

# Quartus® Prime Introduction Using Schematic Designs

*For Quartus® Prime 21.1*

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## 1 Introduction

This tutorial presents an introduction to the Quartus® Prime CAD system. It gives a general overview of a typical CAD flow for designing circuits that are implemented by using FPGA devices, and shows how this flow is realized in the Quartus Prime software. The design process is illustrated by giving step-by-step instructions for using the Quartus Prime software to implement a very simple circuit in an Intel® FPGA device.

The Quartus Prime system includes full support for all of the popular methods of entering a description of the desired circuit into a CAD system. This tutorial makes use of the Schematic design entry method, in which the user specifies the desired circuit in the Schematic hardware description language. Three versions of this tutorial are available; one uses the Verilog hardware description language, another uses the VHDL hardware description language, and the third is based on defining the desired circuit in the form of a schematic diagram.

The last step in the design process involves configuring the designed circuit in an actual FPGA device. To show how this is done, it is assumed that the user has access to the Intel DE-series Development and Education board connected to a computer that has Quartus Prime software installed. A reader who does not have access to the DE-series board will still find the tutorial useful to learn how the FPGA programming and configuration task is performed.

The screen captures in the tutorial were obtained using the Quartus Prime version 21.1 Standard Edition; other versions of the software may be slightly different.

## 2 Background

Computer Aided Design (CAD) software makes it easy to implement a desired logic circuit by using a programmable logic device, such as a Field-Programmable Gate Array (FPGA) chip. A typical FPGA CAD flow is illustrated in Figure 1.

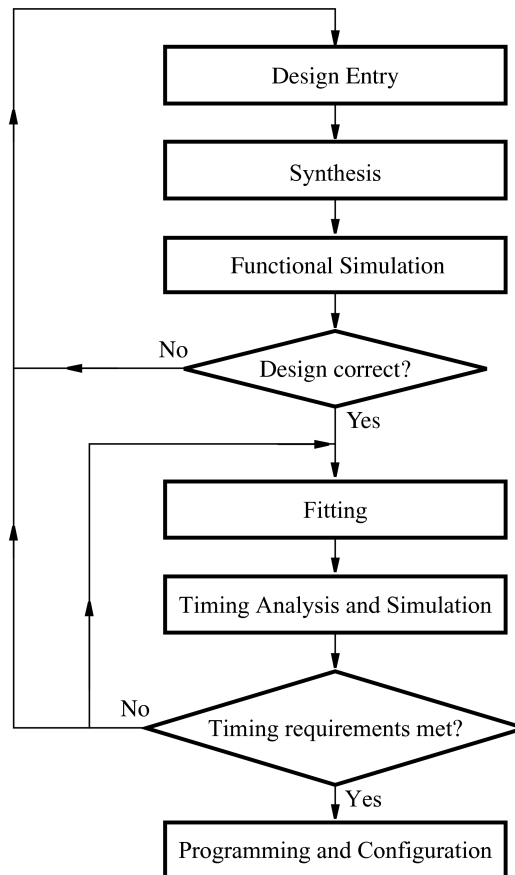


Figure 1. Typical CAD flow.

The CAD flow involves the following steps:

- **Design Entry** – the desired circuit is specified either by means of a schematic diagram, or by using a hardware description language, such as Verilog or VHDL
- **Synthesis** – the entered design is synthesized into a circuit that consists of the logic elements (LEs) provided in the FPGA chip
- **Functional Simulation** – the synthesized circuit is tested to verify its functional correctness; this simulation does not take into account any timing issues

- **Fitting** – the CAD Fitter tool determines the placement of the LEs defined in the netlist into the LEs in an actual FPGA chip; it also chooses routing wires in the chip to make the required connections between specific LEs
- **Timing Analysis** – propagation delays along the various paths in the fitted circuit are analyzed to provide an indication of the expected performance of the circuit
- **Timing Simulation** – the fitted circuit is tested to verify both its functional correctness and timing
- **Programming and Configuration** – the designed circuit is implemented in a physical FPGA chip by programming the configuration switches that configure the LEs and establish the required wiring connections

This tutorial introduces the basic features of the Quartus Prime software. It shows how the software can be used to design and implement a circuit specified by using the Schematic hardware description language. It makes use of the graphical user interface to invoke the Quartus Prime commands. Doing this tutorial, the reader will learn about:

- Creating a project
- Design entry using Schematic code
- Synthesizing a circuit specified in Schematic code
- Fitting a synthesized circuit into an Intel FPGA
- Assigning the circuit inputs and outputs to specific pins on the FPGA
- Simulating the designed circuit
- Programming and configuring the FPGA chip on Intel's DE-series board

### 3 Getting Started

Each logic circuit, or subcircuit, being designed with Quartus Prime software is called a *project*. The software works on one project at a time and keeps all information for that project in a single directory (folder) in the file system. To begin a new logic circuit design, the first step is to create a directory to hold its files. To hold the design files for this tutorial, we will use a directory *introtutorial*. The running example for this tutorial is a simple circuit for two-way light control.

Start the Quartus Prime software. You should see a display similar to the one in Figure 2. This display consists of several windows that provide access to all the features of Quartus Prime software, which the user selects with the computer mouse. Most of the commands provided by Quartus Prime software can be accessed by using a set of menus that are located below the title bar. For example, in Figure 2 clicking the left mouse button on the menu named File opens the menu shown in Figure 3. Clicking the left mouse button on the entry Exit exits from Quartus Prime software. In general, whenever the mouse is used to select something, the *left* button is used. Hence we will not normally specify which button to press. In the few cases when it is necessary to use the *right* mouse button, it will be specified explicitly.

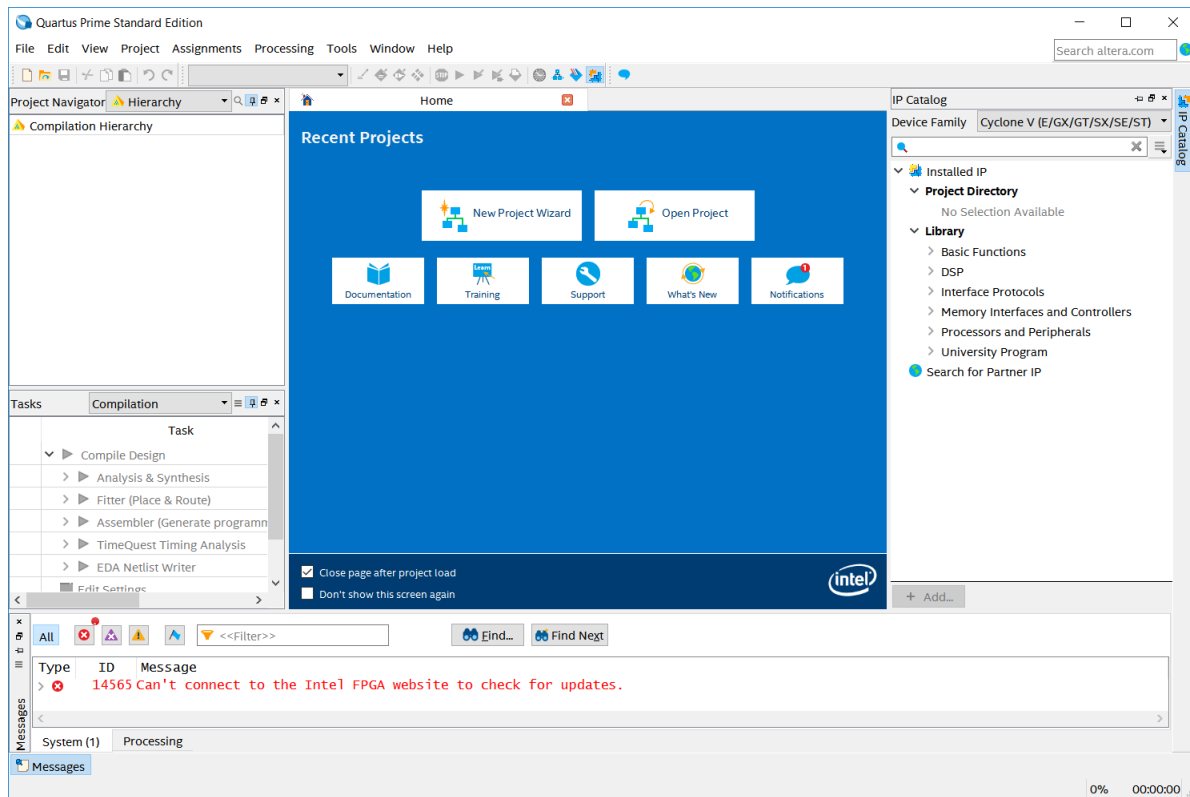


Figure 2. The main Quartus Prime display.

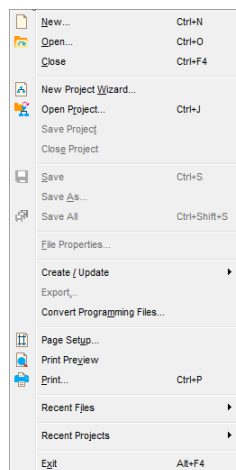


Figure 3. An example of the File menu.

For some commands it is necessary to access two or more menus in sequence. We use the convention **Menu1 > Menu2 > Item** to indicate that to select the desired command the user should first click the left mouse button on **Menu1**, then within this menu click on **Menu2**, and then within **Menu2** click on **Item**. For example, **File > Exit** uses the mouse to exit from the system. Many commands can be invoked by clicking on an icon displayed in one of the toolbars. To see the command associated with an icon, position the mouse over the icon and the command name will be shown in the status bar at the bottom of the screen.

### 3.1 Quartus® Prime Online Help

Quartus Prime software provides comprehensive online documentation that answers many of the questions that may arise when using the software. The documentation is accessed from the **Help** menu. To get some idea of the extent of documentation provided, it is worthwhile for the reader to browse through the **Help** menu.

The user can quickly search through the Help topics by using the search box in the top right corner of the main Quartus display. Another method, context-sensitive help, is provided for quickly finding documentation for specific topics. While using most applications, pressing the **F1** function key on the keyboard opens a Help display that shows the commands available for the application.

## 4 Starting a New Project

To start working on a new design we first have to define a new *design project*. Quartus Prime software makes the designer's task easy by providing support in the form of a *wizard*. Create a new project as follows:

1. Select **File > New Project Wizard** and click **Next** to reach the window in Figure 4, which asks for the name and directory of the project.
2. Set the working directory to be *introtutorial*; of course, you can use some other directory name of your choice if you prefer. The project must have a name, which is usually the same as the top-level design entity that will be included in the project. Choose *light* as the name for both the project and the top-level entity, as shown in Figure 4. Press **Next**. Since we have not yet created the directory *introtutorial*, Quartus Prime software displays the pop-up box in Figure 5 asking if it should create the desired directory. Click **Yes**, which leads to the window in Figure 6.

