Experiment 2

Sequential Synthesis and FPGA Programming

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Abstract— This experiment has two goals: 1. To teach us about state machines that control devices. 2. To introduce us to FPGA devices and how to use them. We will learn about state machines, sequence detectors, Huffman coding, design simulation, synthesis, and FPGA programming through this experiment.

1. SERIAL TRANSMITTER

In this experiment, we designed a circuit that began transmitting data from serIn to serOut when it detected the start sequence "110101" on serIn. The circuit then transmitted whatever appeared on serIn for the next 10 clock cycles, and the serOutvalid was active during this time. After transmitting 10 bits, the circuit returned to the search state for the start sequence.

1.1 ONE-PULSER

One-pulser module provided a clock-enable input for the counter and the sequence detector. We used a push-button on our board (clkPB) to create a single pulse that synchronized with the system clock. The output of the One-Pulser module connected to the clock enable input (clkEn) of the sequence detector and the counter. We wrote the Verilog description of the One-pulser module and tested our design in Modelsim.

One-pulser general structure is shown in figure 1.

The state machine is shown in figure 2 and Quartus generated state machine and transition conditions is shown in figure 3 and 4 respectively.



Fig.1 One-pulser module

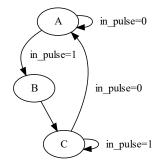


Fig.2 One-pulser state machine

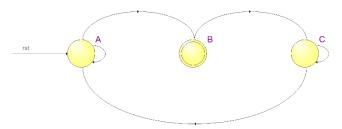


Fig.3 One-pulser Quartus generated state machine

	Source State	Destination State	Condition
1	Α	В	(in_pulse)
2	A	A	(!in_pulse)
3	В	С	
4	С	С	(in_pulse)
5	С	Α	(!in_pulse)

Fig.4 One-pulser Quartus generated state machine transition conditions

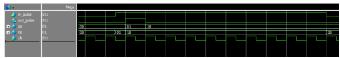


Fig.5 One-pulser simulation

1.2 ORTHOGONAL FINITE STATE MACHINE

By designing an Orthogonal FSM using a Moore state machine and a counter, the sequence detector checks for the sequence "110101" on its serIn input and activates the serOutValid output for 10 consecutive clock cycles. We designed the Moore state machine, wrote the Verilog

descriptions for the transmitter circuit, and tested its correctness using a testbench in ModelSim.

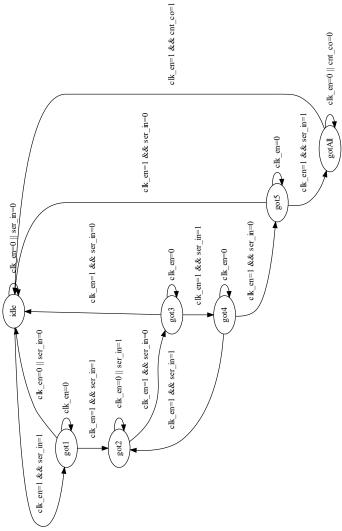


Fig.6 110101 Moore FSM

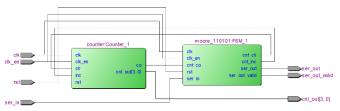


Fig.7 110101 detector module

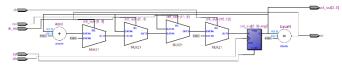


Fig.8 counter internal structure

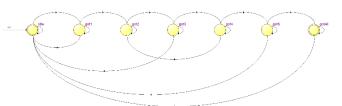


Fig.9 Quartus generated 110101 state machine

	Source State	Destination State	Condition
1	got1	got1	(!clk_en)
2	got1	idle	(dk_en).(lser_in)
3	got1	got2	(ser_in).(dk_en)
4	got2	got3	(dk_en).(lser_in)
5	got2	got2	(!ser_in).(!dk_en) + (ser_in)
6	got3	got3	(ldk_en)
7	got3	idle	(dk_en).(!ser_in)
8	got3	got4	(dk_en).(ser_in)
9	got4	got5	(dk_en).(!ser_in)
10	got4	got4	(ldk_en)
11	got4	got2	(ser_in).(dk_en)
12	got5	gotAll	(dk_en).(ser_in)
13	got5	got5	(tck_en)
14	got5	idle	(dk_en).(lser_in)
15	gotAll	gotAll	(!cnt_co) + (cnt_co).(!dk_en)
16	gotAll	idle	(cnt_co).(dk_en)
17	idle	got1	(dk_en).(ser_in)
18	idle	idle	(tdk_en) + (dk_en).(tser_in)

Fig.10 Quartus generated 110101 state machine transition conditions

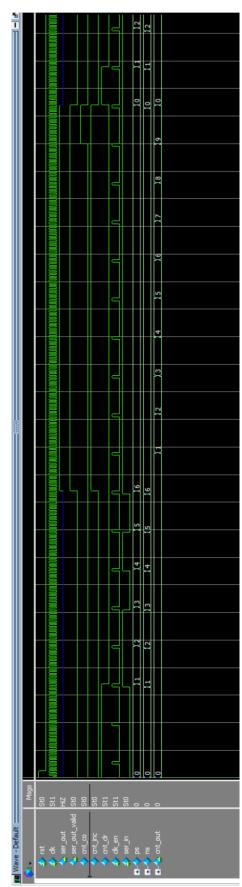


Fig.11 Orthogonal FSM wave form

1.3 SEVEN SEGMENT DISPLAY

We designed a display module to show the counter output on seven segment component of the FPGA board. Each seven segment receives a 4-bit input and displayes the corresponding HEX value on its 7-bit output.

