

Introduction to Accumulators and FPGAs

Introduction

This lab will introduce concepts of arithmetic circuits by introducing adders and accumulators. We will also introduce basic concepts on FPGAs. We will develop an adder by means of hierarchical, iterative design. The final system will be divided into subsystems or modules described on independent VHDL files. We will also expand the concepts learned in previous labs to create, synthesize and download a CPLD project; to FPGAs.

Goals

After completing this lab, you will:

- Be able to design and implement adders and accumulators.
- Learn to use several instantiations of a component declaration.
- Understand the Spartan3 board capabilities.
- Make differences between CPLDs and FPGAs.

Design Description : Accumulator

The accumulator we will design must:

- Have a four bits wide synchronous input.
- Have an eight bit wide output which will be displayed using one out of four seven segment digit displays available in the board.
- Includes reset capabilities.
- Must include a way to signal the system when a new input is ready to be read.

Design Analysis

A basic half adder logic diagram is shown in figure 1, including its equations and truth table. It is called a half adder because it does not include a “*carry in*” within its inputs. Note that the circuit is made of simple XOR and AND gates. A basic full adder logic diagram is shown in figure 2, including its truth table. A full adder does include the “*carry in*” as an input. It is build by two half adders and an additional OR gate. Note that figure 2 is showing a full 1 bit adder. In order to build full X-bit adders (where X represents any integer) we must put together several 1-bit full adders. There are several ways to do so. In this lab we will follow a “*ripple carry adder*” approach. A full 4-bit adder schematic is shown in figure 3.

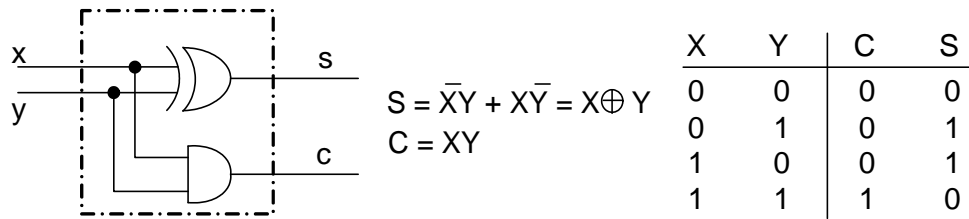


Figure 1; half adder logic diagram, equations and truth table

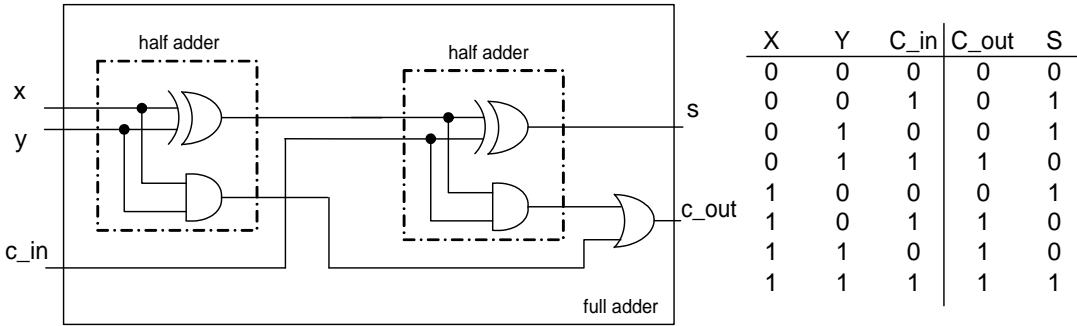


Figure 2; Logic diagram of a 1-bit wide full adder and truth table.

Other techniques will have different configurations corresponding to different trade off between delays, size of the circuit and complexity. For more references please go to chapter 5 of your textbook.

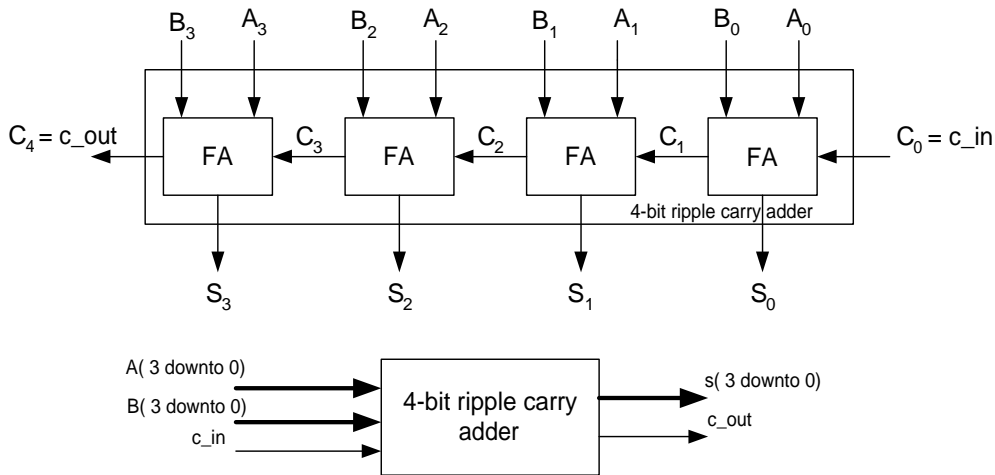


Figure 3; Block diagram of a 4-bit wide ripple carry adder.