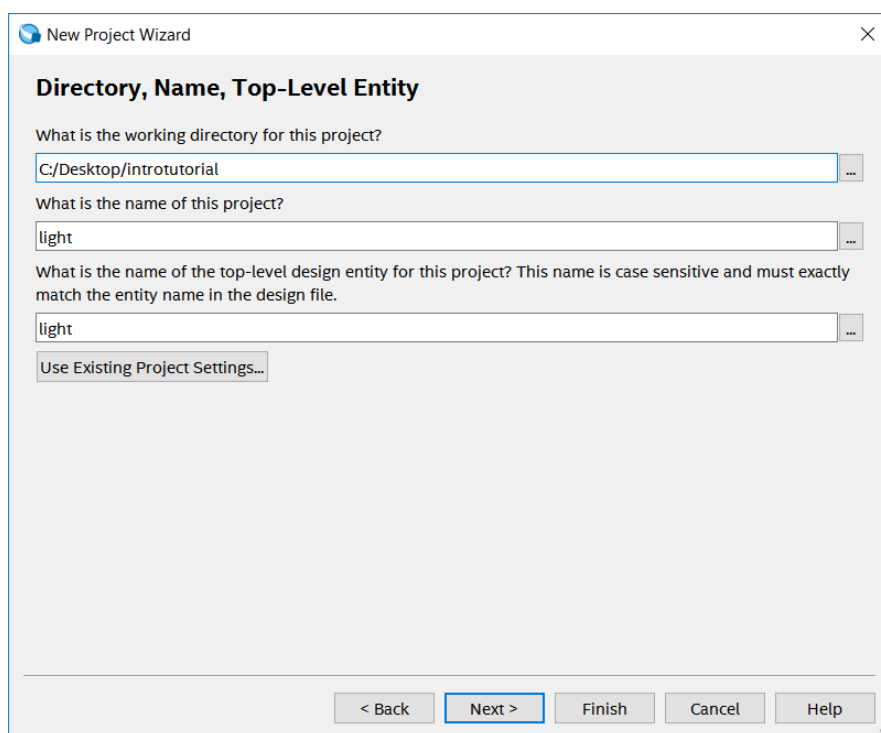


Figure 4. Creation of a new project.

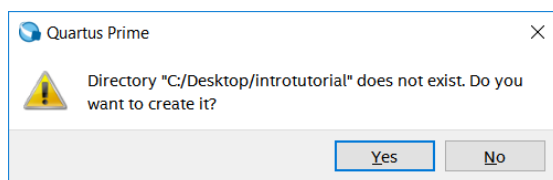


Figure 5. Quartus Prime software can create a new directory for the project.

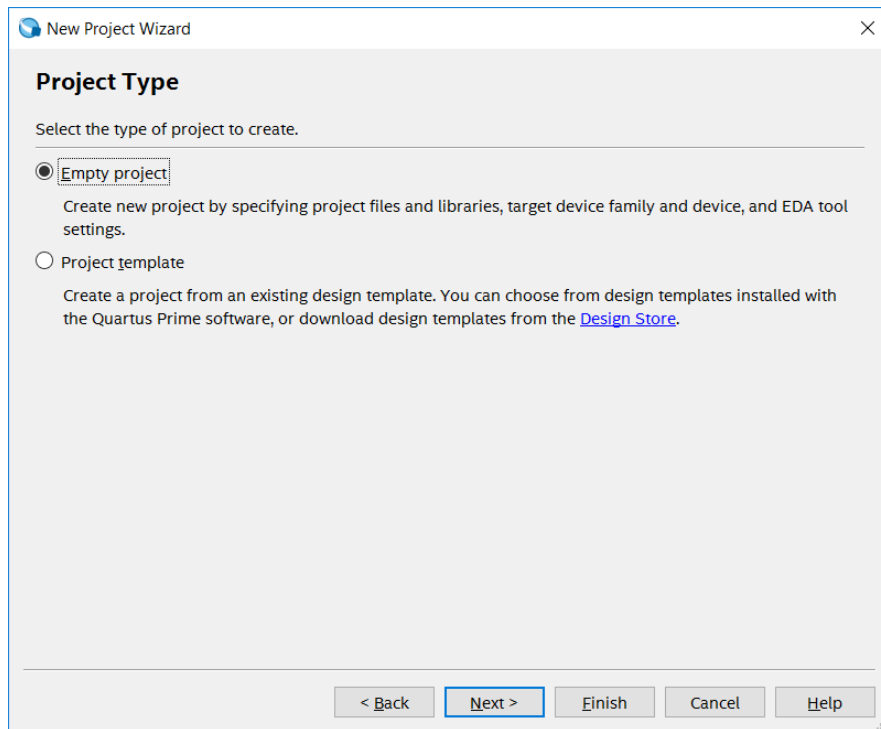


Figure 6. Choosing the project type.

3. The Project Type window, shown in Figure 6, allows you to choose from the Empty project and the Project template options. For this tutorial, choose Empty project as we will be creating a project from scratch, and press Next which leads to the window in Figure 7.



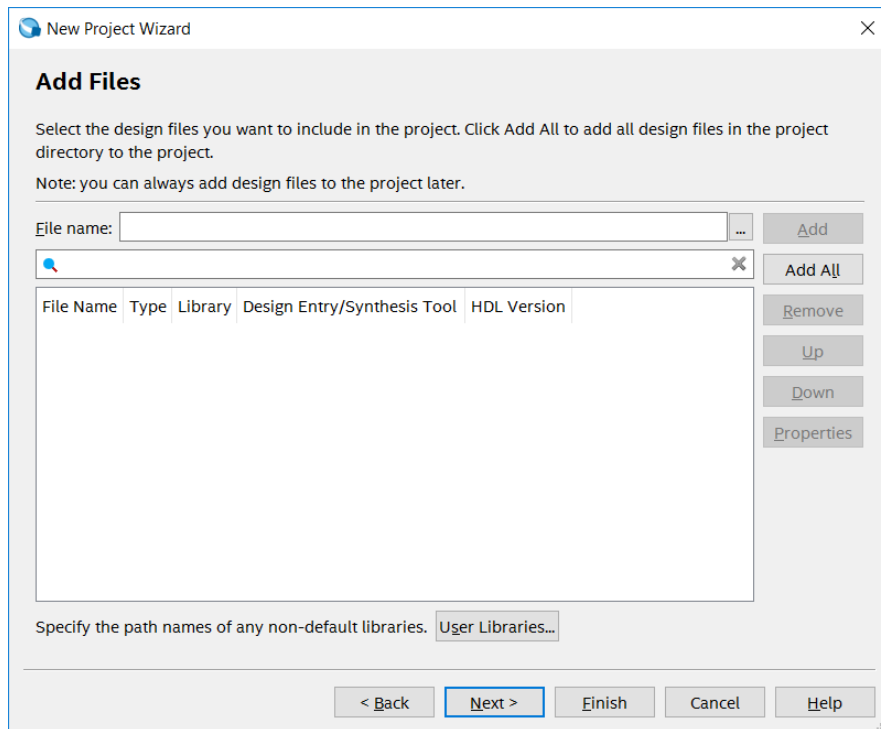


Figure 7. The wizard can include user-specified design files.

4. The wizard makes it easy to specify which existing files (if any) should be included in the project. Assuming that we do not have any existing files, click **Next**, which leads to the window in Figure 8.

**Family, Device & Board Settings**

Device Board

Select the family and device you want to target for compilation.  
You can install additional device support with the Install Devices command on the Tools menu.

To determine the version of the Quartus Prime software in which your target device is supported, refer to the [Device Support List](#) webpage.

Device family

Family: Cyclone V (E/GX/GT/SX/SE/ST)

Device: All

Target device

☐ Auto device selected by the Fitter

☒ Specific device selected in 'Available devices' list

☐ Other: n/a

Show in 'Available devices' list

Package: Any

Pin count: Any

Core speed grade: Any

Name filter:

☒ Show advanced devices

Available devices:

Name	Core Voltage	ALMs	Total I/Os	GPIOs	GXB Channel PMA	GXB Channel PCS
5CSEMA4U23C8	1.1V	15880	314	314	0	0
5CSEMA4U23I7	1.1V	15880	314	314	0	0
5CSEMA5F31A7	1.1V	32070	457	457	0	0
5CSEMA5F31C6	1.1V	32070	457	457	0	0
5CSEMA5F31C7	1.1V	32070	457	457	0	0
5CSEMA5F31C8	1.1V	32070	457	457	0	0
5CSEMA5F31I7	1.1V	32070	457	457	0	0
5CSEMA5U23A7	1.1V	32070	314	314	0	0
5CSEMA5U23C6	1.1V	32070	314	314	0	0
5CSEMA5U23C7	1.1V	32070	314	314	0	0

< Back Next > Finish Cancel Help

Figure 8. Choose the device family and a specific device.

- We have to specify the type of device in which the designed circuit will be implemented. Choose the Cyclone® series device family for your DE-series board. We can let Quartus Prime software select a specific device in the family, or we can choose the device explicitly. We will take the latter approach. From the list of available devices, choose the appropriate device name for your DE-series board. A list of devices names on DE-series boards can be found in Table 1. Press Next, which opens the window in Figure 9.

Board	Device Name
DE0-CV	Cyclone V 5CEBA4F23C7
DE0-Nano	Cyclone IVE EP4CE22F17C6
DE0-Nano-SoC	Cyclone V SoC 5CSEMA4U23C6
DE1-SoC	Cyclone V SoC 5CSEMA5F31C6
DE2-115	Cyclone IVE EP4CE115F29C7
DE10-Lite	Max 10 10M50DAF484C7G
DE10-Standard	Cyclone V SoC 5CSXFC6D6F31C6
DE10-Nano	Cyclone V SE 5CSEBA6U2317

Table 1. DE-series FPGA device names

**EDA Tool Settings**

Specify the other EDA tools used with the Quartus Prime software to develop your project.

EDA tools:

Tool Type	Tool Name	Format(s)	Run Tool Automatically
Design Entry/S...	<None>	<None>	<input type="checkbox"/> Run this tool automatically to synthesize the current design
Simulation	<None>	<None>	<input type="checkbox"/> Run gate-level simulation automatically after compilation
Board-Level	Timing	<None>	
	Symbol	<None>	
	Signal Integrity	<None>	
	Boundary Scan	<None>	

< Back   Next >   Finish   Cancel   Help

Figure 9. Other EDA tools can be specified.

