

# What are FPGAs and how do they work

Andre Zibell  
Julius-Maximilians-Universität Würzburg

RD51 electronics school  
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# Motivation

- FPGA : Field Programmable Gate Array
  - > can be reprogrammed at any time (unlike ASICs)
  - > Array of logic gates
- A gate implements a basic logic function, like OR, AND, NAND, etc...
- Any logic function, complex or not, can be built from a number of interconnected „gates“.
- With enough gates (even of a single type) it is possible to build up any type of digital circuitry (Even processors)

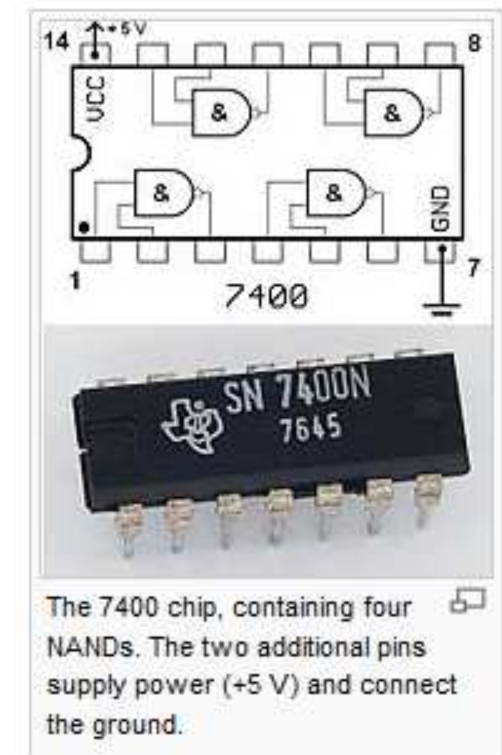
INPUT	OUTPUT
A	NOT A
0	1
1	0

INPUT		OUTPUT
A	B	A NAND B
0	0	1
0	1	1
1	0	1
1	1	0

INPUT		OUTPUT
A	B	A NOR B
0	0	1
0	1	0
1	0	0
1	1	0

INPUT		OUTPUT
A	B	A OR B
0	0	0
0	1	1
1	0	1
1	1	1

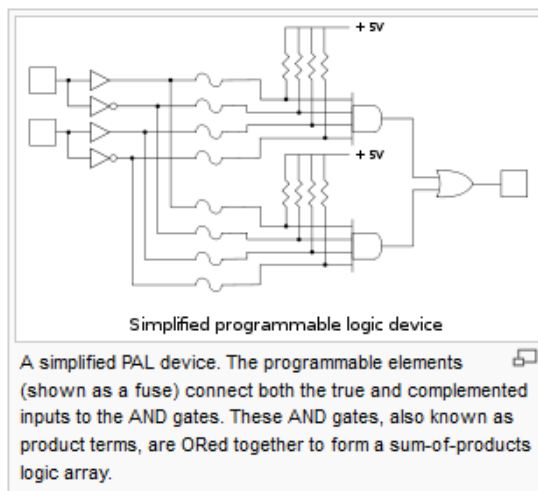
INPUT		OUTPUT
A	B	A AND B
0	0	0
0	1	0
1	0	0
1	1	1





