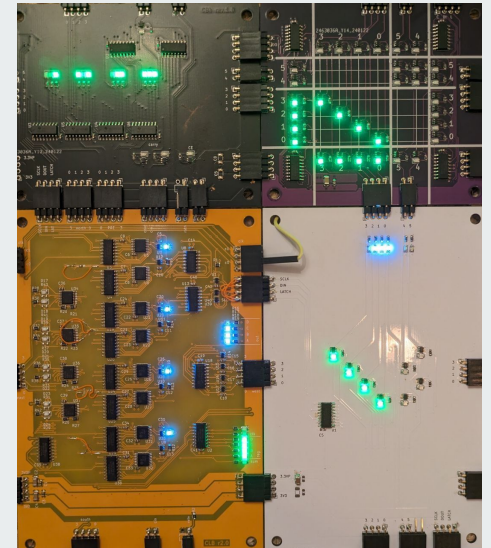
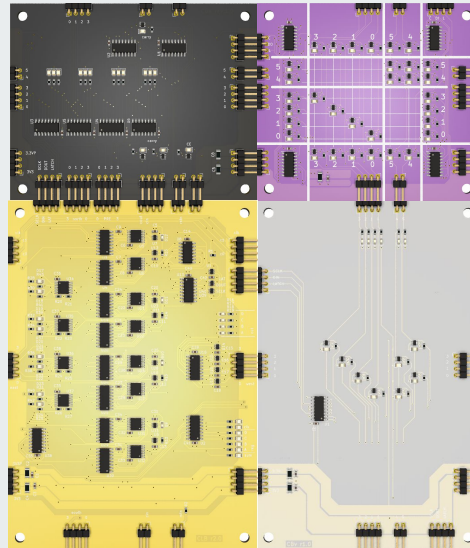


How to build your own FPGA with 7400-Logic

Simon Burkhardt

mnemocron.github.io



What is an FPGA?



Posts



Posted by u/dubicube **Xilinx User** 3 years ago



70



As an FPGA engineer, how do you explain to not-tech-people what you are doing?



dread_pirate_humdaak · 3 yr. ago

"I use obscure and arcane texts to perform rituals that control machine spirits."



25



Reply

Share






Why?

- Acquire an understanding of low-level FPGA hardware
- Teach people about FPGAs
- It is fun (?)

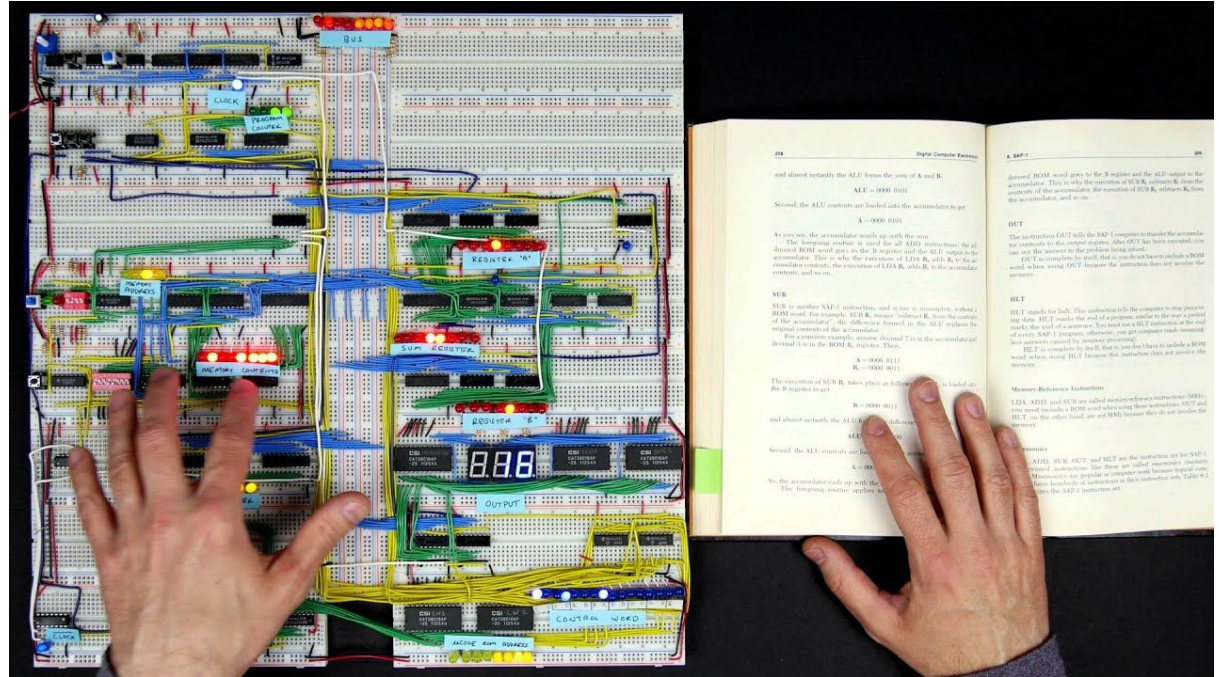


MINECRAFT IN MINECRAFT ON THE CHUNGUS II

May 27, 2023 by [Elliot Williams](#)

 [16 Comments](#)

8-bit CPU by Ben Eater



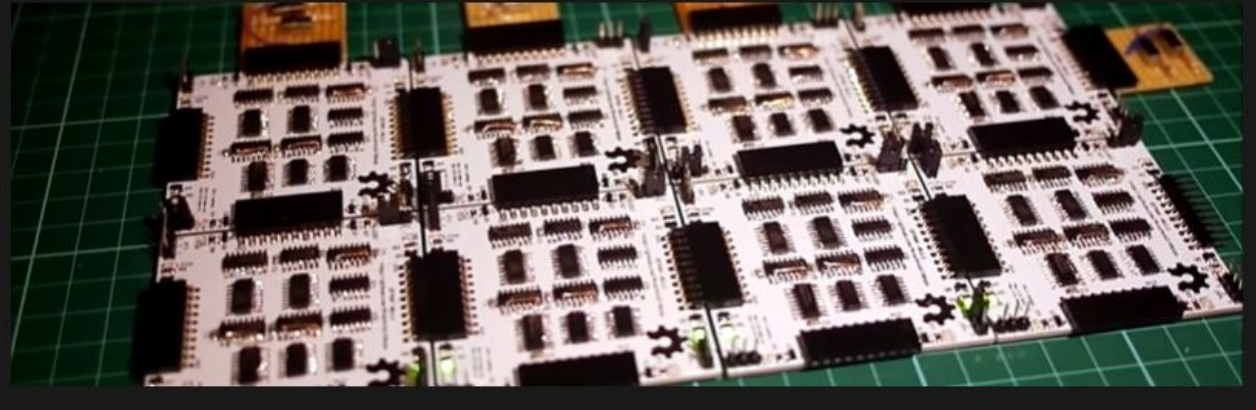
DISCRETE FPGA WILL PROBABLY WIN THE 7400 LOGIC COMPETITION

by: **Brian Benchoff**

19 Comments



November 1, 2012



Why do you need an FPGA?



CPU

GPU

FPGA

ASIC

Performance, Power Efficiency, Development Cost

Flexibility, Ease of Use

general purpose
computing

hardware
acceleration

reconfigurable
hardware

application
specific



Applications

- Sensor Processing & Fusion
- Motor Control
- Low-cost Ultrasound
- Traffic Engineering

- Flight Navigation
- Missile & Munitions
- Military Construction
- Secure Solutions
- Networking
- Cloud Computing Security
- Data Center
- Machine Vision
- Medical Endoscopy

- Situational Awareness
- Surveillance/Reconnaissance
- Smart Vision
- Image Manipulation
- Graphic Overlay
- Human Machine Interface
- Automotive ADAS
- Video Processing
- Interactive Display



Click to Enlarge



Zynq UltraScale+ RFSoc ZCU111 Evaluation Kit

by: AMD



The Zynq UltraScale+ RFSoc ZCU111 Evaluation Kit enables designers to jumpstart RF-Class analog designs for wireless, cable access, early-warning(EW)/radar and other high-performance RF applications

Price: \$11,658.00

Part Number: EK-U1-ZCU111-G

Lead Time: 8 weeks ⓘ

Device Support: Zynq UltraScale+ RFSoc

Buy

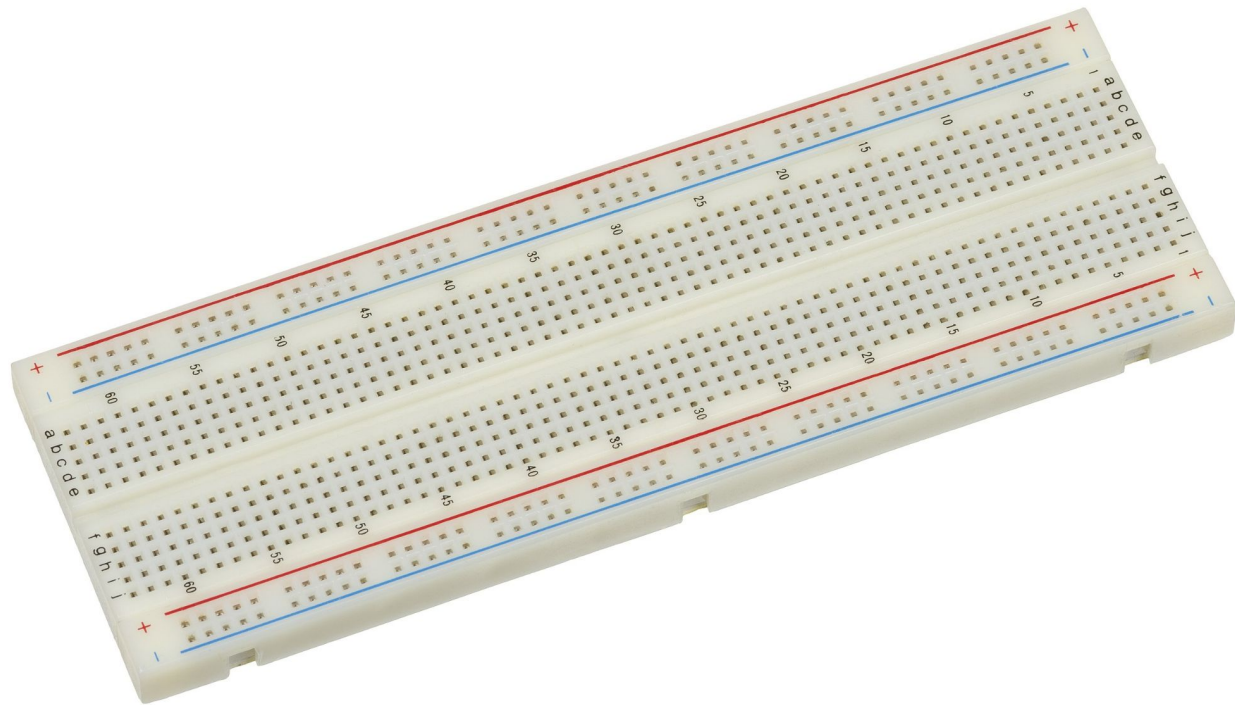
or buy from: [Authorized Distributors](#)

What is an FPGA?

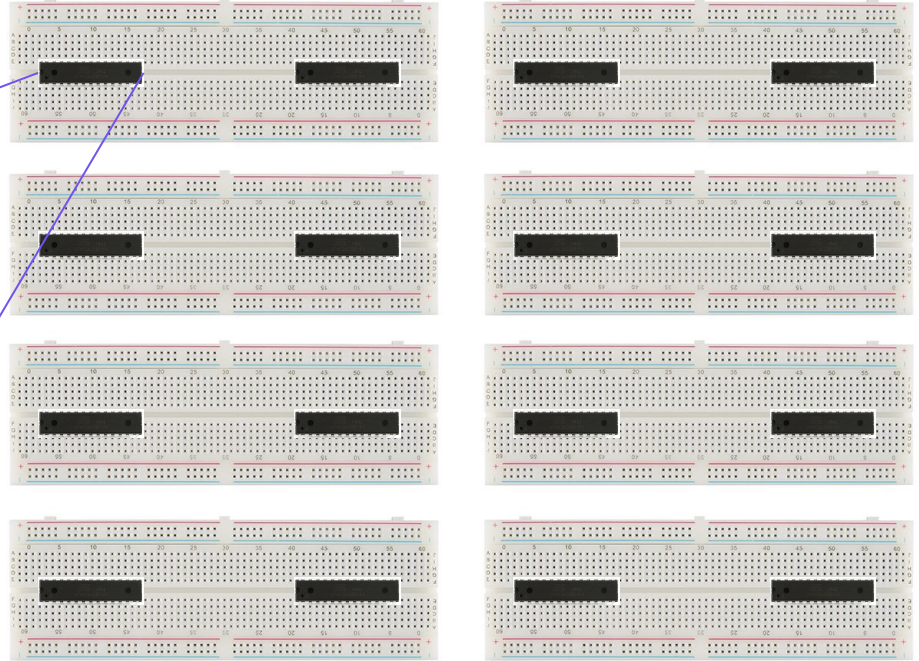
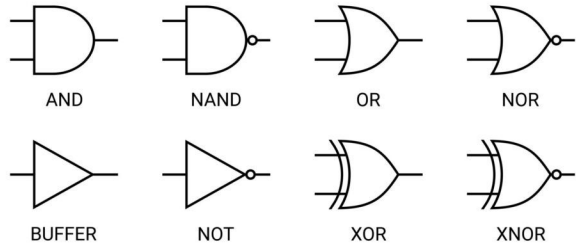


How can we build any digital circuit?

Step 1



Step 2



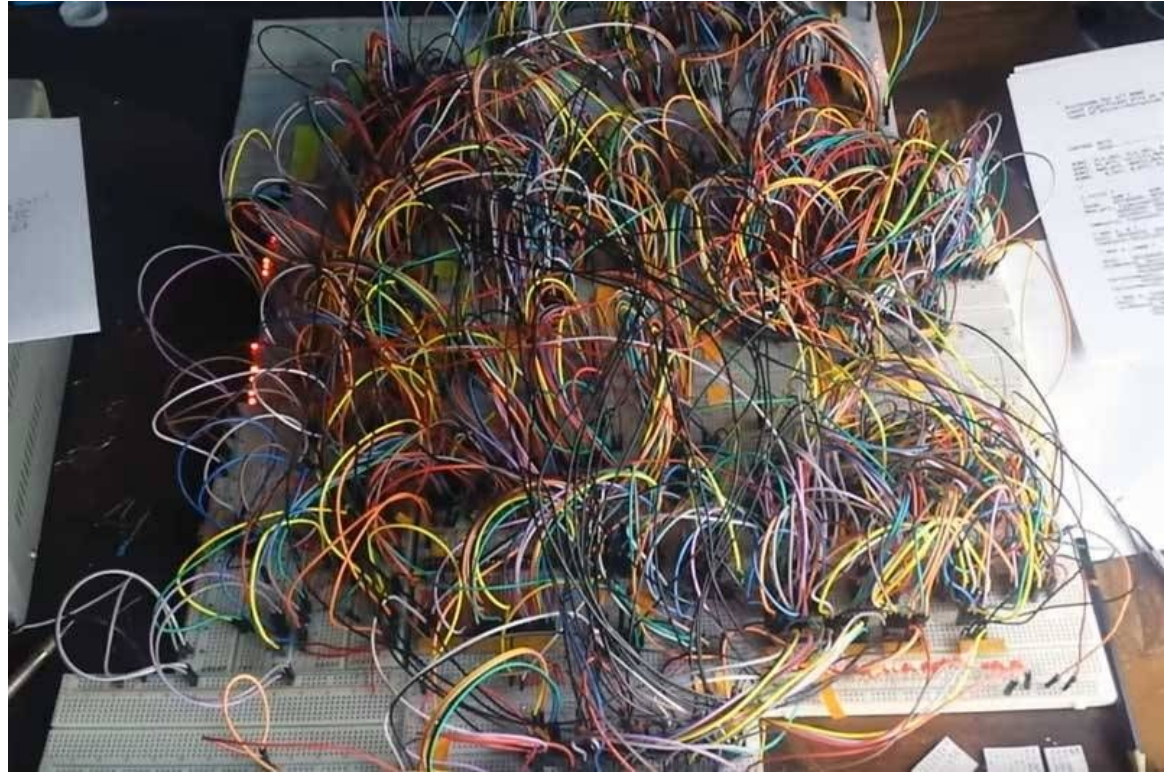


...



Step 4

profit?



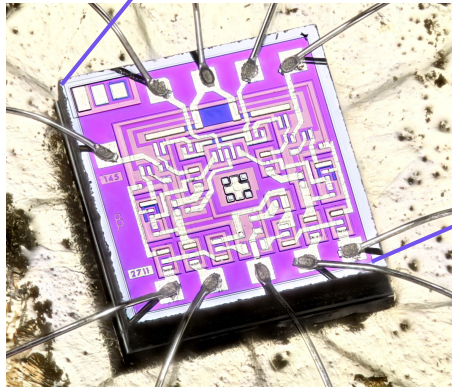
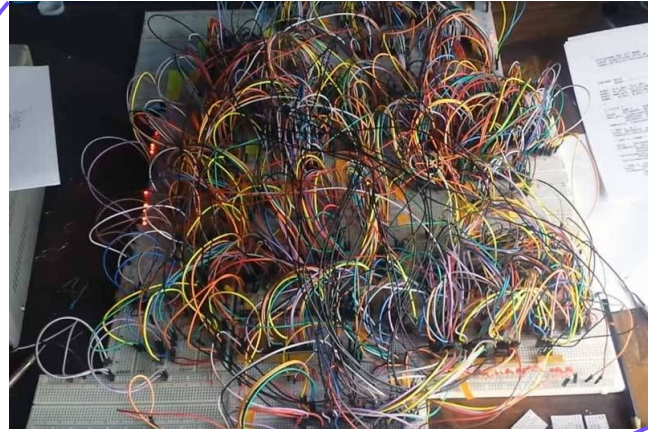


Problems of a breadboard?

- BIG!
- you need wires (and hands)
- chaotic

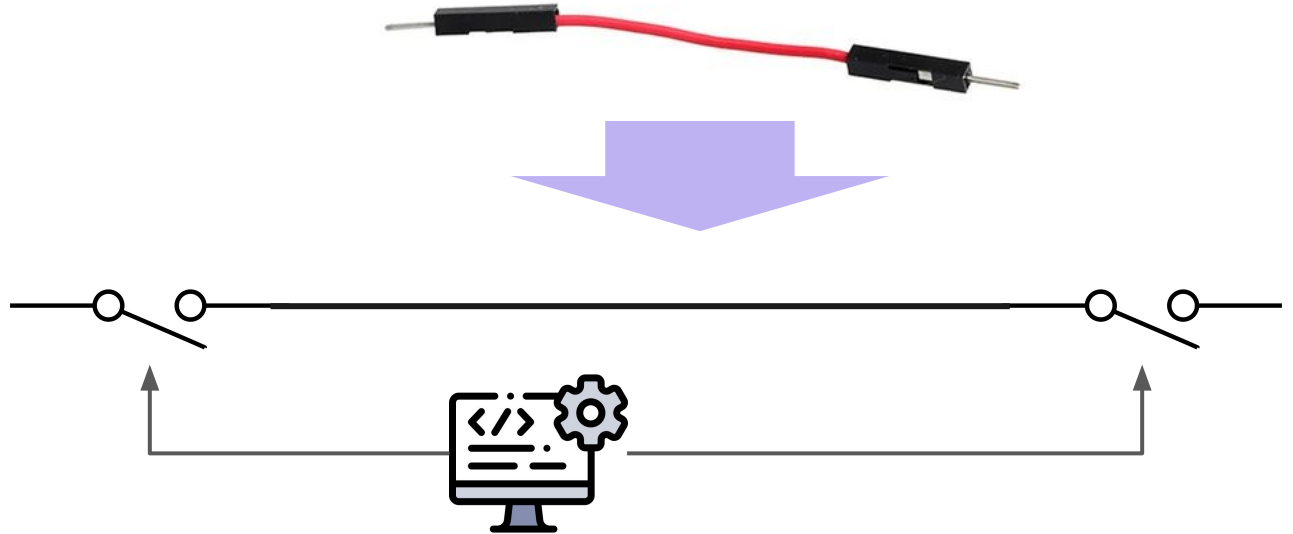
—

too big?
→ **shrink it**



Wires?

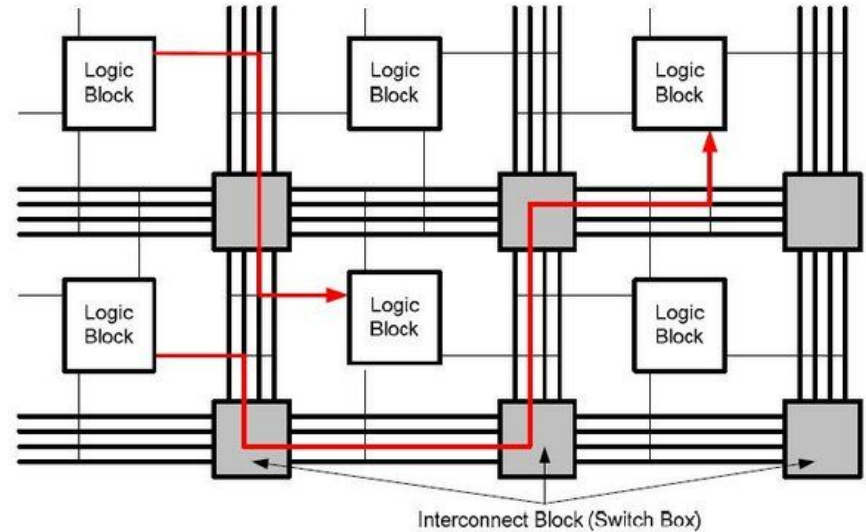
→ make them programmable



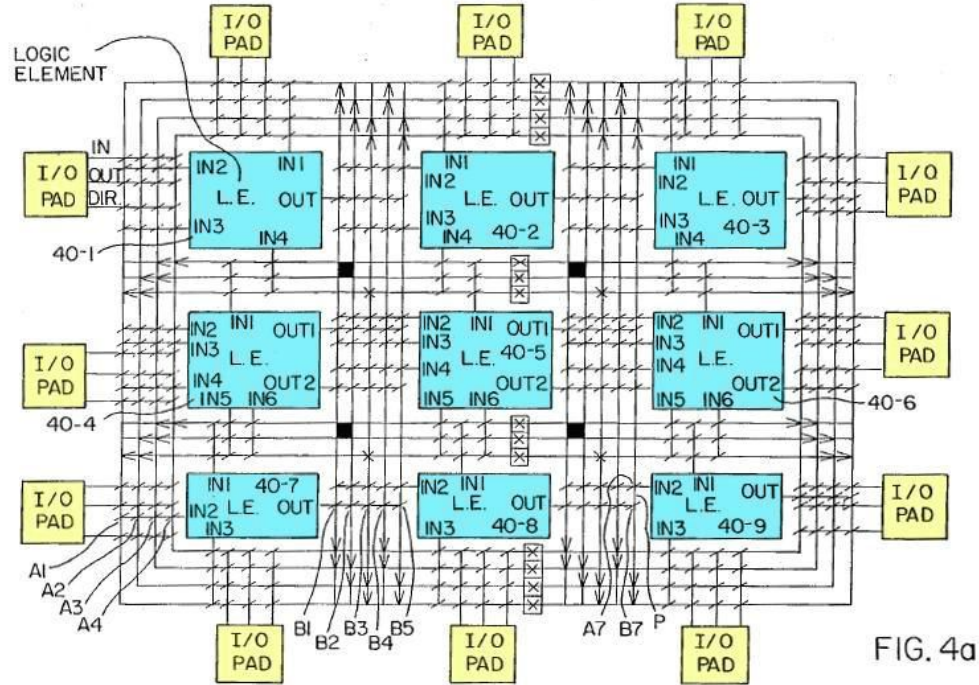
chaotic?

