

# FPGA tutorial

## Lecture 9

06.01.2021

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**HAPPY NEW YEAR**

**2021**



# Organisational

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# Evaluation

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Please take your time and evaluate this course.

<https://www.campus.rwth-aachen.de/evasys/online.php?pswd=G7SF9>

This link is for the FPGA course only.



# ToDo from before Christmas

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- A
  - Implement a matched filter for
    - 4 Samples of 8 bit ones
  - Test the result of this filter using different patterns
    - Response to
      - 1x 8bit
      - 2x 8bit
      - 3x 8bit
      - 4x 8bit
- B
  - Modify the matched filter, that you can change the coefficients from the testbench
  - **Do not change the array at once!**
  - Use:
    - One signal for enabling the „programming mode“
    - 3 bits for the address of the array
    - single 8 bit for the content of the array
  - Keep in mind: **Data should be transferred at the rising edge of the clock**

## Test the response of the Matched Filter

```
architecture behavior of MatchedFilter is
    signal shift_reg : slv8_array_t(3 downto 0) := (others=>(others=>'0'));

    signal coeff_reg : slv8_array_t(3 downto 0) := (
        0 => (others => '1'),
        1 => (others => '1'),
        2 => (others => '1'),
        3 => (others => '1')
    );

begin

    process(i_sl_CLK)
        -- 8 bit x 8 bit = 16 bit
        -- 3 bit (4) x 16 bit = 19 bit
        variable average : unsigned(18 downto 0) := (others => '0');
    begin
        if rising_edge(i_sl_CLK) then
            if (i_sl_en = '1') then

                -- do shifting of all input values
                for I in 3 downto 1 loop
                    shift_reg(I) <= shift_reg( I - 1);
                end loop;
                shift_reg(0) <= i_slv_data;

                -- reset average
                average := (others => '0');
                for I in 3 downto 0 loop
                    average := average + unsigned( shift_reg(I) ) * unsigned( coeff_reg(I) );
                end loop;

            end if;
        end if;

        o_slv_average <= std_logic_vector(average);
    end process;

end behavior;
```

Why 19 bits?

GHDL is assuming, that all variables can have their maximal value

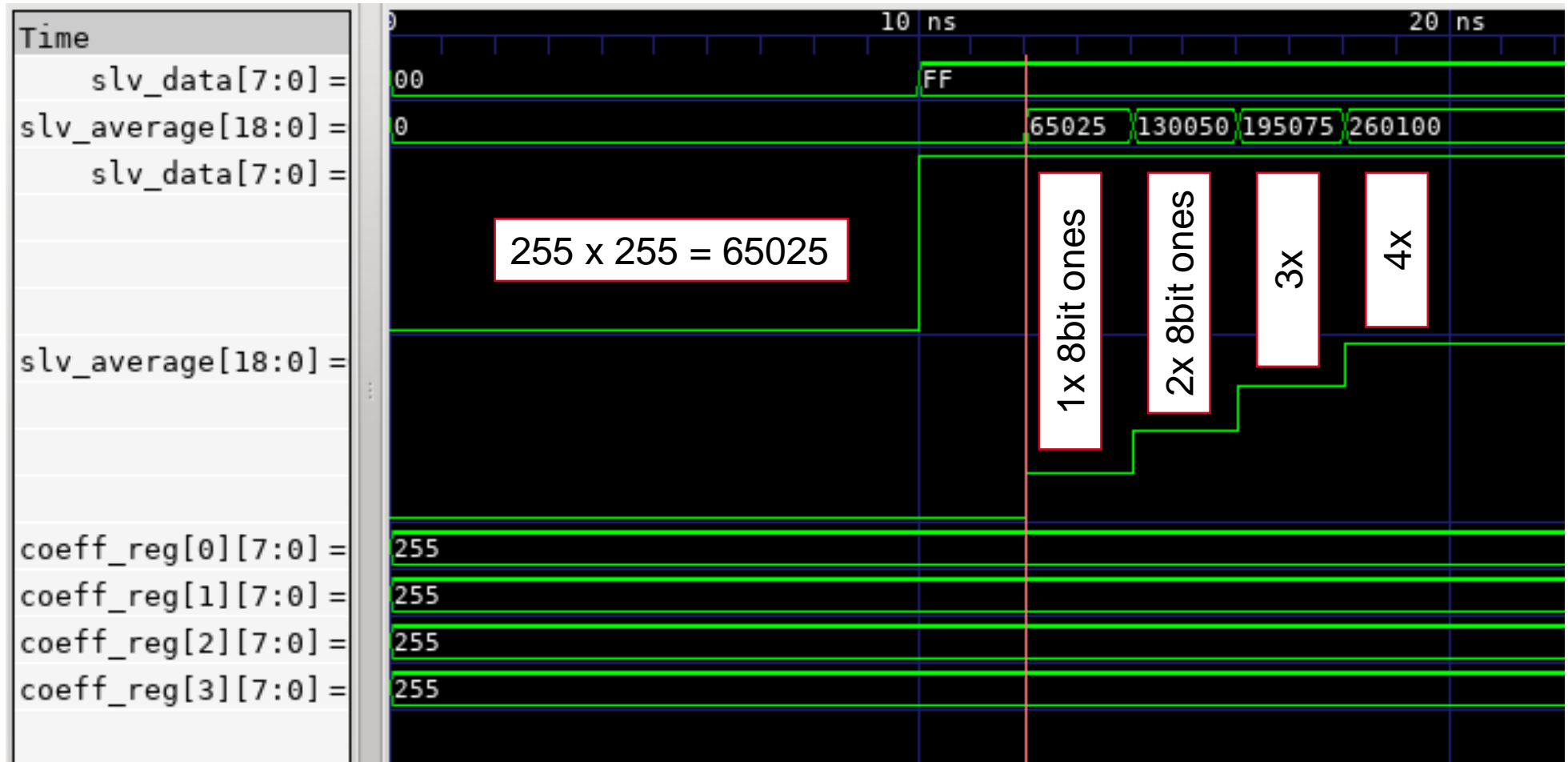
Bit 18 will never been set to 1 in our application.

