Lab 5

Digital Design and Computer Architecture: Full Adder

Fall 2019 Paul Kim Digital System Design

Reference and Resources:

- https://www.youtube.com/watch?v=isObSaq3Eg0&list=PLZax60ptwWrM9Suuj9t4ijlOE8J Blirl&i ndex=6&t=25s
- https://www.intel.com/content/dam/www/programmable/us/en/pdfs/literature/ug/ug_nios2_ custom_instruction.pdf
- https://m.blog.naver.com/PostView.nhn?blogId=no- &logNo=220766580401&proxyReferer=https%3A%2F%2Fwww.google.com%2F
- https://blog.naver.com/no- -/220766580401
- https://blog.csdn.net/yinghuanhuan/article/details/80079083
- https://www.terasic.com.tw/cgi-bin/page/archive.pl?Language=English&CategoryNo=163&No=529&PartNo=5
- https://www.renesas.com/us/en/support/technical-resources/engineer-school/mcu-01-basic-structure-operation.html
- http://hardwarebee.com/adding-a-cpu-to-your-fpga-design-tutorial/

Lab Goal: Designing System on chip (SOC). Learning that one can easily design his own soft CPU or processing unit inside built in hardware that can handle any task as long as you could design the code

Lab Requirement:

- Design a calculator that can intake two inputs (0~9) and output the calculation result onto 2 seven-segment LED display
- The 2 inputs calculation must be done in the MCU not FPGA
- Use switch on the FPGA to write the data onto register of the MCU and able to read from the register of the MCU using C/C++ code
- Use LED display to show the result

My Design:

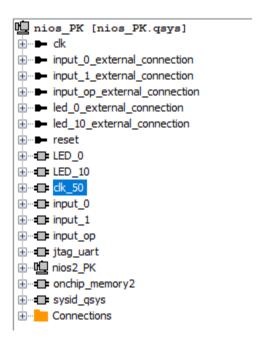
- I've used 2 four-bits inputs because the DE2-115 board has only 18 switches. I needed at least 20 switches for 2 inputs because each input is range from 0 to 9. So I've used sw[0]-sw[3] for first input and sw[4]-sw[7] for second input
- The alu operation input has 4 combinations that can be implemented in 2bits input. 00 for addition. 01 for subtraction. 10 for multiplication. 11 for division. sw[8]-sw[9] were used.
- The result LED was used to HEX[0] for first digit and HEX[1] for second digit. Each HEX required 7 bits. Therefore the total output bits were 14bits long. At beginning, I've used <u>one</u> 14 bits long LED output. But due to my design implementation, I had to divided to two 7 bits long LED output
- Reset button was key[0] that can be considered as equal sign. Whenever reset button is triggered, my C program inside the MCU which does the calculation, resets itself and goes back to main function. Therefore, triggering the reset button recalculates new values of the two inputs
- The default clock frequency for nios ii processor which connects all the component of the MCU (PIO, on chip memory, etc) was 50MHz. After some research the manual had signal name Clock 50 which was exact fit for 50MHz clock input. The FPGA Pin no. was 'PIN Y2'
- All reading and writing and calculation and LED 7 segment decoding were done inside the MCU (c language coding).

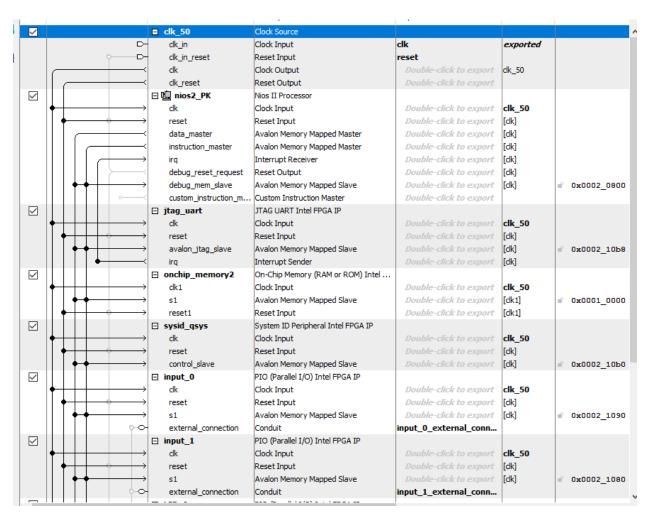
My mcu implementation:

