



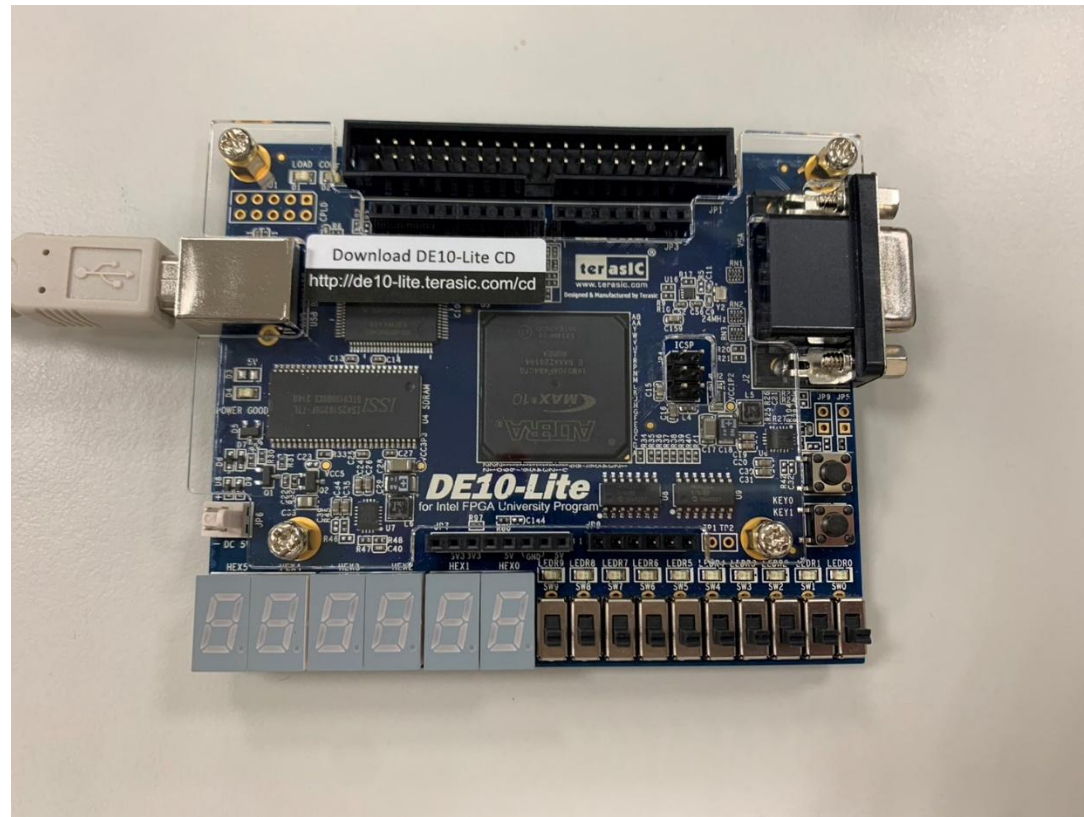
LAB - 06

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Introduction to DE10-Lite

USB

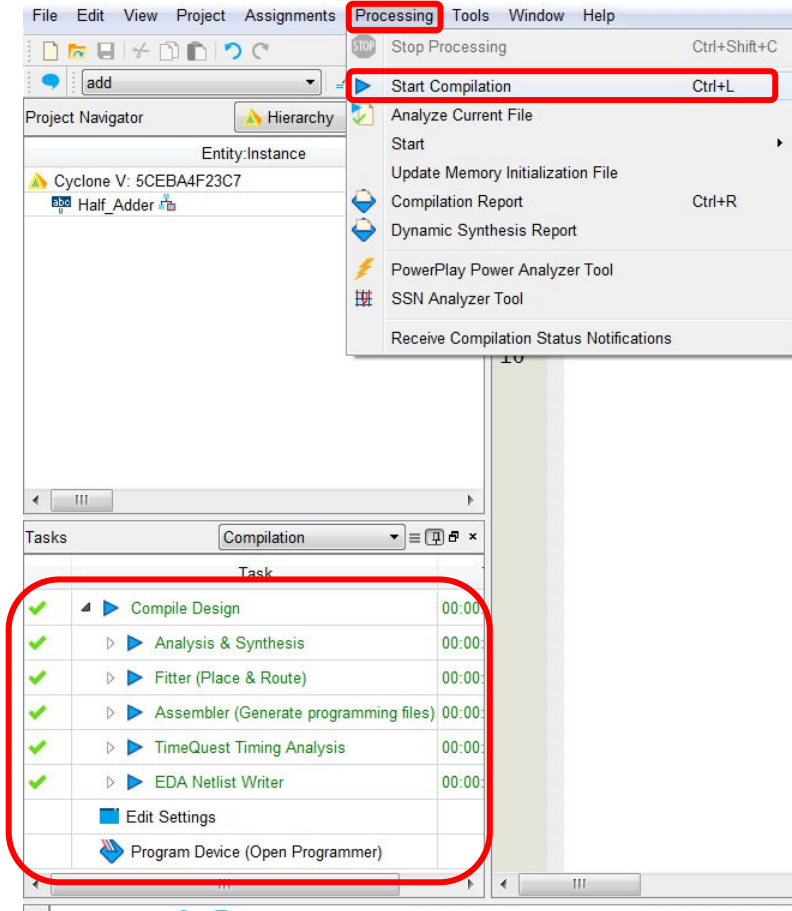


Programming DE10-Lite (1/13)

```
1 module Half_Adder(a, b, sum, carry);  
2  
3 input a,b;  
4 output sum, carry;  
5  
6 and(carry,a,b);  
7 xor(sum,a,b);  
8  
9 endmodule  
10
```

