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# Reading User Data from Configuration PROMs

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## Summary

This application note describes how to retrieve user-defined data from Xilinx configuration PROMs (XC18V00 and Platform Flash devices) after the same PROM has configured the FPGA. The method to add user-defined data to the configuration PROM file is also discussed. The reference design described in this application note may be used in any of the following Xilinx FPGA architectures: Spartan™-II, Spartan-IIE, Spartan-3, Virtex™, Virtex-E, Virtex-II™, and Virtex-II Pro™.

## Introduction

After an FPGA has been configured, it is often necessary to retrieve user-defined data that is used by the FPGA during operation. The user-defined data needs to be retrieved from an external storage device and a control circuit is required to interface to the storage device. This implies additional time for logic design and board level engineering, not to mention extra board real estate requirements and a higher FPGA pin count.

Xilinx configuration PROMs are generally used to store an FPGA design, which is downloaded to the FPGA upon system power-up. In most cases, this is the PROM's only function, and its capacity is usually not fully used by the FPGA design. This leaves the unused portion of the PROM as wasted space.

The design in this application note describes how user-defined data can be stored and retrieved from Xilinx configuration PROMs using existing connections and only one user I/O. This reduces the FPGA pin count, component count, board space, and overall system cost. The user-defined data can be an Ethernet MAC ID, bitstream revision code, coefficients, processor code, ASCII data to be displayed, encryption codes, and so on. A Perl script has been created that automatically modifies existing configuration PROM files with user-defined data. The script supports Intel Object (.mcs) and HEX (.hex) file formats, with optional bit swapping.

## Considerations for PROM and FPGA Connections

Figure 1 clearly shows the minimum connections necessary to create a suitable interface between the PROM and the FPGA. The interface allows the FPGA to retrieve data from the PROM before and after it has been configured. This is the simplest implementation for reading user-defined data from a configuration PROM. However, other implementations do exist and are discussed later in this application note. For an in-depth description of the logic implementation for Figure 1, see "Macro Implementation," page 4.

The connections in Figure 1 are required for the following reasons:

- In any master configuration mode, the configuration clock CCLK generated by the FPGA will stop toggling after the FPGA has been successfully configured, preventing the PROM's address counter from advancing beyond the FPGA design stored in the PROM.
- When the  $\overline{CE}$  pin on the PROM goes High, the PROM's address counter is held reset at zero. If the  $\overline{CE}$  pin of the PROM is held High, the address counter of the PROM cannot be advanced. In this state, any data retrieved from the PROM will be the actual FPGA design and not user-defined data. This is explained in Table 1.

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- When the  $\overline{\text{INIT}}$  pin goes Low, indicating either that a CRC error occurred during configuration or that  $\overline{\text{INIT}}$  has become user I/O initialized to a Low state after configuration, the address counter of the PROM will be held reset to zero. If the  $\text{OE}/\overline{\text{RESET}}$  pin of the PROM is held Low, the address counter of the PROM cannot be advanced. In this state, any data retrieved from the PROM will be the actual FPGA design and not user-defined data.

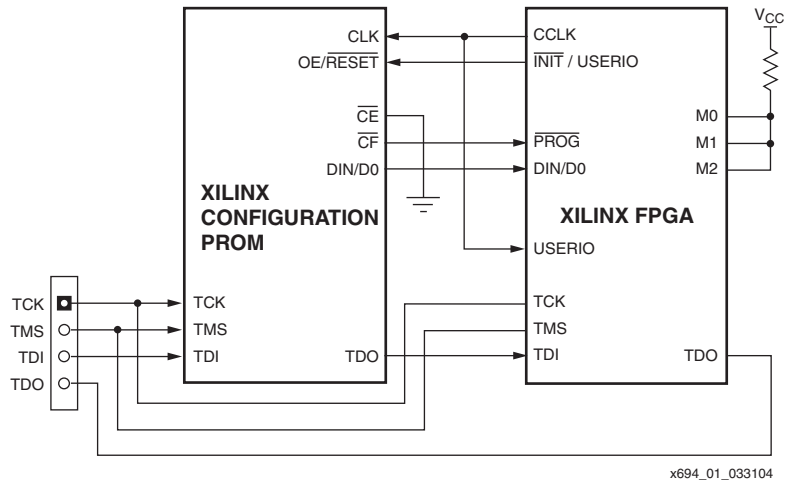


Figure 1: PROM and FPGA Connections with Additional Control Signal

Table 1: Truth Table for PROM Control Inputs

Control Inputs		Internal Address <sup>(1)</sup>	Outputs
$\text{OE}/\overline{\text{RESET}}$	$\overline{\text{CE}}$		DATA
High	Low	If address $\leq$ TC: increment	Active
		If address $>$ TC: do not change	High-Z
Low	Low	Held reset	High-Z
High	High	Held reset	High-Z
Low	High	Held reset	High-Z

**Notes:**

- TC = Terminal Count of address counter. Address = address count.

