

Synthesis



High Performance

coolClock

Low Power

PowerCache

Synthesis Tools



Xilinx XST



Synplify Premier

... and others

Logic Synthesis

VHDL description

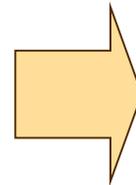
```
architecture MLU_DATAFLOW of MLU is
    signal A1:STD_LOGIC;
    signal B1:STD_LOGIC;
    signal Y1:STD_LOGIC;
    signal MUX_0, MUX_1, MUX_2, MUX_3: STD_LOGIC;

begin
    A1<=A when (NEG_A='0') else
        not A;
    B1<=B when (NEG_B='0') else
        not B;
    Y1<=Y1 when (NEG_Y='0') else
        not Y1;

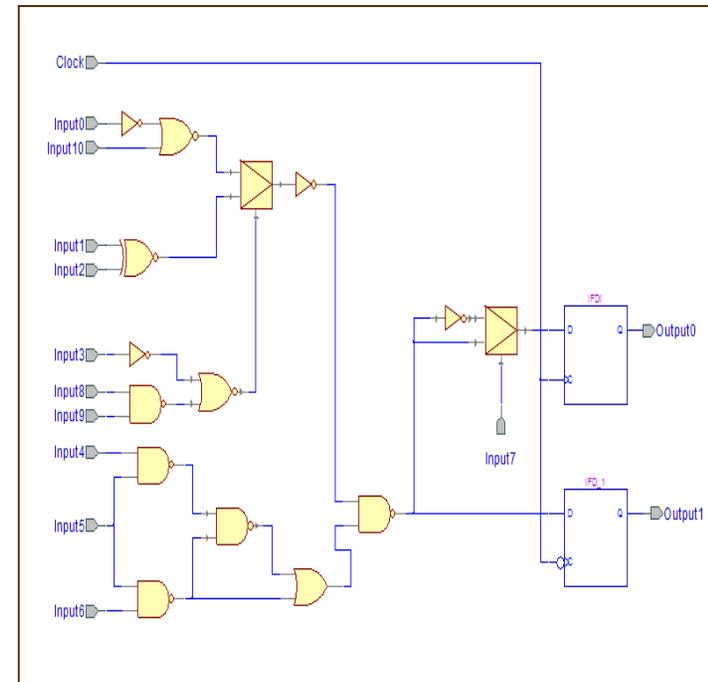
    MUX_0<=A1 and B1;
    MUX_1<=A1 or B1;
    MUX_2<=A1 xor B1;
    MUX_3<=A1 xnor B1;

    with (L1 & L0) select
        Y1<=MUX_0 when "00",
            MUX_1 when "01",
            MUX_2 when "10",
            MUX_3 when others;

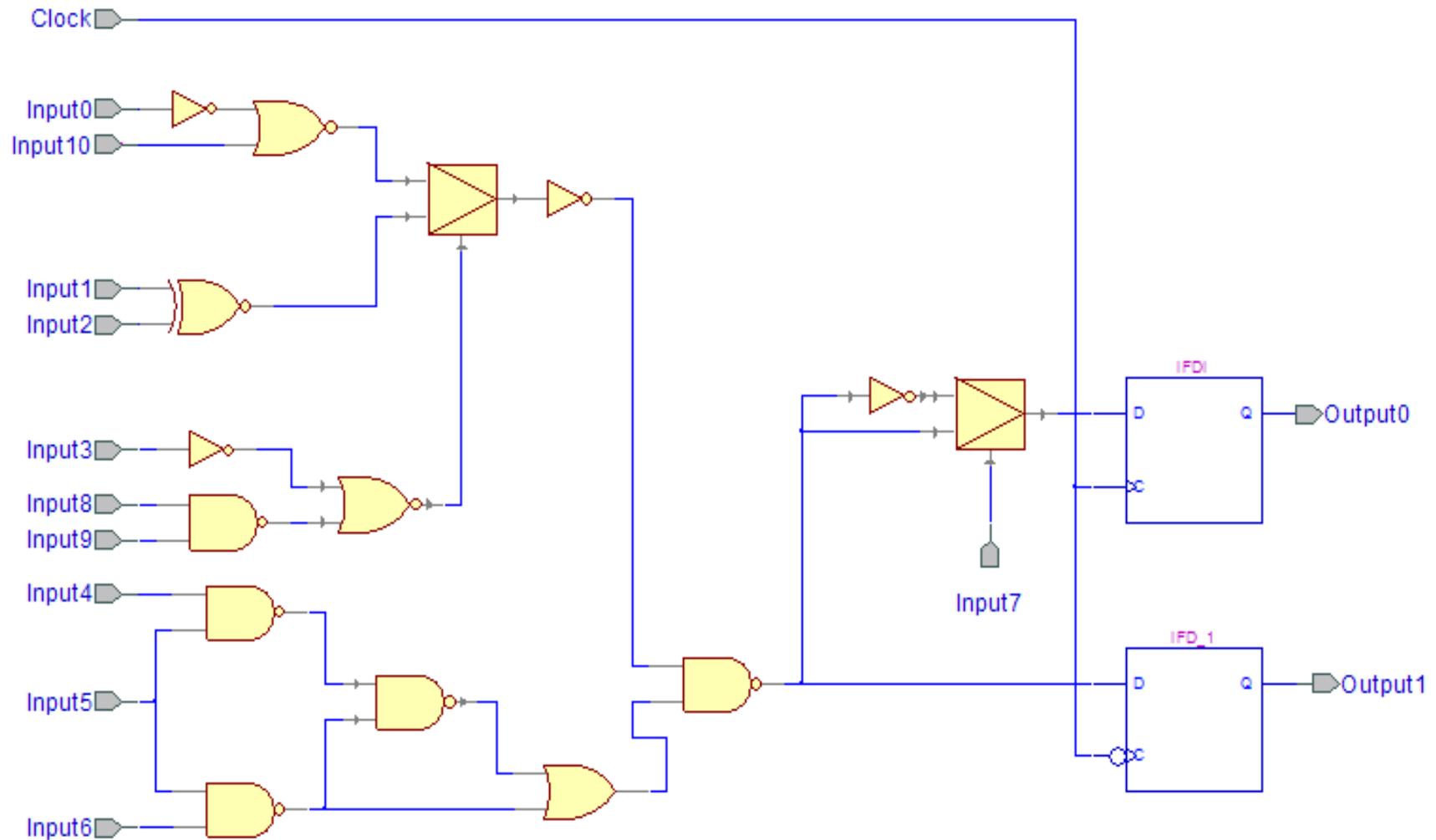
end MLU_DATAFLOW;
```



