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HUNT ENGINEERING

HERON-FPGA12

HERON Module with XC4VFX12 (Virtex-4) FPGA, Digital I/O and 128Mbytes of SDRAM

USER MANUAL

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Version

A initial document

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The HERON module is a module defined by HUNT ENGINEERING to address the needs of our customers for real-time DSP systems. The HERON module is defined both mechanically and electrically by a separate HERON module specification that is available from the HUNT ENGINEERING CD, via the user manuals section from the CD browser, or online from http://www.hunteng.co.uk and going to the application notes section in the user area.

The HERON module specification also defines the features that a HERON module carrier must provide. HERON stands for Hunt Engineering ResOurce Node, which tries to make it clear that the module is not for a particular processor, or I/O task, but is intended to be a module definition that allows "nodes" in a system to be interconnected and controlled whatever their function. In this respect it is not like the TIM-40 specification which was specific to the 'C4x DSP.

As the HERON-FPGA12 was developed, HUNT ENGINEERING have already developed HERON modules carriers like the HEPC9, a range of HERON-FPGA modules that use the Virtex-II FPGA and HERON processor modules (that carry various other members of the TMS320C6000 family of DSP processors from TI). In addition to these modules, the HERON specification is a super-set of the pre-existing HUNT ENGINEERING GDIO module, so the GDIO modules from our 'C4x product range can also be used in HERON systems.

The HERON-FPGA12 has connections to the HERON module pins that are not 5V tolerant. This means it cannot be used in a module carrier board like the HEPC8, where some signals are tied to 5V rather than 3.3V. Anyone designing their own module slots for the HERON-FPGA12 must be careful to not connect 5V to any of the module signal pins (of course the 5V power supply pins must still be driven).

The HERON module connects to the carrier board through several standard interfaces.

- The first is a FIFO input interface, and a FIFO output interface. This is to be used for the main inter-node communications. (It is usually also used for connection to the HOST computer if any).
- The second is the HERON Serial Bus, used for loading FPGAs and for non real time configuration messages.
- The last is the general control such as reset, power and General Purpose IO.

HUNT ENGINEERING defined the HERON modules in conjunction with HEART – the Hunt Engineering Architecture using Ring Technology. This is a common architecture that we have adopted for our HERON carriers that provides good real time features such as low latency and high bandwidth, along with software reconfigurability of the communication system, multicast, multiple board support etc., etc.

However, it is not a requirement of a HERON module carrier that it implements such features. In fact our customers could develop their own module carrier and add our HERON modules to it. Conversely our customers could develop application specific HERON modules themselves and add them to our systems.

The HERON-FPGA12 is HERON module that can be used for hardware signal processing or for flexible I/O.

The HERON-FPGA12 provides a Virtex-4 FX FPGA (Xilinx part number xc4vfx12). For more part information refer to the Xilinx web site at http://www.xilinx.com . This FPGA provides user programmable logic along with an embedded Power PC core.

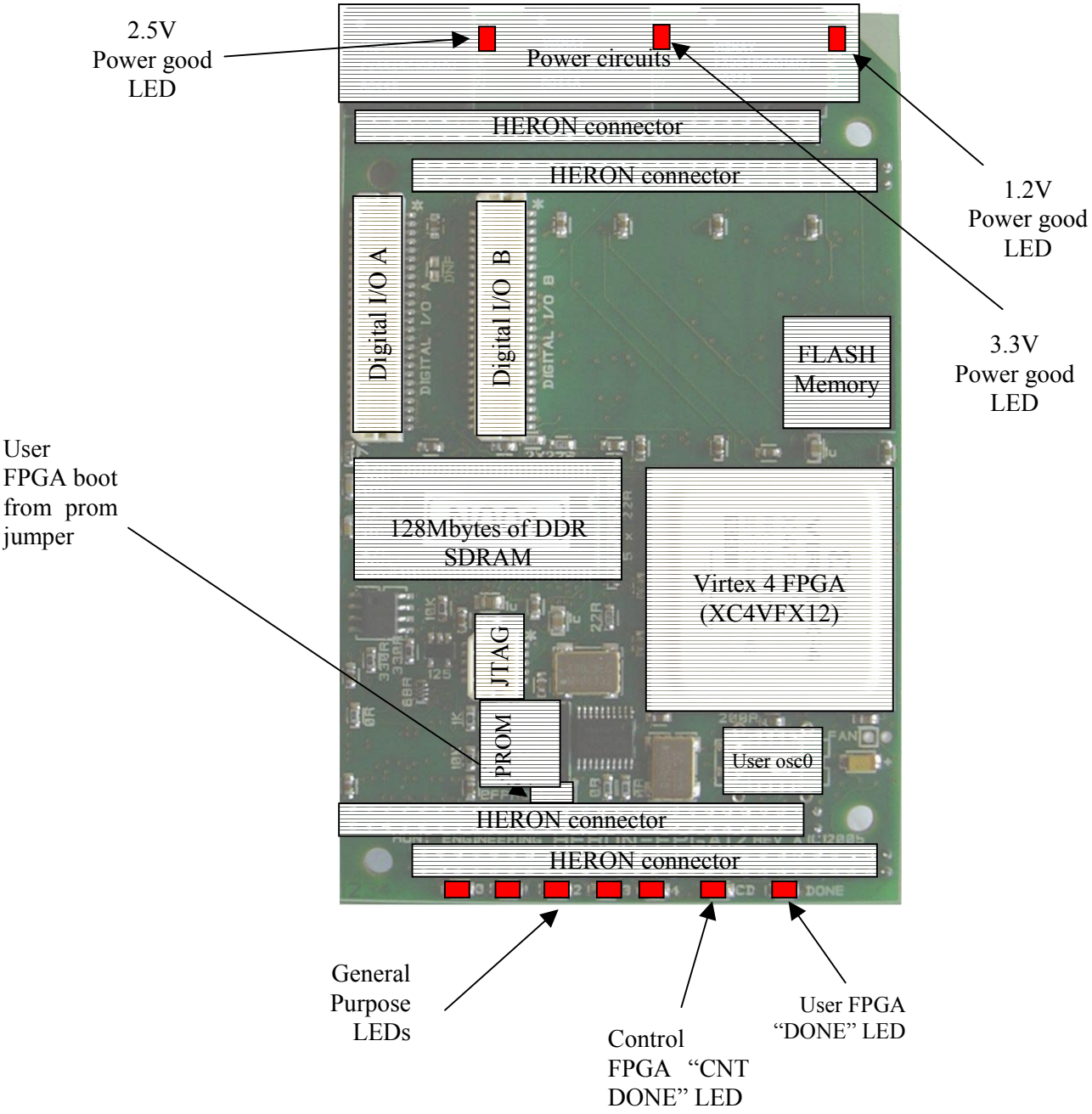
The HERON-FPGA12 connects all of the HERON module signals, except JTAG, to the FPGA, allowing flexible use of the module's resources.

The HERON-FPGA12 provides a total of 128Mbytes of SDRAM, directly connected to the pins of the Xilinx FPGA. This memory is organised as a 32 bit wide bank which can be used as general-purpose memory by the FPGA, or connected to the Power PC core.

The HERON-FPGA12 provides 16Mbytes of FLASH memory, directly connected to the pins of the Xilinx FPGA. This memory is intended to hold boot code for the Power PC in embedded applications.

The HERON-FPGA12 also provides 60 of the FPGA I/Os connected to connectors on the module. This allows the FPGA to be configured for a variety of I/Os.

The HERON-FPGA12 uses the HERON module's serial bus to download configuration bit-streams into the FPGA, allowing the user to configure it with standard functions provided by HUNT ENGINEERING or functions that they have developed themselves using the Xilinx development tools. It is also possible for the module to configure the FPGA from a PROM. This is intended to simplify the deployment of systems after the FPGA functions have been fully developed.


2.5V
Power good
LED
Power circuits
HERON connector
HERON connector
1.2V
Power good
LED
Digital I/O A
Digital I/O B
FLASH
Memory
3.3V
Power good
LED
User
FPGA boot
from prom
jumper
128Mbytes of DDR
SDRAM
Virtex 4 FPGA
(XC4VFX12)
JTAG
PROM
User osc0
HERON connector
HERON connector
General
Purpose
LEDs
Control
FPGA "CNT
DONE" LED
User FPGA
"DONE" LED

The HERON-FPGA12 is a module that plugs into a HERON module carrier.

The HERON-FPGA12 should be fitted to the carrier card along with any other modules that your system has and their retaining nuts fitted (see a later section of this manual for details).

The HERON-FPGA12, following reset, will enter a state where it can be interrogated and programmed using the HERON module's serial bus. It is addressed according to the Carrier number and the slot number of the HERON slot that it is fitted to.

The FPGA configuration data will have been generated using the Xilinx development tools. HUNT ENGINEERING provide examples for the HERON-FPGA modules in the correct format for use with the Xilinx ISE software. HUNT ENGINEERING also provides software for the Host PC that will allow the output files from the Foundation software to be loaded onto a HERON-FPGA module. If you use the Power PC core in the FPGA you will also need the Xilinx Embedded Developers Kit (EDK).

If you are using the module on an embedded module carrier where there is no connection to a host machine, you can use a Xilinx Parallel 4 (or USB) cable plugged into the JTAG connector on the module, to download your FPGA design. This connection can also be used to debug the FPGA design using the Xilinx Chipscope software, and to debug the Power PC code using the GNU debugger supplied in the Xilinx EDK.

Follow the "Starting your FPGA development" tutorial from the HUNT ENGINEERING CD, and then the general FPGA examples found in the same place on the CD.

It could be possible to use the HERON-FPGA12 as an I/O or memory module using one of the example bit streams. In this case it is not necessary to be concerned how to program the FPGA – simply load the example bit stream and use it.

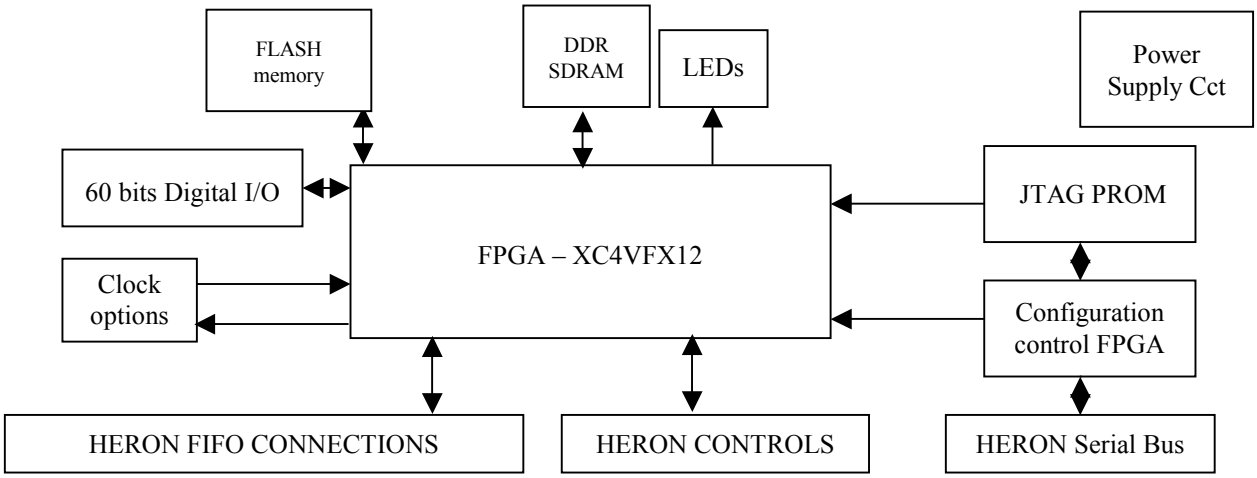
Standard Intellectual Property (IP)

HUNT ENGINEERING provides examples for the HERON-FPGA12 that perform different functions. It is possible to use these standard configurations directly if they fit your needs.

It could be possible to request a new standard example from HUNT ENGINEERING, which could avoid the need to purchase and learn how to use the FPGA development tools. Depending on the complexity of your request HUNT ENGINEERING may choose not to offer it, or to charge for it.

New IP for the HERON-FPGA12 will be posted on the HUNT ENGINEERING web site in the user area whenever it becomes available. HERON-FPGA12 users can then take advantage of that IP free of charge.

This section describes the features of the HERON-FPGA12 and why they are provided.



User Programmable FPGA with Embedded Power PC

The Virtex-4 FX FPGA on the HERON-FPGA12 offers both user programmable hardware in the form of Virtex-4 FPGA architecture, and a Power PC processor core that is embedded in silicon. The HERON-FPGA12 allows the user to program the FPGA logic and Power PC processor using the tools provided by Xilinx. The module design does not place any restriction on how the FPGA program can be configured. There are many examples and tutorials provided by Xilinx that help you to use the architecture (including the embedded Power PC). HUNT ENGINEERING provides an application note separate from this user manual that guides you through the use of the embedded Power PC in a HERON system.

Serial Configuration of the User FPGA

The HERON-FPGA12 usually has the configuration of the user FPGA downloaded using the HERON module's serial configuration bus. This allows the use of "standard" configurations as supplied on the HUNT ENGINEERING CD, or of user defined configurations without the need to return the module to the factory.

It is imagined that as the "standard" set of functions grows, that they be made available to users of HERON-FPGA modules via the HUNT ENGINEERING web site or CD update requests. Also HUNT ENGINEERING will have the possibility to provide semi-custom configurations for a charge via email.

USER FPGA boot ROM

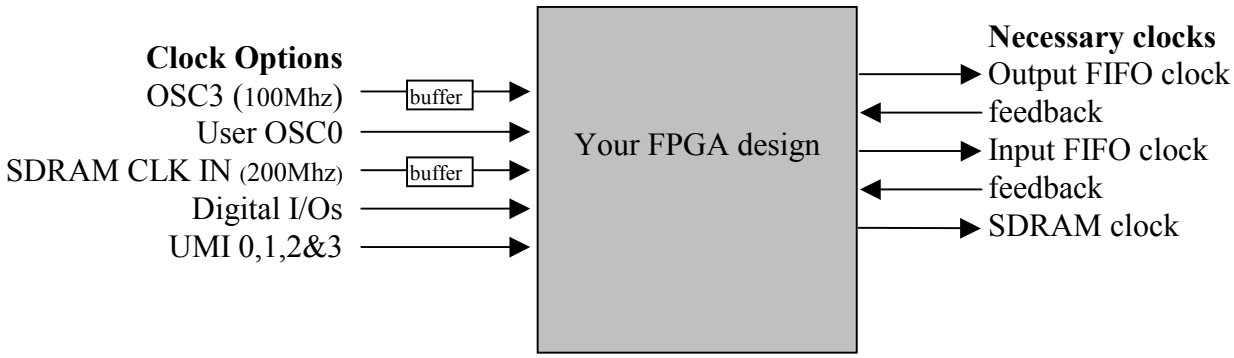
As an alternative to the serial configuration download, it is possible to configure the FPGA from a Flash based configuration PROM However, if a system is being deployed with a

host machine such as a PC, it might be preferable to continue to use the serial configuration method, as this will make in field upgrades and bug fixes simpler to deploy.

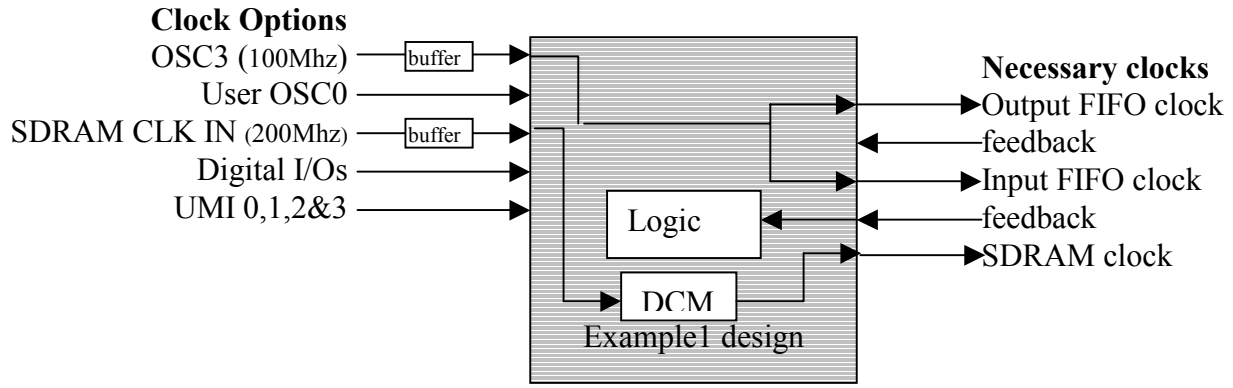
The PROM fitted to the FPGA12 is Flash based (XCF08P), and can be programmed (and re-programmed) using a Xilinx JTAG cable such as the Parallel Cable 4 or the USB cable. An option in the JTAG download software can cause the FPGA to be configured on completion of the PROM being programmed.

Clocking of the FPGA

The Xilinx FPGA used on the HERON-FPGA12 does not have a single clock input, but rather it can use any one of its pins to provide a clock input. This means you can have many sources of clocks, each of which can be used inside your FPGA design. You can even divide these clocks using flip flops, or even multiply using digital clock manager (DCM) components.



The simplest way to manage your FPGA design is to use just one clock throughout your design. However the FPGA must drive both of the HERON FIFO clocks, at a frequency that is suitable for your module carrier (see the documentation for your module carrier for details of its restrictions). The FPGA must also drive the SDRAM clock, at a frequency suitable for the SDRAM (200MHz). The FPGA may also need to use clocks for the digital I/Os. The frequency for these might be limited by the equipment that it is connected to, or by the needs of your signal processing. The needs for these clocks can only be determined by looking carefully at the needs of your system.



If these clocks cannot be the same, then the next best situation is to have one clock derived from the other. In that way the relationship between the clock edges will be known.