The above considerations have several solutions:

- The  $\overline{\text{CE}}$  pin can be connected to ground via a pull-down resistor. This will always enable the PROM. An alternative is to connect the  $\overline{\text{CE}}$  pin to a user I/O pin on the FPGA. This allows the user to enable or disable the PROM and reduce power consumption.
- The  $\text{OE}/\overline{\text{RESET}}$  pin should be connected to  $\overline{\text{INIT}}$ , since this allows the FPGA to reinitiate a configuration if a CRC error occurs during configuration. The  $\overline{\text{INIT}}$  pin becomes user I/O after configuration and so can be configured to output a logic High to keep the PROM outputs enabled.
- With the  $\text{OE}/\overline{\text{RESET}}$  pin held High and the  $\overline{\text{CE}}$  pin held Low, the PROM's address counter is able to advance beyond the FPGA configuration data.
- In master configuration modes the clock signal to the PROM can be generated by one of the user I/O and connected in parallel with the CCLK pin. This is a necessity, since the clock needs to be controlled by the FPGA.

The configuration clock CCLK stops toggling after the STARTUP phase of the FPGA has completed provided the **-persist** option in BitGen is set to **off** (default). After CCLK stops toggling, the pin is 3-stated with a weak pull-up resistor connected to  $V_{CCO}$ . However, depending on configuration options set during bitstream generation the number of CCLK cycles after the STARTUP phase is uncertain. This makes it difficult to know exactly at what address the PROM's address counter has stopped, which means that user-defined data stored directly after the FPGA configuration may not be retrieved reliably. Figure 2 shows this concept graphically.

This problem can be overcome by employing a mechanism similar to the configuration logic inside the FPGA. After power-up, the FPGA starts receiving data from the PROM. The FPGA, however, does not load any data received from the PROM until it has received a synchronization word. For Xilinx FPGAs based on the Virtex architecture, the synchronization word is AA995566h. This same idea can be used in the FPGA after configuration to look for user-defined data.

**Note:** For more information regarding FPGA configuration, see [XAPP501](#), "Configuration Quickstart Guidelines," and [XAPP138](#), "Virtex FPGA Series Configuration and Readback." For information regarding configuration of Virtex-II and Virtex-II Pro devices, see the "Configuration" chapters of the [Virtex-II Platform FPGA User Guide](#) and [Virtex-II Pro Platform FPGA User Guide](#).

After the FPGA has been configured, it sends out clock pulses on the user I/O connected to the CLK pin of the PROM. With every rising edge of the clock, the PROM's address counter is incremented by one, and the data at that address is presented on the data pins of the PROM.

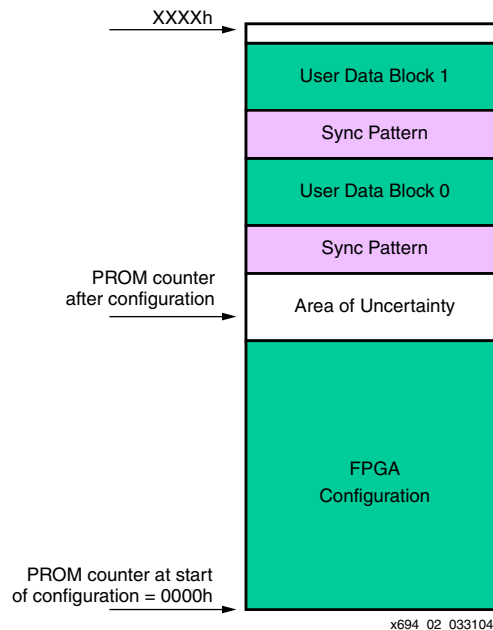


Figure 2: PROM Memory Map Showing Address Counter Uncertainty

A Perl script exists that adds synchronization patterns and user-defined data to configuration PROM files. For a detailed description on how to use the script, see "Adding User Data to the PROM," page 7. For now, an example of how to use the script is given. All files used in the example, including the script, can be found in the \Perl\_Script directory of the reference design archive. See "Design Resources," page 11.

