



Vivado Tutorial

Digital Design Using Verilog & FPGA Flow Using Vivado Diploma - V11

Eng. Kareem Waseem

Made by: Eng. Magdy Ahmed

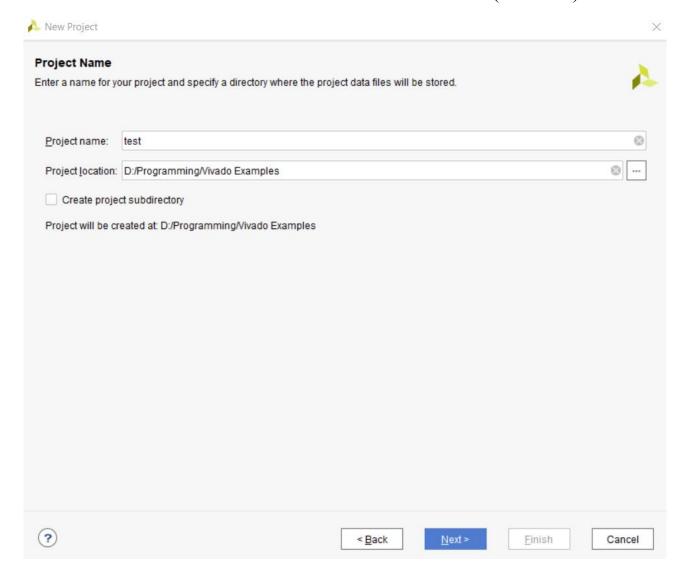


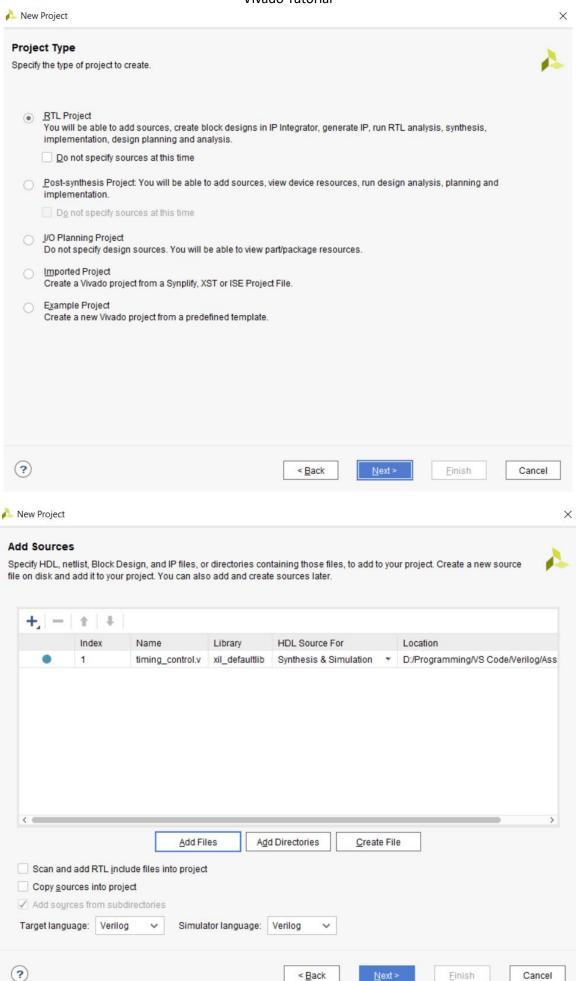




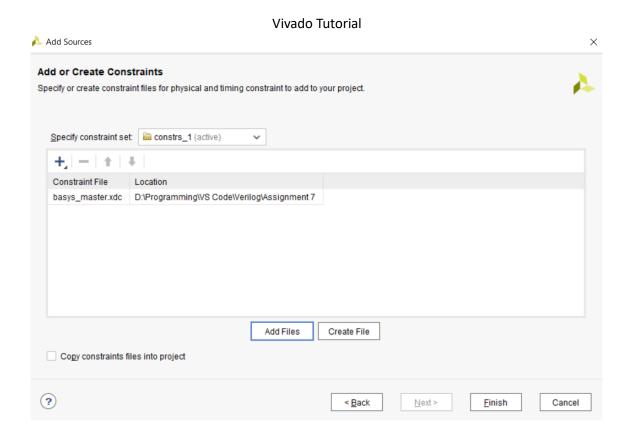
PROJECT CREATION

- First Open Vivado: From File Create New Projects, then Add Source. V Files and Constraints (basys_master.xdc) TCL file if possible where (xdc = xilinix design constraint), Put testbench. V in Simulation.
- Emulated Board Name: Ex: XC7A35TICPG236-1L (Artix 7).





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CONSTRAINT FILE

- Constraints:
- physical: To Choose Specific places for input and output we want.
- Determine location of IO ports on FPGA, a must for uploading.
- timing: To Choose the Used CLK Frequency we want
- FPGA has no oscillators to generate clock so it gets clock from an outer circuit on the Same Board can divide multiply recieved clk depending on the constraints.

