

De1-SoC Board Audio Output Using the WM8731 Audio Codec

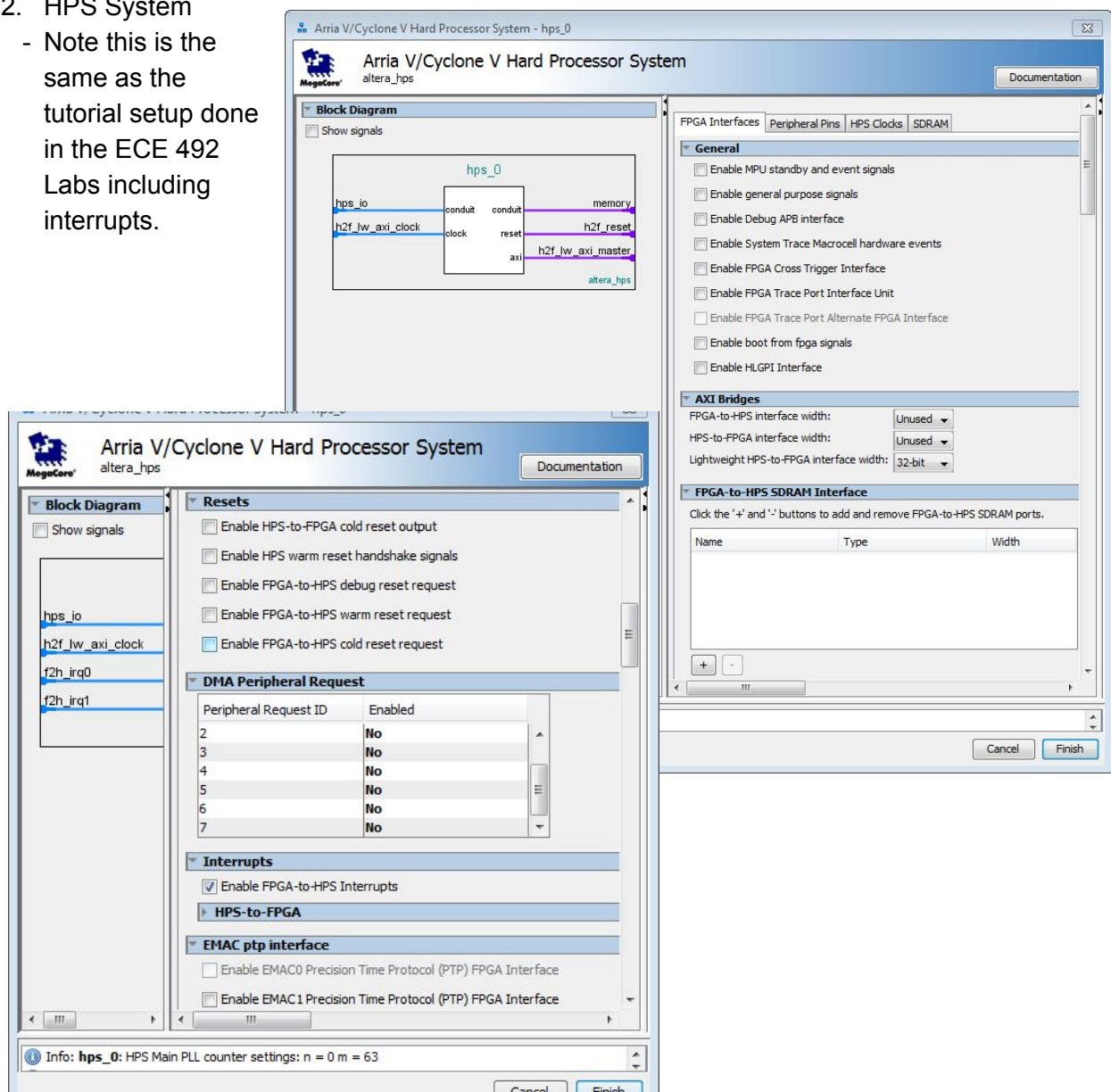
Introduction

These notes will show how to get the WM8731 audio codec configured and running, as well as outputting a simple frequency sine wave.


