

TP N°1: Contador BCD de 4 dígitos con salida a display 7 segmentos

Vázquez, Matías - 91523
mfvazquez@gmail.com

10 de octubre de 2015

En el presente Trabajo Práctico se implementará en FPGA un sistema digital para un contador BCD de 4 dígitos con salida a un display de 7 segmentos

1. Especificaciones

Se implementó en lenguaje descriptor de hardware VHDL un contador BCD de 4 dígitos y un controlador para un display de 7 segmentos de 4 cifras. El contador se incrementará aproximadamente cada 1 segundo.

Se utilizó el kit de desarrollo “Spartan-3 Starter Board” de la empresa digilent. Utilizando una frecuencia de clock de 50 MHz.

1.1. Display de 7 segmentos de 4 cifras

Cada dígito comparte ocho señales de control para encender cada LED individual que corresponde a un segmento del carácter. Cada carácter tiene un ánodo asociado. Poniendo un ‘0’ en el terminal de la FPGA que se conecta a ese ánodo, se selecciona el carácter a encenderse.

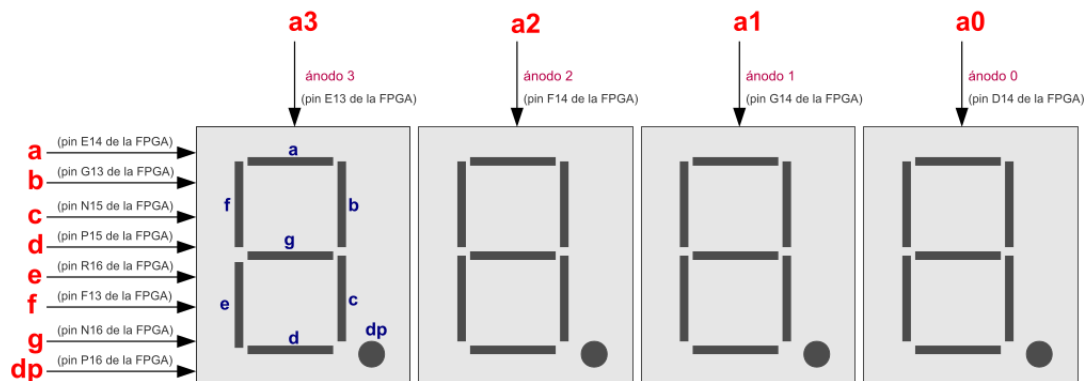


Figura 1: Conexión entre los I/Os de la FPGA y el display

2. Diseño

La implementación de cada bloque mostrado en el diagrama en bloques de la figura 2 se realizó lo más genérico posible de forma de poder reutilizar el mismo código a futuro.

