



# **Advanced digital design methodologies**

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# Teaching context

## B02: Advanced Programmable Logic Systems

- Tema 1: FPGA architecture
- Tema 2: Advanced digital design methodologies
- Tema 3: Advanced VHDL
- Tema 4: Verification capabilities for digital circuits

## Required prior knowledge:

- FPGA architecture

## Contexto

- 60+ years of Moore's Law (1965)
- Design Gap
- Verification Gap



# FPGA architecture

**But before this...**

Do you know about what the inside of an  
FPGA is like?

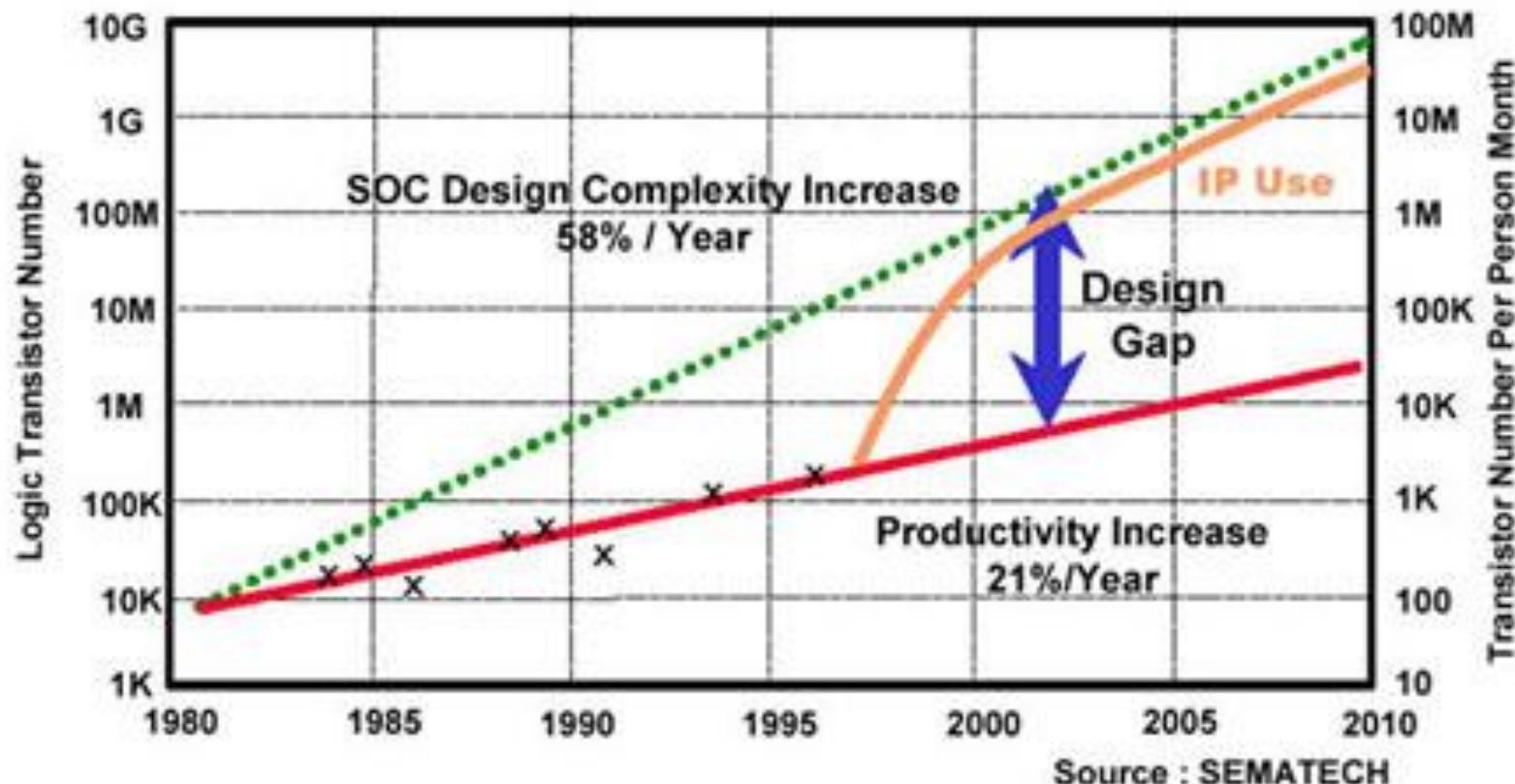
## Complex digital systems

Scaling of complexity:

- Design gap
- Verification gap

# Design Gap

## Design Gap

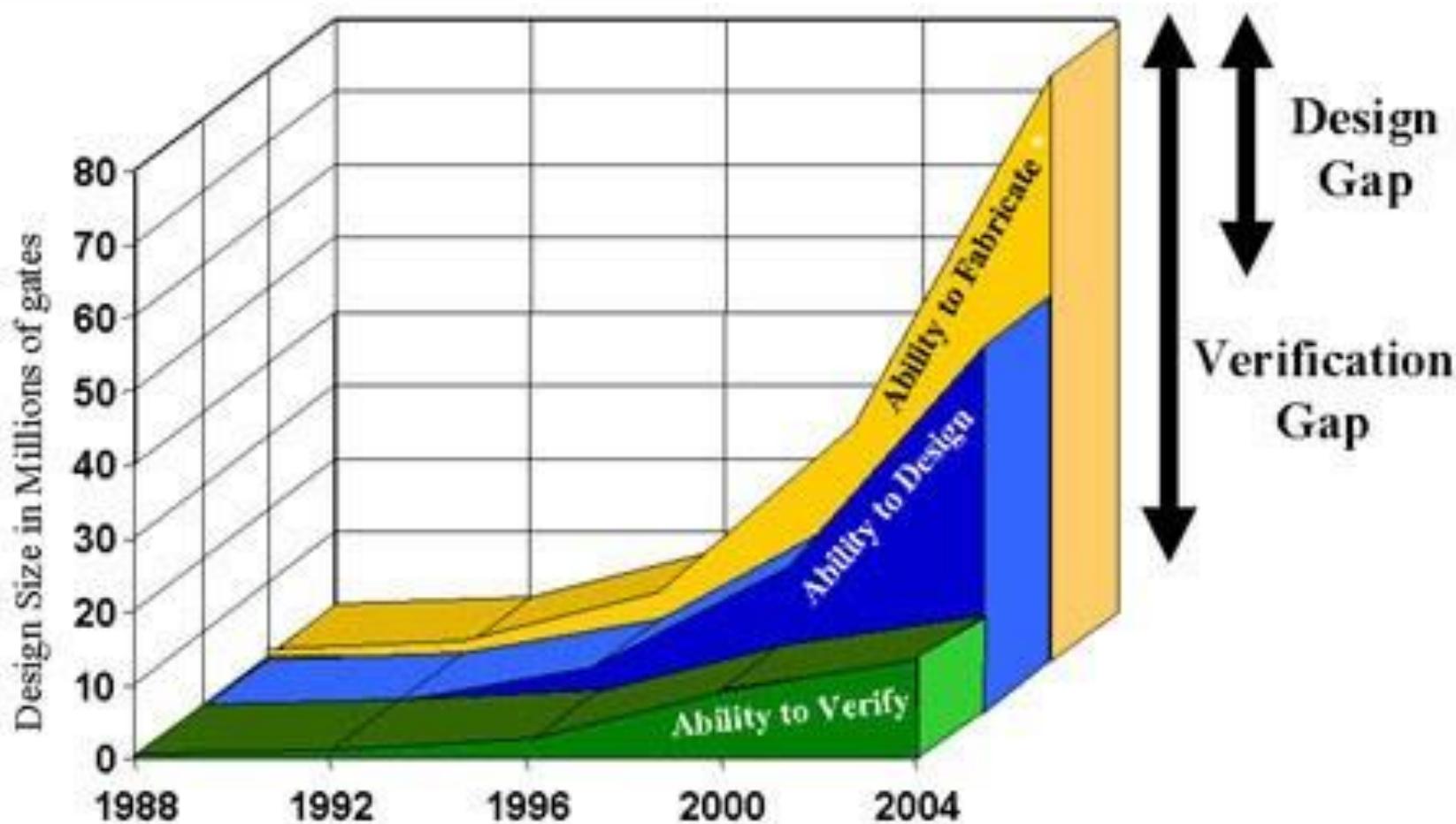


## Design Gap

- Design capacity grows slower than fabrication capacity
- If a designer designs at 100 logic gates per day, and a chip can fit 10M puertas... we need 100K days to design the complete system : 500 engineers \* 1 year!