Hardware Procedure

The following images show the minimum required components in the Qsys system as well as the required settings.

1. Clock
 - Use the default clock source created by the New Project Wizard
2. HPS System
 - Note this is the same as the tutorial setup done in the ECE 492 Labs including interrupts.



Arria V/Cyclone V Hard Processor System - hps_0

Arria V/Cyclone V Hard Processor System
altera_hps

Documentation

FPGA InterfacesPeripheral PinsHPS ClocksSDRAM

Block Editor

Show settings

hps_io

h2f_lw

Ethernet Media Access Controller

EMAC0 pin:Unused

EMAC0 mode:N/A

EMAC1 pin:HPS I/O Set 0

EMAC1 mode:RGMII

NAND Flash Controller

Quad SPI Flash Controller

SD/MMC Controller

SDIO pin:HPS I/O Set 0

SDIO mode:4-bit Data

USB Controllers

USB0 pin:Unused

USB0 PHY interface mode:N/A

USB1 pin:HPS I/O Set 0

USB1 PHY interface mode:SDR with PHY clock output mode

SPI Controllers

SPIM0 pin:Unused

SPIM0 mode:N/A

SPIM1 pin:HPS I/O Set 0

SPIM1 mode:Single Slave Select

SPIS0 pin:Unused

SPIS0 mode:N/A

SPIS1 pin:Unused

SPIS1 mode:N/A

UART Controllers

UART0 pin:HPS I/O Set 0

UART0 mode:No Flow Control

UART1 pin:Unused

UART1 mode:N/A

Info: hps_0: HPS Main PLL counter settings: n = 0 m = 63

Info: hps_0: HPS peripheral PLL counter settings: n = 0 m = 39

Cancel

Finish

I2C Controllers

I2C0 pin: HPS I/O Set 0

I2C0 mode: I2C

I2C1 pin: HPS I/O Set 0

I2C1 mode: I2C

I2C2 pin: Unused

I2C2 mode: N/A

I2C3 pin: Unused

I2C3 mode: N/A

CAN Controllers

Trace Port Interface Unit

In the Peripheral Mux Table click on the GPIO09, GPIO35, GPIO40, GPIO48, GPIO53, GPIO54 and GPIO61 pins to appropriately map them manually. .

Under the HPS Clocks tab leave the Input Clocks tab as the default.
The output clocks are as follows:

Arria V/Cyclone V Hard Processor System - hps_0

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Input Clocks Output Clocks

Clock Sources

Main PLL Output Clocks - Desired Frequencies

Default MPU clock frequency: 925.0 MHz

☐ Use default MPU clock frequency

MPU clock frequency: 800.0 MHz

L3 MP clock frequency: 200.0 MHz

L3 SP clock frequency: 100.0 MHz

Debug AT clock frequency: 25.0 MHz

Debug clock frequency: 12.5 MHz

Debug trace clock frequency: 25.0 MHz

L4 MP clock frequency: 100.0 MHz

L4 SP clock frequency: 100.0 MHz

Configuration/HPS-to-FPGA user 0 clock frequency: 100.0 MHz

Peripheral PLL Output Clocks - Desired Frequencies

HPS-to-FPGA User Clocks

Info: hps_0: HPS Main PLL counter settings: n = 0 m = 63

Cancel Finish

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h2f_lw

FPGA Interfaces Peripheral Pins HPS Clocks SDRAM

SDRAM Protocol: DDR3

PHY Settings Memory Parameters Memory Timing Board Settings

Clocks

Memory clock frequency: 400.0 MHz

☐ Use specified frequency instead of calculated frequency

Achieved memory clock frequency: 400.0 MHz

PLL reference clock frequency: 25.0 MHz

Advanced PHY Settings

Supply Voltage: 1.5V DDR3

I/O standard: SSTL-15

Info: hps_0: HPS Main PLL counter settings: n = 0 m = 63

Info: hps_0: HPS peripheral PLL counter settings: n = 0 m = 39

Cancel Finish

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FPGA Interfaces Peripheral Pins HPS Clocks SDRAM

SDRAM Protocol: DDR3

PHY Settings Memory Parameters Memory Timing Board Settings

Apply memory parameters from the manufacturer data sheet
Apply device presets from the preset list on the right.

