



## SWE-350 Design Report Template

<b>Topic:</b>	<i>Topic 4: C Programming Language: Memory Management, Arrays, Structures and Pointers</i>																																															
<b>Date:</b>	<i>10/15/25</i>																																															
<b>Revision:</b>	<i>1.0</i>																																															
<b>Milestone Summary:</b>	<table><thead><tr><th>User Story / Task</th><th>Hours Worked</th><th>Hours Remaining</th></tr></thead><tbody><tr><td>Complete Design Report</td><td><i>12</i></td><td><i>0</i></td></tr><tr><td><i>Implement HPS-to-FPGA Verilog</i></td><td><i>2</i></td><td><i>10</i></td></tr><tr><td><i>Implement I2S Communication Verilog</i></td><td><i>3</i></td><td><i>12</i></td></tr><tr><td><i>Complete HPS logic, implement stub methods pseudocode</i></td><td><i>5</i></td><td><i>20</i></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr></tbody></table>			User Story / Task	Hours Worked	Hours Remaining	Complete Design Report	<i>12</i>	<i>0</i>	<i>Implement HPS-to-FPGA Verilog</i>	<i>2</i>	<i>10</i>	<i>Implement I2S Communication Verilog</i>	<i>3</i>	<i>12</i>	<i>Complete HPS logic, implement stub methods pseudocode</i>	<i>5</i>	<i>20</i>																														
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<b>GIT URL:</b>	<i><a href="https://github.com/nolantuttle/DE10AudioGame">https://github.com/nolantuttle/DE10AudioGame</a></i>																																															

# Design Documentation

## General Technical Approach:

This project is an audio-based memory game running on Intel's SoC FPGA platform. Running on the DE10 Standard embedded board, it maps the four buttons to four unique audio samples and generates a sequence of these audio samples to play from the WM8731 audio codec through the line out port on the board. The goal of the player is to press the buttons which are mapped to the four audio samples to generate the same sequence of audio samples outputted by the board, with each round the sequence will increment by 1, increasing difficulty of the game. By utilizing both the Hard Processing System (HPS) and FPGA fabric, the application delivers a responsive interaction that combines audio, button input, and hex display feedback.

The HPS is responsible for executing the game logic features of this application. For example, the audio sample sequence generation/randomization as well as keeping track of sequence length. The HPS will check to see if the user's button input is correct and matches the sequence, if not it is also responsible for resetting the game upon failure. The HPS communicates the audio samples to play over the lightweight AXI bridge into the FPGA's memory mapped I/O.

Audio output is configured using an I<sup>2</sup>C line connected to the FPGA and HPS, although the HPS only is responsible for the actual configuration. The output is set to operate in 16-bit I<sup>2</sup>S mode at 48 kHz so that it is prepared for audio input from the FPGA over I<sup>2</sup>S. The audio codec functions in slave mode, allowing the clock cycles to be set by the FPGA through its VLSI logic. Game progress and feedback such as current sequence length is displayed on the hex display.

Development of HPS logic such as '.c' files was performed using Visual Studio Code, while compilation, linking, and running occurs through a Makefile-based build system. The structure of the project is modular and separated into sections in the filesystem as shown in *Figure 10*.