Creating, synthetizing and simulating a Half Adder (HA)

Step 1

As you have done previously, create a new directory for your project with the following format: **C:\ece238\Fall05\student_name\lab7**. Download the files **half_adder_tb.vhd**, **full_adder_tb.vhd**, **four_bit_reg.vhd**, **accumulator_tb.vhd**, **disp_controller.vhd** and **top_accumulator.ucf** provided on the website and copy them in the newly created directory. Make sure you are saving them without a ".txt" extension but a ".vhd" extension.

1. Open ISE software; Go to **Start Menu** → **Programs** → **Xilinx ISE 7.1i** → **Project Navigator**. (or you can also look for the ISE icon on your desktop)
2. Create counter project; In the Project Navigator, select **File** → **New Project** and setup options as in figure 4. Click **OK**.

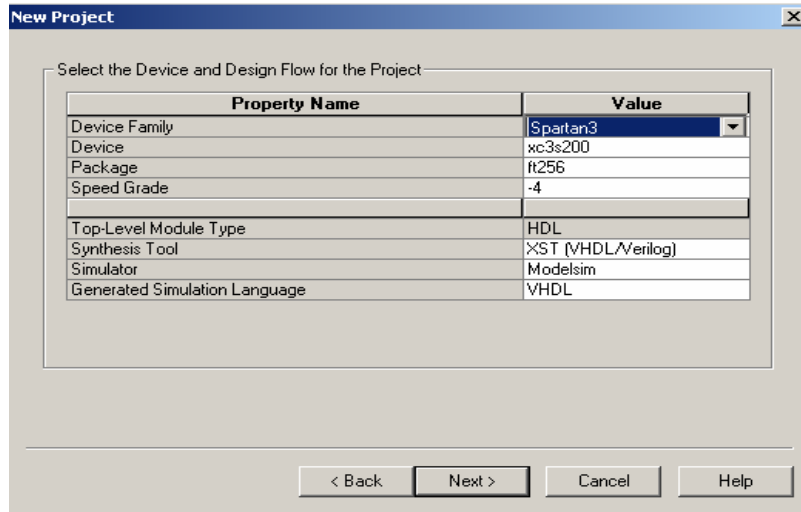


Figure 4; Creation of a project. The format for **Project Location** must be **“C:\ece238\Fall2005\student_name\lab7”**

3. Creating a new source file; Go to **Project** → **New Source**, select **VHDL Module** and enter the name **“half_adder”** as shown in figure 5. You will get a window as shown in figure 6, to define the VHDL source; fill out the architecture name as **structural** and declare the inputs and outputs of the half adder circuit following the logic diagram in figure 1. Click **Next** → **Finish**. The result will be a new source file where the skeleton is ready for you to fill out with the description of the circuit.

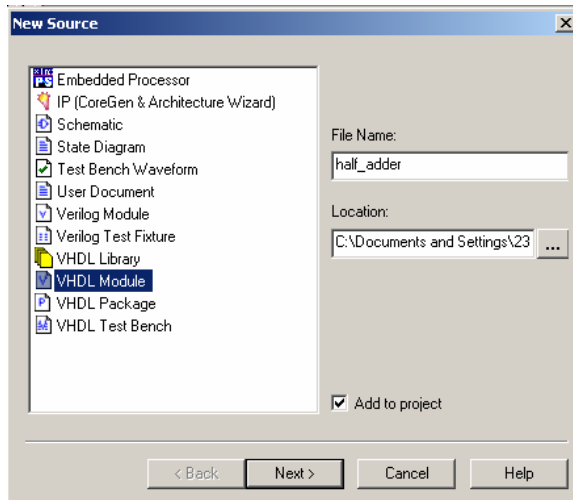


Figure 5.

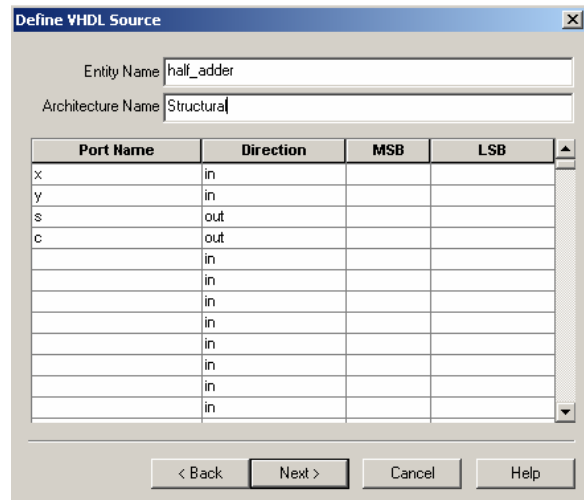


Figure 6.

4. Declaring components; Following logic diagram in figure 1, you will need two kind of gates, a XOR gate and an AND gate. Figure 7 shows each gate and its component declaration. Remember that a component declaration goes between “*architecture structural of half_adder is*” line and the “*begin*” line.
5. Connecting components; Component instantiation (section where you describe the connections between components) goes between the lines “*begin*” and “*end structural*” in the VHDL description of the system. Follow the logic diagram in figure 1 to describe the connections between the gates and inputs/outputs of the half adder. Remember from last lab the format for component instantiation is as follows:

```

name_of_instantiation: name_of_component PORT MAP(
    name_of_inputs => ??,
    name_of_outputs => ??,
);

```

Note that by changing the “*name_of_instantiation*” you can use (instantiate) more than one component of the same kind. For instance, if we were to use two XOR gates, we should have two component instantiations; i.e. one with name “*xor_gate_01*” and another with name “*xor_gate_02*”.

