

# Advanced Digital Design 1 (EEET2162) Laboratory Project

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## Executive Summary

This project uses the DE-10 Nano development board from Terasic Inc and uses the FPGA component to configure the integrated ADV7513 HDMI controller to repeatedly display two frames of the iconic Never Gonna Give You Up music video by Rick Astley to a monitor via an HDMI to DVI cable.

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# 1 Introduction

In this project, an FPGA design is created for the DE-10 Nano development board to be capable of displaying custom images to an HDMI monitor. The design is developed with Quartus Prime and written in Verilog HDL.

The initial goal of the project was to allow the FPGA to receive video data from a controller software running on the hard processor, and forwards such video to an HDMI monitor. However, due to time constraint and technical difficulty, the goal of the project is reduced to only displaying images hardcoded within the FPGA.

## 2 Literature Search

### 2.1 DE-10 Nano

The DE-10 Nano development board is based a Cyclone V SoC FPGA. Relevant components include:

- A Field-Programmable Gate Array (FPGA), this is the main focus of this project.
- A Hard Processor System (HPS) based on ARM Cortex-A9 architecture.
- An ADV7513 HDMI transmitter IC.
- A built-in USB-Blaster programmer for the FPGA.
- A Micro-SD card slot, allowing an OS to be loaded to the HPS.

### 2.2 ADV7513

This HDMI transmitter IC simplifies the logic required to output a valid HDMI video signal. The IC, configurable via I<sup>2</sup>C, supports various HDMI resolutions and colour formats. When correctly configured the ADV7513 receives a video signal from the FPGA and outputs it through an HDMI connector, where it is interpreted by an HDMI monitor.

The input signals are:

- Colour data (D[23:0])
- Data enable (DE)
- Hsync
- VSync
- Clock

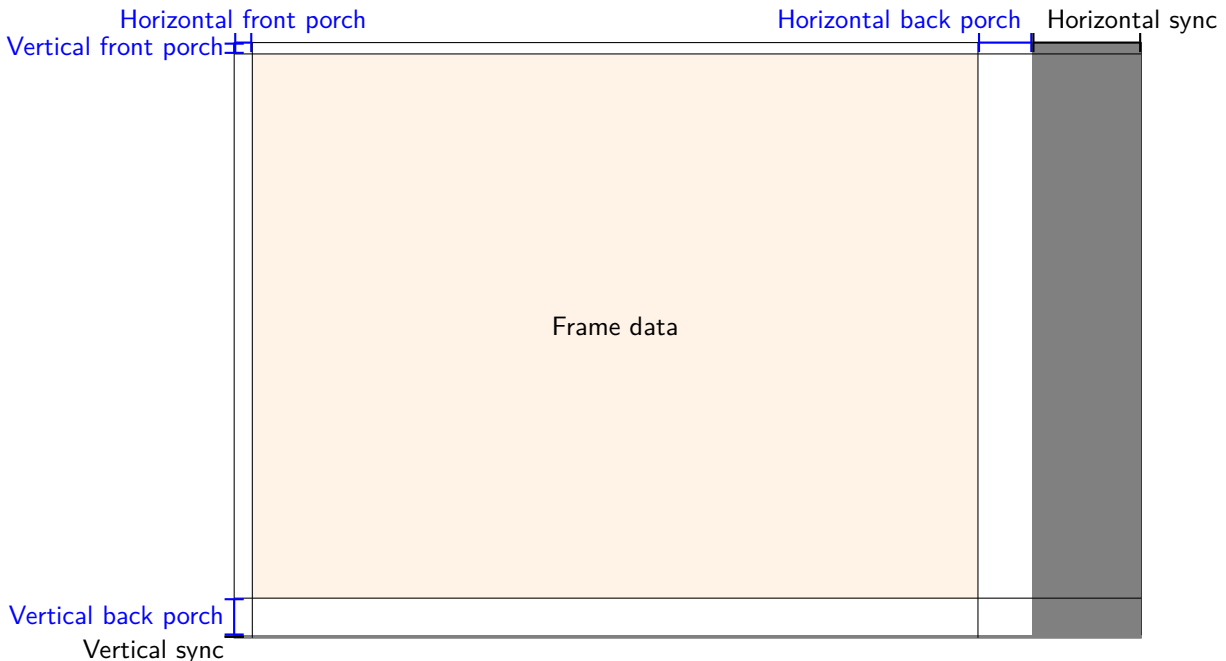


Figure 1: Video signal timing graph

Each pixel is sent left-to-right, by scanlines, top-to-bottom, in each clock cycle. Figure 1 shows the timings required for one frame. Each frame starts in a vertical front porch for the first several scanlines, where no data is sent. Then scanlines containing frame data is sent. Followed by a vertical back porch, where no data is sent, and a vertical sync period, where a Vsync signal is asserted low. Each scanline starts in a horizontal front porch, where no data is sent, then data corresponding to this scanline is sent. Followed by a horizontal back porch, where no data is sent, and a horizontal sync period, where the Hsync signal is asserted low.

Outside of the front and back porches and syncing periods, DE is asserted high, and D[23:0] will contain the colour of the current pixel. D[23:0] may be in many colour formats, depending on the configurations made via I<sup>2</sup>C, but the simplest format is RGB, where each of the red, blue and green colour components are encoded in 8-bit unsigned integers.

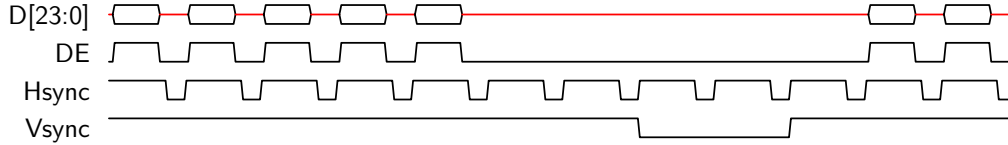


Figure 2: Video signal timing waveform

Figure 2 shows an example of a small portion of the video signal. The example contains 5 scanlines, in between which are the horizontal back porches, horizontal sync periods, and horizontal front porches. The signal then enters a vertical back porch, a vertical sync period, and a vertical front porch, before start sending the next frame.

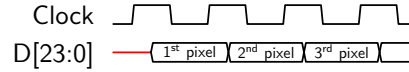


Figure 3: Video clock and data signal [1, p. 26]

The video clock signal marks the time at which the pixel values are sampled, its required relationship with data is shown on Figure 3, i.e. There needs to be one clock cycle per pixel, and data needs to be held stable while clock transitions high-to-low-to-high.

For this project, a video mode of  $640 \times 480 @ 60 \text{ Hz}$  is used, as it is simple and supported by all monitors that support 60Hz video sync [2]. This mode requires the video signal timing periods described in Table 1. The frequency of the video clock can also be inferred from this information, as the total number of pixels for each frame is  $800 \times 525 = 420000$ , therefore  $420000 \times 60 = 25200000$  pixels per second, translating to a 25.2 MHz clock.