The PROM file containing the FPGA configuration is named `prom_file.mcs` and the file containing the synchronization patterns and user-defined data is named `user_data.txt`. The command line that invokes the script to add the contents of `user_data.txt` to `prom_file.mcs` is:

```
Xilperl pc.pl -f mcs -swap off -uf user_data.txt -pf prom_file.mcs
```

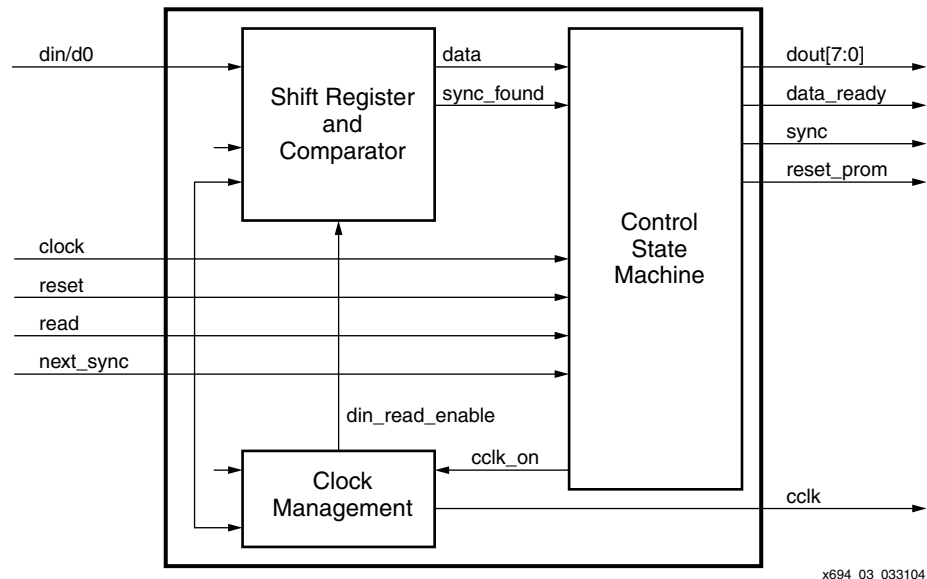
The script produces a PROM file named `new_prom_file.mcs`. All files can be examined in a text editor. The `user_data.txt` file has four separate blocks of user-defined data, each defined by a separate synchronization pattern. The synchronization pattern in this example is `8F9FAFBFh` and the user-defined data that follows is ASCII encoded data. When converted, the ASCII code represents:

XAPP 694 DATA BLOCK x

where x represents the current data block.

Other choices of synchronization patterns and user-defined data can be implemented. For a more detailed description, see [“Adding User Data to the PROM,”](#) page 7, and [“Other Implementations,”](#) page 10.

## Macro Implementation



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Figure 3: PROM Reader Macro

Figure 3 shows the macro used to read user-defined data from the PROM after the FPGA has been configured. A description of the input and output signals and their function can be found in Table 2.

Table 2: PROM Reader Macro Signal Descriptions and Functions

Signal	I/O Direction	Description
clock	Input	All signals are registered on the rising of this signal.
reset	Input	This signal resets all logic to the initial state. This signal is asynchronous and active Low.
din/d0	Input	Data from the PROM is presented on this signal.
read	Input	This signal is used to instruct the macro to retrieve the next 8 bits of data from the PROM. This signal is active Low.
next_sync	Input	This signal is used to instruct the macro to search and find the next synchronization pattern in the PROM. This signal is active Low.
dout[7:0]	Output	This is the data bus on which actual user-defined data is presented. Valid user-defined data is indicated by the data_ready signal going Low for one clock cycle.

Table 2: PROM Reader Macro Signal Descriptions and Functions (Continued)

Signal	I/O Direction	Description
data_ready	Output	This signal indicates that valid data is present on the dout[7:0] pins. This signal is active Low.
sync	Output	This signal indicates that a synchronization pattern has been detected in the data retrieved from the PROM. The signal is active Low.
reset_prom	Output	This signal outputs a Low whenever the macro is reset. This signal can be connected to either the CE or OE/RESET pin of the PROM to reset the PROM's address counter.
cclk	Output	This signal mimics the CCLK signal from the FPGA during configuration.

A description of each block of the macro and the functionality that it provides follows.

### Clock Management

This block generates clock enables at appropriate clock edges so that data from the PROM is captured correctly by the FPGA. It also generates a signal that mimics the CCLK signal provided during configuration.

With every rising edge of CCLK, new data is presented at the data pins of the PROM. On the falling edge of CCLK, a clock enable signal allows the data to be captured by the Shift Register and Comparator block on the rising edge of the system clock. This ensures that an adequate setup and hold time exists for the input registers of the FPGA.

The CCLK signal is generated by enabling a register that provides a signal equivalent to the system clock divided down to 10 Mhz. The enable signal to the register is provided by a rotating logic High through an SRL16. The length of the SRL16 is determined by the system clock frequency, which the user enters via a parameter. Using this method to "divide" the system clock is advantageous, since it does not require the use of DLLs or DCMs and still keeps the circuit synchronous.

Figure 4 shows the timing relationship between the data and CCLK.

