

ECE 272 LAB 5

Spring 2018

Basic combinational logic and the MachX03

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Introduction

In this lab our task was to design and implement a voltmeter onto our FPGA. We were given ADC chips as well as SV files for a clock state machine and an ADC module to filter the input from our ADC chip. We then designed a system to take these values and convert them into an output to a seven segment LED display.

Design

The circuit was designed entirely in system verilog. In addition to the given SV files, the ones I created and modified are as follows.

Top module

```
module LED_top_module(  
    /******  
    /* Set inputs and outputs */  
    /* to the whole FPGA here */  
    /******  
    input logic reset_n, //be sure to set this input to PullUp, or connect the pin to 3.3V  
    input logic miso_i, //for adc chip  
  
    output logic decimal,  
    output logic mosi_o, //for adc chip  
    output logic sck_o,  
    output logic reset_o,  
    output logic [6:0] display, //seven seg display  
    output logic [2:0] state //seven seg display digit select
```

```

);

/*****
/* Set internal variables here */
*****/

logic clk;           //used for the oscillator's 2.08 MHz clock
logic clk_slow; //used for slowed down, 5 Hz clock
logic [3:0]one; //ones place
logic [3:0]ten;
logic [3:0]hun;
logic [3:0]tho;
logic [3:0]num;
logic [15:0]databus; //data from adc to parser

/*****
/* Define modules here */
*****/

//This is an instance of a special, built in module that accesses our chip's
oscillator
    OSCH #("2.08") osc_int (    //"2.08" specifies the operating frequency, 2.08
MHz.

                                //Other clock frequencies can
be found in the MachX02's documentation

                                .STDBY(1'b0),           //Specifies active state
                                .OSC(clk),               //Outputs clock signal to 'clk' net
                                .SEDSTDBY());           //Leaves SEDSTDBY pin
unconnected

//This module is instantiated from another file, 'Clock_Counter.sv'
//It will take an input clock, slow it down based on parameters set inside of the
module, and
//output the new clock. Reset functionality is also built-in
clock_counter counter_1(
    .clk_i(clk),
    .reset_n(reset_n),
    .clk_o(clk_slow));

//This module is instantiated from another file, 'State_Machine.sv'
//It contains a Moore state machine that will take a clock and reset, and output a
state
state_machine FSM_1(
    .clk_i(clk_slow),
    .reset_n(reset_n),

```

```

        .state(state));

adc adc_1(
    .reset(reset_n), //inputs
    .clk_2Mhz(clk),
    .MISO(miso_i),
    .raw_data(databus), //outputs
    .MOSI(mosi_o),
    .adc_reset(reset_o),
    .SCK(sck_o));

Lab5Parser parser_1(//yet to be re written for lab 5
    .data_i(databus),
    .one_o(one),
    .ten_o(ten),
    .hun_o(hun),
    .tho_o(tho));

MUXL4 mux_1(
    .one_i(one),
    .ten_i(ten),
    .hun_i(hun),
    .tho_i(tho),
    .sel_i(state),
    .num_o(num),
    .dec(decimal));

DecoderL4 decoder_1(
    .ss_o(display),
    .num_i(num));

/*****
/* Add modules for:                                     */
/* Parser          Determines the 1000's, 100's, 10's and 1's place of the number*/
/* Multiplexer     Determines which parser output to pass to the decoder
/* Decoder         Convert 4-bit binary to 7-seg output for numbers 0-9
*****/

```

endmodule

Parser

module Lab5Parser(//take input from button board and parse into outputs for each digit of value

```

input logic [15:0] data_i,//input from adc to be parsed
output logic [3:0] one_o,//output for ones place
output logic [3:0] ten_o,
output logic [3:0] hun_o,
output logic [3:0] tho_o
);
logic [20:0]c;
    assign c = (data_i*5000/65535);
    assign one_o = c%10;//isolate the ones place
    assign ten_o = (c/10)%10;
    assign hun_o = (c/100)%10;
    assign tho_o = (c/1000)%10;

endmodule

