Eletronic Systems of Computers

Project Proposal

Group 2

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October 20, 2019

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1 Introduction

This proposal is to present the work to be done at the Computer Electronic Systems (SEC) course of the Master's degree in Electronic Engineering (MEE), the main objective is to development the memory game, to be performed on Field-Programmable Gate Array device (FPGA).

The project will be developed using a hardware description language (verilog), following the structural logic description model, and the control part of the system will be implemented using assembly languague of the PicoVersat processor.

2 Block Diagram

The project block diagram is shown in Fig. 1.The latest version of the project is for the entire system to work with the PS / 2 interface, using a keyboard to enter the game keys according to the correct sequence. But first, we will try to implement the game algorithm with the switch interface, because it's easier for us if the project flow goes wrong, we have something to demonstrate in the final project delivery.

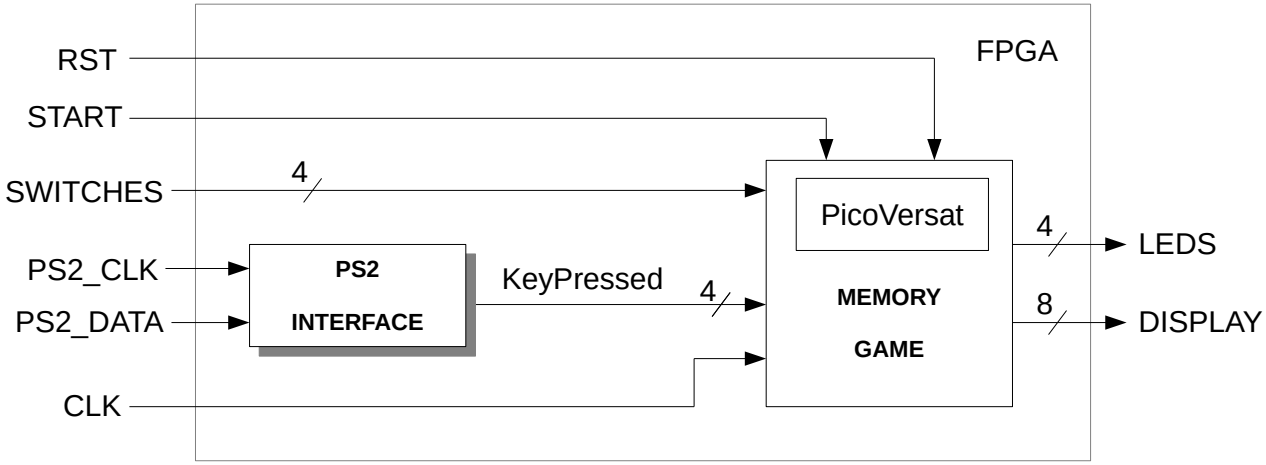

Figure 1: Block Diagram

3 Interface Signals

The interface signals of the project are described in Table 1.

Name	Direction	Peripheral	Description
clk	IN	FPGA clock	Clock signal.
rst	IN	Button driver	Reset game signal.
start	IN	Button driver	Start game signal.
PS/2 clk	IN	PS/2 driver	PS/2 clock signal.
PS/2 data	IN	PS/2 driver	PS/2 data signal.
LEDs	OUT	LED driver	Represent the game board.
Display	OUT	Display driver	Represents the game score and level.
Switches	IN	Display driver	Keys to input instead of using the keyboard.

Table 1: Interface signals.

4 Peripherals

A simple System on Chip (SoC) including picoVersat, a program and data memory, and the five peripherals attached to the data bus is shown in Figure 2.

