# **Laboratory 4**

(Due date: **002**: March 13<sup>th</sup>, **003**: March 14<sup>th</sup>)

# **OBJECTIVES**

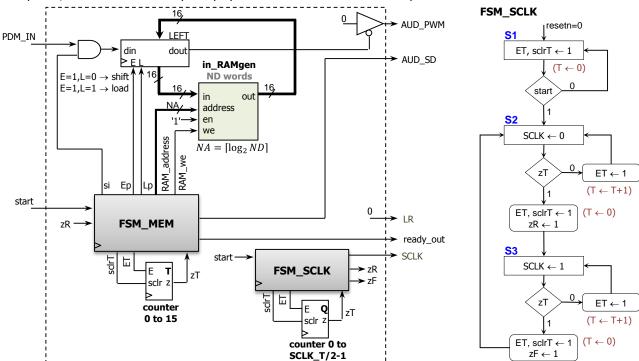
- ✓ Implement a Digital System: Control Unit and Datapath.
- ✓ Learn about reading PDM-coded input audio and playback PDM-coded output audio.
- ✓ Learn interfacing with MEMS microphones (that generate PDM signals) and using BlockRAMs in FPGAs.

## **VHDL CODING**

✓ Refer to the <u>Tutorial</u>: <u>VHDL for FPGAs</u> 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).

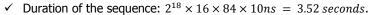
## MONO AUDIO OUTPUT:

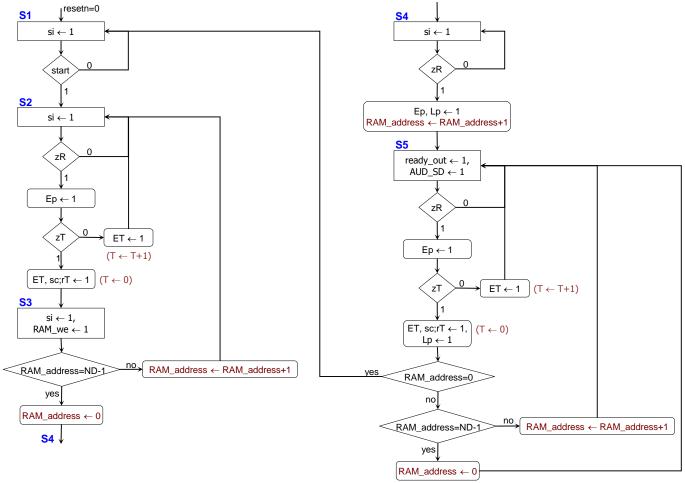
- $\checkmark$  As stereo output is not supported, we only retrieve a mono audio input from the ADMP42 microphone (e.g. L/R = 0).
- ✓ The on-board audio jack of the Nexys-4 DDR Board is driven by a low-pass filter with 12 KHz cut-off frequency. We provide a PDM signal (AUD PWM: open-drain output) as 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 nrowsxncols. 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".

Instructor: Daniel Llamocca TA: David Stern • FSM\_MEM: This is the main controller.  $ND = 512 \times 512 = 2^{18}$ . This FSM embeds the counter RAM\_address.





## VIVADO DESIGN FLOW FOR FPGAs – NEXYS A7-50T

- ✓ Create a new Vivado Project. Select the **XCA50T-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=4x4, ncols=1 and COUNT\_SCLKHP = SCLK\_T/2= 2 for simulation purposes (resynthesize your circuit).
  - Generate the following input stream (4x4 16-bit words) 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 21 us.
- ✓ Perform Functional Simulation (Run Simulation → Run Behavioral Simulation). **Demonstrate this to your TA.**
- ✓ I/O Assignment: Create the XDC file.

  Use CLK100MHZ for the input clock, CPU\_RESET push button for resetn, LED0 for ready\_out, BTNC 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 <u>Timing Simulation</u> (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 (<u>as a .zip file</u>) 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:	