



# Introduction to FPGAs

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*Application Specific Computing*

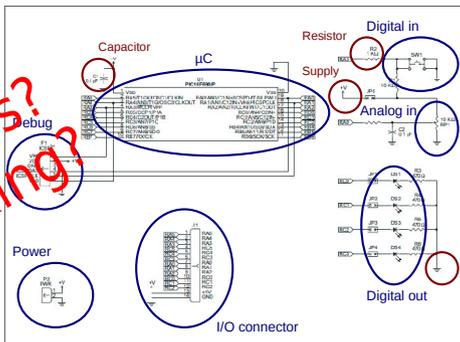
[www.ziti.uni-heidelberg.de/ziti/index.php?option=com\\_content&view=article&id=131&Itemid=76](http://www.ziti.uni-heidelberg.de/ziti/index.php?option=com_content&view=article&id=131&Itemid=76)

# FPGA: Field Programmable Gate Array

- What?
  - Technology
- Where?
  - Applications
- How?
  - Tools
  - Build or buy
- Summary

# Known Technologies

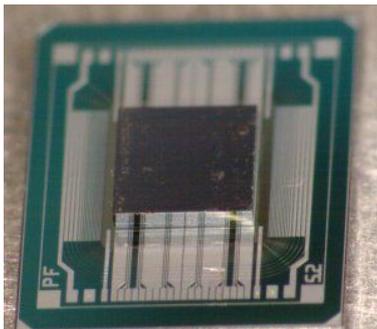
- Custom Hardware
  - Schematic design
  - Discrete Components



Speed!  
Upgrades?  
Bug-fixing?

- Software
  - General Purpose HW
    - CPU, GPU
  - Custom Program
    - Sequential execution
    - Some Parallelism

- Chip Design



[sus.ziti.uni-heidelberg.de/](http://sus.ziti.uni-heidelberg.de/)

Flexibility!  
Speed?  
Timing?

# Something in Between

- Programmable Hardware
  - PLDs were first: „sum-of-products“, early '70s
    - Logic function defined by AND-OR connection matrix
    - Fuses (OTP), EPROM, FLASH
  - Mid '80s: simple „logic“ + programmable interconnects, volatile: FPGA
  - Growing market since ...
- Today
  - Flash (e.g. Lattice), Antifuse (e.g. Actel [+mixed sig]), SRAM (e.g. Altera, Xilinx)
- Focus here: Xilinx

Digital logic

# Advantages

- Custom electronics without ASIC-like cost
  - No submission, no MPW
  - Single chip affordable
- Solves „all“ digital interfacing problems
  - Up to  $\sim 1\text{GHz}$  arbitrary signals
- High bandwidth
  - $\sim 1\text{Tb/s}$
- High processing power
  - Parallelism! Application specific operations
- High density, flexible SoC
- Programmability

# Basic Technology

- Logic Elements (LE)
  - Can implement any digital logic via LUT + FF
  - $10^4 - 10^6$
- IO
  - 100 – 1000 Pins
  - Multiple I/O Standards + Voltages
- Interconnect
  - Local, regional, global „routing wires“
- Configuration memory
  - All above: defined by on-chip „memory“ content



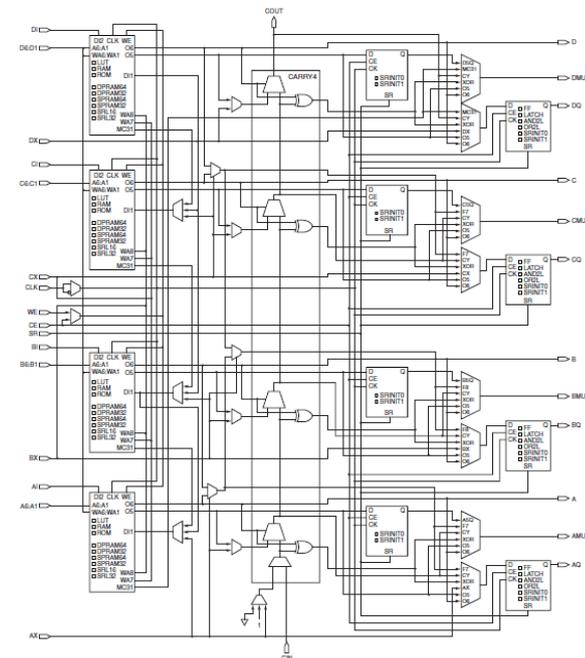
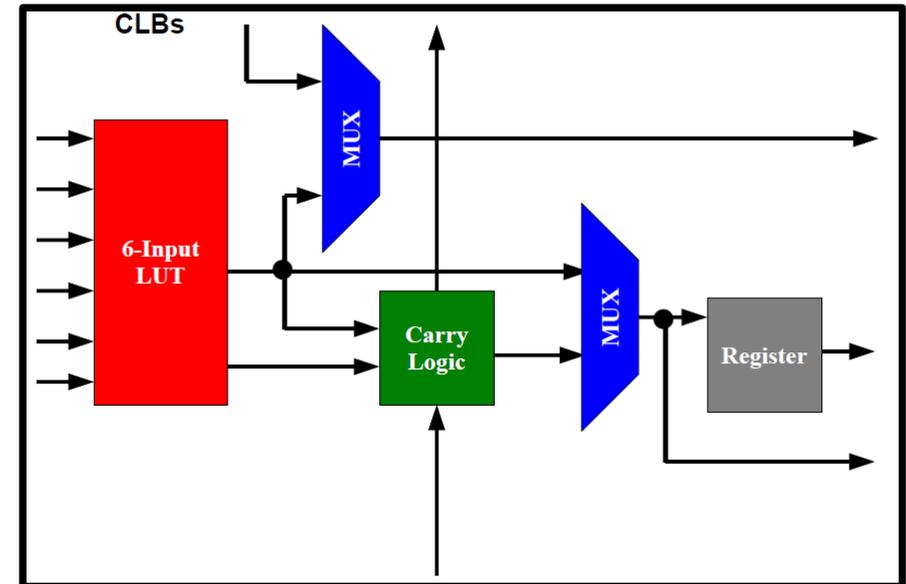
Antifuse

FLASH

SRAM

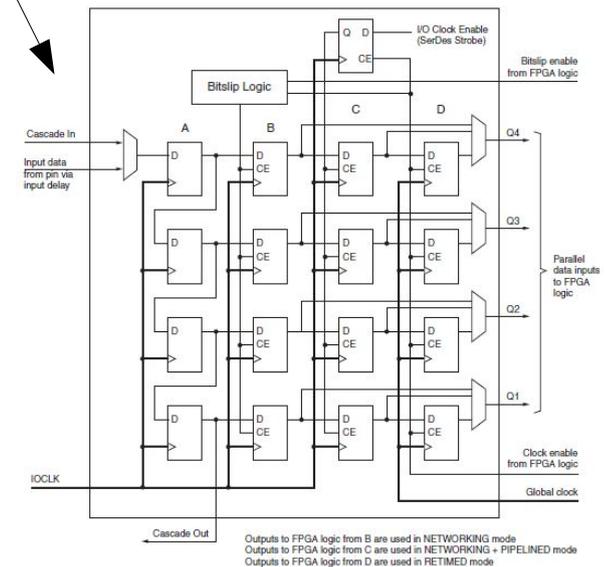
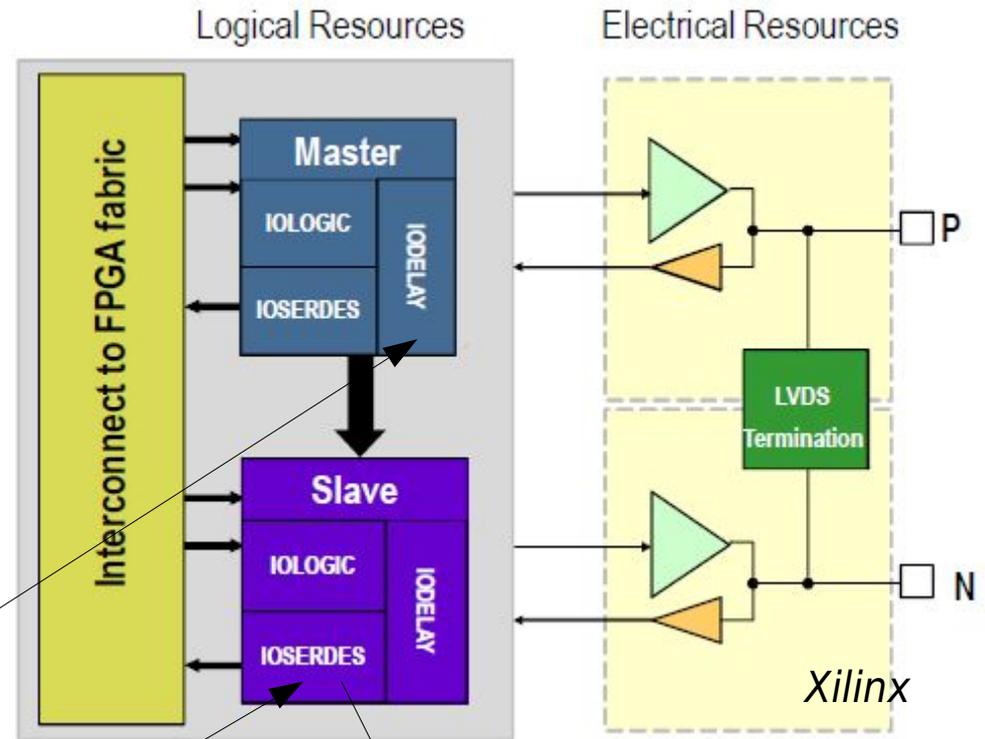
# Logic Elements