→ define an interconnect

architecture for wires

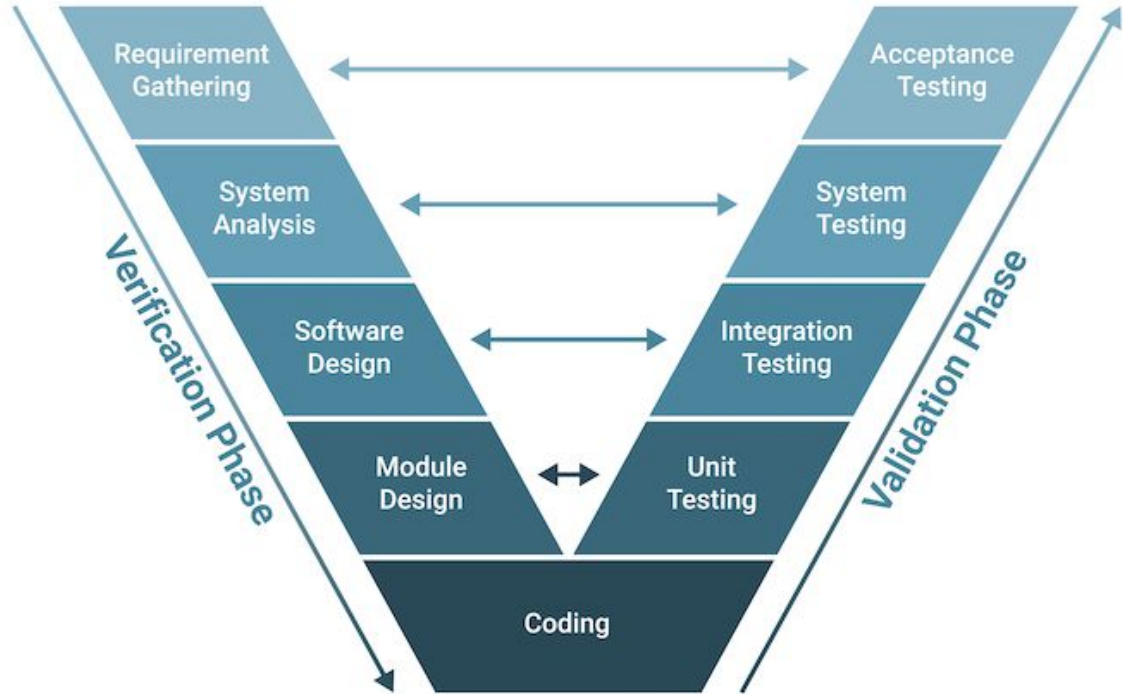


this is
an FPGA

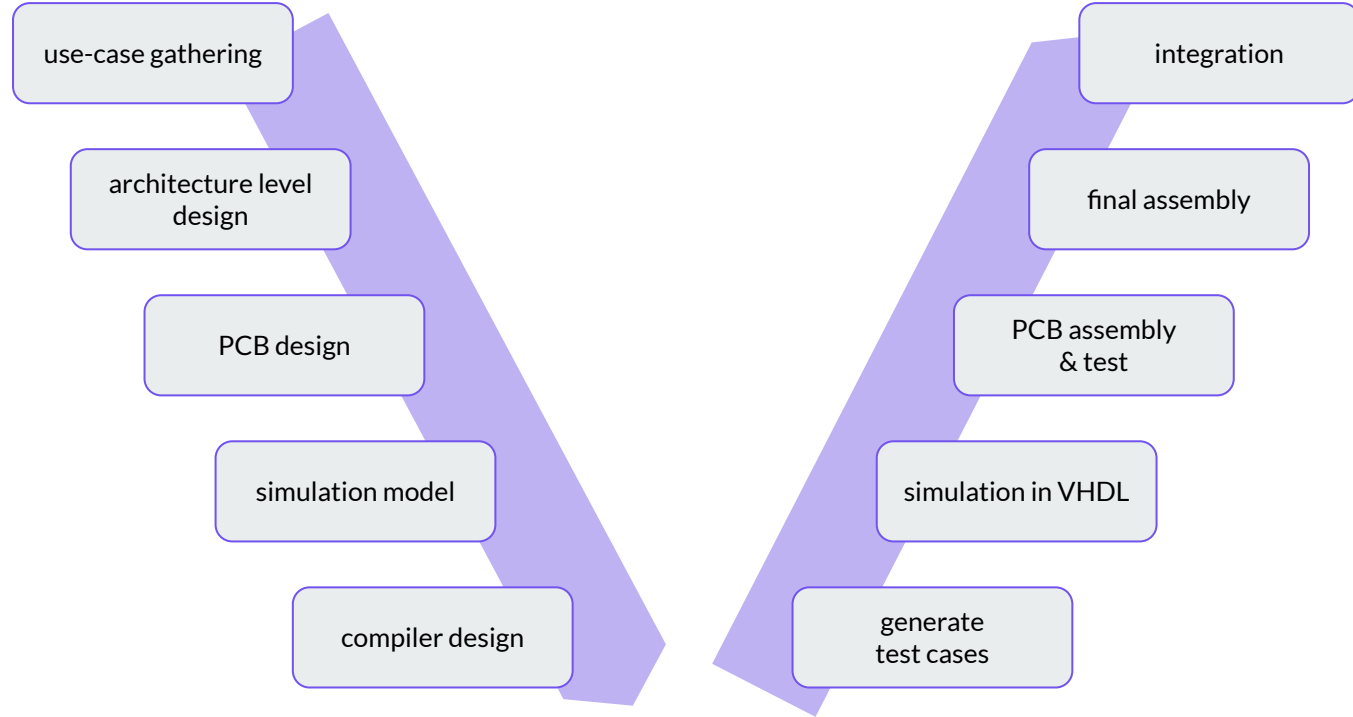


How do you build an FPGA?

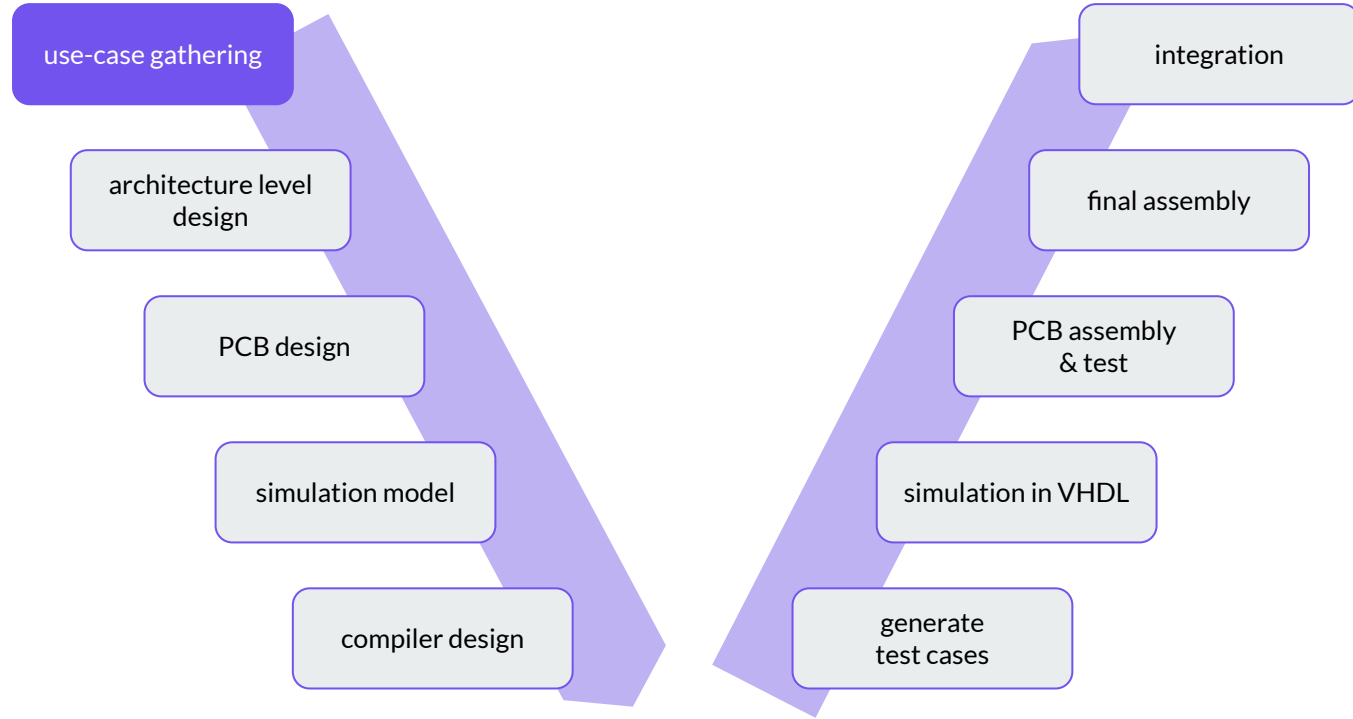
V-Model



V-Model



V-Model



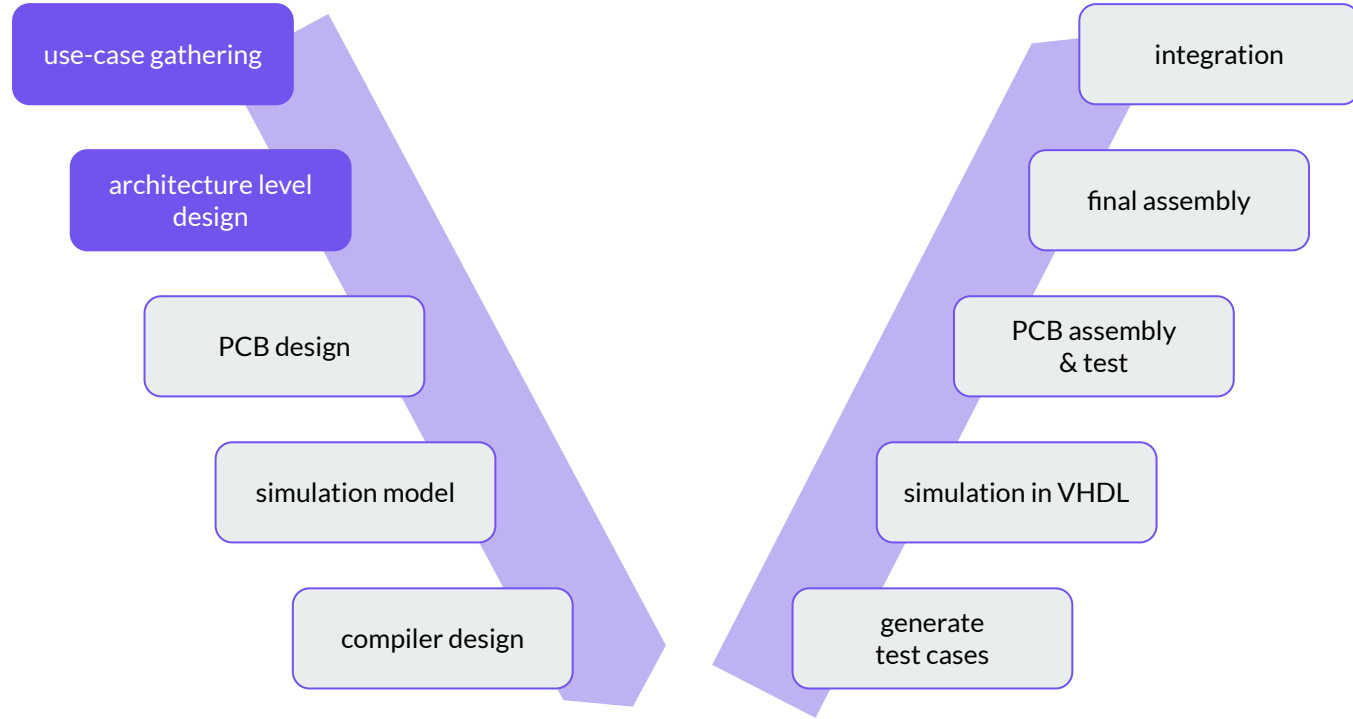
Which applications can I run on my FPGA?

- 4-bit counter → Yes
- 4-bit adder → Yes
- BCD to 7-segment decoder → Yes

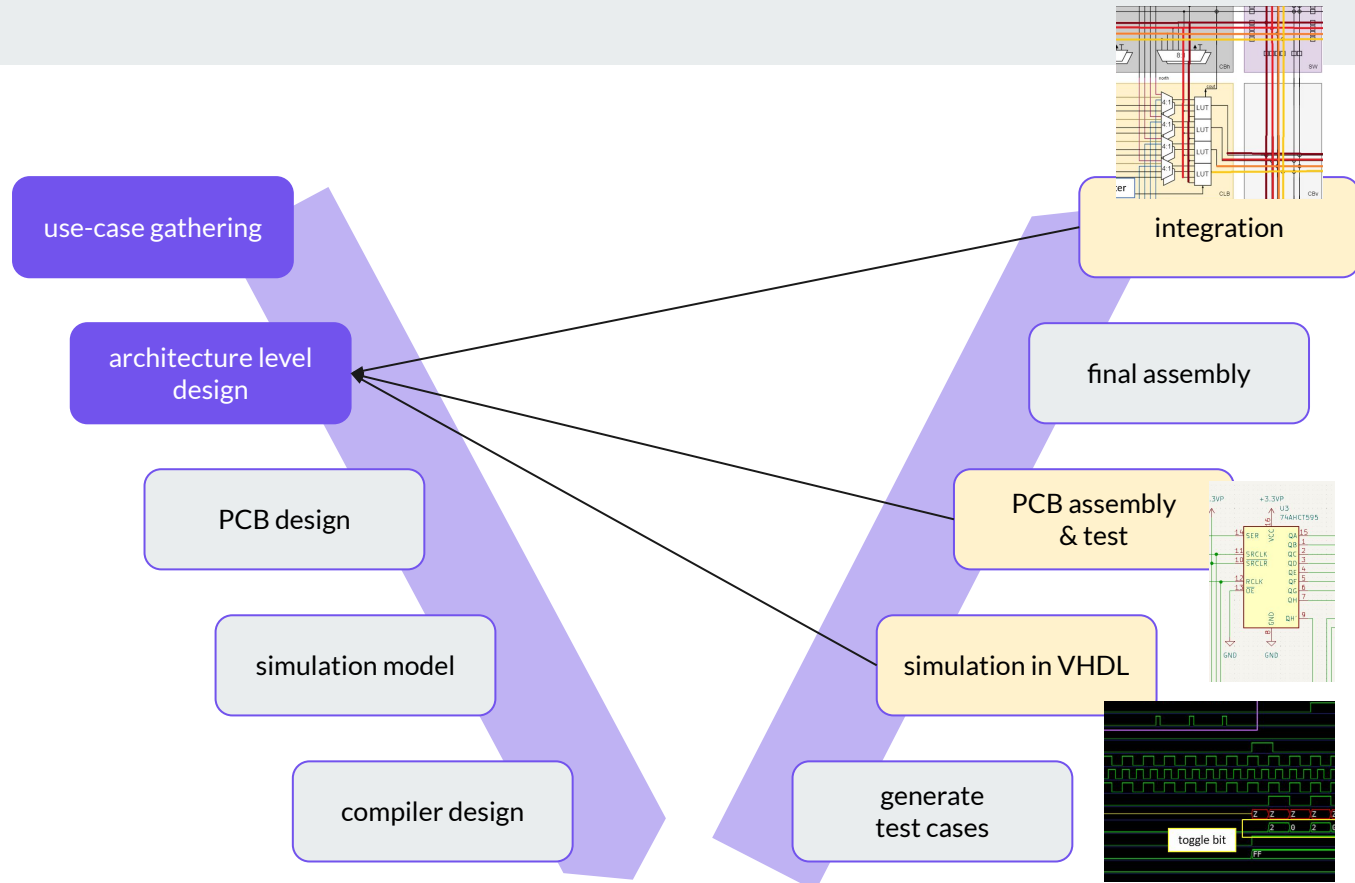
- clock-domain crossing → maybe
- digital “random” number generator (Game die) → maybe

- 8-bit CPU → **NO!**

V-Model



V-Model

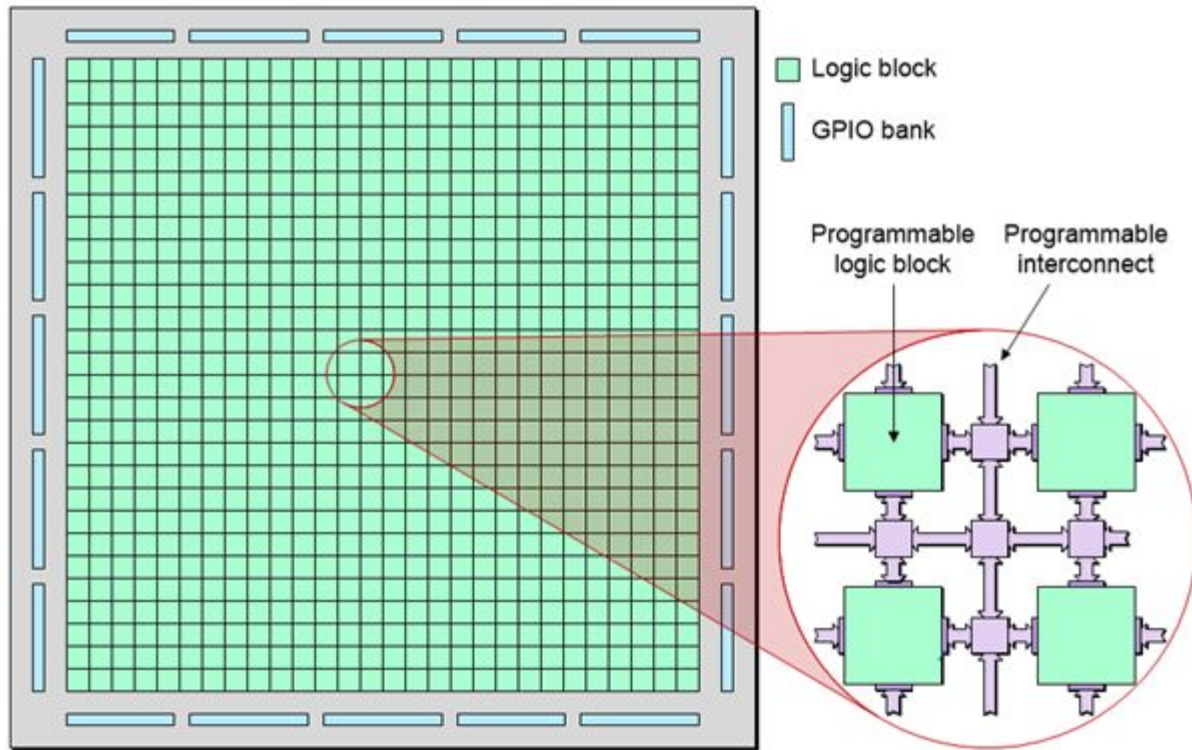


architecture level
design

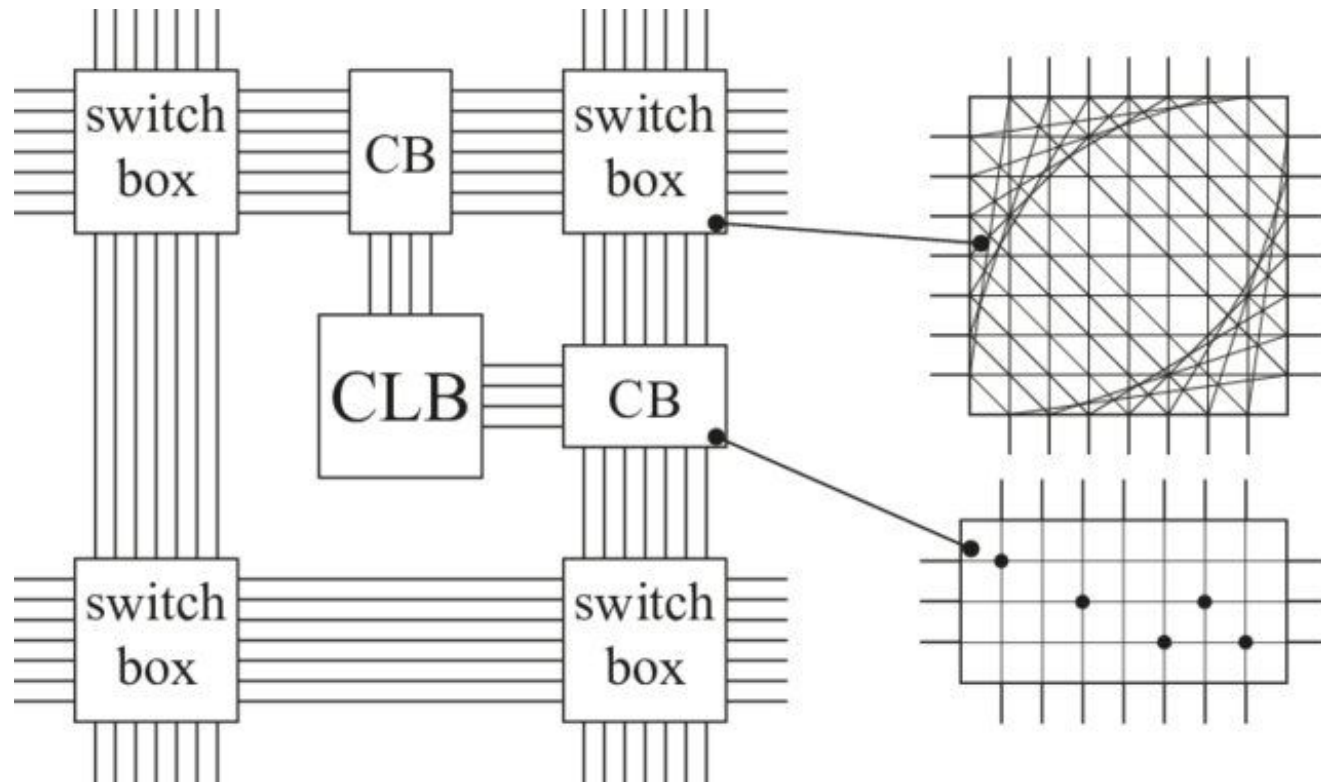


Research Architectures

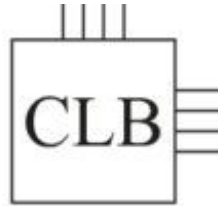
architecture level
design



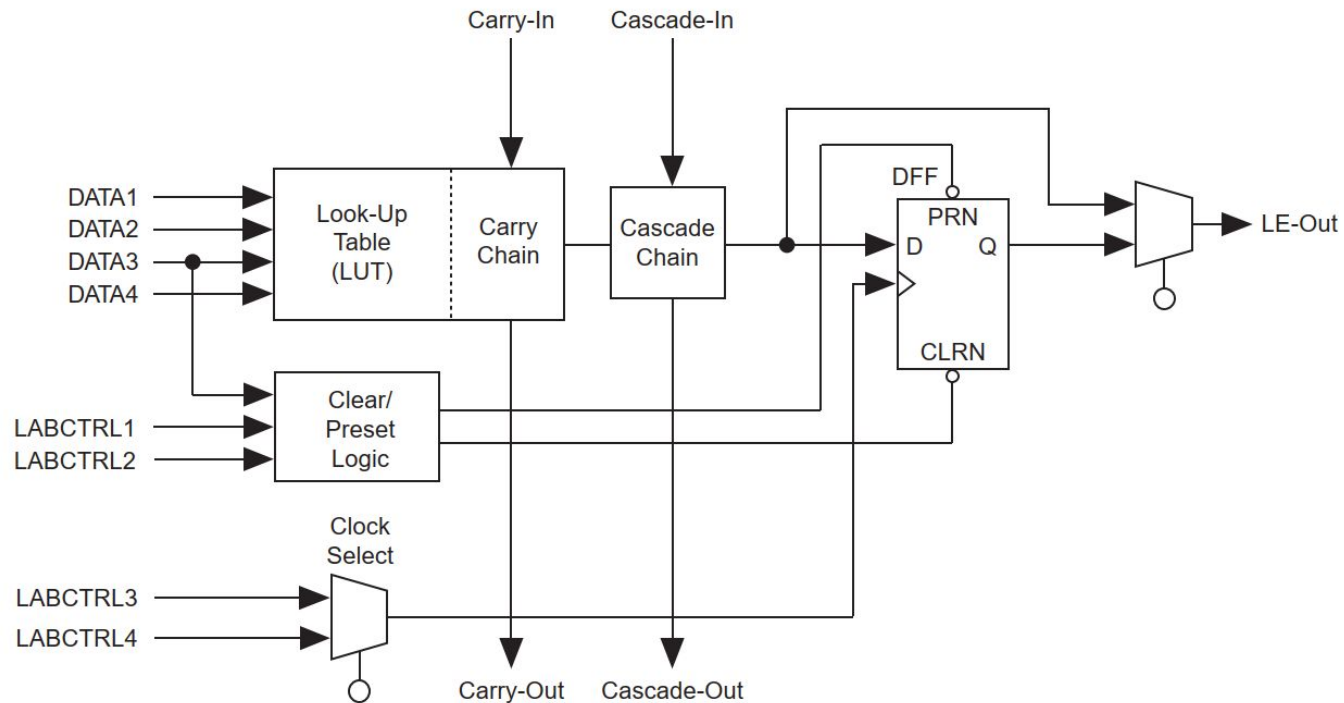
Bird's-eye view of FPGA



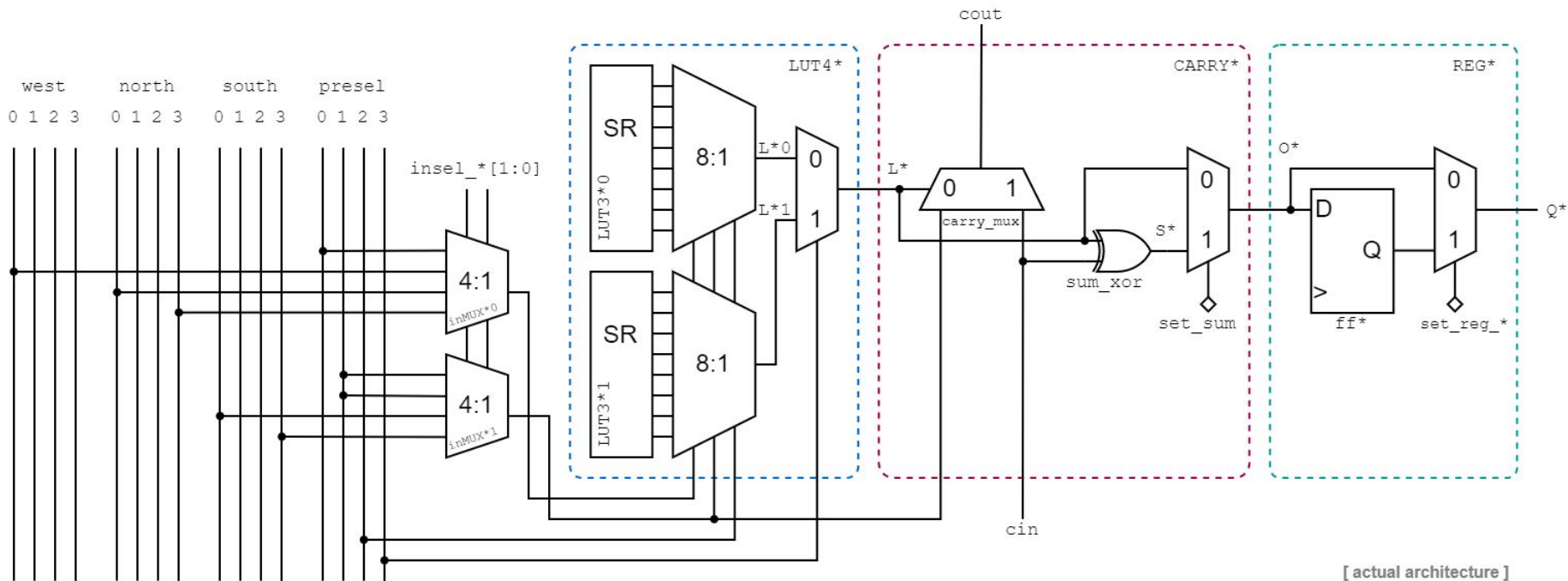
The Configurable Logic Block (CLB)



