

Graduate course on FPGA design

Andreas Ehliar, Oscar Gustafsson

February 15, 2010

Outline

Course introduction

FPGAs

FPGA use cases

History of FPGAs and programmable logic

The Xilinx CAD flow

What do you want to get out of this course?

Course introduction

FPGAs

FPGA use cases

History of FPGAs and programmable logic

The Xilinx CAD flow

What do you want to get out of this course?

Course planning

- ▶ Lectures
- ▶ Laboration
 - ▶ 4 HP for actively attending lectures and doing individual laboration
- ▶ Project
 - ▶ 2-6 HP (4 nominally) for design project

Lectures

No.	Topic	Responsible
1	Introduction and more	Oscar and Andreas
2	Logic blocks and memory	Andreas
3	DSP blocks	Oscar
4	I/O and clocking	Andreas
5	Routing and architectures	Oscar
6	Processors and partial reconfiguration	Andreas
7	IP blocks and high-level design	Kent
8	Benchmarking and projects	Andreas and Oscar

Laboration

- ▶ Run complete design flow including power estimation
- ▶ Design using an FFT and a FIR decimation filter
- ▶ Optimize the designs for FPGAs
- ▶ Written report on the optimization and comparison with initial results

Project

- ▶ Project preferably related to (your) research
- ▶ Nominally individual and 4 HP (can be discussed)
- ▶ Written report (plus paper?) and oral presentation
- ▶ Decide on deadline(s): April 30, May 28
- ▶ Reviewer/opponent for one project
- ▶ All M.Sc. students should have the same number of credits

FPGA

- ▶ A Field-Programmable Gate Array (FPGA) is an integrated circuit designed to be configured by the customer or designer after manufacturing
- ▶ Easy to program and evaluate – short turn-around time
- ▶ Flexible – Can change during run-time
- ▶ High(?) performance – parallel, many different sizes available
- ▶ Often cost-effective

Outline

Course introduction

FPGAs

FPGA use cases

History of FPGAs and programmable logic

The Xilinx CAD flow

What do you want to get out of this course?

FPGA design starts

Use cases

- ▶ Glue logic
- ▶ DSP
- ▶ Reconfigurable computing
- ▶ ASIC verification
- ▶ High-performance computing
- ▶ Evolutionary computing

Glue logic

- ▶ “Glue logic” is a common name for smaller parts of logic required to connect more complex circuits
- ▶ Interfacing
 - ▶ Generating control signals
 - ▶ Reformatting/retiming data
- ▶ Simple control

DSP

- ▶ Many FPGAs have a large set of multipliers
- ▶ Can be used to map complex DSP algorithms
- ▶ High degree of parallelism

DSP

- ▶ Spectrometers for radio astronomy
 - ▶ As high sample rate as the ADCs allow
 - ▶ As many points as the FFT allows
 - ▶ Currently about 5 GSa/s and 32k points

DSP

- ▶ Radar signal processing
- ▶ Cable TV modulators
- ▶

DSP

- ▶ Software Defined Radio
 - ▶ Multi-standard radio
 - ▶ Reconfigure the FPGA

Reconfigurable computing

- ▶ Reconfigurable computing is computing where not only the software but also the hardware can be adapted
- ▶ “Flexibility of software, performance of hardware”
- ▶ Run-time reconfiguration – adapt hardware when running certain parts of the program

ASIC emulation

- ▶ FPGAs are commonly used to verify ASIC designs
- ▶ “Real-time” operation
- ▶ Up to 30 million gates

Outline

Course introduction

FPGAs

FPGA use cases

History of FPGAs and programmable logic

The Xilinx CAD flow

What do you want to get out of this course?

ASIC emulation

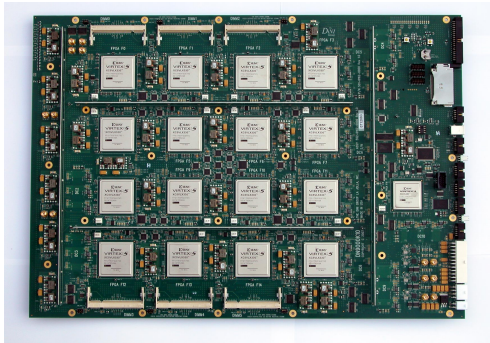


Photo from Dini Group

ASIC emulation

- ▶ AMD was claimed to have complete FPGA versions of the processors
- ▶ Intel Pentiums available in an FPGA – used for testing accelerators

High-performance computing

- ▶ Customized architectures
- ▶ High-degree of parallelism
- ▶ Many arithmetic units
- ▶ Adaptive accuracy/number representation
- ▶ Stand-alone or cards for direct connection over a bus