- Look-up-table (LUT)
  - 6(4) inputs
- Output register (FF)
- Carry IN/OUT
- Multiplexer options
  - Bypass LUT, FF
- Grouped in
  - Slices (4 LEs)
  - CLB (2 Slices)
- *Some variants*



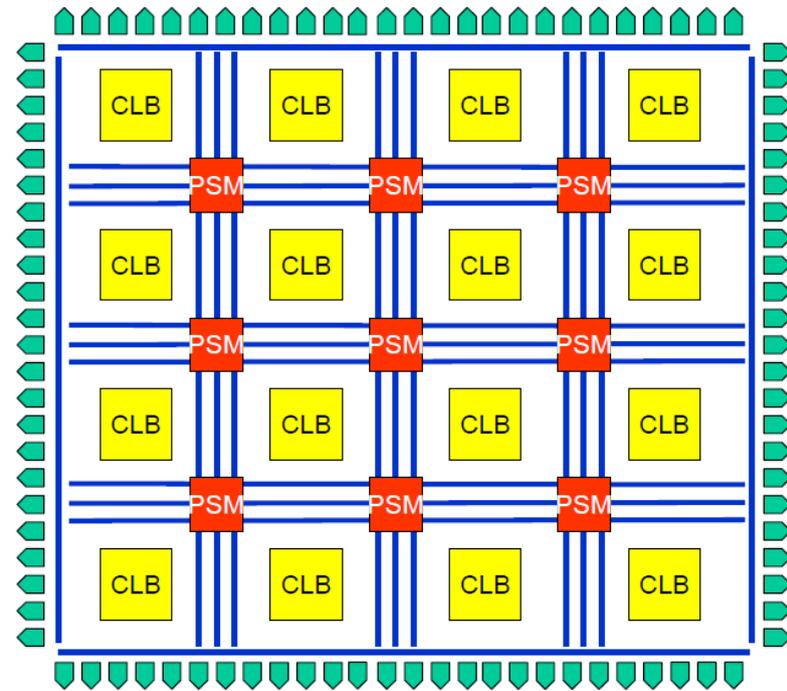
# I/O Cells

- IN/OUT buffer
  - Tri-state option
  - Differential option
  - Termination
  - Levels: I/O „bank“ supply
- Programmable delay
  - ~ 100ps resolution
  - Few ns max delay
- SerDes
  - 1:2, 1:4 ratio
  - Multiple clocks



# Fabric Interconnect

- All CLBs and I/O-cells connect to „switch matrix“
  - Local routing (neighbours)
  - Regional (banks, columns)
  - Global (clocks)



PSM: Programmable Switch Matrix  
CLB: Configurable Logic Block

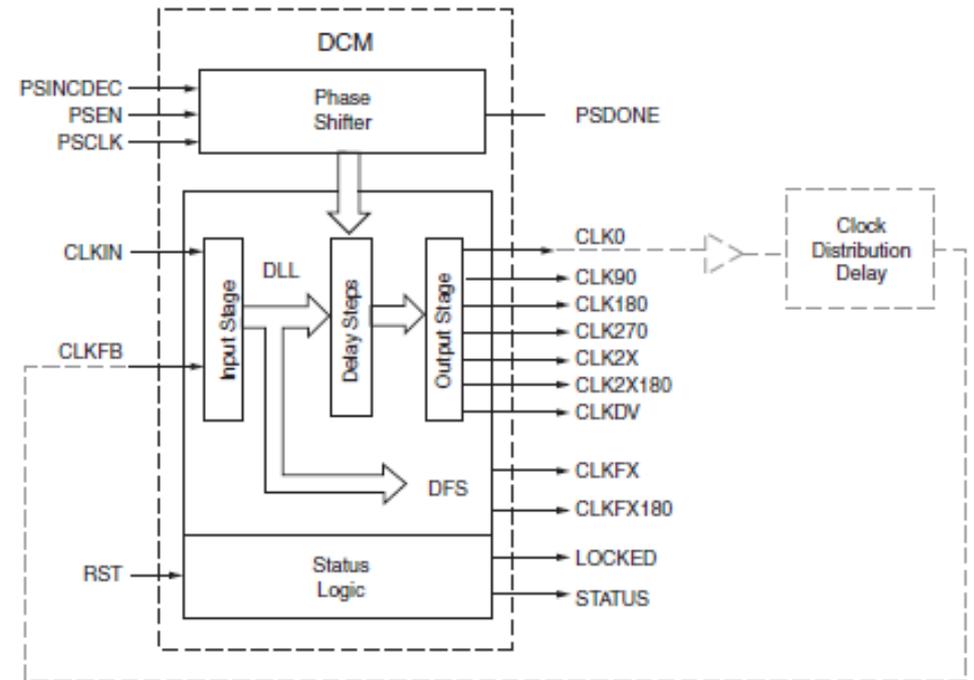
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# Advanced Technology

- IP-Blocks (*Intellectual Property*)
  - Hard IP: portion of chip with special function (~co-processor)
  - Soft IP: functionality implemented in FPGA fabric (~library)
- IP Blocks
  - Clocking
  - Memory
  - DSP
  - Processor
  - Ethernet
  - MGT

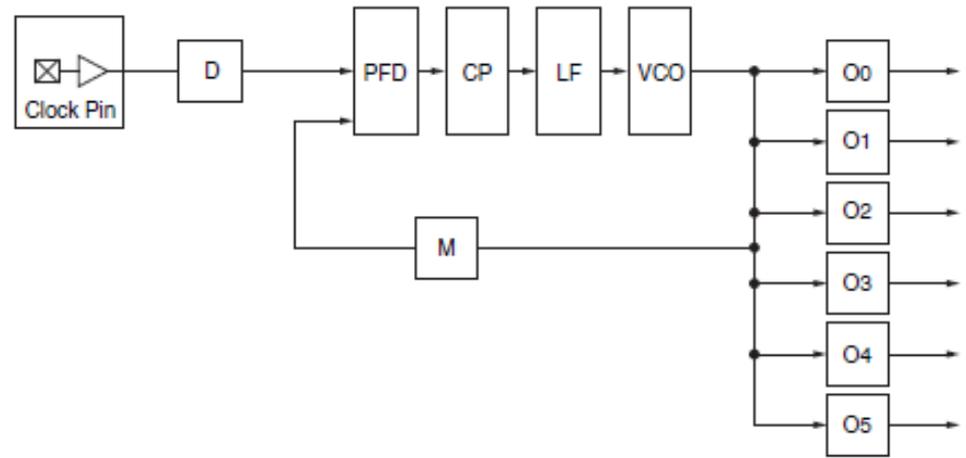
# Clocking

- DCM
  - Phase shift
  - Clock alignment
  - Frequency synthesis
  - Multi-phase clocks
- PLL
  - Frequency synthesis
  - Jitter filter
- Variety of clock buffers
- *Limited resources*



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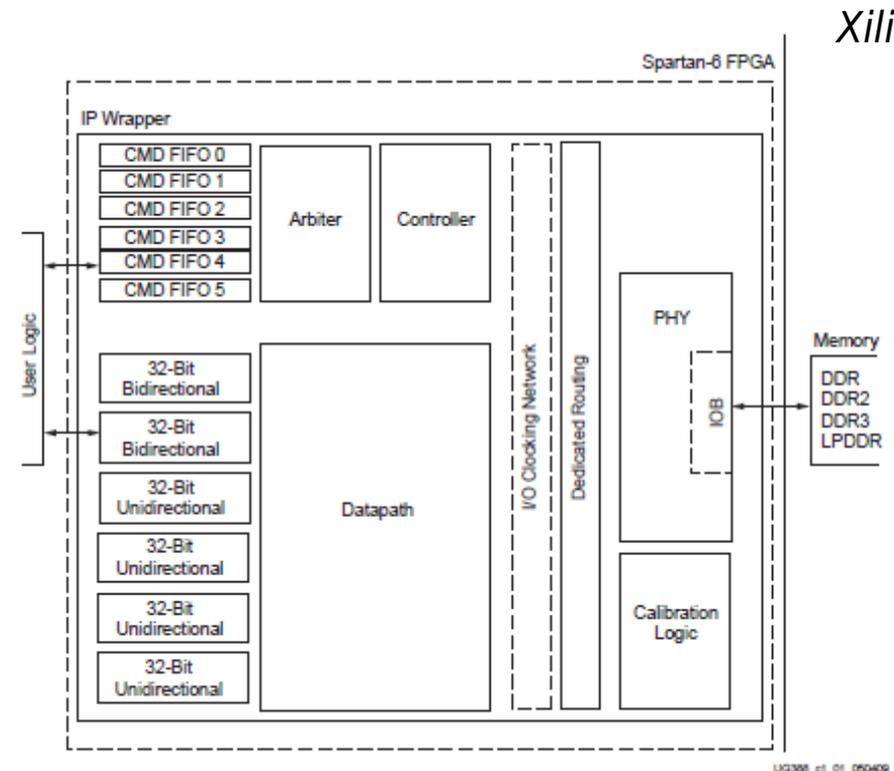
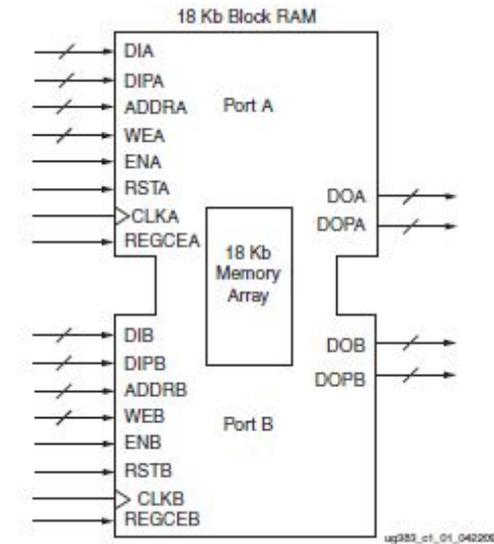
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# Memories

