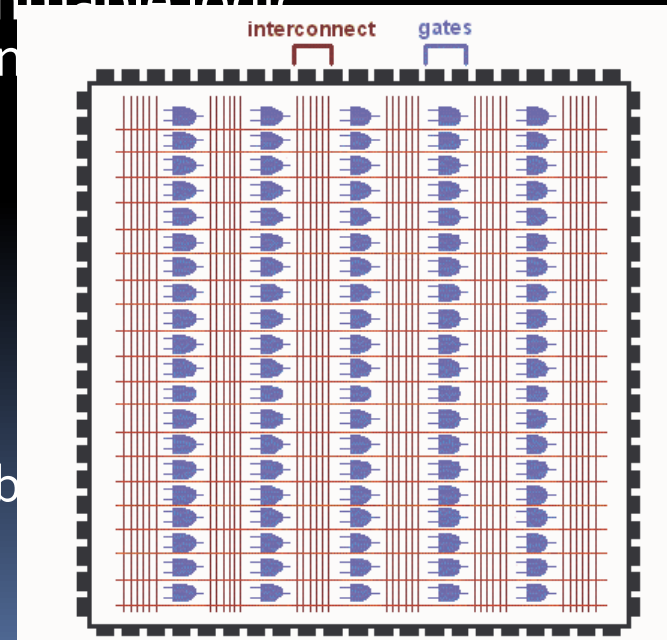


FPGA and Xilinx ISE

FPGA Basics

- What is FPGA
 - Field Programmable Gate Array
 - An FPGA is a regular structure of logic cells (modules) and interconnect, which is under the designer's complete control.
 - An FPGA is really some programmable logic with a whole bunch of programmable logic

- How to program
 - Volatile
 - SRAM-Based, reprogrammable
 - Non volatile
 - Anti-fuse, one time programmable

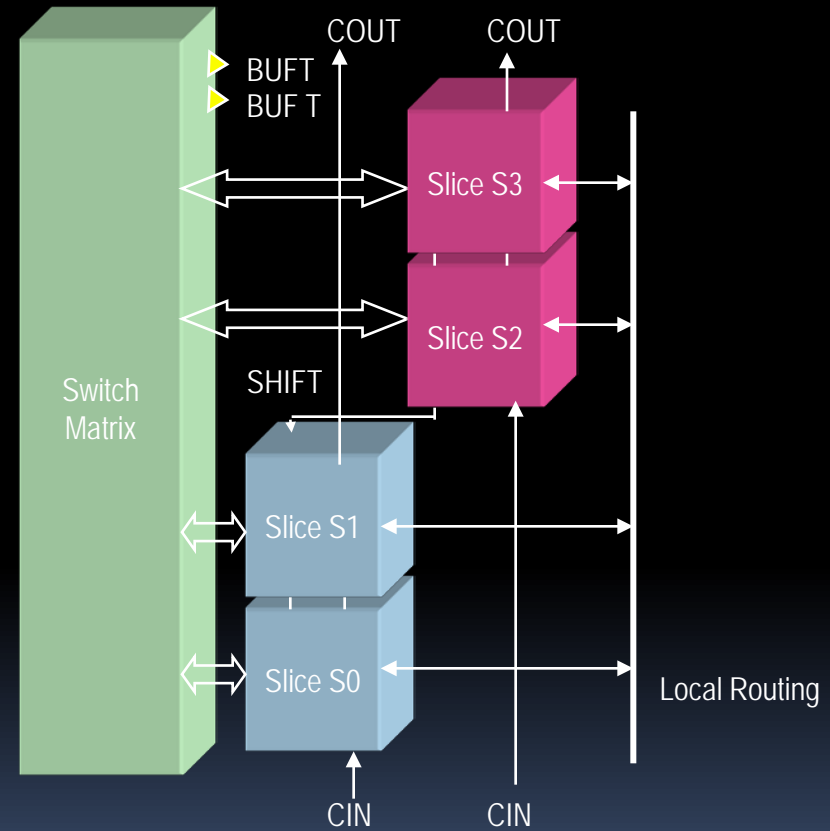


Inside FPGA

- All Xilinx FPGAs contain some basic resources
 - Slices (grouped into Configurable Logic Blocks (CLBs))
 - Contain combinatorial logic and register resources
 - IOBs
 - Interface between the FPGA and the outside world
 - Programmable interconnect
 - Other resources
 - Memory
 - Multipliers
 - Processors
 - Clock management

