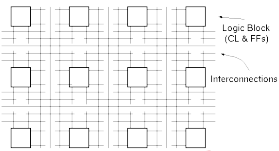


EECS150 - Digital Design
Lecture 3 - Field Programmable
Gate Arrays (FPGAs)

January 26, 2010
John Wawrzyniek

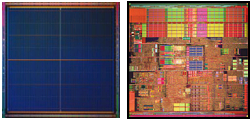
FPGA Overview

- Basic idea: two-dimensional array of logic blocks and flip-flops with a means for the user to configure (program):
 1. the interconnection between the logic blocks,
 2. the function of each block.



Simplified version of FPGA internal architecture:

Die Photos: Virtex FPGA vs. Pentium IV



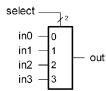
- FPGA Virtex chip looks remarkably structured
 - Very dense, very regular structure
- "Full-Custom" Pentium chip somewhat more random in structure
 - Large on-chip memories (caches) are visible

FPGAs are in widespread use



Background (review) for upcoming

- A **MUX** or multiplexor is a combinational logic circuit that chooses between 2^N inputs under the control of N control signals.

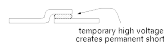


- A **latch** is a 1-bit memory (similar to a flip-flop).

FPGA Variations

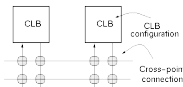
- Families of FPGA's differ in:
 - physical means of implementing user programmability,
 - arrangement of interconnection wires, and
 - the basic functionality of the logic blocks.

- Anti-fuse based (ex: Actel)



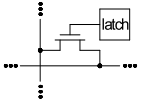
- + Non-volatile, relatively small
- fixed (non-reprogrammable)

- Most significant difference is in the method for providing flexible blocks and connections:



User Programmability

- Latch-based (Xilinx, Altera, ...)



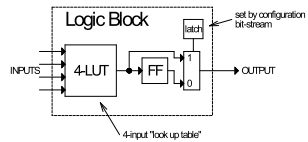
- + reconfigurable
- volatile
- relatively large.

- Latches are used to:

1. control a switch to make or break cross-point connections in the interconnect
2. define the function of the logic blocks
3. set user options:
 - within the logic blocks
 - in the input/output blocks
 - global reset/clock

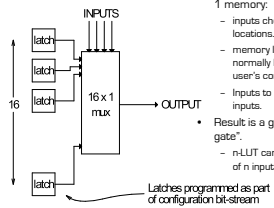
- "Configuration bit stream" is loaded under user control

Idealized FPGA Logic Block



- 4-input look up table (LUT)
 - implements combinational logic functions
- Register
 - optionally stores output of LUT

4-LUT Implementation



- n-bit LUT is implemented as a $2^n \times 1$ memory:
 - inputs choose one of 2^n memory locations.
 - memory locations (latches) are normally loaded with values from user's configuration bit stream.
 - Inputs to mux control are the CLB inputs.
- Result is a general purpose "logic gate":
 - n-LUT can implement any function of n inputs!

LUT as general logic gate

- An n-lut as a direct implementation of a function **truth-table**.
- Each latch location holds the value of the function corresponding to one input combination.

Example: 2-lut

INPUTS	AND	OR
00	0	0
01	0	1
10	0	1
11	1	1

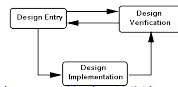
Implements any function of 2 inputs.

- How many of these are there? 1101
- How many functions of n inputs? 1111

Example: 4-lut

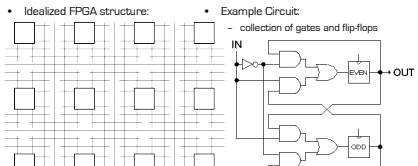
INPUTS	F(0,0,0,0)	F(0,0,0,1)	F(0,0,1,0)	F(0,0,1,1)
0000		← store in 1st latch		
0001			← store in 2nd latch	
0010				
0011				
0011				
0100				
0101				
0110				
0111				
1000				
1001				
1010				
1011				
1100				
1101				
1110				
1111				

FPGA Generic Design Flow



- Design Entry:**
 - Create your design files using:
 - schematic editor or
 - HDL (hardware description languages: Verilog, VHDL)
- Design Implementation:**
 - Logic synthesis (in case of using HDL entry) followed by
 - Partition, place, and route to create configuration bit-stream file
- Design verification:**
 - Optionally use simulator to check function,
 - Load design onto FPGA device (cable connects PC to development board), optional "logic scope" on FPGA
 - check operation at full speed in real environment.