- LUT memory
- Hard-IP memory blocks (18kB)
  - FIFO
  - Dual ported RAM
  - Configurable (A, D)
- Memory Controllers
  - Soft-IP
    - DDR1,2,3 + IO-Delay
  - Hard-IP
    - Multi-port, high speed

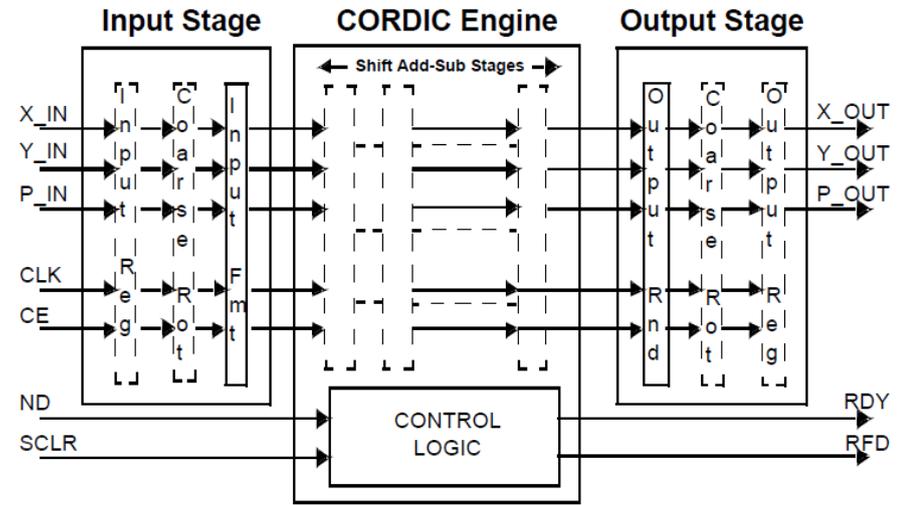


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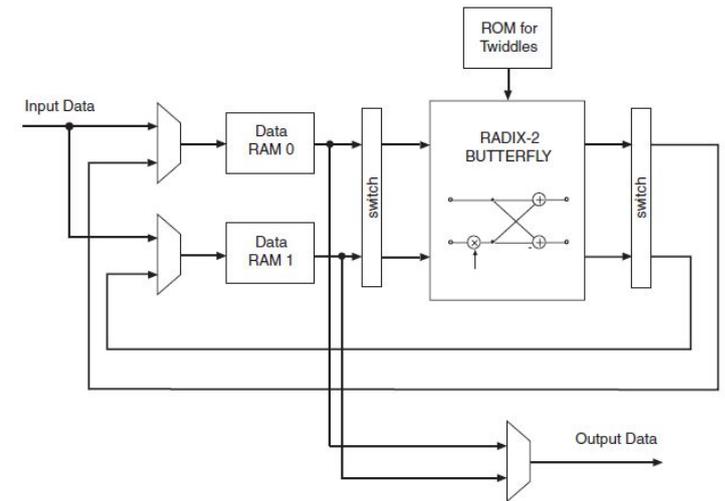


# DSP Soft-IPs

- CORDIC
  - Vector operations
  - Sin and Cos
  - Sinh and Cosh
  - Atan and Atanh
  - Square root
- DFT, DFT<sup>-1</sup>
- FIR
- DDS
- ... via CoreGen



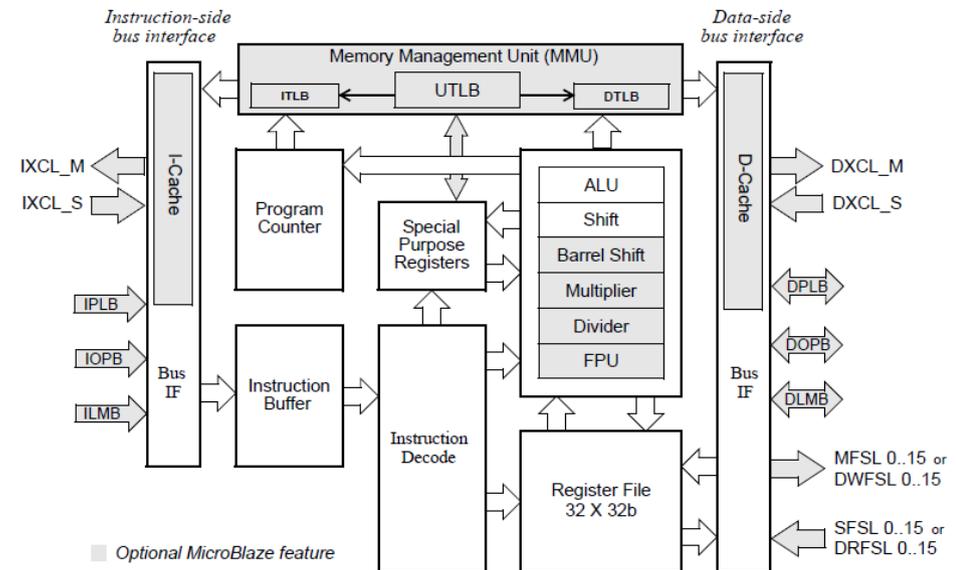
Digital Signal Processing	
Building Blocks	
Complex Multiplier	3.1
Complex Multiplier	5.0
CORDIC	4.0
Filters	
CIC Compiler	2.0
CIC Compiler	3.0
DUC/DDC Compiler	1.1
DUC/DDC Compiler	2.0
FIR Compiler	5.0
FIR Compiler	6.2
Modulation	
DDS Compiler	4.0
DDS Compiler	5.0
Transforms	
DFTs	
Discrete Fourier Transform	3.1
FFTs	
Fast Fourier Transform	7.1
Fast Fourier Transform	8.0
LTE Fast Fourier Transform	1.0
Trig Functions	
CORDIC	4.0
DDS Compiler	4.0
DDS Compiler	5.0
Waveform Synthesis	
DDS Compiler	4.0
DDS Compiler	5.0



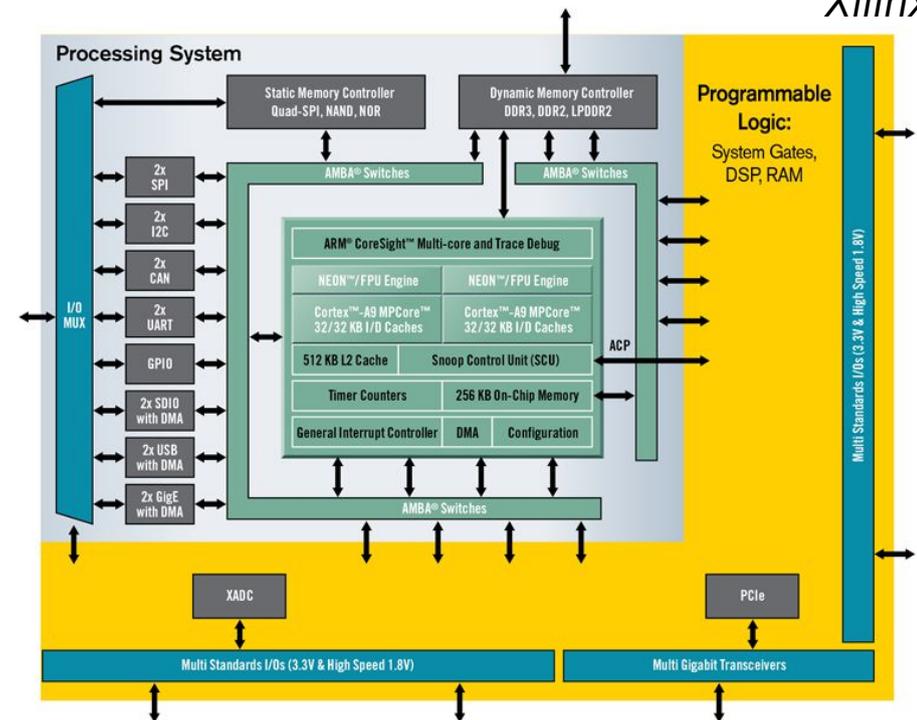
$$X(k) = \sum_{n=0}^{N-1} x(n)e^{-jnk2\pi/N}$$

# Processors

- Soft-IP
  - „Full custom“  $\mu$ C
  - 32 bit RISC ( $\mu$ Blaze)
    - Linux
  - 100 .. 400MHz
- Hard-IP (depends)
  - PowerPC 440
    - 550 Mhz
  - Arm M9, dual core
    - 800 Mhz
    - FPU
    - Peripherals

