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A hands-on introduction to FPGA prototyping and SoC design This Second Edition of the popular book follows the same “ learning-by-doing ” approach to teach the fundamentals and practices of VHDL synthesis and FPGA prototyping. It uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow strict design guidelines and coding practices used for large, complex digital systems. The new edition is completely updated. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software “ programmability ” and develop complex and interesting embedded system projects. The revised edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelop generator. Expands the original video controller into a complete stream-based video subsystem that incorporates a video synchronization circuit, a test pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Introduces basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Introduces basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. The FPGA Prototyping by VHDL Examples, Second Edition makes a natural companion text for introductory and advanced digital design courses and embedded system course. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

A hands-on introduction to FPGA prototyping and SoC design This is the successor edition of the popular FPGA Prototyping by Verilog Examples text. It follows the same “ learning-by-doing ” approach to teach the fundamentals and practices of HDL synthesis and FPGA prototyping. The new edition uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow the strict design guidelines and coding practices used for large, complex digital systems. The book is completely updated and uses the SystemVerilog language, which “ absorbs ” the Verilog language. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software “ programmability ” and develop complex and interesting embedded system projects. The new edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-

sustain-release) envelope generator. Expands the original video controller into a complete stream based video subsystem that incorporates a video synchronization circuit, a test-pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Provides a detailed discussion on blocking and nonblocking statements and coding styles. Describes basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Presents basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. FPGA Prototyping by SystemVerilog Examples makes a natural companion text for introductory and advanced digital design courses and embedded system courses. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

This book suggests and describes a number of fast parallel circuits for data/vector processing using FPGA-based hardware accelerators. Three primary areas are covered: searching, sorting, and counting in combinational and iterative networks. These include the application of traditional structures that rely on comparators/swappers as well as alternative networks with a variety of core elements such as adders, logical gates, and look-up tables. The iterative technique discussed in the book enables the sequential reuse of relatively large combinational blocks that execute many parallel operations with small propagation delays. For each type of network discussed, the main focus is on the step-by-step development of the architectures proposed from initial concepts to synthesizable hardware description language specifications. Each type of network is taken through several stages, including modeling the desired functionality in software, the retrieval and automatic conversion of key functions, leading to specifications for optimized hardware modules. The resulting specifications are then synthesized, implemented, and tested in FPGAs using commercial design environments and prototyping boards. The methods proposed can be used in a range of data processing applications, including traditional sorting, the extraction of maximum and minimum subsets from large data sets, communication-time data processing, finding frequently occurring items in a set, and Hamming weight/distance counters/comparators. The book is intended to be a valuable support material for university and industrial engineering courses that involve FPGA-based circuit and system design.

Get started with FPGA programming using SystemVerilog, and develop real-world skills by building projects, including a calculator and a keyboard Key Features Explore different FPGA usage methods and the FPGA tool flow Learn how to design, test, and implement hardware circuits using SystemVerilog Build real-world FPGA projects such as a calculator and a keyboard using FPGA resources Book Description Field Programmable Gate Arrays (FPGAs) have now become a core part of most modern electronic and computer systems. However, to implement your ideas in the real world, you need to get your head around the FPGA architecture, its toolset, and critical design considerations. FPGA Programming for Beginners will help you bring your ideas to life by guiding you through the entire process of programming FPGAs and designing hardware circuits using SystemVerilog. The book will introduce you to the FPGA and Xilinx architectures and show you how to work on your first project, which includes toggling an LED. You'll then cover SystemVerilog RTL designs and their implementations. Next, you'll get to grips with using the combinational Boolean logic design and work on several projects, such as creating a calculator and updating it using FPGA resources. Later, the book will take you through the advanced concepts of AXI and serial interfaces and show you how to create a keyboard using PS/2. Finally, you'll be able to consolidate all the projects in the book to create a unified output using a Video Graphics Array (VGA) controller that you'll design. By the end of this SystemVerilog FPGA book, you'll have learned how to work with FPGA systems and be able to design hardware circuits and boards using SystemVerilog programming. What you will learn Understand the FPGA architecture and its implementation Get to grips with writing SystemVerilog RTL Make FPGA projects using SystemVerilog programming Work with computer math basics, parallelism, and pipelining Explore the advanced topics of AXI and serial interfaces Discover how you can implement a VGA interface in your projects Who this book is for This FPGA design book is for embedded system developers, engineers, and programmers who want to learn FPGA and SystemVerilog programming from scratch. FPGA designers looking to gain hands-on experience in working on real-world projects will also find this book useful.

The two-volume set IFIP AICT 363 and 364 constitutes the refereed proceedings of the 12th International Conference on Engineering Applications of Neural Networks, EANN 2011, and the 7th IFIP WG 12.5 International Conference, AIAI 2011, held jointly in Corfu, Greece, in September 2011. The 52 revised full papers and 28 revised short papers presented together with 31 workshop papers were carefully reviewed and selected from 150 submissions. The first volume includes the papers that were accepted for presentation at the EANN 2011 conference. They are organized in topical sections on computer vision and robotics, self organizing maps, classification/pattern recognition, financial and management applications of AI, fuzzy systems, support vector machines, learning and novel algorithms, reinforcement and radial basis function ANN, machine learning, evolutionary genetic algorithms optimization, Web applications of ANN, spiking ANN, feature extraction minimization, medical applications of AI, environmental and earth applications of AI, multi layer ANN, and bioinformatics. The volume also contains the accepted papers from the Workshop on Applications of Soft Computing to Telecommunication (ASCOTE 2011), the Workshop on Computational Intelligence Applications in Bioinformatics (CIAB 2011), and the Second Workshop on Informatics and Intelligent Systems Applications for Quality of Life Information Services (ISQLIS 2011).