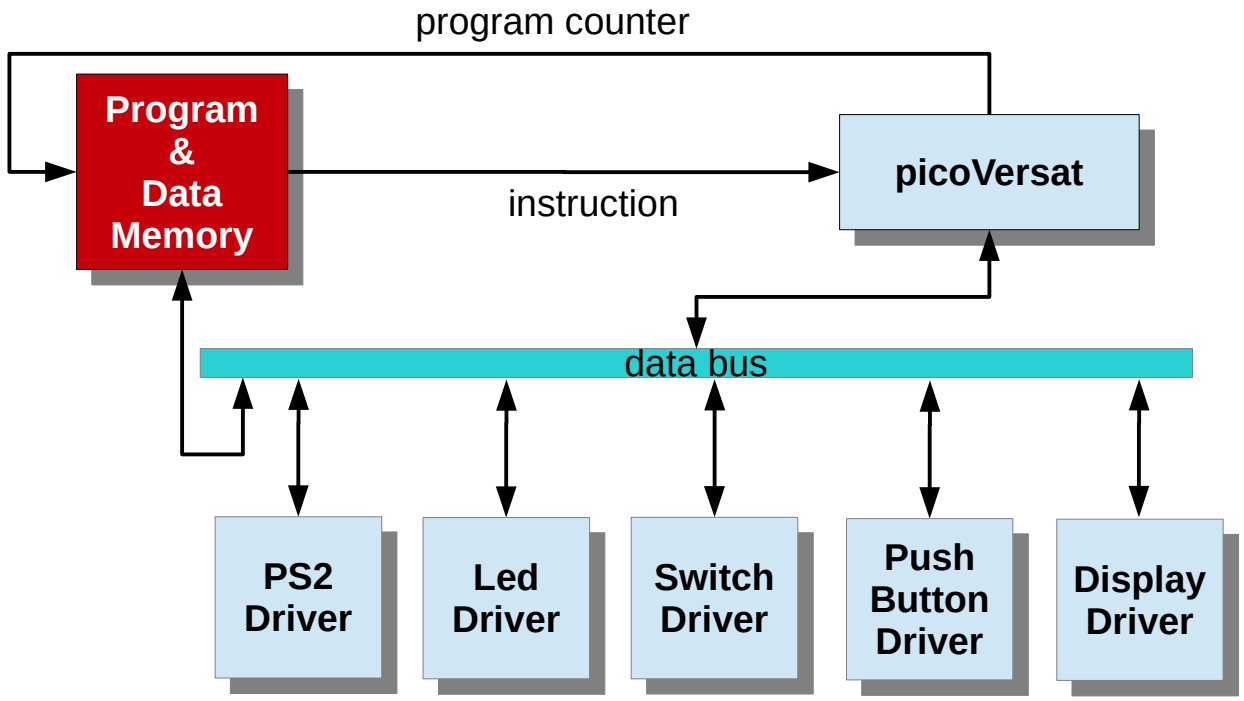

Figure 2: PicoVersat SoC with five peripherals

Refer to the memory map in section 5 to check the base addresses of the peripherals.

4.1 PS/2 Driver

This peripheral can be used to drive a PS/2 interface and using a keyboard to input the data, this driver makes the management and processing of the incoming data, decoding the pressed key.

Name	Address	Bits	Description
PS2_BASE	610	1-0	PS2 clk and PS2 data.

Table 2: Description of the base address from PS/2 peripheral.

4.2 Led driver

This peripheral is a driver to output the value of the LEDs, depending on the value written from the address in the table 2, the driver decodes which LEDs should be lighted.

Name	Address	Bits	Description
LED_BASE	602	3-0	Each bit corresponds a one LED.

Table 3: Description of the base address from led peripheral.

4.3 Switch driver

This peripheral is a driver for reading the value of the switches, depending on the value read from the address in table 4, the driver saves the status of each switch for PicoVersat use to control the system.

Name	Address	Bits	Description
SWITCH_BASE	604	3-0	Each bit corresponds a one switch.

Table 4: Description of the base address from switch peripheral.

4.4 Push-button driver

This peripheral drives the value of the buttons and deals with the debounce problem.

Name	Address	Bits	Description
BUTTON_BASE	606	1-0	Reset and start button.

Table 5: Description of the base address from button peripheral.

4.5 Display driver

This peripheral writes to the address from the table 5, and the driver decodes which display should be light up, because the data from the 4 displays are connect in parallel and its just necessary to change the value of the anode.

Name	Address	Bits	Description
DISPLAY_BASE	608	11-0	Data bits [7:0] and anode bits [11:8].

Table 6: Description of the base address from display peripheral.

5 Memory Map

The memory map of the system, as seen by picoVersat programs, is given in Table 7.