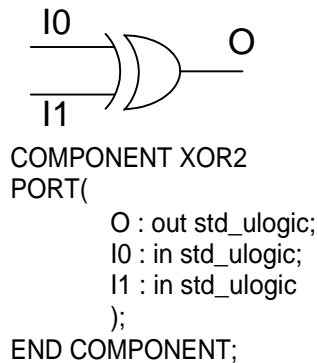


Figure 7; XOR gate and its component declaration.

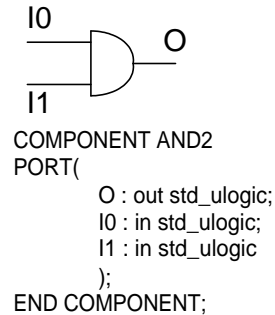


Figure 8; AND gate and its component declaration

Note that in the new VHDL source file created there are 4 lines commented. In our case, we ARE using Xilinx primitive components (XOR and AND gates are Xilinx primitives). As a result we do need to uncomment the last two lines of the comment.

6. Synthesize the project; Highlight the file half_adder.vhd in the **Sources in Project** window, expand **Implement Design** and double click on **Synthesize** in the **Processes for Sources** window. Make sure there are no errors. Note that you will get a couple warnings stating the gates will be treated as black boxes, which is ok.
7. Add VHDL code to the project; Go to **Project** → **Add source**, select the half_adder_tb.vhd (test bench associated to half_adder.vhd).
8. Run behavioral simulation; Highlight the file half_adder_tb.vhd in the **Sources in Project** window, expand **ModelSim simulator** and double click on **Simulate Behavioral Model** in the **Processes for Source** window. You should get a waveform similar to figure 8. Check it against the truth table for a half adder and make sure it complies.

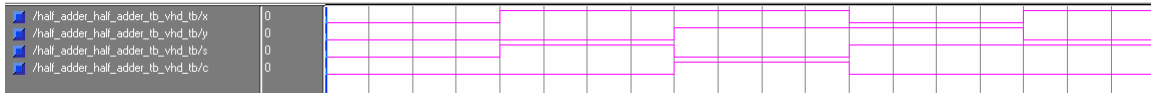


Figure 8; Waveform resulting from half adder simulation

Creating, synthesizing and simulating a Full Adder (FA)

Step 2

1. Creating a new source file; Go to **Project** → **New Source**, select **VHDL Module** and enter the name “full_adder” as shown in figure 9. You will get a window as shown in figure 10, to define the VHDL source; fill out the architecture name as *structural* and declare the inputs and outputs of the full adder circuit following the logic diagram in figure 2. Click **Next** → **Finish**. The result will be a new source file where the skeleton is ready for you to fill it out with the description of the circuit.

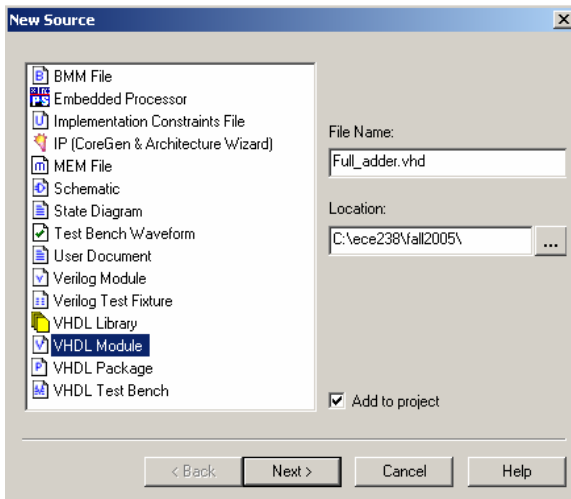


Figure 9

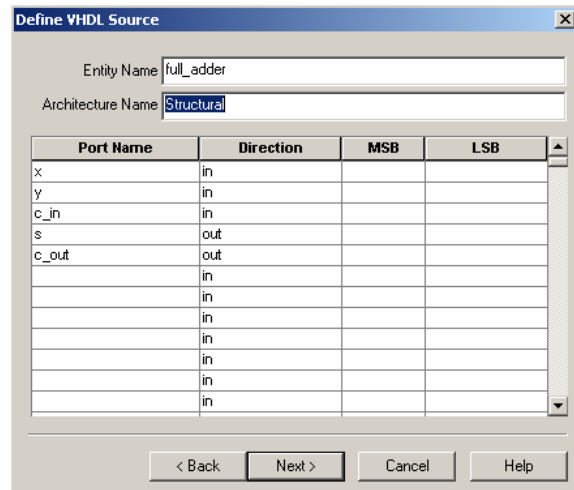


Figure 10

2. Declaring components; Following logic diagram in figure 2, you will need two kind of components, a half adder and an OR gate. Figure 11 shows the OR gate and its component declaration. Remember that a component declaration goes between “architecture structural of full_adder is” line and the “begin” line.

