

Digital Systems Design

Assignment 4: NIOS II

Abstract

This study introduces the integration of various components into Qsys, including a Nios2 processor, memory units, peripherals, and a custom instruction module for leading one computation. Additionally, a PLL is incorporated to delay the SDRAM clock, and pin assignments are finalized. Memory testing is automated through C code generation. Testing reveals successful SDRAM and SRAM functionality. The subsequent phase involves utilizing Qsys for a custom module, particularly for computing leading 1s. Verification occurs through waveform simulation before integration into Qsys. Testing in Eclipse demonstrates the custom module's accuracy and efficiency compared to software execution, showing a 18% speed improvement.

Declaration

I confirm that I have read and understood the University's definitions of plagiarism and collusion from the Code of Practice on Assessment. I confirm that I have neither committed plagiarism in the completion of this work nor have I colluded with any other party in the preparation and production of this work. The work presented here is my own and in my own words except where I have clearly indicated and acknowledged that I have quoted or used figures from published or unpublished sources (including the web). I understand the consequences of engaging in plagiarism and collusion as described in the Code of Practice on Assessment.

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1 Part A

1.1 Block diagram of BDF

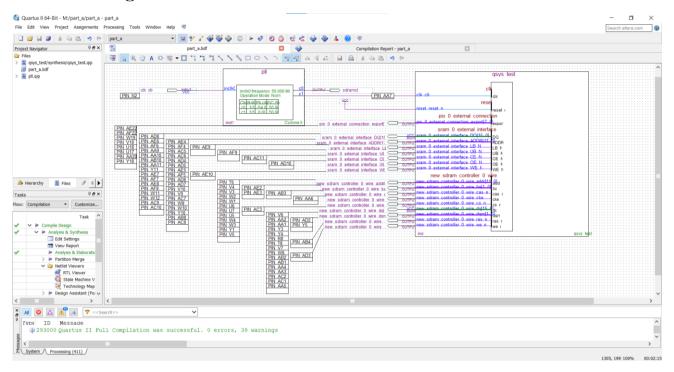


Fig.1. Screenshot of bdf file

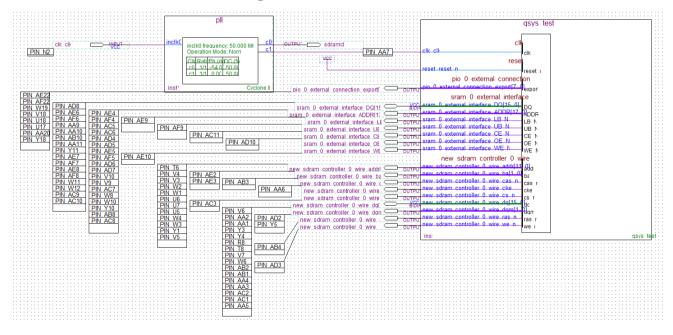


Fig.2. Block diagram for Part A

1.2 Memory map

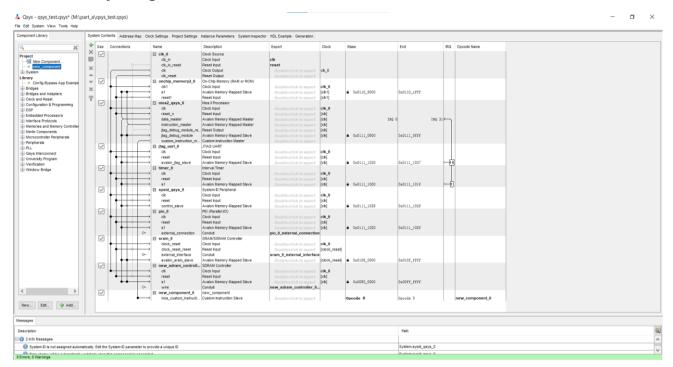


Fig.3. Screenshot for Qsys

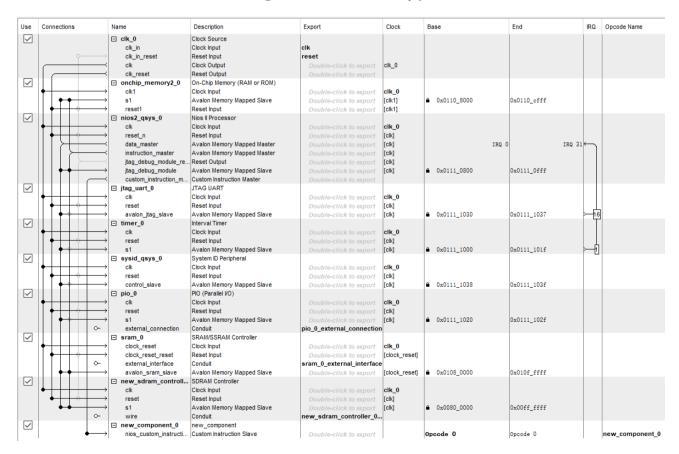


Fig.4. Qsys with assigned memory map

System Contents Address Map CI	ock Settings Project Settings Instance Parameters S	System Inspector HDL Example Generation
	nios2_qsys_0.data_master	nios2_qsys_0.instruction_master
onchip_memory2_0.s1	0x0110_8000 - 0x0110_cfff	0x0110_8000 - 0x0110_cfff
nios2_qsys_0.jtag_debug_module	0x0111_0800 - 0x0111_0fff	0x0111_0800 - 0x0111_0fff
jtag_uart_0.avalon_jtag_slave	0x0111_1030 - 0x0111_1037	
timer_0.s1	0x0111_1000 - 0x0111_101f	
sysid_qsys_0.control_slave	0x0111_1038 - 0x0111_103f	
pio_0.s1	0x0111_1020 - 0x0111_102f	
sram_0.avalon_sram_slave	0x0108_0000 - 0x010f_ffff	0x0108_0000 - 0x010f_ffff