Memory vendor: Other

Memory format: Discrete Device

Memory device speed grade: 800.0 MHz

Total interface width: 32

Number of DQS groups: 4

Number of chip select/depth expansion: 1

Number of clocks: 1

Row address width: 15

Column address width: 10

Bank-address width: 3

☒ Enable DM pins

☒ DQS# Enable

Info: hps_0: HPS Main PLL counter settings: n = 0 m = 63

Cancel Finish

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Arria V/Cyclone V Hard Processor System
altera_hps Documentation

Block Diag

☐ Show signals

hps_io
h2f_lw_axi

☒ DQS# Enable

Memory Initialization Options

Mirror Addressing: 1 per chip select: 0

☐ Address and command parity

Burst Length: Burst chop 4 or 8 (on the fly)

Read Burst Type: Sequential

DLL precharge power down: DLL off

Memory CAS latency setting: 11

Output drive strength setting: RZQ/7

ODT Rtt nominal value: RZQ/4

Auto selfrefresh method: Manual

Selfrefresh temperature: Normal

Memory write CAS latency setting: 8

Dynamic ODT (Rtt_WR) value: RZQ/4

Info: **hps_0**: HPS Main PLL counter settings: n = 0 m = 63

Info: **hps_0**: HPS peripheral PLL counter settings: n = 0 m = 39

Cancel Finish

Under Board Settings -> Setup and Hold Derating and Channel Signal Integrity, leave Altera's default settings checked.

The remaining configuration is as follows:

The screenshot shows the 'Arria V/Cyclone V Hard Processor System' configuration window. The 'Board Settings' tab is selected, and the 'SDRAM Protocol' is set to 'DDR3'. The 'Setup and Hold Derating' and 'Channel Signal Integrity' sections are expanded, showing default values for various timing parameters.

Board Settings

Use the Board Settings to model the board-level effects in the timing analysis.

The wizard supports single- and multi-rank configurations. Altera has determined the effects on the output signaling of these configurations and has stored the effects on the output slew rate and the channel uncertainty within the UniPHY MegaWizard.

These values are representative of specific Altera boards. You must change the values to account for the board level effects for your board. You can use HyperLynx or similar simulators to obtain values that are representative of your board.

Setup and Hold Derating

Channel Signal Integrity

Board Skews

PCB traces can have skews between them that can cause timing margins to be reduced. Furthermore, skews between different ranks can further reduce the timing margin in multi-rank topologies.