The most difficult case for your FPGA design is to have many clocks from different sources that are all used in the same design. Then you must carefully manage signals that cross from one clock "domain" to another. This can be handled by FIFOS, or by multiple registering to prevent metastability problems. Refer to texts on digital design to understand these issues. Our standard examples actually use separate clock domains for the HERON FIFOs and the DDR SDRAM. You can see in those standard designs that FIFOs have

been used to pass data between those two clock domains.

The HERON-FPGA12 provides a highly flexible set of choices for the clocking of the FPGA.

The HERON-FPGA12 has a socket for a 3.3V user oscillator.

Default shipping state is to have a 100MHz oscillator fitted to one of the surface mount sites – driving 100MHz on UserOsc3. This is a standard commercial oscillator module, that is +/-100ppm accuracy. If you require higher accuracy clocks then you should use one of the other clock sources.

Also the Digital I/Os and UMI pins on the module connector could be used as a clock input, if another module in the system is programmed to drive that clock onto the UMI connection.

HERON FIFOS

The HERON module can access up to 6 input FIFOs and up to another 6 output FIFOs. Each FIFO interface is the same as the others, using common clocks and data busses.

The input and output interfaces are separate though, allowing data to be read and written at the same time by a module like the HERON-FPGA12.

While it is possible to read one FIFO and write another FIFO at the same time, the use of shared pins means no more than one can be written or read at the same time (i.e. in the same clock cycle).

For each interface (input or output) there is a FIFO clock that must be a constant frequency, and running constantly. There may be some minimum and maximum frequency requirements for a particular Module Carrier card that the designer of the FPGA contents must be sure to comply with. This is because the FIFO clocks are generated by the FPGA, probably based on one of the clock inputs to the part.

Each FIFO interface has a separate "enable" signal that is used to indicate which FIFO is accessed using the clock edge.

Input FIFOs

The six input FIFOs use a common data bus that is driven onto the HERON module. It is important to ensure that no more than one of the FIFOs are read at the same time, but more importantly that no more than one has its output enable selected.

By properly asserting the "read enable" and "output enable" signals relative to the clock the FPGA can access the FIFO of its choice at a rate up to one 32 bit word per clock cycle.

For the timing of those signals refer to the HERON module specification.

Each input FIFO interface provides Flags that indicate the state of the FIFO. An empty flag shows that there is no data to be read, an almost empty flag shows that there are at least 4 words left. While the almost flag is not asserted accesses can be made on every clock, but after it is asserted, it is better to make one access only, then check the empty flag on the next clock, before deciding if another access is possible.

Output FIFOs

The six output FIFOs use a common data bus that is driven by the HERON module. It is important to ensure that no more than one of the FIFOs is written at the same time – unless that is required by your system.

By properly asserting the "write enable" signals relative to the clock, the user FPGA can access the FIFO of its choice at a rate up to one 32-bit word per clock cycle.

For the timing of those signals refer to the HERON module specification.

Each output FIFO interface provides Flags that indicate the state of the FIFO. A full flag shows that there is no room left to write, an almost full flag shows that there are at least 4 words of space left. While the almost flag is not asserted accesses can be made on every clock, but after it is asserted, it is better to make one access only, then check the full flag on the next clock, before deciding if another access is possible.

FIFO clocks

The FIFO clocks are provided by the user FPGA, but are buffered externally using an LVT245 buffer that is able to provide the drive current required on these signals. To enable circuitry internal to the FPGA to be designed to use the actual clock that is applied to the FIFO, the buffered FIFO clock signals are connected to GCLK inputs to the FPGA. This allows DLLs to be used to provide a clock internal to the FPGA that has the same phase as that applied to the FIFOs on the carrier board. This is implemented inside the Hardware Interface Layer (H.I.L.) VHDL supplied with the module.

DDR SDRAM

The HERON-FPGA12 provides a128Mbyte banks of 200MHz Double Data Rate (DDR) SDRAM directly connected to the I/O pins of the FPGA. The DDR SDRAM is organised as a 32-bit wide memory bank of 32M locations, allowing a total bandwidth of 1.6Gbytes/second.

In order to use the DDR SDRAM correctly, an appropriate DDR SDRAM controller function is required inside the FPGA. This controller must correctly initialise the DDR SDRAM, and provide a constant refresh mechanism.

An appropriate DDR SDRAM controller is provided in the Hardware Interface Layer VHDL support from HUNT ENGINEERING.

The bank of DDR SDRAM is built from two pieces of 512Mbit Micron SDRAM. The SDRAM used is Micron part number MT46V32M16TG-5B.

FLASH Memory

The HERON-FPGA12 provides a 16Mbyte FLASH PROM directly connected to the I/O pins of the FPGA. It is intended to be used to store boot code for the Power PC core, but the user is free to connect it and use it however they want. It is organised as a byte wide memory bank of 16M locations. It is an Intel Flash memory part number 28F128J3.

In order to use the FLASH memory correctly, an appropriate FLASH memory controller function is required inside the FPGA. The FLASH then requires some protocols to be followed in order to unlock the writing of the part.

If the FLASH memory is used as intended (connected to the Power PC core) Xilinx provide a Core that will directly connect to and control this FLASH memory. Xilinx also provide a large amount of driver software to take account of the protocols.

Users can develop their own uses of this FLASH memory, in which case they will need to refer to the Intel documentation for this memory.

Digital I/O

The HERON-FPGA12 connects 60 of the FPGAs I/O pins to connectors. This allows them to be configured as digital Inputs and Outputs as chosen by the user's FPGA program.

For the HERON-FPGA12, Vcco is always connected to 3.3V for the banks where the Digital I/Os are connected. Therefore, all FPGA I/O pins used with the Digital I/O connectors can only use I/O formats with a 3.3V Vcco settings.

These banks have 51R DCI resistors fitted, so DCI formats can also be used.

LVDS

It should be noted that Virtex-4 FPGAs don't support 3.3V LVDS, but only 2.5V LVDS. The input buffers for LVDS25 do not require Vcco, so are possible. They even support the Differential Termination option of Virtex-4.

However the LVDS25 output buffers require that the Vcco is set to 2.5V. This means that the HERON-FPGA12 module cannot support LVDS output signals.

Module and Carrier ID

The HERON specification assigns pins on the HERON module that give a HERON module access to the carrier ID of the carrier that it is plugged into, and a unique HERON slot identifier.

These IDs are used by the configuration FPGA so that the module is addressed on HERON Serial Bus (HSB) using this information. These signals are also connected to the User FPGA so a user program can use them if required.

General Purpose LEDs

There are some LEDs on the HERON-FPGA12 that are connected to some of the FPGA I/O pins. There are five such LEDs, which can be used by the FPGA program to indicate various states of operation.

Done LEDs

There are two Done LEDs, labelled "DONE" and "CNT DONE". They are illuminated if the relevant FPGA is not configured.

LED "DONE" is connected to the user Virtex-4 FPGA.

LED "CNT DONE" is connected to the Control FPGA.

This means that the "CNT DONE" should flash at power on, and then go out showing that the control FPGA is ready to accept a configuration stream for the User FPGA.

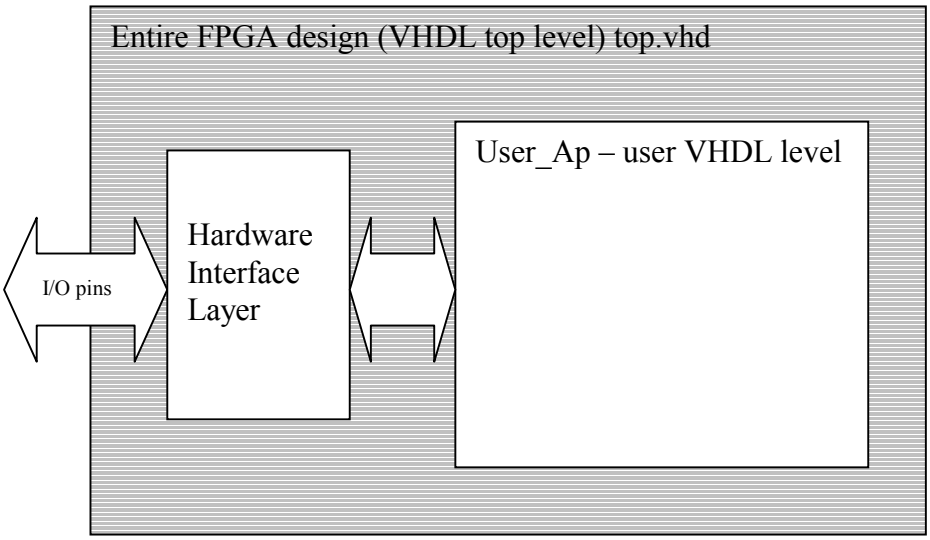
After downloading a bitstream to the user User FPGA LED "DONE" should also go out.

HUNT ENGINEERING provide a comprehensive VHDL support package for the HERON-FPGA12.

This package consists of a VHDL "top level", with corresponding user constraints file, VHDL sources and simulation files for the Hardware Interface Layer, and User VHDL files as part of the examples.

The Hardware Interface Layer correctly interfaces with the Module hardware, while the top level (top.vhd) defines all inputs and outputs from the FPGA on your module. Users should not edit these files unless a special digital I/O format is required – see the later section "Digital I/O from the FPGA".

The file user_ap.vhd is where you will make your design for the FPGA, using the simplified interfaces provided by the Hardware Interface Layer.



Organisation of VHDL support for FPGA modules

After synthesising your design, you will use the Place and Route tools from Xilinx. These tools will use the User Constraints File (.ucf) to correctly define the correct pins and timing parameters. You will need to minimally edit this file to have the timing constraints that you need, but the file provided means you do not need to enter the pin constraints at all.

It is expected that every user will start by following the Getting Started example, Example1, which is supplied on the HUNT ENGINEERING CD. By working through the Getting Started example you will be able to see how the User FPGA is configured, how a simple example can be built, and a new bitstream generated.

In this way, you can use Example1 to check your understanding of how the module works, and you can also use the example as a sanity check that your hardware is functioning correctly.

Working through Example 1

All HERON modules that have FPGAs have an "Example1" provided for them. It is a simple example that connects data from the input FIFO interface to the output FIFO interface, and also exercises the HSB interface.

This example is fully described in the "Starting your FPGA development" tutorial on the HUNT ENGINEERING CD.

The tutorial works through running the example and then modifying and re-building it. The tutorial assumes that you are using the latest version of the ISE Foundation tool-set from Xilinx. If you are using a different version of ISE Foundation, you will simply need to convert the project as described in the application note provided by HUNT ENGINEERING titled 'Using Different Versions of ISE'. There is also an application note on the HUNT ENGINEERING CD that describes using design flows that are different from ISE, titled 'Using VHDL tools other than ISE'.

The example is quite simple but demonstrates the use of the interfaces found in the Hardware Interface Layer supplied with the module. The example is supplied in two ways. Firstly, there is a ready-to-load bitstream, supplied in the Hunt Compressed Bitstream file format, or '.hcb' format. This is the file format used by the HUNT ENGINEERING configuration tool. Secondly, there is an example1 project supplied for ISE, enabling the design to be rebuilt and a new bitstream downloaded.

The bitstream file is provided to allow you to load the example1 onto the hardware without having to re-build it. This is a useful confidence check to see if any problems you are experiencing are due to changes you have made, or the way you have built the design. If the bitstream from the CD fails to behave then the problem is more fundamental.

To make things easier, we have created the proper ISE project files for the examples.

Using these projects will allow you to run the complete design flow, from RTL-VHDL source files to the proper bitstream, ready to download on your Heron FPGA board.

No special skills are required to do this.

However, if you want to write your own code and start designing your own application, you must make sure that you have acquired the proper level of expertise in:

* VHDL language

* Digital Design

* Xilinx FPGAs

* ISE environment and design flow

Proper training courses exist which can help you acquire quickly the required skills and techniques. Search locally for courses in your local language.

Preparing ISE

Before beginning work with Example1 you will need to make sure ISE is properly installed. In addition, you should ensure that you have downloaded the latest service pack from the Xilinx website for the version of ISE you are using.

Copying the examples from the HUNT ENGINEERING CD

On the HUNT ENGINEERING CD, under the directory "fpga" you can find directories for each module type. In the case of the HERON-FPGA12 the correct directory is "fpga12v1".

There are two ways that you can copy the files from the CD.

1) The directory tree with the VHDL sources, bit-streams etc can be copied directly from the CD to the directory of your choice. In this case there is no need to copy the .zip file, but the files will be copied to your hard drive with the same read only attribute that they have on the CD. In this case all files in the example directories need to be changed to have read/write permissions ('Example1', camera examples and SDRAM example directories). It is a good idea to leave the permissions of the 'Common' directory set to read only to prevent the accidental modification of these files.

2) To make the process more convenient we have provided the zip file, which is a zipped image of the same tree you can see on the CD. If you "unzip" this archive to a directory of your choice, you will have the file permissions already set correctly.

Opening the Example1 Project

Let us start with Example1. In the tree that you have just copied from the CD, open the `Example1` sub-directory. You should see some further sub-directories there:

* `ISE` holds the ISE project files.
* `Src` holds the application-specific Source files.
* `Sim` holds the simulation scripts for ModelSim.
* `Leo_Syn` holds the synthesis scripts for Leonardo Spectrum and Synplify users. You may ignore this directory in this chapter.

Open the Xilinx ISE Project Navigator. If a project pops up (from a previous run), then close it. Use `File` → `Open project`.

Select `Example1\ISE\XXXXX.ise` and click on the "`Open`" button.

After some internal processing, the "Sources window" of the Project Navigator will display the internal hierarchy of the Example1 project.

If you are encountering errors at this stage, you should verify that:

The example files have been correctly copied onto your hard disk, and especially the `\Common and Example1\Src` directories.

The correct version of ISE has been successfully installed. Be sure to have installed XST VHDL synthesis and the support for the Virtex-II Pro family.

The Project's Functional Parameters

Double click on "`user_ap1`" in the Sources window. This opens the VHDL colour-coded text editor so that you can see the part of the project where you can enter your own design.

The first code that you will see at the beginning of this file is a VHDL Package named "`config`" which is used to configure the design files according to the application's requirements. See the next section of this manual for a description of these items.

Below the package section, you will see the User_Ap1's VHDL code.

This is where you will insert your own code when you make your own design.

We provide a system which is built in such a way that the user should not need to edit any other file than User_Ap (and the entities that this module instantiates).

In particular, the user should NOT modify the HE_* files, even when creating new designs for the FPGA.

Setting up the Configuration Package

At the top of the file USER_APx.VHD (where x indicates the example number) there are settings that you can change to affect your design (in this case the example). The idea is that settings that are often changed are found here.

In the case of the HERON-FPGA12 there is only one setting in the config package.

1. FIFO Clocks

You must decide whether you will have a single common clock for driving the input and output FIFOs. Normally a design is simpler if the same clock is used for input and output FIFOs, but the module design allows you to use different frequencies or phases if that is more convenient for the design of your system. Whether you use a common clock or separate clocks will affect your design, but it also affects the use of clocks in the Hardware Interface Layer.

Set FCLK_G_DOMAIN to True if you have the same clock driving both FIFOs. This is the default option for the Examples. If you are unsure, select this choice.

In that case you provide a frequency for that clock on the signal SRC_FCLK_G. For module carriers like the HEPC9, HECPCI9 and HERON-BASE2 this clock must be greater than or equal to 60Mhz and less than or equal to 100Mhz. If you have another carrier card please check it's user documentation for the limits of it's FIFO clock frequency.

The signal FCLK_G must then be used in your FPGA design as the correct phase of this clock to sample the FIFO data with.

If you have different input and output FIFO clocks then select FCLK_G_DOMAIN as False and then you use the individual SRC_FCLK signals to drive the frequencies and the FCLK signals to clock your logic.

User Timing Constraints

As with all FPGA designs it is necessary to apply some timing constraints to the design to ensure that the tools generate a design that will operate at the frequency that you require. Example1 has these defined in the '.ucf' file.

In the case of the provided examples you do not need to change any of the timing constraints. When you make changes to the design however you may find that you introduce more clock nets that need to be added to the ucf file.

For more details on Timing Constraints please refer to the Xilinx tools documentation.

Creating the Bitstream for Example1

Once the project has been opened as described above:

1. In the "Sources in project" window (Project Navigator), highlight (*single*-click on) the entity 'top' ("..\..\Common\top.vhd"). This is extremely important! Otherwise, nothing will work!
2. Double-click on the "Generate Programming File" item located in the "Processes for Current Source". This will trigger the following activity:

   Complete synthesis, using all of the project's source files. Since warnings are generated at this stage, you should see a yellow exclamation mark appear besides the "Synthesize" item in the Processes window.

   Complete Implementation:

   Translation

   Mapping

   Placing

   Routing
3. Creation of the bitstream. Note that this stage runs a DRC check, which can potentially detect anomalies created by the Place and route phase.

   When the processing ends, the proper bitstream file, with extension "`.rbt`" can be found in the project directory. This file MUST be called top.rbt. If it is not then you have synthesised a small part of your design because you did not properly highlight top.vhd in step1.
4. In the "Pad Report" verify a few pins from the busses, like: the LED pins against the ucf file. To do this you need to open "implement design" in the processes window, then open "Place and Route".

   Then double click on the pad report to open it. If you see different assignments, STOP HERE, and verify the UCF file selected for the project.

You can download this file on your FPGA board and see how it works. See a later section of this manual.

Note that the user_ap level includes a very large counter that divides the main system clock and drives the LED #4. It is then obvious to see if the part has been properly programmed and downloaded: the LED should flash. The hardware will probably require a reset after configuration before the LED starts to flash.

If the LED does not flash, we recommend that you shut down the PC or reprogram the device using a "safe" bitstream. Otherwise, some electrical conflicts may happen (see below).

