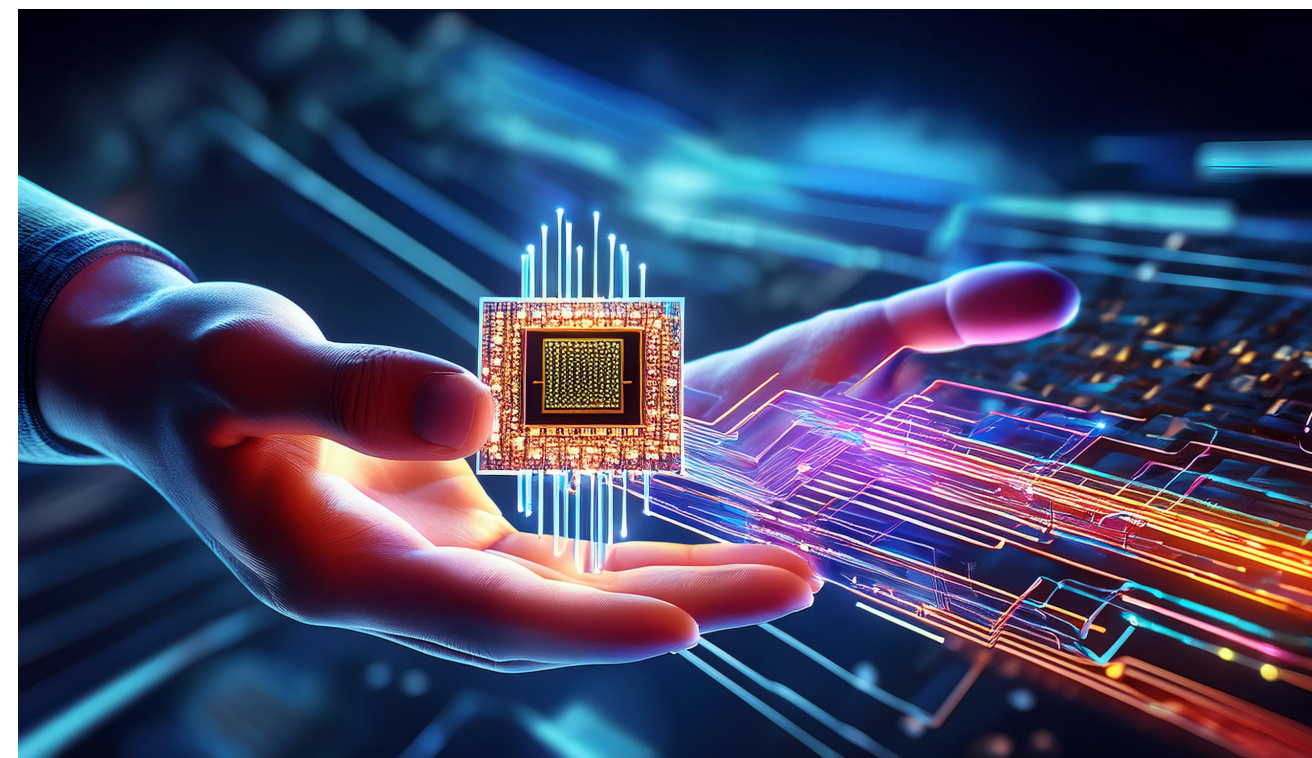




CSCI 250

Introduction to Computer Organisation

Lecture 1: Beyond Integer Arithmetics IV



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2024 Fall Semester (S3)

Overview

- Focus: Course Introduction
- Architecture: Logical Circuits
- Textbook: LW Chapter 7
- Core Ideas:
 1. More VHDL: Concurrent Statements