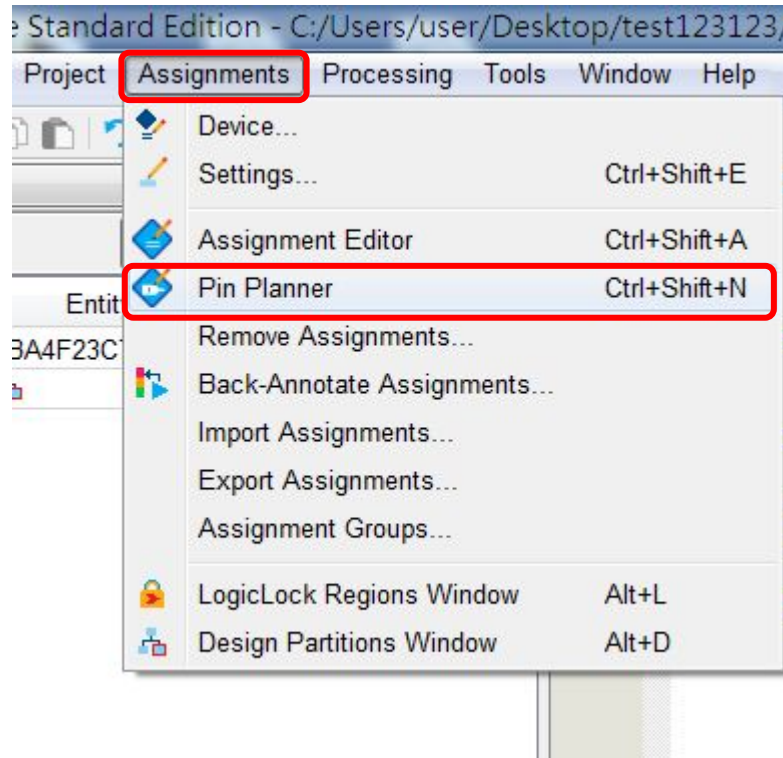
Programming DE10-Lite (2/13)

■ Start compilation



Programming DE10-Lite (3/13)

- Open Pin Planner



Programming DE10-Lite (4/13)

- Assign pin location to all inputs and outputs





The screenshot shows the Pin Planner interface for a project named 'adder_subtractor'. The central pane displays a 'Top View - Wire Bond' of the MAX 10-10M50DAF484C7G device. The left pane shows a list of nodes: 'in_a', 'in_b', 'out', and 'sum'. The 'out' node is selected, and its location is assigned to 'PIN_A9'. A red arrow points to the 'PIN_A9' entry in the 'Location' column, with the text 'Double click' next to it. The right pane shows a 'Pin Legend' with various pin types and their symbols. The bottom pane shows a table of pins, with 'PIN_A9' highlighted.

Node Name	Direction	Location	I/O Bank	VREF Group	Filter Location	I/O Standard	Reserved	Current
in_a	Input	PIN_C10	7	B7_N0	PIN_C10	2.5 V		12mA
in_b	Input	PIN_C11	7	B7_N0	PIN_C11	2.5 V		12mA
out	Output	PIN_A9						
sum	Output	PIN_A9						

Double click

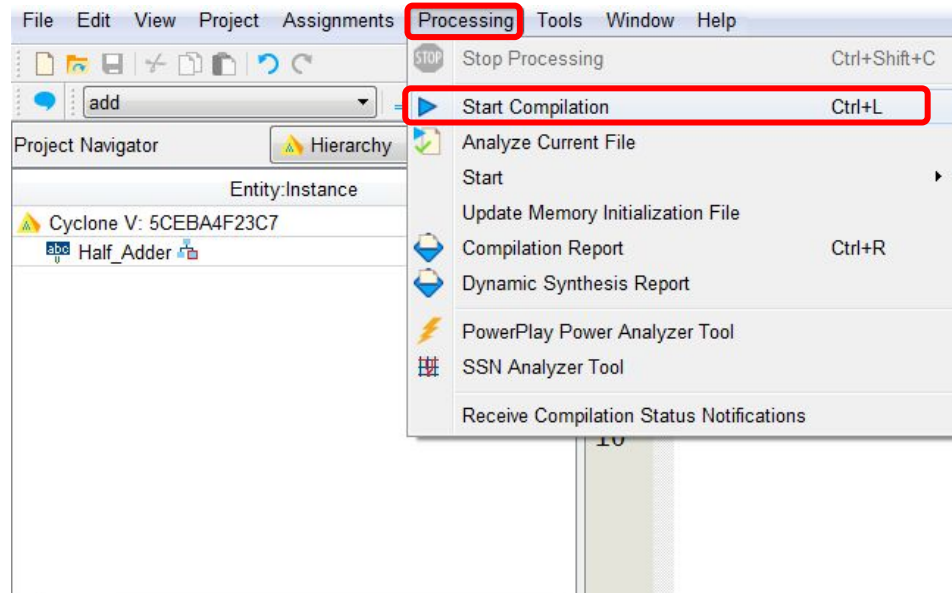
Programming DE10-Lite (5/13)

- 詳細的pin腳位資料請參考moodle檔案“FPGA_pin腳位對照.xlsx”

Node Name	Direction	Location	I/O Bank	VREF Group	Pin Location	I/O Standard
 a	Input	PIN_C10 SW07		B7_N0	PIN_C10	2.5 V
 b	Input	PIN_C11 SW17		B7_N0	PIN_C11	2.5 V
 carry	Output	PIN_A9 LED17		B7_N0	PIN_A9	2.5 V
 sum	Output	PIN_A8 LED07		B7_N0	PIN_A8	2.5 V
<<new node>>						