2.1. Diagrama en bloques

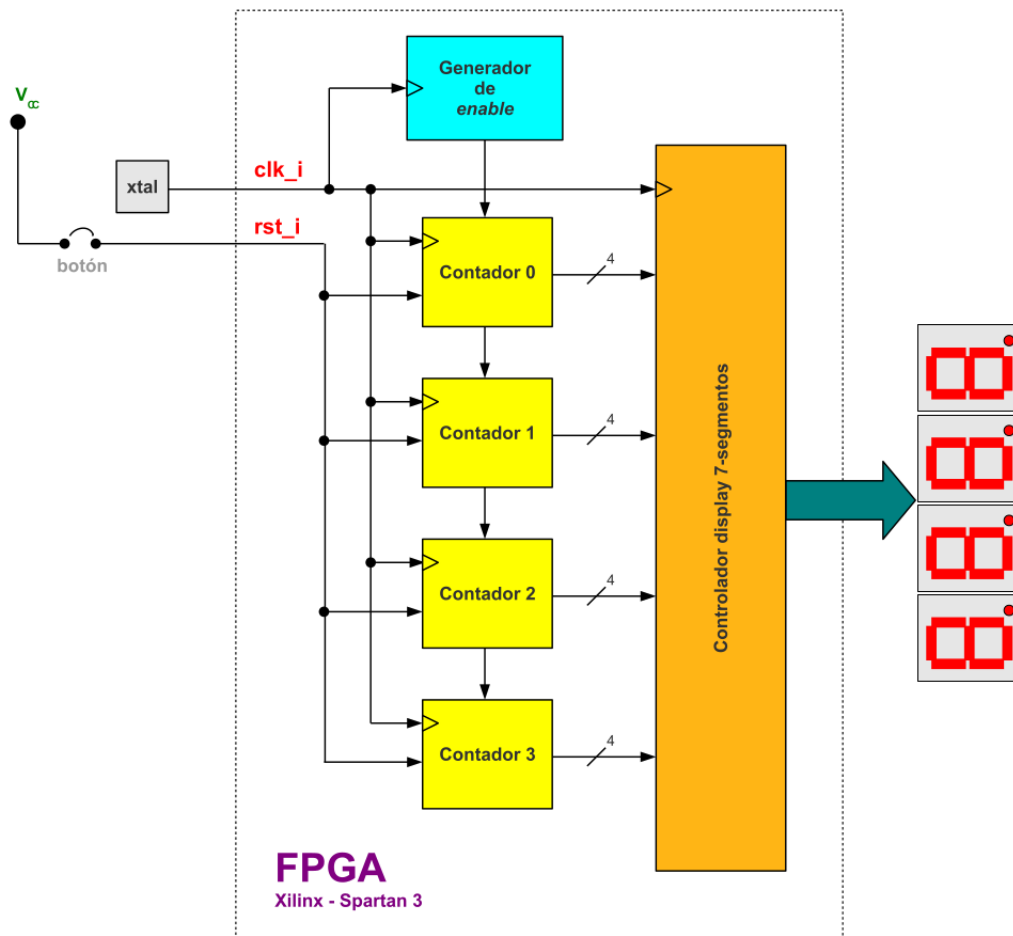


Figura 2: Diagrama en bloques de la arquitectura

2.2. Generador de enable

Este bloque divide la frecuencia de reloj de la placa a una frecuencia que tenga un período de aproximadamente 1 seg.

Para implementarlo se programó un contador de N bits, que devuelve un 1 en su salida durante un período del clock cuando los M bits más significativos estén en 1. Pasado este valor se resetea el contador.

Para que cuente aproximadamente 1 seg se fijaron los valores $N = 25$ y $M = 2$. Para así contar hasta que el bit 25 y 24 del contador estén en 1. El período de la salida se puede calcular mediante:

$$T = \frac{2^{25} + 2^{24}}{50 \text{ MHz}} \approx 1 \text{ seg}$$

2.3. Contadores

Cuentan de 0 a 9, tienen una entrada de reset y una entrada de enable. Su salida es un contador de 4 bits y 1 bit para el flag de fin de cuenta, que solo devolverá 1 si el contador contó hasta 9 y la entrada de enable esta habilitada.

2.4. Controlador de display de 7 segmentos

En la figura 3 se muestra el diagrama en bloques de la arquitectura del controlador del display de 7 segmentos.

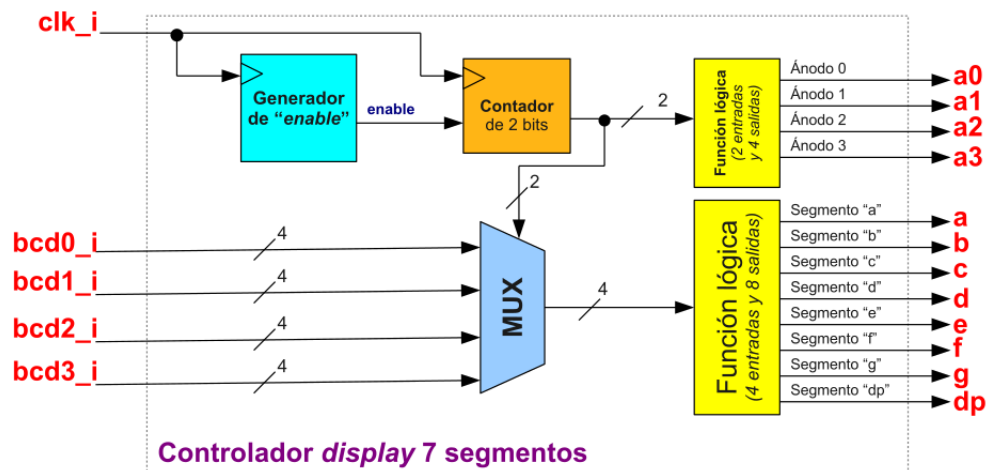


Figura 3: Arquitectura para el controlador del display de 7 segmentos

Cuenta con los siguientes elementos:

- **Multiplexor:** selecciona cuál de las entradas en formato BCD se imprimirá según lo que indica el contador.
- **Generador de enable:** Se utilizó el generador de enable genérico implementado, con $N = 17$ y $M = 21$ de forma que cada cifra del display se encienda aproximadamente a una frecuencia de 100 Hz. Como son 4 cifras, deberá devolver una salida con una frecuencia de 400 Hz aproximadamente. Por lo que la frecuencia de salida se la puede calcular mediante:

$$f = \frac{50 \text{ MHz}}{2^{17}} \approx 381,5 \text{ Hz}$$

- **Función lógica de 4 entradas y 8 salidas:** Es la encargada de mapear los números en formato BCD a los LEDs que deben encenderse para representar dicho número.
- **Función lógica de 2 entradas y 4 salidas:** Es la encargada de seleccionar el ánodo según el valor del contador
- **Contador de 2 bits:** Es el encargado de conmutar el ánodo para mantener las 4 cifras del display encendidas. Para hacerlo lo más genérico posible se implementó un contador de N bits, que cuenta hasta que todos sus bits sean 1.

3. Simulaciones

A continuación se muestran algunas simulaciones realizadas mediante pruebas.

3.1. Contador

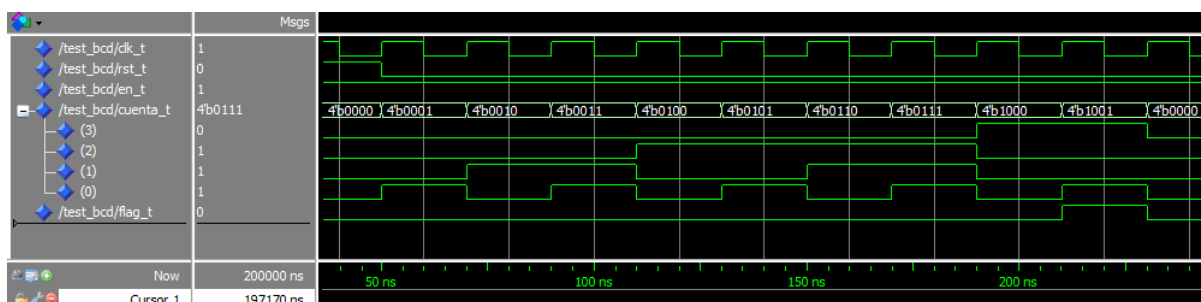


Figura 4: Simulación de BCD_test.vhd

3.2. Contador de N bits

Para esta prueba se utilizó $N = 4$, que es la cantidad de bits del contador.

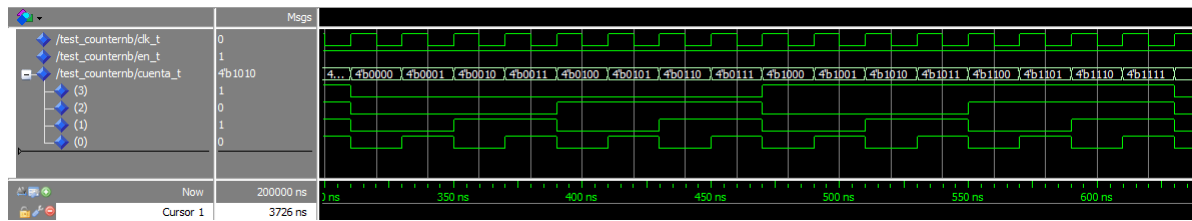


Figura 5: Simulación de CounterNb_test.vhd

3.3. Multiplexor

Para esta prueba las entradas del multiplexor eran: 1000, 0100, 0010 y 0001.

