During the laboratory practice we will use *Altera Quartus II* development environment software and a *DE0* development board. We will learn the steps of synthesis through the RTL model of a counter which was examined on the previous lab.

```
entity counter is
6
       port (clk:
                               in std_logic;
7
                               in std_logic;
             reset n:
8
              enable:
                               in std_logic;
9
              direction:
                               in std_logic;
                                                                                              It is an 8-bit counter
10
             parallel_in: in std_logic_vector (7 downto 0);
                               in std_logic;
11
             load_n:
                               out std_logic_vector (7 downto 0));
12
              cout:
                                                                           The load signal is changed to an active-low
13 end entity counter;
14
15 architecture rtl of counter is
16
17
       signal delay_counter:
                                  integer range 0 to 50000000 := 0;
       signal enable_increment: std_logic := '0';
18
                                  std_logic_vector (7 downto 0) := (others => '0');
19
       signal counter:
20
21 begin
22
23
       L PRE SCALER: process ( clk )
                                                                                               Pre-scaler circuit
24
       begin
                                                                                          It is a frequency divider
25
           if ( rising edge(clk) ) then
                                                                                       It convert the 50MHz clock
26
                if ( delay counter = 50000000 ) then delay counter <= 0;</pre>
                                                                                           signal to a 1Hz signal.
                                                        enable_increment <= '1';</pre>
27
28
                else delay_counter <= delay_counter + 1;</pre>
                     enable_increment <= '0';</pre>
29
30
                end if;
31
           end if;
32
       end process;
33
34
       L_COUNTER: process (clk, reset_n)
35
       begin
            if ( reset_n = '0' ) then counter <= (others => '0');
36
37
           elsif ( rising_edge(clk) ) then
                if ( enable = '1' ) then
38
                    if ( load = '1' ) then counter <= parallel_in;</pre>
39
                    elsif ( enable_increment = '1' ) then
40
                        if ( direction = '1' ) then counter <= std_logic_vector(unsigned(counter) + 1);</pre>
41
                        else counter <= std_logic_vector(unsigned(counter) - 1);</pre>
42
43
                       end if;
44
                    end if;
45
                end if;
           end if;
46
47
       end process;
48
49
       L_OUTPUT: cout <= counter;</pre>
51 end architecture rtl;
```

Figure 1. Modifications of VHDL model

The VHDL model of the counter is modified to fit the hardware environment of the *Altera DE0* development board. The modifications are the followings:

- The board has 10 switches: one for global enable, one is the direction of the counter (up or down). The other 8 switches set the initial value of the counter.
- The lower 8 LEDs indicate the actual value of the counter.
- The parallel load can be activated by one of the buttons.
- On the board a 50 MHz oscillator is placed. In order to decrease the frequency to a few Hz a pre-scaler is inserted.

The synthesis starts with creating a new project. Use the *File* menu *New Project Wizard...* command. Just press the *Next* button, name the project and set the location. The name of the top-level design has to be exactly **counter**. *(toplevel)* (see Figure 2.).

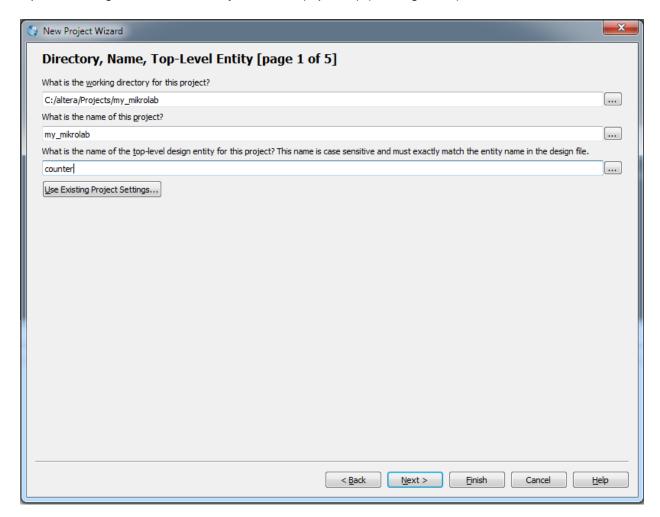


Figure 2. The name and the place of the new project, and the name of the top-modul

It is beneficial to place into the *Home* folder.

In the subsequent step we can add existing files. After browsing for *counter.vhd* press *Add* button (Figure 3.).

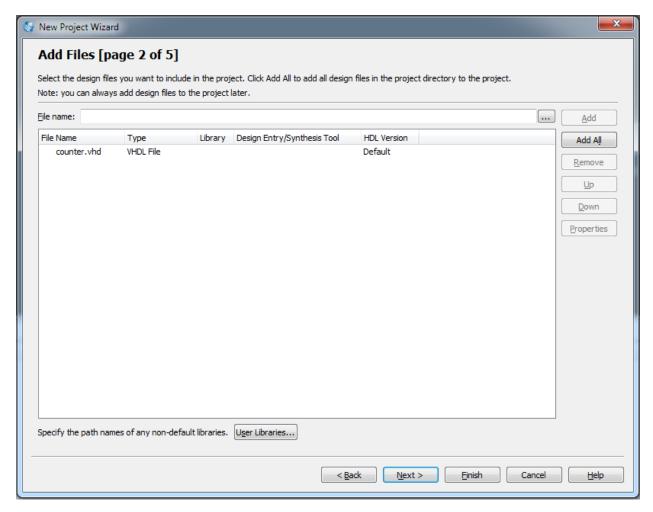


Figure 3. Add files window

After pressing the **Next button**, we can select the FPGA. The type of the device is **EP3C16F484C6**. Please use the filter to select the proper one: the **Family** is **Cyclone III**, the **Package** is **FBGA** (Flip-chip Ball Grid Array), the **Pin count** is **484**, and the **Speed grade** is **6**.

