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Introduction to Field Programmable Gate Array (FPGA)

Field Programmable Gate Array (FPGA) is an integrated circuit which can be configured after manufacturing. FPGAs contain programmable logic named logic elements (LE) and configurable interconnects that allow blocks to be wired between each other. Each LE is featured with a look up table (LUT), which is a function generator that is able to generate any function with desired number of variables (variable number changes according to the device architecture), a programmable register, a carry chain connection, the ability to drive all types of interconnections: local, row, column, register chain and direct link interconnects and support for register packing and register feedback. In this phase detailed information is not required. As you learn EE348 and EE312 you will understand the operation of logic elements and FPGA more. In Fig. 1, basic layout of FPGA is shown [1].

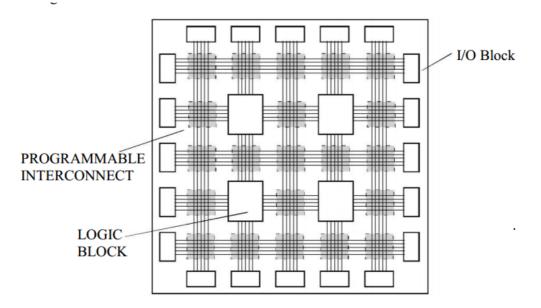


Fig. 1. Basic Layout of FPGA

Introduction to Field Programmable Gate Array (FPGA) by Eren Aydın and Barış Bayram © 2015 All Rights Reserved. (e-mail: <u>ernaydn@gmail.com</u>) Logic circuits are designed using different methods which are gate level design, RTL design and behavioral design.

Gate Level Design: In this method, the desired circuit is designed interconnecting basic logic gates each other. It is useful for small or medium sized circuit designs but as the size of the desired circuit increases, gate level design becomes more complicated and useless.

RTL (Register Transfer Level) Design: In this method, hardware is described implying logic, defining Flip Flops, latches and how data is transferred between them. In this method the circuit is implemented using Hardware Description Languages (HDLs) such as Verilog or HDL. The implemented code is converted into gate level by logic synthesizers.

Behavioral Design: Overall behavior of the circuit is defined. This method usually is not synthesizable.

Typical FPGA Design Flow

In Fig. 2, typical design flow of FPGA is given [2].

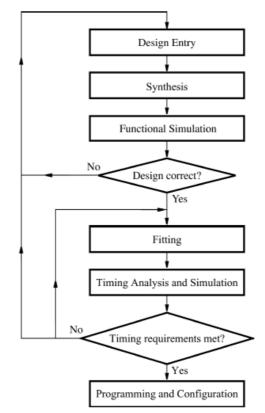


Fig. 2: Basic FPGA Design Flow

Design Entry: The desired circuit is designed with schematic design or using a hardware description language.

Synthesis: The designed circuit is synthesized into a circuit consisting of logic elements provided in the FPGA chip.

Functional Simulation: The synthesized circuit is tested for verification of function of the designed circuit. Timing issues (propogation delay) are not considered in this phase.

Fitting: The CAD Fitter tools determine the placement of LEs in an actual FPGA chip. It also chooses routing wires in the chip to make required connections between LEs.

Timing Analysis: A Propagation delay along the various paths in the fitted circuit is analyzed to have estimation about the real performance of the designed circuit.

Timing Simulation: This simulation is done to understand both function and timing performance of the designed circuit.

Programming and Configuration: The designed circuit is implemented in FPGA chip programming the configuration that configure LEs and establish the required wiring connections.

DE1-SoC Board

In EE314, you are going to use Altera's DE1-SoC development board. Specifications of the board and hardware on the board are written below:

FPGA Device

- Cyclone V SoC 5CSEMA5F31C6 Device
- Dual-core ARM Cortex-A9 (HPS)
- 85K Programmable Logic Elements
- 4,450 Kbits embedded memory
- 6 Fractional PLLs
- 2 Hard Memory Controllers

Configuration and Debug

- Serial Configuration device EPCS128 on FPGA
- On-Board USB Blaster II (Normal type B USB connector)

Memory Device

- 64MB (32Mx16) SDRAM on FPGA
- 1GB (2x256Mx16) DDR3 SDRAM on HPS
- Micro SD Card Socket on HPS