The book is composed of two parts. The first part introduces the concepts of the design of digital systems using contemporary field-programmable gate arrays (FPGAs). Various design techniques are discussed and illustrated by examples. The operation and effectiveness of these techniques is demonstrated through experiments that use relatively cheap prototyping boards that are widely available. The book begins with easily understandable introductory sections, continues with commonly used digital circuits, and then gradually extends to more advanced topics. The advanced topics include novel techniques where parallelism is applied extensively. These techniques involve not only core reconfigurable logical elements, but also use embedded blocks such as memories and digital signal processing slices and interactions with general-purpose and application-specific computing systems. Fully synthesizable specifications are provided in a hardware-description language (VHDL) and are ready to be tested and incorporated in engineering designs. A number of practical applications are discussed from areas such as data processing and vector-based computations (e.g. Hamming weight counters/comparators). The second part of the book covers the more theoretical aspects of finite state machine synthesis with the main objective of reducing basic FPGA resources, minimizing delays and achieving greater optimization of circuits and systems.

A hands-on introduction to FPGA prototyping and SoC design This is the successor edition of the popular FPGA Prototyping by Verilog Examples text. It follows the same “ learning-by-doing ” approach to teach the fundamentals and practices of HDL synthesis and FPGA prototyping. The new edition uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow the strict design guidelines and coding practices used for large, complex digital systems. The book is completely updated and uses the SystemVerilog language, which “ absorbs ” the Verilog language. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software “ programmability ” and develop complex and interesting embedded system projects. The new edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelope generator. Expands the original video controller into a complete stream based video subsystem that incorporates a video synchronization circuit, a test-pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Provides a detailed discussion on blocking and nonblocking statements and coding styles. Describes basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Presents basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. FPGA Prototyping by SystemVerilog Examples makes a natural companion text for introductory and advanced digital design courses and embedded system courses. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

This textbook for courses in Digital Systems Design introduces students to the fundamental hardware used in modern computers. Coverage includes both the classical approach to digital system design (i.e., pen and paper) in addition to the modern hardware description language (HDL) design approach (computer-based). Using this textbook enables readers to design digital systems using the modern HDL approach, but they have a broad foundation of knowledge of the underlying hardware and theory of their designs. This book is designed to match the way the material is actually taught in the classroom. Topics are presented in a manner which builds foundational knowledge before moving onto advanced topics. The author has designed the presentation with learning Goals and assessment at its core. Each section addresses a specific learning outcome that the student should be able to “ do ” after its completion. The concept checks and exercise problems provide a rich set of assessment tools to measure student performance on each outcome.

Este libro está dirigido a todos aquellos profesionales de la Electrónica, tanto docentes como técnicos, que deseen introducirse en el diseño de sistemas basados en microprocesadores de 8 bits empotrados (“ embedded) en FPGAs (“ Field Programmable Gate Arrays ”). En él se estudia el microprocesador de 8 bits Picoblaze de Xilinx, para su implementación mediante FPGAs de las familias Spartan y Virtex de Xilinx. Para poder trabajar con estos microprocesadores, es necesario aprender el manejo de la herramienta ISE de Xilinx. Este libro tiene su origen en la documentación elaborada para la impartición de varios cursos de posgrado sobre sistemas empotrados de 8 bits de Xilinx para el diseño de aplicaciones empotradas en FPGAs, que se celebraron en el Departamento de Tecnología Electrónica de la Universidad de Vigo en los años 2005 a 2008 (más información en http://www.dte.uvigo.es/logica_programable/cursos.htm). Este libro tiene un nivel básico y para seguirlo, el lector debe disponer de “ software ” gratuito de Xilinx y poseer los siguientes conocimientos previos: - Nivel básico del lenguaje VHDL. - Manejo de la herramienta ISE para el diseño con FPGAs. - Conocimientos de microprocesadores. - Nivel básico de lenguaje ensamblador. - Manejo básico del sistema operativo Windows. En el libro se incluyen las presentaciones en “ Powerpoint ” utilizadas para explicar los siguientes apartados: - Teoría - Introducción al diseño de Sistemas en un Circuito (S.O.C.). - Arquitectura de las FPGAs de la familia Spartan. - Microprocesador Picoblaze. Arquitectura y juego de instrucciones. - Laboratorio. - Herramienta ISE. - Herramientas “ software ” del microprocesador Picoblaze. - Realización de circuitos de acoplamiento y periféricos para el microprocesador Picoblaze. - Diseño de sistemas digitales basados en el microprocesador Picoblaze. - Práctica. - Ejemplo básico con interrupción. - Reloj digital. - Sistema de gestión basado en RS232. - Sistema de visualización con LCD.

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