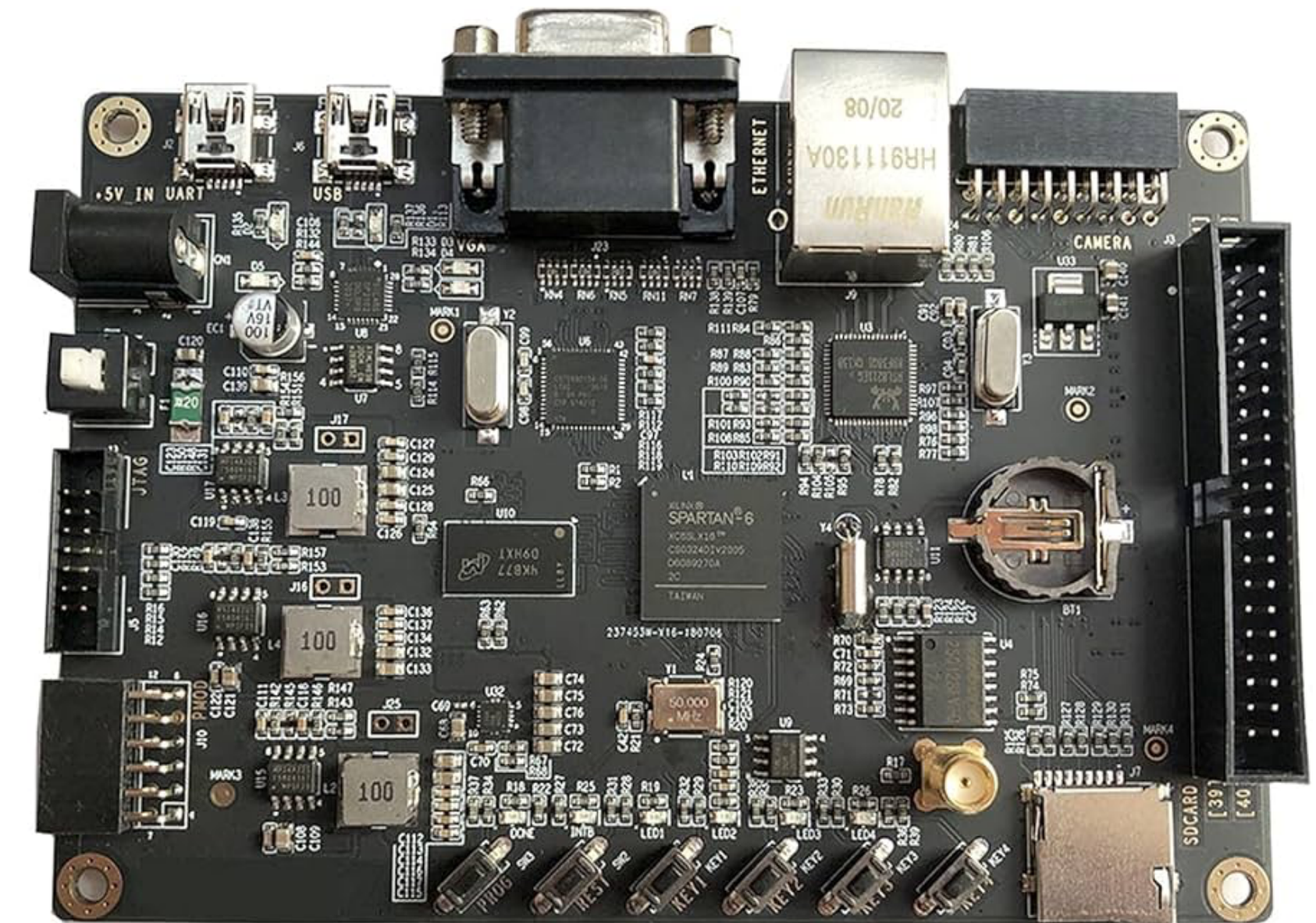
Why FPGA?

So far, in VHDL

- You've used signal to declare new variables
- You've use logical/arithmetics similar to Register Transferring Operations
- You've built components in VHDL
- Let's provide you with more detailed explanation of how VHDL works

FPGA

- Field Programmable Gate Arrays
- Embedded system (development)
- Programmable logical circuit
 - Contains Arrays of Logical gates (a lot of LUTs, like truth tables)
 - Logical gates are connected with reconfigurable routing networks
 - Other components: RAM, etc...