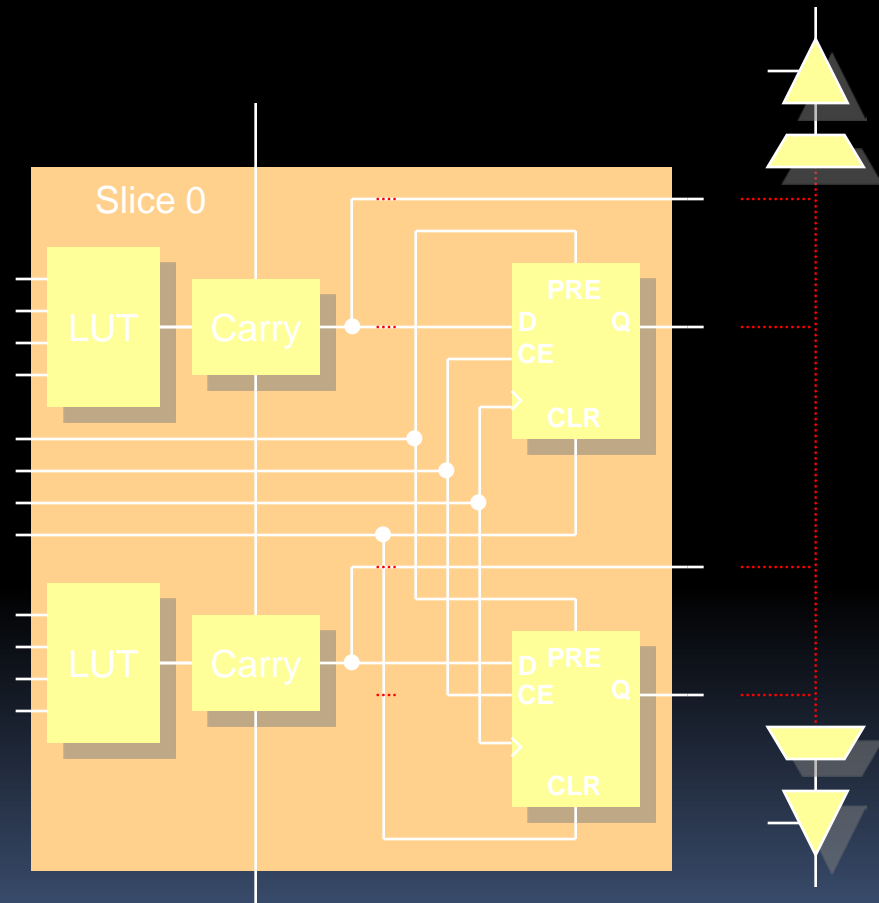
Slices and CLB

- Each Virtex™-II CLB contains four slices
 - Local routing provides feedback between slices in the same CLB, and it provides routing to neighboring CLBs
 - A switch matrix provides access to general routing resources



Simplified Slice Structure

- Each slice has
 - Two 4-input look-up tables (LUTs)
 - Any 4-input logic functions
 - Four outputs
 - Two registered outputs, two non-registered outputs
 - Carry logic
 - Fast arithmetic logic
 - Other controls
 - e.g. set/reset



Virtex-II Pro Features

- Up to 24 RocketIO™ Multi-Gigabit Transceiver (MGT) blocks
 - Serializer and deserializer (SERDES)
 - Fibre Channel, Gigabit Ethernet, XAUI, Infiniband compliant transceivers, and others
 - 8-, 16-, and 32-bit selectable FPGA interface
 - 8B/10B encoder and decoder
- PowerPC™ RISC processor blocks
 - Thirty-two 32-bit General Purpose Registers (GPRs)
 - Low power consumption: 0.9mW/MHz
 - IBM CoreConnect bus architecture support