one loop for the shift register

one loop for the FIR filter

## Lecture 08a

### Test the response of the Matched Filter





# Lecture 08b

## Write coefficients during runtime...

```
process(i_sl_CLK)
-- 8 bit x 8 bit = 16 bit
-- 3 bit (4) x 16 bit = 19 bit
variable average : unsigned(18 downto 0) := (others => '0');
begin
    if rising_edge(i_sl_CLK) then
        if (i_sl_en = '1') then

            -- do shifting of all input values
            for I in 3 downto 1 loop
                shift_reg(I) <= shift_reg( I - 1);
            end loop;
            shift_reg(0) <= i_slv_data;

            -- reset avarage
            average := (others => '0');
            for I in 3 downto 0 loop
                average := average + unsigned( shift_reg(I) ) * unsigned( coeff_reg(I) );
            end loop;
        else
            if i_sl_prog = '1' then
                coeff_reg( to_integer(unsigned( i_slv_Taddr ) ) ) <= i_slv_Tvalue;
            end if;
        end if;
    end if;

    o_slv_average <= std_logic_vector(average);
end process;
```

same as before

„Programming“ part

```
end behavior;
```

# Write coefficients during runtime...

```
-- test bench definition.
tb_CLK : process
begin
    CLK <= not CLK;
    wait for 1 ns;
end process;

tb_en : process
begin
    en <= '0';
    wait for 0.5 ns;
    prog <= '1';

    slv_Taddr <= "000";
    slv_Tvalue <= x"FF";
    wait for 2 ns;

    slv_Taddr <= "001";
    slv_Tvalue <= x"7F";
    wait for 2 ns;

    slv_Taddr <= "010";
    slv_Tvalue <= x"0E";
    wait for 2 ns;

    slv_Taddr <= "011";
    slv_Tvalue <= x"07";
    wait for 2 ns;

    prog <= '0';
    en <= '1';

    wait for 2000 ns;
end process;

tb_response : process
begin
    wait for 10 ns;

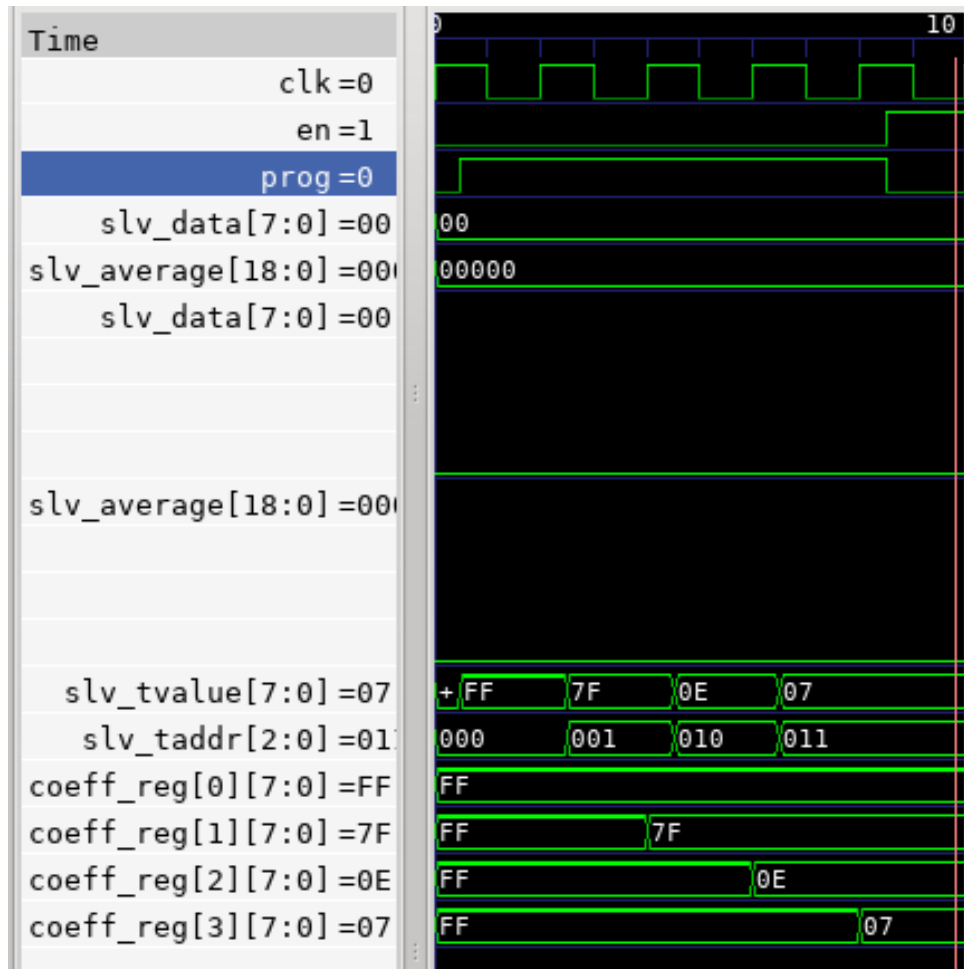
    -- step response
    slv_data <= (others => '0');
    wait for 10 ns; -- wait 5 clock cycles
    slv_data <= (others => '1');
    wait for 50 ns;
    slv_data <= (others => '0');

    wait for 100 ns;
```