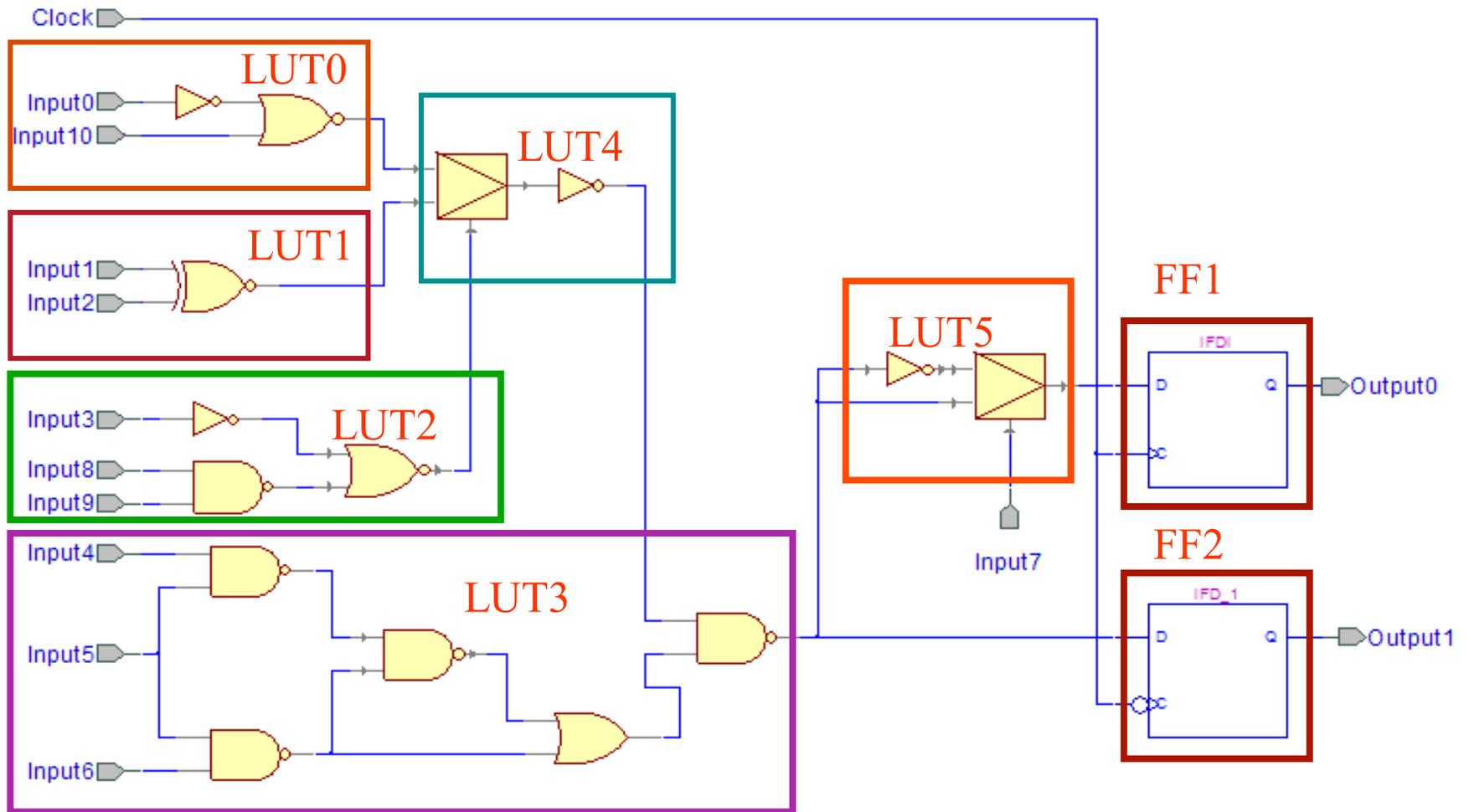
Circuit netlist



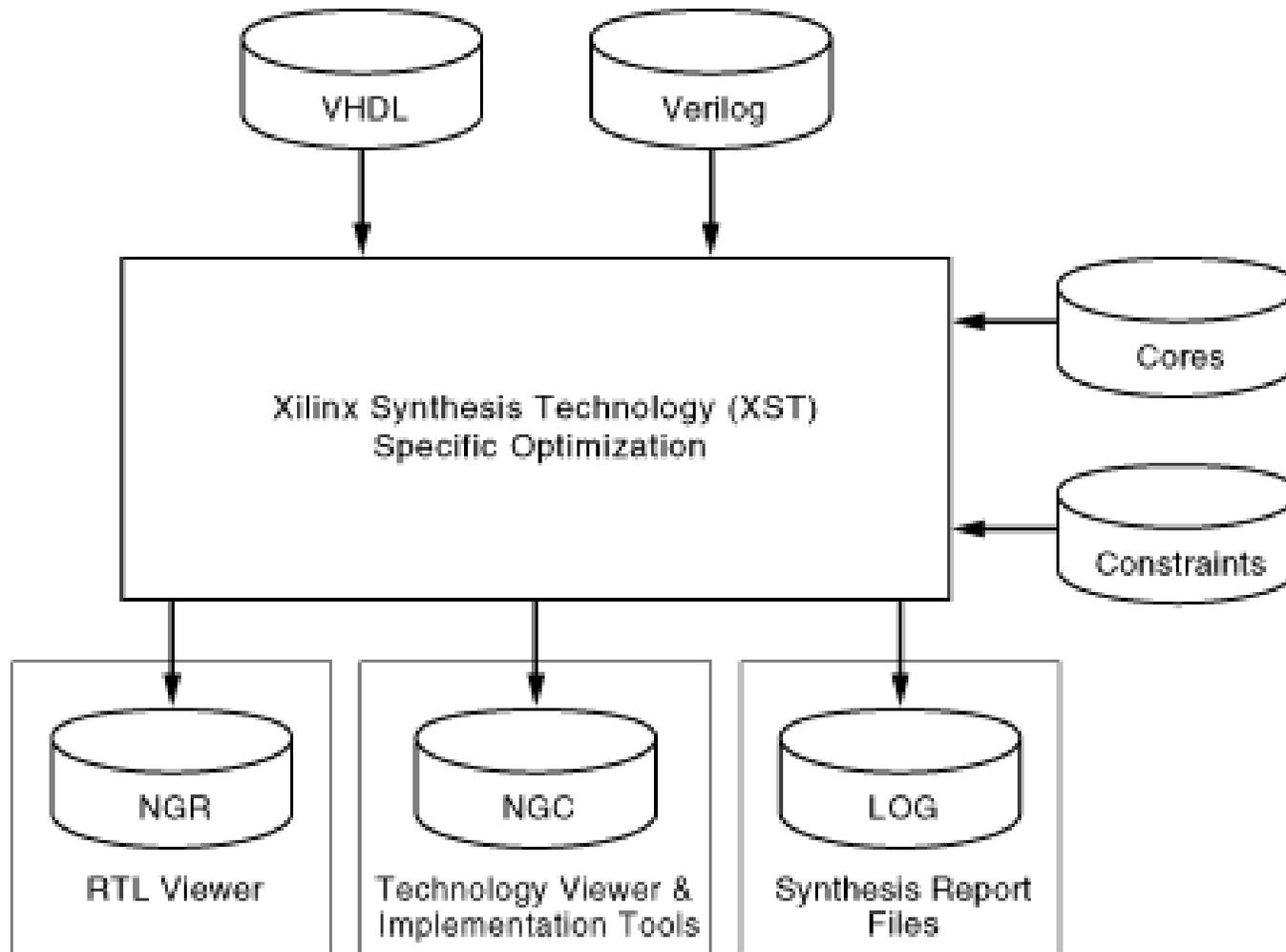
Circuit netlist (RTL view)