architecture level
design

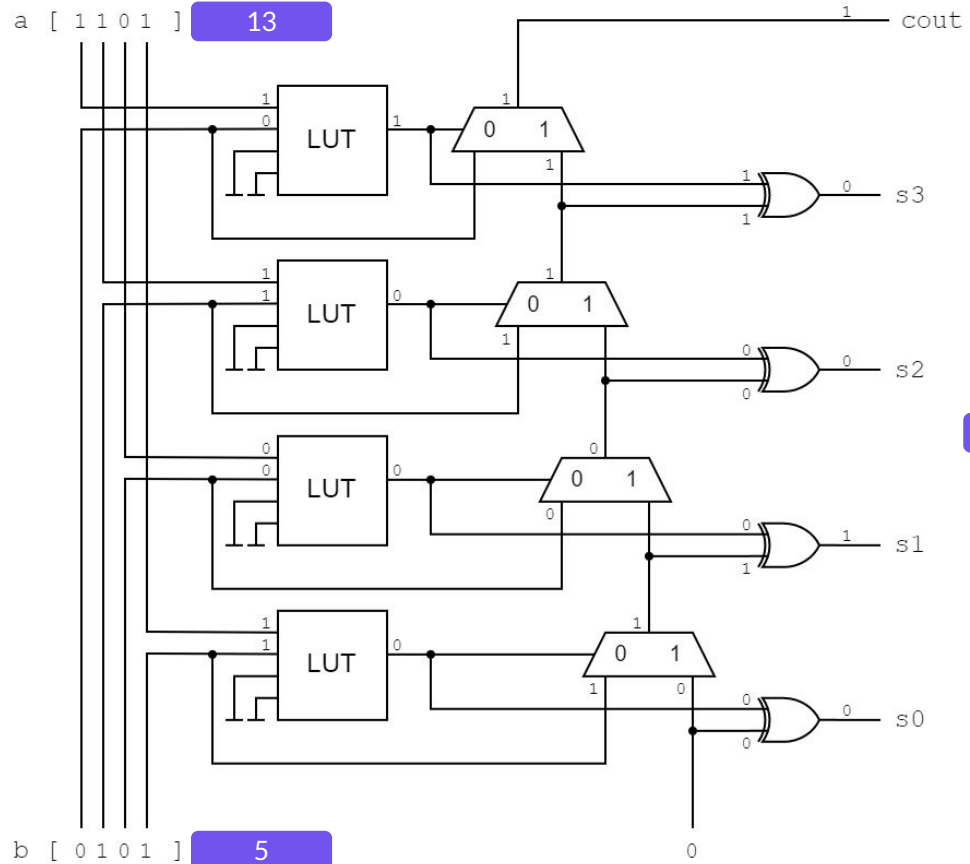


architecture level design



[actual architecture]

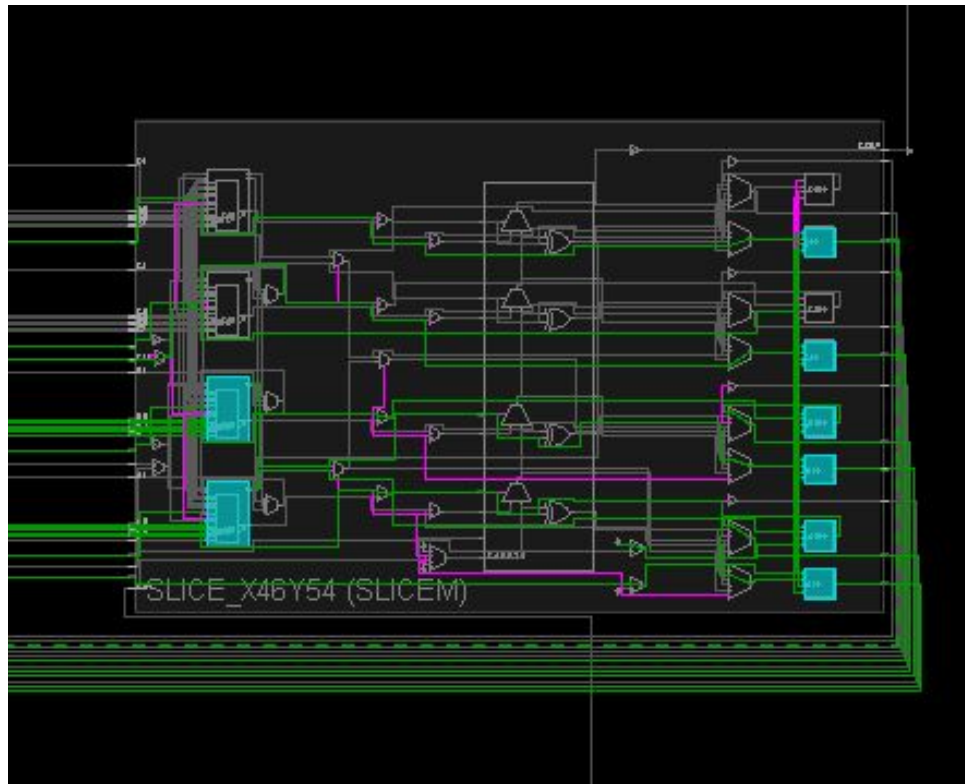
Carry chain



[actual architecture]

architecture level
design

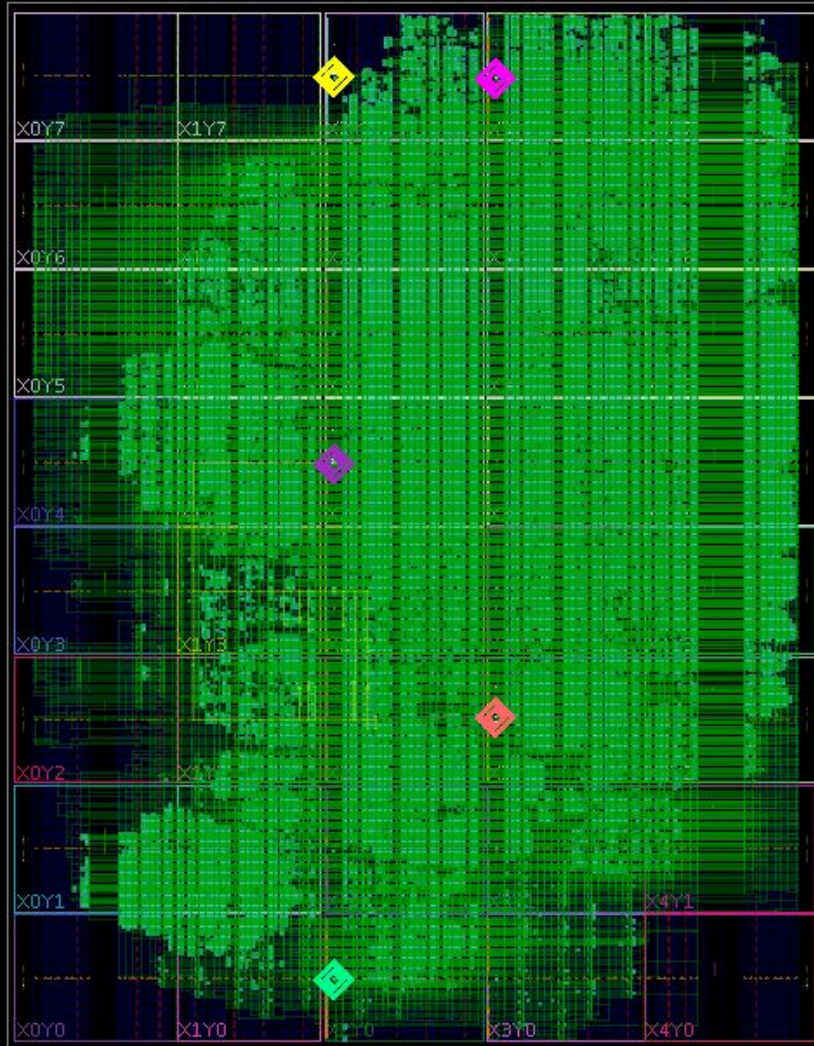
Vivado



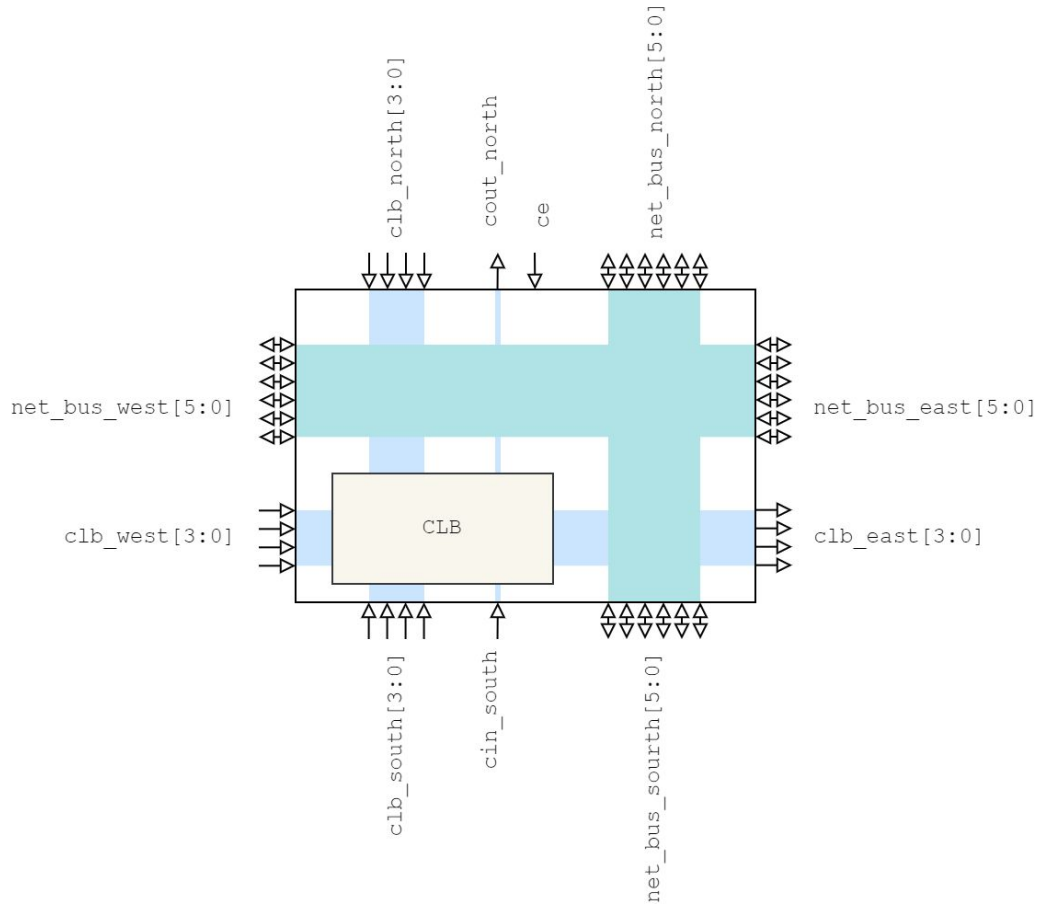
architecture level
design

Vivado

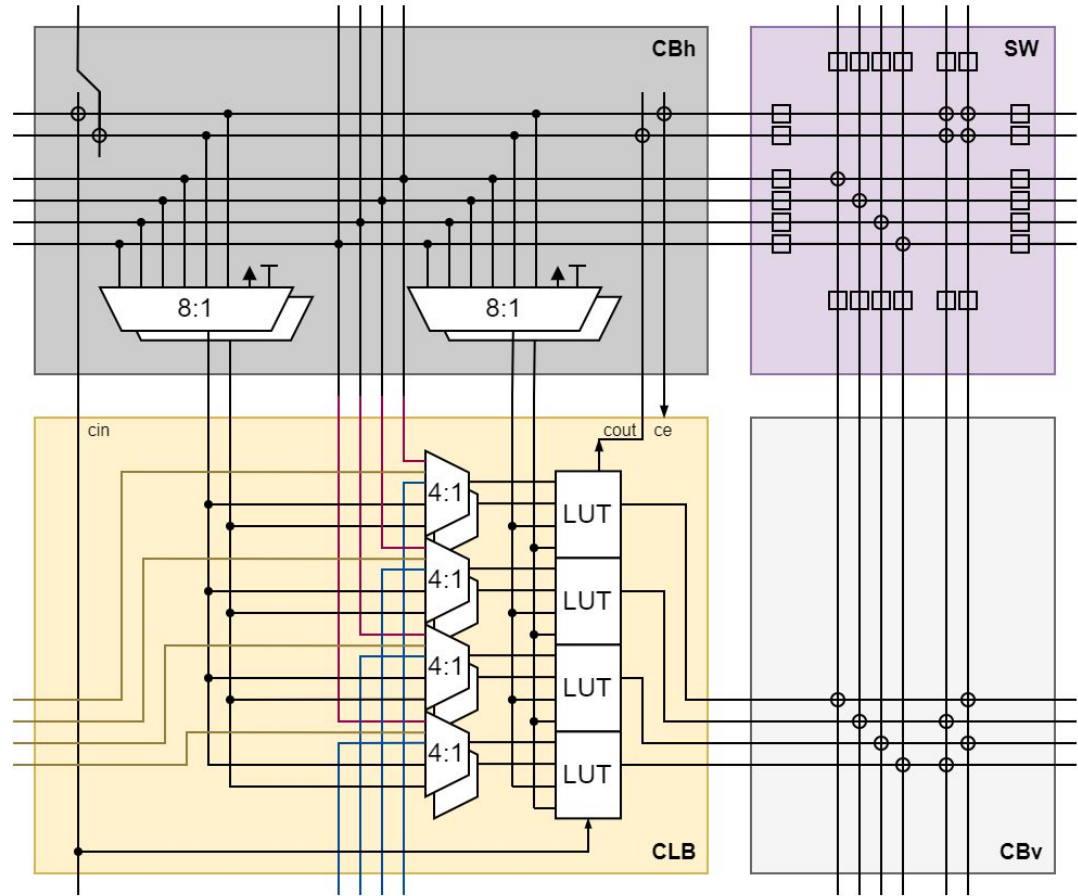
<https://support.xilinx.com/s/article/67384>



The Interconnect



The Interconnect

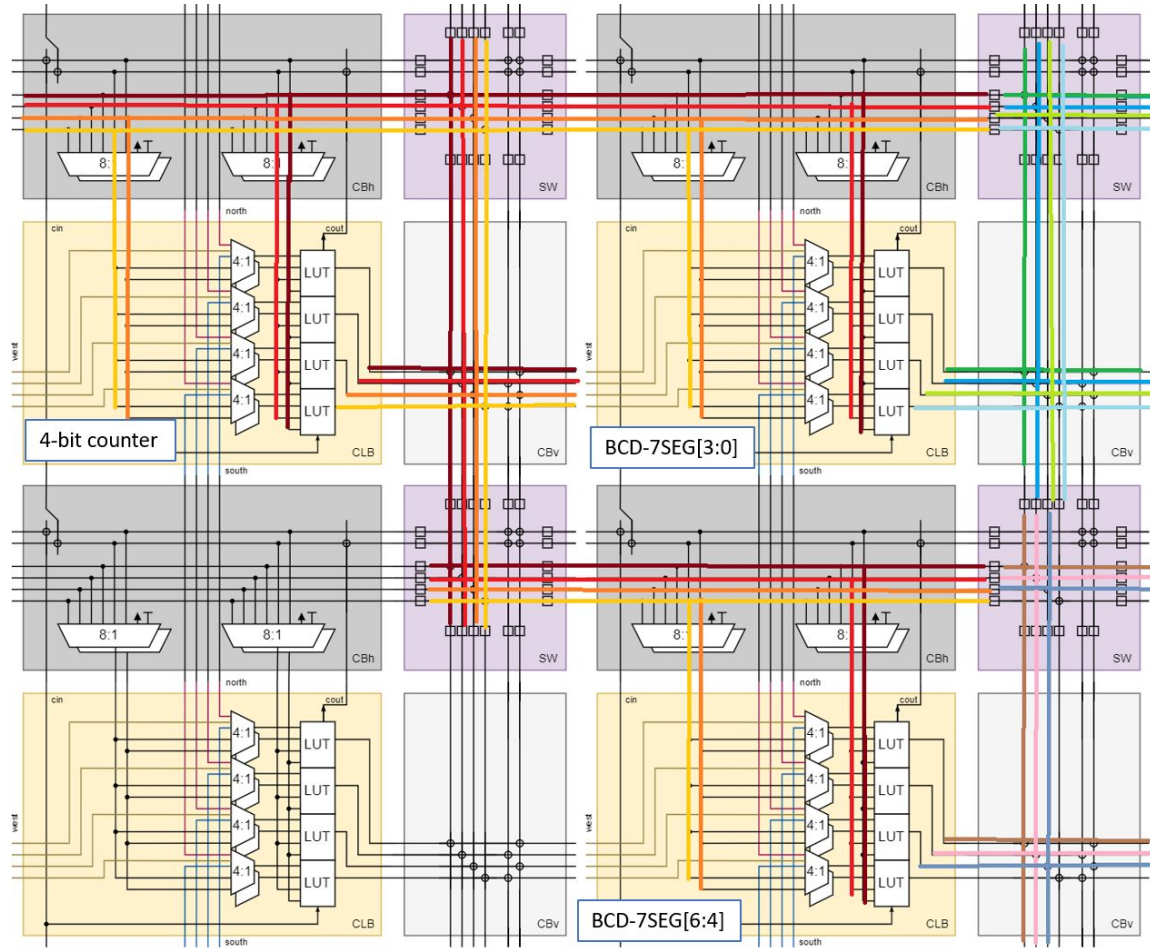


architecture level
design

modular FPGA



Can I place and route my
desired applications?



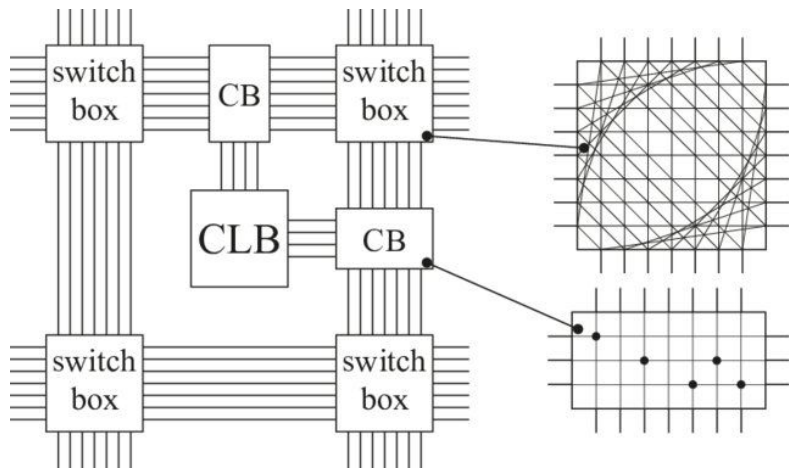
architecture level
design



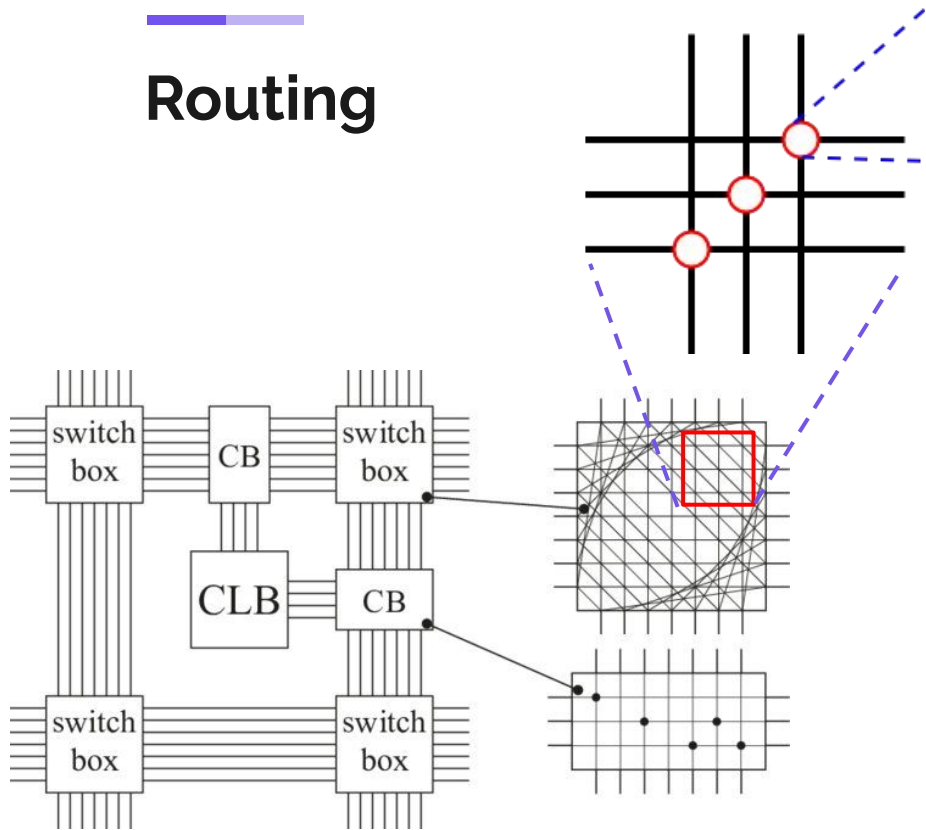
Flexibility vs. Complexity

... the greatest challenge of this project

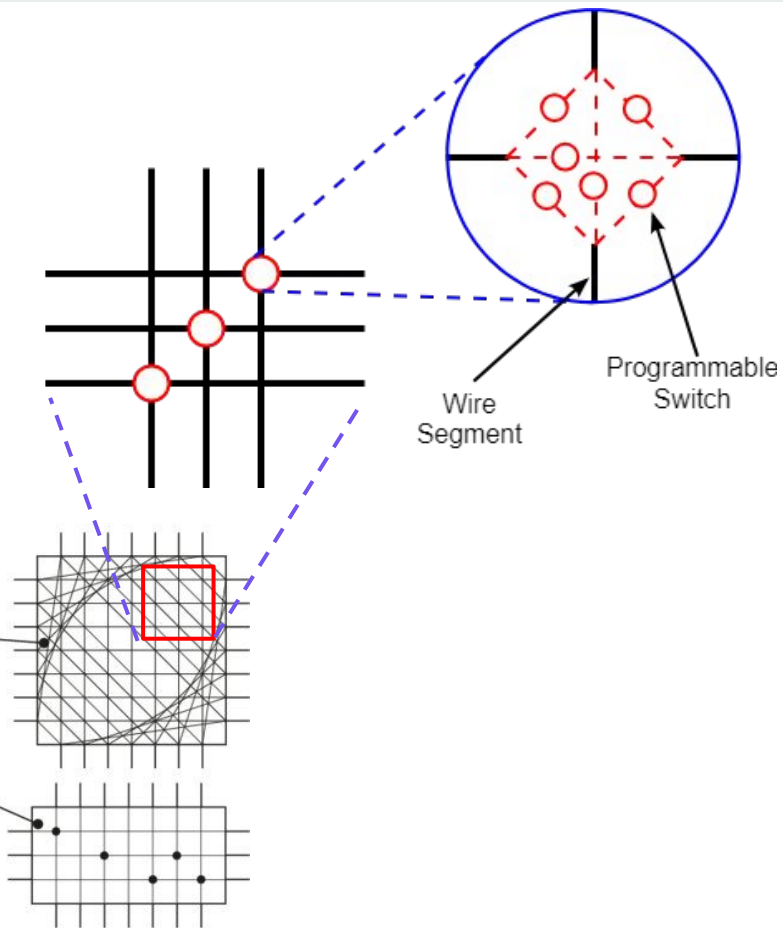
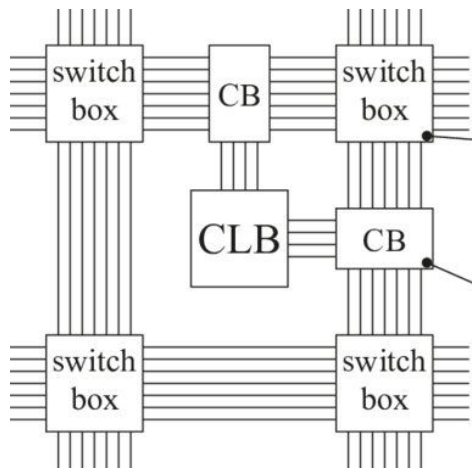
Routing