- The user can specify any third-party tools that should be used. A commonly used term for CAD software for electronic circuits is *EDA tools*, where the acronym stands for Electronic Design Automation. This term is used in Quartus Prime messages that refer to third-party tools, which are the tools developed and marketed by companies other than Intel. Since we will rely solely on Quartus Prime tools, we will not choose any other tools. Press Next.

7. A summary of the chosen settings appears in the screen shown in Figure 10. Press Finish, which returns to the main Quartus Prime window, but with *light* specified as the new project, in the title bar, as indicated in Figure 11.

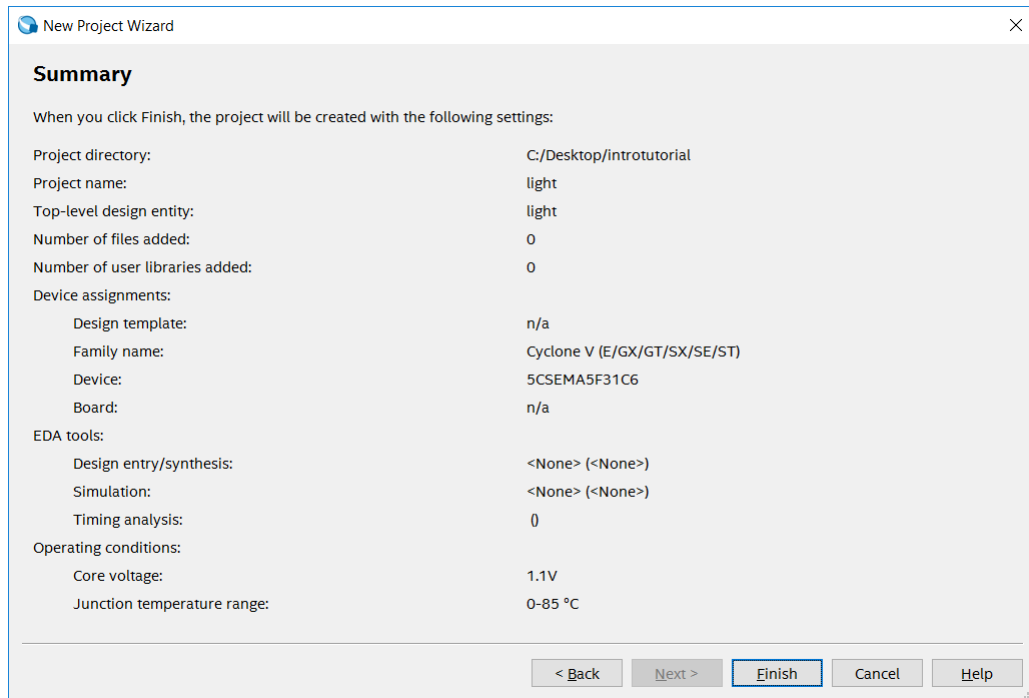


Figure 10. Summary of project settings.

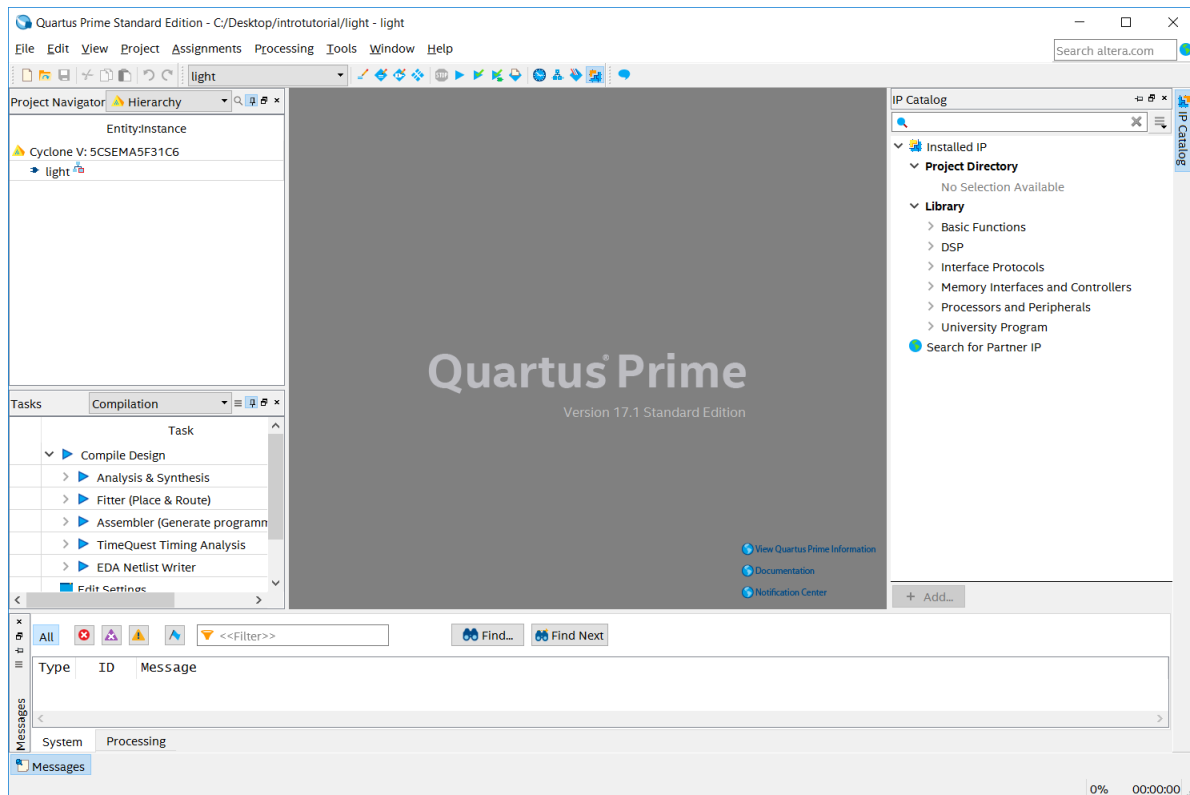


Figure 11. The Quartus Prime window for a created project.

## 5 Design Entry Using the Graphic Editor

As a design example, we will use the two-way light controller circuit shown in Figure 12. The circuit can be used to control a single light from either of the two switches,  $x_1$  and  $x_2$ , where a closed switch corresponds to the logic value 1. The truth table for the circuit is also given in the figure. Note that this is just the Exclusive-OR function of the inputs  $x_1$  and  $x_2$ , but we will implement it using the gates shown.

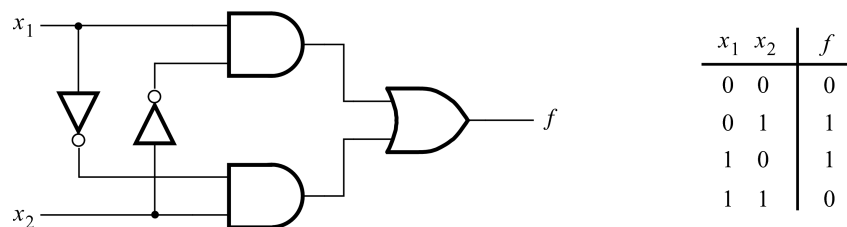


Figure 12. The light controller circuit.

The Quartus Prime Graphic Editor can be used to specify a circuit in the form of a block diagram. Select **File > New** to get the window in Figure 13, choose **Block Diagram/Schematic File**, and click **OK**. This opens the Graphic Editor window. The first step is to specify a name for the file that will be created. Select **File > Save As** to open the pop-up box depicted in Figure 14. In the box labeled **Save as type** choose **Block Diagram/Schematic File (\*.bdf)**. In the box labeled **File name** type *light*, to match the name given in Figure 4, which was specified when the project was created. Put a checkmark in the box **Add file to current project**. Click **Save**, which puts the file into the directory *introtutorial* and leads to the Graphic Editor window displayed in Figure 15.

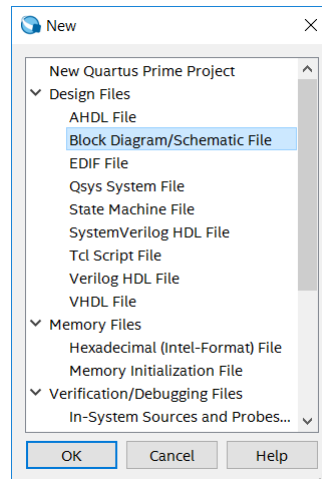


Figure 13. Choose to prepare a block diagram.

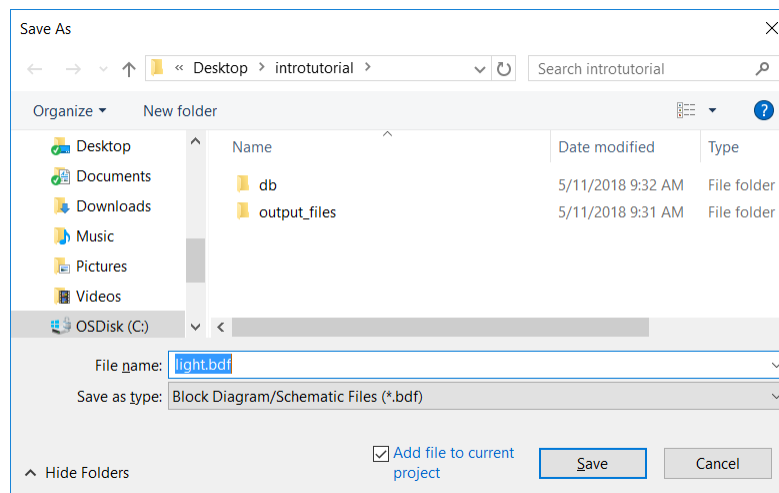


Figure 14. Name the file.

