

Creating projects with Nios II for Altera De2i-150

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CPE 409**

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Chapter 1 *Hardware Design*

This tutorial provides comprehensive information that will help you understand how to create a FPGA based SOPC system with the Nios II processor on your FPGA development board and run software upon it.

1.1 Required Features

The Nios II processor core is a soft-core central processing unit that you could program onto an Altera field programmable gate array (FPGA). This tutorial illustrates you to the basic flow covering hardware creation and software building. You are assumed to have the latest Quartus II and NIOS II EDS software installed and quite familiar with the operation of Windows OS. If you use a different Quartus II and NIOS II EDS version, there will have some small difference during the operation. You are also assumed to possess a DE2i-150 development board (other kinds of dev. Board based on Altera FPGA chip also supported).

The example NIOS II standard hardware system provides the following necessary components:

- Nios II processor core, that's where the software will be executed
- On-chip memory to store and run the software
- Sdram to use other than On-chip memory to store and run software
- JTAG link for communication between the host computer and target
- Hardware (typically using a USB-Blaster cable)
- PIO registers will be used to send data between FPGA and Nios Processor

1.2 Creation of Hardware Design

This section describes how to create the hardware system used for this project including the SOPC feature.

- 1.) First step is to open the Quartus program (We will be using Quartus 17.1 in this tutorial but other Quartus versions will work will some minor tweaking). You will then **select File→New Project Wizard**. See Figures 1-1 and 1-2.

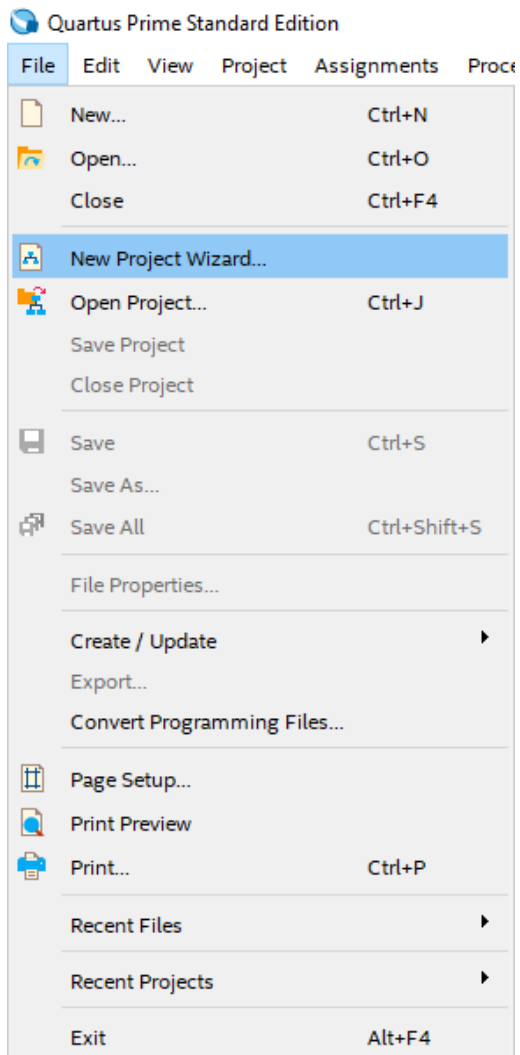


Figure 1-1 Opening New project Wizard

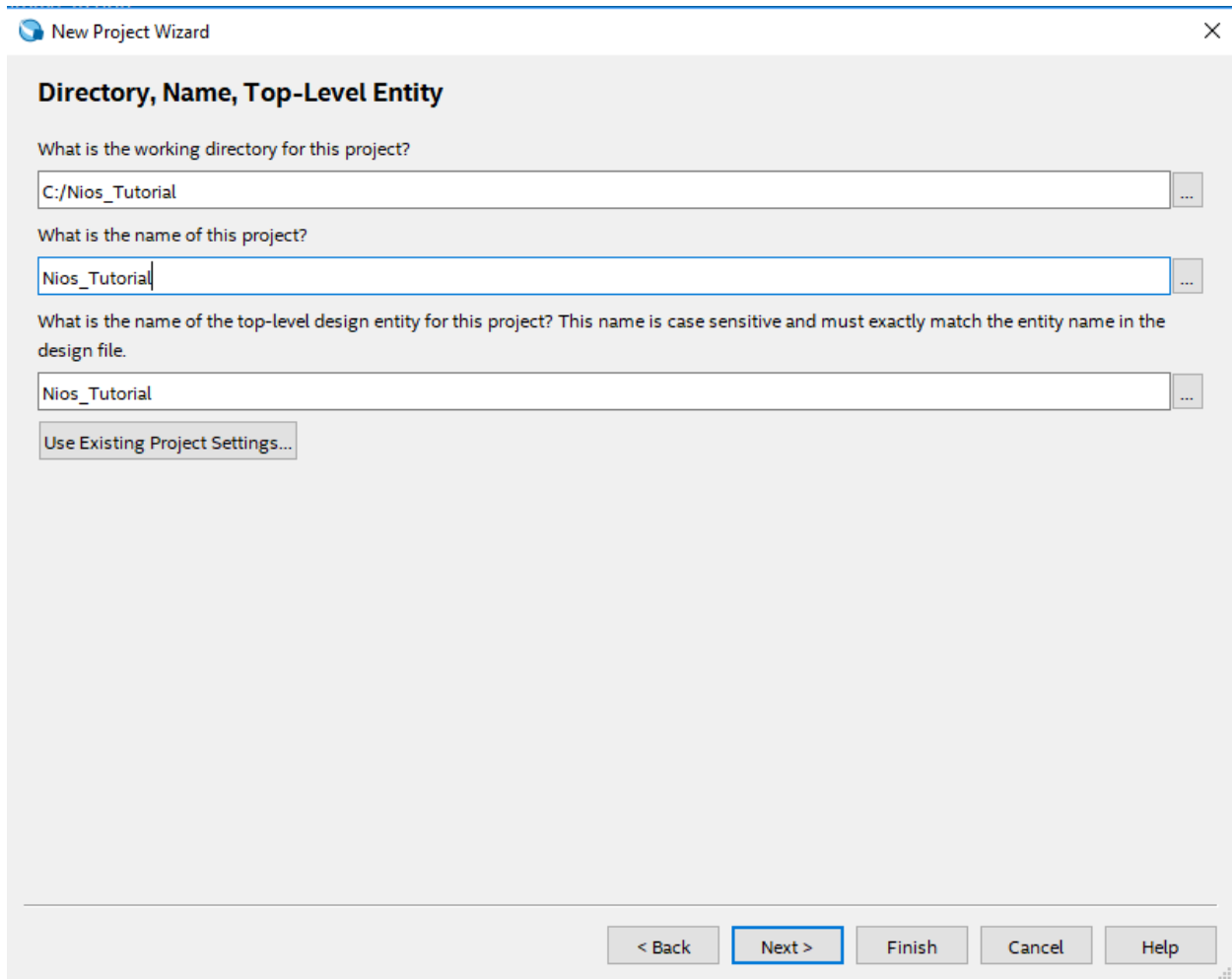


Figure 1-2 Input the working directory, the project name, and top-level design entity.

- 2.) Click **Next** through the windows until you get to the **Family, Device, & Board Settings** window. You will then choose your Device Family and the device name as in Figure 1-3. We are using the De2i-150 board, so we choose **Cyclone IV GX** with name **EP4CGX150DF31C7**.

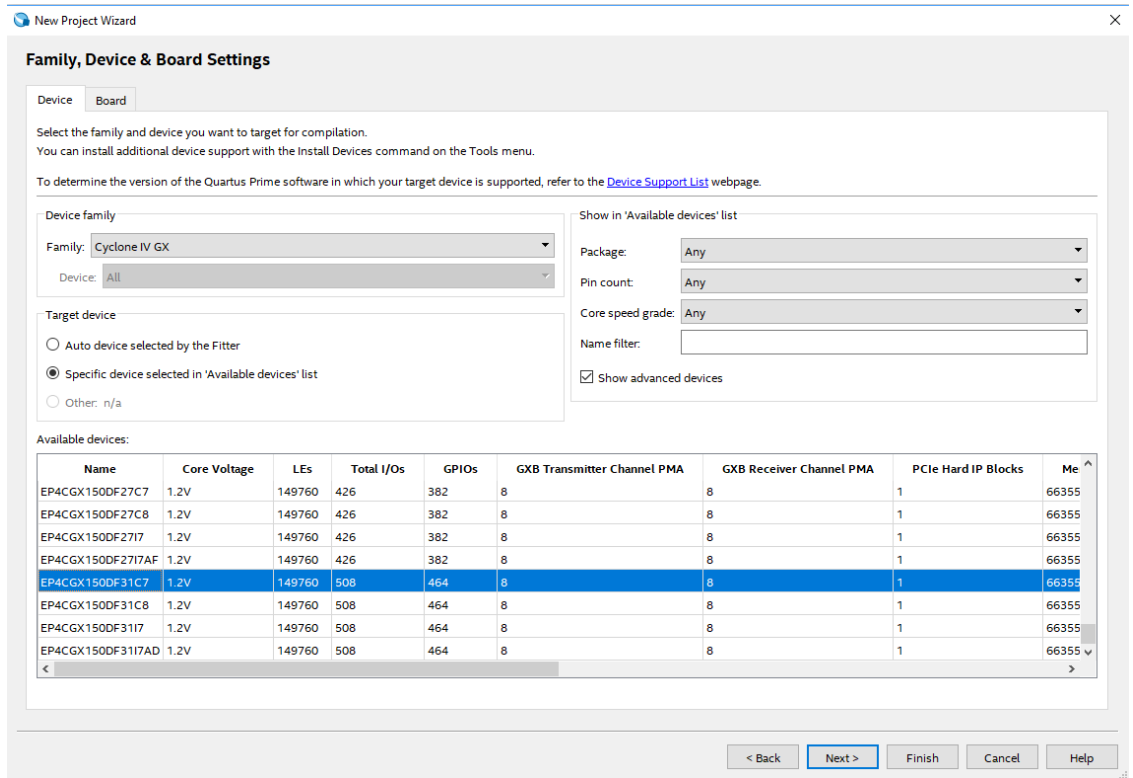


Figure 1-3 New projects wizard Family, Device, & Board Settings

3.) Hit Next → finish and it will create a new project as in Figure 1-4.

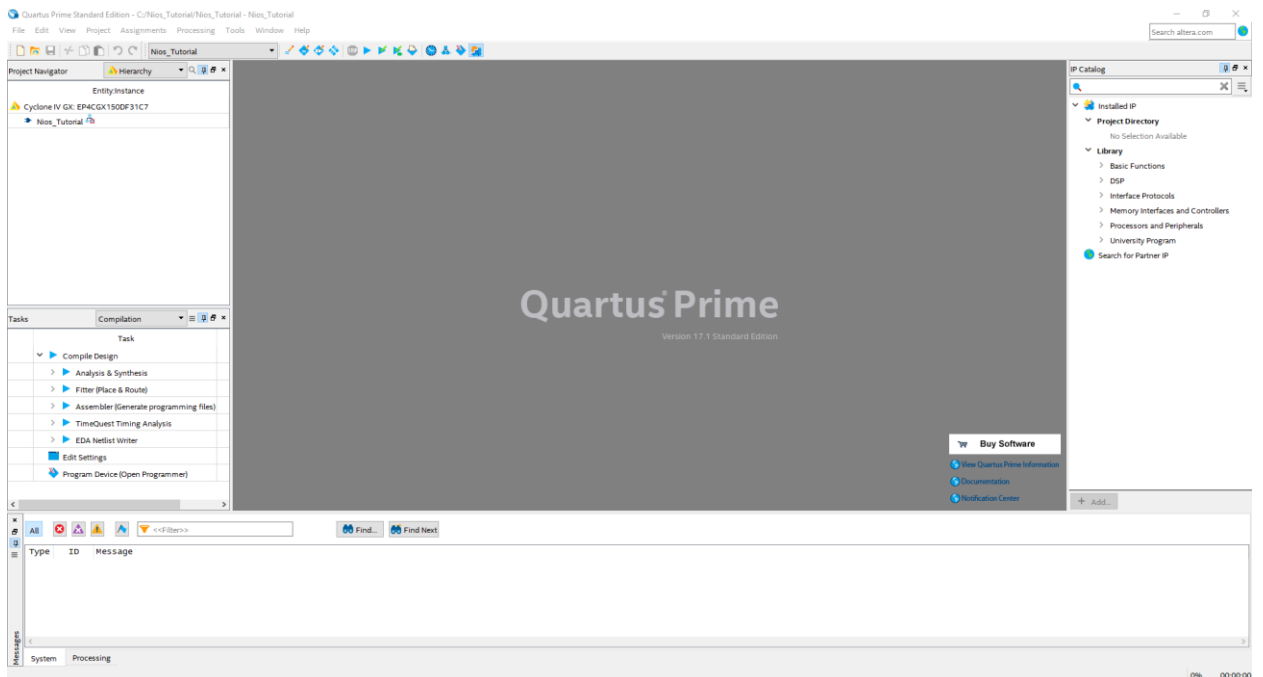


Figure 1-4 The new project has been created

- 4.) Now we will create our system with the Platform Designer tool (Formally known as Qsys). To do this choose **Tools → Platform Designer** as shown in figure 1-5. Platform Designer already creates a new system for you, but you can start a new system manually if you want. Choose **File → New System** to do that.

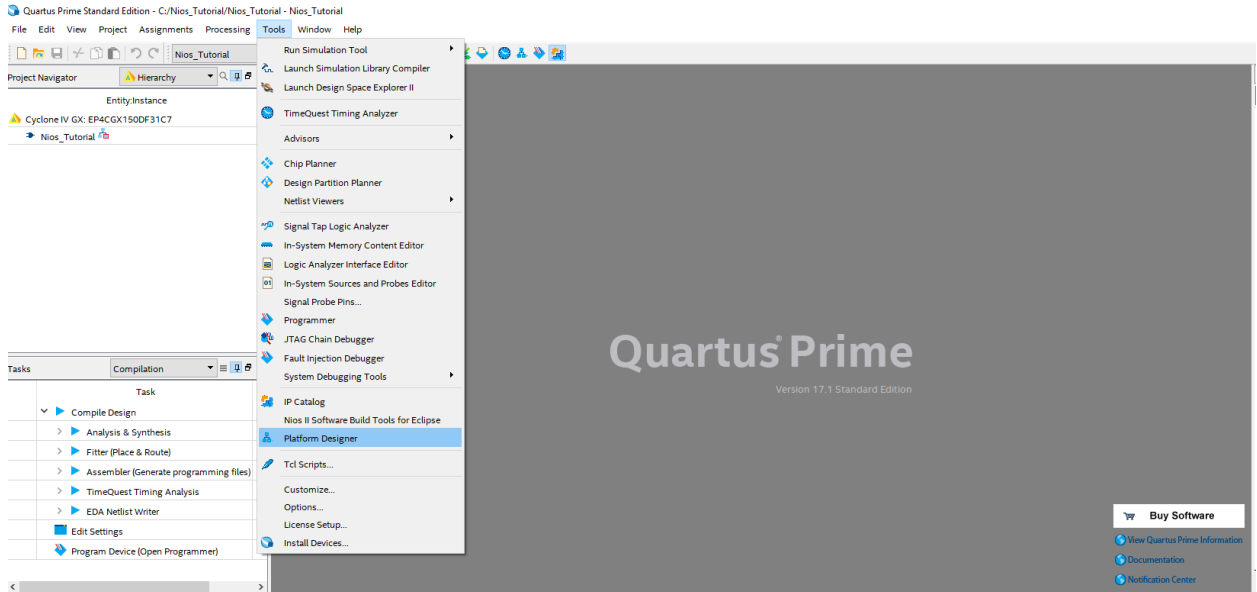


Figure 1-5 Opening Platform Designer for creating system.

- 5.) After opening the new system, we want to save it under whatever name we choose as in Figure 1-6 and 1-7.

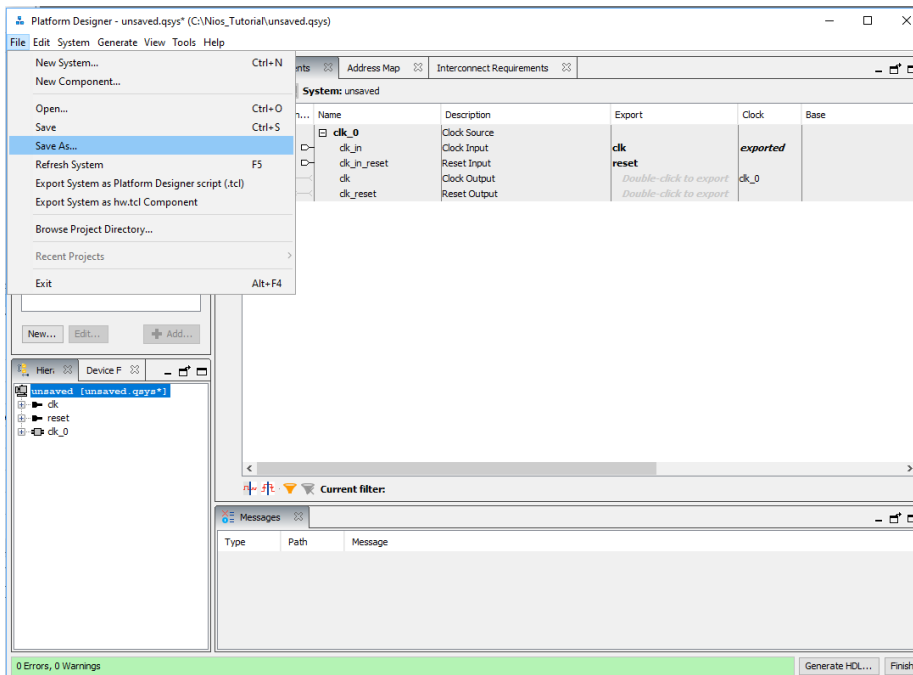


Figure 1-6 Saving new system under our preferred name.

