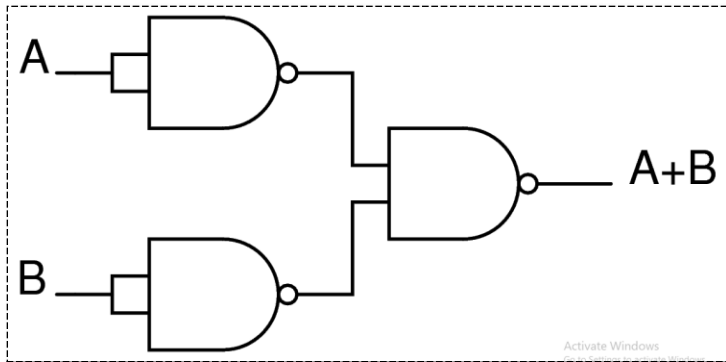


QUARTUS DESIGN FLOW

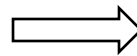
28th July 2022, Digital Systems Lab



DIGITAL SYSTEMS LAB

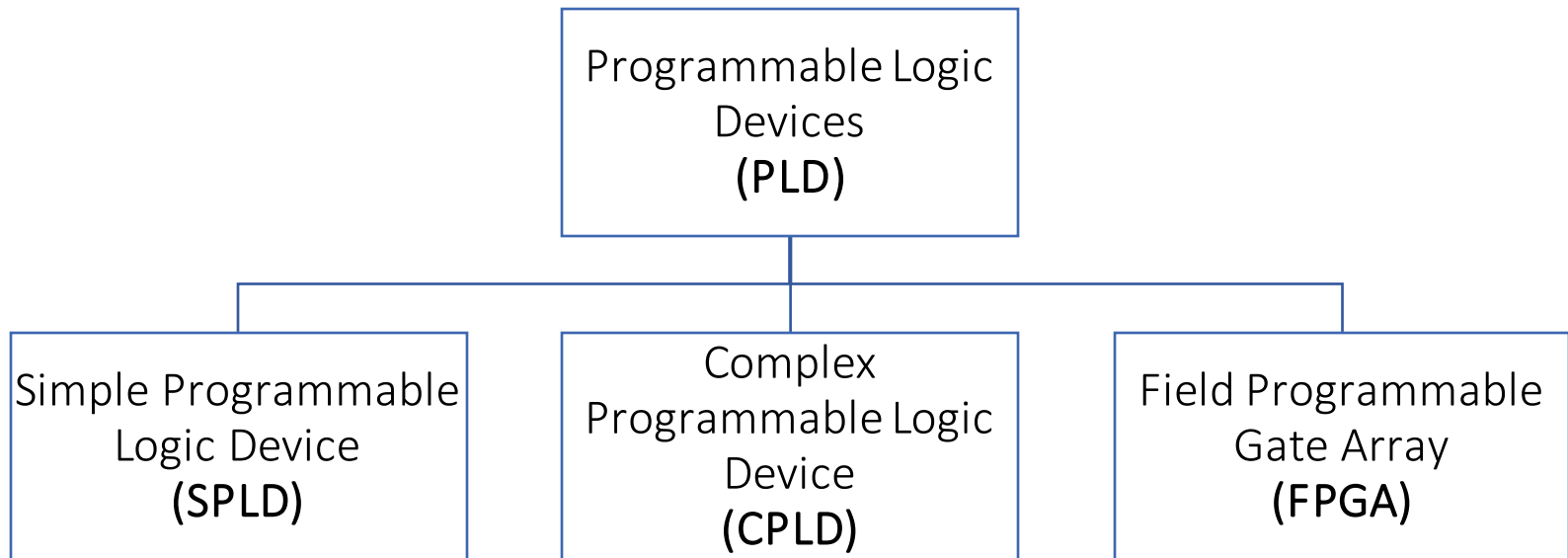


Digital Circuit

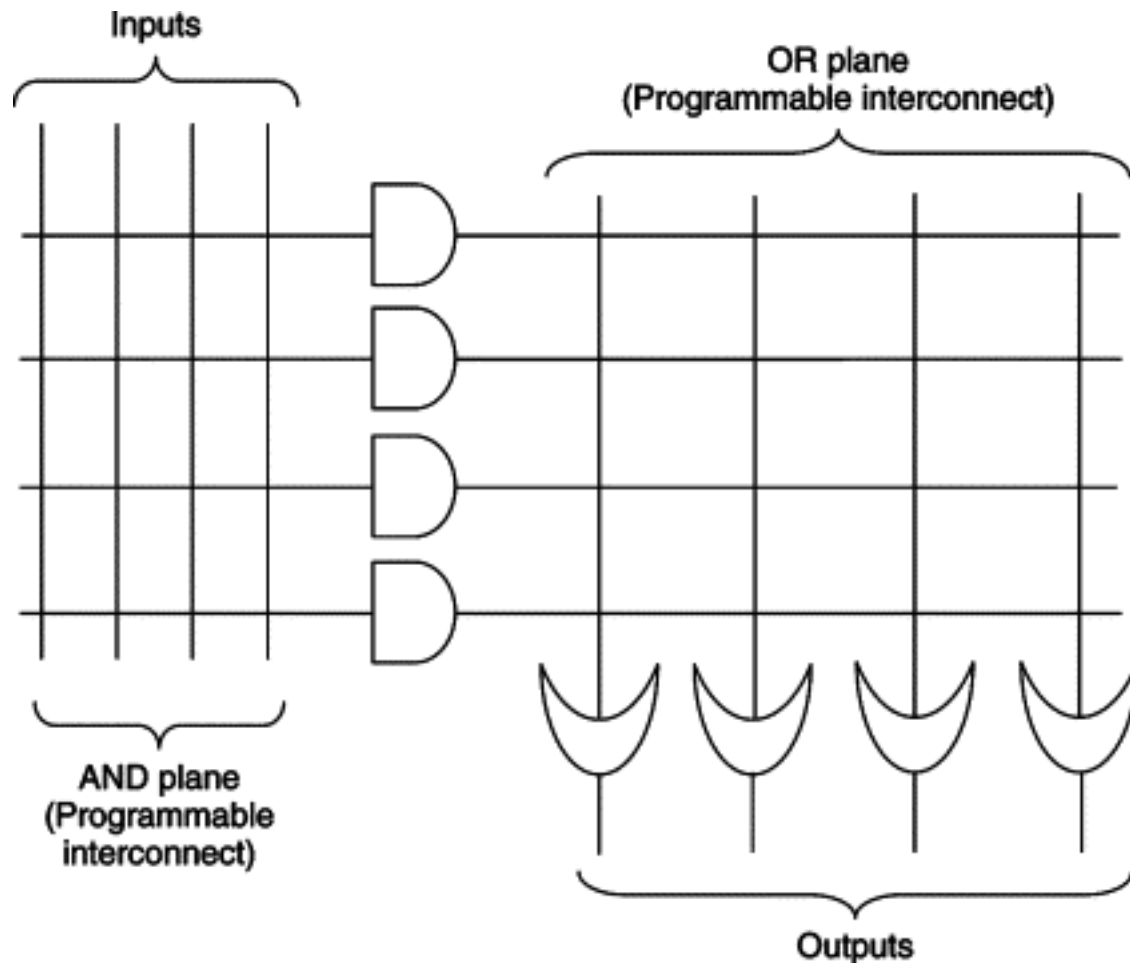


Hardware Implementation
on FPGA