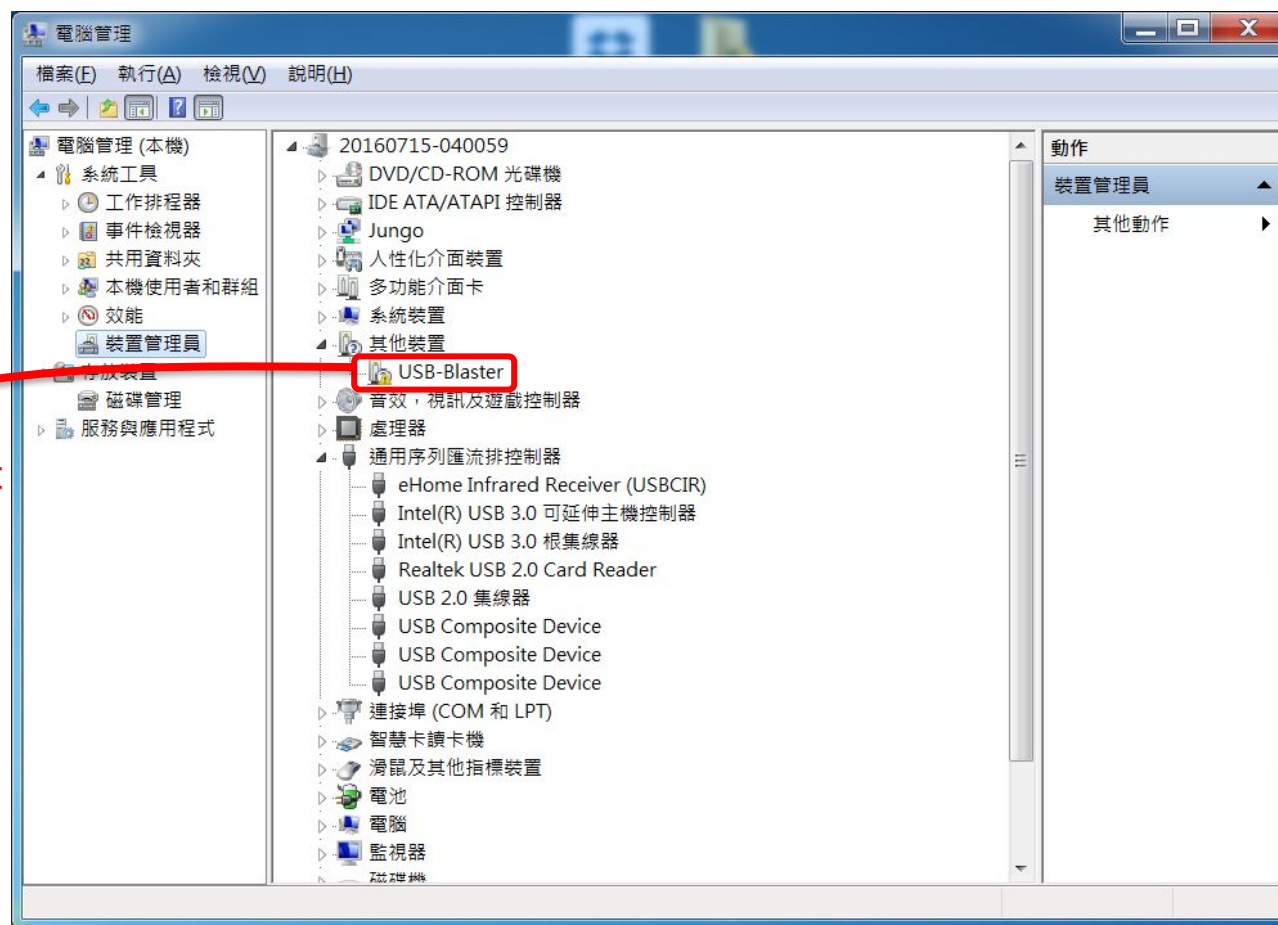
Programming DE10-Lite (6/13)

- Start compilation

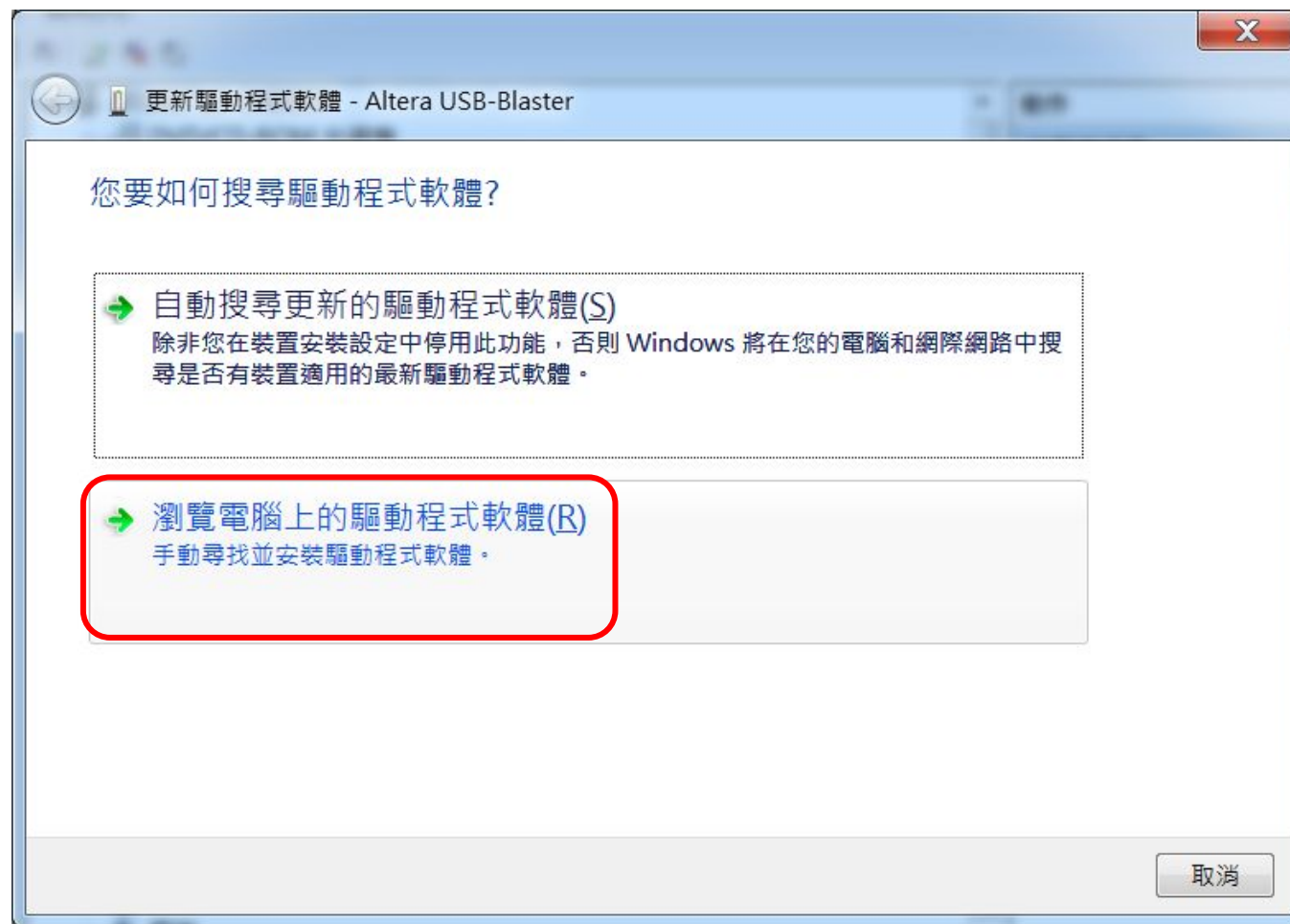


Programming DE10-Lite (7/13)