Horizontal		Vertical	
Front porch	16	Front porch	10
Sync width	96	Sync width	2
Back porch	48	Back porch	33
Active pixels	640	Active pixels	480
Total pixels	800	Total pixels	525

Table 1: Display timings for  $640 \times 480 @ 60 \text{ Hz}$ 

Analog Devices [3] describes various registers that can be set to achieve any desired configuration. However, due to its length and complexity, it was deemed easier to reference an example design provided by Terasic [4]. Their HDMI\_TX example uses the same colour format as this project, and was confirmed to be functional. Table 2 lists the registers the example code sets, along with their comments. These registers also include configuration of sound for the ADV7513, which remained unused in this project, but the configuration steps were kept in for easier project re-use in any further work.

Register Address	Register Value	Comment
'h98	'h03	Must be set to 0x03 for proper operation
'h01	'h00	Set 'N' value at 6144
'h02	'h18	Set 'N' value at 6144
'h03	'h00	Set 'N' value at 6144
'h14	'h70	Set Ch count in the channel status to 8
'h15	'h20	Input 444 (RGB or YCrCb) with Separate Syncs, 48kHz fs
'h16	'h30	Output format 444, 24-bit input
'h18	'h46	Disable CSC
'h40	'h80	General control packet enable
'h41	'h10	Power down control
'h49	'ha8	Set dither mode - 12-to-10 bit
'h55	'h10	Set RGB in AVI infoframe
'h56	'h08	Set active format aspect
'h96	'hf6	Set interrup
'h73	'h07	Info frame Ch count to 8
'h76	'h1f	Set speaker allocation for 8 channels
'h98	'h03	Must be set to 0x03 for proper operation
'h99	'h02	Must be set to Default Value
'h9a	'he0	Must be set to 0b1110000
'h9c	'h30	PLL filter R1 value
'h9d	'h61	Set clock divide
'ha2	'ha4	Must be set to 0xA4 for proper operation
'ha3	'ha4	Must be set to 0xA4 for proper operation
'ha5	'h04	Must be set to Default Value
'hab	'h40	Must be set to Default Value
'haf	'h14	Select HDMI mode
'hba	'h60	No clock delay
'hd1	'hff	Must be set to Default Value
'hde	'h10	Must be set to Default for proper operation
'he4	'h60	Must be set to Default Value
'hfa	'h7d	Nbr of times to look for good phase

Table 2: ADV7513 registers needed to be set

## 2.3 Running Linux on the DE-10 Nano

Intel [5] provides an image that can be flashed onto a Micro-SD card. Powering-on the DE-10 Nano while the Micro-SD card is insert boots a Linux distribution, Angström Linux, on the HPS.

The boot process is facilitated by U-Boot. U-Boot may configure the FPGA, where it can later be accessed by device drivers on Linux, and then loads the Linux kernel from the SD card. By default, U-Boot configures the FPGA to be a graphical interface for Linux. This can be modified so that the FPGA is loaded with a custom firmware.

## 2.4 Never Gonna Give You Up

*Never Gonna Give You Up* is a popular music created by British musician Rick Astley [6]. Its music video has received increasing popularity as the practice of “RickRoll-ing”, playing the music video in front of unaware individuals, has become common-place. Therefore it was selected as the video to play for this project. Due to time constrains, however, the scope was reduced to only display a selection of iconic images within the music video.

# 3 Technical Work and Results

## 3.1 Overview

Appendices 6.1 to 6.8 list all Verilog code used to implement the FPGA design. Among them, the top-level entity (TLE) contains plumbing for the other modules, depicted in Figure 4.

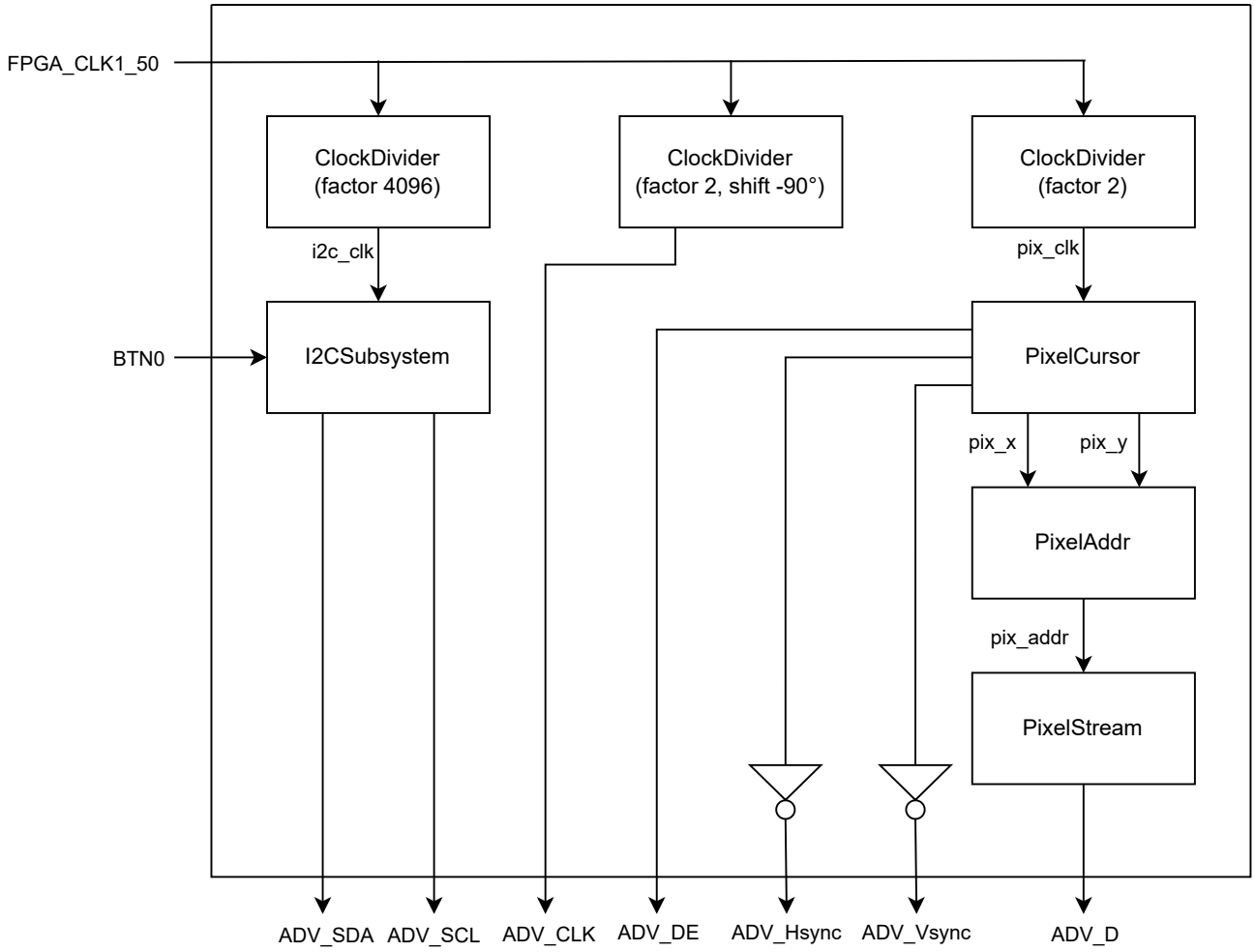


Figure 4: Overview of all modules

The input `FPGA_CLK1_50` is connected to the built-in 50 MHz clock of the FPGA; `BTN0` is connected to 1 of the 2 tactile buttons on the DE-10 Nano, it is debounced by external circuits on the board. The outputs named `ADV_*` all connect to the ADV7513 transmitter IC. Internal signals are denoted in lower case.