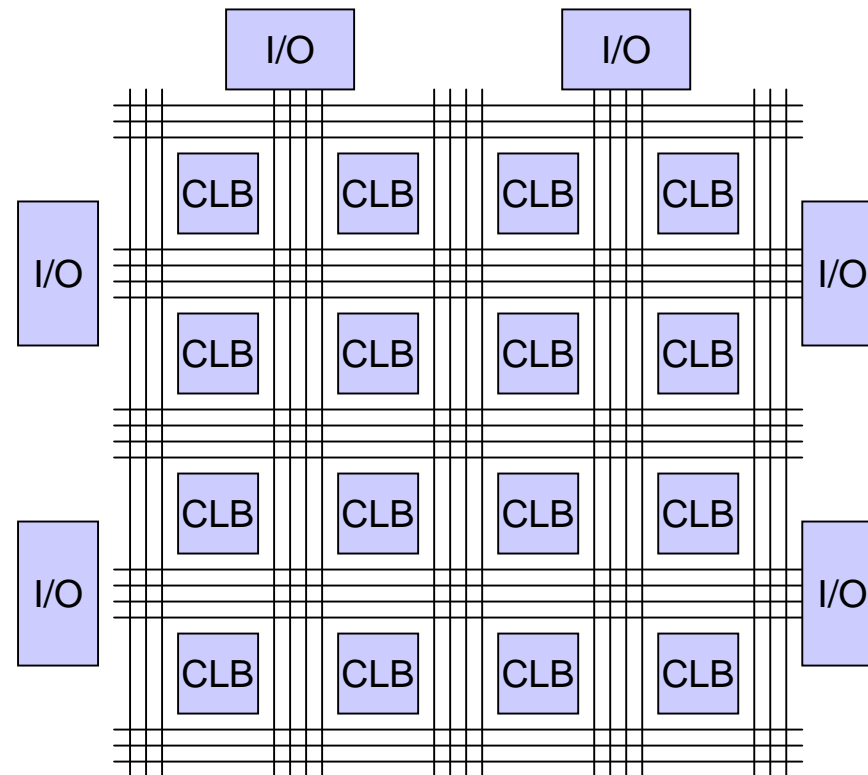
# Evolution of logic density

- Development of chips, that contain several (different) logic gates that were cascadable
- Programmable Array Logic (PAL, late 70's):  
One-time-programmable interconnection of „dozens of logic gates“ by burning of fuses
- Generic Array Logic (GAL, 1985)  
Replaces several PALs, re-programmable
- Complex Programmable Logic Device (CPLD)  
Contain hundreds of logic gates, devices with hundreds of pins available
- -> FPGAs  
Contain not only many thousand (or million) logic gates, but much more...



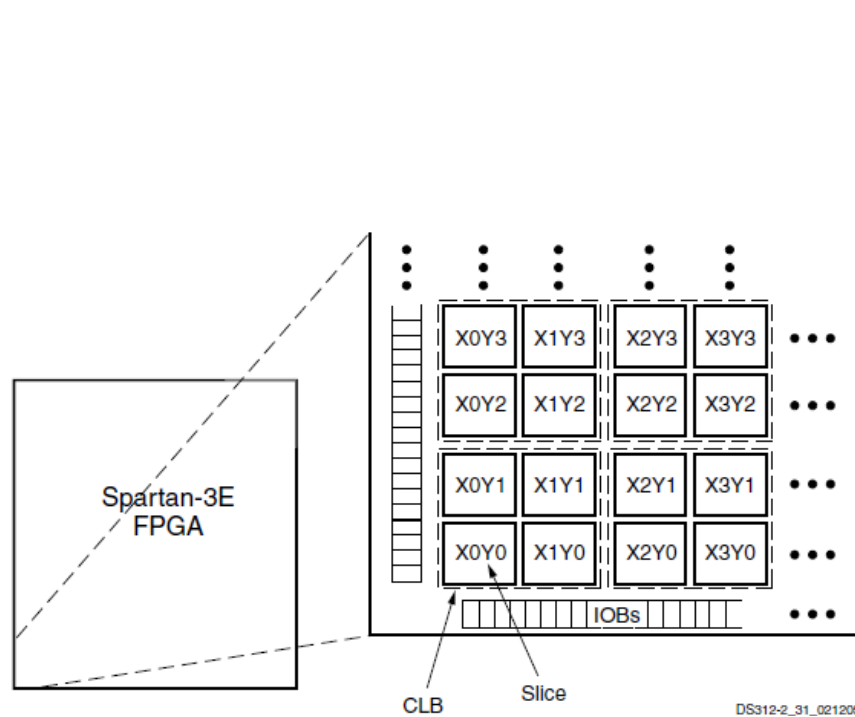
# FPGA Layout

- An FPGA contains a very (!) large number of „Configurable Logic Blocks“ (CLB)
- A programmable interconnection matrix propagates signals in between blocks
- I/O blocks connect to the world outside of the FPGA
- This is a simplified model – modern FPGAs contain much more powerful components!