Mapping



Xilinx XST Inputs/Outputs



X112607

Xilinx XST Inputs

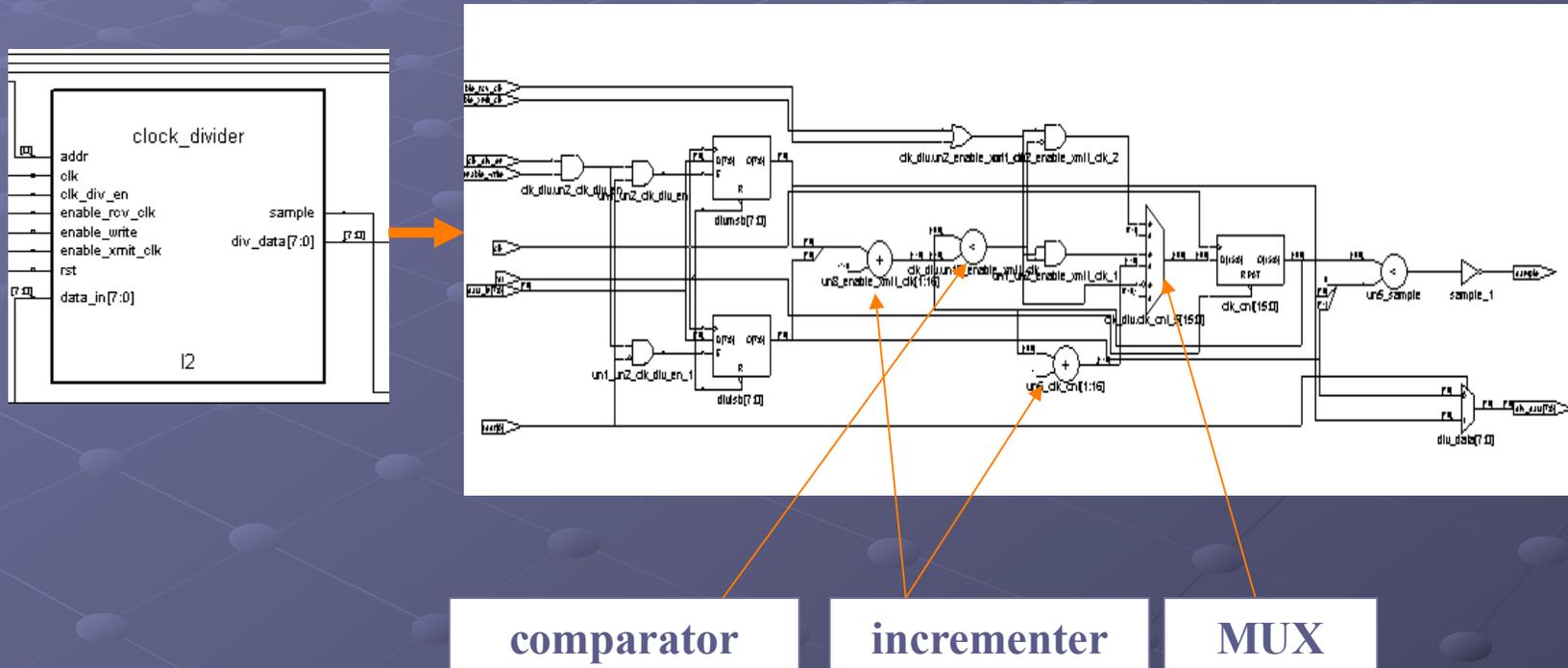
- RTL VHDL and/or Verilog files
- Core files
 - These files can be in either NGC or EDIF format.
 - XST does not modify cores. It uses them to inform area and timing optimization surrounding the cores.
- Constraints – XCF
 - Xilinx constraints file in which you can specify synthesis, timing, and specific implementation constraints that can be propagated to the NGC file.

Xilinx XST Outputs

- NGC
 - Netlist file with constraint information
- NGR
 - This is a schematic representation of the pre-optimized design shown at the Register Transfer Level (RTL). This representation is in terms of generic symbols, such as adders, multipliers, counters, AND gates, and OR gates, and is generated after the HDL synthesis phase of the synthesis process.
- LOG
 - This report contains the results from the synthesis run, including area and timing estimation.

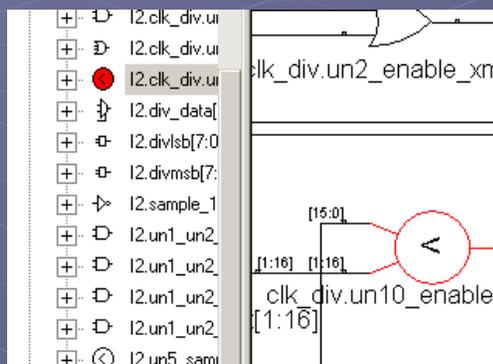
RTL view in Synplify Premier

- General logic structures can be recognized in RTL view



Crossprobing between RTL view and code

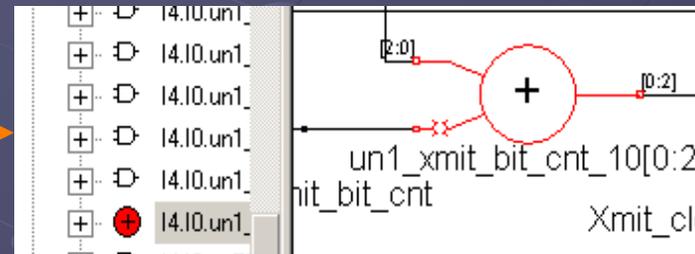
- Each port, net or block can be chosen by mouse click from the browser or directly from the RTL View
- By double-clicking on the element its source code can be seen:



```
-- Generate divided clock
IF enable_xmit_clk = '1' OR enable_rcv_clk = '1' THEN
  IF clk_cnt >= unsigned(div_msb_lsb) - 1 THEN
    clk_cnt <= (others => '0');
  ELSE
    clk_cnt <= unsigned(clk_cnt) + 1;
  END IF;
ELSE
  clk_cnt <= (0=>'1', others=>'0');
END IF;
END IF;
END PROCESS clk_div;
```

- Reverse crossprobing is also possible: if section of code is marked, appropriate element of RTL View is marked too:

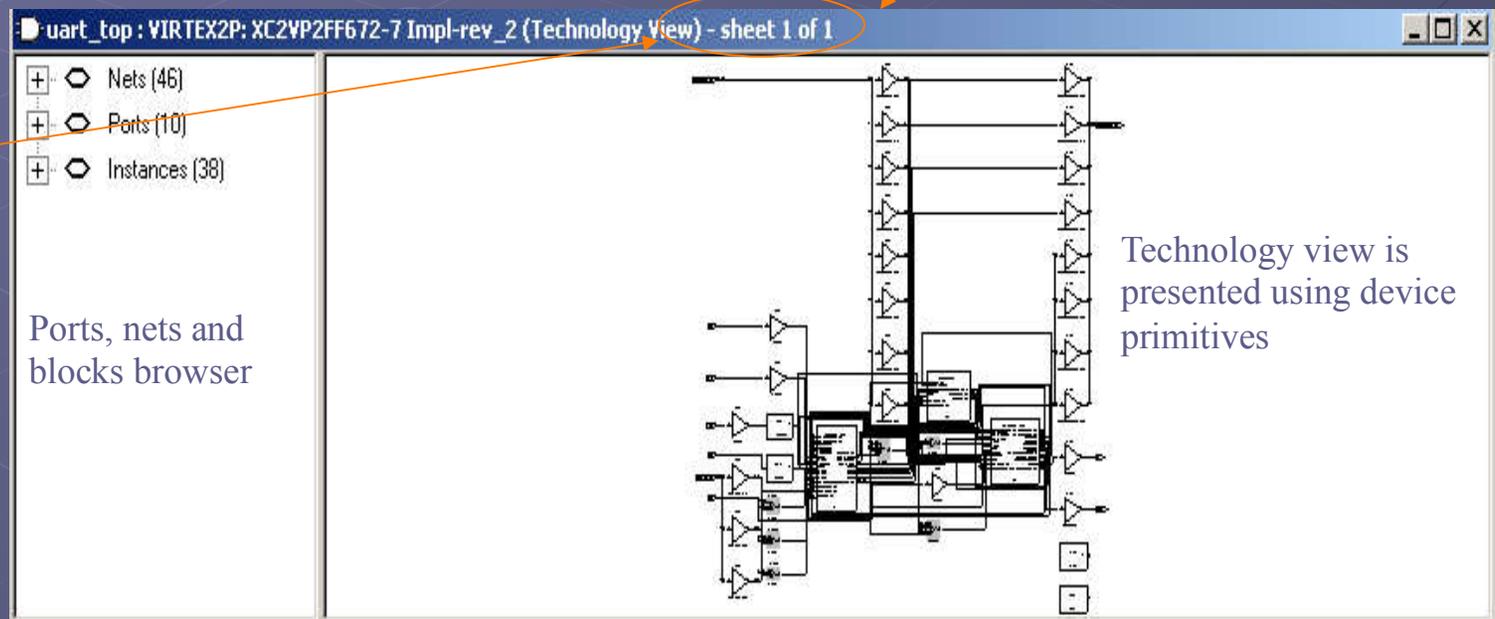
```
0339   xmitting_cld <= '1';
0340   WHEN send_data =>
0341     sout_cld <= xmitdt(CONV_INTEGER(unsigned(xmit_bit_c
0342     IF (sample='0') THEN
0343       xmit_bit_cnt <= unsigned(xmit_bit_cnt) + 1;
0344     END IF;
0345   WHEN incr_count =>
0346     sout_cld <= xmitdt(CONV_INTEGER(unsigned(xmit_bit_c
```



