### FPGA Development for Radar, Radio-Astronomy and Communications MASTERS COU





Dept. Electrical Engineering, University of Cape Town Private Bag, Rondebosch, 7701, South Africa http://www.rrsg.uct.ac.za



Presented by John-Philip Taylor Convened by Prof Daniel O'Hagan Tutored by Stephen Paine and Randy Cheng Day 1 - 17 July 2017

Outline 1 of 66

Introduction

**FPGA** Internals

The DE10-Lite

**Development Cycle** 

**JTAG** 

Verilog Basics

**Practical** 





### **Outline**

### Introduction

**FPGA** Internals

The DE10-Lite

**Development Cycle** 

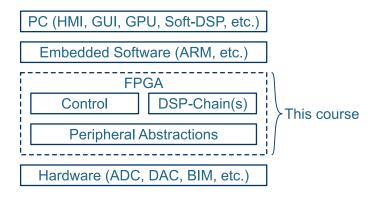
**JTAG** 

Verilog Basics

Practical











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  - ► This course specifically targets low-level development
  - ▶ No high-level synthesis (HLS)
  - ▶ No soft-core or embedded processors / etc.
- ► Practicals (Afternoon)
  - ► The practicals are challenging to finish in the time provided, so keep the board and work on it after the course...
  - Primarily Verilog, but feel free to implement your practicals in VHDI
  - ► These are informal feel free to structure your time as you see fit or even do the practicals at home
- ► Never be shy to ask questions





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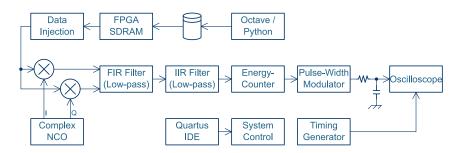




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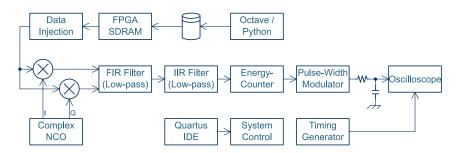




- JTAG interfacing to / from the computer (Source-and-Probes and TCL scripting)
- ▶ 8-bit, 100 MSps data injection
- ▶ 1024-point FIR-filter with 128× decimation



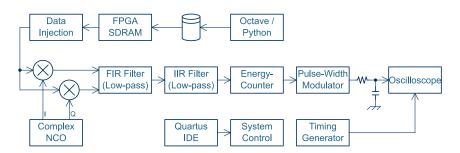




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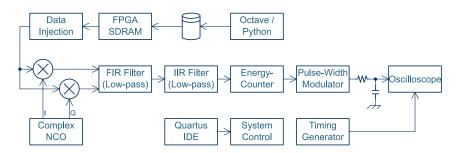




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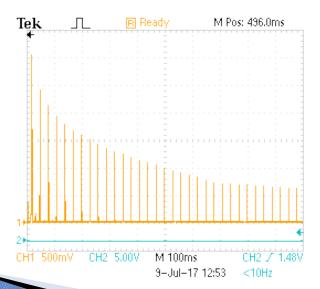




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  - ► C / C++ / C#?
  - ► Embedded? PC?
  - ► GPU? OpenGL? OpenCL? DirectX? CUDA?
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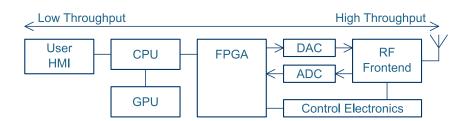




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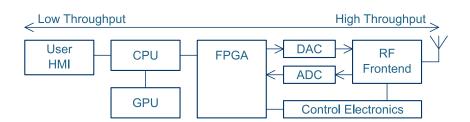




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- ► Each processing element is used for its strength



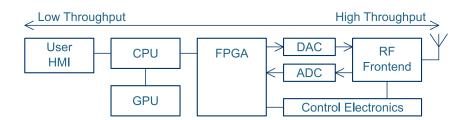




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  - ► General-purpose; Easily modified; Short development cycle
  - ► Extensive history ⇒ Rich set of matured libraries and APIs
  - ► Does not handle parallel algorithms particularly well
- ► GPU:
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- ► GPU:
  - Agile: can be reprogrammed in real-time (kernels are referenced by a handle, or memory address)
  - Extremely good at course-grained parallel algorithms
  - ▶ Medium development cycle
  - Memory bandwidth problems
- ► FPGA:





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#### ► GPU:

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- Medium development cycle debugging and optimising is a challenging process
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- Provides ASIC functionality at a small fraction of the cost
- Excellent at fine-grained and time-critical problems
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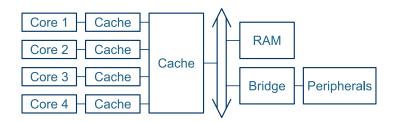
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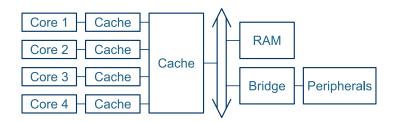




- ► Fetch-decode-execute cycle serialised execution
- ► The RAM is divided into program, stack and heap areas
- ▶ All CPU cores share the same RAM, but is cache-assisted to reduce contention



