

CO503-System on Chip(SoC) Design

E/16/203 - E/16/222

Part 1: First SoC - LED Counter

What we have done:

- We have created an SoC which can display an increasing counter on 8 LEDs as an Output.
- We followed the instructions given in the lab sheet and everything worked fine.
- We edited the provided code to use the base address of the led_out PIO device

New things learned:

- We learned how to work with Quartus 2 application to program the FPGA
- How to create and work around using a BDF design to create what we need
 - How to add symbols
 - Choose different symbols(Input and Outputs etc)
- How to use the Qsys tool
 - How to add components from the library
 - How to make connections between various components
 - How connections made as output
- Neos II processor variants
- How to use the pin planner to do the pin mapping

- ❖ What do you think the statement `IOWR_8DIRECT(LED_BASE, OFFSET, count);` does?

This statement is writing the count to the address given by adding LED_BASE and the OFFSET value.

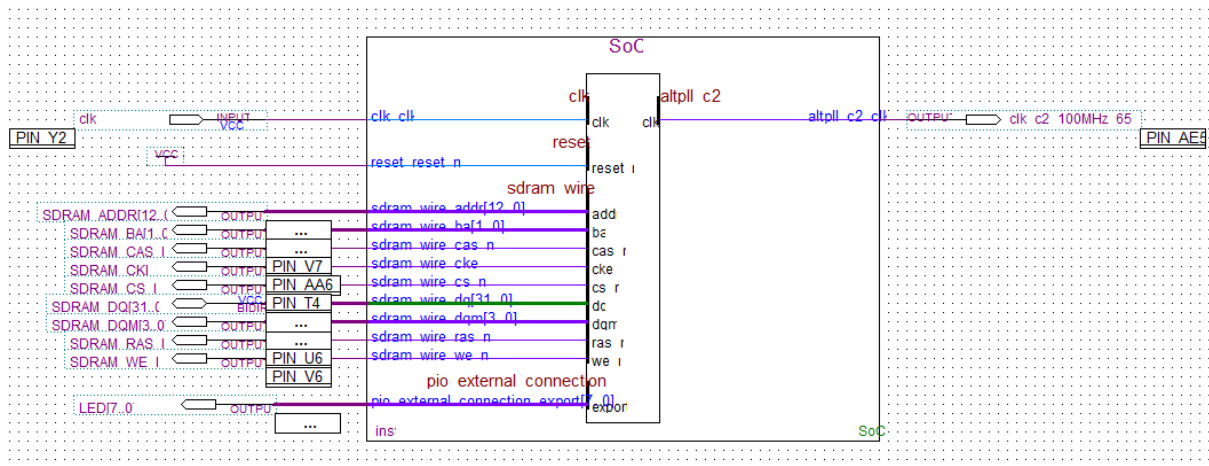
Part 2: jpeg encoder

What we have done:

- We have created a jpeg encoder that uses onboard SDRAM of the FPGA as the main memory.
- Hardware configuration using Quartus II app is done as the diagram given in the lab sheet.
- The four states have defined as follows

```
#define LED_BASE 0x0a001010
#define OFFSET 0x00000000
#define Started_state 1
#define Processing_state 2
#define Finished_state 3
#define Error_state 4
```

- The block diagram is drawn as follows.



- The Qsys tool is configured as follows. Used components and there connections are done according to the lab sheet.