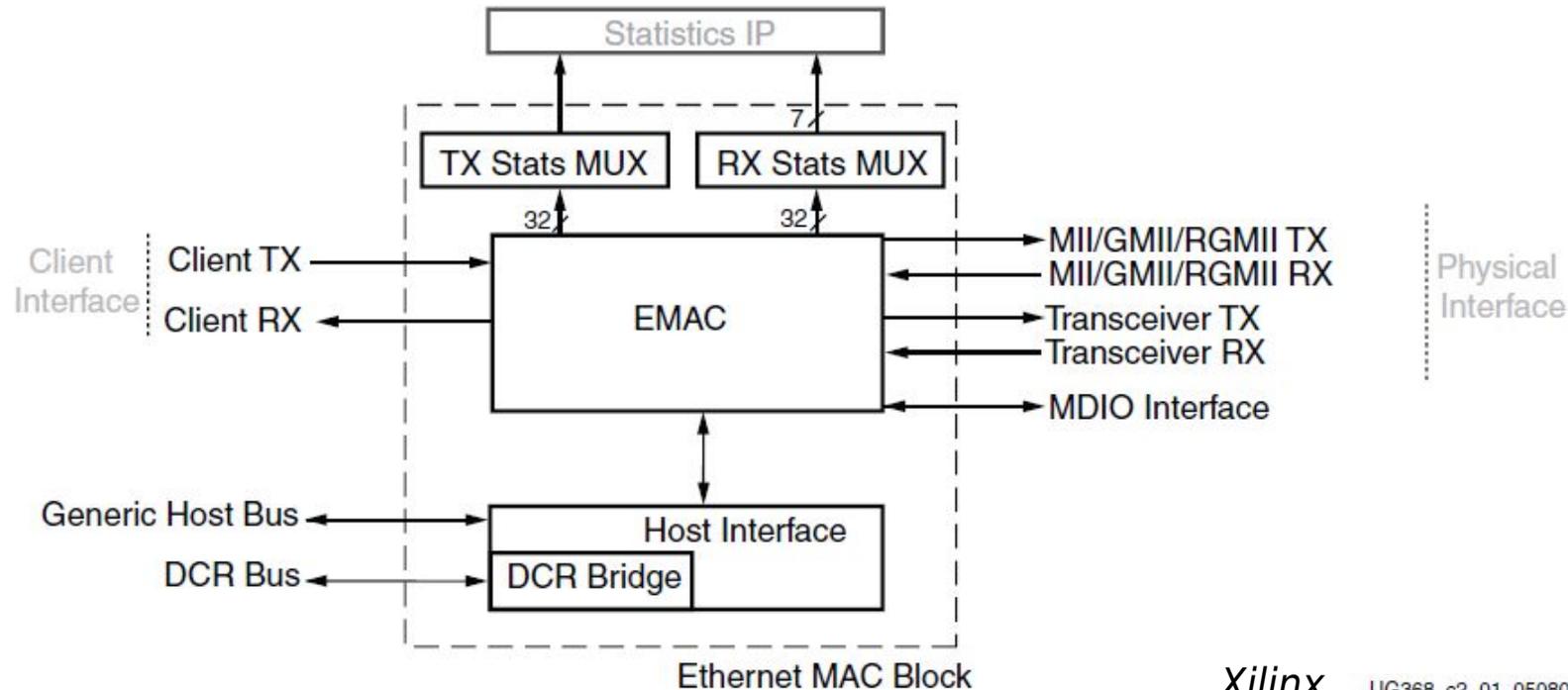


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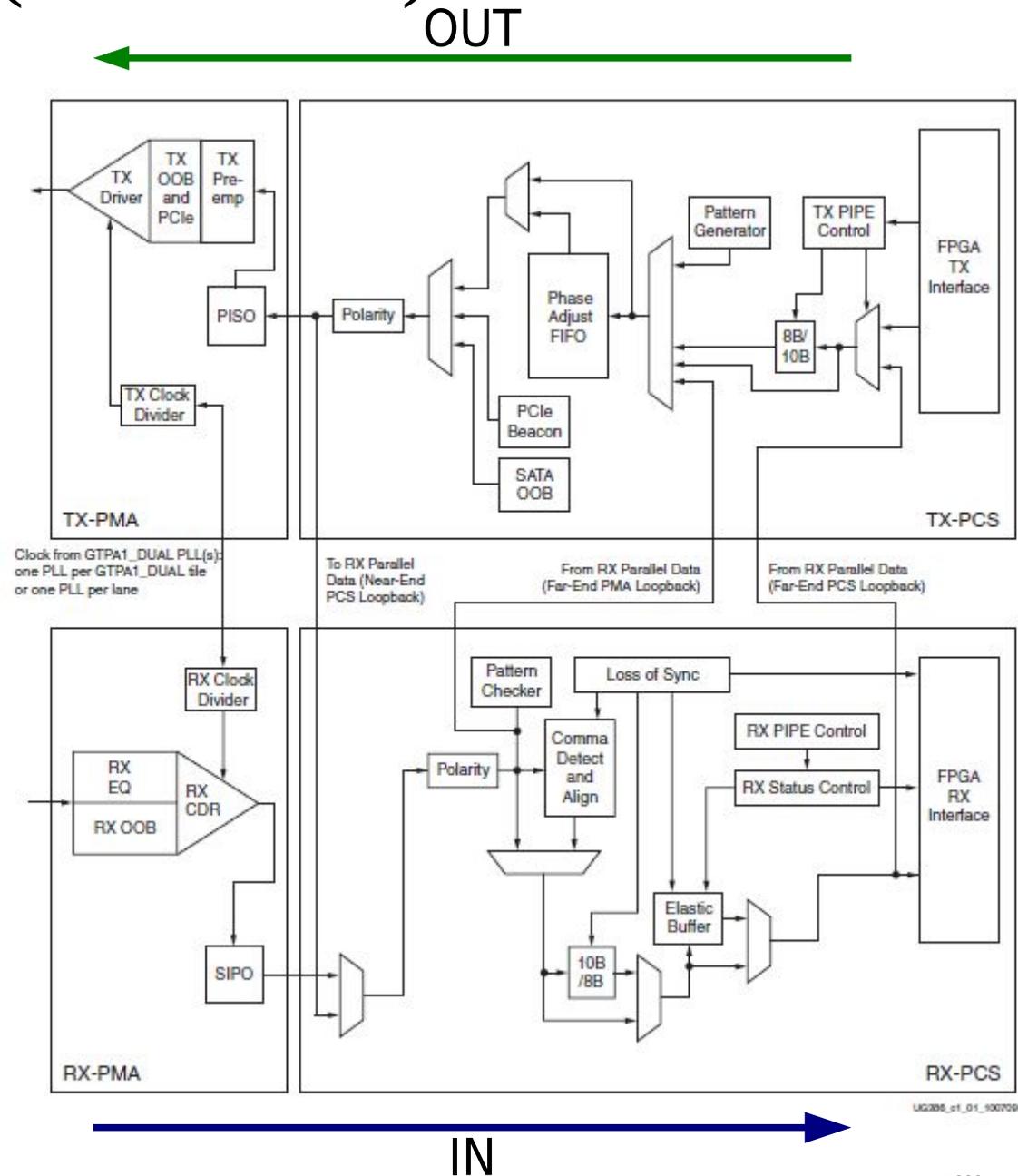
# Ethernet

- Ethernet MAC
  - Soft-IP, any modern FPGA (resource consuming)
  - Hard-IP, selected FPGAs (1..few / FPGA)
- Ethernet PHY (serial only/ no CAT5)



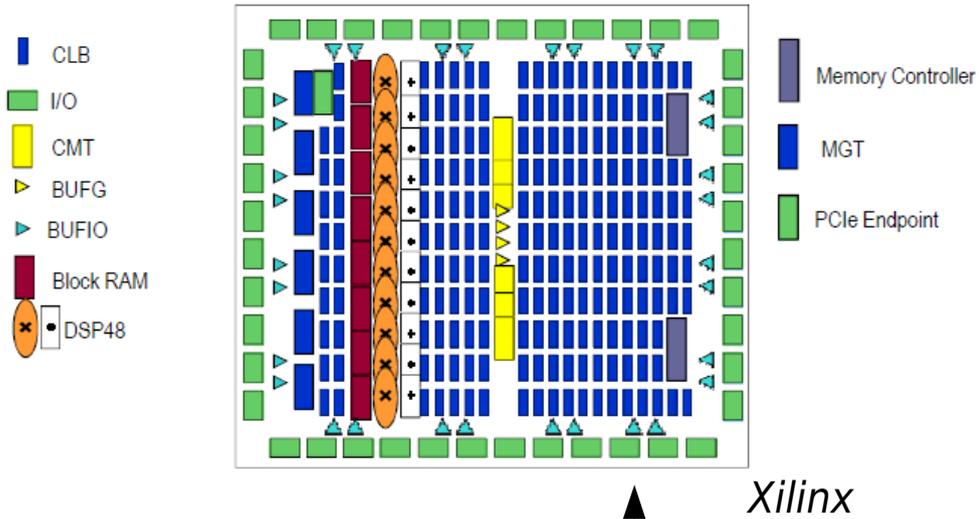
# MGT (GTP/H/X)

- Multi-Gigabit-Transceivers
- Serial bitrates up to 28Gbit/s
- Many protocols
  - FC, GE, XAUI, SATA, PCIe
- Custom (e.g. low latency)
- Channel bonding



