

Welcome to CSE467!

- Course Staff: Bruce Hemingway and Charles Giefer
- Course web: <http://www.cs.washington.edu/467/>
- My office: CSE 464 Allen Center, 206 543-6274
- Today: Course overview
 - What is computer engineering?
 - What we will cover in this class
 - What is "design", and how do we do it?
 - Basis for FPGAs
 - The project- audio string model

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Highlights:

- We'll be reading hand-outs and papers from various sources.
- The course work will be built around an embedded-core processor in an FPGA.
- Tools are Active-HDL from Aldec, Synplify, and Xilinx ISE.
- Languages are verilog and C.
- Applications in the FPGA will include some audio.

You may do this week's lab at your own time.

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What is computer engineering?

- CE is **not** PC design
 - It includes PC design
- CE is **not** necessarily digital design
 - Analog computers
 - Real-world (analog) interfaces
- CE is about designing **information-processing systems**
 - Computers
 - Networks and networking HW
 - Automation/controllers (smart appliances, etc.)
 - Medical/test equipment (CT scanners, etc.)
 - Much, much more

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What we will cover in CSE467

- Basic digital design (much of it review)
 - Combinational logic
 - Truth tables & logic gates
 - Logic minimization
 - Special functions (muxes, decoders, ROMs, etc.)
 - Sequential logic
 - Flip-flops and registers
 - Clocking
 - Synchronization and timing
 - State machines
 - Counters
 - State minimization and encoding
 - Moore vs Mealy

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What we will cover (con't)

- Advanced topics
 - Field-programmable gate arrays (FPGAs)
 - Multilevel logic
 - High-speed design
- HDLs and synthesis
 - Verilog
 - Synthesizing to an FPGA
 - Re-usable code modules-- IP
- Lab equipment
 - Oscilloscopes
 - Logic analyzers
- An audio design project

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CSE467 is about design

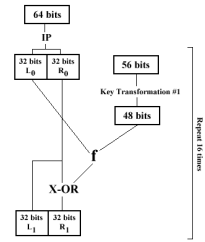
- Design is an art
 - You learn by doing
 - Takes years of practice
 - This class is a starting point
- Engineering is learning **how** to solve problems
 - Independent of any specific technology
 - Independent of any specific tools
- *Imagination is more important than knowledge* – Einstein

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Example: Design an encryptor

- DES
 - Input is clear-text (or plain-text)
 - Output is cipher-text
 - Same algorithm encrypts and decrypts
- Details
 - IP is initial permutation
 - L is left-half of message
 - R is right half of message
 - 16 iterations on the message
 - K_i are keys
 - f is a function (next slide)
 - IP^{-1} is an inverse permutation

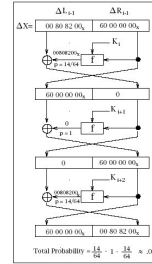


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One round (iteration) of DES

- This block represents one of the 16 iteration steps
- Standard DES operates on 64-bit blocks (eight 8-bit bytes)
- The key is 56 bits
 - $K_1 - K_{16}$ are 16 permutations on the master key
- Use lookup tables for the permutations and substitutions



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DES in hardware

- Standard DES algorithm
 - Turns a 64-bit message block into a 64-bit cipher block
 - Electronic Code Book (ECB) mode
 - Each 64-bit block is encrypted independently
- Imagine **you** have to design a fast encryptor
 - For a continuous data stream
 - e.g. satellite communications or wireless LAN or ...
 - How would **you** implement DES?

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Hardware DES

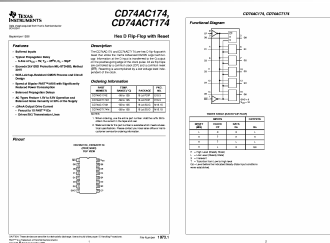
- Options are
 - Discrete logic (fixed-function ICs)
 - PLDs & discrete logic
 - Microprocessor / microcontroller / DSP
 - FPGA
 - Semicustom ASIC
 - Custom IC
- How do **you** choose?

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DES with discrete logic? PLDs?