右鍵選更新驅動程式軟體



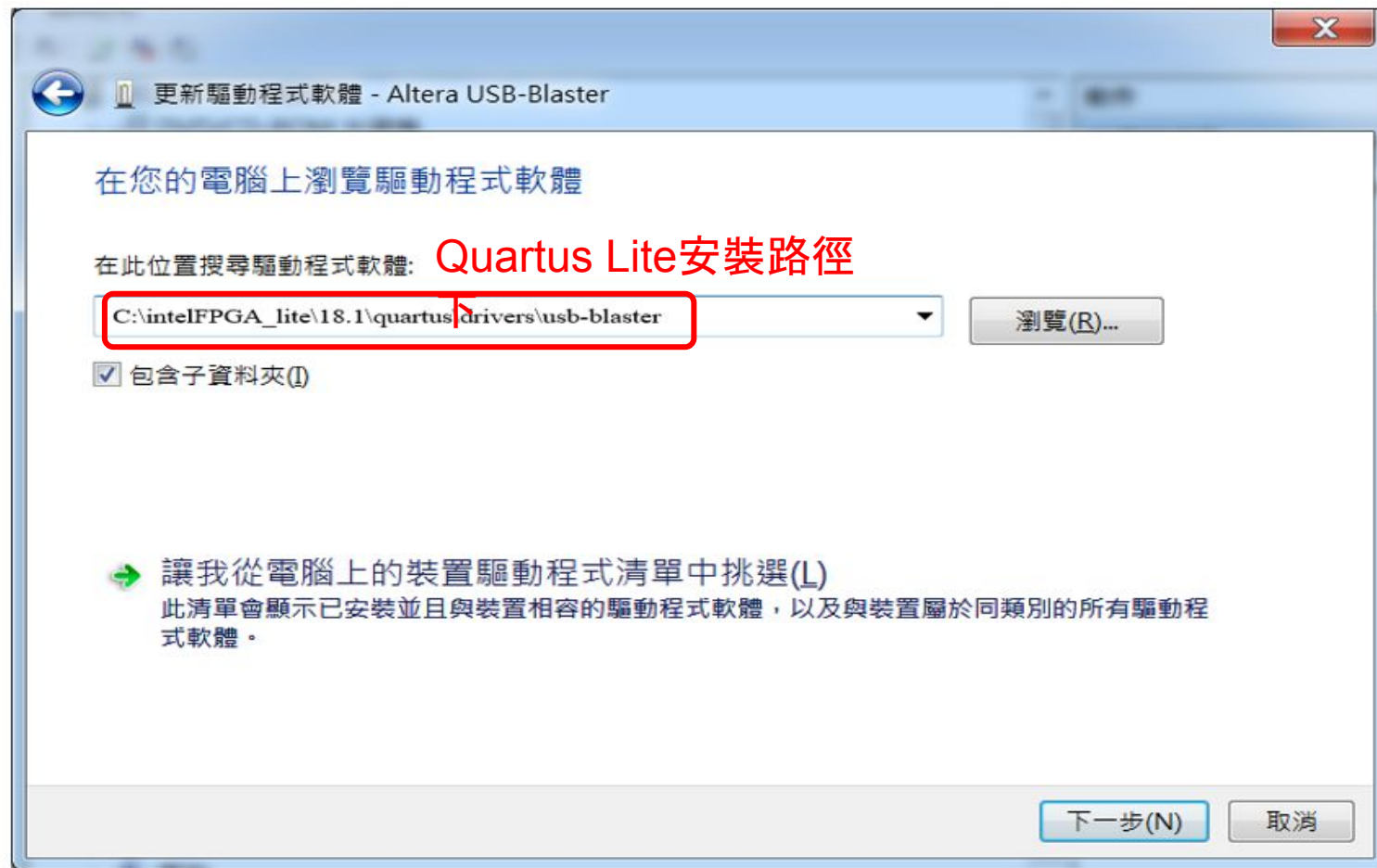
Programming DE10-Lite (8/13)



