

# **MINI-PROJECT'S REPORT**

**ROUND 2** 

**LOGIC DESIGN (LAB) - CC01** 

\_\_\_\_\_ GROUP 9 \_\_\_\_\_

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### **CHAPTER 1: INTRODUCTION**

### **1. TOPIC:**

Running LEDs is usually used for decorating stores, buildings, companies. A Running LEDs circuit should support multiple running types.

Design and implementation a Decorative LED lights system on Altera DE2i-150 board.

#### **Functionalities:**

- Support at least 2 rules:
  - Rule 1: Leds start with a length of 3 at the right edge. Leds run from right to left, when the 3-led line to the left edge, leds navigation from left to right.
  - Rule 2: LEDs run from the two edges to middle until all LEDs are ON (bright), then turn OFF from left to right.
- Support at least 3 level of running speed on DE2I-150 (frequency): 1Hz, 2Hz, and 4Hz

(You can use higher frequencies for simulation)

- Display rule number, mode, speed on 7-segment LEDs.
- Support 2 mode: **automatic** (LEDs run from rule 1 -> rule 2 -> back to rule 1) and **hand control** (repeat one specified rule).

## 2. GOALS:

Practice and understanding:

- o Edge trigger and Level trigger
- Blocking and non-Blocking assignment.
- Experiments on real FPGA technology DE2I150 board

### 3. SOFTWARE AND HARDWARE USED:

Quartus Prime 19.1 Lite Edition, ModelSim and DE2i-150 FPGA board

## 4. INSTRUCTIONS:

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                                                                                                Files
                                                       Combo str.v
                                                                                 t_Combo_str.v
Project Navigator
                                                                                                                                      Datapath Unit.v
                                                📳 🔲 🗗 🏗 🕮 🕒 🗗 🐿 💆 🔯 🗏
Files
                                                       odule Combo_str(c1k_50, en, rst, sw_1, sw_2, sw_3, sw_4, led, hex0, hex1);
  abc Control_Unit.v
                                                                   _50, en, rst, sw_1, sw_2, sw_3, sw_4;
6:0] led;
  Datapath_Unit.v
  abo Combo_str.v
                                                                   :0] hex0;
  t_Combo_str.v
                                               8
9
10
11
12
13
14
15
16
17
18
19
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21
                                                         wire clk_new, auto_rst, switch_r1r2, LR, en_DP;
  abc Clock Div.v
                                                     clock_Div A(clk_50, sw_1, sw_2, clk_new);
  Mode Select.v
                                                      Mode_Select M(clk_new, sw_3, sw_4, mode);
  Led7 Decoder.v
                                                      Led7_Decoder L(clk_new, sw_1, sw_2, mode, hex0, hex1);
                                                      Control_Unit C(auto_rst, switch_r1r2, LR, en_DP, mode, clk_new, rst, en, led);
                                                      Datapath_Unit D(led, mode, clk_new, en_DP, rst, LR, switch_r1r2, auto_rst);
Tasks
                   Compilation
                                                      endmodule
```

(top-level entity module)

#### - LEDs, switches, buttons and 7-segment LEDs used:

```
    ○ All LEDs (18 LEDR + 9 LEDG) → [26:0] led

Switches:
SW[0], SW[1] (to select SPEED) \rightarrow {sw 1, sw 2}
     2'b01 (1 Hz),
                             2'b10 (2 Hz),
     2'b11 (4 Hz),
                             2'b00 (50 MHz - board frequency)
SW[2], SW[3] (to select MODE) \rightarrow {sw 3, sw 4}
     2'b01 (repeat rule 1), 2'b10 (repeat rule 2),
     2'b11: (automatic), 2'b00: all LEDs are off.
O Buttons:
KEY[0] (reset) \rightarrow rst, to set things ready or to switch modes
KEY[1] (enable) \rightarrow en, to start running LEDs
o 7-seg LEDs:
HEX0 (display MODE) \rightarrow [6:0] hex0
HEX1 (display SPEED) \rightarrow [6:0] hex1
```

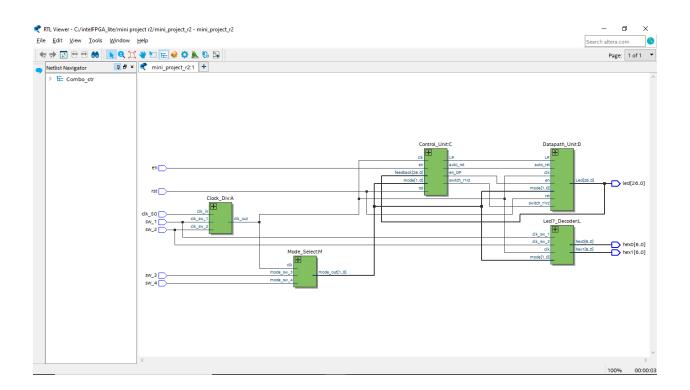
- How it works: (pictures in Chapter 2 to demonstrate)
- MANUAL/AUTOMATIC: select SPEED, MODE, turn on rst for a second, then turn it off and press en.

For example: to run mode 1 (repeat rule 1) with frequency 50 MHZ, first turn off SW[0], SW[1], then turn off SW[2] and turn on SW[3], turn on KEY[0] for a second and turn it off, then hit KEY[1] to begin.