Clock signal

set_property - dict {PACKAGE_PIN W5 IOSTANDARD LVCMOS33} [get_ports clk]

// pin W5 is the clock pin in the fpga

create_clock - period 10.000 - name sys_clk_pin - waveform {0.000 5.000} - add [get_ports clk]

Name "sys_clk_pin" is the name of the clk the vivado uses period T,

waveform{rising_time failing_time}, get_ports clk signal name in HDL CODE

LEDs

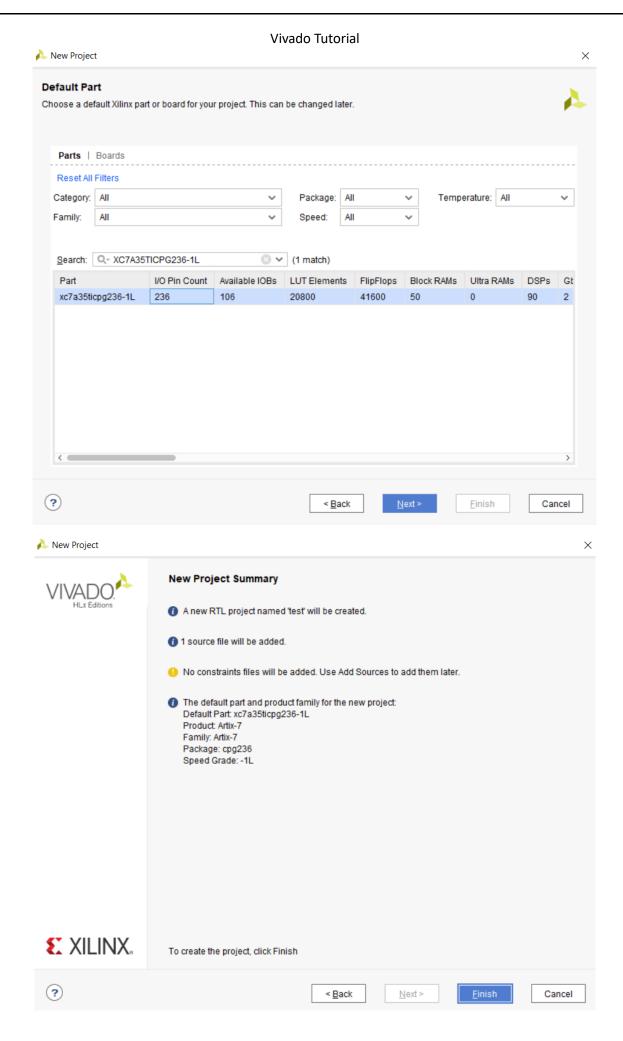
set_property - dict {PACKAGE_PIN U16 IOSTANDARD LVCMOS33} [get_ports {result[0]}]

// pin U16 found in the datasheet of fpga, LVCMOS(33) is the voltage to port (3.3 Volt).

get_ports {your signal name in the HDL CODE}

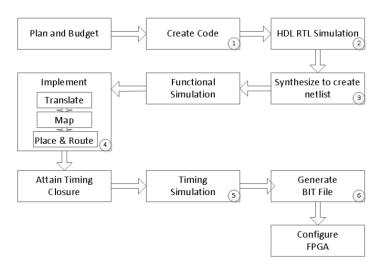
• ToDo: Check Constraints (basys_master.xdc) TCL file check clock generted and the inputs & outputs used use ctrl + '/' to Uncomment the used lines in the sw (for inputs) & leds (for outputs) & button ports (for reset signal) and the clk signal.

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• Explain program layout window



Example 1 In Class: Switch_Leds

```
module Switch_leds (sw, clk, rst, led);
input [7:0] sw;
input clk, rst;
output reg [7:0] led;
always @(posedge clk or posedge rst) begin
  if (rst)
    led <= 0;
  else
    led <= sw;
end
endmodule</pre>
```

Editing the Basys3 Master XDC

```
IOSTANDARD LVCMOS33 } [get_ports [ swt[0] ]];
set_property -dict { PACKAGE_PIN J15
set property -dict ( PACKAGE_PIN L16 IOSTANDARD LVCMOS33 ) [get_ports [ swt[1] )];
                                                        [get_ports { swt[2] }];
set_property -dict ( PACKAGE_PIN M13
                                   IOSTANDARD LVCMOS33 )
set property -dict ( PACKAGE_PIN R15 | IOSTANDARD LVCMOS33 ) [get_ports (
                                                                   awt[3] )];
set_property -dict { PACKAGE_PIN R17
                                   IOSTANDARD LVCMOS33 ] [get ports { swt[4] }];
set property -dict ( PACKAGE PIN U18
                                   IOSTANDARD LVCMOS33 ) [get_ports {
set_property -dict ( PACKAGE_PIN R13 IOSTANDARD LVCMOS33 ) [get_ports [ swd[7] )];
#set_property -dict / PACKAGE_PIN T8
                                   IOSTANDARD LVCMOSIS / (get_ports (
#set_property -dict ( FACKAGE FIN US
                                    IOSTANDARD LVCMOSIE | [get_ports ( SW[9] )];
#set property -dict / FACKAGE PIN R16
                                    IOSTANDARD LVCMOS33 ) [get_ports ( SW[10] )];
                                    IOSTANDARD LVCMOS33 ) [get_ports ( S#[11] )];
#set property -dict ( FACKAGE PIN T13
#set property -dict / PACKAGE PIN H6
                                    IOSTANDARD LVCMOS33 ) (get ports ( SW(12) )):
#set property -dict / PACKAGE FIN U12
                                    IOSTANDARD LUCMOS33 ) [get ports ( SW[13] )]:
#set_property -dict / FACKAGE PIN U11
                                    IOSTANDARD LVCMOS33 ) [get ports ( SW[14] )];
#set property -dict / FACKAGE FIN V10
                                    IOSTANDARD LVCMOS33 | [get ports ( SW[15] )]:
## LEDs
set_property -dict ( PACKAGE_PIN H17
                                   IOSTANDARD LVCMOS33 } [get ports { [ed[0] }]:
set property -dict ( PACKAGE_PIN K15
                                   IOSTANDARD LVCMOS33 | [get ports [ led[1] ]];
set property -dict ( PACKAGE_PIN J13 IOSTANDARD LVCMOS33 ) [get ports (
                                                                    led[2] ]];
set_property -dict ( PACKAGE_FIN N14
                                   IOSTANDARD LVCMOS33 ) [get_ports {
                                                                    led[3] ]];
led[4] )];
set_property -dict ( PACKAGE_PIN V17
                                   IOSTANDARD LVCMOS33 ) [get_ports { led[5] )];
set property -dict ( PACKAGE_PIN U17
                                   IOSTANDARD LVCMOS33 ) [get_ports (
                                                                   led[6] ]];
set property -dict { PACKAGE PIN U16
                                   IOSTANDARD LVCMOS33 ) [get_ports [ [ed[7] )];
#set property -dict ( PACKAGE PIN VI6
                                    IOSTANDARD LVCMOS33 ) (get ports (
```