new_sdram_controller_0.s1	0x0080_0000 - 0x00ff_ffff	0x0080_0000 - 0x00ff_ffff

Fig.5. Address Map

1.3 Test results for SRAM and SDRAM

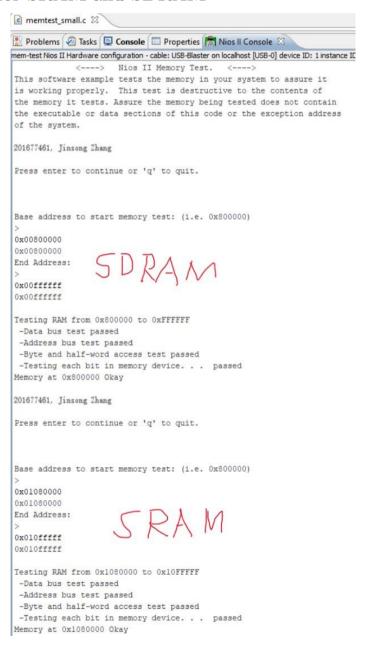


Fig.6. Test result for SRAM and SDRAM

1.4 Explanation of results

```
int main(void)
{
  int ch;

/* Print the Header */
MenuHeader();

while (1)
{
    printf("\n201677461, Jinsong Zhang\n");
    printf("\nPress enter to continue or 'q' to quit.\n");
    ch = alt_getchar();
    putchar(ch);
    if(ch == 'q' || ch == 'Q')
    {
        printf( "\nExiting from Memory Test.\n");
        break;
    }
    else if (ch == '\n')
    {
        TestRam();
    }
}
return (0);
}
```

Fig.7. Code for memory test

We started by adding to Qsys such things as a Nios2 processor, on-chip memory, a JTAG UART, an Interval Timer, a System ID Peripheral, a PIO, SRAM, SDRAM, and a custom instruction module to compute the leading one. Then a PLL is added to delay the SDRAM clock by 3ns and finally all the pin assignments for this module are done. When we create a new C code project for memory testing, it will automatically generate a code for testing memory. We just need to add our student number and name in the main function to be displayed in each test. In the test results section, I first tested the SDRAM, the test was completed by entering the start and end addresses of the SDRAM memory into the NIOS console. The results show that all the tests passed. Then I entered the start and end addresses of the SRAM into the console and all tests passed.

2 Part B

2.1 Custom instruction (Leading one)

2.1.1 ASM for custom instruction

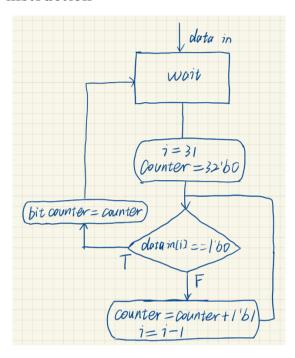


Fig.8. ASM for custom instruction

2.1.2 Verilog for custom instruction

```
1
    module lead one (
2
    input wire [31:0] data in,
 3
     output reg [31:0] bit count
    L);
 4
 5
        reg [31:0] counter;
 6
7
        integer i;
8
9
        always @ (data in)
10
    begin
11
               begin:flag
    counter = 32'b0;
12
13
                     for (i=31; i>=0; i=i-1)
14
                        begin
    15
                            if (data_in [i] ==1'b0)
16
                                  disable flag;
17
                            counter = counter + 1'b1;
18
                        end
19
               end
20
                  bit count = counter;
21
            end
22
     endmodule
23
```

