

Build your own FM transmitter using an FPGA

...and rickroll your neighbors!¹

Nina Engelhardt

December 7, 2014

¹Note: This is illegal in most places. But fun!

Thanks for coming!



This is the second slide

A bit more information about this

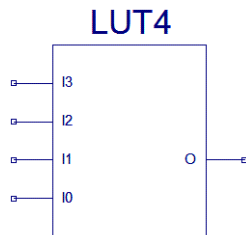
- ▶ Right now I'll talk your ear off a bit
 - ▶ boolean logic
 - ▶ what's in an FPGA?
 - ▶ combinatorial vs synchronous circuits
- ▶ If you've heard that stuff before, or like to know what's coming, you can already start reading/working on the tutorial files
 - ▶ tutorial.pdf = introduction to migen, how to build combinatorial and synchronous logic in migen
 - ▶ fmtransmitter.pdf + fm_transmitter_your_name_here.py = you know, that thing you came here for
- ▶ ssh into the lab computer to get them
 - ▶ username + password on the wall

Boolean Logic

- ▶ Boolean Algebra ($\mathbb{Z}/2\mathbb{Z}$)
 - ▶ Values = 0, 1
 - ▶ Operators = and, or, not, xor ($\&$, $|$, $!$, \wedge) (\wedge , \vee , \neg , \oplus)
- ▶ not getting into all the properties
- ▶ Boolean Functions
 - ▶ $f(i_1, \dots, i_n) = (o_1, \dots, o_m)$
 - ▶ many possible ways to express one function as formulas
 - ▶ $f(i_1, i_2, i_3) = (i_1 \wedge i_2) \vee i_3 = (i_1 \vee i_3) \wedge (i_2 \vee i_3)$
 - ▶ but one unique representation: truth table

a	b	$(a \vee b)$
1	1	1
1	0	1
0	1	1
0	0	0

Inside an FPGA

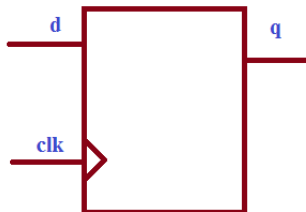


A	B	C	D	Out
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	0
1	1	1	1	1

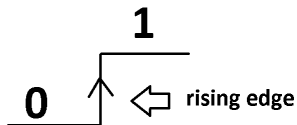
- ▶ Truth table!
- ▶ any function with more inputs (or outputs) is broken up into multiple truth tables

Inside an FPGA

The LUT's trusty sidekick: the flip-flop

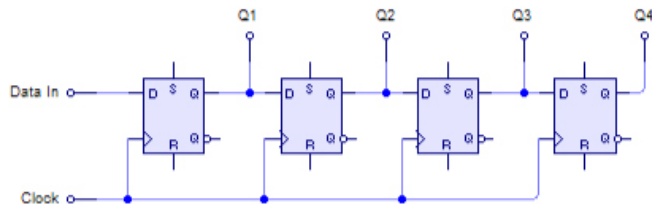


- ▶ Saves input value d when you tell it “now!”
- ▶ Outputs saved value on q
- ▶ Saying “now!” = rising edge on port clk



Inside an FPGA

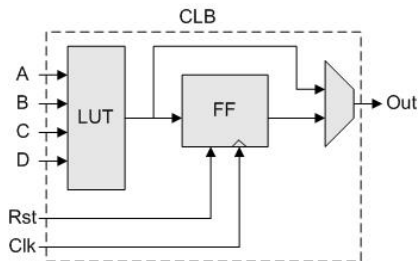
The LUT's trusty sidekick: the flip-flop



- ▶ Very important that all flip-flops get “now!” signal at the same moment (synchronous)
- ▶ Otherwise Q1 might have already changed when 2nd FF gets signal
- ▶ Clock signals are special, have their own routing network

Inside an FPGA

A maze of square little logic blocks, all alike



- ▶ Lots of these all over the FPGA
- ▶ Configurable routing network to connect them however you want
- ▶ Programming an FPGA = filling truth tables and routing signals (not by hand, thankfully)

Hardware Design

it's not programming

- ▶ Hardware design is describing how you want to connect wires, logic, and FFs together
- ▶ Not at all like writing code: spatial instead of temporal
- ▶ But looks very similar: $\text{out} = A \ \& \ B$
- ▶ Keep in mind what you get is this:



Hardware Design

but it's a lot like programming

- ▶ need to define variables first:

```
out = Signal()
```

```
A = Signal()
```

```
B = Signal()
```

- ▶ `out.eq(A & B)`



- ▶ Just floating in space like that it's no good, add it to a module

```
module.comb += out.eq(A & B)
```

```
module.sync += out.eq(A & B)
```

- ▶ adding to `sync` will make `out` into a register (FF)
- ▶ then if you read `out`, you get the value from previous cycle!

Hardware Design

but it's not programming

```
out.eq(out + 1)
```

- ▶ if you add it to combinatorial statements:

```
out = (((((out + 1) + 1) + 1) + 1) + 1) + ...
```

- ▶ does not compute (combinatorial loop)

- ▶ if you add it to synchronous statements:

```
out = previous_out + 1
```

- ▶ oh look, a counter!

