ECE3073 – Computer Systems
Lab Exercise No. LAB3A
Monash University Malaysia
Lecturer: A/Prof. N. Ramakrishan
Date: March 18, 2023

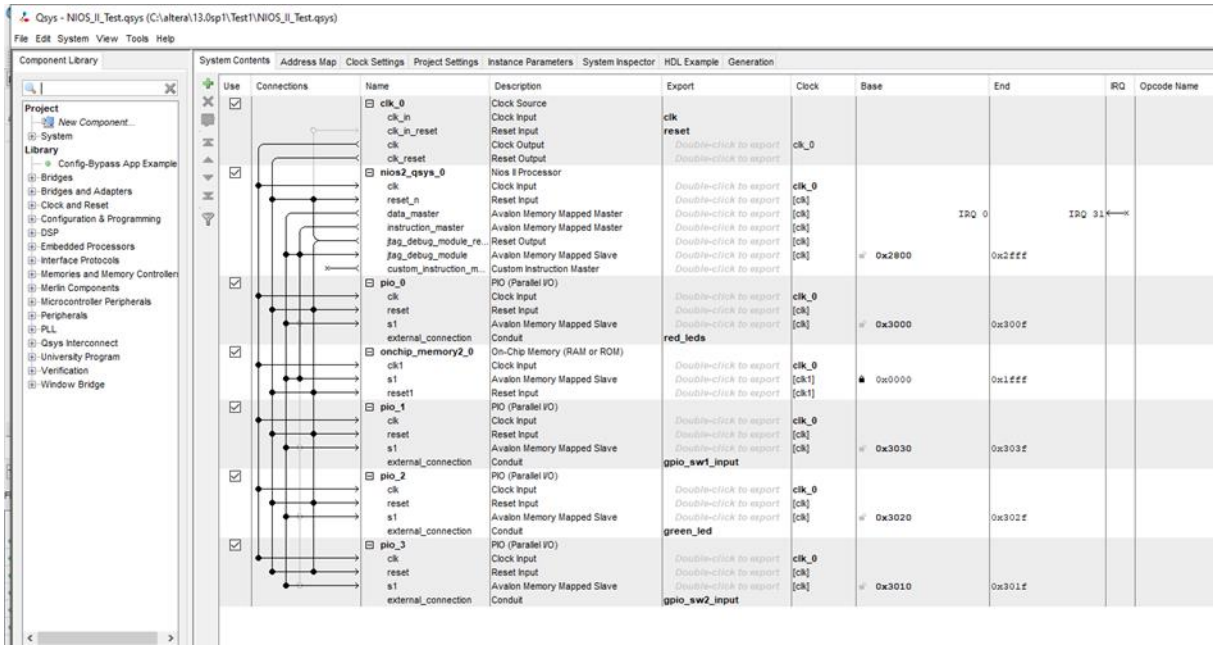
Interfacing multiple GPIO (Input) in Polling Loop – Code in Assembly and C

The aim of the exercise follows your Lab 3 exercise in two sections LAB3A and LAB3B. This is mainly to dilute this week work as for the first time you will be using labsland remote lab. For this week we will connect 2 GPIO pin as input to NIOS processor in a polling loop.

You need to refer to my Lab Demo video and Lab 3 sheets . (Keep them aside)

Step 1: Complete the QYSYS setup to build NIOS computer System

The NIOS Processor system – QYSYS setting should be made as below, note down the base addresses ensure you make the same.



Following table shows the details

Devices interfaced with NIOS	No of bits	Direction	Size/Base Address
RAM size	NA	NA	8192 bytes
PIO_1 ((8 RED LEDs)	8 bits	Output	Base address 0x3000
PIO_2 (GPIO_SW[1]_Input)	1 bit	Input	Base address 0x3030
PIO_3_(GREEN LED)	1 bit	Output	Base address 0x3020
PIO_4_(GPIO_SW[2]_input)	1 bit	input	Base address 0x3010

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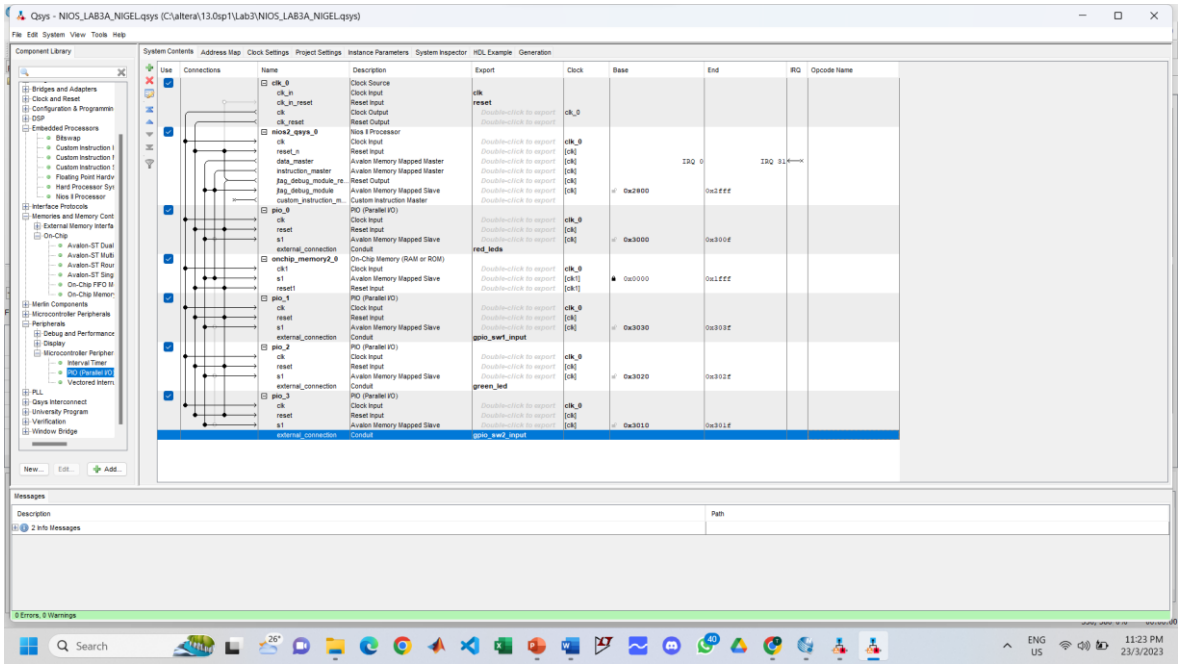
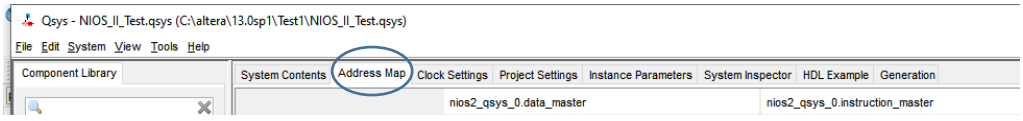
(i) Paste screen shot of your QYSYS below with timestamp from your PC (2 marks)