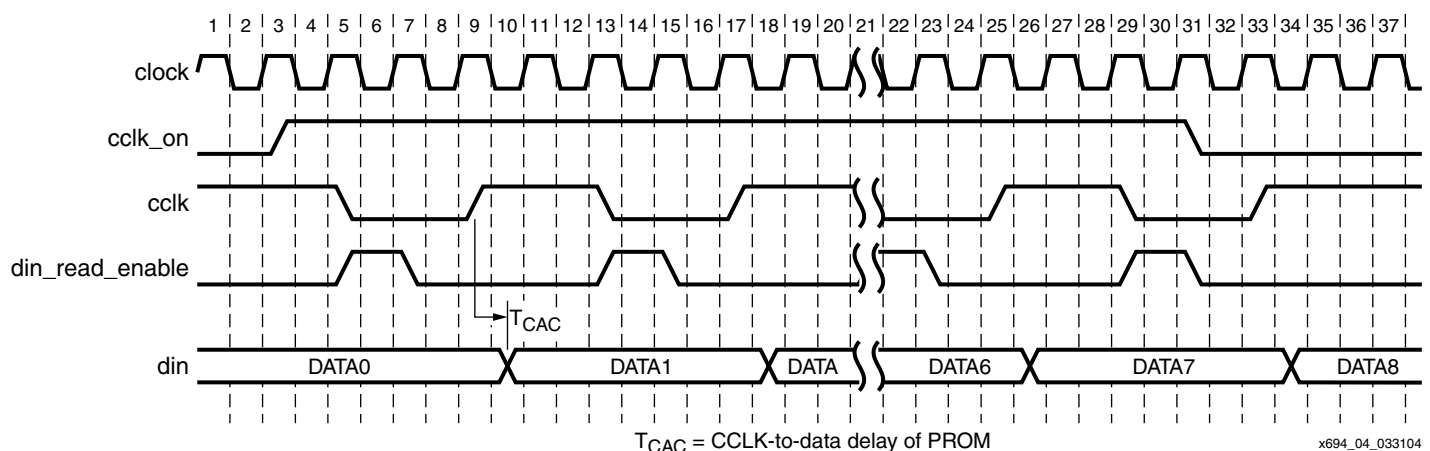


Figure 4: Clock Management Block Timing

### Shift Register and Comparator

This block captures data from the PROM one bit at a time. Whenever a data bit is clocked into the FPGA, the data is compared to a synchronization pattern to determine the start position of

user-defined data. The length of the synchronization pattern, as well as the pattern itself, can be user-defined. The pattern can also be changed during the operation of the FPGA. This allows the user to define and search for multiple sets of user-defined data, a capability that makes this circuit very flexible.

Upon finding the synchronization pattern, a sync pulse is generated to indicate that synchronization has been achieved. The sync pulse is valid for as long as the synchronization pattern remains valid.

Figure 5 shows the timing relationship of the sync signal and the data.

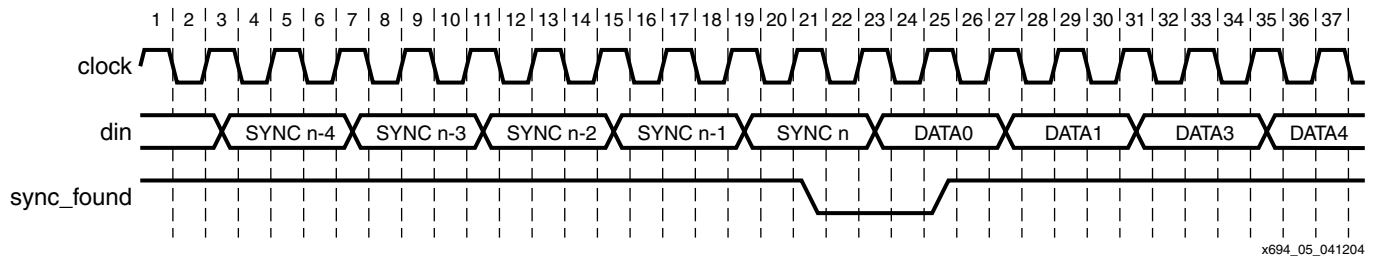


Figure 5: Shift Register and Comparator Block Timing

The Shift Register and Comparator block continues to check for a synchronization pattern, even when synchronization has already been achieved. If synchronization has been achieved and the user-defined data also happens to match the synchronization pattern, a sync pulse will still be generated. Therefore, only the data\_ready signal qualifies actual user-defined data. The data\_ready pulse is described in the Control State Machine section.

## Control State Machine

This block provides control for all other modules in the macro. It determines how many data bits to retrieve from the PROM after synchronization, when to search for the next synchronization pattern, when to retrieve the next byte of user-defined data, and when to reset the PROM's address counter. Figure 6 shows the different states implemented in the state machine.