Virtex-II-Pro Datasheet

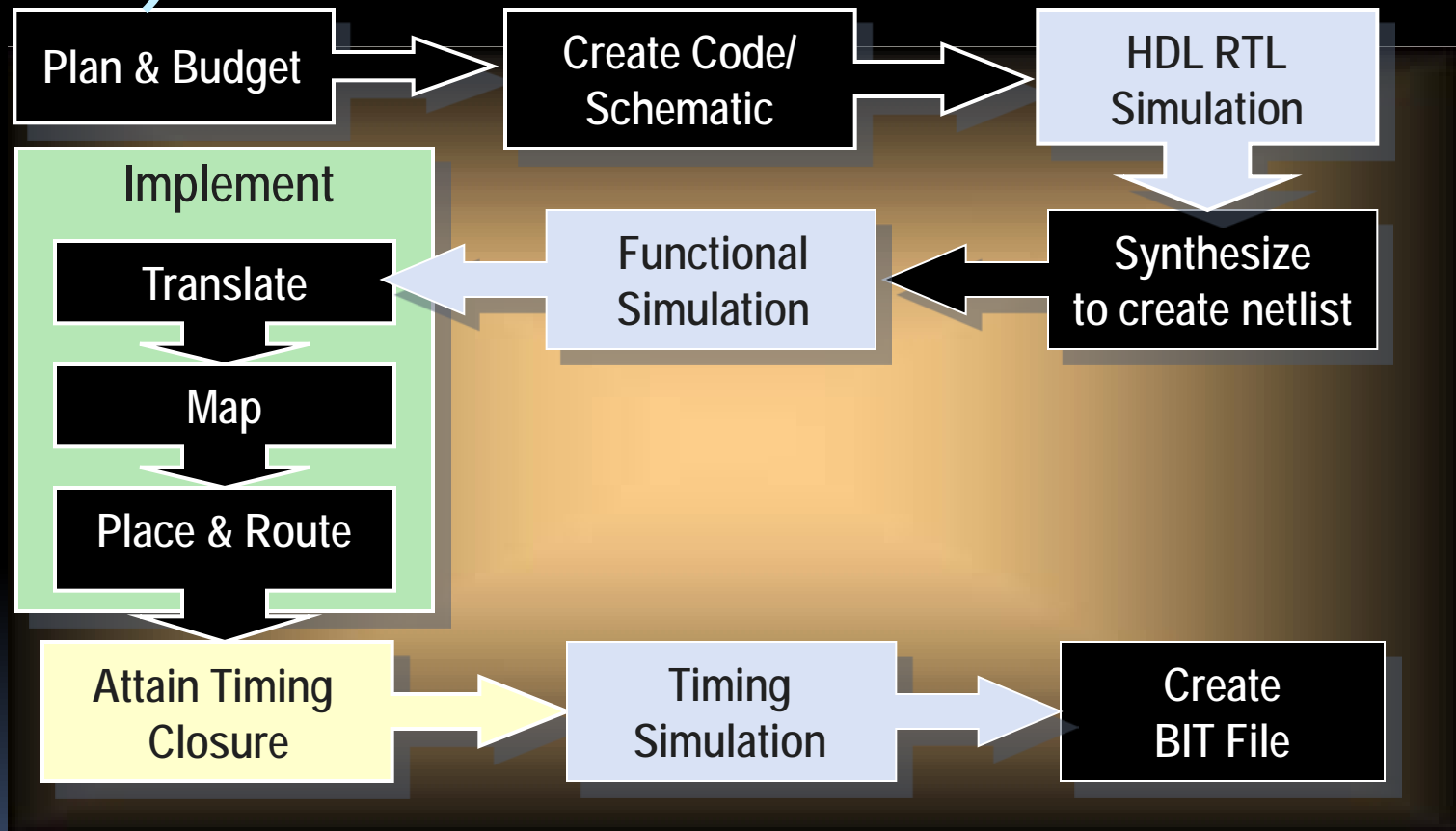
Table 1: Virtex-II Pro / Virtex-II Pro X FPGA Family Members