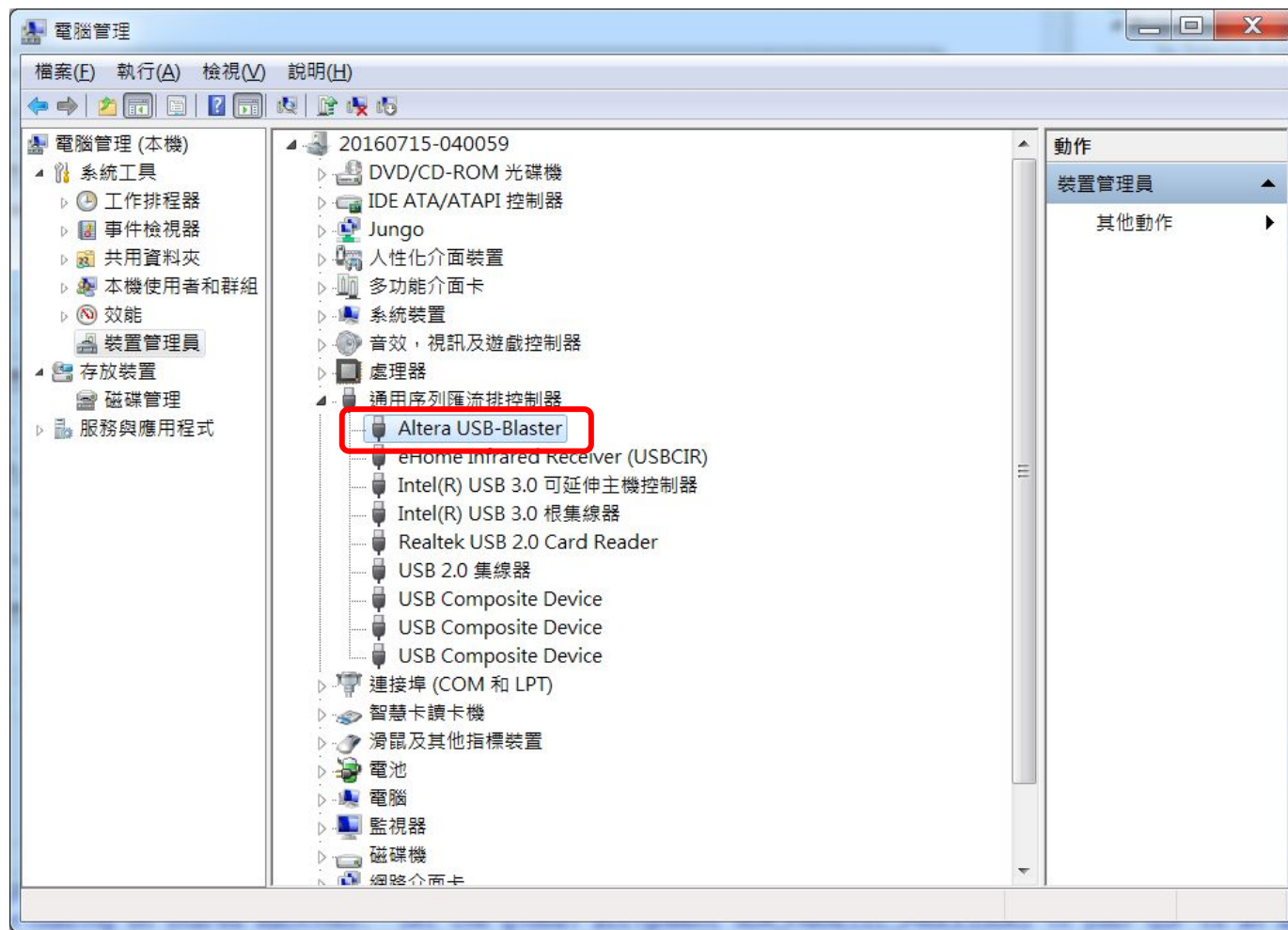
Programming DE10-Lite (9/13)

個人電腦 : C:\intelFPGA_lite\18.1\quartus\drivers\usb-blaster

實驗室電腦 : C:\intelFPGA_lite\16.1\quartus\drivers\usb-blaster

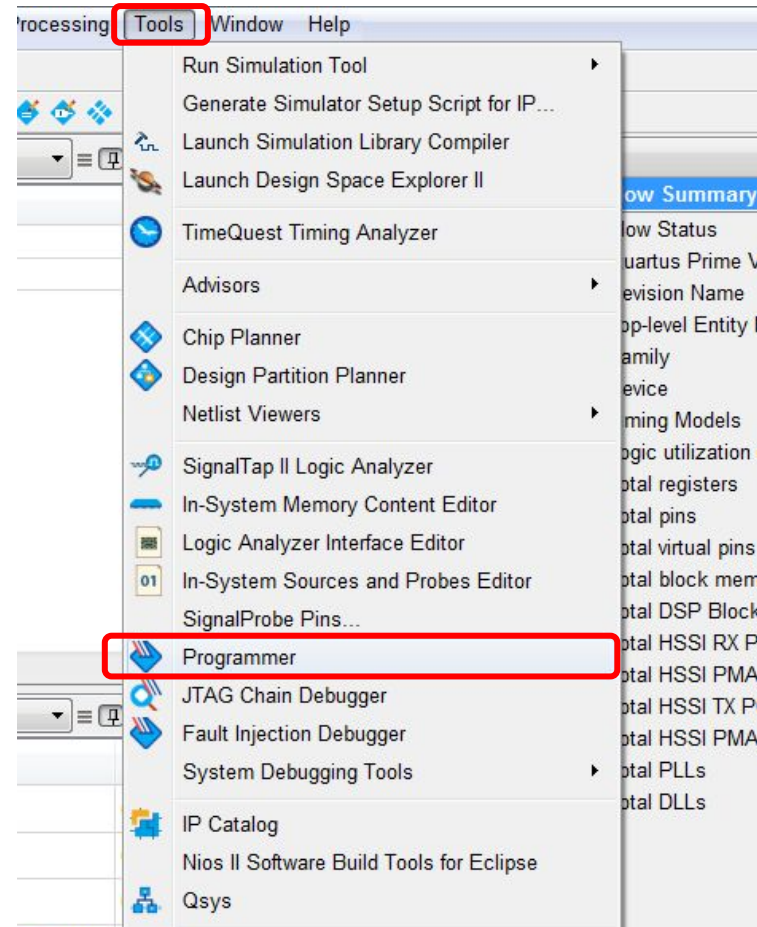


Programming DE10-Lite (10/13)