Restore default values

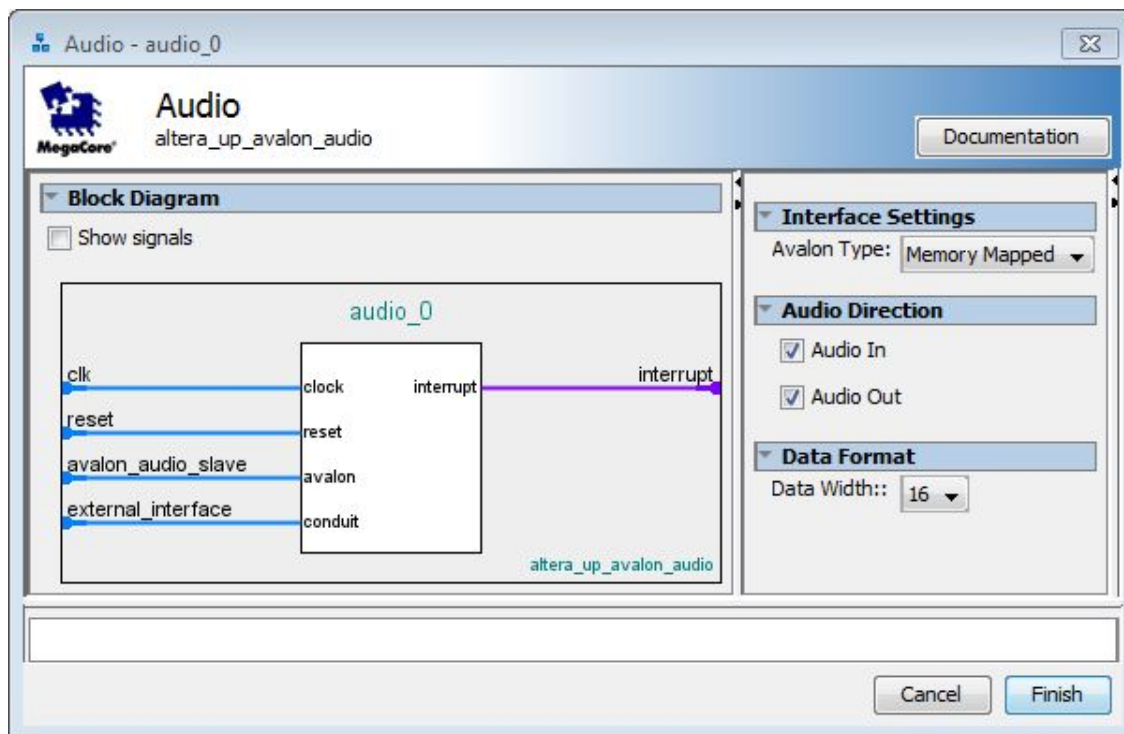
Maximum CK delay to DIMM/device:	0.03	ns
Maximum DQS delay to DIMM/device:	0.02	ns
Minimum delay difference between CK and DQS:	0.06	ns
Maximum delay difference between CK and DQS:	0.12	ns
Maximum skew within DQS group:	0.01	ns
Maximum skew between DQS groups:	0.06	ns
Average delay difference between DQ and DQS:	0.05	ns
Maximum skew within address and command bus:	0.02	ns
Average delay difference between address and command and CK:	0.01	ns

Info: hps_0: HPS Main PLL counter settings: n = 0 m = 63

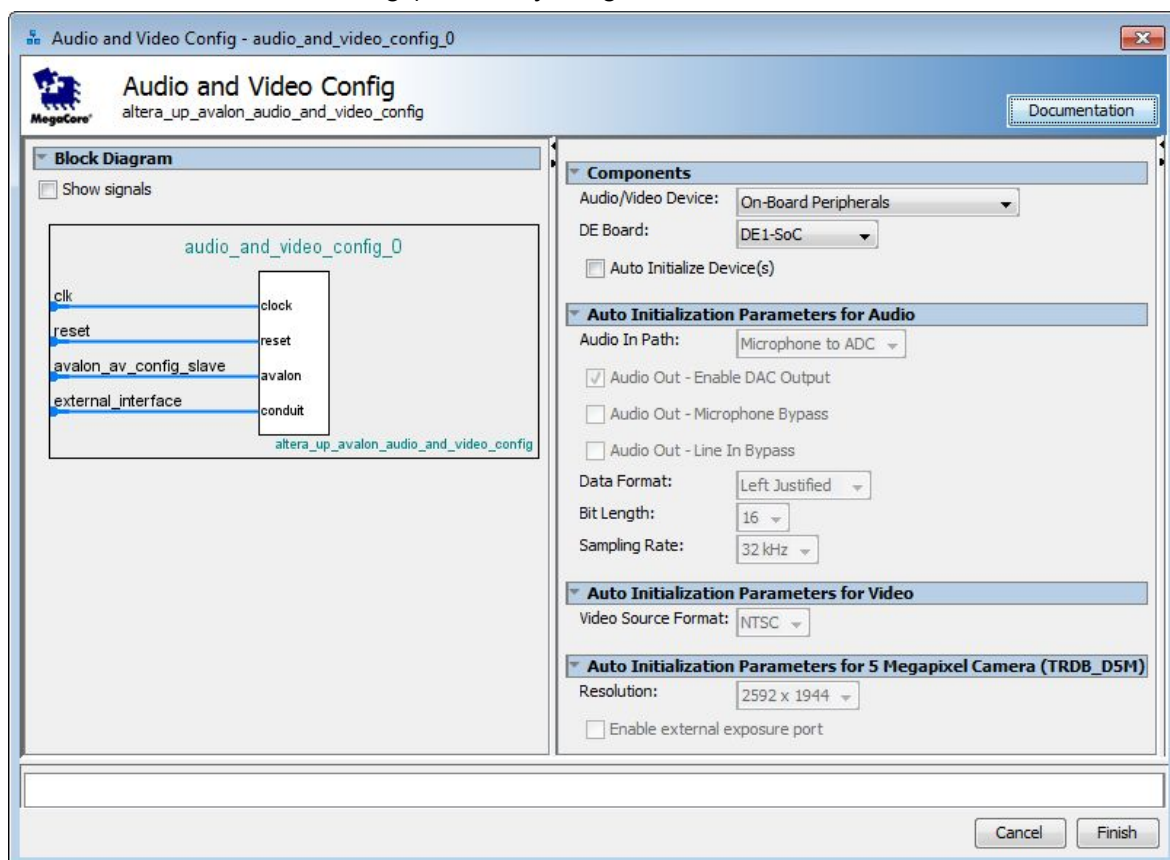
Info: hps_0: HPS Peripheral PLL counter settings: n = 0 m = 20