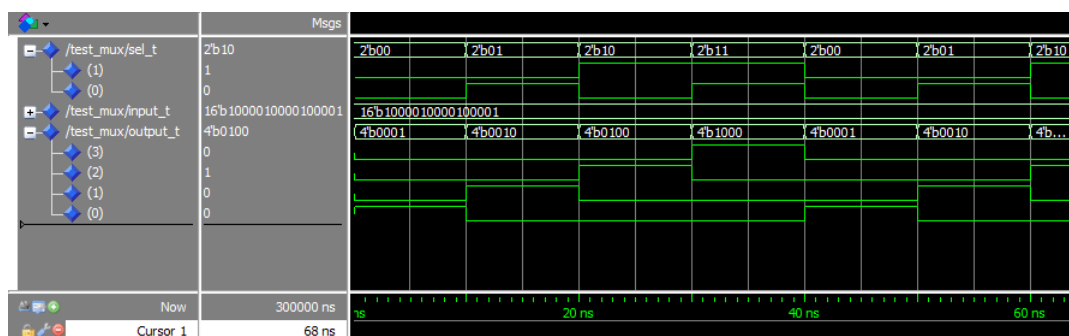


Figura 6: Simulación de Mux_test.vhd

3.4. Selector de display

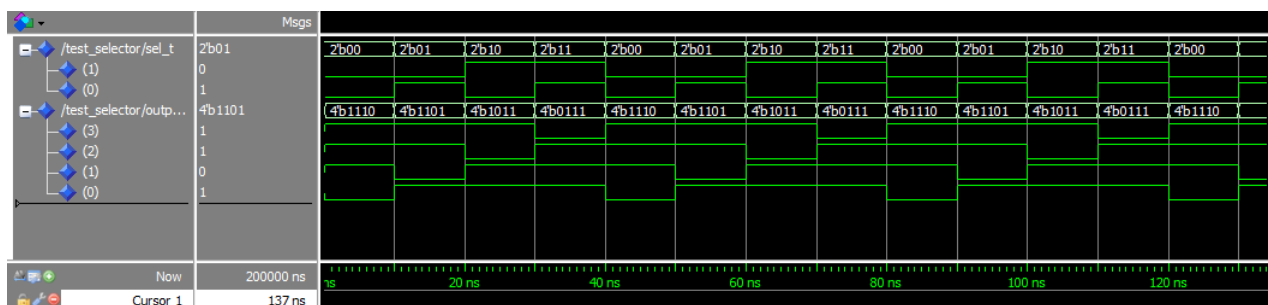


Figura 7: Simulación de Selector_test.vhd

3.5. Contador BCD de 4 dígitos con salida a display de 7 segmentos

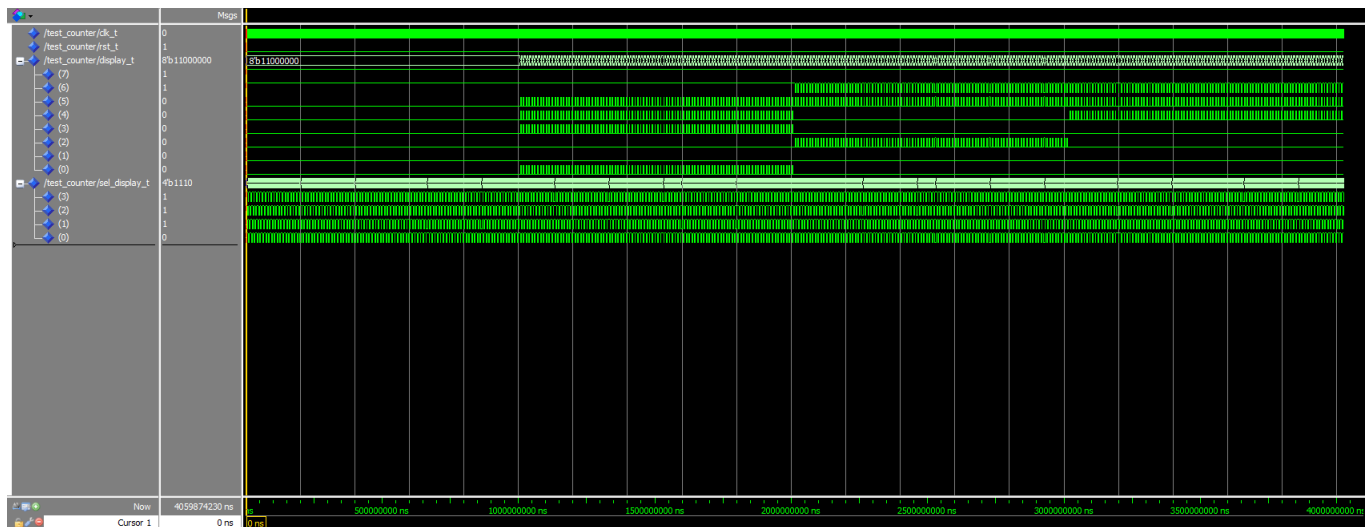


Figura 8: Simulación de Counter_test.vhd

4. Resumen de síntesis

Utilización Lógica	Usados	Utilización
Slices	69	3 %
Flip-Flops	68	1 %
LUTs	138	3 %
GCLK	1	12 %
frecuencia máxima	119,147 MHz	

