

# MIPS32 Processor on DE0-Nano with Peripheral Shields

## **SPONSOR:**

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# The Team

Daniel Luncasu-Rolea

- Hardware Design
- Programming
- SMD Soldering
- PCB Revision
- Presentation/Poster



Joshua Yang

- Bottom PCB Design
- Code testing
- Inventory

Treyven Chin

- Top PCB Design
- Inventory



Renqing Li

- Programming
- Presentation
- Poster

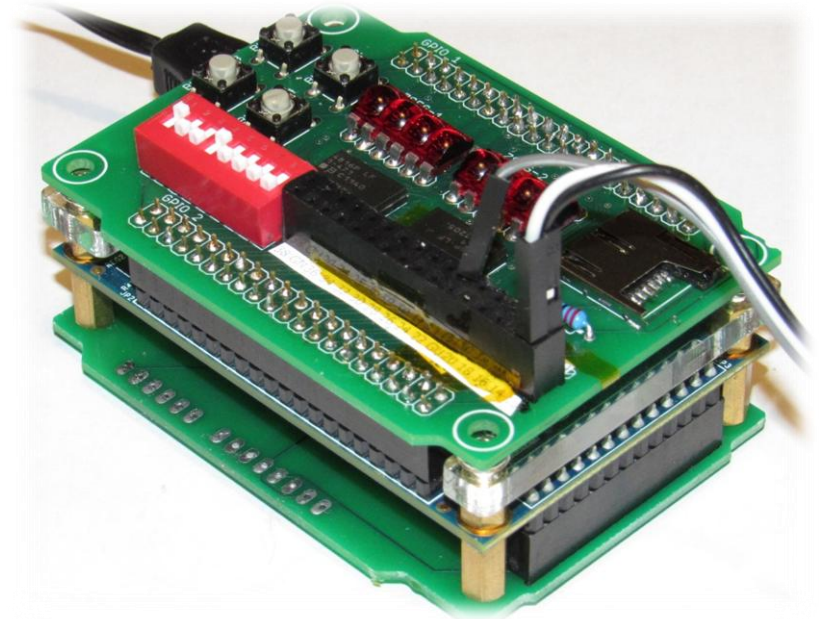
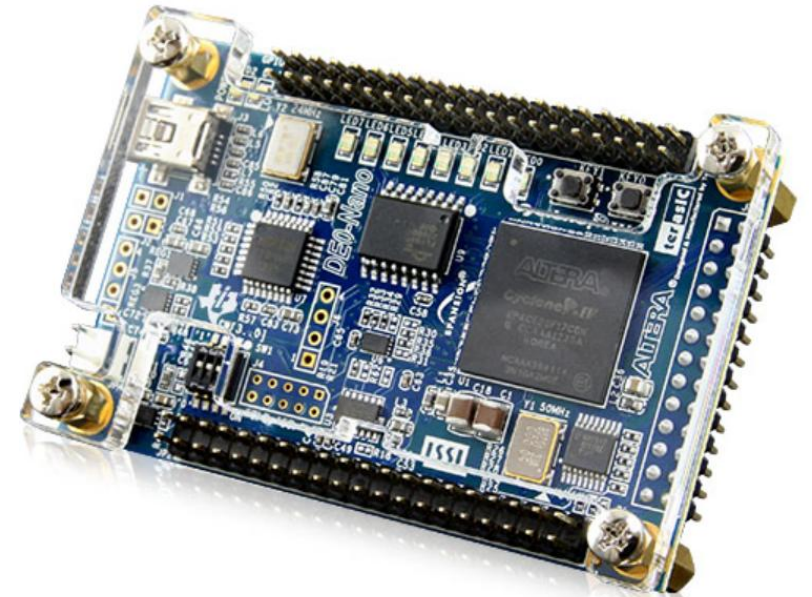
# Our Product

A softcore microcontroller on a DE0-Nano FPGA.

- Useful for students and hobbyists

## Key Features

- 32-bit, 50 MHz RISC processor
- 32 MB SDRAM chip
- GCC cross-compiler for C
- Top board with I/O Devices
  - 7-Segment displays
  - Buttons
  - Switches
  - MicroSD Socket
- Bottom board with Arduino headers
  - 3.3V to 5V step-up
  - 3.3V to 5V logic level shifter