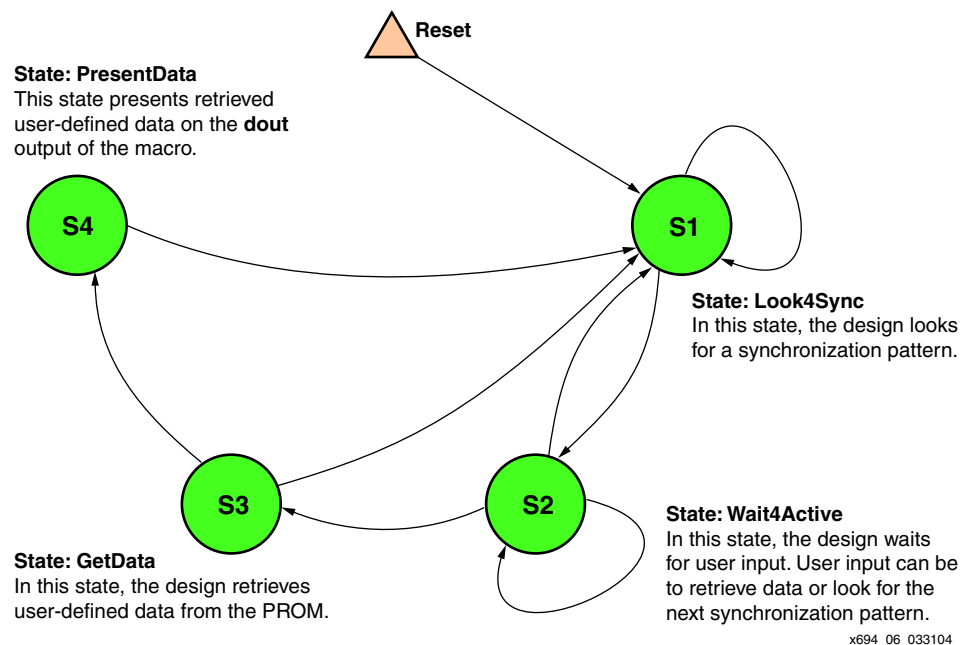


Figure 6: Control State Machine Diagram

Figure 7 shows the timing relationship of the data\_ready pulse, together with data on din/dout and the sync pulse.

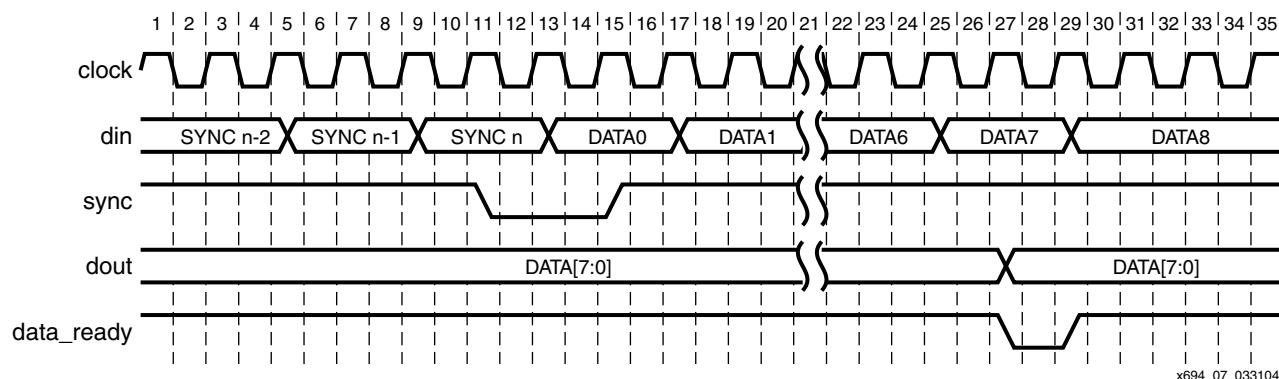


Figure 7: Control State Machine Block Timing

## Adding User Data to the PROM

In order to read user-defined data from the configuration PROM, a method must exist that allows the designer to easily add user-defined data to the PROM file. A Perl script that will add user-defined data to existing PROM files for Intel Object and Hex file formats can be found in the \Perl\_Script directory of the reference design for this application note. The Perl script does not support Motorola EXORmacs and TEKTRONIX TEK formats. In order to provide an explanation of what the script does and how it works, some details concerning PROM file formats are discussed in the next three sections:

- Bit swapping
- Records, byte counts and checksums
- PROM size

### Bit Swapping

Every byte of data retrieved from the configuration PROM is presented in a bit-swapped fashion: that is, the MSb of every byte is read first, and the LSb is read last. It is important to bear this in mind, as it has an effect on how data is presented and used inside the FPGA. An example of bit swapping is shown in Figure 8, which illustrates that the way data is presented in the PROM file differs from the way it is presented inside the FPGA. (The values chosen in the example are arbitrary.)