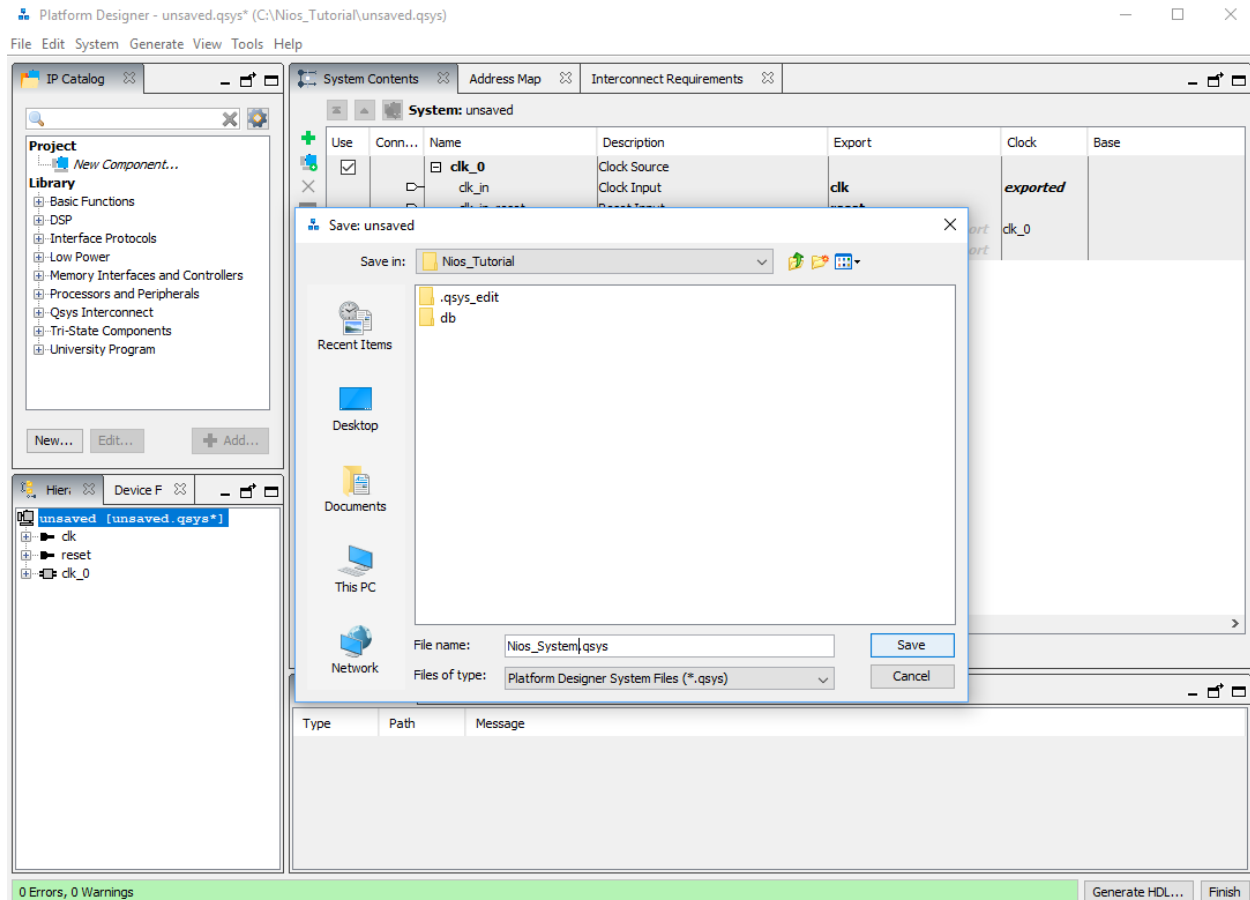


Figure 1-7 Save new system under “Nios_System.qsys”

6.) Now we will start adding different components to our system to get everything connected. As you can see, the system already adds a clock for us to start out with. The first thing we are going to add is our Nios II processor. To do this we will go to **Library → Processors and Peripherals → Embedded Processor → Nios II Processor** as shown in Figure 1-8. Alternatively, you can search for different components.

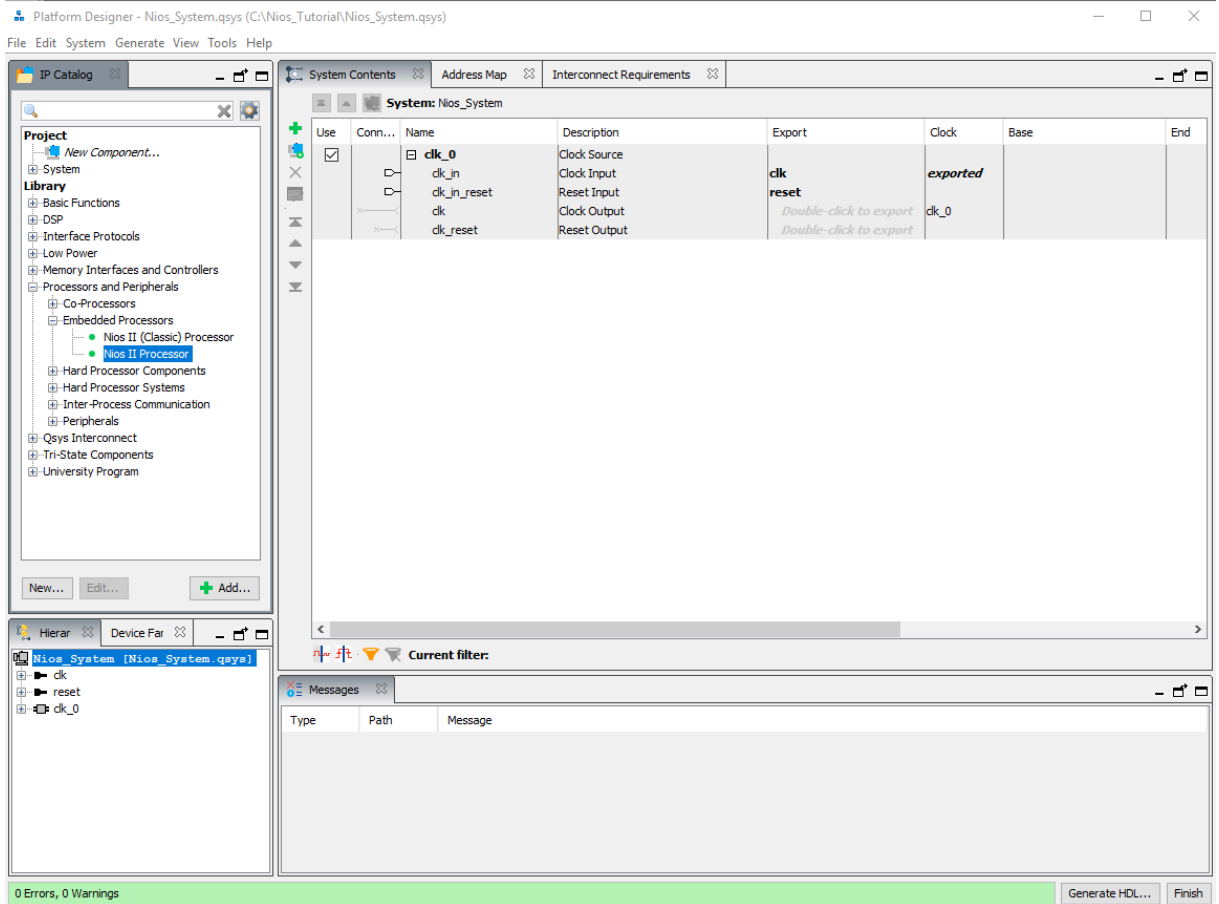


Figure 1-8 Adding Nios Processor to System

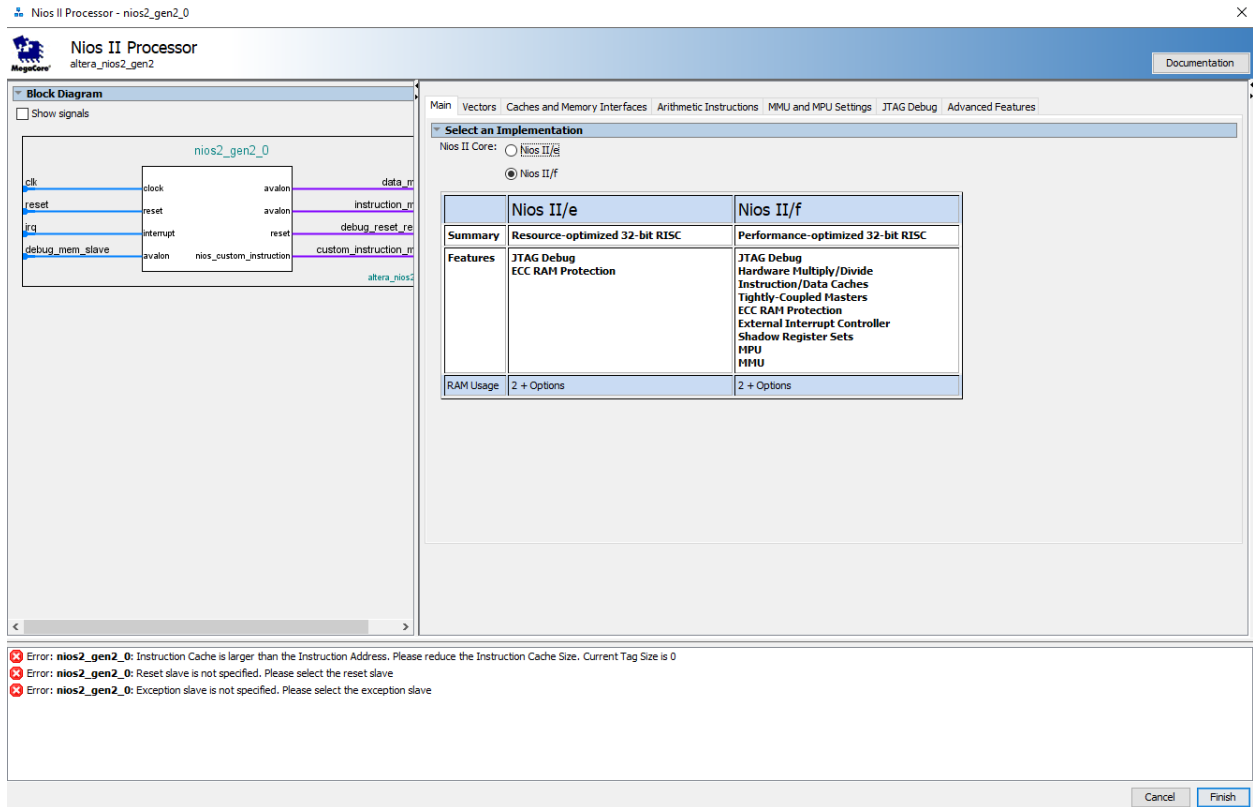


Figure 1-9 We choose Nios II/F and finish to add processor to system.

- 7.) You can rename system components if you would like, but that won't have any impact on the system or its function. Now we will connect the Nios processor to the clk. We will **connect clk and reset** as shown in figure 1-10. These are connected by clicking the hollow dots. When the dots become solid, it means there is a connection.

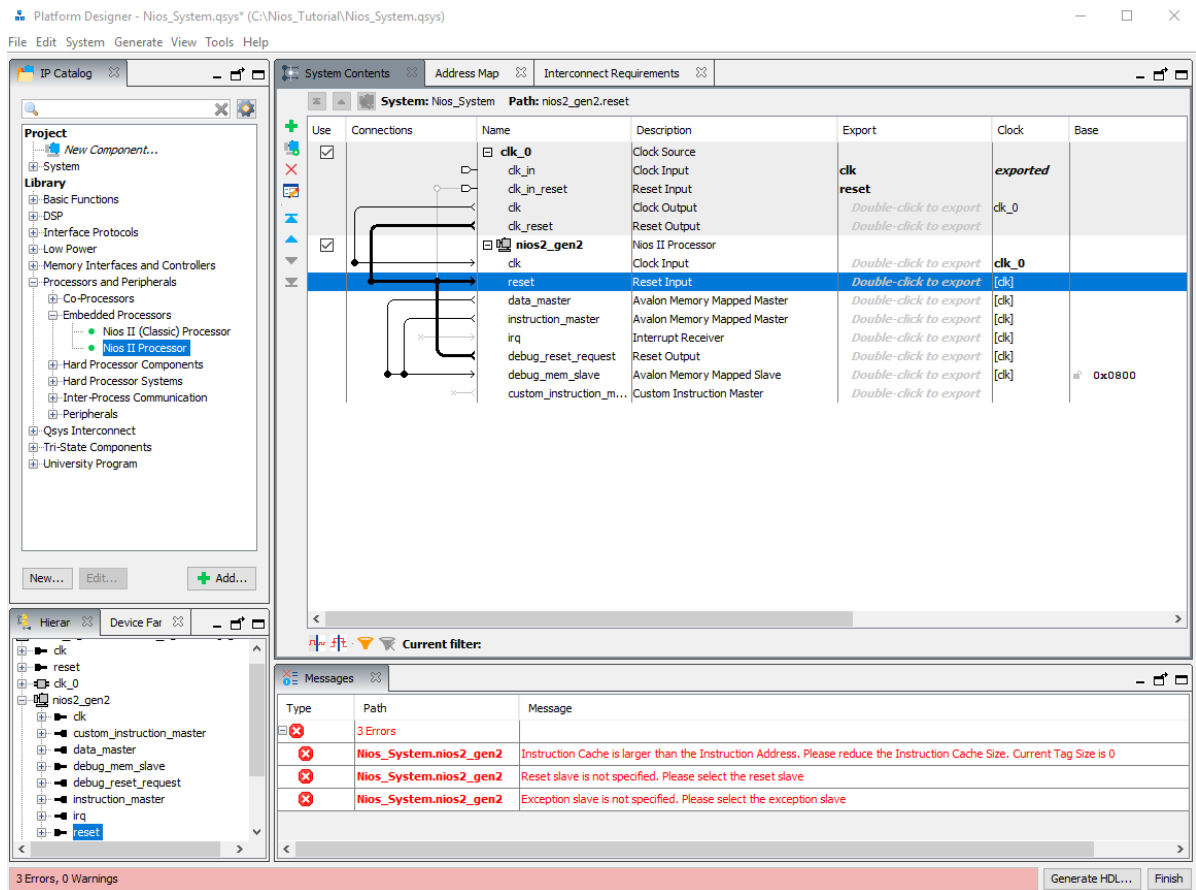


Figure 1-10 Connecting clk and reset

8.) Next thing we will add to our system is the **JTAG UART**. To do this go to **Library** → **Interface Protocols** → **Serial** → **JTAG UART** as shown in Figure 1-11 and 1-12.

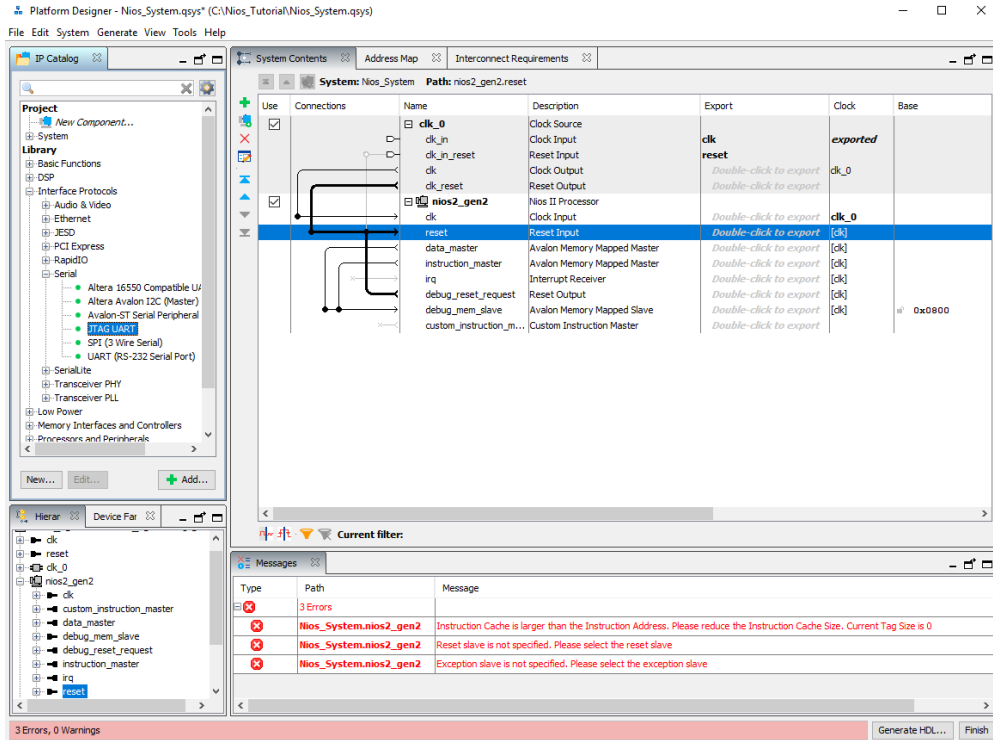


Figure 1-11 Adding JTAG UART to system

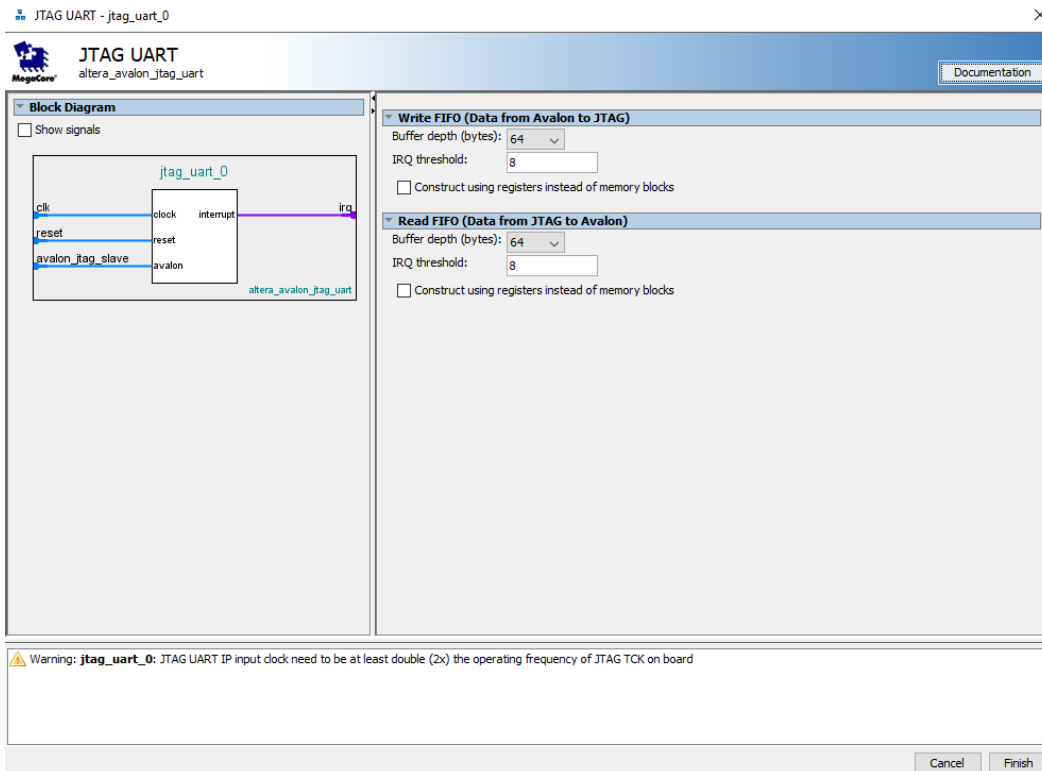


Figure 1-12 Adding JTAG UART.

9.) We will now connect the clk, reset, and data master as shown in Figure 1-13.