Cancel Finish

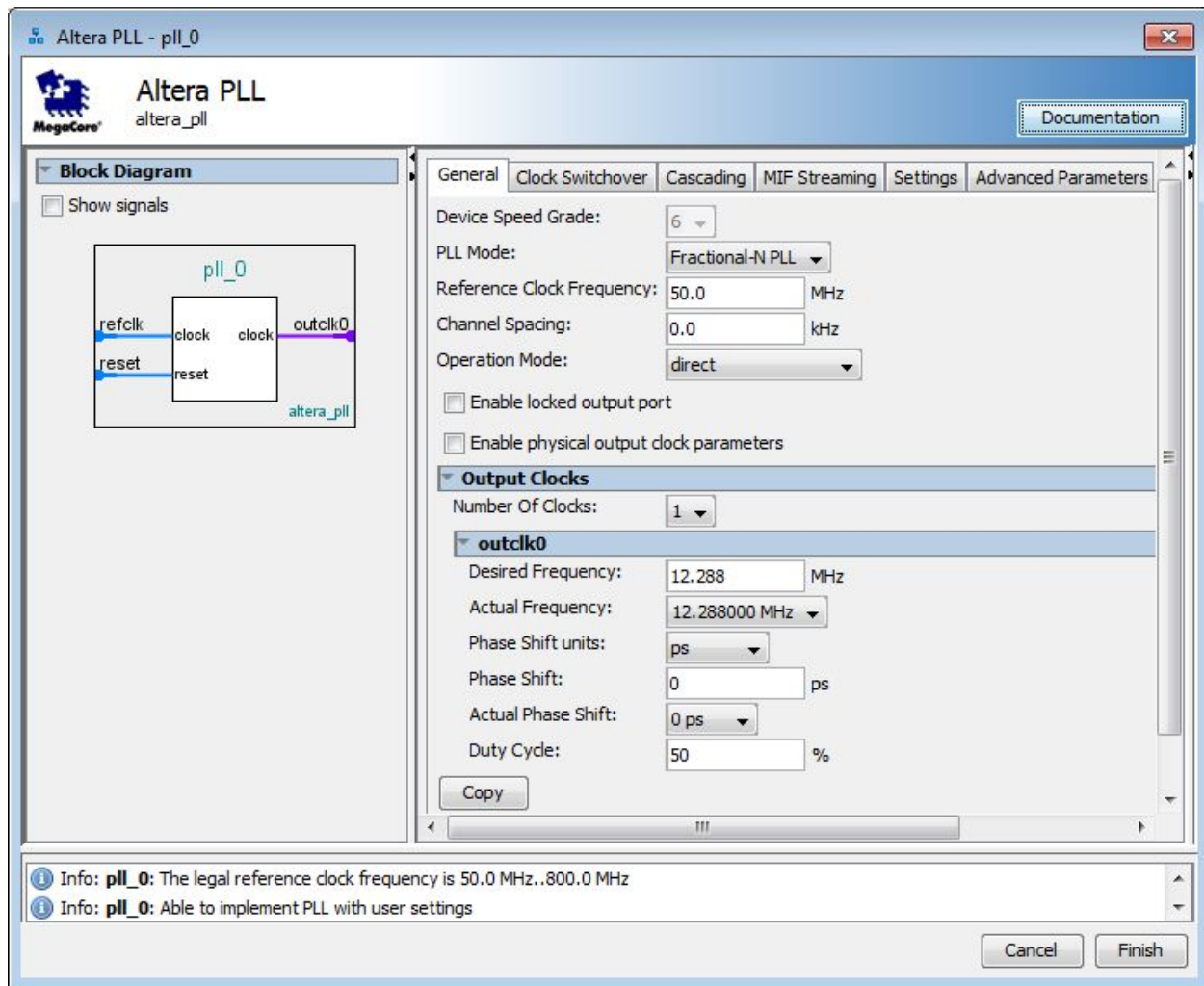
3. Audio Core (University Program -> Audio and Video -> Audio)