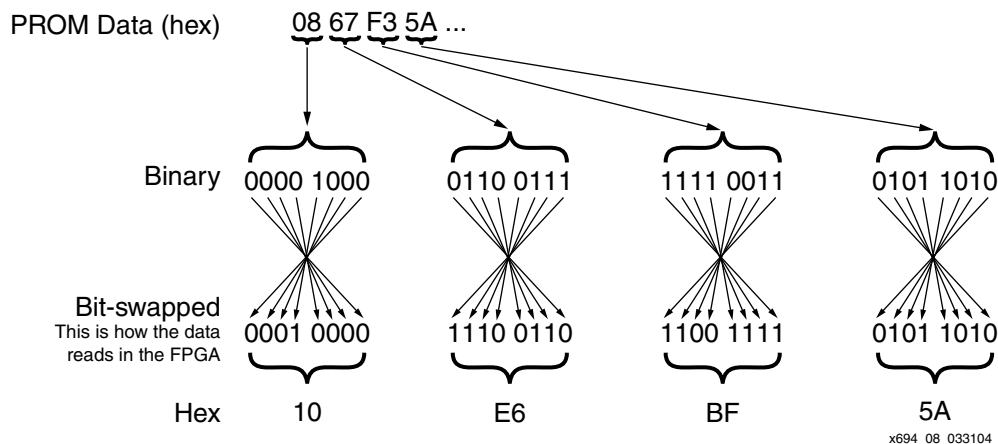


Figure 8: bit Swapping of PROM Data



Although other PROM file formats exists, the Perl script discussed in this application note supports only the Intel Object and Hex file formats, so only these formats are discussed here.

Bit swapping is a feature of the Intel Object (.mcs) and Hex PROM file formats. The Xilinx iMPACT configuration tool supports both formats. The Hex file format can have bit swapping enabled or disabled. The bit swapping is important to note when adding user-defined data to the configuration PROM file, since it influences the way that data is read by the FPGA, particularly the synchronization pattern. The bit swapping can be dealt with in two ways:

1. The user-defined data can be added to the configuration PROM file without any bit swapping. The data can then be bit-swapped inside the FPGA, if necessary, after it is read.
2. The user-defined data can be added to the configuration PROM file with every byte having been bit-swapped already. There is no need to bit-swap the data inside the FPGA after it is read.

Either of the above mentioned methods is suitable, and although the first option mentions swapping the bits inside the FPGA, this option does not add logic resources to realize the interface. The reference design in this application note implements the first option.

As already mentioned, the Hex file format can have bit swapping enabled or disabled. When using the Perl script, the user can specify whether the user-defined data is to be added in a bit-swapped fashion or not by using the `-swap` option. If the `-swap` option is `on`, then all bytes of the user-defined data are bit-swapped before they are added to the existing Hex file. If the `-swap` option is `off`, then the user-defined data is simply appended to the existing Hex file. When using Intel Object format PROM files, the `-swap` option must be specified, although the option has no effect.

## Records, Byte Counts and Checksums

When adding user-defined data to an existing configuration PROM file, there are a number of data fields that need to be added in order for the file to be successfully downloaded into a PROM. Since the Perl script only supports the Intel Object and Hex file formats, only these are discussed here. The Hex file formats do not require any additional data fields to be added. However, the Intel Object file format requires a Start Character, Byte Count, Address, Record Type, and Checksum fields, in addition to the actual data. The Perl script automatically calculates these fields and inserts them into the existing PROM file. In order for the script to calculate these values correctly, the user-defined data must be presented 16 bytes per line. [Table 3](#) through [Table 5](#) show the record types used by the iMPACT configuration software.

- 00 = Data Record
- 01 = End of File Record (signals the end of the file)
- 04 = Extended Linear Address Record (provides the offset to determine the absolute destination address)

The checksum is the two's complement of the binary summation of the preceding bytes in the record (including the byte count, address, and any data bytes), in hexadecimal notation.

The extended linear address record (Type 04) defines bits 16 to 31 of the 32-bit linear base address. This address will be added to subsequent data record addresses to provide the absolute address.