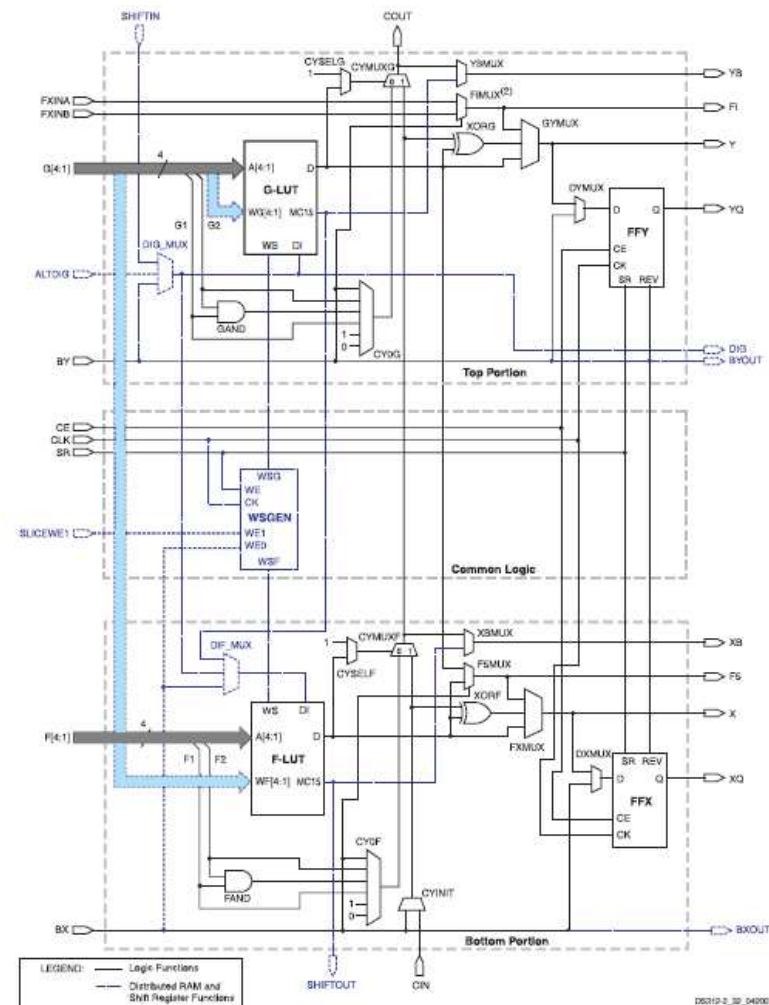




# Configurable logic blocks



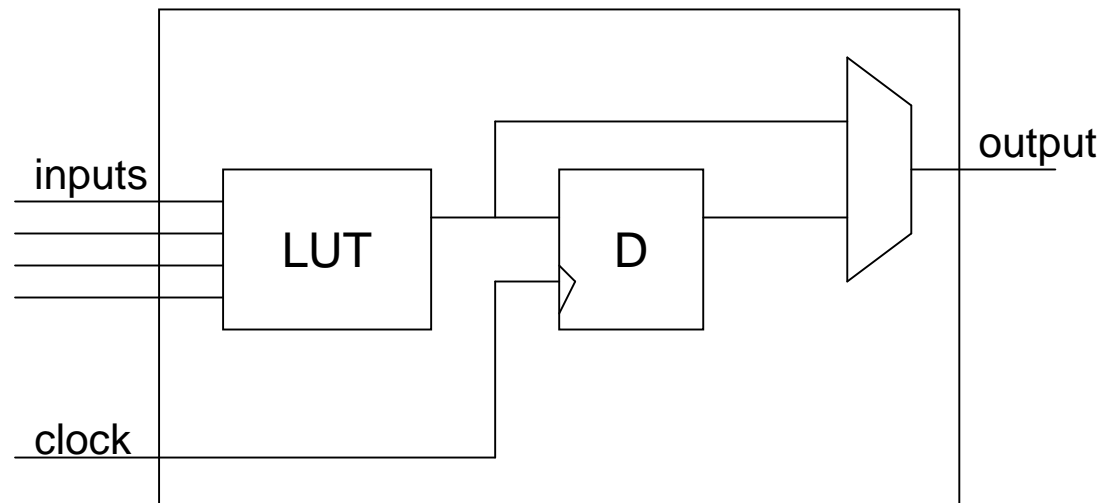
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# Logic Elements

