

The SiliconBlue logo consists of the word "Silicon" in a white sans-serif font and "Blue" in a blue serif font, both contained within a white circle. A small "TM" trademark symbol is located at the top right of the circle.

SiliconBlue<sup>TM</sup>

# SiliconBlue Technologies VHDL / Verilog Introduction

*Programmable Solutions for  
Consumer Handheld*

7-MAY-2008 (v1.0)

# Agenda

- VHDL / Verilog
- A Few Introductory Pointers
- A Quick Run through the System


# What is VHDL and Verilog

- Popular entry method for FPGA / ASIC designs
  - Verilog popular with ASIC engineers
  - VHDL popular with FPGA designers
- Originally designed for simulation / verification
- Now used to create (synthesize) a design from the description
- Just another programming language
  - Verilog looks and feels like 'C' **BE NOT AFRAID!**
  - VHDL looks and feels like Ada
- **REPEAT**: Just another programming language

# So What's the Difference?

## Traditional Programming Language

- Runs on a processor
- Processor performs sequential operations



```
Do this.  
Then, do this.  
Then do this.  
Afterwards, do this.  
Followed by this.
```

## VHDL / Verilog

- Runs on a processor for simulation purposes
- Designed to run in actual hardware
- Hardware is inherently parallel

```
Do this.  
while doing this.  
And doing this.  
Simultaneously doing this.  
And this.
```

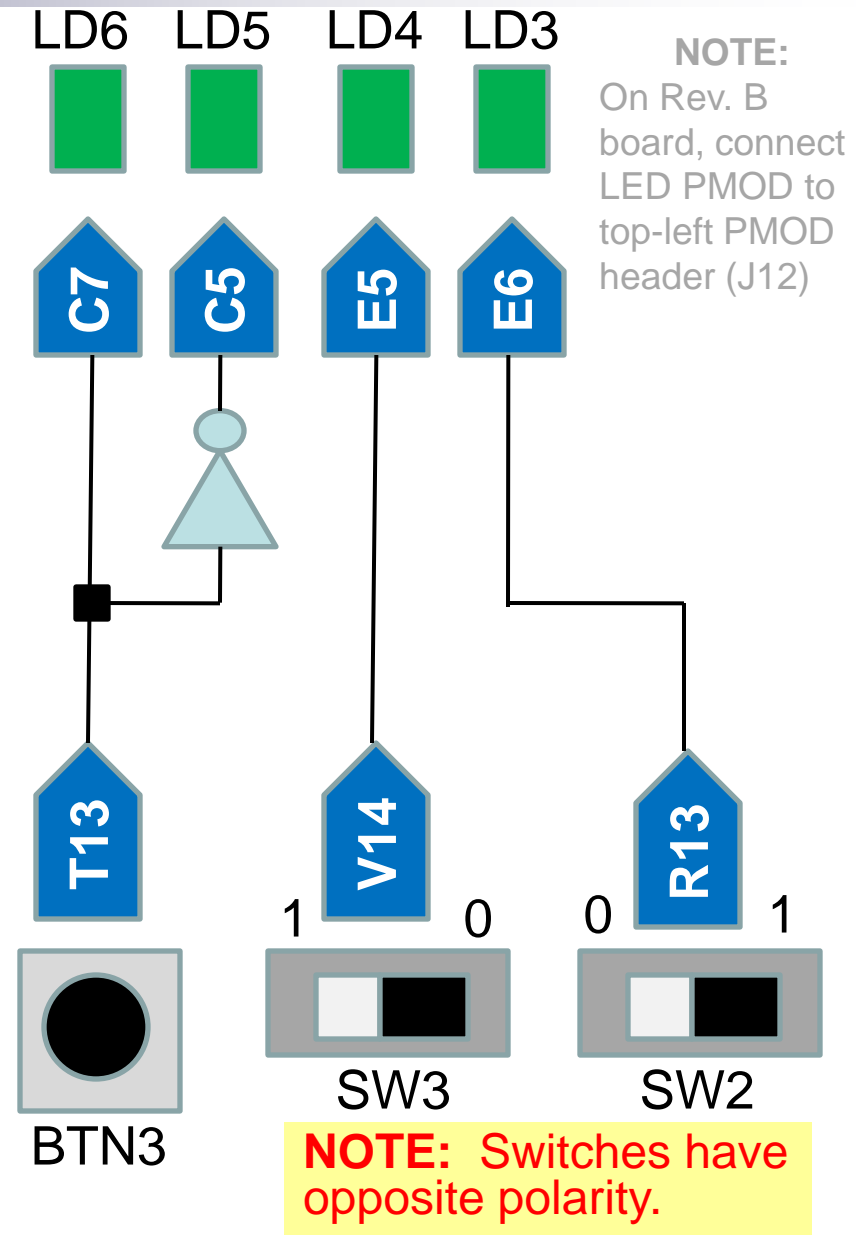
**Traditional programming languages not designed to describe parallel operations**

# SiliconBlue's Expectations

- You are not expected to be an expert VHDL / Verilog coder
- But, be able to demonstrate the iCECUBE design flow and iCEman65 board
  - Requires a basic understanding of VHDL/Verilog
  - Be able to recognize VHDL or Verilog when you encounter it

# LED Wires Example

- Your job? Simple!  
Build low-power programmable wires using the iCEman65 board
- Pick your language
  - VHDL
  - Verilog
- Implement it and download it to the board



# First Things First

- When writing a program, what things do you do first?
  - Declare any required libraries
  - Declare variable names
  - Declare the data type for each variable
- Then
  - Define how variable values are assigned
- Knowing that VHDL and Verilog are just another programming language, what should we do?