# DE0-Nano FPGA (Field-Programmable Gate Array)

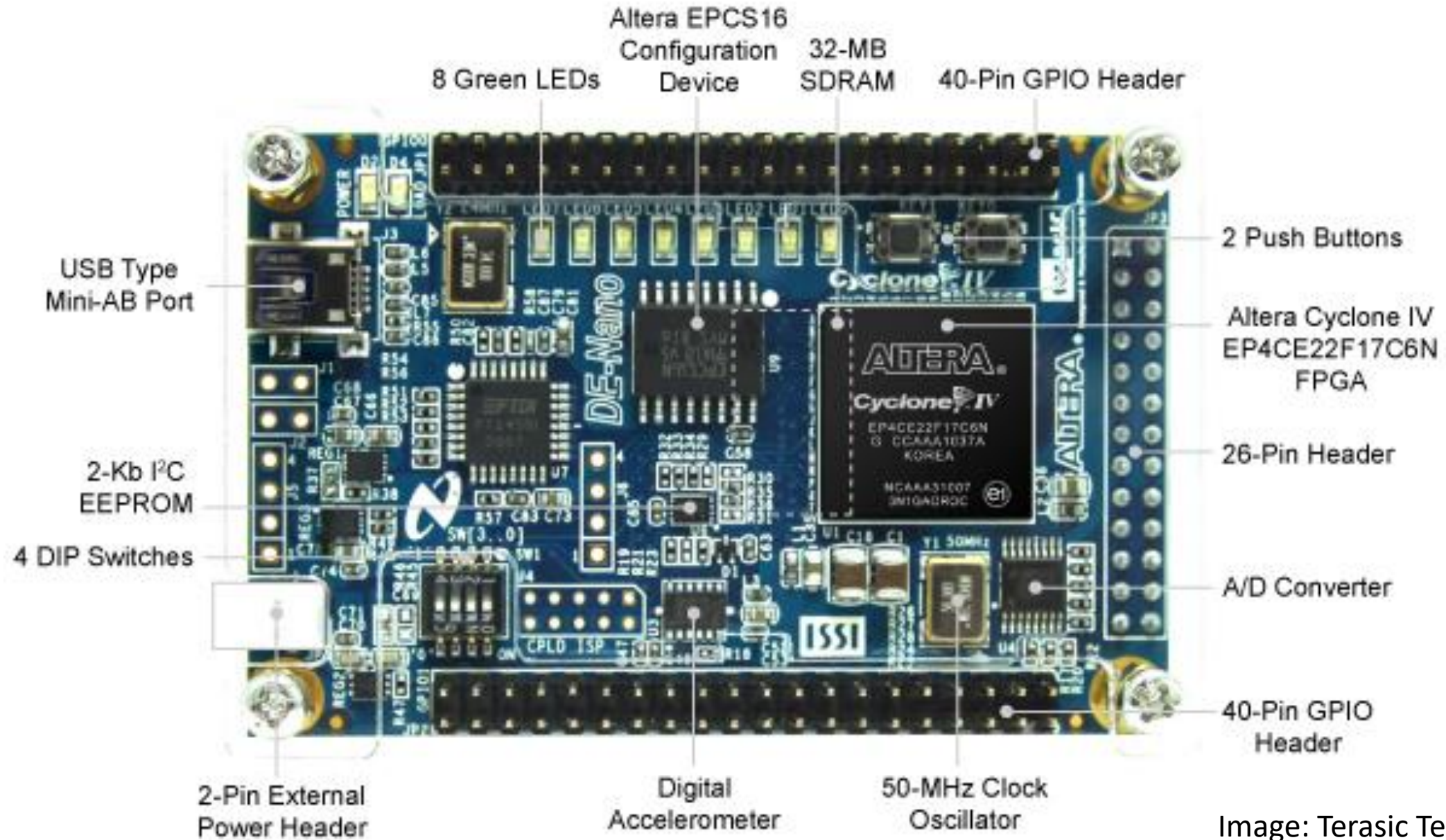
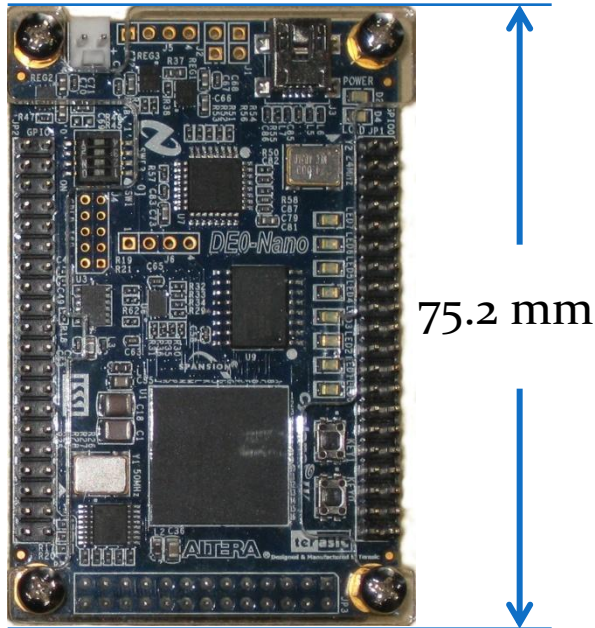
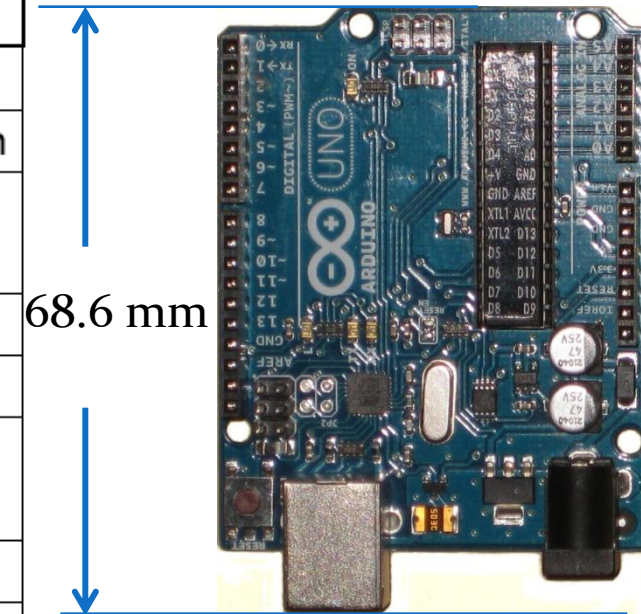


Image: Terasic Technologies

# Features of MIPS 32 on DE0-Nano vs. Arduino Uno



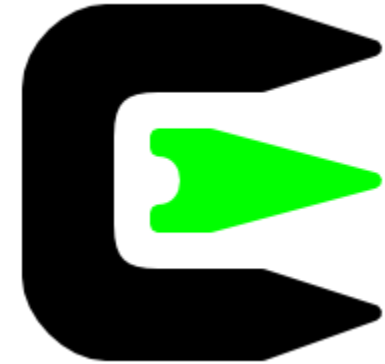
Criteria	MIPS 32 on DE0-Nano	Arduino Uno
Clock Speed	50 MHz	16 MHz
Architecture Type	32-bit, pipelined	8-bit, single-instruction
Instruct. Memory	16-32 MB, volatile	32 kB, non-volatile flash <sup>1</sup>
Dynamic Memory	16-32 MB SDRAM	2 kB DRAM
EEPROM	2kB	1kB
# of digital pins	81 bidirectional + 7 input	14 digital pins, ICSP header
# of analog pins	8 analog inputs	6 analog inputs
I/O voltage	3.3V	5V
Price	\$79 (\$61 academic)	\$25
Power draw	~180 mA (measured)	~17 <sup>2</sup> mA, can enter sleep mode



# Programming the Processor

Toolchain for programming the processor in C

- Based on GCC, the GNU Compiler Collection
- Built a cross-compiler on Windows to make MIPS code
- Built compiler using Cygwin, a BASH terminal for Windows
- Use GCC cross-compiler to build the programs themselves