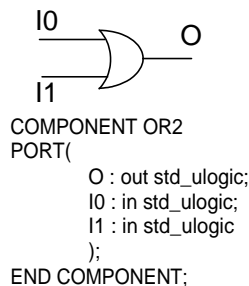


Figure 11; OR gate and its component declaration

3. Connecting components; Component instantiation (section where you describe the connections between components) goes between the lines “*begin*” and “*end structural*” in the VHDL description of the system. Follow the logic diagram in figure 2 to describe the connections between the components and inputs/outputs of the full adder.

Note that in the new VHDL source file created there are 4 lines commented. In our case, we ARE using Xilinx primitive components (OR gate is Xilinx primitives). As a result we do need to uncomment the last two lines of the comment.

Note that when this file is completed and saved, the file hierarchy under Sources in Project window will change showing that half_adder system is part of the full_adder system.

4. Synthesize the project; Highlight the file full_adder.vhd in the **Sources in Project** window, expand **Implement Design** and double click on **Synthesize** in the **Processes for Source** window. Make sure there are no errors. Note that you will get a couple warnings stating the gates will be treated as black boxes, which is ok.
5. Add VHDL code to the project; Go to **Project** → **Add source**, select the full_adder_tb.vhd (test bench associated to full_adder.vhd).
6. Run behavioral simulation; Highlight the file full_adder_tb.vhd in the **Sources in Project** window, expand **ModelSim Simulator** and double click on **Simulate Behavioral Model** in the **Processes for Source** window. You should get a waveform similar to figure 12. Check it against the truth table for a half adder and make sure it complies.

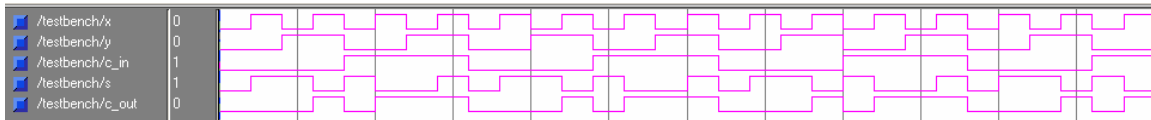


Figure 12; 1-bit wide full adder simulation.

Creating, synthesizing and simulating a 4-bit Full Adder (FA) Step 3

1. Creating a new source file; Go to **Project** → **New Source**, select **VHDL Module** and enter the name “*four_bit_full_adder*” as shown in figure 13. You will get a window as shown in figure 14, to define the VHDL source; fill out the architecture name as *structural* and declare the inputs and outputs of the full adder circuit following the logic diagram in figure 3. Click **Next** → **Finish**. The result will be a new source file where the skeleton is ready for you to fill it with the description of the circuit.
2. Declaring components; Following logic diagram in figure 3, you will need only one kind of component; a 1-bit full adder. Remember that a component declaration goes between “*architecture structural of four_bit_full_adder is*” line and the “*begin*” line.
3. Connecting components; Component instantiation (section where you describe the connections between components) goes between the lines “*begin*” and “*end structural*” in the VHDL description of the system. Follow the logic diagram in figure 3 to describe the connections between the components and inputs/outputs of the 4-bit full adder.

Note that in the new VHDL source file created there are 4 lines commented. In our case, we ARE NOT using Xilinx primitive components. As a result we do not need to uncomment the last two lines of the comment.

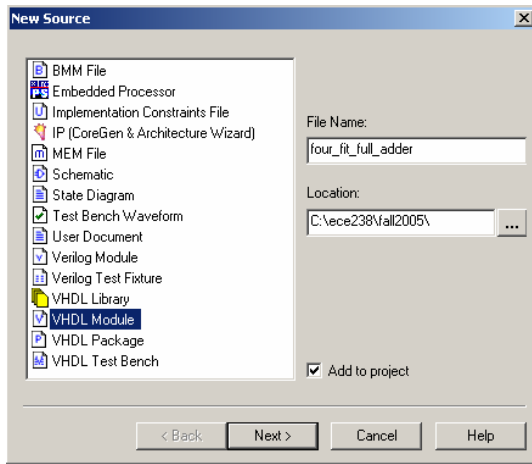


Figure 13

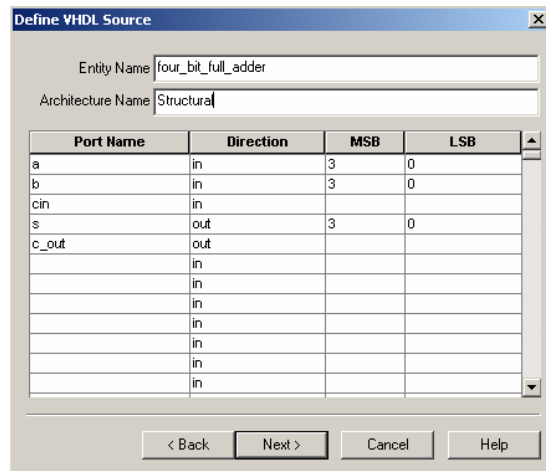


Figure 14

4. Synthesize the project; Highlight the file four_bit_full_adder.vhd in the **Sources in Project** window, expand **Implement Design** and double click on **Synthesize** in the **Processes for Source** window. Make sure there are no errors. Note that you will get a couple warnings stating the gates will be treated as black boxes, which is ok.
5. Creating a testbench; Similar to steps 2 and 3 create a new source for the test bench. Go to **Project** → **New Source**, select **VHDL Test Bench** and enter the name “four_bit_full_adder_tb”. Associate the test bench with the four_bit_full_adder source file. Click **Next** → **Finish**. The result will be a new source file where the skeleton is ready for you to fill it out with the processes per each signal. Describe the input signals for simulation following the waveform graph in figure 15.