| Device ⁽¹⁾ | RocketIO Transceiver Blocks | PowerPC Processor Blocks | Logic Cells ⁽²⁾ | CLB (1 = 4 slices = max 128 bits) | | 18 X 18 Bit Multiplier Blocks | Block SelectRAM+ | | DCMs | Maximum User I/O Pads |
|-----------------------|-----------------------------|--------------------------|----------------------------|-----------------------------------|--------------------|-------------------------------|------------------|--------------------|------|-----------------------|
| | | | | Slices | Max Distr RAM (Kb) | | 18 Kb Blocks | Max Block RAM (Kb) | | |
| XC2VP2 | 4 | 0 | 3,168 | 1,408 | 44 | 12 | 12 | 216 | 4 | 204 |
| XC2VP4 | 4 | 1 | 6,768 | 3,008 | 94 | 28 | 28 | 504 | 4 | 348 |
| XC2VP7 | 8 | 1 | 11,088 | 4,928 | 154 | 44 | 44 | 792 | 4 | 396 |
| XC2VP20 | 8 | 2 | 20,880 | 9,280 | 290 | 88 | 88 | 1,584 | 8 | 564 |
| XC2VPX20 | 8 ⁽⁴⁾ | 1 | 22,032 | 9,792 | 306 | 88 | 88 | 1,584 | 8 | 552 |
| XC2VP30 | 8 | 2 | 30,816 | 13,696 | 428 | 136 | 136 | 2,448 | 8 | 644 |
| XC2VP40 | 0 ⁽³⁾ , 8, or 12 | 2 | 43,632 | 19,392 | 606 | 192 | 192 | 3,456 | 8 | 804 |
| XC2VP50 | 0 ⁽³⁾ or 16 | 2 | 53,136 | 23,616 | 738 | 232 | 232 | 4,176 | 8 | 852 |
| XC2VP70 | 16 or 20 | 2 | 74,448 | 33,088 | 1,034 | 328 | 328 | 5,904 | 8 | 996 |
| XC2VPX70 | 20 ⁽⁴⁾ | 2 | 74,448 | 33,088 | 1,034 | 308 | 308 | 5,544 | 8 | 992 |
| XC2VP100 | 0 ⁽³⁾ or 20 | 2 | 99,216 | 44,096 | 1,378 | 444 | 444 | 7,992 | 12 | 1,164 |

Notes:

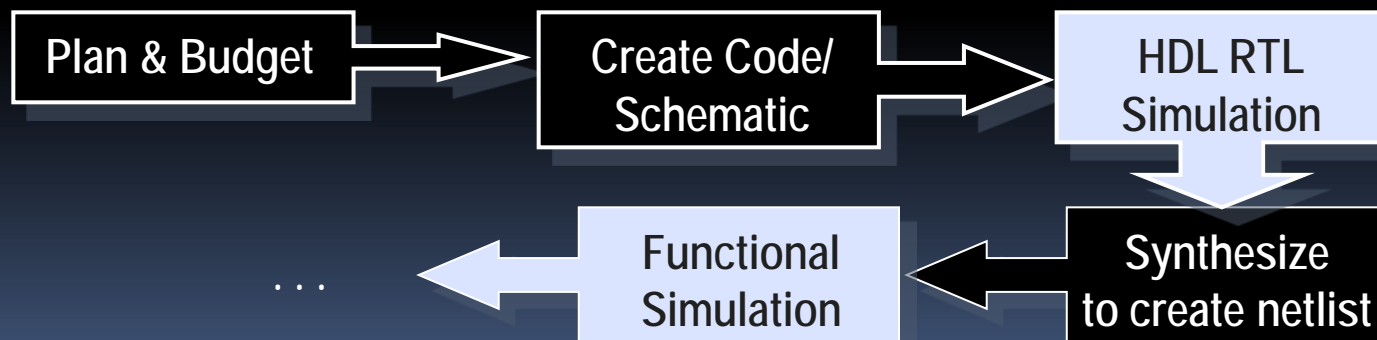
1. -7 speed grade devices are not available in Industrial grade.
2. Logic Cell \approx (1) 4-input LUT + (1)FF + Carry Logic
3. These devices can be ordered in a configuration without RocketIO transceivers. See [Table 3](#) for package configurations.
4. Virtex-II Pro X devices equipped with RocketIO X transceiver cores.