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RTL ANALYSIS

- First Step: Run RTL Analysis:
- Open Elaboration → Make Linting, Generic Synthesis Schematic using Gates
 - RTL ANALYSIS
 - Open Elaborated Design
 - Report Methodology

Report DRC

Report Noise

Schematic .

SYNTHESIS

• Second Step: Run Synthesis:

✓ SYNTHESIS

Run Synthesis

Open Synthesized Design

Constraints Wizard

Edit Timing Constraints

- * Set Up Debug
- Teport Timing Summary

Report Clock Networks

Report Clock Interaction

Report Methodology

Report DRC

Report Noise

Report Utilization

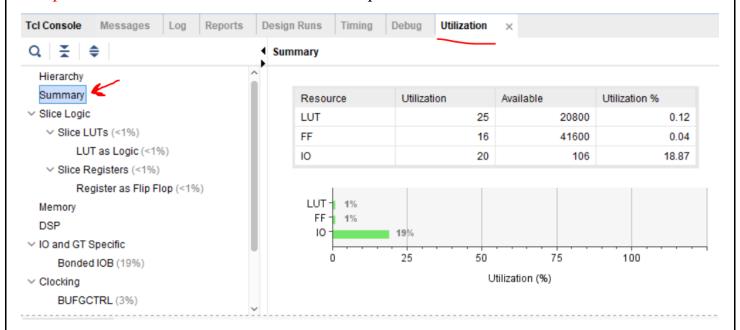
Neport Power

Schematic 3 chematic

- Open Design → Mapped Schematic on FPGA using the Emulated Board

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- Report Utilization: Give me Number of Components Used from FPGA in % or numbers.

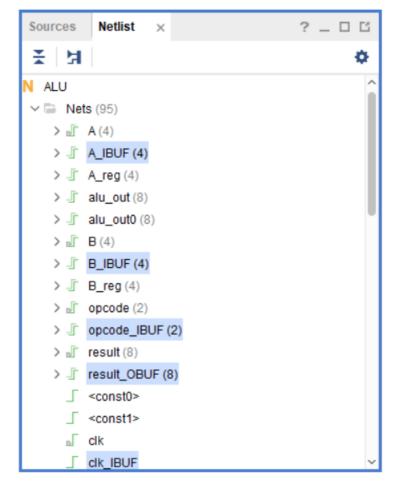


- To make Debug Core (its Role is to Show the Signals in the Waveform & Schematic) After Synthesis we

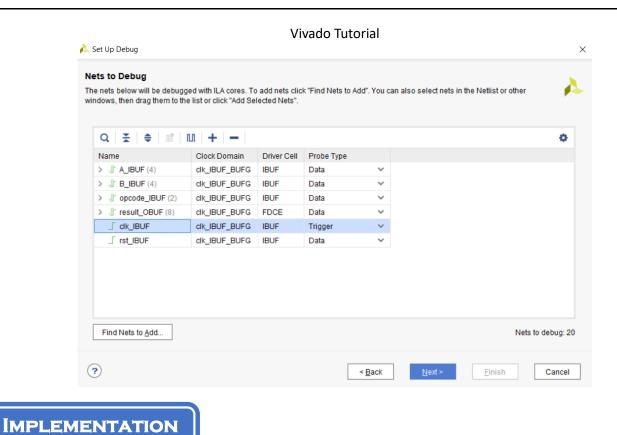
go to Netlist \rightarrow Nets \rightarrow choose inputs & outputs (IBUF) then click on Setup Debug.

- Set Up Debug: See Input. IBUF, output. IBUF, clk. IBUF:

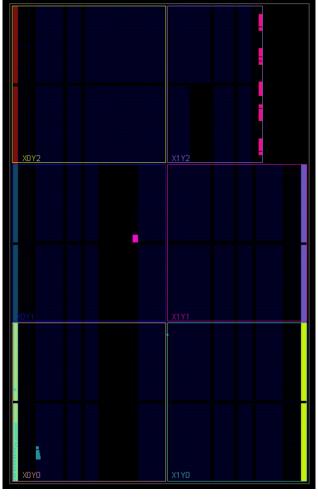
probe type for (input & output) \rightarrow (Data), (Clock) \rightarrow (Triggered).