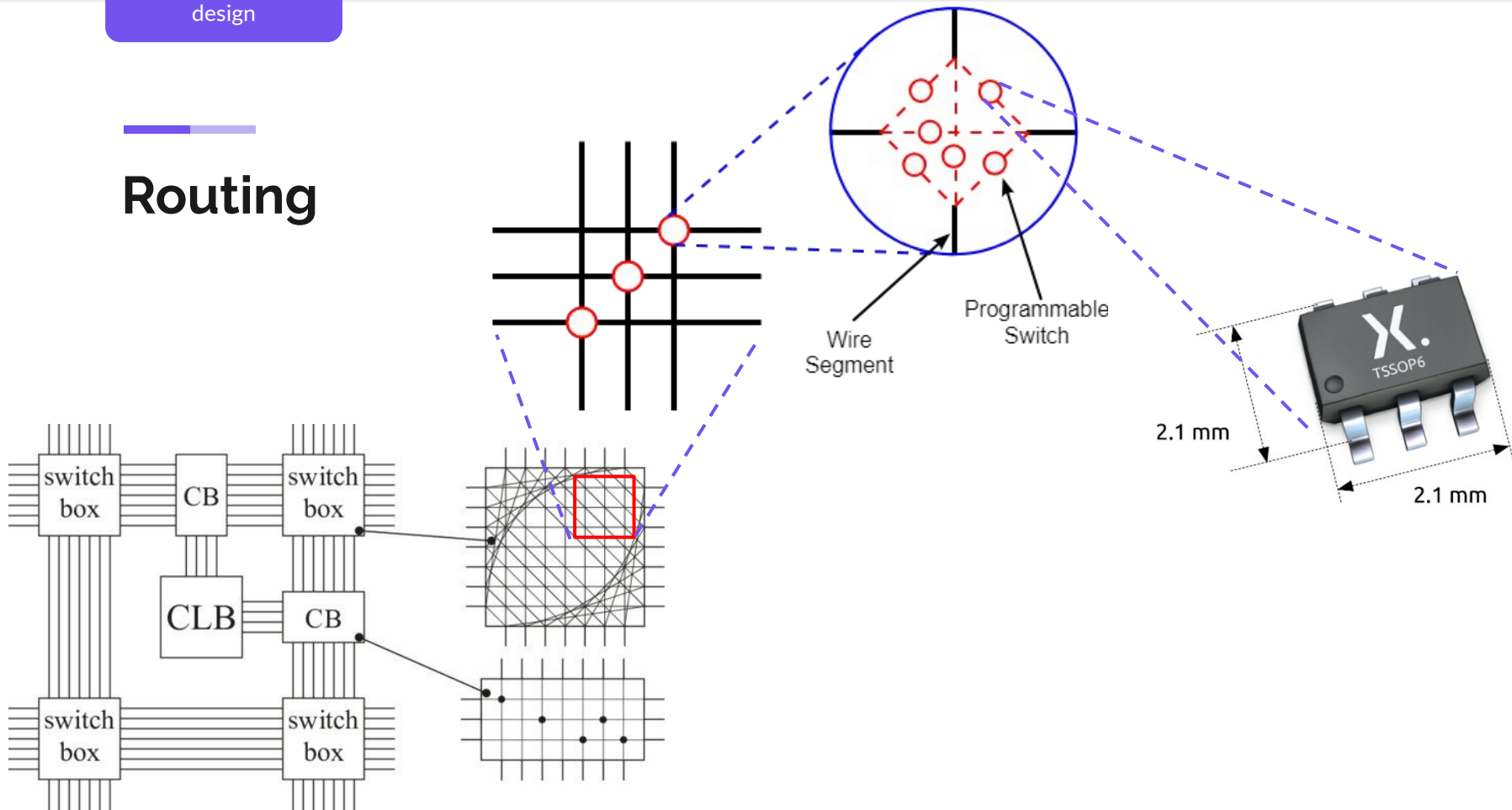
Routing



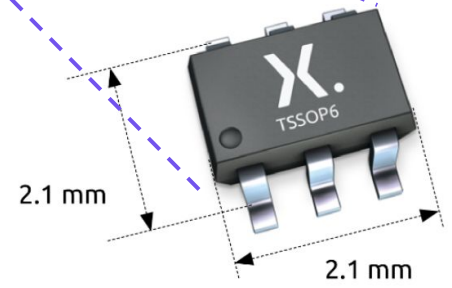
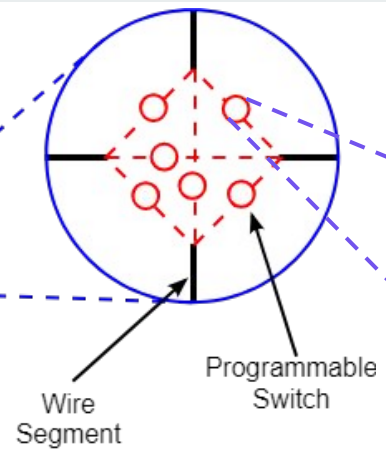
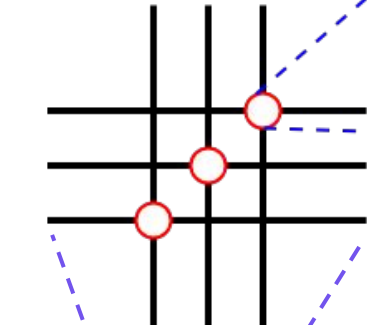
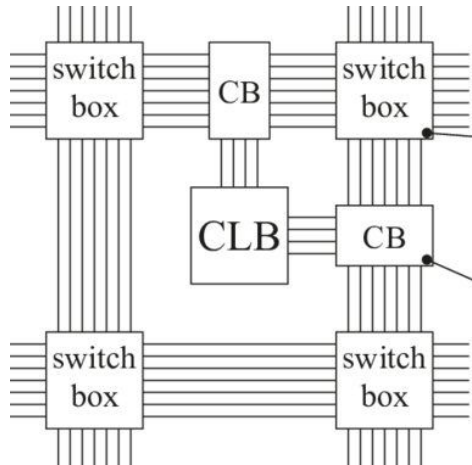
Routing



Routing

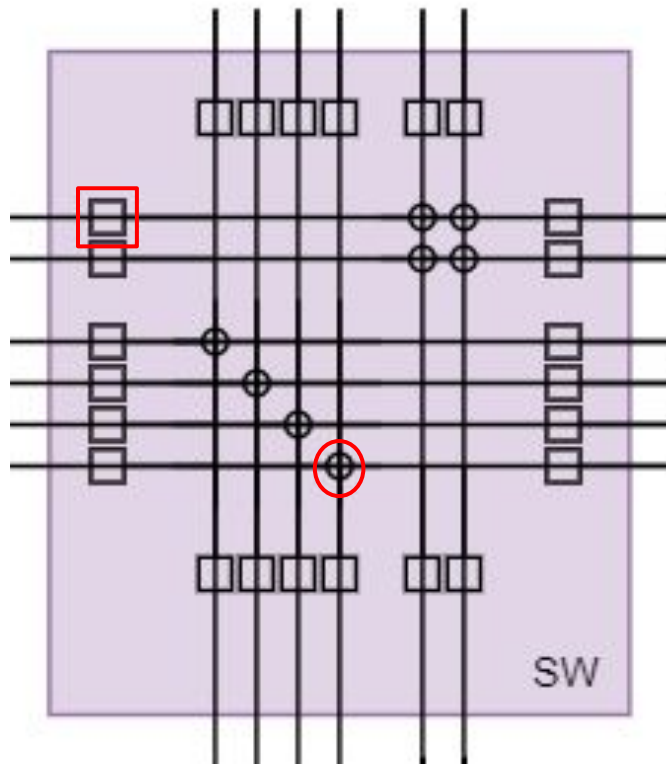
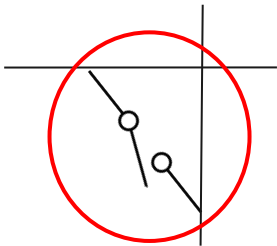
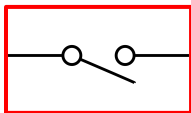


Routing

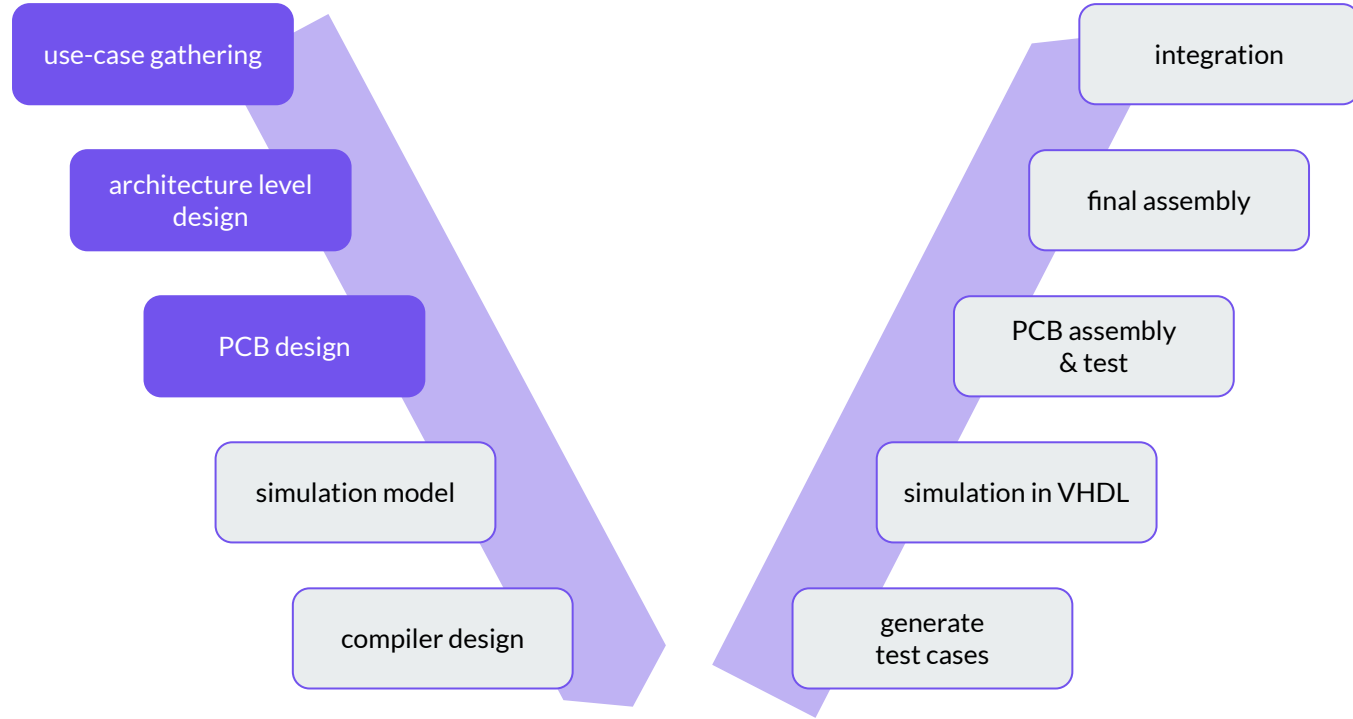


- 4 x 4 signals x 6 switches = 96
- 96 ICs to layout on a PCB
- 96 ICs to buy
- 96 ICs to solder
- 96 bits to manage in the bitstream

Switch Box



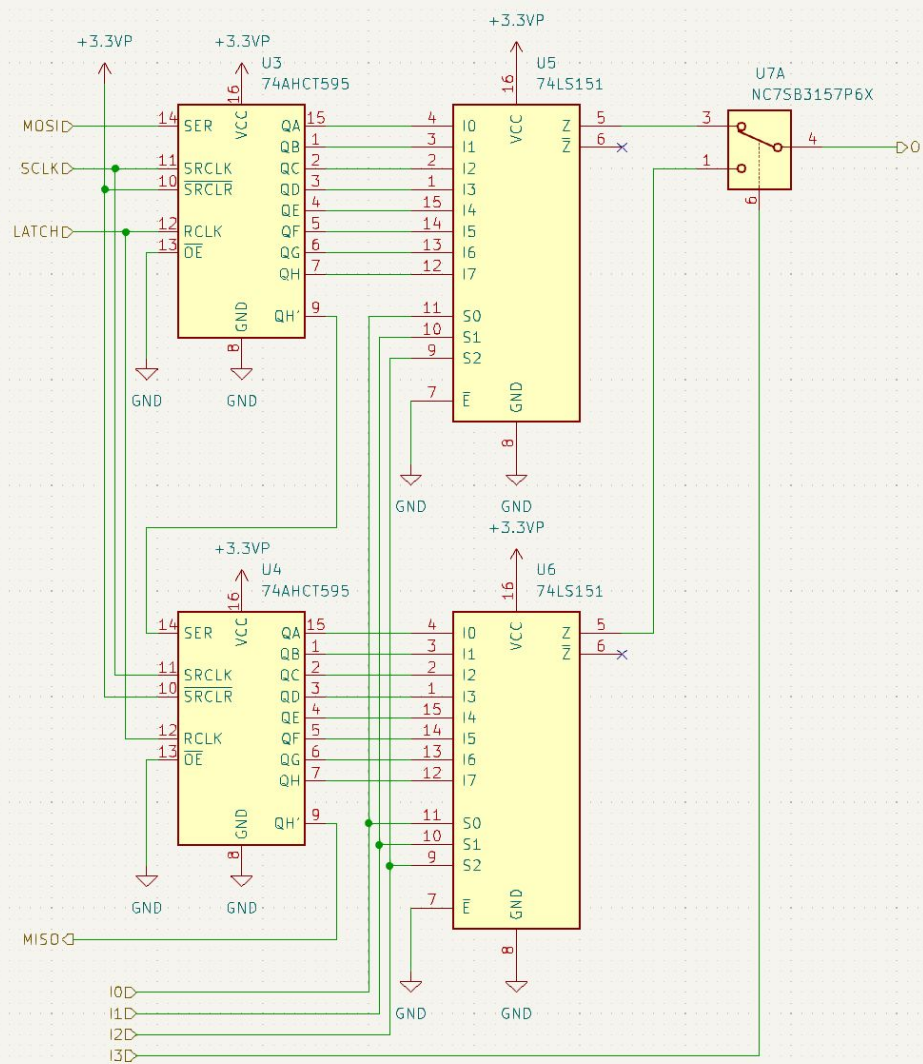
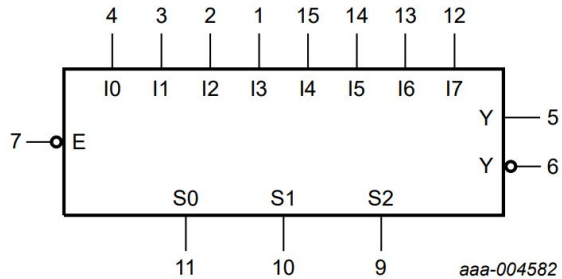
V-Model