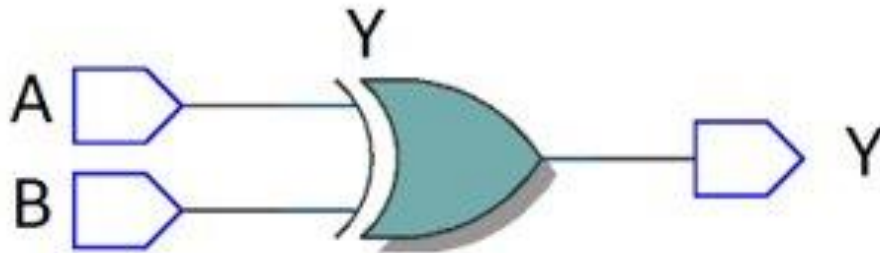
PROGRAMMABLE LOGIC DEVICE



PROGRAMMABLE LOGIC ARRAY



HALF ADDER SUM USING LUT



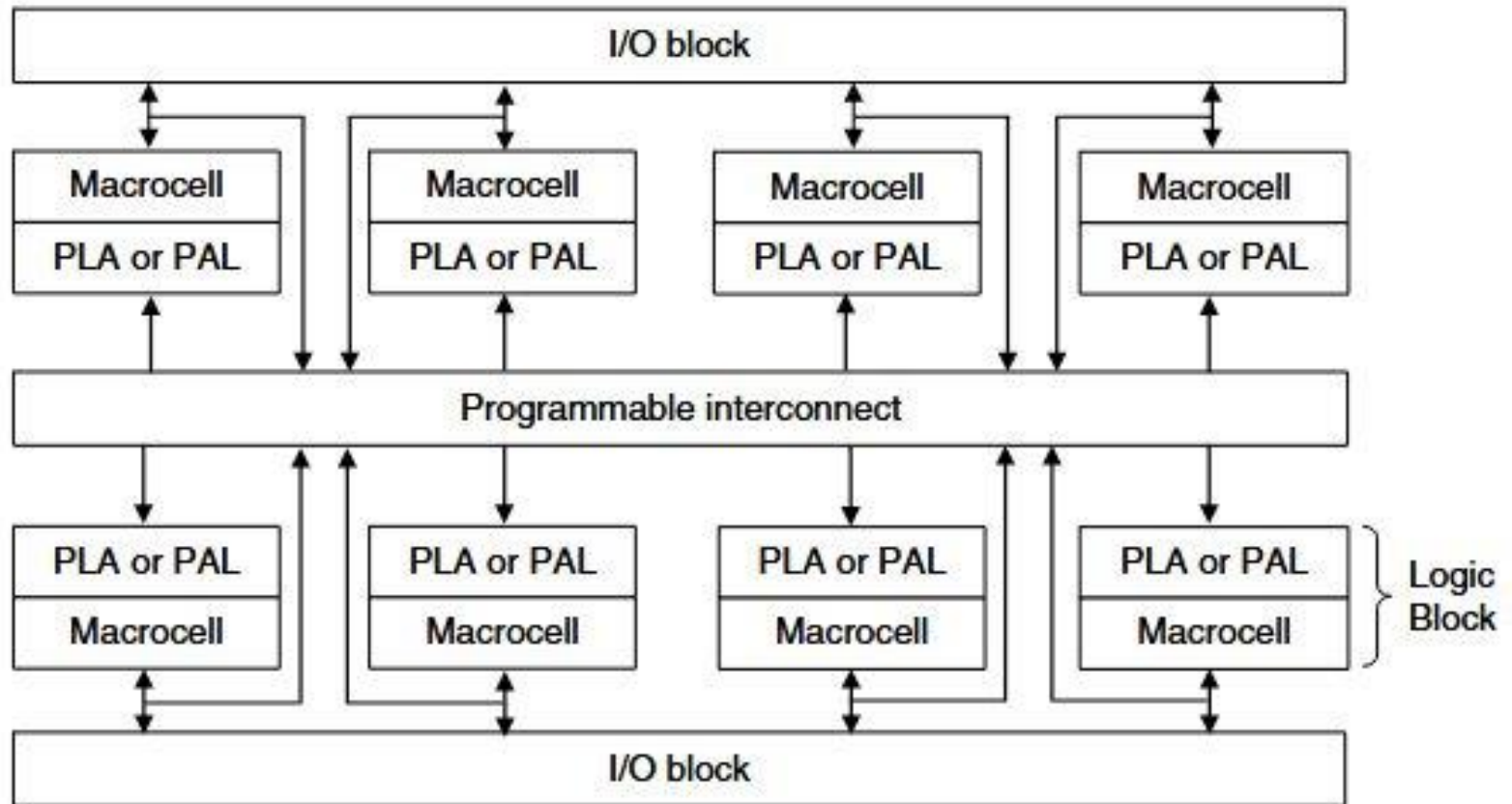
XOR circuit

LUT	
3	0
2	1
1	1
0	0

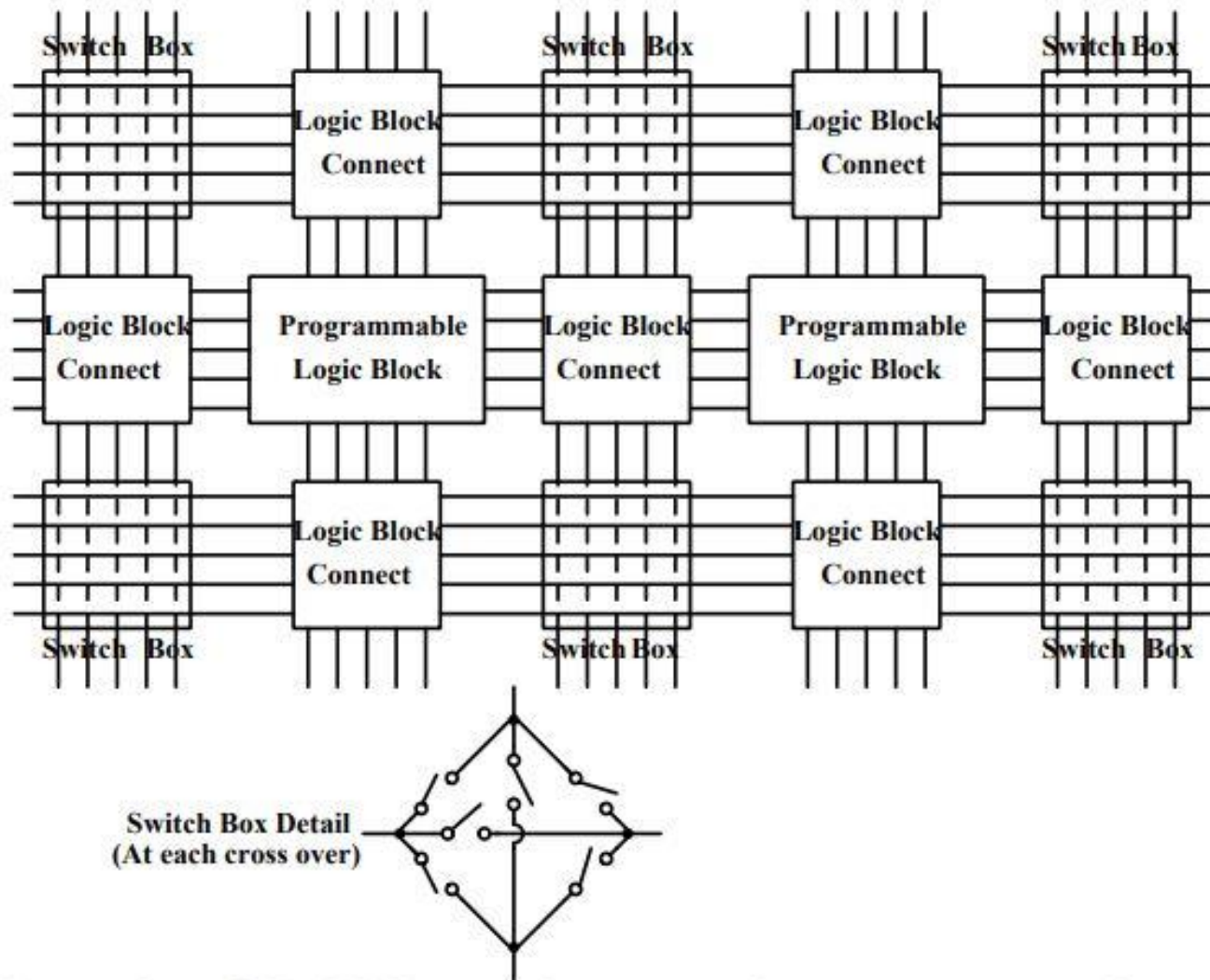
A diagram showing a Look Up Table (LUT) with two inputs, A and B, and one output, Y. The inputs A and B are shown as blue arrows pointing to the LUT. The output Y is shown as a blue arrow pointing away from the LUT. The LUT is a table with two columns: the first column contains the inputs 3, 2, 1, and 0, and the second column contains the outputs 0, 1, 1, and 0.

