

FPGA 开源工作室将通过五篇文章来给大家讲解 xilinx FPGA 使用 mig IP 对 DDR3 的读写控制，旨在让大家更快的学习和应用 DDR3。

本实验和工程基于 Digilent 的 Arty Artix-35T FPGA 开发板完成。

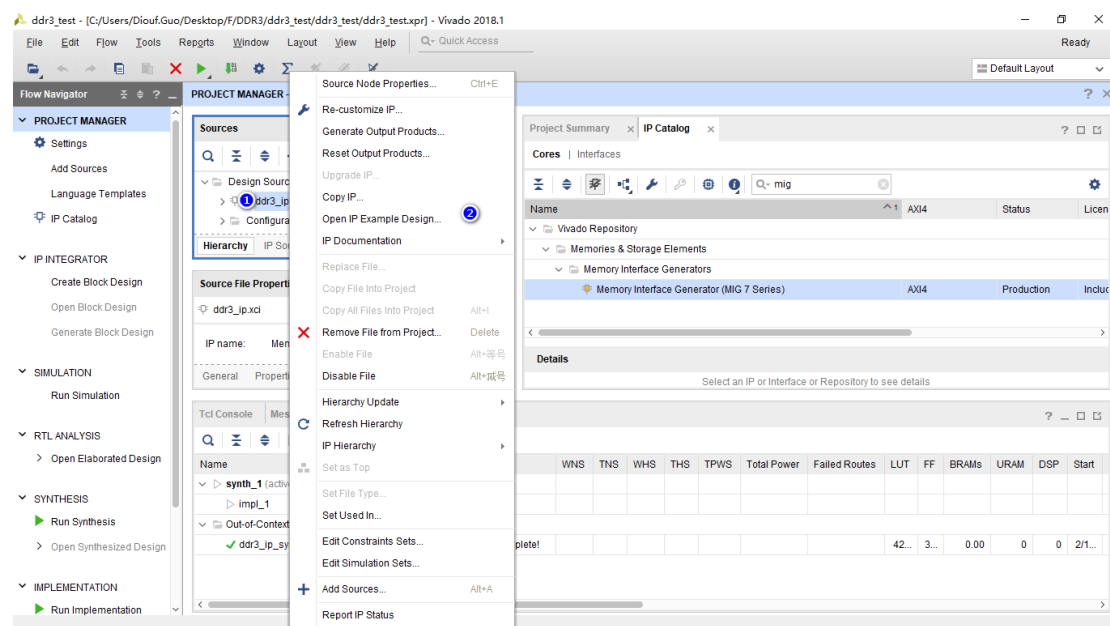
软件使用 Vivado 2018.1。

参考工程：ddr3_sim。

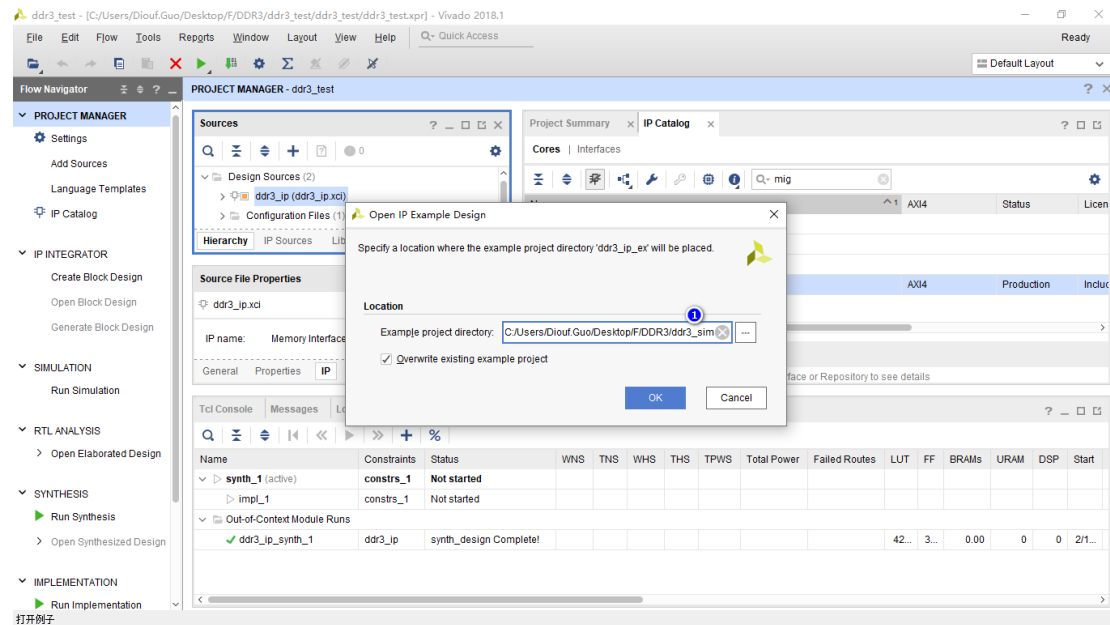
第四篇：mig IP 的仿真

1 快速仿真

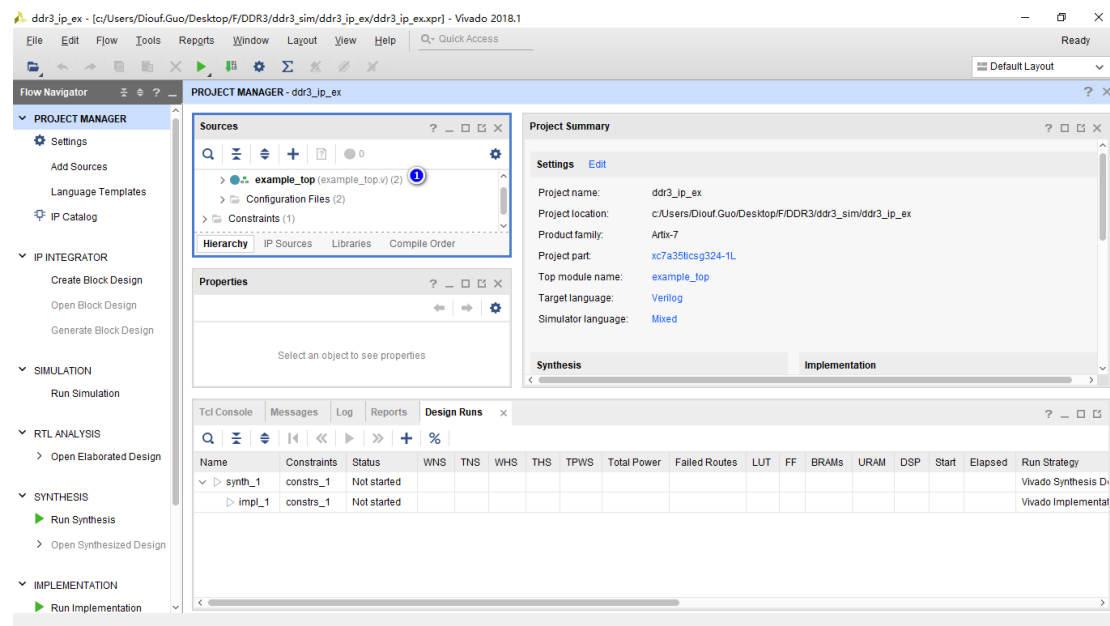
1>①ddr3_ip->②Open IP Example Design



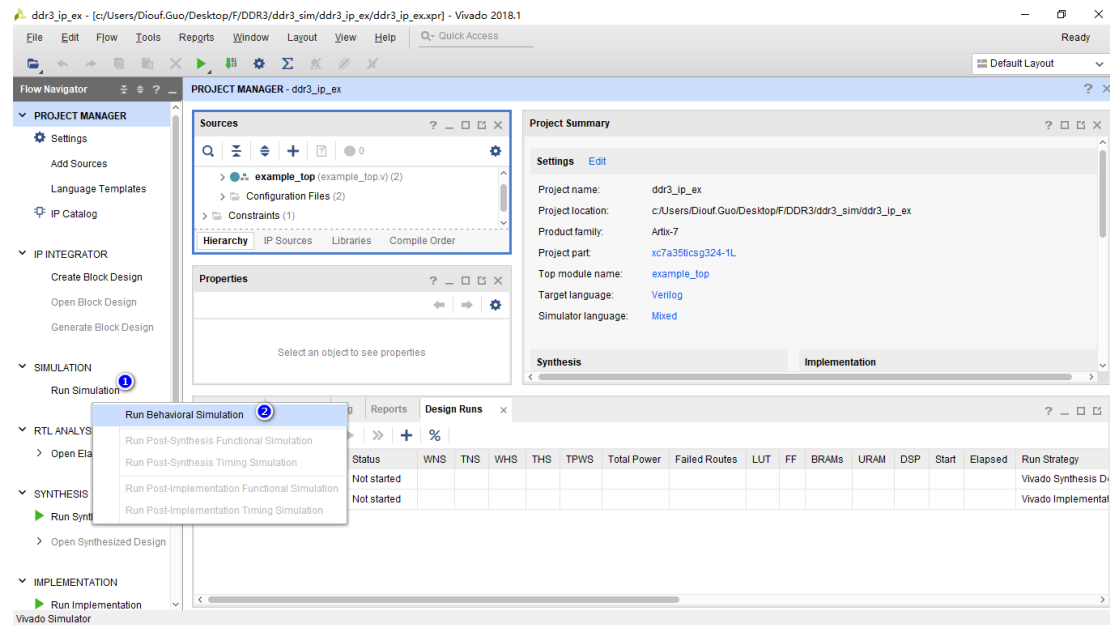
2>选择 ddr3 仿真生成的路径。



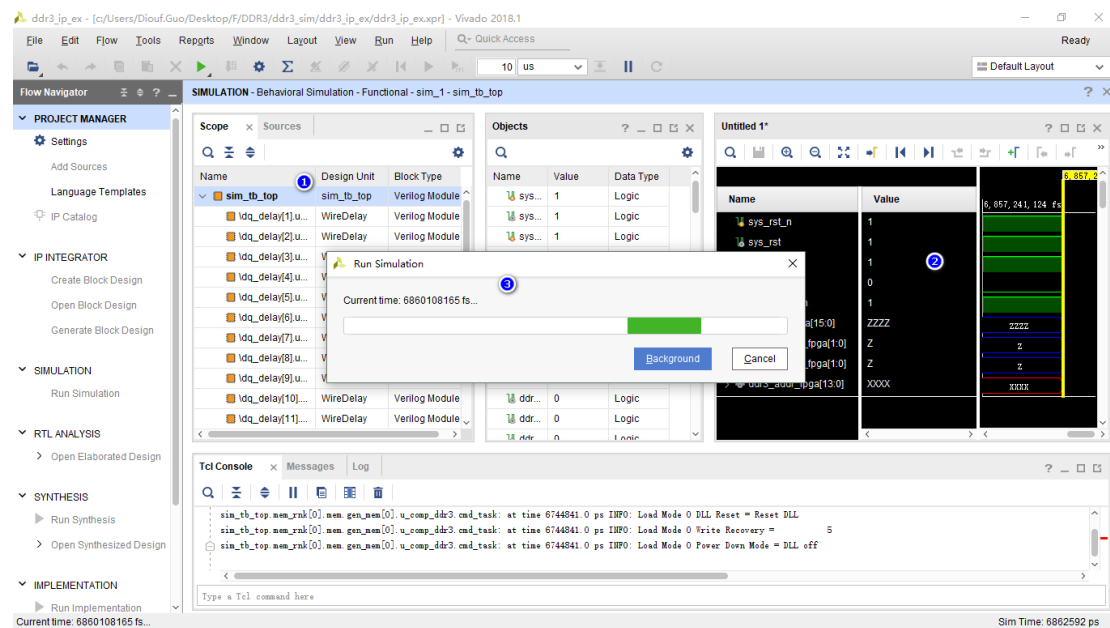
3>DDR3 自带仿真工程生成完毕。

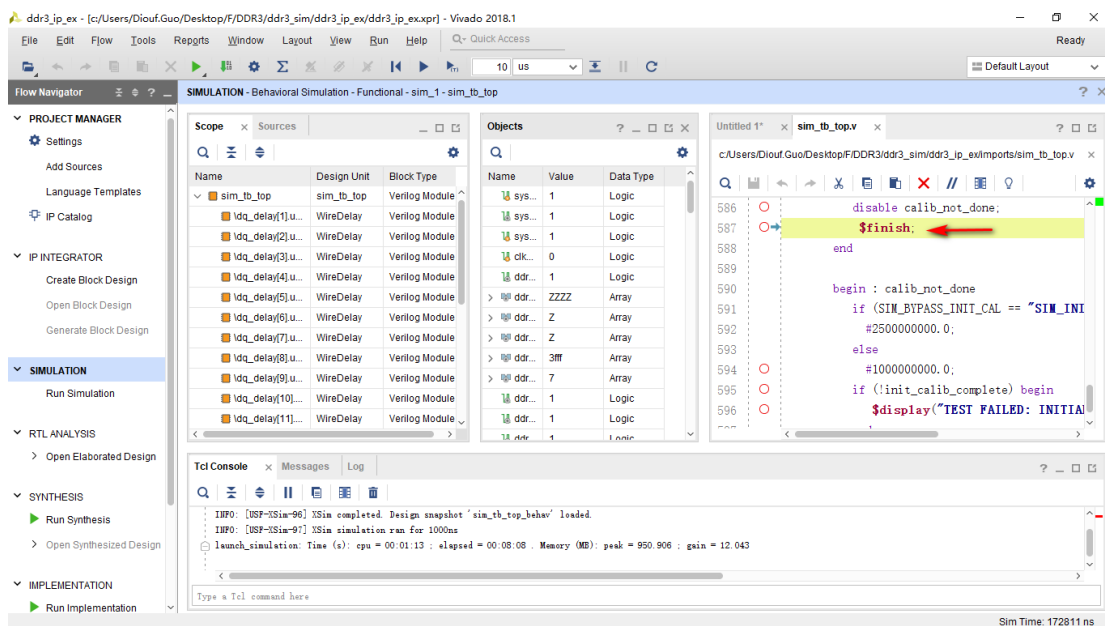


4>①Run Simulation ->②Run Behavioral Simulation。



5>等待 10 几分钟左右仿真完成。



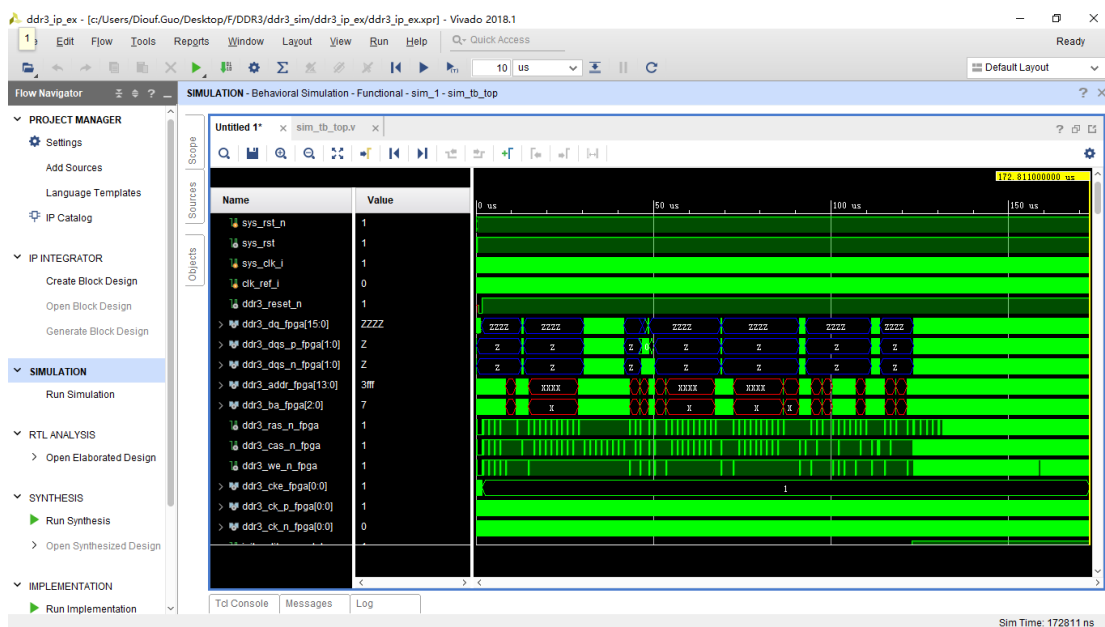


6> 仿真完成查看波形。