### 3.2 ClockDividerPow2

Clock dividers are needed to reduce the frequency of the 50 MHz built-in FPGA clock. Specifically, there are 3 slower clocks needed:

**i2c\_clk** The I<sup>2</sup>C interface of ADV7513 does not function with a high frequency, therefore the clock is divided by 4096 before being used by the I<sup>2</sup>C controller.

**ADV\_CLK** As established in Section 2.2, the ADV7513 transmitter IC requires a 25.2 MHz clock signal. This can be approximated by dividing `FPGA_CLK1_50` by 2 to obtain a 25 MHz clock.

**pix\_clk** As shown in Figure 3, `ADV_CLK` must not be the same as the clock that updates `D[23:0]`, instead, `ADV_CLK` needs to be 90° earlier in phase than this clock.

The module `ClockDividerPow2` divides an input clock by a factor of  $2^n$ , where  $n$  is a parameter. This is implemented by an  $n$ -bit counter that increments by 1 at each rising clock edge. The MSB of the counter is treated as the output clock, whose frequency will then be

$$f_{\text{out}} = \frac{f_{\text{in}}}{2^n}$$

The phase shift between ADV\_CLK and pix\_clk are created by inverting the FPGA\_CLK1\_50 before the ADV\_CLK clock divider but not inverting the other. The result is illustrated in Figure 5.

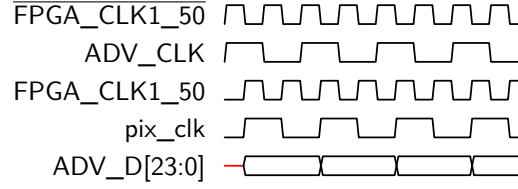


Figure 5: Creating phase shift between divided clocks

The clock divider originally divided clocks by an arbitrary factor, where the output is produced by comparing the counter content to half of the dividing factor. However, doing so caused strange behaviour in the resultant signals when driven at a high clockrate, thus the design is simplified to only divide by a power of 2, and renamed from ClockDivider to ClockDividerPow2.

ADV\_CLK and pix\_clk were originally designed to run at the specified frequency in the ADV7513 Datasheet of 25.2 MHz, which was created by a PLL IP Block. This caused timing issues with the HDMI monitor when connected. A simpler 25 MHz clock appears to be functional.

### 3.3 PixelCursor

Two counters are used to generate the video control signals of DE, Vsync and Hsync, as specified in Figure 1 and Table 1. The counter hcount stores the horizontal coordinate of the pixel being drawn, increasing on every rising edge of pix\_clk, and its possible values can be defined by  $c_h \in \mathbb{Z} \cap [0, 799]$ . The counter vcount stores the vertical coordinate of the pixel being drawn, increasing whenever hcount overflows from 799 to 0, and its possible values can be defined by  $c_v \in \mathbb{Z} \cap [0, 524]$ . For simplicity, the (0,0) position is defined to be at the top-left corner of active frame data, after the horizontal and vertical front porches (Figure 6). This effectively moves the front porches to be positioned after the sync periods, from the perspective of the signal receiver, no difference is made, but from within the FPGA design, this decision has the advantage of hcount and vcount directly corresponding to the coordinates of the actual pixel being displayed, when video is active ( $c_h < 640$  and  $c_v < 480$ ). Therefore, their values can be directly output as pix\_x and pix\_y, which are received by PixelAddr and PixelStream to decide what pixel colours to draw.



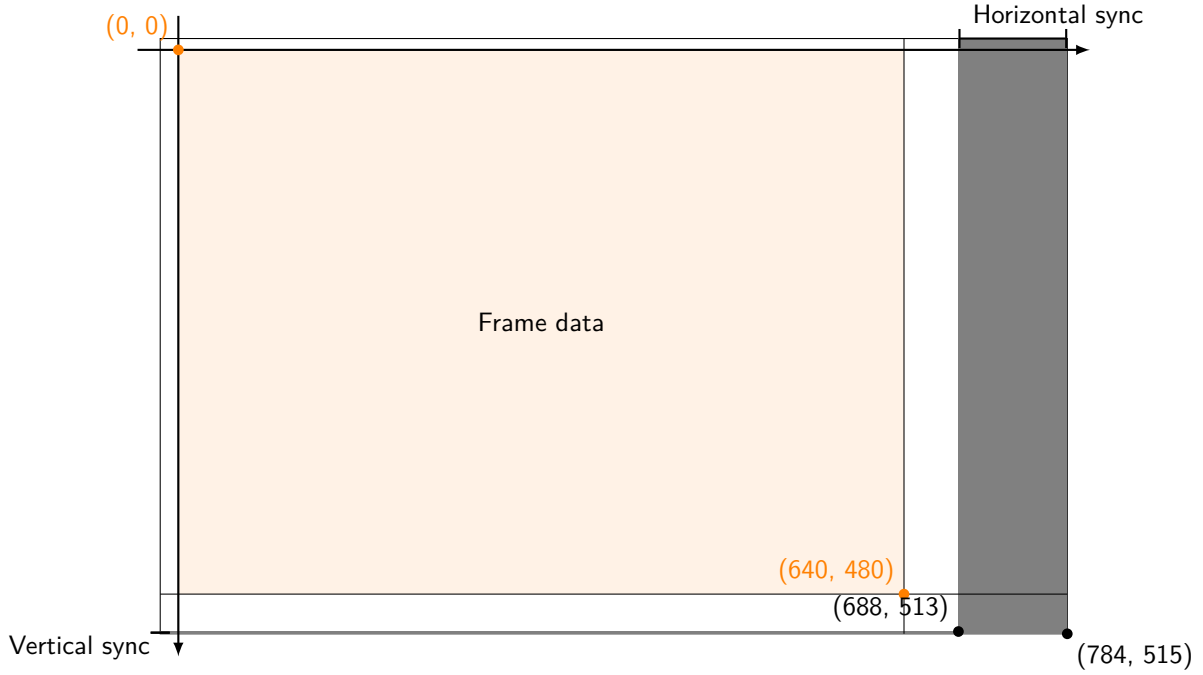


Figure 6: Coordinate system established by PixelCursor

The control signals can then be generated by comparing the counters to some constants:

$$\text{DE} = \begin{cases} 1 & c_h < 640, c_v < 480 \\ 0 & \text{otherwise} \end{cases} \quad \text{Hsync} = \begin{cases} 1 & 688 \leq c_h < 784 \\ 0 & \text{otherwise} \end{cases} \quad \text{Vsync} = \begin{cases} 1 & 513 \leq c_v < 515 \\ 0 & \text{otherwise} \end{cases}$$