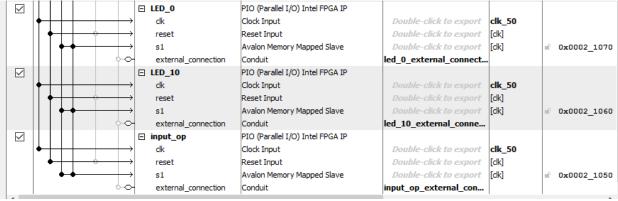
Using Quartus 18.1 Lite software:

After the creation of new project, I've used platform designer (qsys) to add mcu called 'nios2_PK'.

Inside the mcu:







After the nios ii creation, the software gave me verilog code that maps all the components of the mcu:

```
You can copy the example HDL below to declare an instance of nios_PK.

HDL Language: Verilog \( \)

Example HDL

\[
\text{nios_PK u0 (} \)
\text{.input_0_external_connection_export} \)
\text{.input_1_external_connection_export} \)
\text{.input_0_external_connection_export} \)
\text{.connected_to_led_0_external_connection_export} \)
\text{.connected_to_led_10_external_connection_export} \]
\text{.connected_to_led_10_external_connection_export} \)
\text{.connected_to_led_10_external_connection_export} \]
\text{.connected_to_led_10_external_connection_export} \]
\text{.connected_10_external_connection_export} \]
\text{.connected_10_external_connection_export} \]
\text{.connected_10_external_connection_export} \]
\text{.connected_10_
```

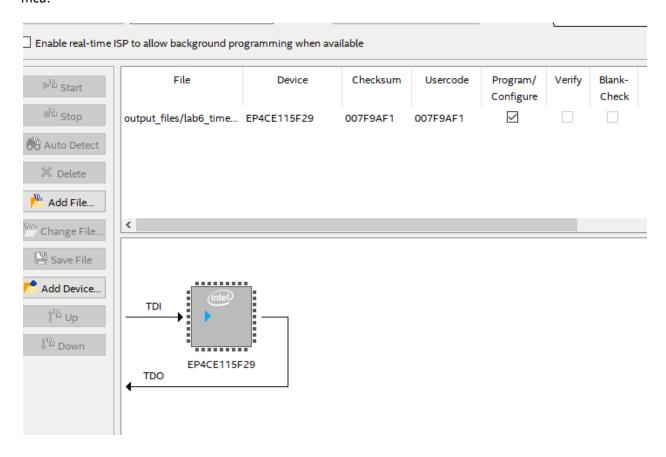
That I can use it to connect to my top entity module:

```
| Module miositop | Coutput logic [6:0] | LEDone, LEDten, //output LED first digit, second digit | Goutput logic [6:0] input0, input1, //two 4 bits input numbers that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 decimal digit //second 4bit number that that only accepts 0-9 de
```

Pin planner for the FPGA:

,						
LEDone[6]	Output	PIN_H22	6	B6_N0	PIN_H22	2.5 V
out LEDone[5]	Output	PIN_J22	6	B6_N0	PIN_J22	2.5 V
out LEDone[4]	Output	PIN_L25	6	B6_N1	PIN_L25	2.5 V
out LEDone[3]	Output	PIN_L26	6	B6_N1	PIN_L26	2.5 V
LEDone[2]	Output	PIN_E17	7	B7_N2	PIN_E17	2.5 V
LEDone[1]	Output	PIN_F22	7	B7_N0	PIN_F22	2.5 V
LEDone[0]	Output	PIN_G18	7	B7_N2	PIN_G18	2.5 V
LEDten[6]	Output	PIN_U24	5	B5_N0	PIN_U24	2.5 V
LEDten[5]	Output	PIN_U23	5	B5_N1	PIN_U23	2.5 V
LEDten[4]	Output	PIN_W25	5	B5_N1	PIN_W25	2.5 V
LEDten[3]	Output	PIN_W22	5	B5_N0	PIN_W22	2.5 V
LEDten[2]	Output	PIN_W21	5	B5_N1	PIN_W21	2.5 V
LEDten[1]	Output	PIN_Y22	5	B5_N0	PIN_Y22	2.5 V
LEDten[0]	Output	PIN_M24	6	B6_N2	PIN_M24	2.5 V
in_ altera_reserved_tck	Input				PIN_P5	2.5 V (default)
in_ altera_reserved_tdi	Input				PIN_P7	2.5 V (default)
altera_reserved_tdo	Output				PIN_P6	2.5 V (default)
in_ altera_reserved_tms	Input				PIN_P8	2.5 V (default)
clk50	Input	PIN_Y2	2	B2_N0	PIN_Y2	2.5 V
in_ input0[3]	Input	PIN_AD27	5	B5_N2	PIN_AD27	2.5 V
in_ input0[2]	Input	PIN_AC27	5	B5_N2	PIN_AC27	2.5 V
in_ input0[1]	Input	PIN_AC28	5	B5_N2	PIN_AC28	2.5 V
in_ input0[0]	Input	PIN_AB28	5	B5_N1	PIN_AB28	2.5 V
in_ input1[3]	Input	PIN_AB26	5	B5_N1	PIN_AB26	2.5 V
in_ input1[2]	Input	PIN_AD26	5	B5_N2	PIN_AD26	2.5 V
in_ input1[1]	Input	PIN_AC26	5	B5_N2	PIN_AC26	2.5 V
in_ input1[0]	Input	PIN_AB27	5	B5_N1	PIN_AB27	2.5 V
in_ inputop[1]	Input	PIN_AB25	5	B5_N1	PIN_AB25	2.5 V
in_ inputop[0]	Input	PIN_AC25	5	B5_N2	PIN_AC25	2.5 V
reset	Input	PIN_M23	6	B6_N2	PIN_M23	2.5 V
< <new node="">></new>						

The FPGA board must be programmed and be running before I've started to implement my code for the mcu:



Difficulty for implementing MCU:

I had a lot of difficulty because it was my first time using qsys and even making a SOC system. I've also wasted of a lot of time for misunderstanding error message such as:

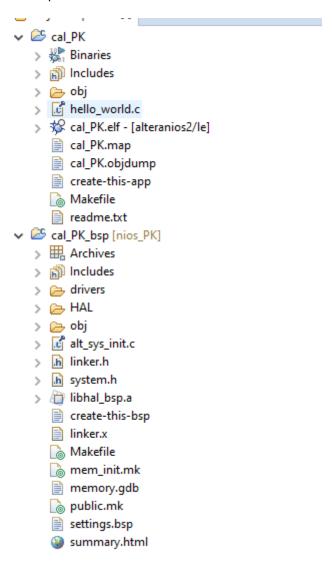
```
170048 Selected device has 432 RAM location(s) of type M9K. However, the current design needs more than 432 to successfully fit
171000 Can't fit design in device
Quartus Prime Fitter was unsuccessful. 2 errors, 9 warnings
293001 Quartus Prime Full Compilation was unsuccessful. 4 errors, 20 warnings
```

I've thought this message was telling me that my mcu on chip total memory was too small. But it was saying that the chip total memory was too big instead. And whenever I've kept increasing the memory, the qsys compilation took a long time I've tested upto 2^26 bytes (67108864 bytes) which took me more than 2 hours so I've later quit and found that the total memory should be smaller instead.