# Verilog Example

```
module led_wires (BTN3, SW, LD);  
    // Declare inputs and outputs and their widths  
    input          BTN3;  
    input  [3:2]  SW;  
    output [6:3]  LD;  
  
    // Connect LEDs LD4 and LD3 directly to switches SW3 and SW2  
    assign LD[4:3] = SW[3:2];  
  
    // Connect pushbutton BTN3 directly to LD6  
    assign LD[6] = BTN3;  
  
    // Invert BTN3 and then connect it directly to LD5  
    assign LD[5] = ~BTN3;  
  
endmodule
```



# VHDL Example

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

-- Declare inputs and outputs and their widths
entity led_wires is
    port ( BTN3 : in  STD_LOGIC;
          SW   : in  STD_LOGIC_VECTOR (3 downto 2);
          LD   : out STD_LOGIC_VECTOR (6 downto 3)
    );
end led_wires;

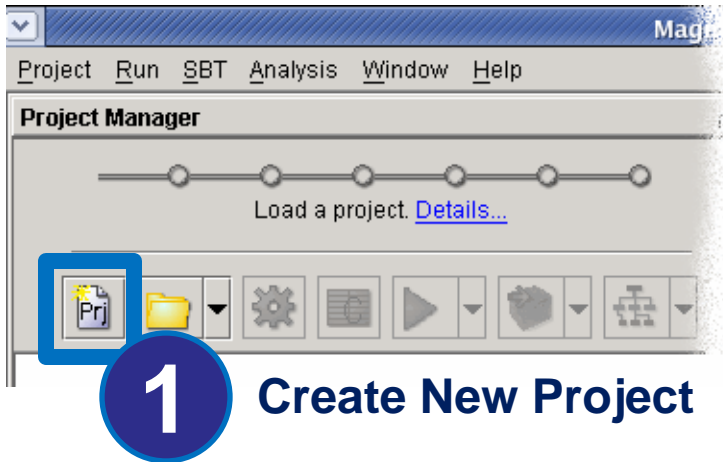
architecture Behavioral of led_wires is

begin

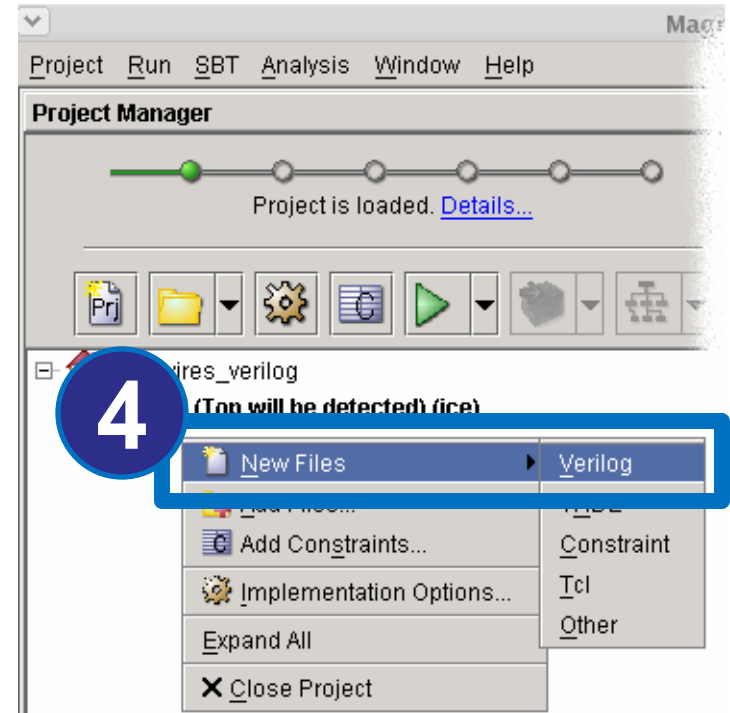
    -- Connect LEDs LD4 and LD3 directly to switches SW3 and SW2
    LD(4 downto 3) <= SW(3 downto 2) ;
    -- Connect pushbutton BTN3 directly to LD6
    LD(6) <= BTN3 ;
    -- Invert BTN3 and then connect it directly to LD5
    LD(5) <= not(BTN3) ;