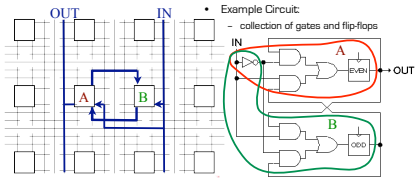
Example Partition, Placement, and Route



Circuit combinational logic must be "covered" by 4-input 1-output LUTs.
 Flip-flops from circuit must map to FPGA flip-flops.
 (Best to preserve "closeness" to CL to minimize wiring.)
 Best placement in general attempts to minimize wiring.

Vdd, GND, clock, and global resets are all "prewired".

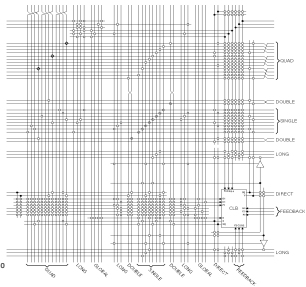
Example Partition, Placement, and Route



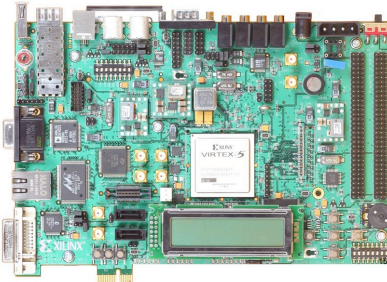
Two partitions. Each has single output, no more than 4 inputs, and no more than 1 flip-flop. In this case, inverter goes in both partitions.

Note: the partition can be arbitrarily large as long as it has not more than 4 inputs and 1 output, and no more than 1 flip-flop.

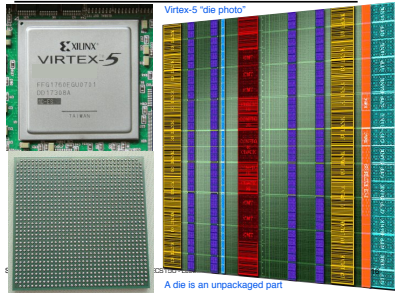
Xilinx FPGAs (interconnect detail)



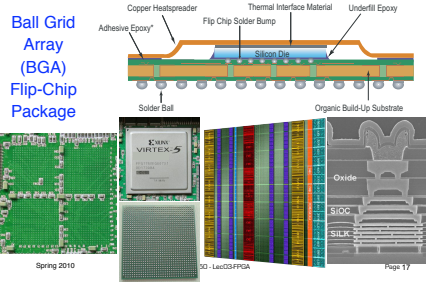
Project platform: Xilinx ML505-110



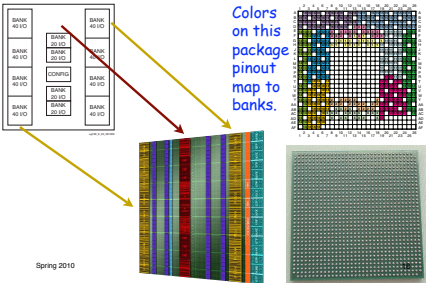
FPGA: Xilinx Virtex-5 XC5VLX110T



From die to PC board ...



