

## Types of FPLDs

### Type of Base Cell

Programming Method	Type of Base Cell		
	Multiplexor	Look-Up Table (LUT)	AND-OR
Antifuse	Actel ACT 1, ACT 2, ACT 3		
	Quicklogic		
	Crosspoint		
EPROM			Altera MAX 5000, 7000 (Salcic 2.1) Xilinx EPLD
SRAM	Plessy	Altera Flex 8000, Flex 10K (Salcic 2.2)	
		Xilinx LCA 2000, 3000, 4000 (Salcic 2.3)	

FPGAs
CPLDs

### Layout / routing

- Row-based: Actel
- Matrix-based: Altera, Quicklogic, Xilinx

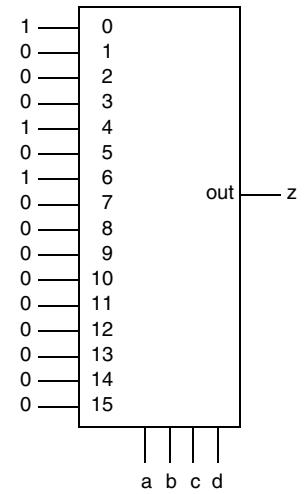
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## Implementing a Truth Table Using a Multiplexor

- Besides and-or structures, another alternative is to use a 4-input multiplexor

a	b	c	d	x
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	1
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0



- Any function of N inputs can be implemented using a  $2^N$  to 1 multiplexor

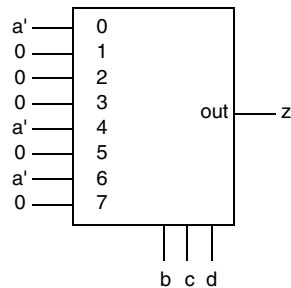
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## Implementing a Truth Table Using a Multiplexor (cont.)

- An alternative is to "fold" the truth table, and tie each input to either 1, 0, or the MSB, and only use a 3-input multiplexor

a	b	c	d	x
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	1
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0



- Any function of N inputs can be implemented using a  $2^{N-1}$  to 1 multiplexor

- Some FPLDs are based on multiplexors, and attach simple gates to selector lines

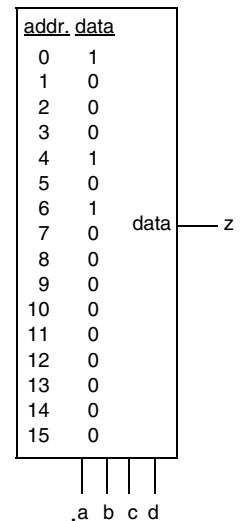
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## Implementing a Truth Table Using a ROM

- Yet another alternative is to use a ROM

a	b	c	d	x
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	1
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0



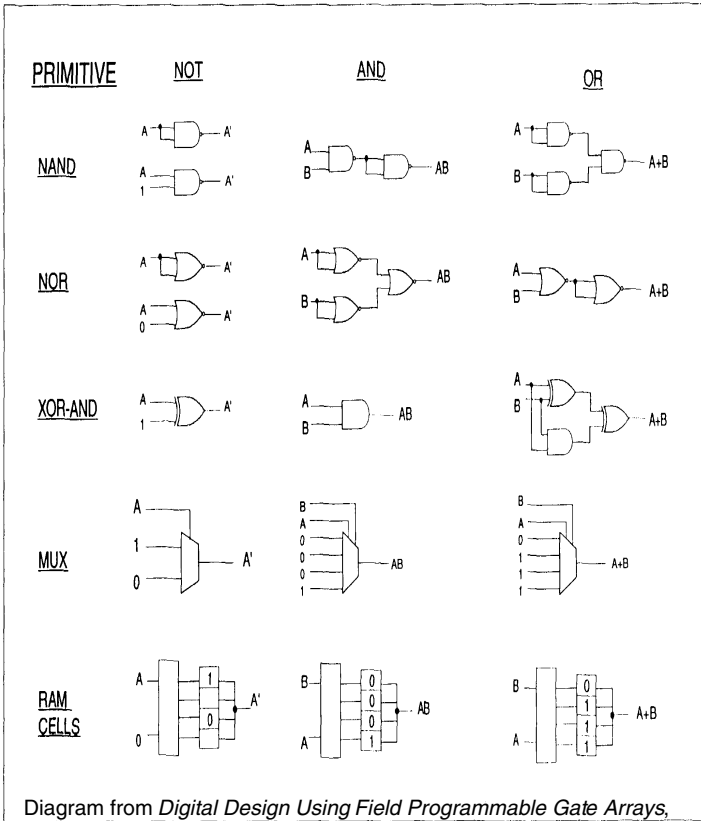
- Any function of N inputs can be implemented using a  $2^N \times 1$  bit ROM