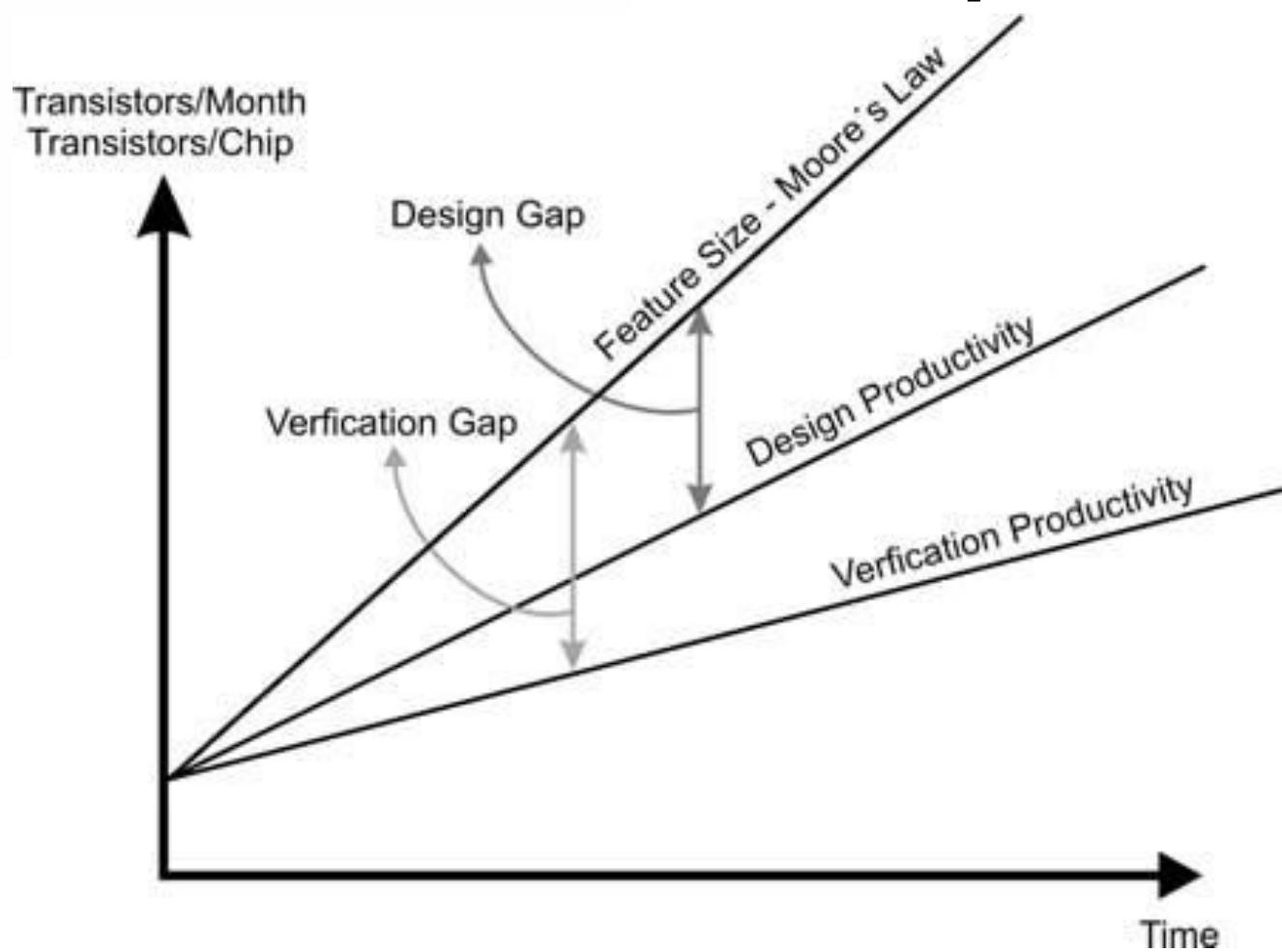
# Verification Gap

## Verification Gap

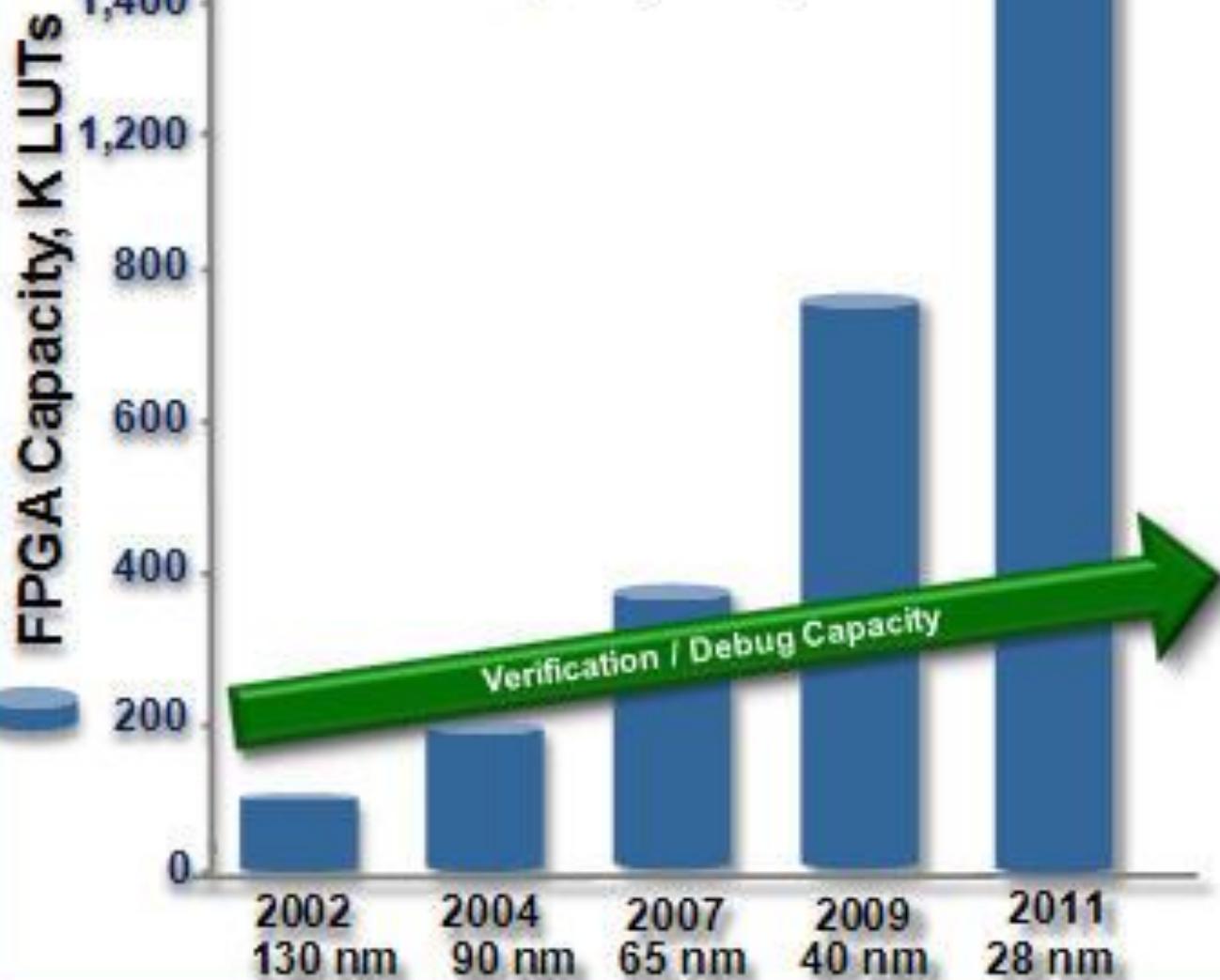


# Verification Gap

## Verification Gap



## FPGA Capacity Outstrips Verification & Debug Capability



## Design of complex digital systems

- Specifications
  - Describe clearly and unambiguously what the system must do
- Design
  - Implement the actual system
- Verification
  - Ensure the design complies with the specifications

## Challenges in specification

- Specify unambiguously
- “Moving targets”: changes that the client asks during the project duration
- Increase of system complexity -> exponential increase of interactions between elements and failure modes
- The requirements document must be kept updated throughout the project duration

## Challenges in design

- High performance requirements
  - High throughput
  - High bandwidth
  - High operation frequency
- Technical knowledge of the teams
- Specific protocols and FPGA primitives and IP cores
- Mixed Hardware/Software designs

## Challenges in verification

- Functional verification: is the functionality correct?
  - For all possible use cases?
  - For all possible configurations?
- Coverage: did we test all our design?
  - All code?
  - All functionality?
- Can we do this in projects of exponentially increasing complexity?

## Design Gap: solutions

- Use of embedded processors (soft processors / hard macros)
- Usage of IP cores
- Higher Level Synthesis (HLS)

Careful! More complex designs also require more **verification** efforts!

## Verification Gap: solutions

- Verification metrics (when do I know I have finished verifying?)
- Verification methodologies (UVM, OSVVM, UVVM, pyUVM)
- Usage of Verification IP
- Usage of hardware accelerators



**HAPS-54**  
Virtex-5 LX330  
(May-2007)

## Design methodologies

- FPGAs as Systems-on-Chip: Soft processors and hard macros
- Design with IP cores
- Higher Level Synthesis