FPGA Design Flow (Xilinx ISE)



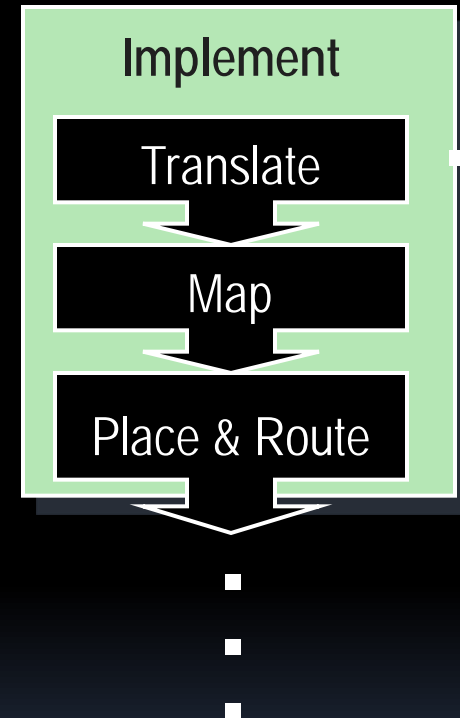
Design Entry

- Plan and budget
- Two design-entry methods: HDL or schematic
- Whichever method you use, you will need a tool to generate a netlist for implementation
 - Netlist: A text file that describes the actual circuit to be implemented at very low (gate) level
- Simulate the design to ensure that it works as expected!