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• Third Step: Run Implementation Open Device → Place & Route & Packaging on FPGA Board + You Can Zoom on specific place to see the internal Logic.



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BITSTREAM

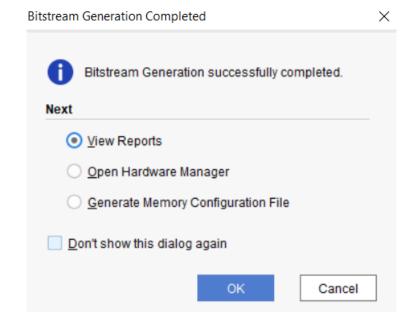
• Fourth Step: Generate Bitstream

• Burn on FPGA

- open hardware manager
 - auto connect target
 - navigate yourprojectname. run
 - choose the .bit file
 - program the FPGA board
 - test your design!

// VTR is an emulator like fpga tool but its open source so a little bit difficult to deal with.

- How to see changes in vivado after uploading to board:
 - select signals I/O and clock
 - Set up Debug from Open synthesis
 - choose data for I/O and trigger for clock
 - regenerate bitstream
 - resave the new constrain file
 - in constrain file you will see new part (create_debug_core u_ila_0 ila)
 - in the new schematic you will find dbghub block and (u_ila) (logic analyzer) block
 - u_ila ready to use block on fpga that is used in decode setup
 - after connecting choose bit stream file and debug file
 (Found in same directory of bit file)
 - Questasim wave like window appear and it displays the data selected before toggle auto trigger auto mode to keep sampling values as changes happen.
 (This is a live display not like Questa's simulation. actual hardware is being tested)





IP Catalog

• advantage: Already built in block that you can use and then can instant it in my design file for this built in block.

• PROJECT MANAGER

Like: Use DSP, memory, adders and multipliers, etc. (Adders & Multipliers Used in the example below).

• First Click on IP Catalog on Left: Search For

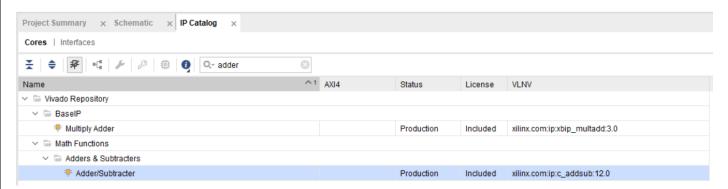
- adder: double click on it

That Chek on it Catalog on Lett. Scalen I of

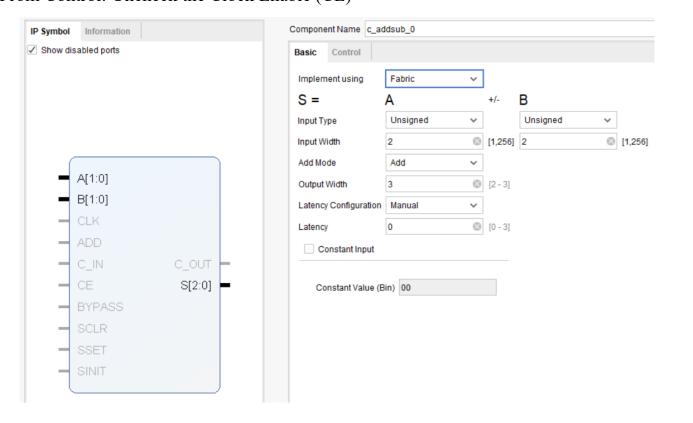
Add Sources

Settinas

• From Basic choose the specs on input and output



• From Control: Uncheck the Clock Enable (CE)

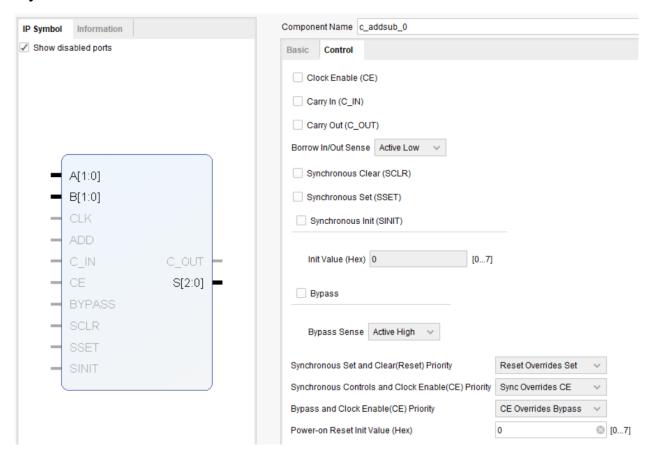


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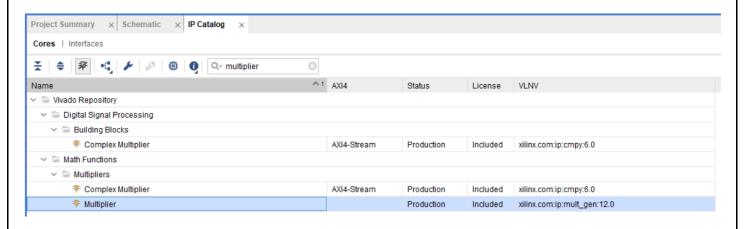
From Basic implement using Fabric (LUT) (Preferred) or DSP, input Type (Unsigned), input Width (=2)

Add mode (choose Add), output width (=3), Latency Configuration (Manual),

Latency (Represent How Much We Delay the Output?) here we use Combinational so Latency = 0



- multiplier: double click on it
- From Basic choose the specs on input and output From Data Type (Unsigned) and put their Width.