Look Up Table (LUT)

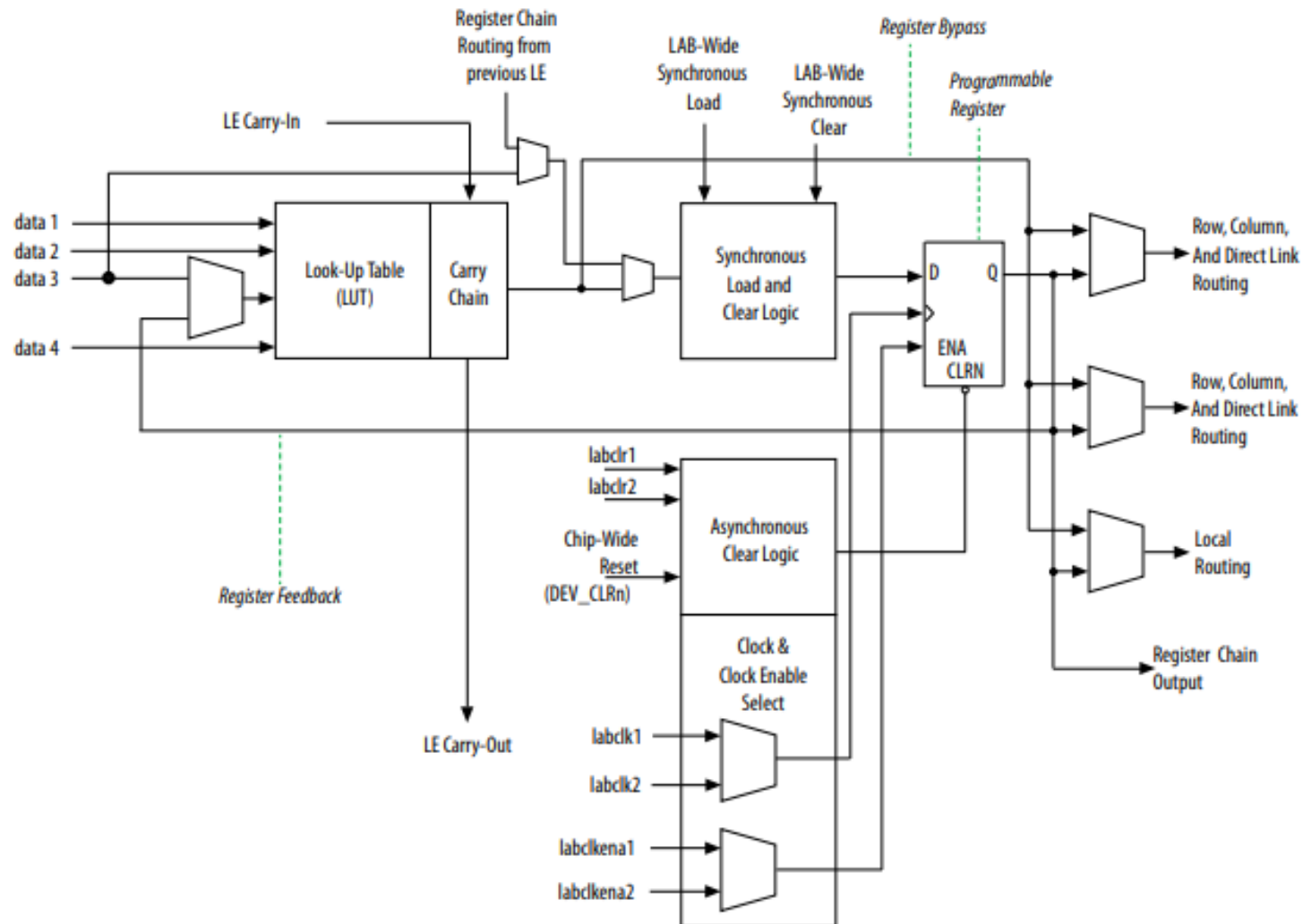
COMPLEX PROGRAMMABLE LOGIC DEVICES (CPLD)