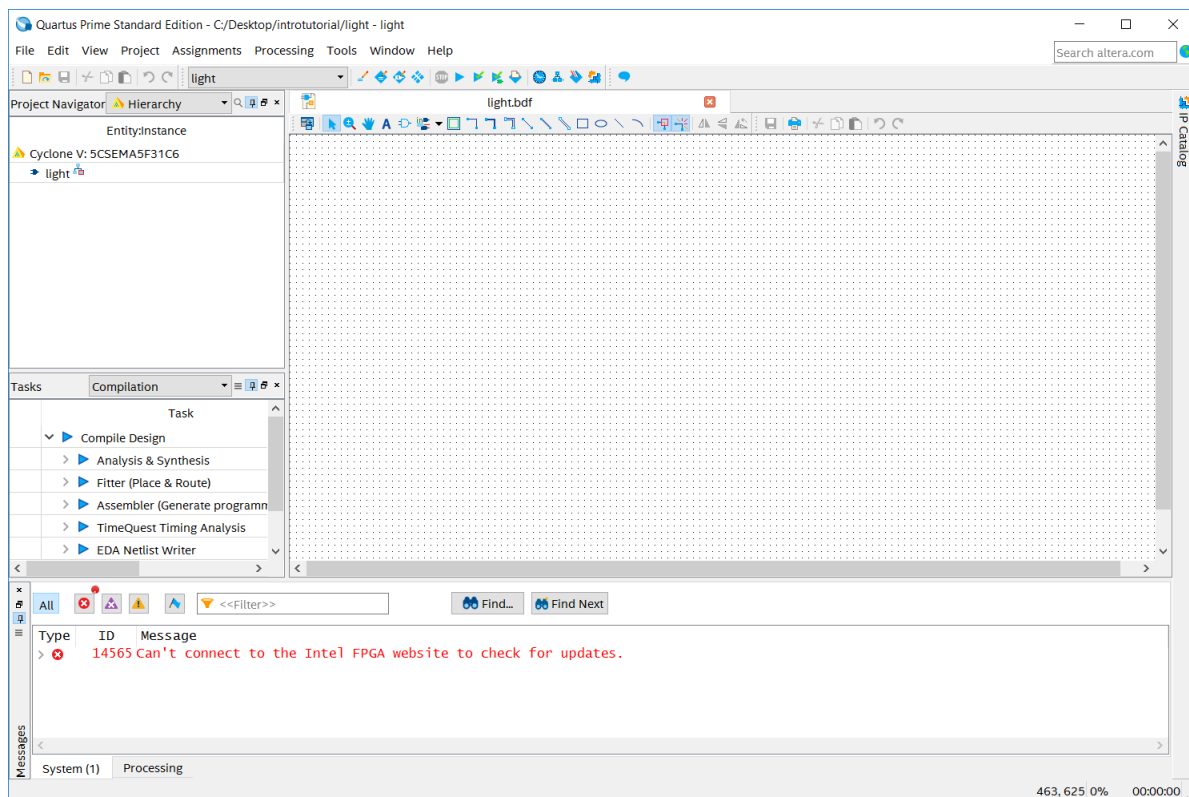





Figure 15. Graphic Editor window.

## 5.1 Importing Logic-Gate Symbols

The Graphic Editor provides a number of libraries which include circuit elements that can be imported into a schematic. Double-click on the blank space in the Graphic Editor window, or click on the  icon in the toolbar that looks like an AND gate. A pop-up box in Figure 16 will appear. Expand the hierarchy in the Libraries box as shown in the figure. First expand *libraries*, then expand the library *primitives*, followed by expanding the library *logic* which comprises the logic gates. Select *and2*, which is a two-input AND gate, and click OK. Now, the AND gate symbol will appear in the Graphic Editor window. Using the mouse, move the symbol to a desirable location and click to place it there. Import a second AND gate by repeating the previous steps. Note that you can enable the Repeat-insert mode in the Symbol window to quickly add multiple copies of a gate. A symbol in the Graphic Editor window can be moved by clicking the  icon in the toolbar that looks like a mouse cursor, then clicking the symbol you want to move and dragging it to a new location with the mouse button pressed. Next, select *or2* from the library and import the OR gate into the diagram. Then, select *not* and import two instances of the NOT gate. Rotate the NOT gates into proper position by right clicking on the desired gate and selecting Rotate by Degrees > Rotate Left 90, or by using the “Rotate left 90” icon . Arrange the gates as shown in Figure 17.

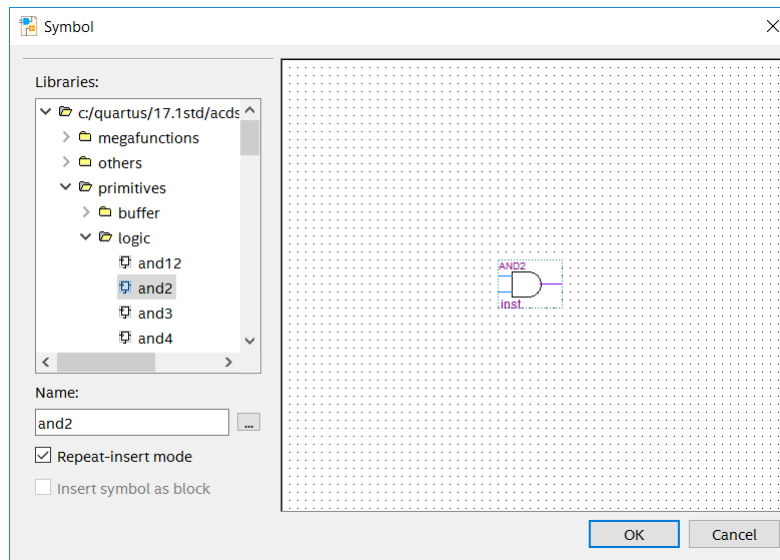


Figure 16. Choose a symbol from the library.

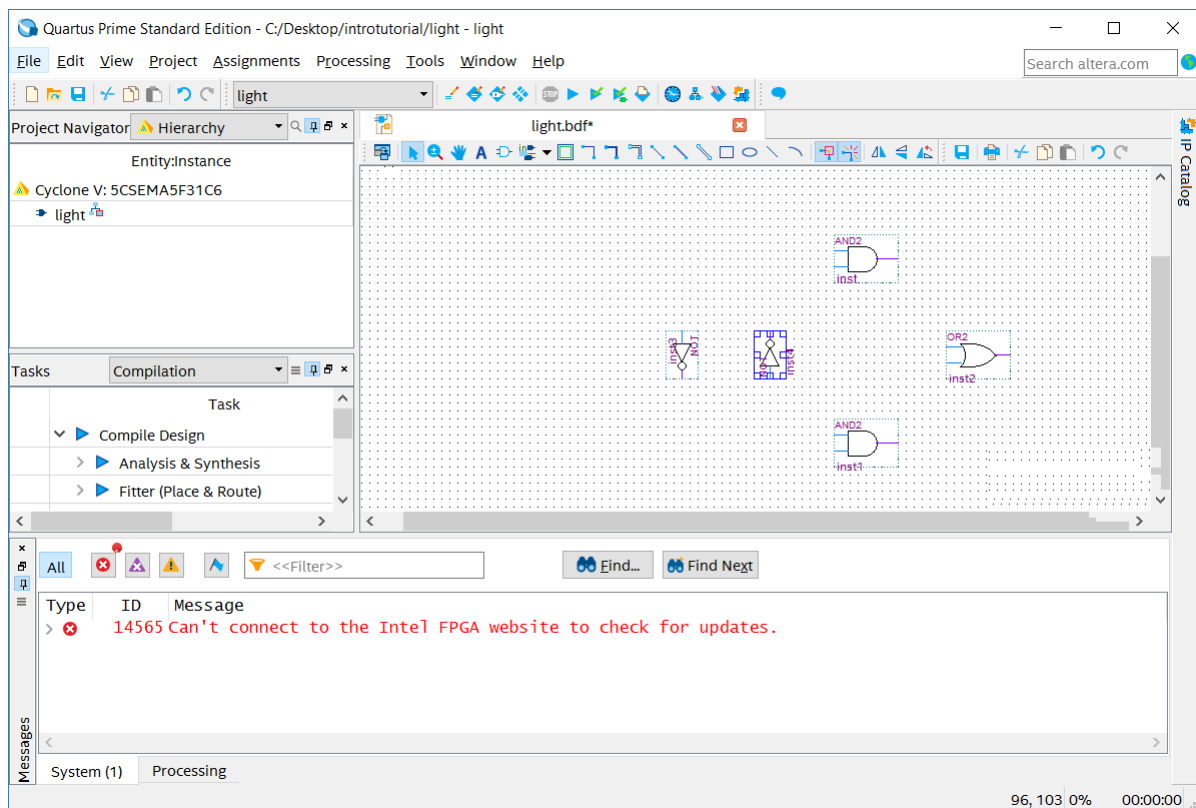


Figure 17. Import the gate symbols into the Graphic Editor window.



## 5.2 Importing Input and Output Symbols

Having entered the logic-gate symbols, it is now necessary to enter the symbols that represent the input and output ports of the circuit. Use the same procedure as for importing the gates, but choose the port symbols from the library *primitives/pin*. Import two instances of the input port and one instance of the output port, to obtain the image in Figure 18.

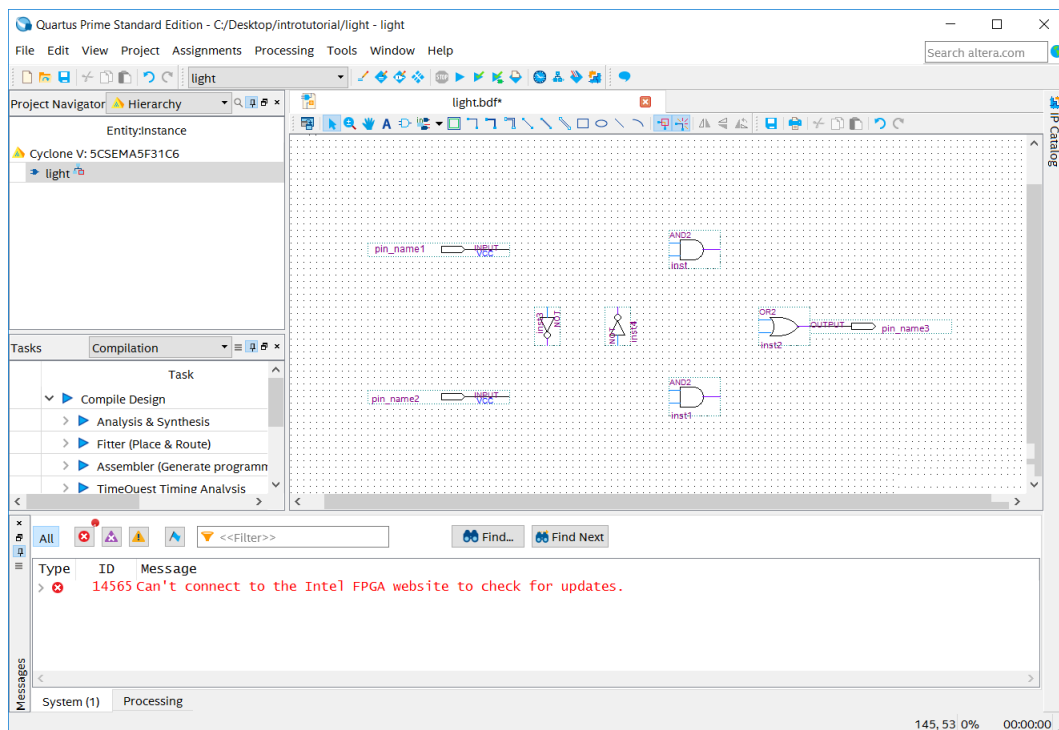


Figure 18. Import the input and output pins.