- CLB contain „logic cells“ like below (simplified!)
- A reprogrammable LookUp Table (LUT) with several inputs forms the logic function or stores data
- Additional flip-flops serve as storage element, or synchronize the processes to a clock input



# Additional blocks

- A modern FPGA contains many additional specialized blocks
  - Internal Memory
  - DDR Memory controllers
  - Clock Multipliers / Dividers („Phase Locked Loop“)
  - Digital Signal Processing (DSP)
  - High-speed transceivers (multi-Gigabit/s)
  - PCI-express interfaces
  - Gigabit-Ethernet controllers
  - Processors (ARM, ...)
  - ...



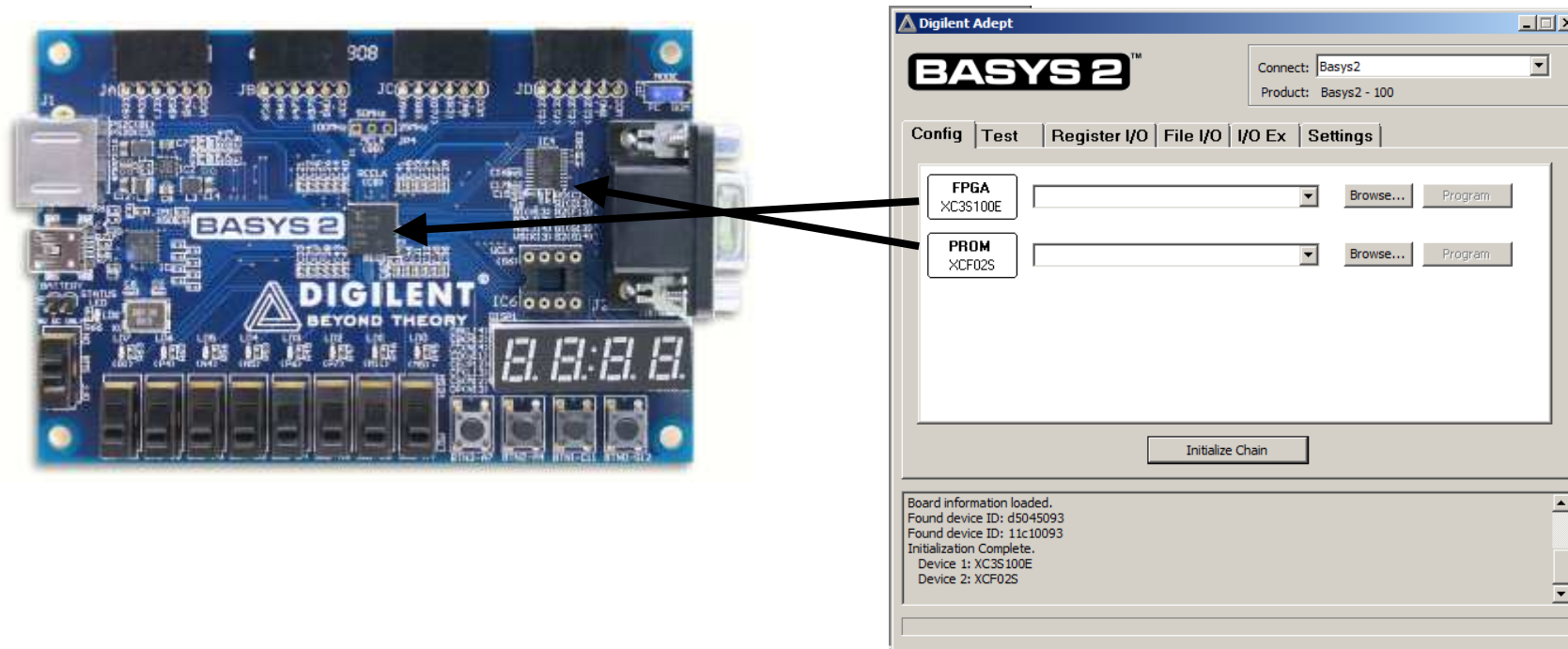
# What you can get today

- Only few vendors for FPGAs
- Market dominated by Xilinx and Altera (80%)
- Wide range of FPGA complexity (and cost): January 2014 examples.