(ii) Paste the "address map" tab screen shot below such that all the address details of the PIO's are visible. (2 marks)



System Contents | Address Map | Clock Settings | Project Settings | Instance Parameters | System Inspector | HDL Example | Generation

	nios2_qsys_0.data_master	nios2_qsys_0.instruction_master
nios2_qsys_0.jtag_debug_module	0x2800 - 0x2fff	0x2800 - 0x2fff
pio_0.s1	0x3000 - 0x300f	
onchip_memory2_0.s1	0x0000 - 0x1fff	0x0000 - 0x1fff
pio_1.s1	0x3030 - 0x303f	
pio_2.s1	0x3020 - 0x302f	
pio_3.s1	0x3010 - 0x301f	

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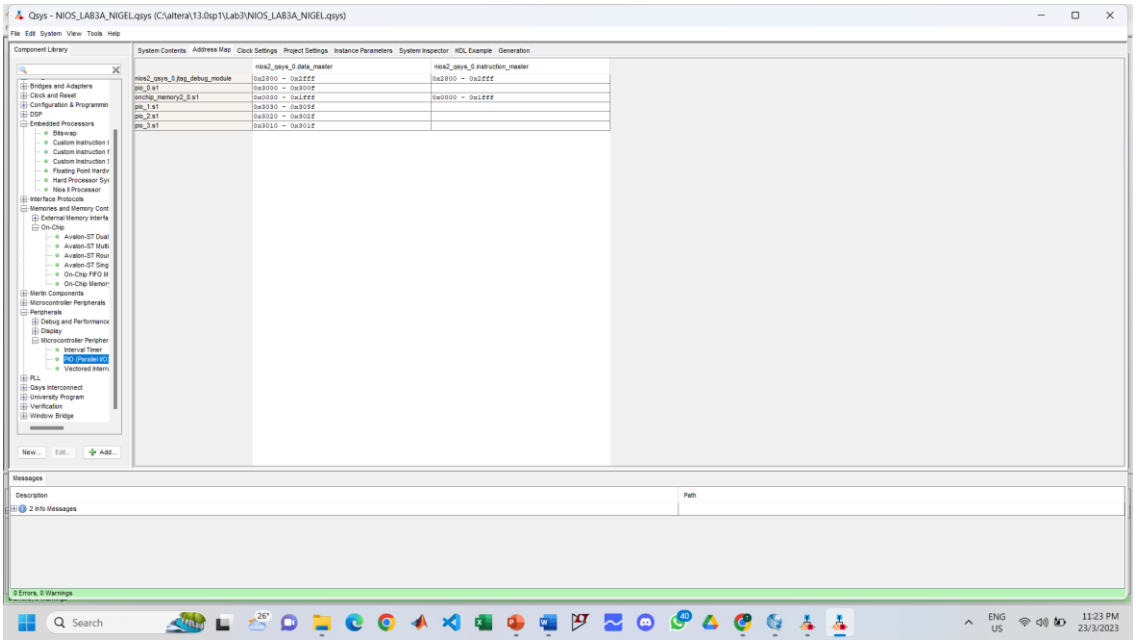

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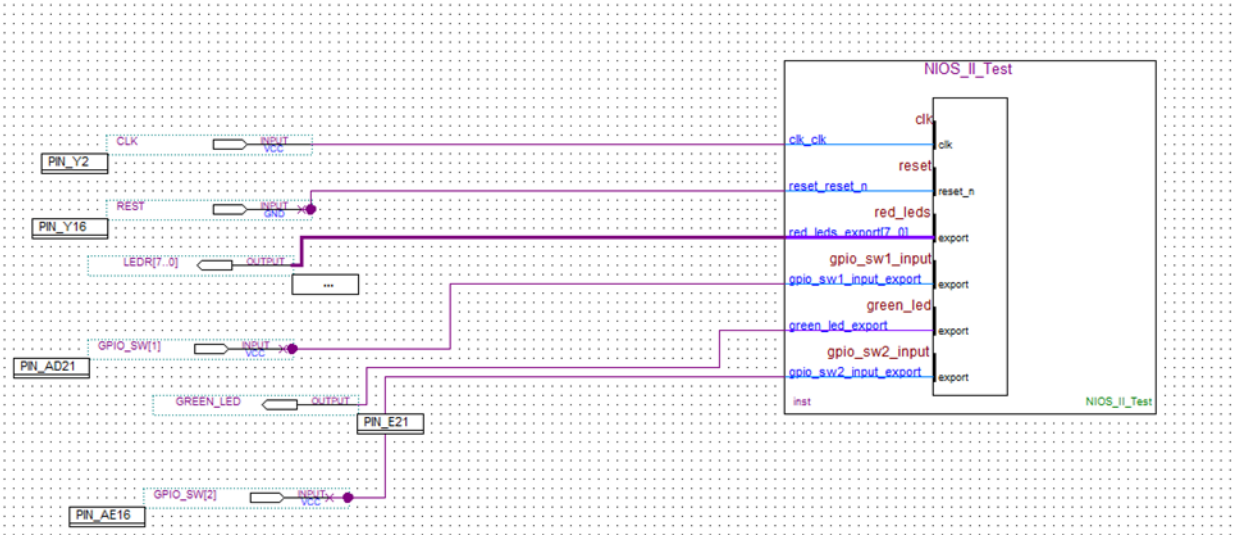
Step 2: Building the schematics of the NIOS system using quartus

(iii) Now complete the quartus schematic or Verilog code to build the computer system to interface the devices like as shown below