Assign names to the input and output symbols as follows. Make sure nothing is selected by clicking on an empty spot in the Graphic Editor window. Point to the top input symbol and double-click the mouse. The dialog box in Figure 19 will appear. Type the pin name, *x1*, and click OK. Similarly, assign the name *x2* to the other input and *f* to the output. Alternatively, it is possible to change the name of an element by double-clicking on the name and typing a new one directly.

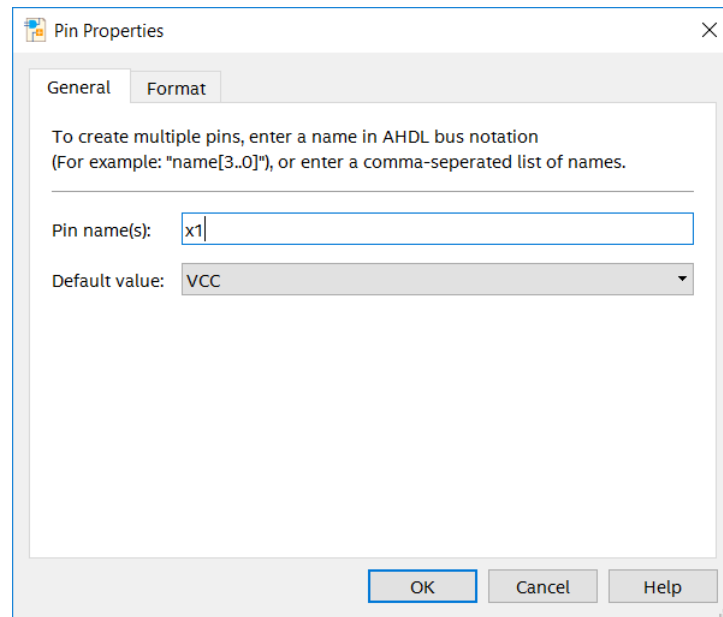




Figure 19. Naming of a pin.

### 5.3 Connecting Nodes with Wires

The symbols in the diagram have to be connected by drawing lines (wires). Click on the icon  in the toolbar to activate the Orthogonal Node Tool. Position the mouse pointer over the right edge of the x1 input pin. Click and hold the mouse button and drag the mouse to the right until the drawn line reaches the pinstub on the top input of the AND gate. Release the mouse button when you see a box appear, which leaves the line connecting the two pinstubs. Next, draw a wire from the input pinstub of the leftmost NOT gate to touch the wire that was drawn above it. Note that a dot will appear indicating a connection between the two wires.

Use the same procedure to draw the remaining wires in the circuit. If a mistake is made, a wire can be selected by clicking on it, and removed by pressing the Delete key on the keyboard. Upon completing the diagram, click on the  icon, to activate the Selection Tool. Now, changes in the appearance of the diagram can be made by selecting a particular symbol or wire and either moving it to a different location or deleting it. The final diagram is shown in Figure 20; save it.

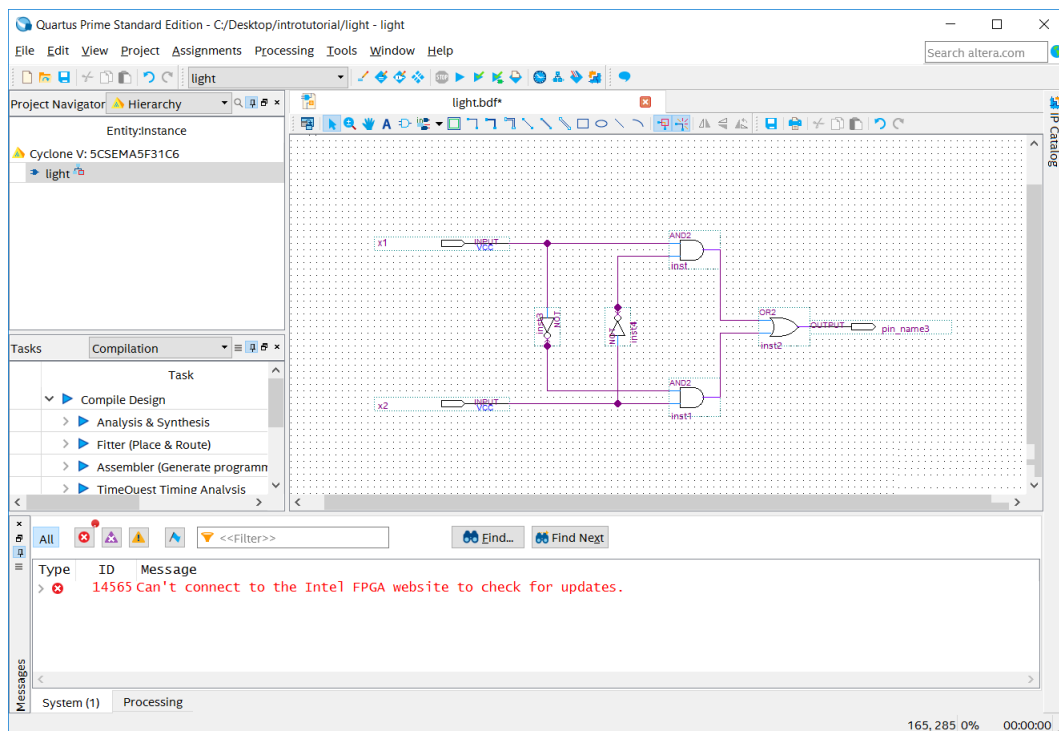




Figure 20. The completed schematic diagram.

## 6 Compiling the Designed Circuit

The entered schematic diagram file, *light.bdf*, is processed by several Quartus Prime tools that analyze the file, synthesize the circuit, and generate an implementation of it for the target chip. These tools are controlled by the application program called the *Compiler*.

Run the Compiler by selecting **Processing > Start Compilation**, or by clicking on the toolbar icon  that looks like a blue triangle. Your project must be saved before compiling. As the compilation moves through various stages, its progress is reported in a window on the left side of the Quartus Prime display. In the message window, at the bottom of the figure, various messages are displayed throughout the compilation process. In case of errors, there will be appropriate messages given.

When the compilation is finished, a compilation report is produced. A tab showing this report is opened automatically, as seen in Figure 21. The tab can be closed in the normal way, and it can be opened at any time either by selecting **Processing > Compilation Report** or by clicking on the icon . The report includes a number of sections listed on the left side. Figure 21 displays the Compiler Flow Summary section, which indicates that only one logic element and three pins are needed to implement this tiny circuit on the selected FPGA chip.

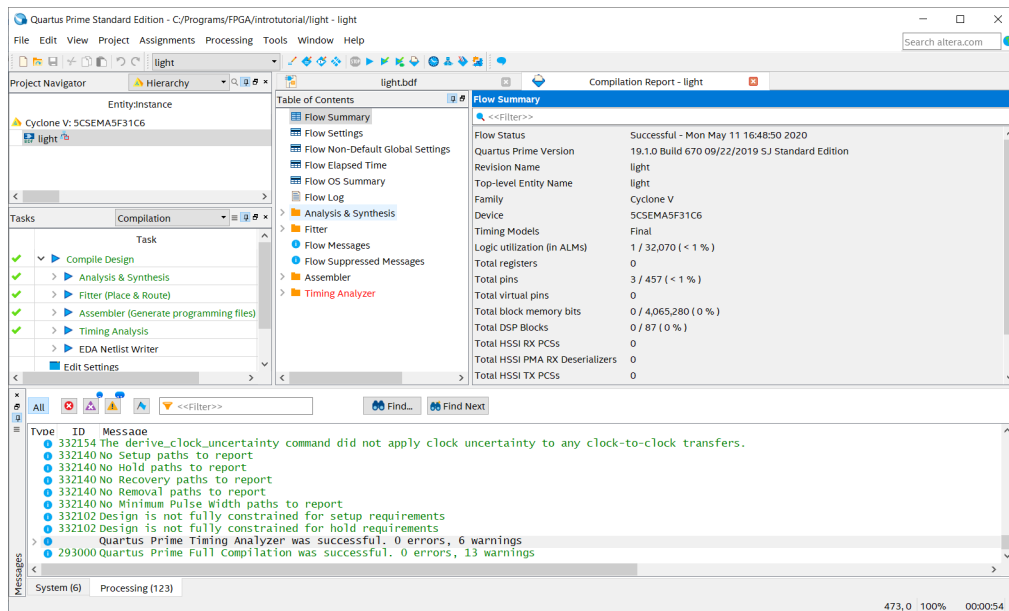




Figure 21. Display after a successful compilation.

## 6.1 Errors

Quartus Prime software displays messages produced during compilation in the Messages window. If the block diagram design file is correct, one of the messages will state that the compilation was successful and that there are no errors.

If the Compiler does not report zero errors, then there is at least one mistake in the schematic entry. In this case a message corresponding to each error found will be displayed in the Messages window. Double-clicking on an error message will highlight the offending part of the circuit in the Graphic Editor window. Similarly, the Compiler may display some warning messages. Their details can be explored in the same way as in the case of error messages. The user can obtain more information about a specific error or warning message by selecting the message and pressing the F1 function key.

To see the effect of an error, open the file *light.bdf*. Remove the wire connecting the output of the top AND gate to the OR gate. To do this, click on the  icon, click the mouse on the wire to be removed (to select it) and press Delete. Compile the erroneous design by clicking on the  icon. A pop-up box will ask if the changes made to the *light.bdf* file should be saved; click Yes. After trying to compile the circuit, Quartus Prime software will display error messages in the Messages window, and show that the compilation failed in the Analysis & Synthesis stage of the compilation process. The compilation report summary, given in Figure 22, confirms the failed result. In the Table of Contents panel, expand the Analysis & Synthesis part of the report and then select Messages to have the messages displayed as shown in Figure 23. The Compilation Report can be displayed as a separate window as in Figure 23 by right-clicking its tab and selecting Detach Window, and can be reattached by clicking Window > Attach Window. Double-click on the first error message, which states that one of the nodes is missing a

source. Quartus Prime software responds by displaying the *light.bdf* schematic and highlighting the OR gate which is affected by the error, as shown in Figure 24. Correct the error and recompile the design.