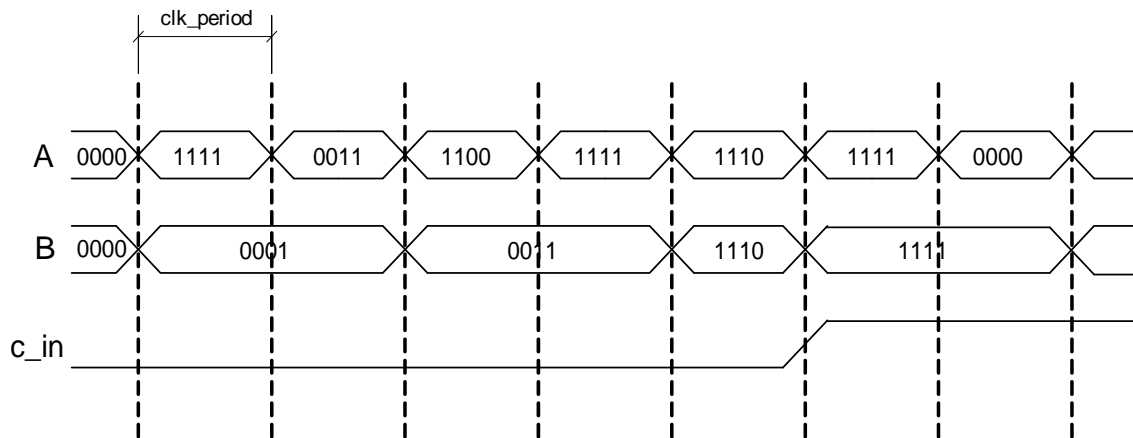


Figure 15; Desired waveform for 4-bit full adder simulation

6. Run behavioral simulation; Highlight the file four_bit_full_adder_tb.vhd in the **Sources in Project** window, expand **ModelSim Simulator** and double click on **Simulate Behavioral Model** in the **Processes for Source** window. Check it and make sure it complies with the behavior of a full adder. Note that you can change the radix representation of the numbers in the output waveforms of the simulation.

Creating, synthesizing and simulating an Accumulator

Step 4

1. Add VHDL code to the project; Go to **Project** → **Add source**, select the four_bit_reg.vhd (vhdl module).
2. Analyzing four_bit_reg.vhd description; Open the file four_bit_reg.vhd by double clicking on it under **Sources in Project** window. This file describes the “register” block shown in figure 16. When the input “reset” is high, the output of the block is “0000”. If a raising edge is detected in the input signal “clk”, the block will read its input “reg_in” and write it down on its output signal “sum_out”.

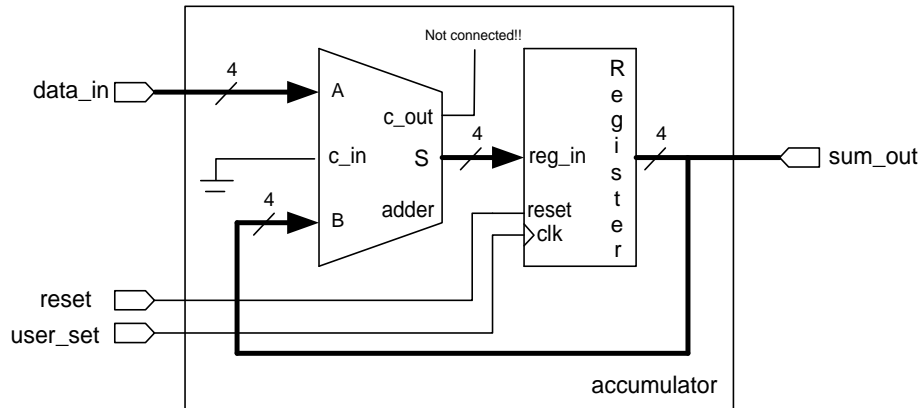


Figure 16; Accumulator block diagram.

3. Creating a new source file; Following the same procedure as in step 1,2 and 3, go to **Project** → **New Source**, select **VHDL Module** and enter the name “accumulator”. Define the VHDL source as a structural architecture and declare the inputs and outputs of the accumulator following the block diagram in figure 16. Click **Next** → **Finish**. The result will be a new source file where the skeleton is ready for you to fill it out with the description of the circuit.
4. Declaring components; Following block diagram in figure 16, you will need two kind of components; a 4-bit full adder and a 4-bit register (the block that you added to your project through the file *four_bit_register.vhd* . Remember that a component declaration goes between “*architecture structural of accumulator is*” line and the “*begin*” line.
5. Connecting components; Component instantiation (section where you describe the connections between components) goes between the lines “*begin*” and “*end structural*” in the VHDL description of the system. Follow the logic diagram in figure 16 to describe the connections between the components and inputs/outputs of the accumulator.
6. Synthesize the project; Highlight the file accumulator.vhd in the **Sources in Project** window, expand **Implement Design** and double click on **Synthesize** in the **Processes for Source** window. Make sure there are no errors. Note that you will get warnings due to the “no connection” of the signal “c_out” in figure 16.
7. Add VHDL code to the project; Go to **Project** → **Add source**, select the accumulator_tb.vhd (test bench associated to accumulator.vhd).
8. Run behavioral simulation; Highlight the file accumulator_tb.vhd in the **Sources in Project** window, expand **ModelSim Simulator** and double click on **Simulate Behavioral Model** in the **Processes for Source** window. You should get a waveform similar to figure

17. Make sure you answer the questions corresponding to this step in your final report in order for you to understand how the accumulator works.