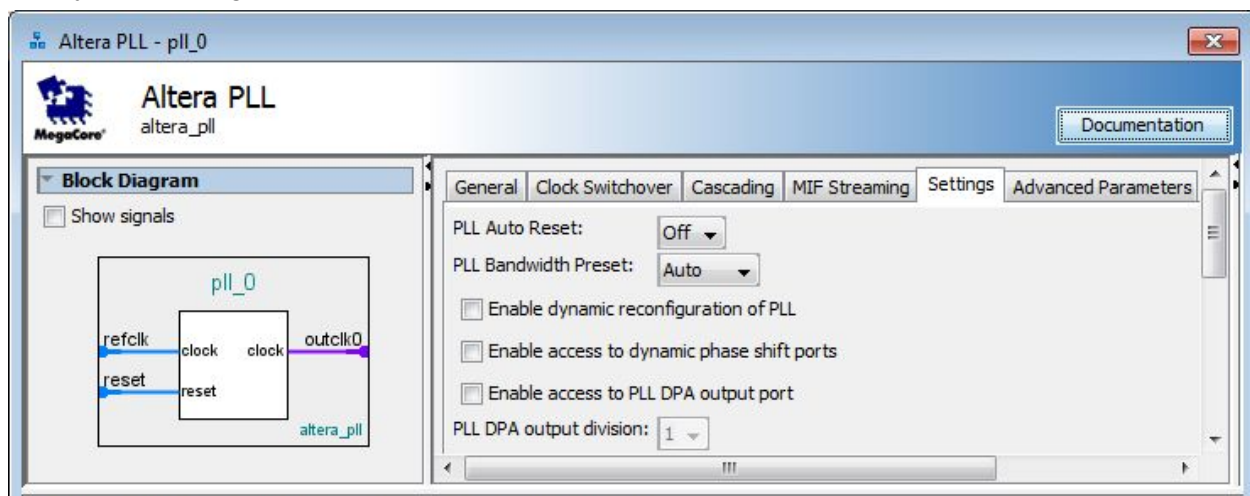
4. Audio and Video config (University Program -> Audio & Video -> Audio and Video Config)



