#### Lab 5 - It's all about the Processors

Embedded Systems 1 Lab Report 5 Tim Petersen - trp87 5/3/2020

#### **Purpose**

In this lab, we are going to use almost everything we have learned and created thus far in order to make the most recognizable design in all of ECE; a processor. Our design is a general purpose processor with some application specific instructions for video and communications. In this way, it is similar to a simplified Application-Specific Instruction-Set Processor (ASIP)

#### Notes:

All vhd, xcd, coe, tb and all other files needed to complete the lab including the bit file is on github.

#### Part 1

Coe files are attached on Github

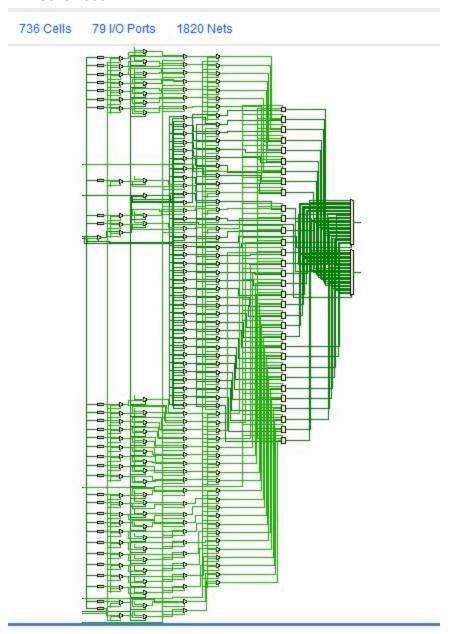
Modified txt file is attached on Github

Part 2

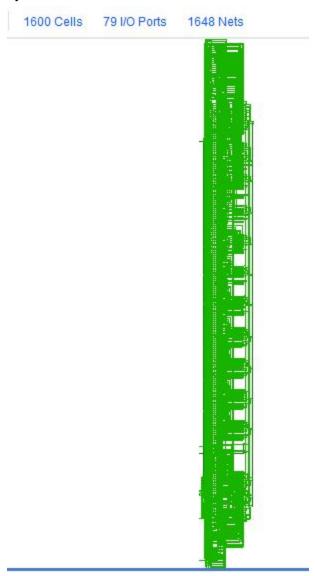
## Code is on Github

# Regs

### **RTL Schematic**



## Synthesis Schematic



## Post Synthesis Utilization Table

| ization  | Post-Synthesis   Post-Implementation |           |               |  |
|----------|--------------------------------------|-----------|---------------|--|
|          | Graph   Table                        |           |               |  |
| Resource | Estimation                           | Available | Utilization % |  |
| LUT      | 834                                  | 17600     | 4.74          |  |
| FF       | 512                                  | 35200     | 1.45          |  |
| 10       | 79                                   | 100       | 79.00         |  |
| BUFG     | 1                                    | 32        | 3.13          |  |