## System Design

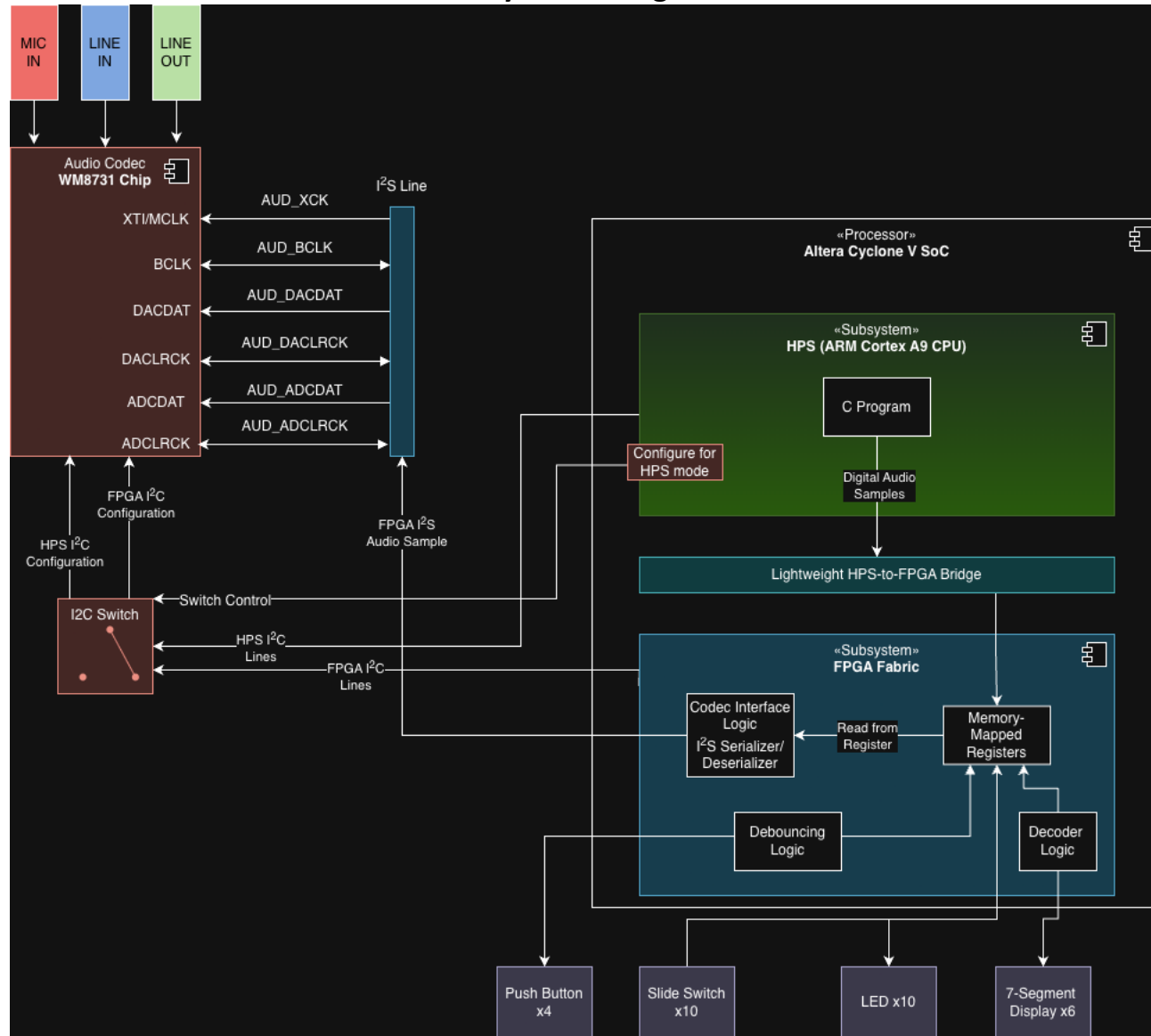


Figure 1: System Design – UML Component Diagram

## Application Design



Figure 2: Application Design – HPS Logic Diagram

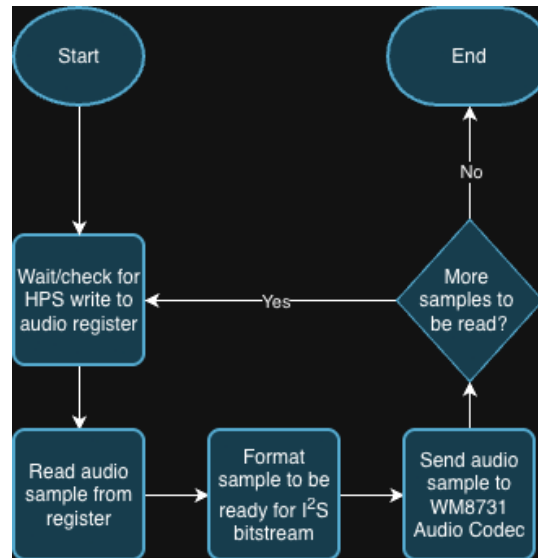


Figure 3: Application Design – FPGA Logic Diagram

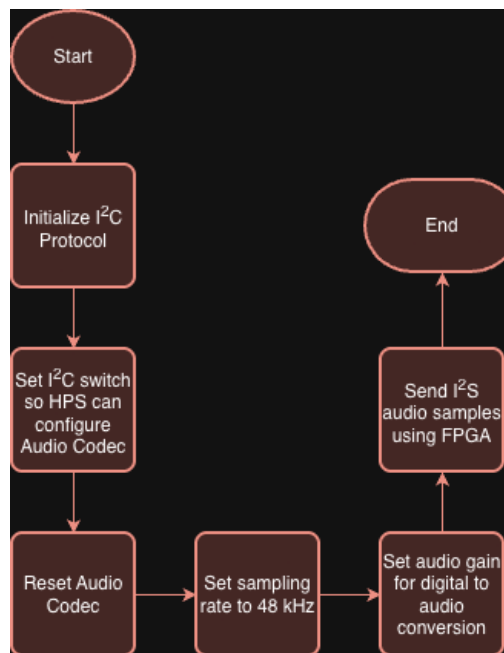


Figure 4: Application Design – Audio Codec I²C Configuration Logic

```

START
// Initialize all hardware
Init_hardware()
Configure_codec(bit_depth, sampling_rate, gain)

// Game tracking variables
Sequence = []
Pattern_length = 1
Game_over = FALSE

    WHILE !(Game_over)

        New_sample = generate_sample()
        Sequence.append(new_sample)

        FOR sample IN Sequence
            Sample_to_FPGA(sample)
            Wait_for_playback()
        END FOR
        // User input
        FOR num IN pattern_length
            Input = read_button()
            If(Input != sequence[num])
                Game_over = TRUE
                BREAK
            END IF
        END FOR

        IF NOT Game_over
            Pattern_length+=1
        END IF
    END WHILE

    Game_complete_display()
END

```

*Figure 5: Application Design – Main Application Logic Pseudocode*

## VLSI Design

```
Module hps_to_fpga ( // This is for using the HPS to write to the FPGA registers for left and right audio
    Input clk, // FPGA system clock
    Input rst, // For reset
    Input [15:0] hps_sample_left, // Audio sample for the left channel, 16-bit
    Input [15:0] hps_sample_right, // Audio sample for the right channel, 16-bit
    Input hps_data_ready, // Flag from HPS for when new data is ready
    Output reg [15:0] sample_left, // Current sample register to be sent for left side
    Output reg [15:0] sample_right, // Current sample register to be sent for right side
    Output reg sample_ready // Signal for I2S module that new data is ready
);

    Always @(posedge clk or posedge rst) begin // This executes when on the rising edge of the clock
                                                // Or when the reset goes high, acting as a flip-flop

        If(rst) begin // If reset is high, set everything to zero and clear sample_ready
            Sample_left <= 16'b0
            Sample_right <= 16'b0
            Sample_ready <= 1'b0
        End
        Else if (hps_data_ready) begin
            Sample_left <= hps_sample_left
            Sample_right <= hps_sample_right
            Sample_ready <= 1'b1
        End
        Else begin
            Sample_ready <= 1'b0
        End
    End
Endmodule
```