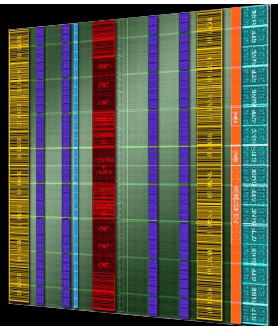
Banks of I/O placed on chip floor plan



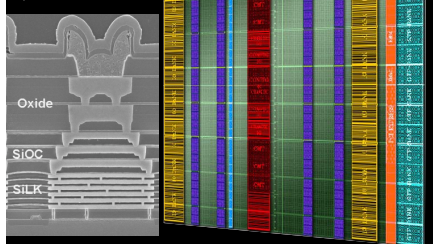
Colors represent different types of resources:

- Logic
- Block RAM
- DSP (ALUs)
- Clocking
- I/O
- Serial I/O + PCI

A routing fabric runs throughout the chip to wire everything together.

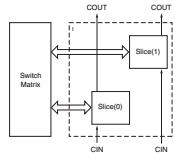


Routing fabric requires many interconnect layers.



Configurable Logic Blocks (CLBs)

Slices define regular connections to the switching fabric, and to slices in CLBs above and below it on the die.



The LX110T has 17,280 slices.

EECS150 - Lec03/FPGA

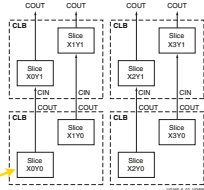
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X-Y naming convention for slices

X0, X2, ... are lower CLB slices.

X1, X3, ... are upper CLB slices.

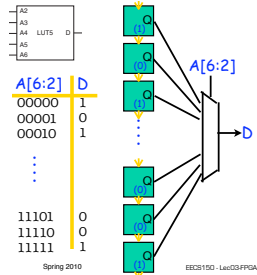
Y0, Y1, ... are CLB column positions.



Lower-left corner of the die.

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Atoms: 5-input Look Up Tables (LUTs)

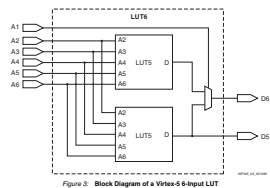


Computes any 5-input logic function.

Timing is independent of function.

Latches set during configuration.

Virtex-5 6-LUTs: Composition of 5-LUTs



May be used as one 6-input LUT (D6 out) ...

... or as two 5-input LUTs (D6 and D5)

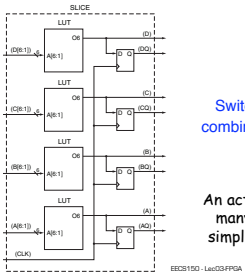
Combinational logic (post configuration)

The LX110T has 69,120 6-LUTs
6-LUT delay is 0.9 ns

Spring 2010 EECS150 - Lec03/FPGA

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The simplest view of a slice



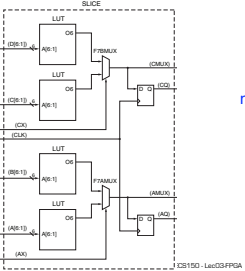
Four 6-LUTs

Four Flip-Flops

Switching fabric may see combinational and registered outputs.

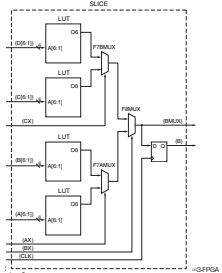
An actual Virtex-5 slice adds many small features to this simplified diagram. We show them one by one ...

Two 7-LUTs per slice ...



Extra multiplexers (F7AMUX, F7BMUX)
Extra inputs (AX and CX)

Or one 8-LUTs per slice ...

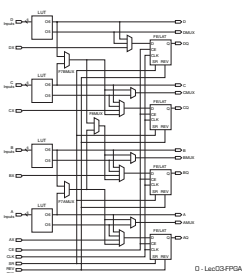


Third multiplexer (F8MUX)

Third input (BX)

Configuring the "n" of an n-LUT ...

Extra muxes to chose LUT option ...



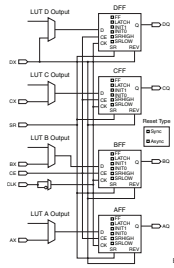
From eight 5-LUTs ... to one 8-LUT.