### 3.4 PixelAddr

PixelAddr works as an address decoder for the pixel data based on the `xpos` and `ypos` inputs. This is done with the formula

$$\text{Address} = \frac{x_{pos}}{4} \cdot \frac{y_{pos}}{4} + \text{frame} \cdot 19200$$

with frame being the frame number starting at zero, as we only have two frames, and two frames switching at 60Hz would be a horrible sight to behold the frames were only incremented if a counter was above 32, making the frames switch at just under 2Hz. This creates an address which references the pixels by number from left to right in each scanline. This is then fed into the PixelStream module to extract the pixel data.

### 3.5 PixelStream

Astley [6] is cropped and scaled to a resolution of  $160 \times 120$ , each frame of the video is extracted as 19200 raw pixel values, in 24-bit RGB format which can be directly output to the ADV7513. Initially, a raw binary file containing all frames in 10 frames per second was planned to be stored onto a Micro-SD card. The controller software would copy each frame of the video into RAM consecutively every 0.1s, where it would be read by the FPGA and sent to the ADV7513. However, as the project scope was reduced, video data needed to be stored on the FPGA itself. Since the memory available on the FPGA is severely limited, only two frames fit into the memory.

The 2 frames of data is encoded into `.mem` format, a plain text format where each line specifies 1 word of data in hexadecimal, in this instance, 24 bits. PixelStream takes an address to this block of memory, and outputs the corresponding pixel value within the same clock cycle.

The downsides to this approach are severely increased compilation time and logical element usage. An attempt at mitigating these issues was made, by using a ROM IP block. An additional advantage to that approach is more

available memory space, which can accomodate more than 5 frames. However, a ROM IP block requires 3 clock cycles for its output to respond to the input address, making it unfit for the current design.

### 3.6 I2CSubsystem

This module is composed of 2 submodules, I2CController and I2CDataFeed.

I2CController receives an Op[1:0] signal specifying what to do to the bus (Table 3), and a byte of data (Data[7:0]) to be sent. The module maintains a state machine with 35 states, with each state corresponding to some output SDA and SCL (Figure 7). State transitions occur on every rising clock edge, some of which depends on the value of Op[1:0] (Figure 8).

Op[1:0]	Name	Description
00	STOP	Stop the I <sup>2</sup> Ctransaction, release the bus, or keep it released.
01	START	Start a I <sup>2</sup> Ctransaction, or repeat start the transaction without releasing the bus.
10	CONTINUE	Continue sending the the next byte within the ongoing transaction.
11	RESTART	Stop and start the I <sup>2</sup> Ctransaction, releasing the bus in the process.

Table 3: Meanings of the Op[1:0] signal in I2CSubsystem

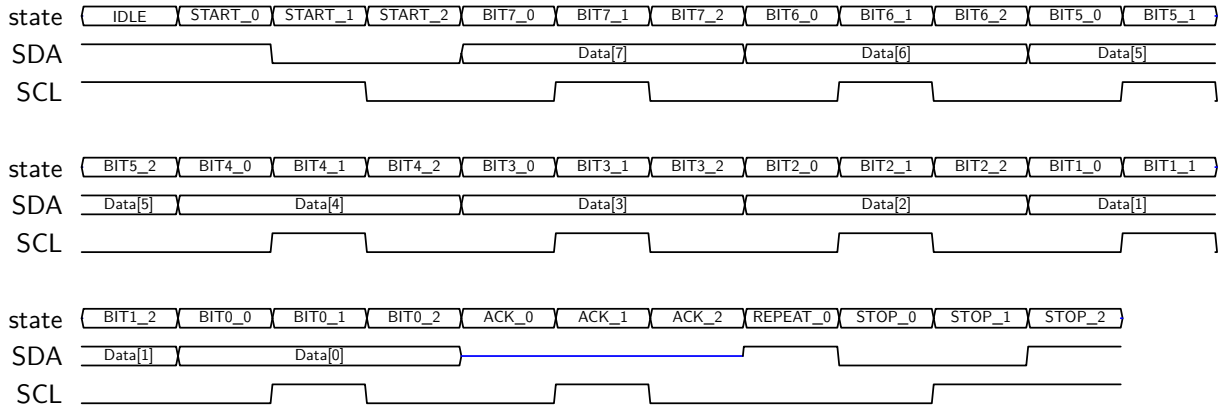
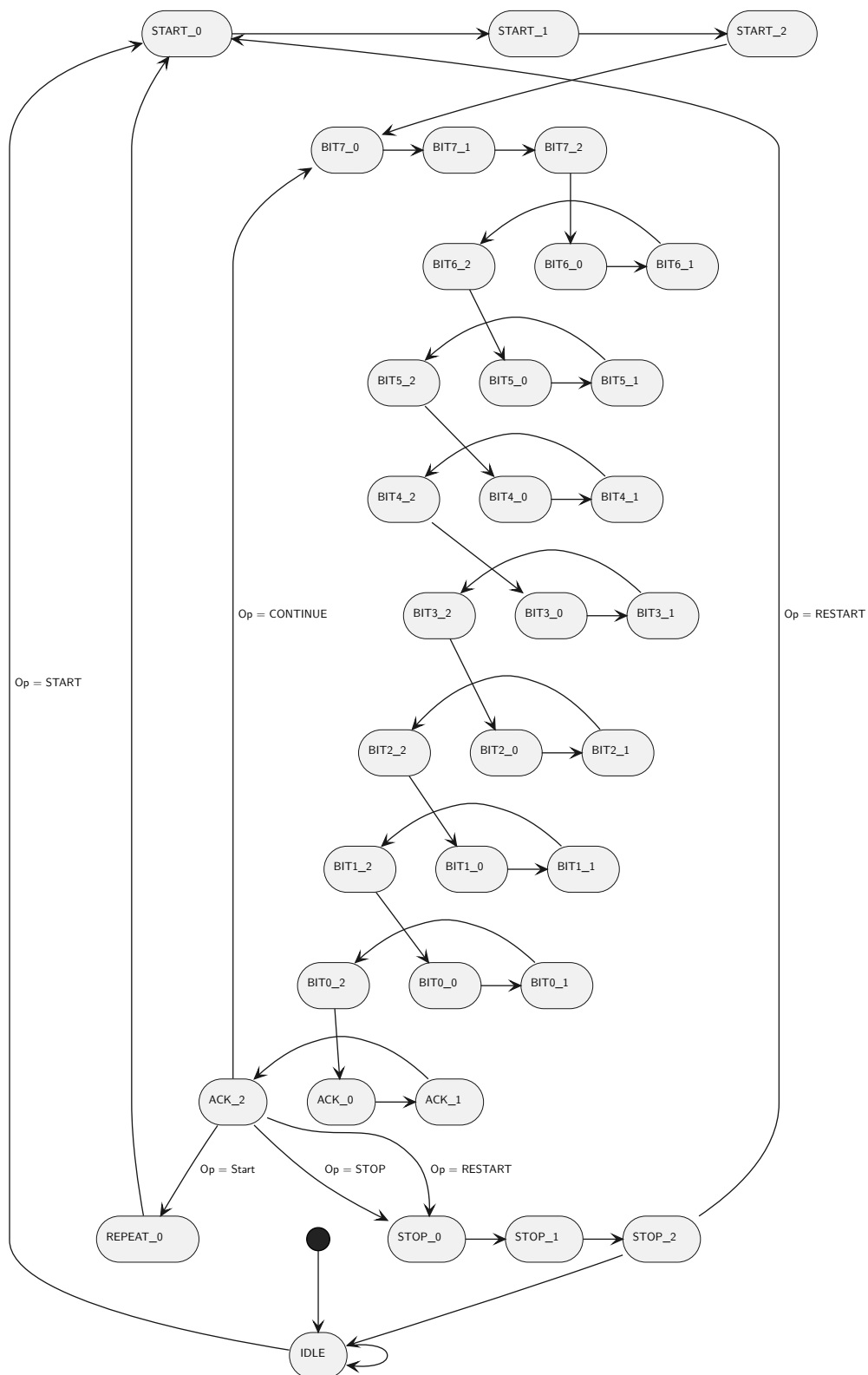