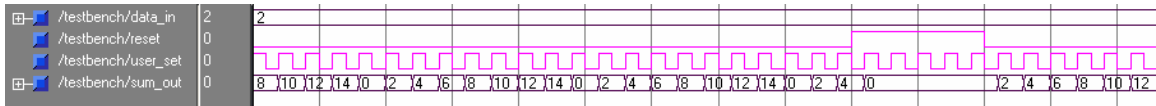


Figure 17; Simulation of the accumulator.

Implementing the Accumulator

Step 5

The accumulator will be implemented in the Spartan 3 FPGA board following the schematic shown in figure 18.

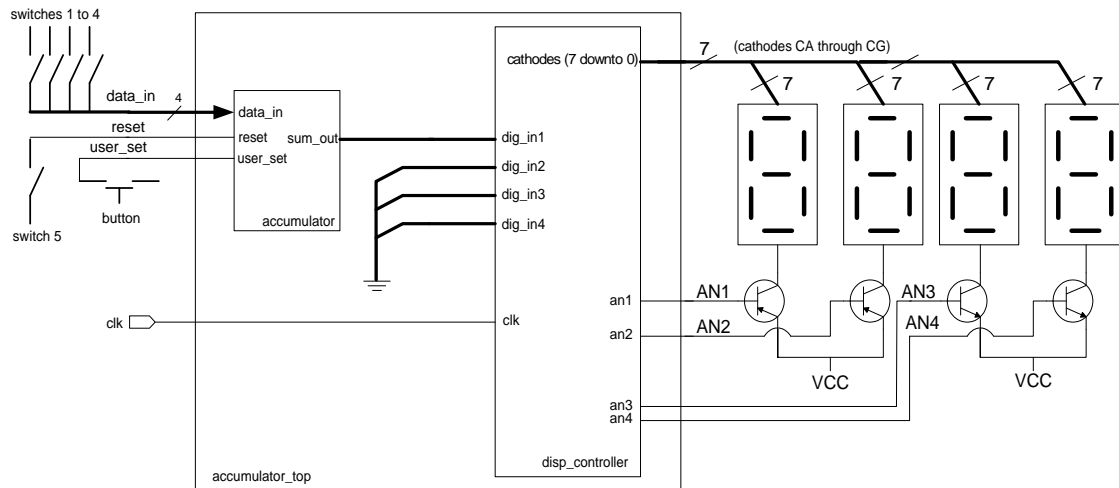


Figure 18; Accumulator implementation schematic.

1. Add VHDL code to the project; Go to **Project** → **Add source**, select the disp_controller.vhd (VHDL module).
2. Analyzing disp_controller.vhd description; Open the file disp_controller.vhd by double clicking on it under **Sources in Project** window. This file describes the “disp_controller” block shown in figure 18. It is a variation of the display controller we saw in previous labs. Each one of the inputs “dig_in1” to “dig_in4” will correspond to the digit displayed at each of the seven segment displays.
3. Creating a new source file; Following the same procedure as in step 1,2 and 3, go to **Project** → **New Source**, select **VHDL Module** and enter the name “top_accumulator”. Define the VHDL source as a structural architecture and declare the inputs and outputs of the accumulator following the block diagram in figure 18. Click **Next** → **Finish**. The result will be a new source file where the skeleton is ready for you to fill it out with the description of the circuit.
4. Declaring components; Following logic diagram in figure 18, you will need two kind of components; an accumulator and a display controller. Remember that a component declaration goes between “architecture structural of top_accumulator is” line and the “begin” line.
5. Connecting components; Component instantiation (section where you describe the

connections between components) goes between the lines “begin” and “end structural” in the VHDL description of the system. Follow the logic diagram in figure 18 to describe the connections between the components and inputs/outputs of the system.

6. Synthesize the project; Highlight the file top_accumulator.vhd in the **Sources in Project** window, expand **Implement Design** and double click on **Synthesize** in the **Processes for current sources** window. Make sure there are no errors. Note that you will get a couple warnings stating the gates will be treated as black boxes, which is ok.
7. Add VHDL code to the project; Go to **Project** → **Add source**, select the top_accumulator.ucf (User constraint file associated to top_accumulator.vhd).
8. Completing User Constraint File; Highlight top_accumulator.ucf file under Sources in Project window. Expand **User Constraints**, double click on **Edit Constraints (text)** under **Processes for Source** window. Using table “Pin assignment for Spartan3 board” provided in the lab website complete the information missing on the top_accumulator.ucf file. If more information is needed, refer to the board reference manual at:
<http://www.digilentinc.com/Data/Products/S3BOARD/S3BOARD-rm.pdf>
9. Configuring generation of programming file process; Highlight top_accumulator.vhd, right click on **Generate Programming File** in the **Processes for Source** window. Select the **Readback Options** tab. Click the check box to the right of **Create ReadBack Data Files** (see figure 19). Then click the check box to the right of **Create Mask File**. Click Ok.
10. Create programming file; Highlight top_accumulator.vhd file in the **Sources in Project** window and double click in **Generate Programming File** in the **Processes for Source** window.