Please note the following pin plan

PIN Number (Label) of DE2-115	Assignment
PIN_Y2	Clock 50 MHz
PIN_Y16	GPIO [5] – Ensure this is HIGH always- you will notice the switch in LabsLand portal is made ON- so no worries
LEDR[0] PIN_G19 **LEDR[1] PIN_F19** **LEDR[2] PIN_E19** **LEDR[3] PIN_F21** **LEDR[4] PIN_F18** **LEDR[5] PIN_E18** **LEDR[6] PIN_J19** **LEDR[7] PIN_H19**	LED 7 to LED 0 (8 RED LEDS of DE2-115)
PIN_AD21	GPIO[6] which is SW[1] of LabsLand
PIN_E21	Green LED LEDG[0]
PIN_AE16	GPIO [7] which is SW[2] of LabsLand

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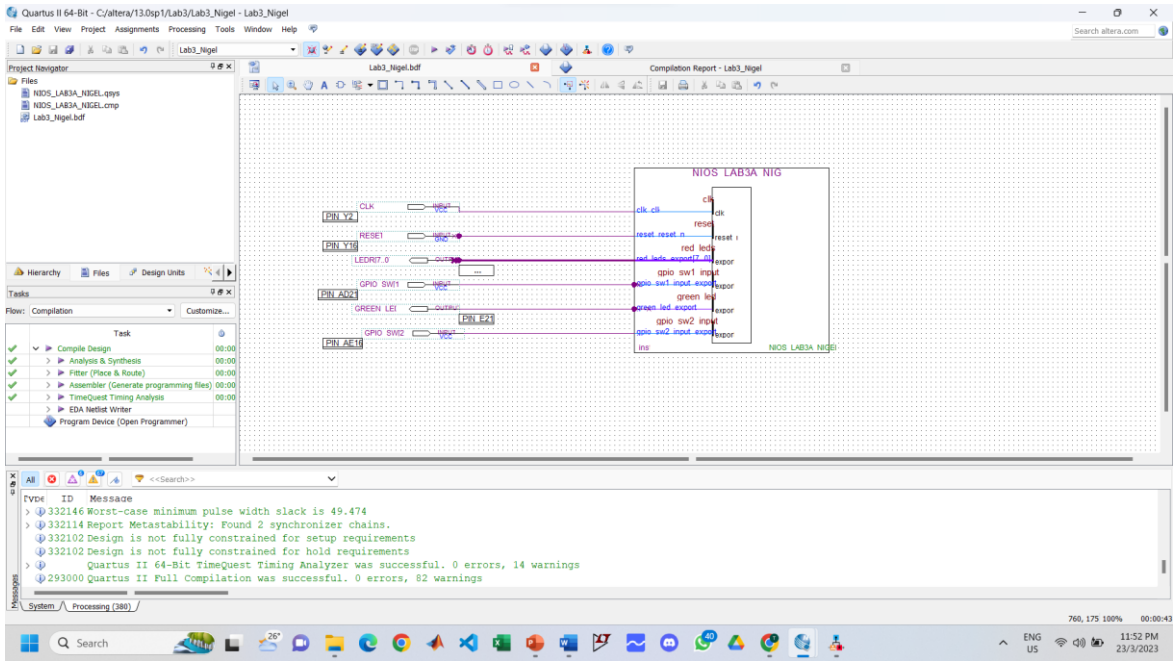
(i) Paste screen shot of your schematics showing error free compilation (3 marks)



(ii) Paste the pinplanner screen shot indicating you made right pin connections exactly to the same PIN Labels as per table/schematics above (2 marks)

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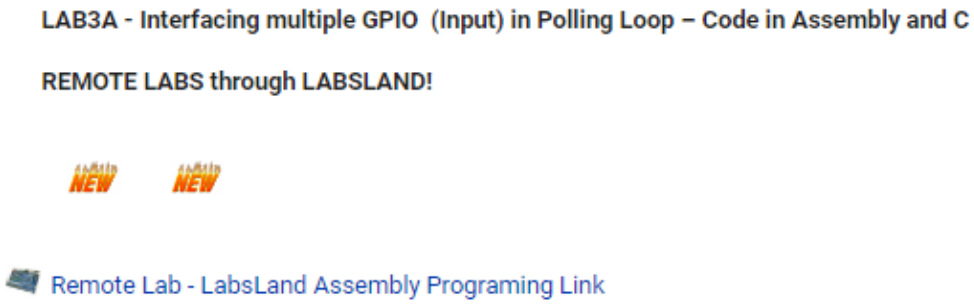
Step 3: NIOS assembly code and testing the result in LabsLand portal

Write suitable NIOS assembly code to demonstrate when GPIO_SW[1]_Input is HIGH the 8 RED LEDs goes HIGH (turn ON) , if GPIO_SW[2]_input goes HIGH , GREEN LED goes HIGH (turn ON), and vice versa. Basically SW[1] and SW[2] will be switch to control RED and Green LEDs. To summarize program the condition is explained in table below in assembly.

GPIO_SW[1]	RED LEDs (8 of them)
When GPIO_SW[1] = 0x01	0xFF (all red led lights up)
When GPIO_SW[1] = 0x00	0x00 (all red led lights OFF)

GPIO_SW[2]	GREEN LED
When GPIO_SW[2] = 0x01	0x01 (Green led lights up)
When GPIO_SW[2] = 0x00	0x00 (Green led lights OFF)

To access LabsLand Remote Lab



Click above link one for Assembly another for C (choose assembly for this step)

