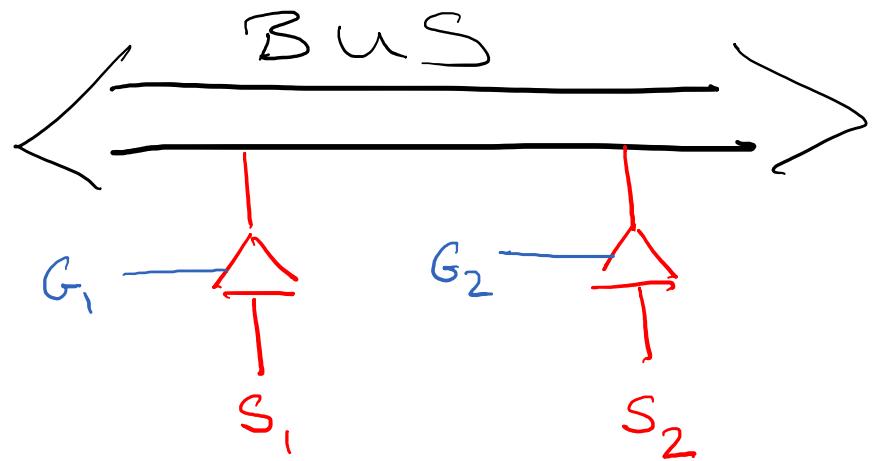
Embedded MULTIPLIERS, ADDERS,
MACs
↳ "MULTIPLY and Accumulate"

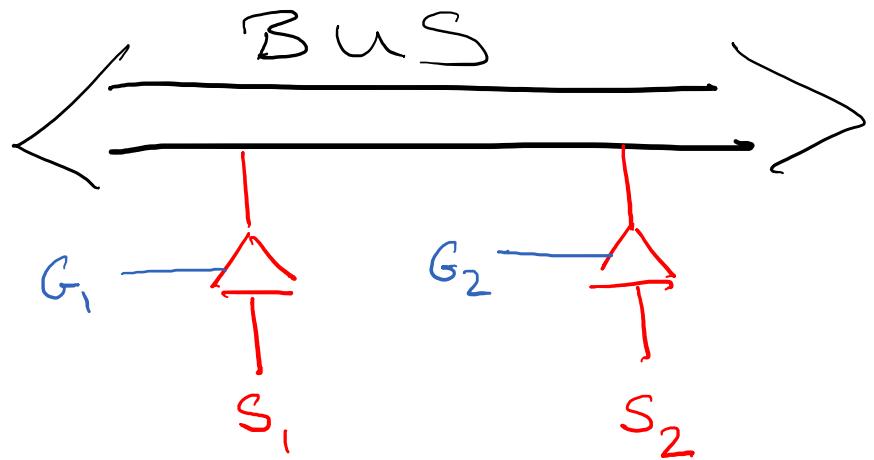
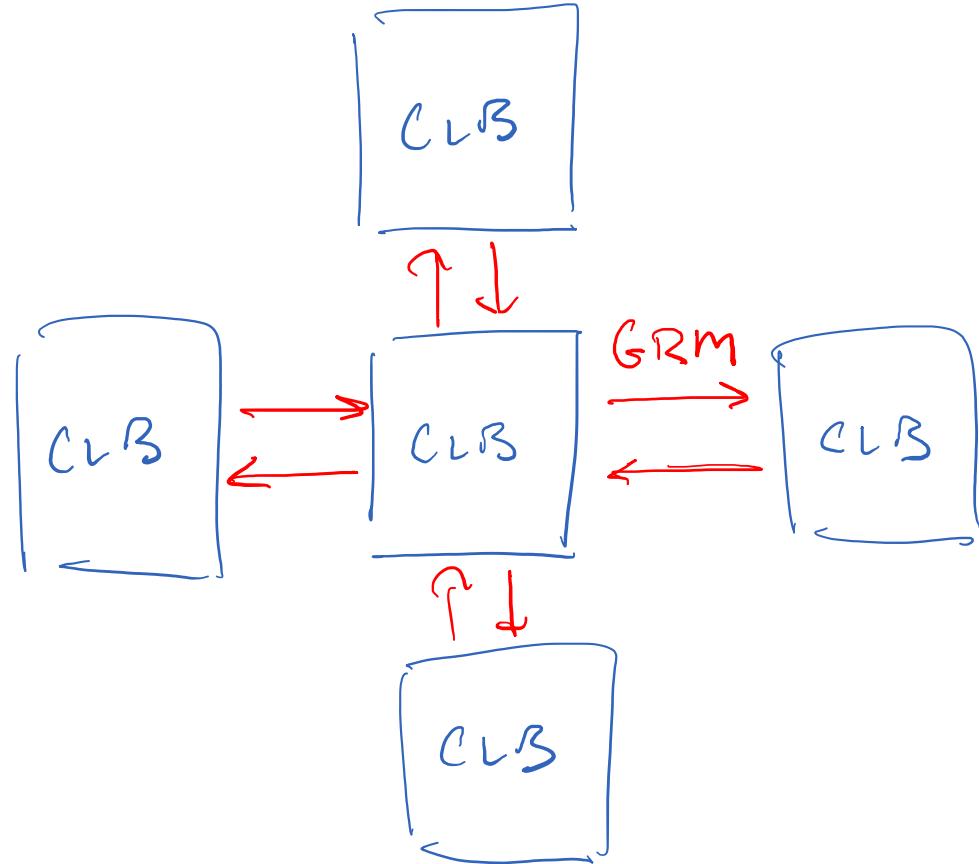
Embedded Microprocessors / Cores



