

ECSE 323 — Group 47 Lab 3 Report

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Design and simulation of a 0-to-25 Counter Circuit

We designed a 0-to-25 counter with inputs clock, asynchronous reset, and count_enable. The counter gives a 5-bit output which counts up every clock cycle while count_enable is high and reset is high. The count_enable and count are triggered at the rising edge of the clock. The count will add 1bit every clock cycle until it reaches the max value of "11001" or 25. When reset goes low, the count goes to "00000". If count_enable is not set high, the count is will hold its value until count_enable goes high. To test our code, we created a clock pulse of 50ns and tested the VHDL code. The data of the test can be seen on figure 2.

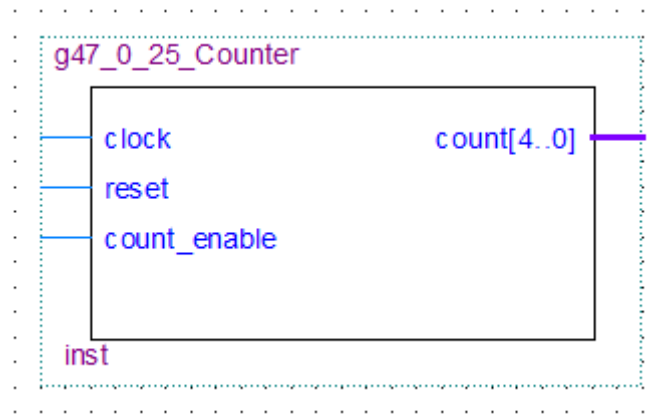


Figure 1: 0-to-25 counter pin-diagram.

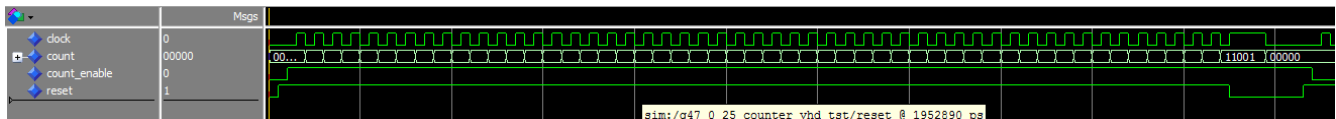


Figure 2: Simulation of the 0-to-25 counter.

Testing the 7-segment LED decoder on the Altera Board

The Altera DE1 development board is equipped with 4 7-segment LED displays and 10 simple switches which are processed by the FPGA. Our goal was to make the LED display letters in the alphabet when toggling 5 of the switches available on the board. The encoding configuration is displayed in table 1. To decode the binary numbers being put in by the switches, we used the 7_segment_decoder to show the letters according to the table 1. The second step was to make a testbed circuit which combined all the components we have made so far including: 26_5_encoder, 5_26_decoder, 0_25_counter, pulse_generator, 26_barrelshift, and 7_segment_decoder. The testbed also used 5 switches to set the initial shift amount then shifts up using the 26_barrelshift circuit. A pulse generator is

Table 1: Alphabetical value according to the 5bit code.

Code	Letter
00000	A
00001	B
00010	C
00011	D
00100	E
00101	F
00110	G
00111	H
01000	I
01001	J
01010	K
01011	L
01100	M
01101	N
01110	O
01111	P
10000	Q
10001	R
10010	S
10011	T
10100	U
10101	V
10110	W
10111	X
11000	Y
11001	Z

used to create a 2Hz pulse that acts as a 0.25_counter enable signal. This is due to the FPGA's clock being 50MHz which is too quick for human perception. The calculation the number times the value is loaded into the circuit, we used the equation $\text{pulse} = (N + 1)Tc$ where pulse is 0.5s and $Tc = 0.001s$. By substituting the numbers in, we got an $N = 499$. For the rest of the circuit, there is also a reset button used to reset the counter. The counter acts as our barrelshift input.

To test if our pulse generator worked, we our division ratio to 1000 and ran it for 10us. By doing so, we expected to have 5 pulse in the 100us which was the case as shown in figure 4. To make the test work, in our pulse_generator circuit, we changed LPM.WIDTH=10, LPM.MODULUS=1000, and the q to std_logic_vector(9 downto 0).

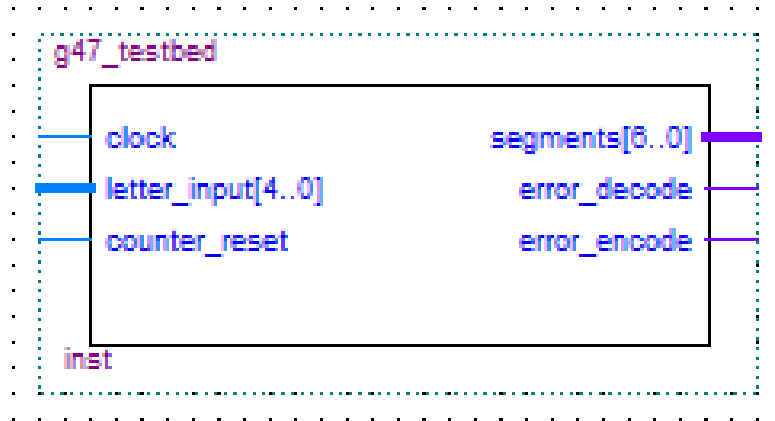


Figure 3: 7 segmented display output circuit.

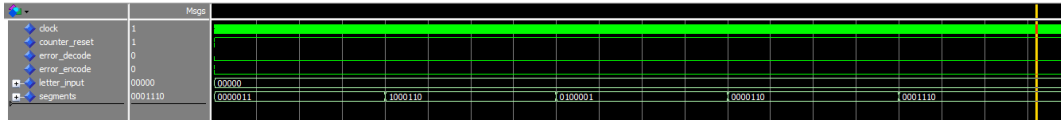


Figure 4: Testing the pulse generator.

For our circuit, using the Altera EP2C20F484C7N fast model hold (FMH) slack time is 0.357ns, slow model setup (SMS) slack value is 14.167ns, and the slow model Fmax (SMFm) is 185.77MHz. If we changed to the cheaper Altera 5CSEMA5F31C6 having a FMH slack time of 0.259, a SMS slack value of 13.923, and a SMFm of 164.55MHz, we can see that the chapter model still has its SMFm higher than 50MHz clock cycle. Meaning changing to the Altera 5CSEMA5F31C6 would save to company buying 100,000 units a total of 1.557 million dollars.