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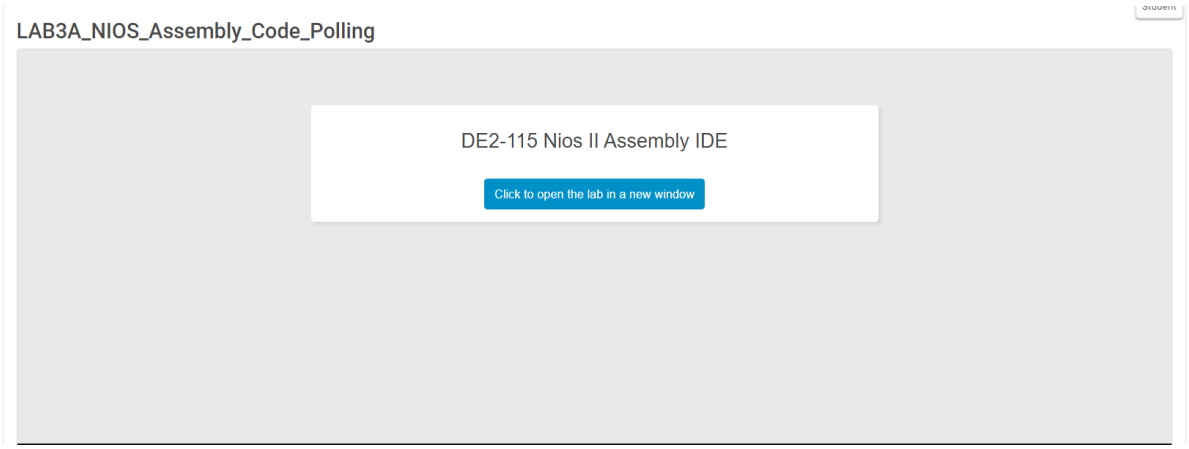
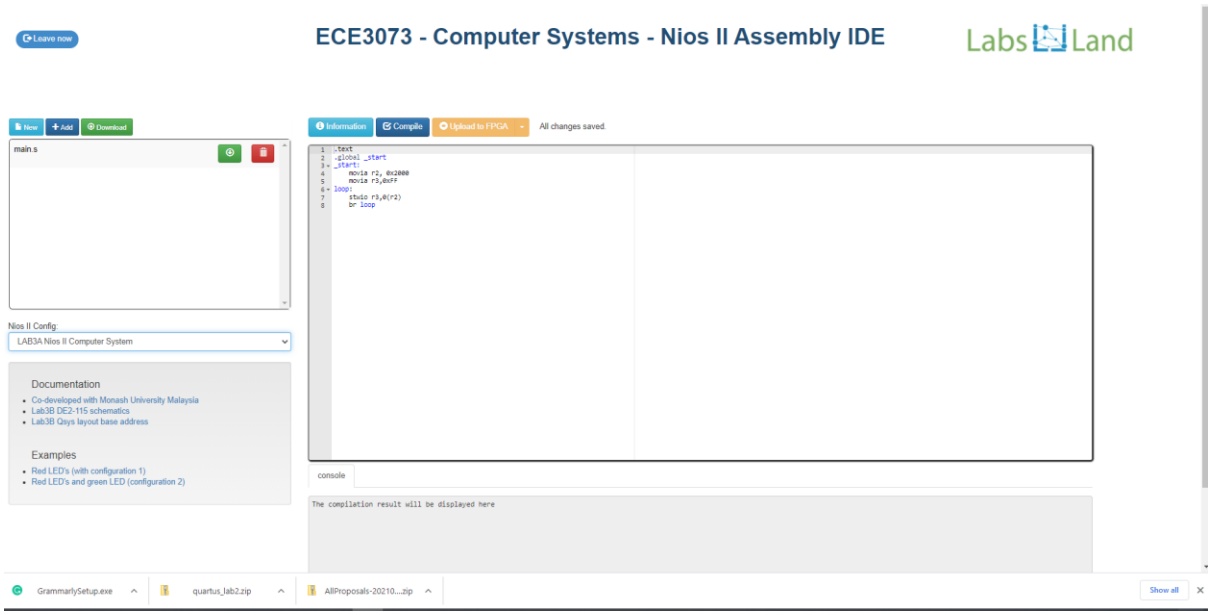


Then you will see this



Edit your suitable code , ensure the first 3 lines .text to _start is untouched.

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```
1  .text
2  .global _start
3  _start:
4      movia r2, 0x2000
5      movia r3,0xFF
6  loop:
7      stwio r3,0(r2)
8      br loop
```

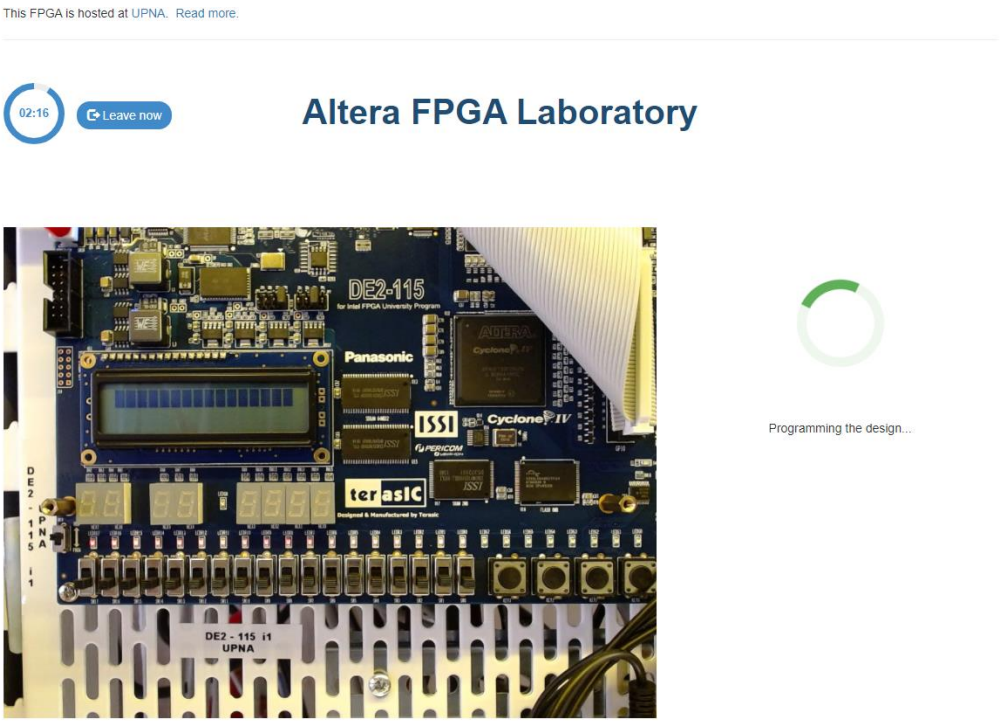
THIS IS JUST REPRESENTATION SCREENSHOT

NOT THE REAL CODE!

Click “compile” when done

Then upload to FPGA board

You will then see



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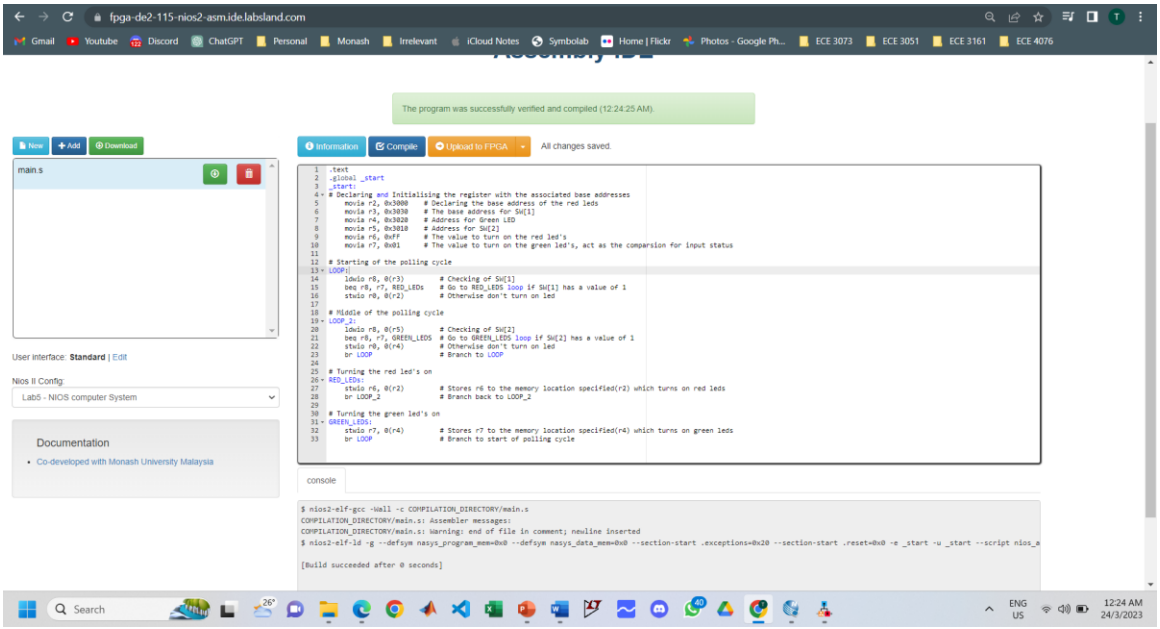
Now complete the following:

(i) Paste your labsland page with your assembly code screen below (2 marks)

Compiled NIOS II Assembly Code Screenshot in Labsland



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Assembly Code