**Table 3: Input Data Type 00**

:	BC	AAAA	00	hhhh....h	CC
Start Character	Byte Count	Hex Address	Record Type	hh = 1 Data Byte	Checksum
	2 Characters	4 Characters	2 Characters	2 up to 32 Characters	2 Characters



Table 4: Input Data Type 01

:	00	0000	01	FF
Start Character	Byte Count	Hex Address	Record Type	Checksum
	2 Characters	4 Characters	2 Characters	2 Characters

Table 5: Input Data Type 04

:	02	0000	04	hhhh....h	CC
Start Character	Byte Count	Hex Address	Record Type	2 Byte Offset	Checksum
	2 Characters	4 Characters	2 Characters	2 up to 32 Characters	2 Characters

## PROM Size

Care must be taken not to add too much user-defined data to the PROM, since this will cause the configuration tools to reject the PROM file. To select a PROM that can store both the FPGA configuration and the user-defined data, simply add the number of bits used for the FPGA configuration to the number of user-defined data bits and synchronization patterns. The number of bits used for the FPGA configuration can be found by consulting the appropriate FPGAs data sheet.

**Note:** A detailed description of how to use the Perl script can be found in the `readme.txt` file in the `\Perl_Script` directory of the reference design.

## Reference Design Implementation

The reference design described in this application note can be implemented on the **Xilinx Virtex-II High Speed Demo Board**. A block diagram of the design is shown in [Figure 9](#).

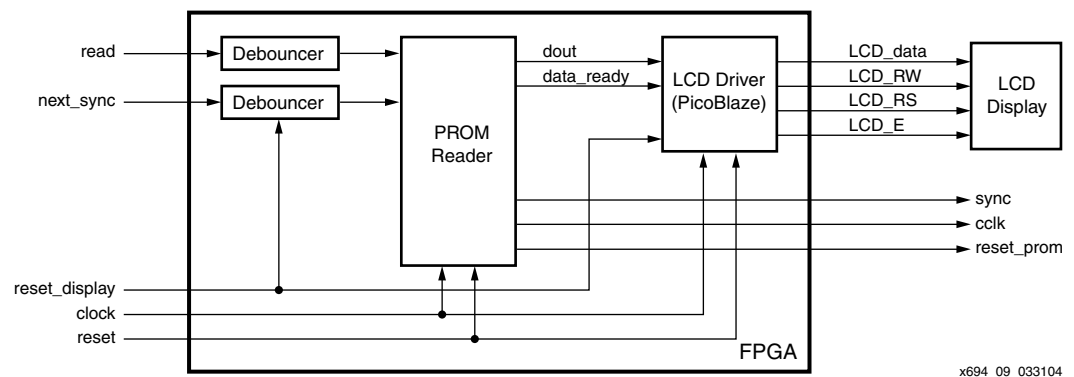


Figure 9: Reference Design for Virtex-II High Speed Demo Board

The user-defined data retrieved from the PROM is displayed on an LCD display. The LCD driver is implemented using PicoBlaze™.

## Other Implementations

Until now, this application note has dealt with reading user-defined data from a configuration PROM in a serial fashion. What happens when the PROM is connected in SelectMAP™ mode? What if different synchronization patterns need to be used, and how does the designer keep track of which data block is currently being read?

These questions are dealt with in the following sections.

### Parallel Implementation

The reference design described in this application note can be used for several implementations. A macro that allows the FPGA to read user-defined data from the configuration PROM in SelectMAP mode—that is, 8 bits at a time—is also available. A connection diagram for this implementation can be seen in Figure 10. The functionality of the parallel macro is the same as that of the serial macro, except that additional manipulation needs to be done in the Shift Register and Comparator block.

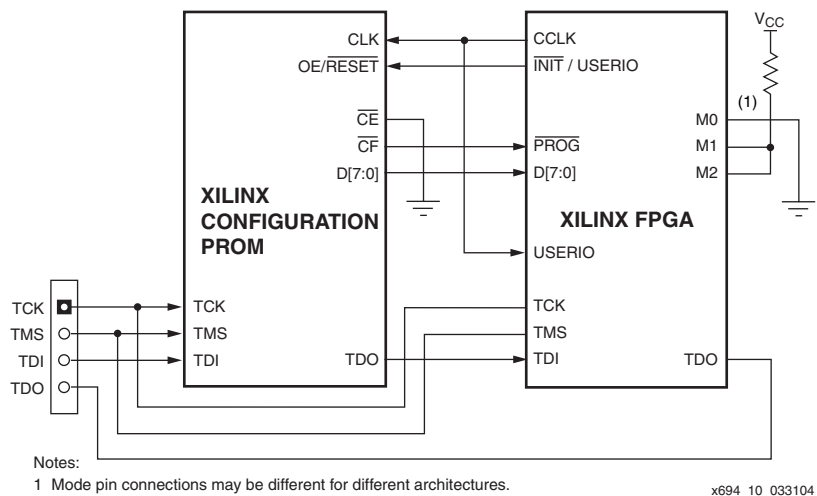


Figure 10: PROM and FPGA Connections in SelectMAP Mode

The connections shown in Figure 10 are the same as in Figure 1, except that now an 8-bit connection exists between the PROM and the FPGA.