Figure 7: Output of I2CController corresponding to each state

Additionally, I2CController outputs an output Completed, which is high only when the state is ACK\_1, indicating the transfer of a byte is completed.

I2CDataFeed provides the Op[1:0] and Data[7:0] signals that I2CController needs, they are also determined by a state machine. On reset, its state is 0, where Op[1:0] is STOP, thus keeping the I2CController in idle. When an Update signal is received, it progresses to the next state, looping back to state 0 after the last state. This state machine contains 94 states, with all states except 0 containing some non-STOP Op[1:0] and a byte of Data[7:0], they list the sequence of data that that needs to be sent in order to configure the ADV7513 IC.



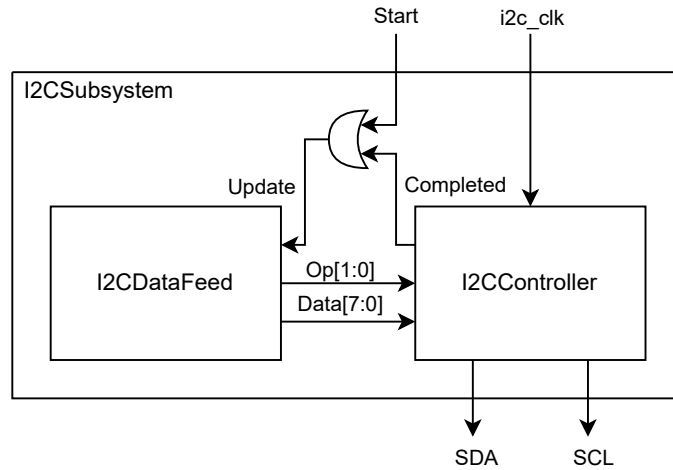


Figure 9: Block diagram of I2CSubsystem

The Update input of I2CDataFeed is connected to the Completed output, forming a feedback loop (Figure 9): When a byte transfer is completed, I2CController notifies I2CDataFeed to update its Op[1:0] and Data[7:0], then I2CController carries out the next operation. When I2CDataFeed reaches state 0, the loop stops. This also means that both state machines will stay idle upon reset. An external stimulus from a button is also connected to Update. When I2CDataFeed is in state 0 and BTN0 on the DE-10 Nano is pressed, it enters state 1, instructing I2CController to start the feedback loop.

For each register that needs to be set within the ADV7513, 5 steps are involved:

1. Start an I<sup>2</sup>C transaction.
2. Send the slave address of the ADV7513, which is 'h72 on the DE-10 Nano.
3. Send the register address.
4. Send the value to be written to the register.
5. Stop the I<sup>2</sup>C transaction.

To set the registers listed in Table 2, I2CDataFeed contains the states partially listed in Table 4, which produces Figure 10, the omitted states can be easily inferred by referencing Table 2.

State	Op[1:0]	Data[7:0]
0	STOP	'h00
1	START	'h72 (slave address)
2	CONTINUE	'h98 (1 <sup>st</sup> register address)
3	CONTINUE	'h03 (1 <sup>st</sup> register value)
4	RESTART	'h72 (slave address)
5	CONTINUE	'h01 (2 <sup>nd</sup> register address)
6	CONTINUE	'h00 (2 <sup>nd</sup> register value)
7	RESTART	'h72 (slave address)
		⋮
93	CONTINUE	'h7d (last register value)

Table 4: Partial list of states within I2CDataFeed

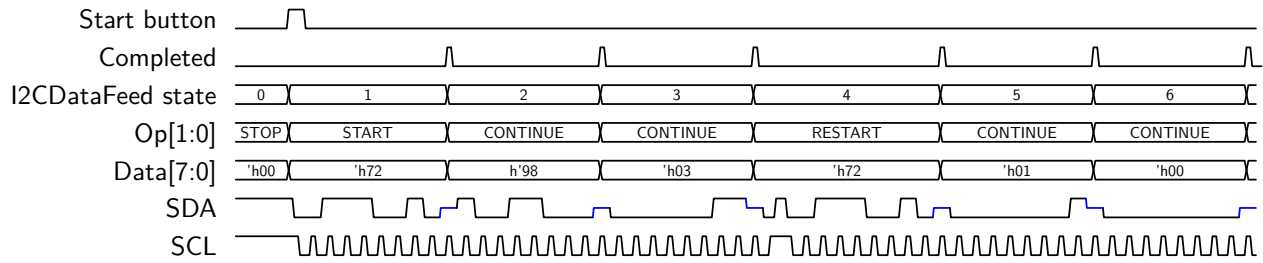


Figure 10: Operation of I2CSubsystem

## 4 Conclusion

The project was successful in the reduced scope of two alternating frames being displayed on the monitor using the ADV7513 through the FPGA on the DE-10 Nano. One of the lessons learned during testing was that the signals should be tested using equipment that reaches sample rates of at least three times the frequency of the component signal, this was found when low sampling rates produced artifacts in the waveform analysis performed on the 25MHz clock signals. Another lesson learned was the amount of time initialising memory in the FPGA fabric takes, the compilation time increases to over minutes when one frame is imported into memory when using the method described in 3.5. Future work for this project could include moving the memory storage to a ROM IP block, incorporating the HPS to load image data from the SD card into RAM to display more of the video and increasing the video quality to the full 640x480 resolution currently set as the display resolution.