Communication

- Two Port USB 2.0 Host (ULPI interface with USB type A connector)
- USB to UART (micro USB type B connector)
- 10/100/1000 Ethernet
- PS/2 mouse/keyboard
- IR Emitter/Receiver

Connectors

- Two 40-pin Expansion Headers (voltage levels: 3.3V)
- One 10-pin ADC Input Header
- One LTC connector (One Serial Peripheral Interface (SPI) Master ,one I2C and one GPIO interface)

Display

• 24-bit VGA DAC

Audio

• 24-bit CODEC, Line-in, line-out, and microphone-in jacks

Video Input

• TV Decoder (NTSC/PAL/SECAM) and TV-in connector

ADC

- Fast throughput rate: 1 MSPS
- Channel number: 8
- Resolution: 12 bits
- Analog input range : 0 \sim 2.5 V or 0 \sim 5V as selected via the RANGE bit in the control register

Switches, Buttons and Indicators

- 4 User Keys (FPGA x4)
- 10 User switches (FPGA x10)
- 11 User LEDs (FPGA x10 ; HPS x 1)
- 2 HPS Reset Buttons (HPS_RST_n and HPS_WARM_RST_n)
- Six 7-segment displays

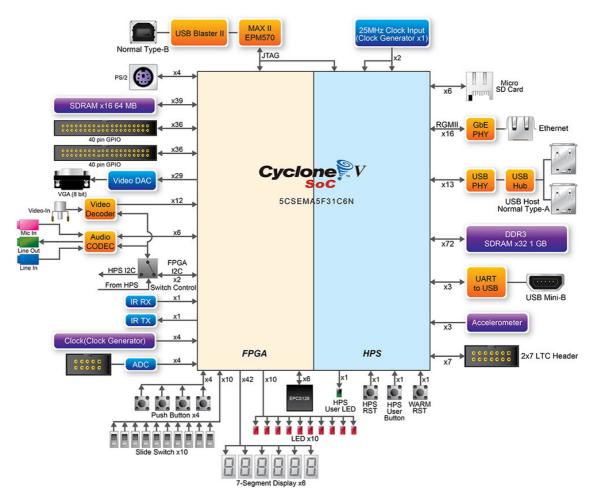
Sensors

• G-Sensor on HPS

Power

• 12V DC input

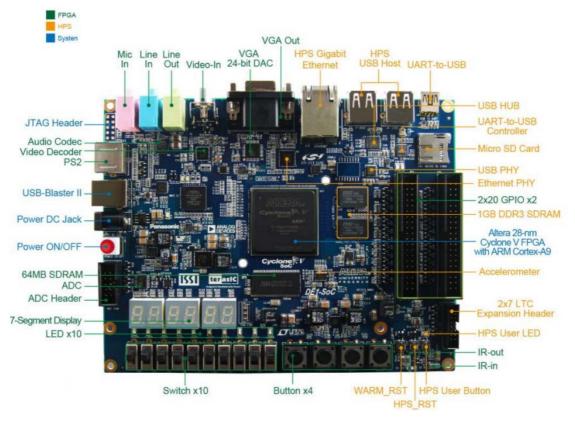
Block Diagram of the DE1-SOC Board



DE1_SoC Board Specifications

Feature	Description
FPGA	Cyclone V SoC 5CSEMA5F31 with EPCQ256 256-Mbit serial configuration device
I/O Interfaces	 Built-in USB-Blaster for FPGA configuration Line In/Out, Microphone In (24-bit Audio CODEC) Video Out (VGA 24-bit DAC) Video In (NTSC/PAL/Multi-format) Infrared port 10/100/1000 Ethernet Two Port USB 2.0 Host (Type A) PS/2 dual mouse and keyboard port Expansion headers (two 40-pin headers)
Memory	1GB DDR3 SDRAM (HPS), 64 MB SDRAM (FPGA)Micro SD memory card slot
Displays	Six 7-segment displays
Switches and LEDs	 10 toggle switches 10 LEDs Four debounced pushbutton switches
Clocks	• 50 MHz clock (x4)

Top View of the Board



REFERENCES

[1] EXPERIMENT NUMBER 3 INTRODUCTION TO FIELD PROGRAMMABLE GATE ARRAYS AND LOGIC, http://ece.mst.edu/media/academic/ece/documents/classexp/cpe112/cpe112labs/CpE_112_LAB_3.pdf

[2] Quartus II Introduction to Schematics Tutorial