### Synchronization Patterns

The reference design automatically scales the Shift Register and Comparator blocks depending on a "length" parameter. The parameter is entered in the HDL code, and the compiler uses this parameter to scale the block. The "length" parameter is the exponent of 2 that determines the number of bits used in the synchronization pattern:

$$\text{No. of bits in synchronization pattern} = 2^{\text{length}}$$

Therefore, if length = 5 then

$$\text{No. of bits in synchronization pattern} = 2^5 = 32 \text{ bits}$$

Keeping this in mind, the designer can choose different lengths for the synchronization pattern. Although the pattern may be specified as a certain length, any pattern shorter than the length specified can be used during operation, since the bits not used will simply be tied to ground.

### Multiple Data Blocks

Each block of user-defined data can be specified by using either the same synchronization pattern or a different synchronization pattern for each block. This is shown in Figure 11.

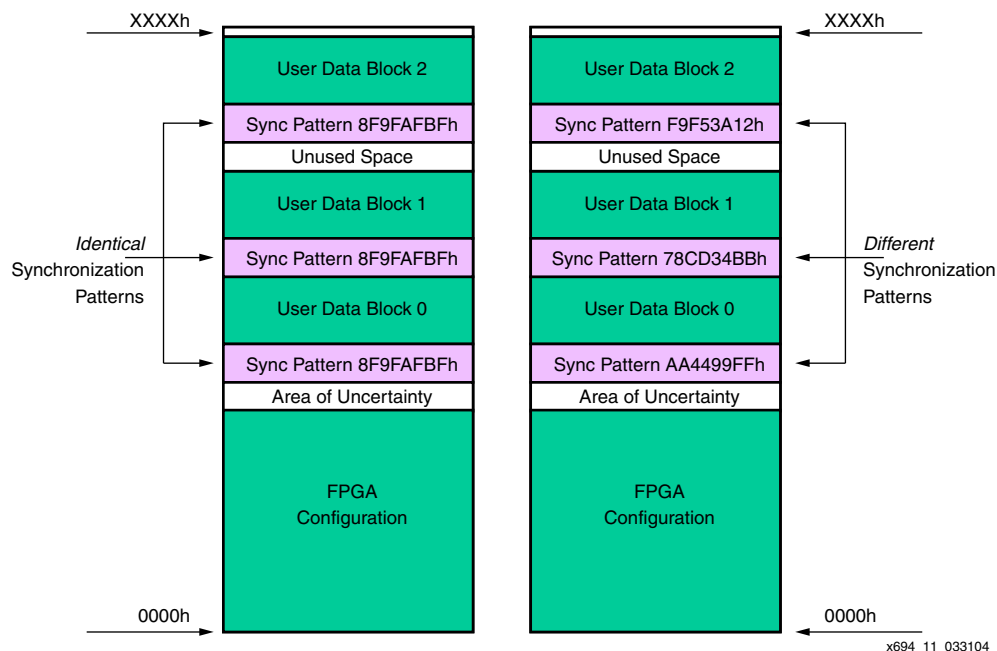


Figure 11: Using Identical and Different Synchronization Patterns

Both methods have advantages and disadvantages.

When using a synchronization pattern that remains constant, the user does not have to change the pattern during operation. However, it is not always clear which data block is the current one. A counter would need to be implemented in order to keep track of the data blocks.

By using different synchronization patterns for each data block, the blocks can be uniquely identified and addressed. There is no need to keep track of which data block is currently being used, since this is indicated by the pattern. The user, however, needs to change the pattern depending on the data block that is required. This means that the synchronization patterns need to be stored. The patterns may be hard-coded in the FPGA design or retrieved from pre-initialized BlockRAMs. The patterns can also be stored as user-defined data in the PROM. The first data block in the PROM contains all the synchronization words for all the other data blocks stored in the PROM. This avoids having to hard-code the patterns in the FPGA design or initialize BlockRAMs.

## Conclusion

The design described in this application shows an efficient and cost-effective approach to retrieving user-defined data from Xilinx configuration PROMs using existing connections and only one user I/O.

## Design Resources

The reference design described in this application note can be downloaded from <http://www.xilinx.com/bvdocs/appnotes/xapp694.zip>.

## Comments and Feedback

Any comments and feedback about this application and note and the reference design are encouraged and may be sent to [stephan.neuhold@xilinx.com](mailto:stephan.neuhold@xilinx.com)

## Revision History

The following table shows the revision history for this document.

Date	Version	Revision
05/26/04	1.0	Initial Xilinx release.