



**University of Tehran**  
College of Engineering  
School of Electrical & Computer Engineering

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Experiment 3  
Sessions 5,6  
**Function Generator**

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Digital Logic Laboratory  
ECE 045  
Laboratory Manual

Fall 1399



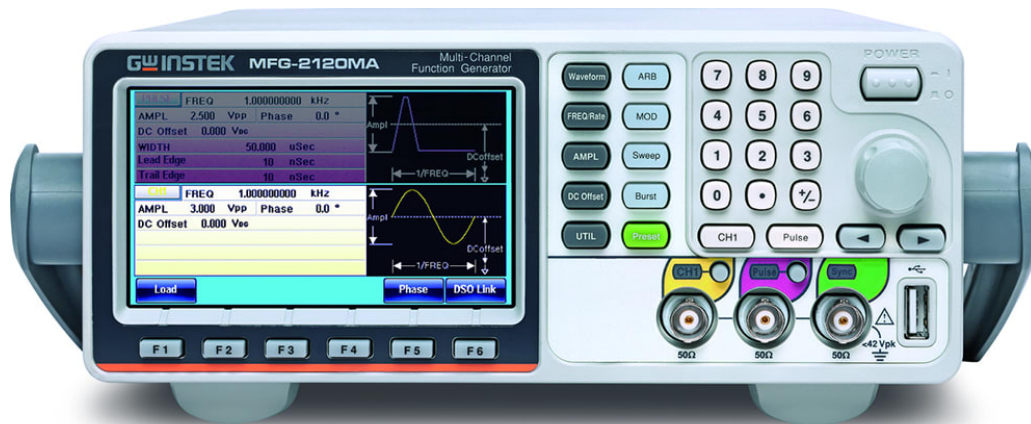
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Figure 1: A single channel AFG from Instek company



## Introduction

An Arbitrary Function Generator (AFG) is an electronic test instrument that generates a wide variety of waveforms with different amplitude and frequency. Among them are sine, square, rhomboid, saw-tooth and any arbitrary waveform. You can use AFGs to simply generate a series of basic test signals, replicate real-world signals, or create signals that are not otherwise available. These signals can then be used to learn more about how a circuit works, to characterize an electronic component, and to verify electronic theories. Figure 1 shows a real AFG from Instek Company.

In this experiment, you are to design an Arbitrary Generator that is capable of generating each of the aforementioned waveforms with wide range for frequency selection. You will make use of the clock divider that you have designed in the Experiment 1.

By the end of this experiment, you should have learned:

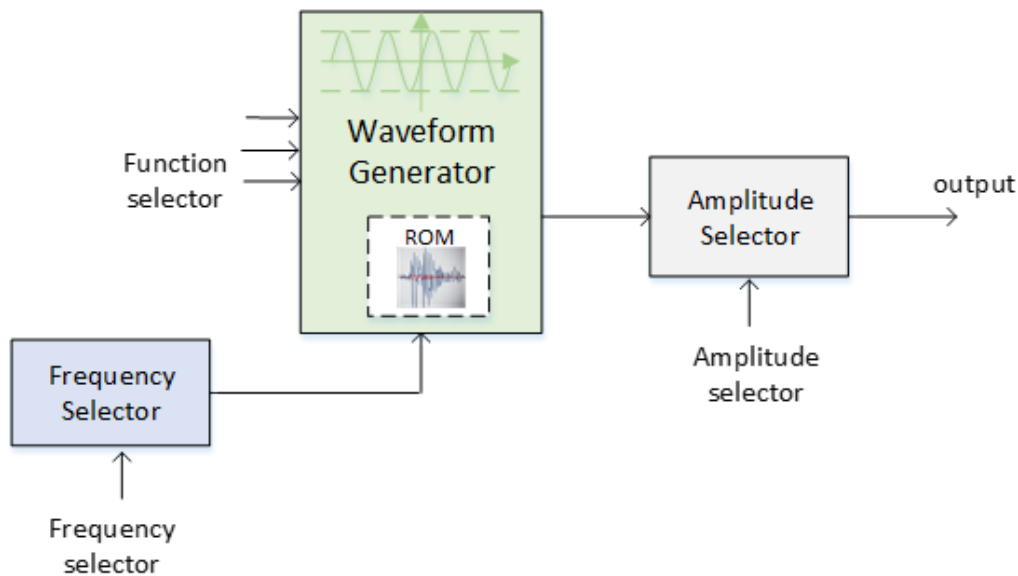
- The principle of function generators
- Using ROM memories in your design
- Schematic design in Quartus II