end Behavioral ;
```

# Start a New Project

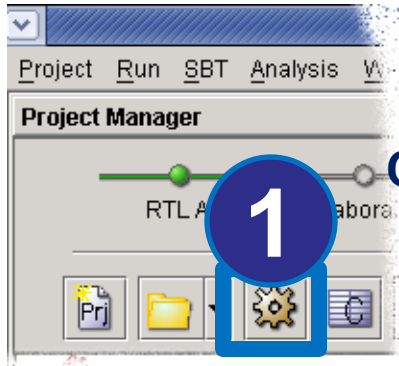


Enter Project Name, Location



Right-click, New Files → Verilog

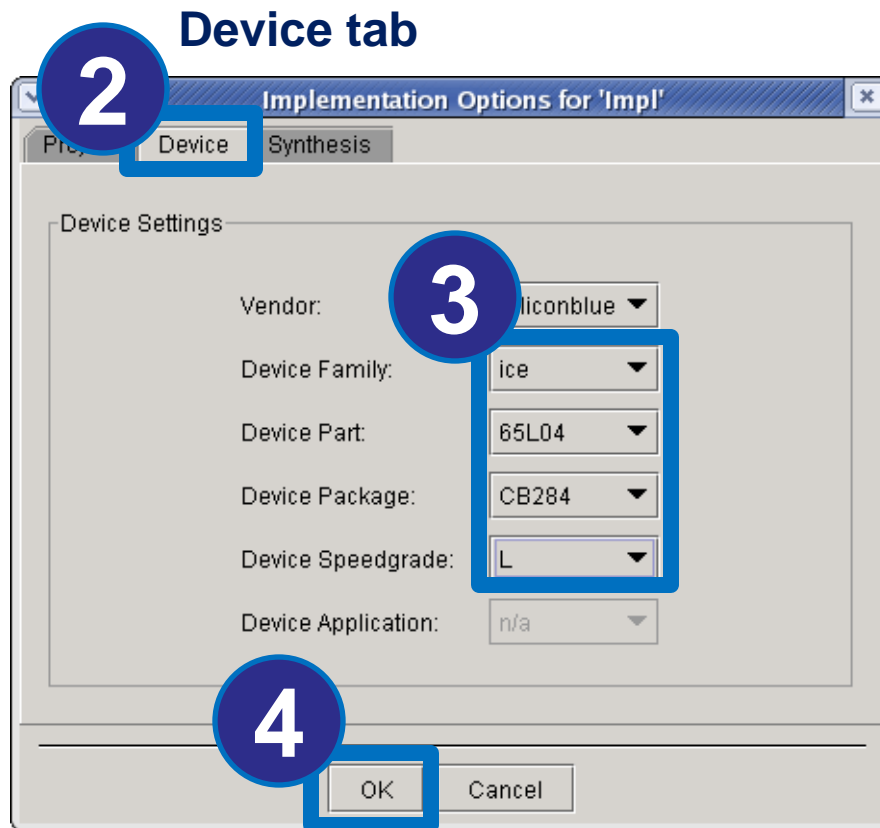
# Set Implementation Options



Click Implementation Options button

Set to iCE65 device on board

- 65L04
- CB284
- L

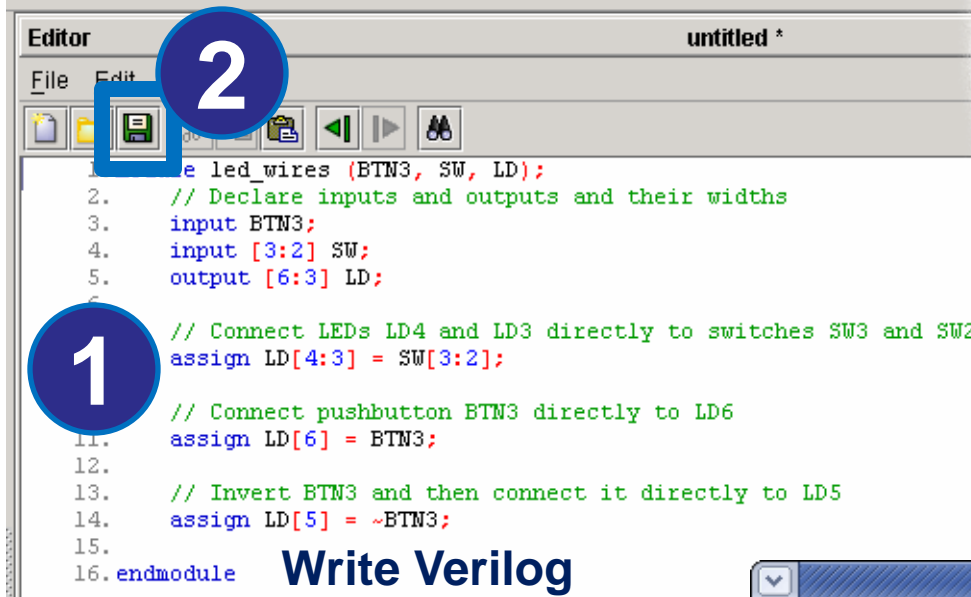


Device tab

Click OK

# Create, Save Verilog File

Click Save

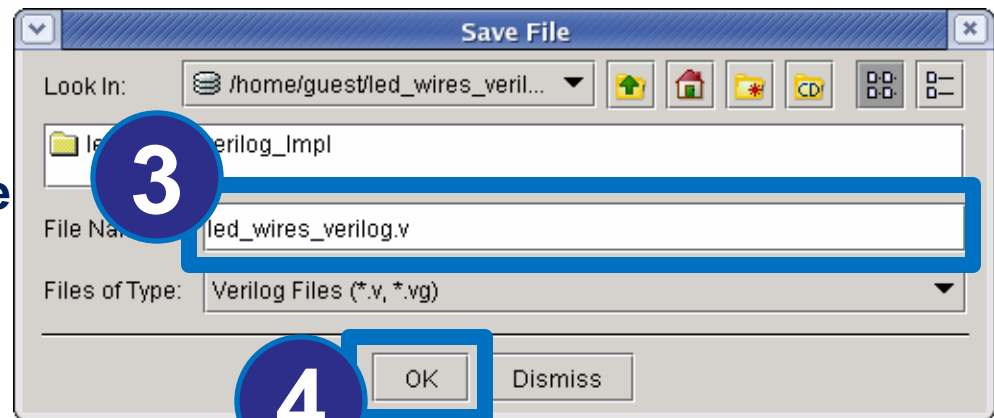


