## Lab 3. Block Design with IPs

In this lab, you will learn how to create a circuit in Vivado through block design by using intellectual properties (IPs), especially with the Xilinx University Program (XUP) Library.

## **Note:**

- If your machine already has Vivado and XUP library installed, you can jump to step 3.
- If you want to install Vivado on your own machine, you may follow steps 1 and 2.

**Step 1.** Download Vivado Design Suite WebPack Edition from <a href="https://www.xilinx.com/support/download.html">https://www.xilinx.com/support/download.html</a>.

Vivado HLx 2019.1 Update 2 (TAR/GZIP - 9.59 GB)

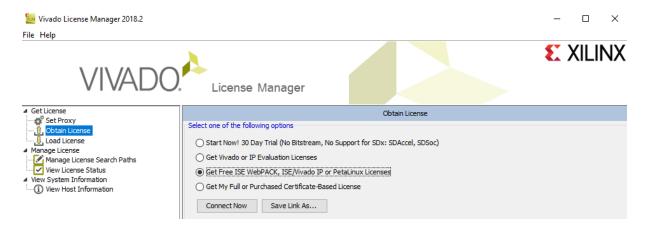
MD5 SUM Value: ebfeb5dabedf5292a2751acb2227dbda

When you click on the edition above, Xilinx will ask you to create an account. After creating your account, click next button, then you can start the self-installer file.



(The figure above is the screenshot from the 2018.2 version.)

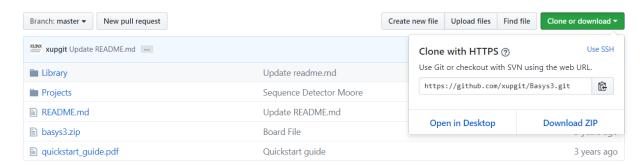
Make sure that you have a required operating system. Next, it will ask you to log in with your account to download the program. To complete the download, you have to activate the license.



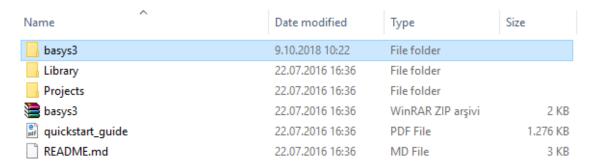
For this lab assignment, you can use the program installed in the lab computers. However, we strongly recommend you to download the program on your own computer to practice and for the future labs.

## **Step 2.** Obtain the XUP library.

Visit <a href="https://github.com/xupgit/Basys3">https://github.com/xupgit/Basys3</a>. Log in to GitHub with your account (you will have to create one if you do not have one). Click on clone or download.