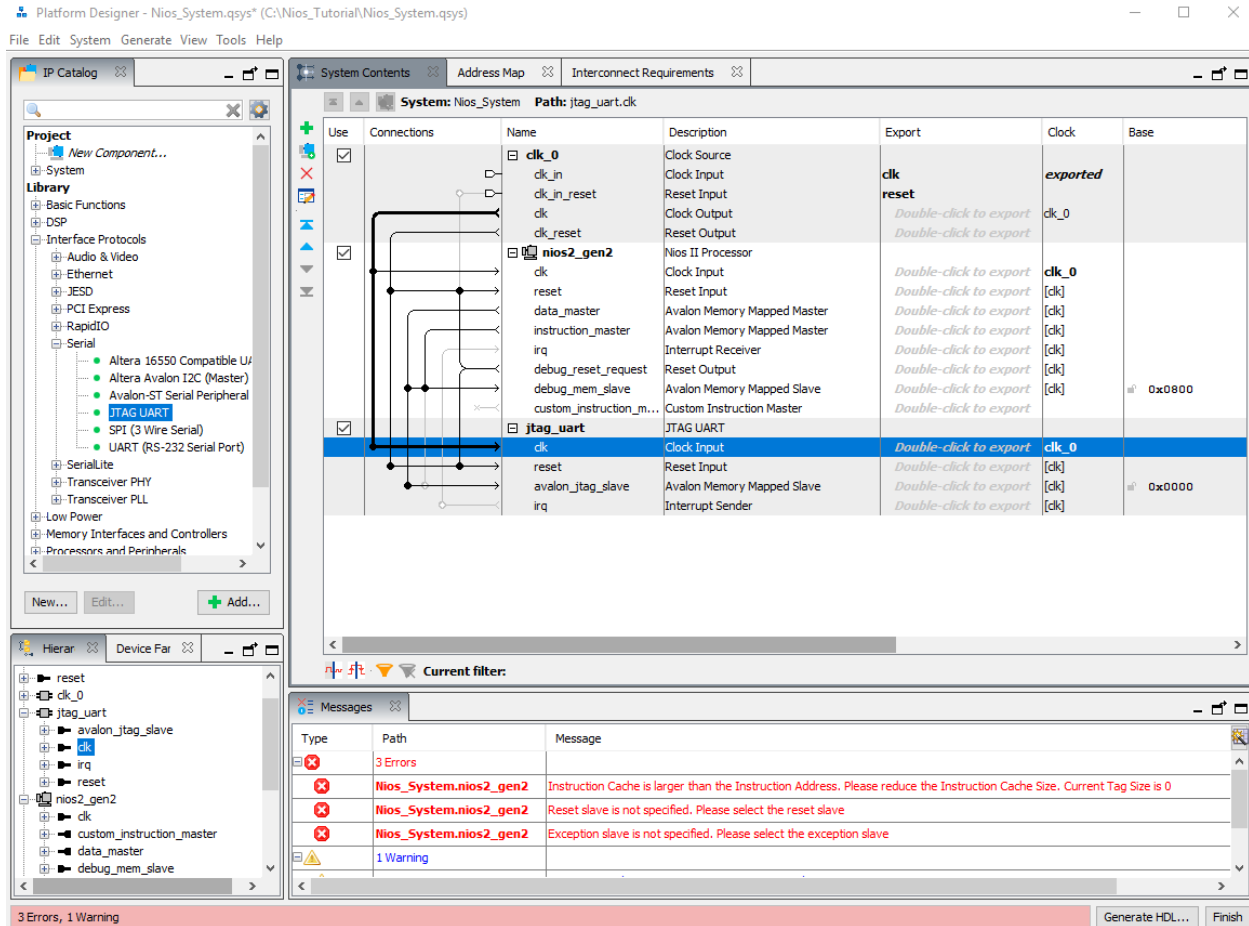


Figure 1-13 Connecting JTAG to system

10.) Next, we will add the system memory through the on chip memory. Later we will change this to SDRAM. To add the on chip memory, choose **Library** → **Basic Functions** → **On Chip Memory** → **On-Chip Memory (RAM or ROM)** as shown in Figure 1-14 and 1-15.

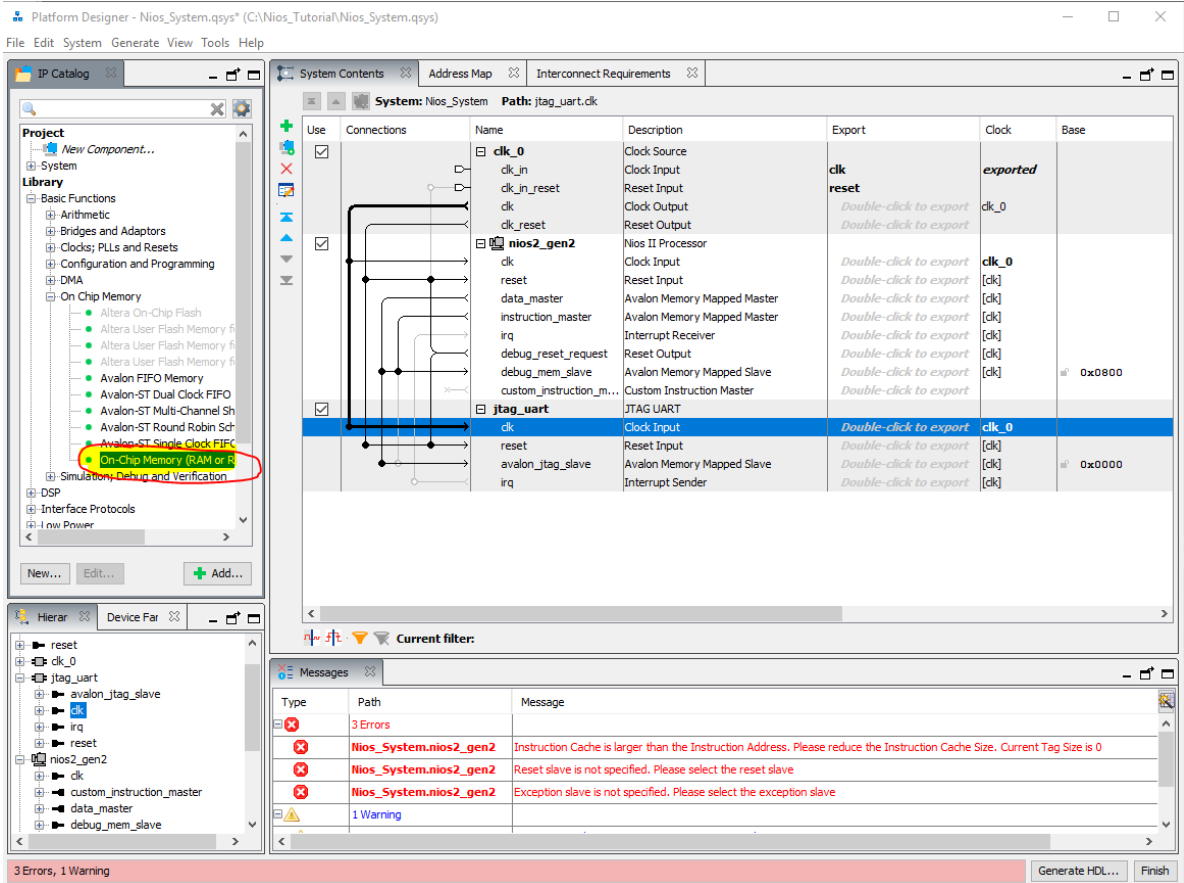


Figure 1-14 Adding On-Chip Memory

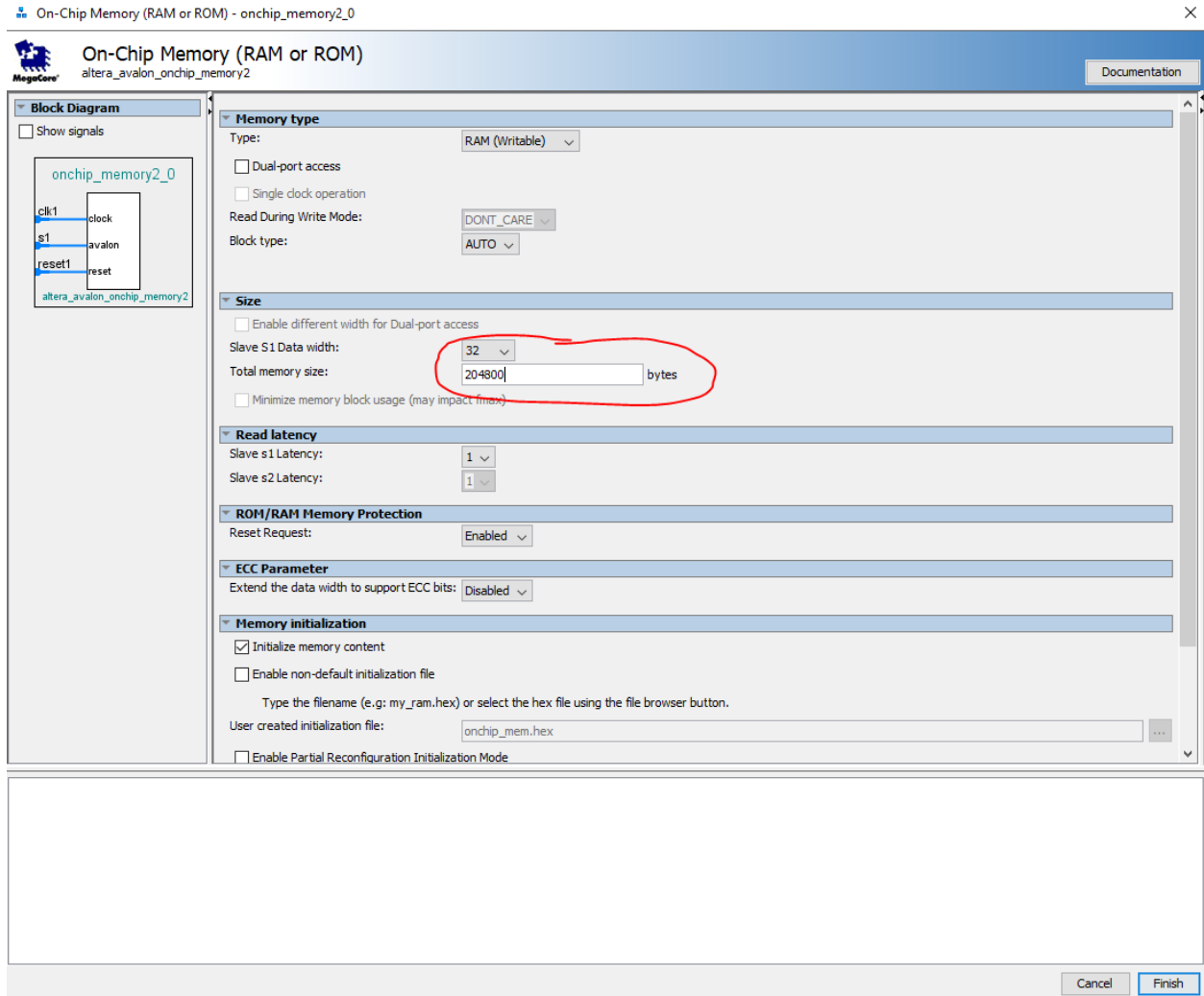


Figure 1-15 Change memory size to 204800 and select finish

11.) Now we will connect the memory to the rest of the system by selecting the clk, reset, data master, and instruction master hollow dots as shown in Figure 1-16.

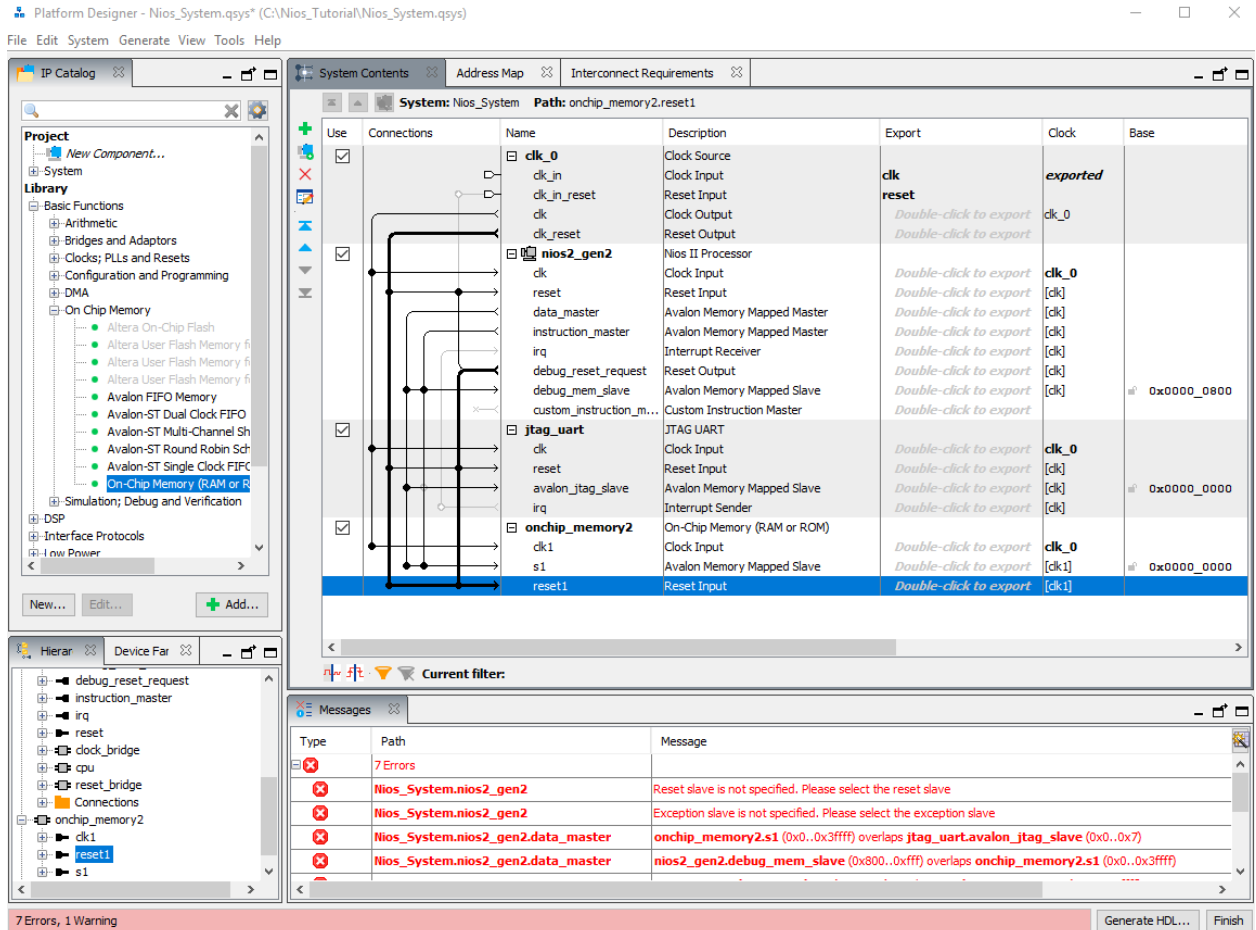


Figure 1-16 Connecting memory to system

12.) We will now connect the Nios CPU to the memory. To do this we will click on the **Nios2_gen2** component to open its settings. Then we will go to **Vectors** and change the **Reset Vector** and **Exception Vector** to the **On-Chip memory** as shown in Figure 1-17 and 1-18.

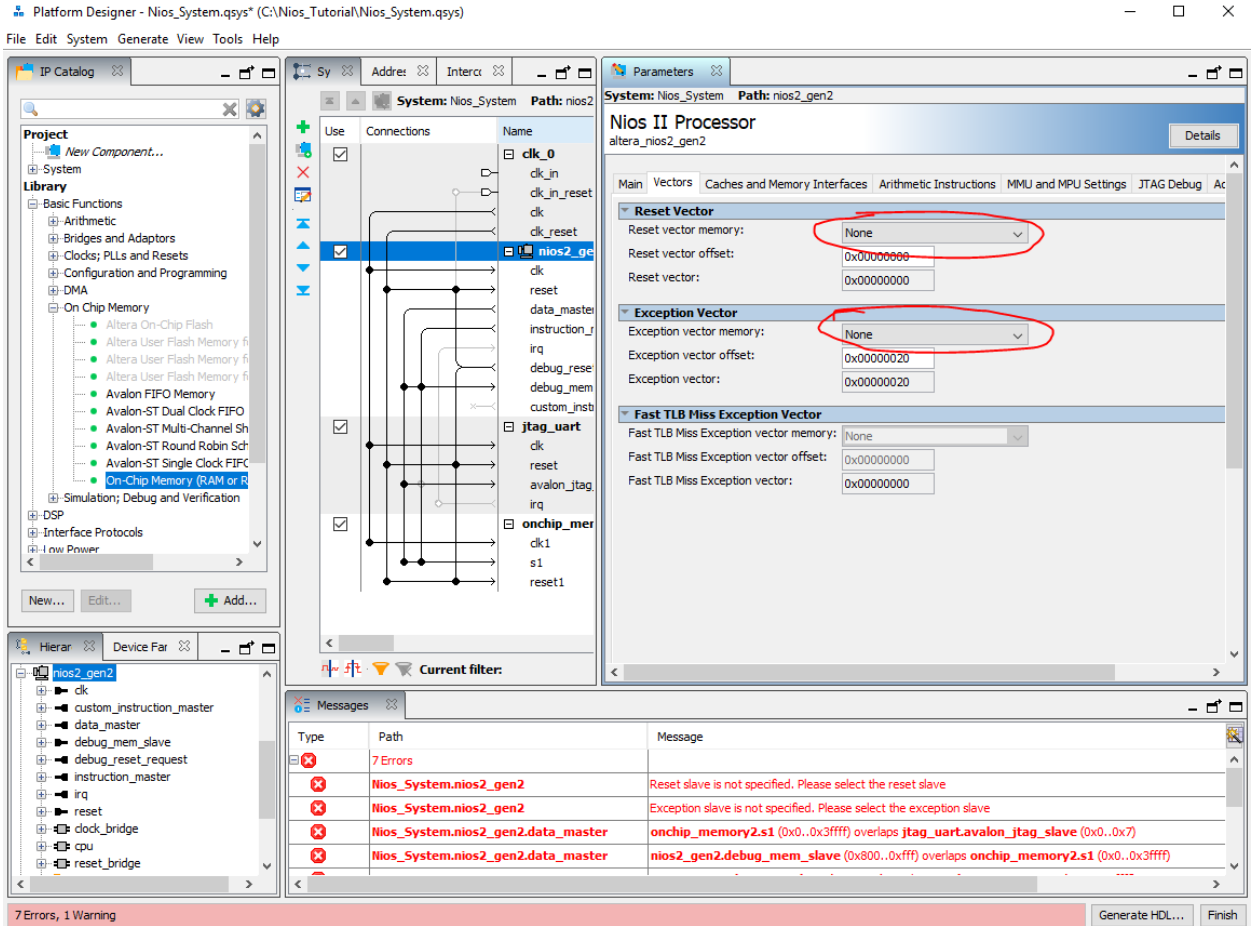


Figure 1-17 Changing processor to use on-chip memory.

