NTUEE DCLAB

LAB 1: 亂數點名器

Graduate Institute of Electronics Engineering
National Taiwan University

Outline

- Introduction
  - Lab requirements
- Implementation
  - Finite state machine (FSM) and count down control
  - Generating random numbers
  - Reset signal
- Code template
- Simulation and debug
- Report regulations

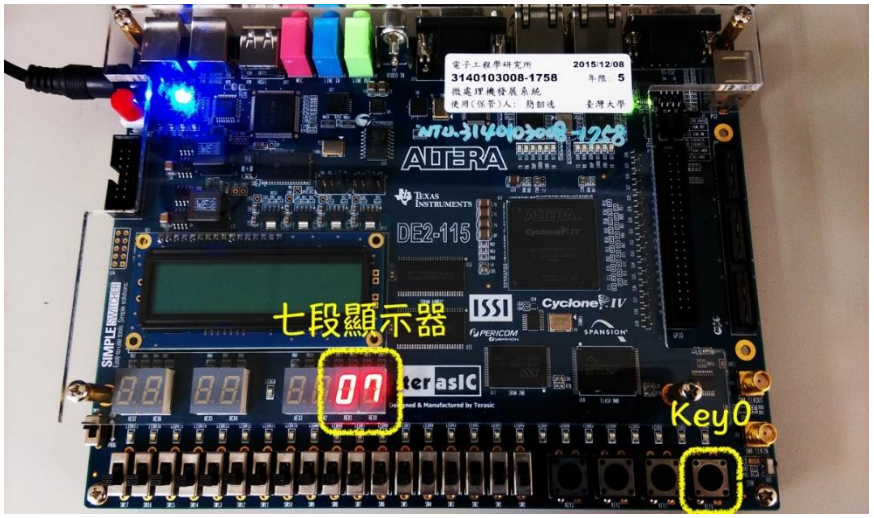
Introduction

https://www.youtube.com/watch?v=FwTzURTGyvc

Lab Requirements

- 按下key1可以reset

- 按下key0可開始點名器運作
  - 隨機產生0~15的亂數
  - 以七段顯示器顯示
  - 數字跳動頻率逐漸變慢
  - 最後停在一個數字上



- Bonus (demo時與report中皆應清楚詳細說明)
  - 跳動中途擷取亂數
  - 記憶前次亂數結果
  - 其他能想到的創意

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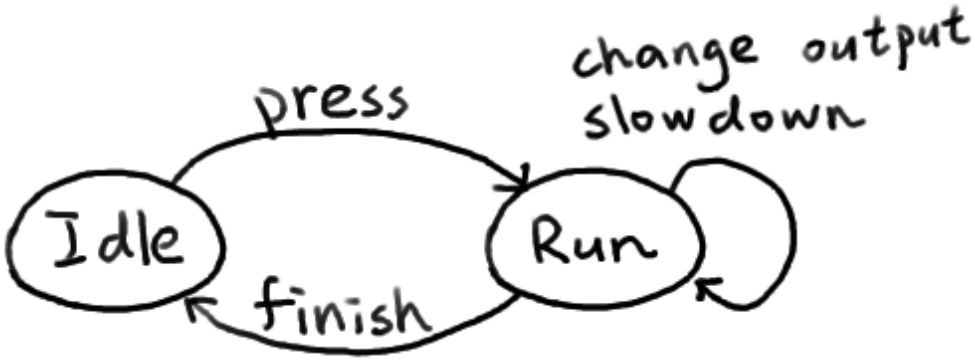
Finite State Machine (FSM) Design