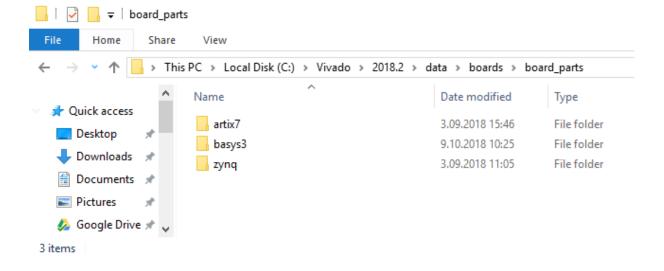


## Extract the zip files.

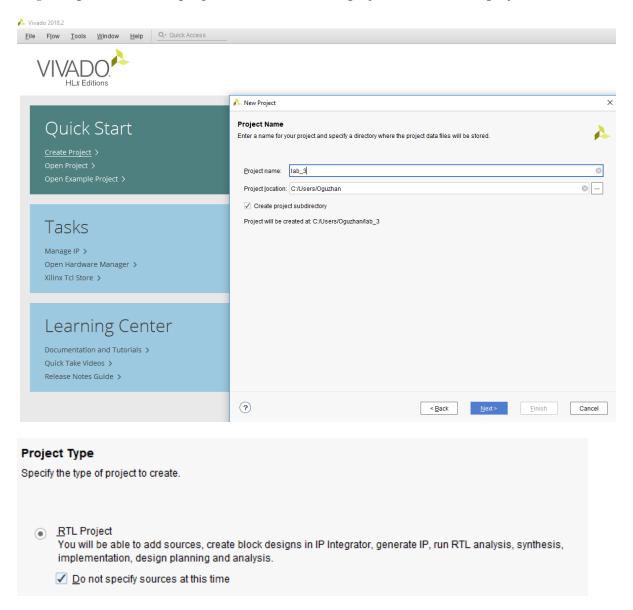


Now copy the basys3 folder to C:\Vivado\2019.1\data\boards\board\_parts

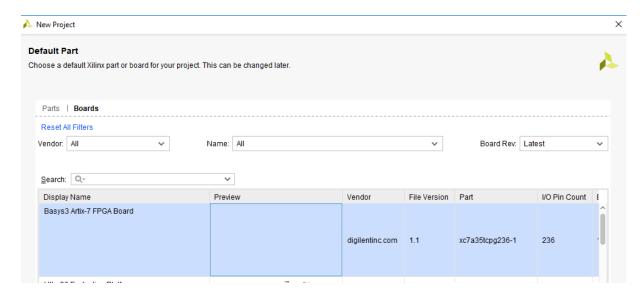
(Note: '2019.1' part can be different depending on the version of the program you installed.)



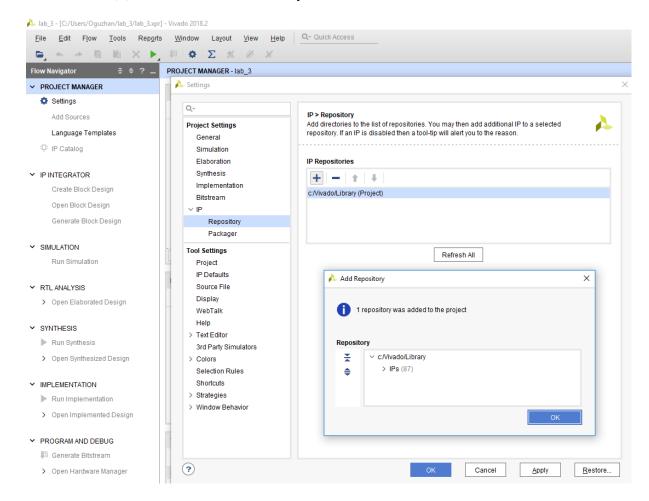
**Step 3.** Open the Vivado program and create a new project. Choose RTL project.



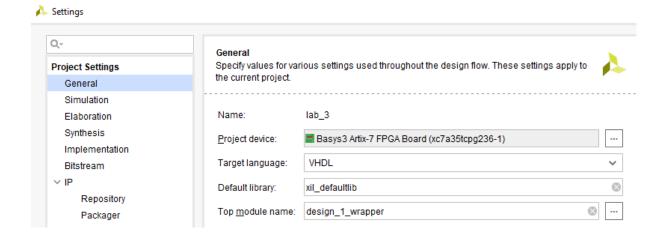
Next, click on boards and choose Basys3.



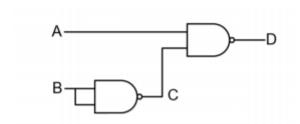
**Step 4.** Under the Project Manager, open the Project settings. Find IP and open Repository. Click on add (+) button and choose Library obtained from GitHub.



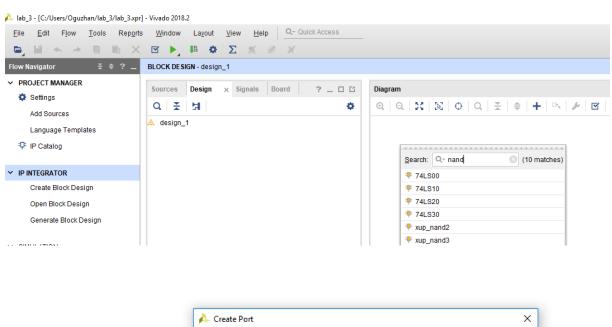
Make sure that in the General setting, language is defined as VHDL, not Verilog.

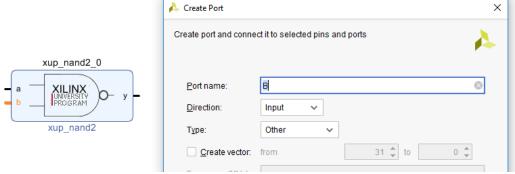


**Step 5.** Now we are ready to create a circuit. Click on Create Block Design. Continue with default options. Your assignment is to create a circuit below using Vivado and implement it via a Basys3 board.