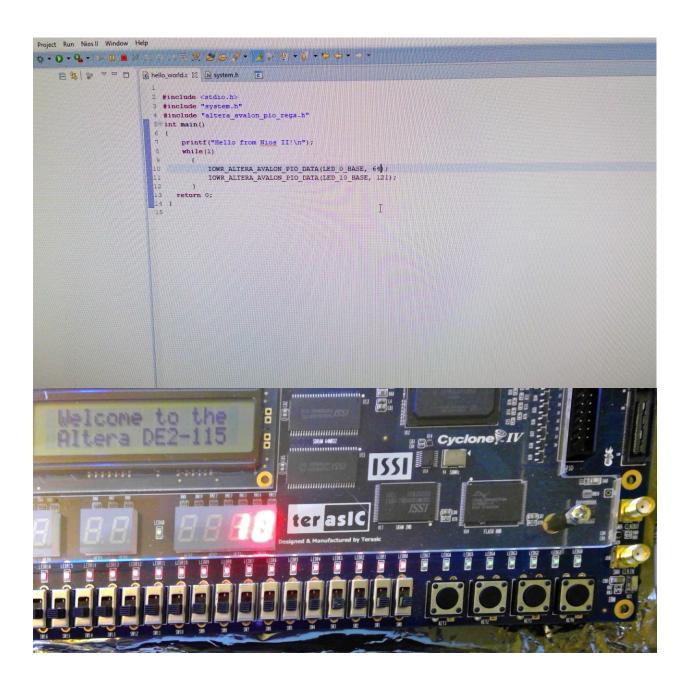
There was other software difficulties as well.

C code implementation:

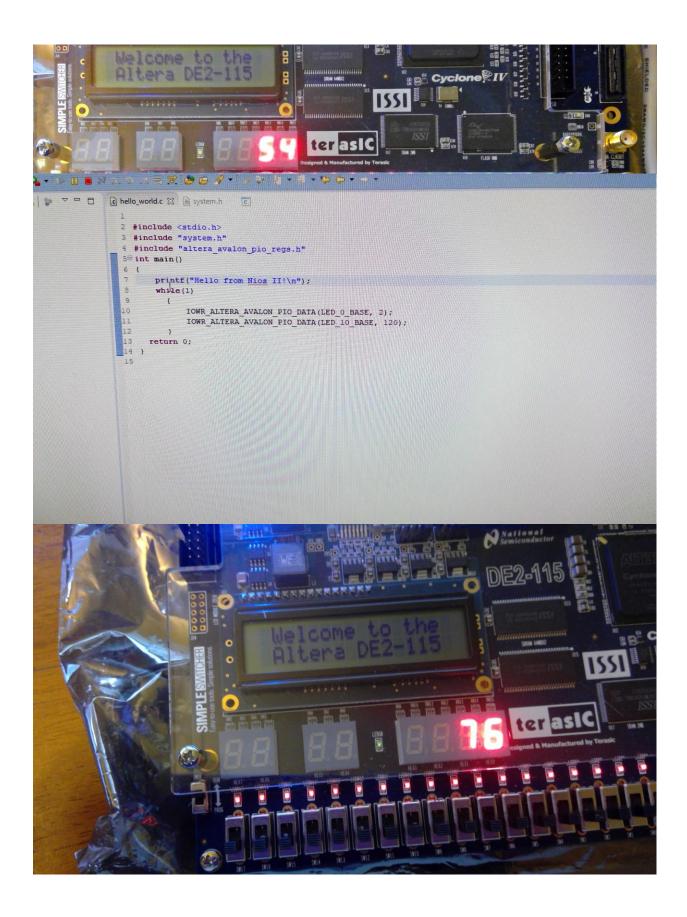
I've used the Hello world template that was given by the eclipsed which automatically setup my workspace that had all the libraries that I needed for my c code:

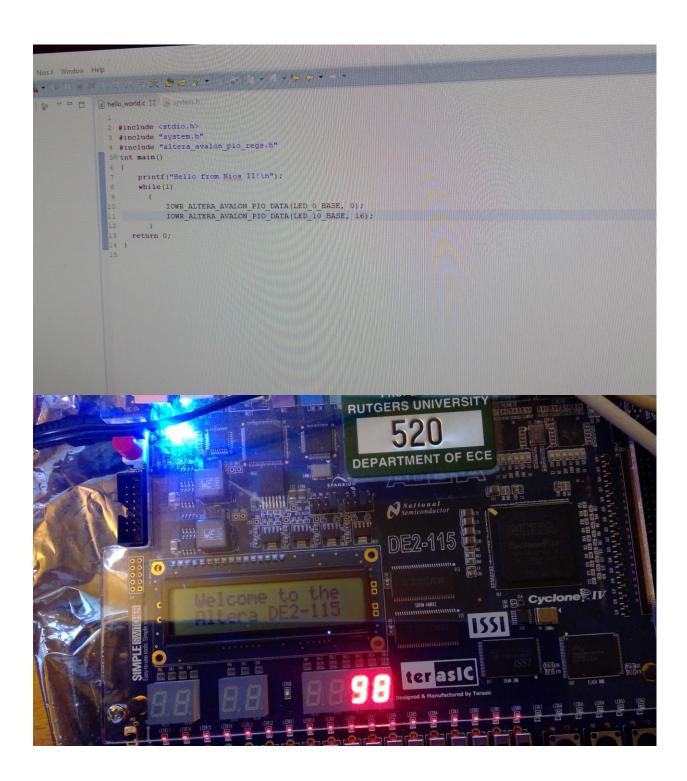


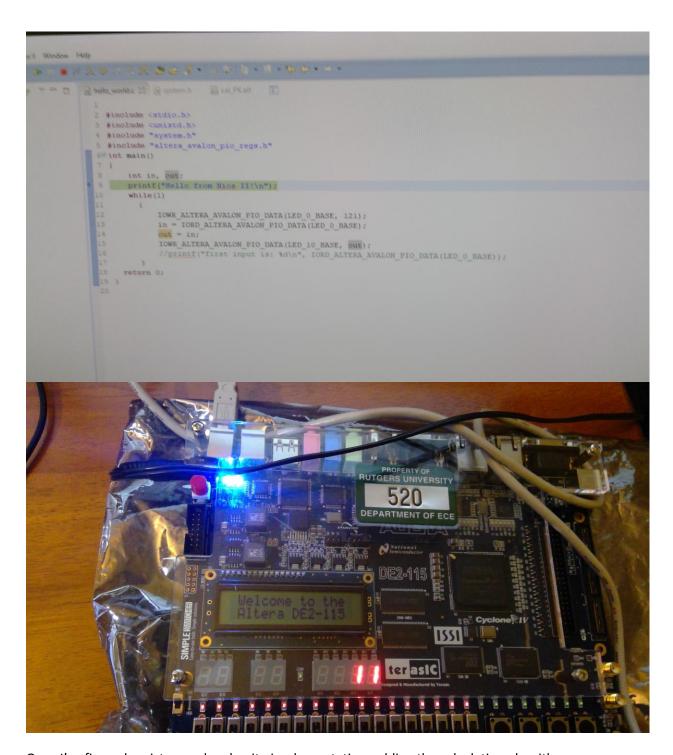
From there, I've tried to learn how to read and write mcu's register by implementing and testing every decimal numbers:



```
W
Nios II Window Help
- ID III = $19
   □ □ □ □ hello_world.c ♡ □ system h □
              2 #include <stdio.h>
               3 #include "system.h"
               4 #include "altera_avalon_pio_regs.h"
               5@ int main()
               6 (
                     printf("Hello from Nios II!\n"):
                      while(1)
                          IOWR ALTERA AVALON PIO DATA (LED 0_BASE, 36);
IOWR ALTERA AVALON PIO DATA (LED 10 BASE, 48);
                     return 0;
       Welcome to the
Altera DE2-115
Window Help
              □ ☐ hello_world.c 🛭 🖟 system.h
           2 #include <stdio.h>
           3 #include "system.h"
           4 #include "altera_avalon_pio_regs.h"
          50 int main()
           6 {
                  printf("Hello from Nios II!\n");
          7 8
                  while(1)
            9
                    -
                         IOWR_ALTERA_AVALON_PIO_DATA(LED_0_BASE, 25);
                    IOWR ALTERA AVALON PIO DATA (LED_10_BASE, 18);
           12
13
                 return 0;
           14 }
```







Once I've figured register read and write implementation, adding the calculation algorithm was easy.