Technology View in Synplify Pro

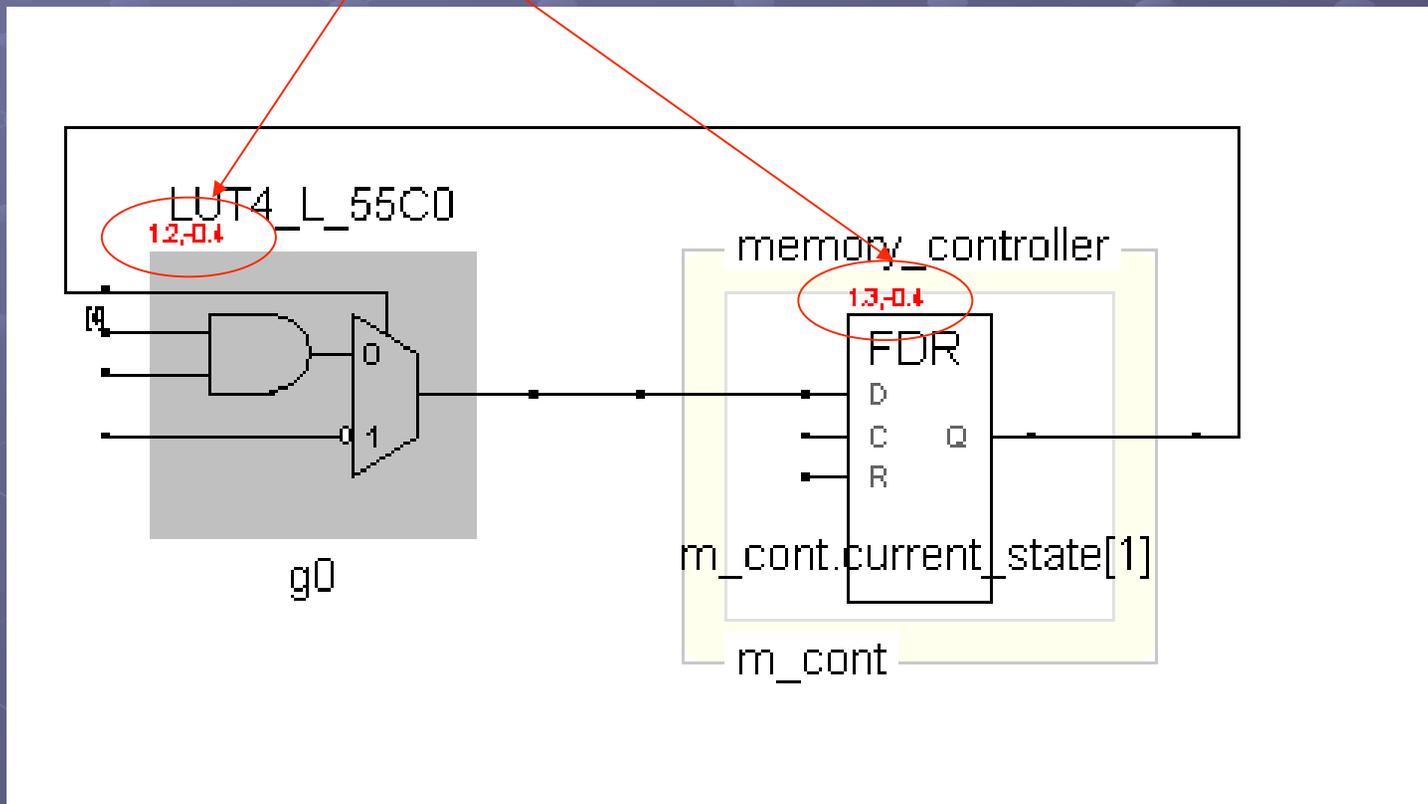
- Technology view is a mapped RTL view. It can be seen by pressing  button or by double-click on “.srm” file
- As in case of “RTL View”, buttons  can be used here
- Two additional buttons are enabled:  - show critical path
 - open timing analyst

Pay attention:
technology view is usually large and presented on number of sheets