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# Full View



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- Block diagram
- Floorplan

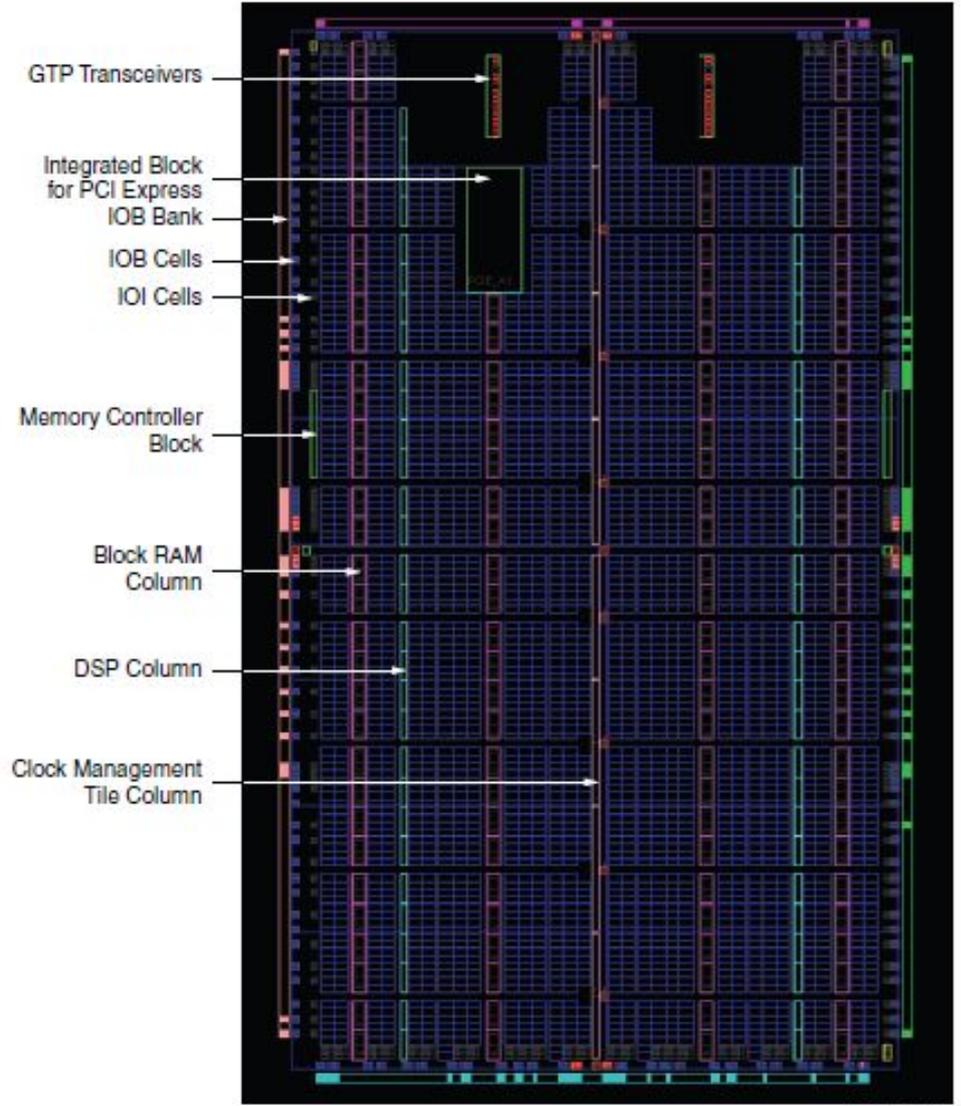


Figure 31: XC6SLX45T Floorplan View in PlanAhead

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# Devices

- Low cost: Spartan-6

- 150k LEs
- 180 DSP
- 260 BRAM
- 8 MGT, 3Gbit/s
- 500 I/O

*Typ. speed ~200MHz*

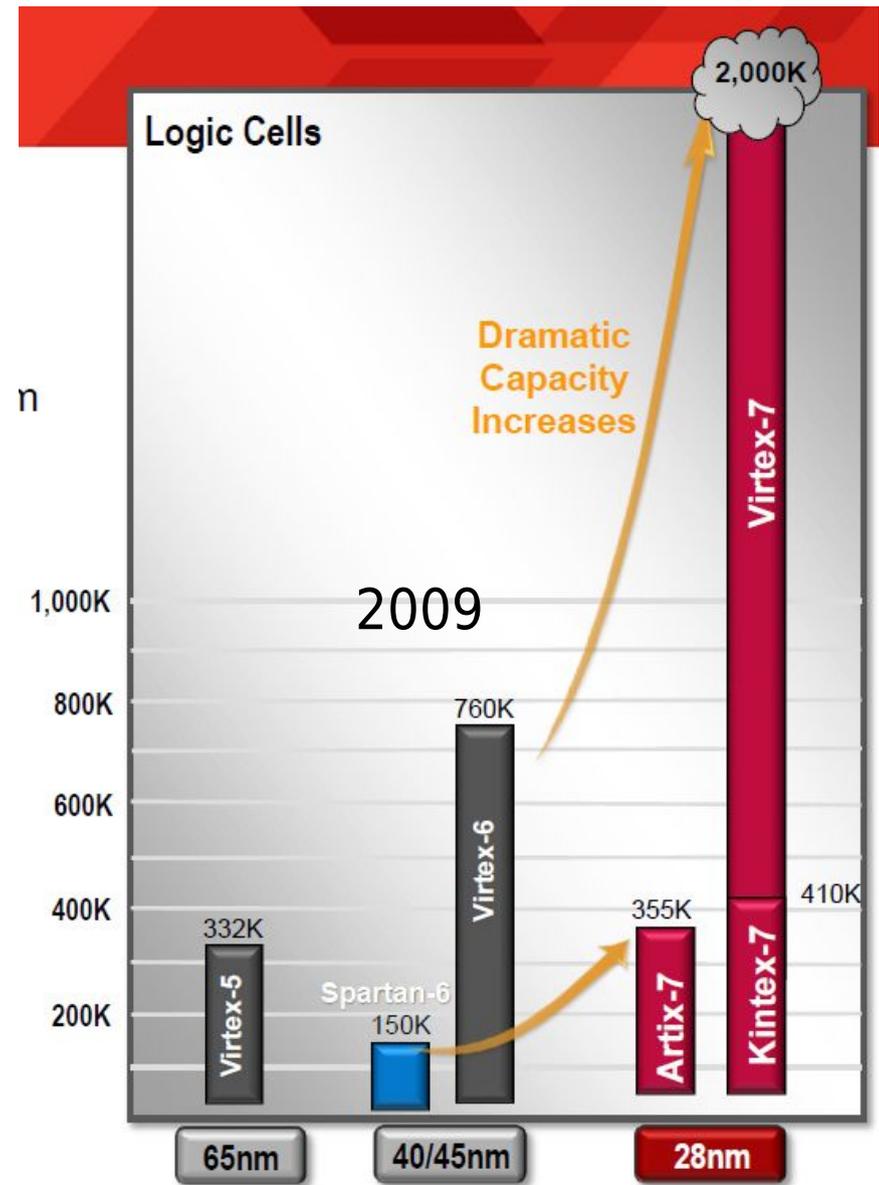
- High end: Virtex-7

- ~2M LEs
- ~4k DSP
- ~4k BRAM
- 72 MGT, 28Gbit/s
- 1200 I/O

*Typ. speed ~400MHz*

10€ .. 10k€

2012



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# Applications

- Tasks
  - „Glue“ Logic, Custom I/O, Custom Processing
- Areas
  - Data Acquisition, Signal Processing, Image Processing, Computing, Communication, Embedded Systems
- Systems
  - Stand-alone, Accelerators/Co-Processors, Hybrid

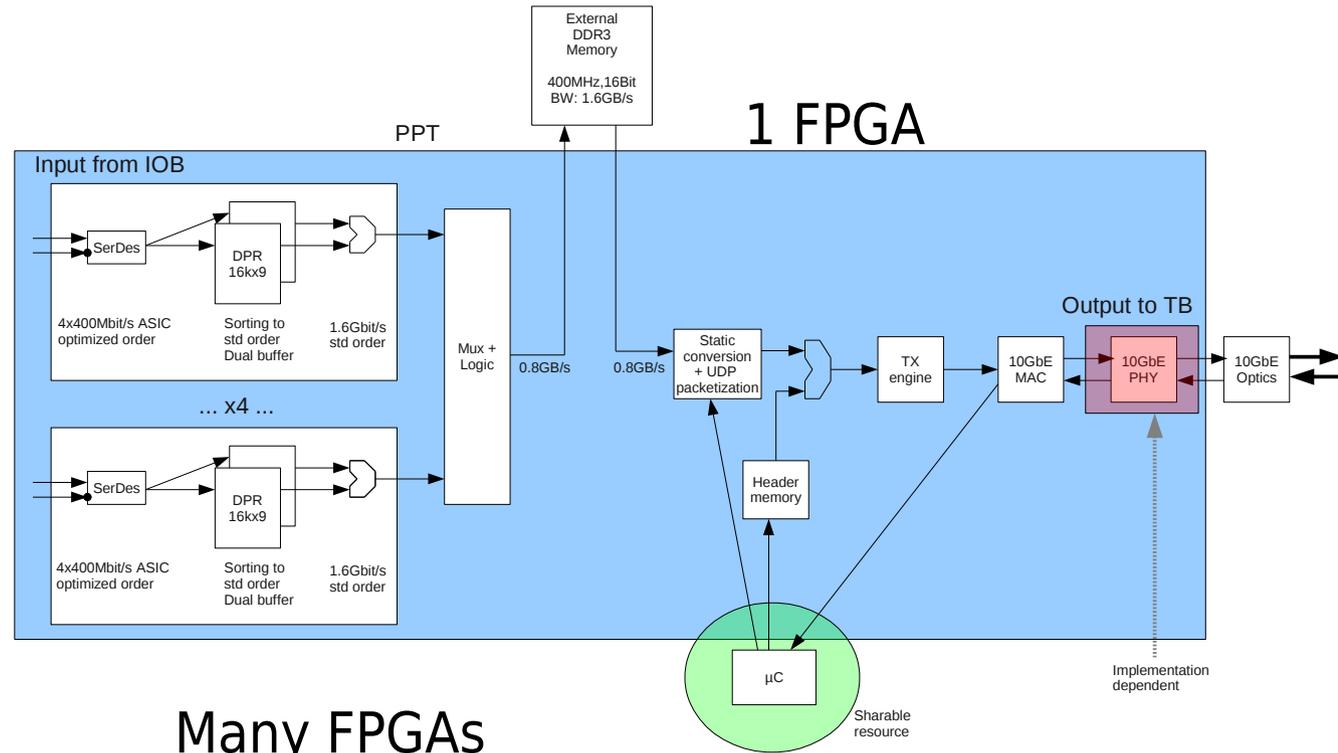
# „Glue“ Logic

- Interfaces
  - Unlikely to find digital device FPGAs cannot handle
  - 0.8 ..3.3V, PECL, LVDS, CMOS, termination (DCI)
- Protocol engines
  - Standards: I2C, SPI, PCI ...
  - Custom handshakes: Converters, Peripherals, ...
- Timing
  - Synchronisation
  - Multiple clock domains