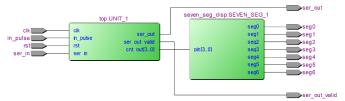


Fig.12 top level circuit including the seven segment component

DESIGN SYNTHESIS AND FPGA PROGRAMMING:

2. SERIAL TRANSMITTER IMPLEMENTATION

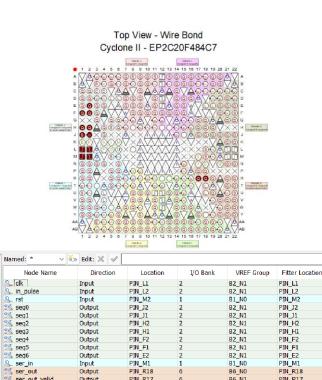
For this part, we used the DE1 development board (shown in figure 3) to implement our design. We created a top-level Verilog description that connected the One-pulser, sequence detector, and seven segment display modules together.

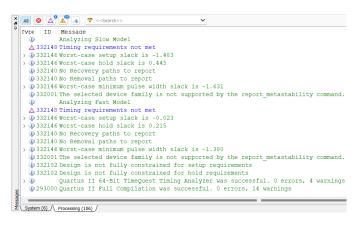


Fig.3 FPGA board

To begin, we made a Quartus project and added the top-level Verilog codes. We connected the main FPGA clock to the circuit's clock input and added a push-button to the serIn of the serial transmitter circuit and another to the input of the one-pulser circuit.

Afterwards, we performed synthesis and programmed the Cyclone II device. For output display, we used an output LED for displaying serOutvalid and one LED for serOut. We used one seven segment for displaying the counter output.





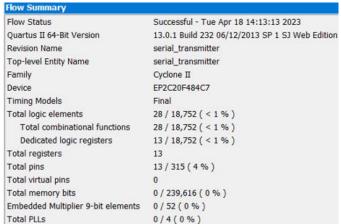
PIN R17

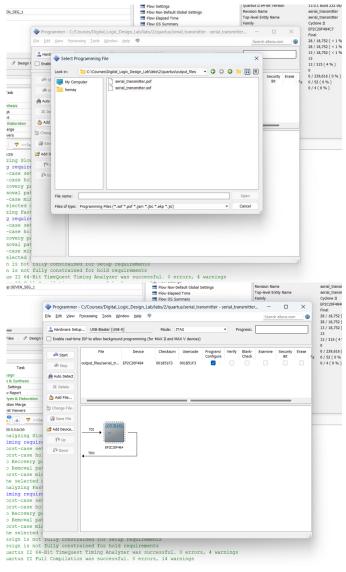
PIN R17

B6 N1

ser_out_valid

Output





To apply serial input, we pushed the corresponding pushbutton for the serIn input and then pressed the ClkPB push button once.

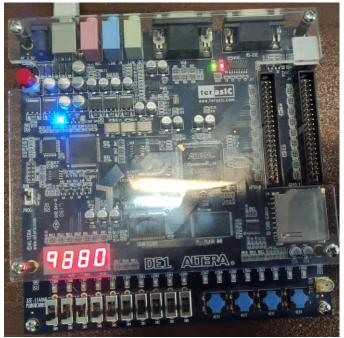


Fig.4 reset before starting

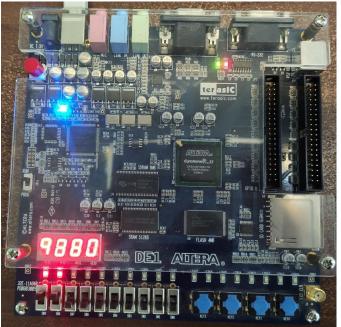


Fig.5 sequence is detected

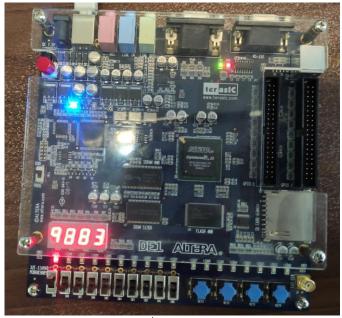


Fig.6 3rd number received

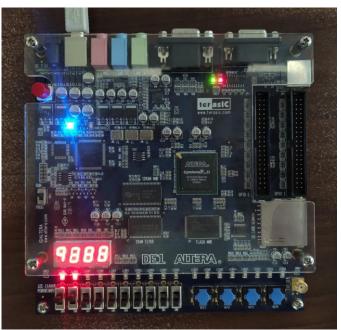


Fig.7 8th number received