```
.text
.global _start
_start:
# Declaring and Initialising the register with the associated base addresses
   movia r2, 0x3000    # Declaring the base address of the red leds
   movia r3, 0x3030    # The base address for SW[1]
   movia r4, 0x3020    # Address for Green LED
   movia r5, 0x3010    # Address for SW[2]
   movia r6, 0xFF      # The value to turn on the red led's
   movia r7, 0x01      # The value to turn on the green led's, act as the comparsion for input status

# Starting of the polling cycle
LOOP:
   ldwio r8, 0(r3)     # Checking of SW[1]
   beq r8, r7, RED_LEDs    # Go to RED_LEDS loop if SW[1] has a value of 1
   stwio r0, 0(r2)     # Otherwise don't turn on led

# Middle of the polling cycle
LOOP_2:
   ldwio r8, 0(r5)     # Checking of SW[2]
   beq r8, r7, GREEN_LEDS  # Go to GREEN_LEDS loop if SW[2] has a value of 1
   stwio r0, 0(r4)     # Otherwise don't turn on led
   br LOOP             # Branch to LOOP

# Turning the red led's on
RED_LEDs:
   stwio r6, 0(r2)     # Stores r6 to the memory location specified(r2) which turns on red leds
   br LOOP_2           # Branch back to LOOP_2