5. Código fuente VHDL

5.1. GenEna.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity GenEna is
    generic(
        N: natural := 25;
        M: natural := 2
    );
    port(
        clk: in std_logic;
        en: out std_logic
    );
end;

architecture Beh of GenEna is
begin
    process(clk)
        variable cuenta: unsigned(N downto 0);
        variable comparador: unsigned(M-1 downto 0) := (others => '1');
        variable rst: std_logic := '1';
    begin
        if rising_edge(clk) then
            cuenta := cuenta + 1;
            if rst = '1' then
                cuenta := (others => '0');
                en <= '0';
                rst := '0';
            elsif comparador = cuenta(N downto N+1-M) then
                en <= '1';
                rst := '1';
            end if;
        end if;
    end process;
end;
```

5.2. GenEna_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_GenEna is
end;

architecture Beh of test_GenEna is
    signal clk_t: std_logic := '0';
    signal en_t: std_logic;

    component GenEna is
        generic (
            N: natural := 25;
            M: natural := 2
        );
        port (
            clk: in std_logic;
            en: out std_logic
        );
    end component;

begin
    inst_GenEna: GenEna
        generic map(
            N => 4,
            M => 1
        )
        port map(
            clk => clk_t,
            en => en_t
        );
    clk_t <= not clk_t after 10 ns;
end;
```

5.3. BCD.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity BCD is
    port(
        clk: in std_logic;
        rst: in std_logic;
        en: in std_logic;
        cuenta: out std_logic_vector(3 downto 0);
        flag: out std_logic
    );
end;

architecture BCD_arq of BCD is
    signal flag_aux: std_logic;
begin
    process(clk, rst, en)
        variable aux: unsigned(3 downto 0);
    begin
        if rst = '1' then
            aux := "0000";
            flag_aux <= '0';
        elsif rising_edge(clk) then
            if en = '1' then
                aux := aux + 1;
                if aux = "1001" then
                    flag_aux <= '1';
                elsif aux = "1010" then
                    aux := "0000";
                    flag_aux <= '0';
                end if;
            end if;
        end if;
        cuenta <= std_logic_vector(aux);
    end process;
    flag <= flag_aux and en;
end;
```


5.4. BCD_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_BCD is
end;

architecture test_BCD1 of test_BCD is
    signal clk_t: std_logic := '0';
    signal rst_t: std_logic := '1';
    signal en_t: std_logic := '1';
    signal cuenta_t: std_logic_vector(3 downto 0);
    signal flag_t: std_logic;

    component BCD is
        port (
            clk: in std_logic;
            rst: in std_logic;
            en: in std_logic;
            cuenta: out std_logic_vector(3 downto 0);
            flag: out std_logic
        );
    end component;

begin
    inst_BCD: BCD
        port map(
            clk => clk_t,
            rst => rst_t,
            en => en_t,
            cuenta => cuenta_t,
            flag => flag_t
        );
    clk_t <= not clk_t after 10 ns;
    rst_t <= '0' after 50 ns;
end;
```

5.5. BCD4_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_BCD4 is
end;

architecture test_BCD4 of test_BCD4 is
    signal clk_t: std_logic := '0';
    signal rst_t: std_logic := '1';
    signal en_t: std_logic_vector(4 downto 0);
    signal bcd_t: std_logic_vector(15 downto 0);

    component BCD is
        port(
            clk: in std_logic;
            rst: in std_logic;
            en: in std_logic;
            cuenta: out std_logic_vector(3 downto 0);
            flag: out std_logic
        );
    end component;

begin

    en_t(0) <= '1';

    bcd_i :
    for i in 0 to 3 generate

        inst_BCD: BCD
            port map(
                clk => clk_t,
                rst => rst_t,
                en => en_t(i),
                cuenta => bcd_t(i*4+3 downto i*4),
                flag => en_t(i+1)
            );

    end generate;