Figure 2 shows the simplified block diagram of an arbitrary generator. Based on these specifications there is a main component that generates one of the desired waveform based on the function selectors' value, a frequency selector that sets the output signal frequency, an amplitude selector. In an AFG a DAC is also used to convert the digital output to an analog signal, which can be observed and evaluated via an oscilloscope. Since in this experiment you don't have access to real analog elements like resistor and capacitor, this part is not considered in this experiment. A ROM memory is usually embedded to store any other arbitrary waveform.

Accordingly, Below is the topics that are explained in the following of this experiment in details:

- Waveform Generator
- Frequency Selector
- Amplitude Selector

Figure 2: Block diagram of an Arbitrary Function Generator (AFG)



## 1 Waveform Generator

This module is the heart of this project. It produces desired functions. Output of this module is an 8-bit digital representing the amplitude of signal. The supported functions, shown in figure 3, are rhomboid, sine, square, reciprocal, saw-tooth, full-wave rectified signal and sinusoidally modulated square wave.

- Waveforms rhomboid, square and reciprocal are based on a counter that counts up or down with each clock for the period of the waveform. The output of the frequency selector is the input for this module that determines the discrete incremental values of this signal (resolution).
- Generation of sine function can be somewhat different. The following second order differential equation can be used to generate the sine function:

$$\begin{aligned}\sin(n) &= \sin(n-1) + a \cdot \cos(n-1) \\ \cos(n) &= \cos(n-1) - a \cdot \sin(n)\end{aligned}$$

In order to do the mathematical operations with reasonable accuracy, operations are done in 16-bit fixed point. Also, considering the period of about 256 clock cycles from frequency selector, the equations turn to:

$$\begin{aligned}\sin(n) &= \sin(n-1) + \frac{1}{64} \cdot \cos(n-1) \\ \cos(n) &= \cos(n-1) - \frac{1}{64} \cdot \sin(n)\end{aligned}$$

