# Lab 8 - ADC

Nate Herbst A02307138 Nathan Walker A02364124

## Introduction

This project required configuring a DE10-Lite development board to take an ADC measurement at a 1 Hz rate, display the ADC reading in hexadecimal on seven-segment displays, and interface a potentiometer. Adjusting the potentiometer alters the displayed value, providing a visual representation of changing ADC readings. The system includes a reset button.

### Procedure

### **Project Setup:**

 The DE10-Lite board was configured in Quartus to initialize the ADC module and display hex values on the seven-segment displays. The potentiometer was connected to provide an adjustable input for the ADC.

#### **Configuring the ADC and Seven-Segment Display:**

 We implemented a module to capture ADC readings and convert them to a hexadecimal format compatible with the seven-segment display outputs. Each display segment was mapped to reflect the hex values directly from the ADC.

#### **Challenges and Solutions:**

- Inverted Reset Pin: An unexpected issue arose from the auto-generated ADC module, where the reset pin was already inverted. Initially, our code manually inverted the reset signal, which resulted in unintended behavior. Upon recognizing this, we corrected our code to align with the pre-inverted signal, ensuring proper reset functionality.
- Syntax Errors: Frequent syntax errors slowed down our progress. These issues were resolved by thorough debugging and referring to VHDL syntax rules, reinforcing our understanding of syntax constraints and improving code accuracy.

## Results

The final implementation displayed real-time ADC values on the seven-segment displays and responded dynamically to changes in the potentiometer's position. The reset functionality worked as expected after adjustments. No unexpected behaviors were observed in the final design, and all components functioned according to specifications.

# **Figures**

1. **Wiring of the ADC Connection** (Figure 1): Shows connections between the ADC module and seven-segment displays.

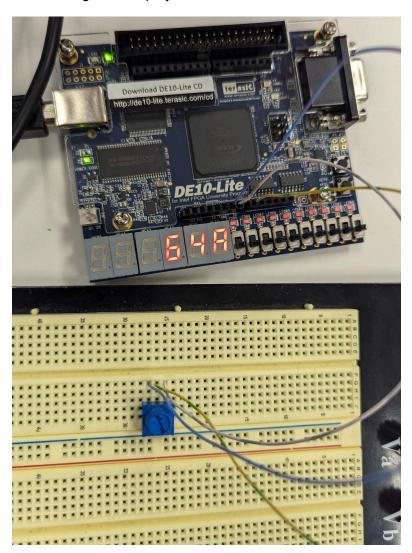


Figure 1: Wiring of Circuit

## Conclusion

This lab provided valuable insights into FPGA configuration, ADC interfacing, and VHDL troubleshooting. Resolving issues such as the inverted reset pin and syntax errors helped refine our approach to debugging and code management, reinforcing best practices for FPGA development.

# **Appendix**

## Lab8\_ADC.vhd top level file

```
library ieee;
use ieee.std logic 1164.all;
use ieee.numeric std.all;
entity Lab8 ADC is
      MAX10_CLK1_50 : in std_logic;
      MAX10 CLK2 50 : in std logic;
      HEX1 : out std logic vector(7 downto 0);
       HEX2 : out std logic vector(7 downto 0);
       HEX3 : out std logic vector(7 downto 0);
       HEX4 : out std logic vector(7 downto 0);
   );
           btn : in std logic;
           output : out std logic
```

```
IN3 : in std logic vector(3 downto 0);
        IN4 : in std logic vector(3 downto 0);
        IN5 : in std logic vector(3 downto 0);
        clk : in std logic;
        HEX0 : out std logic vector(7 downto 0);
        HEX1 : out std logic vector(7 downto 0);
        HEX2 : out std logic vector(7 downto 0);
        HEX3 : out std logic vector(7 downto 0);
        HEX4 : out std logic vector(7 downto 0);
       btn : in std logic;
       output : out std logic vector(11 downto 0)
    );
signal rst btn : std logic;
signal key0 1 : std logic;
signal key1 l : std logic;
signal sum : std logic vector(11 downto 0);
```

```
begin
```

```
output => sum
   );
display : HEX_seven_seg_disp_6
       IN0 => sum(3 downto 0),
       IN1 => sum(7 downto 4),
       IN3 => turn off(3 downto 0),
       IN5 => turn off(3 downto 0),
       HEX1 => HEX1,
       HEX2 => HEX2,
       HEX3 => turn off,
       HEX4 => turn off,
       HEX5 => turn off
   );
rst bbtn : debouncer
       btn => key0 1,
       output => rst_btn
key0 1 <= not KEY(0);
```

```
HEX4 <= (others => '1');
HEX5 <= (others => '1');
end component_list;
```