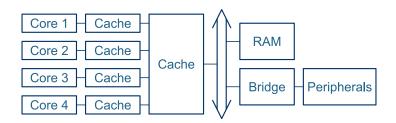




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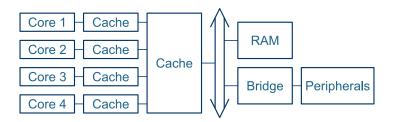




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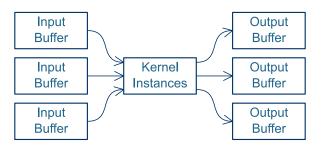




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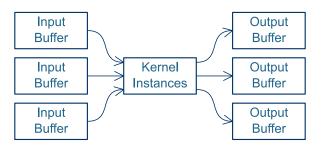




- Client-server interface with the CPU
- ► Runs a pipeline of kernels, in SIMD operation



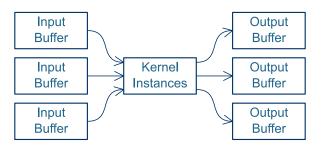




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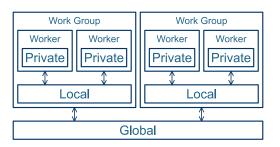




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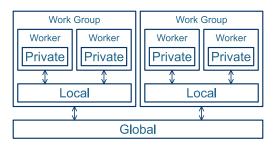




- ► The hardware is organised into groups of processors
- ► Within a group, execution is in lock-step
- Execution within one group is independent of other groups
- ► Three levels of memory



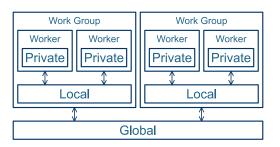




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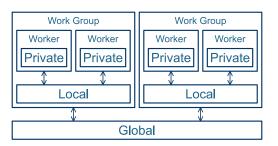




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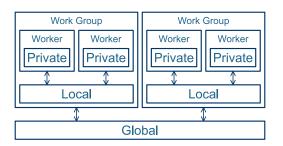




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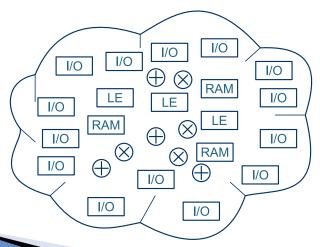


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► Any architecture you like...







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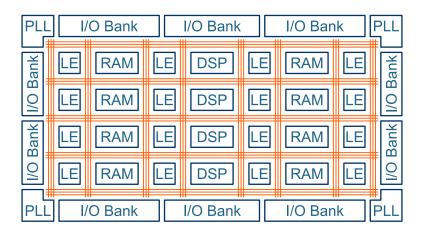
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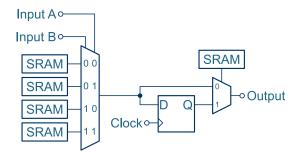
### **FPGA Architecture Overview**

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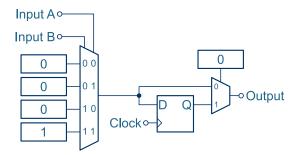






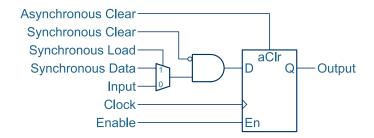












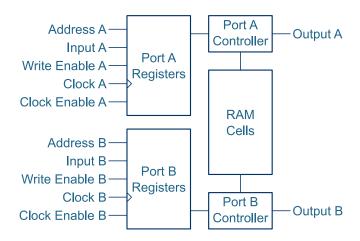




A-Clr	En	S-Clr	S-Ld	S-Dat	In	Clk	Output
1	×	×	×	×	×	×	0
0	1	1	×	×	×	<b>↑</b>	0
0	1	0	1	0	×	<b>↑</b>	0
0	1	0	1	1	×	<b>↑</b>	1
0	1	0	0	×	0	<b>↑</b>	0
0	1	0	0	×	1	<b>↑</b>	1
0	0	×	×	×	×	×	no-change











► MAX-10 M9K ports can be configured as:

- ► The two ports can have different configurations
- ► The two ports can have independent clocks





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MAX-10 M9K ports can be configured as:

```
8192 × 1

4096 × 2

2048 × 4

1024 × 8

1024 × 9

512 × 16

512 × 18

256 × 32

256 × 36
```

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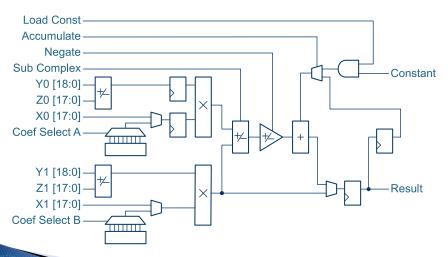
### **Internal RAM Blocks**

► Internal RAM can be initialised by means of a "memory initialisation file" (MIF)

```
WIDTH = 8;
DEPTH = 4096;
ADDRESS_RADIX = HEX;
DATA_RADIX = HEX;
CONTENT BEGIN
 [000..011]: 00;
 012 : 7E;
 013 : 81;
 014 : A5;
 FFD : 00;
 FFE : FF;
         : 00;
 FFF
END;
```