对于 **xiinx** 官方自带的 **DDR3** 仿真的例子大家可以参考 **UG586**

(https://china.xilinx.com/support/documentation/ip_documentation/mig_7series/v

4_2/ug586_7Series_MIS.pdf)。



2 仿真

目标：对 **DDR3** 的 **8** 个 **bank** 从 **0 bank** 开始对每个 **bank** 写入 **0-99**，然后依次读出，循环读写。

修改 **example_top** 模块如下所示：

```

1. `timescale 1ps/1ps

2. `define CMD_WR 3'b000

3. `define CMD_RD 3'b001

4. module example_top

5. (

6.

7.    // Inouts

8.    inout [15:0]      ddr3_dq,

9.    inout [1:0]      ddr3_dqs_n,

10.   inout [1:0]      ddr3_dqs_p,

11.

12.   // Outputs

13.   output [13:0]      ddr3_addr,

14.   output [2:0]      ddr3_ba,

15.   output             ddr3_ras_n,

16.   output             ddr3_cas_n,

17.   output             ddr3_we_n,

18.   output             ddr3_reset_n,

19.   output [0:0]      ddr3_ck_p,

20.   output [0:0]      ddr3_ck_n,

21.   output [0:0]      ddr3_cke,

22.

```

23. output [0:0] ddr3_cs_n,

24.

25. output [1:0] ddr3_dm,

26.

27. output [0:0] ddr3_odt,

28.

29.

30. //Inputs

31.

32. //Single-ended system clock

33. input sys_clk_i,

34.

35. //Single-ended iodelayctrl clk(reference clock)

36. input clk_ref_i,

37.

38. output tg_compare_error,

39. output init_calib_complete,

40.

41.

42.

43. // System reset - Default polarity of sys_rst pin is Active Low.