```

Multiplexor

```

module MUXL4(
    input logic [3:0] one_i,//input for ones place
    input logic [3:0] ten_i,
    input logic [3:0] hun_i,
    input logic [3:0] tho_i,
    input logic [2:0] sel_i,

    output logic dec;
    output logic [3:0] num_o
);
    always_comb
        case(sel_i)//sel for the mux
            0:    num_o = one_i;//set output to 1's place for case 0
            1:    num_o = ten_i;
            3:    num_o = hun_i;
            4:    num_o = tho_i;
            default:    num_o = 4'b0000;
        endcase
    always_comb
        case(sel_i)
            4:    dec = 0;
            default dec = 1;
        endcase

endmodule

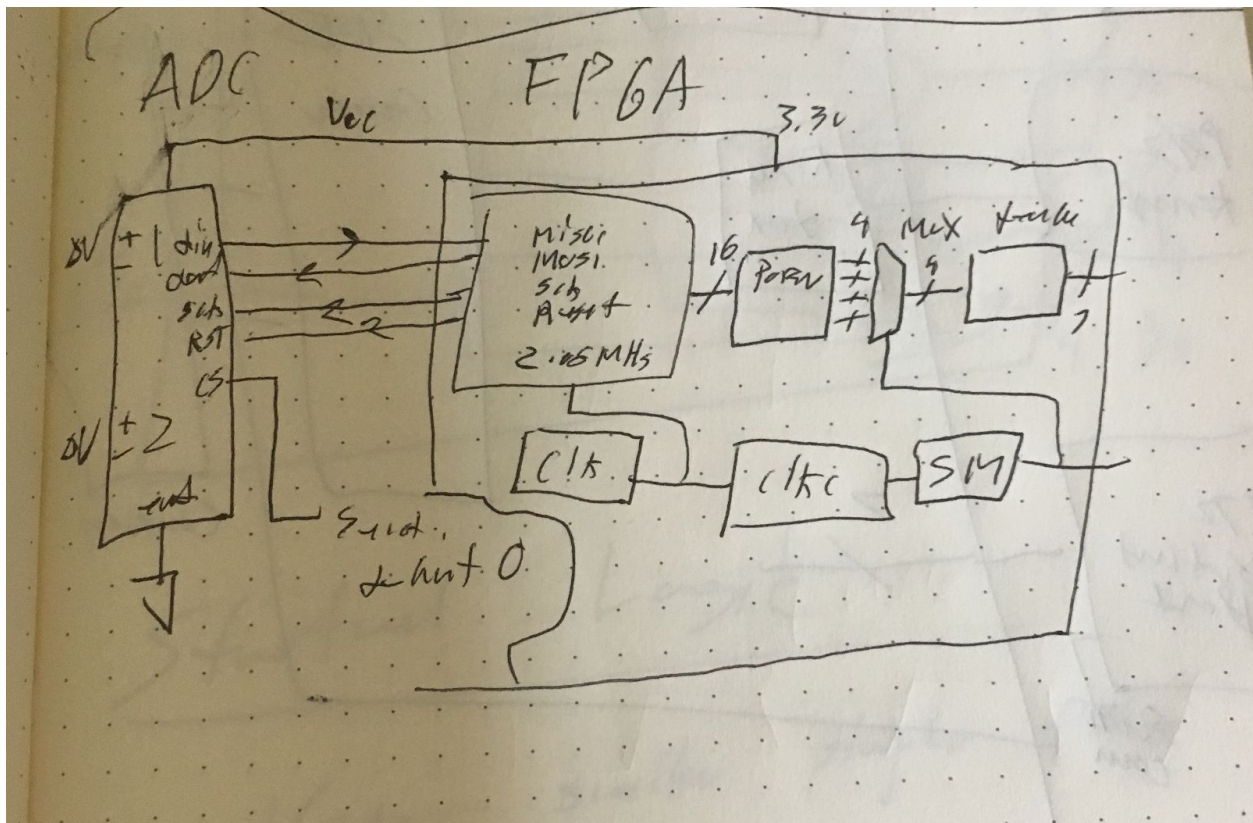
```

Decoder

```

module DecoderL4(

```



Results

After sufficient error checking the circuit behaved as it was intended to. However the FPGA I initially utilized lost power to it's pins and had to be replaced with another FPGA, additionally, I had to use a second ADC as the first one was non functional. I got to practice using an Oscilloscope to diagnose these problems during the implementation phase of this lab.

Lab notes

This lab was very hard for me. The design was easy, however the implementation was extremely difficult due to multiple hardware failures. It was cool to use an O-scope, but it came after two hours of frustration trying to figure out what was going wrong.

Study Questions

1. The ADC code takes a varying signal that does not conform to binary expression, and approximates it into a value that can be computed by the circuit. This value is then sent to the parser in the form of a 16 bit binary number.