

Laboratory 6

(Due date: **002**: March 29th, **003**: March 30th)

OBJECTIVES

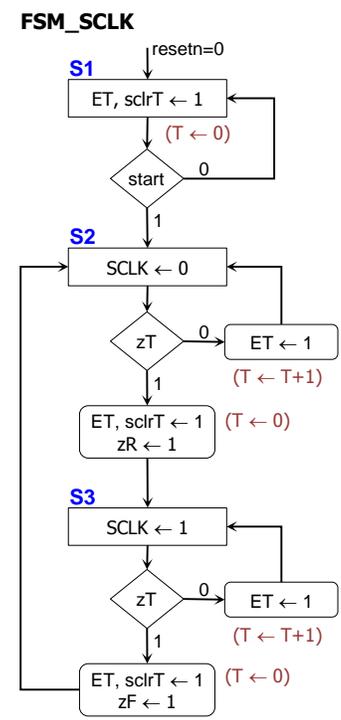
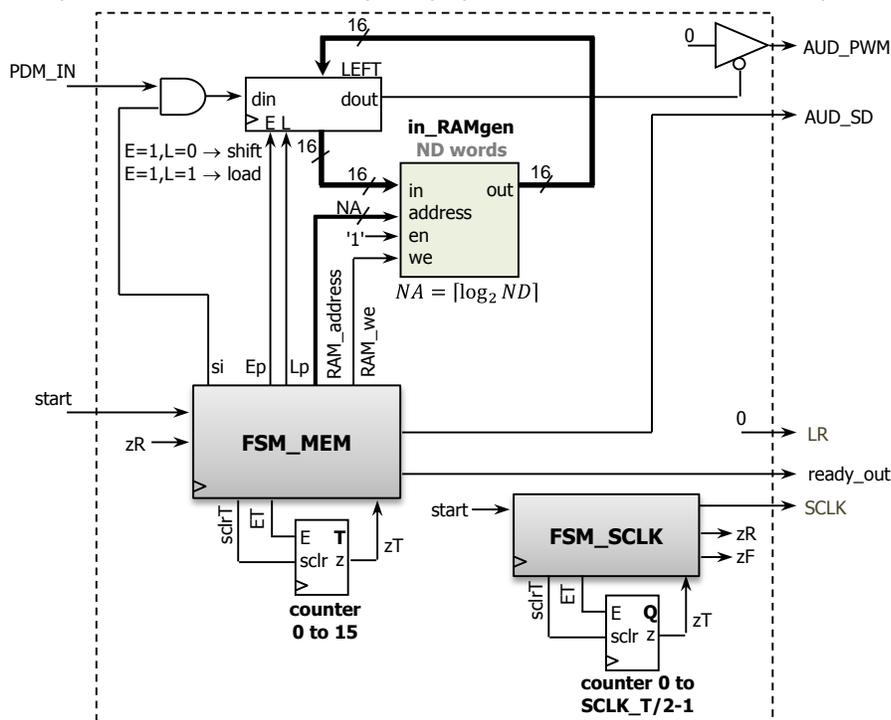
- ✓ Implement a Digital System: Control Unit and Datapath.
- ✓ Learn about reading PDM-coded input audio and playback PDM-coded output audio.
- ✓ Learn interfacing with MEMS microphones (that generate PDM signals) and using BlockRAMs in FPGAs.

VHDL CODING

- ✓ Refer to the [Tutorial: VHDL for FPGAs](#) for a tutorial and a list of examples.