Possible causes for the device failure to operate are:

1. Wrong (or no) UCF file. This happens (for example) if you select the XST-version of the UCF with a Leonardo Spectrum (or Synplify) synthesis. The pin assignment for all the vectors (busses) will be ignored, and these pins will be distributed in a quasi-random fashion!

2. Wrong parameters in the CONFIG package.

3. Design Error.

If nothing seems obvious, rerun the confidence tests, then return to the original example 1.

Simulating the Complete Design

To generate the bitstream as above, you did not need to do any simulation. However, if you start modifying the provided examples and add your own code, verification can soon became an important issue.

If you need to simulate your design, you will need to install a VHDL simulator such as ModelSim (available in Xilinx Edition, Personal Edition, or Special Edition).

The example projects provided on the HUNT ENGINEERING CD include simulation files that provide a starting point for simulating your own design. If you wish to work through the simulation examples provide, please read the document 'Simulating HERON FPGA Designs'.

The actual contents of the User FPGA on the HERON-FPGA12 are generated by the user. While making this development requires some knowledge of Digital Design techniques, it is made quite simple by the development environment that you use.

We recommend the Foundation ISE series software available from Xilinx, because that is what we use at HUNT ENGINEERING, and any examples and libraries we provide are tested in that environment. However there are other tools available from third parties that can also be used. The use of VHDL sources for our Hardware Interface Layer and examples means that virtually any FPGA design tool could be used. Any development tool will eventually use the Xilinx Place and Route tool, where the user constraints file that we supply will ensure that the design is correctly routed for the module. There are application notes on the HUNT ENGINEERING CD that describe how other tools might be used.

The best way to learn how to use your development tools is to follow any tutorials provided with them, or to take up a training course run by their vendors.

ALL NEW PROJECTS SHOULD START FROM ONE OF THE PROVIDED EXAMPLES – that way all of the correct settings are made, and files included. Your design should take place entirely within the User-Ap level, except in the case of needing to change the I/O formats of the Digital I/Os in which case it is necessary to minimally edit the top.vhd file – see a later section in this manual for details.

It is assumed that you are able to use your tools and follow the simplest of Digital Design techniques. HUNT ENGINEERING cannot support you in these things, but are happy to field questions specific to the hardware such as "how could I trigger my A/D from a DSP timer?" or "How can I use the FIFO interface component to do….?".

User_Ap Interface

This section describes the Interface between the User_Ap central module (or *entity* using VHDL terminology) and the external Interface hardware. This is the part where you connect your FPGA design to the resources of the module.

In other words:

1. The Clocks system

2. How your application can communicate with the external world: Digital I/Os, HSB interface, FIFOs and SDRAM.

You need to understand this interface in order to properly connect your processing logic.

The complete FPGA project consists of a Top level in which many sub-modules (*entities*) are placed (*instantiated*) and interconnected. One of these modules is User_AP: ***your*** module.

The top-level and the other modules make the system work, but you do not have to understand nor modify them in any way.

Let us see all of the Inputs/Outputs (*Ports*) of your User_Ap module:

Note that the names used for these ports are effectively "reserved" even if the user does not connect to that signal. This means the user must be careful not to re-use the same name for

a signal that should not connect to these ports.

Port	Direction in User_Ap	Description
GENERAL		
RESET	In	Asynchronous module reset (active high)
CONFIG	In	System config signal (active low)
MOD_HAS_PROC	Out	Module output to assert whether the module should be treated as a processor module or not. – see HERON specification
UMI_EN[0:3]	Out	Uncommitted Module Interconnect enables, FPGA output driven when low
UMI_IN[0:3]	In	Uncommitted Module Interconnects in
UMI_OUT[0:3]	Out	Uncommitted Module Interconnects out
MID[0:3]	In	Module ID of this module slot
CID[0:3]	In	Carrier ID of this carrier
UDPRES	Out	Optional reset to system. Drive to '1' if not used.
LED[0:4]	Out	5 x LEDs, can be used for any purpose
CLOCK SOURCES		
OSC0	In	External Clock from OSC0 oscillator
OSC3	In	External Clock from OSC3 oscillator
FIFO CLOCK INTERFACE		
FCLK_RD	In	Read FIFO Clock to be used in this module (only when FCLK_G_DOMAIN = FALSE)
SRC_FCLK_RD	Out	Input FIFO Clock source for the top level (only when FCLK_G_DOMAIN = FALSE)
FCLK_WR	In	Output FIFO Clock to be used in this module (only when FCLK_G_DOMAIN = FALSE)
SRC_FCLK_WR	Out	Output FIFO clock source for the top level (only when FCLK_G_DOMAIN = FALSE)
FCLK_G	In	Common FIFO clock to be used in this module (only when FCLK_G_DOMAIN = TRUE)
SRC_FCLK_G	Out	Common FIFO clock source for the top level (only when FCLK_G_DOMAIN = TRUE)

INPUT FIFOs		
INFIFO_READ_REQ[5:0]	Out	Input FIFO Read Request
INFIFO_DVALID[5:0]	In	Input FIFO Data Valid
INFIFO_SINGLE[5:0]	In	Input FIFO Single Word Available
INFIFO_BURST[5:0]	In	Input FIFO Burst Possible
INFIFO0_D [31:0]	In	Input FIFO 0 Data
INFIFO1_D [31:0]	In	Input FIFO 1 Data
INFIFO2_D [31:0]	In	Input FIFO 2 Data
INFIFO3_D [31:0]	In	Input FIFO 3 Data
INFIFO4_D [31:0]	In	Input FIFO 4 Data
INFIFO5_D [31:0]	In	Input FIFO 5 Data
OUTPUT FIFOs		
OUTFIFO_READY[5:0]	In	Output FIFO Ready for Data
OUTFIFO_WRITE[5:0]	Out	Output FIFO Write Control
OUTFIFO_D [31:0]	Out	Data written into Output FIFO
HE_USER I/F		
MSG_CLK	Out	Clock to HE-USER interface logic.
MSG _DIN [7:0]	In	Data received from HSB
MSG _ADDR [7:0]	In	"address" received from the HSB
MSG _WEN	In	Write access from the HSB
MSG _REN	In	Read access from the HSB
MSG _DONE	In	Message was successfully transmitted (used when initiating HSB messages)
MSG _COUNT	In	Counter enable when initiating HSB messages
MSG _CLEAR	In	Asynchronous clear for address counter when initiating HSB messages
MSG _READY	Out	to acknowledge an access from the HSB
MSG _SEND	Out	Message send command (used when initiating HSB messages)
MSG _CE	Out	to control speed operation
MSG _DOUT [7:0]	Out	Data to be sent to HSB
MSG _SEND_ID	Out	Indicates when a byte should be replaced by Own ID (used when initiating HSB messages)
MSG _LAST_BYTE	Out	To indicate when the last byte to be sent is presented when initiating HSB messages

DIGITAL I/O		
CONN_A_EN[29:0]	Out	Digital I/O enables for connector A, FPGA output pin driven when low
CONN_A_IN[29:0]	In	Digital I/O in for connector A
CONN_A_OUT[29:0]	Out	Digital I/O out for connector A
CONN_B_EN[29:0]	Out	Digital I/O enables for connector B, FPGA output pin driven when low
CONN_B_IN[29:0]	In	Digital I/O in for connector B
CONN_B_OUT[29:0]	Out	Digital I/O out for connector B
FLASH I/F		
FLASH_ADDR[23:0]	Out	FLASH Address
FLASH_IN[7:0]	In	FLASH Data In
FLASH_OUT[7:0]	Out	FLASH Data Out
FLASH_EN[7:0]	Out	FLASH Data Enable, FPGA output pin driven with FLASH Data Out when low
FLASH_CE	Out	FLASH Chip Enable
FLASH_WE	Out	FLASH Write Enable
FLASH_OE	Out	FLASH Output Enable
FLASH_RP	Out	FLASH Reset / Power Down
FLASH_VPEN	Out	FLASH Program Enable
FLASH_STS	In	FLASH Status
DDR SDRAM I/F		
DDR_A_USER_CLK	Out	DDR Port A User Clock Source
DDR_A_USER_RST	Out	DDR Port A Data Count User Reset
DDR_A_DATA_COUNT [31:0]	In	DDR Port A Data Count
DDR_A_WR_DATA[71:0]	Out	DDR Port A Write Data
DDR_A_WR_ADDR[24:0]	Out	DDR Port A Write Address
DDR_A_WR_ADDR_ WEN	Out	DDR Port A Write Address Enable
DDR_A_WR_ADDR_FF	In	DDR Port A Write Address Full
DDR_A_WR_ADDR_AF	In	DDR Port A Write Address Almost Full
DDR_A_WR_RISE_WEN	Out	DDR Port A Write Rising Data Enable
DDR_A_WR_RISE_FF	In	DDR Port A Write Rising Data Full
DDR_A_WR_RISE_AF	In	DDR Port A Write Rising Data Almost Full

DDR_A_WR_FALL_WEN	Out	DDR Port A Write Falling Data Enable
DDR_A_WR_FALL_FF	In	DDR Port A Write Falling Data Full
DDR_A_WR_FALL_AF	In	DDR Port A Write Falling Data Almost Full
DDR_A_WR_DM_WEN	Out	DDR Port A Write Data Mask Enable
DDR_A_WR_DM_FF	In	DDR Port A Write Data Mask Full
DDR_A_WR_DM_AF	In	DDR Port A Write Data Mask Almost Full
DDR_A_RD_DATA[63:0]	In	DDR Port A Read Data
DDR_A_RD_ADDR[24:0]	Out	DDR Port A Read Address
DDR_A_RD_ADDR_WEN	Out	DDR Port A Read Address Enable
DDR_A_RD_ADDR_FF	In	DDR Port A Read Address Full
DDR_A_RD_ADDR_AF	In	DDR Port A Read Address Almost Full
DDR_A_RD_RISE_REN	Out	DDR Port A Read Rising Data Enable
DDR_A_RD_RISE_EF	In	DDR Port A Read Rising Data Empty
DDR_A_RD_RISE_AE	In	DDR Port A Read Rising Data Almost Empty
DDR_A_RD_FALL_REN	Out	DDR Port A Read Falling Data Enable
DDR_A_RD_FALL_EF	In	DDR Port A Read Falling Data Empty
DDR_A_RD_FALL_AE	In	DDR Port A Read Falling Almost Empty

Hardware Interface Layer

All of the signals listed above are connected between the 'User_Ap' interface and the pins of the FPGA via the 'Hardware Interface Layer'. The Hardware Interface Layer includes logic that correctly interfaces many different functional parts of the FPGA, from HERON-FIFO interfaces, DDR SDRAM interface, to clock inputs and outputs, to digital I/O and serial I/O.

For a complete description of the Hardware Interface Layer (HIL), please read the document 'Using the Hardware Interface Layer in your FPGA Design'.

Important!

The FPGA sets any I/O pins of the device that are not listed in the design to have a 50-150K pull down. Most of the HERON module signals are pulled to their inactive state by 10K resistors so this 50K will have no effect. However the UDPRES signal does not, and setting this signal low will cause your whole board to be reset. Thus it is important that the UDPRES pin is driven high by the FPGA if it is not being used.

It is also advised to do the same with the LED pins to prevent them becoming illuminated erroneously.

Other Examples

There are some other examples (source and bitstream files) provided for the HERON-FPGA12 on the HUNT ENGINEERING CD. Follow "Getting Started" and then "Starting with FPGA". Choose "General FPGA Examples" and click on the directory for the fpga12. The examples are in the directories Memory_Test(ex2), SDRAM_FIFO(ex3) etc.

These examples have 'pdf' documents that describe their function.

The second example, 'Memory_Test' is useful for users who wish to validate that the DDR SDRAM memory fitted to their module is good.

The third example, 'SDRAM_FIFO' is provided for users who need the SDRAM to behave like a big FIFO.

Please note that as with the examples any "user" work should be done in the user_ap section i.e. do not put your own logic into the hardware interface layer, but simply include them into your own design. This enables your design to be protected from hardware specific details like pin-out, and also allows you to benefit from any new versions that HUNT ENGINEERING might make available without having to re-work your part of the design.

How to Make a New Design

For any new design that you make, it is important that you start from the examples provided on the HUNT ENGINEERING CD.

When making a new design for the HERON-FPGA12 by starting from one of the examples you will already have a project that is correctly set up to use the supplied Hardware Interface Layer. The project will already include the correct settings and user constraints.

In fact, in all situations you should start development from one of the examples on the HUNT ENGINEERING CD, even if you intend to develop the FPGA in a way that is completely different to any of the examples.

In the case where you are to make a new design that does not match a standard example, you should start development from Example1 and add your own logic in place of the existing Example1 VHDL. By doing this, you will automatically inherit the proper ISE settings, user constraints and project structure.

When your are creating a new design from one of the standard CD examples you will need to be sure that the version of ISE design tools you are using matches the version of ISE for which the example projects were created. If you are using a different version of ISE then you must work through the HUNT ENGINEERING application note 'Using Different Versions of ISE'.

In developing new VHDL, there are proper training courses that exist to help you quickly acquire the required skills and techniques. Search locally for suitable training on these subjects. You may also consider sub-contracting part or whole of the new FPGA design.

Inserting your own Logic

When making a new design, you will create and insert your own logic inside the USER_AP module.

From here you can interface to the HERON FIFOs, the SDRAM, the HSB and the general purpose digital I/Os.

When these interfaces are simple, you may code the proper logic directly in the USER_AP module.
For more complex interfaces, you may code separate entities in separate source files, and instantiate these entities within USER_AP, as was done in the Examples.

Important: the first thing to edit in the user_ap.vhd file is the package section where generic parameters are set to match your configuration and your design.

Important: The HE_USER interface cannot be left entirely unconnected. If you have a design that does not use the features of this interface, you must be certain to connect the following. The Clock of the HE_USER must be running. The inputs MSG_SEND, MSG_SEND_ID, MSG_LAST_BYTE and MSG_CS must be connected to 0. The MSG_READY must be connected to '1'.

Special format Digital I/Os

The top level defines all of the I/O pins from the FPGA. Some of them are not used in the examples, but have buffers instantiated in the top.vhd. Some of those pins can have alternative signal formats that require a different Xilinx primitive to be instantiated for the buffers.

Refer to the hardware details section of this manual to learn which pins are suitable for which use.

If the buffers that are already instantiated in top.vhd (usually LVTTL) are suitable for your needs then there is no need to modify top.vhd, you can simply use the signals that are connected as ports to the user_ap file.

If you need different buffer types then it is necessary to edit top.vhd.

The method to do that is:

Make a copy of the original TOP.vhd file (from /Common) and work on this copy.

Each I/O pin has a buffer type instantiated in top.vhd.

Edit the instantiation to use the proper Xilinx Buffer primitive. You may sometimes have to insert attributes in the UCF file to qualify the IO.

Modify the User_Ap entity to make these signals visible.

Add the signals in the User_Ap instantiation port map.

User Timing Constraints

As with all FPGA designs it is necessary to apply some timing constraints to the design to ensure that the tools generate a design that will operate at the frequency that you require. These will be defined in the .ucf file.

The .ucf file provided as a template has some timing constraints already, but when you make changes to the design you may find that you introduce more clock nets that need to

be added to the ucf file.

For more details on Timing Constraints please refer to the Xilinx tools documentation.

Hints for FPGA Designs

Having said that we cannot support you in making your FPGA design, we always try to make your development easy to get started, so this section outlines some things that you need to think about.

The FPGAs are basically synchronous devices, that is they register data as it passes through the device – making a processing pipeline. It is possible to apply asynchronous logic to signals but the FPGA concept assumes that logic is between registers in the pipeline.

This pipeline gives rise to two things that you need to consider. One is the maximum clock frequency that that pipeline can operate at, and the other is the number of pipeline stages in the design.

As with any component in your FPGA design, components from the HERON-FPGA12 HIL operate synchronously. That is, any control or data signal that you connect to the library component must be generated from logic that uses the same clock signal that is connected to the library component. Similarly, logic that is connected to outputs of the library component will need to be clocked by the same clock signal.

For a conventional circuit design, you would normally need to consider the signal delays from the output of one synchronous element to the input of the next element. By adding up a 'clock to output' delay from the output of the first element, adding routing delays and the 'setup to clock' delay for the input of the second element you would have a timing figure to match against the clock period. If the calculated figure is found to be too large, the circuit must be slowed down, or logic must be simplified to reduce the calculated value to one that fits the requirements.

When creating a design using the Xilinx development tools however, you only need to add a timing specification to the clock net that is used to clock both elements. This specification, which may be supplied in units of time or units of frequency will be automatically used by the tool to check that the circuit will run at the specified speed.

This leaves you free to focus on the functionality of the signals, while the Xilinx implementation tools work on achieving your specified time constraints. If at the end of your implementation the tools tell you that your timing constraints have been achieved, then the combination of all setup, hold and routing delays are such that your design will operate at the frequency you defined.

What this means for your design is that when you place a library component you need to consider whether signals are set high or low correctly on each clock edge (note, all library components are positive/rising edge clocked). What you do not need to worry about is the timing issues of each signal beyond having applied a time constraint on to the clock net that is applied to those components and the connected logic.

Use of Clocks

Because of the assumption that the design is a pipeline, the development tools will allow you to enter a specification for the clocks used in the design. This allows you to specify the frequency that you need the resulting design to operate at.

Simple designs will use only one clock, and all parts of the design will use that clock. It is usual for every "part" of the design to use the rising edge of this clock. This makes it very simple for the development tools to determine the maximum possible frequency that design could be used at. Adding too much combinatorial logic between pipeline stages will reduce the maximum possible clock rate. This gives rise to a hint – If your design will not run fast enough, add some more pipelining to areas where lots of combinatorial logic is used.

Typically development tools will give a report stating the maximum clock rate that can be used in a particular design, and will probably raise errors if that is slower than the specification that you have provided for the clock used in the design.