Figure 6: VLSI Design – HPS to FPGA Register Write Verilog Logic Outline

```

Module i2s_transmission (
    Input clk, // FPGA clock
    Input rst, // For reset
    Input [15:0] sample_left, // Left side sample
    Input [15:0] sample_right, // Right side sample
    Input sample_ready // Flag for when the sample is ready
    Output reg i2s_sck, // Serial clock for audio codec
    Output reg i2s_ws, // Word select (left/right)
    Output reg i2s_sd // Serial audio data

    Reg [4:0] bit_count // 0-15 for 16-bit samples
    Reg [15:0] shift_register
    Reg current_channel // 0 for left, 1 for right

    Reg [7:0] sck_div // Clock divider counter (increments each time FPGA clock ticks)
                    // We use this to
    Always @(posedge clk or posedge rst) begin
        If(rst) sck_div <= 0
        Else sck_div <= sck_div + 1
    End
    Always @(posedge clk) i2s_sck <= sck_div[7] // Output clock frequency is <= frequency at sck_div[7]

    // We use the clock divider because the FPGA base clock is 50 MHz. Therefore, to set sampling rate
    // to the desired 48 kHz, we divide it down by a power of 2 each bit of sck_div, sck_div[4] is
    // approximately 1.56 MHz, where 1.536 MHz is the desired output frequency.
    // We get 1.536 MHz from the desired 48kHz sampling rate in the configuration, multiplied
    // by the 16 bit sample size and the 2 channels for left and right sides.

```



```

// This edge trigger logic is for shifting into the shift register
Always @(negedge i2s_sck or posedge rst) begin
    If (rst) begin // Reset condition
        bit_count <= 0;
        shift_register <= 16'b0;
        current_channel <= 0;
        i2s_ws <= 0;
        i2s_sd <= 0;

    End

    Else begin
        If (bit_cnt == 0) begin
            // Load new sample at start of channel
            Shift_reg <= current_channel ? sample_right : sample_left;
            I2s_ws <= current_channel;
            Current_channel <= ~current_channel;
        End
        Else begin
            // Shift out next bit
            Shift_register <= {shift_register[14:0], 1'b0};
        End
        i2s_sd <= shift_register[15];
        Bit_count <= (bit_count + 1) % 16;
    End
End
Endmodule

```

*Figure 7: VLSI Design – I2S Line Data Transmission Verilog Logic Outline*

### Risks and Issues:

Risk/Issue	Description	Impact	Likelihood	Priority	Mitigation
Timing Mismatch	Because we are setting the clock rate for the codec using the clock division method (shown above in <i>Figure 7</i> ), the FPGA clock division might not match the sample rate needed for the codec.	High	Medium	High	Adjust the FPGA clock division in the FPGA Verilog logic.
HPS and FPGA out of sync	The FPGA must be configured in such a way that the HPS only sends data when it is ready to receive data in its registers. There is a risk that these are not in sync with each other and data is sent when FPGA is not ready.	High	Low	Medium	Use a handshaking method between HPS and FPGA, something like the flag <code>hps_data_ready</code> in the Verilog logic above ( <i>Figure 6</i> ).
System Complexity	The audio I2S pipeline from the C program on the HPS to the audio codec is highly complex, so there is a risk of faulty system design resulting in functional issues or system failure.	High	High	High	Mirror existing official documentation from Terasic, conduct extensive research on communication protocols like I2S and I2C, as well as the WM8731 audio codec.
Codec Misconfiguration	When configuring the audio codec over I2C	High	Low	Medium	Validate the correct register writes

	using the HPS, an incorrect configuration (wrong sampling rate, gain, etc.) (see <i>Figure 4</i> ), can cause prevented audio output.				happen over I2C, test with a known audio codec configuration.
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### Other Documentation

One important aspect to understand about the I<sup>2</sup>S communication between the FPGA and the audio codec chip in this project is that, unlike a system where the codec chip works as a master, determining the necessary clock cycles for itself, it is better in this application for the audio codec chip to be in slave configuration, letting the FPGA generate the necessary clocks. The two clocks here are the serial clock (sck) and word select (ws) pictured below in *Figure 8* and as used in the Verilog logic in *Figure 7*. *Figure 8* shows a block diagram for what the shift register that receives the audio data might look like with a master codec design. Note that the below diagram is a master configuration, not slave configuration.