GENERAL ROUTING
MATRIX (GRM)

3-STATE
CONNECTIONS
BET'N
CLB & GRM





TRISTATE LOGIC :

If G is HIGH,
output or GND is
HIGH or LOW

If G is LOW,
output is

OPEN CIRCUIT

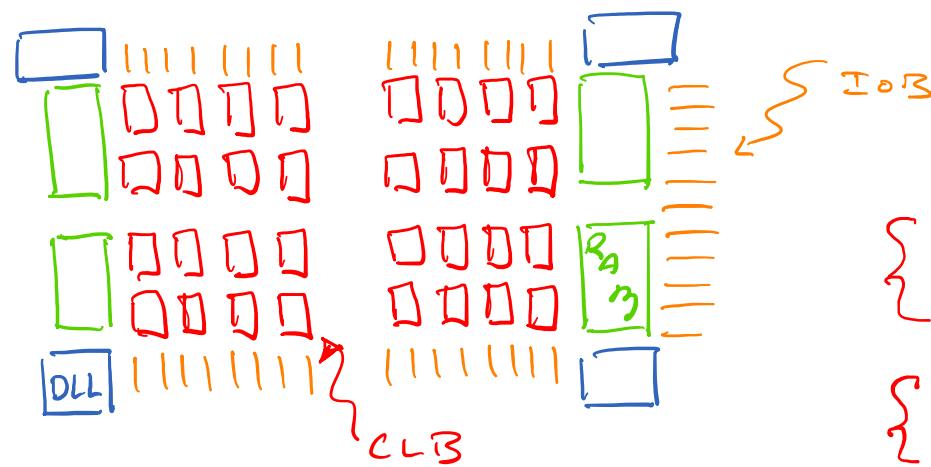
Stack RAM