# DAQ Examples

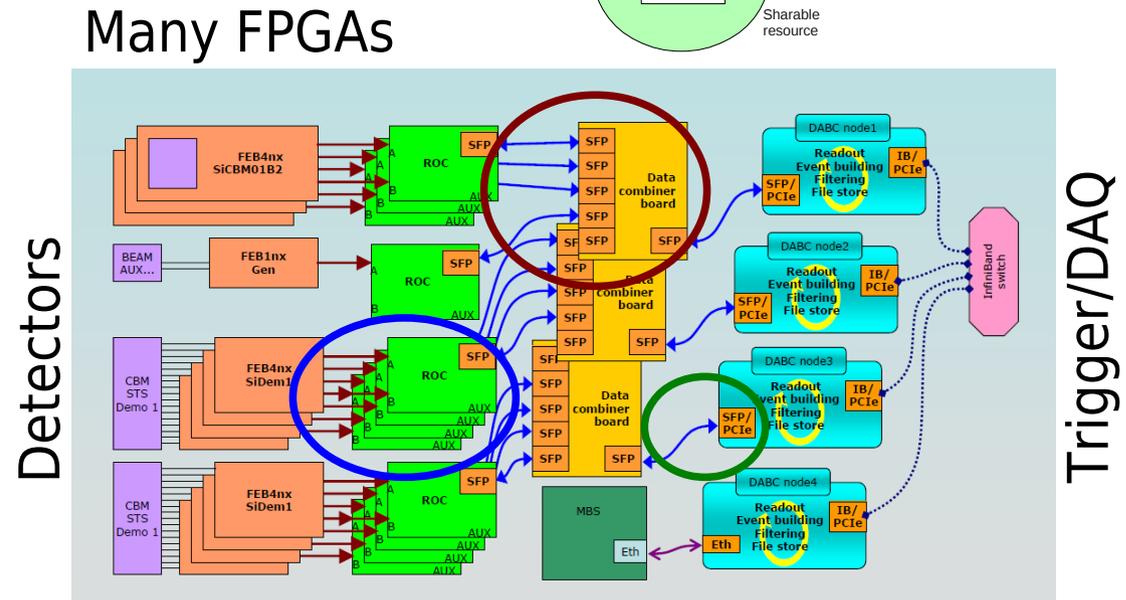
- XFEL

- Mpixel sensor
- 10GE slice (16)
- Control



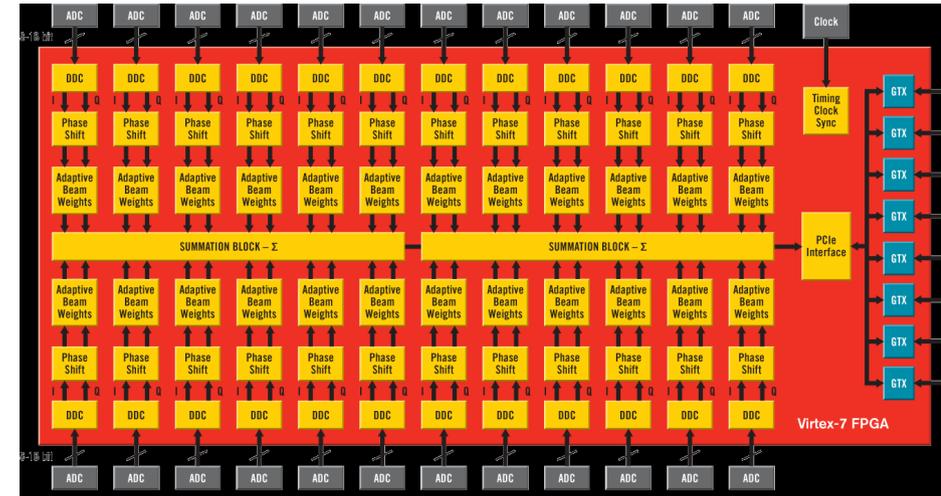
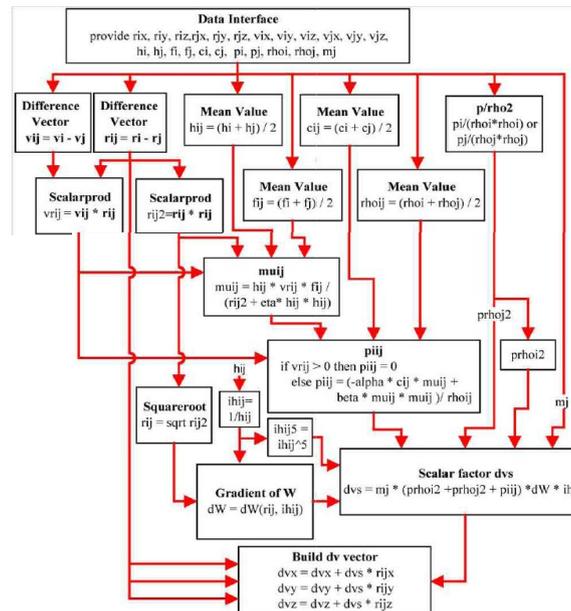
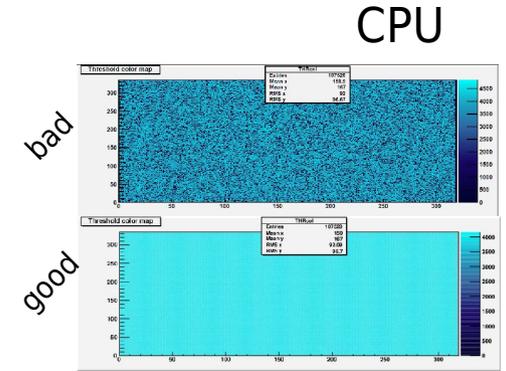
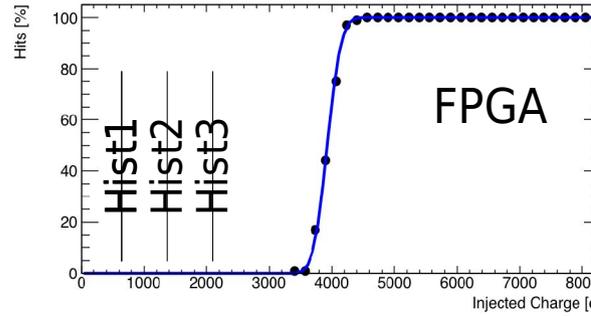
- CBM

- 1 TB/s
- 1k links @ 10G
- Determ. Latency
- ROC, DCB, ABB



# Processing Examples

- Histogramming
  - Pixel calibration
  - Hybrid
- DSP
  - Radar data preproc.
- SPH
  - 60 FOPs
  - Pipeline
  - 1 cycle



Xilinx: Radar signal processing

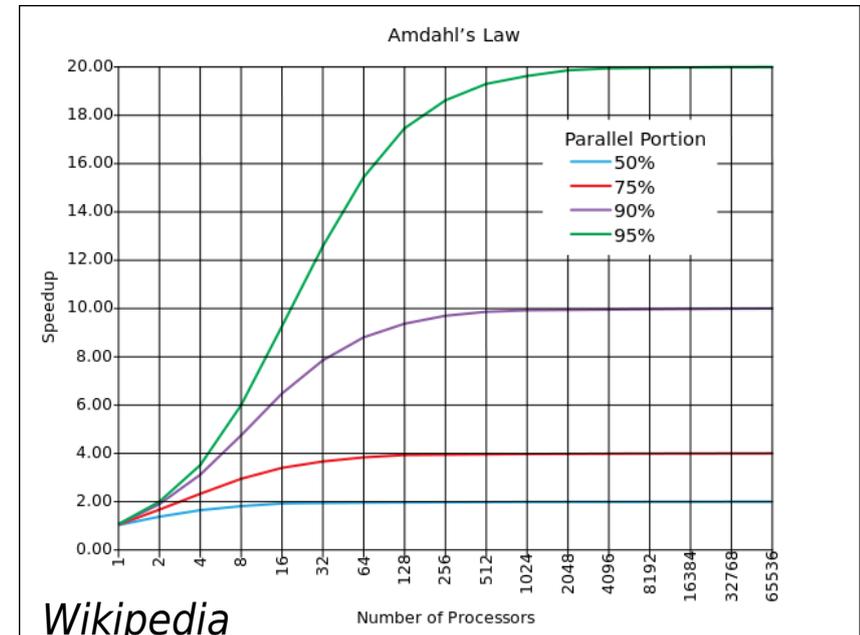
← Parallel implementation VERY different from CPU/SIMD