FPGA	Xilinx Spartan-3E XC3S100E (Basys2-Board)	Xilinx Virtex-6 XC6VLX130T (SRU Board)	Xilinx Virtex-7 XC7V2000T	Xilinx Virtex „UltraScale“ XCVU440
I/O lines	83	600	1200	1456
Logic cells	2,160 (4-input LUT)	128,000 (6-input LUT)	1,954,560	4,407,480
Internal Block RAM memory	72 kBits	9,500 kBits	46,512 kBits	88,000 kBits
Price (@1 pcs) www.digikey.com	8.47€	817.39€	16,286.94€	???

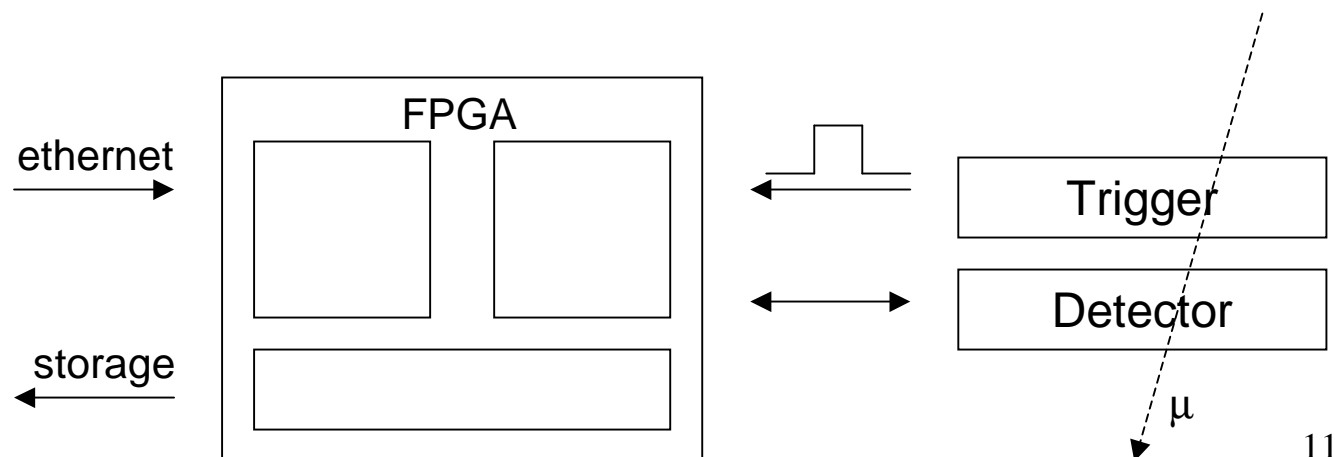
# FPGA configuration

- On powerup, a FPGA is completely unconfigured („empty“) (there are exceptions...)
- External memory is needed to hold the configuration. When the FPGA powers up, it reads its configuration from the attached non-volatile memory
- When programming the board, you can decide to write either to the FPGA itself (temporary) or to the permanent memory (valid until you overwrite it)