44. // System reset polarity will change based on the option

45. *// selected in GUI.*

46. input sys_rst

47.);

48.

49. *//******

50. parameter IDLE = 5'd0,

51. WR1 = 5'd1,

52. WR2 = 5'd2,

53. WR3 = 5'd3,

54. WR4 = 5'd4,

55. WR5 = 5'd5,

56. WR6 = 5'd6,

57. WR7 = 5'd7,

58. WR8 = 5'd8,

59. RD1 = 5'd9,

60. RD2 = 5'd10,

61. RD3 = 5'd11,

62. RD4 = 5'd12,

63. RD5 = 5'd13,

64. RD6 = 5'd14,

65. RD7 = 5'd15,

```

66.    RD8 = 5'd16;

67.

68.    //user interface signals

69.    wire [27:0]    app_addr;//i

70.    reg [2:0]      app_cmd;//i

71.    wire           app_en;//i

72.    reg [127:0]    app_wdf_data;//i

73.    wire           app_wdf_end;//i

74.    wire [15:0]    app_wdf_mask;//i

75.    wire           app_wdf_wren;//i

76.    wire [127:0]   app_rd_data;

77.    wire           app_rd_data_end;

78.    wire           app_rd_data_valid;

79.    wire           app_rdy;

80.    wire           app_wdf_rdy;

81.    wire           app_sr_req;//i

82.    wire           app_ref_req;//i

83.    wire           app_zq_req;//i

84.    wire           app_sr_active;

85.    wire           app_ref_ack;

86.    wire           app_zq_ack;

87.    wire           ui_clk;

```



```
88.   wire      ui_clk_sync_rst;

89.   //wire      init_calib_complete;

90.   wire      sys_rst_n;//i

91.

92.   reg [4:0] cstate,nstate;

93.   //wire [27:0]  wr_addr;//i bank row column [2:0][13:0][9:0]

94.   //wire [27:0]  rd_addr;//i bank row column [2:0][13:0][9:0]

95.   wire wr1_done;

96.   wire wr2_done;

97.   wire wr3_done;

98.   wire wr4_done;

99.   wire wr5_done;

100.  wire wr6_done;

101.  wire wr7_done;

102.  wire wr8_done;

103.

104.  wire rd1_done;

105.  wire rd2_done;

106.  wire rd3_done;

107.  wire rd4_done;

108.  wire rd5_done;

109.  wire rd6_done;
```

110. wire rd7_done;

111. wire rd8_done;

112.

113. reg [2:0]bank;

114.

115. reg [23:0]addr;

116. assign app_addr={1'b0,bank,addr};

117. assign app_sr_req = 1'b0;

118. assign app_ref_req = 1'b0;

119. assign app_zq_req = 1'b0;

120. //assign app_addr = (app_cmd == `CMD_WR && app_en == 1'b1)?wr_addr:rd_addr;

121. assign app_wdf_mask = 16'h0000;

122. assign app_wdf_end = app_wdf_wren;

123. assign wr1_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank == 3'b000)? 1'b1:1'b0;

124. assign wr2_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank == 3'b001)? 1'b1:1'b0;

125. assign wr3_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank == 3'b010)? 1'b1:1'b0;

126. assign wr4_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank == 3'b011)? 1'b1:1'b0;

```
127. assign wr5_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank ==  
    3'b100) ? 1'b1:1'b0;
```

```
128. assign wr6_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank ==  
    3'b101) ? 1'b1:1'b0;
```

```
129. assign wr7_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank ==  
    3'b110) ? 1'b1:1'b0;
```

```
130. assign wr8_done = (app_cmd == `CMD_WR && addr == 28'd800 && bank ==  
    3'b111) ? 1'b1:1'b0;
```

131.

```
132. assign rd1_done = (cstate == RD1 && app_cmd == `CMD_RD && addr == 28'd  
    800) ? 1'b1:1'b0;
```

```
133. assign rd2_done = (cstate == RD2 && app_cmd == `CMD_RD && addr == 28'd  
    800) ? 1'b1:1'b0;
```

```
134. assign rd3_done = (cstate == RD3 && app_cmd == `CMD_RD && addr == 28'd  
    800) ? 1'b1:1'b0;
```

```
135. assign rd4_done = (cstate == RD4 && app_cmd == `CMD_RD && addr == 28'd  
    800) ? 1'b1:1'b0;
```

```
136. assign rd5_done = (cstate == RD5 && app_cmd == `CMD_RD && addr == 28'd  
    800) ? 1'b1:1'b0;
```

```
137. assign rd6_done = (cstate == RD6 && app_cmd == `CMD_RD && addr == 28'd  
    800) ? 1'b1:1'b0;
```

```
138. assign rd7_done = (cstate == RD7 && app_cmd == `CMD_RD && addr == 28'd
800) ? 1'b1:1'b0;
```

```
139. assign rd8_done = (cstate == RD8 && app_cmd == `CMD_RD && addr == 28'd
800) ? 1'b1:1'b0;
```

```
140.
```

```
141. assign done_flag = (cstate == DONE) ? 1'b1:1'b0;
```

```
142.
```

```
143. assign app_en = (((cstate == WR1 || cstate == WR2 || cstate == WR3 || cstate ==
WR4 || cstate == WR5 || cstate == WR6 || cstate == WR7 || cstate == WR8) && app_
wdf_rdy == 1'b1 && app_rdy == 1'b1) || ((cstate == RD1 || cstate == RD2 || cstate
== RD3 || cstate == RD4 || cstate == RD5 || cstate == RD6 || cstate == RD7 || cstate
== RD8) && app_rdy == 1'b1) && (!wr1_done) || (!wr2_done) || (!wr3_done) || (!wr4
_done) || (!wr5_done) || (!wr6_done) || (!wr7_done) || (!wr8_done) || (!rd1_done) || (!r
d2_done) || (!rd3_done) || (!rd4_done) || (!rd5_done) || (!rd6_done) || (!rd7_done) || (!r
d8_done))) ? 1'b1:1'b0;
```

```
144. assign app_wdf_wren = (((cstate == WR1 || cstate == WR2 || cstate == WR3 || cs
tate == WR4 || cstate == WR5 || cstate == WR6 || cstate == WR7 || cstate == WR8)
&& app_wdf_rdy == 1'b1 && app_rdy == 1'b1) && (!wr1_done) || (!wr2_done) || (!
wr3_done) || (!wr4_done) || (!wr5_done) || (!wr6_done) || (!wr7_done) || (!wr8_done)
)) ? 1'b1:1'b0;
```

```
145. always @(posedge ui_clk or posedge ui_clk_sync_rst) begin
```

```
146. if(ui_clk_sync_rst == 1'b1)
```

147. cstate <= IDLE;

148. else

149. cstate <= nstate;

150. end

151.

