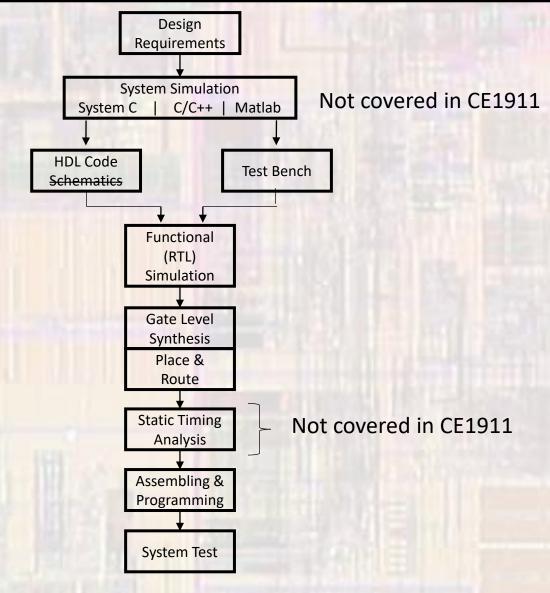
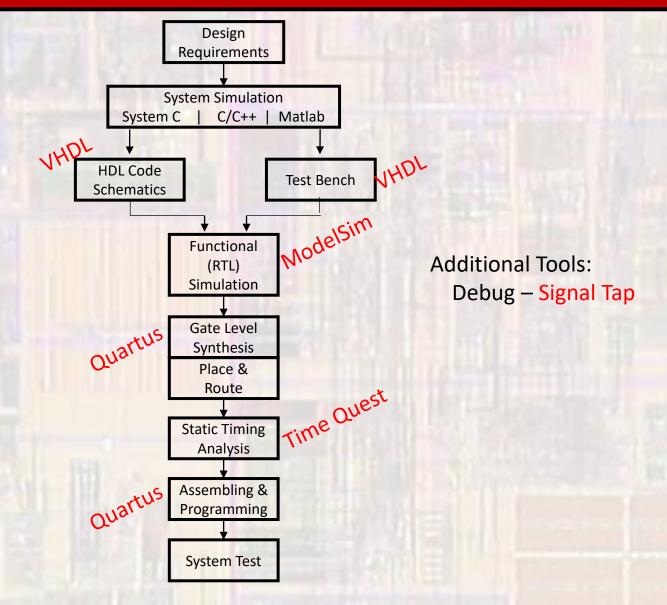
Last updated 1/20/21

These slides outline the FPGA design flow used in this class

Upon completion: You should be able to describe each step of the design flow and identify the appropriate tools used in each step

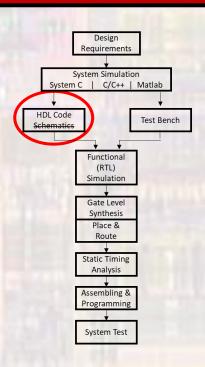




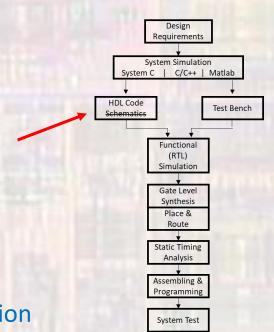
- Design Entry
 - Text entry
 - Hardware Description Language
 - VHDL, Verilog, System C, ...
 - Hierarchical instantiation of blocks

```
count: process(i_clk, i_rstb)
begin
  if(i_rstb = '0') then
    cnt_sig <= (others => '0');
  elsif(rising_edge(i_clk)) then
    if(i_dir = '0') then
        cnt_sig <= cnt_sig + 1;
    else
        cnt_sig <= cnt_sig - 1;
    end if;
  end process;</pre>
```

- Schematic entry
 - Quartus Block Editor
 - Create bdf schematic files
 - Quartus Symbol Editor
 - Create / modify symbols for the block editor (bsf file)