# More Processing

- Key issue is parallelism
- FPGA parallelism can be any order (few .. 1000)
  - Application specific
  - Typically, avg. performance = max. performance
- For SIMD-like apps, maybe GPU is better
- Watch Amdahls law!
  - Fewer+longer pipelines++

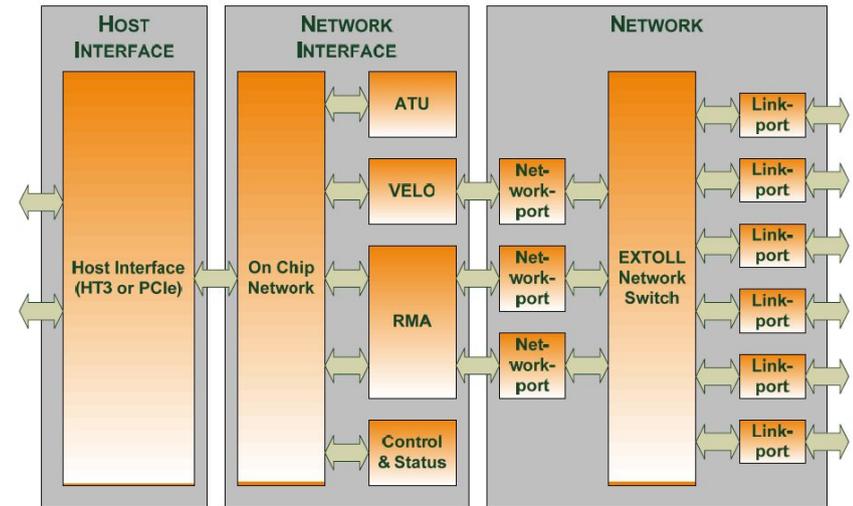
## GPUs, FPGAs and all that

	CPU	GPUs			FPGA	ASIC
	Intel Core i7-960	Nvidia GTX285	Nvidia GTX480	ATI R5870	Xilinx V6-LX760	Std. Cell
Year	2009	2008	2010	2009	2009	2007
Node	45nm	55nm	40nm	40nm	40nm	65nm
Die area	263mm <sup>2</sup>	470mm <sup>2</sup>	529mm <sup>2</sup>	334mm <sup>2</sup>	-	-
Clock rate	3.2GHz	1.5GHz	1.4GHz	1.5GHz	0.3GHz	-

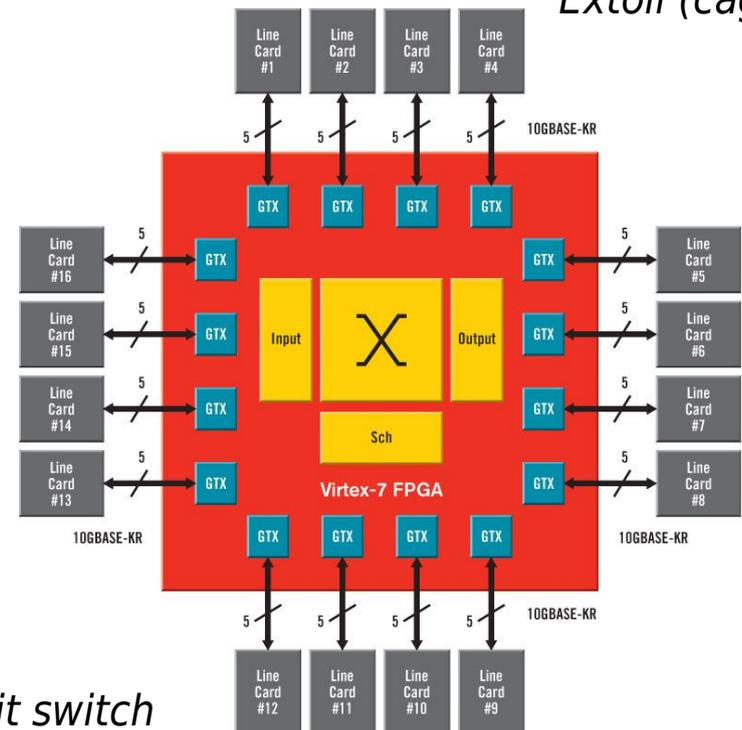


# Communication Examples

- Custom „networks“
  - Deterministic, low latency (Extoll)
  - HTX, PCIe
- Programmable packet switches
- Realtime packet analyzers



*Extoll (cag, ziti)*



*Xilinx: terabit switch*

# Tools

- Specification
  - HDL
  - Codesign
  - Others
- Verification
  - Simulation
  - Debugging
- Radiation
- Programming

# Hardware Description

- Basic HDL (...sine qua non)

