

INDEX

Symbols

& (AND, Verilog), 42
= or := (blocking assignment), 22, 214
(delay, Verilog), 76, 128
%f (formatter), 233
<, > (comparison), 122
{ } (concatenation, Verilog), 101
& (concatenation, VHDL), 101
<= (non-blocking assignment), 54, 214
| (OR, Verilog), 42
<< (shift left, Verilog), 225
>> (shift right, Verilog), 226
? (ternary operator, Verilog), 93, 178
^ (XOR, Verilog), 42

A

Actel, 3, 5
addition, 215–219, 232
Alchitry Cu, 257
almost empty (AE), 118, 145
almost full (AF), 118, 145
Altera, 3, 16, 69
ALU (arithmetic logic unit), 197
always block, 53, 57
 one vs. two, 149–157
AMD, 3, 16, 46, 64, 69, 87, 144,
 188–189, 197, 246, 256
analog-to-digital converter (ADC), 5,
 191, 195, 240
AND gate, 32, 40–42, 54, 58, 71
and keyword, 42
application-specific integrated circuits
 (ASICs), 7–8, 89
arbiter, 127, 228
architecture keyword, 22
Arduino, 5, 16, 257
arithmetic logic unit (ALU), 197
artificial intelligence (AI), 4

ASCII, 97–98
assertions, 84
assert keyword, 85–86, 128, 157
assign keyword, 22
assignment operators
 blocking (=, :=), 22, 214
 non-blocking (<=), 54, 214
Atmel. *See* Microchip Technology

B

bandwidth, 6, 249
bank (pins), 242
bidirectional pin, 240
binary, 33, 162
Binary_To_7Segment module,
 161, 169
Bitcoin, 8
black box, 68
block RAM, 115–116, 186, 188,
 191–194
 creation, 193
 error detection and correction, 193
 features and limitations, 192
 initializing, 128, 193
 instantiation template, 186
 precalculated table, 227
 size, 192
Boolean algebra, 31–32, 36–40
 on FPGA, 39
 order of operations, 36
 symbols, 36
bouncing of switch, 75
BRAM. *See* block RAM
buffers, 238–239, 246, 253
bugs, 67, 89, 117

C

career tips, 259–267
case statement, 152–153, 164, 172
clock data recovery (CDR), 251–253

- clocks, 47
- constraints, 131
 - counting cycles, 77, 80, 96, 102, 108, 182
 - creation via PLL, 199–204
 - crossing domains, 141–146
 - reference, 200
 - skew, 249–251
- `$clog2()` function, 80, 114
- coding style, 78. *See also* naming
- convention
 - combinational logic, 57–59, 122
 - concatenation, 101, 107
 - constraints, 54–55, 131, 145–146
 - Coordinate Rotation Digital Computer (CORDIC), 229
 - cores, 185
 - core voltage, 32
 - counter
 - LFSR, 102
 - signed, 206
 - traditional, 107
 - traditional vs. LFSR, 110
 - wraparound, 208
 - cyclic redundancy check (CRC), 35
- D**
- datasheets, 63
- data types, 206–209
- converting, 210–211
- data valid (DV) signal, 112
- DC balance, 251–253
- debounce filter, 76
- debouncing of switch, 75–84, 161, 169
- debugging, 87–88
- decimals, 33, 230
- delay, 50, 61, 73, 96. *See also*
- propagation delay
- De Morgan’s law, 40
- demultiplexer (demux), 92, 94–95, 106
- depth, 112, 114
- development board, 14, 255–259
- device under test (DUT), 70
- D flip-flop (DFF), 46, 64
- Diamond Programmer, 14–15, 20
- installation, 18
 - programming, 26–28
- differential signaling, 243–245
- Digilent, 16, 257
- digital signal processing (DSP), 194.
- See also* DSP block
- `$display()` function, 128
- division, 225–228
- done pulse, 103, 105, 107
- double-flopping, 141–142
- double rate data (DDR), 245
- drive strength, 242–243
- DSP block, 194, 229
- analog vs. digital signals, 194–196
 - arithmetic logic unit (ALU), 197
 - creation, 198–199
 - features, 197–198
 - multiplier, 197
 - pre-adder, 197
 - dual-port RAM, 111
- `$dumpfile()` function, 73
- duty cycle, 47
- E**
- EDA Playground, 69–70, 72–74, 83, 211
- edge detection, 51, 54, 179–180
- electromagnetic interference (EMI), 244, 253
- `endmodule` keyword, 22
- `entity` keyword, 22
- enumeration, 152, 171
- EPWave, 74
- Ethernet, 245, 247
- events, state machine, 148–149
- F**
- fab (ASIC foundry), 7, 89
- falling edge, 47
- fiber optics, 253
- `file_open()` function, 128
- files, working with, 128
- filter, 196
- finance, 4
- finite state machine (FSM). *See* state machine
- first in, first out (FIFO), 116–117, 144–145
- AE (almost empty), 118, 145
 - AF (almost full), 118, 145
 - crossing clock domains, 144
 - implementation, 119–122