```
1 module led_wires (BTN3, SW, LD);
2     // Declare inputs and outputs and their widths
3     input BTN3;
4     input [3:2] SW;
5     output [6:3] LD;
6
7     // Connect LEDs LD4 and LD3 directly to switches SW3 and SW2
8     assign LD[4:3] = SW[3:2];
9
10    // Connect pushbutton BTN3 directly to LD6
11    assign LD[6] = BTN3;
12
13    // Invert BTN3 and then connect it directly to LD5
14    assign LD[5] = ~BTN3;
15
16 endmodule
```

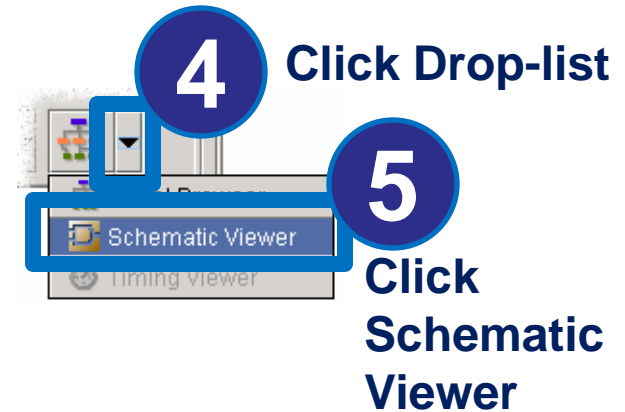
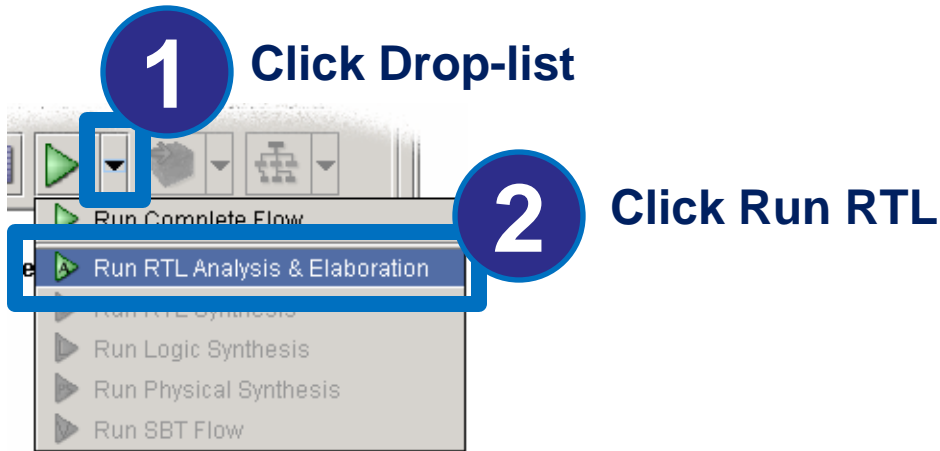
Write Verilog

Specify File Name

Click OK



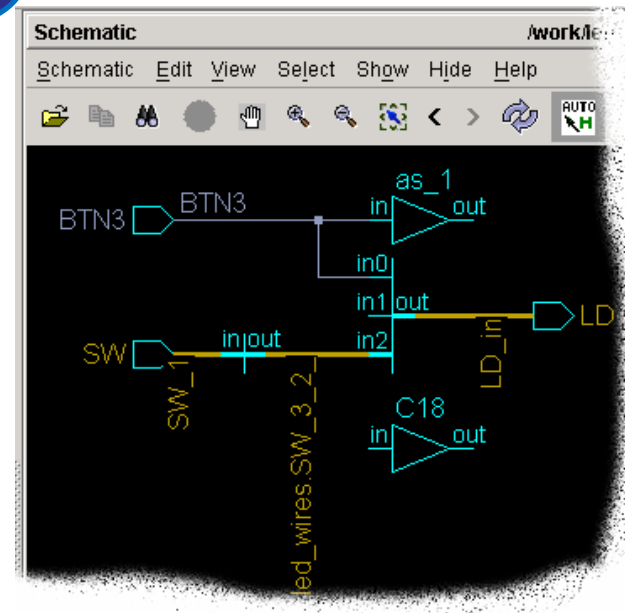
# Check Verilog for Errors



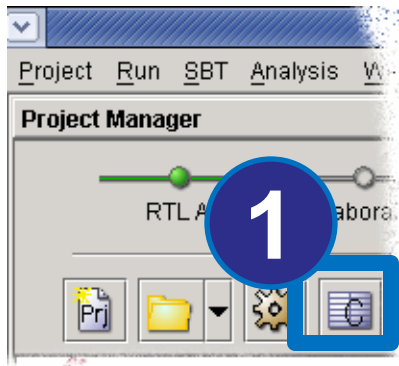
**3** Check for successful design message in Output window.  
 If errors encountered, fix them then restart from Step 1.

**FPGA-7 RTL Analysis successful**

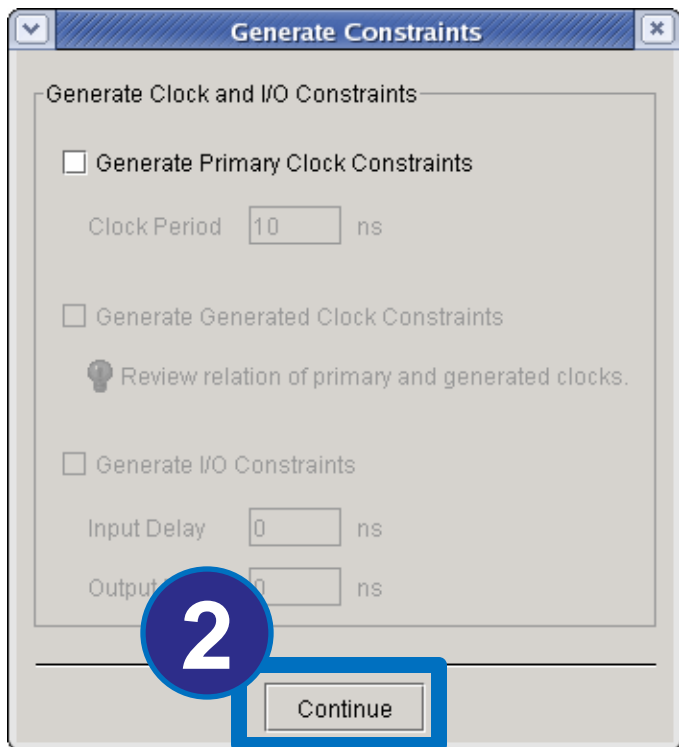
**6** Check that schematic matches expected logic



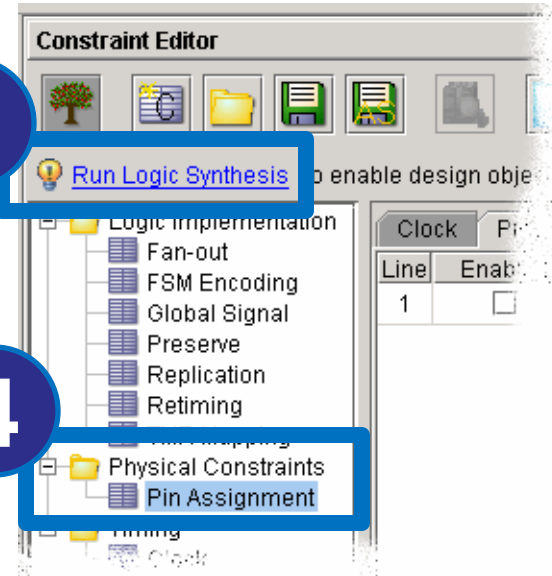