Figure 3: Different waveforms of function generator

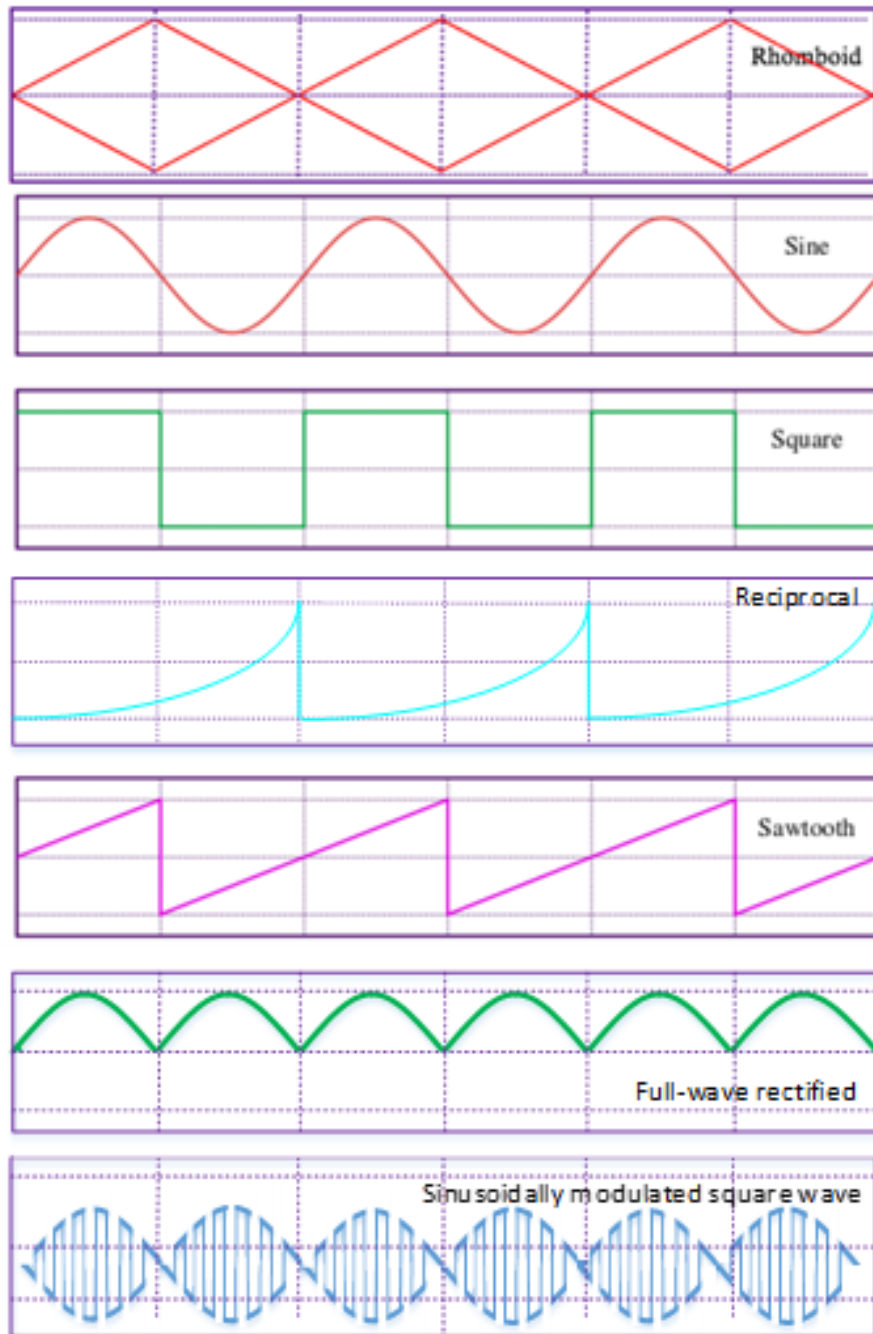


Figure 4: Block diagram of waveform generator

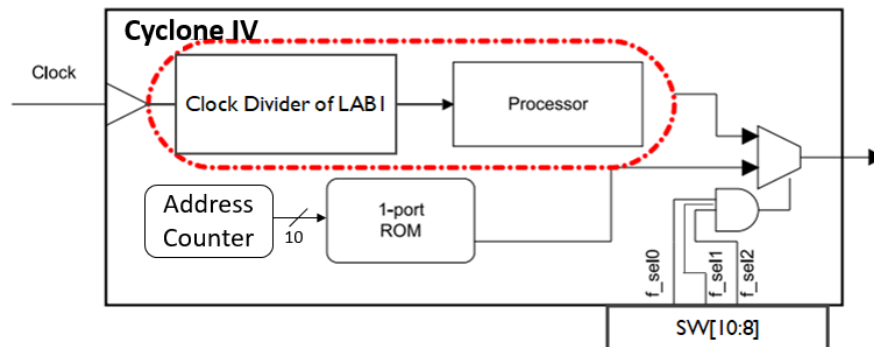


Table 1: Function selection

func[2:0]	Function
3'b000	Rhomboid
3'b001	Sine
3'b010	Square
3'b011	Reciprocal
3'b100	Saw-tooth
3'b101	Full-wave rectified
3'b110	Modulated square wave
3'b111	Arbitrary

Assuming values are between -32768 to 32767 for sin and cos.

Initialization of first values in differential equations is necessary. Use 0 for sin(0) and 30000 for cos(0). The results of sine and cosine operations are signed and between -127 to +128. However, for simplification and compatibility with other parts of this experiment, we add an offset of 127, making the range of our signal between 0 and 256.

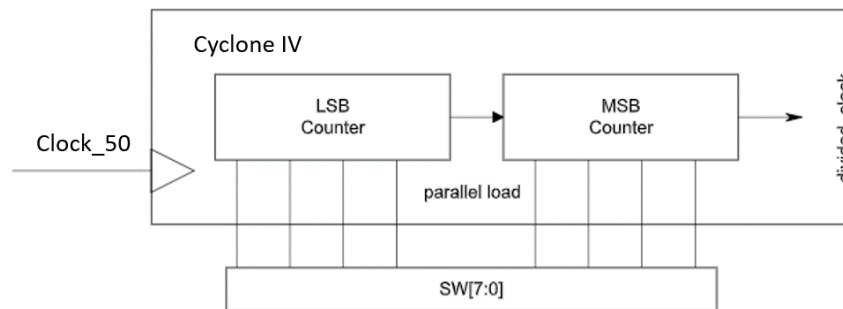
- For the last two waveforms, a full-wave rectified and sinusoidally modulated square wave, you need to use the sine wave and the counters in a way that generates waveforms similar to figure 3.
- To generate the arbitrary, you should use a 1-port ROM memory to store the value of the desired signal at each increment inside the memory addresses. You will receive a file named **arbitray.mif** that is used for ROM initialization.