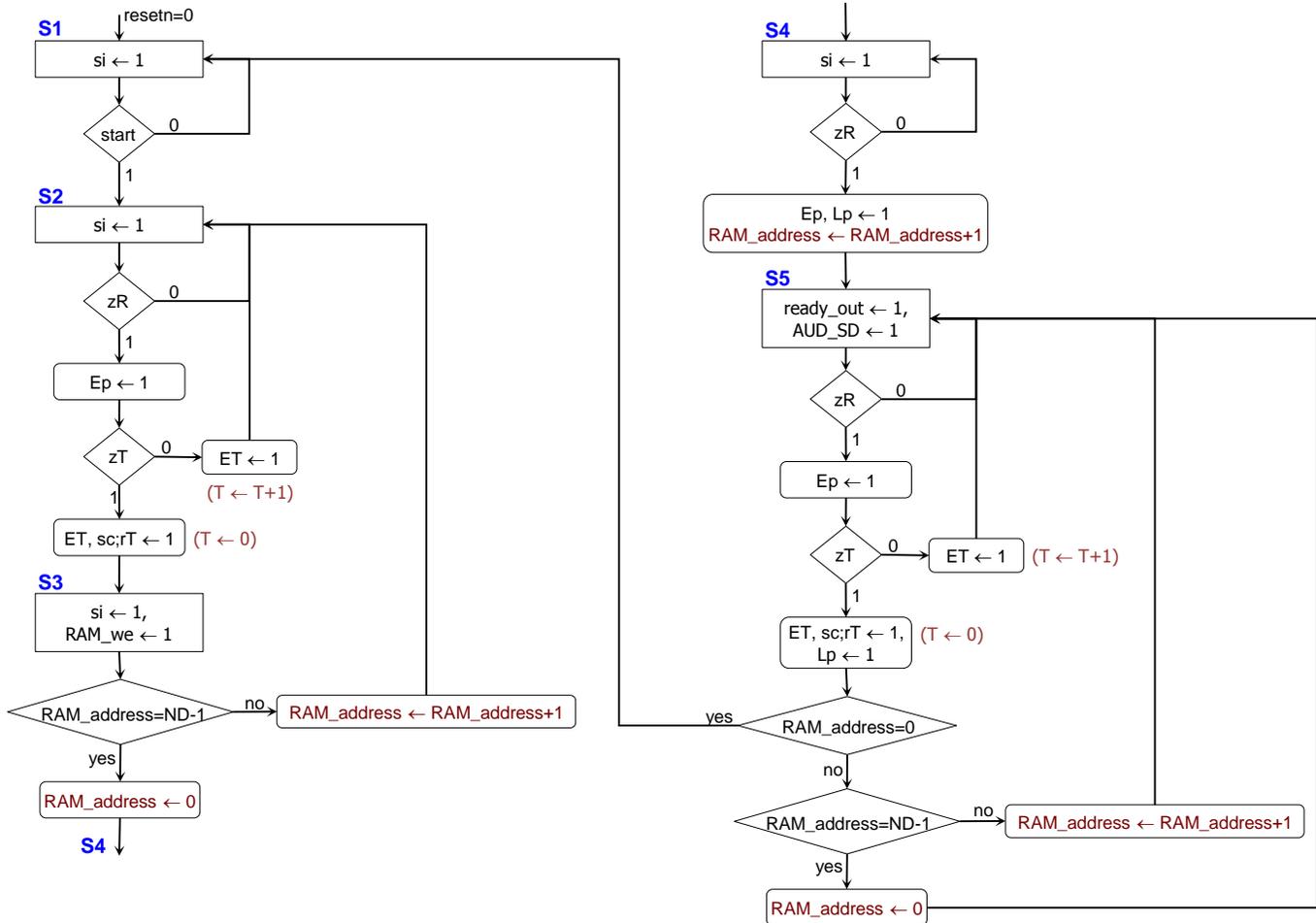
FIRST ACTIVITY: AUDIO RETRIEVAL AND PLAYBACK CIRCUIT (100/100)

- **MICROPHONE AND MONO AUDIO OUTPUT:** Implement the following circuit that reads data from the ADMP421 MEMS microphone, stores data in memory and plays data back on a mono audio output.