FIELD PROGRAMMABLE GATE ARRAY

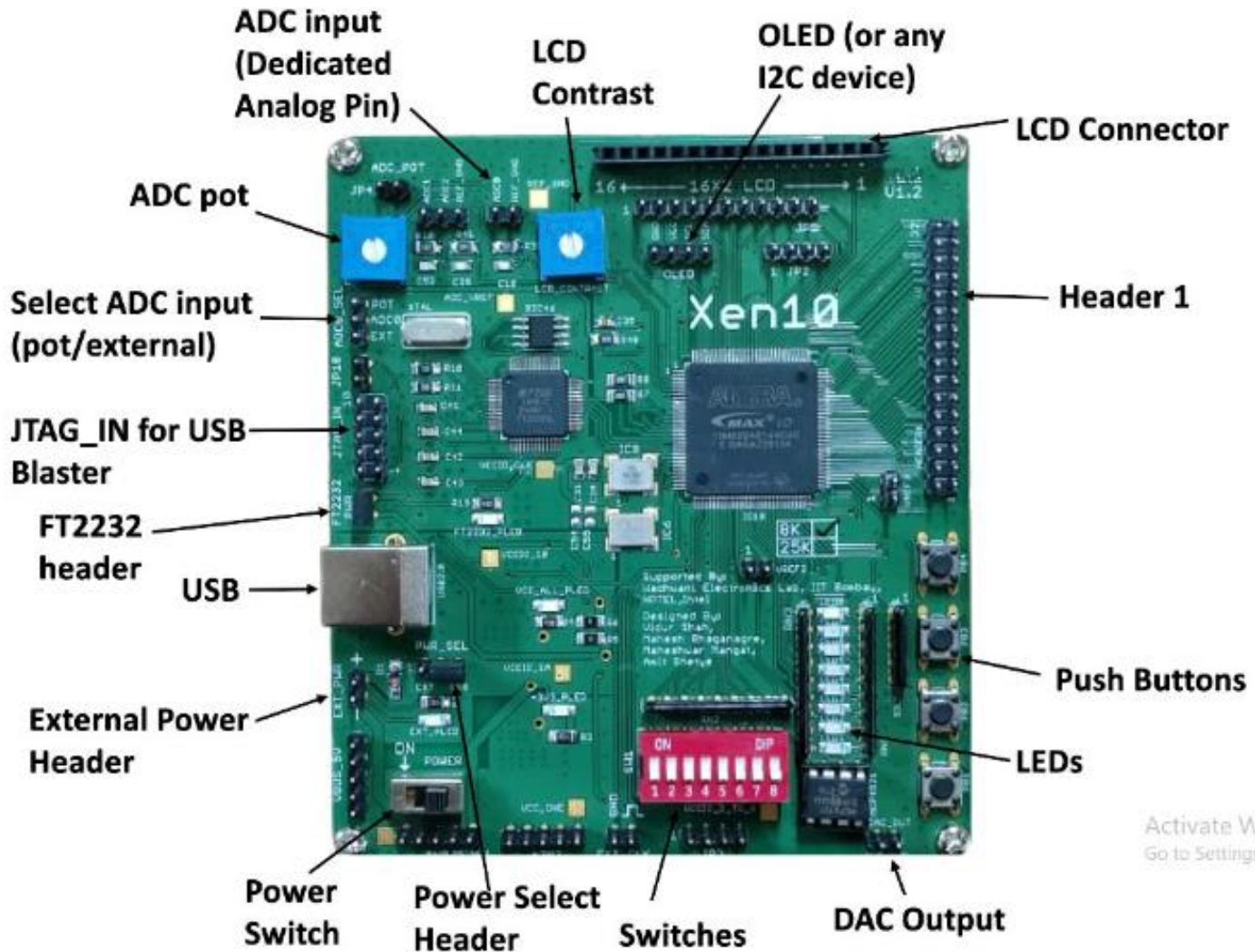


LOGIC ELEMENT OF ALTERA MAX-10 FPGA

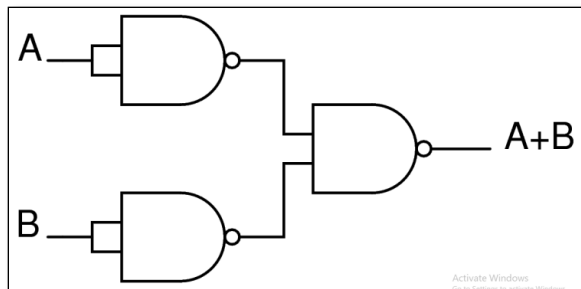


High-Level Block Diagram of Logic Element of MAX-10 [www.intel.com]