Why FPGA

- Real circuits with physical gates are GOOD
- But you need to make a new one every time you change your design, that's very very very expensive
- Impractical for quick implementation and testing
- FPGAs are more expensive, but reconfigurable in the field (hence the name), with minimal punishment in performance (delays, heat, energy consumption, etc.)

Use cases: Parallel Computing

- Computer CPUs are traditionally NOT parallel
 - Solution 1: **more cores**
You can only have so many cores (currently hundreds in a single chip)
Con: expensive, wasteful, energy hungry, hard to maintain
 - Solution 2: **coprocessors**
For multi-media, you have decoders; for rendering and matrix arithmetics, you have GPUs (thousands of arithmetic units in a single chip)
Con: very very application specific
 - Solution 3: **FPGA**
Programmable, highly parallel, as sophisticated as CPUs yet reconfigurable
Con: not a lot of people knows how to use it?



Use cases: Hardware Emulation

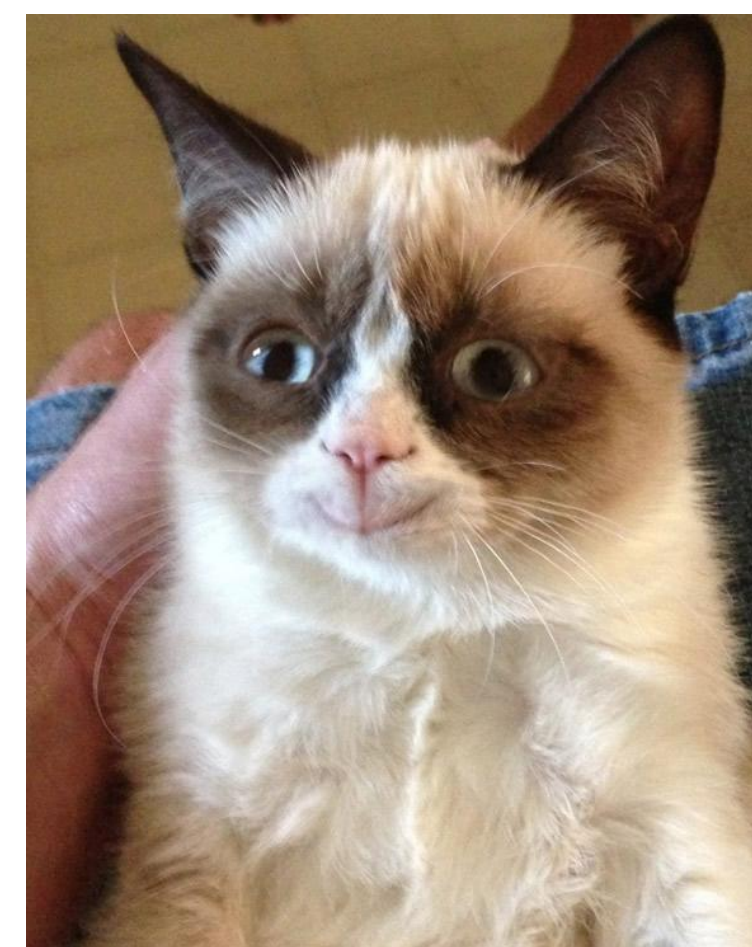
- Everything dies, including microchips
- Vintage computers and gaming consoles
- ECUs in cars
- Controllers for hardware instruments
- Some of these can be **remanufactured**, but that's very expensive
- Some of these can be **emulated**, but you'll take a hit on performance and bugs can be unavoidable (accounting for physical gating delays using software is difficult)
- FPGAs are relatively inexpensive in comparison, and can have identical performance (or better) without software emulation issues



Technical

In Short

💰 (VHDL) > 💰 (Python+C+WebDev)



Technical

More about VHDL

Comments

- C/C++
`// this is a comment`
- Python
`# this is a comment`
- VHDL
`-- this is a comment`