Xilinx Implementation

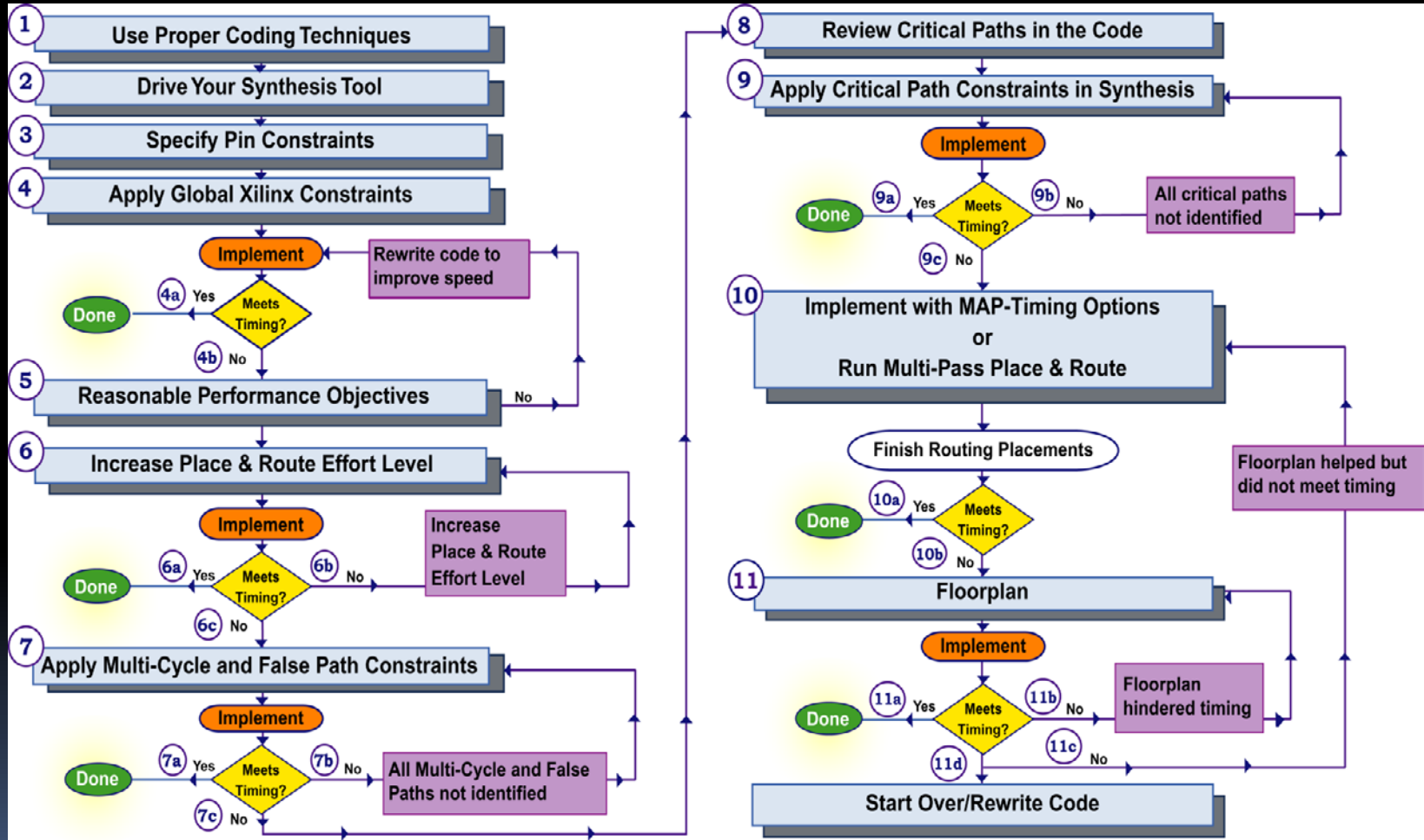
- Once you generate a netlist, you can implement the design
- There are several outputs of implementation
 - Reports
 - Timing simulation netlists
 - Floorplan files
 - FPGA Editor files
 - and more!



What is Implementation?

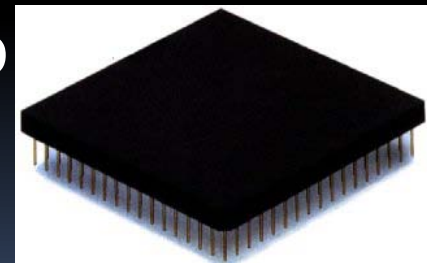
- Implementation includes many phases
 - **Translate:** Merge multiple design files into a single netlist
 - **Map:** Group logical symbols from the netlist (gates) into physical components (slices and IOBs)
 - **Place & Route:** Place components onto the chip, connect the components, and extract timing data into reports
- Each phase generates files that allow you to use other Xilinx tools
 - Floorplanner, FPGA Editor, XPower