Data stored in flip flop registers

Block RAM vs Distributed RAM

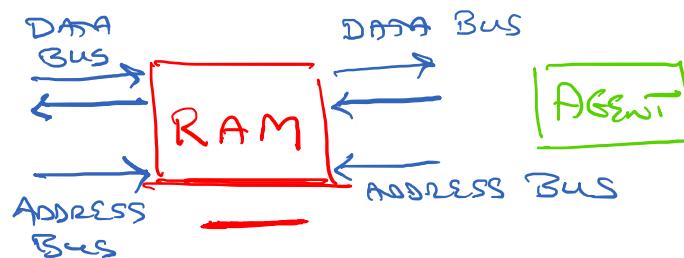
Static RAM

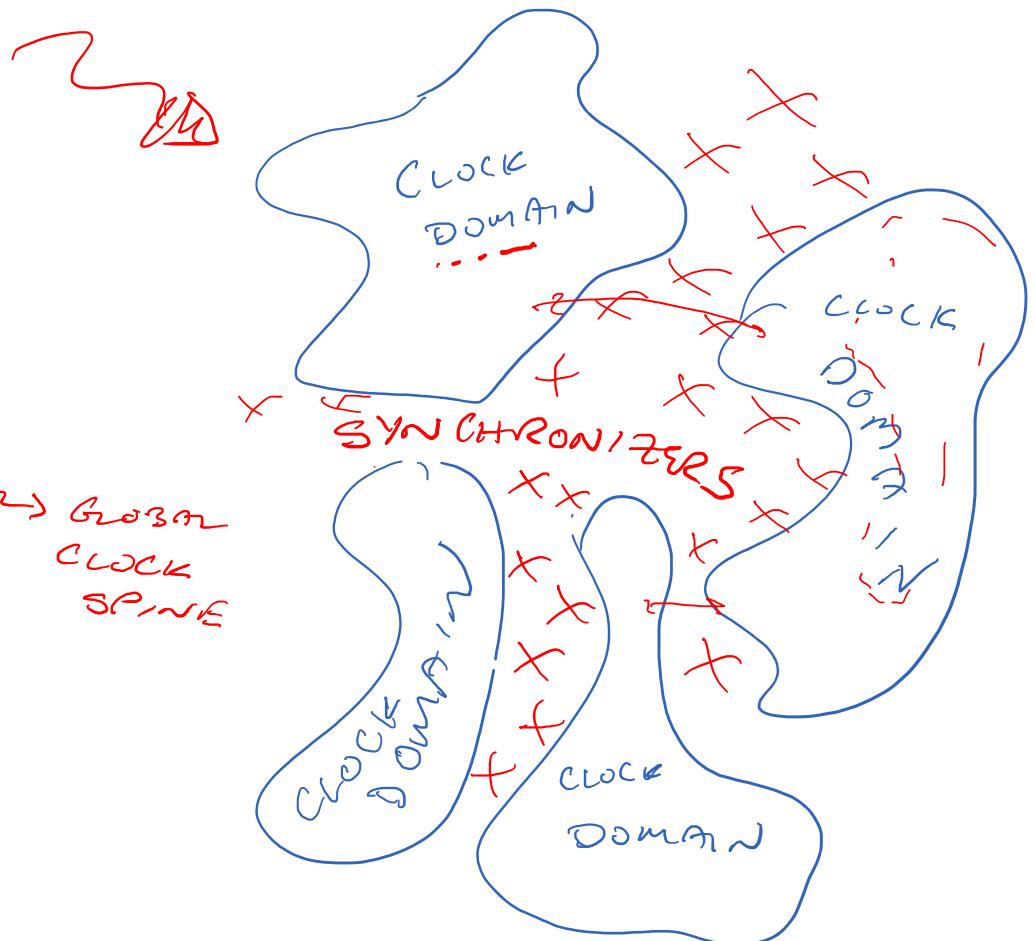
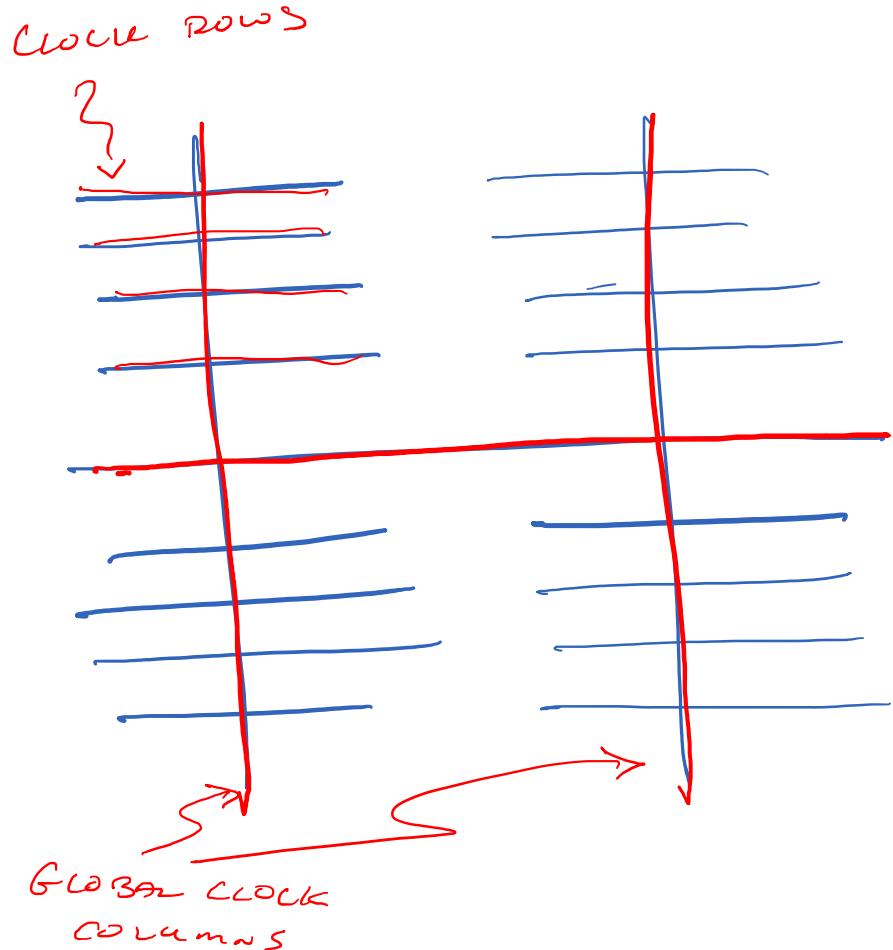
DATA STORED IN FLIP FLOP REGISTERS