From the Diagram window, press the add (+) button to add an IP. Search for NAND2. Choose xup\_nand2. Right click over the gate and choose Create Port. Change the port name to 'B'.



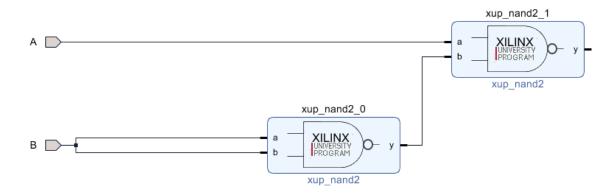




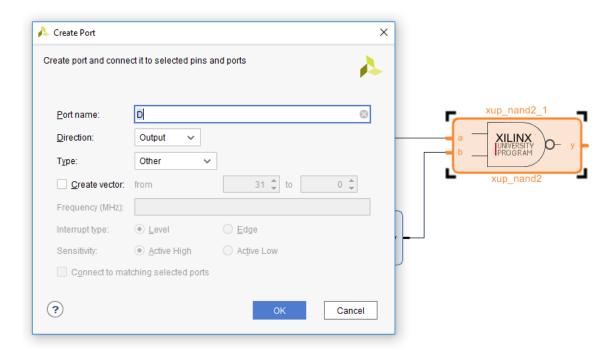
When a mouse pointer comes close to input, a pen will appear. Use the pen to draw connections as below.



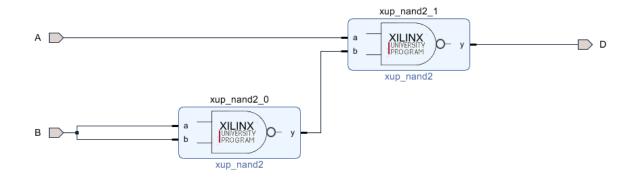
Add one more 2-input NAND gate and create a port A. Connect the output of the first NAND2 to one of the inputs of the second NAND2.



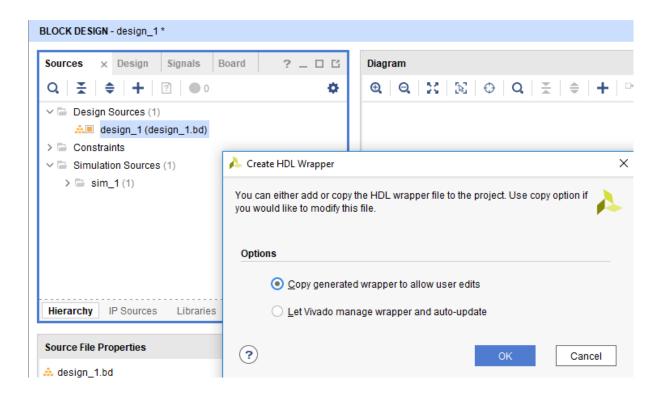
Create a circuit output port. Right click on the second NAND2 and choose Create Port. Give the port name as 'D'. Choose the direction as Output.

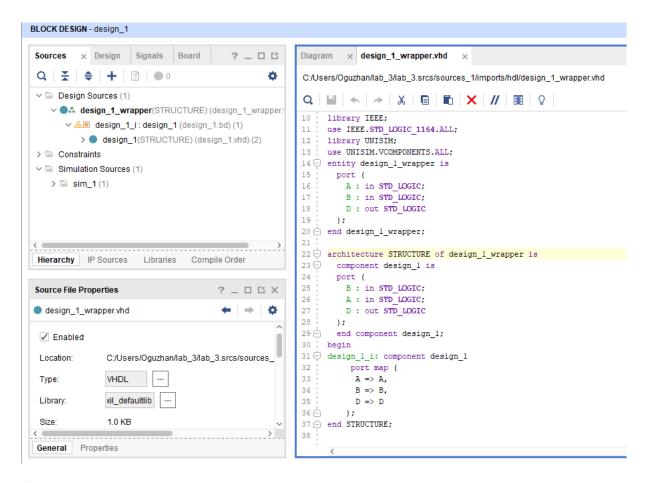


Now you should have completed the circuit as below.