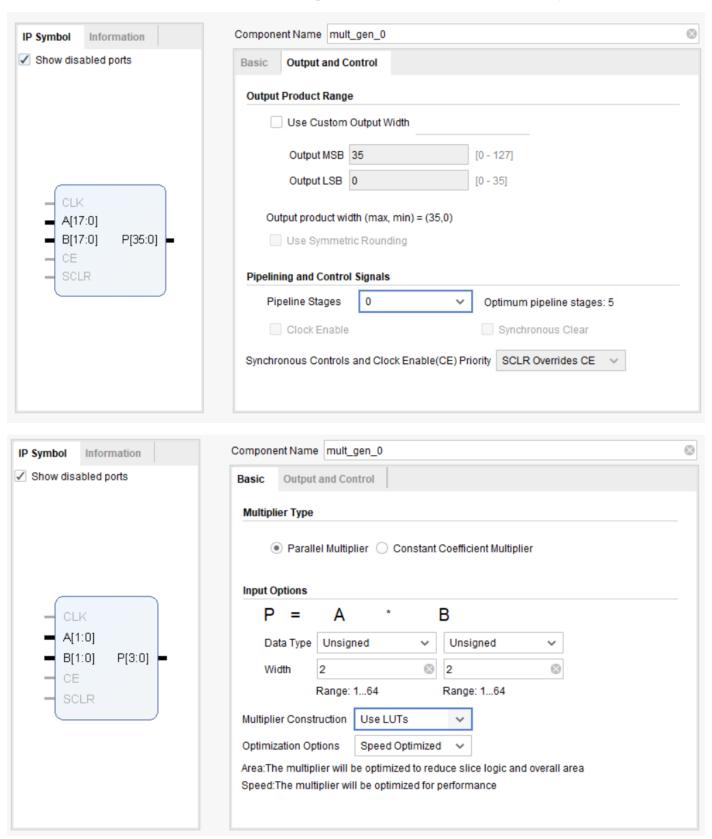


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• From Output and Control from Pipelining and Control Signals

(Pipelining Represent the Stage) in Pipeline Stages = Choose

(0 = Combinational if we choose (1 = Sequential with CLK)) Like Latency in Adders.



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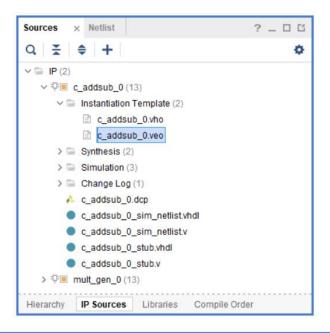
- From Sources go to IP Sources Click in (c_addsub_0 or mult_gen_0):
- Go to Instantiation Template and then Double Click on

(c_addsub_0.veo or mult_gen_0.veo) Files.

And Copy the Instantiation in my Design.v in the Text Editor Give Inputs and Take Outputs.

• Don't Forget to Change the (your_instance_name) to A Readable Name and Make Wire to pass it to the output of the Instantiation.

(The Relation Between Structural and Behavioral is Wire).



```
Project Summary × Schematic × IP Catalog × c_addsub_0.veo
d:/Programming/Vivado Examples/test.srcs/sources_1/ip/c_addsub_0/c_addsub_0.veo
Q | 🕍 | ← | → | ¾ | 📵 | 📠 | × | // | 🔞 | ♀
37 // injury, or severe property or environmental damage
   // (individually and collectively, "Critical
39 // Applications"). Customer assumes the sole risk and
   // liability of any use of Xilinx products in Critical
   // Applications, subject only to applicable laws and
   // regulations governing limitations on product liability.
   // THIS COPYRIGHT NOTICE AND DISCLAIMER MUST BE RETAINED AS
45 // PART OF THIS FILE AT ALL TIMES.
47 // DO NOT MODIFY THIS FILE.
48
49 // IP VLNV: xilinx.com:ip:c_addsub:12.0
50
    // IP Revision: 12
51
52 // The following must be inserted into your Verilog file for this
53 // core to be instantiated. Change the instance name and port connections
54
   // (in parentheses) to your own signal names.
55
56 : //---- Begin Cut here for INSTANTIATION Template ---// INST TAG
57 c_addsub_0 your_instance_name (
58
     .A(A), // input wire [1 : 0] A
      .B(B), // input wire [1 : 0] B
60
      .S(S) // output wire [2 : 0] S
61 ):
    // INST TAG END ----- End INSTANTIATION Template -----
62
63
64 ^{\prime} // You must compile the wrapper file c_addsub_0.v when simulating
65 // the core, c_addsub_0. When compiling the wrapper file, be sure to
66 ! // reference the Verilog simulation library.
67
68
```