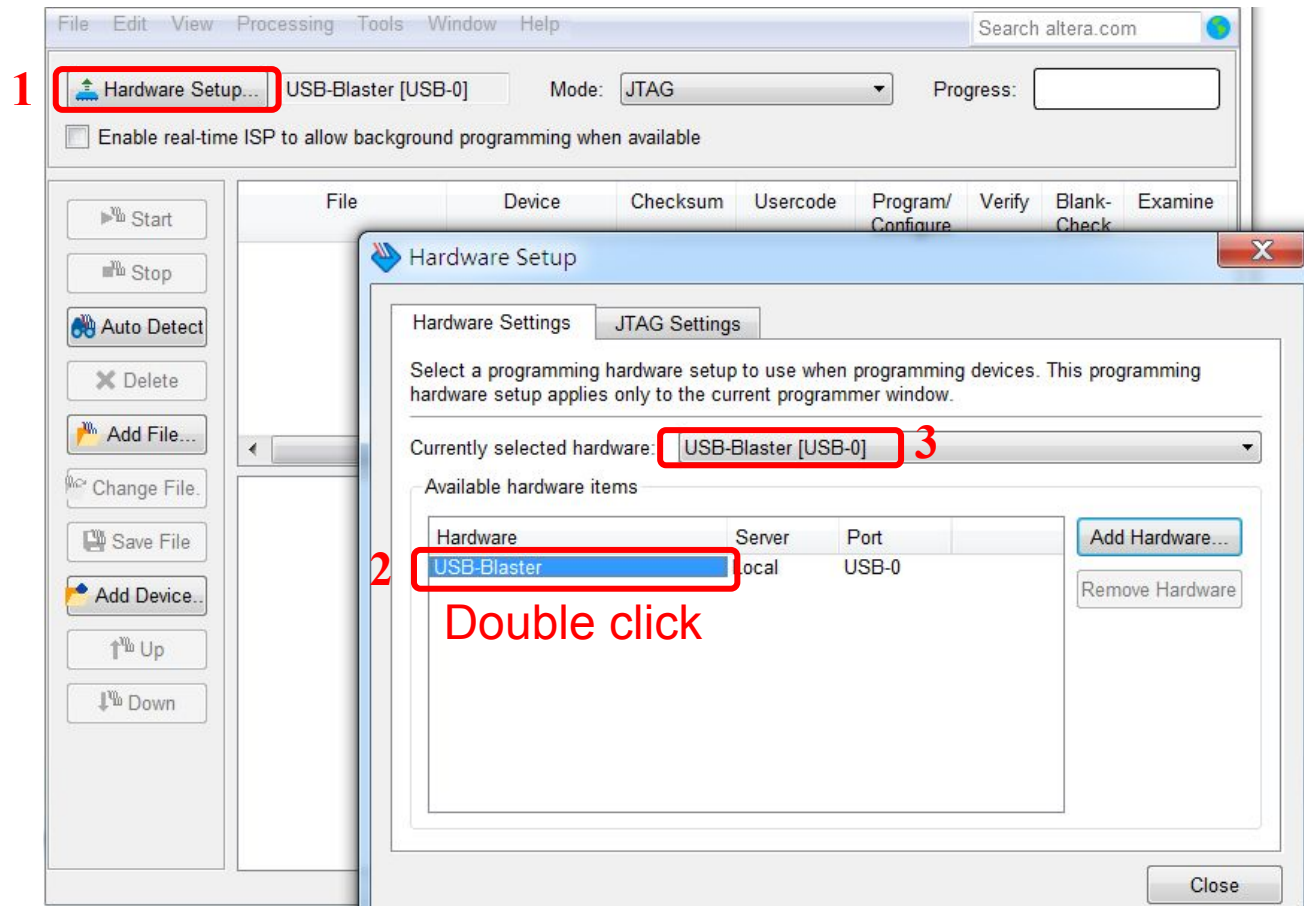
Programming DE10-Lite (11/13)

- Programming device



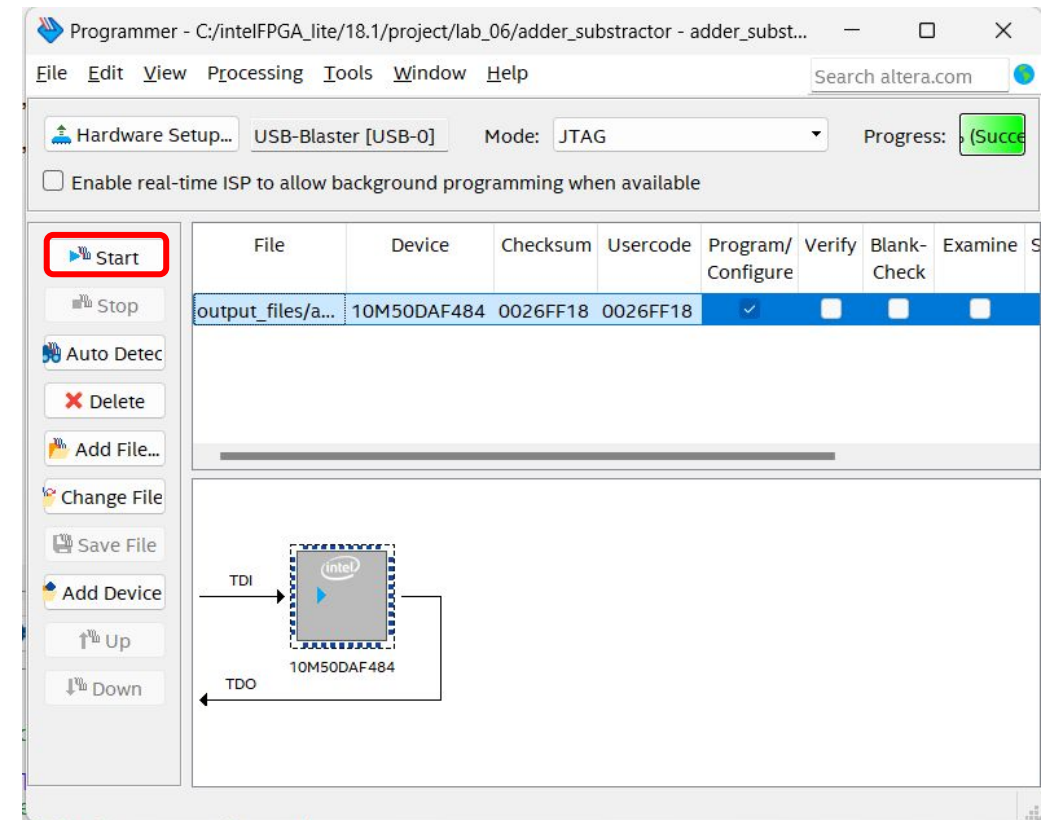
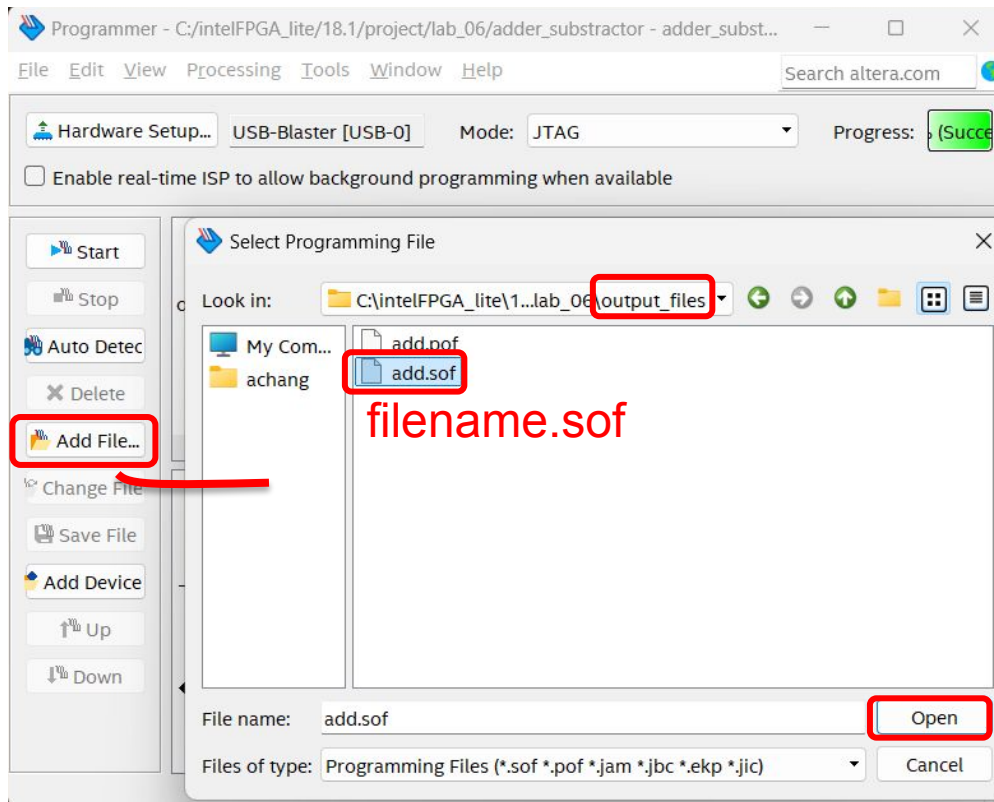
Programming DE10-Lite (12/13)