LUT4

74HC151; 74HCT151

8-input multiplexer



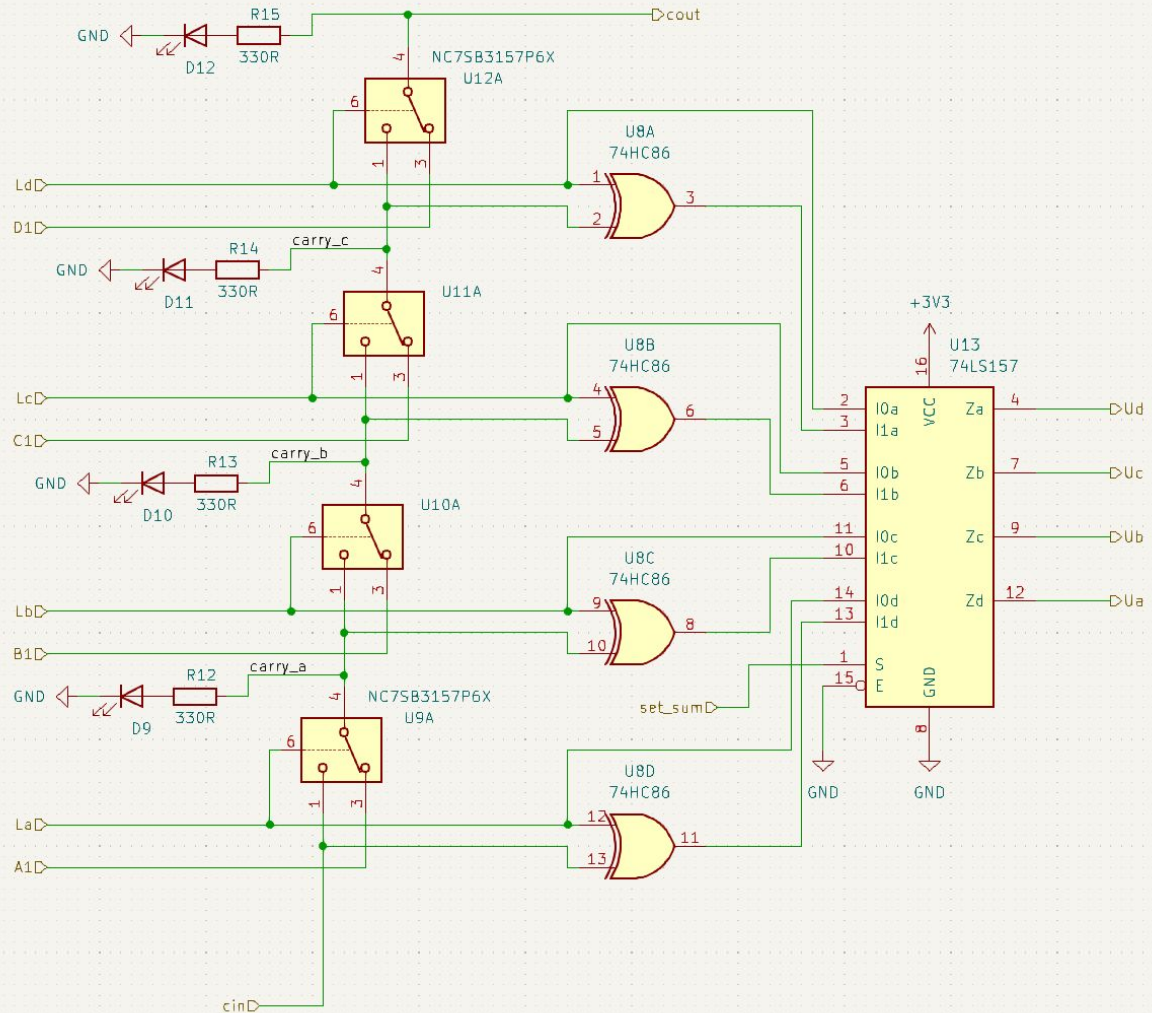
CARRY

74HC157; 74HCT157

Quad 2-input multiplexer

74HC86; 74HCT86

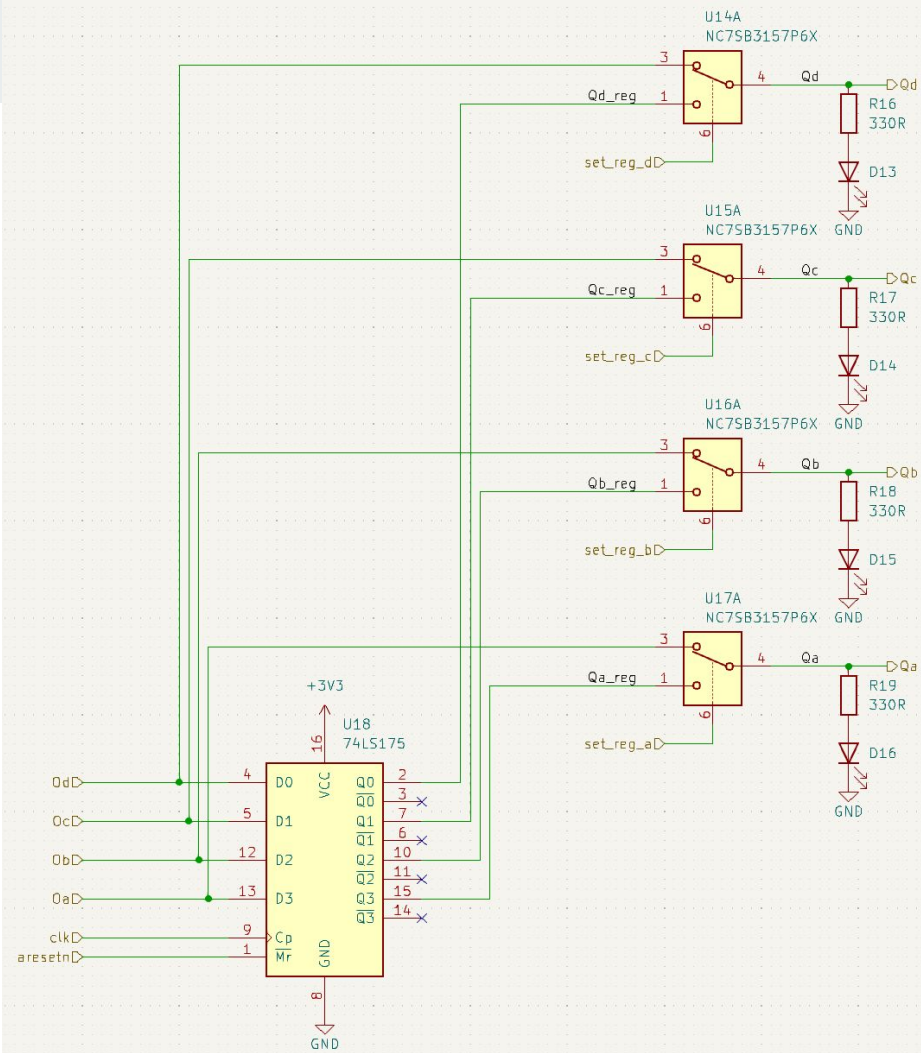
Quad 2-input EXCLUSIVE-OR gate



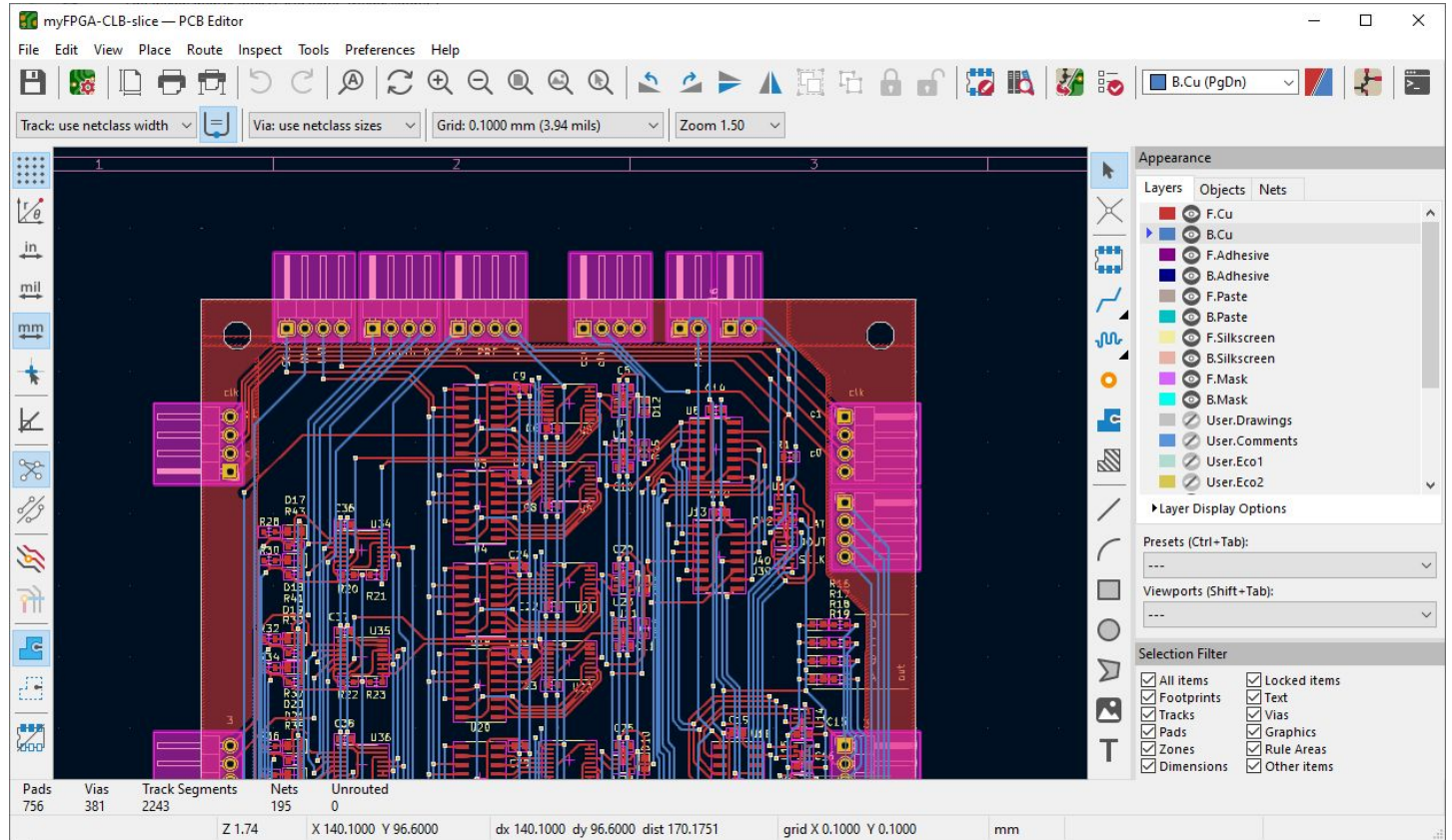
REGISTER

74HC175; 74HCT175

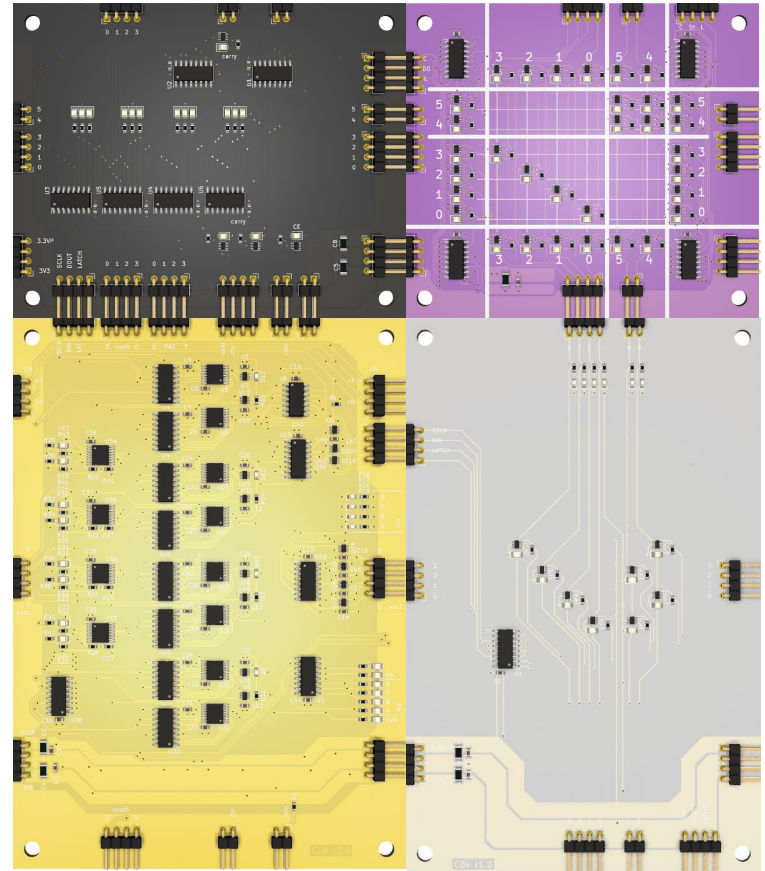
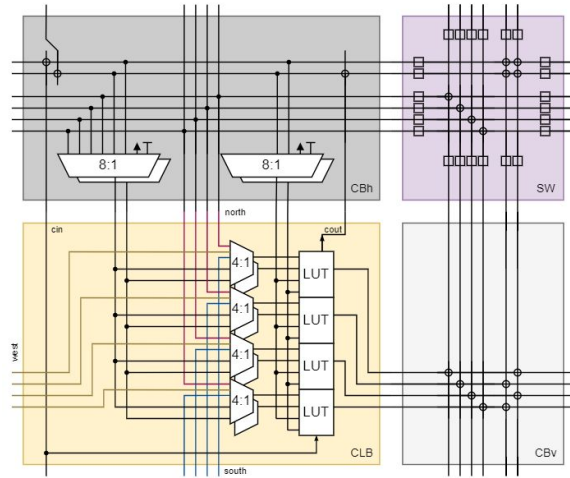
Quad D-type flip-flop with reset; positive-edge trigger



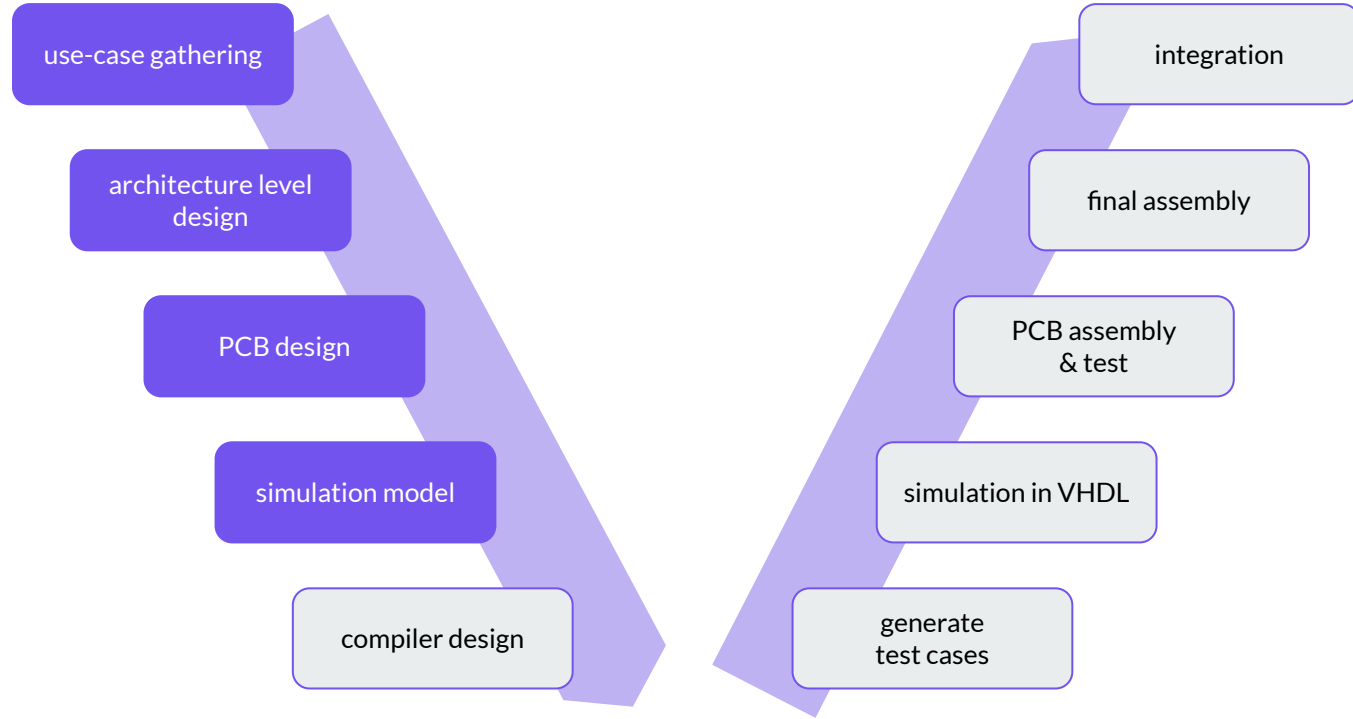
KiCad



Final PCB



V-Model



VHDL Model

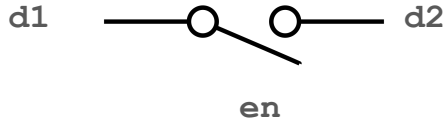
of every 7400 IC on the PCB

```
clb_slice.vhd
49  end entity;
50
51  architecture arch of clb_slice is
52
53      -- D-type Flip Flop Register
54      component ff_74xx175 is
55          port(
56              clk      : in  std_logic;
57              arst_n   : in  std_logic;
58              din      : in  std_logic_vector(7 downto 0);
59              qout     : out std_logic_vector(7 downto 0);
60              qout_n   : out std_logic_vector(7 downto 0)
61          );
62      end component;
63
64      -- MUX 2:1
65      component mux_74LVC1G157 is
66          port(
67              s        : in  std_logic;
68              e_n      : in  std_logic;
69              i0       : in  std_logic;
70              i1       : in  std_logic;
71              y        : out std_logic
72          );
73      end component;
74
75      -- MUX 4:1 (dual)
76      component mux_74xx153 is
77          port(
78              s        : in  std_logic_vector(1 downto 0);
79              e1_n     : in  std_logic;
80              e2_n     : in  std_logic;
81              i1       : in  std_logic_vector(3 downto 0);
```

simulation model

Transistor Level

with VHDL (!)



```
library ieee;
use ieee.std_logic_1164.all;

entity digital_switch is
    port(
        en : in    std_logic;
        d1 : inout std_logic;
        d2 : inout std_logic
    );
end entity;

architecture arch of digital_switch is
begin

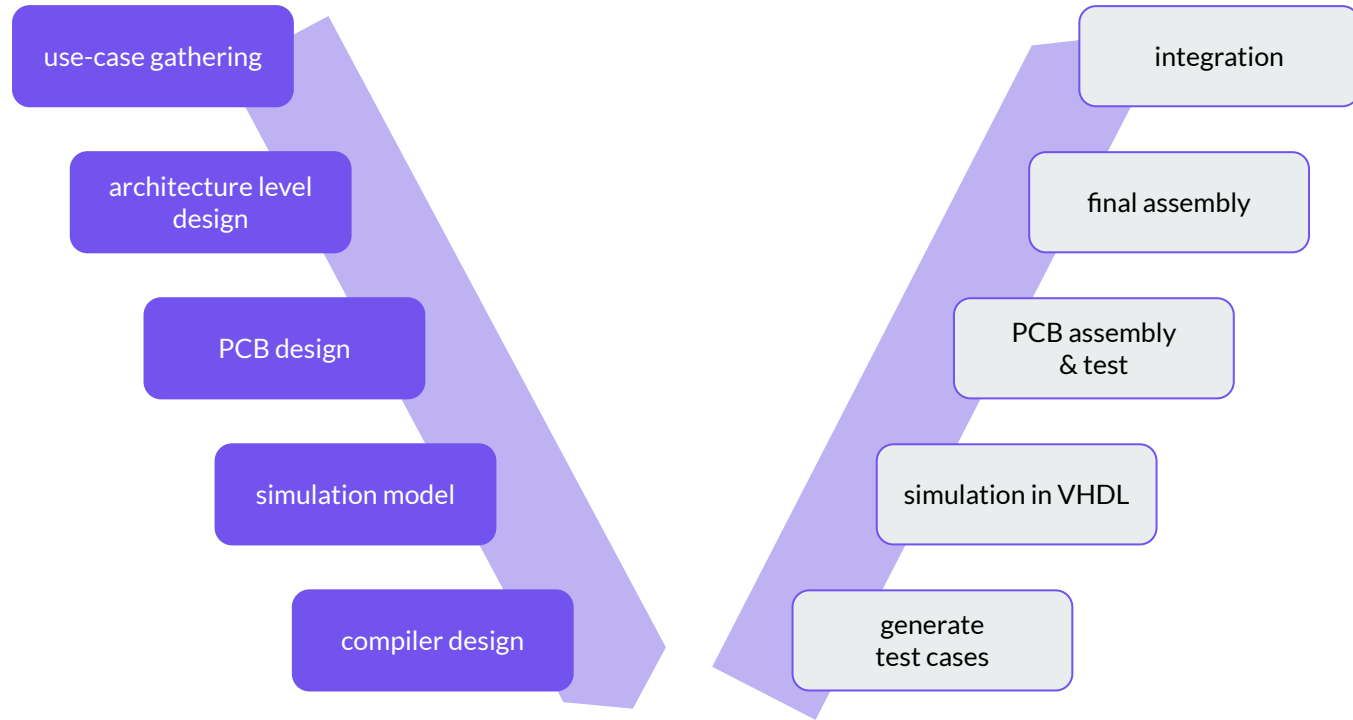
    d1 <= '1' when (d2 = '1' and en = '1') else
           '0' when (d2 = '0' and en = '1') else 'Z';

    d2 <= '1' when (d1 = '1' and en = '0') else
           '0' when (d1 = '0' and en = '0') else 'Z';

end architecture;
```

"I use obscure and arcane texts to perform rituals that control machine spirits."

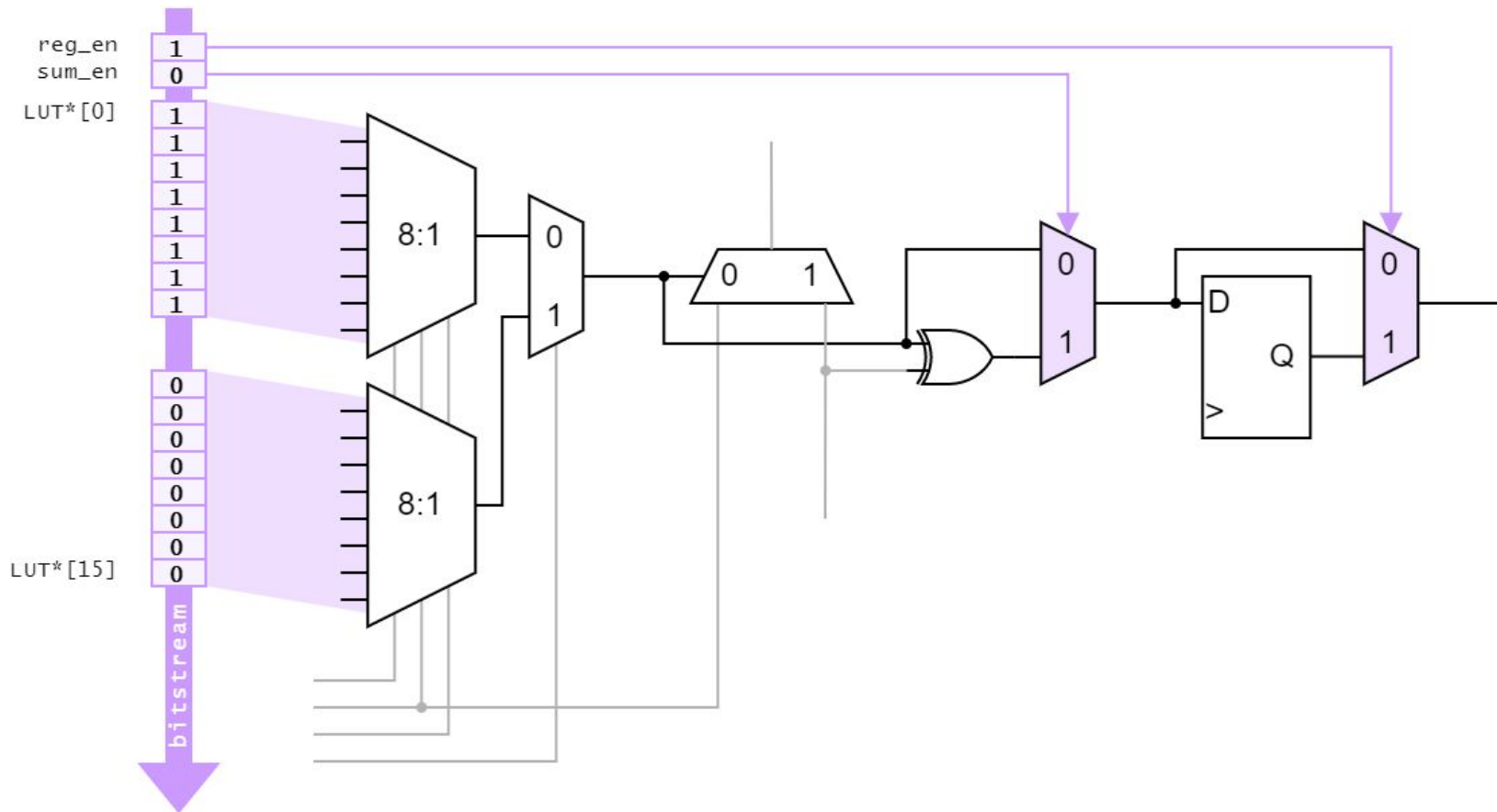
V-Model



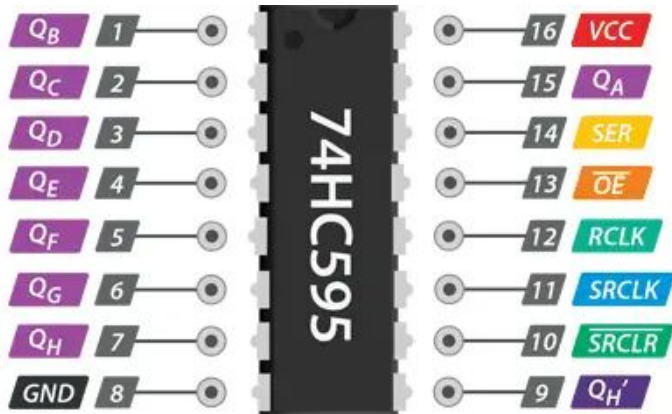


What is a Bitstream?

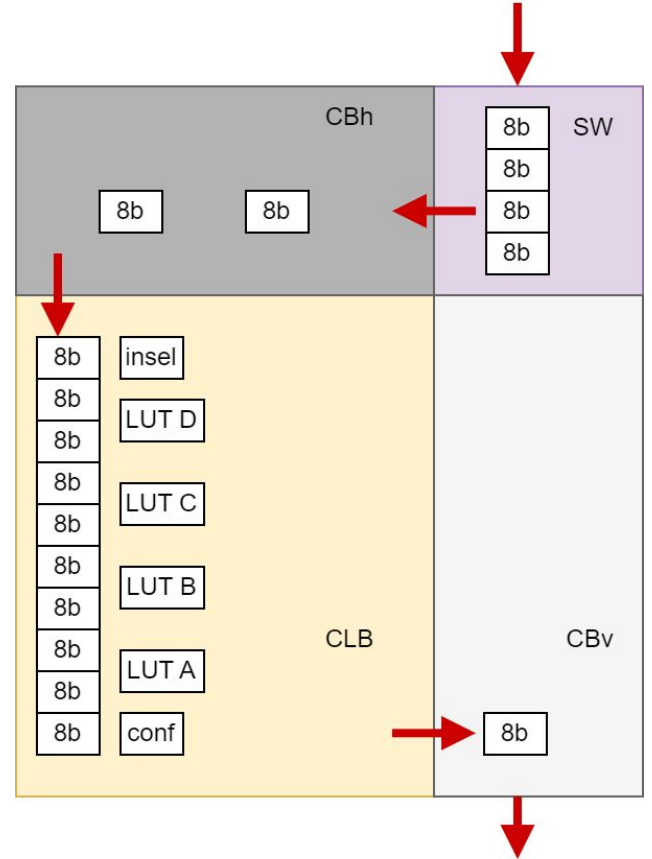
compiler design



Shift Register



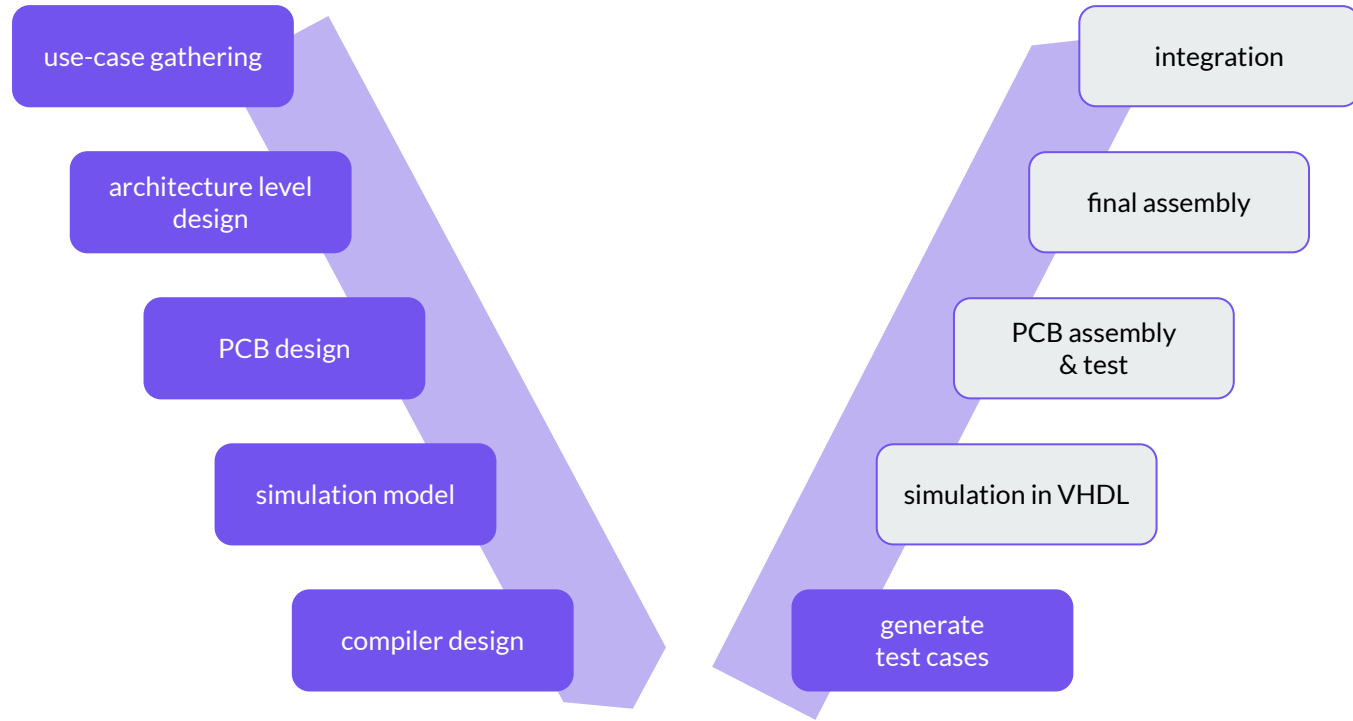
74HC595 Pinout



Documentation

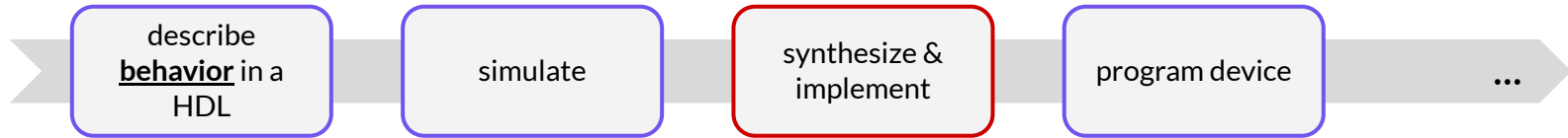
	A	B	C	D	E	F	G	H
1	Bitstream Documentation for one full slice							
2								
3	Bit	Bit in section	Bit in byte	Section	VHDL name	Function Name	Implemented in Compiler	Comment
4	0	0		CBv	xpoint_7_en	xp_bus[3]_vert[4]	OK	
5	1	1		CBv	xpoint_6_en	xp_bus[2]_vert[5]	OK	
6	2	2		CBv	xpoint_5_en	xp_bus[1]_vert[4]	OK	
7	3	3		CBv	xpoint_4_en	xp_bus[0]_vert[5]	OK	
8	4	4		CBv	xpoint_3_en	xp_bus[3]	OK	
9	5	5		CBv	xpoint_2_en	xp_bus[2]	OK	
10	6	6		CBv	xpoint_1_en	xp_bus[1]	OK	
11	7	7		CBv	xpoint_0_en	xp_bus[0]	OK	
12	8	79		CLB	set_ce	set_ce		slice clock enable
13	9	78		CLB	-	-		<reserved>
14	10	77		CLB	set_clk_sel	clk_sel		select one of 2 clock inputs
15	11	76		CLB	set_sum	en_sum_mode	OK	enables carry chain outputs
16	12	75		CLB	set_reg_d	en_reg_lut_d	OK	enable output register
17	13	74		CLB	set_reg_c	en_reg_lut_c	OK	enable output register
18	14	73		CLB	set_reg_b	en_reg_lut_b	OK	enable output register
19	15	72		CLB	set_reg_a	en_reg_lut_a	OK	enable output register
20	16	71		CLB				i[4] = 1111 (15)