# SDRAM Controller

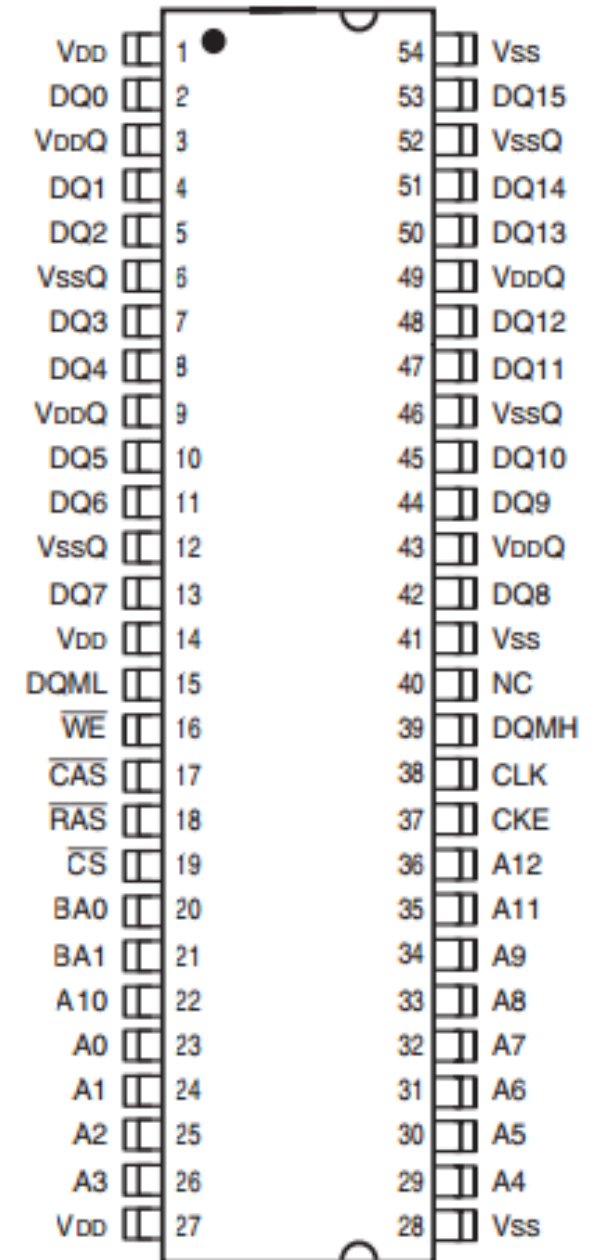
Original source code did not support the SDRAM on the DE0-Nano

Used Block RAM instead:

- 64 kB
- Memory is very fast (1-3 cycles)
- Implemented with registers on the FPGA

The SDRAM chip on the DE0 holds 32 MB of memory

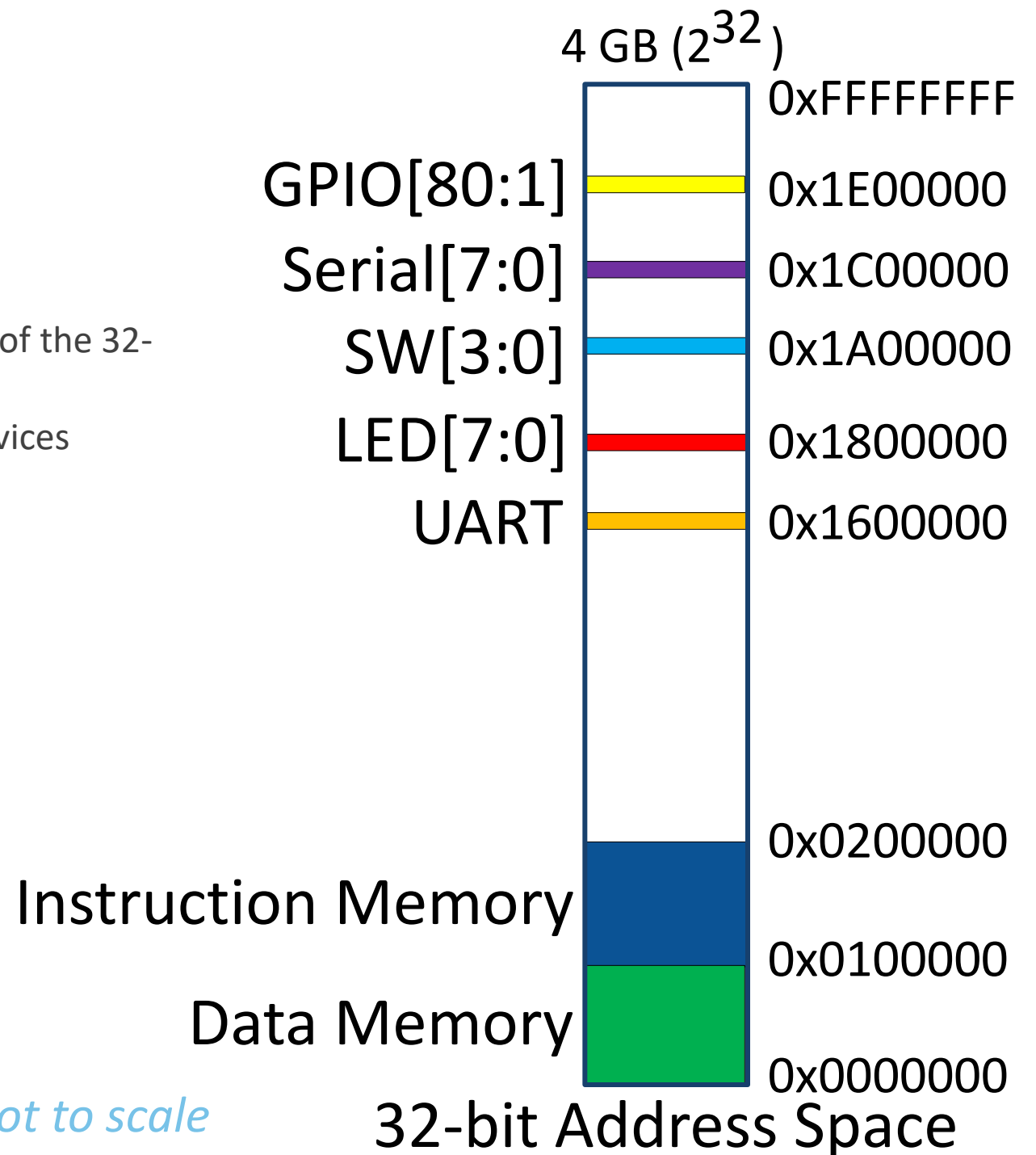
- Previous team designed a controller for it
- Instructions stored in one 16 Mb space
- Data stored in the other 16 Mb space
- Reading/Writing takes a lot of clock cycles





# Memory Mapping

- SDRAM provides only 32 MB, a small fraction of the 32-bit address space
- We fill in the address space with other I/O devices