More complicated designs would use several clock nets, which may be related in frequency or phase, or may be completely independent. In such a design you must be careful when outputs from logic using one clock are passed to logic using a different clock. It is often useful to add a FIFO, which allows input and output clocks to be completely independent.

Possible Sources of Clocks

As you can see from the section above, an FPGA design may require one or more clock frequencies to achieve the job it needs to do. How *you* implement *your* design governs the number and frequencies of the clocks you need. The design of the module has been made to give you as much flexibility as possible, but ultimately it is up to you which will be used.

On the HERON-FPGA12 there are two possible Crystal oscillator modules, and external clocks possible from the I/O connectors. Any of these can be used as clocks in the FPGA design, as can clocks provided on any of the other I/Os. One technique for example could be to use one of the UMI pins as a clock input, which can be driven by the timer of a DSP module, or possibly another FPGA module driving a clock onto that UMI. This type of use though is system specific, and we cannot supply a generic example for that. The examples that we provide for the module assume a clock is fitted to OSC3, and use that as the only clock in the design.

Flow Control

Because the processing speed of the FPGA will almost never be the same as every other component in your system it will be necessary to use some flow control in your design. The most general way to implement this is to use Clock enables to enable the processing only when it is possible for data to flow through the "system". Otherwise some type of data storage (like FIFOs) must be implemented to ensure that data is never lost or generated erroneously.

When data is read from the HERON Input FIFOs there are FIFO flags to indicate when there is data to be read. Reading from the FIFO when the flags indicate that there is no data to read will result in false data being fed through your system. Thus your design must either a) only assert the read signal when the Empty Flag (EF) is not asserted, or b) use the EF as a clock enable for the logic in the design, thus preventing the invalid data caused by reading an empty FIFO, from being propagated through the design. The actual method used will depend on the needs of the design.

When data is written to the HERON Output FIFOs there are flags to indicate when it is possible to write new data. Writing to the FIFO when the flags indicate there is no room will result in data being lost from your system. Thus your design must not assert the Write enable signal when the Full Flag (FF) is asserted.

Pipeline Length or "latency"

The latency of your design will be determined by the length of the pipeline used in your FPGA design. The simplest way to determine this is to "count" the Flip-Flops in your data path, but whichever tools you are using might provide a more elegant way. For example the "Core Generator" will state the pipeline steps used with each core, and will even let you specify a maximum in some cases.

I/O from the FPGA

In addition to the FIFO, SDRAM and HSB interfaces of the HERON-FPGA12, there are some General purpose Digital I/O connectors and some options for serial interfaces. The use of these interfaces will be specific to a particular design, so they have not been included in the examples supplied. The pins to use are defined in the top.vhd, and the locations are already defined in the .ucf files. The choice of buffer type and the time specs of those interfaces must be taken care of by the designer.

DSP with your FPGA

The FPGA can be used to perform powerful Digital Signal Processing. It is beyond the scope of this manual and indeed not part of the normal business of HUNT ENGINEERING to teach you how to do this. There is however a simple way to build Signal Processing systems for the Xilinx FPGAs.

Xilinx supply as part of their tool-set something called a "Core Generator". This provides a simple way of generating filters, FFTs and other "standard" signal processing elements, using a simple graphical interface. It results in a "block" that can be included in your design and connected like any other component. Typically it will have a clock input that will be subject to the pipeline speed constraints, and clock enables to allow flow control.

Using the Core Generator you can quickly build up signal processing systems, but for more complex systems you should take a course on Signal Processing theory, and perhaps attend a Xilinx course on DSP using FPGAs.

The software for use with your FPGA will consist of several parts:

FPGA Development tool

The application contents of the FPGA will be generated using FPGA development tools. Xilinx ISE is the recommended tool, along with ModelSim if you require simulation.

It is possible to use alternative FPGA synthesis tools such as Leonardo Spectrum, or Synplicity, but ultimately the Place and Route stage will be performed by the same tool. Users of ISE have the Place and Route tool included, but users of the other tools require the Xilinx Alliance tool.

The FPGA design can be entered using VHDL.

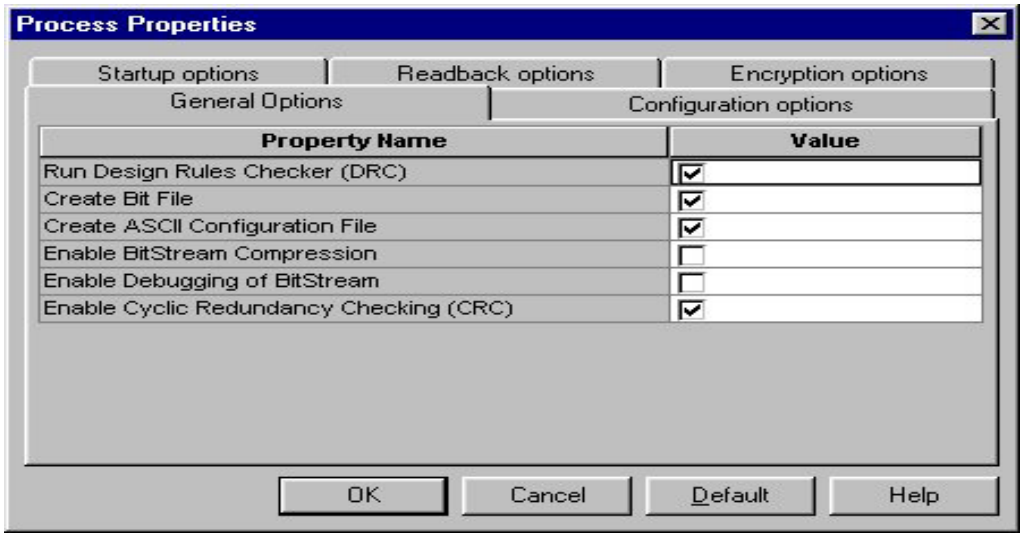
Design Files for the FPGA

The FPGA design can be downloaded onto the FPGA12 in two ways. Via the Configuration serial bus which requires a *.rbt file or *.hcb file, or via the Flash PROM on the JTAG chain which requires a *.mcs file.

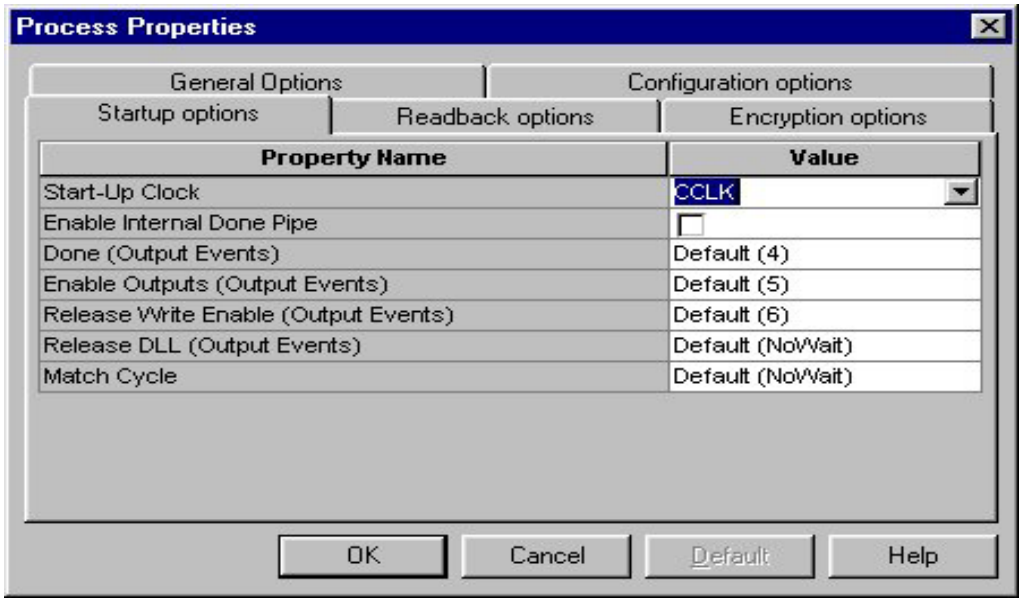
Generating Design Files

Files for HERON Utility (*.rbt)

The sections in this document titled "Creating a Project" and "Inserting your own logic" lead up to the generation of a *.rbt file which can be downloaded via the Configuration serial bus using the HERON Utility. Before generating the *.rbt file right click on "generate Program File" in the "processes for Current Source" window in ISE, select "Properties" on the menu and then select "General Options". Check that "create ASCII Configuration File " has been selected.



Also from "Process Properties" select the "Start-up Options" and check that CCLK has been selected for the "Start-Up Clock". This is the default used in the example projects provided.



Files for PROMs (*.mcs)

The Flash PROM on the FPGA12 can be programmed, and reprogrammed via the JTAG chain using '*.mcs' files. These files are generated by the Xilinx "PROM File Formatter" after the '*.rbt' file has been generated.

Please read the document "Using iMPACT with FPGA modules" for a detailed description of how to create the correct '.mcs' file for your design.

Power PC software

The Xilinx EDK tools provide a GNU compiler that has been specially ported to the embedded Power PC core in the Virtex-4 devices. There is also a port of the GNU debugger that can be used to develop your program. There is a HUNT ENGINEERING document separate from this user manual that guides you through using those tools to develop and load a Power PC program with a HERON system.

HERON_FPGA Configuration Tool

HUNT ENGINEERING provides a tool to allow you to load the FPGAs in your system with .rbt files that you create, or copy from the CD.

For details about using this tool refer to the "Starting your FPGA development" tutorial on the HUNT ENGINEERING CD.

The windows tool actually calls a program with command line parameters set according to your choices.

The program is HRN_FPGA.exe which will have been installed on your DSP machine in the directory %HEAPI_DIR%\utils.

For help using that program directly type hrm_fpga –h in a DOS box.

HUNT ENGINEERING HOST-API

The HOST-API provides a consistent software interface to all HERON Module carriers, from a number of operating systems.

While the FPGA development tools can only be run under Windows on a PC (some can be obtained in Unix versions for a workstation). It is possible to deploy your system from a number of different Host operating systems. In these cases the HOST-API and the FPGA loader tool can allow you to **use** your system, even if you cannot make your FPGA development there.

Refer to the tutorials, documentation and examples for the HOST-API on the HUNT ENGINEERING CD.

HUNT ENGINEERING HERON-API

If you have C6000 DSPs in your system, you can use HERON-API to communicate with the FPGA modules via the HERON-FIFOs. Refer to the tutorials, documentation and examples for the HERON-API on the HUNT ENGINEERING CD.

HERON Module Type

The HERON-FPGA12 module implements all four of the HERON connectors, which means it is a 32-bit module that can access all twelve of the possible HERON FIFOs.

For a complete description of the HERON interfaces, signal definitions and connector types and pin outs, refer to the separate HERON specification document. This can be found on the HUNT ENGINEERING CD, accessed through the documentation viewer, or from the HUNT ENGINEERING web site at http://www.hunteng.co.uk.

The HERON-FPGA12 does not have a processor (outside the FPGA) so does not normally assert the "Module has processor" pin as defined in the HERON specification. This signal is however connected to an I/O of the FPGA, so that when the module is configured as a processor module that can be loaded using the HUNT ENGINEERING Server/Loader it can assert this pin.

The HERON-FPGA12 does not support C6000 processor JTAG so does not normally assert the "Module has JTAG" pin as defined in the HERON specification. It is possible to connect the FPGA JTAG pins to this JTAG interface via the Control FPGA. For this reason the control FPGA is connected to this pin, so that it can drive it if this functionality is implemented.

The HERON-FPGA12 has a serial bus so asserts the "Module has serial bus" pin as defined in the HERON specification.

The HERON-FPGA12 has a 32 bit interface so asserts the "32/16" pin low.

Hardware Reset

Before the HERON-FPGA12 can be used, it must be reset. This reset initialises the Heron Serial Bus circuitry into a state where it can be used. Depending on the way that the user FPGA was last configured, it may also reset some functions in the user FPGA.

This reset DOES NOT cause the user FPGA to require re-configuration.

This signal is driven by the HERON module Carrier and must NOT be left unconnected, as this will cause the HERON-FPGA12 to behave erratically. It must also NEVER be driven by the user FPGA on the HERON-FPGA12.

Software Reset (via Serial Bus)

The Serial configuration bus has a reset command that is executed at the beginning of a bit stream download. This must never be confused with the system hardware reset provided on the HERON pin – it is not the same thing. The Serial bus reset simply resets the internal configuration of the FPGA but will NOT perform a hardware reset.

It cannot affect the HERON carrier board FIFOs, or any other module in the system.

Config

There is a system wide Config signal that is open collector and hence requires a pull up to be provided by the motherboard. The HERON-FPGA12 can drive this signal active (low) or inactive if required, or can use it as an input to disable data transfer during a DSP booting phase.

If the FPGA program does nothing with this signal the signal will be pulled high by the carrier board.

Physical Dimensions of the Module

A size 1 HERON module is 4.0 inches by 2.5 inches overall.

The 5mm limit on component height under the module is not violated by the HERON-FPGA12.

The maximum height of the HERON-FPGA12 above the module including mating connectors and cables is 6.5mm.

This means that the assembly of a HERON module carrier and the HERON-FPGA12 is less than the 20mm single slot spacing of PCI, cPCI and VME.

Power Requirements of the HERON-FPGA12

The HERON-FPGA12 only uses power from the +5V HERON supply. The 3.3V, 2.5V and 1.2V supplies required by the FPGA are generated on board from this +5V.

The maximum power consumption of the HERON-FPGA12 is determined by the number of gates and the FPGA program loaded.

The non-FPGA circuitry of the HERON-FPGA12 consumes the following :-

5V	3.3V	2.5V	1.2V
50mA	115mA	400mA	10mA

The Switch mode circuits on the HERON-FPGA12 can supply 4A at each of 3.3.V, 2.5V and 1.2V. These circuits are at least 85% efficient.

FPGA Power Consumption/Dissipation

The power consumption of an FPGA is governed by the number of signal transitions per second. This means that it depends not only on the configuration loaded into it and the clock frequency but also on the data being processed.

The flexibility of a Xilinx FPGA means that determining the possible power consumption is not a trivial task, an estimate can be obtained by using the Xilinx 'XPower' software package. It is still difficult to get an accurate measure because you need to describe the real data values and timings to be able to estimate correctly.

When using the HERON-FPGA12 at an ambient temperature of 50°C, the bare package is capable of dissipating **2.9 Watts**.

When using the heatsink we would offer fitted to the FPGA, the power that can be dissipated becomes **3.24 Watts**.

With both the recommended heatsink and fan, the power that can be dissipated becomes **12.5 Watts**.

The HERON-FPGA12 power supplies are capable of delivering:

4.0 Amps	@	1.2 Volts	4.8 Watts
4.0 Amps	@	2.5 Volts	10 Watts
4.0 Amps	@	3.3 Volts	13.2 Watts
		Total	28 Watts

This is well above the bare package maximum power dissipation. This means that the first limit on power consumption of the HERON-FPGA12 is determined by the FPGA package.

It is always a good idea to have some airflow past the package, and normally a Fan fitted to the Case of the PC is sufficient to provide this.

The dissipation limit of the package can be increased by fitting a heatsink and possibly a fan. 5V and GND connections are provided next to the FPGA in case you need to power a local heatsink fan. Depending on the performance of this heatsink your FPGA design could

then reach the limit of the power supply circuits on the module. In the unlikely event that this second limit is reached it will be necessary to modify the module to use external power supplies for your system.

Choosing an Appropriate Heatsink and Fan

Fitting a heatsink can increase the dissipation limit of the package, and if fitting a heatsink alone does not increase the power dissipation enough then the next option is to use a heatsink together with a miniature DC fan to force air through the fins of the heatsink.

A heatsink made by HS Marston (CP464-030-030-04-S-2) can be attached to the top of the FPGA either with a thermal adhesive or tape. A 5Volt 25mm square miniature fan made by Multicomp (KDE502PEB1-8) can be attached to the heatsink using a self adhesive fan gasket and will allow more power to be dissipated.

The heatsink and gasket (936-881) and fan (306-2545) are available from Farnell. This makes the height of the FPGA and fan assembly (2.25 + 15.5 + 6.0) = 23.75mm above the surface of the HERON-FPGA12 pcb, or 31.35mm above the surface of the motherboard pcb.

The thermal resistance of the heatsink alone is 10°C /Watt. The thermal resistance of the combined heatsink and fan is 2°C/Watt.

How the Power Limit is Calculated

From the Xilinx 'Virtex-4 Packing and pinout specification' (document UG075) we can see that the junction to ambient thermal resistance (θ_{JA}) has a minimum of 12. in still air. The θ_{JA} value can be used to determine the maximum power that is safe to dissipate. However, in order to do this we need to choose a maximum junction temperature for correct operation and an ambient temperature for the environment in which the Virtex-4 FPGA is to be used. In fact the particular ambient temperature (T_A) and desired maximum junction temperature ($T_{J\text{-}max}$) will vary from application to application.

The figures that have been given for the power dissipation have been based on an ambient temperature of 50°C and a maximum junction temperature of 85°C. When choosing a maximum junction temperature it is important to understand that for commercial grade Virtex-4 silicon the speed grade information must be derated beyond 85°C, and therefore this is the value we have chosen for the calculations presented here. This figure can be raised if you use appropriately derated speed information when building your own design.

For a Virtex-II 4 without heatsink or fan the maximum power that can be dissipated is calculated as follows:

$$P = T / \theta_{JA}, \quad P = (85 - 50) / 12, \qquad P = 2.9 \text{ Watts}$$

When adding a heatsink the equation must be modified such that θ_{JA} reflects the combined thermal resistance of FPGA and heatsink. In this situation θ_{JA} is calculated as follows:

$$\theta_{JA} = \theta_{JC} + \theta_{CS} + \theta_{SA}$$

Where θ_{JC} is the junction to case thermal resistance of the FPGA, θ_{CS} is the thermal resistance of the adhesive (assumed here as 0.1°C) used to fix the heatsink and θ_{SA} is the thermal resistance of the heatsink. For the FF668 package, θ_{JC} is 0.7°C/Watt.