- Hardware setup: add USB-Blaster



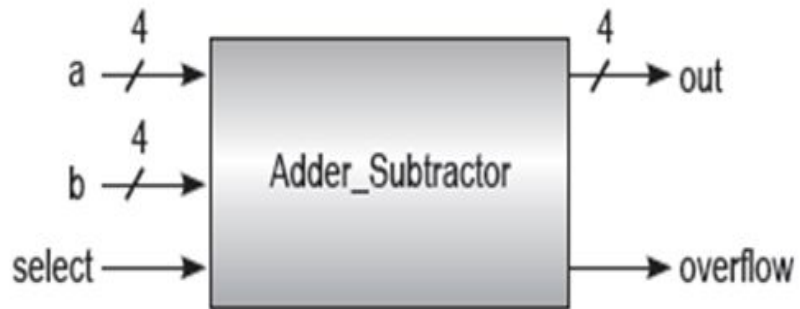
Programming DE10-Lite (13/13)

■ Programming device



Lab I -- Adder-Subtractor to DE10-Lite

- 請設計一 4-bit 無號數加減法器，並燒錄至DE10-Lite開發板
 - Input: a(4 bits)、b(4 bits)、select(1 bit)
 - Output: out(4 bits)、overflow(1 bit)
- 無號數加減法器藉由選擇(select)訊號決定進行加法或減法運算
 - select訊號為1時, out輸出 $a + b$
 - select訊號為0時, out輸出 $a - b$
 - 溢位(overflow)訊號用來表示有無進位或借位



Lab I -- Adder-Subtractor to DE10-Lite

■ Hint:

- ❑ 可利用三元運算子(? :)或behavior description中的if-else語法來依照select訊號完成電路
- ❑ 可使用concatenation來簡化運算
- ❑ 電路運作模式參考1-bit 加減法器之真值表

輸入 (input)			輸出 (output)	
被加減數 (a)	加減數 (b)	選擇 (select)	和 / 差 (out)	溢位 (overflow)
0	0	0	0	0
0	0	1	0	0
0	1	0	1	1
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	0	0
1	1	1	0	1

Lab I – Adder-Subtractor

■ Example:

□ select=1

■ out輸出 $a + b$

■ Ex1：輸入 $a=0010$ ， $b=1101$ ， $a+b=0010+1101=1111$ ，因為沒有進位， $out=1111$ ， $overflow = 0$

■ Ex2：輸入 $a=0100$ ， $b=1101$ ， $a+b=0100+1101=10001$ ，因為有進位， $out=0001$ ， $overflow = 1$

□ select=0

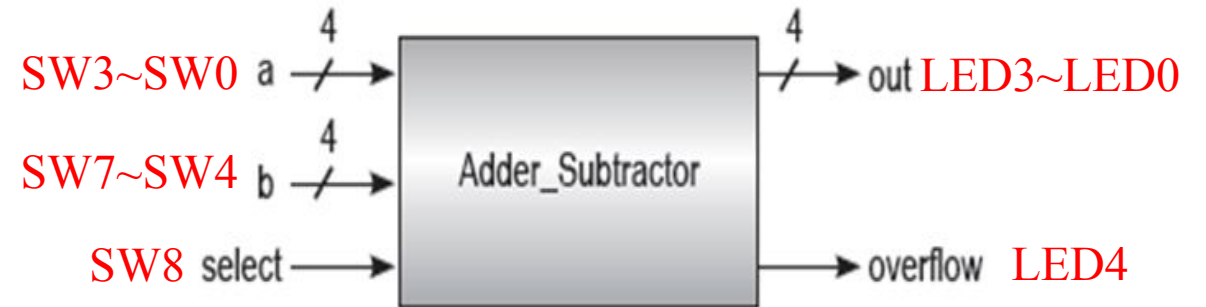
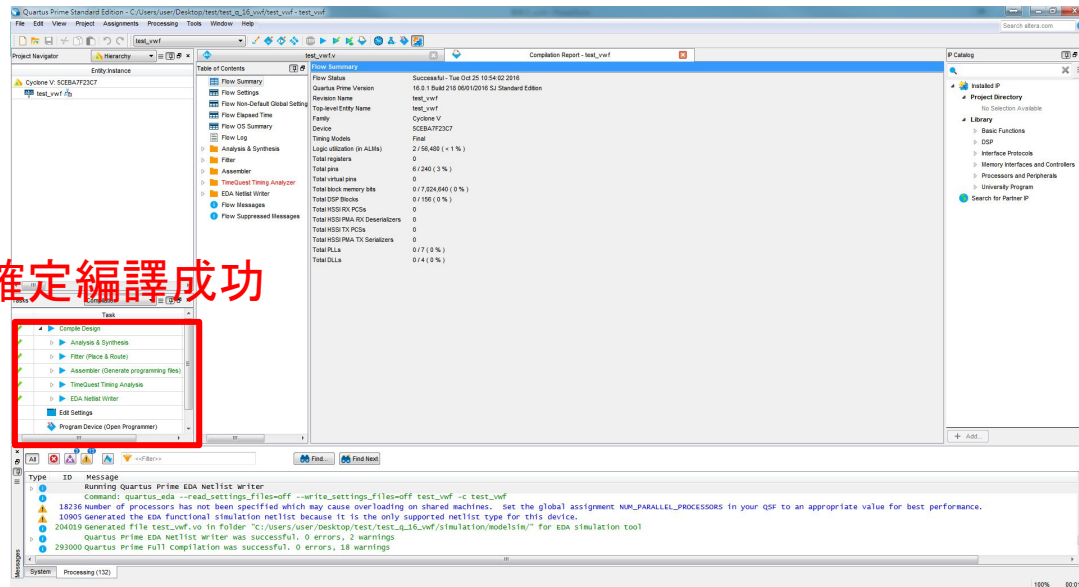
■ out輸出 $a - b$