## Design methodologies

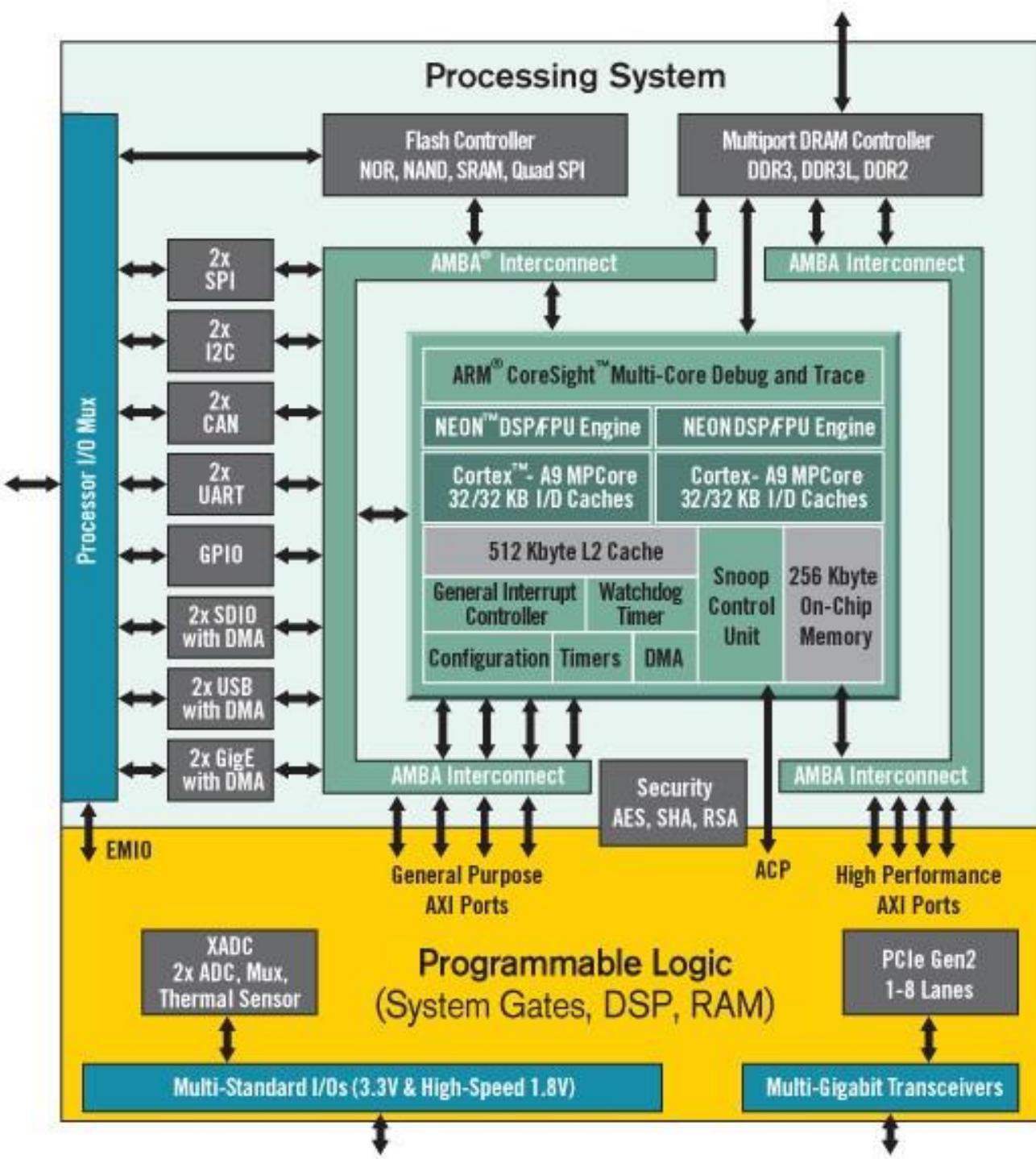
- FPGAs as Systems-on-Chip: Soft processors and hard macros
- Design with IP cores
- Higher Level Synthesis

## FPGAs as Systems-on-Chip

- The evolution of microelectronics technologies (Moore's Law)
- Brings us to the following architecture of a modern FPGA:

## Architecture of a modern FPGA

- Apart from IOBs, CLBs and routing resources:
- Embedded memories (Block RAMs)
- Digital Signal Processing (DSP) Blocks
- High-speed communications (Gigabit transceivers, PCIe, ...)
- Microprocessors!