152. always @(*) begin

153. nstate = IDLE;

154. case(cstate)

155. IDLE:begin

156. if(init_calib_complete== 1'b1)

157. nstate = WR1;

158. else

159. nstate = IDLE;

160. end

161. WR1:begin

162. if(wr1_done== 1'b1)

163. nstate = WR2;

164. else

165. nstate = WR1;

166. end

167. WR2:begin

168. if(wr2_done== 1'b1)

```
169.    nstate = WR3;

170.    else

171.    nstate = WR2;

172. end

173. WR3:begin

174.    if(wr3_done== 1'b1)

175.    nstate = WR4;

176.    else

177.    nstate = WR3;

178. end

179. WR4:begin

180.    if(wr4_done== 1'b1)

181.    nstate = WR5;

182.    else

183.    nstate = WR4;

184. end

185. WR5:begin

186.    if(wr5_done== 1'b1)

187.    nstate = WR6;

188.    else

189.    nstate = WR5;

190. end
```

191. WR6:begin

192. if(wr6_done == 1'b1)

193. nstate = WR7;

194. else

195. nstate = WR6;

196. end

197. WR7:begin

198. if(wr7_done == 1'b1)

199. nstate = WR8;

200. else

201. nstate = WR7;

202. end

203. WR8:begin

204. if(wr8_done == 1'b1)

205. nstate = RD1;

206. else

207. nstate = WR8;

208. end

209. RD1:begin

210. if(rd1_done == 1'b1)

211. nstate = RD2;

212. else

```

213.    nstate = RD1;

214. end

215. RD2:begin

216.    if(rd2_done== 1'b1)

217.        nstate = RD3;

218.    else

219.        nstate = RD2;

220.    end

221. RD3:begin

222.    if(rd3_done== 1'b1)

223.        nstate = RD4;

224.    else

225.        nstate = RD3;

226.    end

227. RD4:begin

228.    if(rd4_done== 1'b1)

229.        nstate = RD5;

230.    else

231.        nstate = RD4;

232.    end

233. RD5:begin

234.    if(rd5_done== 1'b1)

```



```
235.     nstate = RD6;
236.     else
237.         nstate = RD5;
238.     end
239. RD6:begin
240.     if(rd6_done== 1'b1)
241.         nstate = RD7;
242.     else
243.         nstate = RD6;
244.     end
245. RD7:begin
246.     if(rd7_done== 1'b1)
247.         nstate = RD8;
248.     else
249.         nstate = RD7;
250.     end
251. RD8:begin
252.     if(rd8_done== 1'b1)
253.         nstate = WR1;
254.     else
255.         nstate = RD8;
256.     end
```

```
257. endcase
```

```
258. end
```

```
259.
```

```
260. always @(posedge ui_clk or posedge ui_clk_sync_rst) begin
```

```
261.  if(ui_clk_sync_rst == 1'b1) begin
```

```
262.    app_cmd <= `CMD_WR;
```

```
263.    app_wdf_data <= 128'b0;
```

```
264.
```

```
265.    bank <= 3'b000;
```

```
266.    addr <= 24'b0;
```

```
267. end
```

```
268. else
```

```
269.  case(cstate)
```

```
270.    WR1: begin
```

```
271.      app_cmd <= `CMD_WR;
```

```
272.      bank <= 3'b000;
```

```
273.      if(wr1_done == 1'b1) begin
```

```
274.        addr <= 24'b0;
```

```
275.        app_wdf_data <= 128'b0;
```

```
276.      end
```

```
277.      else if(app_wdf_rdy == 1'b1 && app_rdy == 1'b1) begin
```

```
278.        addr <= addr + 8;
```

```

279.    app_wdf_data <= app_wdf_data + 1;

280.  end

281.  else begin

282.    addr <= addr;

283.    app_wdf_data <= app_wdf_data;

284.  end

285.  end

286.  WR2:begin

287.    app_cmd <= `CMD_WR;

288.    bank <= 3'b001;

289.    if(wr2_done == 1'b1) begin

290.      addr <= 24'b0;

291.      app_wdf_data <= 128'b0;

292.    end

293.    else if(app_wdf_rdy == 1'b1 && app_rdy == 1'b1) begin

294.      addr <= addr + 8;

295.      app_wdf_data <= app_wdf_data + 1;

296.    end

297.    else begin

298.      addr <= addr;

299.      app_wdf_data <= app_wdf_data;

300.    end