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Example 2 In Class: ALU

```
module ALU (A, B, opcode, clk, rst, result);
input [1:0] A, B, opcode;
input clk, rst;
output reg [3:0] result;
wire [3:0] adder_out, mult_out;
c_addsub_0 Adder (
  A(A), // input wire [1:0] A
  .B(B), // input wire [1:0]B
  .S(adder_out) // output wire [2:0] S
  );
mult_gen_0 MULT (
  .A(A), // input wire [1:0] A
  .B(B), // input wire [1:0]B
  .P(mult_out) // output wire [3:0] P
  );
always @(posedge clk or posedge rst) begin
  if (rst) begin
    result \leq 0;
  end
  else
    case (opcode)
      2'b00: result <= adder out;
      2'b01: result <= mult_out;
      2'b10: result \leq A | B;
      2'b11: result \leq A ^ B:
    endcase
  end
endmodule
```



• RUN.TCL for Vivado // Like DO file for Questasim

```
create_project project_1 D:/VS_code/Verilog\codes/project_1 - part xc7a35ticpg236 - 1L - force

add_files switch_LEDs.v basys3_constraints.xdc

synth_design - rtl - top switch_LEDs > elab.log

write_schematic elaborated_schematic.pdf - format pdf - force

launch_runs synth_1 > synth.log

wait_on_run synth_1

open_run synth_1

write_schematic synthesized_schematic.pdf - format pdf - force

write_verilog - force switch_LEDs_netlist.v

launch_runs impl_1 - to_step write_bitstream

wait_on_run impl_1

open_run impl_1

open_run impl_1

open_hw

connect_hw_server
```

From the File "RUN.TCL" we change in the first 3 Lines Only.

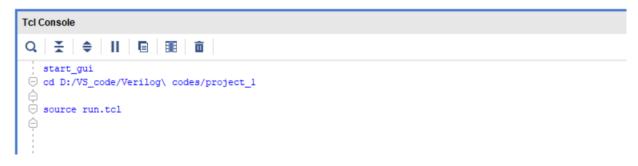
- 1st Line: we put the Path of the folder Containing all my project files. Like: (file. v & file_tb. v & constraint_file. xdc & RUN. tcl)
 - Here my path is D:\VS_code\Verilog codes\project_1.

We convert first all "\" with "/" as Vivado understand Linux Languages

- If I have A space in my path between words like here between Verilog and codes, there is a space we do like that "Verilog\ codes"
- So, the Result of the edited path will be: D:/VS_code/Verilog\ codes/ project_1
- 2nd Line: we add all (.v) files needed in this project Like: all Lower & Top Modules "Files Name Not Modules Name"
- 3rd Line: we add Only the Top Module Name (Wrapper Module Name).

• Last Step: we Open Vivado and in the TCL Console Below we Write First "Cd D:/VS_code/Verilog\ codes/project_1"

And Then Write "source run.tcl"



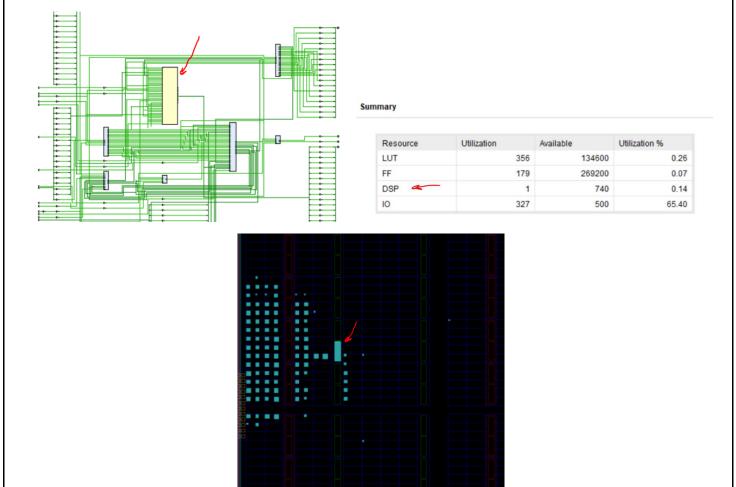
Then All the Vivado Flow Steps Will Run with addition to pdf files with clear schematics and Netlist.



Inferring The Designs

Example 1 DSP:

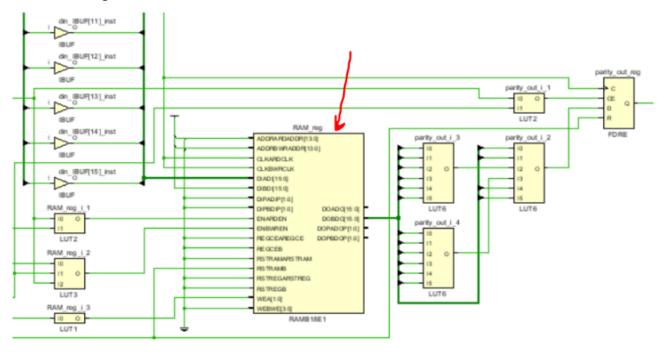
Any Design code have a DSP implementation in the code we must find A DSP Block in Vivado's Schematic and Implementation Device and use a number of blocks from the FPGA in Report Utilization Like this:



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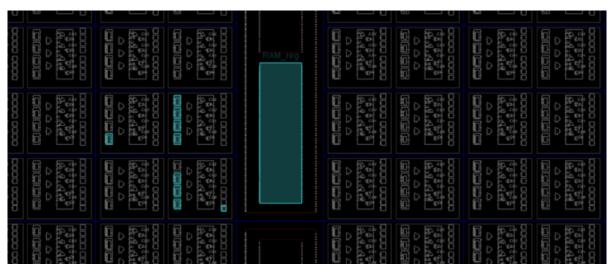
Example 2 RAM:

Any Design code have a RAM Memory implementation in the code we must find A RAM Block in Vivado's Schematic and Implementation Device and use a number of blocks from the FPGA in Report Utilization Like this:



Summary

Resource	Utilization	Available	Utilization %
LUT	7	20800	0.03
FF	1	41600	0.00
BRAM 🐇	0.50	50	1.00
IO	38	106	35.85



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TIMING CONTROL

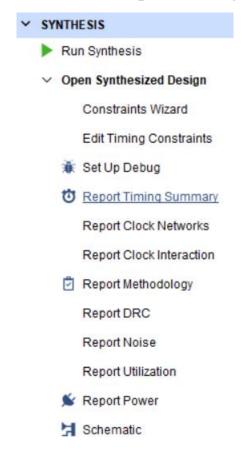
Timing Control

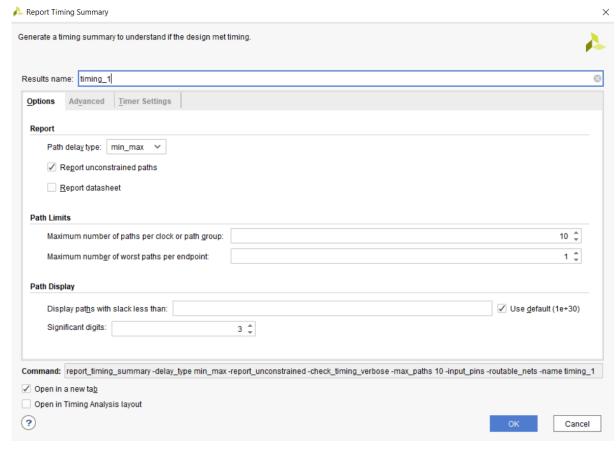
Like ALU Example Above but with FFs. For The inputs to see timing Violations.

We Use This Example to Show The Timing Report Summary.

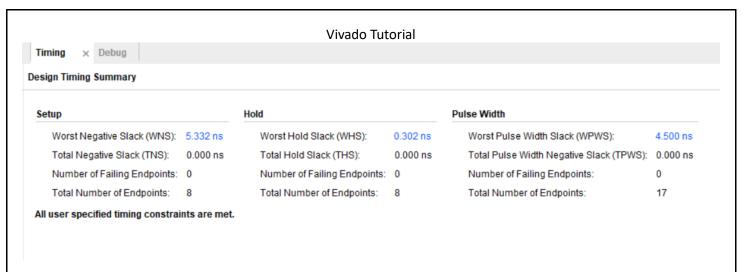
```
module ALU (A, B, opcode, clk, rst, result);
input [3: 0] A, B;
input [1:0] opcode;
input clk, rst;
output reg [7:0] result;
reg [7:0] alu_out;
reg [3: 0] A_reg, B_reg;
reg [1:0] opcode_reg;
always @(posedge clk or posedge rst) begin
  if(rst) begin
    A_{reg} \le 0;
    B_reg \le 0;
    opcode_reg \le 0;
  end
  else begin
    A_reg \le A;
    B_reg \le B;
    opcode_reg <= opcode;
  end
end
always @(*) begin
  case(opcode)
    2'b00: alu_out = A_reg + B_reg;
    2'b01: alu_out = A_reg * B_reg;
    2'b10: alu_out = A_reg | B_reg;
    2'b11: alu_out = A_reg ^ B_reg;
  endcase
always @(posedge clk or posedge rst) begin
  if(rst)
    result \leq 0;
    result <= alu_out;
end
endmodule
```

- 1st Step: We Must First Do the Constraint file and Definition for CLK and make the Report Time for it.
- 2nd Step: From Synthesis we Click on Report Timing Summary Then Click OK.

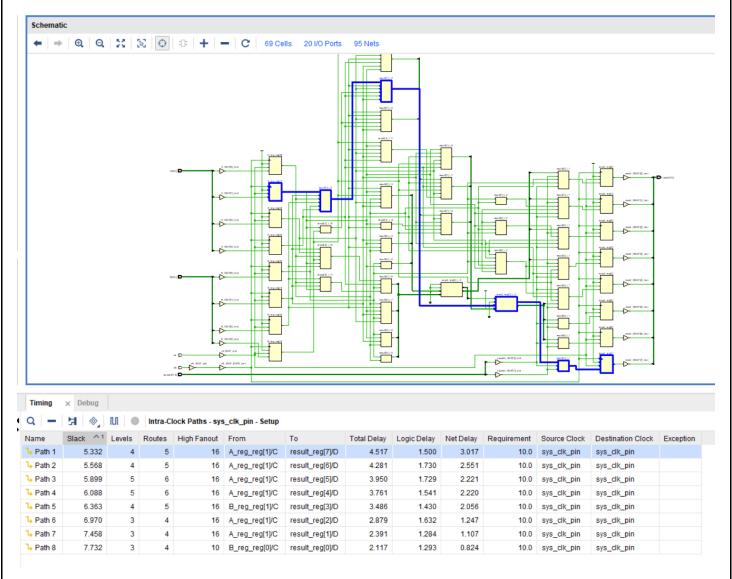




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- 3rd Step: We then Click on the Worst Negative Slack Blue Number (5.332 ns) which represent the Delay of the Critical (Longest) Path which is the Less time Slack Number.
- 4th Step: Then we Hold on to this Less Slack number then it points to the longest path in the Design Schematic.