V-Model



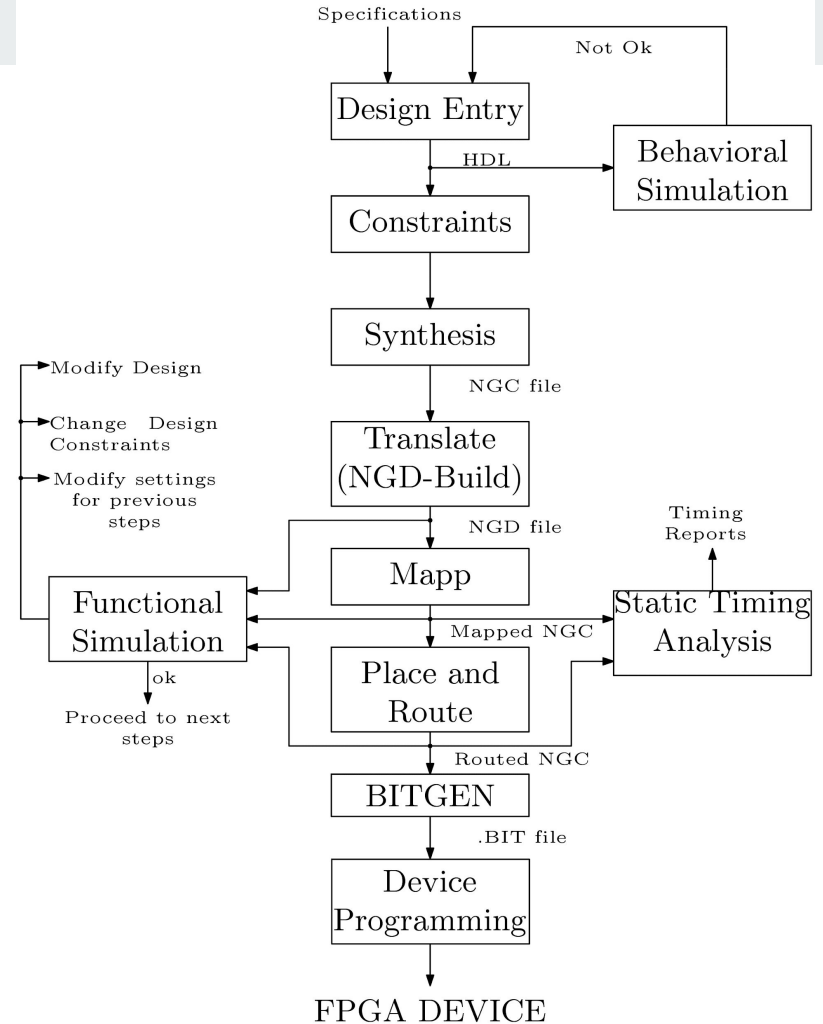
generate
test cases

Regular FPGA workflow



generate
test cases

Synthesis & Implementation

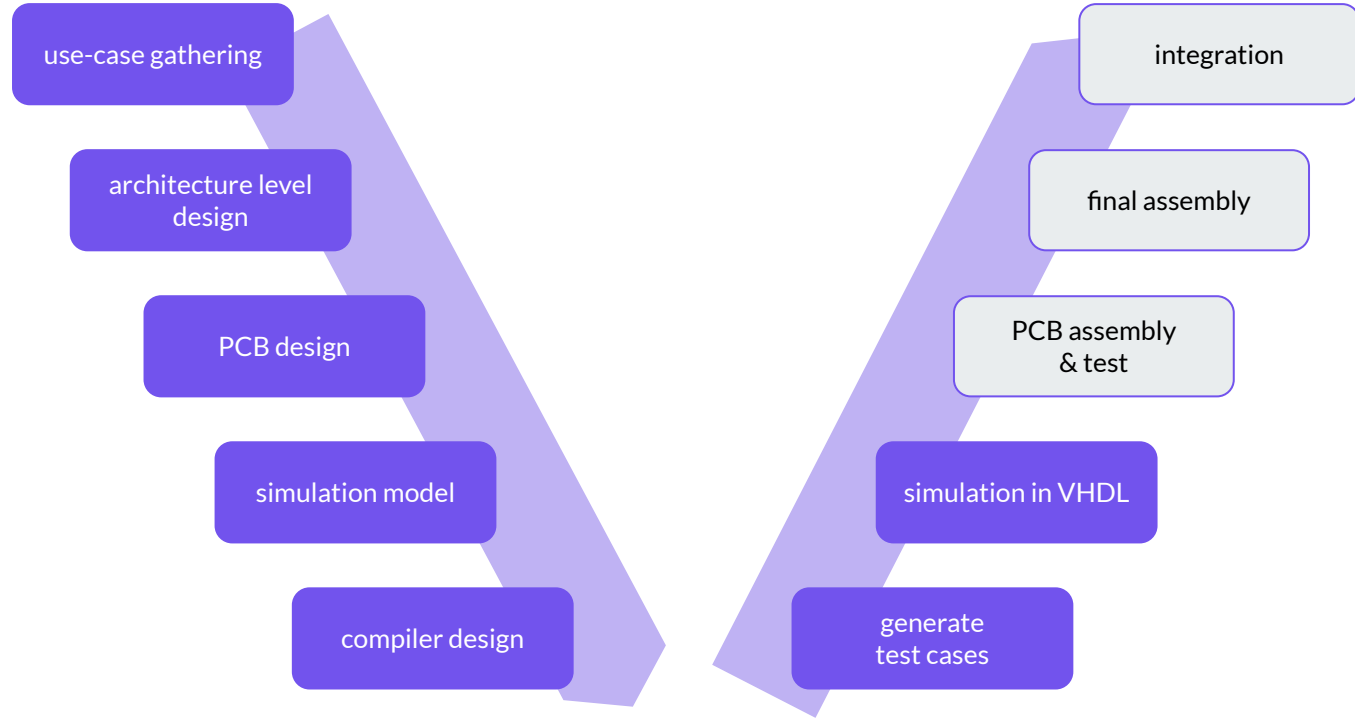


generate
test cases

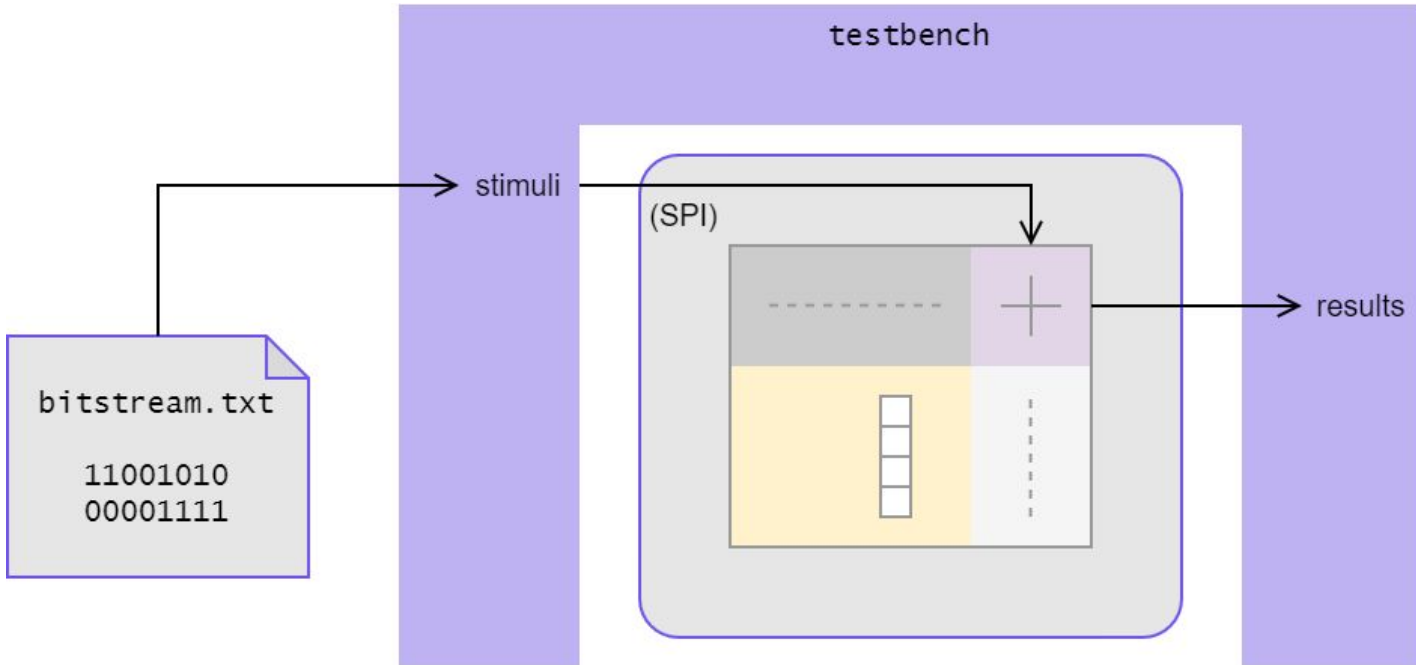
```
1
2 BITSTREAM_FILE = './bitstream.txt'
3 set_bits = []
4
5 # LUT B has a toggle bit
6
7 set_bits.append(134) # SW xpoint_1 south[1] to west [1]
8 set_bits.append(126) # SW en_bus_south[1]
9 set_bits.append(118) # SW en_bus_west[1]
10 set_bits.append(6) # CBv LUT B -> bus[1] enable
11 set_bits.append(89) # CBh presel_3 = 6
12 set_bits.append(90) # CBh presel_3 = 6
13 set_bits.append(14) # CLB LUT en reg b
14
15 for b in [40,41,42,43,44,45,46,47] :
16     set_bits.append(b)
17
18 with open(BITSTREAM_FILE, 'w') as f:
19     for i in range(136):
20         if (i) in set_bits:
21             f.write('1')
22         else:
23             f.write('0')
24         if not (i+1)%8:
25             f.write('\n')
26
27     f.write('\n')
28
```



V-Model



simulation in VHDL



simulation in VHDL

The image shows a terminal window with a dark background. The top bar contains two tabs: 'fish /mnt/c/Users/simon/Down' and './compile.sh /mnt/c/Users/sim'. The terminal output is as follows:

```
./compile.sh /mnt/c/U/s/D/F/m/v/t/full_slice_bit_inverter ./compile.sh
GHDL 4.0.0-dev (3.0.0.r72.gfb218404d) [Dunoon edition]
ghdl:info: simulation stopped by --stop-time @1us

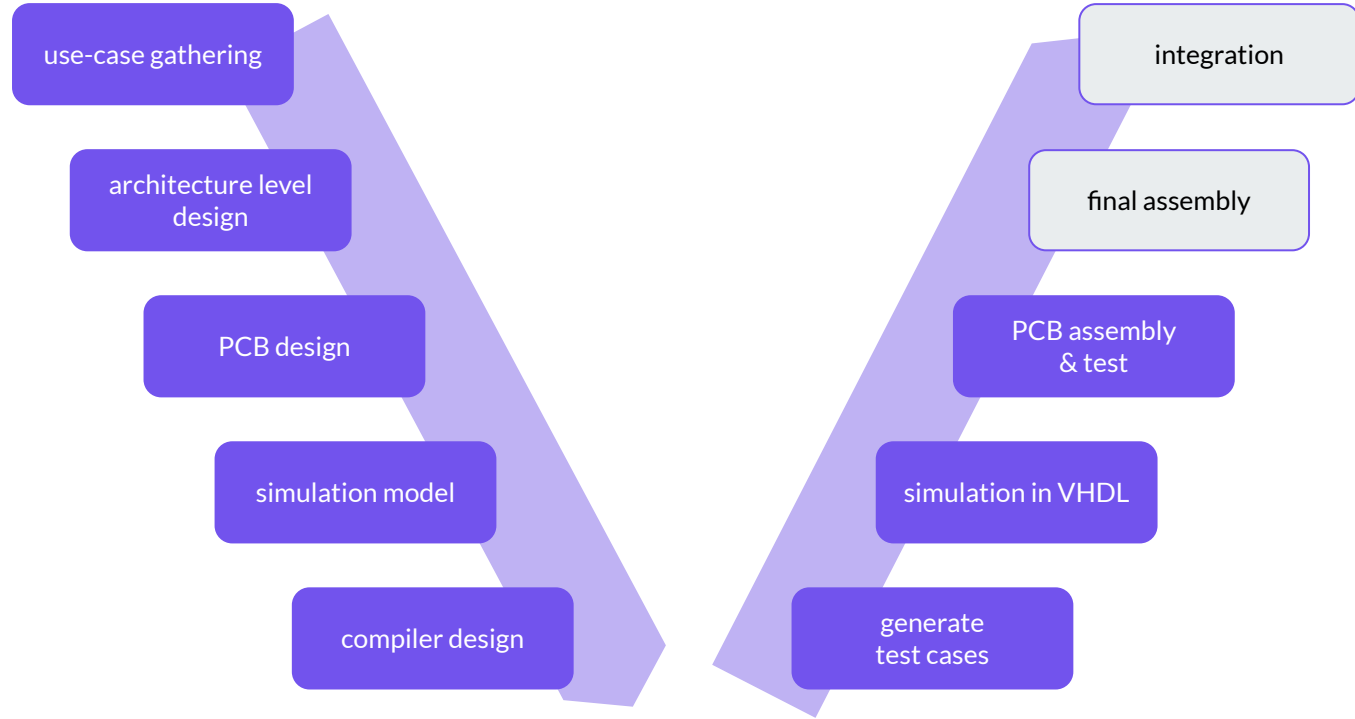
GTKWave Analyzer v3.3.103 (w)1999-2019 BSI

[0] start time.
[1000000000] end time.
```

Below the terminal is the GTKWave interface. The title bar reads 'GTKWave - wave.vcd'. The menu bar includes 'File', 'Edit', 'Search', 'Time', 'Markers', 'View', and 'Help'. The toolbar contains various icons for file operations and navigation. The status bar shows 'From: 0 sec', 'To: 1 us', 'Marker: 55500 ps', and 'Cursor: 144100 ps'. The main window is divided into three panes:

- Signals:** A list of signals with their current values. The selected signal is 'bus west[3:0] = 0'. Other signals include 'bitstream_done=0', 'sclk=1', 'rst_n=0', 'mosi=0', 'miso=0', 'latch=0', 'clk_0=1', 'clk_1=0', 'clk=1', 'qb=0', 'bus_north[3:0]=z', 'set_reg_b=0', 'lut3b0[7:0]=00', and 'lut3b1[7:0]=00'.
- Waves:** A timing diagram showing digital signals over time. A purple box highlights a region labeled 'bitstream upload'. A yellow box highlights a region labeled 'toggle bit' where the signal value changes from 'z' to '0'.
- Left Pane:** A tree view showing the project structure under 'SST', including 'tb_fpga_arch_tile' and its sub-components: 'bcinst', 'cbh_inst', 'cbv_inst', 'clb_inst', and 'swb_inst'.

V-Model

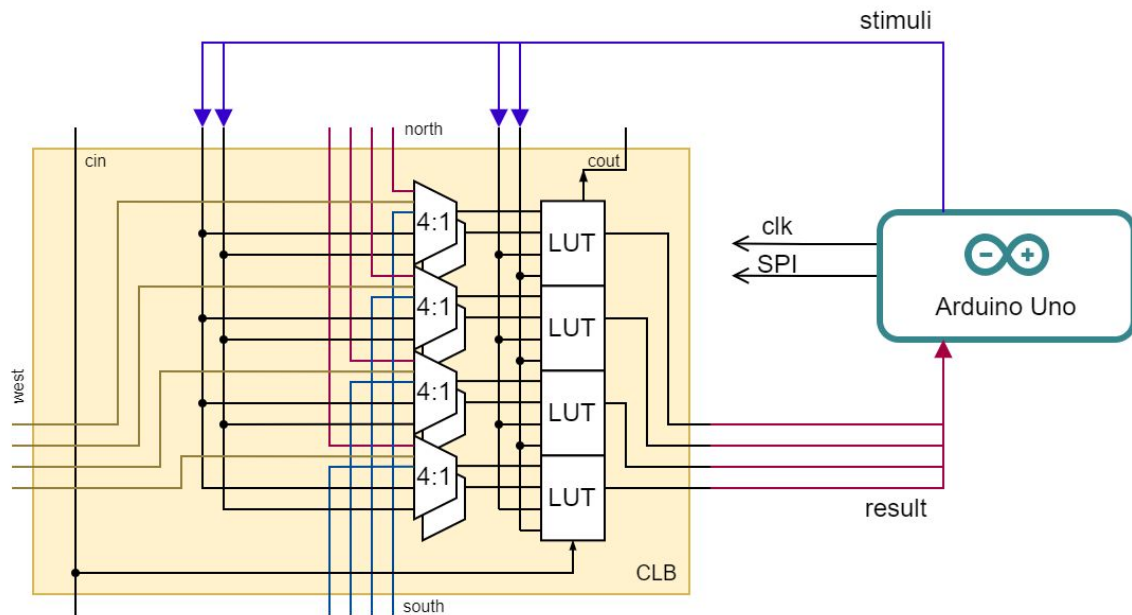


—

“don't try this at home”



