

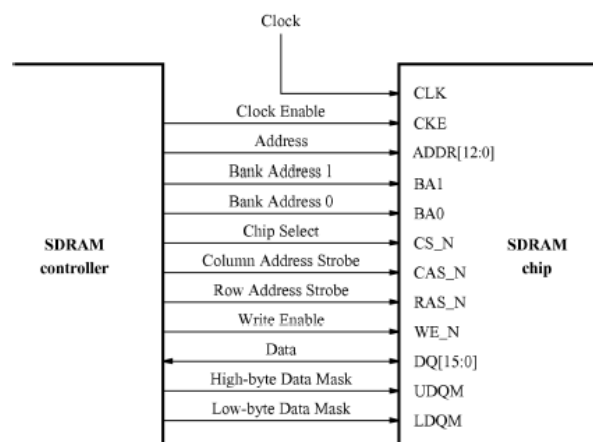
Pre-lab [30 marks]

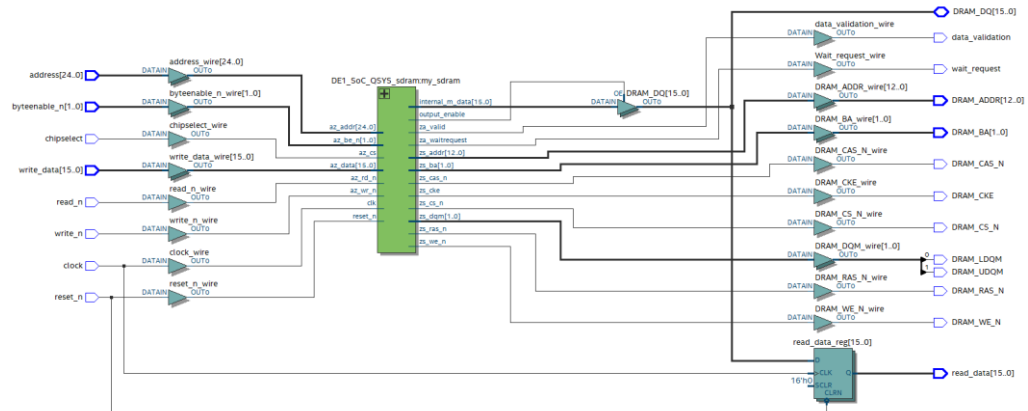
1. $64\text{M} = 64 * 2^{20}$ bytes
Convert to hex: $1048576 = 64 * 16^5 = 0x0400\ 0000$
So the highest byte address of the SRDRAM chip is **0x04000 000**
2. Since the word size used in this lab is **16-bit, or 2-byte**. Thus, the addresses seen by the chip will only be multiples of 2-byte word type, or even multiples of types. For example, when requesting data from the lowest byte in the memory, the address seen by the chip should be 0x0000 0000, as shown below, then 0x0000 0002, 0x0000 0004

0x0000 0000	← First Word
0x0000 0001	
0x0000 0002	← Second Word
0x0000 0003	
.....
0x03FF FFFE	
0x03FF FFFF	← Last Word
0x0400 0000	

and so on. When requesting data from the highest byte in the memory, the address seen by the chip should be the original address of the second last byte in the memory, which is **0x03ffff**.

3. The address appearing on the SDRAM address line when the second byte is accessed will be the combined address of the first word, or the first and second byte, in the form of
FIRST-WORD [15:0] ← SECOND-BYTE [7:0]:FIRST-BYTE [7:0]
which makes the address **0x0000 0000**, pointing to the first word in the SDRAM.
4. schematic of the circuit that is needed to implement SDRAM Controller.v.





Lab Report (Part 2)[15 marks]

1. the screenshots in the “Develop Software” part are provided below.

The screenshot displays the Nios II IDE interface. The top menu bar includes 'File', 'Edit', 'Window', and 'Help'. The toolbar contains various icons for file operations and development tools. The main workspace is divided into two panes. The left pane shows the project structure with files 'system.h', 'linker.h', and 'hello_world.c'. The right pane displays the source code of 'hello_world.c'.

```
1  system.h  linker.h  hello_world.c
81  }
82
83  printf(" \n testing integer.....\n");
84  for (i=0; i<MAXNUM_WORDS/2; i++) {
85      if (* (char*) (BASE+i)!=i&2147483647){ // or .....(char)i,    if not i&128
86          char_err_num++;
87      }
88
89  }
90
91  printf("Testing Integer: the total numbers of error is : %i\n",int_err_num);
92  //
93  //
94  //
95
96  return 0;
97  }
98
```