- **MEMS MICROPHONE (ADMP421):**
 - ✓ SCLK: 1 – 3 MHz. We use 1.2 MHz.
 - ✓ PDM_IN: PDM signal generated by the ADMP421.
 - ✓ LR: Left right control for stereo mode. We use LR = 0 (Data is captured on CLK rising edge).
- **MONO AUDIO OUTPUT:**
 - ✓ As stereo output is not supported, we only retrieve a mono audio input from the ADMP42 microphone (e.g. L/R = 0).
 - ✓ The on-board audio jack of the Nexys-4 DDR Board is driven by a low-pass filter with 12 KHz cut-off frequency. We provide a PDM signal (AUD_PWM: open-drain output) as input.
- **FSM_SCLK:**
 - ✓ This generates a free running clock (SCLK). It also generates a pulse on zR when a rising edge on SCLK occurs. We want to use a frequency of 1.2 MHz. This requires SCLK_T=84. You can use the VHDL code fsm_sclk.vhd (along with my_genpulse_sclr.vhd) with the parameter COUNT_SCKLHP = SCLK_T/2=42.
- **MEMORY:** Implemented with the on-chip memory (BlockRAMs) inside the Artix-7 FPGA.
 - ✓ Data requested or to be written is available on the next clock cycle. Use the given VHDL code in_RAMgen.vhd. This is a 2D memory of nrows×ncols. Word length: 16 bits. We can use it as a 1D memory by making ncols=1. Use the following parameters nrows=512*512, ncols=1, INIT_VALUES="NO", FILE_IMG ="myinival.txt".

- FSM_MEM: This is the main controller. $ND = 512 \times 512 = 2^{18}$. This FSM embeds the counter $RAM_address$.
 - Duration of the sequence: $2^{18} \times 16 \times 84 \times 10ns = 3.52\ seconds$.



VIVADO DESIGN FLOW FOR FPGAs:

- Create a new Vivado Project. Select the **XCA100T-1CSG324 Artix-7 FPGA** device.
 - Write the VHDL for the given circuit. Synthesize your circuit. (Run Synthesis).
 - With a 100 MHz input clock, write the VHDL testbench.
 - To avoid long simulation times, use $ncols=16 \times 16$, $ncols=1$ and $COUNT_SCLKHP = SCLK_T/2 = 2$ for simulation purposes (resynthesize your circuit).
 - Generate the following input stream (16x16 bits) to be captured at the rising edge of SCLK: 1010 1111 0101 1101 1011 1010 1100 0011 1111 1010 1100 1110 1011 0000 0000 1100 and then just 1's. The 16-bit values stored in memory should be: AF5D BAC3 FACE B00C FFFF ... FFFF. Verify that these values appear on the memory output on state S5. Place the state and $RAM_address$ on the Simulator Wave Window. Run the simulation for 400 us.
 - Perform Functional Simulation (Run Simulation → Run Behavioral Simulation). **Demonstrate this to your TA.**
 - I/O Assignment: Create the XDC file.

Nexys-4 DDR Board: Use CLK100MHZ for the input *clock*, CPU_RESET push button for *resetsn*, LED0 for *ready_out*, SW0 for *start*, M_CLK for *SCLK*, M_DATA for *PDM_IN*, M_LRSEL for *LR*, AUD_PWM for *AUD_PWM*, AUD_SD for *AUD_SD*.
 - Implement your design (Run Implementation).
 - Do Timing Simulation (Run Simulation → Run Post-Implementation Timing Simulation). **Demonstrate this to your TA.**
 - Generate and download the bitstream on the FPGA. Test the circuit: press *start* and record an audio sequence for 3.52 seconds. After that, the audio sequence is played back (use a headphone/speaker). **Demonstrate this to your TA.**
- Submit (as a .zip file) the generated files: VHDL code, and VHDL testbench, and XDC file to Moodle (an assignment will be created). DO NOT submit the whole Vivado Project.

TA signature: _____

Date: _____