## 5 References

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## 6 Appendices

### 6.1 Top Level Entity

```

module Project(
    // Buttons
    input BTNO,                // Button I2C Trigger
    input RST_N,               // Button Reset

    // Clocks
    input FPGA_CLK1_50,        // Clock 50MHz FPGA

    // From ADV7513
    // To ADV7513
    output ADV_DE,             // ADV Data Enable
    output ADV_CLK,            // ADV Video Clock
    output [23:0] ADV_D,       // ADV Video Data
    output ADV_Hsync,          // ADV Horizontal Sync
    output ADV_Vsync,          // ADV Vertical Sync
    inout ADV_SDA,             // ADV Serial Port Data
    output ADV_SCL,            // ADV Serial Port Data Clock

    // GPIO for debugging
    output [19:0] GPIO_1
);

// Define Wires
wire pix_clk;
wire frame;
wire i2c_clk;
wire hsync;
wire vsync;
wire [9:0] pix_x;
wire [9:0] pix_y;
wire [15:0] pix_addr;

// Define Registers
reg i2c_start = 0;

// Direct Assignments
assign ADV_Hsync = ~hsync;
assign ADV_Vsync = ~vsync;

// Configure Clocks, ADV leads pix_clk by 90 degrees
ClockDividerPow2 #(1) div_pix_clk(FPGA_CLK1_50,RST_N,pix_clk);
ClockDividerPow2 #(1) div_adv_clk(~FPGA_CLK1_50,RST_N,ADV_CLK);
ClockDividerPow2 #(12) i2c_clkdiv(FPGA_CLK1_50,RST_N,i2c_clk);

// Configure Hsync, Vsync, ADV_DE, And Pixel x and y values
PixelCursor pixel_cursor(
    pix_clk,
    RST_N,
    pix_x,
    pix_y,
    ADV_DE,
    hsync,
    vsync
);

// Get Pixel Address from x and y values
PixelAddr PixAddr(
    pix_x,
    pix_y,
    pix_addr,
    frame
);

// Get Pixel Value from Pixel Address
PixelStream PixStream(pix_addr,ADV_D);

// Synchronous button press trigger for I2C
always @(posedge(i2c_clk))
    i2c_start <= ~BTNO;

// I2C Configuration
I2CSubsystem i2c(
    .Start(i2c_start),
    .Clock(i2c_clk),
    .Reset_n(RST_N),
    .SDA(ADV_SDA),
    .SCL(ADV_SCL)
);
endmodule

```

## 6.2 I2C Controller Module

```

module I2CController (
    input [7:0] Data,
    input [1:0] Op,
    input Clock,
    input Reset_n,

    // Indicate one byte transfer has completed, upstream should update Data and Op
    // Op and Data are only expected to update when state is IDLE or when Completed rises
    output Completed,

    inout SDA,
    output SCL
);

localparam OP_STOP          = 2'd0; // Stop indefinitely
localparam OP_START         = 2'd1; // Send start or repeat start signal
localparam OP_CONTINUE      = 2'd2; // Continue sending data
localparam OP_RESTART       = 2'd3; // Stop the transaction and start a new one
localparam STATE_IDLE       = 6'd00;
localparam STATE_START_0    = 6'd01;
localparam STATE_START_1    = 6'd02;
localparam STATE_START_2    = 6'd03;
localparam STATE_BIT7_0     = 6'd04;
localparam STATE_BIT7_1     = 6'd05;
localparam STATE_BIT7_2     = 6'd06;
localparam STATE_BIT6_0     = 6'd07;
localparam STATE_BIT6_1     = 6'd08;
localparam STATE_BIT6_2     = 6'd09;
localparam STATE_BIT5_0     = 6'd10;
localparam STATE_BIT5_1     = 6'd11;
localparam STATE_BIT5_2     = 6'd12;
localparam STATE_BIT4_0     = 6'd13;
localparam STATE_BIT4_1     = 6'd14;
localparam STATE_BIT4_2     = 6'd15;
localparam STATE_BIT3_0     = 6'd16;
localparam STATE_BIT3_1     = 6'd17;
localparam STATE_BIT3_2     = 6'd18;
localparam STATE_BIT2_0     = 6'd19;
localparam STATE_BIT2_1     = 6'd20;
localparam STATE_BIT2_2     = 6'd21;
localparam STATE_BIT1_0     = 6'd22;
localparam STATE_BIT1_1     = 6'd23;
localparam STATE_BIT1_2     = 6'd24;
localparam STATE_BIT0_0     = 6'd25;
localparam STATE_BIT0_1     = 6'd26;
localparam STATE_BIT0_2     = 6'd27;
localparam STATE_ACK_0      = 6'd28;
localparam STATE_ACK_1      = 6'd29;
localparam STATE_ACK_2      = 6'd30;
localparam STATE_REPEAT_0   = 6'd31;
localparam STATE_STOP_0     = 6'd32;
localparam STATE_STOP_1     = 6'd33;
localparam STATE_STOP_2     = 6'd34;

reg [5:0] state = STATE_IDLE;

always @(posedge(Clock), negedge(Reset_n))
begin
    if (~Reset_n)
        state <= STATE_IDLE;
    else begin
        case (state)
            STATE_IDLE:
                state <= Op == OP_START ? STATE_START_0 : STATE_IDLE;
            STATE_ACK_2:
                case (Op)
                    OP_START:
                        state <= STATE_REPEAT_0;
                    OP_CONTINUE:
                        state <= STATE_BIT7_0;
                    default:
                        state <= STATE_STOP_0;
                endcase
            STATE_REPEAT_0:
                state <= STATE_START_0;
            STATE_STOP_2:
                state <= Op == OP_RESTART ? STATE_START_0 : STATE_IDLE;
            default:
                state <= state + 6'b0000001;
        endcase
    end
end

```



```

reg sdar = 1; // register for SDA output
reg sda_en = 0; // if SDA should output or be high-Z
reg sclr = 1; // register for SCL
assign SDA = sda_en ? sdar : 1'bz; // tristate SDA
assign SCL = sclr;
assign Completed = state == STATE_ACK_1;

always @(state, Data)
begin
    case (state)
        STATE_IDLE: begin
            sdar <= 1;
            sda_en <= 1;
            sclr <= 1;
        end
        STATE_START_0: begin
            sdar <= 1;
            sda_en <= 1;
            sclr <= 1;
        end
        STATE_START_1: begin
            sdar <= 0;
            sda_en <= 1;
            sclr <= 1;
        end
        STATE_START_2: begin
            sdar <= 0;
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT7_0: begin
            sdar <= Data[7];
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT7_1: begin
            sdar <= Data[7];
            sda_en <= 1;
            sclr <= 1;
        end
        STATE_BIT7_2: begin
            sdar <= Data[7];
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT6_0: begin
            sdar <= Data[6];
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT6_1: begin
            sdar <= Data[6];
            sda_en <= 1;
            sclr <= 1;
        end
        STATE_BIT6_2: begin
            sdar <= Data[6];
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT5_0: begin
            sdar <= Data[5];
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT5_1: begin
            sdar <= Data[5];
            sda_en <= 1;
            sclr <= 1;
        end
        STATE_BIT5_2: begin
            sdar <= Data[5];
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT4_0: begin
            sdar <= Data[4];
            sda_en <= 1;
            sclr <= 0;
        end
        STATE_BIT4_1: begin
            sdar <= Data[4];
            sda_en <= 1;
            sclr <= 1;
        end
    endcase
end