- VHDL, Verilog
- Plus IP-Cores
- *Don't be afraid!*

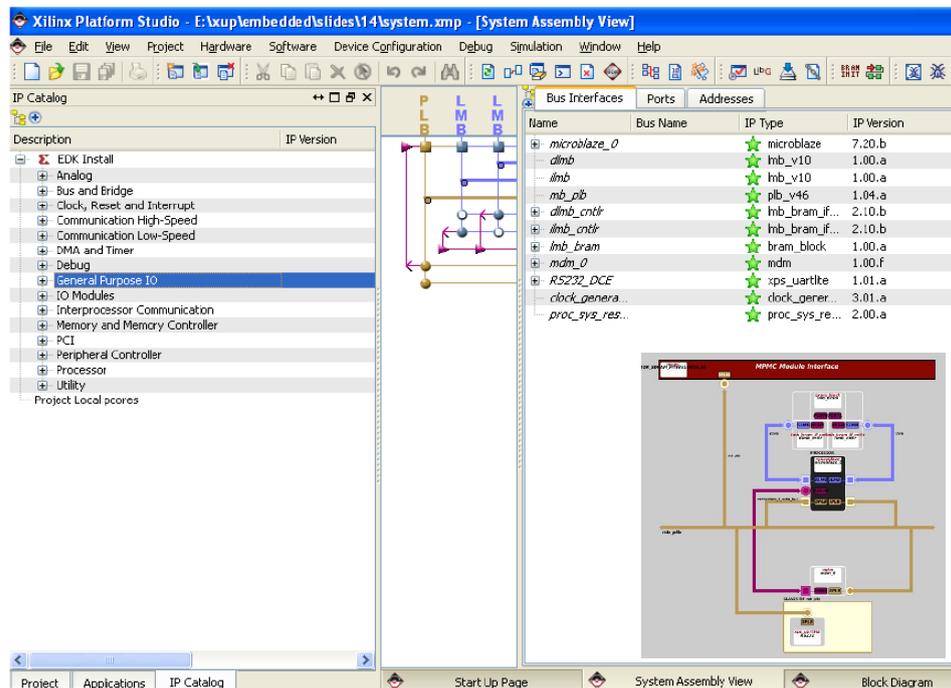
*Begin*

*Wait until rising\_edge(clk);*

*C <= A + B after 5 ns;*

*End process;*

- Embedded: EDK



- Higher level

- Custom pipeline generators
- C-based

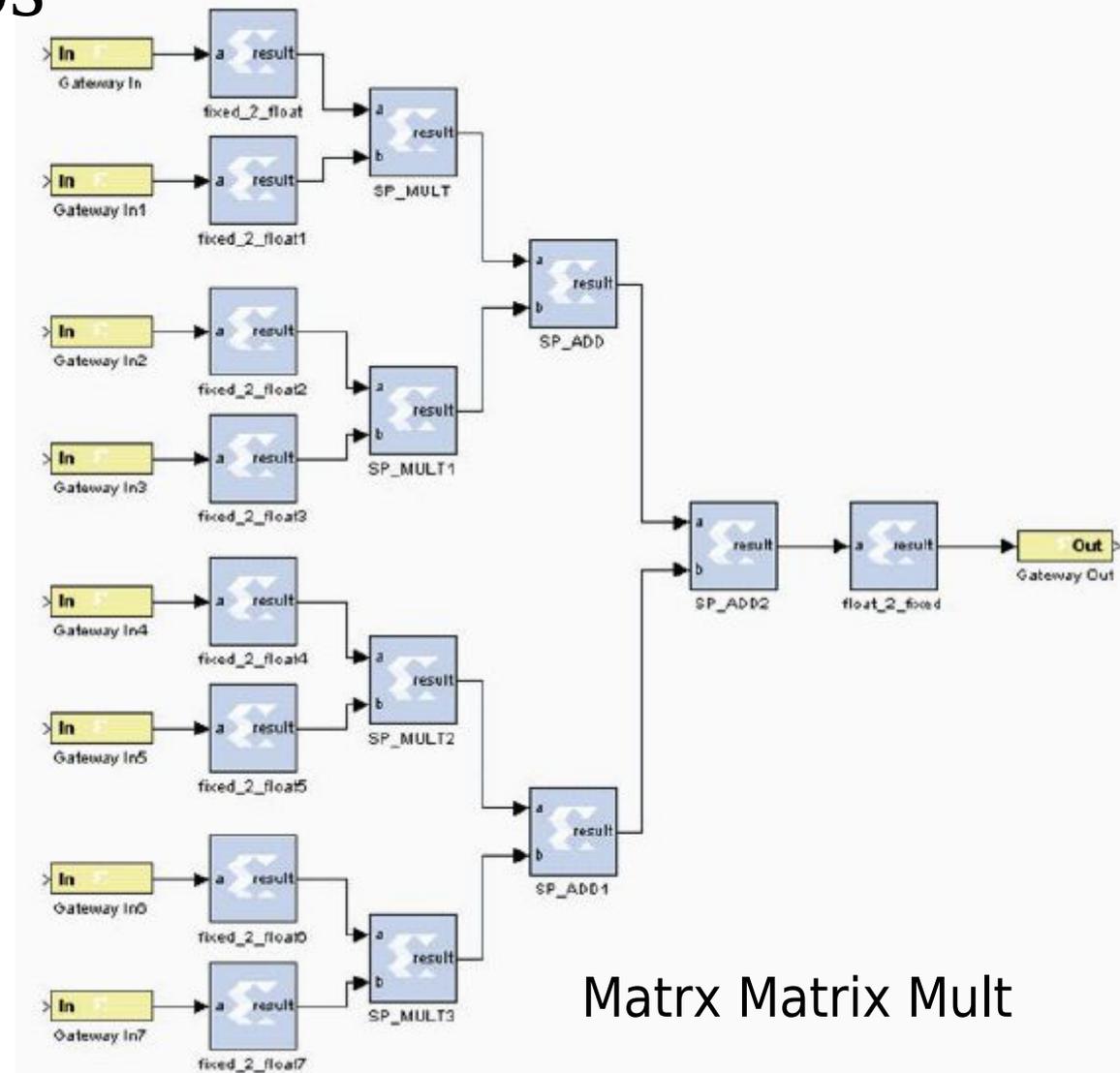
- Some general tools
- FCUDA

- System-Verilog/C

- All very application dependent

# System Generator

- Configurable „macros“ for Matlab
  - Format conversion
    - Integer, fix, float
  - Arithmetic
  - Image processing
  - Filters
  - FPGA IP-cores
  - Utilities
- Simulation models
  - Matlab, HDL



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Matrix Matrix Mult

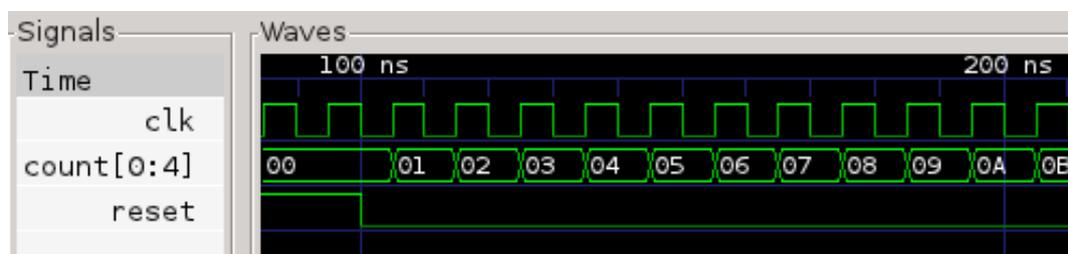
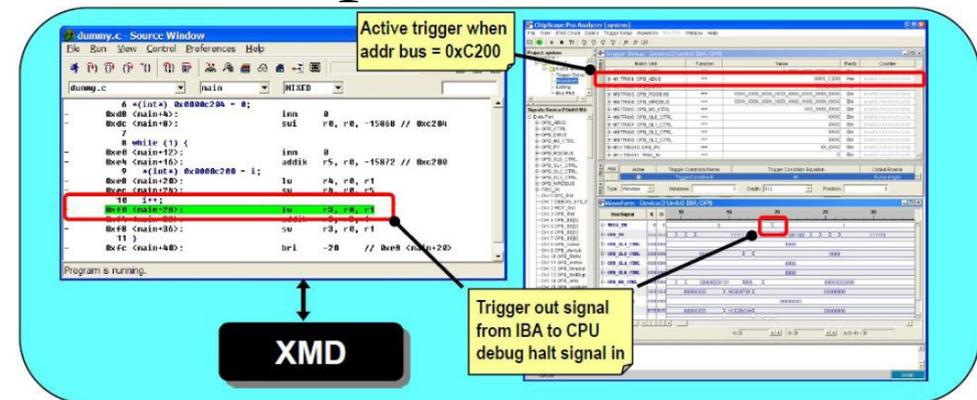
# Simulation/Debugging

- Simulator „runs“ the HDL description
  - Waveform output
  - Breakpoints
  - Verification
    - Text-I/O
    - Assertions
    - API (FLI) + testprog.
  - Incl. processor

Fast turnaround  
Slow execution

- ChipScope
  - Access FPGA internal state + memory content
  - Trigger + Control
  - Waveform display
  - Incl. processor

Slow turnaround  
Fast execution



# Programming

- JTAG (4-wire test access port)
  - Most basic: download config data via JTAG programmer
  - Debugging support (Chipscope, Gdb)
- FLASH
  - Powerup boot from serial/parallel FLASH
- Configuration access port
  - Memory interface for  $\mu$ C/CPU
  - Can be internal access (e.g. from soft processor)
  - Can be partial reconfiguration (depends)

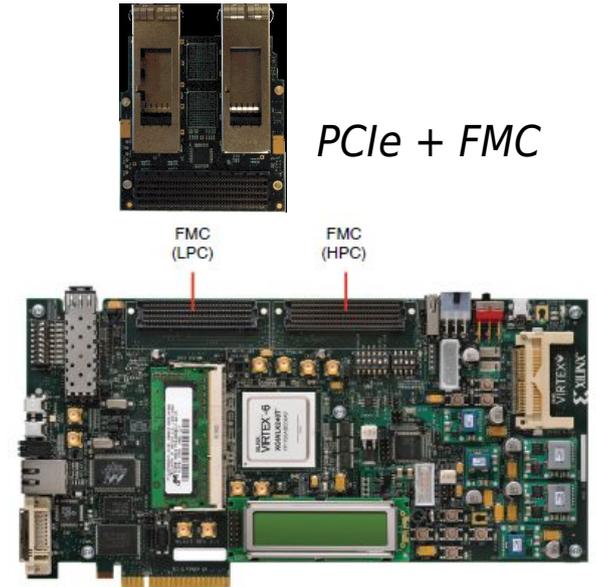
# Radiation Protection

- Problem: SEU errors in configuration SRAM
- Work-arounds
  - Radiation tolerant devices
    - Special devices (limited resources, higher cost)
      - Space applications
  - TMR (triple mode redundancy)
    - Design effort, resource consumption
  - Scrubbing
    - Rewrite config memory from external, rad-hard subsystem
    - Full „refresh“ at regular intervalls
    - On-demand – (partial) rewrite on ECC errors

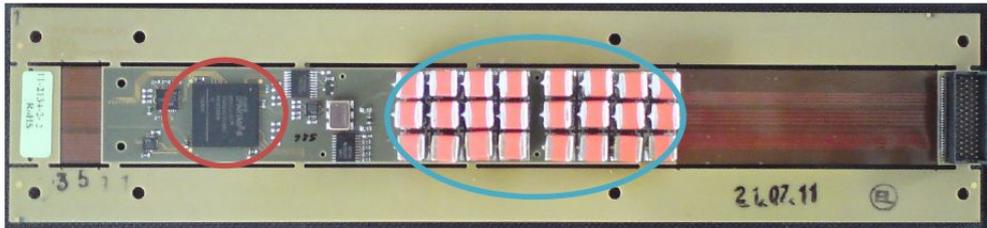
# Build or Buy?



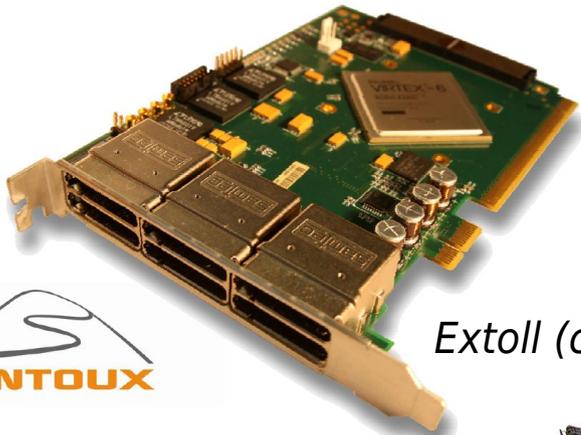
ATLAS ROBIN



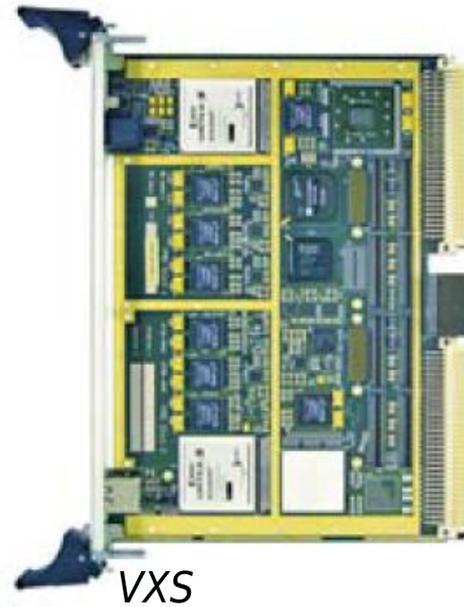
PCle + FMC



XFEL IOB



Extoll (cag, ziti)



VXS



mTCA

# Summary

- Very interesting technology
  - Flexible I/O
  - High performance
  - ASIC „replacement“
- Well suited for experimental Physics
  - Custom systems
  - Off-the-shelf expansions/systems
  - Lifetime HW bug-fixes „in the field“
- Tools: need to get used to ...
  - ... but worthwhile

**Remember: it's  
PROGRAMMING**