 SWITCHING MODEs: to switch among three modes manually, first run MODE 1 (or 2, 3), after a while, hit KEY[0] to set things ready, then select SWs to another MODE and turn off KEY[0] to begin.

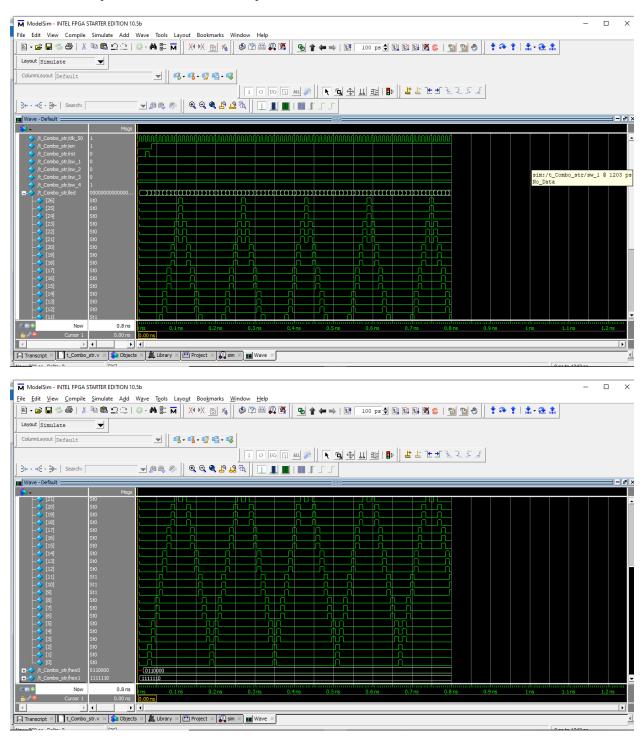
## **CHAPTER 2: DESIGN AND IMPLEMENT**

#### **RTL Viewer:**



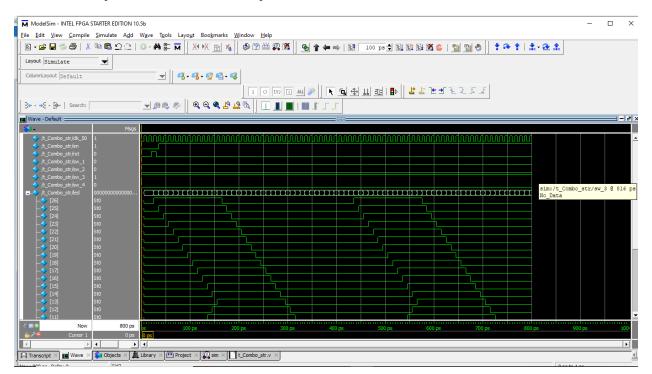
## **CHAPTER 3: EXPERIMENTS**

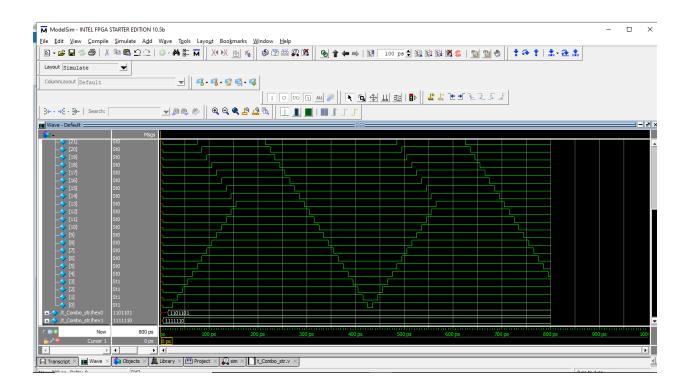
## **MODE 1 (REPEAT RULE 1) - 50 MHZ**

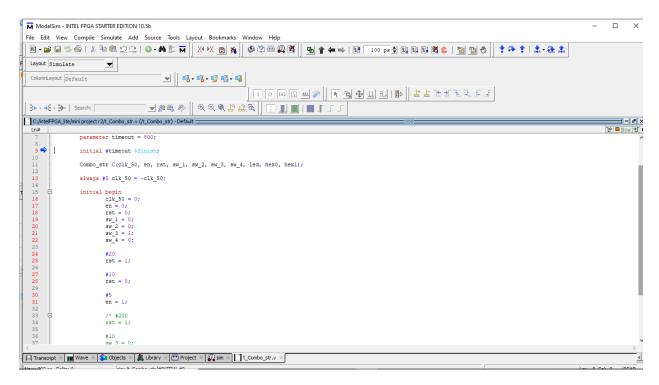


(testbench for mode 1)

## MODE 2 (REPEAT RULE 2) - 50 MHZ

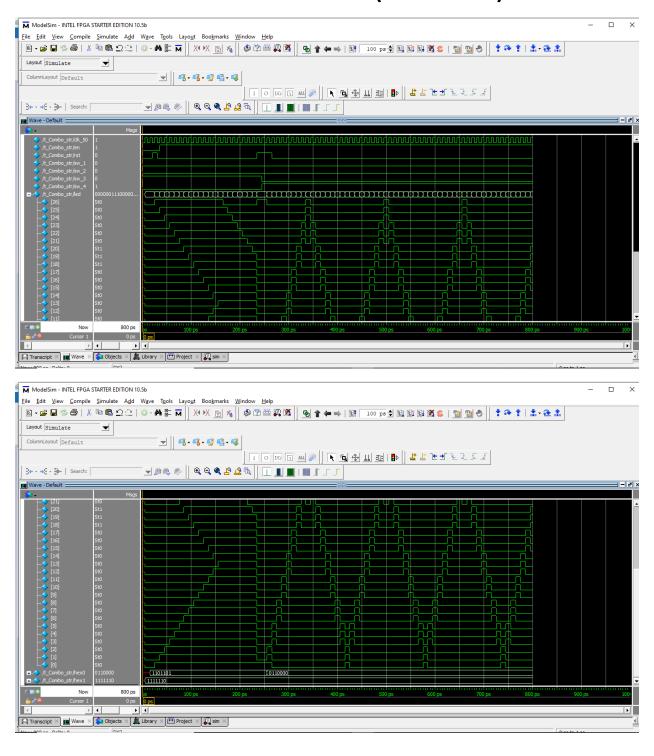






(testbench for mode 2)

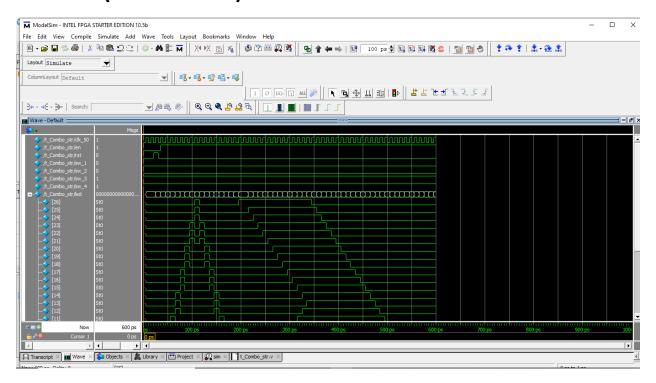
### **SWITCH FROM MODE 2 TO MODE 1 (MANUALLY)**

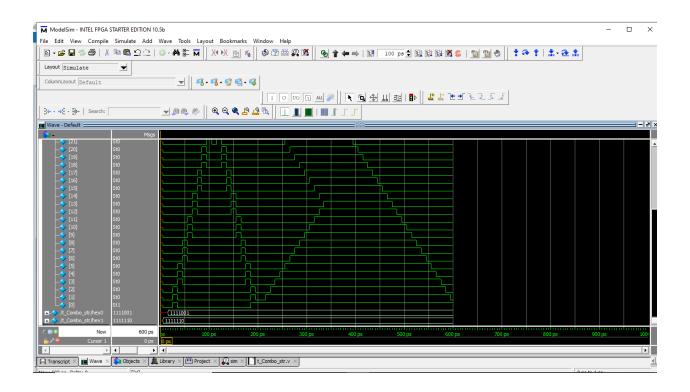


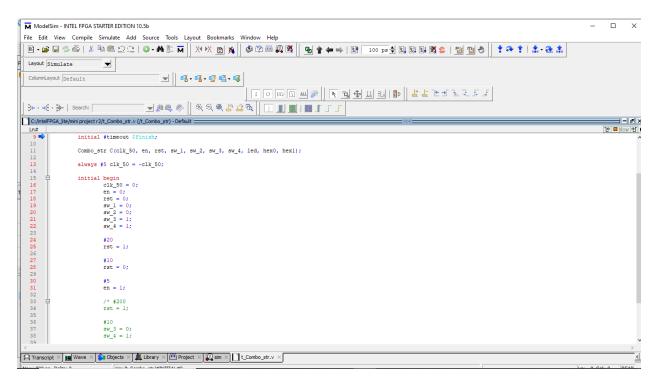
```
| ModeSim - INTEL FPGA STANTER EDITION 10.5b
| File Edit View Compile Simulate Add Source Tools Layout Bookmarks Window Help
| Source | Note | Note
```

(testbench for mode 2-mode 1)

## MODE 3 (AUTOMATIC) - 50 MHZ







(testbench for mode 3)

### **CHAPTER 4: CONCLUSION AND FUTURE WORK**

### STRONG/WEAK ASPECTS:

- Strong aspects: easy to operate with simple steps, can run with different frequency and can switch among modes.
- Weak aspects: hard to maintain and modify, as the main modules contain a lot of codes, especially mode 3 case with many nested if-else statements.

#### **CONCLUSION:**

Running LEDs is usually used for decorating stores, buildings, companies. A Running LEDs circuit should support multiple running types. This is the first step to understand and practice on electrical circuits.

#### LINK (REPORT, VERILOG CODEs & PICTURES):

https://drive.google.com/drive/folders/1wy285Zsd5sYwbxgYdZ6HzD2tn5iAathA?usp=sharing

(folder *codes* includes: Control\_Unit.v, Datapath\_Unit.v, Combo\_str.v, t\_Combo\_str.v, Clock\_Div.v, Mode\_Select.v and Led7\_Decoder.v)

#### **DUTY ROSTER:**

MAIN CODER, IDEA & REPORT	IDEA, SUPPORT	SUPPORT
Việt Tú	Minh Trung	Khôi Nguyên