Timing Closure



Download

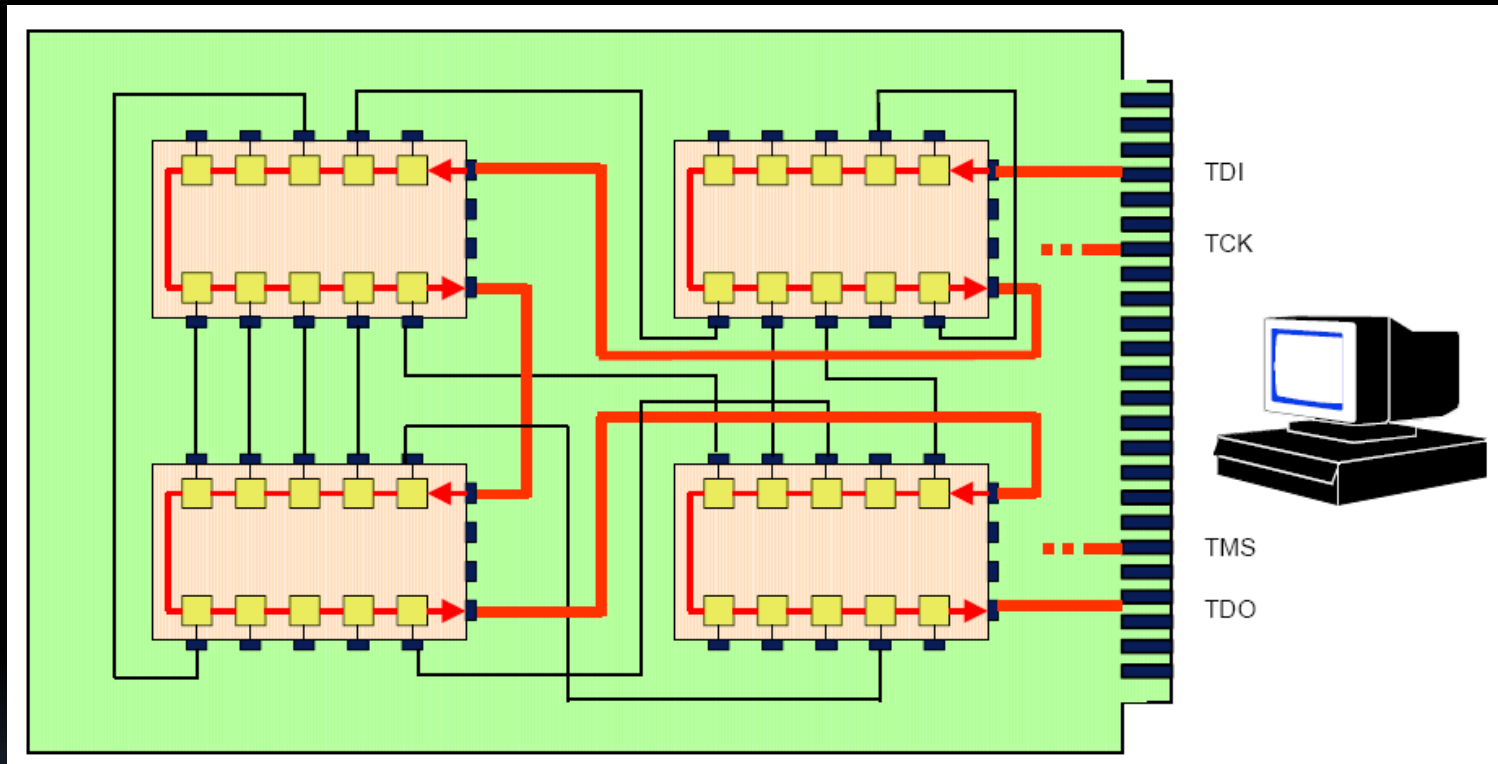
- Once a design is implemented, you must create a file that the FPGA can understand
 - This file is called a bitstream: a BIT file (.bit extension)
- The BIT file can be downloaded directly into the FPGA, or the BIT file can be converted into a PROM file, which stores the p information



JTAG and Boundary Scan Technology

- In the 1980s, the Joint Test Action Group (**JTAG**) developed a specification for boundary-scan testing that was standardized in 1990 as the IEEE Std 1149.1, and later revised in 1993 (titled 1149.1a).
- Boundary-scan architecture
 - Each boundary-scan cell including a multiplexer and latches is assigned to each pin on the device
 - Boundary-scan cells can capture data from pin or core logic signals, or force data onto pins.
 - The captured data is serially shifted out and externally compared to the expected results
 - Forced data is serially shifted into the boundary-scan cells
 - Boundary-scan cells form a serial data path called the scan path or scan chain.

Boundary Scan



To know more details: [Boundary Scan Tutorial, http://www.asset-intertech.com/pdfs/boundaryscan_tutorial.pdf](http://www.asset-intertech.com/pdfs/boundaryscan_tutorial.pdf)