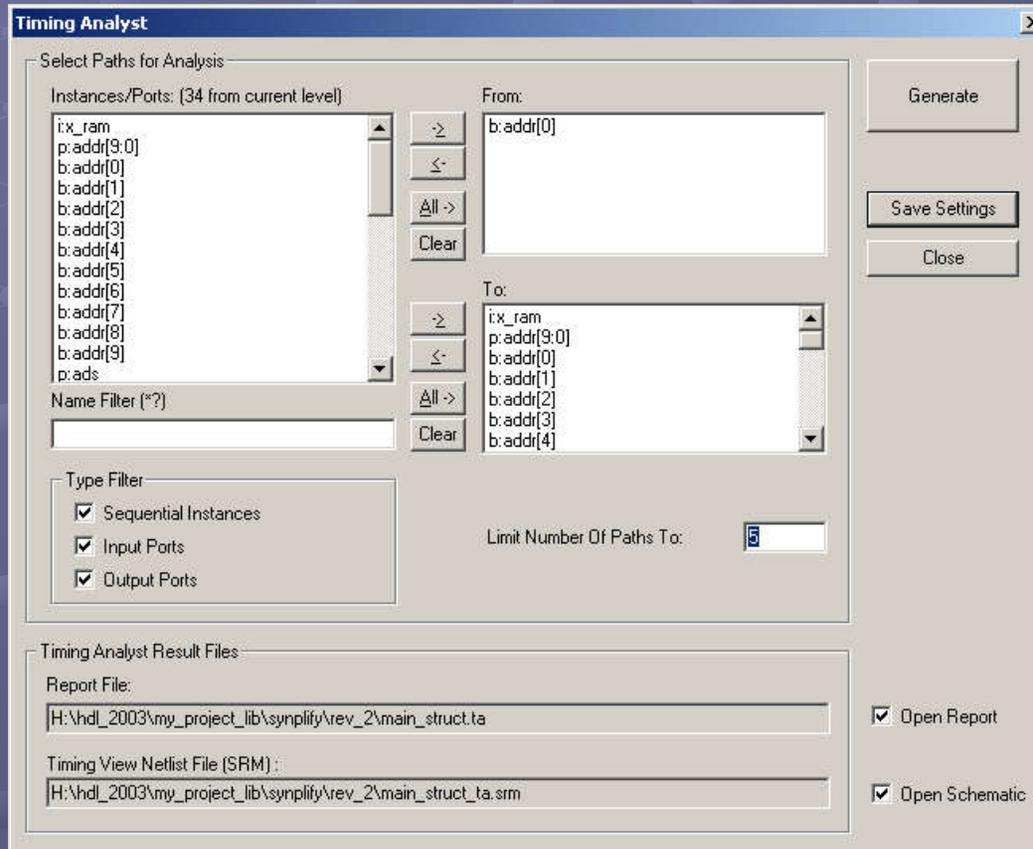
Viewing critical path

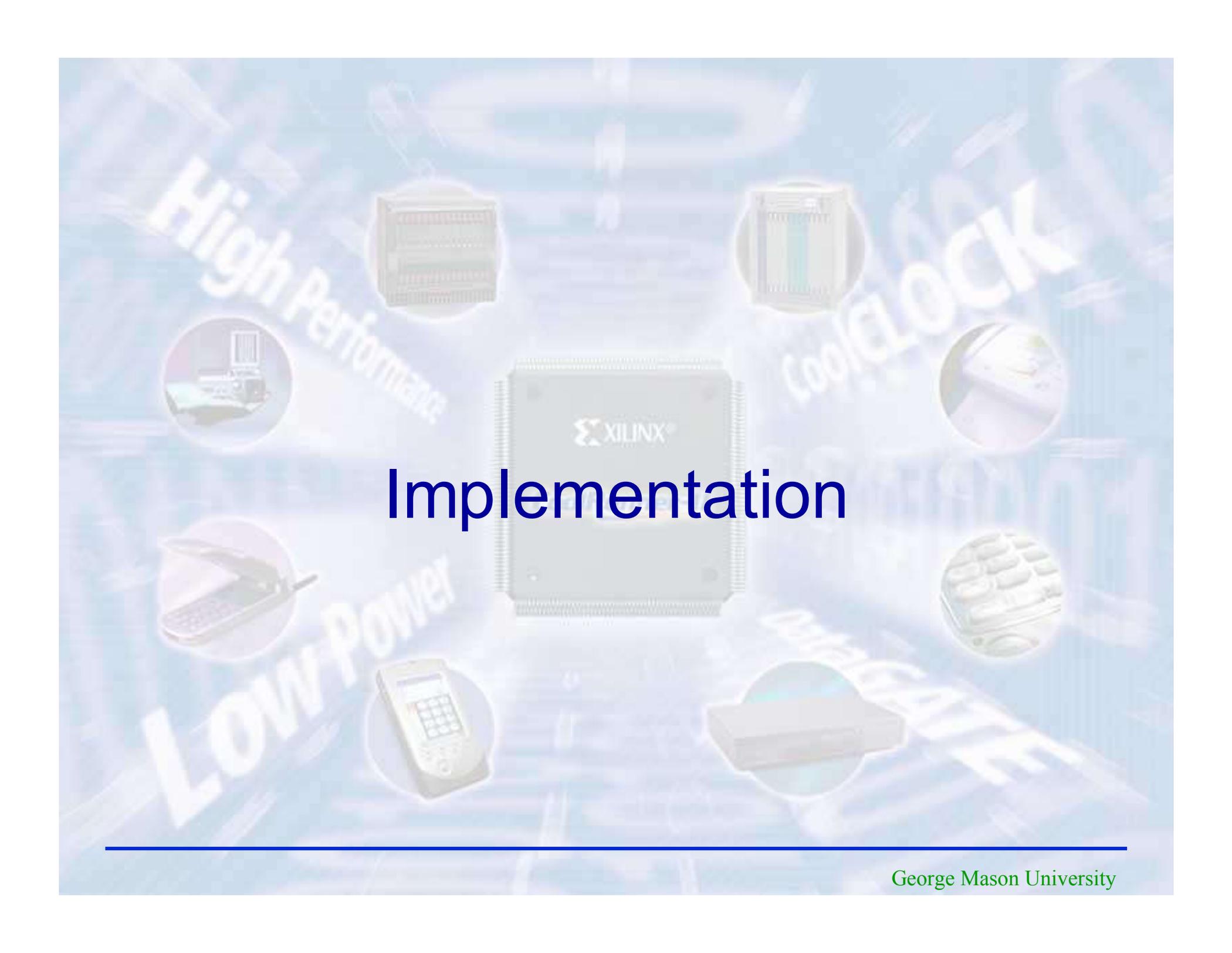
- Critical path can be viewed by pressing on 
- Delay values are written near each component of the path



Timing Analyst

- Timing analyst opened by pressing on 
- Timing analyst gives a possibility to analyze different paths in the design
- Timing analyst can be opened only from Technology View



The image features a central Xilinx chip with the logo and name 'XILINX' visible. Surrounding the chip are several circular icons representing different applications: a server rack, a network switch, a mobile phone, a handheld device, a keyboard, and a printer. The background is a light blue grid with the words 'High Performance', 'Low Power', and 'CoolClock' written in a stylized, glowing font. The word 'CoolClock' is repeated multiple times in a circular pattern around the chip.

Implementation

Implementation

- After synthesis the entire implementation process is performed by FPGA vendor tools



