

ARTYLAB

ARTY FPGA VHDL/ASSEMBLY EXAMPLES

Embedded Systems Project

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ARTYLAB PROJECT OVERVIEW

In this project I performed some VHDL/Assembly exercises.

There are different sections, each one corresponding to a folder (named as the relative section).

Every section contains a different exercise type:

- Section 1: Simulation and Synthesis of simple combinatorial circuits
- Section 2: Sequential circuits, I/O and constraints
- Section 3: PicoBlaze
- Section 4: Section 4: Serial Communication

ENVIRONMENT

In order to perform the exercises proposed in the various sections, I used the following tools:

- For design, synthesis and simulation:
 - Vivado Web Package: https://www.xilinx.com/products/design tools/vivado.html, using Xilinx Artix-35T FPGA (xc7a35ticsg324-IL) model
- To run the resulting code on the real hardware:
 - Arty Board: https://reference.digilentinc.com/reference/programmable-logic/arty/reference-manual?redirect=1
- PicoBlaze material:
 - https://www.xilinx.com/products/intellectual-property/picoblaze.html

SECTION I

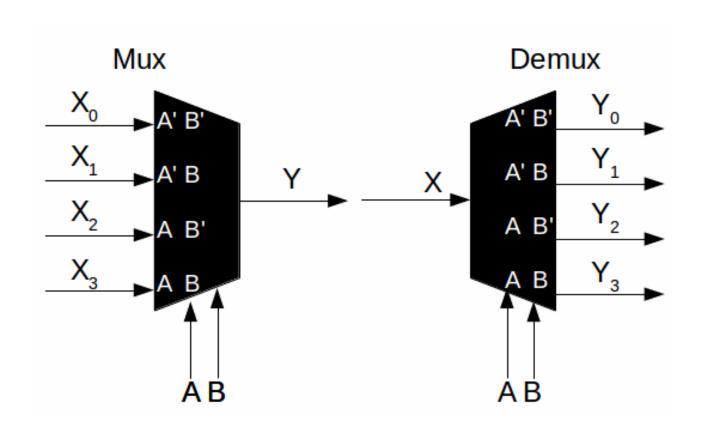
SIMULATION AND SYNTHESIS OF SIMPLE COMBINATORIAL CIRCUITS

SECTION I – TO DO

In this first section, I had to:

- Develop a VHDL description of the following combinatorial circuits:
 - Multiplexer
 - Demultiplexer
- Verify that the circuits behavior was correct by means of behavioral simulation.
- Verify if the obtained circuits was synthesizable and implementable.

SECTION I – MULTIPLEXER AND DEMULTIPLEXER



SECTION I – WORKSPACE

I organized this section in two sub-sections:

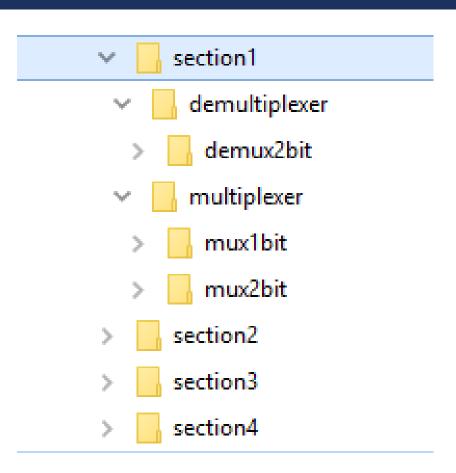
Multiplexer

That consist of the following Vivado Projects:

- I bit Multiplexer
- 2 bit Multiplexer
- Demultiplexer

That consist of the following Vivado Project:

2 bit Demultiplexer



SECTION I – I BIT MULTIPLEXER VHDL CODE

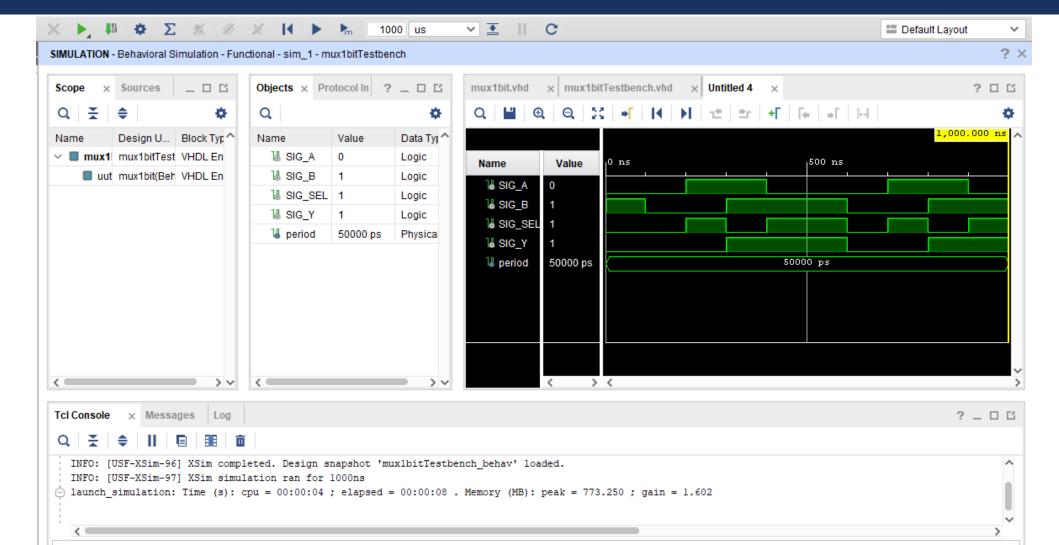
```
library IEEE;
34
      use IEEE.STD_LOGIC_1164.ALL;
      -- Uncomment the following library declaration if using
      -- arithmetic functions with Signed or Unsigned values
      --use IEEE.NUMERIC_STD.ALL;
      -- Uncomment the following library declaration if instantiating
      -- any Xilinx leaf cells in this code.
      --library UNISIM;
      --use UNISIM.VComponents.all;
      entity mux1bit is
         Port ( A : in STD_LOGIC;
                 B : in STD_LOGIC;
                 SEL : in STD_LOGIC;
                Y : out STD_LOGIC);
      end mux1bit;
      architecture Behavioral of mux1bit is
      begin
         with SEL select
         Y <= A when '0',
              B when others;
      end Behavioral;
```

SECTION I – I BIT MULTIPLEXER TESTBENCH VHDL CODE

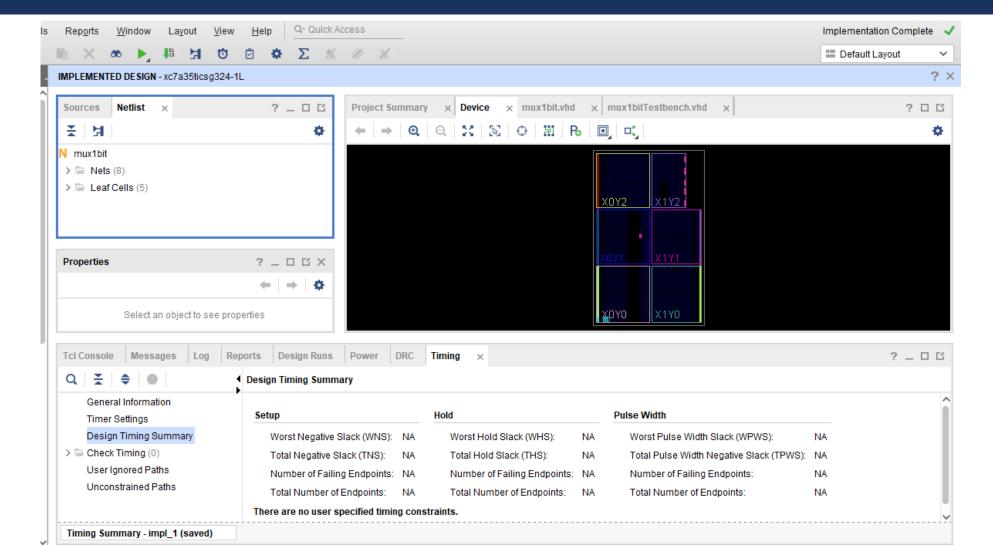
```
library IEEE;
      use IEEE.STD_LOGIC_1164.ALL;
     -- Uncomment the following library declaration if using
     -- arithmetic functions with Signed or Unsigned values
     --use IEEE.NUMERIC STD.ALL;
     -- Uncomment the following library declaration if instantiating
     -- any Xilinx leaf cells in this code.
      --library UNISIM;
      --use UNISIM.VComponents.all;
      entity mux1bitTestbench is
      -- Port ( );
      end mux1bitTestbench:
49 ▼ architecture Behavioral of mux1bitTestbench is
          -- Component Declaration for the Unit Under Test (UUT):
          COMPONENT mux1bit
52 ▼
         PORT(
              A : IN std logic;
              B : IN std_logic;
             SEL: IN std logic;
             Y: OUT std_logic
          END COMPONENT;
          -- Input Signals:
          signal SIG A : std logic := '0';
          signal SIG_B : std_logic := '1';
          signal SIG_SEL : std_logic := '0';
          -- Output Signals:
          signal SIG_Y : std_logic;
          -- Delta Time:
          constant period : time := 50 ns;
67 ▼ begin
          -- Unit Under Test (UUT) Instantiation:
69 ▼
          uut: mux1bit PORT MAP (
                A \Rightarrow SIG_A
                B => SIG_B,
                SEL => SIG_SEL,
                Y => SIG Y
         -- Stimulus processes:
```

```
-- Stimulus processes:
          stimSEL: process
 77 ▼
         begin
             -- hold reset state for 100 ns.
             wait for 100 ns;
             -- Stimulus:
            SIG_SEL <= '0';
             wait for period * 2;
            SIG_SEL <= '1';
            wait for period * 2;
             SIG_SEL <= '0';
             wait for period * 2;
            SIG SEL <= '1';
            wait for period * 2;
          end process;
          stimA: process
          begin
 92 W
           -- hold reset state for 100 ns.
             wait for 100 ns;
             -- Stimulus:
             SIG_A <= '0';
             wait for period * 2;
             SIG_A <= '1';
            wait for period * 4;
            SIG A <= '0';
             wait for period * 2;
          end process;
         stimB: process
          begin
104 ▼
          -- hold reset state for 100 ns.
            wait for 100 ns;
             -- Stimulus:
            SIG_B <= '0';
108
            wait for period * 4;
            SIG B <= '1';
110
            wait for period * 4;
111
          end process;
      end Behavioral;
```

SECTION I – I BIT MULTIPLEXER BEHAVIOURAL SIMULATION



SECTION I – I BIT MULTIPLEXER SYNTHESIS



SECTION I – I BIT MULTIPLEXER RESULTS

I obtained the following results:

- Behavioural Simulation worked as expected by design.
- Synthesis and Implementation worked too.

