

§ GDAŃSK UNIVERSITY § OF TECHNOLOGY

Subject card

Subject name and code	Programmable Digital Circuits, PG_00047705							
Field of study	Automatic Control, Cybernetics and Robotics							
Date of commencement of studies	October 2023		Academic year of realisation of subject			2026/2027		
Education level	first-cycle studies		Subject group			Optional subject group Subject group related to scientific research in the field of study		
Mode of study	Full-time studies		Mode of delivery			at the university		
Year of study	4		Language of instruction		Polish			
Semester of study	7		ECTS credits		3.0			
Learning profile	general academic profile		Assessment form		assessment			
Conducting unit	Department of Microelectronic Systems -> Faculty of Electronics, Telecommunications and Informatics							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Miron Kłosowski					
	Teachers dr inż. Miron Kłosowski							
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM
	Number of study hours	15.0	0.0	30.0	0.0		0.0	45
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study		SUM
	Number of study hours	45		3.0		27.0		75
Subject objectives	The aim of the course electronic systems us companies producing EDA software develo	ing FPGA tech	nology and VF	IDL. As a resul	t, stude	nts will	be prepared	to work in

Learning outcomes	Course outcome	Subject outcome	Method of verification			
	[K6_U03] can design, according to required specifications, and make a simple device, facility, system or carry out a process, specific to the field of study, using suitable methods, techniques, tools and materials, following engineering standards and norms, applying technologies specific to the field of study and experience gained in the professional engineering environment	Student designs digital circuits using the VHDL language. Student simulates the behavior of designed systems using VHDL and SystemC simulators. Student implements and tests digital circuits in a real hardware environment based on FPGAs.	[SU1] Assessment of task fulfilment			
	[K6_U04] can apply knowledge of programming methods and techniques as well as select and apply appropriate programming methods and tools in computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study	Student designs digital systems using FPGAs integrated with microprocessors. Student implements embedded systems containing FPGAs using the Linux operating system.	[SU1] Assessment of task fulfilment			
	[K6_W03] Knows and understands, to an advanced extent, the construction and operating principles of components and systems related to the field of study, including theories, methods and complex relationships between them and selected specific issues - appropriate for the curriculum	Student describes the architecture and applications of SPLD and FPGA programmable circuits. Student discusses methods of FPGA configuration. Student describes the properties of hardware description languages. Student knows the basics of the VHDL language. Student understands the processes of synthesis and simulation. Student is able to determine the conditions for the synthesis of the code in VHDL. Student knows the basics of the SystemC environment.	[SW1] Assessment of factual knowledge			
Subject contents	 Introduction to VHDL, origin and applications. 2. Abstraction levels and description methods of digital circuits. 3. Design entity description in VHDL. 4. Assignments, signals, variables and operators in VHDL. 5. Data types in VHDL. 6. Resolution function. 7. Vectors and operations on vectors in VHDL. 8. Combinatorial processes. Synthesis of combinatorial logic in VHDL. 9. Project simulation in VHDL. 10. Conditional, case and loop statements in processes. 11. Constants and initial values of signals and variables. 12. Hierarchy and configuration of design entities. 13. Sequential processes in VHDL. 14. State machines. State encoding. Forbidden states. 15. Type conversion in VHDL. 16. Functions and procedures in VHDL. 17. Introduction to SystemC environment. 18. Applications of SystemC environment. 19. System design with hardware-software partitioning. 20. Soft-processors - architecture and applications. 21. Architecture of FPGA. 22. FPGA configuration methods. 23. Architecture and properties of input/output blocks in FPGAs. 24. Hardware functional blocks in FPGAs. 25. Automatic synthesis of functional blocks. 26. Constrain driven design. 27. "Reconfigurable Computing" as a programming paradigm. 28. Applications of RC in signal processing. 29. Algorithm representation methods in RC. 30. Arithmetic systems in RC. 					
Prerequisites and co-requisites						
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade			
and criteria	Practical exercise	50.0%	70.0%			
	Midterm colloquium	50.0%	30.0%			
Recommended reading	Recommended reading Basic literature		Zwoliński Mark, "Projektowanie układów cyfrowych z wykorzystaniem języka VHDL", Wydawnictwa Komunikacji i Łączności WKŁ, Warszawa 2007.			
	Supplementary literature	No requirements				
	eResources addresses	Adresy na platformie eNauczanie:				

Example issues/ example questions/ tasks being completed	Sample lab exercises:
	 Simple LED display driver. Simple RS232 receiver and transmitter.
	3. Video signal generator for VGA display.
	4. Embedded system based on FPGA.
Work placement	Not applicable