Implementation

74 Xilinx Implementation

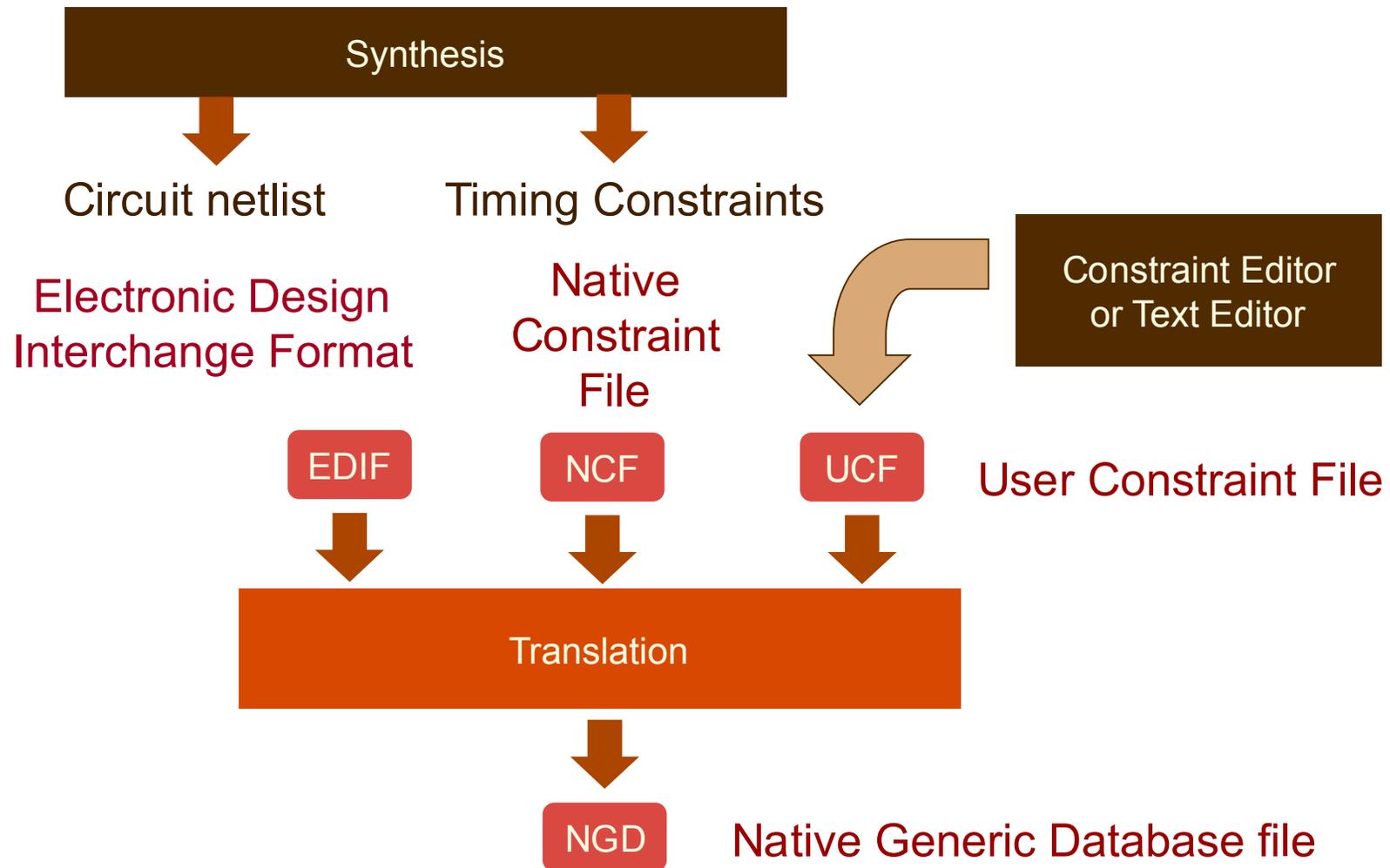
Translate Completed → Map Completed → Post-Map STR Completed → Place&Route Completed → Post-PAR STR Completed → Timing Completed

```
Writing VHDL SDF file 'time_sim.sdf' ...
INFO:NetListWriters:635 - The generated VHDL netlist contains Xilinx SIMPRIM
simulation primitives and has to be used with SIMPRIM library for correct
compilation and simulation.
INFO:NetListWriters - Xilinx recommends running separate simulations to check
for setup by specifying the MAX field in the SDF file and for hold by
specifying the MIN field in the SDF file. Please refer to Simulator
documentation for more details on specifying MIN and MAX field in the SDF.
INFO:NetListWriters:665 - For more information on how to pass the SDF switches
to the simulator, see your Simulator tool documentation.
Number of warnings: 0
Number of info messages: 3
Total memory usage is 186884 kilobytes

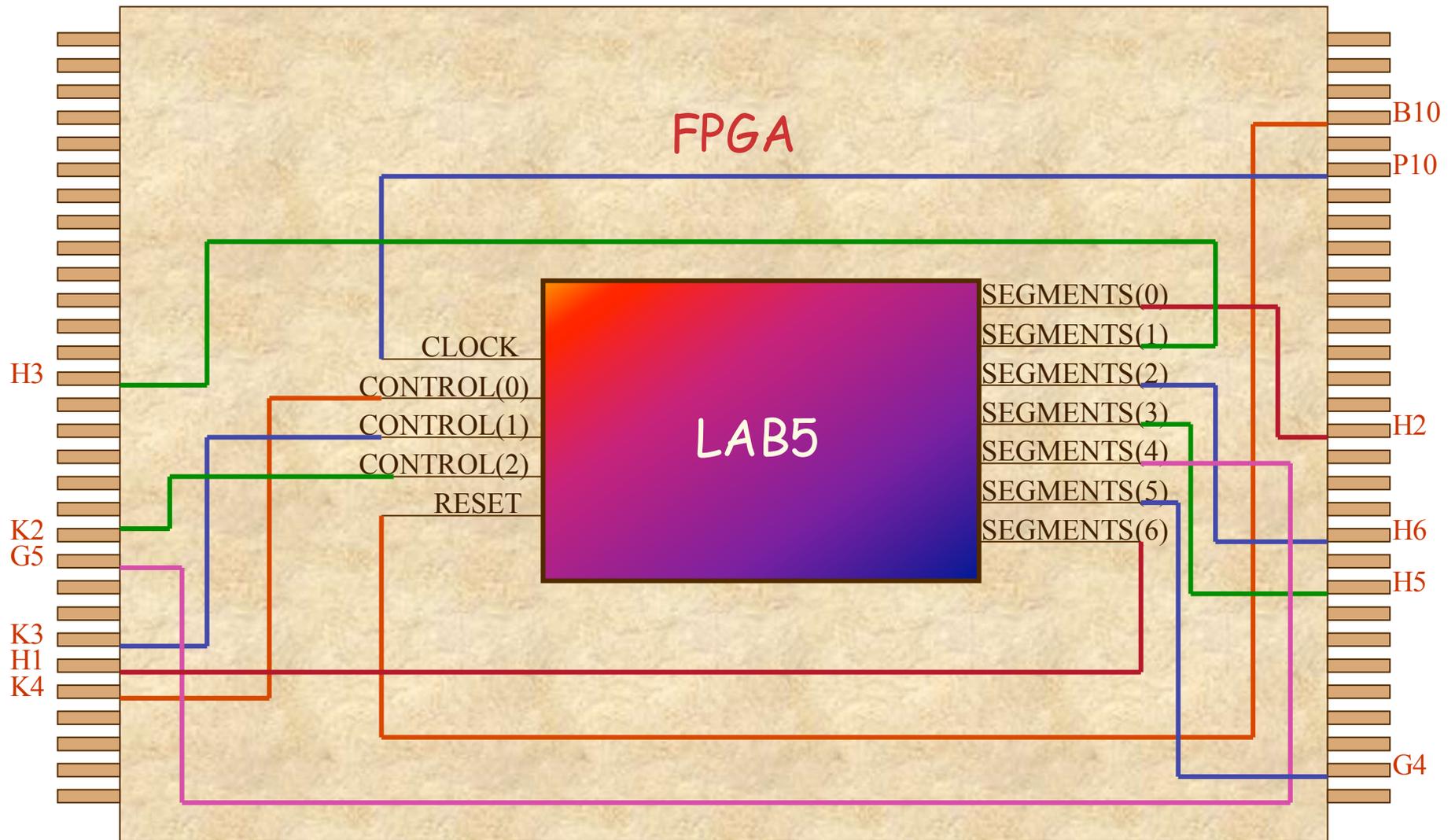
Created netgen log file 'time_sim.nlf'.
Implementation ver1->rev1: 0 error(s), 7 warning(s)
Implementation ended with warning(s).
```

Close

Translation

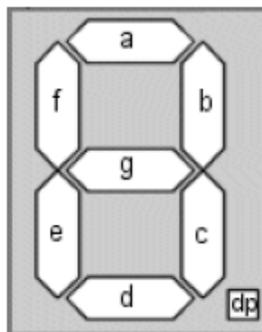


Pin Assignment



Description	FPGA Pins
Seven Segment 0 'a'	H2
Seven Segment 0 'b'	H3
Seven Segment 0 'c'	H6
Seven Segment 0 'd'	H5
Seven Segment 0 'e'	G5
Seven Segment 0 'f'	G4
Seven Segment 0 'g'	H1
Seven Segment 0 'dp'	C2
Seven Segment 1 'a'	J1
Seven Segment 1 'b'	J2
Seven Segment 1 'c'	K2
Seven Segment 1 'd'	C3
Seven Segment 1 'e'	C1
Seven Segment 1 'f'	H4
Seven Segment 1 'g'	B1
Seven Segment 1 'dp'	J4