Hello_world.c:

```
    hello_world.c 
    □

  2 #include <stdio.h>
  3 #include <unistd.h>
  4 #include "system.h"
  5 #include "altera avalon pio regs.h"
  6 int main()
  7 {
  8
        IOWR ALTERA AVALON PIO DATA (LED 0 BASE, 64);
  9
        IOWR ALTERA AVALON PIO DATA(LED_10_BASE, 64);
        int in0, in1, inalu; //inputs
 10
 11
        int out0, out10; //outputs
 12
        int result, result0, result10; //calculation result
 13
        printf("Hello from Nios II!\n");
 14
        //retriving input0, input1, inputop
 15
        in0 = IORD ALTERA AVALON PIO DATA(INPUT 0 BASE);
 16
        //any input greater than 9 is 9
 17
        if (in0 > 9) {
 18
            in0 = 9;
 19
        }
 20
        else {}
 21
        in1 = IORD ALTERA AVALON PIO DATA (INPUT 1 BASE);
 22
        //any input greater than 9 is 9
 23
        if (in1 > 9) {
 24
            in1 = 9;
 25
        }
 26
        else {}
 27
        inalu = IORD ALTERA AVALON PIO DATA(INPUT OP BASE);
28
29
       //calculation
30
       switch (inalu)
31
           {
32
               case 0: //add
33
                   result = in0 + in1;
34
                   break;
35
               case 1: //subtract
36
                   result = in0 - in1;
37
                   break;
38
               case 2: //multiply
39
                   result = in0 * in1;
40
                   break;
41
               case 3: //divide
42
                   result = in0 / in1;
43
                   break;
44
               default:
45
                   break;
46
           }
47
48
       result0 = result % 10; //result one decimal integer
49
       result10 = result / 10; //result ten decimal integer
50
```

```
50
51
       //decoding one decimal digit of the calculation into seven segment integer
52
       switch (result0)
53
54
                       case 0:
55
                           out0 = 64;
56
                           break;
57
                       case 1:
58
                           out0 = 121;
59
                           break;
60
                      case 2:
                           out0 = 36;
61
62
                           break;
63
                      case 3:
                           out0 = 48;
64
65
                           break;
66
                      case 4:
67
                           out0 = 25;
68
                          break;
69
                      case 5:
70
                           out0 = 18;
71
                          break;
72
                      case 6:
73
                           out0 = 2;
74
                           break;
75
                      case 7:
76
                           out0 = 120;
77
                           break;
78
                       case 8:
79
                           out0 = 0;
80
                           break;
81
                   // anything greater than and equal to 9 is 9 seven segment decoded integ
82
                      default:
83
                           out0 = 16;
84
                  }
```

```
86
       switch (result10)
87
88
                      case 0:
89
                          out10 = 64;
90
                          break;
91
                      case 1:
                          out10 = 121;
92
93
                          break;
94
                      case 2:
95
                          out10 = 36;
96
                          break;
97
                      case 3:
98
                          out10 = 48;
99
                          break;
                      case 4:
                          out10 = 25;
01
.02
                          break;
                      case 5:
04
                          out10 = 18;
.05
                          break;
06
                      case 6:
07
                          out10 = 2;
.08
                          break;
09
                      case 7:
10
                          out10 = 120;
11
                          break;
12
                      case 8:
13
                          out10 = 0;
14
                          break;
15
                   // anything greater than and equal to 9 is 9 seven segment decoded integ
16
                      default:
17
                          out10 = 16;
18
120
             IOWR_ALTERA_AVALON_PIO_DATA(LED_0_BASE, out0);
             IOWR ALTERA AVALON PIO DATA (LED 10 BASE, out10);
121
122
123
             return 0;
124 }
125
```

Few key marks of my codes:

- Any input greater than 9 was changed to 9
- LED seven segment decoded by using:

```
4'b0000: LEDPin=7'b10000000; // 0 -> 64
4'b0001: LEDPin=7'b1111001; // 1 -> 121
4'b0010: LEDPin=7'b0100100; // 2 -> 36
4'b0011: LEDPin=7'b0110000; // 3 -> 48
4'b0100: LEDPin=7'b0011001; // 4 -> 25
4'b0101: LEDPin=7'b0010010; // 5 -> 18
4'b0110: LEDPin=7'b0000010; // 6 -> 2
4'b0111: LEDPin=7'b1111000; // 7 -> 120
4'b1000: LEDPin=7'b0000000; // 8 -> 0
4'b1001: LEDPin=7'b0010000; // 9 -> 16;
endcase
```