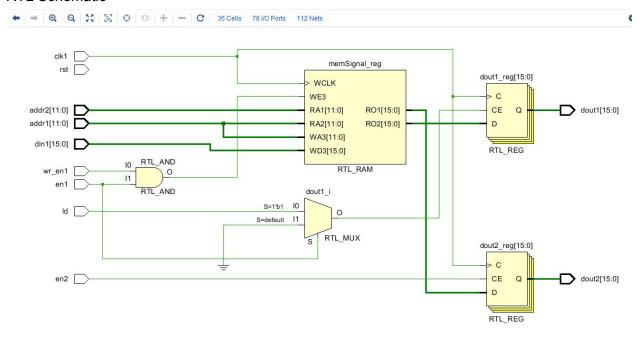
### On Chip Power Graph



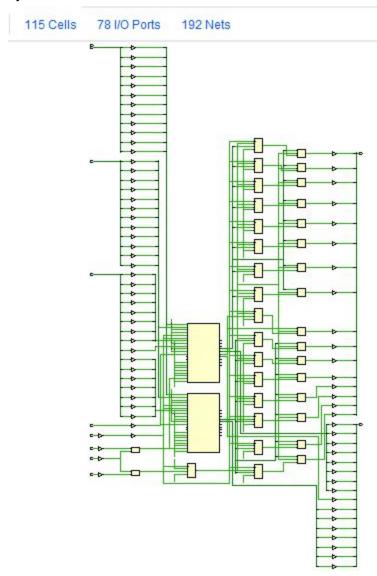
Framebuffer

#### Code is on Github

#### **RTL Schematic**



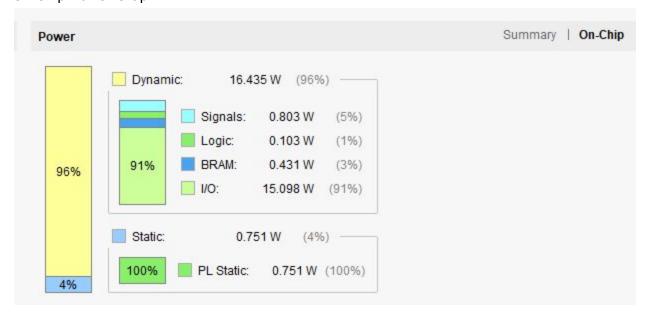
## Synthesis Schematic



## Post Synthesis Utilization Table

| ization  | Post-Synthesis   Post-Implementation |           |               |
|----------|--------------------------------------|-----------|---------------|
|          |                                      |           | Graph   Table |
| Resource | Estimation                           | Available | Utilization % |
| LUT      | 10                                   | 17600     | 0.06          |
| FF       | 17                                   | 35200     | 0.05          |
| BRAM     | 2                                    | 60        | 3.33          |
| Ю        | 77                                   | 100       | 77.00         |
| BUFG     | 1                                    | 32        | 3.13          |

## On Chip Power Graph

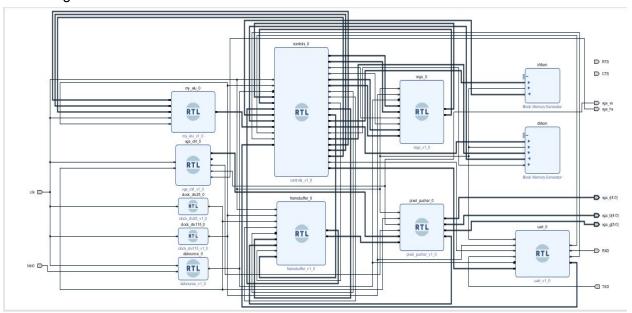


Part 3

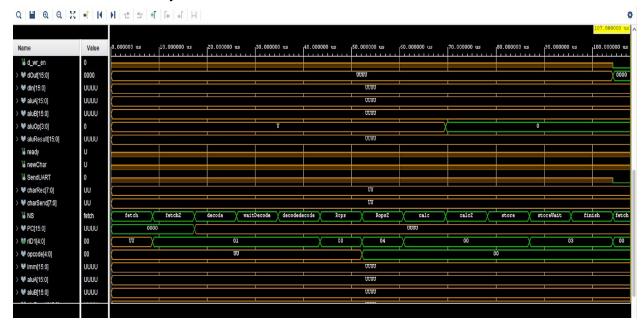
Тор

Code is on Github

## Block Diagram



# Simulation Waveform of just Controls.vhd



## Post Synthesis Utilization Table

| lization | Post-Synthesis   Post-Implementatio |           |               |
|----------|-------------------------------------|-----------|---------------|
|          |                                     |           | Graph   Table |
| Resource | Estimation                          | Available | Utilization % |
| LUT      | 4                                   | 17600     | 0.02          |
| LOI      |                                     | 100       | 24.00         |

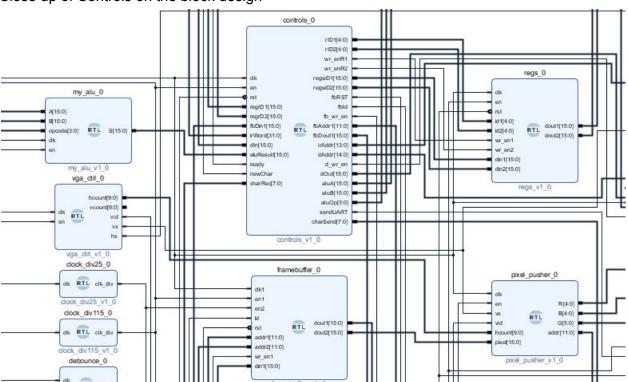
## On Chip Power Graph



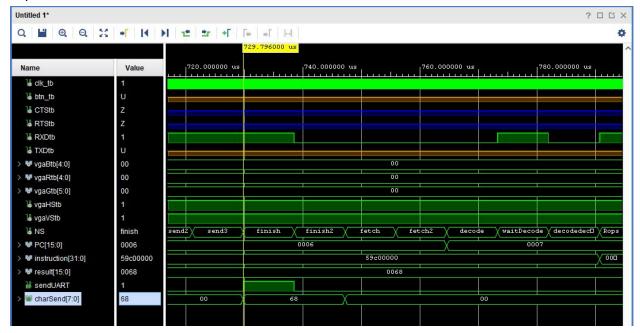
Part 4

HDL Wrapper code is on Github XDC file on Github

#### Close up of Controls on the block design



#### Top Level Simulation:



This lab was very cool. Never thought I would ever get to implement an actual processor. Took so many hours of troubleshooting, but it sent over the UART.