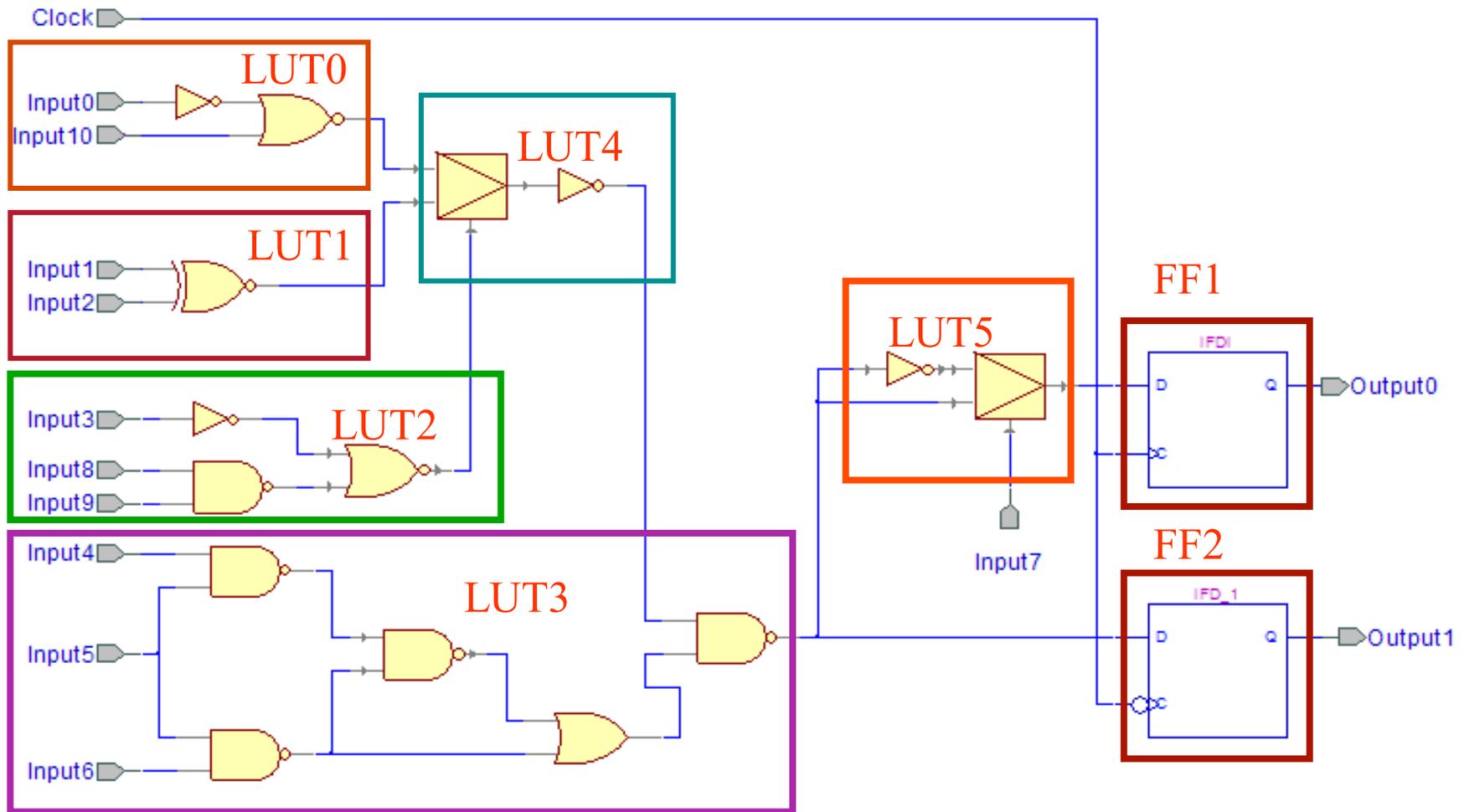
The segments of the display are labelled "a-g" and "dp" in the table above and the figure below.



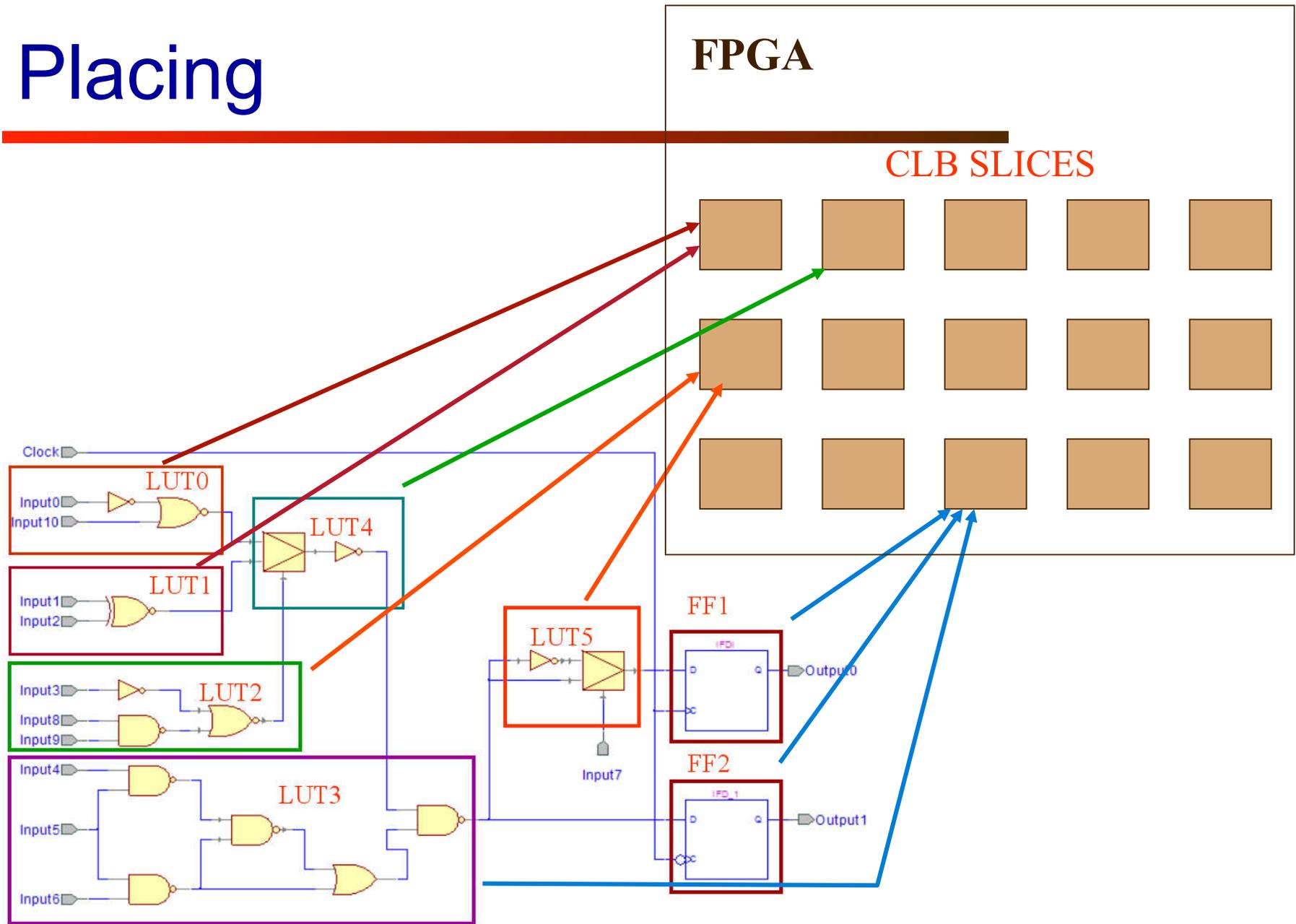
Example of an UCF File

```
NET "CLOCK" LOC = "P10";
NET "reset" LOC = "B10";
NET "S_SEG0<6>" LOC = "H1";
NET "S_SEG0<5>" LOC = "G4";
NET "S_SEG0<4>" LOC = "G5";
NET "S_SEG0<3>" LOC = "H5";
NET "S_SEG0<2>" LOC = "H6";
NET "S_SEG0<1>" LOC = "H3";
NET "S_SEG0<0>" LOC = "H2";
```