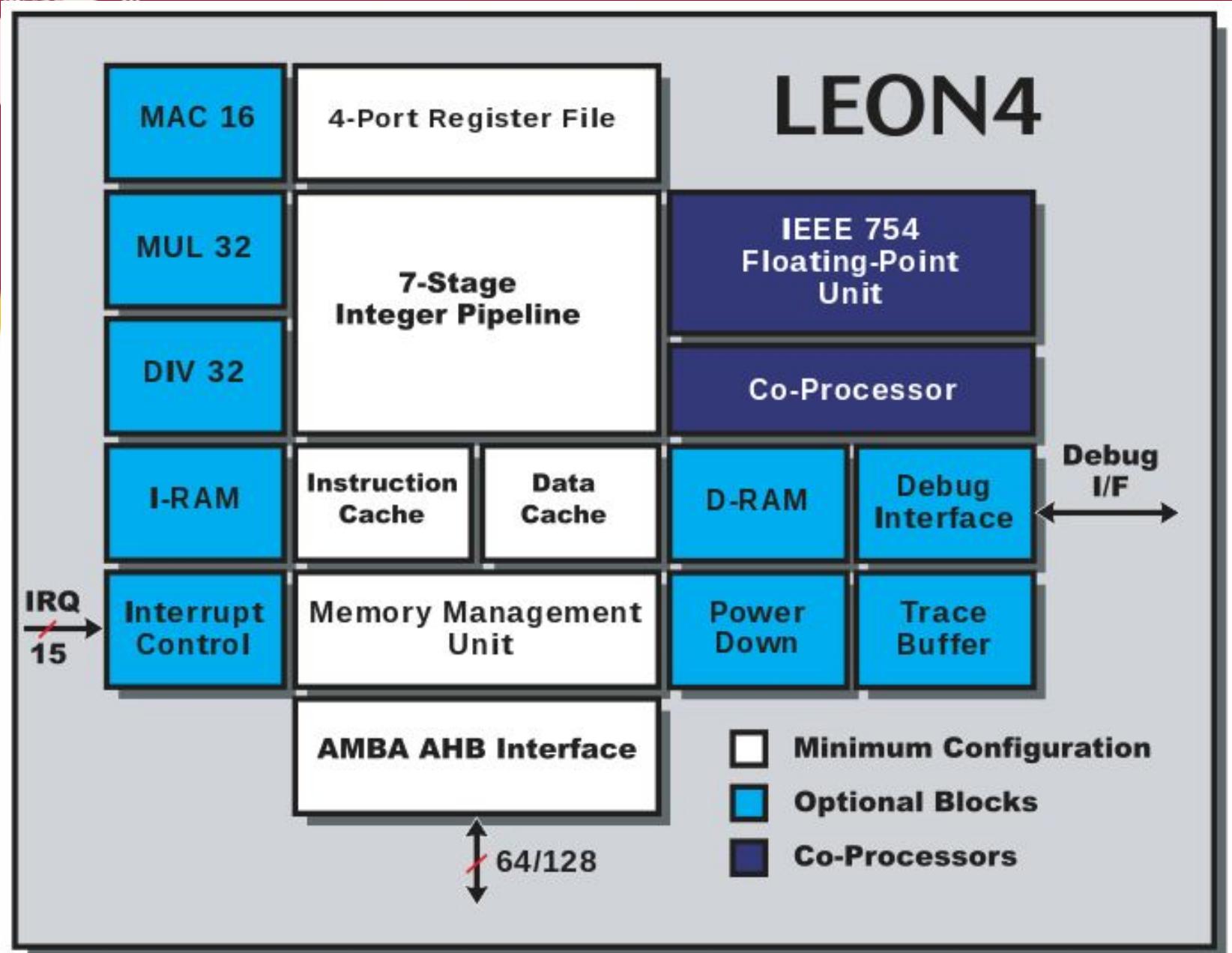


Zynq Family  
Dual-core ARM integrated in Silicon

## Soft processors

- We don't need a next-generation FPGA to have an embedded microprocessor
- If we had a VHDL/Verilog description of an ALU, registers, program counter, instruction decoder, ... = **a microprocessor**
- Even if it's not implemented in silicon (like a BRAM), we could dedicate a portion of the FPGA to implementing a microprocessor.

# Soft Processors





## We don't need to create them from scratch

Some soft processors:

- Microblaze (Xilinx)
- Nios II (Altera)
- Leon 4 (Aeroflex Gaisler)
- Plasma (Opencores)
- OpenSparc
- OpenRisc
- ...

## Some problems:

- Configure peripherals and memory map
- Availability of a complete toolchain (compiler, linker, etc)
- Operating System or standalone program?
- Configure BRAMs with the executable
- Development of custom peripherals
- Availability of a simulation model
- Getting the microprocessor to boot!

## Some advantages:

- Optimal design: HW and SW each handle what they do better
- Simplicity in communication of your HDL design with the outside world: USB, TCP/IP, ...
- An update is not only changing the program: we can add new peripherals (for example, a timer)

## Tips

- HW for parallel/concurrent task
- SW for sequential tasks
- Use HW for critical functionality: even if the SW hangs, the HW will continue to function
- Use SW for communications (TCP/IP): connect your VHDL to the outside world