wait a long time to run this process „only once“

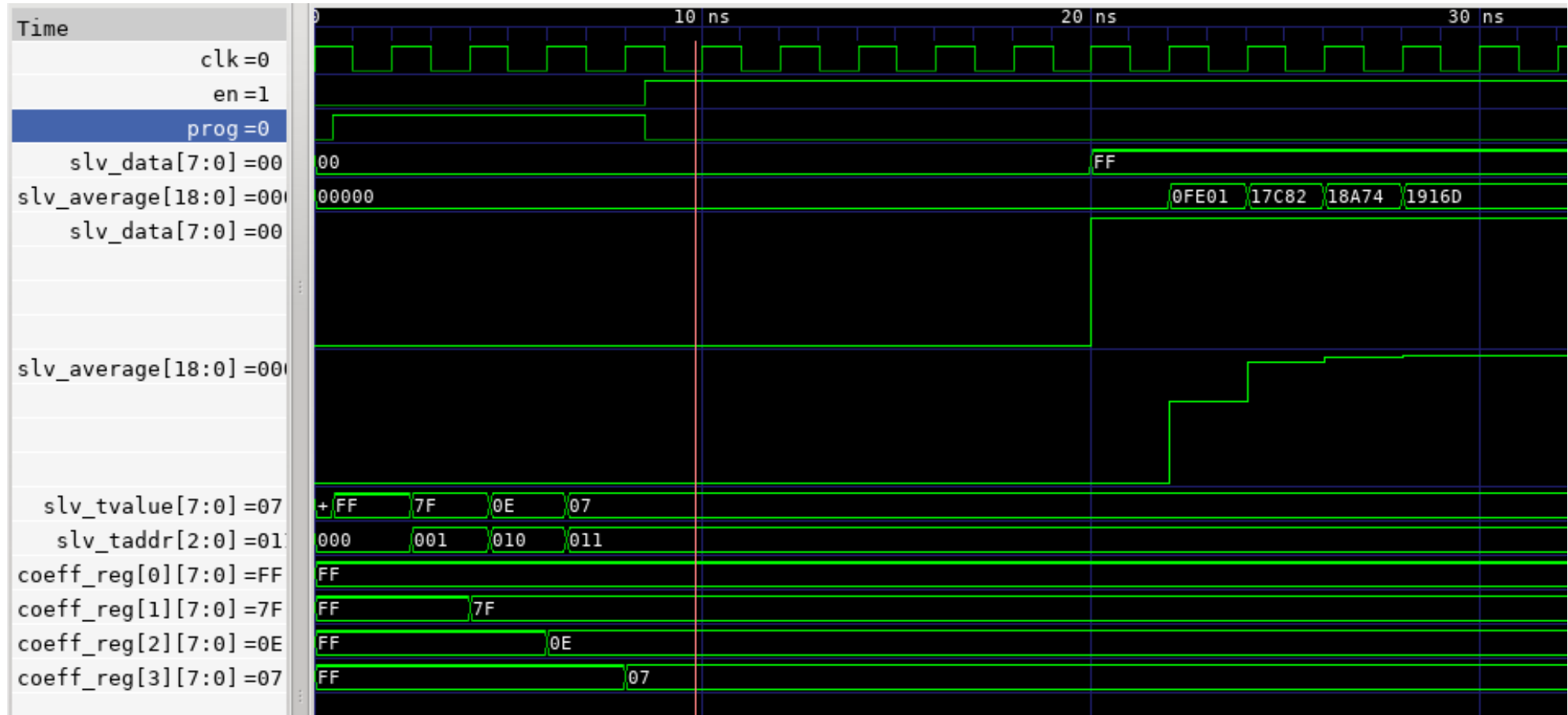
## Lecture 08b

### Write coefficients during runtime...



## Lecture 08b

### Write coefficients during runtime...

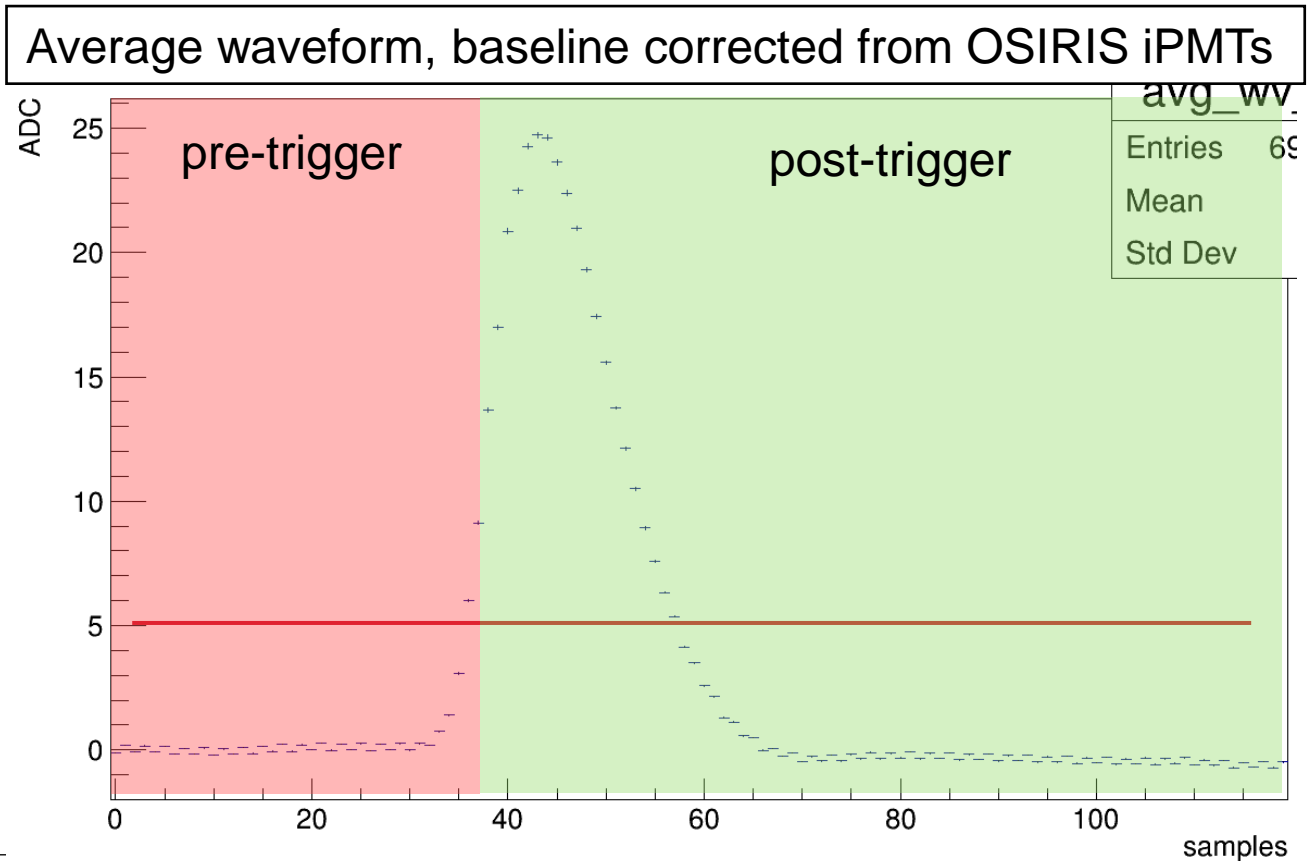


**NEW**

# From signal to physics

# Storing waveform data

- If we want to store data from our analog stream (or at least from a stream, which we are simulating)
- We want to select the interesting data (=> trigger)
- We want to have some pre trigger data



