Lattice FPGA Project Weekly Progress Report - Week 8

Report date: 2025/2/27

Last Week (time in hours)

- o Team Review
 - Got RISC-V Core on Radiant
 - SPI module on board through Radiant!!!
- Nathaniel Fraly
 - Troubleshooting Radiant bitstream upload (3)
 - Research SPI flash chip present on UPDuino devices (2)
- Riley Cox
 - Trying to put bitstream on UPduino through Radiant (4)
- Mohammad Alshaiji
 - Debugging FTDI issue in lattice Radiant (5)
 - Catching up on meeting agenda backlog 75% complete (1)
 - Begin preliminary research for implementation of SPI controller with Icicle
- Xiang Li
 - Research on Adafruit-GFX-library(3)
 - Document on how to fill in color of screen(3)
 - Learning to use Radiant tool(1)
- Haoyang Han
 - 3D modeling of the second version, Based on sponsor (5)

Next week

- o Team Plan
 - Continue incremental progress towards completion of phase 1
 - Figure out how to get C program on board through Radiant
- Nathaniel Fraly
 - Actually get to buttons and PWM this week. Will starve self to achieve if needed
- o Riley Cox
 - Integrate SPI core with Icicle with Mohammad
 - Work on developing commands to have Icicle communicate with LCD
- Mohammad Alshaiji
 - Test initialization of screen using spi controller
 - Begin integration of SPI core with Icicle with Riley
 - test Xiang's color commands with SPI controller
- Xiang Li
 - Go back to any issues the implementation is stuck
 - Fix any bugs on lighting up the screen
- Haoyang Han
 - Continue to improve 3D modeling

Blocked

- Team Blocks
 - C program on board through Radiant
- Nathaniel Fraly
 - Radiant behavior sometimes non-deterministic with FTDI driver; will cause issues persistently until a solution is found. Soft block
- o Riley Cox
 - Issues with flashing bistream using Radiant

- Unsure how to put C program into memory via Radiant
- o Mohammad Alshaiji
 - Experiencing FTDI issues with SPI controller, attempting to fix with documentation provided by Rahul
- o Xiang Li
 - None
- o Haoyang Han
 - The shape requested by the sponsor is a bit difficult to model.