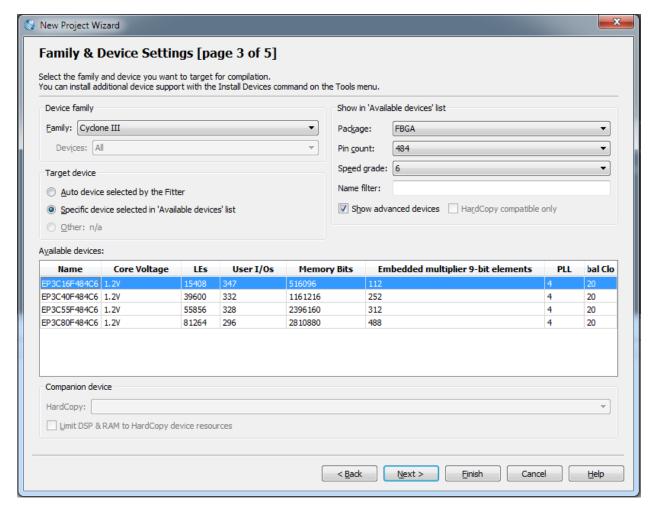


Figure 4. Selecting the FPGA

Open *EDA Tool Settings* window, and in the *Simulation* line *Tool Name* has to be *ModelSim*, and the *Format(s)* is *VHDL* (Figure 5.).

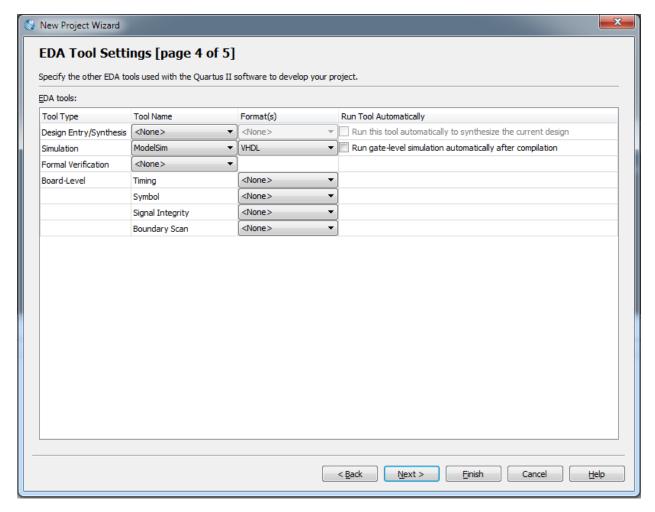


Figure 5. EDA tool settings

Press *Next* button, and you can accept all the setting pressing *Finish* button.

At the top of the *Project Navigator* the architecture of the HDL model can be seen. In the *Flow* drop-down menu please choose the *Full Design* option (Figure 6.)!

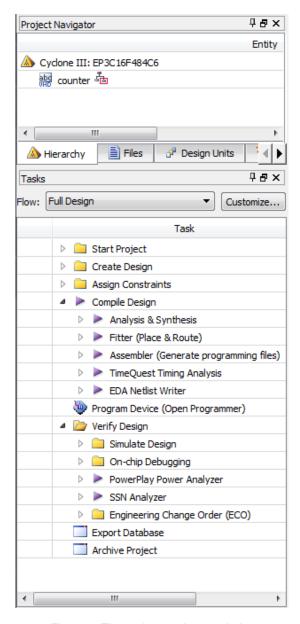


Figure 6. The project navigator window

In the *Project Navigator* window below the *Compile Design* in *Analysis & Synthesis* submenu please double click on *Analysis & Elaboration*.

Now we have to assign the ports to the pins of the FPGA. It can be done using the **Pin Planner** in **Assignments** menu (Figure 7.).

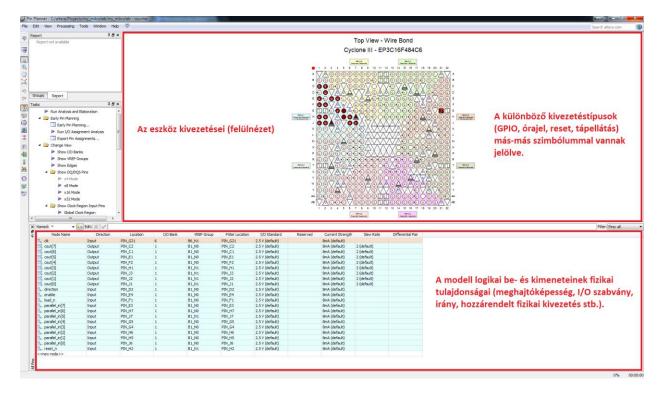


Figure 7. Pin Planner

Please fill in the *Location* column as Figure 8 depicts.