```

```
end
STATE_BIT4_2: begin
    sda <= Data[4];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT3_0: begin
    sda <= Data[3];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT3_1: begin
    sda <= Data[3];
    sda_en <= 1;
    sclr <= 1;
end
STATE_BIT3_2: begin
    sda <= Data[3];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT2_0: begin
    sda <= Data[2];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT2_1: begin
    sda <= Data[2];
    sda_en <= 1;
    sclr <= 1;
end
STATE_BIT2_2: begin
    sda <= Data[2];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT1_0: begin
    sda <= Data[1];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT1_1: begin
    sda <= Data[1];
    sda_en <= 1;
    sclr <= 1;
end
STATE_BIT1_2: begin
    sda <= Data[1];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT0_0: begin
    sda <= Data[0];
    sda_en <= 1;
    sclr <= 0;
end
STATE_BIT0_1: begin
    sda <= Data[0];
    sda_en <= 1;
    sclr <= 1;
end
STATE_BIT0_2: begin
    sda <= Data[0];
    sda_en <= 1;
    sclr <= 0;
end
STATE_ACK_0: begin
    sda <= 0;
    sda_en <= 0;
    sclr <= 0;
end
STATE_ACK_1: begin
    sda <= 0;
    sda_en <= 0;
    sclr <= 1;
end
STATE_ACK_2: begin
    sda <= 0;
    sda_en <= 0;
    sclr <= 0;
end
STATE_REPEAT_0: begin
    sda <= 1;
    sda_en <= 1;
```

```
        sclr <= 0;
    end
    STATE_STOP_0: begin
        sdar <= 0;
        sda_en <= 1;
        sclr <= 0;
    end
    STATE_STOP_1: begin
        sdar <= 0;
        sda_en <= 1;
        sclr <= 1;
    end
    STATE_STOP_2: begin
        sdar <= 1;
        sda_en <= 1;
        sclr <= 1;
    end
    default: begin
        sdar <= 1;
        sda_en <= 1;
        sclr <= 1;
    end
endcase
end
endmodule
```

### 6.3 I2C Data Feed Module

```

module I2CDataFeed (
    input Update,
    input Reset_n,
    output reg [1:0] Op = 0,
    output reg [7:0] Data = 0
);

localparam OP_STOP          = 2'd0; // Stop indefinitely
localparam OP_START         = 2'd1; // Send start or repeat start signal
localparam OP_CONTINUE      = 2'd2; // Continue sending data
localparam OP_RESTART       = 2'd3; // Stop the transaction and start a new one

localparam SLAVE_ADDR       = 8'h72; // or 'h7A ?

reg [6:0] state = 0;

always @(posedge(Update), negedge(Reset_n))
begin
    if (~Reset_n)
        state <= 0;
    else begin
        case (state)
            93: // The last state
                state <= 0;
            default:
                state <= state + 1'b1;
        endcase
    end
end

always @(state)
begin
    case (state)
        0: begin
            Op <= OP_STOP;
            Data <= 0;
        end
        1: begin
            Op <= OP_START;
            Data <= SLAVE_ADDR;
        end
        2: begin
            Op <= OP_CONTINUE;
            Data <= 'h98;
        end
        3: begin
            Op <= OP_CONTINUE;
            Data <= 'h03;
        end
        4: begin
            Op <= OP_RESTART;
            Data <= SLAVE_ADDR;
        end
        5: begin
            Op <= OP_CONTINUE;
            Data <= 'h01;
        end
        6: begin
            Op <= OP_CONTINUE;
            Data <= 'h00;
        end
        7: begin
            Op <= OP_RESTART;
            Data <= SLAVE_ADDR;
        end
        8: begin
            Op <= OP_CONTINUE;
            Data <= 'h02;
        end
        9: begin
            Op <= OP_CONTINUE;
            Data <= 'h18;
        end
        10: begin
            Op <= OP_RESTART;
            Data <= SLAVE_ADDR;
        end
        11: begin
            Op <= OP_CONTINUE;
            Data <= 'h03;
        end
        12: begin