Combinational or registered outs.

Flip-flops unused by LUTs can be used standalone.

Flip-flops ...

Slice flip-flop properties ...



Each state element may be edge-triggered FF or latch.

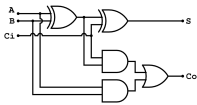
Clock enable, clock polarity, and set/reset lines in a slice are shared.

Each state element may respond differently to set/reset signal.

Next: The vertical dimension ...

Reminder: arithmetic addition ...

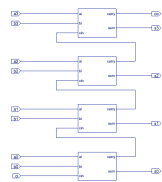
One-bit full adder



$$[Co, S] = A + B + Ci$$

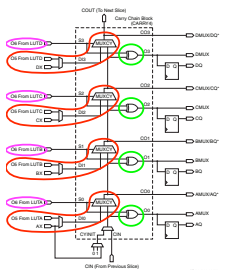
A, B, Ci: 1-bit number inputs.
 [Co, S]: 2-bit number output.
 "+": Arithmetic addition.

Simplest multi-bit adder

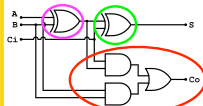


"Ripple-carry adder"

Virtex 5 Verical Logic

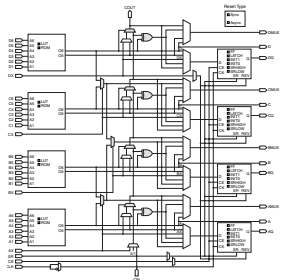


We can map ripple-carry addition onto carry-chain block.



The carry-chain block also useful for speeding up other adder structures and counters.

Putting it all together ... a SLICEL

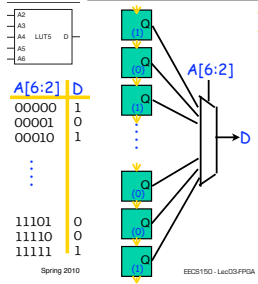


The previous slides explain all SLICEL features.

About 50% of the 17,280 slices in an LX110T are SLICELs.

The other slices are SLICEMs, and have extra features.

Recall: 5-LUT architecture ...

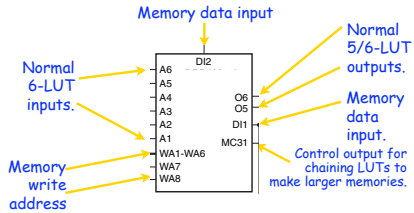


32 Latches.
Configured to 1 or 0.

Some parts of a logic design need many state elements.

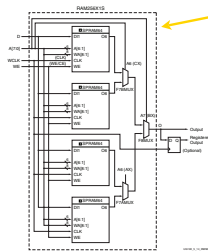
SLICEMs replace normal 5-LUTs with circuits that can act like 5-LUTs, but can alternatively use the 32 latches as RAM, ROM, shift registers.

A SLICEM 6-LUT ...



A 1.1 Mb distributed RAM can be made if all SLICEMs of an LX110T are used as RAM.

Many RAM configurations possible ...



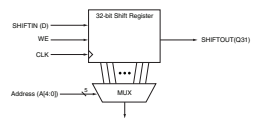
Example configuration: Single-port 256b x 1, registered output.

A complete list:

- Single-Port 32 x 1-bit RAM
- Dual-Port 32 x 1-bit RAM
- Quad-Port 32 x 2-bit RAM
- Simple Dual-Port 32 x 6-bit RAM
- Single-Port 64 x 1-bit RAM
- Dual-Port 64 x 1-bit RAM
- Quad-Port 64 x 1-bit RAM
- Simple Dual-Port 64 x 1-bit RAM
- Single-Port 128 x 1-bit RAM
- Dual-Port 128 x 1-bit RAM
- Single-Port 256 x 1-bit RAM

A 128 x 32b LUT RAM has a 1.1ns access time.

SLICEM shift register (one of many).



See Virtex-5 User Guide for an complete list of shift-register types.

