INTRODUCTION TO FPGA PROGRAMMING

LESSON 03: BOOLEAN ALGEBRA, LOOK-UP TABLES AND IOBS

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- Digital logic hides the pitfalls of the analogue world by mapping the infinite set of real values into two subsets corresponding to just 2 possible logic values: 1 and 0, or high and low voltages.
- With this assumption, we can use Boolean algebra to describe the operation of well behaved 0s and 1s in a circuit
- Instead of multiplication or division, Boolean algebra employs operations like AND, OR or NOT.

LOGIC GATES

- Logic Functions are represented in digital systems with *Logic gates*.
- Logic gates can be described with truth tables
	- A table listing all possible input and output combinations for a boolean algebra equation
- Logic Gates are implemented in VHDL using logic operators AND , OR , NOT , NAND , NOR and XOR .

 \leq X AND Y :

 \leq X XOR Y ;

COMBINING GATES

- Gates can be combined to create different boolean equations
- VHDL follows the following logical operator order
	- $-$ AND $>$ OR $>$ NAND $>$ NOR $>$ XOR $>$ XNOR
- Round parenthesis can be used to force a different order

 $Q \leq A$ AND B XOR A

THE LOOK-UP TABLE

- On the FPGA, the are no physical logic gates that you can plug together to form a boolean algebra equation
- **Look-Up Tables** (LUTs) replace all functionalities of logic gates
- LUTs are devices that can be configured to implement any truth table
- They are defined by their number of inputs. E.g. LUT3

XILINX 7-SERIES LUTS

- On 7-series Xilinx/AMD FPGAs, LUT6 are available
- More info, [here](https://docs.amd.com/r/en-US/ug953-vivado-7series-libraries/LUT6)

X10949

PIN CONSTRAINTS

- Logic signals in your design top module must be mapped to physical pins on the FPGA
- This ensures correct signal routing and interface with the external world
- If not specified, Vivado will place them randomly
	- It will fail, when creating a bitstream at Design Rule Check (DRC) because voltage standards are not defined
- Two options to constraint your design:
	- Using the I/O Planning graphic interface
	- With constraint files (. xdc for Vivado)

O PLANNING

- To access the I/O Planning, open the RTL analysis elaborated design
	- Then open Layout->I/O Planning
- The diagram shows the all the available pins on the device
- In the bottom panel, you can see the ports of your design, and can assign to them to a particular pin
	- Don't forget to define the IOSTANDARD
	- For our board, the standard is always LVCMOS33 (Low-Voltage CMOS 3.3V)

- What the GUI actually does is writing the constraint in .xdc file
- XDC files follow the Tcl semantic and contain list of commands to be executed by Vivado
- Tcl (Tool Command Language) is a powerful interpreted language with a simple syntax
	- Most IDE including Vivado have a Tcl console. All Vivado commands are written in Tcl.
	- Tcl is case-sensitive, on the contrary of VHDL
- Both timing and physical constraint can be written in an XDC 1
- AMD Xilinx user guide on Using Constraint [here](https://www.xilinx.com/support/documents/sw_manuals/xilinx2022_1/ug903-vivado-using-constraints.pdf)

 1 You can use also $\,.\,$ t $\,$ c $\,$ file to specify your physical constraints. They follow the same syntax.

SPECIFYING PHYSICAL CONSTRAINTS

- Physical constraints are properties of any object in your design
- Properties are set using the set property command
- Design interface are selected using the get ports <port_name> command
	- Port name can also be a wildcard to set properties of multiple ports at the same time
- You can also define variables inside the xdc with the set \leq variable name> <declaration> command

```
# set_property syntax
set property <property > <value > <object list >
# Example
set rst\_port [get_ports {rst}]
# Variable content is accessed with the $ symbol like in bash
set_property PACKAGE_PIN A1 $rst_port
```
USEFUL XDC COMMANDS

- Some of these commands need to have the design open (RTL, Synthesis or Implementation)
- Each command has an help message. <command_name> -h

```
# get_ports: Get a list of ports in current design. If no argument, returns all ports
get\_ports [< options >] [< port_name(s) >]# list property: List all the properties for a particular object
list property [ options ] \leq object >
# list_property_value: Get a list of valid value for a specific property and object
list_property_value [options] <property> <object>
```
WHERE DO I GET INFORMATION ABOUT THE PIN MAPPING?

- How the FPGA pins are connected into your board is a choice of the board designer
- The FPGA developer should refer to the board schematic to check the pin assignment
- [Basys3 board schematics:](https://digilent.com/reference/_media/reference/programmable-logic/basys-3/basys-3-sch-public-rev-d.pdf) Page 6

SETTING PIN CONSTRAINTS FOR BASYS3

- We know have all the information to map the ports of our design to the physical pins on the Basys3 board
- For each port, we must define the PACKAGE_PIN and IOSTANDARD properties
	- Get the PACKAGE_PIN from the schematics
	- The IOSTANDARD for all Basys3 ports is LVCMOS33

Example set property PACKAGE PIN U16 [get ports { led }] set property IOSTANDARD LVCMOS33 [get ports { led }]

LAB 04: WIRING SWITCHES TO LEDS

LAB 05: IMPLEMENT A FULL ADDER

LAB 06: HIERARCHICAL DESIGN (A RIPPLE CARRY ADDER IMPLEMENTATION)

The figures in these slides are taken from:

- Digital Design: Principles and Practices, Fourth Edition, John F. Wakerly, ISBN 0-13- 186389-4. ©2006, Pearson Education, Inc, Upper Saddle River, NJ. All rights reserved

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