Fig.9. Verilog for custom instruction

2.1.3 Waveform simulation of custom instruction

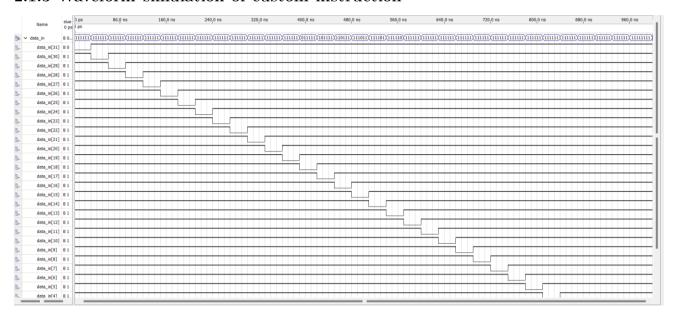


Fig.10. Simulation of custom instruction (Leading one)



Fig.11. Results of Simulation

Here we tested all the cases of the custom instruction, because my task was to test leading 1s. this means that I need to count how many 1s there are in the highest bit of a 32-bit binary number (until a 0 is encountered or the count reaches 32 bits). I tested all possibilities, i.e. from 0 1s to 32 1s. as you can see from the test results everything is fine.

2.2 C code for test program

```
#include "sys/alt stdio.h"
#include "system.h"
#include "time.h"
#include "sys/alt timestamp.h"
int main()
   int i = 0xF0000000; // 4 leading 1s
int j = 0xFF000000; // 8 leading 1s
int k = 0xFFF00000; // 12 (c in hex) leading 1s
    int time1, time2, time3, time4;
    int counter = 0;
    int msb = 1 << 31;</pre>
   alt putstr("Hello from Nios II!\n");
    // custom instruction
    time1 = alt_timestamp_start();
    counter = ALT CI NEW COMPONENT 0(i,0); // custom instruction to count leading 1s
    time2 = alt timestamp();
    alt printf("i = %x, a = %x\n", i, counter);
   alt printf("Time for custom instruction: %x ticks\n", time2 - time1); //custom instruction time
    //software implementation
    time3 = alt timestamp start();
    for (counter = 0; counter < 32; counter++) // software to count leading 1s</pre>
        if(((i << counter) & msb) == 0)
            break:
    time4 = alt timestamp();
    alt printf("i = %x, a = %x\n", i, counter);
    alt printf("Time for software implementation: %x ticks\n", time4 - time3); // software implementation time
    counter = ALT CI NEW COMPONENT 0(j,0); // custom instruction to count leading 1s
    alt printf("j = %x, b = %x\n", j, counter);
    counter = ALT CI NEW COMPONENT 0(k,0); // custom instruction to count leading 1s
    alt_printf("k = %x, b = %x \n", k, counter);
    return 0;
```

Fig.12. C code for custom instruction testing (Leading 1s)

2.3 Result for custom instruction (Leading 1s)

```
Problems Tasks Console Nios II Console Properties

TB Nios II Hardware configuration - cable: USB-Blaster on localhost [USB-0] device ID: 1 instance

Hello from Nios II!

i = f0000000, a = 4

Time for custom instruction: 4e ticks

i = f0000000, a = 4

Time for software implementation: 5f ticks

j = ff000000, b = 8

k = fff00000, b = c
```

Fig. 13. Test result for custom instruction implementation and software implementation

2.4 Speed comparison (Custom instruction and software implementation)

```
Problems Tasks Console Nios II Console 
TB Nios II Hardware configuration - cable: USB-Blaster on localhost [USB-0]

Hello from Nios II!

i = f0000000, a = 4

Time for custom instruction: 4e ticks

i = f0000000, a = 4

Time for software implementation: 5f ticks
```

Fig.14. Speed comparison between custom implementation and software implementation

2.5 Explanation of result

For the second part we can just use Qsys from the first part, note that we need to add a .v file as a new custom command. The purpose of this directive is to compute a binary number of leading 1s. We have tested our custom module in its entirety in the waveform simulation section. We then added this module to Qsys. Then we create a new C project in Eclipse, the type should be Hello world small, then we can find the functions and the usage of our custom module from the header file of system.h. Then we write C code to test if the custom module is working properly. The test result shows that everything works fine with our custom command module. That is, it calculates leading 1s correctly, and then we use a for loop as a software execution and compare it with our custom instruction. Here we use timestamp to calculate the execution time. We can see that the custom instruction uses 0x4e ticks to calculate 4 leading 1s, while the software execution uses 0x5f ticks, we can conclude that the custom instruction is faster than the software execution. 0x5f = 95, 0x4e = 78, we can see that the custom instruction is 18% faster than the software execution.