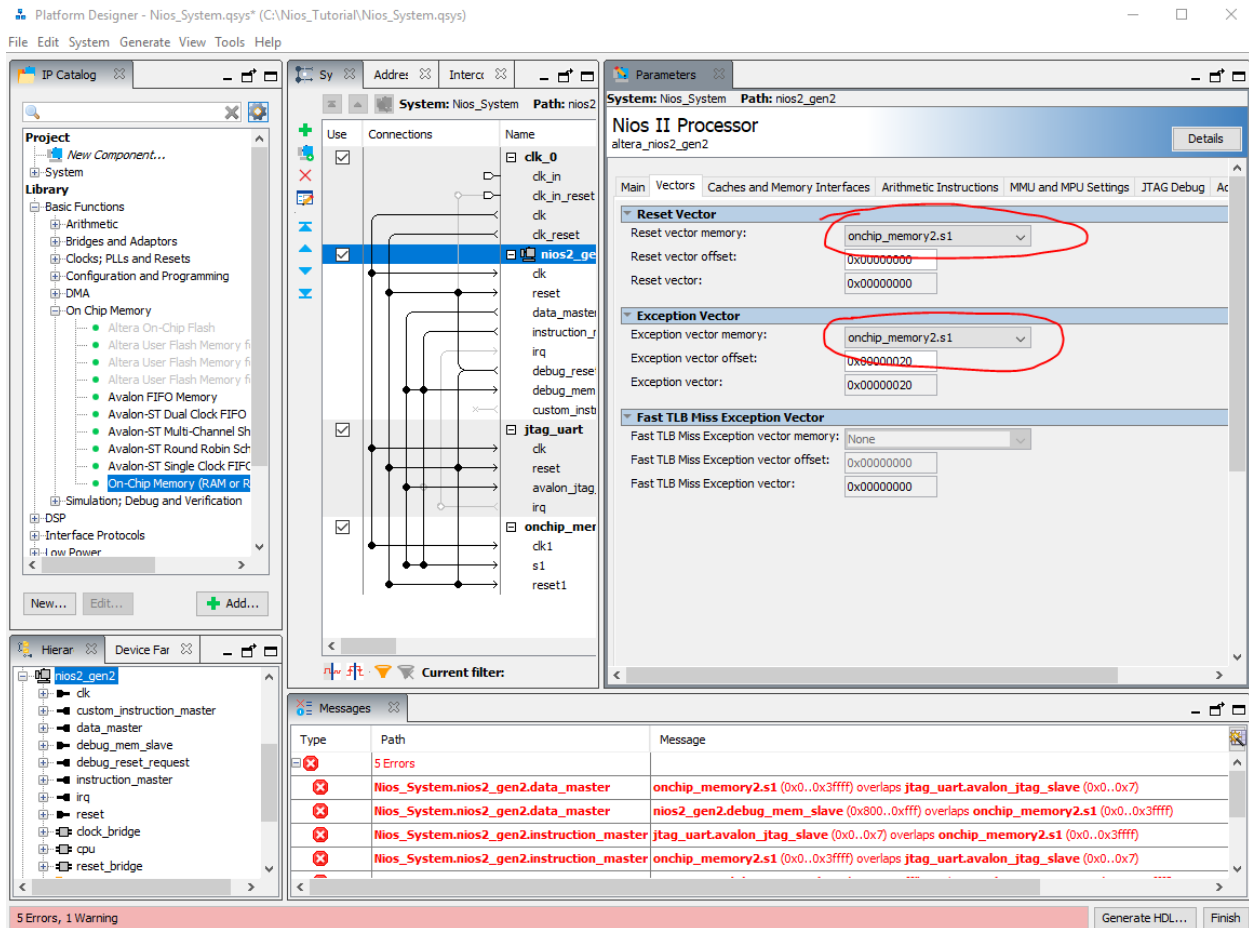


Figure 1-18 Changed Reset and Exception Vector

13.) Next up is to add the System ID to the system. Choose **Library** → **Basic Functions** → **Simulation; Debug and Verification** → **Debug and Performance** → **System ID Peripheral** as shown in Figure 1-19 and 1-20.

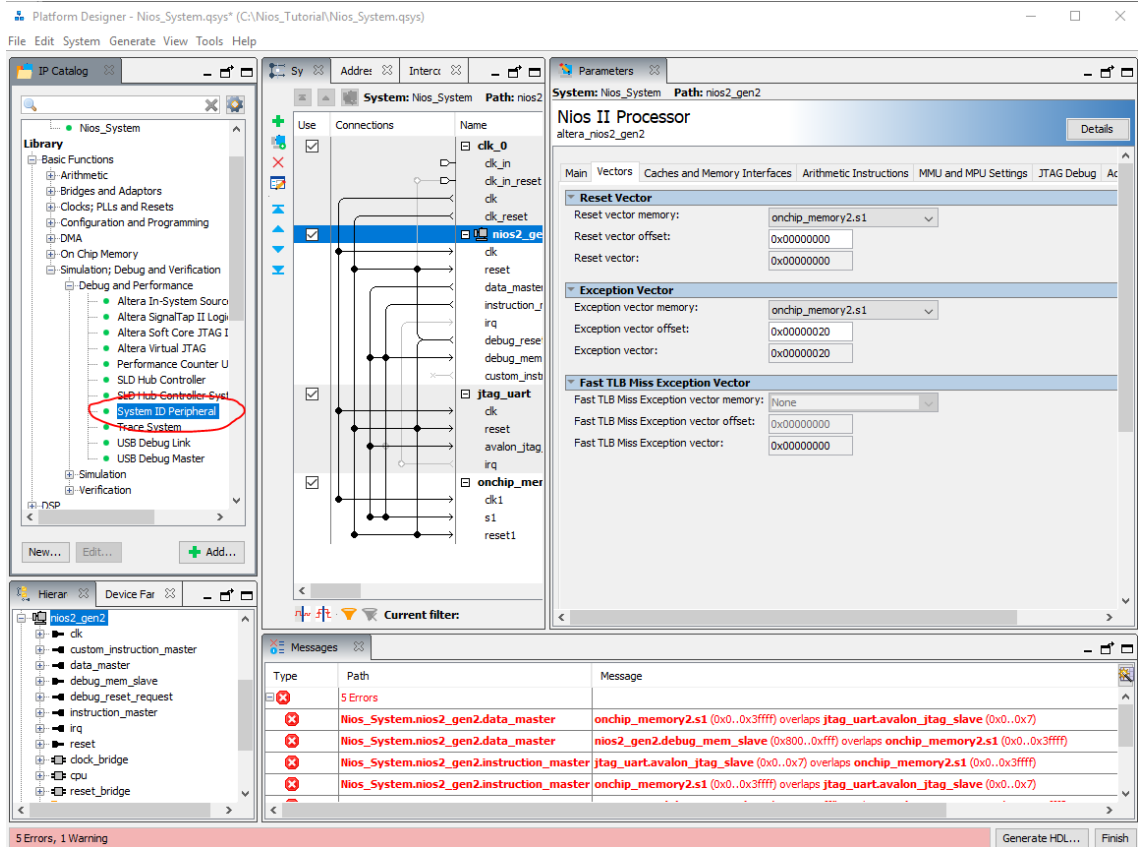


Figure 1-19 Adding system ID

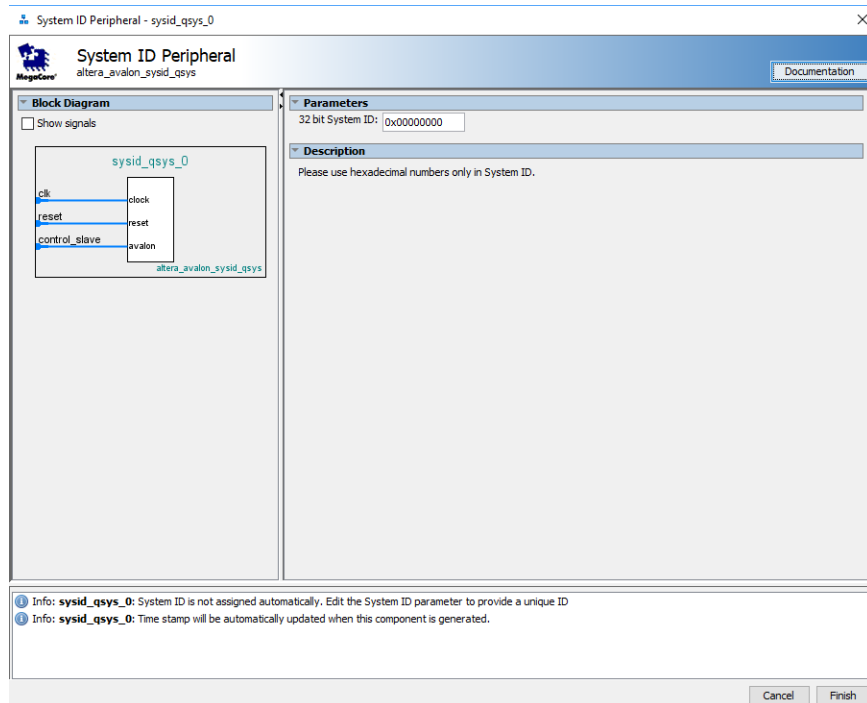


Figure 1-20

14.) Connect the clk, reset, and data master dots as shown in figure 1-21.

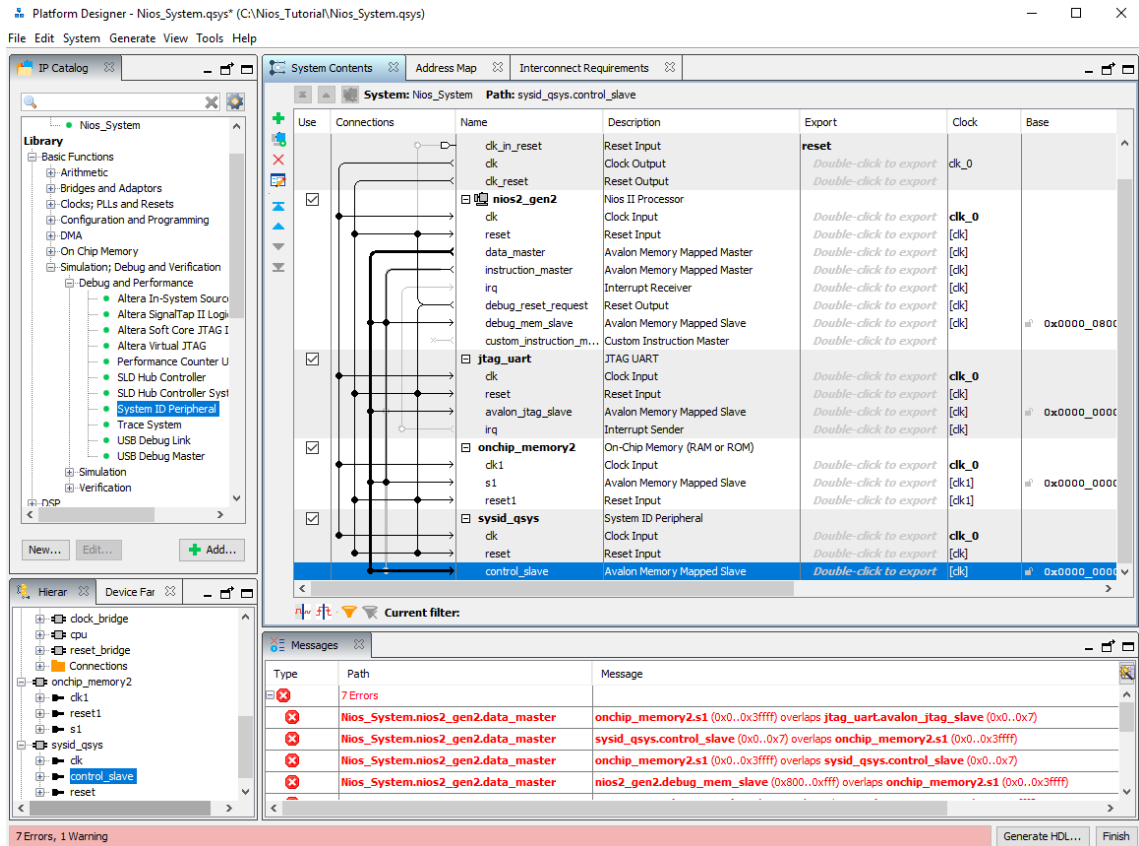


Figure 1-21 Connecting System ID connections

15.) Now we will add the SDRAM to the system which will be used instead of the on-chip memory. To do this choose **Library** → **Memory Interfaces and Controllelrs** → **SDRAM** → **Controller** as shown in Figure 1-22 and 1-23.

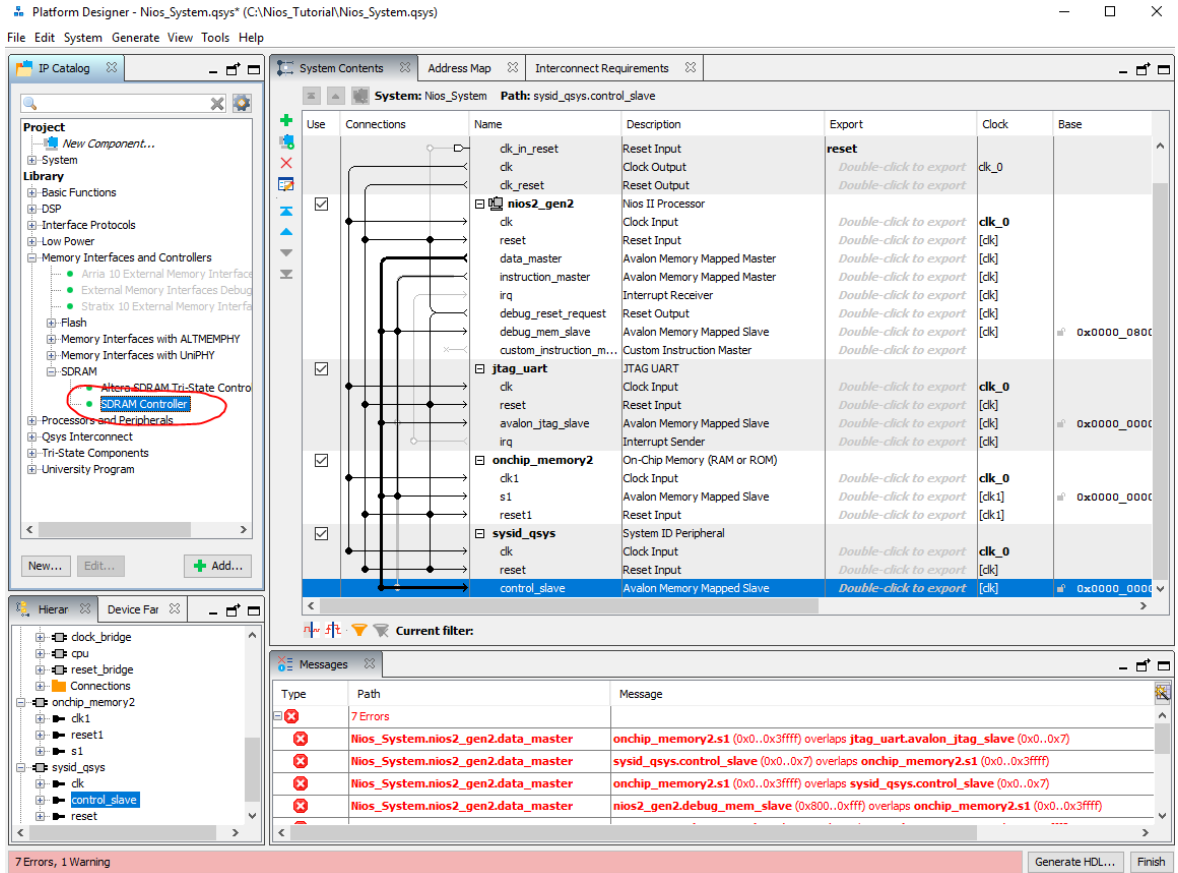


Figure 1-22 Adding SDRAM to System

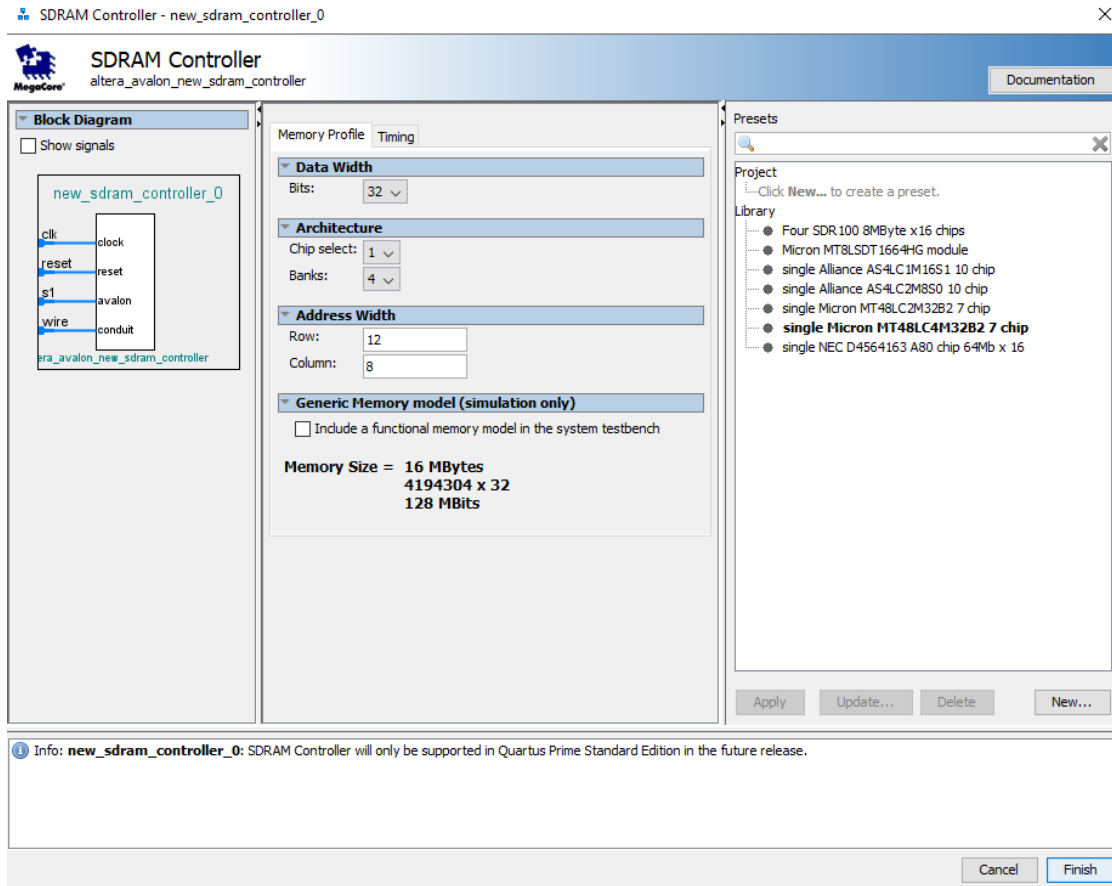


Figure 1-23

16.) Now we will connect the SDRAM to the system by connecting the clk, reset, and data master wires as shown in Figure 1-24.