```

```
        Op <= OP_CONTINUE;
        Data <= 'h00;
    end
13: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
14: begin
    Op <= OP_CONTINUE;
    Data <= 'h14;
end
15: begin
    Op <= OP_CONTINUE;
    Data <= 'h70;
end
16: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
17: begin
    Op <= OP_CONTINUE;
    Data <= 'h15;
end
18: begin
    Op <= OP_CONTINUE;
    Data <= 'h20;
end
19: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
20: begin
    Op <= OP_CONTINUE;
    Data <= 'h16;
end
21: begin
    Op <= OP_CONTINUE;
    Data <= 'h30;
end
22: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
23: begin
    Op <= OP_CONTINUE;
    Data <= 'h18;
end
24: begin
    Op <= OP_CONTINUE;
    Data <= 'h46;
end
25: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
26: begin
    Op <= OP_CONTINUE;
    Data <= 'h40;
end
27: begin
    Op <= OP_CONTINUE;
    Data <= 'h80;
end
28: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
29: begin
    Op <= OP_CONTINUE;
    Data <= 'h41;
end
30: begin
    Op <= OP_CONTINUE;
    Data <= 'h10;
end
31: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
32: begin
    Op <= OP_CONTINUE;
    Data <= 'h49;
end
33: begin
```

```
        Op <= OP_CONTINUE;
        Data <= 'hA8;
    end
34: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
35: begin
    Op <= OP_CONTINUE;
    Data <= 'h55;
end
36: begin
    Op <= OP_CONTINUE;
    Data <= 'h10;
end
37: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
38: begin
    Op <= OP_CONTINUE;
    Data <= 'h56;
end
39: begin
    Op <= OP_CONTINUE;
    Data <= 'h08;
end
40: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
41: begin
    Op <= OP_CONTINUE;
    Data <= 'h96;
end
42: begin
    Op <= OP_CONTINUE;
    Data <= 'hF6;
end
43: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
44: begin
    Op <= OP_CONTINUE;
    Data <= 'h73;
end
45: begin
    Op <= OP_CONTINUE;
    Data <= 'h07;
end
46: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
47: begin
    Op <= OP_CONTINUE;
    Data <= 'h76;
end
48: begin
    Op <= OP_CONTINUE;
    Data <= 'h1f;
end
49: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
50: begin
    Op <= OP_CONTINUE;
    Data <= 'h98;
end
51: begin
    Op <= OP_CONTINUE;
    Data <= 'h03;
end
52: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
53: begin
    Op <= OP_CONTINUE;
    Data <= 'h99;
end
54: begin
```

```
        Op <= OP_CONTINUE;
        Data <= 'h02;
    end
55: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
56: begin
    Op <= OP_CONTINUE;
    Data <= 'h9a;
end
57: begin
    Op <= OP_CONTINUE;
    Data <= 'he0;
end
58: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
59: begin
    Op <= OP_CONTINUE;
    Data <= 'h9c;
end
60: begin
    Op <= OP_CONTINUE;
    Data <= 'h30;
end
61: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
62: begin
    Op <= OP_CONTINUE;
    Data <= 'h9d;
end
63: begin
    Op <= OP_CONTINUE;
    Data <= 'h61;
end
64: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
65: begin
    Op <= OP_CONTINUE;
    Data <= 'ha2;
end
66: begin
    Op <= OP_CONTINUE;
    Data <= 'ha4;
end
67: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
68: begin
    Op <= OP_CONTINUE;
    Data <= 'ha3;
end
69: begin
    Op <= OP_CONTINUE;
    Data <= 'ha4;
end
70: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
71: begin
    Op <= OP_CONTINUE;
    Data <= 'ha5;
end
72: begin
    Op <= OP_CONTINUE;
    Data <= 'h04;
end
73: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
74: begin
    Op <= OP_CONTINUE;
    Data <= 'hab;
end
75: begin
```

```
        Op <= OP_CONTINUE;
        Data <= 'h40;
    end
76: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
77: begin
    Op <= OP_CONTINUE;
    Data <= 'haf;
end
78: begin
    Op <= OP_CONTINUE;
    Data <= 'h14;
end
79: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
80: begin
    Op <= OP_CONTINUE;
    Data <= 'hba;
end
81: begin
    Op <= OP_CONTINUE;
    Data <= 'h60;
end
82: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
83: begin
    Op <= OP_CONTINUE;
    Data <= 'hd1;
end
84: begin
    Op <= OP_CONTINUE;
    Data <= 'hff;
end
85: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
86: begin
    Op <= OP_CONTINUE;
    Data <= 'hde;
end
87: begin
    Op <= OP_CONTINUE;
    Data <= 'h10;
end
88: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
89: begin
    Op <= OP_CONTINUE;
    Data <= 'he4;
end
90: begin
    Op <= OP_CONTINUE;
    Data <= 'h60;
end
91: begin
    Op <= OP_RESTART;
    Data <= SLAVE_ADDR;
end
92: begin
    Op <= OP_CONTINUE;
    Data <= 'hfa;
end
93: begin
    Op <= OP_CONTINUE;
    Data <= 'h7d;
end
default: begin
    Op <= OP_STOP;
    Data <= 0;
end
endcase
end
endmodule
```



## 6.4 I2C Subsystem Module

```

module I2CSubsystem (
    // Per Hardware User Guide:
    // > The user should wait 200ms for the address to be decided
    // Therefore I2CSubsystem does not start running upon reset, but instead
    // waits for a Start signal, which may come from software or button.
    input Start,
    input Clock, // Slow clock for I2C
    input Reset_n,

    inout SDA,
    output SCL
);

wire controller_completed;

wire update_data = Start | controller_completed;
//reg update_data = 0;
//always @(posedge(Clock), negedge(Reset_n))
//begin
//  if (~Reset_n)
//    update_data <= 0;
//  else
//    update_data <= Start | controller_completed;
//end

wire [7:0] data;
wire [1:0] op;

I2CController controller (
    .Data(data),
    .Op(op),
    .Clock(Clock),
    .Reset_n(Reset_n),
    .Completed(controller_completed),
    .SDA(SDA),
    .SCL(SCL)
);

I2CDataFeed data_feed (
    .Update(update_data),
    .Reset_n(Reset_n),
    .Op(op),
    .Data(data)
);

endmodule

```

## 6.5 Clock Divider Module

```
module ClockDividerPow2 #(parameter POWER)(  
    input clk_in,  
    input reset_n,  
    output clk_out  
);  
  
reg [POWER-1:0] counter_value = 0;  
  
always @(posedge(clk_in), negedge(reset_n))  
begin  
    if (~reset_n)  
        counter_value <= 0;  
    else  
        counter_value <= counter_value + 1'b1;  
    end  
  
assign clk_out = counter_value[POWER-1];  
  
endmodule
```

## 6.6 Pixel Address Module

```
module PixelAddr(  
    input  [9:0]  xpos,  
    input  [9:0]  ypos,  
    output [15:0] address,  
    output [7:0]  frameOut  
);  
  
    reg  [15:0] addr  = 16'b0;  
    reg  [15:0] offset = 16'b0;  
    reg  [5:0]  frame  = 05'b0;  
  
    always @(*)  
    begin  
        if (xpos < 10'd640 && ypos < 10'd480)  
            begin  
                addr <= (ypos/10'd4) * 10'd160 + (xpos/10'd4) + offset;  
            end  
        else if (ypos==10'd524)  
            begin  
                if (frame < 5'h10)  
                    begin  
                        offset <= 16'h4b00;  
                        frame <= frame + 5'h01;  
                    end  
                else  
                    begin  
                        offset <= 16'b0;  
                        frame <= frame + 5'h1;  
                    end  
            end  
        else  
            begin  
                addr <= 16'b1;  
            end  
        end  
  
        assign frameOut = (frame < 5'h10);  
        assign address = addr;  
    end  
endmodule
```

## 6.7 Pixel Cursor Module

```
module PixelCursor (  
    input pix_clk, // 25 MHz  
    input reset_n,  
    output reg [9:0] hcount = 0,  
    output reg [9:0] vcount = 0,  
    output active,  
    output hsync,  
    output vsync  
);  
  
always @(posedge(pix_clk), negedge(reset_n)) begin  
    if (~reset_n) begin  
        hcount <= 0;  
        vcount <= 0;  
    end else begin  
        if (hcount == 799) begin  
            hcount <= 0;  
            if (vcount == 524)  
                vcount <= 0;  
            else  
                vcount <= vcount + 1'b1;  
        end else  
            hcount <= hcount + 1'b1;  
        end  
    end  
  
    assign active = hcount < 640 && vcount < 480;  
    assign hsync = hcount >= 688 && hcount < 784;  
    assign vsync = vcount >= 513 && vcount < 515;  
  
endmodule
```

## 6.8 Pixel Stream (Memory Stream) Module

```
module PixelStream(  
    input  [15:0] address,  
    output [23:0] pixel  
);  
    // Define Registers  
    reg [23:0] memory [38399:0];  
    reg [23:0] value;  
  
    // Initialise all registers  
    initial  
    begin  
        value = 24'b0;  
        $readmemh("PixStream.mem",memory);  
    end  
  
    always @(*)  
    begin  
        value <= memory[address];  
    end  
    assign pixel = value;  
endmodule
```