    clk_t <= not clk_t after 10 ns;
    rst_t <= '0' after 50 ns;

end;
```

5.6. Mux.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity Mux is
    generic(
        inputs: natural := 16;
        data_bus: natural := 4;
        sel_length: natural := 2
    );
    port(
        input: in std_logic_vector(inputs-1 downto 0);
        sel: in std_logic_vector(sel_length-1 downto 0);
        output: out std_logic_vector(data_bus-1 downto 0)
    );
end;

architecture Beh of Mux is
begin
    process(sel, input)
        variable sel_aux: unsigned(sel_length-1 downto 0);
        variable fin, inicio: natural;
        begin
            sel_aux := unsigned(sel);
            inicio := to_integer(sel_aux);
            inicio := inicio * data_bus;
            fin := inicio + data_bus - 1;

            output <= input(fin downto inicio);
        end process;
end;
```

5.7. Mux_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_Mux is
end;

architecture Beh of test_Mux is
    signal sel_t: std_logic_vector(1 downto 0) := "00";
    signal input_t: std_logic_vector(15 downto 0) := B"1000_0100_0010_0001";
    signal output_t: std_logic_vector(3 downto 0);

    component Mux is
        generic(
            inputs: natural := 16;
            data_bus: natural := 4;
            sel_length: natural := 2
        );
        port(
            input: in std_logic_vector(inputs-1 downto 0);
            sel: in std_logic_vector(sel_length-1 downto 0);
            output: out std_logic_vector(data_bus-1 downto 0)
        );
    end component;

begin

    inst_Mux: Mux
        generic map(
            inputs => 16,
            data_bus => 4,
            sel_length => 2
        )
        port map(
            input => input_t,
            sel => sel_t,
            output => output_t
        );

    sel_t(0) <= not sel_t(0) after 10 ns;
    sel_t(1) <= not sel_t(1) after 20 ns;

end;
```

5.8. Serializer.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity Serializer is
    port(
        input: in std_logic_vector(3 downto 0);
        display: out std_logic_vector(7 downto 0)
    );
end;

architecture Serializer_arq of Serializer is
begin
    process(input)
    begin
        case input is
            when "0000" =>
                display <= "11000000";
            when "0001" =>
                display <= "11111001";
            when "0010" =>
                display <= "10100100";
            when "0011" =>
                display <= "10110000";
            when "0100" =>
                display <= "10011001";
            when "0101" =>
                display <= "10010010";
            when "0110" =>
                display <= "10000010";
            when "0111" =>
                display <= "11111000";
            when "1000" =>
                display <= "10000000";
            when "1001" =>
                display <= "10010000";
            when others =>
                display <= "11111111";
        end case;
    end process;
end;
```

5.9. Serializer_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_Serializer is
end;

architecture test_Serializer of test_Serializer is
    signal input_t: std_logic_vector(3 downto 0) := "0000";
    signal display_t: std_logic_vector(7 downto 0);

    component Serializer is
        port (
            input: in std_logic_vector(3 downto 0);
            display: out std_logic_vector(7 downto 0)
        );
    end component;

begin
    inst_Serializer: Serializer
        port map(
            input => input_t,
            display => display_t
        );
    input_t(0) <= not input_t(0) after 10 ns;
    input_t(1) <= not input_t(1) after 20 ns;
    input_t(2) <= not input_t(2) after 40 ns;
    input_t(3) <= not input_t(3) after 80 ns;
end;
```

5.10. Selector.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity Selector is
    generic(
        N: natural := 2;
        M: natural := 4
    );
    port(
        sel: in std_logic_vector(N-1 downto 0);
        output: out std_logic_vector(M-1 downto 0)
    );
end;

architecture Beh of Selector is
begin
    process(sel)
        variable sel_aux: natural;
    begin
        sel_aux := to_integer(unsigned(sel));
        output <= (others => '1');
        output(sel_aux) <= '0';
    end process;
end;
```