Note: At this point make sure you have the power to the FPGA board switched on (turn the power strip and make sure the A/B switchbox on the top of the computer is set to FPGA).

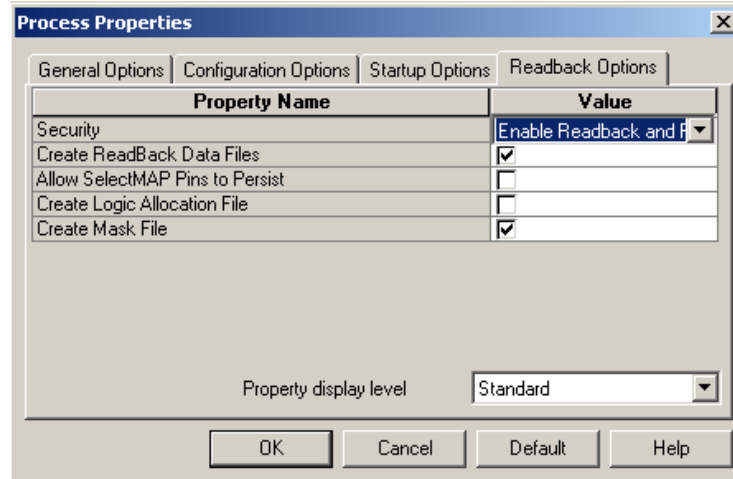


Figure 19. Readback options

11. Launching iMPACT; Highlight top_accumulator.vhd in **Sources in Project** window. Expand **Generate Programming File** tasks on the **Processes for Source** window and double click on **Configure Device (iMPACT)**. Choose **Boundary-Scan Mode** → **Next** → **Automatically connect to cable and identify Boundary-Scan chain** → **Finish** → **Ok**. Cancel the next two screens. Right click xc3s200 and select **Assign new configuration file** → **select top_accumulator.bit** → **open** → **ok**. Right click xc3s200 and select **Program....** → **ok**. Do not assign a programming file to the second chip entitled xcf02s this is the onboard flash memory.
12. Test the system. Does it work? Why simulations work and the real implementation do

not? Talk to your T.A and analyze together the effect of the button used as clock signal.

Adding a Clock Buffer

Step 6

As seen in the previous step, the button used as a clock signal generator introduces more than one clock edge each time it is pressed. To prevent this from happening, we'll create a button2clock block that will act as a buffer for the clock signal, thus eliminating the redundant clock edges.

A block diagram for the buffer is shown in figure 20. Block 1 is a state machine described on figure 21. The state machine will wait in state A until a rising edge is detected from the btn signal (button activated by the user). Then the machine switches to state B and sends a signal called run_i. The state machine will stay at state B until a rising edge is detected from a signal called stop_i.

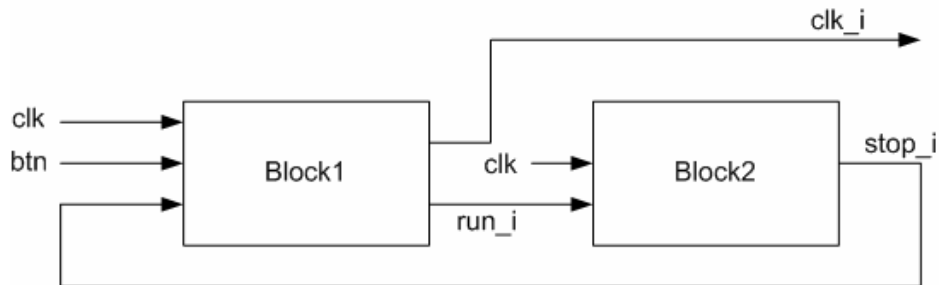


Figure 20.

Block 2 is a counter. Run_i signal will trigger the count. Once the counter gets to its maximum value, a signal stop_i is raised.

In summary, this clock buffer will detect a rising edge on the btn signal, and ignore any other edge at that signal, until a delta time (given by the max. count of the counter) has passed.

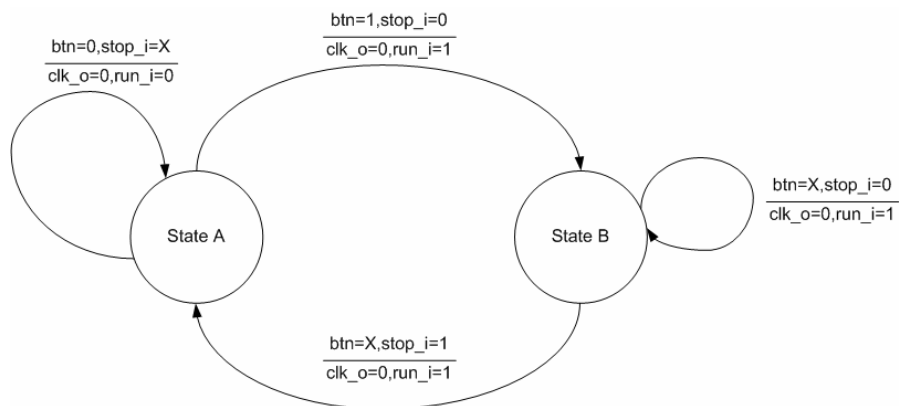


Figure 21.