| System Contents | Address Map | Clock Settings | Project Settings | Instance Parameters | System Inspector | HDL Example | Generation | | |
|-----------------|-------------|---------------------------|---------------------------------|-------------------------|------------------|-------------|-------------|--------|--|
| Use | Connections | Name | Description | Export | Clock | Base | End | IRQ | |
| | | clk_in_reset | Reset Input | reset | | clock_5MHz | | | |
| | | clk | Reset Output | Double-click to export | | | | | |
| | | clk_reset | Reset Output | Double-click to export | | | | | |
| | | altpll | Avion ALTPLL | | | | | | |
| | | incik_interface | Clock Input | Double-click to export | clock_5MHz | | | | |
| | | incik_interface_reset | Reset Input | Double-click to export | [incik_interf... | | | | |
| | | pl_slave | Avion Memory Mapped Slave | Double-click to export | | 0x0a00_1000 | 0x0a00_100f | | |
| | | c0 | Clock Output | Double-click to export | altpll_c0 | | | | |
| | | c1 | Clock Output | Double-click to export | altpll_c1 | | | | |
| | | c2 | Clock Output | altpll_c2 | altpll_c2 | | | | |
| | | areset_conduit | Conduit | Double-click to export | | | | | |
| | | locked_conduit | Conduit | Double-click to export | | | | | |
| | | phaseone_conduit | Conduit | Double-click to export | | | | | |
| | | timer_0 | IntervalTimer | | | | | | |
| | | clk | Clock Input | Double-click to export | altpll_c1 | | | | |
| | | reset | Reset Input | Double-click to export | [clk] | | | | |
| | | s1 | Avion Memory Mapped Slave | Double-click to export | | 0x0000 | 0x001f | | |
| | | sysid | System ID Peripheral | | | | | | |
| | | clk | Clock Input | Double-click to export | altpll_c1 | | | | |
| | | reset | Reset Input | Double-click to export | [clk] | | | | |
| | | control_slave | Avion Memory Mapped Slave | Double-click to export | | 0x0020 | 0x0027 | | |
| | | clock_crossing_bridge | Avion-IMM Clock Crossing Bridge | | | | | | |
| | | m0_clk | Clock Input | Double-click to export | altpll_c1 | | | | |
| | | m0_reset | Reset Input | Double-click to export | [m0_clk] | | | | |
| | | s0_clk | Clock Input | Double-click to export | altpll_c0 | | | | |
| | | s0_reset | Reset Input | Double-click to export | [s0_clk] | | | | |
| | | s0 | Avion Memory Mapped Slave | Double-click to export | [s0_clk] | 0x0900_0000 | 0x0900_03ff | | |
| | | m0 | Avion Memory Mapped Master | Double-click to export | [m0_clk] | | | | |
| | | itag_uart | ITAQ UART | | | | | | |
| | | clk | Clock Input | Double-click to export | altpll_c0 | | | | |
| | | reset | Reset Input | Double-click to export | [clk] | | | | |
| | | avion_flag_slave | Avion Memory Mapped Slave | Double-click to export | | 0x0a00_1020 | 0x0a00_1027 | | |
| | | p1o | PIO (Parallel IO) | | | | | | |
| | | clk | Clock Input | Double-click to export | altpll_c0 | | | | |
| | | reset | Reset Input | Double-click to export | [clk] | | | | |
| | | s1 | Avion Memory Mapped Slave | Double-click to export | | 0x0a00_1010 | 0x0a00_101f | | |
| | | external_connection | Conduit Endpoint | p1o_external_connection | | | | | |
| | | sdram | SDRAM Controller | | | | | | |
| | | clk | Clock Input | Double-click to export | altpll_c0 | | | | |
| | | reset | Reset Input | Double-click to export | [clk] | | | | |
| | | s1 | Avion Memory Mapped Slave | Double-click to export | | 0x0000_0000 | 0x07ff_ffff | | |
| | | wire | Conduit | sdram_wire | | | | | |
| | | cpu | Nios II Processor | | | | | | |
| | | clk | Clock Input | Double-click to export | altpll_c0 | | | | |
| | | reset_n | Reset Input | Double-click to export | [clk] | | | | |
| | | data_master | Avion Memory Mapped Master | Double-click to export | | | IRQ 0 | IRQ 31 | |
| | | instruction_master | Avion Memory Mapped Master | Double-click to export | | | | | |
| | | flag_debug_module_reset | Reset Output | Double-click to export | | | | | |
| | | flag_debug_module | Avion Memory Mapped Slave | Double-click to export | | 0x0a00_0800 | 0x0a00_0fff | | |
| | | custom instruction master | Custom Instruction Master | Double-click to export | | | | | |

New things learned:

- Since we used an external memory (DRAM) as the memory component the clock given to it may be delayed than the internal clock because of the effect of delays like propagation delays. Therefore we learned that to use the external components we have to consider these delays, and hence the clock was given introducing -65 degrees phase shift to the original clock for the external DRAM.
- How to communicate with different components which use different frequency clocks