Below the source code pane, the 'Problems' tab is active, showing a list of errors. The first error is a warning about the size of 'char' and 'int' arrays. The second error is a warning about the size of 'char' and 'int' arrays. The third error is a warning about the size of 'char' and 'int' arrays. The fourth error is a warning about the size of 'char' and 'int' arrays. The fifth error is a warning about the size of 'char' and 'int' arrays. The sixth error is a warning about the size of 'char' and 'int' arrays. The seventh error is a warning about the size of 'char' and 'int' arrays. The eighth error is a warning about the size of 'char' and 'int' arrays. The ninth error is a warning about the size of 'char' and 'int' arrays. The tenth error is a warning about the size of 'char' and 'int' arrays.

memory_test Nios II Hardware configuration - cable: DE-SoC on localhost [USB-1] device ID: 2 instance ID: 0 name: jtaguart_0

```
the sizeof char, short, int are: 1, 2, 4

writing chars....

testing chars....
Testing Char: the total numbers of error is : 0

writing short.....

testing short.....
Testing Short: the total numbers of error is : 0

writing integer.....

testing integer.....
Testing Integer: the total numbers of error is : 0
```

- (a) Writing into memory takes less clock cycles than reading because the writing process is conducted by the registers into main memory, where register operated with a larger bandwidth, while reading takes data from the main memory with a smaller bandwidth, which makes it slower.
 - (b) Because it's writing multiple values at the same time into the memory.
 - (c) Because the data width for the SDRAM is 16-bit, whereas the C compiler uses data of 8-bit width, thus the Avalon interconnect takes two data location at the same time and combine it into one 16-bit location.
2. The steps the Avalon interconnect takes to write a 32-bit integer into the 16-bit SDRAM memory are:

- a. The compiler takes the 32 bit integer and splits it up into an upper and lower half word
 - b. The compiler then writes each word separately
 - c. Once it has been sent, the words are joined on the memory itself
3. On the compilation report,
 - (a) Total number of logic elements used: 1847/32070(6%)
 - (b) Total number of memory bits used: 1126376/4065280(28%)
 - (c) Total number of pins used: 57/457(12%)
 - (d) The maximum number of logic elements that can fit in the FPGA: 32070
4. Considering just the maximum number of logic elements on the FPGA, approximately $32070/1847 \cong 17.36 \cong 17$ SOPC systems like this could fit on the FPGA.
5. Considering just the maximum amount of memory on the FPGA, approximately $4065280/1126376 \cong 3.57 \cong 3$ SOPC systems like this could fit on the FPGA.
6. Considering just the maximum number of pins on the FPGA, approximately $457/57 \cong 8.02 \cong 8$ SOPC systems like this could fit on the FPGA.

Compilation Result

The screenshot displays the Quartus Prime Standard Edition interface. The top menu bar includes File, Edit, View, Project, Assignments, Processing, Tools, Window, and Help. The Project Navigator on the left shows the project files: sopc_system.qsys, sopc_system/synthesis/sopc_system.qip, SDRAM_Controller.v, lab4.v, and DE1_SoC_QSYS_sdrnm.v. The main window is divided into three panes: Table of Contents, Flow Summary, and Messages.

Flow Summary

Category	Value
Flow Status	Successful - Wed Mar 23 15:30:04 2022
Quartus Prime Version	17.1.0 Build 590 10/25/2017 SJ Standard Edition
Revision Name	lab4
Top-level Entity Name	lab4
Family	Cyclone V
Device	5C5EMA5F31C6
Timing Models	Final
Logic utilization (in ALMs)	1,545 / 32,070 (5 %)
Total registers	2352
Total pins	57 / 457 (12 %)
Total virtual pins	0
Total block memory bits	1,112,704 / 4,065,280 (27 %)
Total DSP Blocks	3 / 87 (3 %)
Total HSSI RX PCSs	0
Total HSSI PMA RX Deserializers	0
Total HSSI TX PCSs	0
Total HSSI PMA TX Serializers	0
Total PLLs	1 / 6 (17 %)
Total DLLs	0 / 4 (0 %)

Messages

Type	ID	Message
Warning	332146	worst-case hold slack is 0.005
Warning	332146	worst-case recovery slack is 15.186
Warning	332146	worst-case removal slack is 0.366
Warning	332146	worst-case minimum pulse width slack is 15.816
Warning	332114	Report Metastability: Found 2 synchronizer chains.
Warning	332102	Design is not fully constrained for setup requirements
Warning	332102	Design is not fully constrained for hold requirements
Success	293000	Quartus Prime TimeQuest Timing Analyzer was successful. 0 errors, 585 warnings
Success	293000	Quartus Prime Full Compilation was successful. 0 errors, 1384 warnings

The bottom status bar shows "System (19) Processing (658)" and "100% 00:08:43".