### **Register Detail**

### Each Cyclone V DSP block can be configured as:

- ► Three 9×9-bit multipliers
- ► Two 18×18-bit multipliers (unsigned)
- ► Two 18×19-bit multipliers (signed)
- ► One 18×25-bit multiplier
- ▶ One 20×24-bit multiplier
- ► One 27×27-bit multiplier
- ➤ One 18×19-bit multiply-accumulate
- One 18×18-bit multiply-accumulate with adder
- ► Half of a 18×19-bit complex multiplier





- ► The MAX-10 does not have DSP blocks it only has embedded multipliers (no accumulators or adders as part of the block)
- ► Each multiplier block can be configured as two 9×9-bit multipliers or one 18×18-bit multiplier
- ► Each input can be configured as signed or unsigned
- ► The inputs and outputs can optionally be registered inside the multiplier block, which improves timing





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- ► The inputs and outputs can optionally be registered inside the multiplier block, which improves timing





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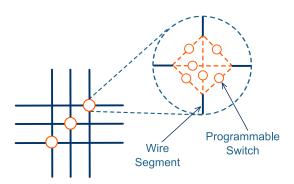
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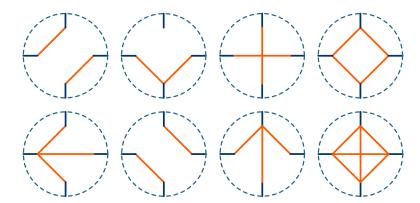
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**Development Cycle** 

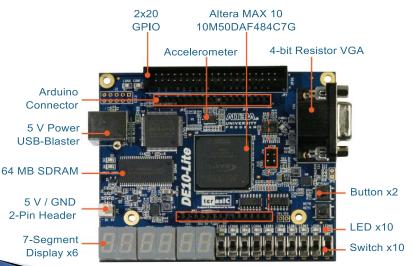
**JTAG** 

Verilog Basics

Practical











- MAX-10 series (10M50DAF484C7G)
- ▶ 2 ADCs (each 12-bit, 1 MSps shared over 9 channels)
- ▶ 49 760 logic elements
- ▶ 182 M9K memory blocks
- ▶ 736 kiB user flash memory
- ▶ 144 multiplier blocks
- ▶ 4 phase-locked loop blocks
- ▶ 360 I/O Pins





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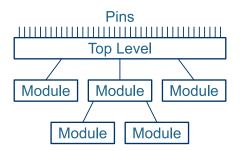


















### **Design Entry – HDL**

► Verilog / VHDL / PyHDL / Migen / etc.

```
module Top_Level(input Clk, input Button, output LED);
  wire Debounced_Button;

Debouncer Debouncer_Inst(
    Clk, Button, Debounced_Button
);

LED_Driver LED_Driver_Inst(
    Clk, Debounced_Button, LED
);
endmodule
```





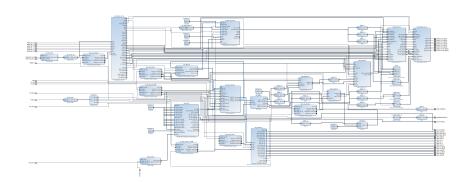








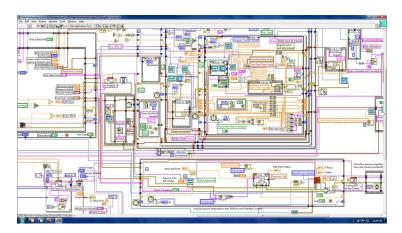


























# **Design Entry – Qsys**

Use	Connections	Name	Description
<b>V</b>		⊟ clk_0	Clock Source
}	-	clk_in	Clock Input
	<u> </u>	dk_in_reset	Reset Input
:		dk	Clock Output
		dk_reset	Reset Output
		⊟ сри	Nios II Processor
	♦   →	dk	Clock Input
	♦ → →	reset_n	Reset Input
>		data_master	Avalon Memory Mapped Master
		instruction_master	Avalon Memory Mapped Master
	$         \rightarrow$	jtag_debug_module_r	Reset Output
		jtag_debug_module	Avalon Memory Mapped Slave
		custom instruction m	Custom Instruction Master







### **Design Entry – HLS**

```
void paralleltest (
 bool _doWrite, int _writeAddr, int _writeData,
 bool doRead, int readAddr, int* readData
 #pragma HLS INTERFACE ap_ctrl_none port=return
 #pragma HLS PIPELINE II=1
 #pragma HLS DEPENDENCE variable=buffer inter WAR false
 #pragma HLS RESOURCE variable=buffer core=RAM_2P_BRAM
 static const int BufferSize = 1024;
 static int buffer[BufferSize];
 if (_doWrite) {buffer[_writeAddr % BufferSize] = _writeData; }
 if ( doRead) {* readData = buffer[ readAddr % BufferSize];}
```







- ► Analyse code and perform optimisations (trim dead paths, check connectivity, etc.)
- ► Synthesise logic tables from expressions
- Match the logic tables and data flow graphs to the target hardware architecture
- ► Synthesise connection graphs







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- ► The fitter performs a place and route function (similar to a PCB auto-router)
- ► This is a computationally-intensive process, so be patient
- ► Uses design constraints:
  - Clock rate
    - Combinational logic time delay
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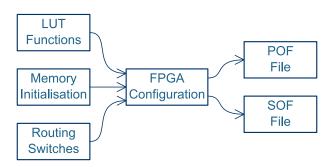
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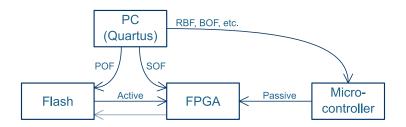