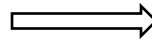
MAX 10 – 10M25SAE144C8G



HARDWARE DESCRIPTION LANGUAGE



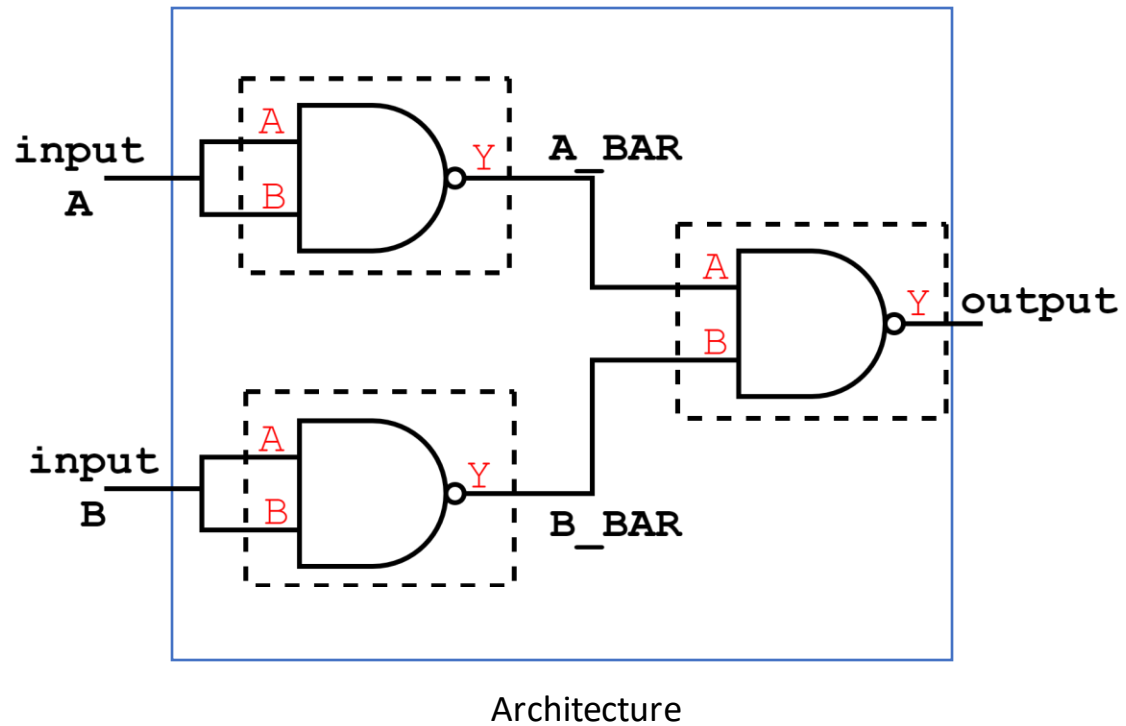
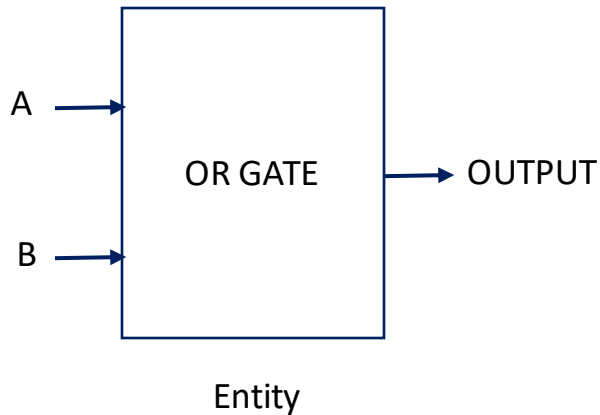
Digital Circuit