Accuracy in Report Timing Summary in Implementation > In Synthesis Due to Violations and Place and Route Done and Report The Problems.

Where:

- Levels: Represents the Number of Blocks (Flip Flops or LUTs) I Pass in

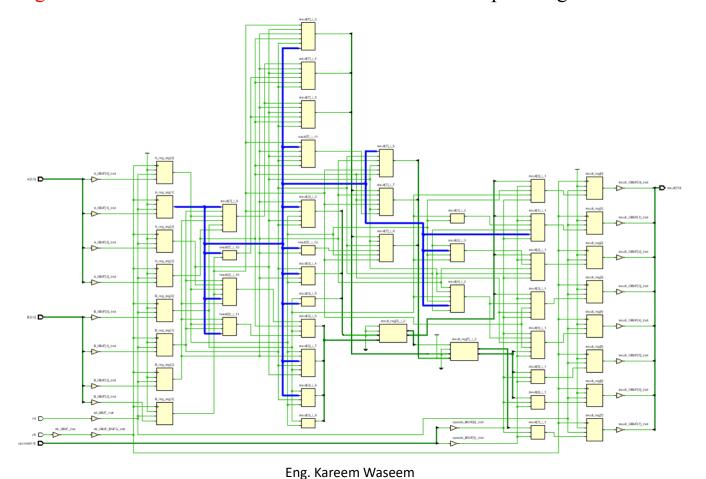
 The Critical Path, Levels Refers to the number of logic stages or levels,
 that a signal path traverse.
- Total Delay: Represents the (t_{pd}) (Propagation Delay)→ Combinational Delays
- Logic Delay: Delay caused by the logic elements in the path (t_{qd}) .
- Net Delay: Delay introduced by the physical interconnect (wires or traces) between logic elements (t_{pc}).

Note: Total Delay = Logic Delay + Net Delay.

• Requirement: Represents (t_{CLK}).

Note: t_{pcq} & t_{setup} are not Written in the Table.

- Routes: Refer to the paths that signals take as they traverse the interconnect resources on the FPGA chip.
- High Fanout: The Number of Connections out from the path Registers.



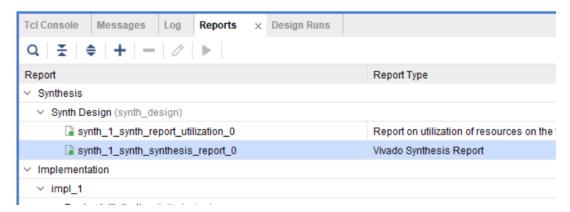


FSM Encoding

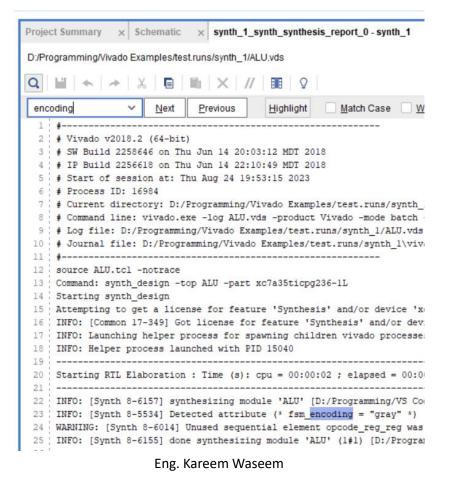
• 1st Step: We Write in the Design Code using only one of the following vivado attributes:

```
(* fsm_encoding = "gray" *)
(* fsm_encoding = "one_hot" *)
(* fsm_encoding = "sequential" *)
```

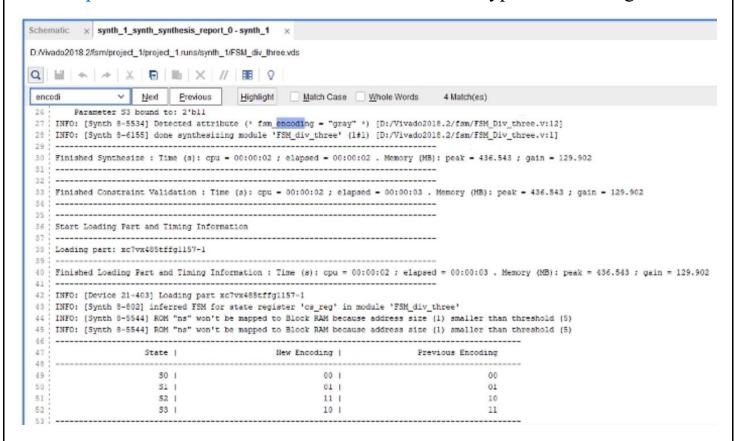
• 2nd Step: From Reports double Click on synth_1_synthesis_report_0



• 3rd Step: we can Search for encoding using ctrl + F and write encoding.



• 4th Step: we can see the difference between different types of encoding



"FSM_Encoding": one_hot, sequential, johnson, gray, compact, user_encoding, none, auto



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