For a Virtex-4 with heatsink rated at 10°C/Watt, the maximum power that can be dissipated is calculated as follows:

$$P = T / \theta_{JA,} \quad P = (85 - 50) / (0.7 + 0.1 + 10), \quad P = 3.24 \text{ Watts}$$

The same calculation can be repeated when using a heatsink and fan by replacing the θ_{SA} figure for that of the combined heatsink and fan. When using a heatsink and fan combination with θ_{SA} of 2°C/Watt the maximum power that can be dissipated is calculated as follows:

$$P = T / \theta_{JA,} \quad P = (85 - 50) / (0.7 + 0.1 + 2), \quad P = 12.5 \text{ Watts}$$

FIFOs

The HERON FIFO connections are shown in the table of FPGA pin-out. The timing of the signals can be found in the HERON module specification which is on the HUNT ENGINEERING website and CD.

The design implemented in the user FPGA MUST drive a constant clock onto the FIFO clock pins. The clock driven by the FPGA on "O/P FIFO clock" and "I/P FIFO clock" is buffered with an LVT245 buffer that has enough current drive for the carrier board clock signal. The actual phase of the clock on the FIFO will be the same as the inputs on the GCLK pins, so DLLs can be used to use that same clock to drive logic in the FPGA.

There may be a minimum and maximum frequency imposed by the module carrier that the module is fitted to.

However it is not necessary to look up any of this information as we supply Hardware Interface Layer VHDL that guarantees to correctly access the HERON FIFOs.

DDR SDRAM

The DDR SDRAM bank on the HERON-FPGA12 is organised as a 32-bit wide memory bank of 32M locations. In total, the memory is 128Mbytes.

The DDR SDRAM requires a specific sequence of events to be completed after power up before the memory can be accessed. The DDR SDRAM also requires a constant memory refresh command.

However, the DDR SDRAM should always be used via the DDR SDRAM controller in the Hardware Interface Layer, or a Power PC DDR controller. These controllers will automatically take care of the power up control sequence and issuing of memory refresh commands.

All you will to do in your design is simply read and write data through the read and write ports of the DDR SDRAM controller in order to read and write the external DDR SDRAM memory.

User FPGA Clocking

As has been said elsewhere in this manual, the clocking of the FPGA can be a complex issue. The FPGA does not have such a thing as a clock pin, but rather can use an I/O pin as a clock, for almost any part of the FPGA design.

Your design will be simpler if a single clock is used, or even if there are several clocks used, but they are derived from each other. However the FPGA must drive the input and output FIFO clocks and the SDRAM clock. In each case the logic that interfaces to each must be clocked from the same clock as the interface.

When the HERON-FPGA12 is shipped there is a 100MHz oscillator fitted to User OSC3.

The DDR SDRAM interface should always be run at 200MHz. The DDR SDRAM controller will automatically generate 200MHz from the SDRAM clock input, and will synchronise the internal FPGA logic correctly to that clock.

Different carrier boards have different requirements for the FIFO clocks. If they can all be the same then this is the simplest case, and a single clock input to the FPGA is needed.

If the rates of those clocks need to be different but can be derived from each other then the design can still be kept quite simple, but sometimes it will be necessary to have several completely independent clocks presented to the FPGA.

To allow a large amount of flexibility, the HERON-FPGA12 offers a user oscillator socket. There are also other possibilities like the Digital I/O signals or the UMI pins of the HERON module.

Clocks inputs can be used directly in your FPGA design, but Xilinx provide Digital Clock Managers (DCMs). These can be used for a number of purposes such as clock multipliers, or to align the phase of an internal clock with that of a clock signal on an I/O pin of the device. This second way is used by the Hardware Interface Layer to guarantee data access times on some of the interfaces.

IO_L8P_GC_CC_LC_4 is driven from the buffered Output FIFO clock, allowing a DCM to be used to synchronise the internal logic to that clock. This is used by the Hardware Interface Layer to manage the FIFO clocking.

IO_L1P_GC_CC_LC_3 is driven from the buffered Input FIFO clock, allowing a DCM to be used to synchronise the internal logic to that clock. This is used by the Hardware Interface Layer to manage the FIFO clocking.

IO_L6P_GC_CC_LC_4 is driven with the DDR SDRAM clock input allowing a DCM to be used to generate all of the clocks required for the Hardware Interface Layer to manage the DDR SDRAM clocking.

IO_L8P_GC_LC_3 and IO_L1P_GC_LC_4 are driven by OSC0 and OSC3 respectively. This allows the correct frequency to be driven from an oscillator, and the DCM to be used to distribute the clock with known phase.

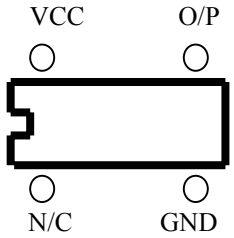
The following GLCK signals are I/O pins on Digital I/O Connector A. This allows the user to connect differential or single ended external clocks to these pins and have efficient routing to the DCM and Clock buffer resources of the FPGA. These I/Os can also be used as general purpose I/Os if they are not used for clocks. Other I/Os can also be used to provide clocks to the FPGA but with less tightly controlled routing delays.

Xilinx I/O name	Xilinx pin ref	Digital I/O signal
IO_L4P_GC_LC_3	B13	CONNA_0
IO_L4N_GC_LC_3	B12	CONNA_1
IO_L5P_GC_LC_3	A16	CONNA_2
IO_L5N_GC_LC_3	A15	CONNA_3
IO_L6P_GC_LC_3	A10	CONNA_4
IO_L6N_GC_LC_3	B10	CONNA_5
IO_L7P_GC_LC_3	B17	CONNA_6
IO_L7N_GC_LC_3	A17	CONNA_7
IO_L8N_GC_LC_3	C12	CONNA_8
IO_L41N_GC_LC_4	AE12	CONNA_9
IO_L2P_GC_LC_4	AC10	CONNA_10
IO_L2N_GC_LC_4	AB10	CONNA_11
IO_L3P_GC_LC_4	AB17	CONNA_12
IO_L3N_GC_LC_4	AC17	CONNA_13
IO_L4P_GC_LC_4	AF11	CONNA_14
IO_L4N_GC_LC_4	AF10	CONNA_15
IO_L5P_GC_LC_4	AE14	CONNA_16
IO_L5N_GC_LC_4	AE13	CONNA_17
IO_L6N_GC_LC_4	AD10	CONNA_18

User Oscillators

The OSC0 socket on the HERON-FPGA12 accept a plastic bodied 3.3V oscillator such as the SG531 type from Seiko Epson. The package is a 0.3" 8 pin DIL type body but with only 4 pins.

The socket has four pins as shown



These devices are available in TTL and 3.3V versions. A 3.3V version must be used in this socket. The socket provides 3.3v supply.

OSC3 is a surface mount locations that can be populated at build time. It is powered from 3.3V and the output is buffered before connection to the FPGA. OSC3 is fitted with a commercial grade (+/-100ppm) 100MHz oscillator at the factory.

The above part number is just an example of the oscillator type that can be fitted, and the exact specification of the oscillator should be chosen carefully for the application it will be used for. For example the tolerance, jitter and temperature dependence **might** be important considerations for some applications.

Digital I/O Connectors

The Digital I/O connectors provide the possibility to have digital I/Os connected directly to the User FPGA device.

I/O Characteristics

The characteristics of the I/O are governed by what is programmed into the FPGA. However only certain formats are possible with each voltage level on the Vcco pins of an I/O bank.

On the HERON-FPGA12 the Vcco is fixed at 3.3V for all of the Digital I/Os.

NOTE VIRTEX-4 I/Os are not 5v tolerant!

If you wish to connect 5V input signals to the HERON-FPGA12 it is possible to fit series resistors to the signals, so that the input clamp diodes and the overvoltage protection devices can limit the FPGA input to 3.3V, with the remaining input voltage to be dropped across the series resistors. You can request these resistors to be fitted when you order your module.

LVDS

It should be noted that Virtex-4 FPGAs don't support 3.3V LVDS, but only 2.5V LVDS. The input buffers for LVDS25 do not require Vcco, so are possible. They even support the Differential Termination option of Virtex-4.

However the LVDS25 output buffers require that the Vcco is set to 2.5V. This means that the HERON-FPGA12 module cannot support LVDS output signals.

Using Digitally Controlled Impedance (DCI)

The Virtex-4 architecture allows the use of DCI to control the impedance of certain I/O pins. Each bank of the FPGA uses a pair of resistors connected to the VRN and VRP. FPGA, that the FPGA uses to set the impedance of multiple drivers and receivers.

To use DCI the appropriate buffer must be placed in the FPGA design.

On the HERON-FPGA12 there are 51R resistors connected to the VRN and VRP pins of each bank. This means that the I/Os on Digital I/O connectors A and B can use DCI without changes to the board.

Differential Termination

DCI termination can be used for differential signals, but it results in a parallel termination on each of the differential inputs. That creates a path for supply current to flow in each of the terminations. As more and more of these terminations is used it causes a significant power to be drawn from the power supply with the resulting heat dissipation issues that come with that.

The Virtex-4 architecture offers a differential termination option for differential signal formats which provided the correct termination without the increased power requirements. For this reason it is recommended that the DIFF_TERM attribute is used to terminate differential inputs. Refer to Xilinx documentation for full details of this attribute.

"DIGITAL I/O n" Connector Type

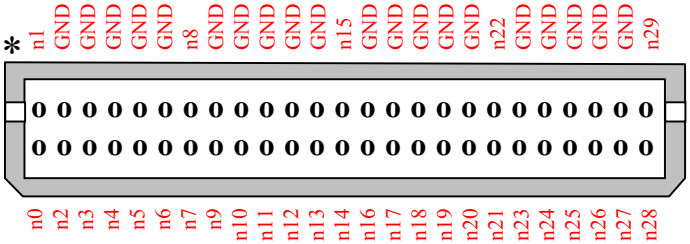
The Digital I/O connectors are surface mount 1mm pitch connectors. They are arranged as 25 pins in each of 2 rows. It is supplied by Hirose and its part number is DF20G-50DP-1V(55). This connector has polarisation against incorrect insertion and mechanical retention of the mating half.

The mating connector is also supplied by Hirose and has part number DF20A-50DS-1C which requires crimp contacts part number DF20B-2830SCFA. These crimps are only available from Hirose in large quantities and require special tooling. Usually if you have explained at the time of ordering how you will be using your HERON-FPGA12 module there will be cabling supplied that suits your needs.

If your requirements change then HUNT ENGINEERING will be able to supply assemblies or component parts to meet your needs but a charge will apply.

"DIGITAL I/O n" Connector Pin-out

The connector sits against the top surface of the PCB, facing upwards away from the board.



Where n is the Connector letter A or B.

Differential Pairs

The HERON-FPGA12 uses a Virtex-4 device that supports differential signalling formats. The allocation of pins on the I/O connectors have been carefully chosen so that in most cases adjacent pins on an I/O connector form the positive and negative halves of a differential pair. This makes it possible to use up to 28 differential pairs as follows :-

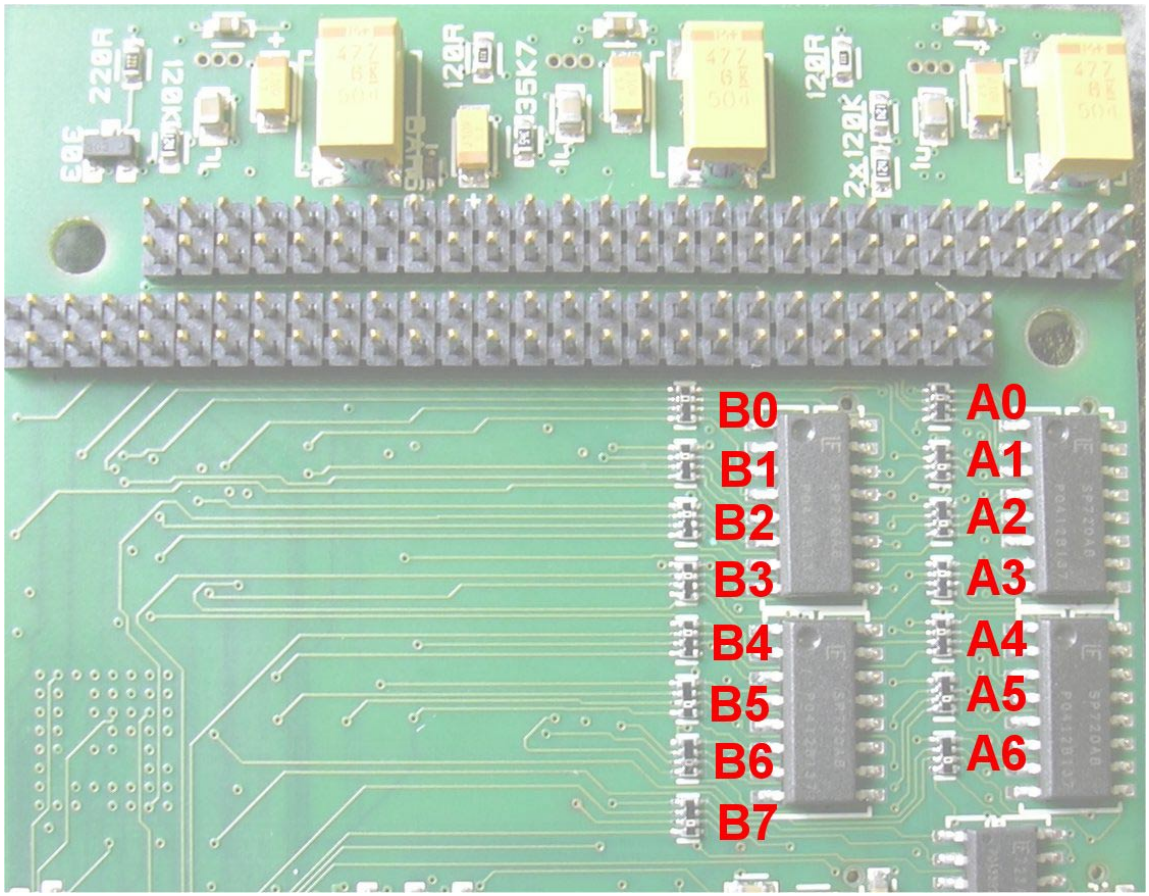
Xilinx name	Xilinx pin	Differential Pair	Digital I/O signal
IO_L4P_GC_LC_3	B13	1P	CONNA_0
IO_L4N_GC_LC_3	B12	1N	CONNA_1
IO_L5P_GC_LC_3	A16	2P	CONNA_2
IO_L5N_GC_LC_3	A15	2N	CONNA_3
IO_L6P_GC_LC_3	A10	3P	CONNA_4
IO_L6N_GC_LC_3	B10	3N	CONNA_5
IO_L7P_GC_LC_3	B17	4P	CONNA_6
IO_L7N_GC_LC_3	A17	4N	CONNA_7
IO_L8N_GC_LC_3	C12		CONNA_8
IO_L41N_GC_LC_4	AE12		CONNA_9
IO_L2P_GC_LC_4	AC10	5P	CONNA_10

IO_L2N_GC_LC_4	AB10	5N	CONNA_11
IO_L3P_GC_LC_4	AB17	6P	CONNA_12
IO_L3N_GC_LC_4	AC17	6N	CONNA_13
IO_L4P_GC_LC_4	AF11	7P	CONNA_14
IO_L4N_GC_LC_4	AF10	7N	CONNA_15
IO_L5P_GC_LC_4	AE14	8P	CONNA_16
IO_L5N_GC_LC_4	AE13	8N	CONNA_17
IO_L6N_GC_LC_4	AD10		CONNA_18
IO_L10P_5	B24	9P	CONNA_19
IO_L10N_5	B23	9N	CONNA_20
IO_L11P_5	F18	10P	CONNA_21
IO_L11N_5	E18	10N	CONNA_22
IO_L22P_5	H20	11P	CONNA_23
IO_L22N_5	G20	11N	CONNA_24
IO_L20N_VREF_6	C1		CONNA_25
IO_L21P_6	H8	12P	CONNA_26
IO_L21N_6	H7	12N	CONNA_27
IO_L22P_6	D3	13P	CONNA_28
IO_L22N_6	E4	13N	CONNA_29
IO_L18P_6	E6	14P	CONNB_0
IO_L18N_6	E5	14N	CONNB_1
IO_L19P_6	F7	15P	CONNB_2
IO_L19N_6	G7	15N	CONNB_3
IO_L26P_6	E1	16P	CONNB_4
IO_L26N_6	F1	16N	CONNB_5
IO_L27P_6	F4	17P	CONNB_6
IO_L27N_6	F3	17N	CONNB_7
IO_L28P_6	G4	18P	CONNB_8
IO_L28N_VREF_6	G3	18N	CONNB_9
IO_L29P_6	H6	19P	CONNB_10
IO_L29N_6	H5	19N	CONNB_11
IO_L30P_6	G2	20P	CONNB_12
IO_L30N_6	G1	20N	CONNB_13
IO_L31P_6	H4	21P	CONNB_14
IO_L31N_6	H3	21N	CONNB_15
IO_L32P_6	H2	22P	CONNB_16
IO_L32N_6	H1	22N	CONNB_17
IO_L6P_7	Y25	23P	CONNB_18
IO_L6N_7	Y26	23N	CONNB_19
IO_L7P_7	AB24	24P	CONNB_20
IO_L7N_7	AB25	24N	CONNB_21
IO_L26P_SM6_7	AA19	25P	CONNB_22
IO_L26N_SM6_7	AA20	25N	CONNB_23
IO_L22P_7	AF24	26P	CONNB_24
IO_L22N_7	AE24	26N	CONNB_25
IO_L31P_SM2_7	AF18	27P	CONNB_26
IO_L31N_SM2_7	AE18	27N	CONNB_27
IO_L32P_SM1_7	AE21	28P	CONNB_28
IO_L32N_SM1_7	AD21	28N	CONNB_29

Resistor Packs

These resistor packs are fitted on the HERON-FPGA12, and allow a series resistor in each of the I/O lines of the Digital I/O connectors. The standard build of the HERON-FPGA12 is to fit 0R for the serial resistor packs, making the Digital I/O NOT 5V tolerant. 100R (or other available value) can be requested if necessary for a particular application.