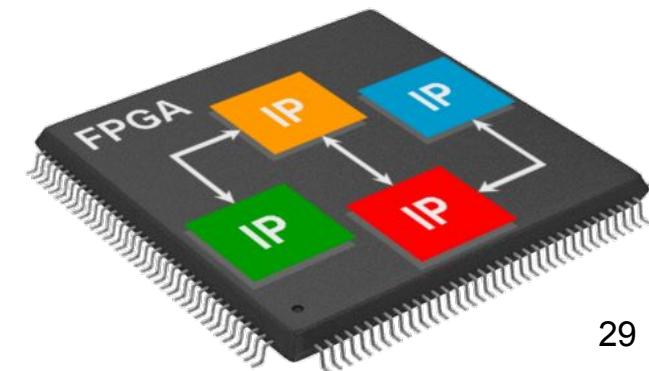
## Design methodologies

Apart from mastering advanced VHDL concepts:

- FPGAs as System-on-Chip: Soft processors and hard macros
- Design with IP cores
- Higher Level Synthesis

## Design with IP cores

- High effort required to develop a complex system
- Resue already-tested modules
- Reduction of design effort
- The main problem is the **integration** of the modules:
  - Interfaces
  - Quality of documentation
  - Configuration of the IP cores





## IP (Intellectual Property) Cores must be:

- Reusables
- Configurables
- Simulables with industry-standard simulators
- With standards-based interfaces
- Verified to a high level of confidence
- Completely documented

## Buses for embedded processors

Specific IP cores have specific interfaces. A specific softcore (soft processor) will support one or more buses:

- PLB, AXI4 (MicroBlaze)
- Wishbone ('standard' in Opencores and Free/Open-Source designs)
- AMBA (Leon)

## Buses for embedded processors

Third-party IP cores that we integrated, and the ones we develop ourselves should interface with the chosen bus

Although if we don't need speed we could use a GPIO connection

This way: design of complex Systems-On-Chip using standards-based IP cores

## Tips

- A good integrator speeds up the process as much as, or even more than, a good designer
- Manufacturers and providers have their own 'quirks' which must be understood
- It is extremely advisable to simulate basic cases to become familiar with the blocks
- Read a lot and try things out little by little!

## Design methodologies

- FPGAs as System-on-Chip: Soft processors and hard macros
- Design with IP cores
- **Higher Level Synthesis**

## Higher Level Synthesis

- VHDL is already ‘high level’, ya es ‘alto nivel’, however, there are currently tools (in different stages of maturity) that translate from higher level code (C, SystemC, python, etc) to hardware

# Higher Level Synthesis

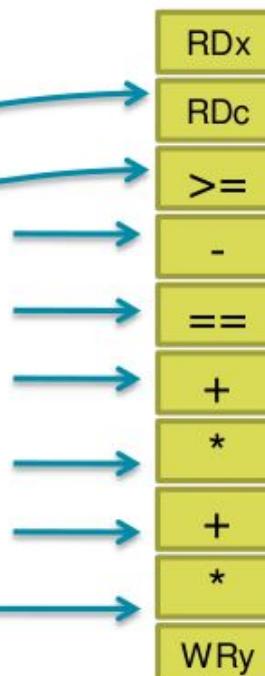
## Code

```

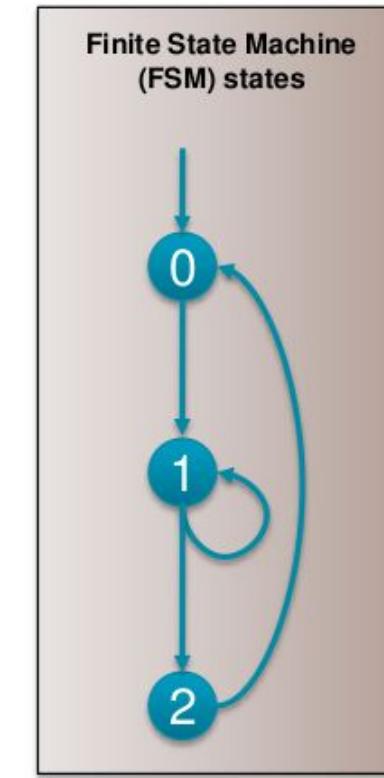
void fir (
  data_t *y,
  coef_t c[4],
  data_t x
) {
  static data_t shift_reg[4];
  acc_t acc;
  int i;

  acc=0;
  loop: for (i=3;i>=0;i--) {
    if (i==0) {
      acc+=x*c[0];
      shift_reg[0]=x;
    } else {
      shift_reg[i]=shift_reg[i-1];
      acc+=shift_reg[i]*c[i];
    }
  }
  *y=acc;
}
  