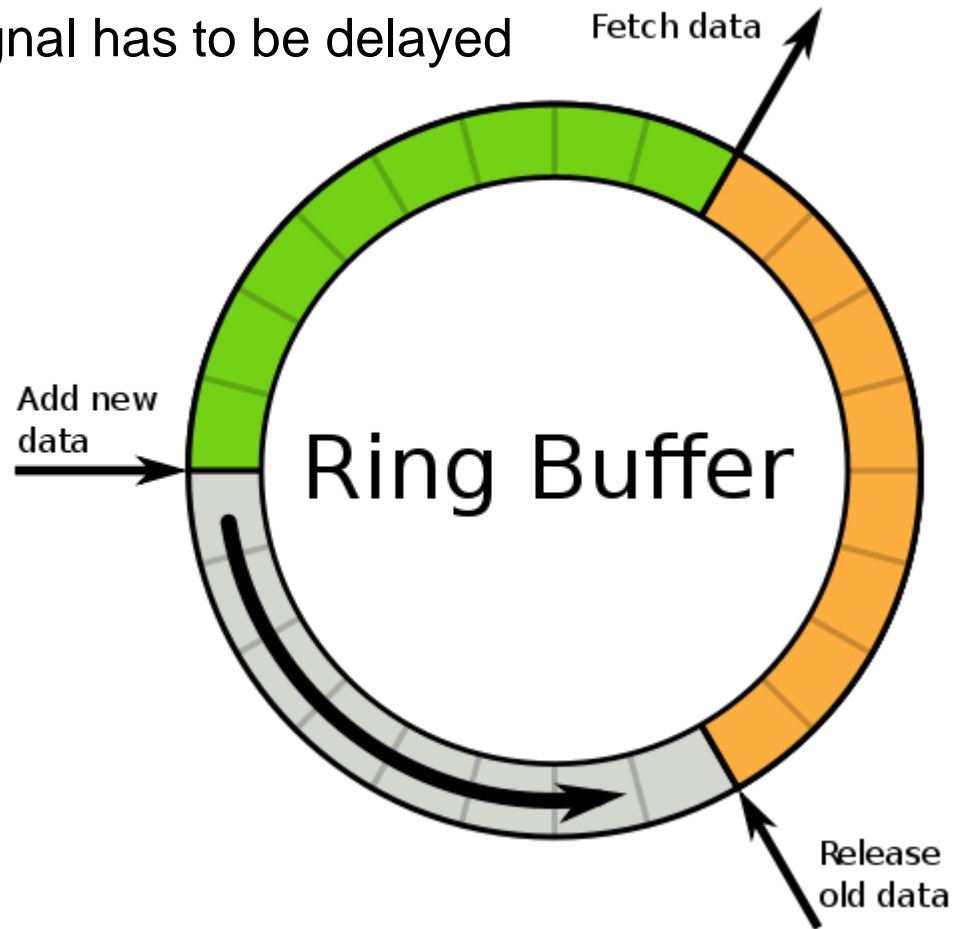
# Solution

## Ring Buffer

Always store data and overwrite old data

If trigger is raised, stop writing

To save pre-trigger data the trigger signal has to be delayed





# How to implement this?

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## Step by Step

- Think about, what do we need?
    - Data input
      - Clock
      - Write Enable
      - Data 8 bit wide
    - Data output
      - Clock (different from data input)
      - Read Enable
      - Data 8 bit wide
- Internal:
- Write pointer
  - Read pointer
  - Storage array

# ToDo:

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- A. Create a RingBuffer, which can
- store 8x 8bit values
  - Two different clocks (read and write) each with its own enable
- B. Change the RingBuffer that it provides these features:
- Readout only, if write disabled
  - Output in the correct order (read pointer has to start from write pointer)
- Hint: Between read and write are some clock cycles of each clock.

Keep in mind:  
It is not possible to set variables in different processes.

- C. Start with a simple trigger module
- If reset, run = 1
  - If data is for one clockcycle above threshold run = 0 until reset

# Thank you!