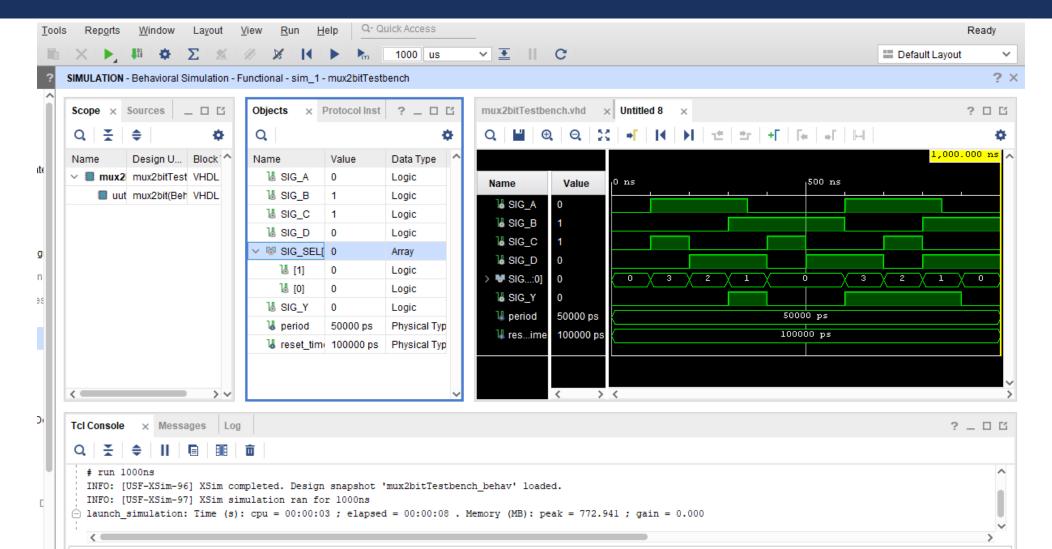
SECTION I – 2 BIT MULTIPLEXER VHDL CODE

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;
-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;
entity mux2bit is
   Port (
       A : IN std_logic;
       B : IN std_logic;
       C : IN std_logic;
       D : IN std_logic;
       SEL : IN std_logic_vector (1 downto 0);
       Y: OUT std logic
end mux2bit;
architecture Behavioral of mux2bit is
begin
   with SEL select
        Y <= A when "00",
             B when "01",
             C when "10",
             D when others;
end Behavioral:
```

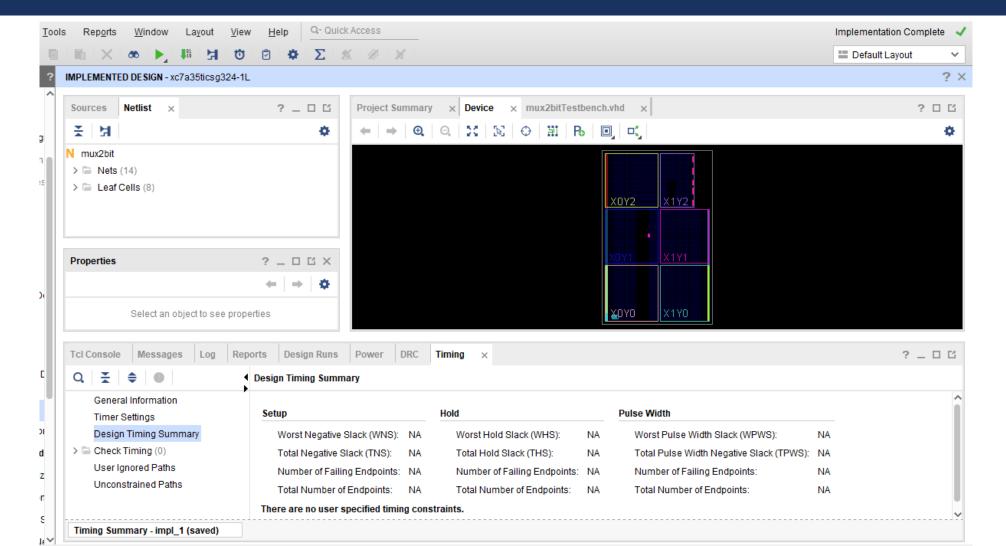
SECTION I – 2 BIT MULTIPLEXER TESTBENCH VHDL CODE