```

```
301.  end
302.  WR3:begin
303.    app_cmd <= `CMD_WR;
304.    bank <= 3'b010;
305.    if(wr3_done == 1'b1)begin
306.        addr <= 24'b0;
307.        app_wdf_data <= 128'b0;
308.    end
309.    else if(app_wdf_rdy == 1'b1 && app_rdy == 1'b1)begin
310.        addr <= addr+8;
311.        app_wdf_data <= app_wdf_data+1;
312.    end
313.    else begin
314.        addr <= addr;
315.        app_wdf_data <= app_wdf_data;
316.    end
317.  end
318.  WR4:begin
319.    app_cmd <= `CMD_WR;
320.    bank <= 3'b011;
321.    if(wr4_done == 1'b1)begin
322.        addr <= 24'b0;
```

```
323.    app_wdf_data <= 128'b0;
324.  end
325.  else if(app_wdf_rdy == 1'b1 && app_rdy == 1'b1) begin
326.    addr <= addr + 8;
327.    app_wdf_data <= app_wdf_data + 1;
328.  end
329.  else begin
330.    addr <= addr;
331.    app_wdf_data <= app_wdf_data;
332.  end
333. end
334. WR5: begin
335.  app_cmd <= `CMD_WR;
336.  bank <= 3'b100;
337.  if(wr5_done == 1'b1) begin
338.    addr <= 24'b0;
339.    app_wdf_data <= 128'b0;
340.  end
341.  else if(app_wdf_rdy == 1'b1 && app_rdy == 1'b1) begin
342.    addr <= addr + 8;
343.    app_wdf_data <= app_wdf_data + 1;
```

```
344.   end
345.   else begin
346.       addr <= addr;
347.       app_wdf_data <= app_wdf_data;
348.   end
349. end
350. WR6:begin
351.   app_cmd <= `CMD_WR;
352.   bank <= 3'b101;
353.   if(wr6_done == 1'b1)begin
354.       addr <= 24'b0;
355.       app_wdf_data <= 128'b0;
356.   end
357.   else if(app_wdf_rdy == 1'b1 && app_rdy == 1'b1)begin
358.
359.       addr <= addr+8;
360.       app_wdf_data <= app_wdf_data+1;
361.   end
362.   else begin
363.       addr <= addr;
364.       app_wdf_data <= app_wdf_data;
365.   end
```

```

366.   end

367.   WR7:begin

368.     app_cmd <= `CMD_WR;

369.     bank <= 3'b110;

370.     if(wr7_done == 1'b1) begin

371.       addr <= 24'b0;

372.       app_wdf_data <= 128'b0;

373.     end

374.     else if(app_wdf_rdy == 1'b1 && app_rdy == 1'b1) begin

375.

376.       addr <= addr+8;

377.       app_wdf_data <= app_wdf_data+1;

378.     end

379.     else begin

380.       addr <= addr;

381.       app_wdf_data <= app_wdf_data;

382.     end

383.   end

384.   WR8:begin

385.     app_cmd <= `CMD_WR;

386.     bank <= 3'b111;

387.     if(wr8_done == 1'b1) begin

```

```
388.    addr<=24'b0;
389.    app_wdf_data<= 128'b0;
390.    end
391.    else if(app_wdf_rdy== 1'b1&&app_rdy== 1'b1)begin
392.        addr<= addr+8;
393.        app_wdf_data<= app_wdf_data+1;
394.    end
395.    else begin
396.        addr<= addr;
397.        app_wdf_data<= app_wdf_data;
398.    end
399.    end
400.    RD1:begin
401.        app_cmd<= `CMD_RD;
402.        bank<= 3'b000;
403.        if(rd1_done== 1'b1)begin
404.            addr<= 24'b0;
405.        end
406.        else if(app_rdy== 1'b1)begin
407.            addr<= addr+8;
408.        end
409.        else begin
```



```

410.    addr<=addr;

411.    end

412.    end

413.    RD2:begin

414.        app_cmd<=`CMD_RD;

415.        bank<=3'b001;

416.        if(rd2_done==1'b1)begin

417.            addr<=24'b0;

418.        end

419.        else if(app_rdy==1'b1)begin

420.            addr<=addr+8;

421.        end

422.        else begin

423.            addr<=addr;

424.        end

425.    end

426.    RD3:begin

427.        app_cmd<=`CMD_RD;

428.        bank<=3'b010;

429.        if(rd3_done==1'b1)begin

430.            addr<=24'b0;

431.        end

```

432. **else if**(app_rdy== 1'b1)**begin**

433. addr<= addr+8;

434. **end**

435. **else begin**

436. addr<= addr;

437. **end**

438. **end**

439. RD4:**begin**

440. app_cmd<= `CMD_RD;

441. bank<= 3'b011;

442. **if**(rd4_done== 1'b1)**begin**

443. addr<= 24'b0;

444. **end**

445. **else if**(app_rdy== 1'b1)**begin**

446. addr<= addr+8;

447. **end**

448. **else begin**

449. addr<= addr;

450. **end**

451. **end**

452. RD5:**begin**

453. app_cmd<= `CMD_RD;

```

454.    bank <= 3'b100;

455.    if(rd5_done == 1'b1) begin

456.        addr <= 24'b0;

457.    end

458.    else if(app_rdy == 1'b1) begin

459.        addr <= addr+8;

460.    end

461.    else begin

462.        addr <= addr;

463.    end

464. end

465. RD6:begin

466.    app_cmd <= `CMD_RD;

467.    bank <= 3'b101;

468.    if(rd6_done == 1'b1) begin

469.        addr <= 24'b0;

470.    end

471.    else if(app_rdy == 1'b1) begin

472.        addr <= addr+8;

473.    end

474.    else begin

475.        addr <= addr;

```

```
476.   end
477.   end
478.   RD7:begin
479.     app_cmd <= `CMD_RD;
480.     bank <= 3'b110;
481.     if(rd7_done == 1'b1)begin
482.       addr <= 24'b0;
483.     end
484.     else if(app_rdy == 1'b1)begin
485.       addr <= addr+8;
486.     end
487.     else begin
488.       addr <= addr;
489.     end
490.   end
491.   RD8:begin
492.     app_cmd <= `CMD_RD;
493.     bank <= 3'b111;
494.     if(rd8_done == 1'b1)begin
495.       addr <= 24'b0;
496.     end
497.     else if(app_rdy == 1'b1)begin
```

```

498.    addr <= addr+8;

499.    end

500.    else begin

501.        addr <= addr;

502.    end

503.    end

504.    DONE:begin

505.        bank <= 3'b000;

506.        addr <= 24'b0;

507.        app_cmd <= `CMD_WR;

508.        app_wdf_data <= 128'b0;

509.    end

510. endcase

511.end

512.

513.

514.

515.//*****

    ***

516.

517.// Start of User Design top instance

```

518. //*****

519. // The User design is instantiated below. The memory interface ports are

520. // connected to the top-level and the application interface ports are

521. // connected to the traffic generator module. This provides a reference

522. // for connecting the memory controller to system.

523. //*****

524.

525. ddr3_ip u_ddr3_ip

526. (

527.

528.