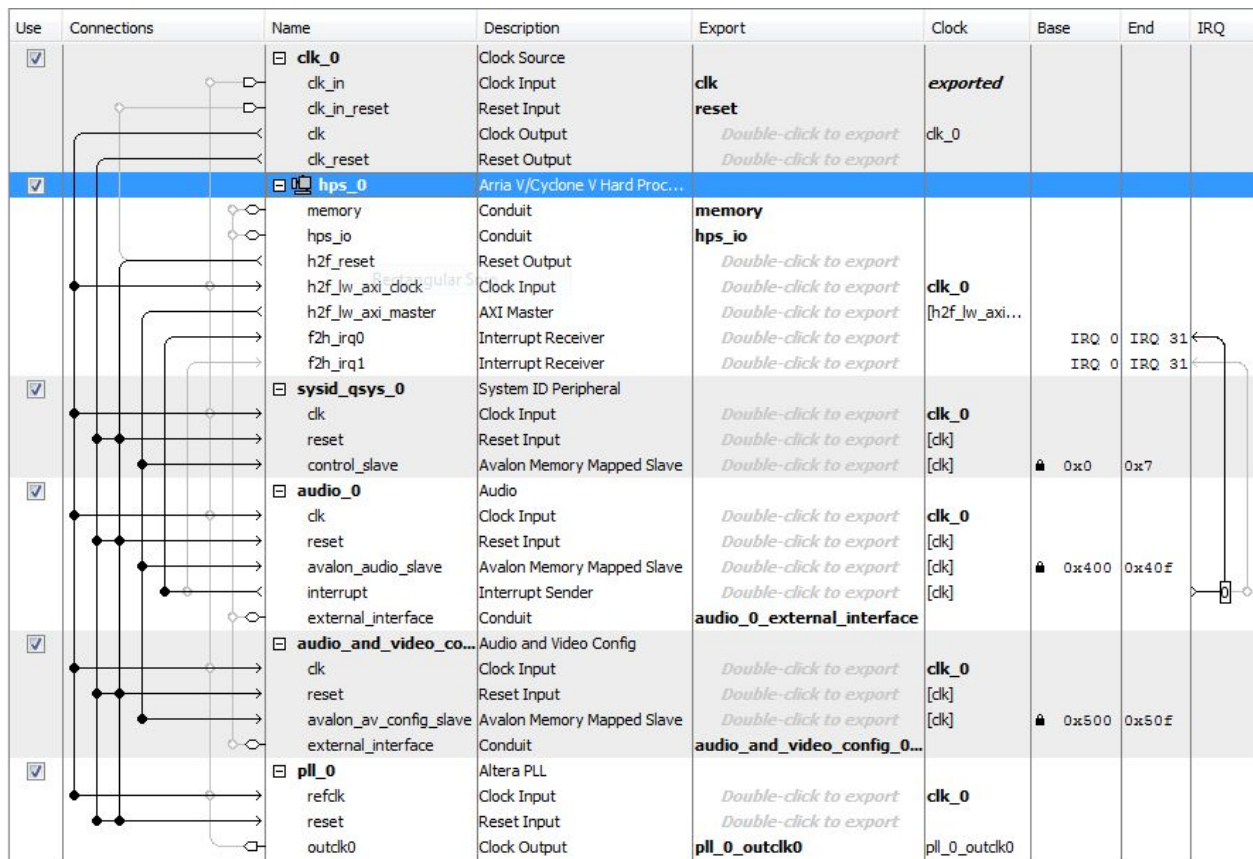
5. Altera PLL (Basic Functions -> Clocks; PLLs and Resets -> PLL -> Altera PLL)



Under the Clock Switchover, Cascading, and MIF Streaming tabs, nothing needs to be enabled
Finally, the Settings tab is as follows:



Once these components are added, connect them according to the following image and generate the VHDL in Qsys. Be sure to also include the sysid_qsys_0 component with the default configurations of 0x0.



Note you will have four warnings pertaining to interrupts upon successful generation. This is fine and will still provide functional audio.

Also note, the base addresses for the audio components are set at 0x400 and 0x500. You may change these to suit your design as long as they are updated in the audio.h and audio_cfg.h files (discussed later).

Next, ensure your toplevel VHDL file in Quartus is connected as follows. A template is provided in audio.vhd for reference.

A. Declare these pins in the entity (in addition to all of the hps signals):

-- I2C Interface

```
FPGA_I2C_SCLK      : out std_logic;
FPGA_I2C_SDAT      : inout std_logic := 'X';
```

-- Audio

```
AUD_ADCDAT        : in std_logic := 'X';
AUD_ADCLRCK        : in std_logic := 'X';
AUD_BCLK           : in std_logic := 'X';
AUD_DACDAT         : out std_logic;
```

```

AUD_DACLRCK                                : in std_logic := 'X';
AUD_XCK                                    : out std_logic

