CS M152A Lab 3

Stopwatch

In this lab, you will be designing a stopwatch on the FPGA.

Introduction

In this assignment, you will go through the complete FPGA design flow by designing a stopwatch circuit and implementing it on the Nexys™3 Spartan-6 FPGA Board. The inputs of the stopwatch are buttons and slider switches. By implementing it you will review the design techniques you learned from previous labs. The digits of the stopwatch are displayed through the on-board seven segment display. To configure it you will need to study and explore the reference manuals, which is also an essential step in more realistic and complex digital design tasks.

Functionality

The stopwatch will start as a basic clock which counts minutes and seconds. The left two digits of the seven-segment displays will count minutes, and the two on the right will count seconds. For example, without touching anything, after 1 minute and 43 seconds, the stopwatch should display: "0143". The time stored in the stopwatch should be adjustable by a push button signal named ADJ.

- Long-pressing and holding ADJ would start the adjust mode. The adjust mode starts with the minute digits to blink at 3Hz, in this mode short pressing ADJ will increase the minute by 5. If the ADJ is long-pressed again it should move to adjusting the seconds portion (again it should blink at 2Hz and incremented by 5). Long-pressing ADJ for the third time would exit the adjust mode and the clock should function as normal.
- The suggested hold time for long press is 3s and short press less than 1s.

In addition to the adjust push button, your circuit will use two other push buttons which will control the timer behavior.

- **RESET** will force all of your counters to the initial state 00:00
- **PAUSE** will pause the counter when the button is pressed, and continue the counter if it is pressed again

Implementation

Counter

The basic building block of the stop watch is the decade (modulo 10) counter. The seconds counter will increment every second, and every 60 seconds, it will reach the maximum value of 59 and enable the minutes counter, which will increment on the next rising edge of the clock.

Clock

You should be using the 100MHz master clock and design and use counting mechanisms to change the frequency whenever it is needed.

The cycling frequency for displaying 4 digits (and yes, you should cycle between different 7segments but so fast that it is not noticeable to the human eye) should be between 50-700 Hz; we'll leave it to you to find a reasonable value.

In addition to the function mentioned above, the faster clock can also serve as the under sampling clock that filter noises in the debouncer circuit.

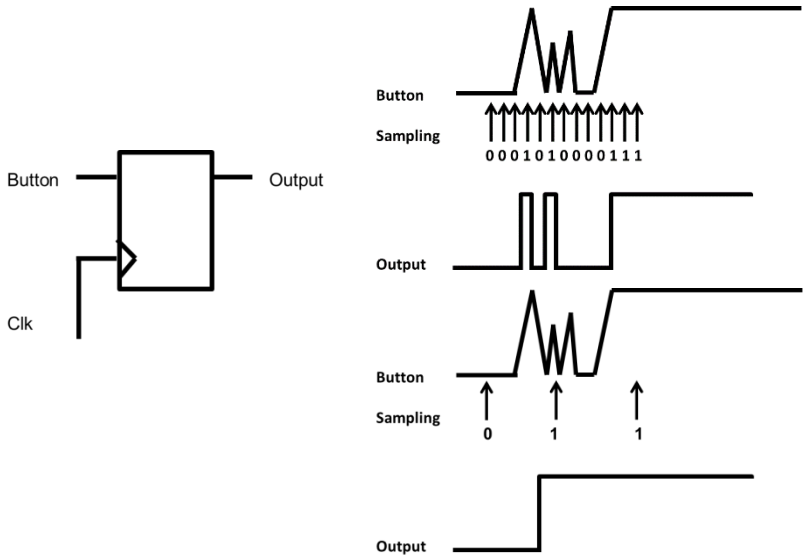
The clock for blinking in the adjust mode needs to blink at 3Hz.

Seven-Segment Display

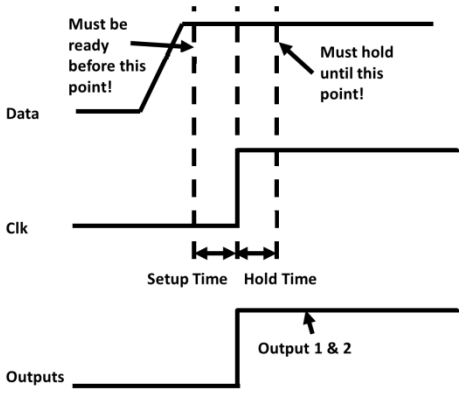
Introduction to the seven-segment display on the Nexys3 board can be found in the Nexys3 Reference Manual on the course website. Alternatively, the reference manual can be found on the official Digilent website. You are required to read the manual to understand how it operates and how you implement the design.

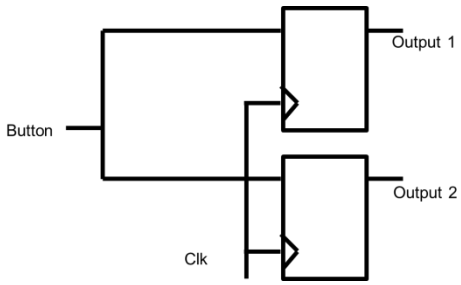
Debouncers

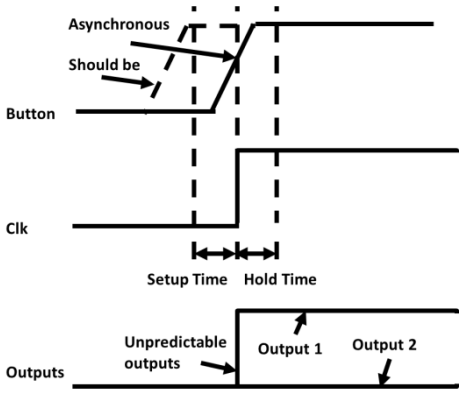
In this lab, you must make both buttons and switches on the board useful. However, due to physical contact instability, the buttons and switches are very bouncy: it means that when you press the button once, it generates an oscillation of signals due to poor metal contact, and thus causing considerable **noise** in the input. A simple solution to filter out the noise is sample at a frequency lower than that of the noise to. In that case, the glitches, which may otherwise be considered by the system as a valid button push, will be filtered out (see the figure below).



Another problem, **metastabilty**, exists because of the asynchronous nature of the button and slider switch input. To ensure reliable operation in digital circuits, the input to a register must be stable for a minimum time before the clock edge (register setup time or t_{SU}) and for a minimum time after the clock edge (register hold time or t_H), which is the signal timing requirements in its simplest form. In synchronous systems, the input signals must always meet the register timing requirements. Yet in the case of the buttons and slider switches, the signal may come at any time, causing unpredictable (and possibly different) outputs to the other modules connected to the signal. A simple solution to the problem is to use a flip-flop after the asynchronous input, and regard the output of the flip-flop as the input. With that, the outputs to all other modules will be consistent.







You can find example implementation from the project in Lab 1. What is the frequency used for sampling button input in the example project?

Deliverables

When you finish, you should demo your design to the TA, and explain your design to him/her. The following should also be submitted for this lab:

1. Project Code: the Xilinx ISE project folder should be cleaned up (*Project > Cleanup Project Files*), zipped and uploaded in the corresponding assignment page on the course website
2. Lab Report (Electronic Version): the lab report should be uploaded in the corresponding assignment page
3. Lab Report (Paper Version): the paper version of the lab report should be printed out on both sides and handed in on assigned date