Block RAM vs
Distributed RAM

- { Single - Port :
only one Agent can READ / WRITE}
- { Dual - Port : 2 Agents can
READ / WRITE}





DLL → CLOSED LOOP CORRECTION OF DELAY
BETWN INPUT CLOCK & DISTRIBUTED CLOCK

module addbit(

a,
b,
ci,
sum,
co
)

 declarations
 input a;
 input b;
 input ci;

 output sum;
 output co;

wire a;
wire b;
wire ci;
wire sum;
wire co;

assign {co,sum} = a + b + ci;

endmodule

HDL

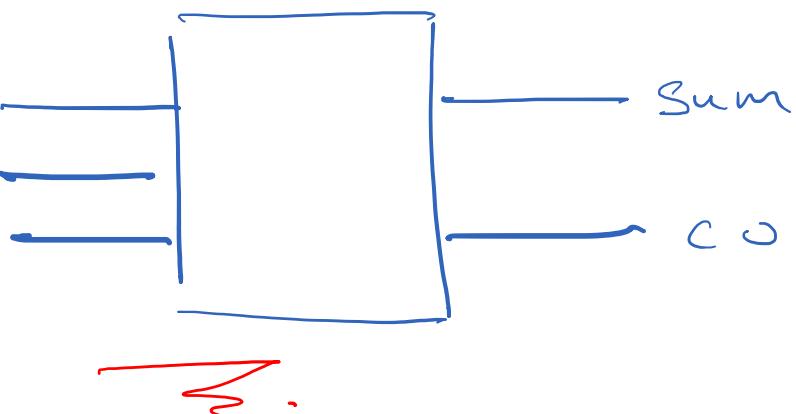
A D C A R S
B E C B P T
C I C C O

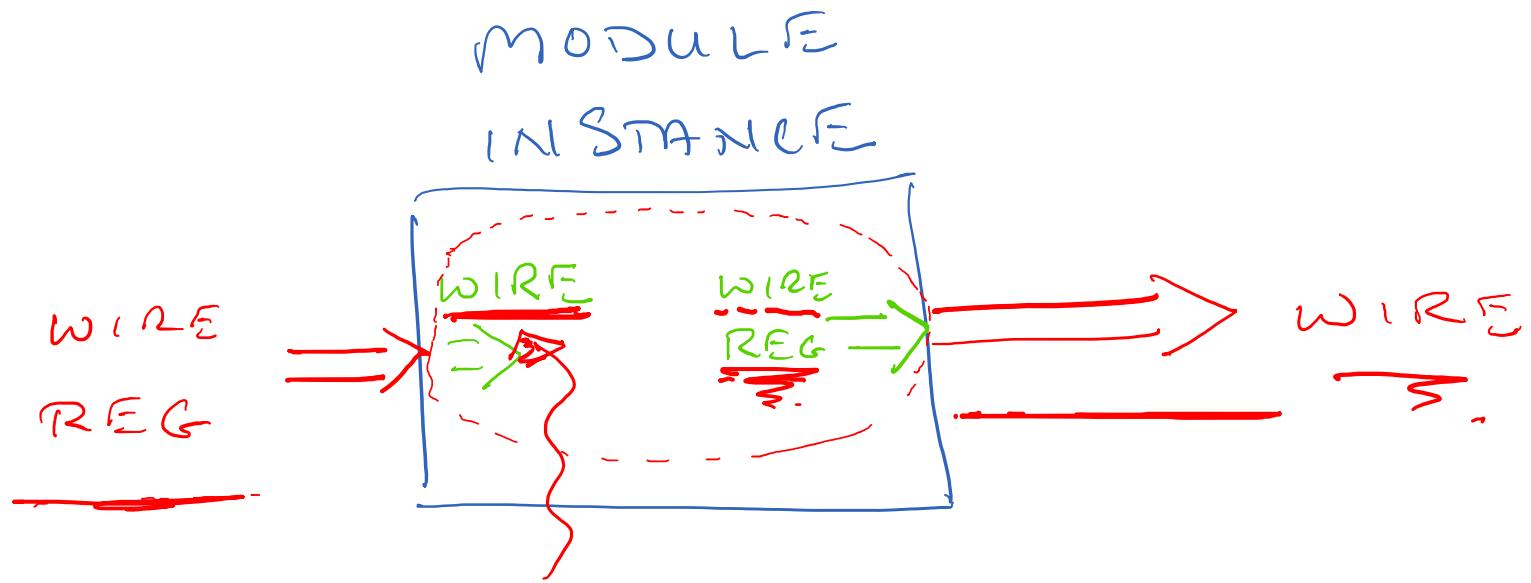
a
b
ci

FULL ADDER

VHDL (Europe)

Verilog (US)





```

module adder(
    result, ---  