529. // Memory interface ports

530. .ddr3_addr (ddr3_addr),

531. .ddr3_ba (ddr3_ba),

532. .ddr3_cas_n (ddr3_cas_n),

533. .ddr3_ck_n (ddr3_ck_n),

534. .ddr3_ck_p (ddr3_ck_p),

535. .ddr3_cke (ddr3_cke),

536. .ddr3_ras_n (ddr3_ras_n),

537. .ddr3_we_n (ddr3_we_n),

```

538. .ddr3_dq          (ddr3_dq),
539. .ddr3_dqs_n       (ddr3_dqs_n),
540. .ddr3_dqs_p       (ddr3_dqs_p),
541. .ddr3_reset_n     (ddr3_reset_n),
542. .init_calib_complete (init_calib_complete),
543.
544. .ddr3_cs_n         (ddr3_cs_n),
545. .ddr3_dm           (ddr3_dm),
546. .ddr3_odt          (ddr3_odt),
547. // Application interface ports
548. .app_addr           (app_addr),
549. .app_cmd            (app_cmd),
550. .app_en             (app_en),
551. .app_wdf_data        (app_wdf_data),
552. .app_wdf_end         (app_wdf_end),
553. .app_wdf_wren        (app_wdf_wren),
554. .app_rd_data         (app_rd_data),
555. .app_rd_data_end     (app_rd_data_end),
556. .app_rd_data_valid   (app_rd_data_valid),
557. .app_rdy            (app_rdy),
558. .app_wdf_rdy         (app_wdf_rdy),
559. .app_sr_req          (app_sr_req),

```

560. .app_ref_req (app_ref_req),

561. .app_zq_req (app_zq_req),

562. .app_sr_active (app_sr_active),

563. .app_ref_ack (app_ref_ack),

564. .app_zq_ack (app_zq_ack),

565. .ui_clk (ui_clk),

566. .ui_clk_sync_rst (ui_clk_sync_rst),

567.

568. .app_wdf_mask (app_wdf_mask),

569.

570.

571. // System Clock Ports

572. .sys_clk_i (sys_clk_i),

573. // Reference Clock Ports

574. .clk_ref_i (clk_ref_i),

575.

576. .sys_rst (sys_rst)

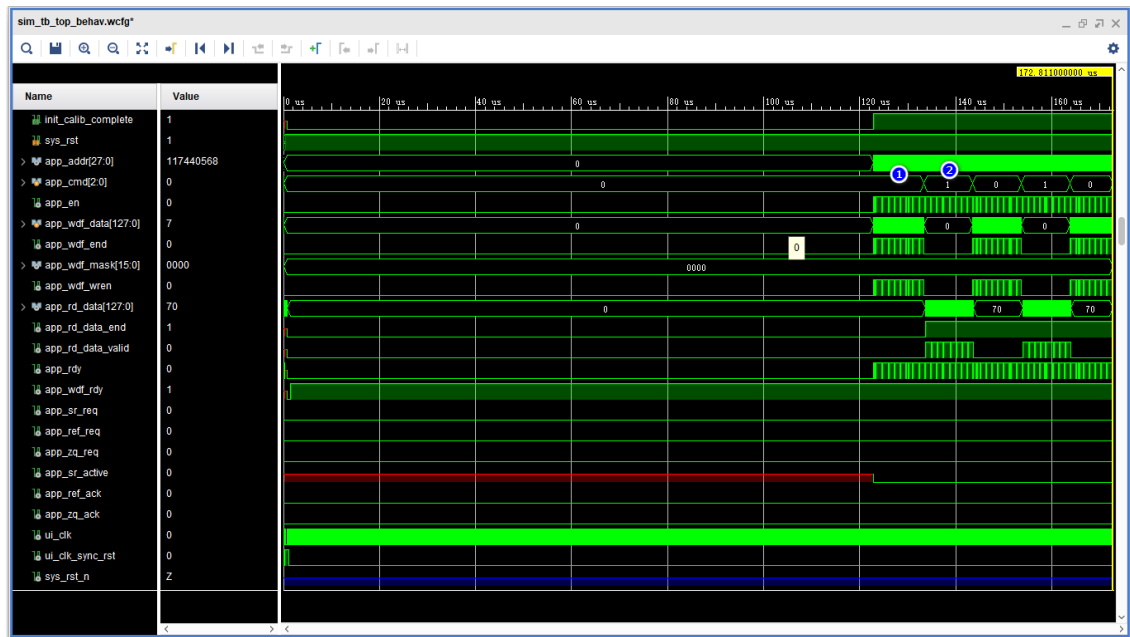
577.);

578. // End of User Design top instance

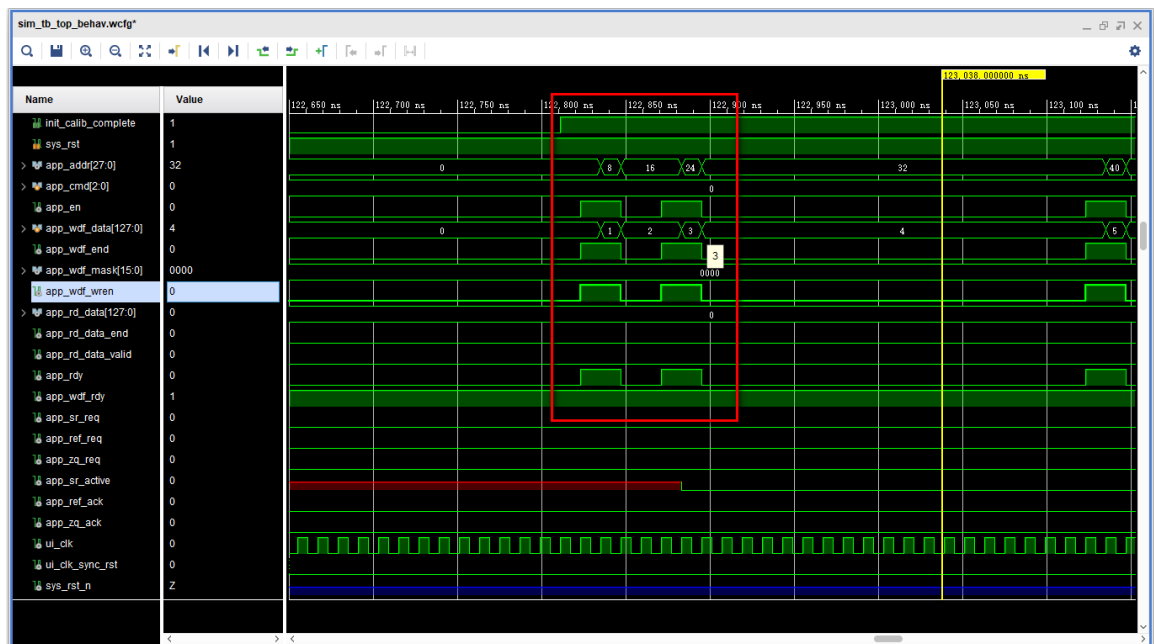
579.