- How?
 - Large PCB
 - Discrete FSM
 - Leverage PLDs
- Advantages
 - None
- Disadvantages
 - High parts cost
 - Many ICs
 - Complex PCB
 - High design cost
 - Slow throughput
 - Hard to change algorithm or fix design errors



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DES using a μP

- How?
 - Use COTS development system
 - Or a custom PCB with μP , memory, firmware, glue logic
- Advantages
 - Easy to change algorithm or fix design errors (rewrite firmware)
 - Low design cost
- Disadvantages
 - High parts cost
 - Slow throughput
 - Serial execution

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FPGA primer

Idealized FPGA

CLB Architecture

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DES using an FPGA

- How?
 - PCB with one or several FPGAs
 - Include glue logic in FPGAs
- Advantages
 - Easy to change algorithm or fix design errors (resynthesize logic)
 - Moderate throughput
 - Pipelined logic; 25 – 75 MHz clock
- Disadvantages
 - Moderate parts cost
 - Okay for small production runs
 - Moderate design cost

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DES using an ASIC

- How?
 - A single ASIC--Include glue logic
- Advantages
 - Fast throughput
 - Pipelined logic
 - 50 – 300 MHz clock
 - Low parts cost for volume production
 - Moderate design cost
 - Debug using FPGAs
 - Synthesize to an ASIC
- Disadvantages
 - Difficult to change algorithm or fix design errors
 - Redesign chip

LSI Logic G10 ASIC design flow

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DES as a custom IC

- How?
 - A single custom IC
 - Include glue logic in IC
- Advantages
 - Ultra-fast throughput
 - Pipelined, tuned logic
 - 200 – 1000 MHz clock
 - Low cost for volume production
- Disadvantages
 - Difficult to change algorithm or fix design errors
 - Redesign chip
 - Long, slow, expensive design process

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FPGA Basics

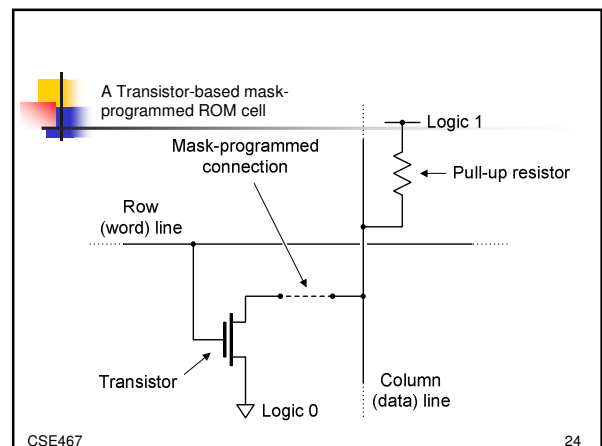
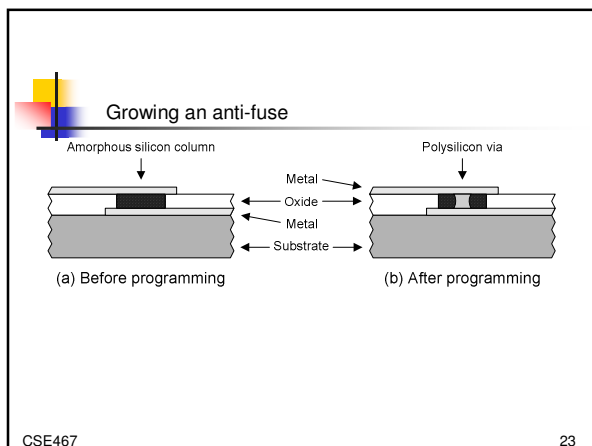
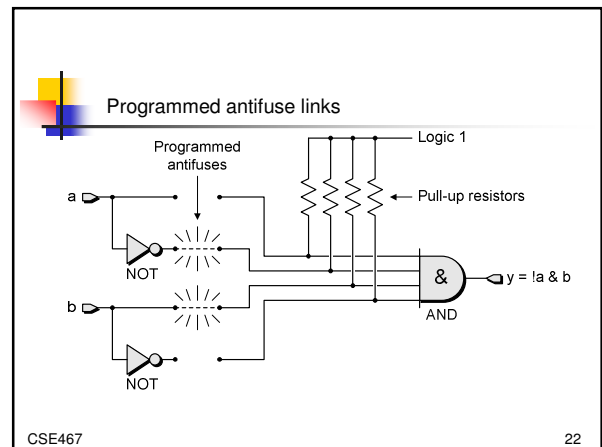
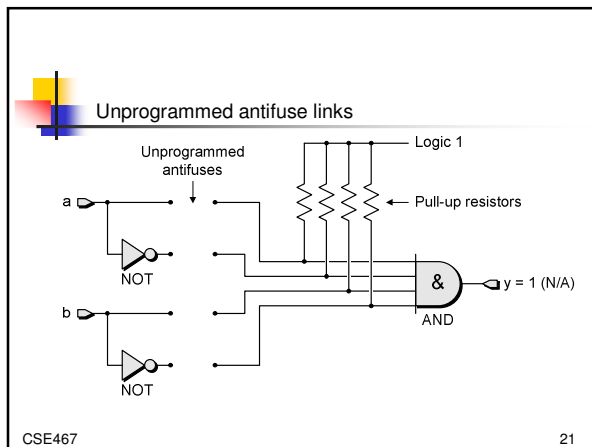
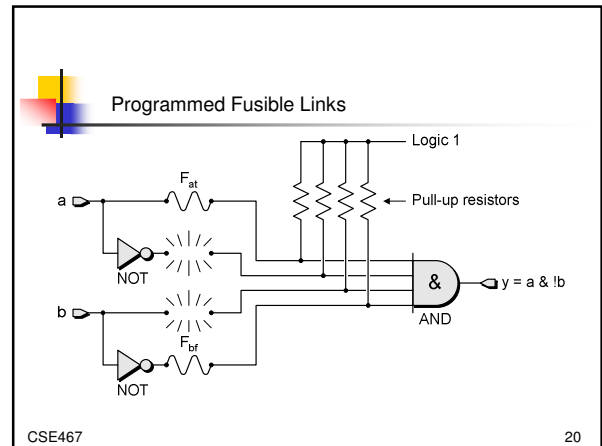
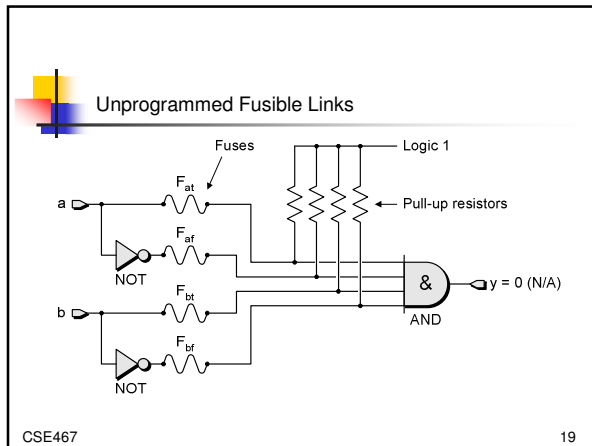
Field **PROGRAMMABLE** Gate Array