- input and output, 117–119
 interface, 117
- fixed-point numbers, 230–236
- flip-flops, 45–46
 - behavior of, 48–52, 57
 - clock enable (EN), 46, 48–49, 61
 - clock input (\gt), 46, 48–51
 - creation in Verilog or VHDL, 54
 - data input (D), 46, 48–51
 - data output (Q), 46, 48–51
 - double-flopping, 141–142
 - edge detection, 51, 54
 - instantiation template, 189
 - JK and T flip-flops, 51
 - physical component, 63
 - register, 48, 53
 - reset, 61–63, 87, 152
 - synchronous vs. asynchronous resets, 62
 - use in RAM, 115
- floating-point numbers, 230
- floating (isolated) electrical ground, 245
- `$fopen()` function, 128
- `for` loops, 128–131
- FPGAs (field programmable gate arrays), 1–2
 - applications, 4, 89
 - vs. ASICs, 7–9
 - history, 2–3
 - languages, 9–11
 - vs. microcontrollers, 5–8
 - picking a family and package, 126
- full adder, 229
- full-duplex communication, 240, 247
- `$fwrite()` function, 128
- ## G
- gain, applying to a signal, 196
- general purpose input/output. *See* GPIO
- generics, 78, 109, 114, 169
- Go Board, 23, 47, 102, 256
- GPIO, 238–239
 - differential signaling, 243–245
 - drive strength, 242–243
 - operating voltage, 242
 - output enable (OE), 239
 - single-ended, 242–243
 - slew rate, 243, 245
- ## H
- guard condition, 160
- GUI approach, 190–191
- ## I
- i2C (inter-integrated circuit), 240
- iCE40 (FPGA family), xxii–xxiii, 14–16, 63
- iCEcube2, 14–15, 20, 55–56, 190
 - building, 25
 - creating a project, 22–24
 - installation, 16–18
- iCEstick, 256–257
- ieee library, 22
- `if` statement, 81
- inference, 186
- infrared (IR) cameras, 4
- initial block, 73, 213
- input, 239. *See also* GPIO
- instantiation, 186–189
- integrated circuit (IC), 1
- Intel, 3, 16, 64
- intellectual property (IP), 3
- interview tips, 265–267
- input/output (I/O). *See* GPIO
- isolated (floating) electrical ground, 245
- ## K
- Karnaugh maps, 40
- ## L
- latches, 59–61, 124, 155
- Lattice Diamond, 16, 190, 198–199