# Create Pin Assignment



**Click Constraints button**



**Click Run Logic Synthesis to generate I/O pins**



**Click Pin Assignment**

**No clocks to define. Click Continue**

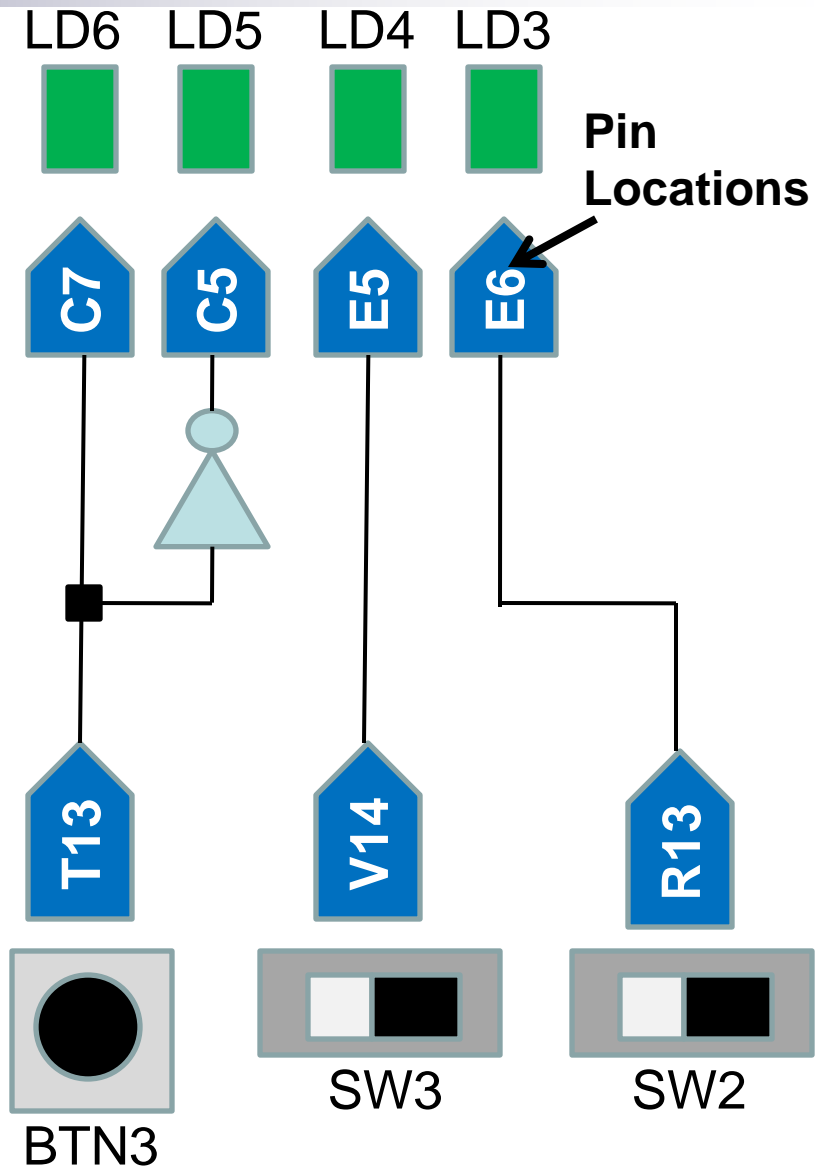
# Assign PIOs

Line	Enabled	Object List	Pin Loc
1	<input checked="" type="checkbox"/>	mpin:BTN3	T13
2	<input checked="" type="checkbox"/>	mpin:LD[3]	E6
3	<input checked="" type="checkbox"/>	mpin:LD[4]	E5
4	<input checked="" type="checkbox"/>	mpin:LD[5]	C5
5	<input checked="" type="checkbox"/>	mpin:LD[6]	C7
6	<input checked="" type="checkbox"/>	mpin:SW[2]	R13
7	<input checked="" type="checkbox"/>		V14

**1** Enter pin location

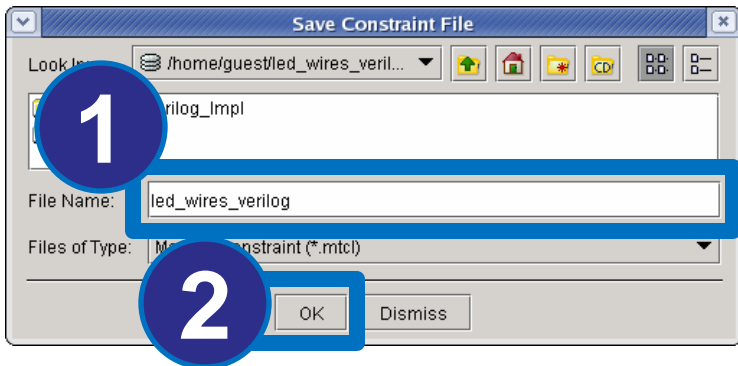
**2** Select PIO pin

**3**



# Complete Design

Enter constraints file name (\*.mtcl)



Click OK

4

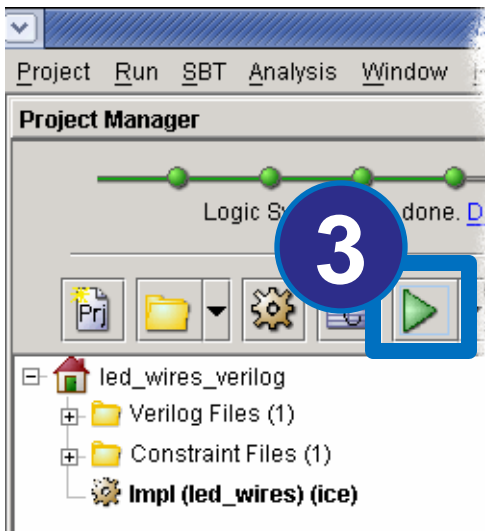
Check output file that expected amount of logic was created