- RTL Synthesis
 - Analyze VHDL
 - Processing -> Analyze Current File
 - Finds syntax errors
 - Does not check for synthesizability
 - Analysis and Elaboration
 - Processing -> Start -> Start Analysis and Elaboration
 - Finds syntax errors
 - Check for synthesizability
 - Creates RTL
 - Check for errors especially unintended latches

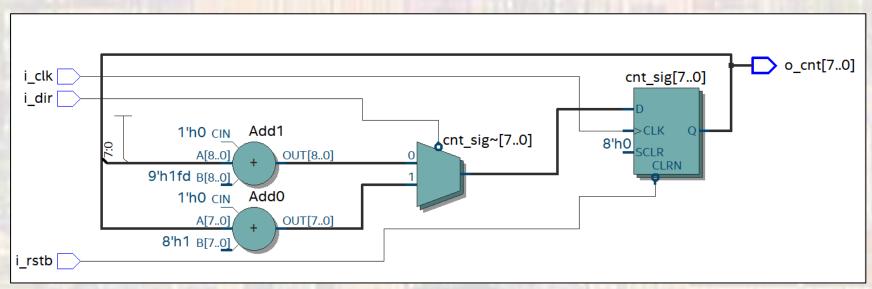


RTL Synthesis

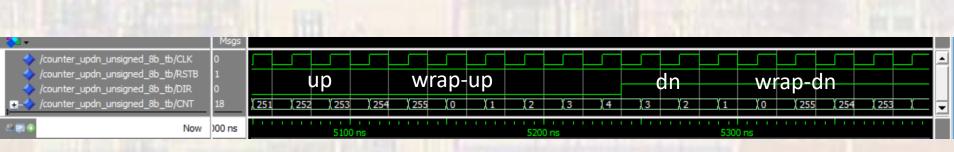
- What is RTL
 - Register Transfer Level
 - Set of design abstractions (primitive elements) and the rules that govern input/output relationships
 - Describes the operation of registers and intermediate logic between registers
 - Abstractions range from NAND/NOR gates through adders/subtractors to memories
 - It is NOT a physical implementation
 - An adder primitive is a mathematical model used to describe the action of addition
 - It is not tied to any circuit implementation

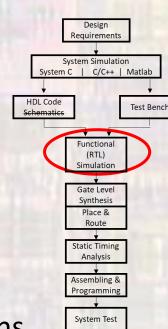
- RTL Synthesis
 - View RTL
 - Tools-> Netlist Viewer -> RTL Viewer
 - Does this make sense?

up-down counter



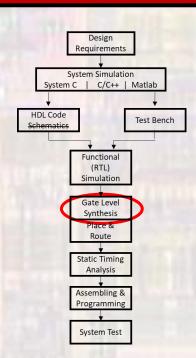
- Functional Simulation
 - ModelSim via Quartus
 - Tools -> Run Simulation Tool-> RTL Simulation
 - ModelSim stand alone not used by us
 - RTL simulation uses the mathematical abstractions supported by the tool to simulate the actions of the circuit
 - There is NO defined circuit information in these simulations