Node Name	Direction	Location
in_ clk	Input	PIN_G21
out cout[7]	Output	PIN_C2
cout[6]	Output	PIN_C1
cout[5]	Output	PIN_E1
cout[4]	Output	PIN_F2
out cout[3]	Output	PIN_H1
cout[2]	Output	PIN_J3
cout[1]	Output	PIN_J2
cout[0]	Output	PIN_J1
in_ direction	Input	PIN_D2
in_ enable	Input	PIN_E4
in_ load_n	Input	PIN_F1
parallel_in[7]	Input	PIN_E3
parallel_in[6]	Input	PIN_H7
parallel_in[5]	Input	PIN_J7
in_ parallel_in[4]	Input	PIN_G5
parallel_in[3]	Input	PIN_G4
in_ parallel_in[2]	Input	PIN_H6
parallel_in[1]	Input	PIN_H5
in_ parallel_in[0]	Input	PIN_J6
in_ reset_n	Input	PIN_H2

Figure 8. Pin assignment

The connections are the followings:

- Clock signal (clk): 50 MHz oscillator
- reset (reset n): BTN0 (button)
- Parallel load (load n): BTN2 (button)
- Counter enable (enable): SW8 (switch)
- Direction (direction): SW9 (switch)
- 8bit parallel in (parallel_in): SW0-SW7 (switches)
- Value of the counter (cout): LEDG0-LEDG7 (LEDs)

The *Pin Planner* can be closed using *File* menu *Close* command..

After that, in the *Project Navigator* window please double click on *Compile Design*. These steps will be performed:

- Analysis and Synthesis.
- Fitter (Place & Route).
- Assembler (Generate programming files).
- TimeQuest Timing Analysis
- EDA Netlist Writer. generating the Post-Place&Route model and the SDF file

The device can be configured using the *Tools* menu *Programmer* command (Figure 9.).

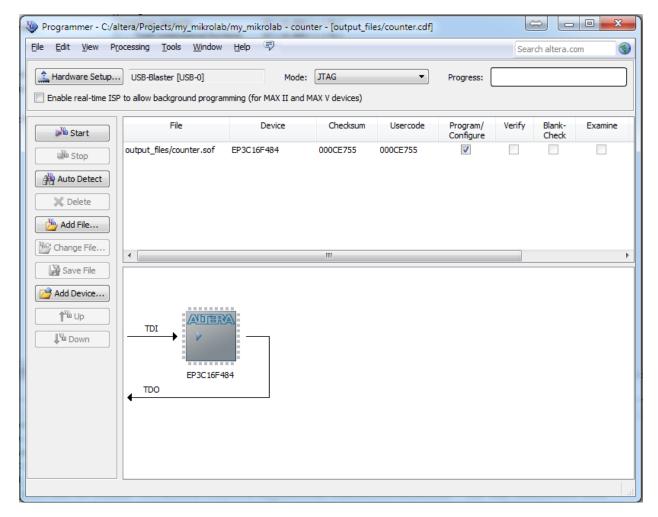


Figure 9. Programmer

If you can see **No Hardware** message in the **Hardware Setup** field (upper left corner), then press **Hardware Setup** button and choose the **USB Blaster** (Figure 10.).

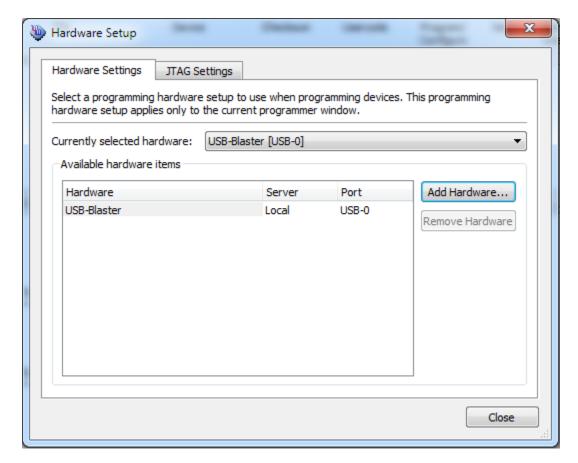


Figure 10. Hardware setup window

Thereafter, in the **Programmer** window the actual configuration file appears (output_files/counter.sof). If it doesn't, we can do it manually using the **Add File...** button. Finally, please press the **Start** button on the left side, and the downloading starts. If the downloading process is successful, you can see the "100% (Successful)" message in the **Progress** field.

Tasks:

Please add one or more extra feature to the counter.

Examples:

- Change the direction of the counter using a switch
- Change the speed of the counter using another switch
- Create a Knight Rider LED light scanner (shift counter, you can use multiplication by 2 or srl/sll functions).

https://youtu.be/FpyKlLuLbcs

and do what you want to do, except going home before the end of the lab. ©