Testbench

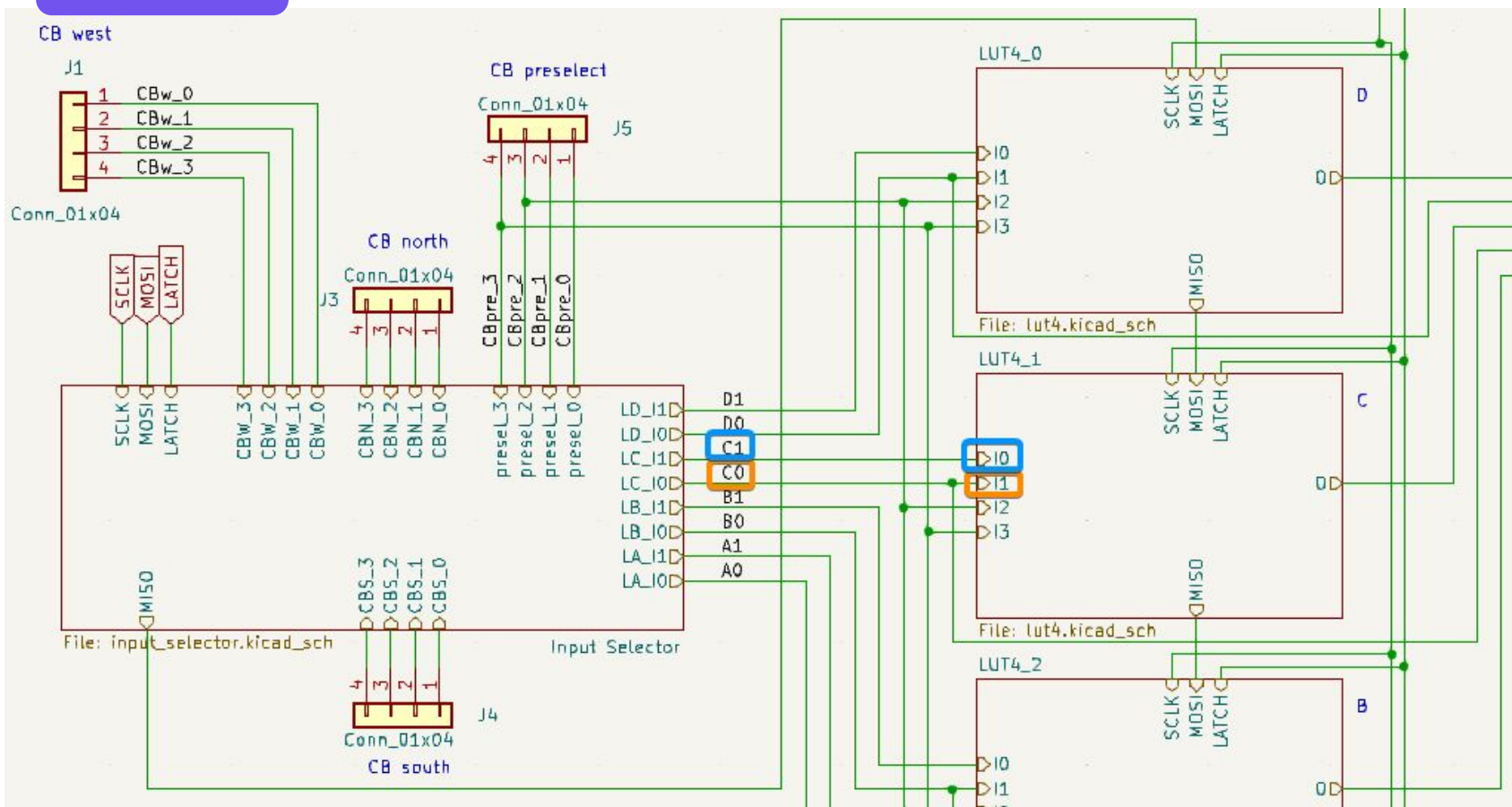


PCB assembly
& test



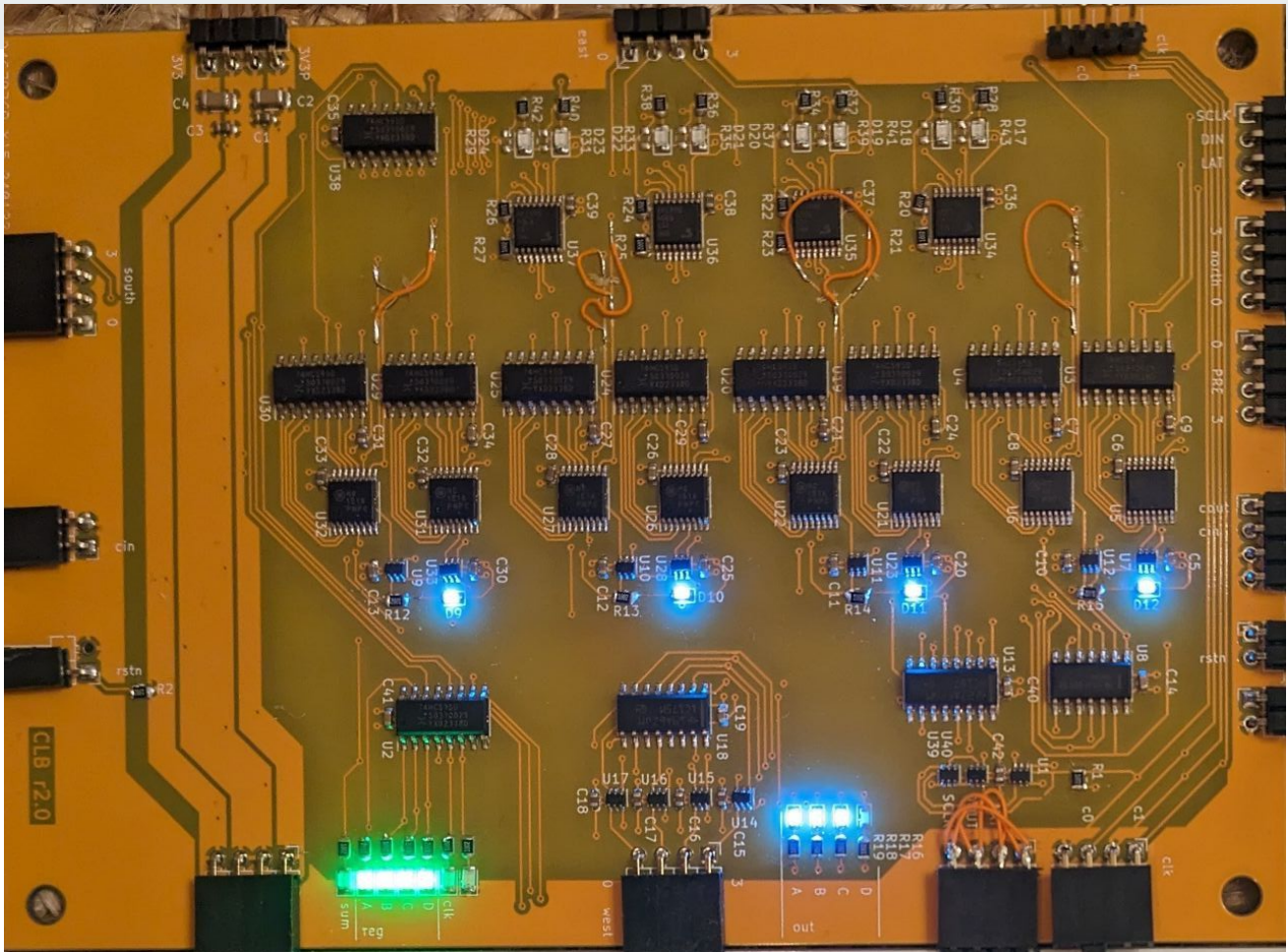
```
1
2 #include <SPI.h>
3 #include <stdio.h>
4
5 #define LATCH_PIN 10
6 #define CLOCK_PIN 7
7
8 #define CLB_BYTES (10)
9 #define BITS_CONFIGURED (4+8+8+8+8)
10 #define CLB_OFFSET (8)
11 #define CLOCK_HALF_PERIOD (250)
12
13 char bitstream[CLB_BYTES];
14 char conf_bits[BITS_CONFIGURED] = { /*neg*/15,14,13,12, /*LUT_A*/24,25,26,27,28,29
15
16 FILE f_out;
17 int sput(char c, __attribute__((unused)) FILE* f) {return !Serial.write(c);}
18
19 void setup() {
20     pinMode(LATCH_PIN, OUTPUT);
21     digitalWrite(LATCH_PIN, LOW);
22     pinMode(CLOCK_PIN, OUTPUT);
```


PCB assembly
& test

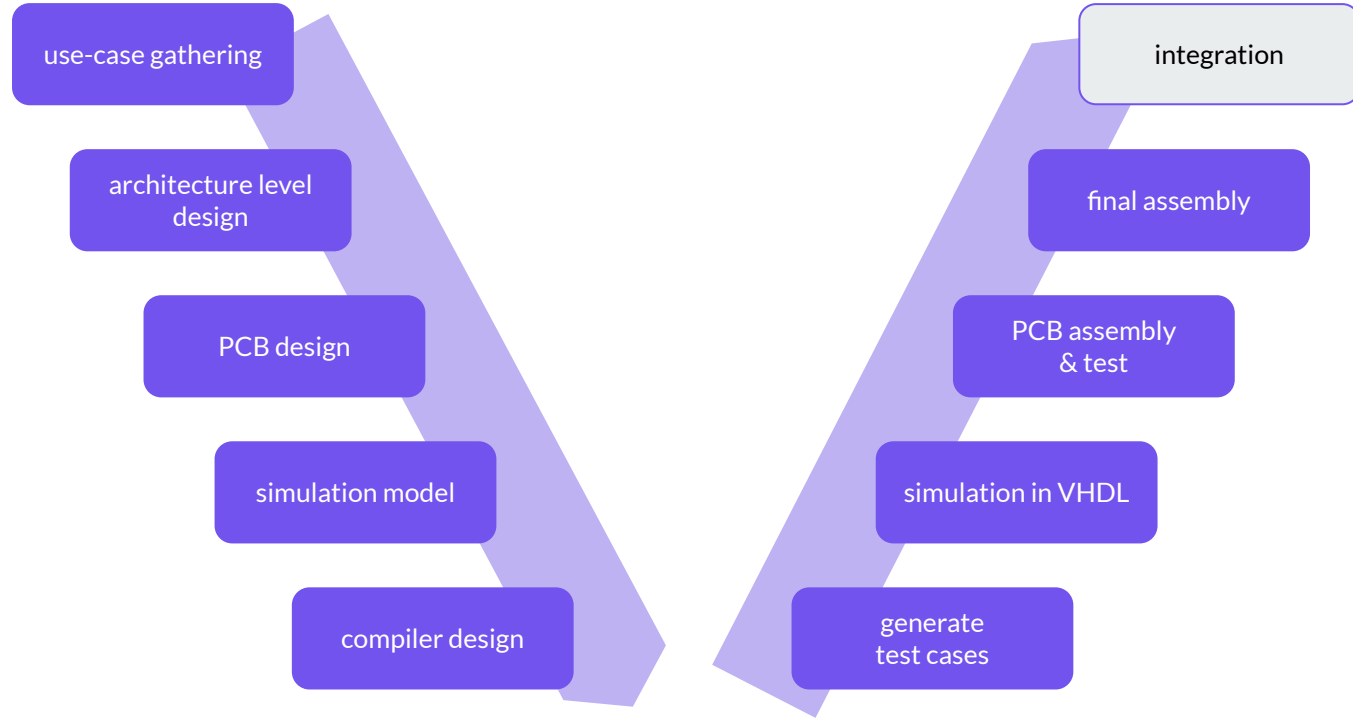


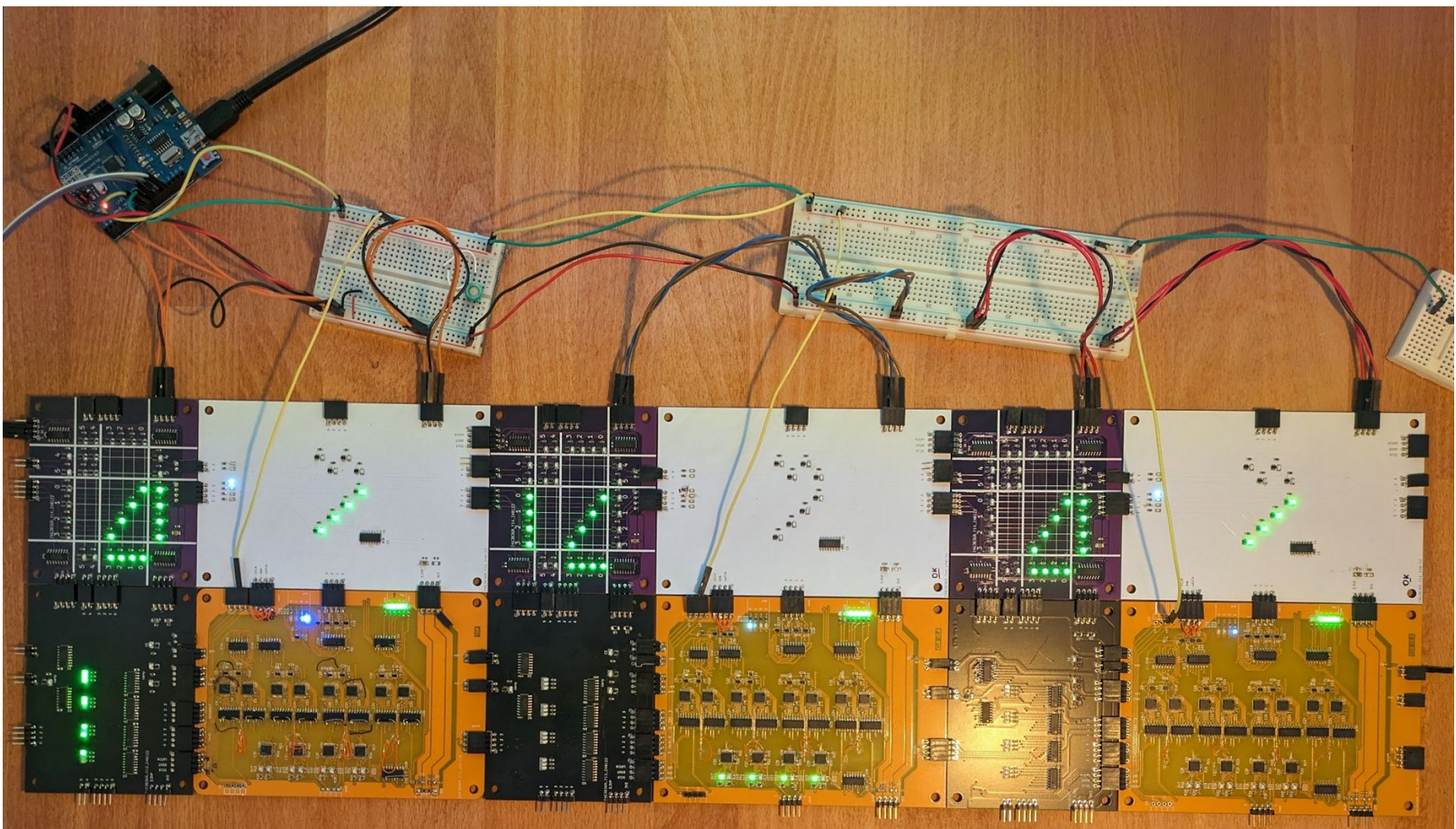
PCB assembly
& test

mod wires

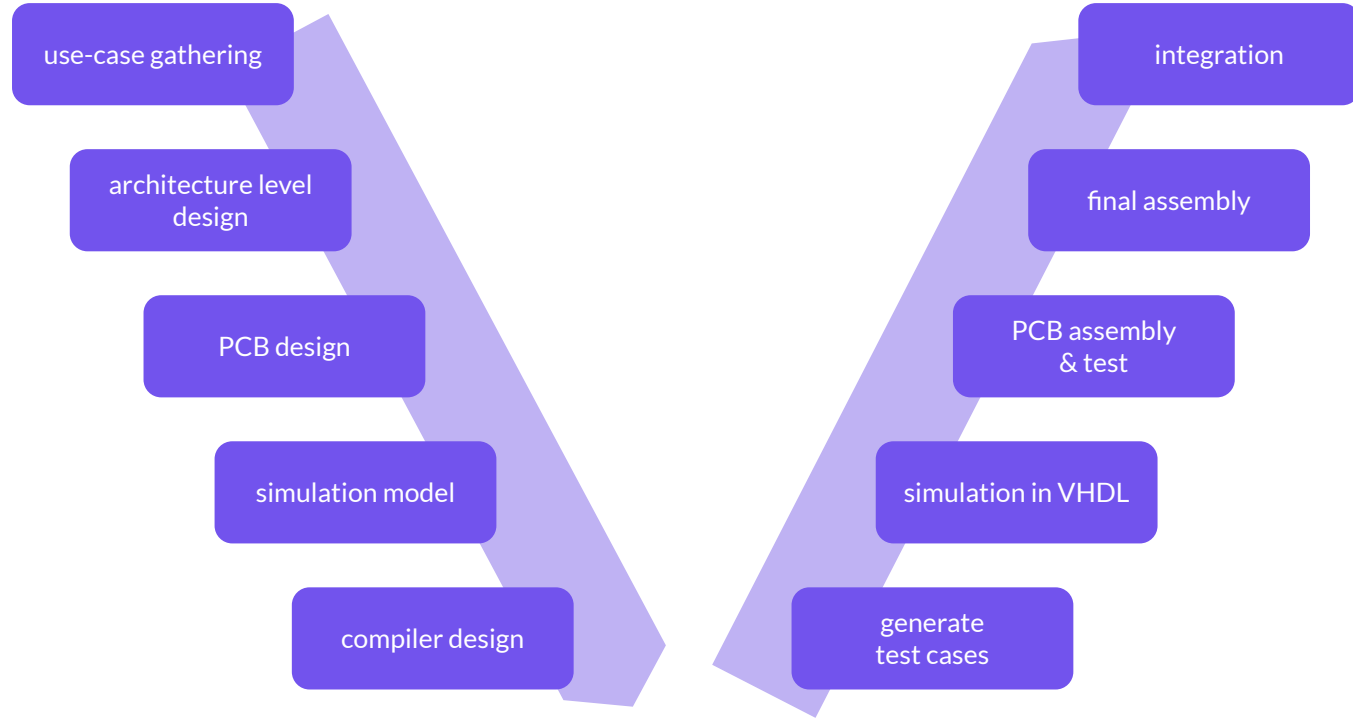


V-Model

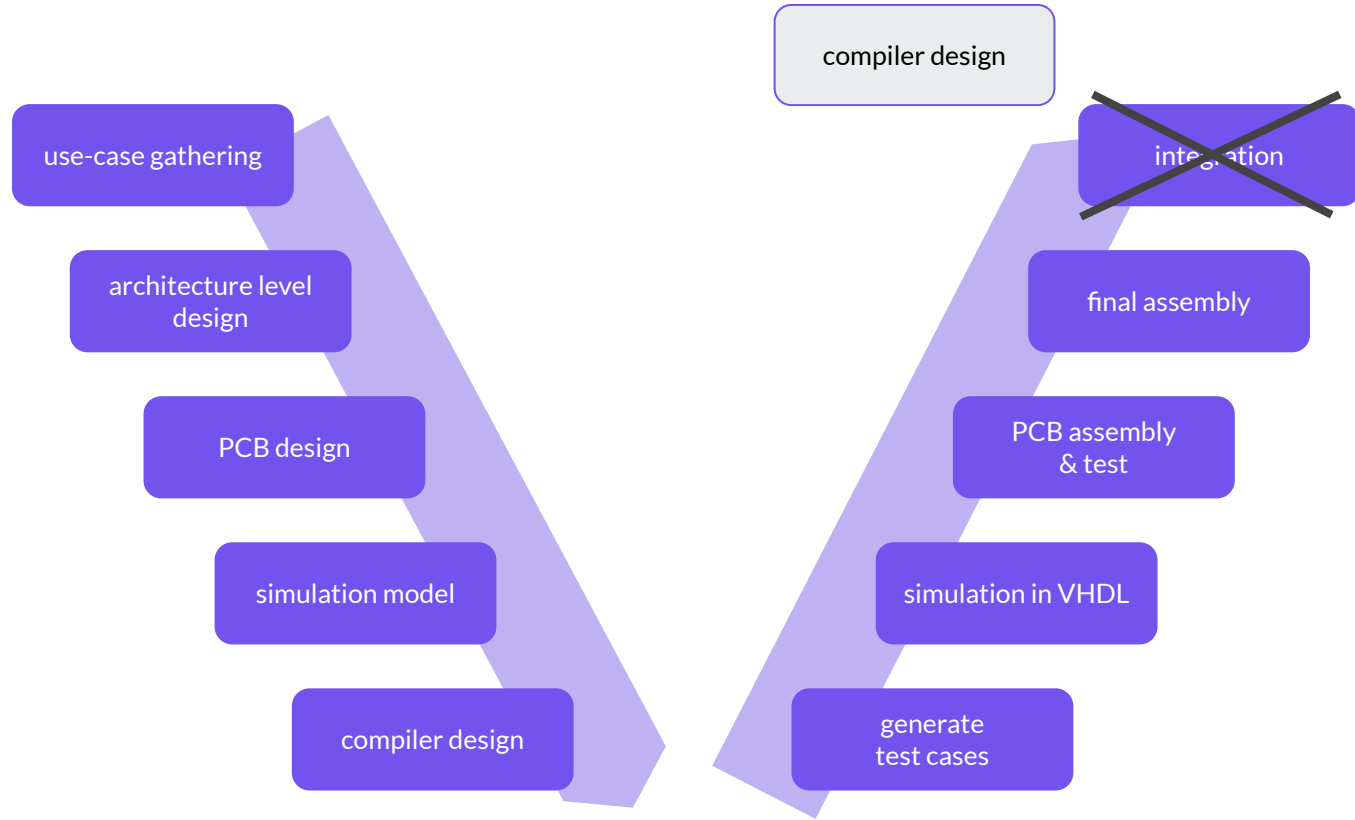




V-Model



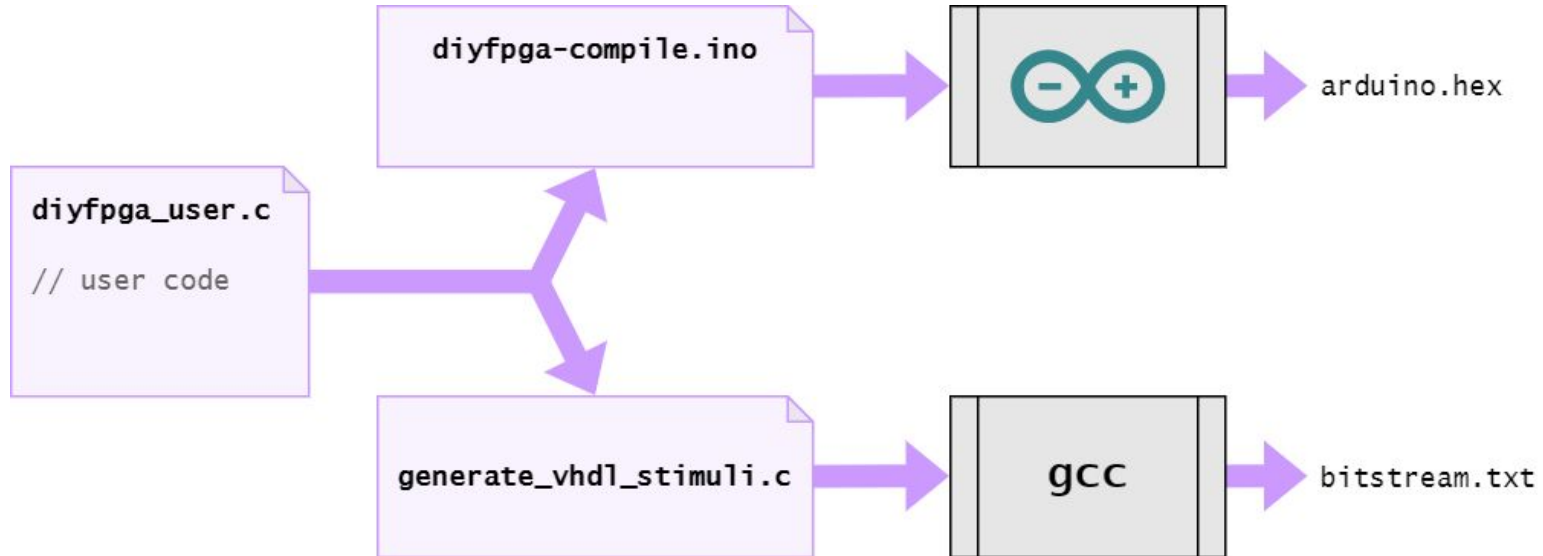
V-Model

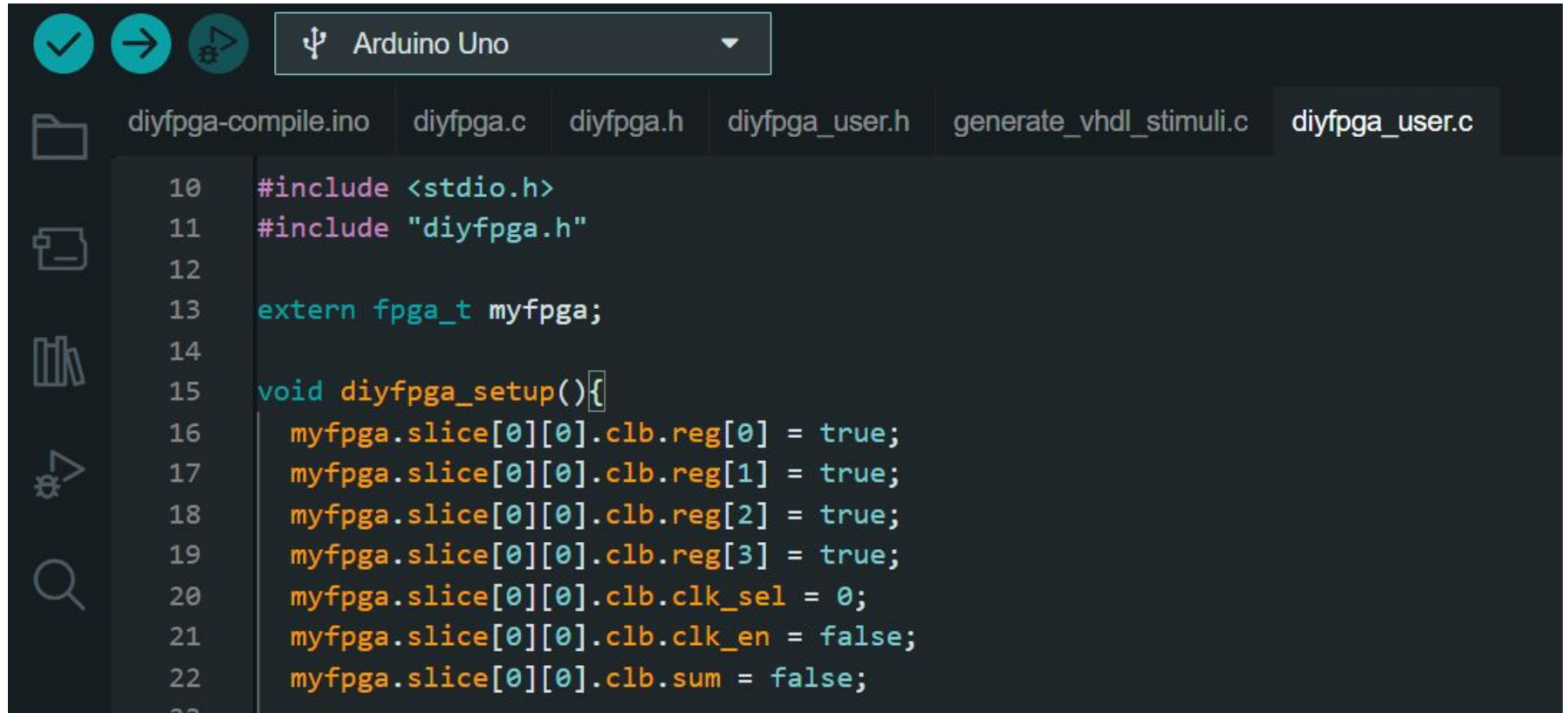


Hardware Instantiation in C

- “*know what you ~~infer~~ instantiate*”
- kinda like assembly for FPGA

Same Code - Different Targets





```
10 #include <stdio.h>
11 #include "diyfpga.h"
12
13 extern fpga_t myfpga;
14
15 void diyfpga_setup(){
16     myfpga.slice[0][0].clb.reg[0] = true;
17     myfpga.slice[0][0].clb.reg[1] = true;
18     myfpga.slice[0][0].clb.reg[2] = true;
19     myfpga.slice[0][0].clb.reg[3] = true;
20     myfpga.slice[0][0].clb.clk_sel = 0;
21     myfpga.slice[0][0].clb.clk_en = false;
22     myfpga.slice[0][0].clb.sum = false;
```