# Parallelism

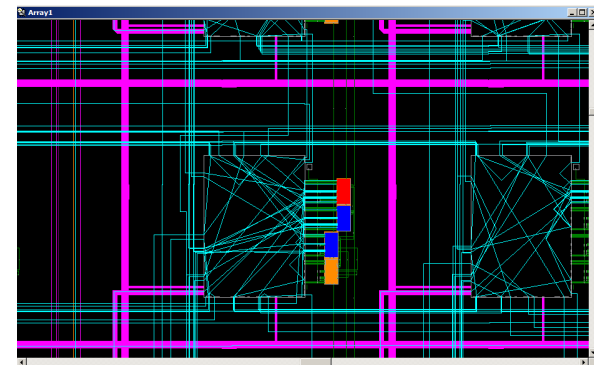
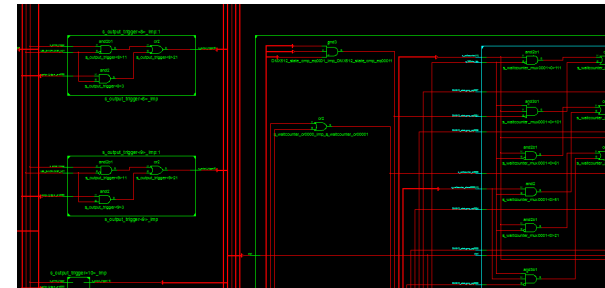
- A (single core) **processor** can only execute one command at a time. -> **Software**
- Even worse: (most) Computer operating systems switch in between tasks very „slowly“
- **FPGAs** do not have a „program memory“ they go through line by line. Instead every functionality you configure inside the FPGA gets executed permanently and at the same time! -> **Hardware**
- At every point in time you can predict the behaviour of your design (->simulation) on a 1-clockcycle-basis (e.g. 10 ns at 100 MHz)
- Very useful (not only!) in Physics data acquisition systems, where precise timing is absolutely important!



# Workflow

- Design („describe“) your circuit, using one of several „languages“:
  - Hardware Description Language (HDL) like **VHDL** or Verilog
  - SystemC, SystemVerilog, ...
  - Labview, ...
  - ...
- Use a Synthesis tool, to transfer your desired functionality onto basic logic elements
- ...
- Vendor-specific tools then try to fit these elements into the available FPGA-resources, including their interconnection („Place and Route“)
- The result of this configuration (.bit file) can then be programmed into the FPGA

```
--set default gateway
if s_initcounter = 1 then
  s_addr <= "000" & x"001";
  s_dout <= s_wiz_GW(31 downto 24);
elsif s_initcounter = 2 then
  s_addr <= "000" & x"002";
  s_dout <= s_wiz_GW(23 downto 16);
elsif s_initcounter = 3 then
  s_addr <= "000" & x"003";
  s_dout <= s_wiz_GW(15 downto 8);
elsif s_initcounter = 4 then
  s_addr <= "000" & x"004";
  s_dout <= s_wiz_GW(7 downto 0);
```



# Why use FPGAs?

- + Implement any logic functionality
- + Change the design at any time
- + parallel processing of data
- + many I/O pins to interface other electronics
- expensive (per piece)
- need lots of power / different voltages
- tricky board design (BGA chips, Multilayer, ...)
- complex tools

# Microcontrollers?

- + cheap
- + easy to programm
- + simple board layout
- slow
- no parallel execution of tasks
- limited to internal execution set

# ASICs?

- + Implement any logic functionality (plus analog stuff)
- + parallel processing of data
- + even faster and larger than FPGAs
- + cheap (per piece)
- expensive (one time)
- non-reprogrammable
- Months from design to chip

# Recommended resources

- <http://www.eevblog.com/2013/07/20/eevblog-496-what-is-an-fpga/>
- <http://www.fpga4fun.com/>
- <http://embeddedmicro.com/tutorials/mojo>
- <http://www.digilentinc.com/Products/Detail.cfm?Prod=BASYS2>