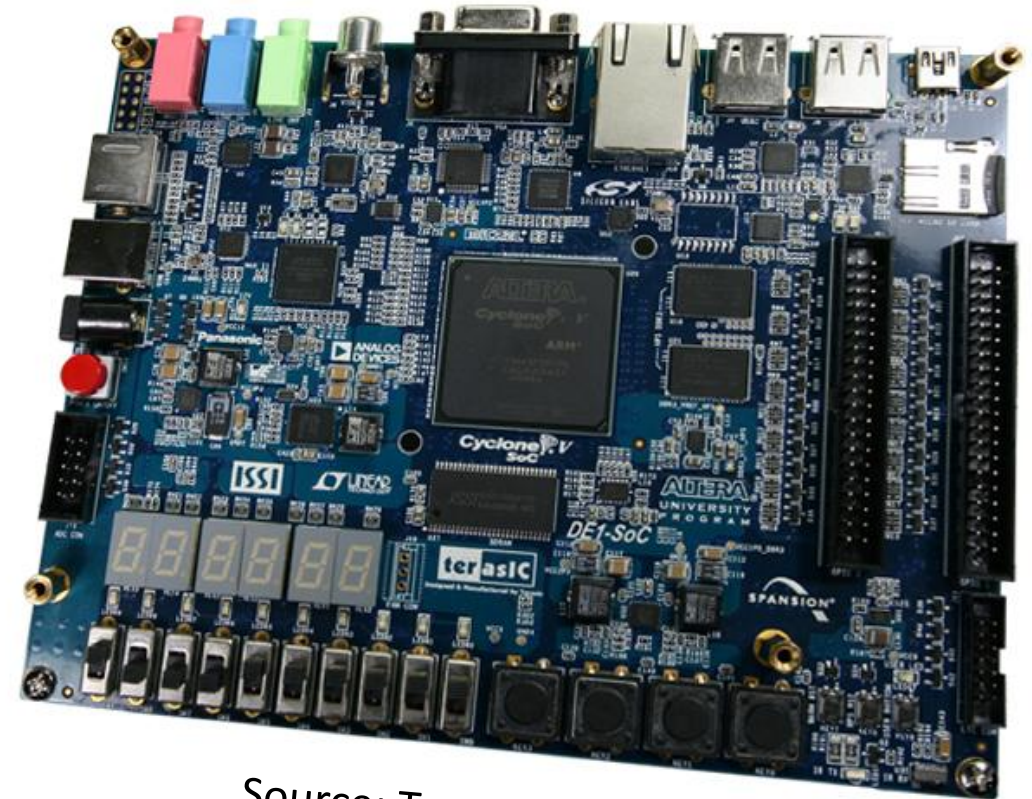
*Diagram not to scale*



# Motivation for Top Board

The Terasic DE0 is a larger board

- Has 8 switches, 4 keys, and 6x 7-segment displays
- Ours has 8 switches, 4 keys, and 8x 7-segment displays
- Similar, but miniature

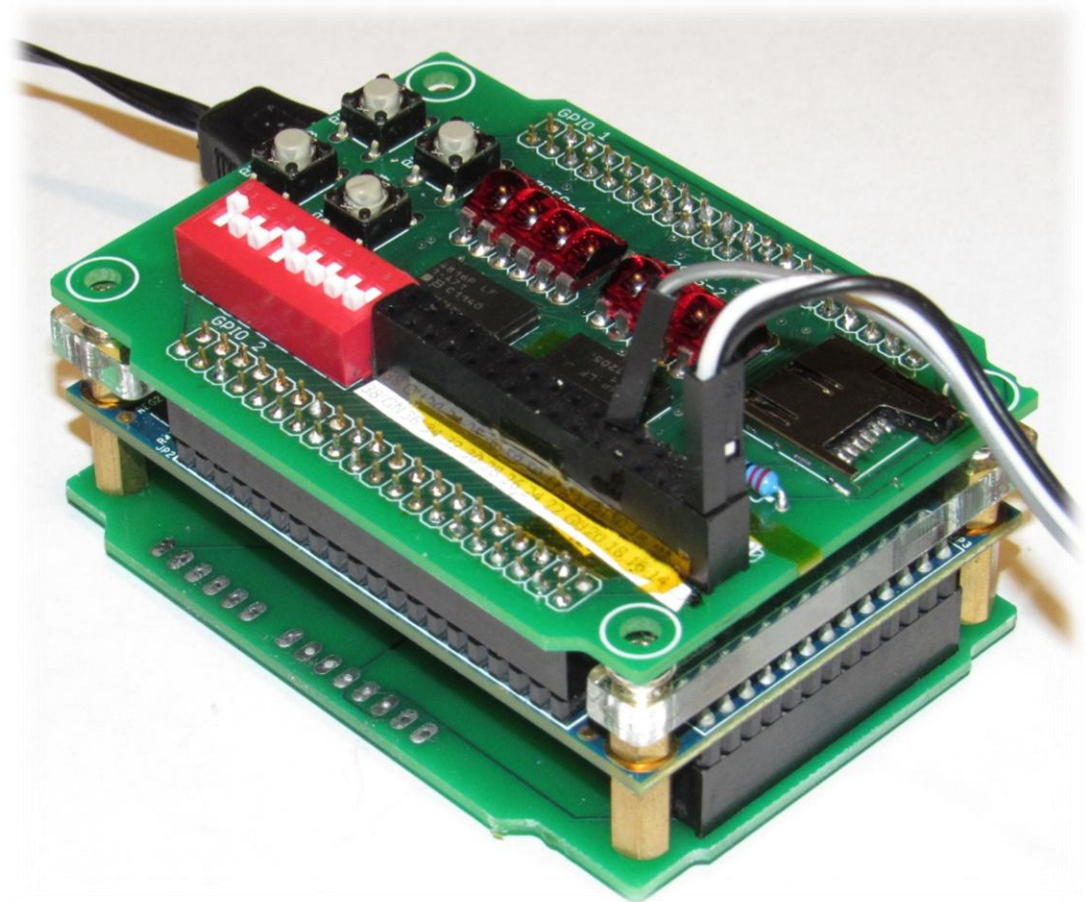
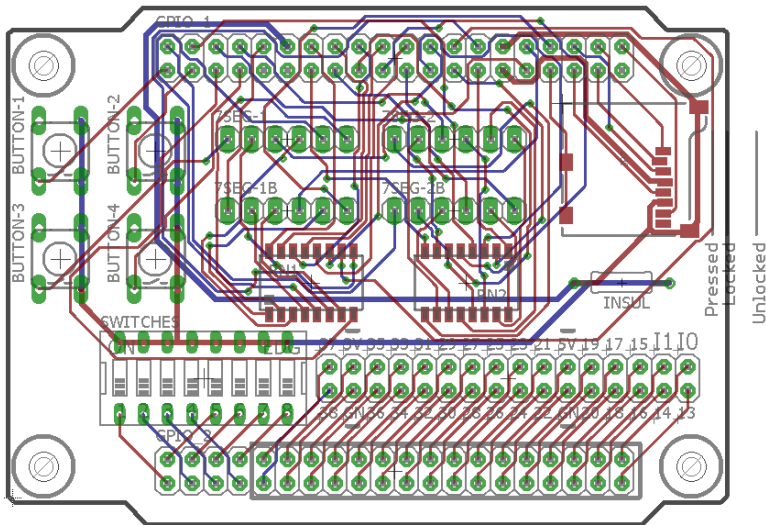