Mnemonic	Address	Read/Write	Read Latency	Description
REGF_BASE	0x200	Read+Write	0	Register file peripheral
CPRT_BASE	0x258	Write only	NA	Debug printer periheral
LED_BASE	0x25A	Read+Write	0	Led peripheral
SWITCH_BASE	0x25C	Read only	0	Switch peripheral
BUTTON_BASE	0x25E	Read only	0	Button peripheral
DISPLAY_BASE	0x260	Write only	0	Display peripheral
PS2_BASE	0x262	Read only	0	PS2 peripheral
PROG_BASE	0x0	Read+Write	1	User programs and data

Table 7: Memory map base addresses

6 Program Description

The state diagram of the Fig. 3, it's the proposal system to implement, this diagram is intend to give an abstract description of the behavior of tthe system that will be running in the PicoVersat processor. This behavior is represented as a series of events that occur in the three states, and by this events the program will flow the schematic doing the value of the events.

The idle state has the main objective of reset all the important variables of the system, after reseting the value of each led and the score of the player, waits until the start button is pressed to initiate the game and call the state game.

The game state is where the game occurs, this state has the main tasks such as sending the keystrokes to the verification state, if the verification flag is set to zero, the state will generate a new level and a new random sequence and the game will continue.

The check state have the responsibility of checking each move and set the value of the check flag according to the value of received keys. Due the check flag the state will show the value of each level and score, if the flag last level is set to one the check state will return to the idle mode and send a message that the player have won the game.

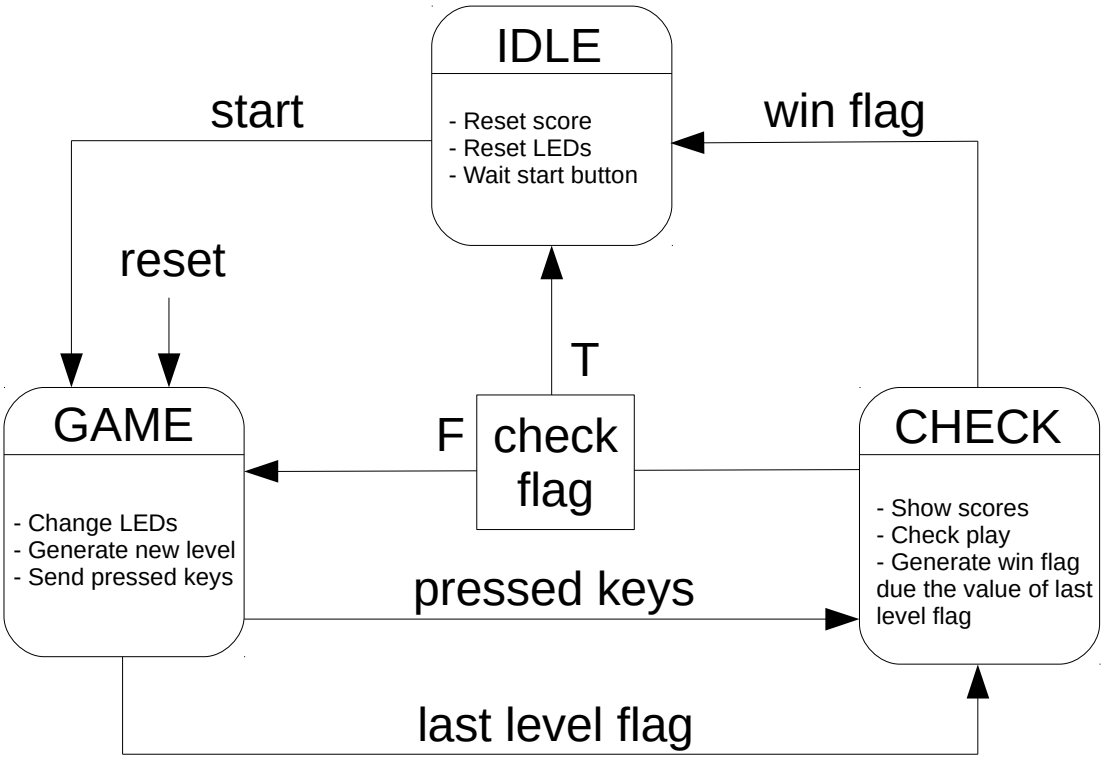

Figure 3: State diagram

7 Implementation

8 Results

9 Conclusions