- Some FPLDs are based on static RAMs (SRAMs) loaded at power-up; these are said to use *look-up tables* (LUTs)

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## Different Implementation Styles



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## Row-Based Layout

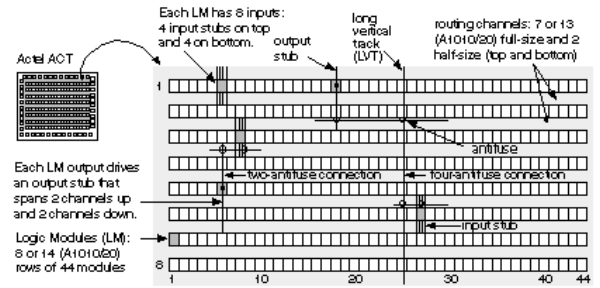


Figure from *Application-Specific Integrated Circuits*, Smith, Addison-Wesley, 1997

### Cells are arranged in rows

- Horizontal channels between rows
- Vertical channels above cells: some short, some long
- Each *channel* contains a fixed number of *tracks*, each track holds one wire
  - Wires may be divided into fixed-length *segments* within each track
- In figure above, cell inputs connect to horizontal wires, outputs to vertical wires

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## Matrix-Based Layout

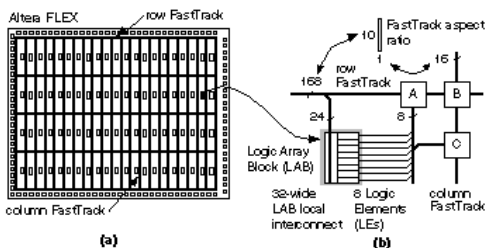


Figure from *Application-Specific Integrated Circuits*, Smith, Addison-Wesley, 1997

### Cells are arranged in an array (*matrix*)

- Horizontal and vertical channels between cells
- Each *channel* contains a fixed number of *tracks*, each track holds one wire
- In figure above:
  - Cell inputs connect to horizontal tracks
  - Box A connects cell output(s) to horizontal tracks, and box C connects cell output(s) to vertical tracks
  - Box B acts as a switchbox between horizontal and vertical tracks

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## Antifuse Routing

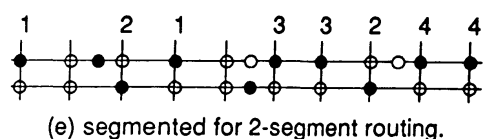
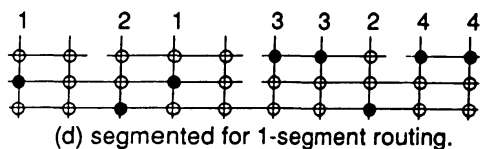
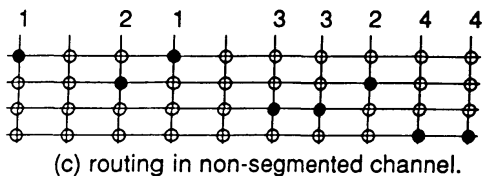
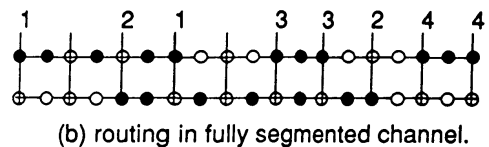
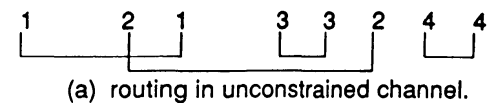


Figure from *Field-Programmable Gate Array Technology*, Trimberger, Kluwer, 1994

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## Antifuse Routing (cont.)

- Fully segmented
  - Switch at every cross point normally passes signals through vertically and horizontally, but can connect the vertical and horizontal tracks
  - Antifuse connects or disconnects the segments of the horizontal channel
- Non-segmented
  - Excessive area requirements
- 1-segment routing
  - Divides the tracks into segments of varying lengths, which allows each net to be routed in a track of more or less the appropriate size
- 2-segment routing
  - Allows track segments to be joined