```

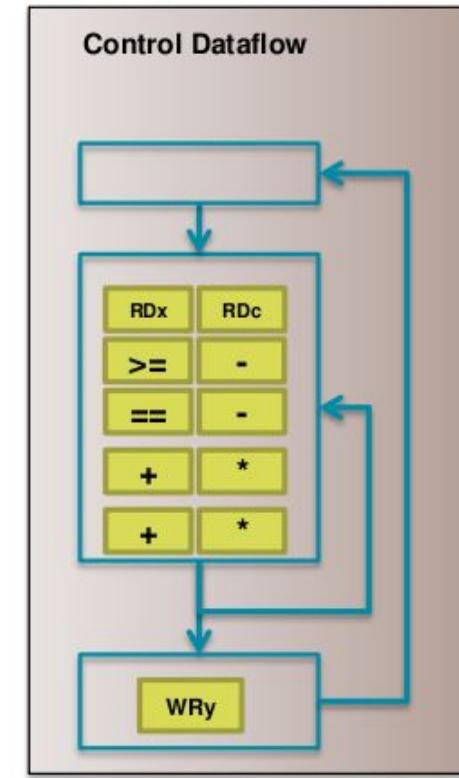
## Operations



## Control Behavior



## Control & Datapath Behavior



From any C code example ..

Operations are extracted...

The control is known

A unified control dataflow behavior is created.

Source: Xilinx

# Higher Level Synthesis

```
void fir (data_t *y,  
          coef_t c[4],  
          data_t x  
) {  
  
    static data_t shift_reg[4];  
    acc_t acc;  
    int i;  
  
    acc=0;  
    loop: for (i=3;i>=0;i--) {  
        if (i==0) {  
            acc+=x*c[0];  
            shift_reg[0]=x;  
        } else {  
            shift_reg[i]=shift_reg[i-1];  
            acc+=shift_reg[i] * c[i];  
        }  
    }  
    *y=acc;  
}
```

**Functions:** represent the design's hierarchy

**Top-level inputs:** the arguments of the top-level function determine the ports of the generated hardware

**Types:** data types have influence in area and performance

**Arrays:** can influence the device's I/O and become bottlenecks

**Operators:** Operators in the C code are implemented in hardware and can be shared by different parts of the implementation

# Higher Level Synthesis

## Source Code

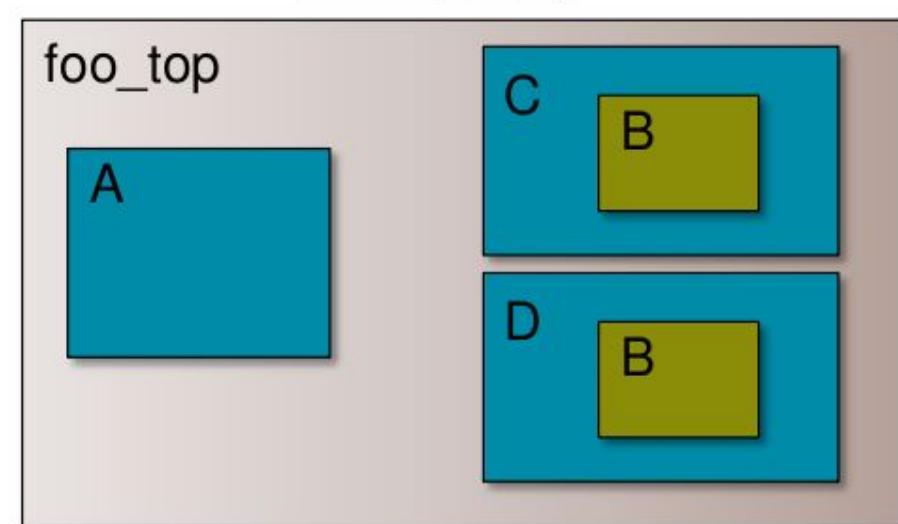
```
void A() { ..body A..}
void B() { ..body B..}
void C() {
    B();
}
void D() {
    B();
}

void foo_top() {
    A(...);
    C(...);
    D(...);
}
```

my\_code.c



## RTL hierarchy



Each block can be shared like any other component  
provided it's not in use at the same time

## Tips

- Just like when using a compiler, you have greater ease of design but less control over the final result
- The correct use of synthesis directives is fundamental to ensure an efficient implementation
- 2x area,  $\frac{1}{2}$  speed with respect to VHDL implementations

# References

- [Xilinx Large FPGA Methodology Guide](#)  
(UG872)
- [MicroBlaze Processor Reference Guide](#)  
(UG081, v11.0 - EDK 12.1)
- [EDK Concepts, Tools, and Techniques](#): A  
Hands-On Guide to Effective Embedded  
System Design (UG683 - EDK 12.1)

## References (II)

- Xilinx Vivado Design Suite User Guide: [High Level Synthesis](#)
- Michael Keating, Pierre Bricaud, [Reuse Methodology Manual for System-on-a-Chip Designs](#)