```

B. Add these ports in the architecture's component declaration

```

audio_0_external_interface_ADCDAT      : in  std_logic      := 'X';      -- ADCDAT
audio_0_external_interface_ADCLRCK     : in  std_logic      := 'X';      -- ADCLRCK
audio_0_external_interface_BCLK        : in  std_logic      := 'X';      -- BCLK
audio_0_external_interface_DACDAT      : out std_logic;      -- DACDAT
audio_0_external_interface_DACLRCK     : in  std_logic      := 'X';      -- DACLRCK
audio_and_video_config_0_external_interface_SDAT : inout std_logic := 'X';      -- SDAT
audio_and_video_config_0_external_interface_SCLK : out std_logic;      -- SCLK
pll_0_outclk0_clk                      : out std_logic;      -- clk

```

C. Port map the pins to the ports in the instantiation:

```

audio_and_video_config_0_external_interface_SDAT => FPGA_I2C_SDAT,
audio_and_video_config_0_external_interface_SCLK => FPGA_I2C_SCLK,
audio_0_external_interface_ADCDAT               => AUD_ADCDAT,
audio_0_external_interface_ADCLRCK              => AUD_ADCLRCK,
audio_0_external_interface_BCLK                 => AUD_BCLK,
audio_0_external_interface_DACDAT               => AUD_DACDAT,
    audio_0_external_interface_DACLRCK          => AUD_DACLRCK,
    pll_0_outclk0_clk                          => AUD_XCK

```

Ensure that the .qip and .tcl scripts have also been added to the project before compiling. Also be sure to run the appropriate .tcl scripts beforehand. Then you may compile the design.

A zipped archive of a template project is included with this report for your reference.

Software Procedure

While only using the LINEOUT to the speakers, the audio core has four writable registers starting at the base address. For a full description of what each register does, see the first reference. In order to send audio out, you must write to both the left and right audio channels, if only one channel is written to and one FIFO buffer remains empty, the codec will not output audio. Although the audio and video config component can be setup in Qsys, this configuration can be overridden by writing to the components registers. These can be written to by the function `write_audio_cfg_register(REGISTER ADDRESS, REGISTER VALUE)`. Below is the full register configuration used in the example code. However, something to note in the 0x8 register, is that bit 6 must be set to 0 as to enable the Slave Mode.

```

write_audio_cfg_register(0x0, 0x17);
write_audio_cfg_register(0x1, 0x17);
write_audio_cfg_register(0x2, 0x7F);
write_audio_cfg_register(0x3, 0x7F);
write_audio_cfg_register(0x4, 0x15);

```

```
write_audio_cfg_register(0x5, 0x06);  
write_audio_cfg_register(0x6, 0x00);  
write_audio_cfg_register(0x7, 0x4D);  
write_audio_cfg_register(0x8, 0x18);  
write_audio_cfg_register(0x9, 0x01);
```

This should enable all of the correct settings for the audio core and it should be ready to be written to according to the 12.288 MHz clock specified in the Altera PLL.

Finally, to ensure the software can properly communicate with the hardware, specify the base addresses in the audio.h and audio_cfg.h files. Import all of the audio files into your project and use them as follows.

1. Generate a buffer of audio data of type INT32S*
2. Pass the buffer and frequency to the write function using write_audio_data(buffer, freq);

An example is shown in the attached app.c file. Please take note that the SAMPLING_RATE specified in app.c of 32000 Hz is dependent on the 12.288 MHz clock in the PLL. Changing the sampling rate to be say 44100 Hz requires further changes in the hardware to ensure the codec is reading out bytes at the same rate that the software is producing them.

References

[1] University of Toronto. *Digital Embedded Systems Lab: Audio Core*. [Online]. Available: http://www-ug.eecg.utoronto.ca/desl/nios_devices_SoC/dev_audio.html

[2] WOLFSON MICROELECTRONICS plc. (2005). *Portable Internet Audio CODEC with Headphone Driver and Programmable Sample Rates*. [Online]. Available: https://www.rockbox.org/wiki/pub/Main/DataSheets/WM8731_8731L.pdf

Attached Files

audio.c: Provides communication driver for writing to the audio buffers.

audio.h: Header file for audio core driver.

audio_cfg.c: Provides configurations for audio and video cores.

audio_cfg.h: Header file for audio and video core drivers.

app.c: Provides an example main.c and AppTask to produce audio output.

audio.qar: Archived Quartus/Qsys project example to provide functional audio.