High-performance computing

- ▶ Financial simulation
 - ▶ Simulate different stock/bond setups
 - ▶ Monte-Carlo type simulations
 - ▶ Very computationally intensive as many runs are required
 - ▶ Automatic generation of FPGA code from modelling language
 - ▶ Reductions shown 60 to 100 times over software (4 CPUs)
 - ▶ In practice from several weeks to a few hours

High-performance computing

- ▶ Seismic simulation
 - ▶ Shown four to seven times speed-up
 - ▶ 48 times possible with faster I/O

High-performance computing

- ▶ SAT/optimization solvers
 - ▶ Generate parallel constraint evaluation
 - ▶ 17 times MiniSAT
 - ▶ Up to 10k variables and 280k clauses

High-performance computing

- ▶ Silicon Graphics have “supercomputers” with FPGA accelerators built in
- ▶ Scottish supercomputer Maxwell is based on 32 Xeons and 64 Virtex4 FPGAs

Programmable devices/logic

- ▶ Memories like PROMs, EPROMs and even SRAMs can be used to emulate logic

Gate-arrays

- ▶ Fairchild 4500
- ▶ 32 gates
- ▶ Programmed using two layers of metal

FPLA - Signetics 82S100

- ▶ Introduced in 1975
- ▶ 16 inputs
- ▶ Programmable AND plane (48 product terms)
- ▶ Programmable OR plane (8 outputs)
- ▶ No flip-flops

PLA, PAL, PLD, etc

- ▶ Typical example: PAL16R8
- ▶ 8 inputs, 8 outputs (with registers)
- ▶ Feedback possible from the 8 registers
- ▶ Programmable AND plane with 16 inputs, fixed OR plane

CPLD

- ▶ Basically many PLDs put together in one chip
- ▶ Some sort of internal routing network is used to interconnect the different “PLDs”
- ▶ Example I'm very familiar with: XC9572
 - ▶ 72 macrocells divided into four groups of “PLDs”
 - ▶ One macrocell can be either D flip-flop, T flip-flop or combinational
 - ▶ Programmable via JTAG
 - ▶ NOTE: Today it may be difficult to tell a CPLD from an FPGA

XC2064

- ▶ First successful FPGA
- ▶ Released in 1985
- ▶ 64 Complex logic block (CLB)
 - ▶ Two 3-input LUTs or one 4-input LUT
 - ▶ One flip-flop
- ▶ Configuration memory: 12kbit
- ▶ Not really any special features
- ▶ Hardware design using schematic entry

XC4000 series

- ▶ Released in 1991
- ▶ Spawned a wide family of parts
- ▶ Original XC4000 contained 100 to 1024 CLBs
 - ▶ Two 4 input LUTs
 - ▶ Two flip-flops
 - ▶ LUTs can be used as 16x1 memory to improve memory densities!
 - ▶ Carry-chain to speed up adders

XC6200 series

- ▶ Dynamically reconfigurable
- ▶ Documented configuration bitstream
- ▶ Beloved by academia, for example in evolvable hardware
- ▶ Scorned by industry

Virtex

- ▶ Built in memory blocks (512 byte each)
- ▶ (One block RAM can contain as much memory as 256 LUTs)

Virtex-II

- ▶ Built-in multiplier blocks (18x18)
- ▶ One LUT can be used as a 16 bit shift register

Virtex-II Pro

- ▶ Built in processor (PPC 405)
- ▶ Built in high speed SERDES blocks

Virtex-4

- ▶ Multiply-accumulate combined into DSP blocks

Virtex-5

- ▶ Routing delay is getting larger compared to logic delay
- ▶ Solution: 6-input LUTs instead of 4-input LUTs

Current status

- ▶ Major suppliers:
 - ▶ Xilinx
 - ▶ Altera
- ▶ Various other established vendors:
 - ▶ Actel
 - ▶ Lattice
- ▶ Newcomers:
 - ▶ SiliconBlue (Optimized for power)
 - ▶ Aboundlogic (Aim for extremely large devices)
 - ▶ Achronix (Asynchronous FPGAs optimized for throughput)

Different configuration technologies

- ▶ SRAM
- ▶ Flash
- ▶ Flash + SRAM
- ▶ Antifuse (One-time programmable)

Other architectures of note

- ▶ eASIC
 - ▶ Cross between gate array and SRAM based FPGA
 - ▶ SRAM programmed LUT to configure logic
 - ▶ Routing is programmed using custom masks or via FIB