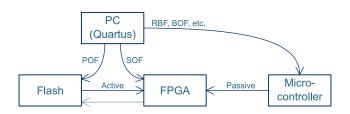












- ► SOF ⇒ SRAM Object File
- ► POF ⇒ Programmer Object File
- ► RBF ⇒ Raw Binary File
- ▶ BOF ⇒ Borph Object File







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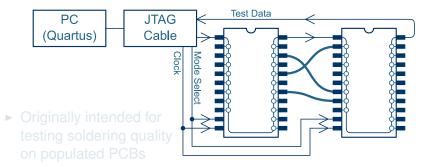
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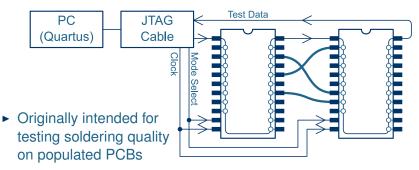




- ► Connects to the PC over USB / Ethernet / etc.
- ► Connected devices form a long chain of shift-registers



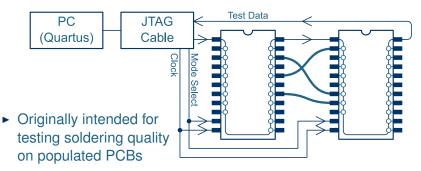




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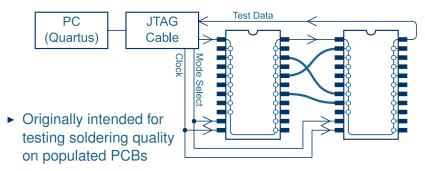




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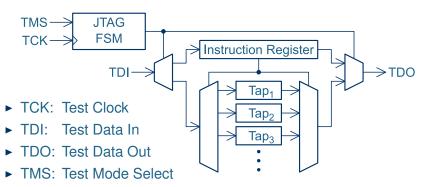




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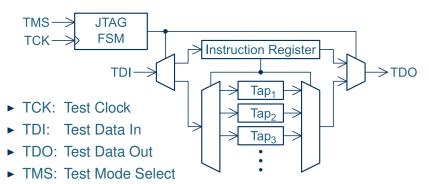






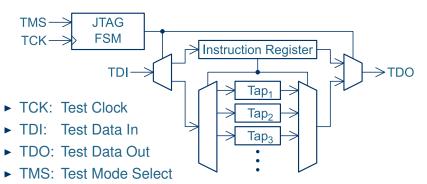






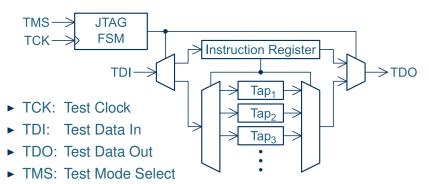






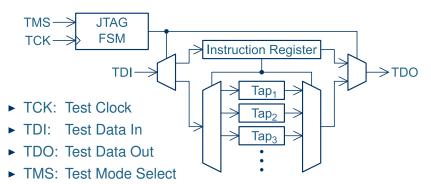






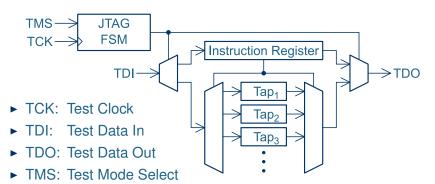






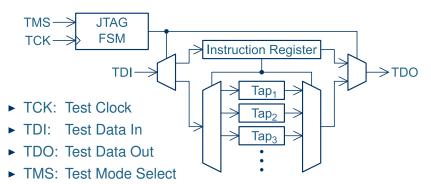






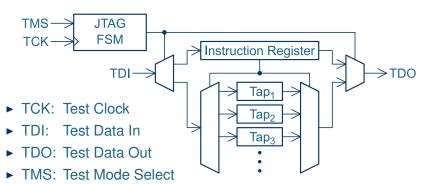
















## **JTAG Debugging**

- ► Sources & Probes (also in today's practical)
  https://www.youtube.com/watch?v=Mftgi318Nrc
- ► In-system memory editor
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#### **Module Definition**

```
/* Use comments to describe the function...
   Multiple lines are possible */
module MyModule (
  input Clock, // Try to be consistent
  input
            Reset, // on port placement
  input [ 7:0]Input, // Note that Verilog is
  output [ 9:0]Output, // case sensitive
  inout [12:0]Bidirectional
);
// The module body goes here...
endmodule
```





Wires 36 of 66

- Wires are internal connections
- ▶ See them as wires on a bread-board





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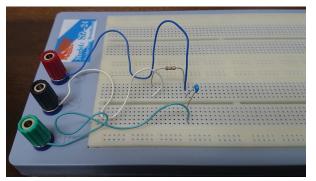
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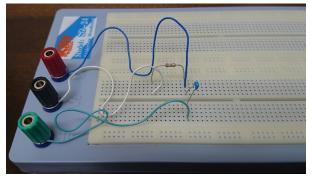


```
module PWM_Filter(input V1, output V2, input GND);
wire Blue; wire White = V1; wire Cyan = GND;
Resistor #( 680) R1(White, Blue);
Capacitor #(10000) C1(Blue, Cyan);
assign V2 = Blue;
endmodule
```