The resistor packs are labelled in the photograph, and the table gives the relationship to the Digital I/O connector and signals.



HERON-FPGA12 Digital I/O resistor packs.

SERIES RESISTORS					
Resistor Pack	Digital I/O		Resistor Pack	Digital I/O	
	Conn	Signals		Conn	Signals
A0	A	A0,A1,A2,A3	B0	B	B0,B1,B2,B3
A1	A	A4,A5,A6,A7	B1	B	B4,B5,B6,B7
A2	A	A8,A9,A10,A11	B2	B	B8,B9,B10,B11
A3	A	A12,A13,A14,A15	B3	B	B12,B13,B14,B15
A4	A	A16,A17,A18,A19	B4	B	B16,B17,B18,B19

A5	A	A20,A21,A22,A23	B5	B	B20,B21,B22,B23
A6	A	A24,A25,A26,A27	B6	B	B24,B25,B26,B27
			B7	A&B	A28,A29,B28,B29

Voltage Levels

The HERON-FPGA12 has the option of having series Resistors fitted in all I/O lines. The FPGA side of these resistors is connected to the over-voltage protection, which for the FPGA12 is set at 3.3V. Fitting 100R series resistors allows the module to accept 5V or 3.3V signals without damaging the FPGA.

The standard build of the HERON-FPGA12 is to fit 0R for these resistor packs, making the Digital I/O NOT 5V tolerant. This allows the Digital I/O connectors to support any of the voltage formats provided by the Virtex 4 with a Vcco of 3.3V.

100R (or other available value) can be requested if necessary for a particular application, but this precludes the use of some of the other I/O standards supported by the Virtex 4.

Differential Termination

The Virtex-4 FPGA has the possibility to add differential termination between input pairs as an option in the configuration.

With previous FPGA families the only option available was to use parallel termination which raises the FPGA power consumption significantly, so there were differential termination resistor packs offered by the module design. The addition of the differential termination in the FPGA means these resistor packs are not necessary for the HERON-FPGA12.

ESD Protection

All of the Digital I/Os are protected against Electro Static Discharge and over voltage. The devices used are Harris SP720 or SP723 parts.

This protects the inputs to IEC1004-2 level 4, and provides over voltage limiting to the range 0 to +5V.

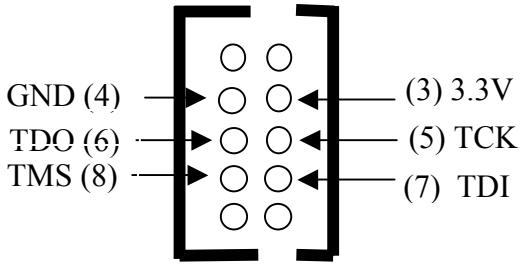
Using the JTAG Programmable Configuration PROM

The module has been built with a JTAG programmable FLASH based PROM for the user FPGA, so that your FPGA design can be programmed into this PROM. Then the user FPGA can be configured with your FPGA design on power up, and re-configuration can be forced using the send bitstream command over HSB with a zero length bitstream.

When the FPGA configuration file is downloaded to the PROM via JTAG it is possible to select "Load FPGA" on the "Program Options" then when the configuration has been downloaded to the PROM the FPGA is automatically configured. This is a useful option in systems that do not have a serial configuration bus. More information on this can be found in the "Downloading Files via JTAG" section of this document.

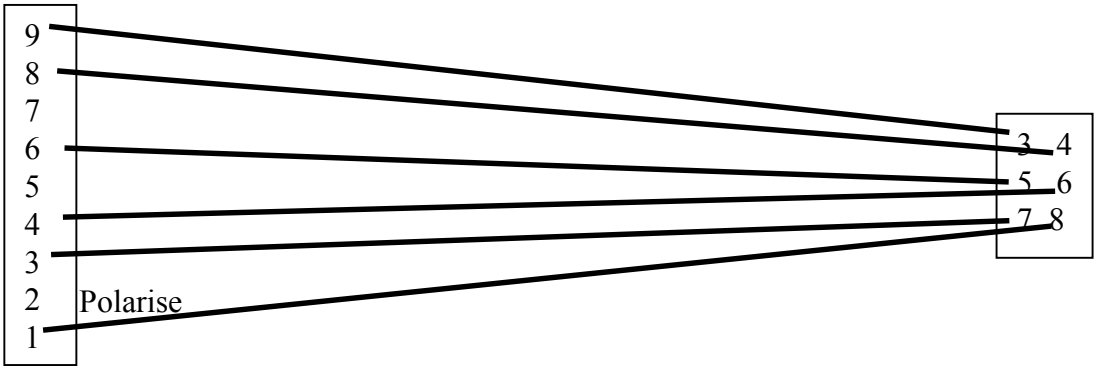
The module will have a JTAG connector fitted that is a Hirose 1mm 5x2 connector of part number DF20G-10DP-1V(55). The mating half that is required for cabling is also a Hirose part, the housing is DF20A-10DS-1C and crimp part number DF20B-2830SCFA.

The pinout is:-



Top view of connector.

The cable supplied is as follows:-



Which can be fitted to a Xilinx JTAG cable (such as Xilinx parallel cable 4, or USB cable) and used to connect to the PROM and the FPGA on the module.

Boot from PROM Jumper

The Boot from PROM (BFPROM) jumper is used to select if the FPGA boots from the ROM or via HSB.

For normal operation (HSB) the jumper should NOT be fitted, but actually even if it is, the HSB download will overwrite the FPGA contents that were originally loaded from the PROM.

Uncommitted Module Interconnects

There are some "Uncommitted Interconnect" signals defined by the HERON specification, which are simply connected to all modules.

These are intended to connect control signals between modules, for example a processor module can (via software) drive one of these signals with one of is timer outputs. Then if an I/O module can accept its clock input from one of these signals, it is possible to implement a system with a programmable clock. There will be other uses for these signals that are module design dependent.

The HERON-FPGA12 connects these signals to FPGA I/O pins allowing the user configuration to use these if required.

General Purpose LEDs

There are some general purpose LEDS on the HERON-FPGA12, which are driven by the FPGA.

The LEDs labelled 0 to 4 are driven by the FPGA pins LED0 to LED4 respectively. The LED will illuminate when the FPGA drives the pin low.

Other HERON module signals

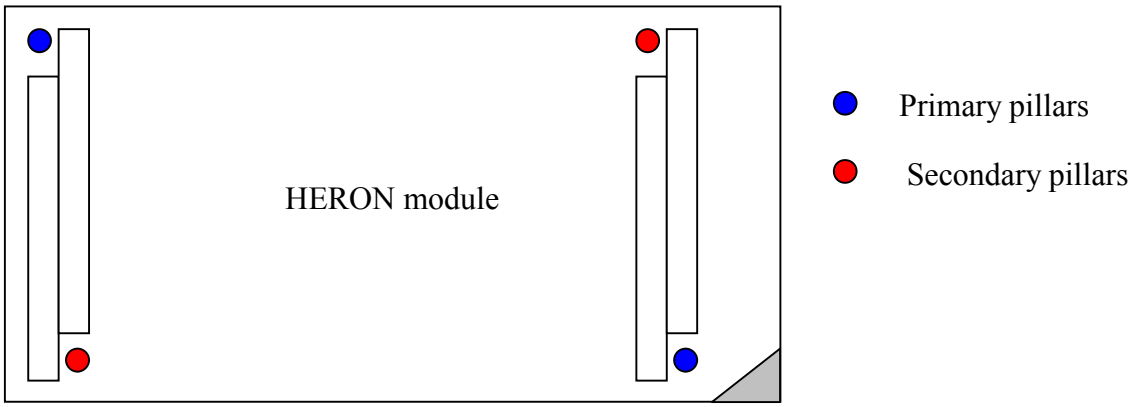
There are many signals that are connected between the FPGA on the HERON-FPGA12 and the HERON module connectors. Most of these signals will only be used by advanced users of the HERON-FPGA12. The FPGA pinning of these signals is shown in the appendix of this manual, and their use in a system is described in the HERON module specification found on the HUNT ENGINEERING CD and Web Site.

The FPGA sets any I/O pins of the device that are not listed in the design to have a 50-150K pull down. Most of the HERON module signals are pulled to their inactive state by 10K resistors so this 50K will have no effect. However the UDPRES signal does not, and setting this signal low will cause your whole board to be reset. Thus it is important that the UDPRES pin is driven high by the FPGA if it is not being used.

It is also advised to do the same with the LED pins to prevent them becoming illuminated erroneously.

Fitting HERON modules to your carrier is very simple. Ensure that the module carrier does NOT have power applied when fitting modules, and normal anti-static precautions should be followed at all times.

Each HERON slot has four positions for fixing pillars

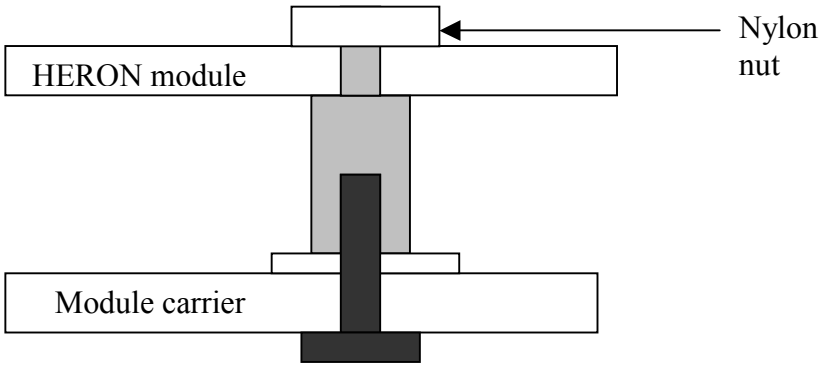


The Carrier card will probably only have spacing pillars fitted to the primary location for each HERON slot. The pillars for the secondary locations will be supplied as an accessory. The reason for this is that the legacy GDIO modules cannot be fitted if the secondary pillars are in place.

The HERON modules are asymmetric about their connectors, so if a module is fitted entirely the wrong way round, the module does not line up with the markings on the carrier card. In particular, notice the triangles on the silk screen of the HERON modules and the HERON slots of the carrier card. These should be overlaid when the module is fitted.

The HERON connectors are polarised, preventing incorrect insertion. So if more than a gentle force is needed to push the module home, check to make sure that it is correctly aligned. Take care not to apply excessive pressure to the centre of the module as this could stress the module's PCB unnecessarily.

Normally the primary fixings will be enough to retain the modules, simply fit the nylon bolts supplied in the accessory kit to the top thread of each mounting pillar.



If the environment demands, the secondary fixing pillars can be fitted to modules that allow their use.

In a HERON system there are many factors that can affect the achievable system throughput. It must be remembered at all times that the part of the system that has the lowest limit on bandwidth will govern the throughput of the system.

FIFO Throughput

The HERON-FPGA12 can access the HERON carriers FIFOs in 32-bit mode. It can (with the right contents) transfer one 32-bit word in and another out in the same clock cycle.

For example running at a FIFO clock speed of 100MHz, the HERON-FPGA12 can transfer 400Mbytes/sec in at the same time as transferring 400Mbytes/sec out.

The use of other clock speeds for the FIFOs will of course result in other maximum data rates.

DDR SDRAM Throughput

The DDR SDRAM memory on the HERON-FPGA12 is organised as 32-bit wide memory and is designed to operate at 200MHz. The DDR SDRAM used is capable of transferring two data items on each consecutive clock cycle. This means the absolute maximum data rate possible is 1.6 Gbytes/second.

There are two main factors that will reduce this bandwidth. These factors will vary from application to application.

Firstly, DDR SDRAM uses one shared data bus for read accesses and write accesses. This means at any one time only a read burst or a write burst can be in progress. For applications that are both reading and writing concurrently the total bandwidth will be shared between the read and write.

Secondly, the DDR SDRAM cannot instantaneously present read data or accept write data. There are a small number of clock cycles either side of a data burst that are required to open the DDR SDRAM memory row and then close the memory row. The smaller the burst, the more impact this row open and close time will have.

The following sections attempt to cover all likely problems. Please check through this section before contacting technical support.

Hardware

If the Hardware has been installed according to the Instructions there is very little that can be wrong.

- Has the "DONE" LED gone out – if not then the FPGA is not configured
- Perhaps you do not have a FIFO clock being driven from your FPGA Design
- Not driving the UDPRES signal high in your FPGA Design will result in unpredictable behaviour.

Software

As long as the software has been installed using the installation program supplied on the HUNT ENGINEERING CD, there should be little problem with the software installation.

If you have problems then return to one of the example programs supplied with the system.

HUNT ENGINEERING have performed testing on its products to ensure that it is possible to comply with the European CE marking directives. The HERON-FPGA12 cannot be CE marked as it is a component in a system, but as long as the following recommendations are followed, a system containing the HERON-FPGA12 could be CE marked.

The immense flexibility of the HUNT ENGINEERING product range means that individual systems should be marked in accordance with the directives after assembly.

1.The host computer or housing in which the HERON-FPGA9 is installed is properly assembled with EMC and LVD in mind and ideally should itself carry the CE mark.

2. Any cabling between boards or peripherals is either entirely inside the case of the host computer, or has been assembled and tested in accordance with the directives.

The HERON-FPGA12 digital I/Os ARE protected against Static discharge, so if the cabling does exit the case, there is suitable protection already fitted.

HUNT ENGINEERING are able to perform system integration in accordance with these directives if you are unsure of how to achieve compliance yourself.

Technical support for HUNT ENGINEERING products should first be obtained from the comprehensive Support section http://www.hunteng.co.uk/support/index.htm on the HUNT ENGINEERING web site. This includes FAQs, latest product, software and documentation updates etc. Or contact your local supplier - if you are unsure of details please refer to http://www.hunteng.co.uk for the list of current re-sellers.

HUNT ENGINEERING technical support can be contacted by emailing support@hunteng.co.uk, calling the direct support telephone number +44 (0)1278 760775, or by calling the general number +44 (0)1278 760188 and choosing the technical support option.

Appendix 1 – HERON Serial Bus Commands

Module Address

The HERON-FPGA12 is configured to respond to Heron Serial Bus (HSB) commands addressed to it using the combination of the Board number and slot number that the module is fitted to. In this way multiple HERON-FPGA modules can be uniquely addressed in the same system. The HSB address is a 7 bit address that is formed by the bottom three bits of the slot number (slots 1 to 4 are valid – 001,010,011, 100) with the 4 bits from the board number switch forming the top 4 bits of the seven.

e.g. on board number 1 slot 2 the address would be (board number<<3) || slot[2.0] which is 0x06.

The HERON-FPGA12 can respond to three different types of serial bus commands:

Module Enquiry

The HERON-FPGA12 can receive a message requesting its module type:

Master to FPGA module

module type query (01)-->address of requestor

It will then send a reply as follows:

FPGA module to "original master"

module query response(02)-->module address (from)-->module type (02)

-->family number(05)-->option-->String byte 0 -->String byte1….String byte26

The string is the string that Xilinx put into their bitstream files. It is always 27 bytes long, but can actually be null terminated before that. The HERON-FPGA12 returns 4vfx12ff668-11.

FPGA Configuration

The Configuration transaction will be:

Master to FPGA module

Configure (03)-->address of requestor--> first config byte-->

2nd config byte.....last config byte

After which the FPGA module will reply:-

FPGA module to original master

configuration success (05)/configuration fail(06)-->module address

User I/O

Any further use of the HSB will be defined by the bit-stream supplied to the module.

The actual use of these messages cannot be defined here, but the format of them must be:

Master to FPGA module

user write (08) -->address of requestor -->register address byte -->value byte

-->optional value byte-->optional value byte.....

In this way single or multiple bytes can be written, starting from the address given.

Nothing is returned from a write request.

This will result in the 8 bit address being written into the application FPGA using an address strobe, then one or more data bytes being written to the application FPGA using a data strobe, and qualified by a write signal. It is therefore the responsibility of the application FPGA to support auto incrementing addresses if required by its function.

For a read request

Master to FPGA module

user read (09) -->address of requestor -->register address byte -->length byte

In this way single or multiple bytes can be requested, starting from the address given.

The reply will be

FPGA module to original master

user read response(10)-->module address-->data byte-->optional data byte

This will result in the 8 bit address being written into the application FPGA using an address strobe, then one or more data bytes being read from the application FPGA using a data strobe, and qualified by the absence of write signal.

Appendix 2 – FPGA Pinout for Development Tools

The following is the pin-out of the FPGA, so that the signals can be connected in the Xilinx development tools.