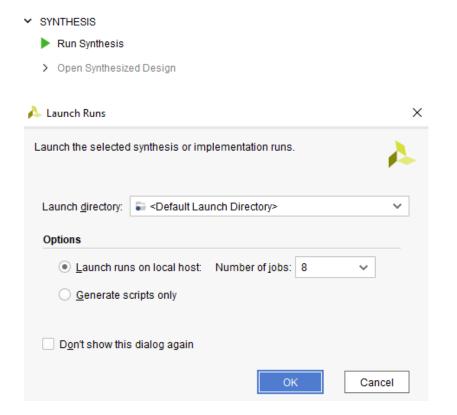


**Step 6.** Now we are ready to observe the VHDL code of this design. In Sources tab, right click on your design and choose Create HDL Wrapper. Now, you can see the VHDL code of the design.

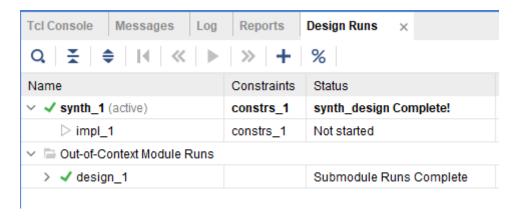




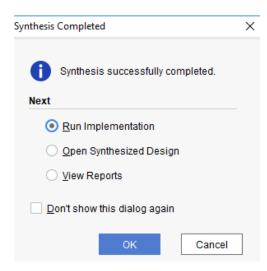
**Step 7.** After creating a VHDL code, there are four steps to program a Basys3 board. First step is to run synthesis. Synthesis is the process of transforming an RTL-specified design into a gate-level representation.



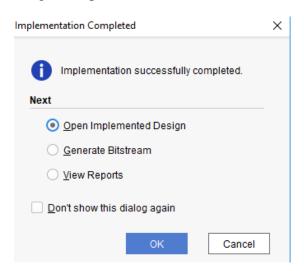
You can follow the progress from the Design Runs tab.



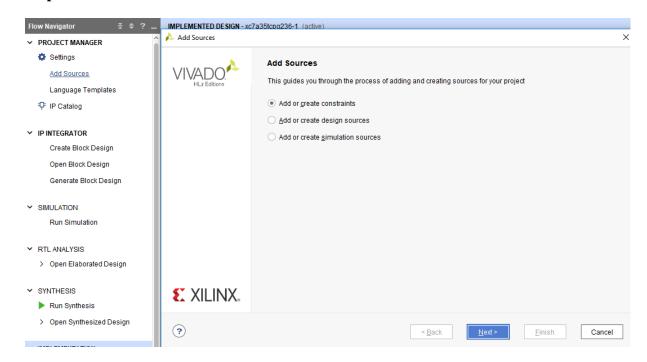
After synthesis is completed, a new window will pop up.



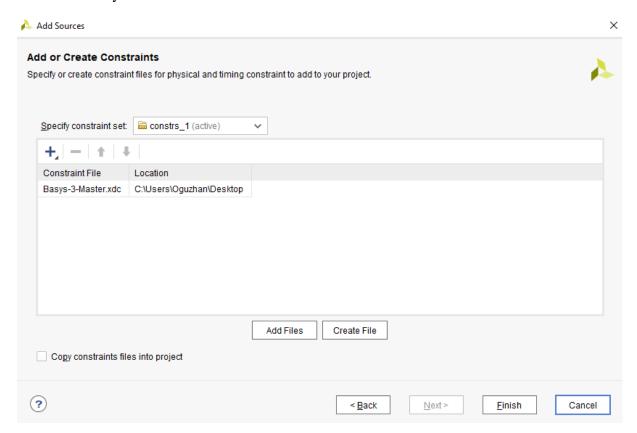
**Step 8.** Run the implementation. Implementation process transforms a logical netlist and constraints into a placed and routed design, ready for bitstream generation. Once the implementation is completed, you can open the implemented design to observe how the design is implemented inside the FPGA.