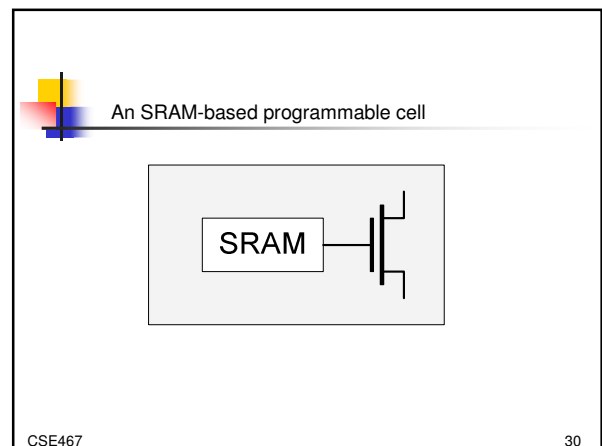
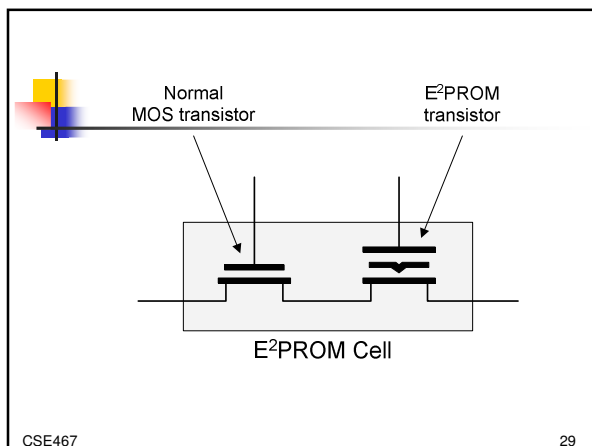
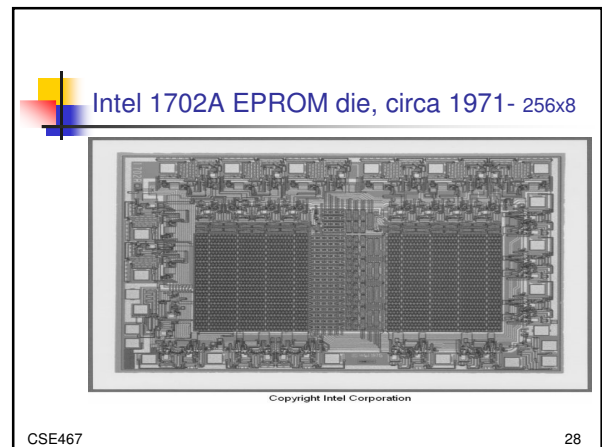
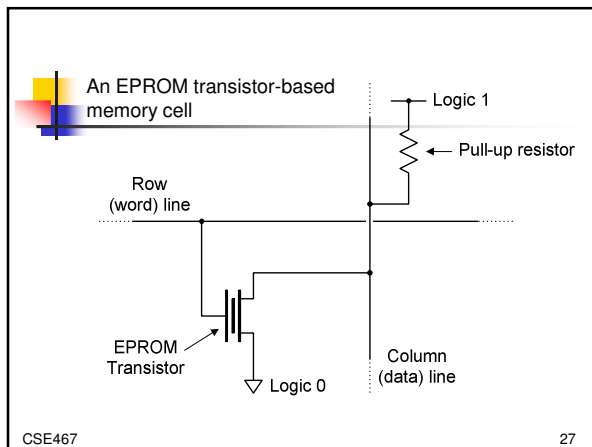
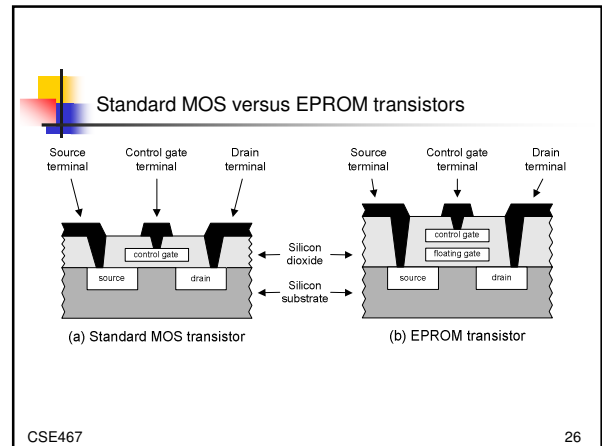
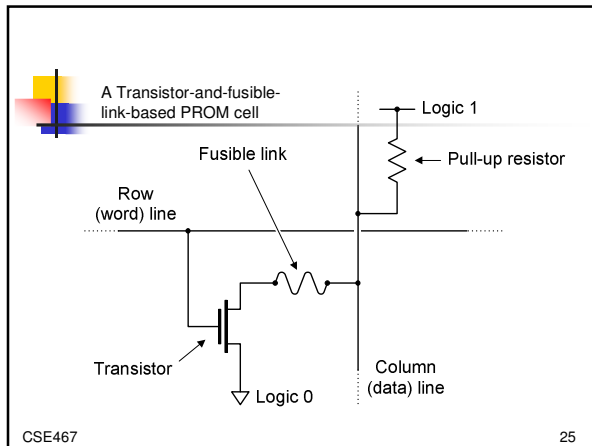
Adapted from:
 The Design Warrior's Guide to FPGAs
 Devices, Tools, and Flows. ISBN 0750676043
 Copyright © 2004 Mentor Graphics Corp.
 (www.mentor.com)

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




A Simple Programmable Function

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Summary of Programming Technologies

Technology	Symbol	Predominantly associated with ...
Fusible-link		SPLDs
Antifuse		FPGAs
EPROM		SPLDs and CPLDs
E ² PROM/ FLASH		SPLDs and CPLDs (some FPGAs)
SRAM		FPGAs (some CPLDs)

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What you will do

- Implement physical model of a vibrating string in a Xilinx FPGA
 - Xilinx development board
 - PC design environment-- Active-HDL, Synplify
 - Verilog and Xilinx ISP toolset
 - Microblaze soft processor-- example of IP
- You **won't** learn end-to-end design
 - Starting with problem statement
 - Ending with product
- You **will** experience design
 - You will implement an algorithm in hardware
 - You will create your own design implementation

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