### ADC.vhd

```
library ieee;
use ieee.std logic 1164.all;
use ieee.numeric std.all;
entity ADC is
      btn : in std logic;
      output : out std logic vector(11 downto 0)
end;
architecture counter of ADC is
          adc pll clock clk : in std logic
          adc pll locked export : in std logic
(others => 'X'); -- channel
          command_startofpacket : in std_logic
'X';
```

```
command endofpacket
         command ready : out std_logic;
         response valid : out std logic;
         response channel : out std logic vector(4 downto 0);
         response data : out std logic vector(11 downto 0);
-- data
         response startofpacket : out std logic;
         response endofpacket : out std logic
-- endofpacket
      );
         inclk0
      );
  signal s adc pll clock clk : std logic;
  signal s adc pll locked export : std logic;
  signal s command startofpacket : std logic := '1';
  signal s command endofpacket : std logic := '1';
  signal s_command_ready : std_logic;
  signal s response valid : std logic;
  signal s response channel
  signal s response data
```

```
signal s response startofpacket : std logic;
  signal s response endofpacket : std logic;
  signal count : integer := 0;
begin
         clock clk
                           => clk,
         reset sink reset n => btn, -- reset sink.reset n
         adc pll clock clk => s adc pll clock clk, --
         adc_pll_locked_export => s_adc_pll_locked_export, --
adc pll locked.export
         command valid => s command valid,
command.valid
         command startofpacket => s command startofpacket,
.startofpacket
         command endofpacket => s command endofpacket,
         .ready
                            => s response valid,
        response valid
response.valid
         response channel
                            => s response channel,
.channel
        response data
                            => s response data,
         response startofpacket => s response startofpacket, --
```

```
response endofpacket => s response endofpacket
       locked => s_adc_pll_locked_export
   );
       if rising edge(clk) then
          if btn = '0' then
               output <= (others => '0');
               count <= 0;
           elsif s response valid = '1' then
               temp Data <= s response data;</pre>
           if count = 10000000 then
               output <= temp Data;</pre>
               count <= 0;
               count <= count + 1;</pre>
           end if;
end counter;
```

## base\_ADC.vhd

```
-- base_ADC.vhd
-- Generated using ACDS version 23.1 991
library IEEE;
```

```
use IEEE.std logic 1164.all;
use IEEE.numeric std.all;
entity base ADC is
      adc_pll_clock_clk : in std_logic
      adc pll locked export : in std logic
      command valid
      command channel
                            : in std logic vector(4 downto 0)
(others => '0'); --
      command startofpacket : in std logic
      command endofpacket : in std_logic
      reset sink reset n : in std logic
      response valid
      response channel
      response data
                           : out std logic vector(11 downto 0);
      response startofpacket : out std logic;
      response endofpacket : out std logic
  );
end entity base ADC;
architecture rtl of base ADC is
```

```
adc pll clock clk : in std logic
          adc pll locked export : in std logic
          command valid
(others => 'X'); -- channel
         command startofpacket : in std logic
          command endofpacket : in std logic
         response valid : out std logic;
-- valid
         response_channel : out std_logic_vector(4 downto 0);
-- channel
         response data : out std logic vector(11 downto 0);
-- data
          response startofpacket : out std logic;
-- startofpacket
          response endofpacket : out std logic
-- endofpacket
begin
         is this first or second adc => 1
```

```
=> clock clk,
reset sink.reset n
         adc pll_clock_clk => adc_pll_clock_clk,
adc pll clock.clk
         adc pll locked export => adc pll locked export,
adc pll locked.export
         command valid => command valid,
command.valid
         command startofpacket => command startofpacket, --
.startofpacket
         command endofpacket => command endofpacket,
         command ready => command ready,
         response valid
                             => response valid,
         response channel => response channel,
                             => response data,
         response data
         response startofpacket => response startofpacket, --
         response endofpacket => response endofpacket --
      );
end architecture rtl; -- of base_ADC
```