    carry,  

    r1,  

    r2,  

    ci  

);  

    input [3:0] r1;  

    input [3:0] r2;  

    input ci;  

    output [3:0] result;  

    output carry; ---  

    wire [3:0] r1;  

    wire [3:0] r2;  

    wire ci;  

    wire [3:0] result;  

    wire carry;  

    wire c1;  

    wire c2;  

    wire c3;  

    addbit u0(r1[0],r2[0],ci,result[0],c1);  

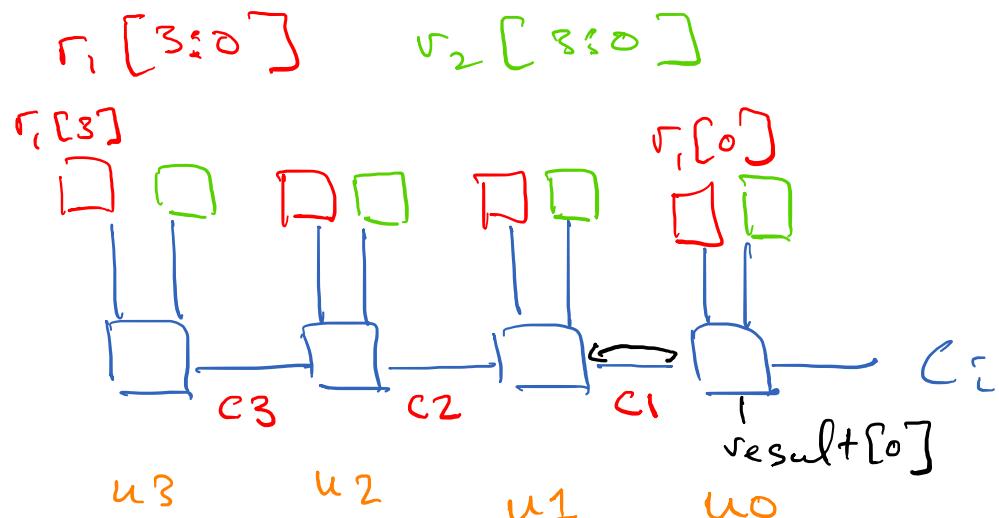
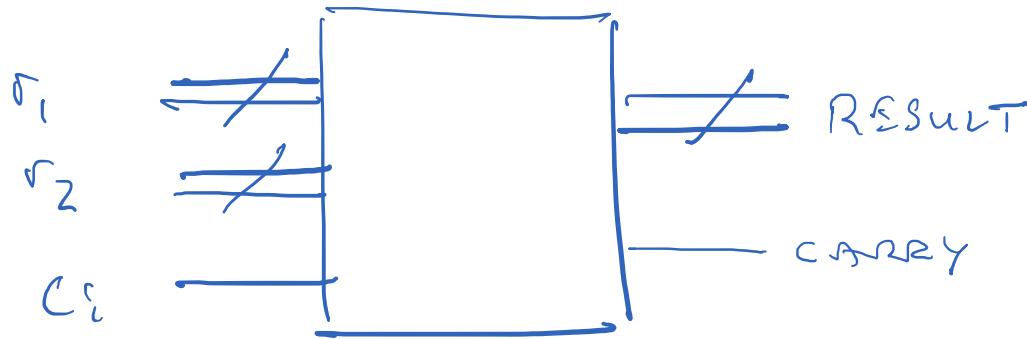
    addbit u1(r1[1],r2[1],c1,result[1],c2);  

    addbit u2(r1[2],r2[2],c2,result[2],c3);  

    addbit u3(r1[3],r2[3],c3,result[3],carry);  

endmoduleX