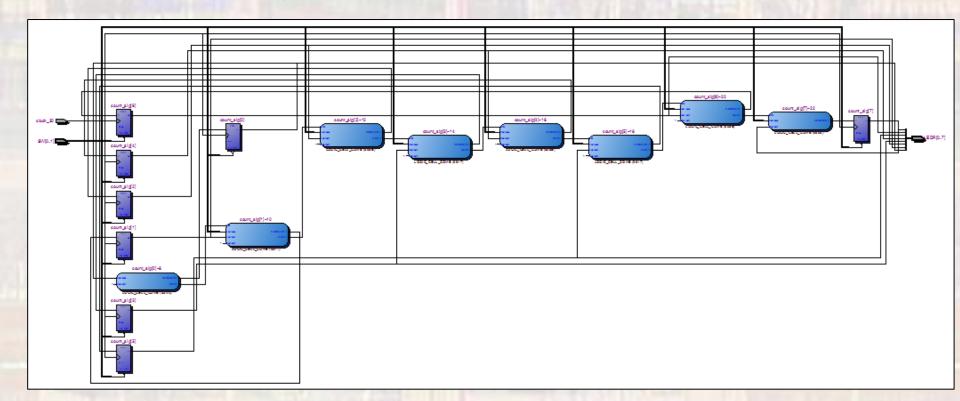


Gate Level Implementation

- Analysis and Synthesis
 - Processing -> Start -> Analysis and Synthesis
 - Maps the RTL to non-specific FPGA blocks
- Partition and Merge
 - Processing -> Start -> Partition and Merge
 - Allows for incremental synthesis
- Optional Gate Level Simulation
 - ModelSim via Quartus
 - Tools -> Run Simulation Tool-> Gate Level Simulation
 - New work directory: gate_work



- Gate Level Implementation
 - Technology Map Viewer Post Mapping
 - Up/Down Counter
 - Not tied to specific blocks

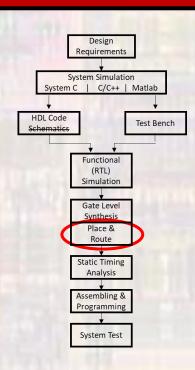


FPGA Implementation

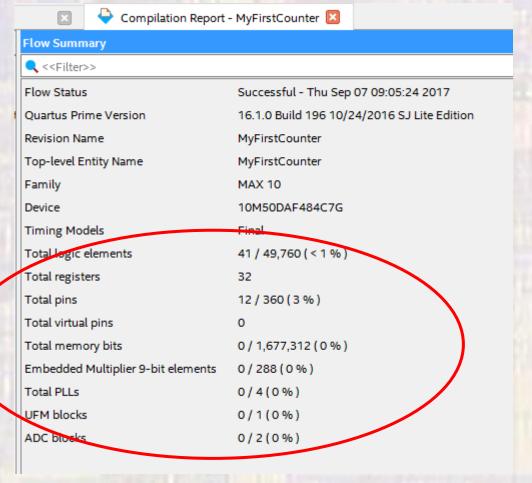
- Timing Constraints
 - Load via TimeQuest
- Fitter
 - Processing -> Start -> Start Fitter
 - Maps the generalized gate level logic to specific FPGA blocks
 - Accounts for loading and timing constraints

Chip Planner

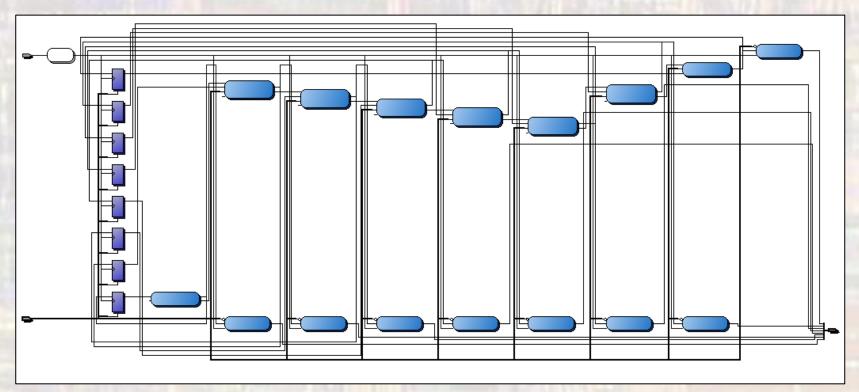
- Tools -> Chip Planner
- View the physical implementation
- Cross Probe via Locate -> Locate in ...