```
--use UNISIM.VComponents.all;
                                                                75 W
                                                                            uut: mux2bit PORT MAP(
                                                                                                                                          SIG A <= '0';
                                                                                                                          101
                                                                                                                                          wait for period * 3;
                                                                76
                                                                                A \Rightarrow SIG A
                                                                                                                          102
     entity mux2bitTestbench is
                                                                                                                                      end process;
                                                                77
                                                                                B \Rightarrow SIG B,
                                                                                                                          103
     -- Port ( );
                                                                                                                                      stimB : process
                                                                78
                                                                                C => SIG C,
                                                                                                                          104
     end mux2bitTestbench;
                                                                                                                                      begin
                                                                79
                                                                                D \Rightarrow SIG D.
                                                                                                                          105 ▼
                                                                                                                                          wait for reset time;
                                                                                                                          106
                                                                                SEL => SIG SEL,
     architecture Behavioral of mux2bitTestbench is
                                                                80
                                                                                                                                          SIG B <= '0';
                                                                                                                          107
         -- Component Declaration for the Unit Under Test (UUT):
                                                                81.
                                                                                Y \Rightarrow SIG Y
                                                                                                                                          wait for period * 4;
         COMPONENT mux2bit
                                                                                                                          108
                                                                            );
                                                                82
52 ▼
         PORT(
                                                                                                                                          SIG B <= '1';
                                                                                                                          109
                                                                            -- Stimulus Processes:
                                                                83
             A : IN std_logic;
                                                                                                                                          wait for period * 4;
                                                                                                                          110
                                                                            stimSEL : process
                                                                84
             B : IN std logic;
                                                                                                                                      end process;
                                                                                                                          111
                                                                85 W
                                                                           begin
             C : IN std_logic;
                                                                                                                                      stimC : process
                                                                                                                          112
                                                                86
                                                                                wait for reset time;
             D : IN std_logic;
                                                                                                                                      begin
                                                                                                                          113 ▼
             SEL : IN std logic vector (1 downto 0);
                                                                                SIG SEL <= "11";
                                                                87
                                                                                                                                          wait for reset_time;
                                                                                                                          114
             Y: OUT std logic
                                                                                wait for period * 2;
                                                                                                                                          SIG C <= '1';
         );
                                                                                                                          115
                                                                                SIG SEL <= "10";
                                                                89
         END COMPONENT;
                                                                                                                                          wait for period * 2;
                                                                                                                          116
                                                                                wait for period * 2;
                                                                90
         -- Input Signals:
                                                                                                                          117
                                                                                                                                          SIG C <= '0';
                                                                                SIG SEL <= "01";
         signal SIG_A : std_logic := '0';
                                                                                                                                          wait for period * 2;
                                                                                                                          118
         signal SIG_B : std_logic := '0';
                                                                                wait for period * 2;
                                                                                                                          119
                                                                                                                                      end process:
         signal SIG_C : std_logic := '0';
                                                                                SIG SEL <= "00";
                                                                                                                          120
                                                                                                                                      stimD : process
         signal SIG_D : std_logic := '0';
                                                                94
                                                                                wait for period * 2;
                                                                                                                          121 ▼
                                                                                                                                      begin
         signal SIG_SEL : std_logic_vector (1 downto 0) := "00";
                                                                95
                                                                            end process;
         -- Output Signals:
                                                                                                                          122
                                                                                                                                          wait for reset time;
                                                                            stimA : process
         signal SIG Y : std logic := '0';
                                                                                                                          123
                                                                                                                                          SIG D <= '0':
                                                                97 V
                                                                           begin
         -- Delta Time:
                                                                                                                                          wait for period * 2;
                                                                                                                          124
         constant period : time := 50 ns;
                                                                98
                                                                                wait for reset time;
                                                                                                                          125
                                                                                                                                          SIG D <= '1':
         -- Time for reset:
                                                                99
                                                                                SIG A <= '1';
                                                                                                                          126
                                                                                                                                          wait for period * 2;
         constant reset_time : time := 100 ns;
                                                               100
                                                                                wait for period * 5;
                                                                                                                          127
                                                                                                                                      end process;
73 ▼ begin
                                                                                SIG A <= '0';
                                                               101
                                                                                                                                  end Behavioral;
                                                                                                                          128
         -- Unit Under Test (UUT) Instantiation:
                                                                                wait for period * 3;
                                                               102
75 ▼
         uut: mux2bit PORT MAP(
                                                                                                                          129
```

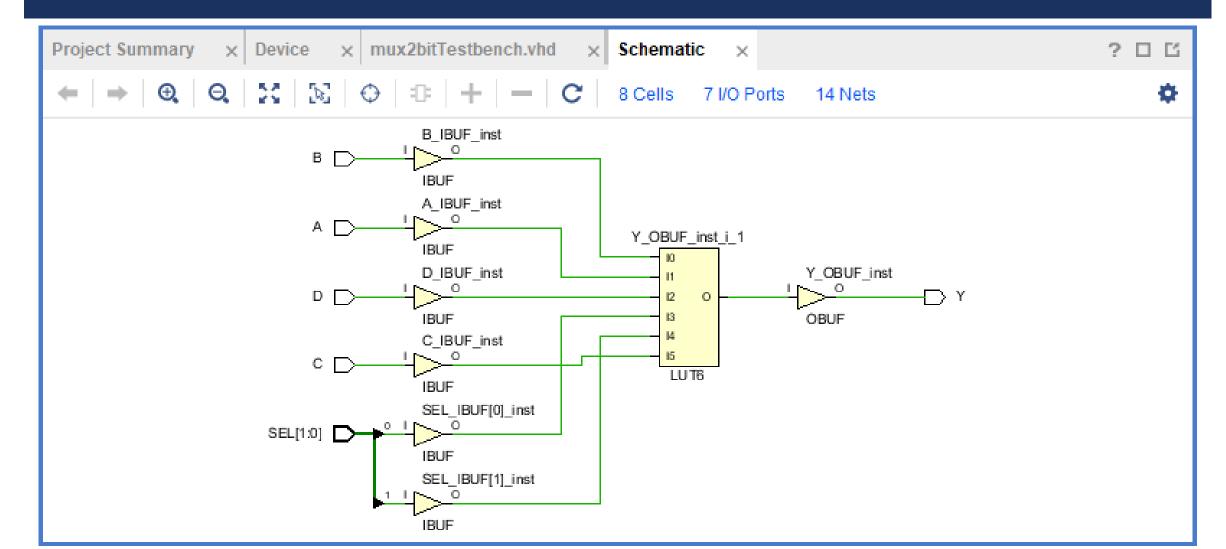
SECTION I – 2 BIT MULTIPLEXER BEHAVIOURAL SIMULATION



SECTION I – 2 BIT MULTIPLEXER SYNTHESIS



SECTION I – 2 BIT MULTIPLEXER SCHEMATIC



SECTION I – 2 BIT MULTIPLEXER RESULTS

I obtained the following results:

- Behavioural Simulation worked as expected by design.
- Synthesis and Implementation worked too.

SECTION I – 2 BIT DEMULTIPLEXER VHDL CODE

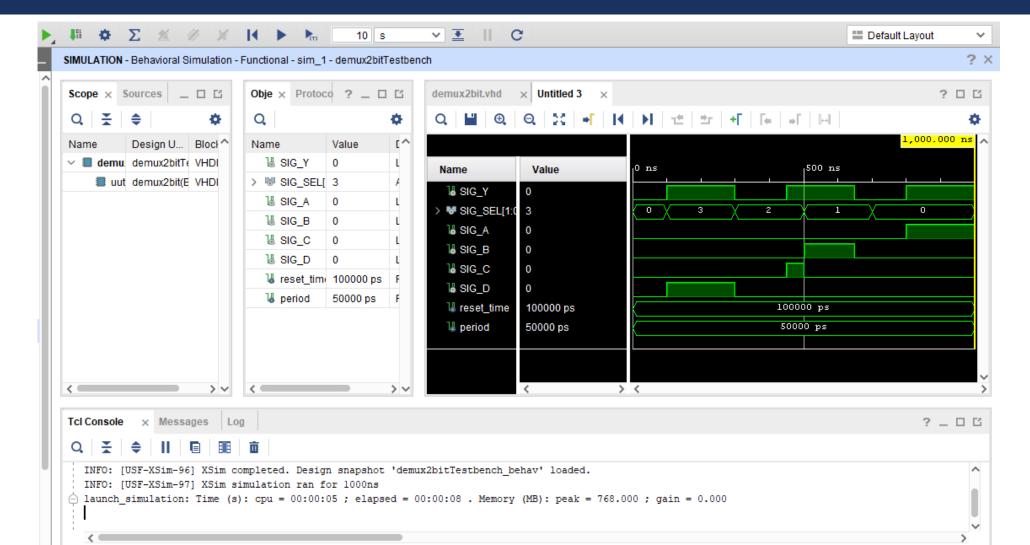
```
--use UNISIM.VComponents.all;
45 ▼ entity demux2bit is
         Port ( Y : in STD_LOGIC;
                 SEL : in STD_LOGIC_VECTOR (1 DOWNTO 0);
                 A : out STD_LOGIC;
                B : out STD_LOGIC;
                C : out STD_LOGIC;
                D : out STD_LOGIC);
     end demux2bit;
      architecture Behavioral of demux2bit is
56 ▼ begin
          selection : process(SEL, Y) is
58 ▼
          begin
59 ▼
              if (SEL = "00") then
                 A <= Y;
                 B <= '0';
                 C <= '0';
                 D <= '0';
              elsif (SEL = "01") then
                 A <= '0';
                 B <= Y;
                 C <= '0';
                 D <= '0';
69 ▼
              elsif (SEL = "10") then
                 A <= '0';
                 B <= '0';
                 C <= Y;
                 D <= '0';
74 ▼
              else
                 A <= '0';
                 B <= '0';
                 C <= '0';
                 D <= Y;
              end if;
          end process;
      end Behavioral;
```

SECTION I – 2 BIT DEMULTIPLEXER TESTBENCH VHDL CODE

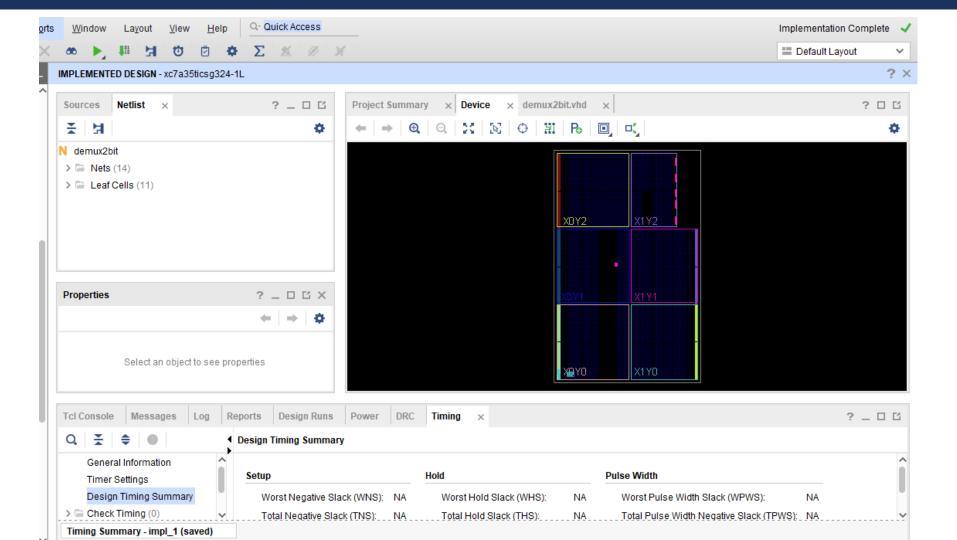
```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;
-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;
entity demux2bitTestbench is
-- Port ( );
end demux2bitTestbench;
architecture Behavioral of demux2bitTestbench is
    -- Component Declaration for the Unit Under Test (UUT):
    component demux2bit
   PORT(
        Y : in STD_LOGIC;
        SEL : in STD_LOGIC_VECTOR (1 DOWNTO 0);
       A : out STD LOGIC;
       B : out STD_LOGIC;
        C : out STD_LOGIC;
       D : out STD LOGIC
   end component;
    -- Input Signals:
   signal SIG Y : STD LOGIC := '0';
   signal SIG_SEL : STD_LOGIC_VECTOR (1 DOWNTO 0) := "00";
    -- Output Signals:
    signal SIG_A : STD_LOGIC := '0';
    signal SIG_B : STD_LOGIC := '0';
    signal SIG_C : STD_LOGIC := '0';
   signal SIG_D : STD_LOGIC := '0';
   -- Reset Time:
    constant reset_time : time := 100 ns;
    -- Delta Time:
    constant period : time := 50 ns;
begin
    -- Under Unit Test (UUT) Instantiation:
    uut: demux2bit PORT MAP(
        Y \Rightarrow SIG_Y
```