Source: Terasic Technologies

# Top Board (User Interface)

I/O Devices include:

- 7-Segment displays
- Buttons
- Switches
- MicroSD Socket



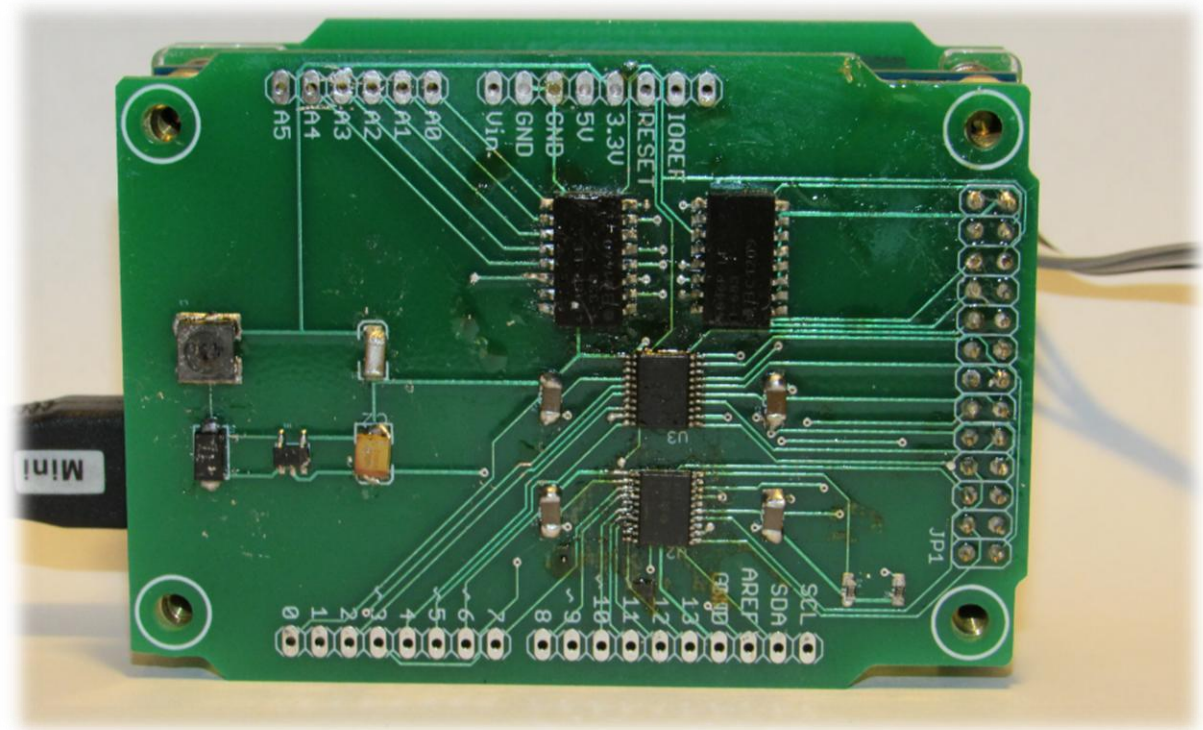
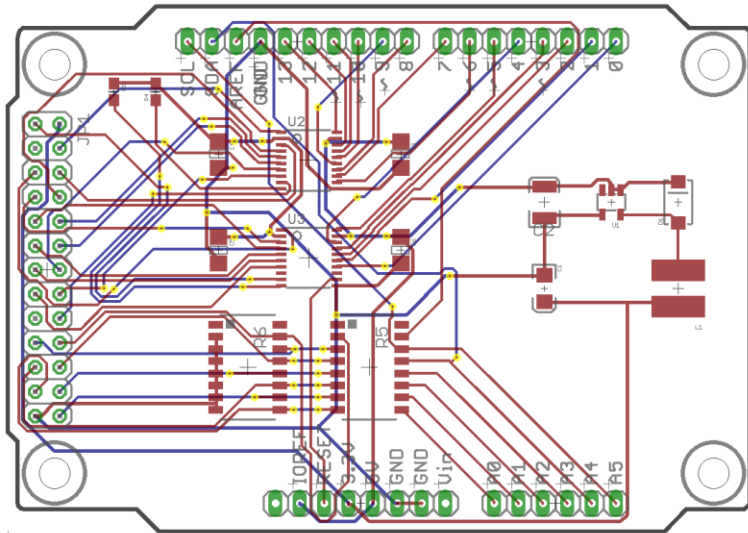
CAD program used: EAGLE