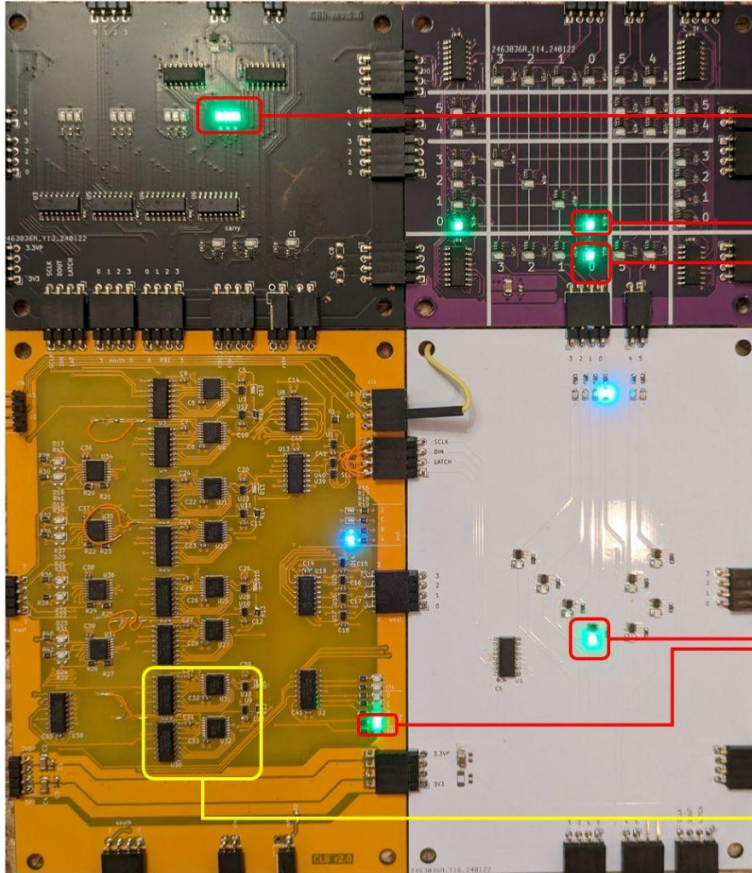
Truth Table to HEX

s3	s2	s1	s0	y
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	1
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	
1	0	0	1	
1	0	1	0	
1	0	1	1	
1	1	0	0	
1	1	0	1	
1	1	1	0	
1	1	1	1	

0x FF

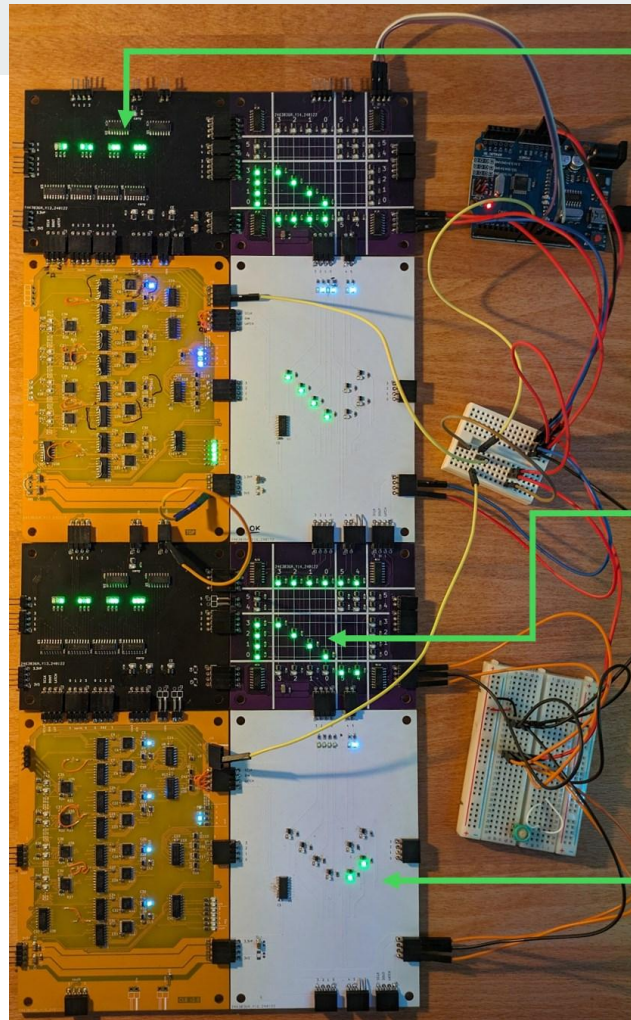
0x FF00

compiler design



```
11 #include "diyfpga.h"
12
13 extern fpga_t myfpga;
14
15 void diyfpga_setup(){
16     myfpga.slice[0][0].cbh.sel[3] = BUS_0;
17
18     myfpga.slice[0][0].sw.west[0] = true;
19
20     myfpga.slice[0][0].sw.xp[0] = true;
21
22     myfpga.slice[0][0].sw.south[0] = true;
23
24     myfpga.slice[0][0].cbv.bus[0] = true;
25
26     myfpga.slice[0][0].clb.reg[0] = true;
27
28     myfpga.slice[0][0].clb.lut[0] = 0x00FF;
29
30 }
31
```

compiler design



```
42 myfpga.slice[0][0].sw.west[0] = true;
43 myfpga.slice[0][0].sw.west[1] = true;
44 myfpga.slice[0][0].sw.west[2] = true;
45 myfpga.slice[0][0].sw.west[3] = true;
46
47 myfpga.slice[0][0].cbh.sel[0] = BUS_3;
48 myfpga.slice[0][0].cbh.sel[1] = BUS_2;
49 myfpga.slice[0][0].cbh.sel[2] = BUS_1;
50 myfpga.slice[0][0].cbh.sel[3] = BUS_0;
51
52 myfpga.slice[0][1].sw.north[0] = true;
53 myfpga.slice[0][1].sw.north[1] = true;
54 myfpga.slice[0][1].sw.north[2] = true;
55 myfpga.slice[0][1].sw.north[3] = true;
56 myfpga.slice[0][1].sw.west[0] = true;
57 myfpga.slice[0][1].sw.west[1] = true;
58 myfpga.slice[0][1].sw.west[2] = true;
59 myfpga.slice[0][1].sw.west[3] = true;
60 myfpga.slice[0][1].sw.xp[0] = true;
61 myfpga.slice[0][1].sw.xp[1] = true;
62 myfpga.slice[0][1].sw.xp[2] = true;
63 myfpga.slice[0][1].sw.xp[3] = true;
64 myfpga.slice[0][1].cbh.sel[0] = BUS_3;
65 myfpga.slice[0][1].cbh.sel[1] = BUS_2;
66 myfpga.slice[0][1].cbh.sel[2] = BUS_1;
67 myfpga.slice[0][1].cbh.sel[3] = BUS_0;
68 //myfpga.slice[0][1].clb.reg[0] = true;
69 //myfpga.slice[0][1].clb.reg[1] = true;
70 myfpga.slice[0][1].cbv.bus_0_to_5 = true;
71 myfpga.slice[0][1].cbv.bus_1_to_4 = true;
72
73 myfpga.slice[0][1].clb.lut[0] = 0x9208; // fizz
74 myfpga.slice[0][1].clb.lut[1] = 0x8420; // buzz
75
76 myfpga.slice[0][1].sw.north[4] = true;
77 myfpga.slice[0][1].sw.north[5] = true;
78 myfpga.slice[0][1].sw.south[4] = true;
79 myfpga.slice[0][1].sw.south[5] = true;
80
81 }
```


We have a 4-bit counter

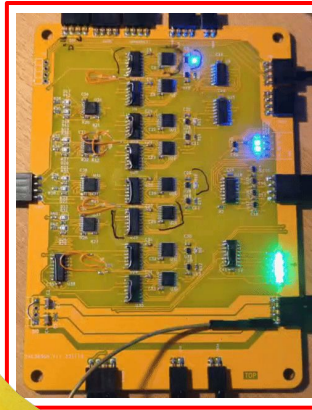
YAY!



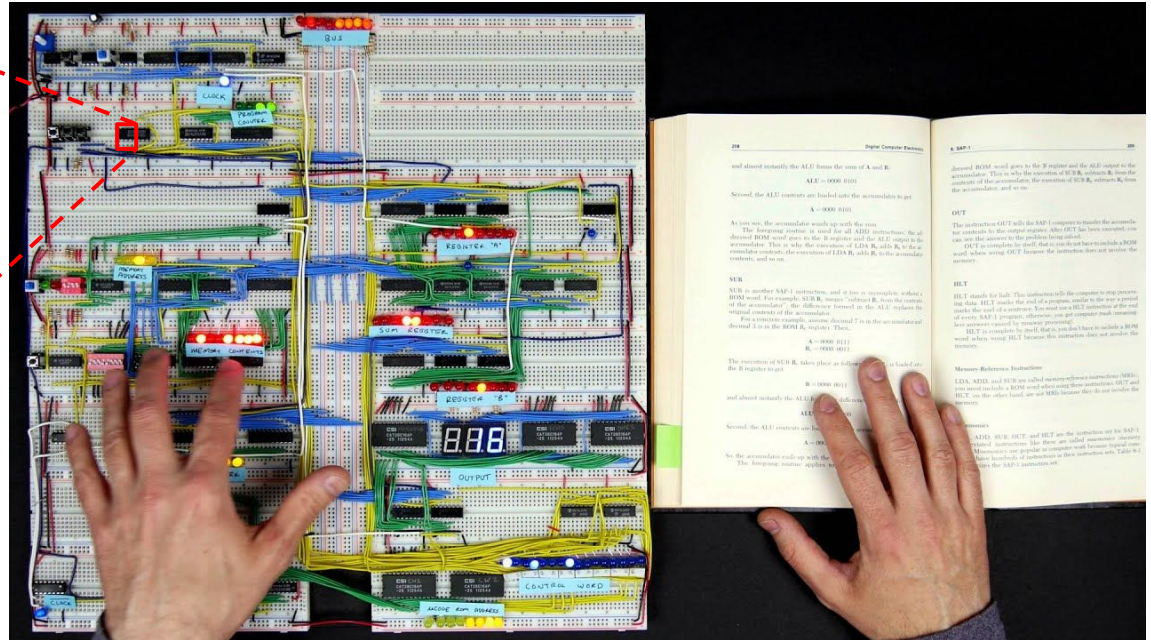


à propos “8 bit CPU”...

What about the 8-bit CPU?



Banana for scale



218 Digital Computer Builders

and almost entirely the ALU from the size of A and B.

```
ALU ← 0000 0101
```

Second, the ALU contents are loaded into the accumulator to get

```
A ← 0000 0101
```

When we, the accumulator, wake up with the zero.

The branching routine is used for all ALU instructions: the all-ones BOM word goes to the B register and the ALU output to the accumulator. This is why the instruction LDA R, addr, B, for a B register contents, also contains LDA R, addr, B, for the accumulator contents, and so on.

SEB

SEB is another S&P instruction, and it has a completely unique BOM word. For example, SEB R, source, address R, from the contents of the accumulator: the difference formed in the ALU replaces its original contents of the accumulator.

For instance, assume decimal 7 is in the accumulator and stored in as the BOM R, address, flag.

```
A ← 0000 0111
B ← 0000 0011
```

The instruction SEB R, address, flag, address, flag, is loaded for the B register to get

```
A ← 0000 0011
```

and almost entirely the ALU output to the accumulator.

Second, the ALU register is set

```
A ← 0000 0000
```

So the accumulator ends up with the zero.

The branching routine applies as follows.

219

220

Almost BOM word goes to the B register and the ALU output to the accumulator. This is why the instruction LDA R, address, B, from the contents of the accumulator, the instruction of SEB R, address, B, from the accumulator, and so on.

OUT

The instruction OUT tells the computer to transfer the contents of the accumulator to the output register. After OUT has been executed, you can use the address in the output register.

OUT is a control bit itself, that is, it has to have multiple BOM word when using OUT because the instruction does not provide the address.

HLT

HLT signals for halt. This instruction tells the computer to stop processing the data. HLT ends the end of a program, usually in the very general of code. HLT program address, you get control back according to contents loaded by master processing.

HLT is executed by itself that is, it has to have multiple BOM word when using HLT because the instruction does not provide the address.

Master Reference Instruction

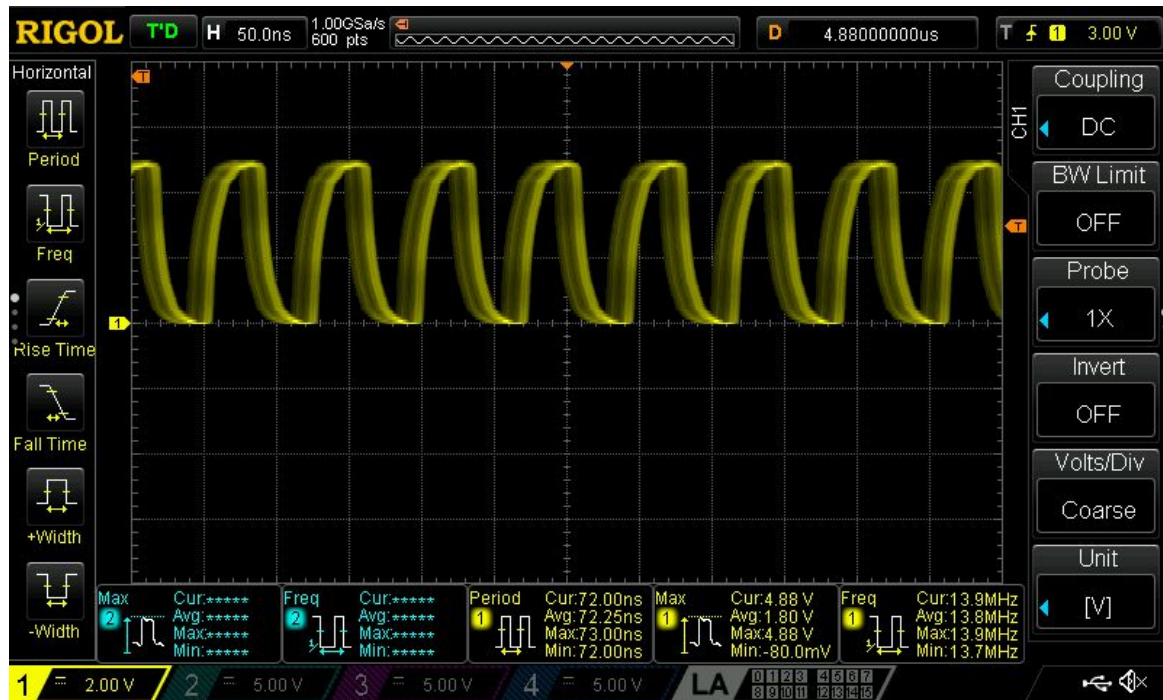
LDA, SEB, and HLT are called master reference instructions (MRI). MRI word on such a BOM word when using these instructions. OUT and HLT are on the other hand, are not MRI because they do not contain the address.

ADDRESS

ADDRESS, SEB, OUT, and HLT use the instruction set for S&P instructions. The three other master reference instructions (LDA, SEB, and HLT) are grouped as computer work because they do not have a word of instruction in their instruction set. Table 1-1 shows the S&P instruction set.

f-Max

13.9 MHz Ring oscillator
(inverter loop without register)





Next Steps



Oh cool you ~~go to the gym? :)~~
program FPGAs



What other hobbies do you
have??



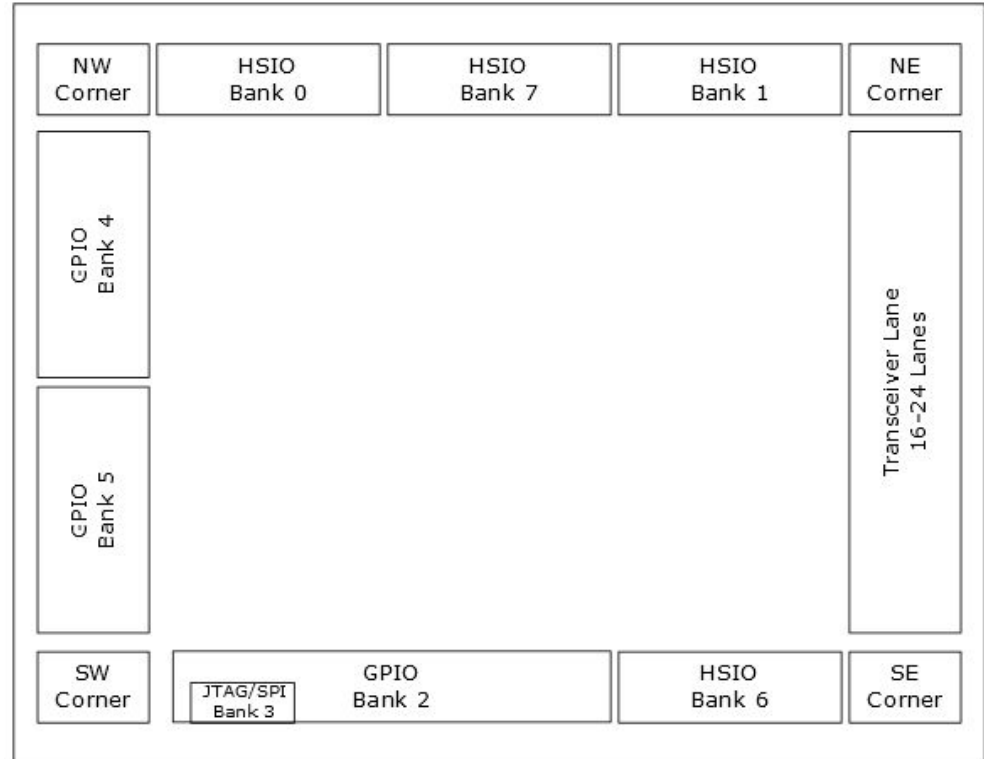


A few ideas...

IO Banks

+

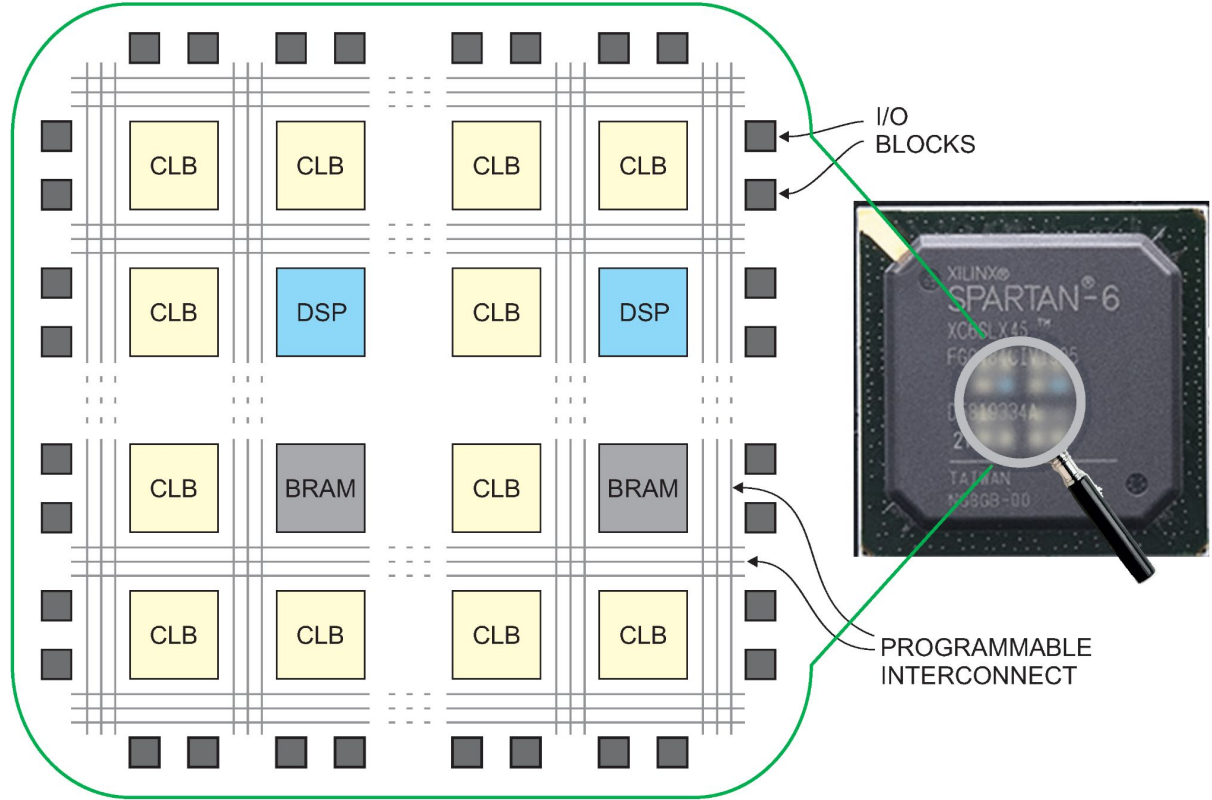
PLL (clocking)



DSP

+

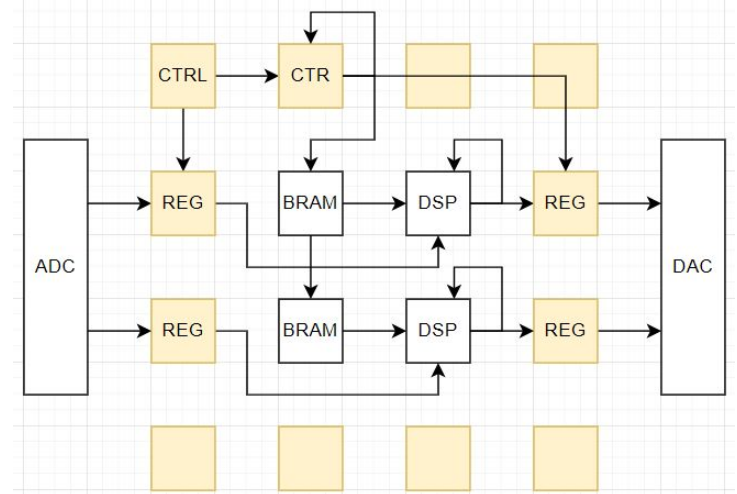
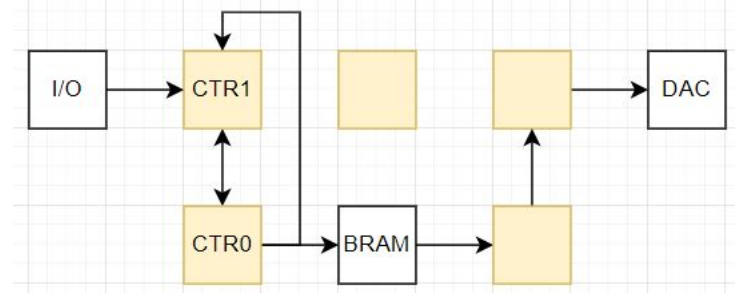
Block RAM



Audio DSP

- Can it act as a waveform generator
 - user input → frequency tuning
 - DDS with BRAM sine wave lookup

- Can it perform audio DSP?
 - 8 bit quantization
 - ~ 40 kHz sample rate
 - *time domain multiplex* on single DSP slice
 - 10 Tap FIR filter → 400 kHz FPGA clock



Further reading

github.com/mnemocron/my-discrete-fpga

mnemocron.github.io/tags/#diy-fpga

The screenshot shows the GitHub repository page for 'my-discrete-fpga'. At the top, there are navigation buttons: Pin, Unwatch (2), Fork (0), and Star (2). Below this is a navigation bar with 'main' branch selected, 'Go to file', and a 'Code' button. The main content area displays a list of files and folders with their commit history:

File/Folder	Commit Message	Time Ago
architecture	updated images for blogp...	3 days ago
doc	updated images for blogp...	3 days ago
ihdl	cleanup repository	last month
kicad	cleanup repository	last month
sketch	fix bugs in compiler, add a...	last week
vhdl	unfinished test: 4-bit coun...	last month
.gitignore	gitignore fix	4 months ago
4B-FPGA-README.md	VHDL sim of CLB slice succ...	7 months ago
LICENSE	Initial commit	8 months ago
README.md	cleanup repository	last month

On the right side, the 'About' section provides a description: 'My own FPGA architecture simulated in VHDL, realized with 7400-logic on PCB.' It includes a link to a blog post, tags for 'fpga', 'vhdl', 'ghdl', 'fpga-soc', '7400', and 'breadboard-computer', and a list of metadata: Readme, GPL-3.0 license, Activity, 2 stars, 2 watching, and 0 forks. At the bottom, a 'Languages' section shows a bar chart and a list of languages: VHDL (70.8%), C++ (10.0%), Python (7.6%), C (6.5%), and Shell (5.1%).