1. Add the file **clockbuffer.vhd** provided and attach it to your system following figure 22.
2. Test the system and show it to your T.A.

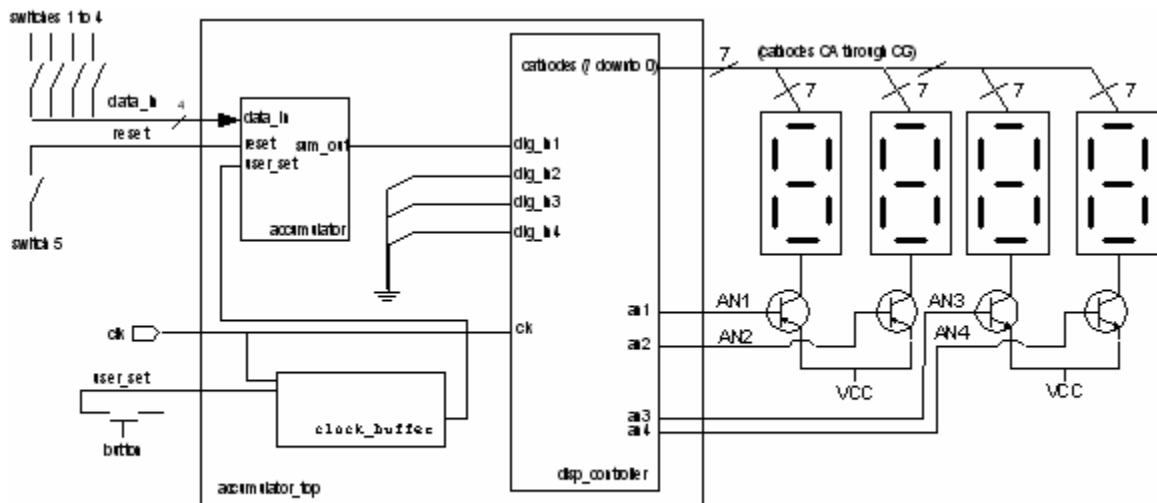


Figure 22. Final system schematic.

Resources Analysis

Step 7

1. Opening Floorplanner; Highlight `top_accumulator.vhd` in **Sources in Project** window. Expand **Implement Design** task on the **Processes for Source** window. Expand **Place & Route** under **Implement Design** task and double click on **View/Edit Placed Design (Floorplanner)**. You will get a window similar to figure 20. This is a graphical representation of how the project was developed onto the chip. What you are looking at is an overhead view of the device. The outer ring is the input and output blocks (IOBs). Just as with CPLDs, this is how the device communicates with the outside world. All of the inner boxes are configurable logic blocks (CLBs). This is where all the data processing actually occurs.
2. Make sure that the Toggle Labels, Toggle Rubberbands and Toggle Resource Graphics buttons are selected as in figure 21.
3. Zoom in on the chip and click one of the CLBs. You can see how this CLB is connected in your project. By double clicking, you can see how the whole project is interconnected.

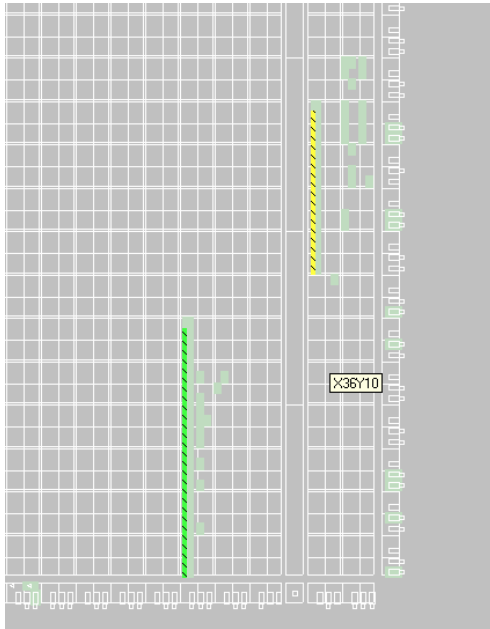


Figure 20. Floorplanner view

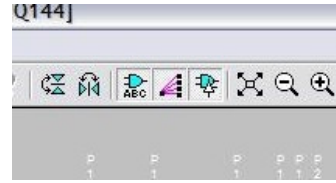
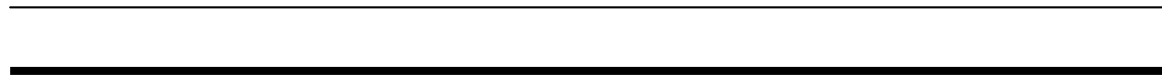


Figure 21



This document was created with Win2PDF available at <http://www.win2pdf.com>.
The unregistered version of Win2PDF is for evaluation or non-commercial use only.