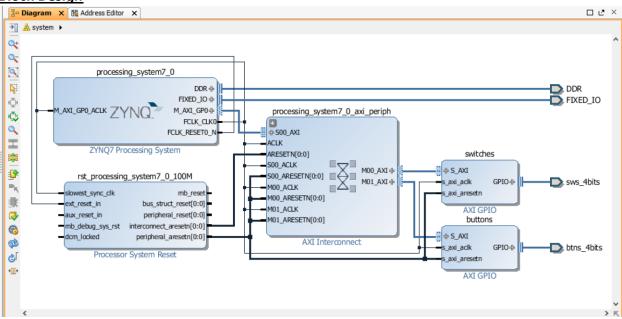
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**CECS 461** 

## Lab 2

## **Block Design**



## **Peripheral Memory Map**



## System.mss File

```
1. PARAMETER HW INSTANCE = ps7 ram 1
2. END
3.
4. BEGIN DRIVER
5. PARAMETER DRIVER_NAME = generic
6. PARAMETER DRIVER_VER = 2.0
7. PARAMETER HW_INSTANCE = ps7_scuc_0
8. END
9.
10. BEGIN DRIVER
11. PARAMETER DRIVER_NAME = scugic
12. PARAMETER DRIVER_VER = 3.0
13. PARAMETER HW_INSTANCE = ps7_scugic_0
14. END
15.
16. BEGIN DRIVER
17. PARAMETER DRIVER_NAME = scutimer
18. PARAMETER DRIVER_VER = 2.1
19. PARAMETER HW_INSTANCE = ps7_scutimer_0
20. END
21.
22. BEGIN DRIVER
23. PARAMETER DRIVER_NAME = scuwdt
24. PARAMETER DRIVER_VER = 2.1
25. PARAMETER HW_INSTANCE = ps7_scuwdt_0
26. END
27.
28. BEGIN DRIVER
29. PARAMETER DRIVER_NAME = generic
30. PARAMETER DRIVER_VER = 2.0
31. PARAMETER HW_INSTANCE = ps7_slcr_0
32. END
33.
34. BEGIN DRIVER
35. PARAMETER DRIVER_NAME = uartps
36. PARAMETER DRIVER_VER = 3.0
37. PARAMETER HW INSTANCE = ps7 uart 1
38. END
39.
40. BEGIN DRIVER
41. PARAMETER DRIVER_NAME = xadcps
42. PARAMETER DRIVER_VER = 2.2
43. PARAMETER HW_INSTANCE = ps7_xadc_0
44. END
45.
46. BEGIN DRIVER
47. PARAMETER DRIVER NAME = gpio
48. PARAMETER DRIVER_VER = 4.0
49. PARAMETER HW INSTANCE = switches
50. END
```

- 1) List all major operations in Step 2 & 3 in Lab 2 manual
  - Enable AXI\_M\_GP0 interface, FCLK\_RESETO\_N, , and FCLK\_CLK0 ports, Add two
    instances of a GPIO Peripheral from the IP catalog to the processor system.
  - The push button and dip switch instances will be connected to corresponding pins on the board. This can be done manually or using Designer Assistance.
     Normally, one would consult the board's user manual to find this information.
- 2) At which step the Vivado tool generates xparameter.h? Does Lab 1 and Lab 2 have the same xparameter.h? If different, Please describe the major difference. If the same, explain why.

In step 5-1-9, is when the library generator will run in the background and will create the xparameter.h. In lab 1 we did not have xparameter.h

3) What is the difference between Lab 1 and Lab 2 when we export hardware platform from Vivado IP integrator to SDK?

When we export the hardware platform, we had to include the bitsteam.

4) Describe the difference between Lab 1 and Lab 2 for running the application program.

The difference is in Lab 2 we must program the FPGA and then run the Programming System. In Lab 1 we only run the Programming System.