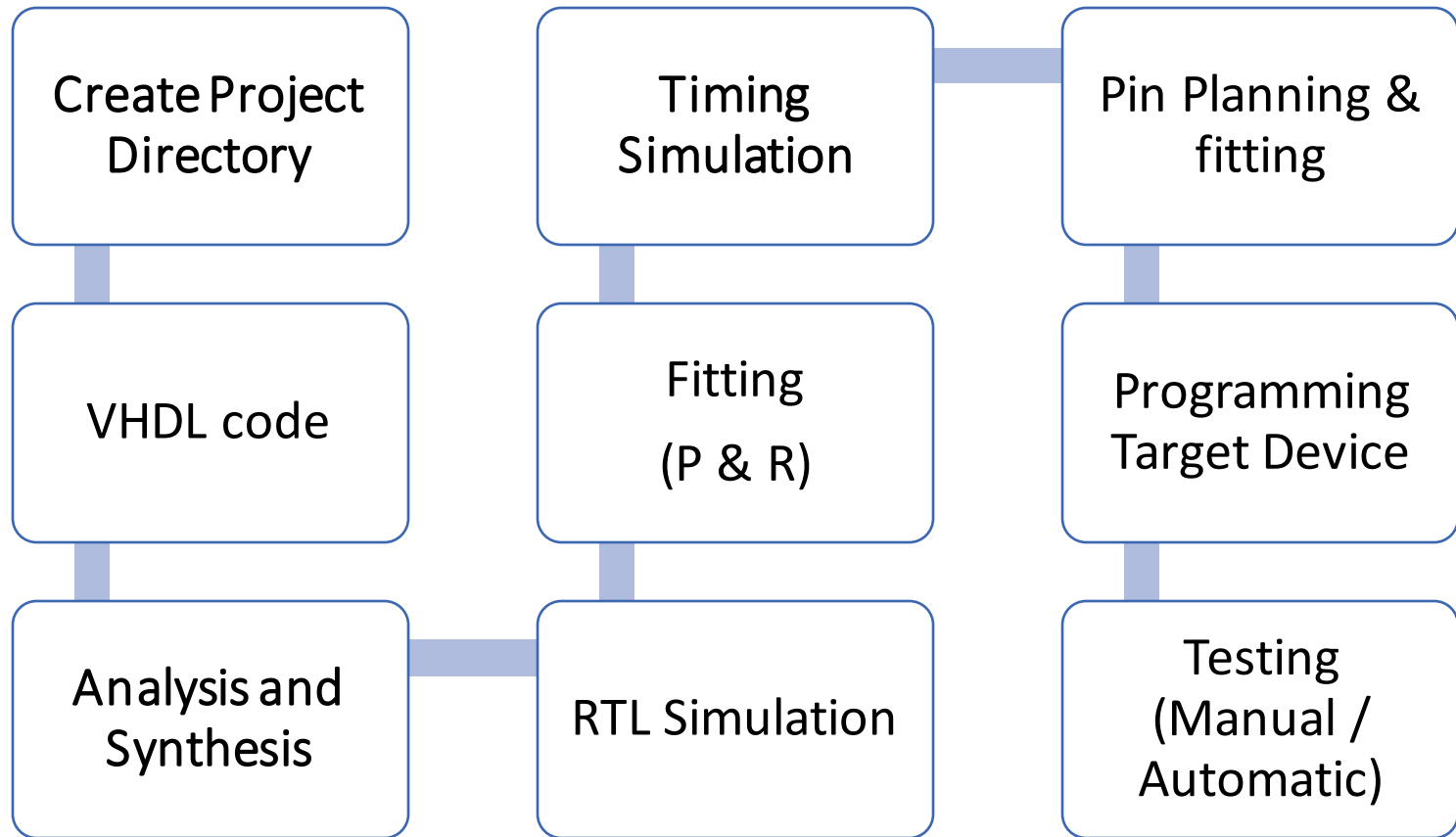
```
1
2 library ieee;
3 use ieee.std_logic_1164.all;
4 library work;
5 use work.Gates.all;
6
7 entity OR_GATE is
8     port (A, B: in std_logic; OUTPUT: out std_logic);
9 end entity OR_GATE;
10
11 architecture Struct of OR_GATE is
12     signal A_BAR, B_BAR : std_logic;
13 begin
14     -- component instances
15     NAND1: NAND_2 port map (A => A, B => A, Y => A_BAR);
16     NAND2: NAND_2 port map (A => B, B => B, Y => B_BAR);
17
18     -- final OR
19     NAND3: NAND_2 port map (A => A_BAR, B => B_BAR, Y => OUTPUT);
20 end Struct;
```