# Turning the green led's on
GREEN_LEDS:
   stwio r7, 0(r4)     # Stores r7 to the memory location specified(r4) which turns on green leds
   br LOOP             # Branch to start of polling cycle
```

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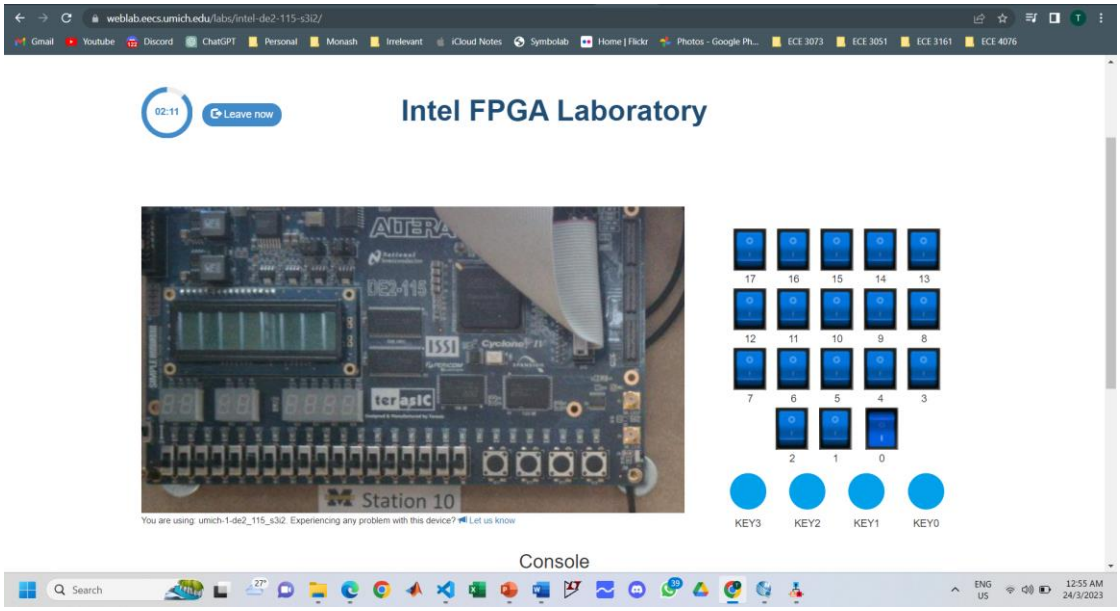
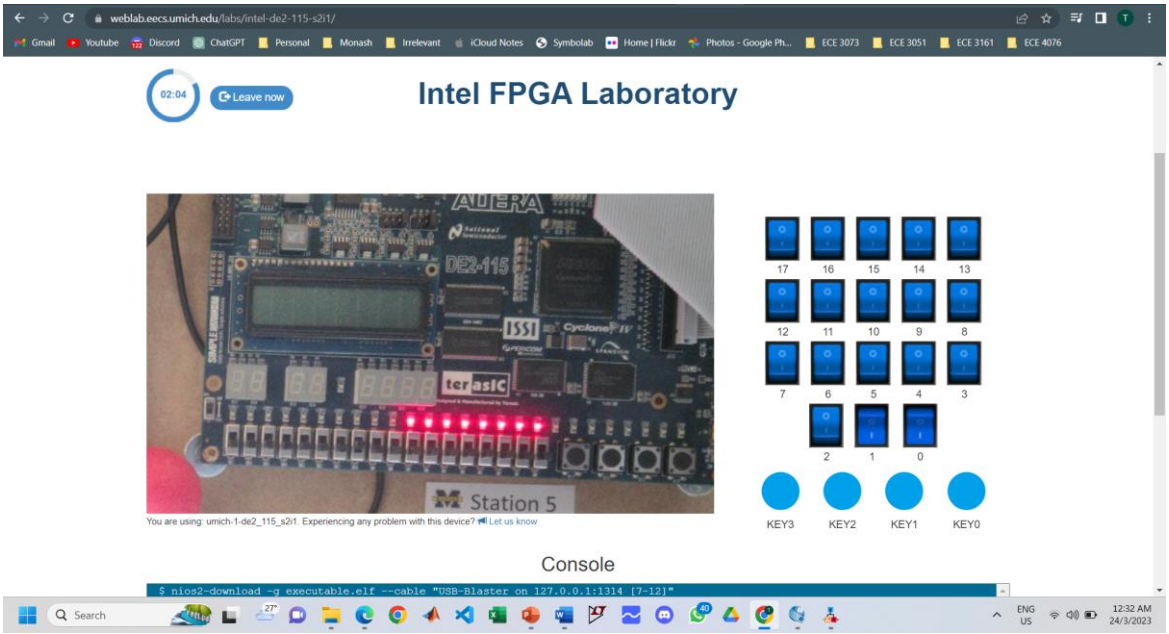
(ii) Screen shot showing the RED and Green LED ON with relevant switches in ON position (3 Marks)

When SW [1] = 0 and SW [2] = 0



When SW [1] = 1 and SW [2] = 0 (RED LED ON ONLY)



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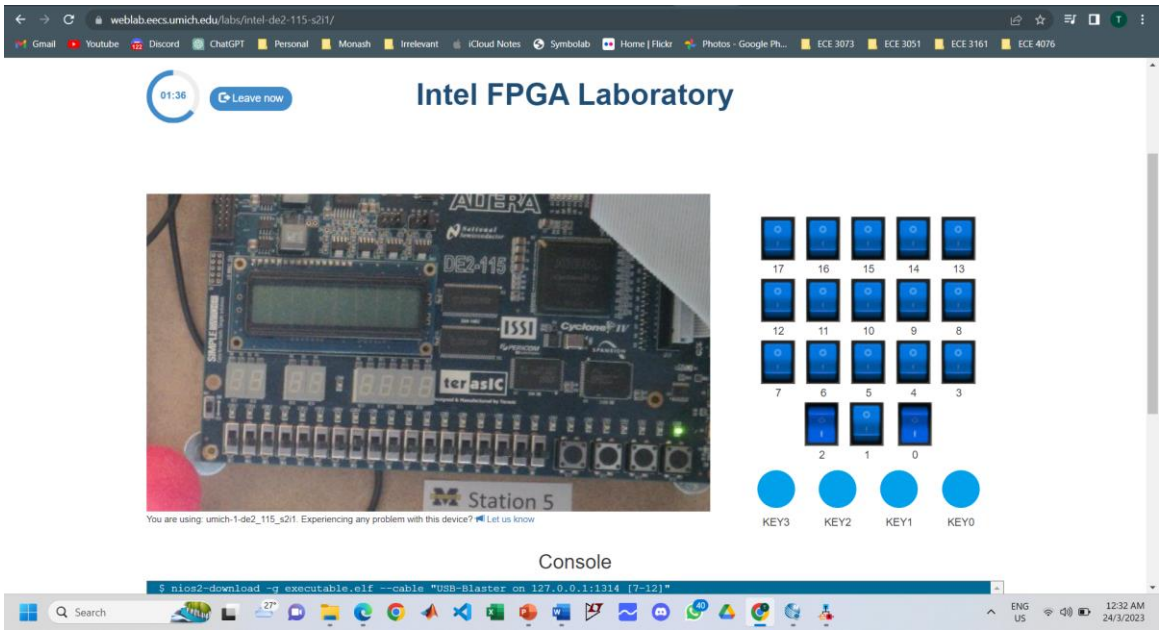
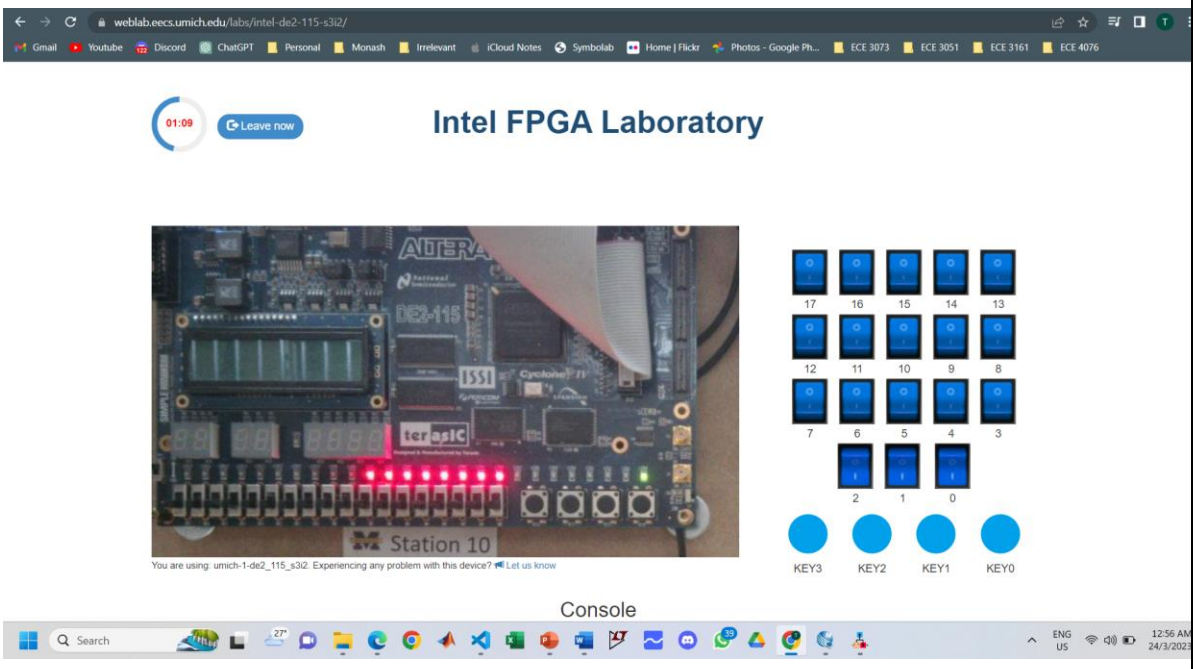
When SW [1] = 0 and SW [2] = 1 (GREEN LED ON ONLY)



When SW [1] = 1 and SW [2] = 1 (BOTH RED LED AND GREEN LED ON)



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Step 4: NIOS - C code and testing the result in LabsLand portal