■ Ex1：輸入 $a=1010$ ， $b=0011$ ， $a-b=1010-0011=0111$ ，因為沒有借位， $out=0111$ ， $overflow = 0$

■ Ex2：輸入 $a=0010$ ， $b=1101$ ，因為0010不夠減1101，所以需要借位，所以 $a-b=10010-1101=0101$ ，因為有借位， $out=0101$ ， $overflow = 1$

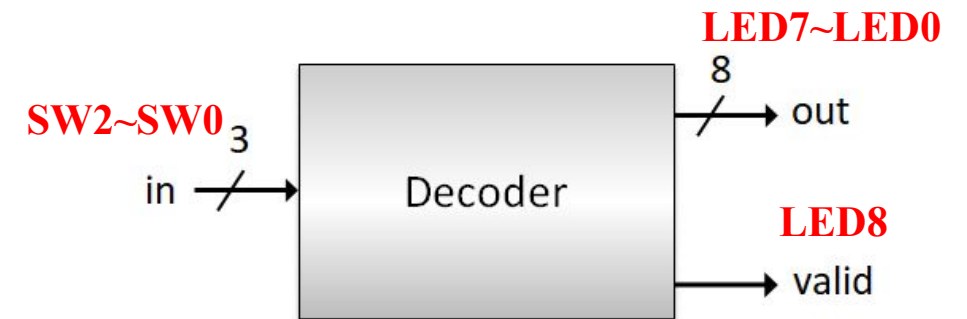
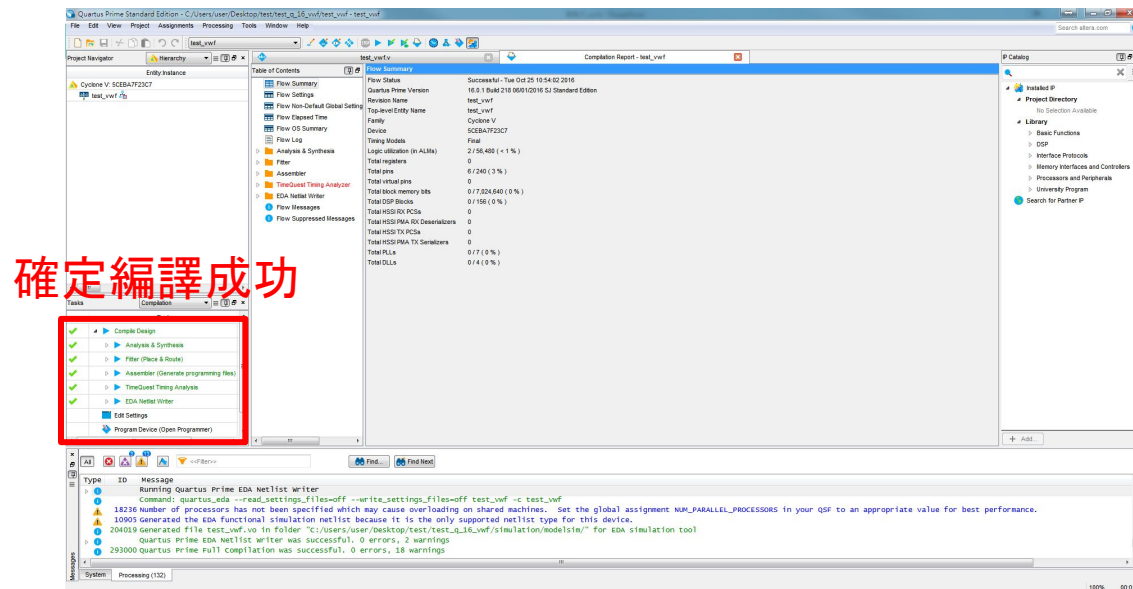
Lab I – Adder-Subtractor to DE10-Lite

- 完成verilog電路設計後，需先確認其在Quartus可順利編譯，再將其燒錄至DE10-Lite開發板進行驗證
- 使用Switch(SW8~SW0)控制input訊號，使用LED(LED4~LED0)表示output



Lab II – decoder to DE10-Lite

- 完成verilog電路設計後，需先確認其在Quartus可順利編譯，再將其燒錄至DE10-Lite開發板進行驗證
- 使用Switch(SW2~SW0)控制input訊號，使用LED(LED8~LED0)表示output



Notice

- 請勿命名中文或數字開頭的資料夾
- Device family 請確認與 FPGA Chip 符合 (10M50DAF484C7G)
- Top module name & Project name 需要一致
- 在組合電路中, case、if...else...若沒有寫滿, 合成後會產生latch