```
Info: Design statistics for front-end :
      Number of FFs:                0
      Number of LUTs:               1
      Number of RAMs:               0
      Number of combinational nodes: 1
      Number of literals (SOP):     1
```

5

Check for successful design message in Output window.

**FPGA-24 FPGA Flow successful**

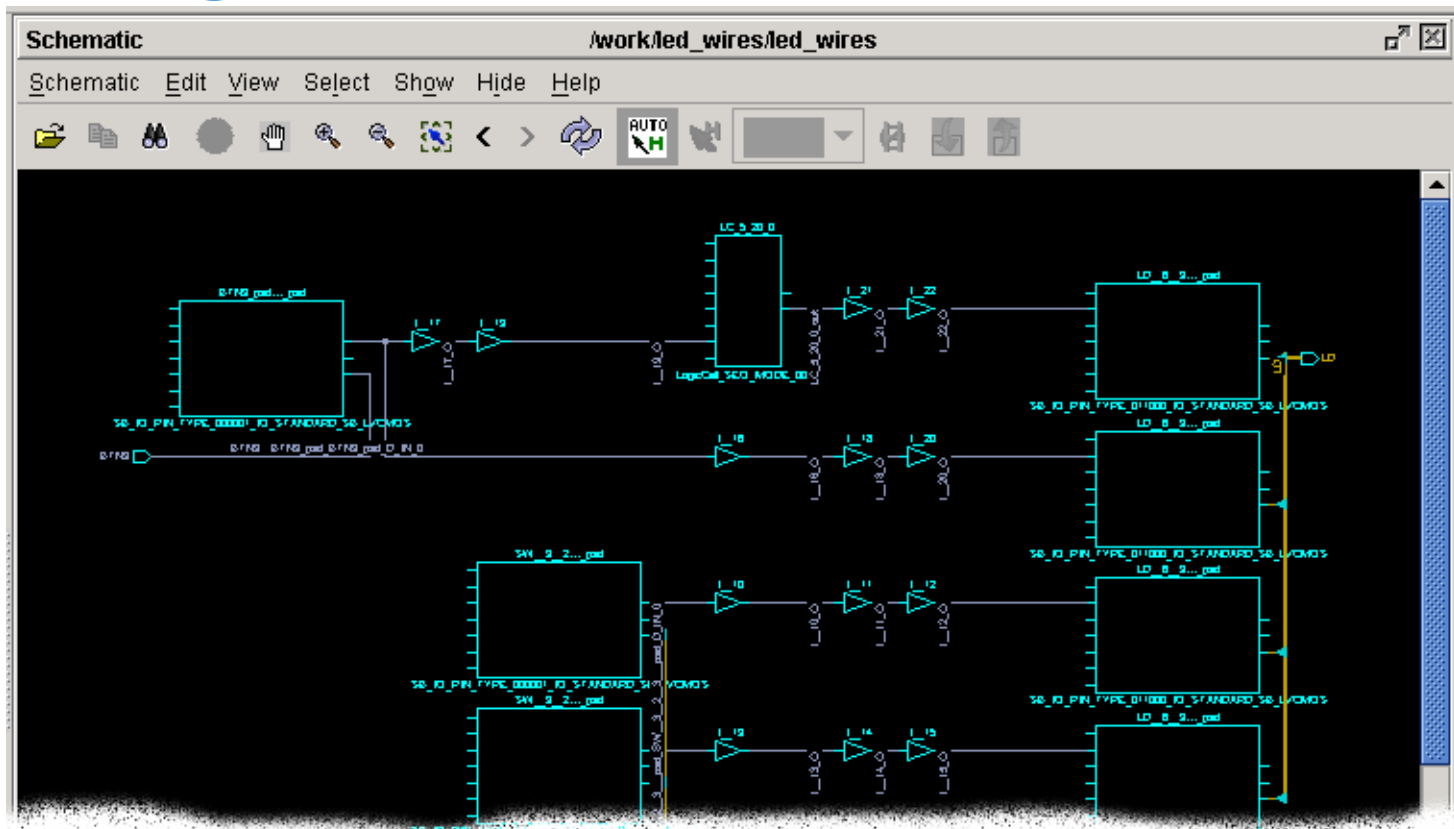


Run full synthesis flow



# View Final Results

- 1 Click Drop-list
- 2 Click Schematic Viewer
- 3 Check that schematic matches expected logic



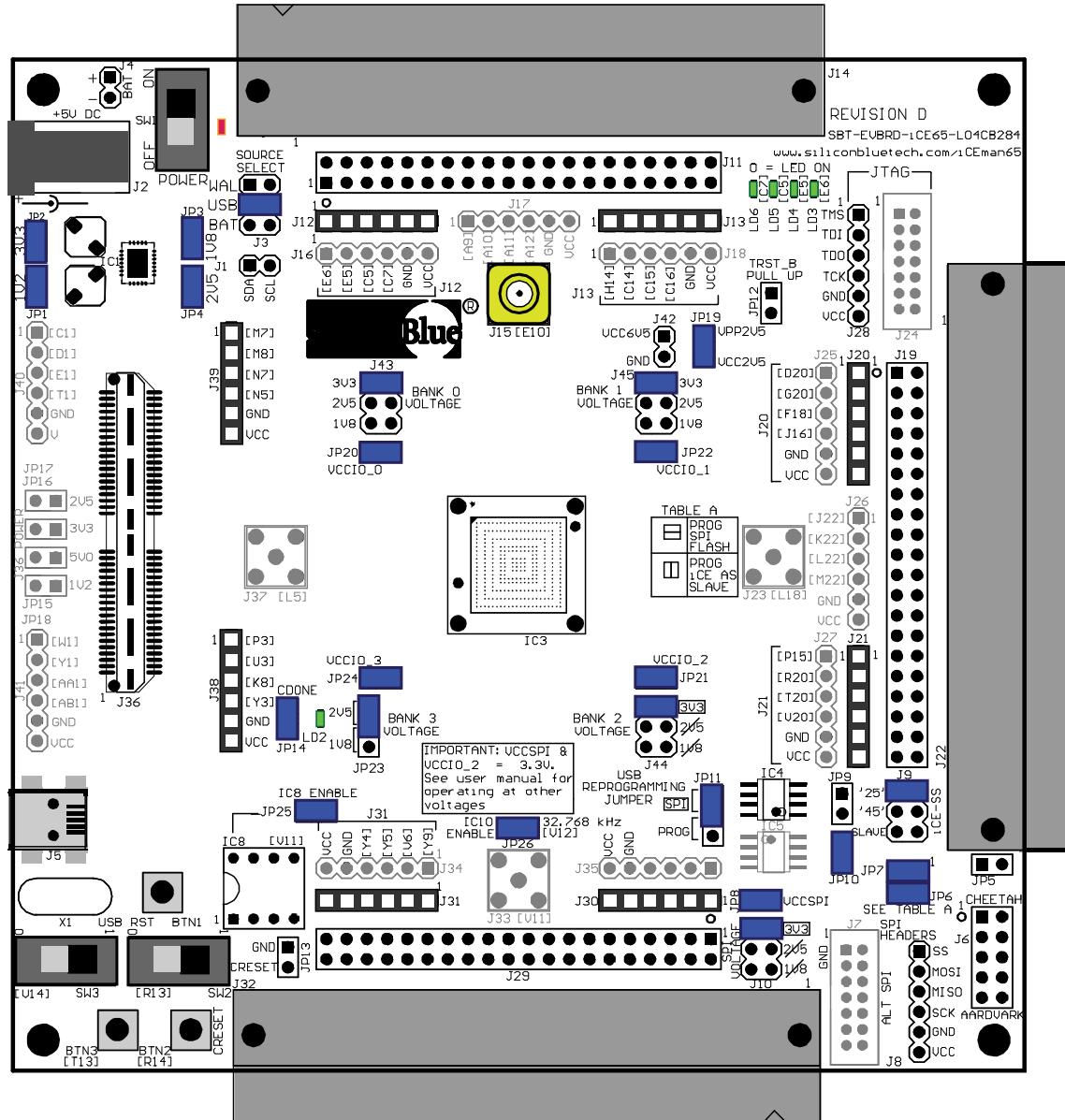
# Important Files Created

File	Location	Description
<proj_name>.prj	.	Project file
*.v	.	Verilog source file