```
-- Under Unit Test (UUT) Instantiation:
           uut: demux2bit PORT MAP(
 75 V
               Y => SIG Y,
               SEL => SIG SEL,
 78
               A \Rightarrow SIG_A
 79
               B => SIG B,
               C => SIG_C,
 80
               D => SIG D
           -- Stimulus Processes:
           stimY : process
 84
           begin
               wait for reset_time;
               SIG_Y <= '1';
               wait for period * 4;
               SIG Y <= '0';
               wait for period;
 90
           end process:
           stimSEL : process
           begin
 93 ▼
               wait for reset_time;
 94
               SIG SEL <= "11";
               wait for period * 4;
               SIG_SEL <= "10";
               wait for period * 4;
               SIG_SEL <= "01";
               wait for period * 4;
100
               SIG_SEL <= "00";
101
               wait for period * 4;
102
           end process:
103
       end Behavioral;
104
105
```

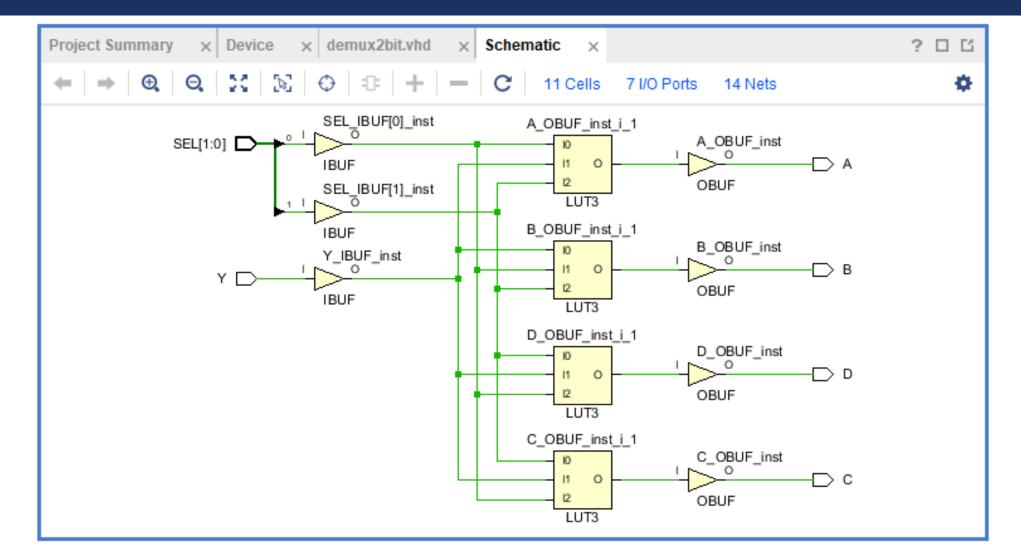
SECTION I – 2 BIT DEMULTIPLEXER BEHAVIOURAL SIMULATION



SECTION I – 2 BIT DEMULTIPLEXER SYNTHESIS



SECTION I – 2 BIT DEMULTIPLEXER SCHEMATIC



SECTION I – 2 BIT DEMULTIPLEXER RESULTS

I obtained the following results:

- Behavioural Simulation worked as expected by design.
- Synthesis and Implementation worked too.

SECTION 2

SEQUENTIAL CIRCUITS, I/O AND CONSTRAINTS

SECTION 2 – TO DO

In this second section, I had to:

- Given Counter VHDL code
 - Modify it, in order to perform Vivado Behavioural Simulation (a faster clock was needed)
 - Create a Testbench for that Counter to simulate it on Vivado
 - Create Constraints (on XDC file) and generate the Bitstream (using the given code), in order to run it on Arty board
- Given Sequence Detector VHDL code
 - Modify XDC file to specify the right connection between sequence detector, board LEDs and board switches
- Simulate the given GCD VHDL codes, one for each different kind of hardware description (behavioral, RTL with FSMD and RTL with FSM and datapath).

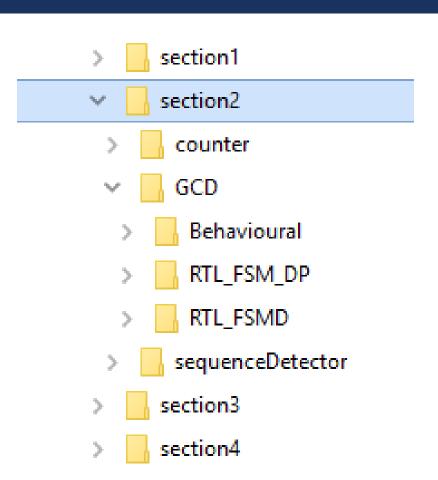
SECTION 2 – WORKSPACE

I organized this section in two sub-sections:

- Counter
- GCD

That consist of the following Vivado Project:

- Behavioural
- RTL FSM DP
- RTL FSMD
- SequenceDetector



SECTION 2 – MODIFIED COUNTER CODE

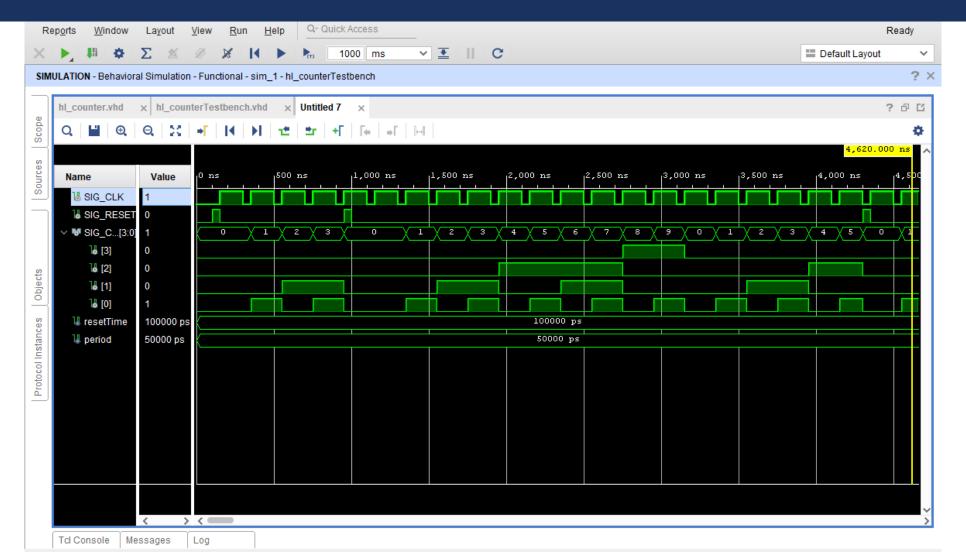
```
END IF:
68
               END IF;
69
               count_out <= temp_count;
70
71
      -- END PROCESS;
72
           countingFastForBehavSim : process(reset, clk, temp count)
73
74
               begin
75
                   if reset = '1' then
76
                        temp count internal <= "0000";
77
                        temp_count <= std_logic_vector(temp_count_internal);</pre>
                   elsif clk' event and clk = '1' then
78
                        if temp count internal < 9 then
79
                            temp_count_internal <= temp_count_internal + 1;</pre>
80
                            temp count <= std logic vector(temp count internal);</pre>
81
82
                        else
                            temp_count_internal <= "0000";</pre>
83
                            temp_count <= std_logic_vector(temp_count_internal);</pre>
84
                        end if;
85
                   end if;
86
87
                   count_out <= temp_count;</pre>
88
           end process:
89
90
      END behav;
91
```

SECTION 2 – COUNTER TESTBENCH VHDL CODE

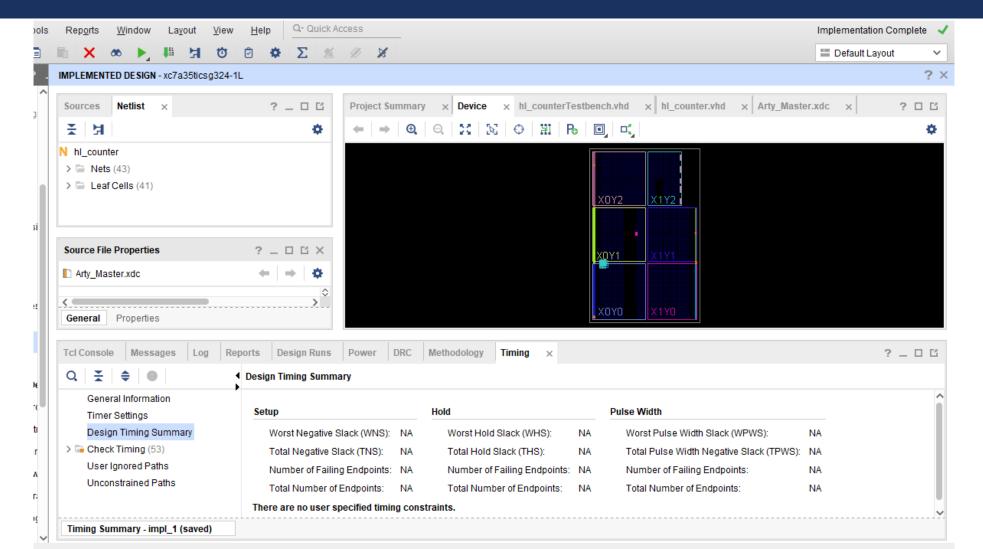
```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC STD.ALL;
-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;
entity hl counterTestbench is
-- Port ( );
end hl_counterTestbench;
architecture Behavioral of hl counterTestbench is
    -- Component Declaration for the Unit Under Test (UUT):
    component hl_counter
        PORT(
            clk : in STD_LOGIC;
            reset : in STD LOGIC;
            count_out : out STD_LOGIC_VECTOR (3 downto 0)
    end component;
    -- Input Signals:
    signal SIG_CLK : STD_LOGIC := '0';
    signal SIG_RESET : STD_LOGIC := '0';
    -- Output Signals:
    signal SIG_COUNT_OUT : STD_LOGIC_VECTOR (3 downto 0) := "00000";
    -- Reset Time:
    constant resetTime : time := 100 ns;
    -- Delta Time:
    constant period : time := 50 ns;
    -- Under Unit Test (UUT) Instantiation:
    uut : hl counter PORT MAP(
        clk => SIG_CLK,
        reset => SIG RESET,
        count_out => SIG_COUNT_OUT
    -- Stimulus Processes:
    stimCLK : process
```