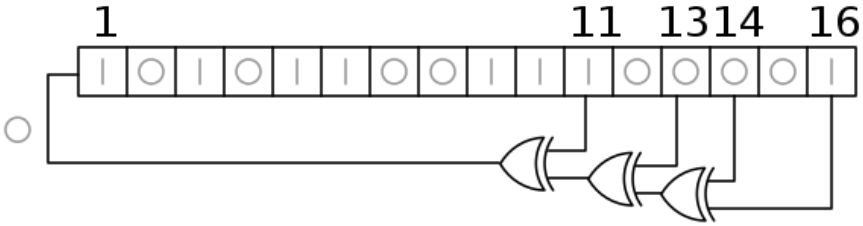
- 簡單範例
  - IDLE：等待key0被按下
  - RUN：產生亂數並變動輸出切換頻率



- Think
  - 如何變動輸出切換頻率?
    - 用 counter 計算每經過幾個 cycle 要輸出 (內建的clock是50MHz)
    - 用更多 state 來切換停留在一數字上的時間
    - 等等

Random Number Generation

- 電路上通常都是產生 pseudo-random number
  - Linear feedback shift register (LFSR)



  - Linear congruential generator

$$X_{n+1} = aX_n + b \ (\text{mod M})$$

- Think
  - 如何在每次按下 key0 後產生不同的亂數數列?
  - Seed 如何產生與設定?

Reset Signal

- 按下key1會產生global reset signal
  - 將所有register設定為初始值
- 寫在sequential block裡面

```
always_ff @(posedge i_clk or posedge i_rst) begin
        if (i_rst) begin
                state_r    <= IDLE;
                counter_r  <= 9'd0;
                o_ans_r    <= 258'd0;
                o_finish_r <= 1'b0;
        end
        else begin
                state_r    <= state_w;
                counter_r  <= counter_w;
                o_ans_r    <= o_ans_w;
                o_finish_r <= o_finish_w;
        end
end
```

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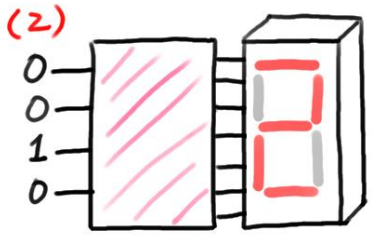
Code Template

- DE2_115.qsf
  - Map top-level I/O to FPGA physical I/O
- DE2_115.sdc
  - Timing constraints
- DE2_115.sv
  - Top module mapped to FPGA
- Debounce.sv
  - Stabilize key press glitch
  - Provide 1-clock-pulse keydown/keyup signal
- SevenHexDecoder.sv



Code TODO

- Add your code to Top.sv
  - always_comb
  - always_ff

```
1   module Top (
2           input        i_clk,
3           input        i_rst_n,
4           input        i_start,
5           output [3:0] o_random_out
6   );
7
8   // please check out the working example in lab1 README first
9
10  endmodule
```

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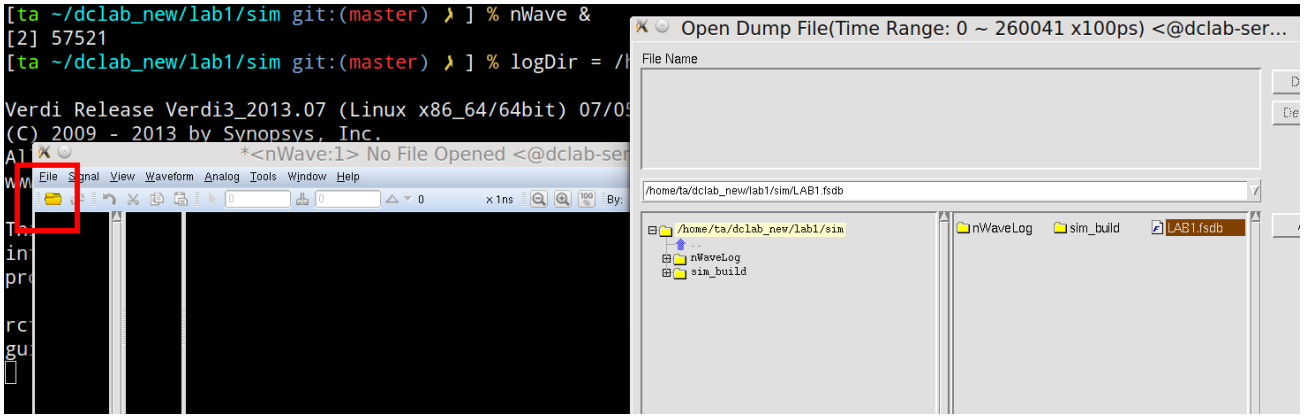
Run Testbench on Server