Write suitable C code (refer Lab 3 sheet and Lab 3 demo video) to demonstrate when GPIO_SW[1]_Input is HIGH the 8 RED LEDs goes HIGH (turn ON) , if GPIO_SW[2]_input goes HIGH , GREEN LED goes HIGH (turn ON), and vice versa. Basically SW[1] and SW[2] will be switch to control RED and Green LEDs. To summarize program the condition is explained in table below in assembly.

GPIO_SW[1]	RED LEDs (8 of them)
When GPIO_SW[1] = 0x01	0xFF (all red led lights up)
When GPIO_SW[1] = 0x00	0x00 (all red led lights OFF)

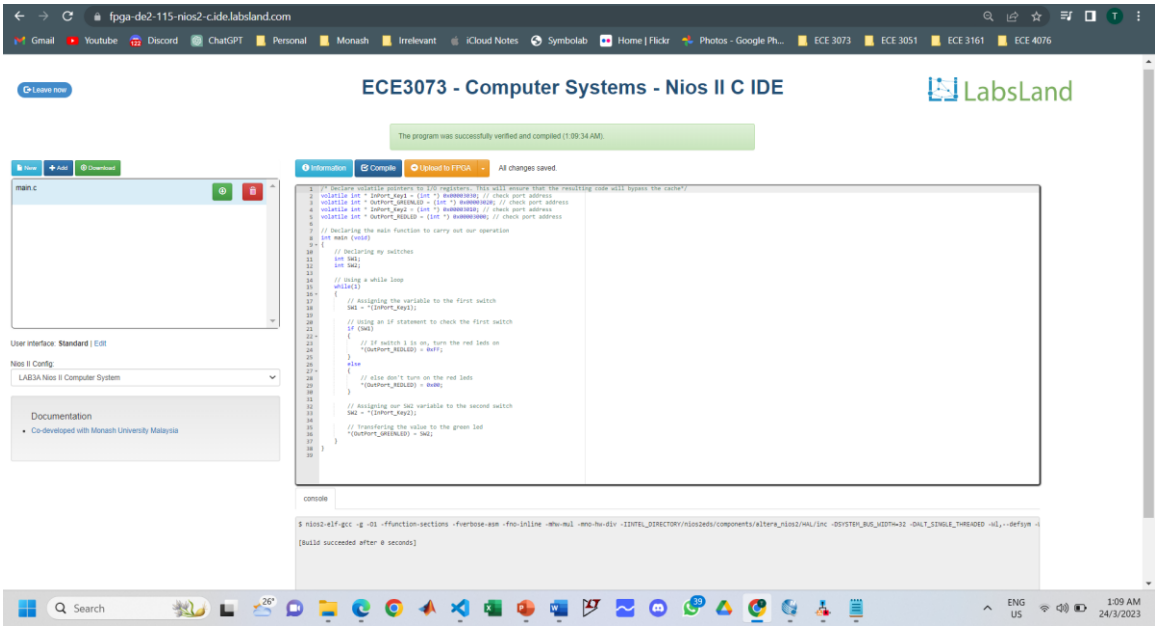
GPIO_SW[2]	GREEN LED
When GPIO_SW[2] = 0x01	0x01 (Green led lights up)
When GPIO_SW[2] = 0x00	0x00 (Green led lights OFF)

For this step same – but choose

Remote Lab - LabsLand C Programming Link

(i) Paste your labsland page with your C code screen below (5 marks)

Compiled C Code Screenshot in Labsland



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C Code