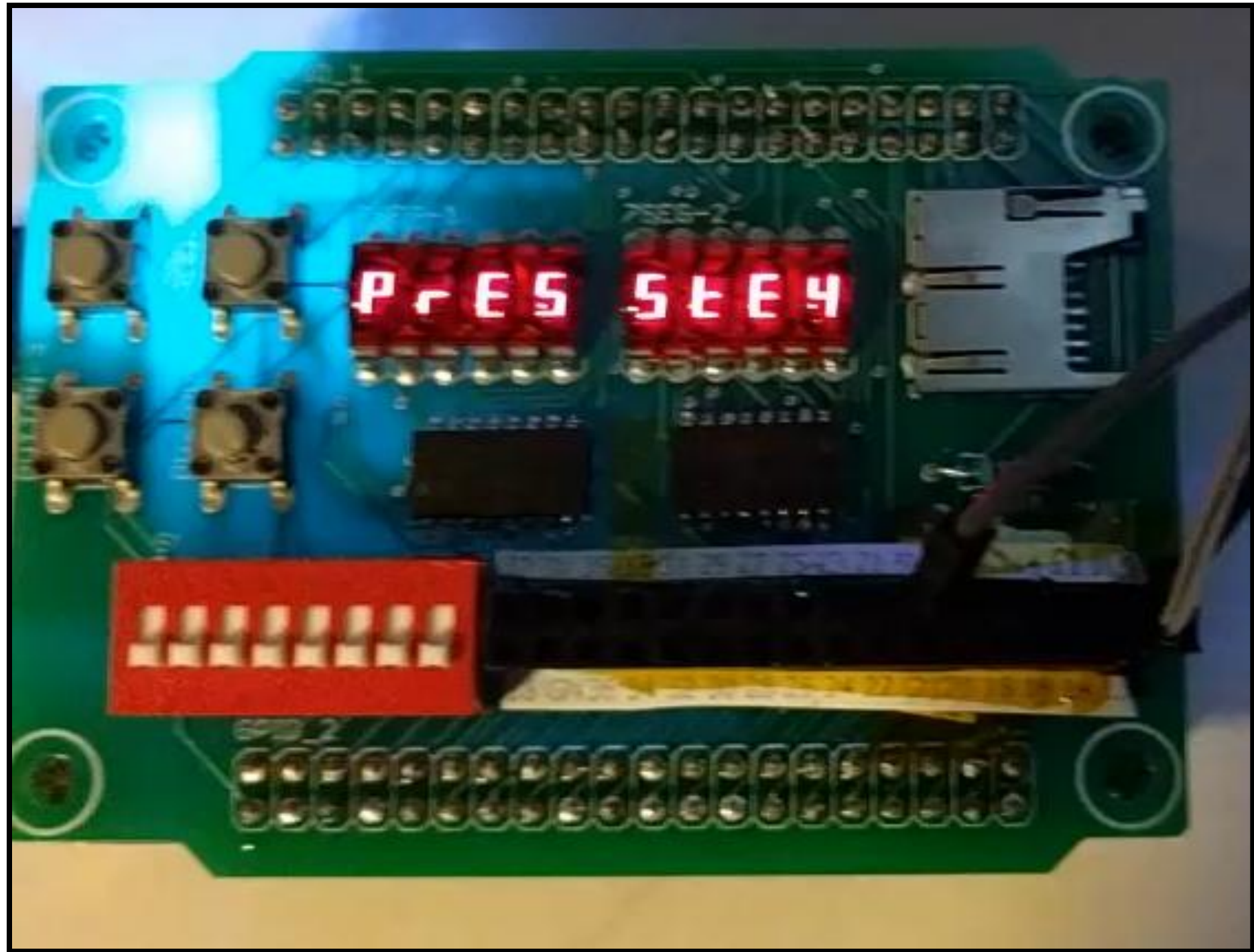
# Bottom Board (Arduino Adapter)

## Features:

- 3.3V -> 5V Step-up
- 3.3V/5V level converters for 13 pins
- 5V -> 3.3V analog voltage dividers  
(Values 33 k $\Omega$  & 68 k $\Omega$ )



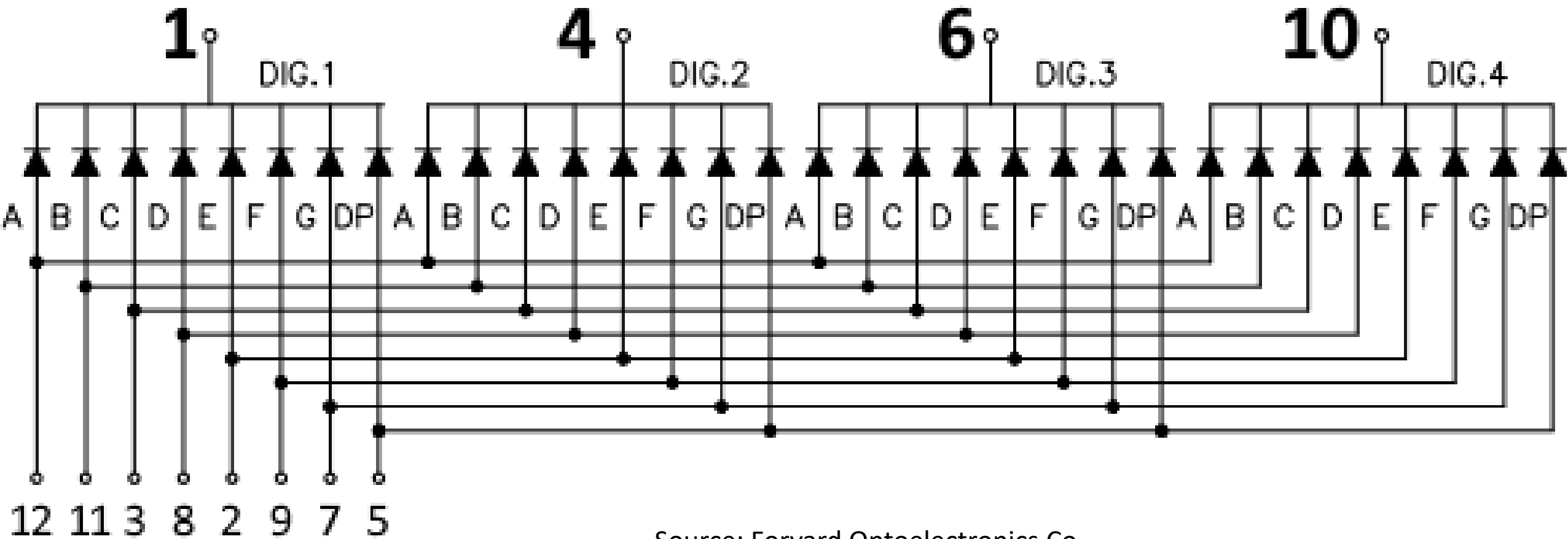
CAD program used: EAGLE





# 7-Segment displays

The 7-segment displays are controlled by lighting up one number at a time (multiplexing)

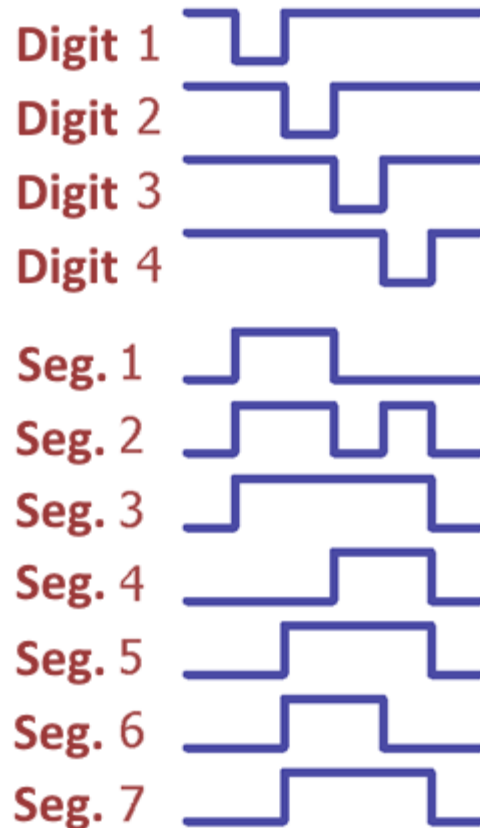


Source: Foryard Optoelectronics Co.