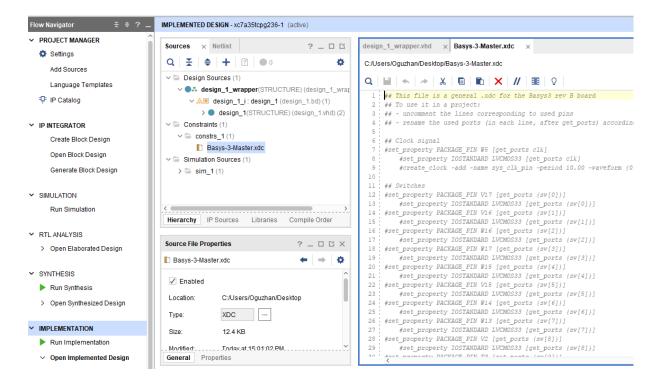


**Step 9.** Click on add sources and then choose add or create constraints.



Download Basys3.xdc file from Canvas and add the file as a constraint file.





Now you need to define your inputs and outputs, and to match them with Basys3 peripherals. For instance, we have two binary inputs A and B. We can use switches on the board for the inputs. In the Basys3 board, there are 16 switches (you can see from the constraint file that there are sixteen switches, from sw[0] to sw[15]).



To use switches for the inputs, you need to uncomment the corresponding lines. Then, change the variable names based on your design. You need to leave all other unused switches as commented.

For example, in order to use the first two switches for the inputs A and B, change the following lines from:

```
set_property PACKAGE_PIN V17 [get_ports {sw[0]}]

set_property IOSTANDARD LVCMOS33 [get_ports {sw[0]}]

set_property PACKAGE_PIN V16 [get_ports {sw[1]}]

set_property IOSTANDARD LVCMOS33 [get_ports {sw[1]}]

to:

set_property PACKAGE_PIN V17 [get_ports {A}]

set_property IOSTANDARD LVCMOS33 [get_ports {A}]
```

```
set_property PACKAGE_PIN V16 [get_ports {B}]
set_property IOSTANDARD LVCMOS33 [get_ports {B}]
```

You also need to assign the output D to a board peripheral. An LED is a useful option to check the function.

Change the following lines from:

```
set_property PACKAGE_PIN U16 [get_ports {led[0]}]

set_property IOSTANDARD LVCMOS33 [get_ports {led[0]}]

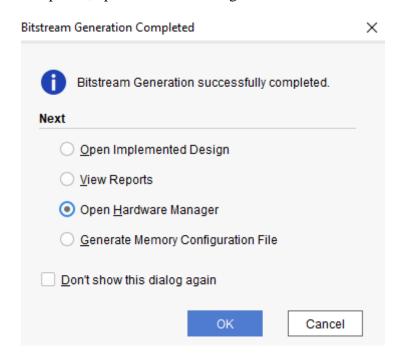
to:

set_property PACKAGE_PIN U16 [get_ports {D}]

set_property IOSTANDARD LVCMOS33 [get_ports {D}]]
```

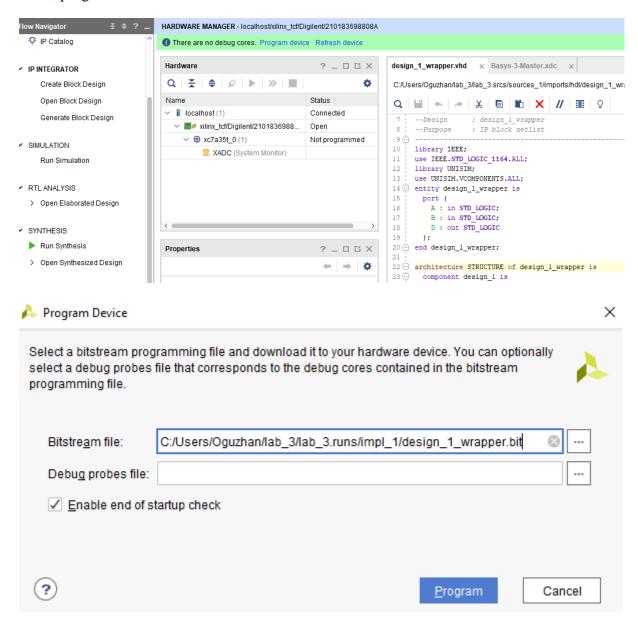
Do not forget to save the changes.

**Step 10.** Now click on Generate Bitstream file to make your design to 0s and 1s. After it is completed, open hardware manager.



Connect the board to the pc through a USB cable.

Then, program the device.



**Step 11**. Test the function of the design on the Basys3 board.