5.11. Selector_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_Selector is
end;

architecture test_SelDisplay of test_Selector is
    signal sel_t: std_logic_vector(1 downto 0) := "00";
    signal output_t: std_logic_vector(3 downto 0);

    component Selector is
        generic(
            N: natural := 2;
            M: natural := 4
        );
        port(
            sel: in std_logic_vector(N-1 downto 0);
            output: out std_logic_vector(M-1 downto 0)
        );
    end component;

begin
    inst_Selector: Selector
        port map(
            sel => sel_t,
            output => output_t
        );
    sel_t(0) <= not sel_t(0) after 10 ns;
    sel_t(1) <= not sel_t(1) after 20 ns;
end;
```


5.12. CounterNb.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity CounterNb is
    generic(
        N: natural := 2
    );
    port(
        clk: in std_logic;
        en: in std_logic;
        cuenta: out std_logic_vector(N-1 downto 0)
    );
end;

architecture Beh of CounterNb is
begin
    process(clk)
        variable cuenta_aux: unsigned(N-1 downto 0) := (others => '0');
        variable comparador: unsigned(N-1 downto 0) := (others => '1');
        variable rst: std_logic := '0';
    begin
        if en = '1' and rising_edge(clk) then
            if rst = '1' then
                cuenta_aux := (others => '0');
                rst := '0';
            else
                cuenta_aux := cuenta_aux + 1;
                if cuenta_aux = comparador then
                    rst := '1';
                end if;
            end if;
        end if;
        cuenta <= std_logic_vector(cuenta_aux);
    end process;
end;
```

5.13. CounterNb_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_CounterNb is
end;

architecture beh of test_CounterNb is
    signal clk_t: std_logic := '0';
    signal en_t: std_logic := '1';
    signal cuenta_t: std_logic_vector(3 downto 0);

    component CounterNb is
        generic(
            N: natural := 2
        );
        port (
            clk: in std_logic;
            en: in std_logic;
            cuenta: out std_logic_vector(N-1 downto 0)
        );
    end component;

begin
    inst_CounterNb: CounterNb
        generic map(
            N => 4
        )
        port map(
            clk => clk_t,
            en => en_t,
            cuenta => cuenta_t
        );
    clk_t <= not clk_t after 10 ns;
end;
```

5.14. DisplayController.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity DisplayController is
    port(
        clk: in std_logic;
        bcd: in std_logic_vector(15 downto 0);
        sel_display: out std_logic_vector(3 downto 0);
        display: out std_logic_vector(7 downto 0)
    );
end;

architecture Beh of DisplayController is
    signal clk_aux: std_logic;
    signal en_aux: std_logic;
    signal sel_aux: std_logic_vector(1 downto 0);
    signal bcd_out_aux: std_logic_vector(3 downto 0);
    signal sel_display_aux: std_logic_vector(3 downto 0);
    signal display_aux: std_logic_vector(7 downto 0);
    signal input_mux_aux: std_logic_vector(15 downto 0);

    component GenEna is
        generic(
            N: natural := 17;
            M: natural := 1
        );
        port(
            clk: in std_logic;
            en: out std_logic
        );
    end component;

    component CounterNb is
        generic(
            N: natural := 2
        );
        port(
            clk: in std_logic;
            en: in std_logic;
            cuenta: out std_logic_vector(N-1 downto 0)
        );
    end component;

    component Mux is
        generic(
            inputs: natural := 16;
            data_bus: natural := 4;
            sel_length: natural := 2
        );
        port(
            input: in std_logic_vector(inputs-1 downto 0);
            sel: in std_logic_vector(sel_length-1 downto 0);
            output: out std_logic_vector(data_bus-1 downto 0)
        );
    end component;

    component Selector is
```

```
        generic(
            N: natural := 2;
            M: natural := 4
        );
    port (
        sel: in std_logic_vector(N-1 downto 0);
        output: out std_logic_vector(M-1 downto 0)
    );
end component;

component Serializer is
    port (
        input: in std_logic_vector(3 downto 0);
        display: out std_logic_vector(7 downto 0)
    );
end component;

begin

    clk_aux <= clk;
    input_mux_aux <= bcd;
    display <= display_aux;
    sel_display <= sel_display_aux;

    inst_GenEna: GenEna
        generic map(
            N => 17,
            M => 1
        )
        port map(
            clk => clk_aux,
            en => en_aux
        );

    inst_CounterNb: CounterNb
        port map(
            clk => clk_aux,
            en => en_aux,
            cuenta => sel_aux
        );

    inst_Mux: Mux
        port map(
            input => input_mux_aux,
            sel => sel_aux,
            output => bcd_out_aux
        );

    inst_Selector: Selector
        port map(
            sel => sel_aux,
            output => sel_display_aux
        );

    inst_Serializer: Serializer
        port map(
            input => bcd_out_aux,
            display => display_aux
        );

end;
```