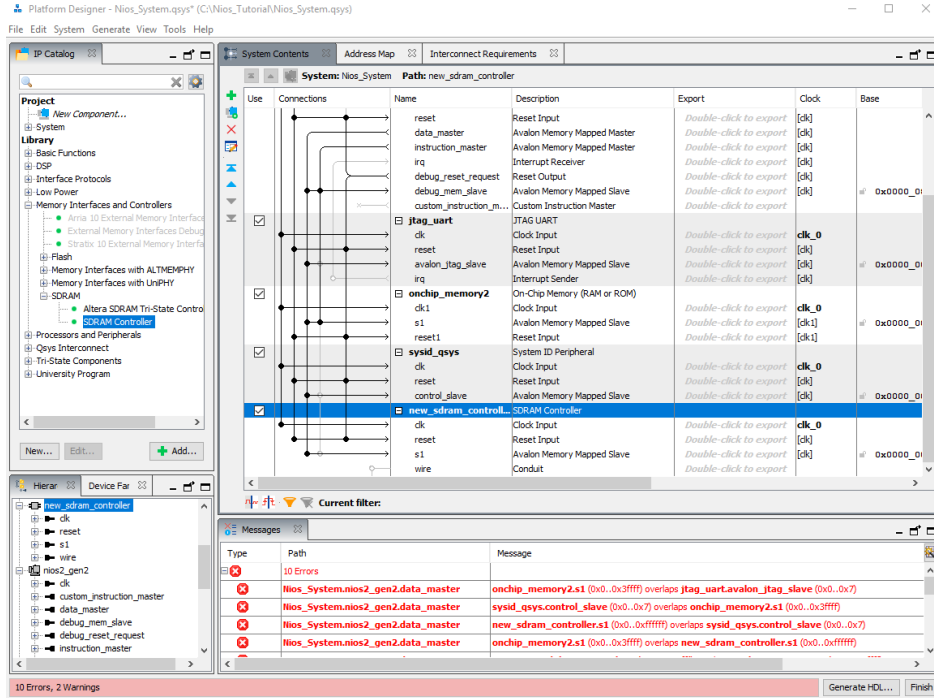


Figure 1-24 Connecting SDRAM

17.) To change the Nios system to use the SDRAM instead of the on-chip memory, we will connect the SDRAM to the instruction master and disconnect the On-Chip memory from the instruction master as shown in Figure 1-25. We will then go to the CPU setting by clicking on the Nios component and changing the Reset and Exception Vectors to the SDRAM shown in Figure 1-26.

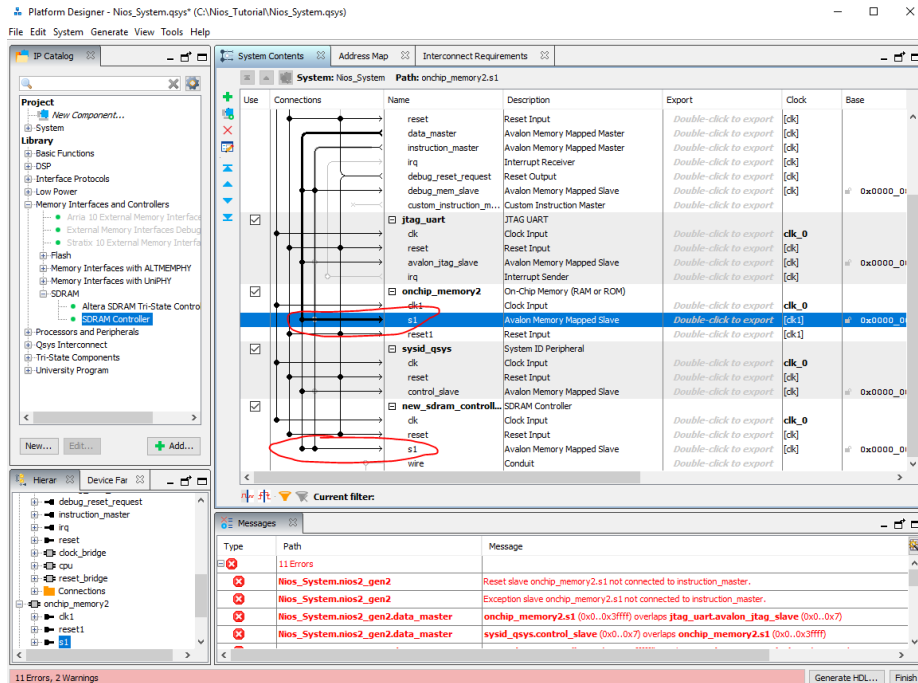


Figure 1-25 Connecting SDRAM to instruction master

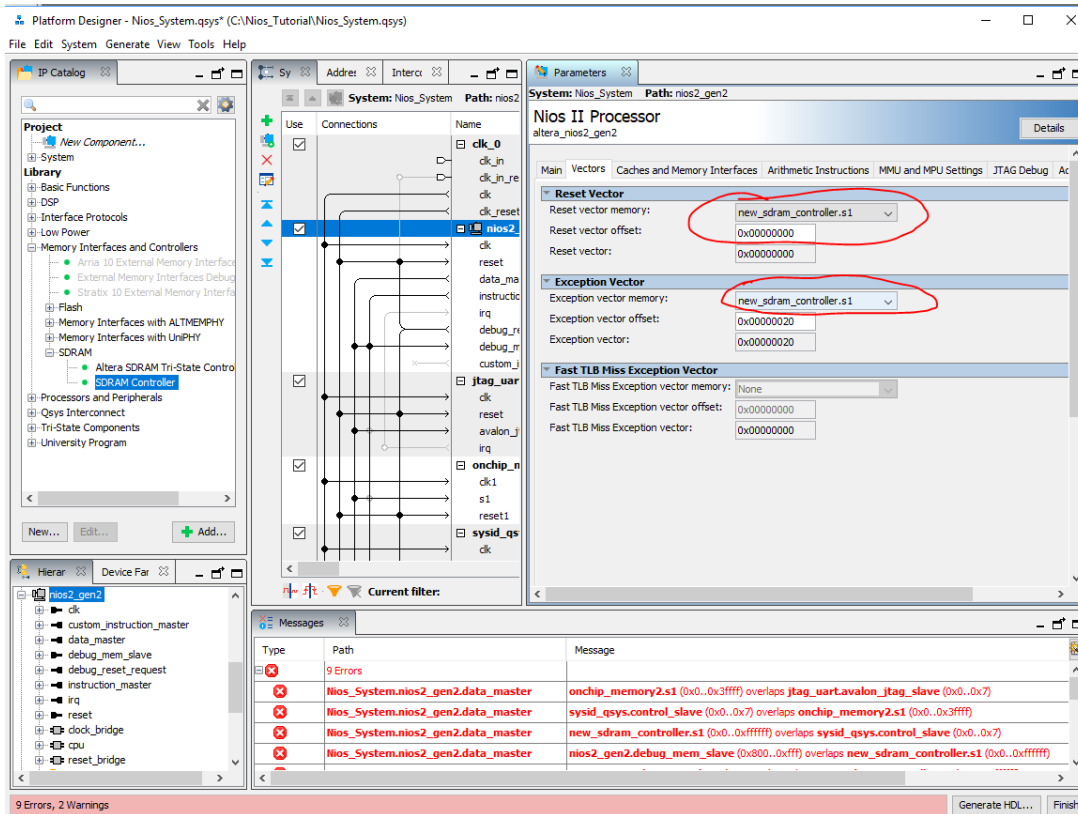


Figure 1-26 Changing CPU to use SDRAM

18.) We will now start connecting our PIO's to send data to and from the CPU to the FPGA. Choose **Library** → **Processors and Peripherals** → **PIO (Parallel I/O)** as shown in figure 1-27 and 1-28. We will be using 32 bit In Out PIO's for what we will be doing. Choose accordingly depending on your use of the PIO.

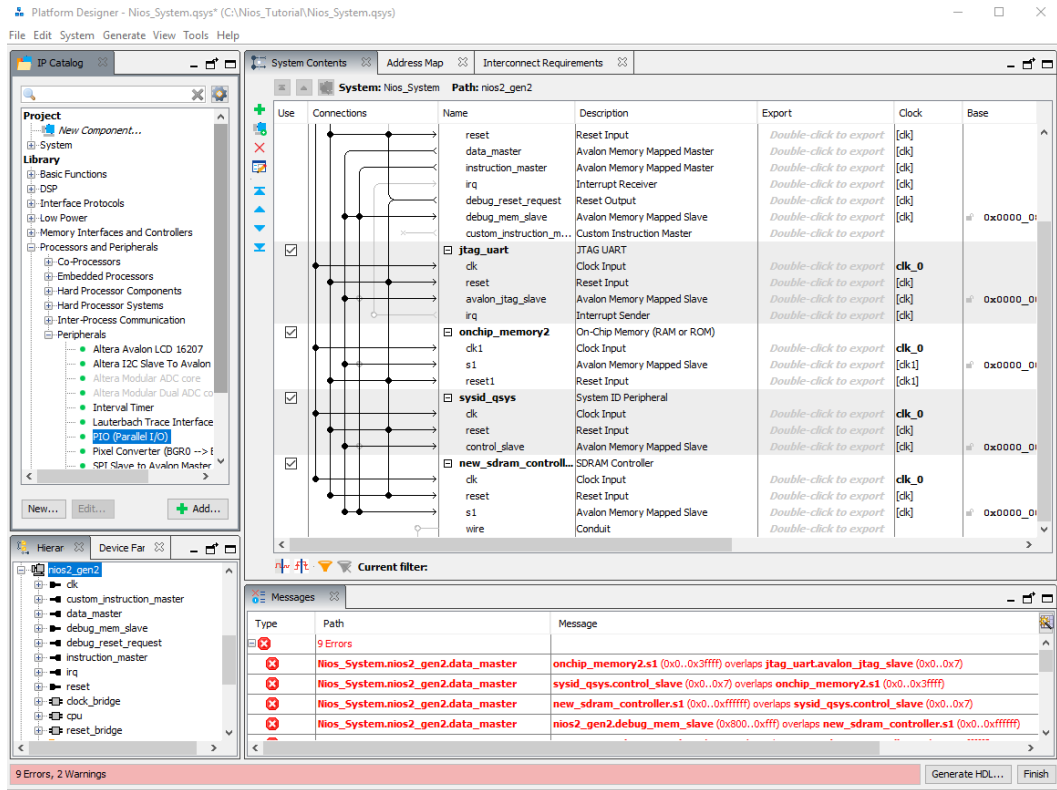


Figure 1-27 Adding PIO to system

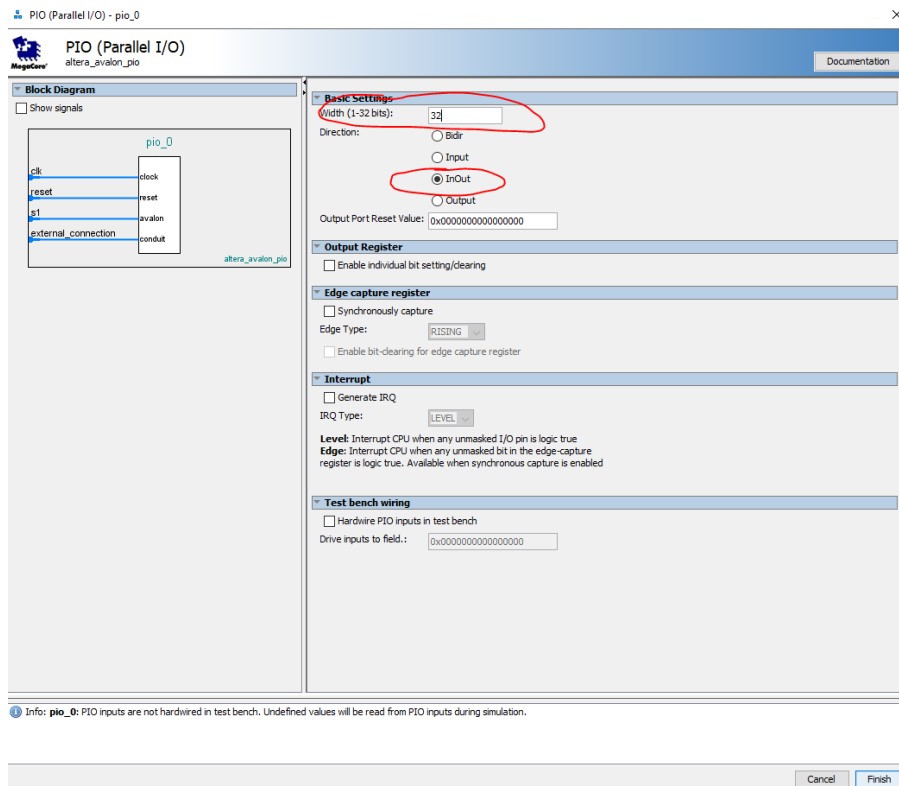


Figure 1-28 Adding 32 bit inout PIO

19.) We will connect the PIO clk, reset, and data master as shown in Figure 1-29. Also we will export the PIO shown in Figure 1-30.

Platform Designer - Nios_System.qsys* (C:\Nios_Tutorial\Nios_System.qsys)

File Edit System Generate View Tools Help

Use	Connections	Name	Description	Export	Clock	Base
		debug_mem_slave	Avalon Memory Mapped Slave	Double-click to export	[clk]	0x0000_01
		custom_instruction_m...	Custom Instruction Master	Double-click to export		
<input checked="" type="checkbox"/>		jtag_uart	JTAG UART			
		clk	Clock Input	Double-click to export	clk_0	
		reset	Reset Input	Double-click to export	[clk]	
		avalon_jtag_slave	Avalon Memory Mapped Slave	Double-click to export	[clk]	0x0000_01
		irq	Interrupt Sender	Double-click to export	[clk]	
<input checked="" type="checkbox"/>		onchip_memory2	On-Chip Memory (RAM or ROM)			
		clk	Clock Input	Double-click to export	clk_0	
		s1	Avalon Memory Mapped Slave	Double-click to export	[clk]	0x0000_01
		reset1	Reset Input	Double-click to export	[clk]	
<input checked="" type="checkbox"/>		sysid_qsys	System ID Peripheral			
		clk	Clock Input	Double-click to export	clk_0	
		reset	Reset Input	Double-click to export	[clk]	
		control_slave	Avalon Memory Mapped Slave	Double-click to export	[clk]	0x0000_01
<input checked="" type="checkbox"/>		new_sdram_control...	SDRAM Controller			
		clk	Clock Input	Double-click to export	clk_0	
		reset	Reset Input	Double-click to export	[clk]	
		s1	Avalon Memory Mapped Slave	Double-click to export	[clk]	0x0000_01
		wire	Conduit	Double-click to export		
<input checked="" type="checkbox"/>		Line1	PIO (Parallel I/O)			
		clk	Clock Input	Double-click to export	clk_0	
		reset	Reset Input	Double-click to export	[clk]	
		s1	Avalon Memory Mapped Slave	Double-click to export	[clk]	0x0000_01
		external_connection	Conduit	Double-click to export		

Type	Path	Message
11 Errors		
✗	Nios_System.nios2_gen2.data_master	onchip_memory2.s1 (0x0..0x3ffff) overlaps jtag_uart.avalon_jtag_slave (0x0..0x7)
✗	Nios_System.nios2_gen2.data_master	sysid_qsys.control_slave (0x0..0x7) overlaps onchip_memory2.s1 (0x0..0x3ffff)
✗	Nios_System.nios2_gen2.data_master	new_sdram_controller.s1 (0x0..0xfffff) overlaps sysid_qsys.control_slave (0x0..0x7)
✗	Nios_System.nios2_gen2.data_master	Line1.s1 (0x0..0xf) overlaps new_sdram_controller.s1 (0x0..0xfffff)

11 Errors, 3 Warnings

Generate HDL... Finish

Figure 1-29 Connecting PIO connections

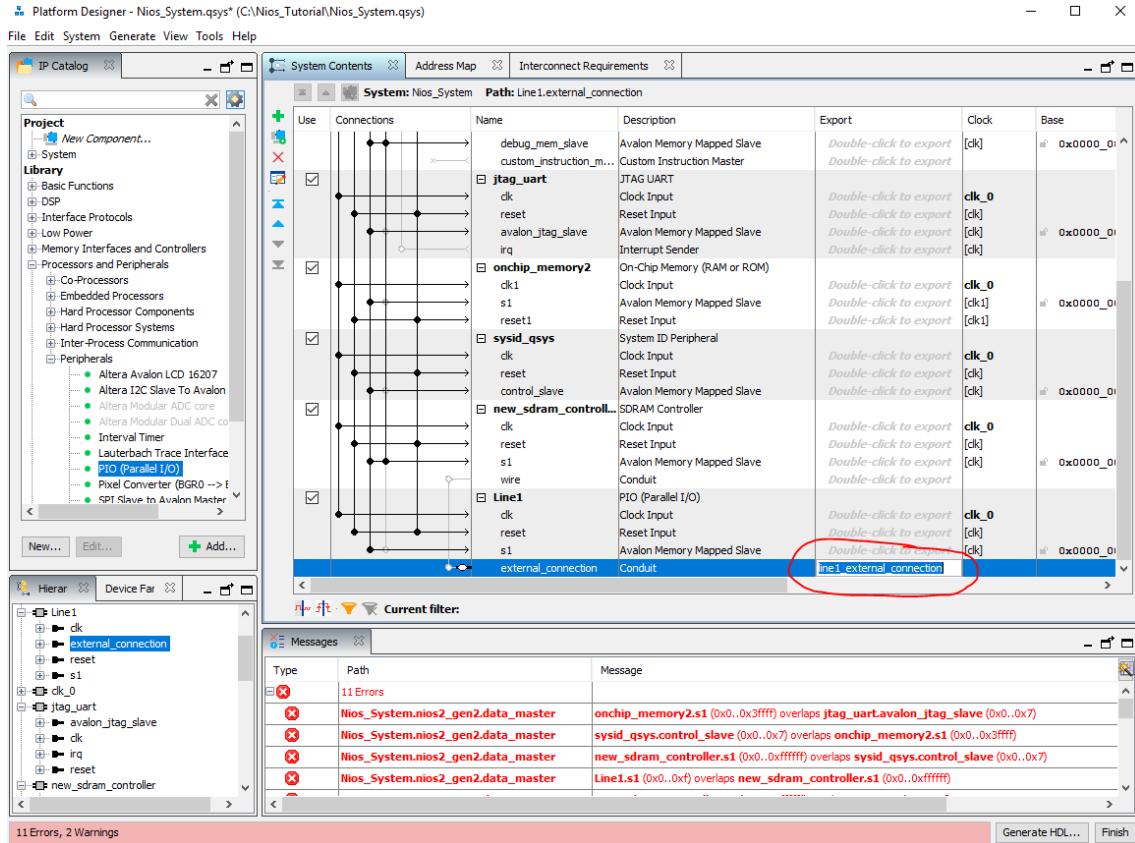


Figure 1-30 We will export the PIO

20.) Now we need to assign base addresses to all these components. To do this choose **System** → **Assign Base Addresses** as shown in Figure 1-31.