Data Out FIFO:

Signal name	FPGA pin	Description
DO0	V21	HERON FIFO Data bit output
DO1	V22	HERON FIFO Data bit output
DO2	W25	HERON FIFO Data bit output
DO3	W26	HERON FIFO Data bit output
DO4	W21	HERON FIFO Data bit output
DO5	W22	HERON FIFO Data bit output
DO6	W23	HERON FIFO Data bit output
DO7	W24	HERON FIFO Data bit output
DO8	W20	HERON FIFO Data bit output
DO9	V20	HERON FIFO Data bit output
DO10	AA24	HERON FIFO Data bit output
DO11	Y24	HERON FIFO Data bit output
DO12	AC25	HERON FIFO Data bit output
DO13	AC26	HERON FIFO Data bit output
DO14	AB26	HERON FIFO Data bit output
DO15	AA26	HERON FIFO Data bit output
DO16	AD25	HERON FIFO Data bit output
DO17	AD26	HERON FIFO Data bit output
DO18	Y22	HERON FIFO Data bit output
DO19	Y23	HERON FIFO Data bit output
DO20	AC22	HERON FIFO Data bit output
DO21	AB22	HERON FIFO Data bit output
DO22	AB23	HERON FIFO Data bit output
DO23	AA23	HERON FIFO Data bit output
DO24	AD22	HERON FIFO Data bit output
DO25	AD23	HERON FIFO Data bit output
DO26	AC23	HERON FIFO Data bit output
DO27	AC24	HERON FIFO Data bit output
DO28	AF19	HERON FIFO Data bit output
DO29	AF20	HERON FIFO Data bit output
DO30	Y19	HERON FIFO Data bit output
DO31	W19	HERON FIFO Data bit output
FCLK0	AD11	O/P FIFO Clock output to input of buffer. Use to drive correct frequency.
DOCLK/GCLKx	AD12	O/P FIFO Clock output of buffer – use with DLL for internal logic
DOF0CONT0	AE23	O/P FIFO #0 Write enable (active high) output
DOF0CONT1	AB21	O/P FIFO #0 Full Flag (active low) input
DOF0CONT2	AC20	O/P FIFO #0 Almost full flag (active low) input
DOF1CONT0	AF23	O/P FIFO #1 Write enable (active high) output
DOF1CONT1	AC21	O/P FIFO #1 Full Flag (active low) input
DOF1CONT2	AB20	O/P FIFO #1 Almost full flag (active low) input
DOF2CONT0	Y21	O/P FIFO #2 Write enable (active high) output
DOF2CONT1	AC19	O/P FIFO #2 Full Flag (active low) input

Signal name	FPGA pin	Description
DOF2CONT2	AB18	O/P FIFO #2 Almost full flag (active low) input
DOF3CONT0	Y20	O/P FIFO #3 Write enable (active high) output
DOF3CONT1	AD19	O/P FIFO #3 Full Flag (active low) input
DOF3CONT2	AC18	O/P FIFO #3 Almost full flag (active low) input
DOF4CONT0	Y18	O/P FIFO #4 Write enable (active high) output
DOF4CONT1	AA17	O/P FIFO #4 Full Flag (active low) input
DOF4CONT2	AF22	O/P FIFO #4 Almost full flag (active low) input
DOF5CONT0	AA18	O/P FIFO #5 Write enable (active high) output
DOF5CONT1	Y17	O/P FIFO #5 Full Flag (active low) input
DOF5CONT2	AF21	O/P FIFO #5 Almost full flag (active low) input

These FIFO signals should be used via the supplied HIL VHDL and are only mentioned here for completeness.

Data In FIFO:

Signal name	FPGA pin	Description
DI0	C17	HERON FIFO Data bit input
DI1	D17	HERON FIFO Data bit input
DI2	C20	HERON FIFO Data bit input
DI3	B20	HERON FIFO Data bit input
DI4	B18	HERON FIFO Data bit input
DI5	A18	HERON FIFO Data bit input
DI6	D20	HERON FIFO Data bit input
DI7	D19	HERON FIFO Data bit input
DI8	E17	HERON FIFO Data bit input
DI9	F17	HERON FIFO Data bit input
DI10	C21	HERON FIFO Data bit input
DI11	B21	HERON FIFO Data bit input
DI12	C19	HERON FIFO Data bit input
DI13	D18	HERON FIFO Data bit input
DI14	A24	HERON FIFO Data bit input
DI15	A23	HERON FIFO Data bit input
DI16	G18	HERON FIFO Data bit input
DI17	G17	HERON FIFO Data bit input
DI18	E21	HERON FIFO Data bit input
DI19	D21	HERON FIFO Data bit input
DI20	A20	HERON FIFO Data bit input
DI21	A19	HERON FIFO Data bit input
DI22	D22	HERON FIFO Data bit input
DI23	C22	HERON FIFO Data bit input
DI24	A22	HERON FIFO Data bit input
DI25	A21	HERON FIFO Data bit input
DI26	D24	HERON FIFO Data bit input
DI27	C24	HERON FIFO Data bit input
DI28	G19	HERON FIFO Data bit input
DI29	F19	HERON FIFO Data bit input
DI30	E23	HERON FIFO Data bit input
DI31	E22	HERON FIFO Data bit input
F1CLK	B14	I/P FIFO Clock output to input of buffer. Use to drive correct frequency.
DICLK/GCLKx	B15	I/P FIFO Clock output of buffer – use with DLL for internal logic
DIF0CONT0	E20	I/P FIFO #0 Read enable (active high) output
DIF0CONT1	F23	I/P FIFO #0 output enable (active low) output

DIF0CONT2	E24	I/P FIFO #0 Empty Flag (active low) input
DIF0CONT3	H23	I/P FIFO #0 Almost Empty flag (active low) input
DIF1CONT0	F20	I/P FIFO #1 Read enable (active high) output
DIF1CONT1	F24	I/P FIFO #1 output enable (active low) output
DIF1CONT2	E25	I/P FIFO #1 Empty Flag (active low) input
DIF1CONT3	H24	I/P FIFO #1 Almost Empty flag (active low) input
DIF2CONT0	C25	I/P FIFO #2 Read enable (active high) output
DIF2CONT1	D25	I/P FIFO #2 output enable (active low) output
DIF2CONT2	G23	I/P FIFO #2 Empty Flag (active low) input
DIF2CONT3	G25	I/P FIFO #2 Almost Empty flag (active low) input
DIF3CONT0	C26	I/P FIFO #3 Read enable (active high) output
DIF3CONT1	D26	I/P FIFO #3 output enable (active low) output
DIF3CONT2	G24	I/P FIFO #3 Empty Flag (active low) input
DIF3CONT3	G26	I/P FIFO #3 Almost Empty flag (active low) input
DIF4CONT0	C23	I/P FIFO #4 Read enable (active high) output
DIF4CONT1	H21	I/P FIFO #4 output enable (active low) output
DIF4CONT2	E26	I/P FIFO #4 Empty Flag (active low) input
DIF4CONT3	H25	I/P FIFO #4 Almost Empty flag (active low) input
DIF5CONT0	D23	I/P FIFO #5 Read enable (active high) output
DIF5CONT1	H22	I/P FIFO #5 output enable (active low) output
DIF5CONT2	F26	I/P FIFO #5 Empty Flag (active low) input
DIF5CONT3	H26	I/P FIFO #5 Almost Empty flag (active low) input

These FIFO signals should be used via the supplied HIL VHDL and are only mentioned here for completeness.

DDR SDRAM

Signal name	FPGA pin	Description
SDRAM_A_A0	AA8	SDRAM Address bit output
SDRAM_A_A1	Y8	SDRAM Address bit output
SDRAM_A_A2	Y10	SDRAM Address bit output
SDRAM_A_A3	AA10	SDRAM Address bit output
SDRAM_A_A4	AC7	SDRAM Address bit output
SDRAM_A_A5	AC9	SDRAM Address bit output
SDRAM_A_A6	AB9	SDRAM Address bit output
SDRAM_A_A7	AE6	SDRAM Address bit output
SDRAM_A_A8	AD6	SDRAM Address bit output
SDRAM_A_A9	AF9	SDRAM Address bit output
SDRAM_A_A10	AE9	SDRAM Address bit output
SDRAM_A_A11	AD8	SDRAM Address bit output
SDRAM_A_A12	AC8	SDRAM Address bit output
SDRAM_A_A13	AC11	SDRAM Address bit output (NOT USED FOR 128MBYTES)
SDRAM_A_DQ0	W2	SDRAM Data bit in/out
SDRAM_A_DQ1	W1	SDRAM Data bit in/out
SDRAM_A_DQ2	V6	SDRAM Data bit in/out
SDRAM_A_DQ3	V5	SDRAM Data bit in/out
SDRAM_A_DQ4	W7	SDRAM Data bit in/out
SDRAM_A_DQ5	V7	SDRAM Data bit in/out
SDRAM_A_DQ6	W4	SDRAM Data bit in/out
SDRAM_A_DQ7	W6	SDRAM Data bit in/out
SDRAM_A_DQ8	Y2	SDRAM Data bit in/out
SDRAM_A_DQ9	Y1	SDRAM Data bit in/out
SDRAM_A_DQ10	AA4	SDRAM Data bit in/out
SDRAM_A_DQ11	AA3	SDRAM Data bit in/out
SDRAM_A_DQ12	AB1	SDRAM Data bit in/out

SDRAM_A_DQ13	AA1	SDRAM Data bit in/out
SDRAM_A_DQ14	AC4	SDRAM Data bit in/out
SDRAM_A_DQ15	AB4	SDRAM Data bit in/out
SDRAM_A_DQ16	AC5	SDRAM Data bit in/out
SDRAM_A_DQ17	AB5	SDRAM Data bit in/out
SDRAM_A_DQ18	AC2	SDRAM Data bit in/out
SDRAM_A_DQ19	AC1	SDRAM Data bit in/out
SDRAM_A_DQ20	AF3	SDRAM Data bit in/out
SDRAM_A_DQ21	AE3	SDRAM Data bit in/out
SDRAM_A_DQ22	AD2	SDRAM Data bit in/out
SDRAM_A_DQ23	AD1	SDRAM Data bit in/out
SDRAM_A_DQ24	AE4	SDRAM Data bit in/out
SDRAM_A_DQ25	AD3	SDRAM Data bit in/out
SDRAM_A_DQ26	AC3	SDRAM Data bit in/out
SDRAM_A_DQ27	AF6	SDRAM Data bit in/out
SDRAM_A_DQ28	AF5	SDRAM Data bit in/out
SDRAM_A_DQ29	AA7	SDRAM Data bit in/out
SDRAM_A_DQ30	AA9	SDRAM Data bit in/out
SDRAM_A_DQ31	Y9	SDRAM Data bit in/out
SDRAM_A_DQS0	Y4	SDRAM Byte strobe 0
SDRAM_A_DQS1	Y3	SDRAM Byte strobe 1
SDRAM_A_DQS2	Y6	SDRAM Byte strobe 2
SDRAM_A_DQS3	Y5	SDRAM Byte strobe 3
SDRAM_A_DM0	W5	SDRAM Data Mask 0
SDRAM_A_DM1	AB3	SDRAM Data Mask 0
SDRAM_A_DM2	AF4	SDRAM Data Mask 0
SDRAM_A_DM3	AD5	SDRAM Data Mask 0
SDRAM_A_BA0	AF8	SDRAM Bank address bit output
SDRAM_A_BA1	AF7	SDRAM Bank address bit output
SDRAM_A_RAS	AE7	SDRAM Row address strobe output
SDRAM_A_CAS	AD7	SDRAM Column address strobe output
SDRAM_A_WE	AD4	SDRAM Write enable output
SDRAM_A_CLKP	AC6	SDRAM Clock pair positive
SDRAM_A_CLKN	AB6	SDRAM Clock pair negative
SDRAM_CLKIN	AE10	200MHz clock input for SDRAM

These SDRAM signals should be used via the supplied HIL VHDL and are only mentioned here for completeness.

FLASH MEMORY:

Signal name	FPGA pin	Description
FLASH_A0	F10	FLASH Address bit output
FLASH_A1	E10	FLASH Address bit output
FLASH_A2	A6	FLASH Address bit output
FLASH_A3	A5	FLASH Address bit output
FLASH_A4	E9	FLASH Address bit output
FLASH_A5	F9	FLASH Address bit output
FLASH_A6	B6	FLASH Address bit output
FLASH_A7	C6	FLASH Address bit output
FLASH_A8	G10	FLASH Address bit output
FLASH_A9	G9	FLASH Address bit output
FLASH_A10	F8	FLASH Address bit output
FLASH_A11	G8	FLASH Address bit output
FLASH_A12	B7	FLASH Address bit output
FLASH_A13	C7	FLASH Address bit output

FLASH_A14	C5	FLASH Address bit output
FLASH_A15	D5	FLASH Address bit output
FLASH_A16	A9	FLASH Address bit output
FLASH_A17	B9	FLASH Address bit output
FLASH_A18	A3	FLASH Address bit output
FLASH_A19	B3	FLASH Address bit output
FLASH_A20	A4	FLASH Address bit output
FLASH_A21	B4	FLASH Address bit output
FLASH_A22	C4	FLASH Address bit output
FLASH_A23	D4	FLASH Address bit output
FLASH_A24	E7	FLASH Address bit output
FLASH_D0	D10	FLASH Data bit in/out
FLASH_D1	C10	FLASH Data bit in/out
FLASH_D2	D9	FLASH Data bit in/out
FLASH_D3	C8	FLASH Data bit in/out
FLASH_D4	A8	FLASH Data bit in/out
FLASH_D5	A7	FLASH Data bit in/out
FLASH_D6	D8	FLASH Data bit in/out
FLASH_D7	D7	FLASH Data bit in/out
FLASH_CEN	D6	FLASH CHIP ENABLE
FLASH_WEN	E3	FLASH WRITE ENABLE
FLASH_OEN	E2	FLASH OUTPUT ENABLE
FLASH_RPN	D2	FLASH RESET/POWERDOWN
FLASH_VP	D1	FLASH PROGRAM ENABLE
FLASH_ST	C2	FLASH STATUS

IO on Connectors

Signal name	FPGA pin	Description
A0 (L4P_3)	B13	General purpose I/O with selectable I/O format
A1 (L4N_3)	B12	General purpose I/O with selectable I/O format
A2 (L5P_3)	A16	General purpose I/O with selectable I/O format
A3 (L5N_3)	A15	General purpose I/O with selectable I/O format
A4 (L6P_3)	A10	General purpose I/O with selectable I/O format
A5 (L6N_3)	B10	General purpose I/O with selectable I/O format
A6 (L7P_3)	B17	General purpose I/O with selectable I/O format
A7 (L7N_3)	A17	General purpose I/O with selectable I/O format
A8 (L8N_3)	C12	General purpose I/O with selectable I/O format
A9 (L1N_4)	AE12	General purpose I/O with selectable I/O format
A10(L2P_4)	AC10	General purpose I/O with selectable I/O format
A11(L2N_4)	AB10	General purpose I/O with selectable I/O format
A12(L3P_4)	AB17	General purpose I/O with selectable I/O format
A13(L3N_4)	AC17	General purpose I/O with selectable I/O format
A14(L4P_4)	AF11	General purpose I/O with selectable I/O format
A15(L4N_4)	AF10	General purpose I/O with selectable I/O format
A16(L5N_4)	AE14	General purpose I/O with selectable I/O format
A17(L6N_4)	AE13	General purpose I/O with selectable I/O format
A18(L5N_4)	AD10	General purpose I/O with selectable I/O format
A19(L10P_5)	B24	General purpose I/O with selectable I/O format
A20(L10N_5)	B23	General purpose I/O with selectable I/O format
A21(L11P_5)	F18	General purpose I/O with selectable I/O format
A22(L11N_5)	E18	General purpose I/O with selectable I/O format
A23(L22P_5)	H20	General purpose I/O with selectable I/O format
A24(L22N_5)	G20	General purpose I/O with selectable I/O format
A25(L20N_6)	C1	General purpose I/O with selectable I/O format
A26(L21P_6)	H8	General purpose I/O with selectable I/O format
A27(L21N_6)	H7	General purpose I/O with selectable I/O format
A28(L22P_6)	D3	General purpose I/O with selectable I/O format

A29(L22N_6)	E4	General purpose I/O with selectable I/O format
B0 (L18P_6)	E6	General purpose I/O with selectable I/O format
B1 (L18N_6)	E5	General purpose I/O with selectable I/O format
B2 (L19P_6)	F7	General purpose I/O with selectable I/O format
B3 (L19N_6)	G7	General purpose I/O with selectable I/O format
B4 (L26P_6)	E1	General purpose I/O with selectable I/O format
B5 (L26N_6)	F1	General purpose I/O with selectable I/O format
B6 (L27P_5)	F4	General purpose I/O with selectable I/O format
B7 (L27N_6)	F3	General purpose I/O with selectable I/O format
B8 (L28P_6)	G4	General purpose I/O with selectable I/O format
B9 (L28N_6)	G3	General purpose I/O with selectable I/O format
B10(L29P_6)	H6	General purpose I/O with selectable I/O format
B11(L29N_6)	H5	General purpose I/O with selectable I/O format
B12(L30P_6)	G2	General purpose I/O with selectable I/O format
B13(L30N_6)	G1	General purpose I/O with selectable I/O format
B14(L31P_6)	H4	General purpose I/O with selectable I/O format
B15(L31N_6)	H3	General purpose I/O with selectable I/O format
B16(L32P_6)	H2	General purpose I/O with selectable I/O format
B17(L32N_6)	H1	General purpose I/O with selectable I/O format
B18(L6P_7)	Y25	General purpose I/O with selectable I/O format
B19(L6N_7)	Y26	General purpose I/O with selectable I/O format
B20(L7P_7)	AB24	General purpose I/O with selectable I/O format
B21(L7N_7)	AB25	General purpose I/O with selectable I/O format
B22(L22P_7)	AA19	General purpose I/O with selectable I/O format
B23(L22N_7)	AA20	General purpose I/O with selectable I/O format
B24(L26P_7)	AF24	General purpose I/O with selectable I/O format
B25(L26N_7)	AE24	General purpose I/O with selectable I/O format
B26(L31P_7)	AF18	General purpose I/O with selectable I/O format
B27(L31N_7)	AE18	General purpose I/O with selectable I/O format
B28(L32P_7)	AE21	General purpose I/O with selectable I/O format
B29(L32N_7)	AD21	General purpose I/O with selectable I/O format

Clocks

Signal name	FPGA pin	Description
OSC0	C13	User Oscillator input from socketed Xtal Osc
OSC3	AF12	User Oscillator input from surface mount Xtal Osc
		Repeated from above
SDRAMA_CLKP	AC6	SDRAM A Clock pair positive
SDRAMA_CLKN	AB6	SDRAM A Clock pair negative
SDRAMA_CLKIN	AE10	200MHz clock input for SDRAM

LEDs

Signal name	FPGA pin	Description
LED0	AA14	General Purpose LED
LED1	AB14	General Purpose LED
LED2	AC12	General Purpose LED
LED3	F11	General Purpose LED
LED4	F16	General Purpose LED

Control connections to HERON connectors

Signal name	FPGA pin	Description
MOD_HAS_PROC	F15	Signal that indicates if a module has a processor or not
UDPRES	D13	This module can drive this to reset the carrier YOU MUST DRIVE THIS SIGNAL HIGH IF NOT USING IT!
RESET	D14	Reset input from Carrier card

CONFIG	D15	Open collector signal

Carrier and Module ID

Signal name	FPGA pin	Description
CID0	D16	Carrier ID driven by the carrier board
CID1	C16	Carrier ID driven by the carrier board
CID2	E13	Carrier ID driven by the carrier board
CID3	D12	Carrier ID driven by the carrier board
MID0	F14	Module ID driven by the carrier board
MID1	F13	Module ID driven by the carrier board
MID2	F12	Module ID driven by the carrier board
MID3	E14	Module ID driven by the carrier board

Uncommitted Module Interconnects

Signal name	FPGA pin	Description
UMI0	C11	Uncommitted Module interconnect
UMI1	D11	Uncommitted Module interconnect
UMI2	C15	Uncommitted Module interconnect
UMI3	C14	Uncommitted Module interconnect

User interface between HSB device and FPGA (N.B. Some signals also used during configuration of FPGA.