Mapping



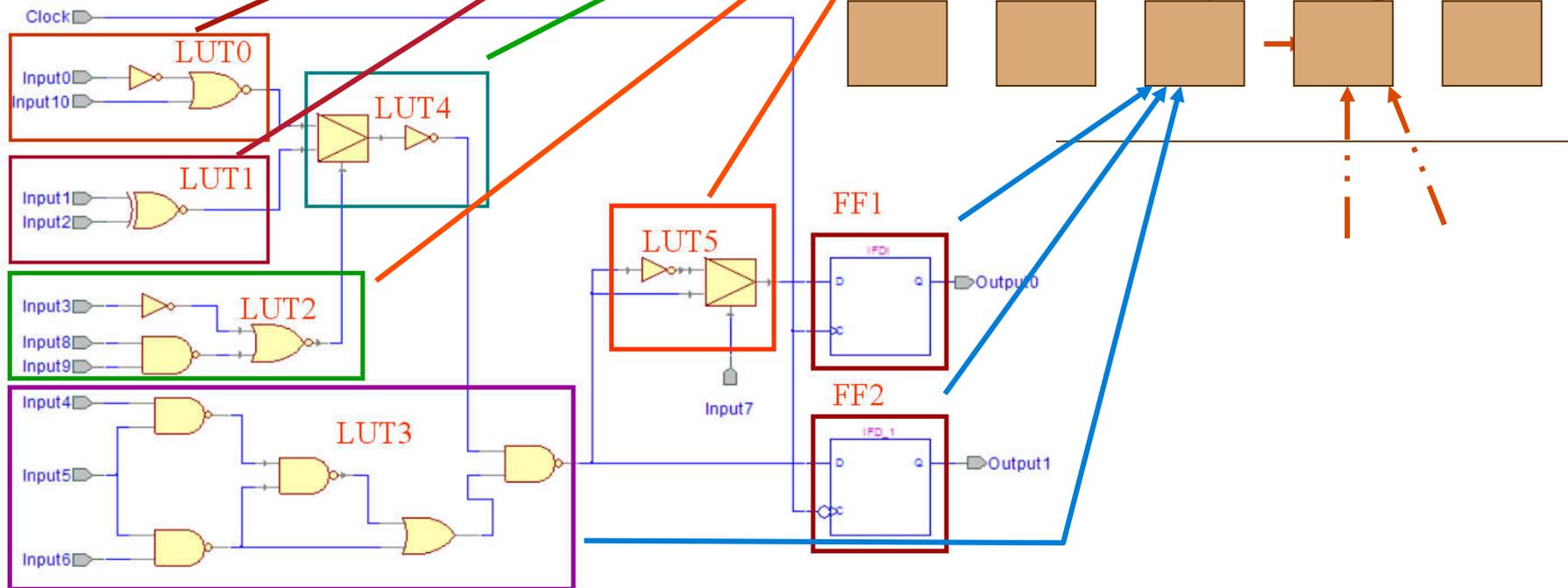
Placing



Routing

FPGA

Programmable Connections



Configuration

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



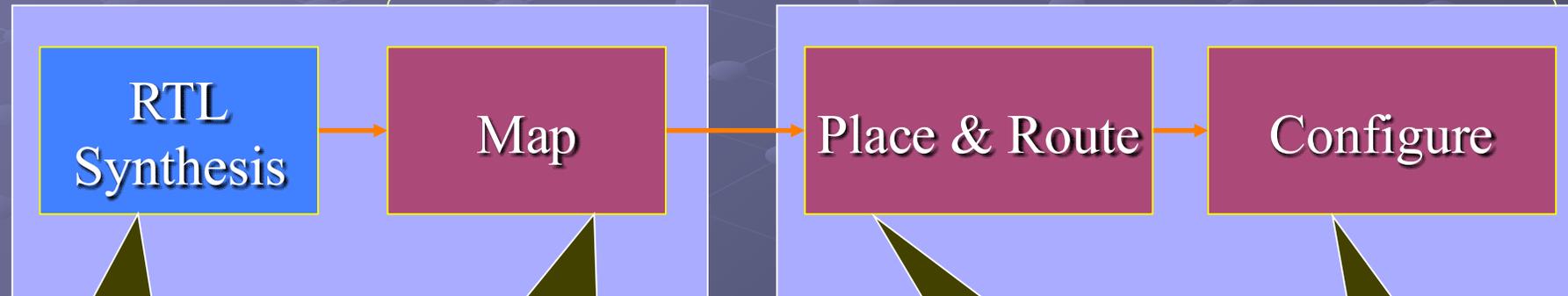
Two main stages of the FPGA Design Flow

Synthesis

Implementation

Technology independent

Technology dependent



- Code analysis
- Derivation of main logic constructions
- Technology independent optimization
- Creation of "RTL View"

- Mapping of extracted logic structures to device primitives
- Technology dependent optimization
- Application of "synthesis constraints"
- Netlist generation
- Creation of "Technology View"

- Placement of generated netlist onto the device
- Choosing best interconnect structure for the placed design
- Application of "physical constraints"

- Bitstream generation
- Burning device

Report files



High Performance

coolClock

Low Power

coolCache



Map report header

Xilinx Mapping Report File for Design 'Lab3Demo'

Design Information

Command Line : c:\Xilinx\bin\nt\map.exe -p 3S1500FG320-4 -o map.ncd -pr b -k 4
-cm area -c 100 Lab3Demo.ngd Lab3Demo.pcf

Target Device : **xc3s1500**

Target Package : **fg320**

Target Speed : **-4**

Mapper Version : spartan3 -- \$Revision: 1.34 \$

Map report

Design Summary

Number of errors: 0

Number of warnings: 0

Logic Utilization:

Number of Slice Flip Flops: 30 out of 26,624 1%

Number of 4 input LUTs: 38 out of 26,624 1%

Logic Distribution:

Number of occupied Slices: 33 out of 13,312 1%

Number of Slices containing only related logic: 33 out of 33 100%

Number of Slices containing unrelated logic: 0 out of 33 0%

*See NOTES below for an explanation of the effects of unrelated logic

Total Number 4 input LUTs: 62 out of 26,624 1%

Number used as logic: 38

Number used as a route-thru: 24

Number of bonded IOBs: 10 out of 221 4%

IOB Flip Flops: 7

Number of GCLKs: 1 out of 8 12%

Related and Unrelated Logic

Related logic is defined as being logic that shares connectivity – e.g. two LUTs are "related" if they share common inputs. When assembling slices, Map gives priority to combine logic that is related. Doing so results in the best timing performance.

Unrelated logic shares no connectivity. Map will only begin packing unrelated logic into a slice once 99% of the slices are occupied through related logic packing.

Note that once logic distribution reaches the 99% level through related logic packing, this does not mean the device is completely utilized. Unrelated logic packing will then begin, continuing until all usable LUTs and FFs are occupied.

Depending on your timing budget, increased levels of unrelated logic packing may adversely affect the overall timing performance of your design.

Place & route report

Asterisk (*) preceding a constraint indicates it was not met.
This may be due to a setup or hold violation.

Constraint	Requested	Actual	Logic Levels	Absolute Slack	Number of errors
* TS_CLOCK = PERIOD TIMEGRP "CLOCK" 5 ns HIGH 50%	5.000ns	5.140ns	4	-0.140ns	5
TS_gen1Hz_Clock1Hz = PERIOD TIMEGRP "gen1" 5 ns HIGH 50%	5.000ns	4.137ns	2	0.863ns	0

Post layout timing report

Clock to Setup on destination clock CLOCK

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLOCK	5.140			

Timing summary:

Timing errors: 9 Score: 543

Constraints cover 574 paths, 0 nets, and 187 connections

Design statistics:

Minimum period: 5.140ns (Maximum frequency: 194.553MHz)