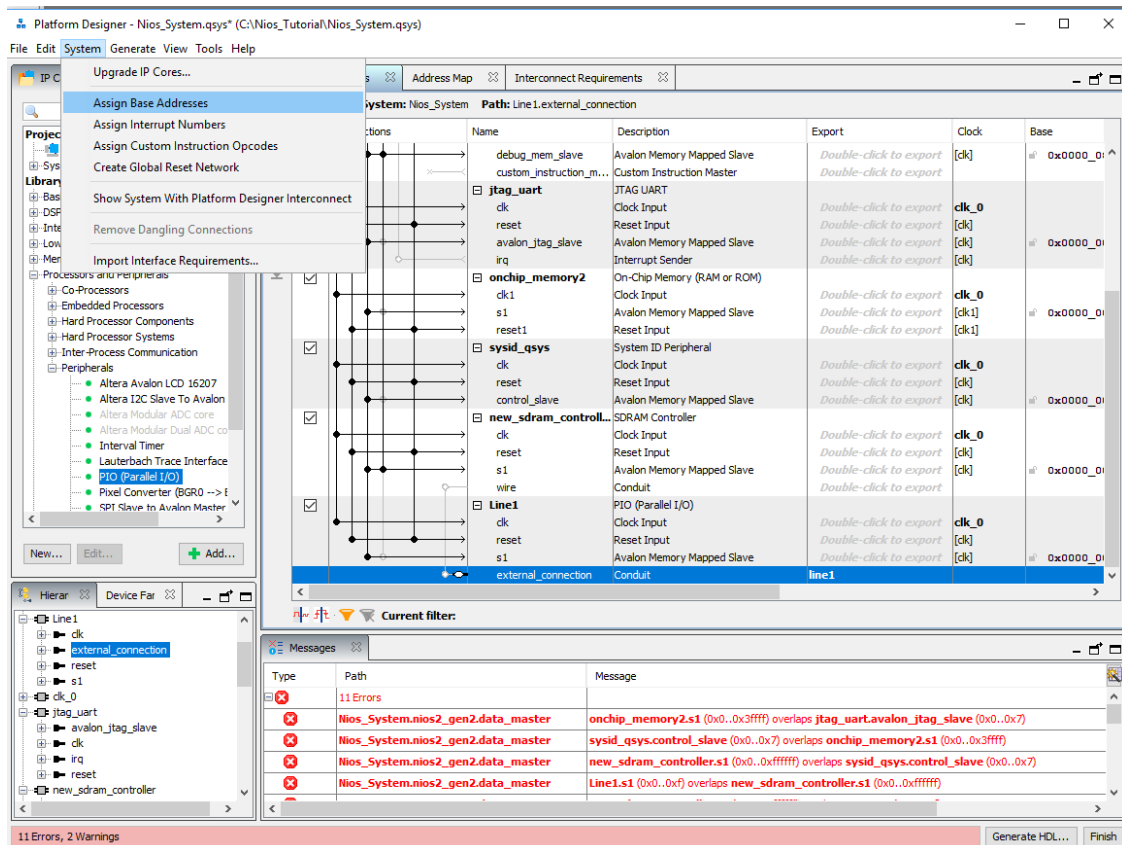


Figure 1-31 Assigning base addresses

21.) Now you see that we only have a couple of warning shown in Figure 1-32. To get rid of those warnings, we will assign Interrupt Numbers shown in Figure 1-33 and 1-34.

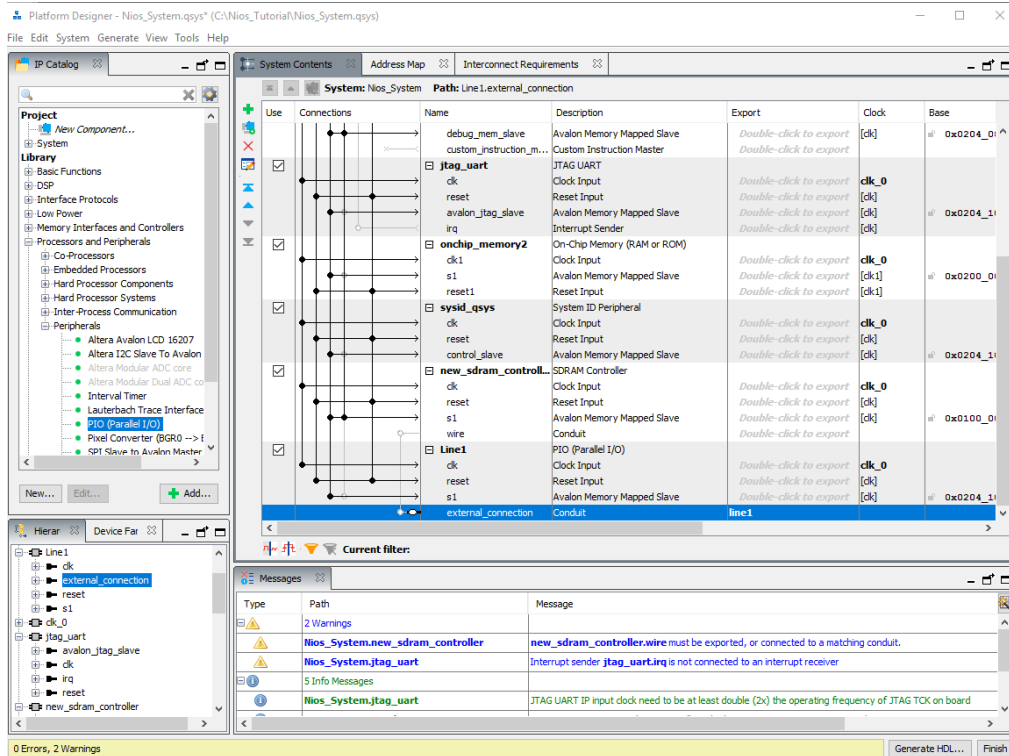


Figure 1-32

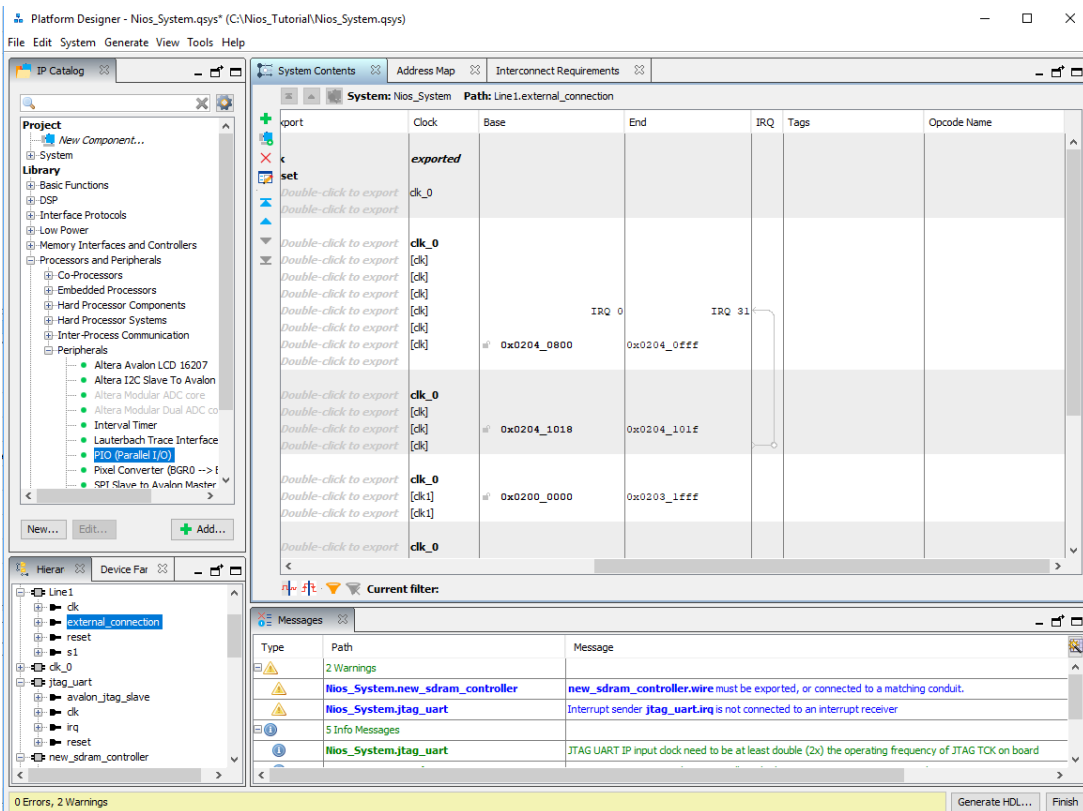


Figure 1-33 Assigning interrupt numbers

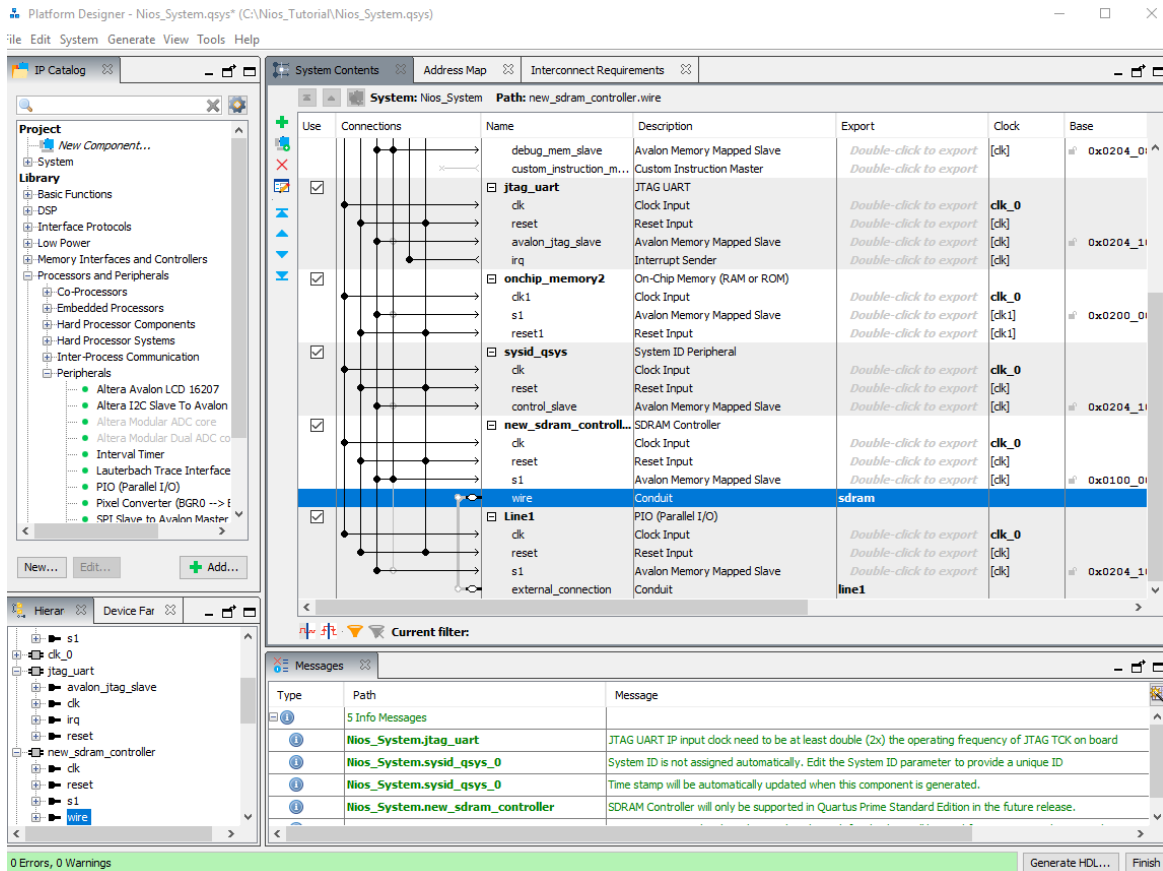


Figure 1-34 Select the Hollow dot to connect the Interrupt Numbers

22.) Now we have no more warning and we can Generate our system. To do that select the **Generate** tab at the top of the screen as shown in figures 1-35 and 1-36.

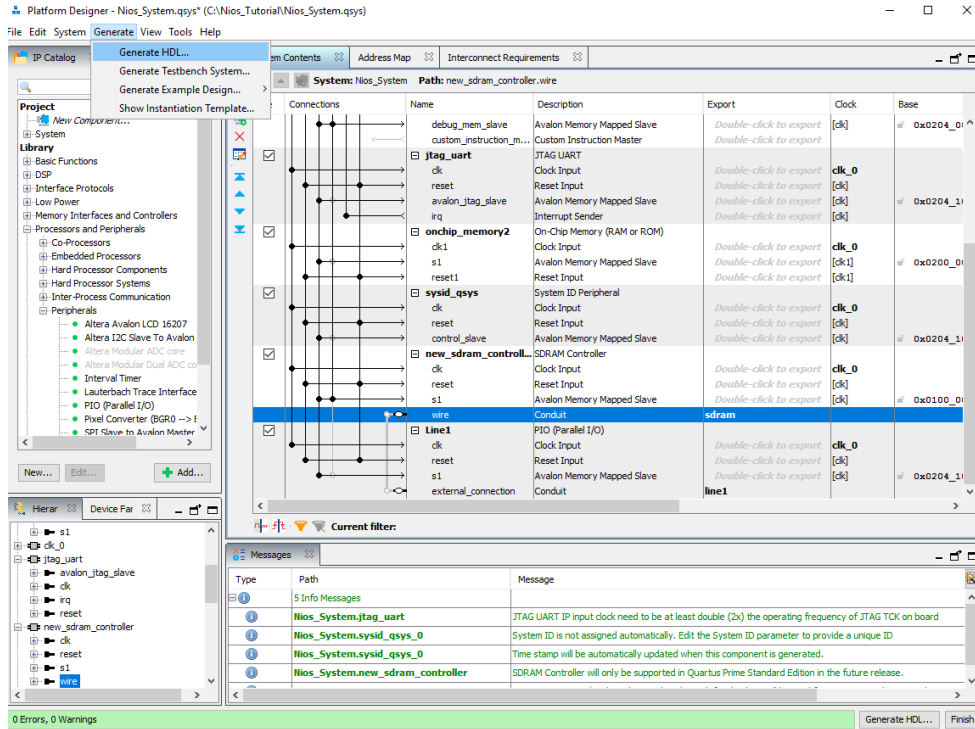


Figure 1-35 Generate HDL tab

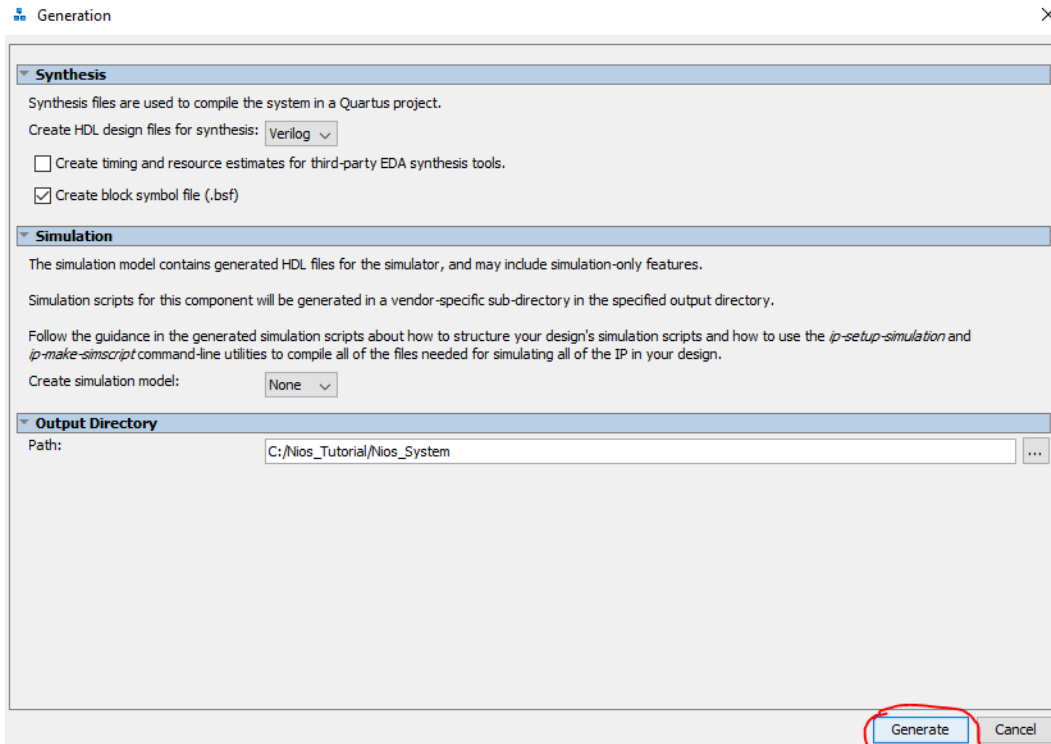


Figure 1-36 Generate the system

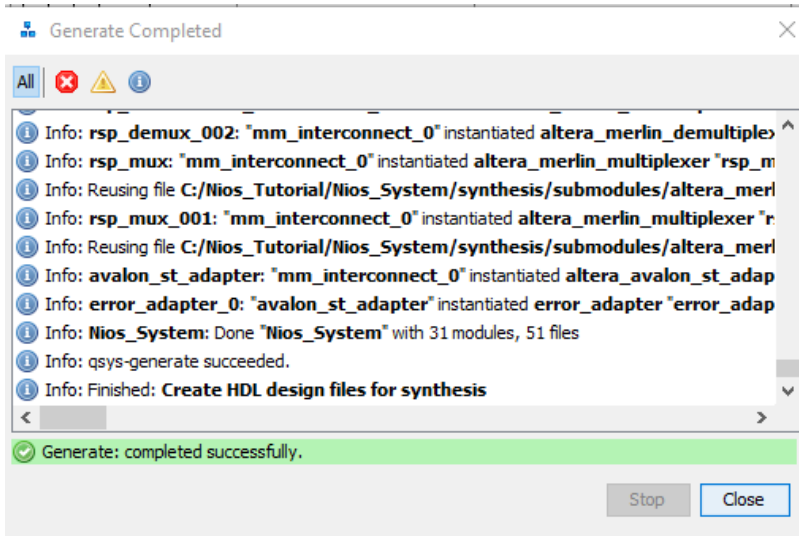


Figure 1-37 Generation is successful

23.) We will be sending an 8x8 matrix of 8-bit numbers to and from the Nios processor so we will need a lot more PIO's. To do this we will do it exactly how it was shown previously. For our purposes we used 16 PIO's to make up the 8x8 matrix. The final product of this is shown in Figure 1-38 and 1-39.

Use	Connections	Name	Description	Export	Clock	Base	End	IRQ	Tags	Opcode Name	
<input checked="" type="checkbox"/>		Line1_1	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_00f0	0x0000_00ff			
<input checked="" type="checkbox"/>		Line1_2	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_00e0	0x0000_00ef			
<input checked="" type="checkbox"/>		Line2_1	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_0080	0x0000_008f			
<input checked="" type="checkbox"/>		Line2_2	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_0040	0x0000_004f			
<input checked="" type="checkbox"/>		Line3_1	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_0090	0x0000_009f			
<input checked="" type="checkbox"/>		Line3_2	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_00a0	0x0000_00af			
<input checked="" type="checkbox"/>		Line4_1	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_00b0	0x0000_00bf			
<input checked="" type="checkbox"/>		Line4_2	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_00c0	0x0000_00cf			
<input checked="" type="checkbox"/>		Line5_1	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_0070	0x0000_007f			
<input checked="" type="checkbox"/>		Line5_2	PIO (Parallel I/O)	clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	Double-click to export Double-click to export Double-click to export	clk_50 [clk] [clk]	# 0x0000_0060	0x0000_006f			
<input checked="" type="checkbox"/>		Line6_1	PIO (Parallel I/O)		line5_2						

Figure 1-37

<input checked="" type="checkbox"/>		Line6_1 PIO (Parallel I/O) clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	<i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> line6_1	clk_50 [clk] [clk]	#f' 0x0000_0050 0x0000_005f		
<input checked="" type="checkbox"/>		Line6_2 PIO (Parallel I/O) led.external_connection (start) Conduit [conduit_end 17.1] Associated clock: None (asynchronous) s1 Avalon Memory Mapped Slave external_connection Conduit	<i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> line6_2	clk_50 [clk] [clk]	#f' 0x0000_0040 0x0000_004f		
<input checked="" type="checkbox"/>		Line6_1 PIO (Parallel I/O) clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	<i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> line7_1	clk_50 [clk] [clk]	#f' 0x0000_0030 0x0000_003f		
<input checked="" type="checkbox"/>		Line7_2 PIO (Parallel I/O) clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	<i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> line7_2	clk_50 [clk] [clk]	#f' 0x0000_0020 0x0000_002f		
<input checked="" type="checkbox"/>		Line8_1 PIO (Parallel I/O) clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	<i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> line8_1	clk_50 [clk] [clk]	#f' 0x0000_0010 0x0000_001f		
<input checked="" type="checkbox"/>		Line8_2 PIO (Parallel I/O) clk Clock Input reset Reset Input s1 Avalon Memory Mapped Slave external_connection Conduit	<i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> line8_2	clk_50 [clk] [clk]	#f' 0x0000_0000 0x0000_000f		

Figure 1-38

Chapter 2 *Programming the FPGA*

Now we will create a Verilog file that will instantiate and run everything that we have created above. It will be what connects all the components to the FPGA.