- Lattice Semiconductor, 3, 14, 257
 least significant bit, 98
 LEDs, 15
 - blinking, 51–56
 - blinking selectively, 101–111
 - lighting with logic gate, 40–42
 - memory game, 158–183
 - seven-segment display, 161
 - showing pattern, 178–179
 - wiring to switch, 19
 linear feedback shift register (LFSR), 99–101
 - applications, 100, 107
 - code, 106
 - counter, 102
 - pseudorandom pattern generation, 171, 177
 localparam keyword, 152
 logic analyzer, 87–88
 logic cell, 64
 logic gates, 32–36, 38
 logic minimization, 40, 124
 look-up table (LUT), 38–40, 54
 - physical component, 63
 - shortcomings, 45
 low-pass filter (LPF), 196
 low-power double data rate (LPDDR), 116, 118, 148, 246
 LVCMOS25, 242
 LVCMOS33, 242, 245
 LVDS (low-voltage differential signaling), 244
- M**
- Manchester code, 250–252
 math
 - precalculating results, 227
 - rules, 236
 memory blocks, 192. *See also* RAM
 metastability, 133–134, 141–142, 145, 191, 250
 Microchip Technology, 3, 5
 microcontroller, 2, 5–7
 - offloading math operations, 229
 Microsemi. *See* Microchip Technology
 Microsoft, 20
 minimum clock period ($t_{clk(min)}$), 136
- ModelSim, 69
 module keyword, 21
 most significant bit, 98–99, 207, 215–217
 multiplexer (mux), 92–94
 multiplication, 221–225, 234
 multiplier, 197
 multiply–accumulate (MAC) operation, 194, 197
- N**
- naming convention, 22, 62, 78, 96, 121, 158, 213, 232
 NAND (not and) gate, 35–36
 negotiating a job offer, 267
 nonrecurring engineering (NRE) cost, 7
 non-synthesizable code, 127
 NOR (not or) gate, 36
 NOT gate, 34, 103
 now keyword, 76, 128
 numbers, 206, 208–211
 - negative, 206
 - representing in FPGA, 208
 - signed vs. unsigned, 206–208
 numeric_std package, 206
- O**
- one-time programmable (OTP) FPGAs, 89
 open keyword, 105, 182
 operating voltage, 242
 optimization, 124
 OR gate, 33, 42
 or keyword, 42
 output enable (OE), 239
 output keyword, 21–22, 239
 overloading functions, 213–214
- P**
- parallel communication, 248–250
 parallel thinking, 2, 54
 parameters, 78, 109, 114, 169
 path slack, 139
 .pcf file, 20, 24
 PCI, 249
 period (of clock), 47–48, 55, 80, 135

phase-locked loop (PLL), 142, 185, 199–204, 252
creation, 202
inputs, 200
locked signal, 202
operation, 200
phase of a signal, 201
physical constraints file, 20, 24
pipelining, 136–140
place and route, 20, 131
 constraints, 24, 55, 131, 145, 183, 245
 mapping, 24
 pin report, 56
 timing errors, 56, 131–141, 145
 timing report, 56, 138
Pmod (peripheral module)
 connector, 16
positive edge, 54
pre-adder, 197
primitives, 144, 185–186, 190–191, 247
printed circuit board (PCB), 14
printing to console, 128
process block, 53, 57–58, 73, 213
 one vs. two, 149–155
Programmable Array Logic (PAL), 39
projects
 blinking an LED, 51–57
 creating a memory game, 158–183
 debouncing a switch, 75–84
 lighting an LED with logic gates, 40–42
 selectively blinking an LED, 101–111
 wiring switches to LEDs, 19–28
propagation delay (t_p), 135–136, 249
protocol, 240, 245
pulse, 103, 107
 stretching, 144
push-button switch, 15, 101
 debouncing, 75, 161, 169
 edge detection, 180
 selector, 102
 wiring to LED, 19

Q

Q notation, 231
Quartus, 16, 18
Quine–McCluskey algorithm, 40

R

radar, 4
radiation, 4, 89
radix, 230
RAM (random-access memory), 111–116
 depth, 112, 114
 dual-port, 111
 single-port, 111
 width, 112, 114
range keyword, 80
real data type, 233
reg keyword, 53, 213
register, 48
replicated logic, 128
report keyword, 128
resetting a flip-flop. *See* flip-flops
resize() function, 217, 219
resource utilization. *See* synthesis
resume tips, 260–265
rising edge, 47–49, 54, 133, 152
routing, 5

S

sampling (analog to digital), 195
schematic, 25, 131
.sdc file, 55
selector inputs, 92–93
self-checking testbenches, 84–86
sensitivity list, 53–54, 58
sequential logic, 57–58, 61
SerDes (serializer/deserializer), 247–250, 252–253
 8B/10B, 253
 clock data recovery (CDR), 251, 253
 DC balance, 251
 encoding scheme, 250, 253
 self-clocking signals, 250
 speed, 247, 250
 transceiver, 247
serial communication, 248–250
serial thinking, 2
set_io keyword, 24
set/reset pin, 61–63
setup time (t_{su}), 133–136
seven-segment display, 15, 159, 161–165
shift_left() function, 224–226