```
signal SIG_CLK : STD_LOGIC := '0';
          signal SIG RESET : STD LOGIC := '0';
          -- Output Signals:
          signal SIG_COUNT_OUT : STD_LOGIC_VECTOR (3 downto 0) := "0000";
          -- Reset Time:
          constant resetTime : time := 100 ns;
          -- Delta Time:
          constant period : time := 50 ns;
67 ▼ begin
          -- Under Unit Test (UUT) Instantiation:
69 ▼
          uut : hl_counter PORT MAP(
              clk => SIG_CLK,
              reset => SIG RESET.
              count_out => SIG_COUNT_OUT
          -- Stimulus Processes:
          stimCLK : process
76 ▼
          begin
              wait for resetTime;
              SIG CLK <= '0';
              wait for period;
              SIG CLK <= '1';
              wait for period;
          end process;
          stimRESET : process
84 W
          begin
              wait for resetTime;
              SIG RESET <= '1';
              wait for period;
              SIG RESET <= '0';
              wait for period * 16;
              SIG RESET <= '1';
              wait for period;
              SIG RESET <= '0';
              wait for period * 64;
          end process:
      end Behavioral;
```

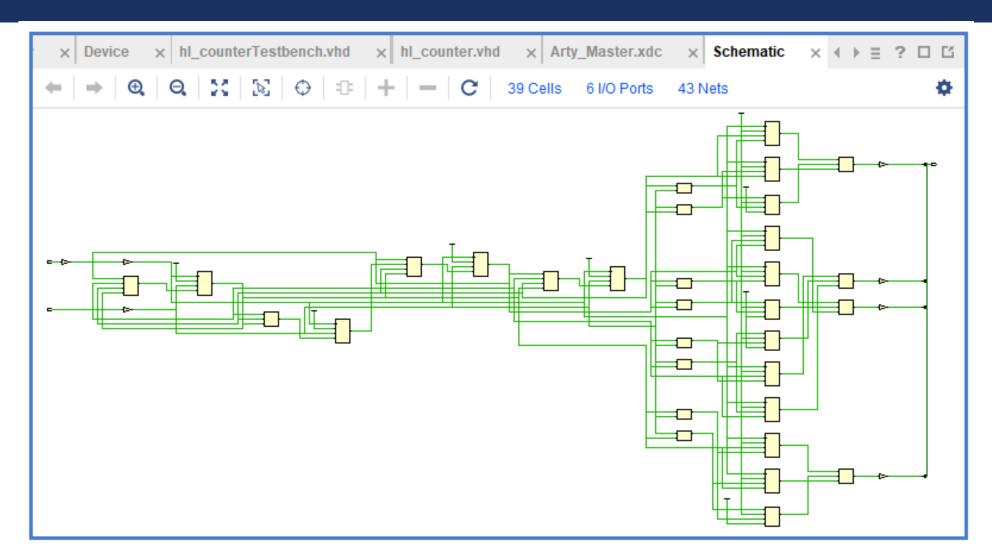
SECTION 2 – COUNTER BEHAVIOURAL SIMULATION



SECTION 2 – COUNTER SYNTHESIS

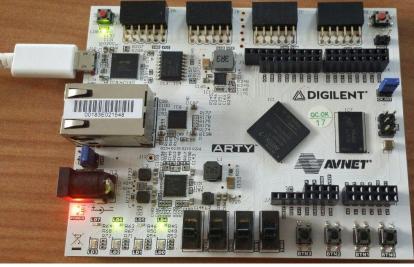


SECTION 2 – COUNTER SCHEMATIC



SECTION 2 – COUNTER ON ARTY BOARD



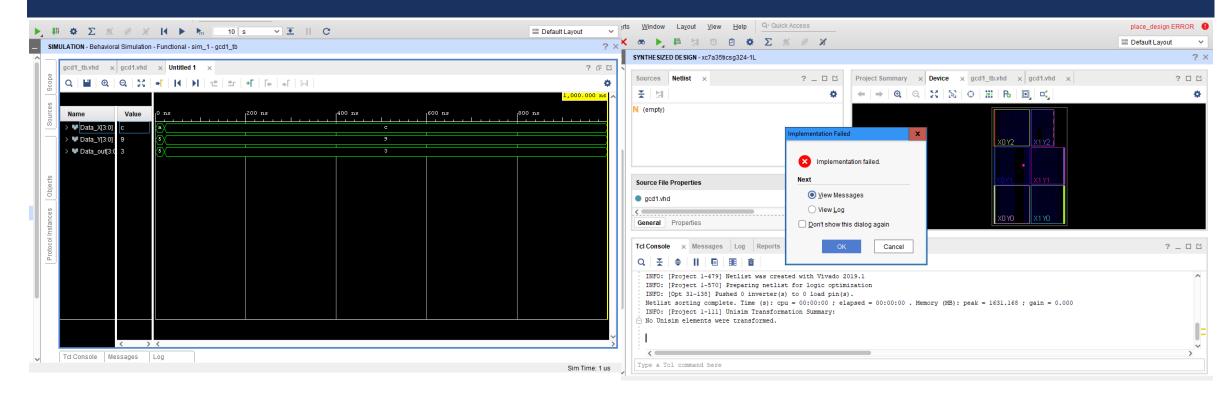




SECTION 2 – SEQUENCE DETECTOR XDC FILE

```
##LEDS
set_property -dict { PACKAGE_PIN H5
                             IOSTANDARD LVCMOS33 } [get_ports { y }]; #IO_L24N_T3_35 Sch=led[4]
#set property -dict { PACKAGE PIN T9
                              IOSTANDARD LVCMOS33 } [get_ports { count_out[2] }]; #IO_L24P_T3_A01_D17_14 Sch=led[6]
#set property -dict { PACKAGE PIN T10
                              IOSTANDARD LVCMOS33 } [get_ports { count_out[3] }]; #IO_L24N_T3_A00_D16_14 Sch=led[7]
##Buttons
set_property -dict { PACKAGE_PIN D9
                             IOSTANDARD LVCMOS33 } [get_ports { reset }]; #IO_L6N_T0_VREF_16 Sch=btn[0]
#set property -dict { PACKAGE PIN B9
                              IOSTANDARD LVCMOS33 } [get_ports { btn[2] }]; #IO_L11N_T1_SRCC_16 Sch=btn[2]
set property -dict { PACKAGE PIN B8
                             IOSTANDARD LVCMOS33 } [get ports { x }]; #IO L12P T1 MRCC 16 Sch=btn[3]
##Pmod Header JA
```

SECTION 2 – BEHAVIOURAL GCD SIMULATION RESULTS

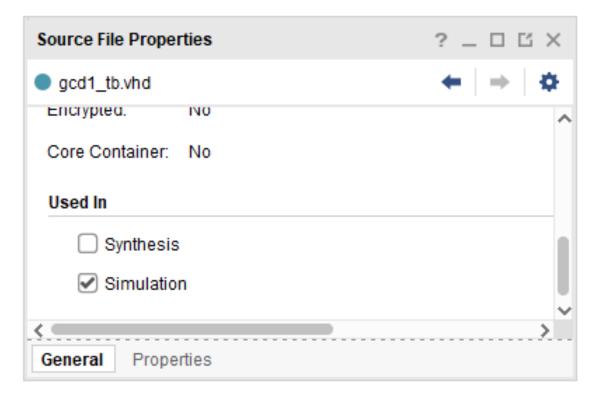


In a first time I tried to implement the material I had, I get an error so I thought that it was not implementable.

SECTION 2 – BEHAVIOURAL GCD ERROR SOLUTION

I finally found out the solution to make it implementable:

Telling Vivado not to get the Testbench file as a source for Synthesis (Pay Attention!!! It acts like this by default!)

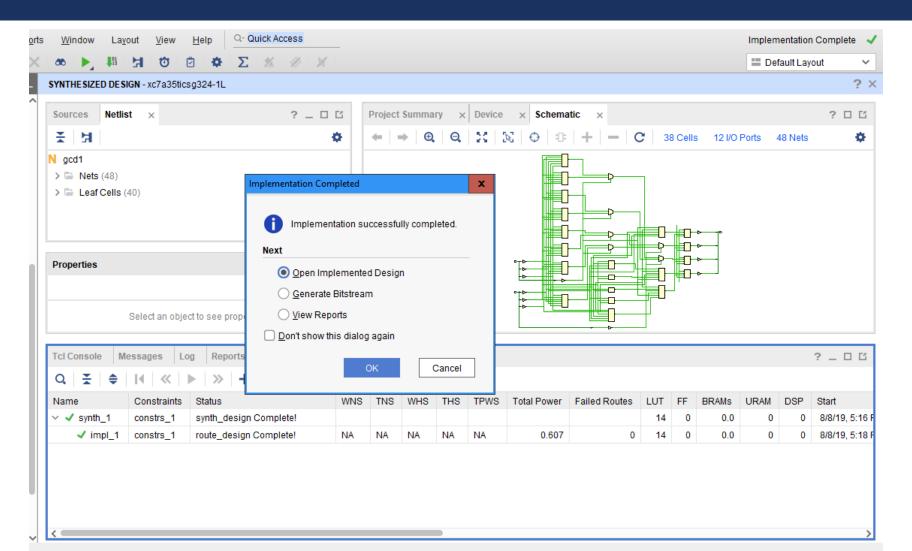


SECTION 2 – BEHAVIOURAL GCD SIMULATION RESULTS

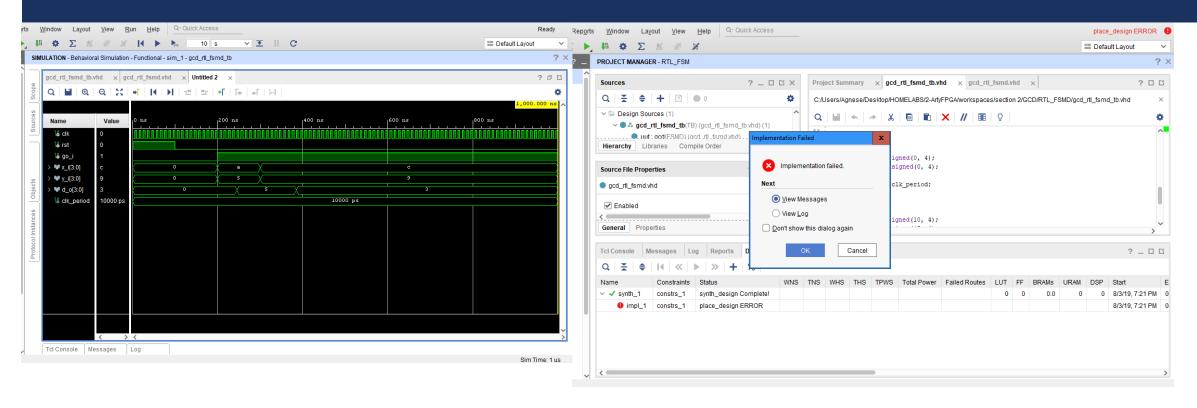
You can even add Constraints (via XDC file) to select input and output peripherals, in order to run the Project on the Arty board, like that:

```
##LEDs
set_property -dict { PACKAGE_PIN H5
                                       IOSTANDARD LVCMOS33 } [get_ports { Data_out[0] }]; #IO_L24N_T3_35 Sch=led[4]
set property -dict { PACKAGE PIN J5
                                       IOSTANDARD LVCMOS33 } [get_ports { Data_out[1] }]; #IO_25_35 Sch=led[5]
set_property -dict { PACKAGE_PIN T9
                                       IOSTANDARD LVCMOS33 } [get_ports { Data_out[2] }]; #IO_L24P_T3_A01_D17_14 Sch=led[6]
set property -dict { PACKAGE PIN T10
                                      IOSTANDARD LVCMOS33 } [get_ports { Data_out[3] }]; #IO_L24N_T3_A00_D16_14 Sch=led[7]
##Buttons
set_property -dict { PACKAGE_PIN D9
                                       IOSTANDARD LVCMOS33 } [get_ports { Data_Y[0] }]; #IO_L6N_T0_VREF_16 Sch=btn[0]
set_property -dict { PACKAGE_PIN C9
                                       IOSTANDARD LVCMOS33 } [get_ports { Data_Y[1] }]; #IO_L11P_T1_SRCC_16 Sch=btn[1]
                                       IOSTANDARD LVCMOS33 } [get_ports { Data_Y[2] }]; #IO_L11N_T1_SRCC_16 Sch=btn[2]
set property -dict { PACKAGE PIN B9
set_property -dict { PACKAGE_PIN B8
                                       IOSTANDARD LVCMOS33 } [get_ports { Data Y[3] }]; #IO_L12P_T1_MRCC_16 Sch=btn[3]
##Dwed Headen 34
```

SECTION 2 – BEHAVIOURAL GCD NEW IMPLEMENTATION



SECTION 2 – RTL WITH FSM GCD SIMULATION RESULTS

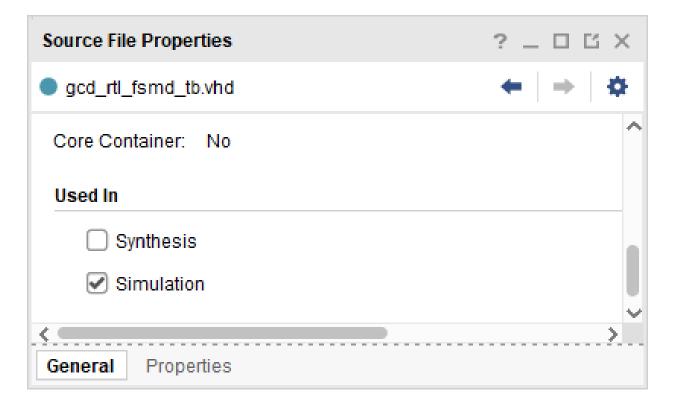


In a first time I tried to implement the material I had, I get an error so I thought that it was not implementable.

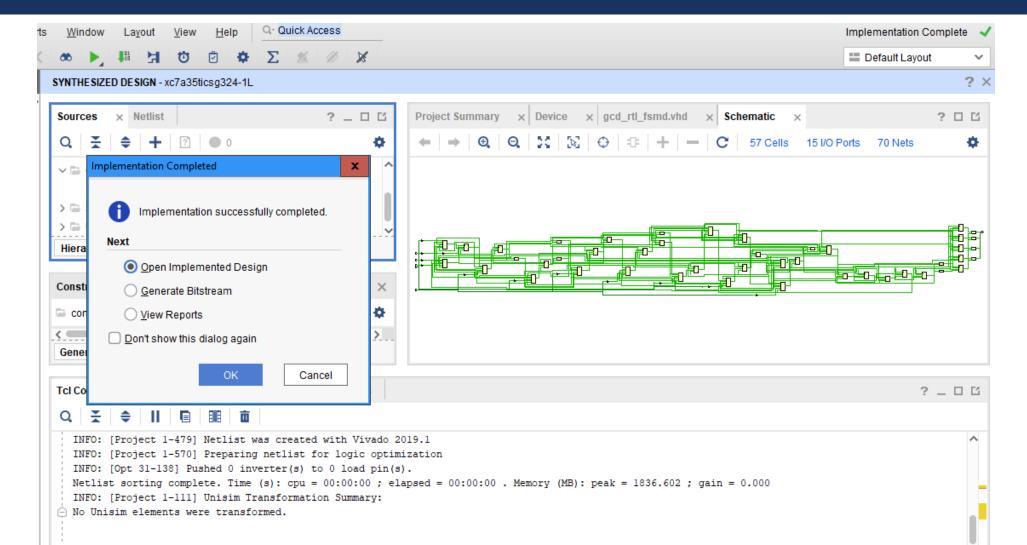
SECTION 2 – RTL WITH FSM GCD ERROR SOLUTION

I finally found out the solution (like in the previous case):

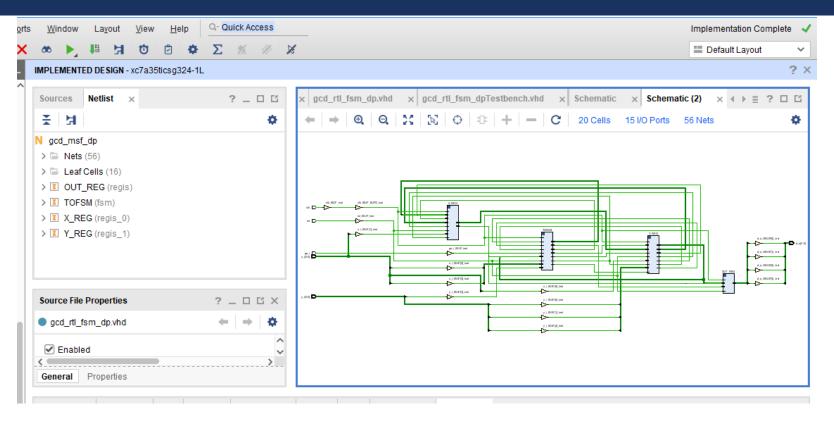
Telling Vivado not to get the Testbench file as a source for Synthesis (Pay Attention!!! It acts like this by default!)



SECTION 2 – RTL WITH FSM GCD NEW IMPLEMENTATION



SECTION 2 – RTL WITH FSM AND DATAPATH GCD SIMULATION RESULTS



It's implementable.

SECTION 3

PICOBLAZE

SECTION 3 – TO DO

In this section, I had to:

- Perform a test:
 - Write a given Assembly program on a psm file
 - Generate the ROM VHD file, using the kcpsm6.exe (downloaded with PicoBlaze material) and import it in a Vivado Project
 - Add given embedded_pico.vhd file
 - Add Constraints (on XDC file) as needed
 - Synthesize and run the project on the Arty Board
- Do the same steps with an Assembly program written by me:
 - Switch Counter Project: it counts the number of switches that are switched on (the 1 bits in input register) and shows the output via leds

SECTION 3 – WORKSPACE

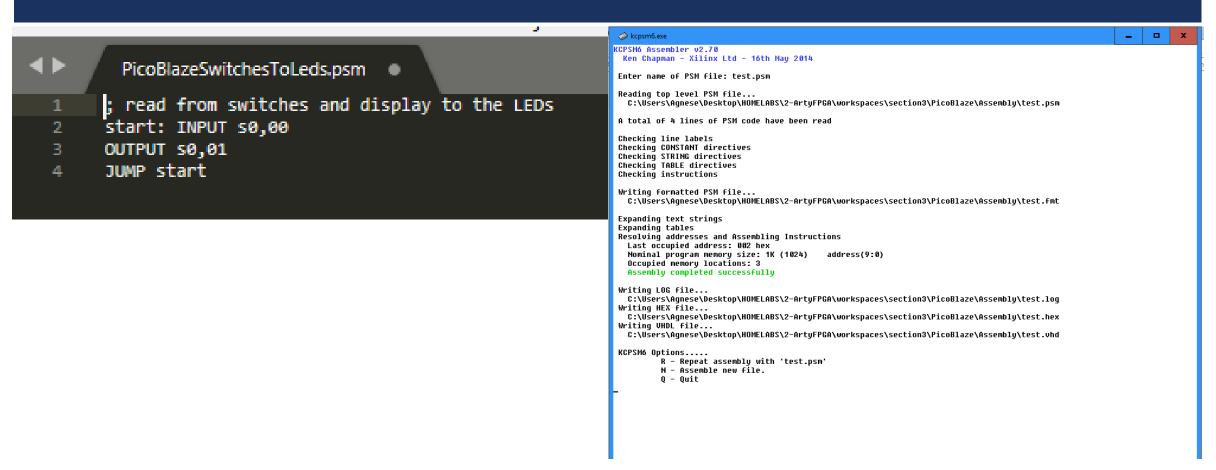
I organized this section in two sub-sections:

- Test
- Switch Counter

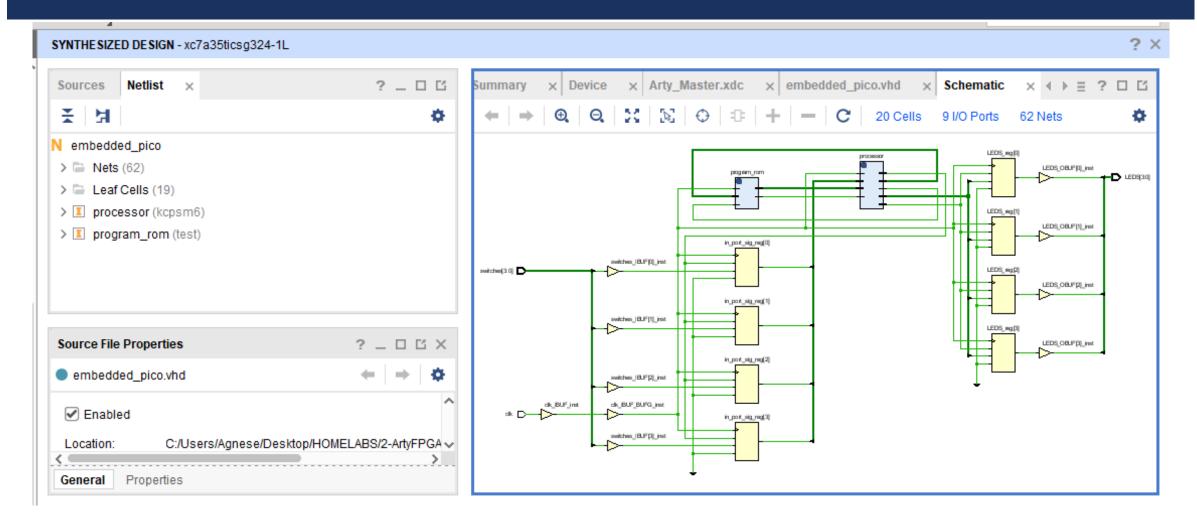
KPCSM6 contains downloaded PicoBlaze material.

section1 section2 section3 KCPSM6 PicoBlaze switchCounter test section4

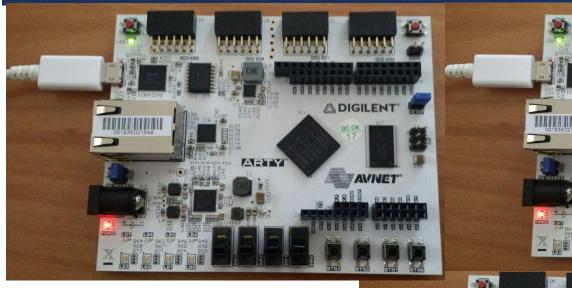
SECTION 3 – TEST ASSEMBLY CODE AND KCPSM6.EXE OUTPUT



SECTION 3 – TEST SCHEMATIC

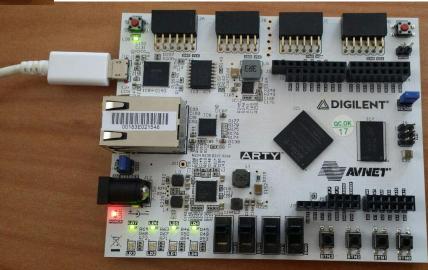


SECTION 3 – TEST ON ARTY BOARD





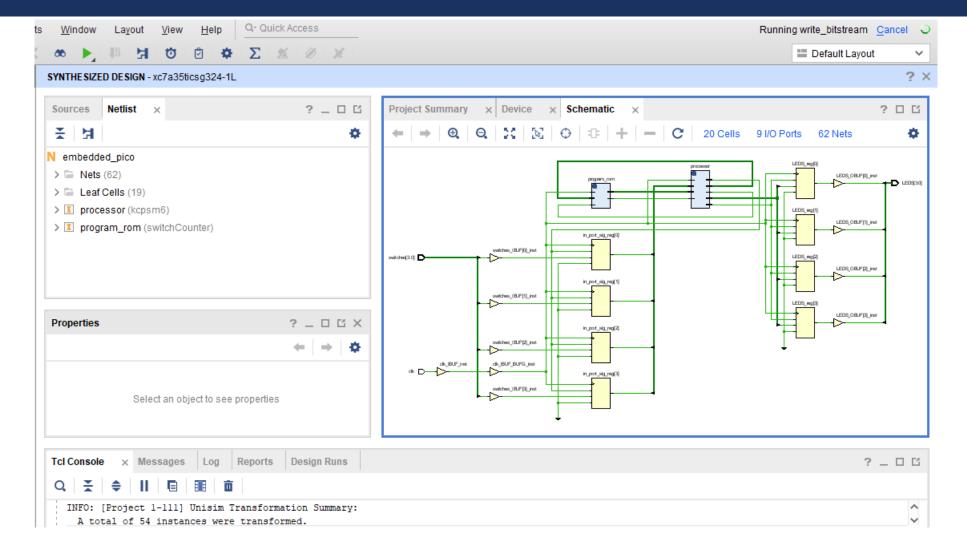




SECTION 3 – SWITCH COUNTER ASSEMBLY CODE AND KCPSM6.EXE OUTPUT