Equivalent VHDL code

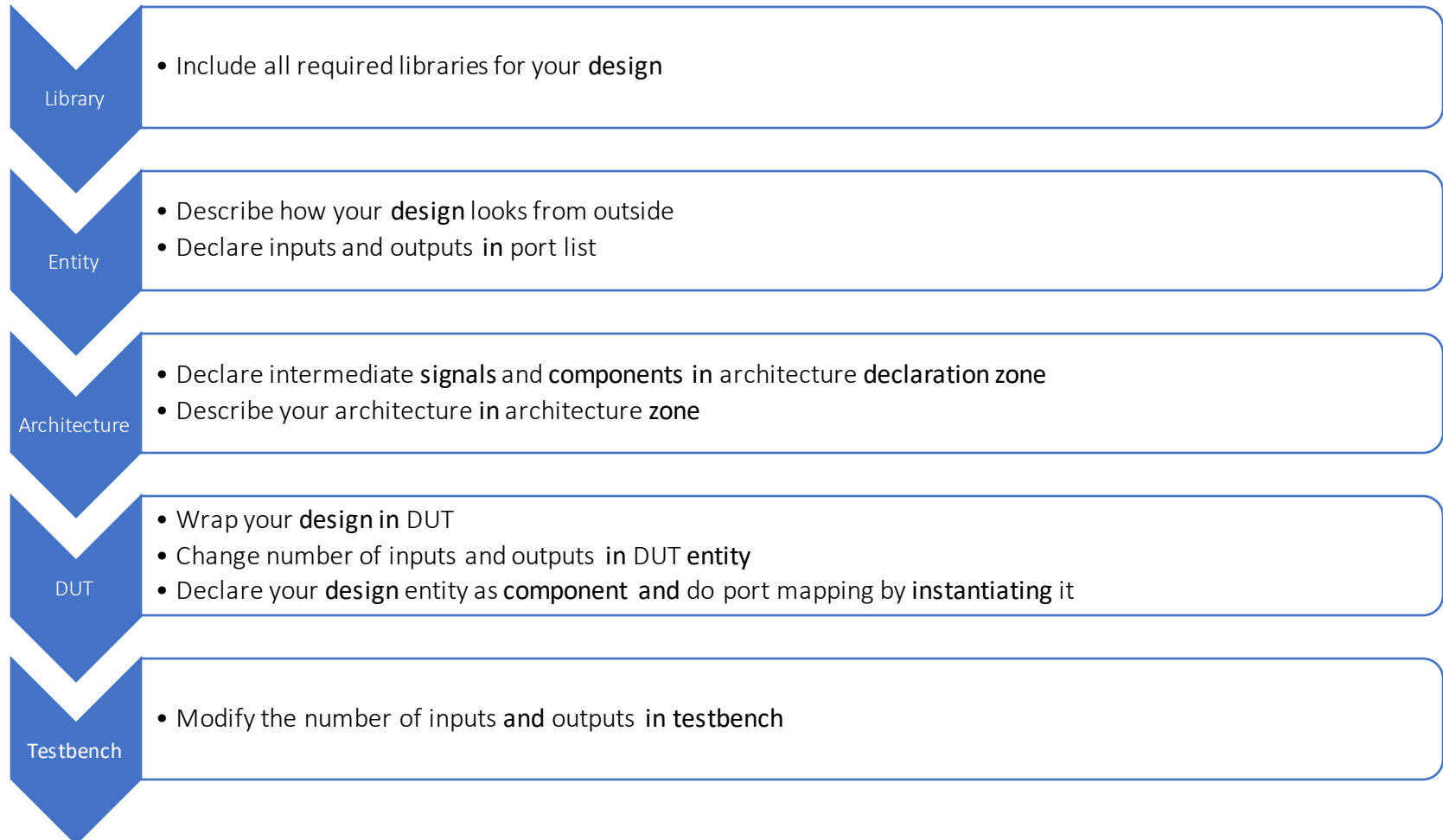
ENTITY AND ARCHITECTURE



QUARTUS DESIGN FLOW



FLOWCHART FOR GETTING YOUR VHDL CODE READY



After all the above steps are performed, you can simulate your design.

SUMMARY OF QUARUS DESIGN FLOW TILL RTL SIMULATION

- Creating Project Directory:
 - From New Project Wizard create new project directory
 - Copy paste DUT.vhdl, Testbench.vhdl, Gates.vhdl and TRACEFILE.txt in newly created project directory
 - Add all this files in Quartus from settings -> Assignments -> Files section
- Writing VHDL code:
 - Write your VHDL code to describe your digital design, This code is sectioned in three parts:
 - Libraries: Include all the required libraries in code. This libraries have the declaration and definition of data types, general gate primitives and commonly used VHDL keywords
 - Entity: Here you will describe how your digital circuit looks from outside. Inputs and outputs signal will be mentioned in port list
 - Architecture: In this you have two zones, one is architecture declaration zone where all the intermediate signals and components will be declared; the other zone is Architecture zone where you will describe how exactly your entity/circuit looks from inside. Structural, Behavioral and Design flow are three coding styles to describe Architecture.

- Wrapping your design inside DUT:
 - This step is required for you to test your design using generic testbench.
 - In already provided template of DUT code, make the following changes:
 - Modify the number of inputs and outputs of DUT entity from port list.
 - In architecture declaration zone declare your design entity as component (replace the already written default component)
 - In architecture zone instantiate your component and do port mapping correctly.
- Adding generic testbench:
 - Modify the values of number of input and output variables value according to your design.
 - Add the testbench and TRACEFILE.txt in the project from Settings -> Assignments -> Simulation -> compile testbench.
- Analysis and Synthesis:
 - Run the analysis and synthesis task, this task will check for the syntax and semantics of your code and will synthesis the hardware.
 - In RTL viewer you can check the synthesized hardware.

- RTL simulation:

- Run the RTL simulation from Tools -> Run Simulation Tools -> RTL simulation.
- Modelsim window will be displayed with your simulation results.

THANK YOU