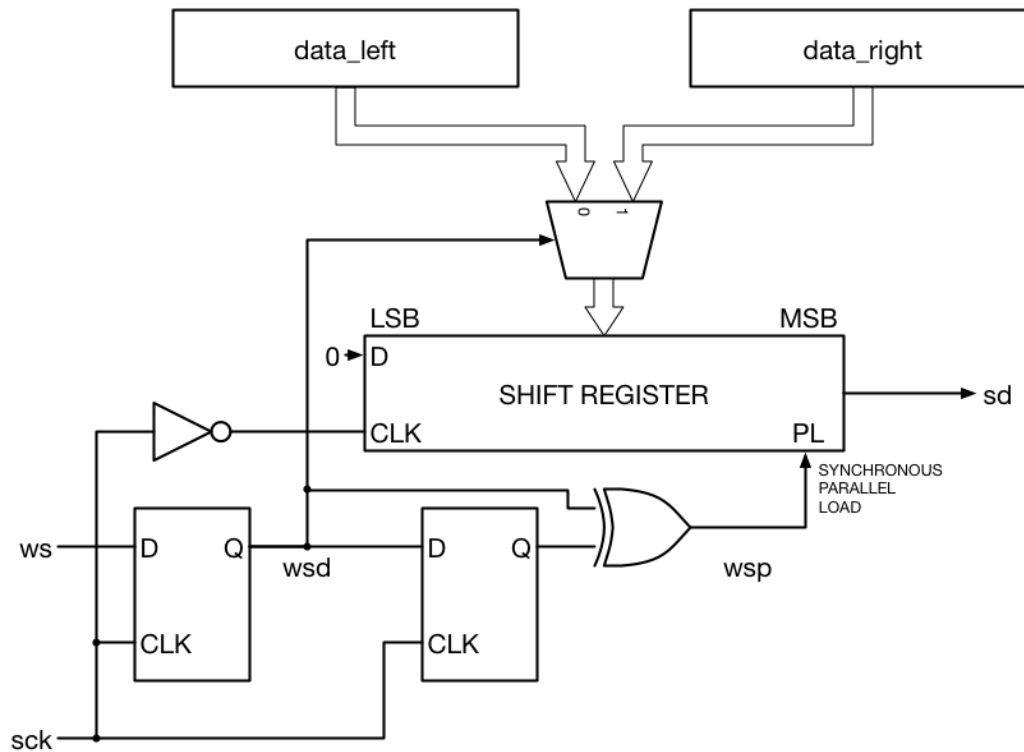


Figure 8: Traditional I2S transmitter block diagram. Reprinted from Beyond Circuits, "Tutorial 19: I2S Transmitter," <https://www.beyond-circuits.com/wordpress/tutorial/tutorial19/>.

Using a master configuration as shown above in this embedded application could result in inaccurate audio samples because there is a risk of generating inaccurate frequencies since it is handled by the codec. The bigger risk here, however, is synchronizing the FPGA clock with the WM8731 Codec clock. If the FPGA handles the clock generation, such as in a slave design, the FPGA has full control over timing, shown by the FPGA clock S\_AXIS\_ACLK shown in Figure 9. This makes it far easier to synchronize HPS audio sample writes to FPGA registers that will output audio, however the FPGA must generate accurate clocks. This is an important distinction because it affects the Verilog significantly; the FPGA must generate clocks and thus, requires modules that can help the system function in slave mode.