*.vhd, *.vhd1	.	VHDL source file
*.mtc1	.	Constraints file
blastfpga.log	./<proj_name>_Impl	Blast FPGA log file, all outputs
<proj_name>_bitmap.hex	./<proj_name>_Impl/sbt/outputs/bitmap	Raw hexadecimal configuration image
<proj_name>_bitmap_int.hex	./<proj_name>_Impl/sbt/outputs/bitmap	Intel-format hexadecimal configuration image

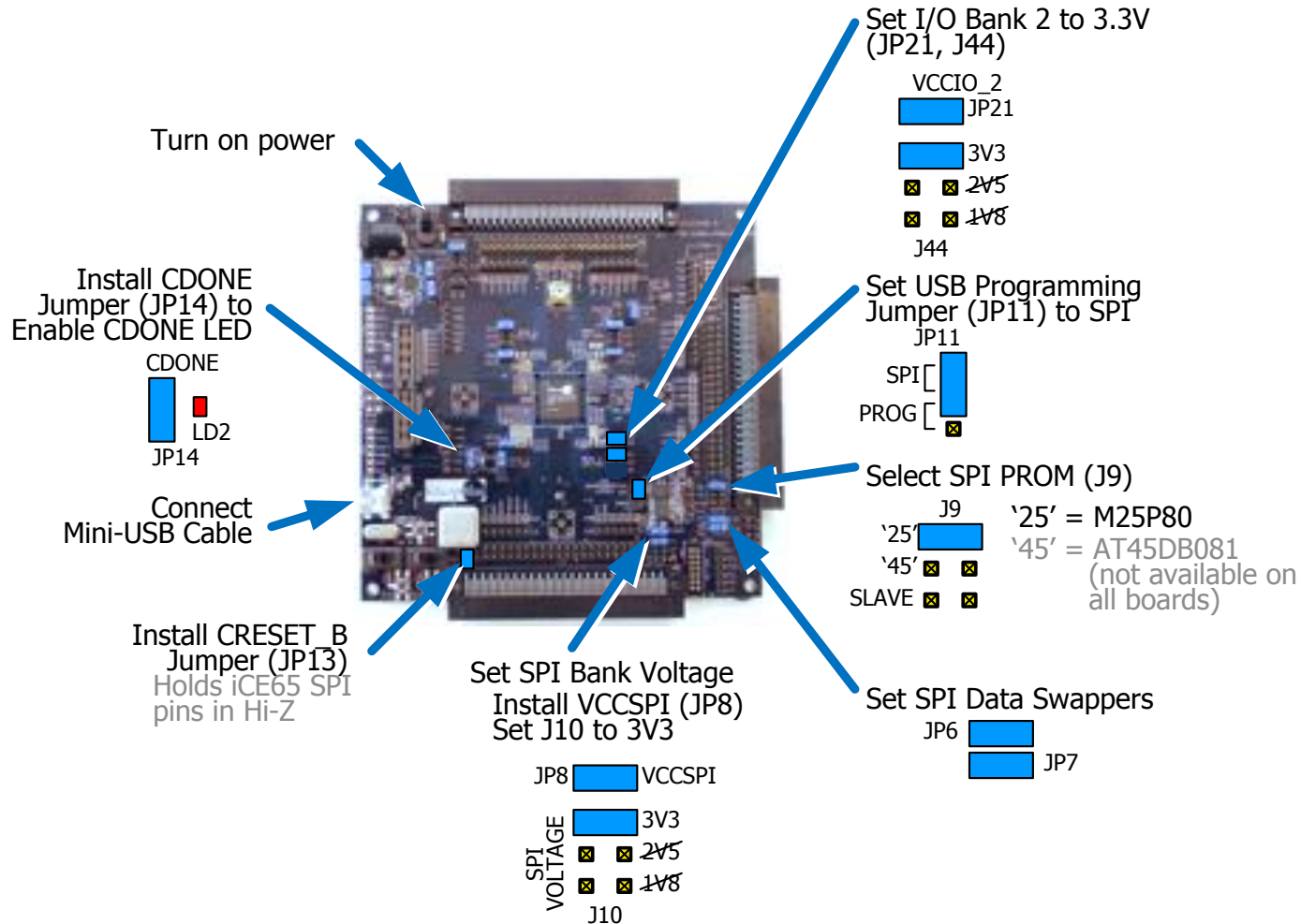
# Try It Out in Silicon!

- Check jumper settings on board (see next slide)
- Connect USB cable to board and PC
- Insert jumper on JP13
- Turn on power
- Open a DOS box or command window
- Use ICEUTIL to program SPI PROM with configuration image
- Remove jumper JP13
- CDONE LED should light
- LEDs should respond to switches

# Default Jumper Settings



# Programming Setup



■ Be sure that jumper JP13 is installed to hold CRESET\_B Low!

# ICEUTIL Example

- Project creates two configuration images
  - `led_wires_bitmap.hex` : raw hex file format
  - `led_wires_bitmap_int.hex`: Intel hex file format
- Program M25P80 PROM with Raw Hex
  - `iceutil -d iCEman65 -m m25p80 -fh -w led_wires_bitmap.hex -v`
- OR
- Program M25P80 PROM with Intel Hex
  - `iceutil -d iCEman65 -m m25p80 -fi -w led_wires_bitmap_int.hex -v`
- Remember to remove JP13 when finished
  - CDONE LED should light

# Wrap Up

- So how did you do?
- What problems did you encounter?