Signal name	FPGA pin	Description
Data0	AD13	Data Bit for read/write via HSB
Data1	AC13	Data Bit for read/write via HSB
Data2	AC15	Data Bit for read/write via HSB
Data3	AC16	Data Bit for read/write via HSB
Data4	AA11	Data Bit for read/write via HSB
Data5	AA12	Data Bit for read/write via HSB
Data6	AD14	Data Bit for read/write via HSB
Data7	AC14	Data Bit for read/write via HSB
VINIT	AA15	Rising edge strobes the 8 bit address from the Data pins
VCS	AB13	Low to show an access in progress
VWRITE	AA16	State of this pin when Data Strobe is active defines whether the operation is read(High) or write (low)
VBUSY	AA13	The FPGA asserts this signal low when either :- a) during a Write to the FPGA the data has been latched b) during a read from the FPGA the data has been driven

These signals should be used via the HIL VHDL supplied by HUNT ENGINEERING and are only mentioned here for completeness.

Appendix 3 – Creating Your Own DDR Interface

The FPGA support provided by HUNT ENGINEERING includes a VHDL component that interfaces user logic within the FPGA to external Double-Data-Rate (DDR) SDRAM.

HUNT ENGINEERING recommend that all users who wish to access SDRAM do so through the interface component HE_DDR that is provided for the HERON-FPGA12.

This component handles all SDRAM management including initial memory set-up routines, auto refresh and burst read and write memory access.

For those users who need to create their own tailor made interface to DDR SDRAM, this appendix is provided to detail all of the major design points that must be considered when doing so.

How Memory is Connected to the FPGA

The HERON-FPGA12 has a single bank of DDR SDRAM 128Mbytes in size. The bank is built from two pieces of 512Mbit Micron SDRAM. The SDRAM part that has been used is Micron part number MT46V32M16TG-5B.

The SDRAM signals connected to the FPGA are:

FPGA Signal Name	DDR Function	Signal Direction
sdram_a_a<12:0>*	13-bit Address	FPGA Output
sdram_a_dq<31:0>	32-bit Data	Bi-directional
sdram_a_dqs<3:0>	4-bit Data Strobe	Bi-directional
sdram_a_dm<3:0>	4-bit Data Mask	FPGA Output
sdram_a_ba<1:0>	2-bit Bank Address	FPGA Output
sdram_a_ras	RAS Command Input	FPGA Output
sdram_a_cas	CAS Command Input	FPGA Output
sdram_a_we	WE Command Input	FPGA Output
sdram_a_clk_p	Positive Clock Input	FPGA Output
sdram_a_clk_n	Negative Clock Input	FPGA Output
sdram_clkin	- none -	FPGA Input

* There is a 14th address connection so that in the future 1Gbit DDR memories could be fitted.

For all of the signals listed in the table above, it is important that they are placed on the correct pins of the device. To ensure this is always done, the pin-out information supplied in the User Constraint Files of the HUNT ENGINEERING examples must be used according to the signal names presented. This information is also repeated in Appendix 2 of this document.

When connecting to the DDR signals, it is very important that the correct Xilinx Select I/O format is used.

For the 200MHz clock source input the correct I/O standard is "LVTTL".

For all FPGA DDR signals that are outputs only the correct I/O standard is "SSTL2_I".

For all FPGA DDR signals that are bi-directional the correct I/O standard is "SSTL2_II".

On the HERON-FPGA12 PCB all of the signals in the following table are routed directly between the FPGA and memory, with no other components connected to the signal.

Directly Connected Signals
sdram_a_a<12:0>
sdram_a_ba<1:0>
sdram_a_ras
sdram_a_cas
sdram_a_we

For the clock signals 'sdram_a_clk_p' and 'sdram_a_clk_n', the 32 bits of data, 4 bits of data strobe and 4 bits of data mask, signals are routed using a termination network suitable for SSTL2 Class II. This termination network uses a series resistor of 22R and parallel resistor to the termination voltage Vtt of 47R.

Signals are routed such that all signals within a byte lane are kept together. For each signal in a byte lane, the PCB trace length has been controlled to keep total trace lengths close to being equal. Where resistor packs are used, these are grouped together to cover signals within one byte lane. A byte lane consists of 8-bits of data, one data strobe signal and one data mask signal as follows:

Byte Lane 0	sdram_a_dq<7:0>	sdram_a_dqs<0>	sdram_a_dm<0>
Byte Lane 1	sdram_a_dq<15:8>	sdram_a_dqs<1>	sdram_a_dm<1>
Byte Lane 2	sdram_a_dq<23:16>	sdram_a_dqs<2>	sdram_a_dm<2>
Byte Lane 3	sdram_a_dq<31:24>	sdram_a_dqs<3>	sdram_a_dm<3>

It is important when creating the DDR interface logic inside the FPGA that the byte lane groups are kept. All signals within one byte lane must be kept together in order to be able to control the timing requirements of DDR operation at 200MHz.

The DDR Clock Scheme

The most important design element of the DDR interface is the control of DDR clock signals. There are several clock signals that must be generated within the FPGA, and the frequency and phase of those signals must be very tightly controlled in order to enable operation at 200MHz.

Described below is the clock scheme used by HUNT ENGINEERING. Although users are free to change the clock scheme, understanding this clock scheme will help in understanding high speed DDR operation.

In order to read and write DDR SDRAM, three clock signals are required by the system. One clock signal must be generated to drive the input clock pin of the external DDR memory. A second clock signal must be generated to clock control signals out of the FPGA such that they meet the set-up and hold requirements at the memory.

The third clock signal is needed to time write data onto the memory.

For the HERON-FPGA12 the control-signal clock is also used to receive read data from the memory.

Given the control, data, data mask and strobe connections that exist on the PCB between FPGA and memory, there will be specific phase differences required between each of these four clock signals for data transfer to work correctly.

The first timing consideration to meet is that a clean, free running 200MHz clock signal is provided to the external DDR memory. This clock signal must have as low jitter as possible. With a clock period of 5ns, any jitter value in the order of 100's of picoseconds will have a significant effect on data timing.

On the HERON-FPGA12, a 200MHz clock signal could be generated in many ways. One option might be to use a lower frequency clock inside the FPGA and use a DCM to multiple that frequency to obtain 200MHz. This option has two drawbacks. Firstly, it requires a DCM of which we only have four to choose from. This will leave one less DCM free for other design requirements. Secondly, multiplication with a DCM will add significant jitter to the original signal. For DDR memory, this jitter is too large.

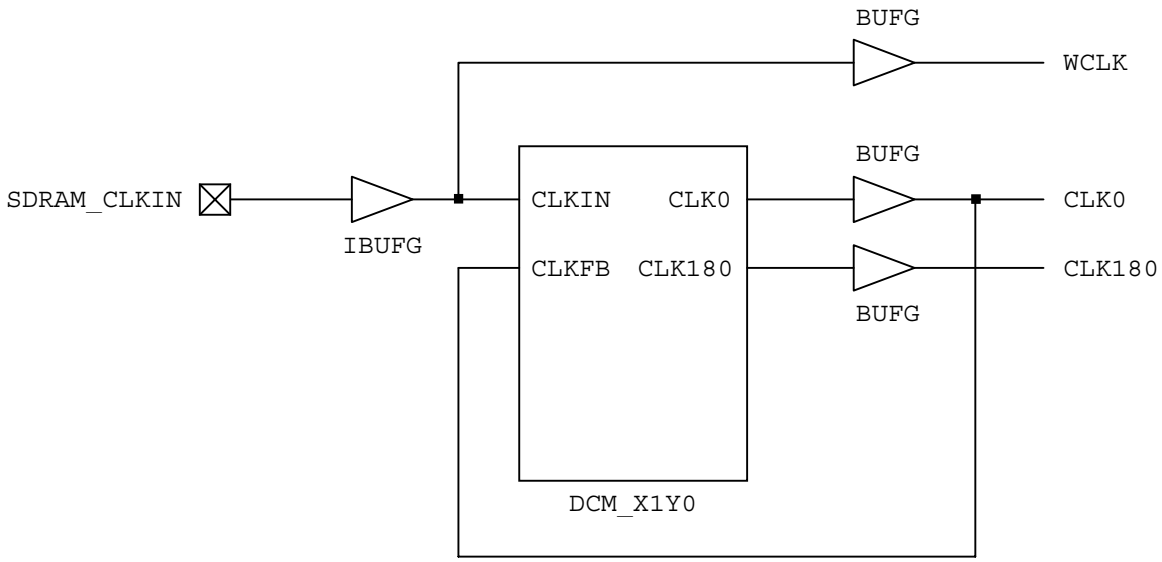
The HERON-FPGA12 has a 200MHz clock source with very low jitter driven onto the FPGA. It is therefore strongly recommended that all clock schemes use this signal as the 200MHz clock source for DDR interfacing. This signal is `sdram_clkin`.

In order to meet the control signal timing requirements at the memory, the HUNT ENGINEERING clock scheme uses two clock signals that have a phase difference of 180 degrees. The first clock signal '`clk0`' is used to create the DDR clock input signal. The second clock signal '`clk180`' is used to clock control signals onto the memory. The signal `clk180` forms the main system clock for controlling DDR interface operation inside the FPGA.

The signal '`wclk`' is used to clock data written to memory. The phase difference between the `clk180` signal and `wclk` signal must be controlled in order to meet data set-up and hold times.

The signal '`clk180`' is used to clock data received from memory. For read data, the phase difference of the data must be controlled through the use of Virtex-4 IOB-Delay components in order to meet data set-up and hold times.

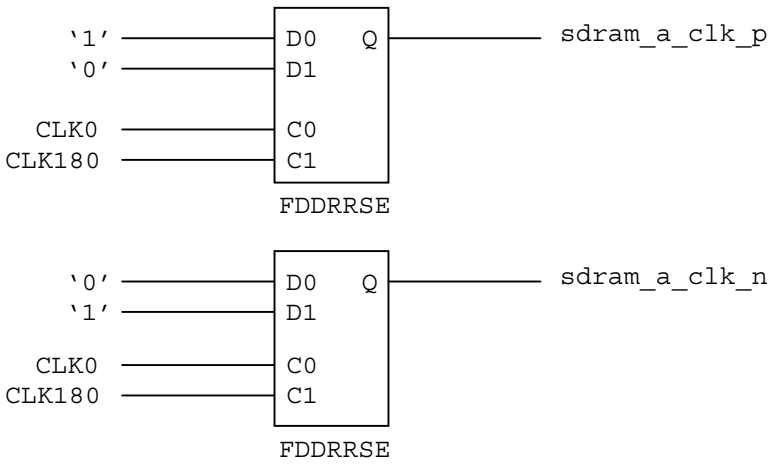
The following diagram shows how the 200MHz clock source sdram_clkin is used to generate clk0, clk180 and wclk.



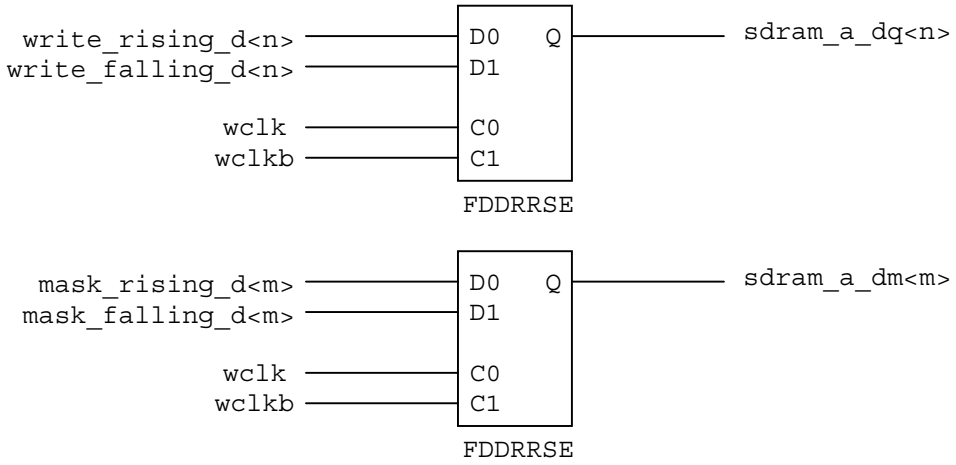
The DCM used in the HUNT ENGINEERING clock scheme gives two signals clk0 and clk180, separated by half a clock cycle. The DCM is set to give a phase shift of +5 to give a known phase shift between the signal wclk and the DCM outputs. The correct phase shift value is important in meeting write data timings on the external memory.

The FPGA control outputs sdram_a_a<12:0>, sdram_a_ba<1:0>, sdram_a_ras, sdram_a_cas and sdram_a_we are all driven using output flip-flops (flip-flops assigned to IOBs). These output flip-flops are clocked by the signal clk180.

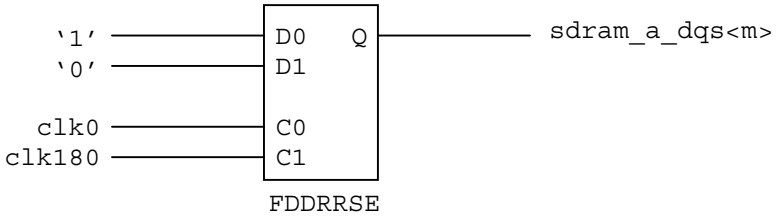
The signals sdram_a_clk_p and sdram_a_clk_n are generated as shown below. With IOB flip-flops clocked in this manner this creates a situation where the control signals for 'address', 'ras', 'cas' and 'we' change exactly half-way between rising edges of the DDR clock input.



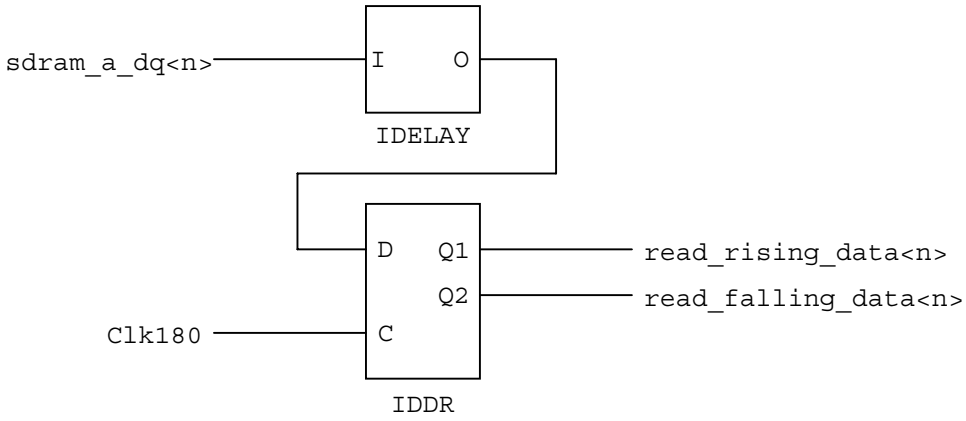
The write data signals and write data mask signals are clocked by the signal `wclk` as shown below. Write data is data sent from the FPGA to the external DDR memory.



When data is sent from the FPGA to the external memory, the FPGA must drive the data strobe signal DQS. The timing relationship created between the data and the data strobe is very important as the memory device will use the DQS signal to clock data onto the device. The HUNT ENGINEERING DDR interface controls the DQS signal during data writes as follows:



Read data is clocked using the signal '`clk180`', as follows:



The IDELAY component is used to control the read data timing. An IOBDELAY value of 33 is required for all DDR data inputs.

Controlling Vref Generation

DDR memory uses the general purpose memory bus standard SSTL2. SSTL2 requires differential amplifier input buffers and push-pull output buffers.

The SSTL2 differential amplifier input buffer stage has two inputs, Vref and the input signal. Vref must be set at 1.25V, and the input signal must vary within 0V and 2.5V.

The HERON-FPGA12 generates both the Vtt termination supply voltage and the Vref input reference voltage. The Vref signal is connected to all Vref pins of the DDR memory and all Vref pins of FPGA bank 8.