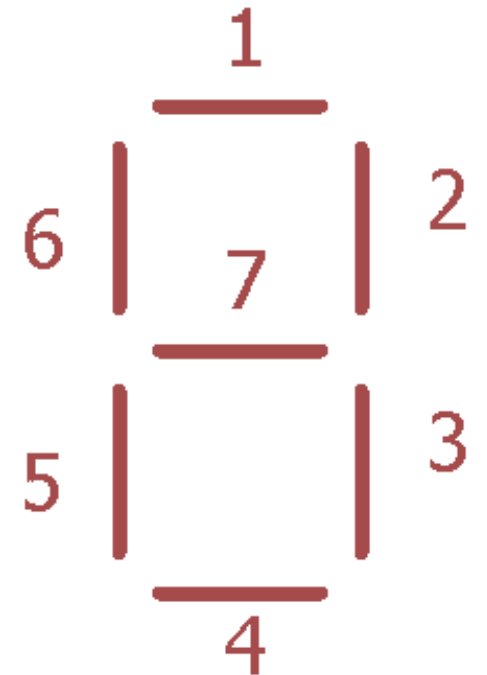
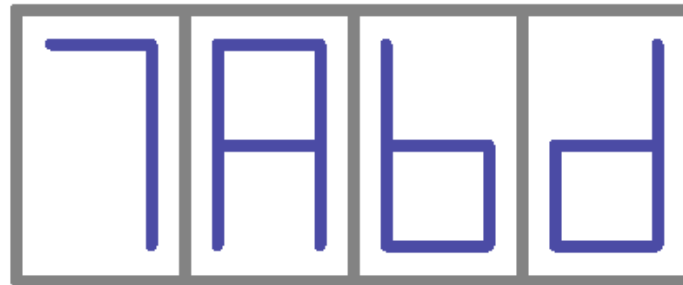
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Example Waveform :

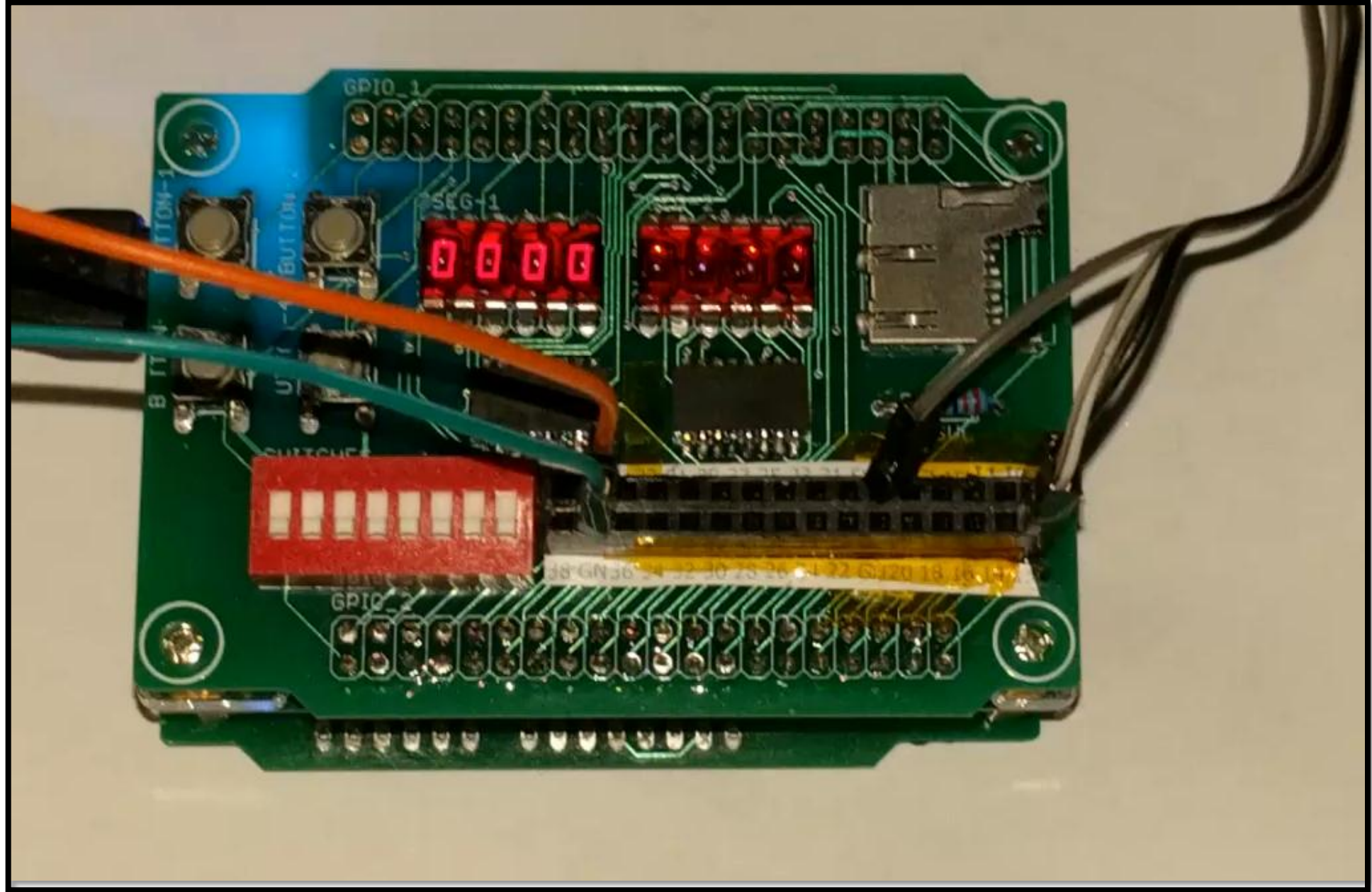


Output:



# Example Code

```
// Check if the first key is pressed (KEY1 or IN2)
if (!digitalRead(KEY1)) {
    if (hold == 0) {
        // Print to the 7segs
        char str[] = "FABU";
        char str2[] = "LOUS";
        setHex(0, str);
        setHex(1, str2);
    }
    hold = 1;
}
```