- 1.) First thing we want to do is create our Verilog File. To do this, choose **File → New → Verilog HDL File** as shown in Figure 2-1 and 2-2. You will get a blank Verilog file as shown in Figure 2-3.
- 2.)

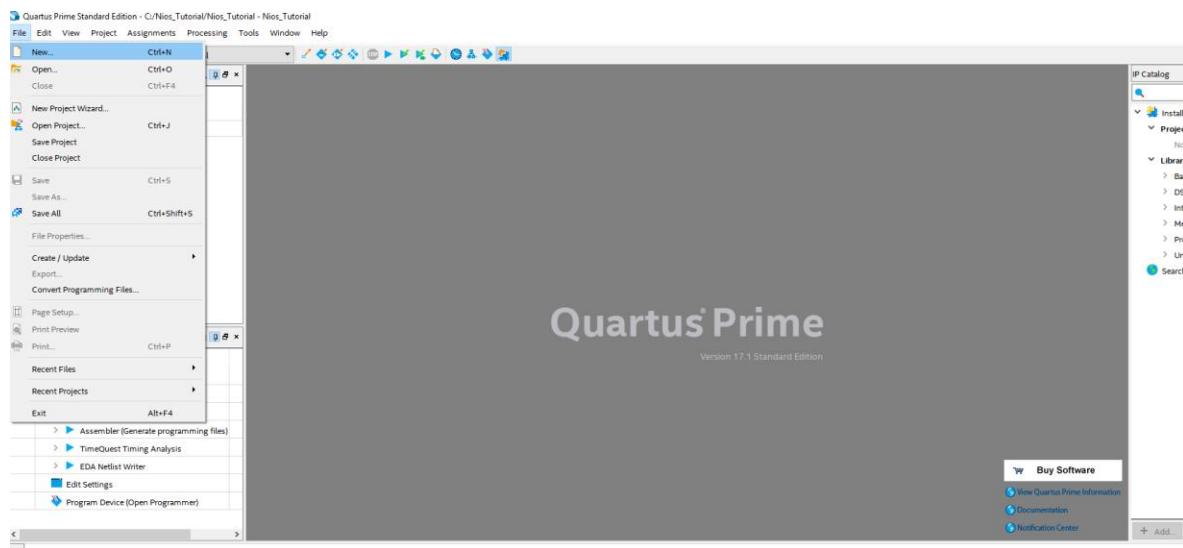


Figure 2-1 Creating New Verilog file

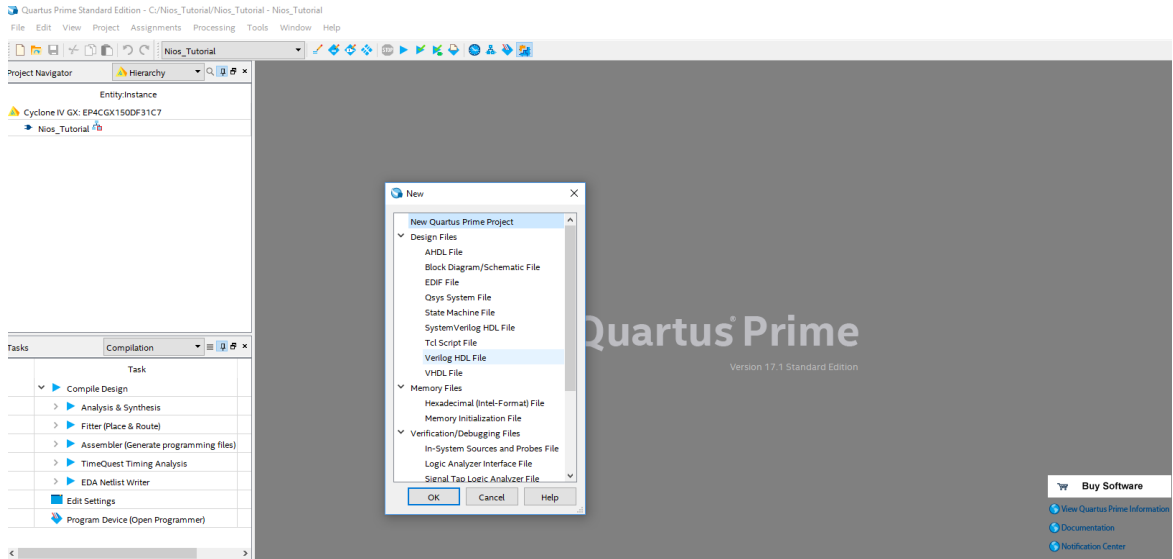


Figure 2-2 Creating new Verilog File

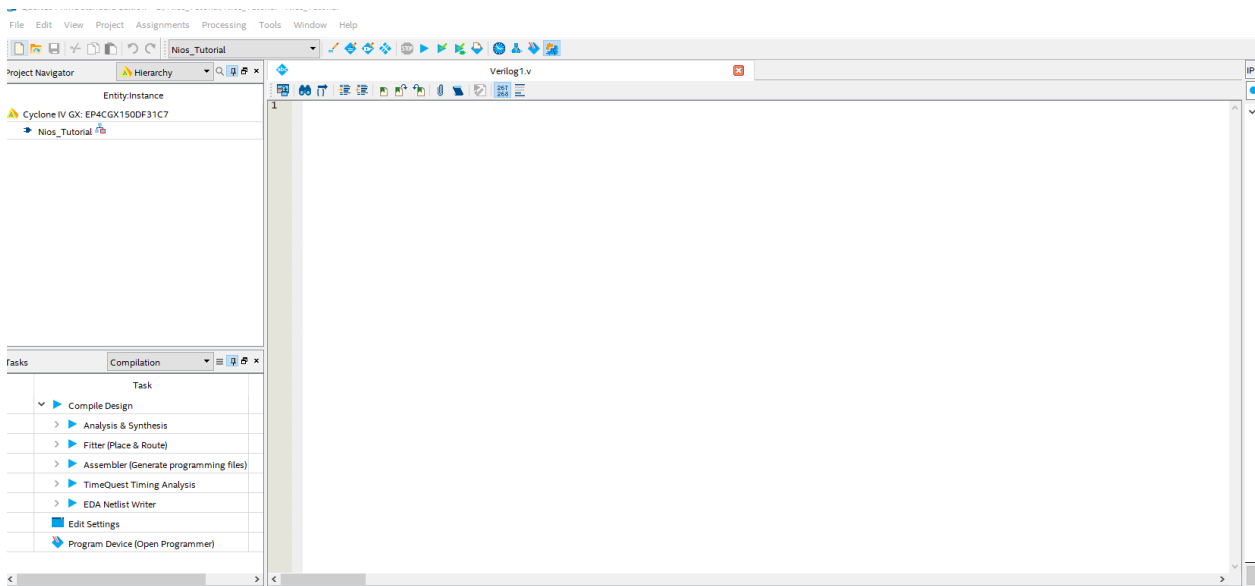


Figure 2-3 Blank Verilog File

3.) We will need to write code for input and outputs as well as instantiating all the modules inside of the program. The code is shown in Figure 2-4 and 2-5. The input and output names can be found inside the Nios Verilog file that was created with the system we created. This is shown in Figure 2-6.

```

1  module NiosII(
2  CLOCK_50,
3  LED,
4  SDRAM_CLK,
5  SDRAM_CKE,
6  SDRAM_ADDR,
7  SDRAM_BA,
8  SDRAM_CS_N,
9  SDRAM_CAS_N,
10 SDRAM_RAS_N,
11 SDRAM_WE_N,
12 SDRAM_DQ,
13 SDRAM_DQM
14 );
15
16 input  CLOCK_50;
17 output [7:0] LED;
18 output [12:0] SDRAM_ADDR;
19 output [1:0] SDRAM_BA;
20 output SDRAM_CAS_N, SDRAM_RAS_N;
21 output SDRAM_CKE, SDRAM_CS_N, SDRAM_WE_N, SDRAM_CLK;
22 output [3:0] SDRAM_DQM;
23 inout wire [15:0] SDRAM_DQ;
24
25
26 reg [31:0] Line1_1_IN;
27 reg [31:0] Line1_2_IN;
28 reg [31:0] Line2_1_IN;
29 reg [31:0] Line2_2_IN;
30 reg [31:0] Line3_1_IN;
31 reg [31:0] Line3_2_IN;
32 reg [31:0] Line4_1_IN;
33 reg [31:0] Line4_2_IN;
34 reg [31:0] Line5_1_IN;
35 reg [31:0] Line5_2_IN;
36 reg [31:0] Line6_1_IN;
37 reg [31:0] Line6_2_IN;
38 reg [31:0] Line7_1_IN;
39 reg [31:0] Line7_2_IN;
40 reg [31:0] Line8_1_IN;
41 reg [31:0] Line8_2_IN;
42
43 reg [31:0] Line1_1_OUT;
44 reg [31:0] Line1_2_OUT;
45 reg [31:0] Line2_1_OUT;
46 reg [31:0] Line2_2_OUT;
47 reg [31:0] Line3_1_OUT;
48 reg [31:0] Line3_2_OUT;
49 reg [31:0] Line4_1_OUT;
50 reg [31:0] Line4_2_OUT;
51 reg [31:0] Line5_1_OUT;
52 reg [31:0] Line5_2_OUT;
53 reg [31:0] Line6_1_OUT;
54 reg [31:0] Line6_2_OUT;
55 reg [31:0] Line7_1_OUT;
56 reg [31:0] Line7_2_OUT;
57 reg [31:0] Line8_1_OUT;
58 reg [31:0] Line8_2_OUT;
59
60 wire [7:0] matrix_8 [64:1];
61
62
63 Nios u0(
64 .clk_clk(CLOCK_50),
65 .reset_reset_n(1'b1),
66 .led_export(LED),
67
68 .s dram_addr(SDRAM_ADDR), //Address
69 .s dram_ba(SDRAM_BA), //Bank Address
70 .s dram_cas_n(SDRAM_CAS_N), //Column Address Strobe
71 .s dram_cke(SDRAM_CKE), //Clock Enable
72 .s dram_cs_n(SDRAM_CS_N), //Chip Select
73 .s dram_dq(SDRAM_DQ), //Data
74 .s dram_dqm(SDRAM_DQM), //Data Mask
75 .s dram_ras_n(SDRAM_RAS_N), //Row Address Strobe
76 .s dram_we_n(SDRAM_WE_N), //write Enable
77

```

Figure 2-4 Verilog Code for Nios processor

```

77
78     .line1_1_in_port(Line1_1_IN), // line1_1.in_port
79     .line1_1_out_port(Line1_1_OUT), // .out_port
80     .line1_2_in_port(Line1_2_IN), // line1_2.in_port
81     .line1_2_out_port(Line1_2_OUT), // .out_port
82     .line2_1_in_port(Line2_1_IN), // line2_1.in_port
83     .line2_1_out_port(Line2_1_OUT), // .out_port
84     .line2_2_in_port(Line2_2_IN), // line2_2.in_port
85     .line2_2_out_port(Line2_2_OUT), // .out_port
86     .line3_1_in_port(Line3_1_IN), // line3_1.in_port
87     .line3_1_out_port(Line3_1_OUT), // .out_port
88     .line3_2_in_port(Line3_2_IN), // line3_2.in_port
89     .line3_2_out_port(Line3_2_OUT), // .out_port
90     .line4_1_in_port(Line4_1_IN), // line4_1.in_port
91     .line4_1_out_port(Line4_1_OUT), // .out_port
92     .line4_2_in_port(Line4_2_IN), // line4_2.in_port
93     .line4_2_out_port(Line4_2_OUT), // .out_port
94     .line5_1_in_port(Line5_1_IN), // line5_1.in_port
95     .line5_1_out_port(Line5_1_OUT), // .out_port
96     .line5_2_in_port(Line5_2_IN), // line5_2.in_port
97     .line5_2_out_port(Line5_2_OUT), // .out_port
98     .line6_1_in_port(Line6_1_IN), // line6_1.in_port
99     .line6_1_out_port(Line6_1_OUT), // .out_port
100    .line6_2_in_port(Line6_2_IN), // line6_2.in_port
101    .line6_2_out_port(Line6_2_OUT), // .out_port
102    .line7_1_in_port(Line7_1_IN), // line7_1.in_port
103    .line7_1_out_port(Line7_1_OUT), // .out_port
104    .line7_2_in_port(Line7_2_IN), // line7_2.in_port
105    .line7_2_out_port(Line7_2_OUT), // .out_port
106    .line8_1_in_port(Line8_1_IN), // line8_1.in_port
107    .line8_1_out_port(Line8_1_OUT), // .out_port
108    .line8_2_in_port(Line8_2_IN), // line8_2.in_port
109    .line8_2_out_port(Line8_2_OUT), // .out_port
110 );
111
112
113     sdrampLL u1(
114         .inc1k0(CLOCK_50),
115         .c0(SDRAM_CLK)
116     );
117
118
119     endmodule
120

```

Figure 2-5 SdrampLL is used for SDRAM Clock offset

```

1 // Nios.v
2
3 // Generated using ACDS version 17.1 590
4
5 `timescale 1 ps / 1 ps
6 module Nios (
7     input wire clk_clk, // clk_clk
8     output wire [7:0] led_export, // led_export
9     output wire [31:0] line1_1_in_port, // line1_1.in_port
10    output wire [31:0] line1_1_out_port, // line1_1.out_port
11    input wire [31:0] line1_2_in_port, // line1_2.in_port
12    output wire [31:0] line1_2_out_port, // line1_2.out_port
13    input wire [31:0] line2_1_in_port, // line2_1.in_port
14    output wire [31:0] line2_1_out_port, // line2_1.out_port
15    input wire [31:0] line2_2_in_port, // line2_2.in_port
16    output wire [31:0] line2_2_out_port, // line2_2.out_port
17    input wire [31:0] line3_1_in_port, // line3_1.in_port
18    output wire [31:0] line3_1_out_port, // line3_1.out_port
19    input wire [31:0] line3_2_in_port, // line3_2.in_port
20    output wire [31:0] line3_2_out_port, // line3_2.out_port
21    input wire [31:0] line4_1_in_port, // line4_1.in_port
22    output wire [31:0] line4_1_out_port, // line4_1.out_port
23    input wire [31:0] line4_2_in_port, // line4_2.in_port
24    output wire [31:0] line4_2_out_port, // line4_2.out_port
25    input wire [31:0] line5_1_in_port, // line5_1.in_port
26    output wire [31:0] line5_1_out_port, // line5_1.out_port
27    input wire [31:0] line5_2_in_port, // line5_2.in_port
28    output wire [31:0] line5_2_out_port, // line5_2.out_port
29    input wire [31:0] line6_1_in_port, // line6_1.in_port
30    output wire [31:0] line6_1_out_port, // line6_1.out_port
31    input wire [31:0] line6_2_in_port, // line6_2.in_port
32    output wire [31:0] line6_2_out_port, // line6_2.out_port
33    input wire [31:0] line7_1_in_port, // line7_1.in_port
34    output wire [31:0] line7_1_out_port, // line7_1.out_port
35    input wire [31:0] line7_2_in_port, // line7_2.in_port
36    output wire [31:0] line7_2_out_port, // line7_2.out_port
37    input wire [31:0] line8_1_in_port, // line8_1.in_port
38    output wire [31:0] line8_1_out_port, // line8_1.out_port
39    input wire [31:0] line8_2_in_port, // line8_2.in_port
40    output wire [31:0] line8_2_out_port, // line8_2.out_port
41    input wire reset_reset_n, // reset_reset_n
42    output wire [11:0] sdramp_addr, // sdramp_addr
43    output wire [1:0] sdramp_ba, // .ba
44    output wire [31:0] sdramp_cas_n, // .cas_n
45    output wire sdramp_cke, // .cke
46    output wire sdramp_cs_n, // .cs_n
47    inout wire [15:0] sdramp_dq, // .dq
48    output wire [1:0] sdramp_dqm, // .dqm
49    output wire sdramp_ras_n, // .ras_n
50    output wire sdramp_we_n, // .we_n
51 );
52
53 wire [31:0] nios2_gen2_data_master_readdata; // mm_interconnect_0:nios2_gen2_data_master_readdata -> nios2_gen2:d_readdat
54 wire nios2_gen2_data_master_waitrequest; // mm_interconnect_0:nios2_gen2_data_master_waitrequest -> nios2_gen2:d_waitr
55 wire nios2_gen2_data_master_dakunrequest; // mm_interconnect_0:nios2_gen2_data_master_dakunrequest -> nios2_gen2:d_dakunr

```

Figure 2-6 Verilog module for Nios

- 4.) We will now need to compile the program. Choose **Processing** → **Start Compilation** as shown in Figures 2-7 and 2-8.

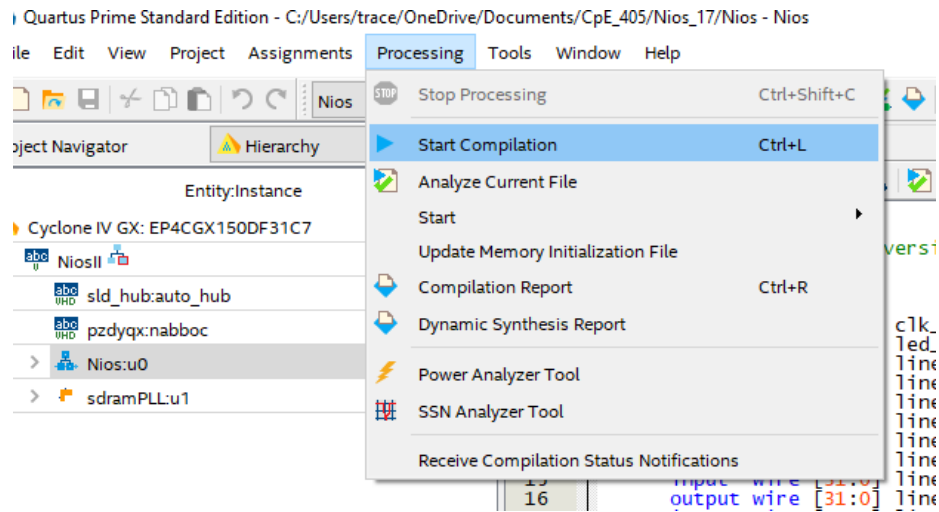


Figure 2-7 Compiling Project

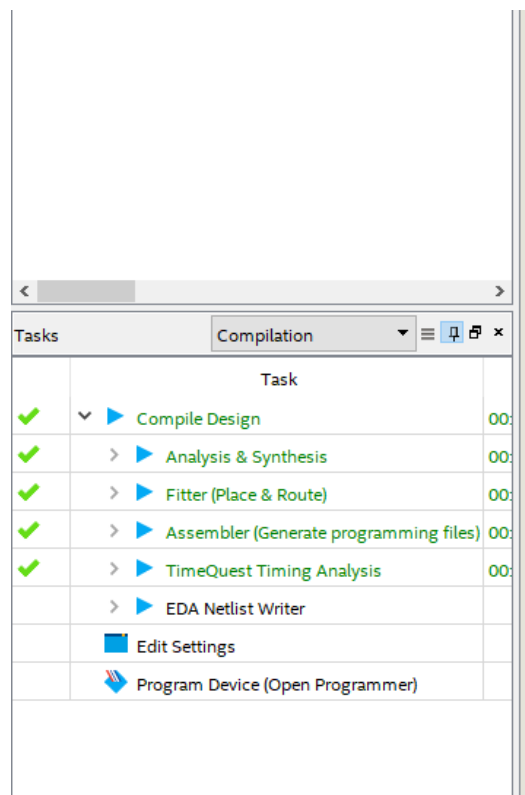


Figure 2-8 Compiling is complete

5.) You will need to assign pins to Clocks and any external input/output pins like LED's or Switches. You can do this through **Assignments** → **Pin Planner** as shown in Figures 2-9 and 2-10. We will then re-compile the project as shown above.