```
_ 🗆 X
                                                                                                                      kcpsm6.exe
                                                                                                                     KCPSM6 Assembler v2.70
Ken Chapman - Xilinx Ltd - 16th May 2014
:== MAIN APPLICATION CODE
                                                                                                                      Enter name of PSM file: switchCounter.psm
; Count the number of the switches that are switched on and display the result to the LEDs
                                                                                                                      Reading top level PSM file...
main:
                                                                                                                       C:\Users\Aqnese\Desktop\HOMELABS\2-ArtyFPGA\workspaces\section3\PicoBlaze\switchCounter\Assembly\switchCounter.psm
     ; Prepare arguments passed through registers
                                                                                                                      A total of 56 lines of PSM code have been read
    INPUT s0, 00 ; Input Register
                                                                                                                      Checking line labels
                                                                                                                      Checking CONSTANT directives
    load s1, 00; 1 bits number
                                                                                                                      Checking STRING directives
    do while:
                                                                                                                      Checking TABLE directives
                                                                                                                      Checking instructions
          OUTPUT s1, 01 ; Output Register
                                                                                                                      Writing formatted PSM file...
          compare s0, 00; See if there are still 1 bits to count in the Input Register
                                                                                                                       C:\Users\Agnese\Desktop\HOMELABS\2-ArtuFPGA\workspaces\section3\PicoBlaze\switchCounter\Assemblu\switchCounter.fmt
          jump Z, main; There are no more 1 bits to count
                                                                                                                      Expanding text strings
                                                                                                                      Expanding tables
          s10 s0
                                                                                                                      Resolving addresses and Assembling Instructions
                                                                                                                       Last occupied address: 009 hex
          jump C, one_detected
                                                                                                                        Nominal program memory size: 1K (1024)
                                                                                                                                                         address(9:0)
          ; There is no OS to return to, so the main program typically loops over itself
                                                                                                                        Occupied memory locations: 10
                                                                                                                        Assembly completed successfully
          jump do_while
          one detected:
                                                                                                                       C:\Users\Aqnese\Desktop\HOMELABS\2-ArtyFPGA\workspaces\section3\PicoBlaze\switchCounter\Assembly\switchCounter.log
                                                                                                                      Writing HEX File...
               add s1, 01; Increment 1 bits number
                                                                                                                       C:\Users\Agnese\Desktop\HOMELABS\2-ArtyFPGA\workspaces\section3\PicoBlaze\switchCounter\Assembly\switchCounter.hex
               jump do while
                                                                                                                       C:\Users\Agnese\Desktop\HOMELABS\2-ArtyFPGA\workspaces\section3\PicoBlaze\switchCounter\Assembly\switchCounter.vhd
                                                                                                                      KCPSM6 Options.....
                                                                                                                             R - Repeat assembly with 'switchCounter.psm'
;=============
                                                                                                                             N - Assemble new file.
                                                                                                                             N - Nuit
```

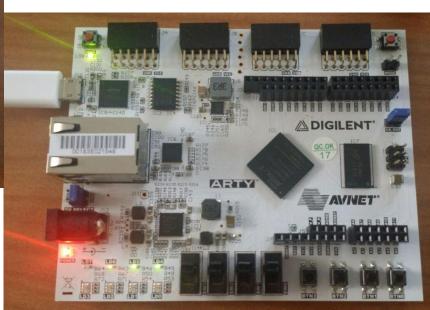
SECTION 3 – SWITCH COUNTER SCHEMATIC



SECTION 3 – SWITCH COUNTER ON ARTY BOARD







SECTION 4

SERIAL COMMUNICATION

SECTION 4 – TO DO

In this last section, I had to:

- Given the a test Transmitter:
 - Add proper Constraints (in XDC file)
 - Run it on the Arty Board
- Implement a Receiver and run it on the Arty Board

SECTION 4 – WORKSPACE

I organized this section in two sub-sections:

- Transmitter
- Receiver

KPCSM6 contains downloaded PicoBlaze material.

> section1
> section2
> section3

> section4

> KCPSM6

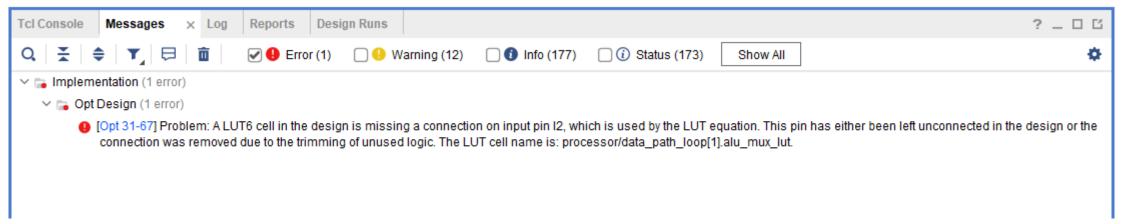
> PicoBlazeUART
> receiver

transmitter

SECTION 4 – TRANSMITTER XDC FILE

SECTION 4 – TRANSMITTER VIVADO ERROR

I synthetized the given transmitter correctly, but during implementation some error occured:



I tried to use different constraints for clock and txd port in XDC file, but error didn't change.

I tried to forbid Vivado to change logic components (for optimization), but it was the same.

SECTION 4 – RECEIVER ASSEMBLY CODE