shift register, 50, 95–101, 129, 224–225
 converting between serial and parallel, 97
 creating delay, 96
 divide by two, 225
 multiply by two, 224
 signals, 21–22
 address, 114
 analog vs. digital, 194–196
 asynchronous, 141–146
 clock, 47
 data valid, 112, 117
 declaring, 21
 differential vs. single-ended, 243–245
 dynamic sizing, 209
 gain, applying, 196
 initial condition, 86–87
 input and output, 117–119
 mapping to pin, 24–25
 monitoring, 74–75
 self-clocking, 250–252
 synchronous vs. asynchronous, 248
 toggling, 101–111
 sign bit, 207
 signed data type, 206–207, 210
 signed() function, 211, 221
 sign extension, 216–219
 Simon (game), 158. *See also* testbench
 simulation, 68–75
 tools, 69–70
 single-ended signaling, 243
 single-port RAM, 111
 slew rate, 243
 state machine, 147–149, 152, 155, 157–160, 184
 best practices, 157–158
 diagram, 148–149, 158–159
 events, 148–149
 guard condition, 160
 implementation, 149–155
 initial state, 149, 152, 160
 memory game project, 158–183
 states, 148
 transitions, 148
 turnstile example, 148–152
 std_logic_1164 package, 22
 std_logic_arith package, 206
 std_logic data type, 22
 std_logic_vector data type, 206, 210
 subtraction, 219–221, 232–234
 switches. *See* push-button switch
 synchronous logic, 57
 syntax errors, 125
 synthesis, 20, 124–127
 constraints, 54–55
 inference, 186
 logic minimization, 40
 notes, 124
 pruning, 105, 208
 report, 42, 55, 60, 84, 124, 183
 syntax errors, 125
 translate directives, 127
 utilization, 42, 84, 110, 183, 194, 204
 errors, 125–127
 warnings, 124
 synthesizable code, 77, 87, 127–130
 system on a chip (SoC), 229
 SystemVerilog, 70, 86, 89, 152

T

$t_{dk(min)}$ (minimum clock period), 136
 telecommunications, 4
 ternary operator, 93, 179, 241
 testbench, 70–72
 creating, 81–83
 clock creation, 82
 math operations, 211–228
 running, 74–75
 self-checking, 84–86
 speeding up, 83
 state machine, 155–158
 writing, 71–73
 t_h (hold time), 133
\$time, 76, 128
 time, measuring, 76–77
 timing. *See* place and route
 toggle a signal, 101–111
 to_integer() function, 210–211
 to_signed() function, 211
 to_unsigned() function, 211
 t_p (propagation delay), 135–136, 249
 transceiver, 240, 247
 transition, 148
 tri-state, 239
 truncation, 233–234

truth tables, 32–39, 41
AND, 33
multiple gates, 37
NAND, 35
NOT, 34
OR, 34
three-input, 37
XOR, 35
 t_{su} (setup time), 133–136
TTL (transistor–transistor logic), 242
Turing, Alan, 33
TWI (two-wire interface), 240
two-dimensional (2D) array, 115, 175
two’s complement, 207–208

U

unit under test (UUT), 70–75, 83
universal asynchronous receiver-transmitter (UART), 97–99
unsigned data type, 210
unsigned() function, 211
USB requirements, 15
utilization errors, 125–127. *See also* synthesis: utilization

V

variable keyword, 213
verification, 8, 88–89
Verilog
background, 9–11
enumeration support, 152
weak typing, 10

VHDL

2008 version, 109
attributes, 211, 219
background, 9–11
data type conversions, 210–211
strong typing, 10, 178, 182, 210, 213, 217
verbosity, 22
Visual Studio Code
(VS Code), 20
Vivado, 16, 18
voltage, 46. *See also* GPIO

W

wait keyword, 73, 76, 128
waveforms, 74–75, 83–84
when keyword, 61
width, 112, 114
wraparound, 208
write() function, 128

X

Xilinx, 2–3, 16, 69
XNOR (exclusive not or) gate, 36, 99–100, 107
XOR (exclusive or) gate, 35–36, 39, 42, 99, 250–251
xor keyword, 42

Z

Z (high impedance), 239