Numbers

- Integer Literals
 - e.g. -1, 2, 42
- Real Literals
 - e.g. 3.1415926535
- Bits and Bit strings
 - Single bit: '0', '1', double quote also works but not recommended
 - Binary starts with B, e.g. B"0100011"
 - Hexadecimal starts with X, e.g. X"12CB"

Types of Objects

- `signal`: inputs, outputs, intermediates (temporary holders)
 - These are like individual physical wires in a circuit
 - Use `<=` to perform assignment
- `constant` & `variable`: same as in programming languages
 - Use `:=` to perform assignment
 - You typically cannot use `variables` a lot of the time, so just avoid it for now

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std_logic and std_ulogic

- These are signal types, requires IEEE 1164 package
- Can represent the values ->
- When things are working correctly, you should just see 0 or 1
- `std_ulogic` doesn't resolve driver conflicts, and when it occurs will result in compilation/synthesis error
- `std_ulogic` resolves driver conflicts using a resolution table
- **In short, just use `std_logic`**

1	Logic 1
0	Logic 0
Z	High impedance
W	Weak signal, can't tell if 0 or 1
L	Weak 0, pulldown
H	Weak 1, pullup
-	Don't care
U	Uninitialized
X	Unknown, multiple drivers

std_logic **and** std_ulogic

```
architecture arch1 of bruh is
    signal x : std_logic;
begin

    -- Driver A
    x <= '0';

    -- Driver B
    x <= '1' after 20 ns;

end architecture;
```

- This is driver conflict: multiple sources providing values to a single `signal`

References

- <https://www2.cs.sfu.ca/~ggbaker/reference>
- Greg Baker is a senior lecturer at SFU, he created this page 20 years ago for common `std_logic` libraries
- He also hosts a few `std_logic` library source codes by Synopsys, very readable
- If you ever have error from compilation such as conversion issues etc., you can look at these libraries to find out what's supported and what's not

Concurrent Stuff: Generate Statements

Concurrent vs Sequential

- Just like in CSCI150, in VHDL you can design combinational circuits, and sequential circuits
- For CSCI250, we'll continue this. When you are using VHDL, we'll have two different kinds of statements:
 - **Concurrent statements**
Everything is executed concurrently, this implements a combinational circuit
 - **Sequential statements**
Everything is executed sequentially, like programming language statements
- Unless otherwise specified, we use concurrent statements **ONLY** for now

Here's a little something you want

- In Lab 1 part 2, you may or may not need to make a `std_logic` signal into `std_logic_vector`.
- How should you do this?

Option 1: Brute-force

```
...  
signal a: std_logic;  
...  
signal tmp: std_logic_vector(127 downto 0);  
...  
begin  
    tmp(0) <= a;  
    tmp(1) <= a;  
    tmp(2) <= a;  
    tmp(3) <= a;  
...  
...  
...
```

- Type an assignment for every digit

Option 2: Use Python

```
> script.py
with open("driver.vhdl", "a") as f:
    for i in range(128):
        f.write(f"temp({i}) <= a;\n")
```

- Use a python script to write the code for you

Option 3: Use Generate Statements

- Do the same thing as Option 2, but let the VHDL compiler do it for you
- Two types:
 - `for-generate` statement
 - `if-generate` statement
- Big issue: LogicWorks doesn't support this... boooooo

for-generate Statement

```
label: for VAR in RANGE generate
    --concurrent statements here
end generate;
```

- `label`: could be named anything that's a valid identifier
- `VAR`: **variable**, like `i`; `RANGE`: e.g. `0 to 10, 10 downto 0`
- Equivalent to typing things out like in Option 1, or using Python to generate the code in Option 2

if-generate Statement

```
label: if CONDITION generate
    --concurrent statements here
end generate;
```

- **CONDITION:** an expression that gives a boolean value, e.g. $i < 0$
- On the hardware side, you can implement the same idea using a 3-state buffer (beware of driver conflict)