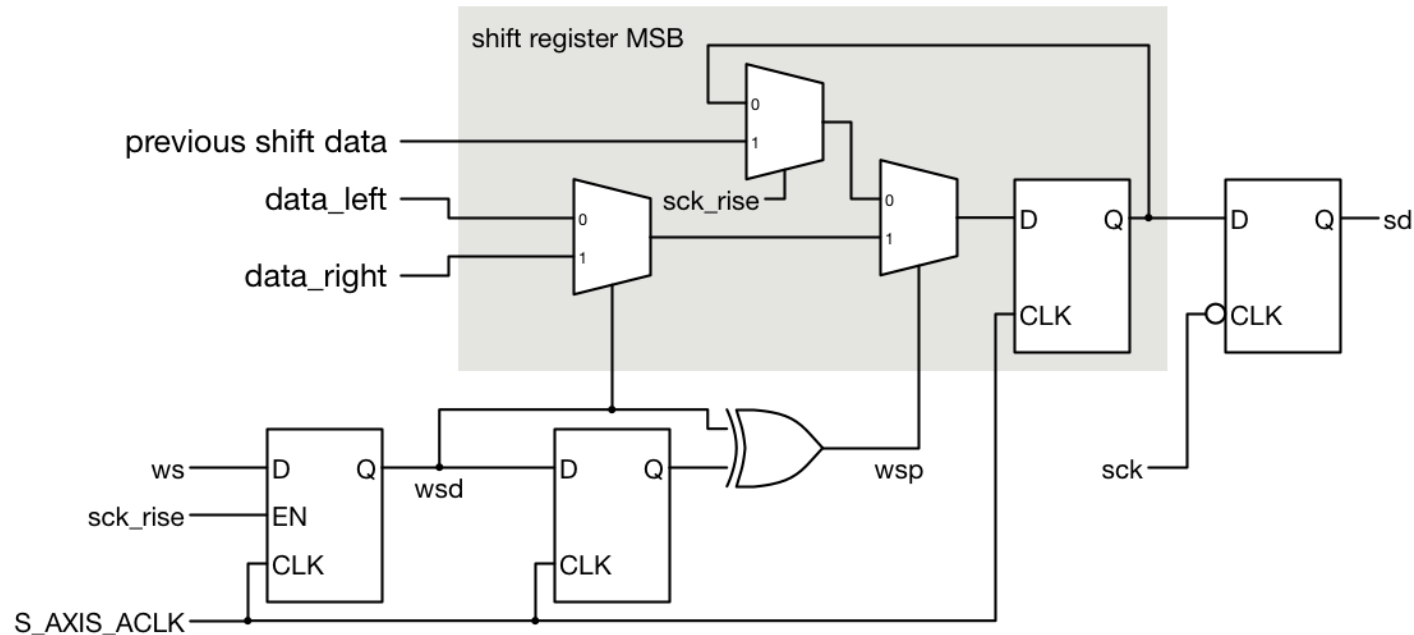


Figure 9: FPGA Clock I2S transmitter block diagram. Reprinted from Beyond Circuits, "Tutorial 19: I2S Transmitter," <https://www.beyond-circuits.com/wordpress/tutorial/tutorial19/>.

```
.
└─ audioGame/
    ├── src/
    │   ├── main.c
    │   ├── hps_audio.c
    │   └─ game_logic.c
    ├── include/
    │   ├── hal_api.h
    │   ├── hex_display.h
    │   ├── hps_audio.h
    │   ├── buttons.h
    │   └─ game_logic.h
    ├── lib/
    │   └─ address-map-arm.h
    ├── test/
    │   ├── test_audio.c
    │   └─ test_buttons.c
    ├── bin/
    │   └─ audioGame
    ├── obj/
    │   ├── buttons.o
    │   ├── game_logic.o
    │   ├── hal_api.o
    │   ├── hex-display.o
    │   ├── hps_audio.o
    │   └─ main.o
    └─ Makefile
```

Figure 10: File Tree Structure for Audio Game project

### **Reference**

Beyond Circuits. (n.d.). Tutorial 19: I2S Transmitter. Retrieved October 18, 2025, from <https://www.beyond-circuits.com/wordpress/tutorial/tutorial19/>