```
; Software implemented UART Receiver
       Receives one character into 's5' at 115200 baud with 1 start bit, 1 stop bit
       parity. All timing is based on a 50MHz clock where each bit period is equival 29
       instructions. A valid character is signified by Z=0 and C=0. A timeout (~51u! 30
        character is invalid then Z=0 and C=1.
      ; Registers used s0, s1, s2 and s5.
10
11
      CONSTANT UART input port, 04; Receive serial data
      CONSTANT UART output port, 10; Transmit serial data
12
      CONSTANT serial data, 00000001'b; bit0 - serial data
13
      LOAD s0, serial data
14
      OUTPUT s0, UART_output_port ;initialise serial output
17
      UART RX:
          LOAD s1, 255'd ;Detect beginning of start bit (0) or timeout
      rx timeout:
          INPUT s0, UART_input_port ; 255 x 5 = 1275 instructions or ~51us.
          TEST s0, serial_data ;test serial input for change to '0'
21
          JUMP Z, start_bit
          SUB s1, 1'd
          JUMP NZ, rx timeout
          RETURN ; Timeout returns with Z=1 and C=0
```

```
RETURN , ITHICOUR FERUITIS WITH Z=1 and C=0
27 ▼ start_bit:
          LOAD s1, 51'd ;Wait until middle of start bit
          mid_start_delay: SUB s1, 1'd ;51 x 2 = 102 instruction delay
          JUMP NZ, mid start delay
          INPUT s0, UART input port ;test for start bit = '0'
          SR1 s0 ;shift start bit into carry flag and force Z=0
          RETURN C ;Will abort with C=1 and Z=0 if start bit was High
     LOAD s2, 08 ;8 bits to receive
      RX loop:
          LOAD s1, 105'd ;Loop delay is (105 x 2) + 6 = 216 instructions
38 ▼ rx_bit_delay:
          SUB s1, 1'd
          JUMP NZ, rx bit delay
          INPUT s0, UART input port ;sample data bit at mid-point
          SR0 s0 ;move data bit into carry flag
          SRA s5 ;Shift data bit into 's5' LSB first
          SUB s2, 1'd ;count 8 bits
          JUMP NZ, RX_loop
      ; Finally wait one more bit period and sample the stop bit which should be High.
      ; If it is Low then set carry flag to indicate error. But if it is High the
      ; character is good and the return must be made with Z=0.
      stop bit:
          LOAD s1, 106'd ;Wait until middle of stop bit
53 ▼
     stop bit delay:
          SUB s1, 1'd; (106 \times 2) + 5 = 217 instructions
          JUMP NZ, stop bit delay
          INPUT s0, UART_input_port ;test for stop bit = '1'
          XOR s0, serial_data ;invert bit so that correct value for carry flag
          SR1 s0 ;shift inverted bit into carry flag force Z=0
          RETURN ; For good character return with Z=0 and C=0
```

SECTION 4 – RECEIVER EMBEDDED PICO.VHD

```
entity embedded pico is
port (
    clk: in std_logic;
    rxd: in std_logic
);
end embedded pico;
architecture behavioral of embedded_pico is
  component kcpsm6
    generic(
                             hwbuild : std_logic_vector(7 downto 0) := X"00";
                    interrupt_vector : std_logic_vector(11 downto 0) := X"3FF";
             scratch_pad_memory_size : integer := 64);
                             address : out std logic vector(11 downto 0);
    port (
                         instruction : in std logic vector(17 downto 0);
                         bram_enable : out std_logic;
                             in_port : in std_logic_vector(7 downto 0);
                            out_port : out std_logic_vector(7 downto 0);
                             port_id : out std_logic_vector(7 downto 0);
                        write strobe : out std logic;
                      k write strobe : out std logic;
                         read_strobe : out std_logic;
                           interrupt : in std logic;
                       interrupt ack : out std logic;
                               sleep : in std_logic;
                               reset : in std logic;
                                 clk : in std_logic);
  end component;
  component receiver
    generic(
                         C_FAMILY : string := "S6";
                C_RAM_SIZE_KWORDS : integer := 1;
             C JTAG LOADER ENABLE : integer := 0);
                address : in std_logic_vector(11 downto 0);
            instruction : out std_logic_vector(17 downto 0);
                 enable : in std_logic;
```

```
instruction : out std_logic_vector(17 downto 0)
                       enable : in std_logic;
                         rdl : out std_logic;
                          clk : in std logic);
        end component;
          component uart rx6
54 ▼
         Port (
              serial_in : in std_logic;
              en_16_x_baud : in std_logic;
              data out : out std logic vector(7 downto 0);
              buffer_read : in std_logic;
              buffer_data_present : out std_logic;
              buffer_half_full : out std_logic;
              buffer full : out std logic;
              buffer reset : in std logic;
             clk : in std logic
         end component;
     signal
                     address : std_logic_vector(11 downto 0);
     signal
                 instruction : std_logic_vector(17 downto 0);
                bram enable : std logic;
     signal
     signal k_write_strobe : std_logic;
      signal kcpsm6_sleep : std_logic;
     signal kcpsm6 reset : std logic;
     signal en_16_x_baud: std_logic;
      signal interrupt_ack: std_logic;
     signal interrupt: std_logic;
     signal pb_in_data: std_logic_vector (7 downto 0);
     signal pb_out_data: std_logic_vector (7 downto 0);
     signal wart write: std logic;
     SIGNAL baud_count: integer range 0 to 162 := 0;
     signal uart_rx: std_logic;
     signal uart_rx_data_out: std_logic_vector (7 downto 0);
      signal read from uart rx: std logic;
      signal wart rx data present: std logic;
     begin
        processor: kcpsm6
                                        hwbuild => X"00",
          generic map (
```

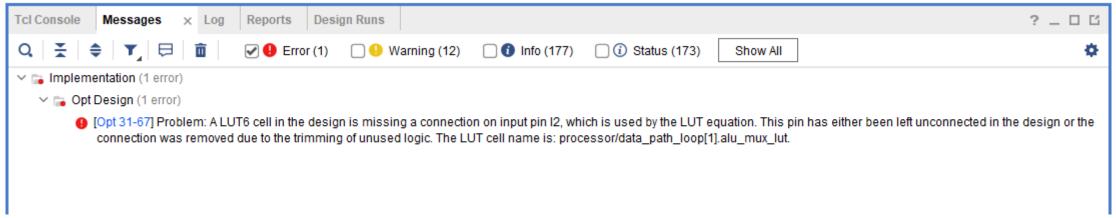
SECTION 4 – RECEIVER EMBEDDED_PICO.VHD

```
89 ▼
      begin
 92 V
         processor: kcpsm6
                                          hwbuild => X"00",
           generic map (
                                 interrupt_vector => X"3FF",
                         scratch_pad_memory_size => 64)
 96 ▼
                          address => address,
           port map(
                      instruction => instruction,
                      bram enable => bram enable,
                          port_id => open,--
                     write_strobe => uart_write,
                   k_write_strobe => k_write_strobe,
                         out port => pb out data,
                      read strobe => read from uart rx,
                          in port=> pb in data,
                        interrupt => '0',
106 ▼
                    interrupt_ack => open,
                            sleep => kcpsm6 sleep,
                            reset => '0',--
                              clk => clk):
111
112
113
         kcpsm6 sleep <= '0';
114
116 ▼
                                                  --Name to match your PSM file
         program_rom: receiver
                                                         --Family 'S6', 'V6' or '75'
           generic map(
                                    C FAMILY => "75",
118
                           C RAM SIZE KWORDS => 2,
                                                         -- Program size '1', '2' or '4'
                                                         -- Include JTAG Loader when set to '1'
                        C JTAG LOADER ENABLE => 1)
120 ▼
           port map(
                          address => address,
121 ▼
                      instruction => instruction,
122 ▼
                           enable => bram enable,
                              rdl => kcpsm6 reset,
                              clk => clk):
```

```
rdl => kcpsm6_reset,
                               clk => clk);
           rx: uart rx6
128 ▼
           port map (
               serial_in => rxd,
               en_16_x_baud => en_16_x_baud,
               data_out => uart_rx_data_out ,
               buffer_read => read_from_uart_rx,
               buffer_data_present => uart_rx_data_present,
               buffer_half_full => pb_in_data(0),
               buffer_full => pb_in_data(7),
               buffer reset => kcpsm6 reset,
               clk \Rightarrow clk
           );
       -- UART Baudrate timer
      baud_timer: PROCESS (clk)
143 ▼
           BEGIN
144 ▼
             IF clk'event and clk= '1' THEN
145 ▼
               IF baud count= 162 THEN
                 baud count<= 0;
                 en 16 x baud <= '1';
148 ▼
               ELSE
                 baud_count<= baud_count+ 1;</pre>
                 en 16 x baud <= '0';
               END IF;
             END IF;
         END PROCESS baud_timer;
       end behavioral;
```

SECTION 4 – RECEIVER VIVADO ERROR

I tried to analyze the previous error by using Xilinx receiver code, but the problem was just the same:



I tried again to use different constraints for clock and txd port in XDC file and to avoid Vivado to change logic components, but error didn't change.



THANKS FOR YOUR ATTENTION