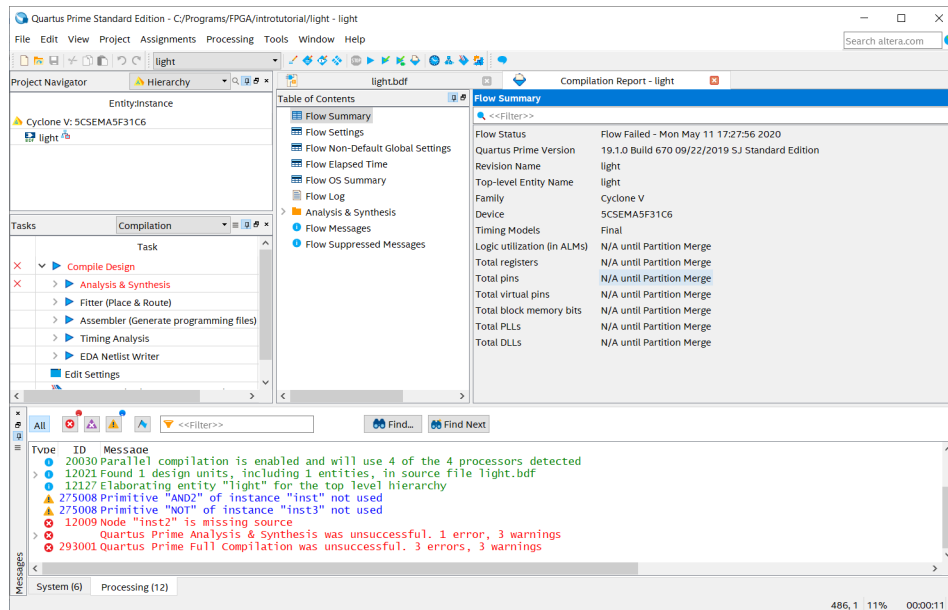


Figure 22. Compilation report for the failed design.

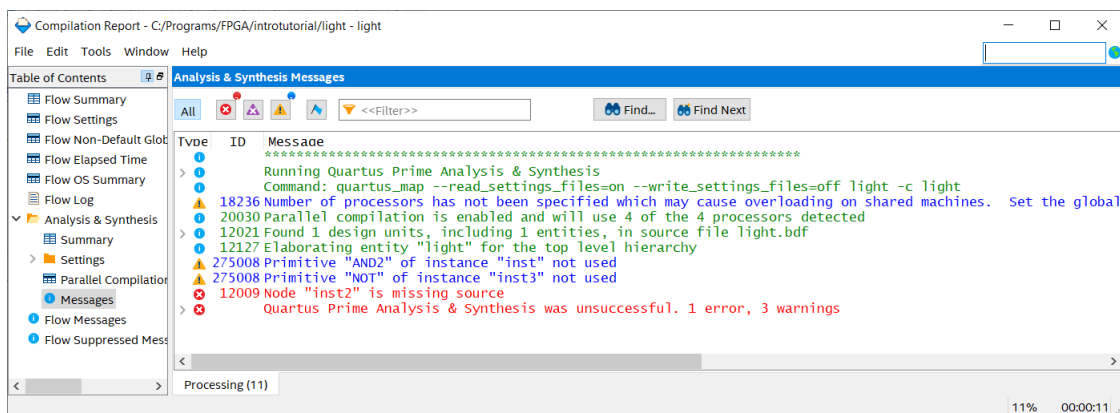


Figure 23. Error messages.

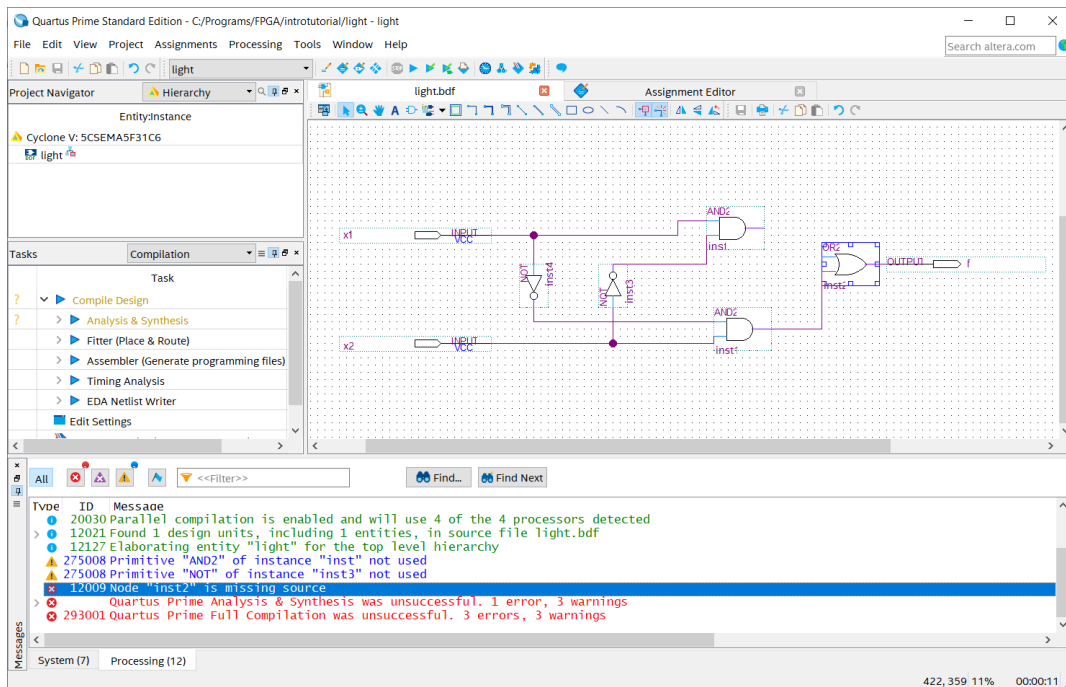


Figure 24. Identifying the location of the error.

## 7 Pin Assignment

During the compilation above, the Quartus Prime Compiler was free to choose any pins on the selected FPGA to serve as inputs and outputs. However, the DE-series board has hardwired connections between the FPGA pins and the other components on the board. We will use two toggle switches, labeled  $SW_0$  and  $SW_1$ , to provide the external inputs,  $x_1$  and  $x_2$ , to our example circuit. These switches are connected to the FPGA pins listed in Table 2. We will connect the output  $f$  to a light-emitting diode on your DE-series board. For the DE2-115 we will use a green LED:  $LEDG_0$ . On the DE0-CV, DE1-SoC, DE10-Lite and DE10-Standard, we will use  $LEDR_0$ . On the DE0-Nano and DE0-Nano-SoC, we will use  $LED_0$ . The FPGA pin assignment for the LEDs can also be found in Table 2.

Component	$SW_0$	$SW_1$	$LEDG_0$ , $LED_0$ , or $LEDR_0$
DE0-CV	PIN_U13	PIN_V13	PIN_AA2
DE0-Nano	PIN_M1	PIN_T8	PIN_A1
DE-Nano-SoC	PIN_L10	PIN_L9	PIN_W15
DE2-115	PIN_AB28	PIN_AC28	PIN_E21
DE1-SoC	PIN_AB12	PIN_AC12	PIN_V16
DE10-Lite	PIN_C10	PIN_C11	PIN_A8
DE10-Standard	PIN_AB30	PIN_AB28	PIN_AA24
DE10-Nano	PIN_Y24	PIN_W24	PIN_W15

Table 2. DE-Series Pin Assignments

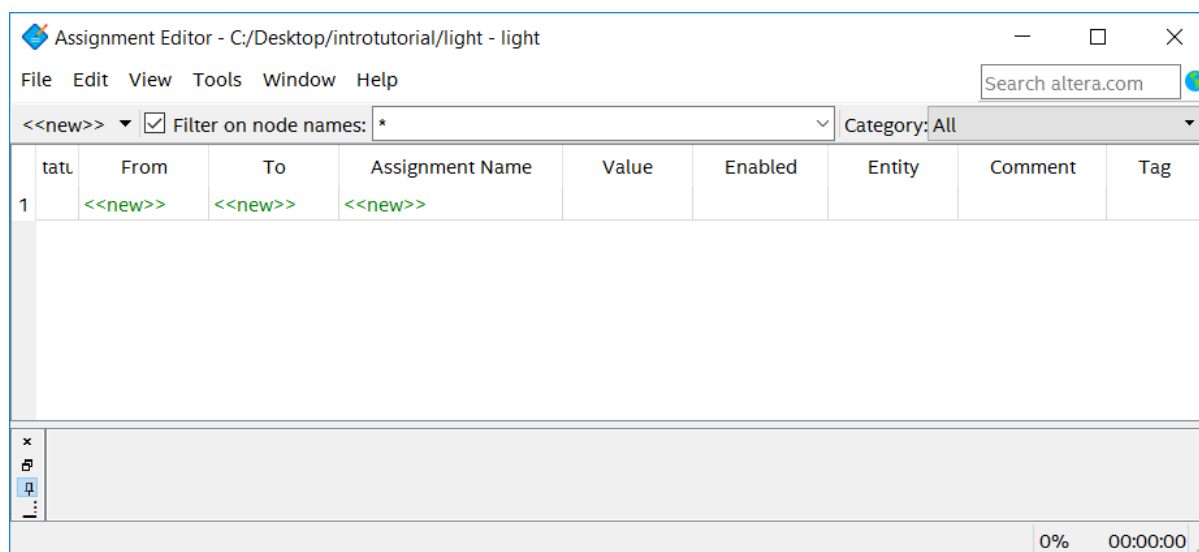





Figure 25. The Assignment Editor window.

Pin assignments are made by using the Assignment Editor. Select **Assignments > Assignment Editor** to reach the window in Figure 25 (shown here as a detached window). In the **Category** drop-down menu select **All**. Click on the **<<new>>** button located near the top left corner to make a new item appear in the table. Double click the box

under the column labeled To so that the Node Finder button  appears. Click on the button (not the drop down arrow) to reach the window in Figure 26. Click on  and  to show or hide more search options. In the Filter drop-down menu select Pins: all. Then click the List button to display the input and output pins to be assigned:  $f$ ,  $x1$ , and  $x2$ . Click on  $x1$  as the first pin to be assigned and click the > button; this will enter  $x1$  in the Selected Nodes box. Click OK.  $x1$  will now appear in the box under the column labeled To. Alternatively, the node name can be entered directly by double-clicking the box under the To column and typing in the node name.

Follow this by double-clicking on the box to the right of this new  $x1$  entry, in the column labeled Assignment Name. Now, the drop-down menu in Figure 27 appears. Scroll down and select Location (Accepts wildcards/groups). Instead of scrolling down the menu to find the desired item, you can just type the first letter of the item in the Assignment Name box. In this case the desired item happens to be the first item beginning with L. Finally, double-click the box in the column labeled Value. Type the pin assignment corresponding to  $SW_0$  for your DE-series board, as listed in Table 2.