Other architectures of note

- ▶ ORGA - Optically Reconfigurable Gate Array
 - ▶ Instead of using SRAM cells for configuration bits, a photodiode is used.
- ▶ LPGA
 - ▶ All possible connections are connected by default
 - ▶ A laser is used to disable all unneeded connections
 - ▶ Fast turn-around prototyping with gate-array performance

Quick introduction to all parts of the flow

- ▶ You will learn more during the lab about this

Synthesis using xst

- ▶ INPUT: file.v, file.vhd
- ▶ OUTPUT: design.ngc
- ▶ Read in VHDL/Verilog code
- ▶ Outputs FPGA primitives in a netlist

ngdbuild

- ▶ INPUT: design.ngc, design.ucf
- ▶ OUTPUT: design.ngd
- ▶ Works like a linker

map

- ▶ INPUT: design.ngd
- ▶ OUTPUT: design.ncd design.pcf
- ▶ Tries to map FPGA primitives into slices in a clever fashion
- ▶ May also place components

par (Place and route)

- ▶ INPUT: design.ncd, design.pcf
- ▶ OUTPUT: routeddesign.ncd
- ▶ Places the components (if map hasn't done that)
- ▶ Routes all connections (if possible)
- ▶ Performs static timing analysis

bitgen

- ▶ INPUT: design.ncd
- ▶ OUTPUT: design.bit
- ▶ Converts the netlist into a configuration bitstream

Constraints:

- ▶ You will need a way to tell the CAD flow what your design constraints are such as:
 - ▶ Clock frequency requirements
 - ▶ I/O placement
 - ▶ Placement of individual LUTs, BlockRAMs, etc...
 - ▶ This is done in a UCF file (User Constraint File)

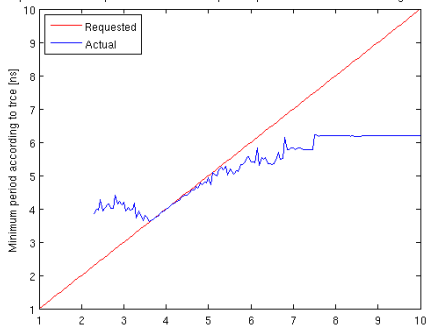
Advanced and esoteric features

- ▶ So far there should have been few surprises I hope

Getting the maximum clock frequency from a design

- ▶ You may have to vary your timing constraints and optimization settings. An element of luck may be required as well.

Comparison of actual performance versus requested performance for various timing constraints



Other synthesis tools

- ▶ Precision
- ▶ Synplify
- ▶ Little market for other backend tools though

trce: Static Timing Analysis

- ▶ May not be needed since the router does this as well
- ▶ Useful if you cannot meet timing since par will not tell you the failing paths

Back annotation

- ▶ You can create a netlist usable for simulation by using netgen
- ▶ Useful if you are suspecting bugs in the synthesis tool
- ▶ You can also simulate based on the routed netlist which will include timing information

Power Simulation

- ▶ For best results
 - ▶ Create a VCD file based on a simulation of a post place and route netlist
 - ▶ Load this together with your design into XPower
- ▶ You can also get a rough estimate without a VCD file
- ▶ The VCD file can also be used to optimize the design for reduced power consumption

Modifying the content of BlockRAMs

- ▶ You may have to update BlockRAMs much more often than the rest of the design
- ▶ First way: Modify content, rerun entire flow
 - ▶ Drawback: May be extremely slow!
- ▶ Better way: data2mem
 - ▶ Define a .BMM-file that tells the flow how to handle your memories
 - ▶ Run data2mem to update only the memories in an already routed design

Smartguide

- ▶ For a large design, map, place, and route may take hours
- ▶ Using smartguide you can reuse as much placement as possible from a previous iteration for much shorter runtimes

Floorplanning

- ▶ You can inspect the placement
- ▶ You can modify the placement to improve the timing

Fpga Editor

- ▶ You can inspect and modify routing
- ▶ You can inspect and modify logic
- ▶ You can inspect and modify placement
- ▶ Not so trivial to use though...

XDL

- ▶ Ever wanted to write your own CAD tools for the FPGA flow?
- ▶ XDL is an ascii description of the NCD netlists
- ▶ With XDL you can write a tool that can do almost anything:
 - ▶ Inspect a design
 - ▶ Modify a design
 - ▶ Write your own placer
 - ▶ Write your own router
 - ▶ etc...

What do you want to get out of this course?

- ▶ Optimize a design for FPGA primitives like LUTs, memories, and DSP blocks
- ▶ Investigate and improve the power consumption of FPGA designs
- ▶ Learn how to deal with clock generators and multiple global clocks
- ▶ Floorplan FPGA designs
- ▶ Design your own FPGA boards
- ▶ Write your own CAD tools for FPGA design
- ▶ Design your own FPGA