Wires 36 of 66



```
module PWM_Filter(input V1, output V2, input GND);
Resistor #( 680) R1(V1, V2 );
Capacitor #(10000) C1(V2, GND);
endmodule
```





```
wire [7:0] X, Y, Z; // Defines 3x 8-bit wires
wire A, B, C; // Defines 3x 1-bit wires

assign A = &X; // AND-reduce X and assign to A
assign B = |Y; // OR-reduce Y and assign to B
assign C = ^Z; // XOR-reduce Z and assign to C
assign B = !Y; // Logical NOT: equivalent to B = ~|Y
```





```
wire [7:0] X, Y, Z; // Defines 3x 8-bit wires

assign Z = -X; // 2's complement X and assign to Z

assign Z = ^{\sim}Y; // Bitwise NOT Y and assign to Z

assign Z = X \mid Y; // Bitwise OR X with Y and assign to Z

assign Z = X \land Y; // Bitwise AND X with Y and assign to Z

assign Z = X \land Y; // Bitwise XOR X with Y and assign to Z
```





```
wire [7:0] A;
wire [3:0] B, C;

assign A = {B, C}; // Concatenates B--C and assign to A
assign {B, C} = A; // Assign A to the concatenation B--C
assign A = {2{B}}; // Replicate B 2 times and assign to A
```





```
wire [ 7:0] A, B, C;
wire [15:0] X;

assign A = B + C; // Add C to B and assign to A
assign A = B - C; // Subtract C from B and assign to A
assign X = B * C; // Multiply B by C and assign to X

assign A = B << 5; // Left-shift B and assign to A
assign A = B >> 6; // Right-shift B and assign to A
```





## **Operators – Logical**

```
wire [ 7:0]A, B, C;
wire
       X:
assign X = A > B; // A greater than B?
                                               Result to X
assign X = A < B; // A less than B?
                                              Result to X
assign X = A >= B; // A greater or equal to B? Result to X
assign X = A <= B; // A less or equal to B? Result to X
assign X = A == B; // A equal to B? A
                                          Result to X
assign X = A != B; // A not equal to B?
                                              Result to X
assign X = A \&\& B; // Equivalent to <math>X = (|A) \& (|B)
assign X = A \mid \mid B; // Equivalent to X = (\mid A) \mid (\mid B)
assign C = X ? A : B // If X is 1, assign A to C,
                     // otherwise assign B to C
```





- ► All operations are unsigned, unless specified otherwise
- ► The following always yield unsigned results:
  - Any operation with at least one unsigned operand
  - A literal without the 's' modifier
  - Bit-select (eq. A [51)
  - ▶ Part-select (eq. A [5:31)
  - Concatenations

```
wire [ 7:0]A; // Unsigned vector
wire signed [ 7:0]B; // Signed vector
wire signed [15:0]X; // Signed vector
assign X = $signed(A) * B; // A must be cast
```





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wire signed [ 7:0]B; // Signed vector
wire signed [15:0]X; // Signed vector
assign X = $signed(A) * B; // A must be cast
```





### **Operators – Signed Operations**

- ► All operations are unsigned, unless specified otherwise
- ► The following always yield unsigned results:
  - Any operation with at least one unsigned operand
  - ► A literal without the 's' modifier
  - ► Bit-select (eg. A[5])
  - ► Part-select (eg. A[5:3])
  - Concatenations

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- ► In general, most operations should be done using standard unsigned arithmetic
- ► In the rare cases where the sign makes a difference (multiplication and relational statements), cast explicitly

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```





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```





- ► If the left-hand-side is longer than the right-hand-side, the most-significant side is padded with zeros
- ► If the left-hand-side is shorter than the right-hand-side, the most-significant side is truncated
- ► This is done without warning!
- Consult the "Connectivity Checks" report of the Analysis and Synthesis compilation stage to check for unintended size-mismatches





#### **Note:** Verilog does not enforce vector length matching:

- ► If the left-hand-side is longer than the right-hand-side, the most-significant side is padded with zeros
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1 0 1 1 11 or -5





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0	1	1	1	1	0	1	1	123
				1	0	1	1	11





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Literals 44 of 66

```
// All underscores "_" are ignored
 5'b_1_0110 // 5-bit binary
11'h 5 CE // 11-bit hexadecimal
13'o_1_7642 // 13-bit octal
17'd 123 456 // 17-bit decimal
"H" // 8-bit ASCII constant
// Left bits (most significant) are padded with zeros,
// unless the most significant specified is 'Z' or 'X'
78'bZ // 78-bit high-impedance
// Use the 's' specifier for "signed" literals
-8'sd125 // 2's complement of the positive
         // signed decimal constant 125
```





#### **Module Instances**

```
module My_Submodule(input Clk, input A, input B, output X);
 // Module body...
endmodule
module Top_Level(
 input Clock 50MHz,
 input Input1, Input2,
 output Output
);
// Positional port mapping:
My_Submodule Instance_1(
 Clock_50MHz,
 Input1, Input2,
 Output
```





#### **Module Instances**