5.15. DisplayController_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_DisplayController is
end;

architecture test_DisplayController of test_DisplayController is
    signal clk_t: std_logic := '0';
    signal bcd_t: std_logic_vector(15 downto 0);
    signal display_t: std_logic_vector(7 downto 0);
    signal sel_display_t: std_logic_vector(3 downto 0);
    signal cuenta_aux: unsigned(15 downto 0) := B"0000_0000_0000_0000";

    component DisplayController is
        port (
            clk: in std_logic;
            bcd: in std_logic_vector(15 downto 0);
            sel_display: out std_logic_vector(3 downto 0);
            display: out std_logic_vector(7 downto 0)
        );
    end component;

begin
    inst_DisplayController: DisplayController
        port map(
            clk => clk_t,
            bcd => bcd_t,
            sel_display => sel_display_t,
            display => display_t
        );
    clk_t <= not clk_t after 10 ns;
    bcd_t <= std_logic_vector(cuenta_aux);
    cuenta_aux <= (cuenta_aux + 1) after 10 ms;
end;
```

5.16. Counter.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity Counter is
    port(
        clk: in std_logic;
        rst: in std_logic;
        sel_display: out std_logic_vector(3 downto 0);
        display: out std_logic_vector(7 downto 0)
    );

    attribute loc: string;

    attribute loc of clk: signal is "B8";
    attribute loc of rst: signal is "B18";
    attribute loc of sel_display: signal is "F15_C18_H17_F17";
    attribute loc of display: signal is "C17_H14_J17_G14_D16_D17_F18_L18";

end;

architecture Beh of Counter is
    signal clk_aux: std_logic;
    signal rst_aux: std_logic;
    signal en_aux: std_logic_vector(4 downto 0);
    signal bcd_aux: std_logic_vector(15 downto 0);
    signal sel_display_aux: std_logic_vector(3 downto 0);
    signal display_aux: std_logic_vector(7 downto 0);

    component BCD is
        port(
            clk: in std_logic;
            rst: in std_logic;
            en: in std_logic;
            cuenta: out std_logic_vector(3 downto 0);
            flag: out std_logic
        );
    end component;

    component DisplayController is
        port(
            clk: in std_logic;
            bcd: in std_logic_vector(15 downto 0);
            sel_display: out std_logic_vector(3 downto 0);
            display: out std_logic_vector(7 downto 0)
        );
    end component;

    component GenEna is
        generic(
            N: natural := 25;
            M: natural := 2
        );
        port(
            clk: in std_logic;
            en: out std_logic
        );
    end component;
```

```
begin
    clk_aux <= clk;
    rst_aux <= rst;
    display <= display_aux;
    sel_display <= sel_display_aux;

    inst_GenEna: GenEna
        port map(
            clk => clk_aux,
            en => en_aux(0)
        );

    bcd_i :
    for i in 0 to 3 generate

        inst_BCD: BCD
            port map(
                clk => clk_aux,
                rst => rst_aux,
                en => en_aux(i),
                cuenta => bcd_aux(i*4+3 downto i*4),
                flag => en_aux(i+1)
            );

    end generate;

    inst_DisplayController: DisplayController
        port map(
            clk => clk_aux,
            bcd => bcd_aux,
            sel_display => sel_display_aux,
            display => display_aux
        );

end;
```

5.17. Counter_test.vhd

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;

entity test_Counter is
end;

architecture test_Counter of test_Counter is
    signal clk_t: std_logic := '0';
    signal rst_t: std_logic := '1';
    signal display_t: std_logic_vector(7 downto 0);
    signal sel_display_t: std_logic_vector(3 downto 0);

    component Counter is
        port(
            clk: in std_logic;
            rst: in std_logic;
            sel_display: out std_logic_vector(3 downto 0);
            display: out std_logic_vector(7 downto 0)
        );
    end component;

begin
    inst_Counter: Counter
        port map(
            clk => clk_t,
            rst => rst_t,
            sel_display => sel_display_t,
            display => display_t
        );
    rst_t <= '0' after 20 ns;
    clk_t <= not clk_t after 10 ns;
end;
```