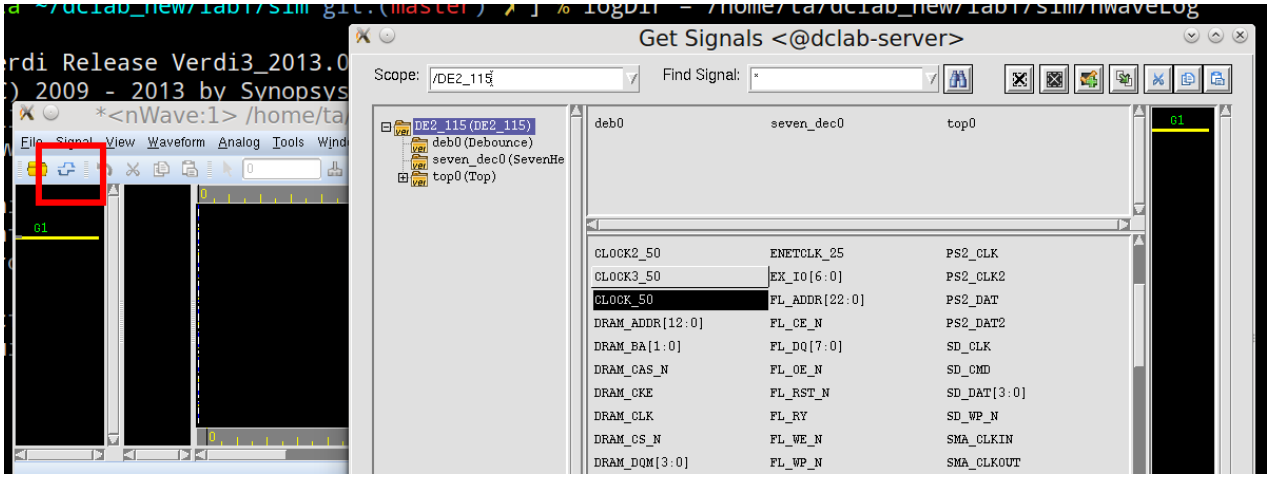
- Login to server
- Keep the provided directory structure
- Source the EDA tools (for ncverilog, Verdi)
- > cd lab1/sim/
- > ncverilog tb_Top.sv ./../src/Top.sv +access+rw
- > nWave &

Debug with Waveform

- Type “nWave &” and open the waveform file



- Choose the signals you wish to observe



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Report Regulations

- 內容應包含
  - File Structure
  - System Architecture (需標示Data Path)
  - Hardware Scheduling (FSM or Algorithm Workflow)
  - Fitter Summary截圖
  - Timing Analyzer截圖
  - 遇到的問題與解決辦法，心得與建議

- 一組交一份，以pdf檔繳交
- 命名方式：teamXX_lab1_report.pdf
  - Ex: team01_lab1_report.pdf
- 繳交期限：demo當天午夜
  - 遲交每三天*0.7

Submission Rules

- 繳交檔案架構

```
team01_lab1
|-team01_lab1_report.pdf
|-src
  |-<all of your verilog code>.v
```

  - 將 teamXX_labX 資料夾包成一個 zip 後，上傳到實驗室 NAS 各組的 submission 資料夾
  - src 資料夾內的 Verilog 可自行命名，只要在 report 中有說明層級架構即可
  - 繳交期限：**demo 日當天 23:59 前**

- **若未遵守繳交格式會酌情扣分**

Questions?