```
module My_Submodule(input Clk, input A, input B, output X);
 // Module body...
endmodule
module Top_Level(
 input Clock 50MHz,
 input Input1, Input2,
output Output
);
// Named port mapping:
My_Submodule Instance_2(
 .X (Output ),
 .A (Input1 ),
 .B (Input2 ),
 .Clk(Clock_50MHz)
);
```





### **Outline**

Introduction

**FPGA** Internals

The DE10-Lite

**Development Cycle** 

**JTAG** 

Verilog Basics

**Practical** 





- Creating and setting up a new project (from scratch)
- ► Compiling the design and programming the device
- ▶ JTAG-based debugging tools
- Note: The White Lab is re-imaged daily, so remember to save your project somewhere else at the end of the day





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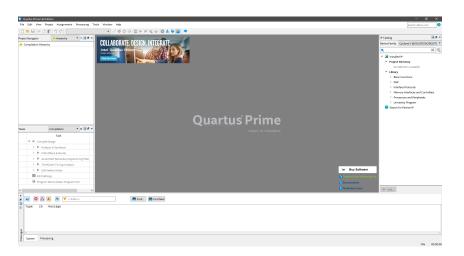


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# **IDE Layout**







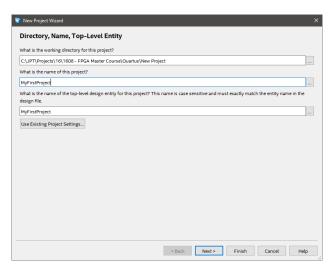
Toolbar 48 of 66







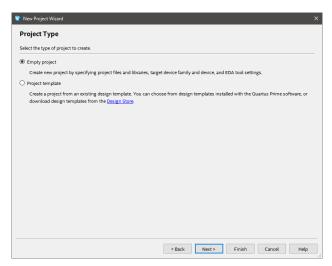
### **New Project Wizard**







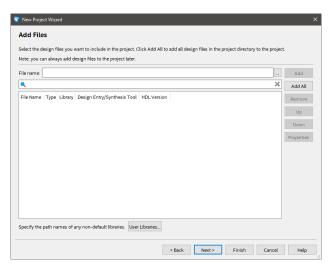
# **Project Type**







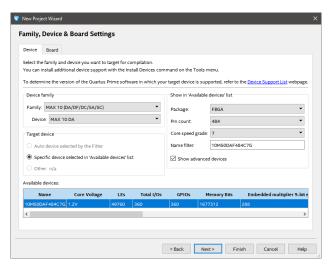
# **Add Existing Files**





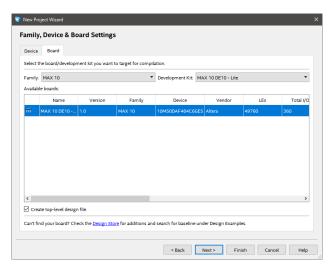


#### **Choose a Device**













If you cannot find the DE10-Lite in the list, you'll need to install the Baseline Pinout project from the Altera website.

For today – use the "Choose a Device" option.





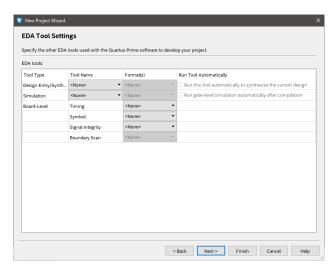
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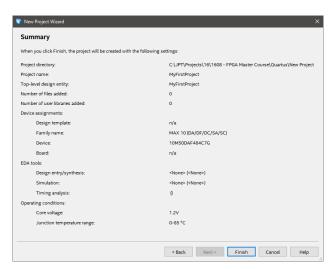
# **3rd Party Tools**





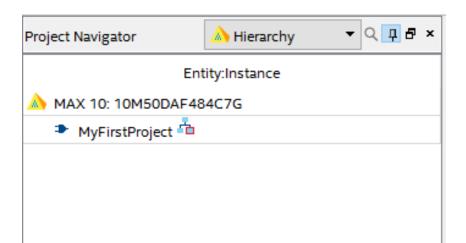


### **Summary**





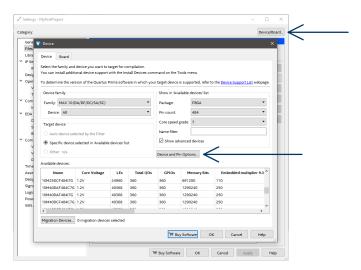








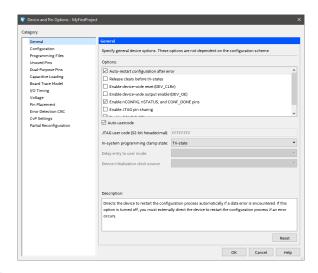
### **Device Settings**







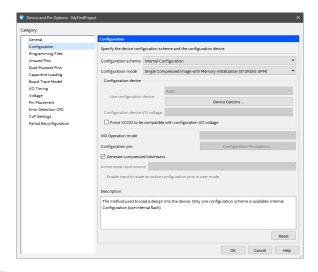
#### **Device and Pin Options**







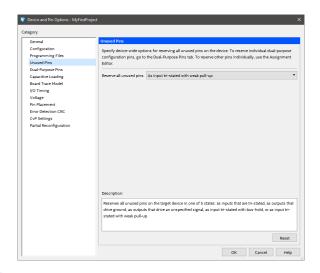
#### **Enable Memory Initialisation**







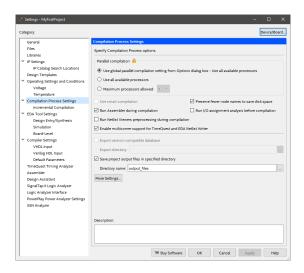
#### **Unused Pins to Tri-state**







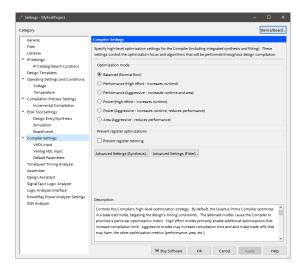
#### **Output Files Folder**







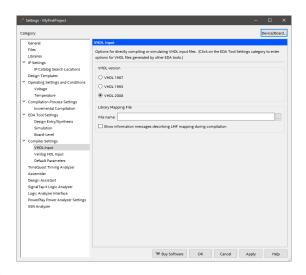
#### **Compiler Optimisation Mode**







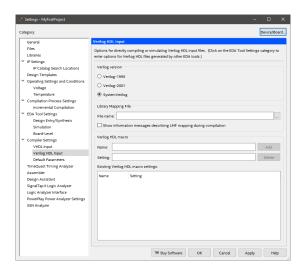
#### **VHDL Version**







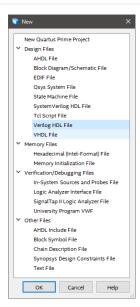
#### **Verilog Version**