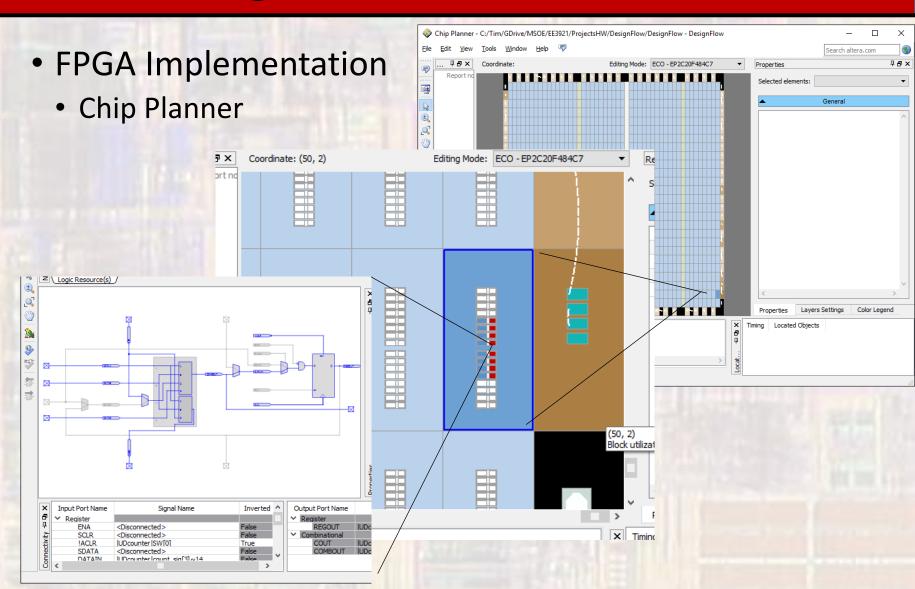


- FPGA Implementation
 - Fitter Resource Usage



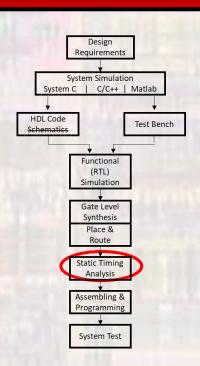
- FPGA Implementation
 - Technology Map Viewer Post Fitting
 - Up/Down Counter
 - Tied to specific blocks in the FPGA



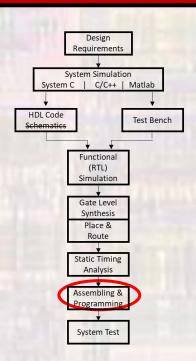


FPGA Implementation

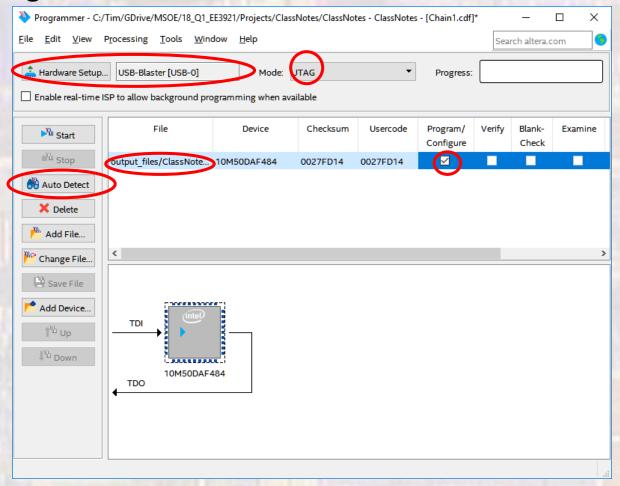
- Static Timing Analysis
 - Processing -> Start -> Start TimeQuest Timing Analyzer
 - Run automatically with the fitter
 - Results are saved in a report file
 - myDesign.sta.rpt
 - Runs across process, temperature and voltage variations
 - Fast/typ/slow process
 - High/typ/low temp
 - High/typ/low voltage



- FPGA Implementation
 - Assembler
 - Processing -> Start -> Start Assembler
 - Creates the programming file
 - Prepares for additional power analysis
 - Programming
 - Tools -> Programmer



- FPGA Implementation
 - Programmer



- FPGA Implementation
 - Programmer