Use the same procedure to assign input  $x2$  and output  $f$  to the appropriate pins listed in Table 2. An example using a DE1-SoC board is shown in Figure 28. To save the assignments made, choose File > Save. You can also simply close the Assignment Editor window, in which case a pop-up box will ask if you want to save the changes to assignments; click Yes. Recompile the circuit, so that it will be compiled with the correct pin assignments.

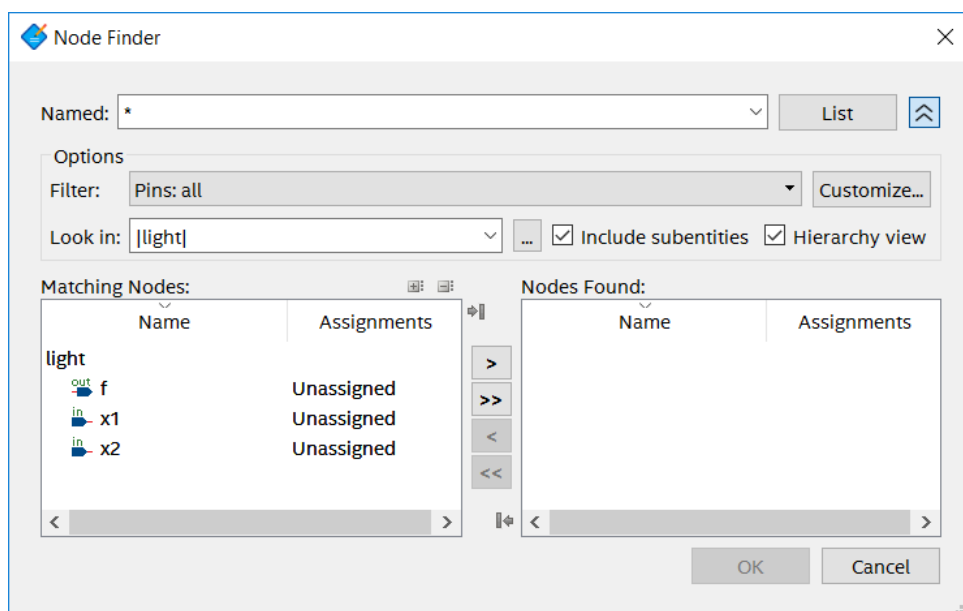


Figure 26. The Node Finder displays the input and output names.



Assignment Name	Value	Enabled	Entity	Comment	Tag
Location (Accepts wildcards/groups)					
MLAB Add Timing Constraints For Mixed-Port Feed-Through Mode Setting Don't Care (Accepts wildcards/groups)					
Manual Logic Duplication (Accepts wildcards/groups)					
Match PLL Compensation Clock (Accepts wildcards/groups)					

Figure 27. The available assignment names for a DE-series board.

tatl	From	To	Assignment Name	Value	Enabled	Entity	Comment	Tag
1 ✓		in x1	Location	PIN_AB12	Yes			
2 ✓		in x2	Location	PIN_AC12	Yes			
3 ✓		out f	Location	PIN_V16	Yes			
4	<<new>>	<<new>>	<<new>>					

Figure 28. The complete assignment.

The DE-series board has fixed pin assignments. Having finished one design, the user will want to use the same pin assignment for subsequent designs. Going through the procedure described above becomes tedious if there are many pins used in the design. A useful Quartus Prime feature allows the user to both export and import the pin assignments from a special file format, rather than creating them manually using the Assignment Editor. A simple file format that can be used for this purpose is the *Quartus Settings File (QSF)* format. The format for the file for our simple project (on a DE1-SoC board) is

```
set_location_assignment PIN_AB12 -to x1
set_location_assignment PIN_AC12 -to x2
set_location_assignment PIN_V16 -to f
```

By adding lines to the file, any number of pin assignments can be created. Such *qsf* files can be imported into any design project.

If you created a pin assignment for a particular project, you can export it for use in a different project. To see how this is done, open again the Assignment Editor to reach the window in Figure 28. Select **Assignments > Export**

Assignment which leads to the window in Figure 29. Here, the file *light.qsf* is available for export. Click on OK. If you now look in the directory, you will see that the file *light.qsf* has been created.

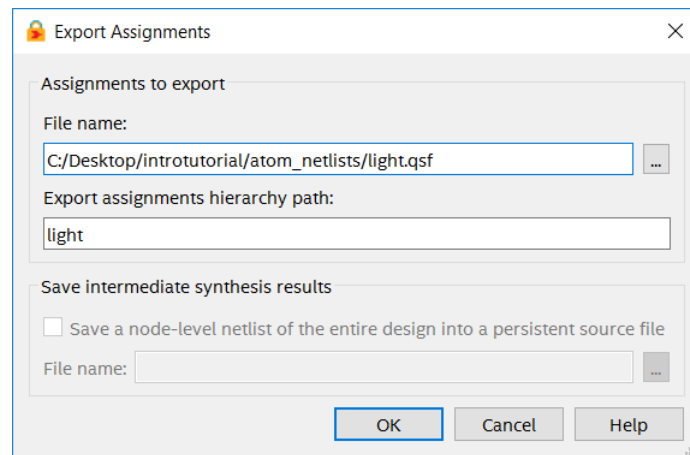


Figure 29. Exporting the pin assignment.

You can import a pin assignment by choosing **Assignments > Import Assignments**. This opens the dialogue in Figure 30 to select the file to import. Type the name of the file, including the *qsf* extension and the full path to the directory that holds the file, in the File Name box and press OK. Of course, you can also browse to find the desired file.

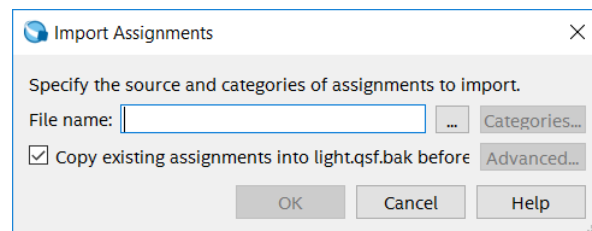


Figure 30. Importing the pin assignment.

For convenience when using large designs, all relevant pin assignments for the DE-series board are given in individual files. For example, the DE1-SoC pin assignments can be found in the *DE1\_SoC.qsf* file, which is available from Intel's FPGA University Program website. This file uses the names found in the *DE1-SoC User Manual*. If we wanted to make the pin assignments for our example circuit by importing this file, then we would have to use the same names in our Block Diagram/Schematic design file; namely, *SW[0]*, *SW[1]* and *LEDG[0]* for *x1*, *x2* and *f*, respectively. Since these signals are specified in the *DE1\_SoC.qsf* file as elements of vectors *SW* and *LEDG*, we must refer to them in the same way in our design file. For example, in the *DE1\_SoC.qsf* file the 10 toggle switches are called *SW[9]* to *SW[0]*. In a design file they can also be referred to as a vector *SW[9..0]*.

## 8 Programming and Configuring the FPGA Device

The FPGA device must be programmed and configured to implement the designed circuit. The required configuration file is generated by the Quartus Prime Compiler's Assembler module. Intel's DE-series board allows the configuration to be done in two different ways, known as JTAG\* and AS modes. The configuration data is transferred from the host computer (which runs the Quartus Prime software) to the board by means of a cable that connects a USB port on the host computer to the USB-Blaster connector on the board. To use this connection, it is necessary to have the USB-Blaster driver installed. If this driver is not already installed, consult the tutorial *Getting Started with Intel's DE-Series Boards* for information about installing the driver. Before using the board, make sure that the USB cable is properly connected and turn on the power supply switch on the board.

In the JTAG mode, the configuration data is loaded directly into the FPGA device. The acronym JTAG stands for Joint Test Action Group. This group defined a simple way for testing digital circuits and loading data into them, which became an IEEE\* standard. If the FPGA is configured in this manner, it will retain its configuration as long as the power remains turned on. The configuration information is lost when the power is turned off. The second possibility is to use the Active Serial (AS) mode. In this case, a configuration device that includes some flash memory is used to store the configuration data. Quartus Prime software places the configuration data into the configuration device on the DE-series board. Then, this data is loaded into the FPGA upon power-up or reconfiguration. Thus, the FPGA need not be configured by the Quartus Prime software if the power is turned off and on. The choice between the two modes is made by switches on the DE-series board. Consult your manual for the location of this switch on your DE-series board. The boards should be set to JTAG mode by default. This tutorial discusses only the JTAG programming mode.

### 8.1 JTAG\* Programming for the DE0-CV, DE0-Nano, DE10-Lite, and DE2-115 Boards

For the DE0-CV, DE0-Nano, DE10-Lite, and DE2-115 Boards, the programming and configuration task is performed as follows. If using the DE1-SoC board, then the instructions in the following section should be followed. To program the FPGA chip, the RUN/PROG switch on the board must be in the RUN position. Select **Tools > Programmer** to reach the window in Figure 31. Here it is necessary to specify the programming hardware and the mode that should be used. If not already chosen by default, select JTAG in the Mode box. Also, if the USB-Blaster is not chosen by default, press the **Hardware Setup...** button and select the USB-Blaster in the window that pops up, as shown in Figure 32.

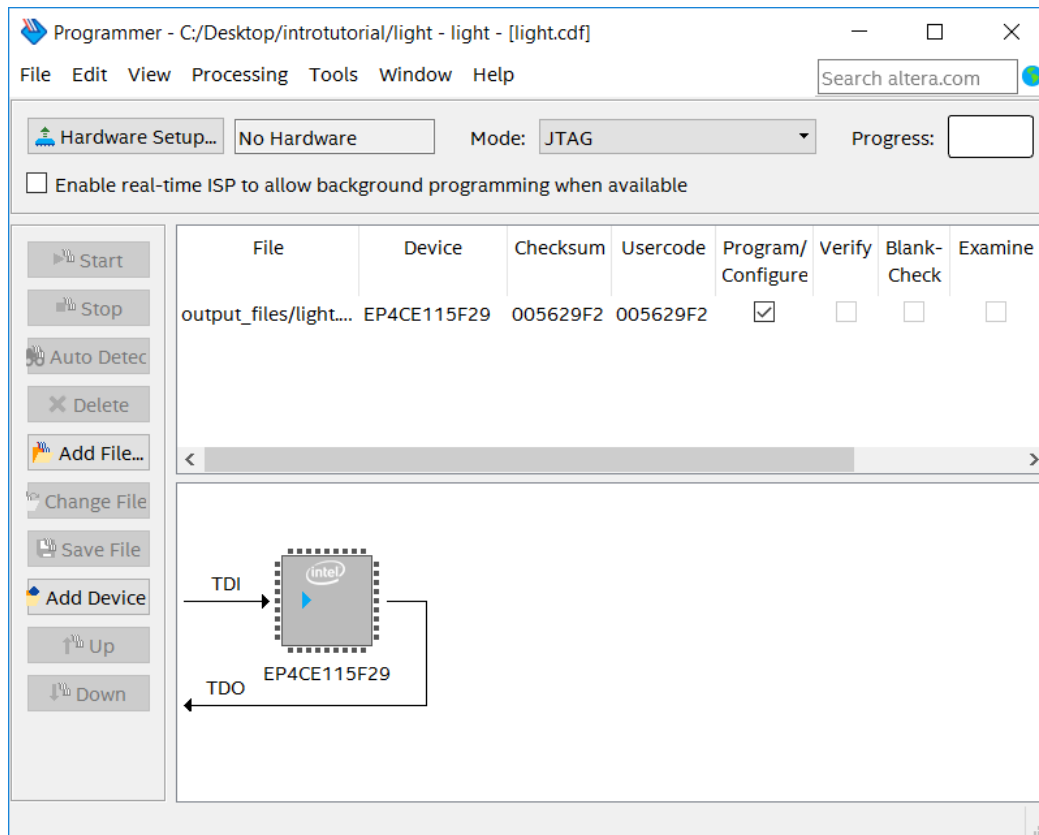


Figure 31. The Programmer window.