```
module MyFirstProject(
  input [9:0]Switch,
  output [9:0]LED
);
assign LED = Switch;
endmodule
```

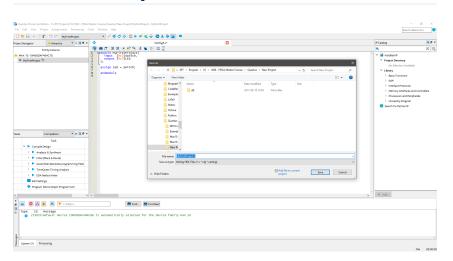






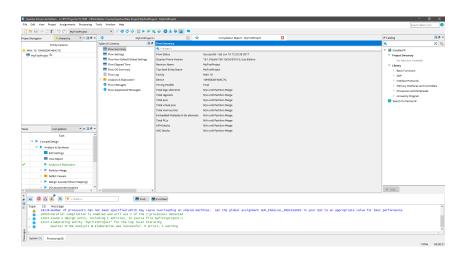
## Save the Top-level Module





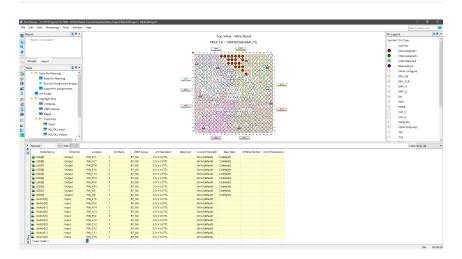
















# **Easier Pin-assignments...**

- ► Copy from PDF manual to Excel
- ► Copy from Excel to Quartus Settings File (QSF)

	Α	В	С	D	Е	F
1	set_location_assignment	PIN_C10	-to	Switch[0]		
2	set_location_assignment	PIN_C11	-to	Switch[1]		
3						
4						
5	set_location_assignment	PIN_A8	-to	LED[0]		
6	set_location_assignment	PIN_A9	-to	LED[1]		
7						
8						
9	set_instance_assignment	-name	IO_STANDARD	3.3-V LVTTL	-to	Switch
10	set_instance_assignment	-name	IO_STANDARD	3.3-V LVTTL	-to	LED





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set_location_assignment PIN_C11 -to Switch[1]
...
set_location_assignment PIN_A8 -to LED[0]
set_location_assignment PIN_A9 -to LED[1]
...
set_instance_assignment \
    -name IO_STANDARD "3.3-V LVTTL" -to Switch
set_instance_assignment \
    -name IO STANDARD "3.3-V LVTTL" -to LED
```





- ► Use a slow slew-rate to limit bandwidth on long lines
- ▶ Use a fast slew-rate for time-critical signals
- ▶ Use a high drive strength for LEDs
- ► Use a high drive strength for pins that are higher speed and / or capacitively loaded
- ► Use a low drive strength when saving power is required (also limits the bandwidth)
- ▶ The MAX-10 supports Schmitt-triggered inputs





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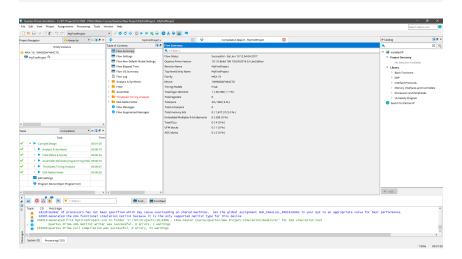




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Note the red "Timing Analyser" report...





Note the red "Timing Analyser" report... We'll worry about that tomorrow...