```
/* Declare volatile pointers to I/O registers. This will ensure that the
resulting code will bypass the cache*/
volatile int * InPort_Key1 = (int *) 0x00003030; // check port address
volatile int * OutPort_GREENLED = (int *) 0x00003020; // check port address
volatile int * InPort_Key2 = (int *) 0x00003010; // check port address
volatile int * OutPort_REDLED = (int *) 0x00003000; // check port address

// Declaring the main function to carry out our operation
int main (void)
{
    // Declaring my switches
    int SW1;
    int SW2;

    // Using a while loop
    while(1)
    {
        // Assigning the variable to the first switch
        SW1 = *(InPort_Key1);

        // Using an if statement to check the first switch
        if (SW1)
        {
            // If switch 1 is on, turn the red leds on
            *(OutPort_REDLED) = 0xFF;
        }
        else
        {
            // else don't turn on the red leds
            *(OutPort_REDLED) = 0x00;
        }

        // Assigning our SW2 variable to the second switch
        SW2 = *(InPort_Key2);

        // Transfering the value to the green led
        *(OutPort_GREENLED) = SW2;
    }
}
```

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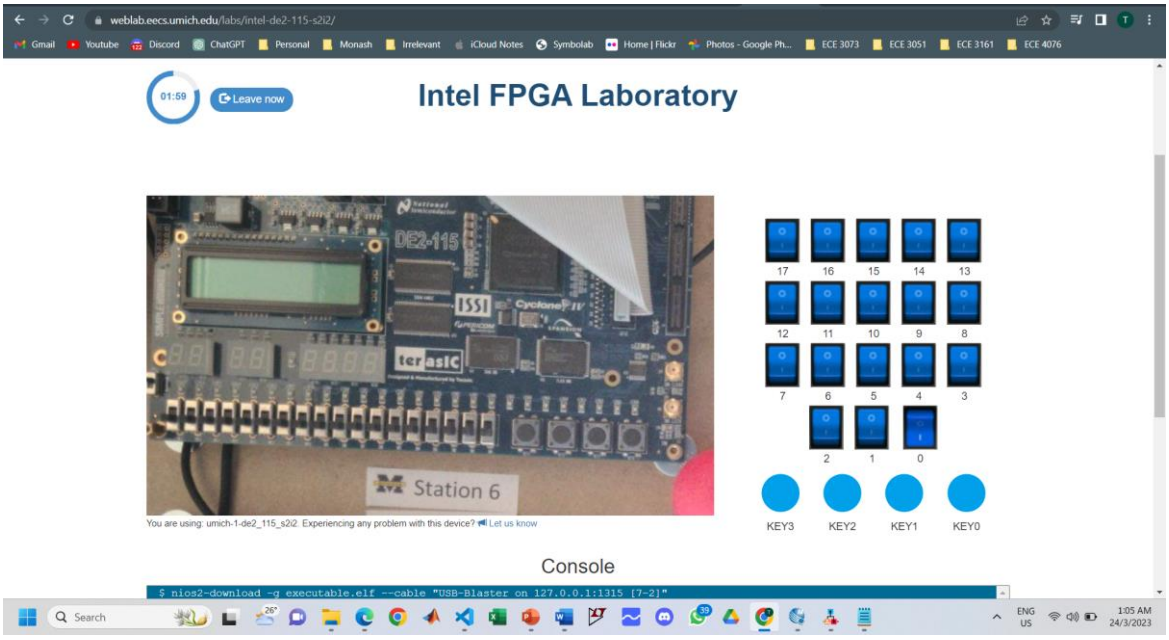
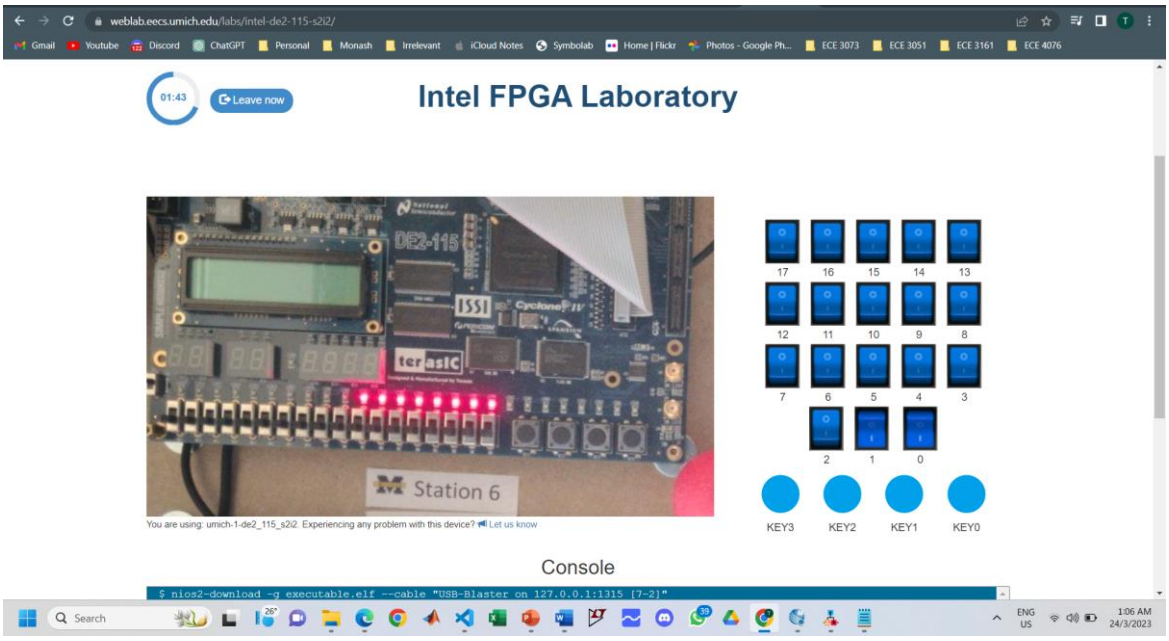
(ii) Screen shot showing the RED and Green LED ON with relevant switches in ON position (5 Marks)

When SW [1] = 0 and SW [2] = 0



When SW [1] = 1 and SW [2] = 0 (RED LEDs ON ONLY)



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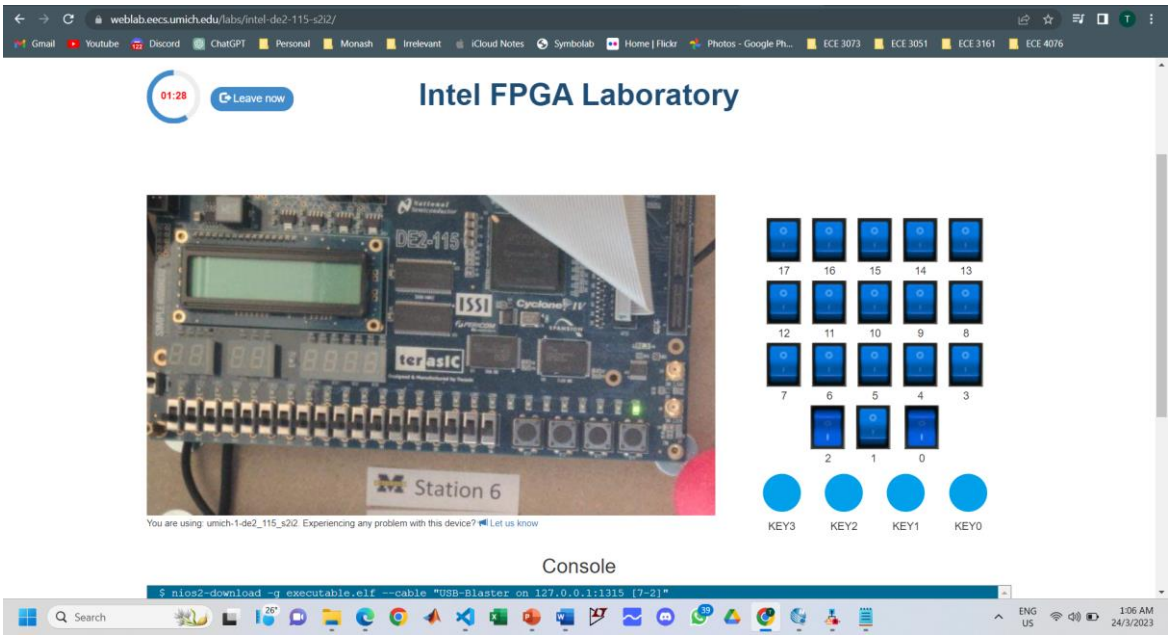
When SW [1] = 0 and SW [2] = 1 (GREEN LED ON ONLY)



When SW [1] = 1 and SW [2] = 1 (BOTH RED LED AND GREEN LED ON)