Observe that the configuration file *light.sof* is listed in the window in Figure 31. If the file is not already listed, then click **Add File** and select it. This is a binary file produced by the Compiler's Assembler module, which contains the data needed to configure the FPGA device. The extension *.sof* stands for SRAM Object File. Ensure the **Program/Configure** check box is ticked, as shown in Figure 31.

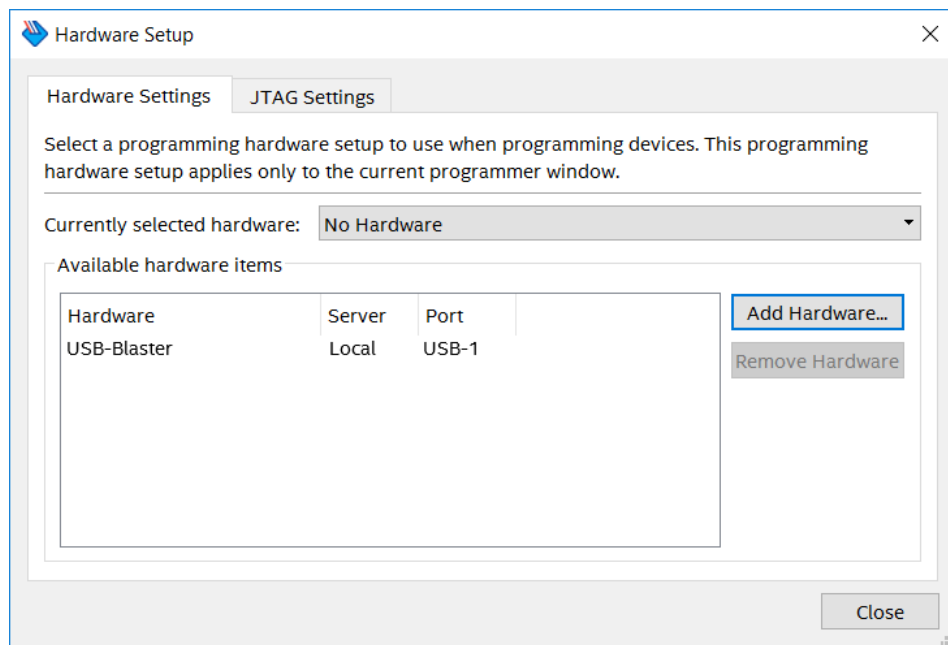


Figure 32. The Hardware Setup window.

Now, press **Start** in the window in Figure 31. An LED on the board will light up corresponding to the programming operation. If you see an error reported by Quartus Prime software indicating that programming failed, then check to ensure that the board is properly powered on.

## 8.2 JTAG\* Programming for the DE0-Nano-SoC, DE1-SoC Board, DE10-Nano, and DE10-Standard

For the DE0-Nano-SoC, DE1-SoC Board, DE10-Nano, and DE10-Standard boards, the following steps should be used for programming. Select **Tools > Programmer** to reach the window in Figure 33 (if the SOCVHPS device is missing, it can be added through the **Add Device** menu under the *Soc Series V* family). Here it is necessary to specify the programming hardware and the mode that should be used. If not already chosen by default, select **JTAG** in the Mode box. Also, if *DE-SoC* is not chosen by default as the programming hardware, then press the **Hardware Setup...** button and select the *DE-SoC* in the window that pops up, as shown in Figure 34.

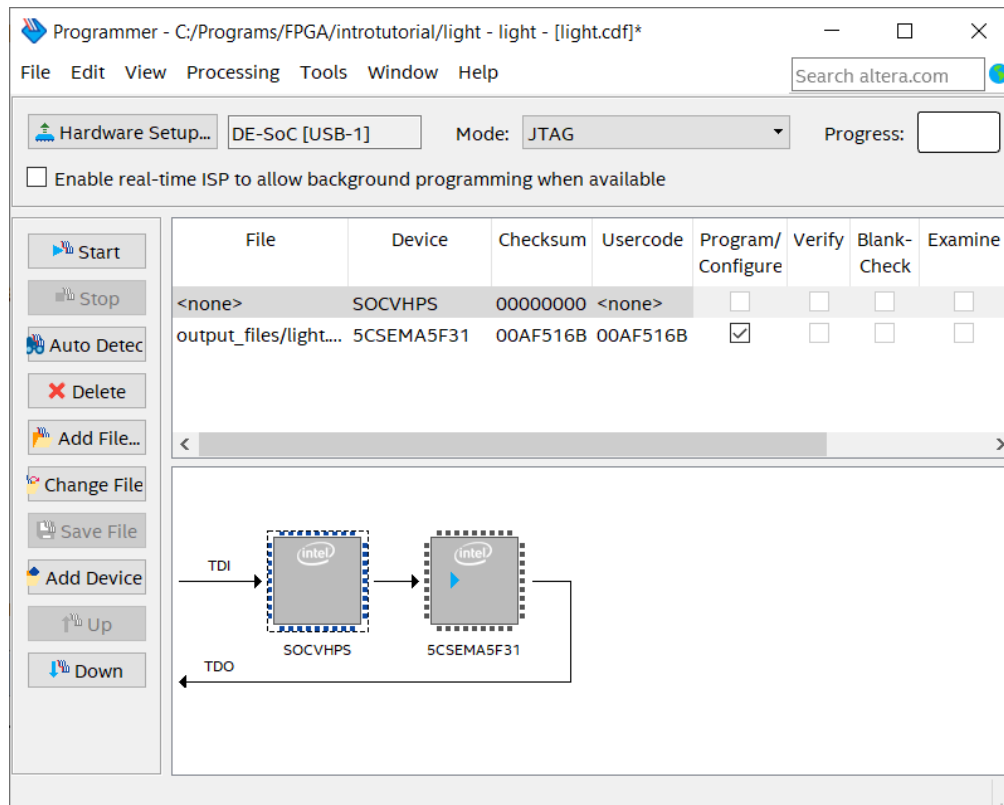


Figure 33. The Programmer window.

Observe that the configuration file *light.sof* in directory *output\_files* is listed in the window in Figure 33. If the file is not already listed, then click **Add File** and select it. This is a binary file produced by the Compiler's Assembler module, which contains the data needed to configure the FPGA device. The extension *.sof* stands for SRAM Object File. Ensure the **Program/Configure** box is checked. This setting is used to select the FPGA in the Cyclone V SoC chip for programming. If the *SOCVHPS* device is not shown as in Figure 33, click **Add Device** > **SoC Series V** > **SOCVHPS** then click **OK**. Ensure that your device order is consistent with Figure 33 by clicking on a device and then clicking **Up** or **Down**.

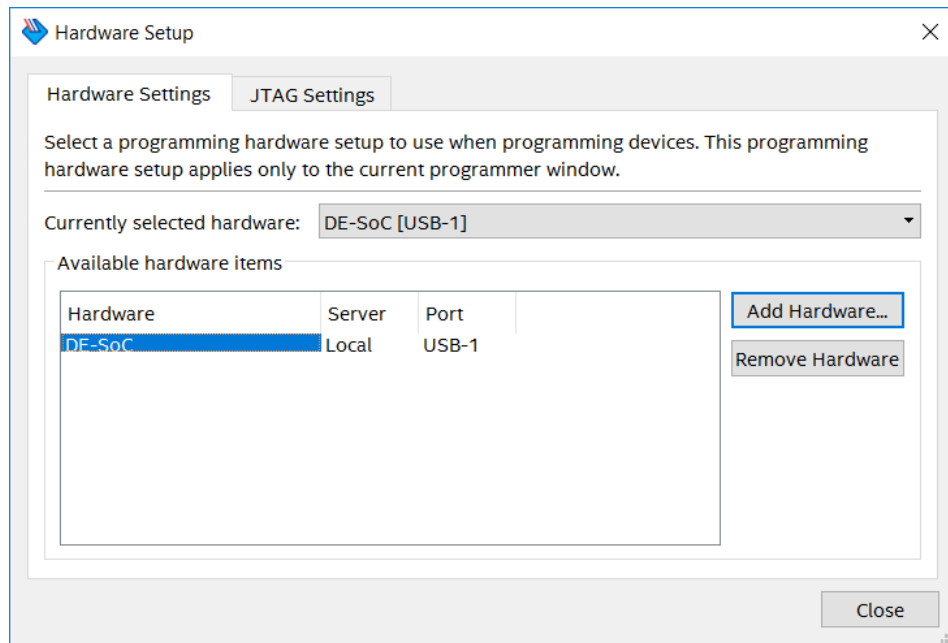


Figure 34. The Hardware Setup window.

Now, press **Start** in the Programmer. An LED on the board will light up while the FPGA device is being programmed. If you see an error reported by Quartus Prime software indicating that programming failed, then check to ensure that the board is properly powered on.

## 9 Testing the Designed Circuit

Before implementing the designed circuit in the FPGA chip on the DE-series board, it is prudent to simulate it to ascertain its correctness. While not covered in this tutorial, users may use software such as Modelsim or other simulation environments to test the circuit in simulation. Simulation of a circuit often provides a comprehensive view of the circuit's functionality, and can help users easily find bugs within the circuit's logic without having to touch hardware.

Having downloaded the configuration data into the FPGA device, you can now test the implemented circuit. Try all four valuations of the input variables  $x_1$  and  $x_2$ , by setting the corresponding states of the switches  $SW_1$  and  $SW_0$ . Verify that the circuit implements the truth table in Figure 12.

If you want to make changes in the designed circuit, first close the Programmer window. Then make the desired changes in the Schematic design file, compile the circuit, and program the board as explained above.

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