#### ► Plug in the DE10-Lite and open the Programmer Window

- ► Make sure the "Hardware Setup" says "USB-Blaster"
- ► If you cannot select the USB-Blaster from the list of hardware devices, you'll need to update the driver point your Device-Manager's "Update Driver" wizard to C:/intel/16.1/quartus/drivers
- ► Click on "Add File..." and choose output\_files/MyFirstProject.sof
- ► Click on "Start" to program the FPGA
- ▶ Play with the switches to make sure your design is working
- ► The SOF is volatile. If you're happy with the design and want to make it non-volatile, choose
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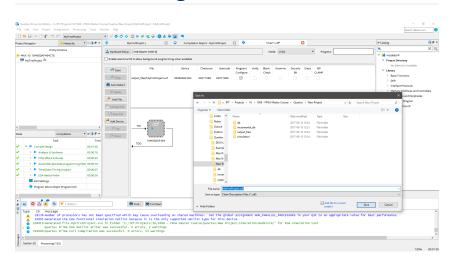






#### **Save the Configuration**









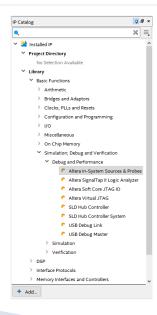






## **IP Catalogue**

- The IP Catalogue is used to create wrapper modules for:
  - ► Internal RAM,
  - Phase-locked loops
  - DDR controllers
  - PCle controllers
  - DSP modules
  - ADC modules
  - etc.
- More about that tomorrow.
   For now, choose Sources
   and Probes

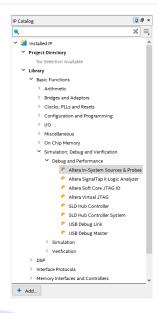






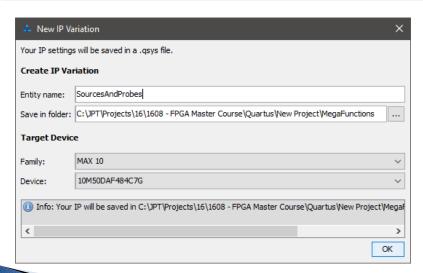
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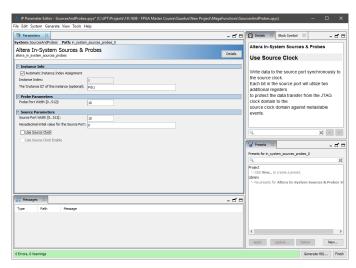






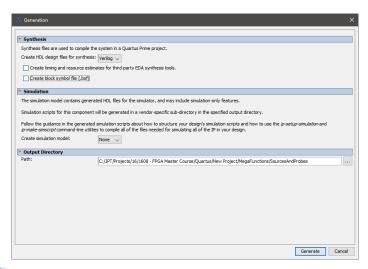






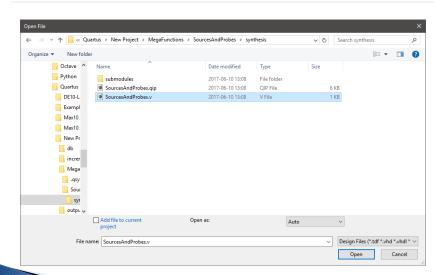
















#### **Instantiate the Module**

```
// In the wizard-generated wrapper...
module SourcesAndProbes (
  input wire [9:0] probe, // probes.probe
  output wire [9:0] source // sources.source
);
// In your module-of-interest...
wire [9:0] Source;
SourcesAndProbes SourcesAndProbes inst(
  .source (Source),
  .probe (Switch)
assign LED = Switch ^ Source;
```

Note: Remember to add the .qip or .qsys file to the project





### **Direct Option**

Or you could use the MegaFunction directly (without the wizard):

```
wire [9:0]Source;
altsource_probe #(
  .instance_id
                            ("Prb1"),
  .sld_auto_instance_index ("YES"),
  .probe_width
                            (10),
  .source_width
                            (10)
) SourcesAndProbes_inst (
  .source_ena(1'b1),
  .source (Source),
  .probe (Switch)
assign LED = Switch ^ Source;
```





- Compile and program the FPGA
- Open the "In-System Sources and Probes Editor" (see next slide)
- ► Set up the hardware (USB-Blaster)
- ► Select the instance you want ("Prb1" in this case)
- ► Click the "Continuously Read Probe Data" toolbar icon:
- ► Click to change the source values
- Play around with it to discover new features





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  □
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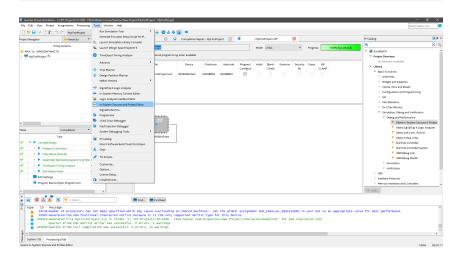
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### **Using the Sources and Probes**

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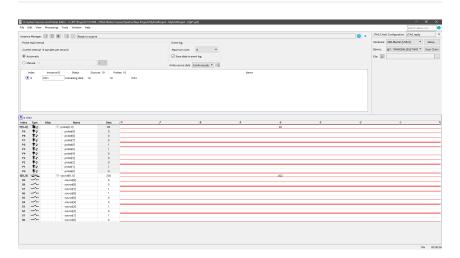






# **Using the Sources and Probes**

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#### **Select References**

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