580.

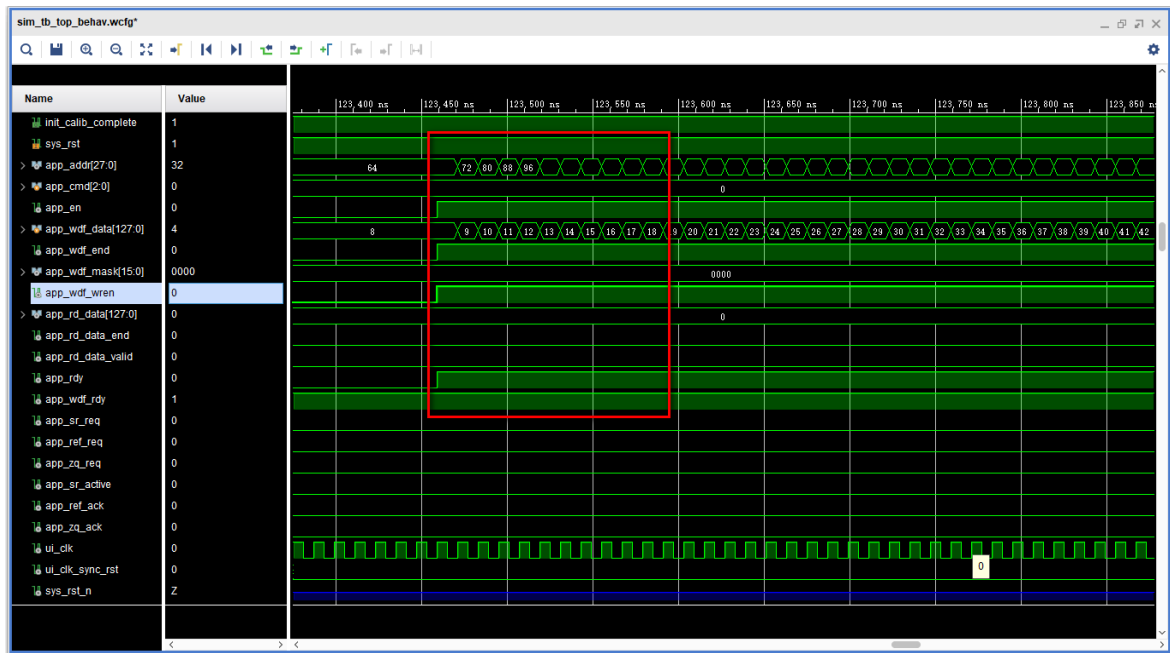
581. endmodule



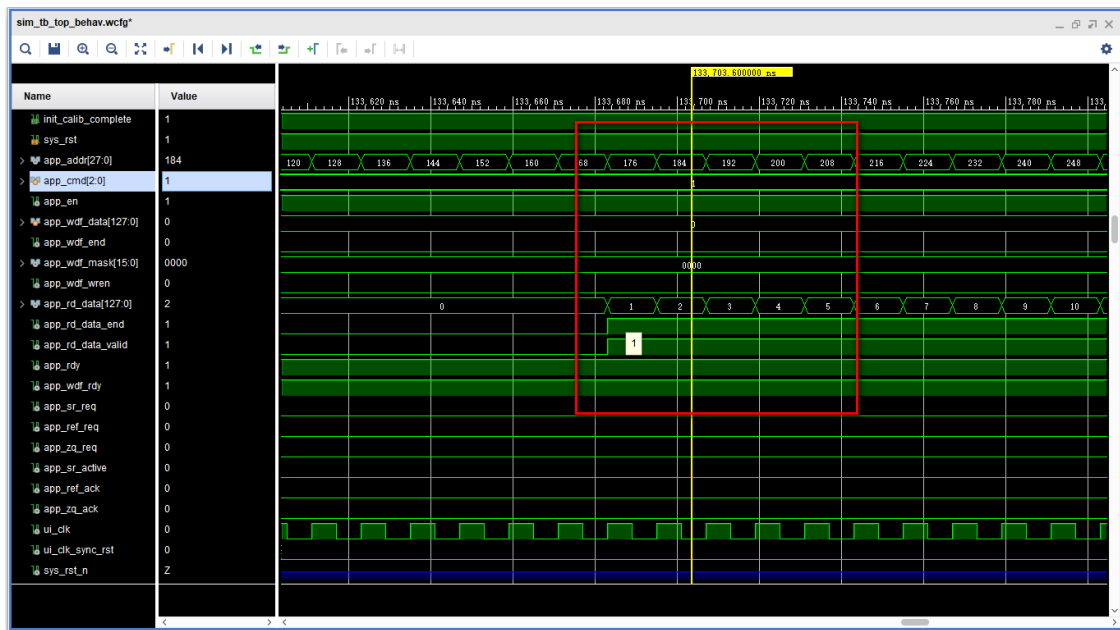
如上图所示，`app_cmd` 信号在①处为写 `ddr3` 命令，从 `bank0` 写到 `bank7`。②处为 `ddr3` 读命令，从 `bank0` 读到 `bank7`。



如图红框所示，我们采用写时序第一种情况（具体参看《第三篇：mig IP 用户读写时序》）。地址每次加 8，数据每次加 1。



如上图红框所示，连续写数据。



如上图红框所示，`app_rd_data_valid` 信号有效，读出数据和写入数据一致，仿真验证完成。

FPGA 开源工作室为了大家更好更快的学习 FPGA 目前开通了知识星球(FPGA 自习学院)。FPGA 自习学院将不断更新和总结 FPGA 相关的学习资料，欢迎大家加入，一起学习一起成长。