Figure 4 shows the block diagram of the waveform generator module.

Table 1 shows the order of function selection. These are the control signals for the waveform generator module.

- Write the Verilog code for the red box in figure 4 and use LPM or Megawizard functions for ROM memory, Multiplexer and other required gates. You will finally get all the components

Figure 5: Block diagram of frequency selector



together in a schematic design. For your total design consider a 12-bit input named SW that recalls the switch inputs in FPGA. Dedicate 3 bits of this 12-bit input to the selectors of the waveform generator (SW[10:8]). The remaining bits will be used for the frequency and amplitude selectors.

2. After completing the waveform generator block diagram in Quartus, synthesize the final design and include the synthesis summary in your report.
3. Before adding the frequency and amplitude selector, it is better to test your design in Modelsim. Therefore, write a simple testbench and verify the functionality of your design. For this part use the 50-MHz clock frequency. Include the Modelsim results for all the waveforms mentioned in Table 1.

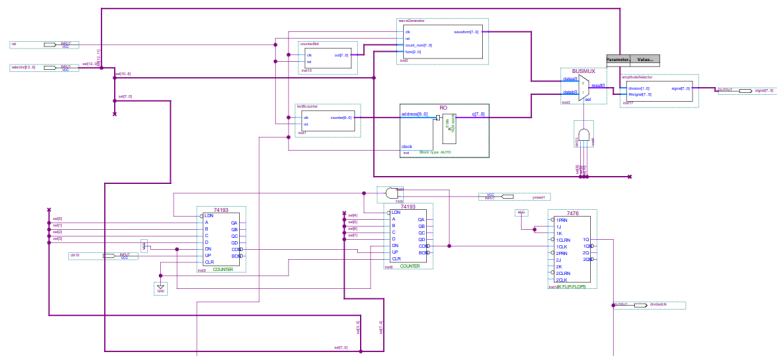
## 2 Frequency Selector

In order to set the frequency of the output signal a frequency selector is required. The frequency selector consists of a counter that divides a high source input signal to the desired value. You can take advantage of your previous design of the clock divider. The Block diagram of this component is shown in figure 5.

Use the clock divider of Experiment 1 that uses a ring oscillator as the source signal. Use the output of the clock divider as the desired clock for the function generator.

1. After adding the frequency regulator to the waveform generator design, synthesize your design.
2. Use SW[7:0] for the parallel loads of the divider.
3. Modify the testbench of section one so that you can verify the design for different desired frequency. To do this, change the Setperiod input (SW[7:0]) for at least three different frequencies.
4. Include the waveforms of each desired frequency in your report with mentioning the achieved frequency.

Figure 6: Final block diagram in Quartus II



### 3 Amplitude Selector

One option in function generator is the amplitude of generated wave. The task of this module is to scale down the amplitude of the waveforms. This can be done by dividing the output amplitude by a number. Value of divisor is chosen by a 2-bit input. Dedicate the last two bits of input SW (SW[12:11]) to this selector inputs.

Type of amplitude is selected by SW[12:11] according to table 2.

1. After adding the amplitude selector module to the previous design, synthesize your design.
2. Modify the testbench of section two so that you can verify the design for different amplitude. To do this, change (SW[12:11]) in your testbench.
3. Include the waveforms of each desired amplitude in your report.

Finally your top-level design must look like the block diagram of figure 6.

### Acknowledgment

This manual has been revised and edited by **Zahra Jahanpeima**, PHD student of Digital Systems at University of Tehran and **Hadi Safari**, undergraduate student of Computer Engineering at University of Tehran.

Table 2: Amplitude selection

SW[12:11]	Amplitude
2'b00	1
2'b01	2
2'b10	4
2'b11	8