```



```

module tb();
    reg [3:0] r1, r2;
    reg ci;
    wire [3:0] result;
    wire carry;

initial begin
    // Dump waves
    $dumpfile("dump.vcd");
    $dumpvars(1);

    $display("time\t r1 r2 ci result carry");
    $monitor("%g %b %b %b %b %b",
             $time, r1, r2, ci, result, carry);

    r1 = 0;
    r2 = 0;
    ci = 0;
    #10 r1 = 10;
    #10 r2 = 2;
    #10 ci = 1;
    #10
    $finish;
end

adder U(result,carry,r1,r2,ci);
endmodule

```

TESTBENCH

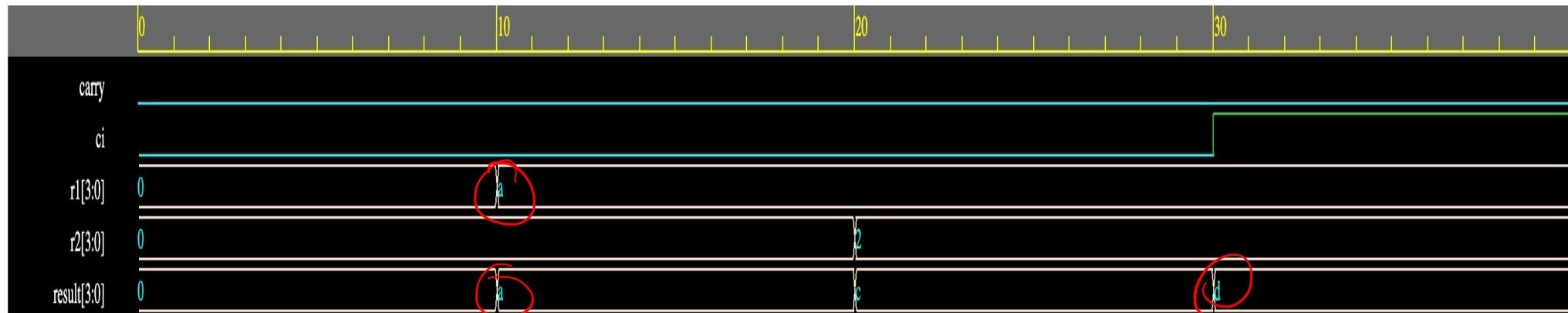
→ *edaplayground.com*

#10

0010

1010

adder U(result,carry,r1,r2,ci); ←



time	$r1$	$r2$	ci	$result$	carry
0	0000	0000	0	0000	0
10	1010	0000	0	1010	0
20	1010	0010	0	1100	0
30	1010	0010	1	1101	0

$$\begin{aligned}
 & r_1 \rightarrow 10 \quad "a" \quad r_1 = a \\
 & r_2 = 0 \quad r_2 = 2 \quad a + 2 = c \\
 & r_1 + r_2 = c \quad a + 2 = d
 \end{aligned}$$

$$a + 2 + 1 = d$$

time r1 r2 ci result carry

0	0000	0000	0	0000	0
10	1010	0000	0	1010	0
20	1010	0110	0	0000	1
30	1010	0110	1	0001	1