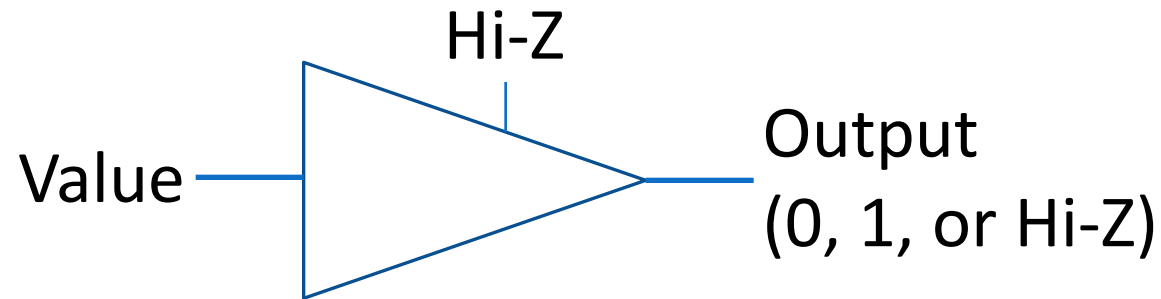




# I/O Input

GPIO module controls all GPIO pins, including 7-segment drivers

- GPIO pins are Tri-State, with Hi-Z, output LOW, and output HIGH
- 7-segment multiplexing module outputs a 500Hz waveform
- Hardware de-bounced inputs on buttons and switches



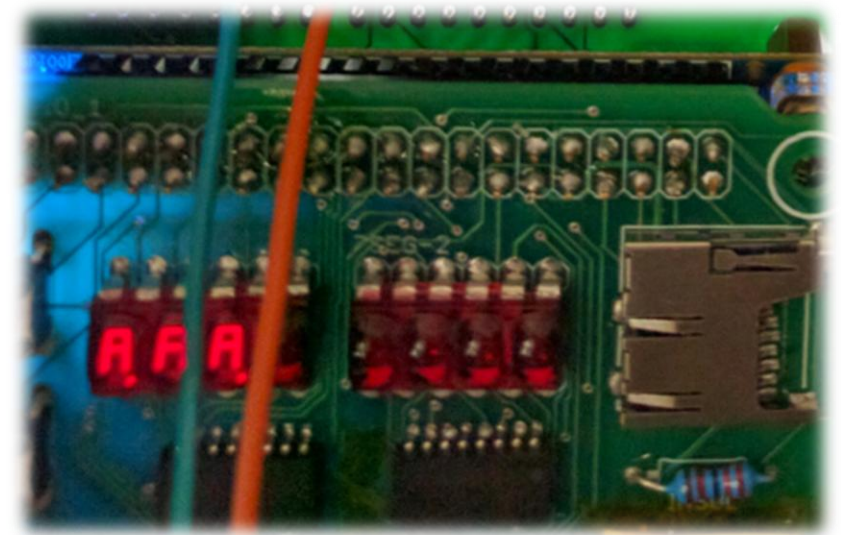
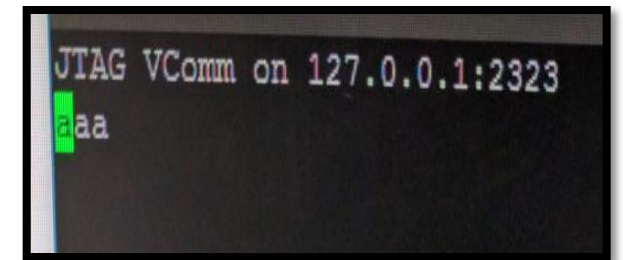
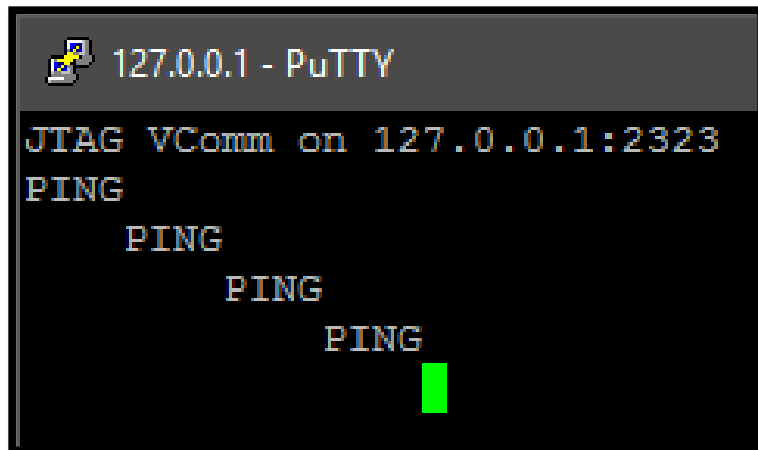
# Demonstration: TeleType Console

Serial module interfaces with a virtual UART module

- Can send bytes to PuTTY where they will show as characters
- Can receive bytes from PuTTY (and send them back)

Example program: Console

- Press a key to write 'PING' to PuTTY
- Enter characters into PuTTY to display them on the 7-segment



# Difficulties Encountered

## Shorter Quarter

- Required a strong work ethic

## No SMD soldering experience

- Learned through videos and trial/error

## A lot of unknown information

- How to send bytes through the USB
- How to program in C, use pointers to access memory and I/O
- How to use Cygwin, PuTTY, and other tools
- Verilog features such as loops and variable indices

## Lack of prior documentation

- Nobody has done this before and posted it online

# Next Stages

~~Phase I: Create SDRAM memory controller (done by last group)~~

~~Phase II: Integrate SDRAM controller and design I/O drivers + PCB (done by us)~~

## Potential Next Steps:

- Create an analog pin driver for the bottom board
- Create Hardware driver for MicroSD socket (using Verilog)
- Integrate with the Arduino IDE
- Implement Block-RAM memory cache for faster processing
- Add debugging functionality (IEEE Nexus standards)



# Acknowledgements

Previous Group Members:

- Kevin Chao
- Derek Blankenburg
- Toan Nguyen
- Ramiro Garcia

Nicole Hamilton – Invaluable help and advising

Eric Lindberg – Sponsorship

Questions?

Thank you!

# References

- [1] Global Market Insights. (2016, February). Field Programmable Gate Array Market Size By Application, Industry Analysis Report, Regional Outlook, Application Potential, Competitive Market Share & Forecast, 2015 – 2022 [Online]. Available: <https://www.gminsights.com/industry-analysis/field-programmable-gate-array-fpga-market-size>
- [2] Grand View Research. (2015, May). FPGA Market Analysis By Application And Segment Forecasts To 2020 [Online]. Available: <http://www.grandviewresearch.com/industry-analysis/fpga-market>
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