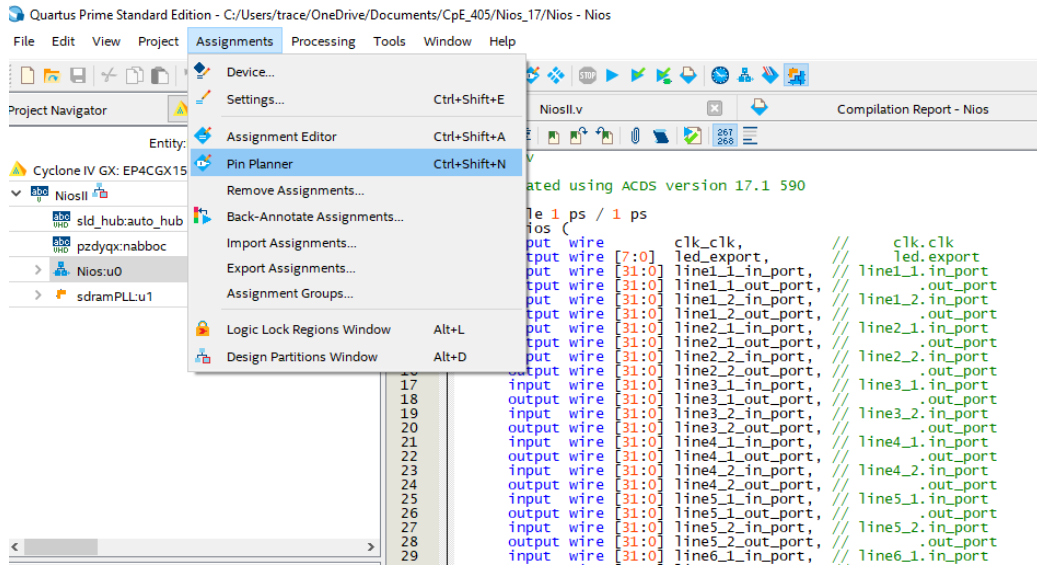


Figure 2-9

Named *	Node Name	Direction	Location	I/O Bank	VREF Group	Fitter Location	I/O Standard	Reserved	Current Strength	Slew Rate	Differential Pair	Strict Preservation
	CLOCK_50	Input	PIN_AJ16	4	B4_N2	PIN_AJ16	2.5 V		16mA (default)			
	LED[0]	Output	PIN_AA25	5	B5_N2	PIN_AA25	2.5 V		16mA (default)	2 (default)		
	LED[1]	Output	PIN_AB25	5	B5_N2	PIN_AB25	2.5 V		16mA (default)	2 (default)		
	LED[2]	Output	PIN_F27	6	B6_N0	PIN_F27	2.5 V		16mA (default)	2 (default)		
	LED[3]	Output	PIN_F26	6	B6_N0	PIN_F26	2.5 V		16mA (default)	2 (default)		
	LED[4]	Output	PIN_W26	5	B5_N0	PIN_W26	2.5 V		16mA (default)	2 (default)		
	LED[5]	Output	PIN_Y22	5	B5_N1	PIN_Y22	2.5 V		16mA (default)	2 (default)		
	LED[6]	Output	PIN_Y25	5	B5_N2	PIN_Y25	2.5 V		16mA (default)	2 (default)		
	LED[7]	Output	PIN_AA22	5	B5_N1	PIN_AA22	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[0]	Output	PIN_AG7	3	B3_N1	PIN_AG7	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[1]	Output	PIN_AJ7	3	B3_N1	PIN_AJ7	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[2]	Output	PIN_AG8	3	B3_N1	PIN_AG8	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[3]	Output	PIN_AH8	3	B3_N1	PIN_AH8	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[4]	Output	PIN_AE16	4	B4_N2	PIN_AE16	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[5]	Output	PIN_AF16	4	B4_N2	PIN_AF16	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[6]	Output	PIN_AE14	3	B3_N0	PIN_AE14	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[7]	Output	PIN_AE15	3	B3_N0	PIN_AE15	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[8]	Output	PIN_AE13	3	B3_N1	PIN_AE13	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[9]	Output	PIN_AE12	3	B3_N1	PIN_AE12	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[10]	Output	PIN_AH6	3	B3_N2	PIN_AH6	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[11]	Output	PIN_AE11	3	B3_N2	PIN_AE11	2.5 V		16mA (default)	2 (default)		
	SDRAM_ADDR[12]	Output	PIN_AE10	3	B3_N2	PIN_AE10	2.5 V		16mA (default)	2 (default)		
	SDRAM_BA[0]	Output	PIN_AH5	3	B3_N2	PIN_AH5	2.5 V		16mA (default)	2 (default)		
	SDRAM_BA[1]	Output	PIN_AG6	3	B3_N2	PIN_AG6	2.5 V		16mA (default)	2 (default)		
	SDRAM_CAS_N	Output	PIN_AJ4	3	B3_N2	PIN_AJ4	2.5 V		16mA (default)	2 (default)		
	SDRAM_CKE	Output	PIN_AD6	3	B3_N2	PIN_AD6	2.5 V		16mA (default)	2 (default)		
	SDRAM_CLK	Output	PIN_AE6	3	B3_N2	PIN_AE6	2.5 V		16mA (default)	2 (default)		
	SDRAM_CS_N	Output	PIN_AG5	3	B3_N2	PIN_AG5	2.5 V		16mA (default)	2 (default)		
	SDRAM_DQM[0]	Output	PIN_AF10	3	B3_N2	PIN_AF10	2.5 V		16mA (default)	2 (default)		
	SDRAM_DQM[1]	Output	PIN_AB14	3	B3_N0	PIN_AB14	2.5 V		16mA (default)	2 (default)		
	SDRAM_DQM[2]	Output	PIN_AH15	3	B3_N0	PIN_AH15	2.5 V		16mA (default)	2 (default)		
	SDRAM_DQM[3]	Output	PIN_AH10	3	B3_N1	PIN_AH10	2.5 V		16mA (default)	2 (default)		
	SDRAM_DQ[0]	Bidir	PIN_AD10	3	B3_N2	PIN_AD10	2.5 V		16mA (default)	2 (default)		
	SDRAM_DQ[1]	Bidir	PIN_AD9	3	B3_N2	PIN_AD9	2.5 V		16mA (default)	2 (default)		
	SDRAM_DQ[2]	Bidir	PIN_AD8	3	B3_N2	PIN_AD8	2.5 V		16mA (default)	2 (default)		

Figure 2-10 Assigning pins to nodes

6.) Now we are ready to download the program to the board. To do this we will choose **Tools** → **Programmer** as shown in Figure 2-11.

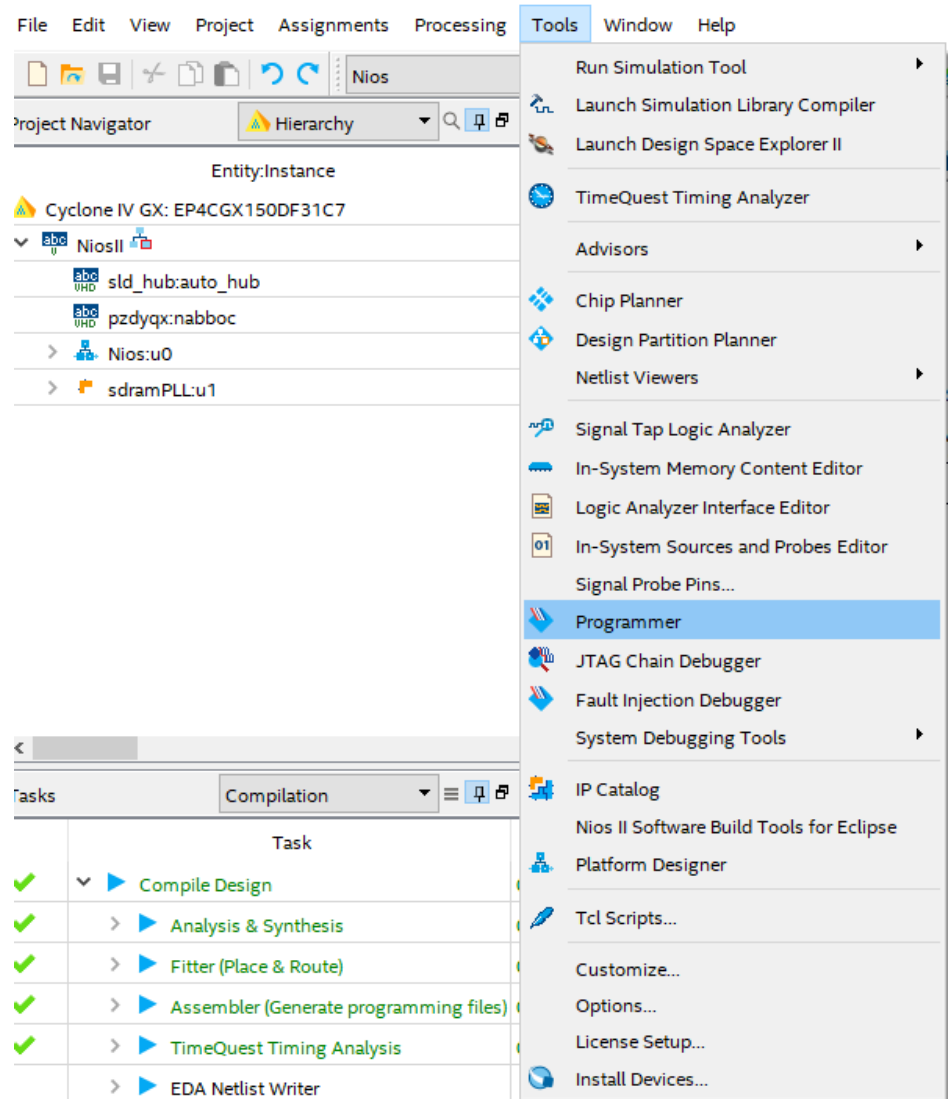


Figure 2-11 Quartus Programmer

7.) Now we will select our file and device we want to program and then program the board as shown in Figure 2-12. Make sure your board is connected to your computer and it is turned on.

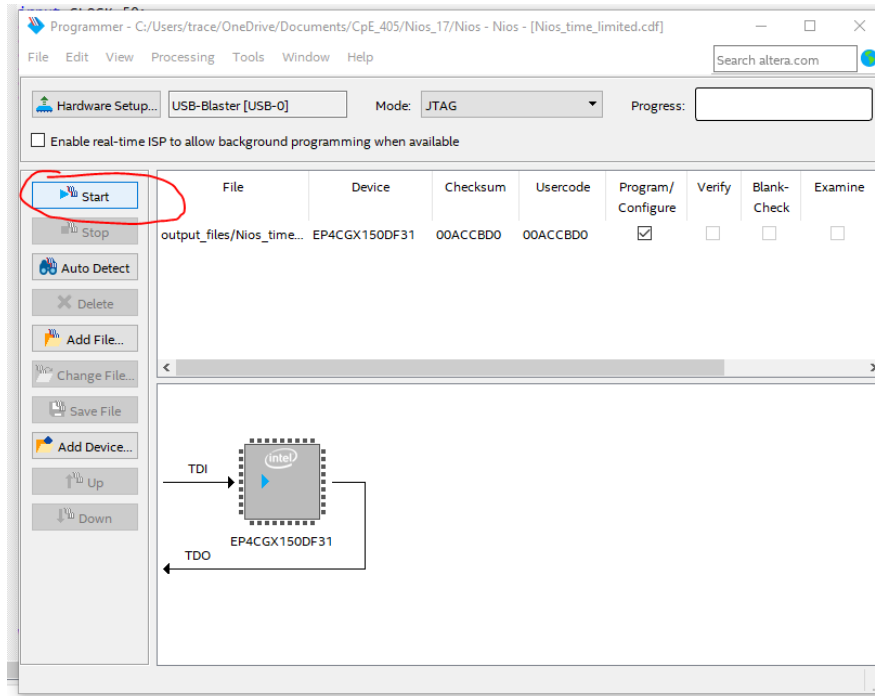


Figure 2-12 Quartus Programmer

8.) Once programmed, the progress meter should be at 100% shown in Figure 2-13. The FPGA is now configured with the Nios System. Now we need to write our C program to execute.

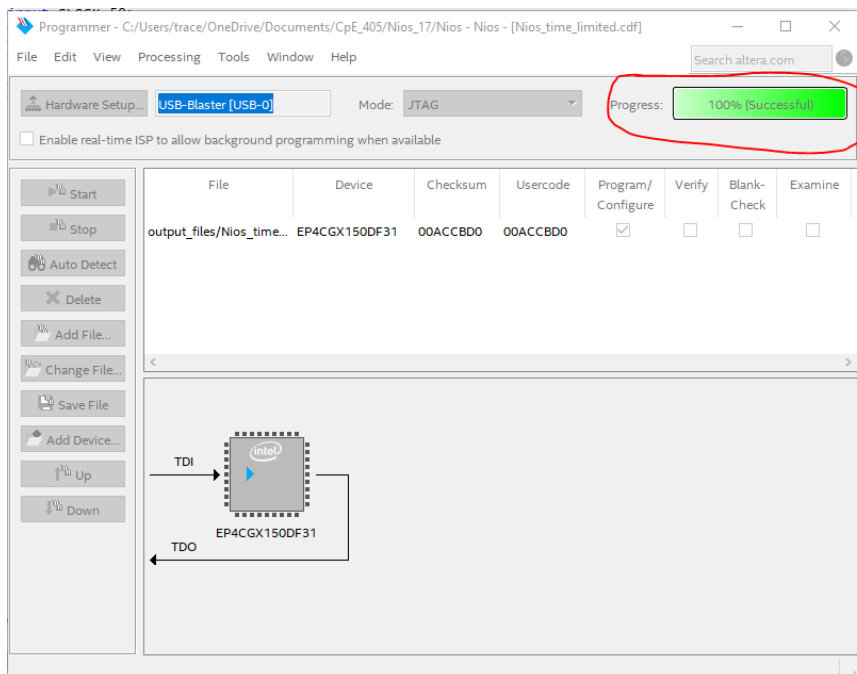


Figure 2-13 FPGA is programmed with Nios System

Chapter 3 *NIOS II Software Build Tools for Eclipse*

This Chapter covers build flow of Nios II C coded software program.

The Nios II Software Build Tools (SBT) for Eclipse is an easy-to-use graphical user interface (GUI) that automates build and makefile management. The Nios II SBT for Eclipse integrates a text editor, debugger, the BSP editor, the Nios II flash programmer and the Quartus II Programmer. The included example software application templates make it easy for new software programmers to get started quickly. In this section you will use the Nios II SBT for Eclipse to compile a simple C language example software program to run on the Nios II standard system configured onto the FPGA on your development board. You will create a new software project, build it, and run it on the target hardware. You will also edit the project, re-build it, and set up a debug session.

3.1 Creating a simple Hello World Example Project

In this section we will be creating a simple C project that will print Hello World! Onto the console.

- 1.) Choose Tools → NIOS II Software Build Tools for Eclipse shown in Figure 3-1.

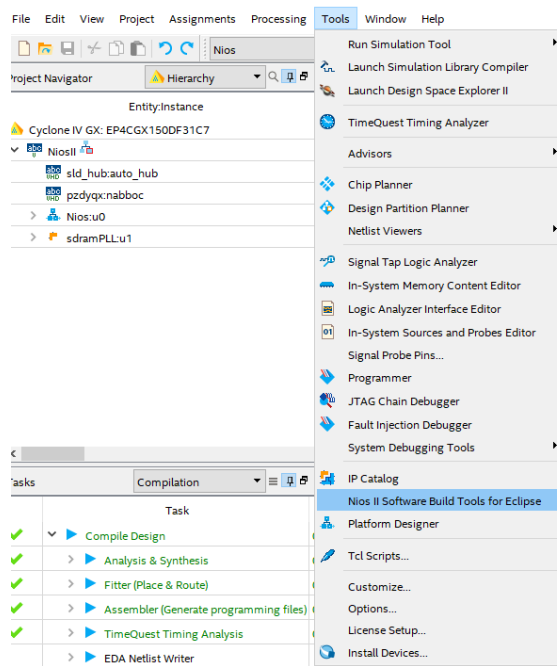


Figure 3-1

2.) You will then select your workspace you want to work in as shown in Figure 3-2.

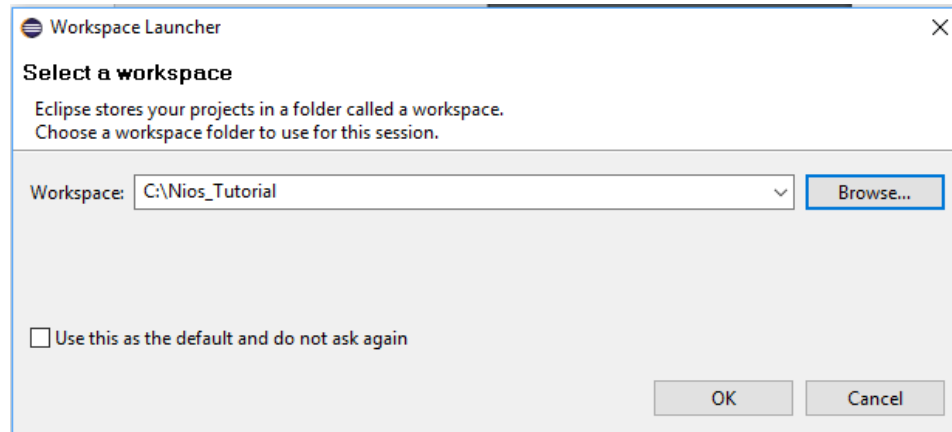


Figure 3-2

3.) Next will be creating the Hello World Example Project. Choose **File → New → Nios II Application and BSP from Template** as shown in Figure 3-3.

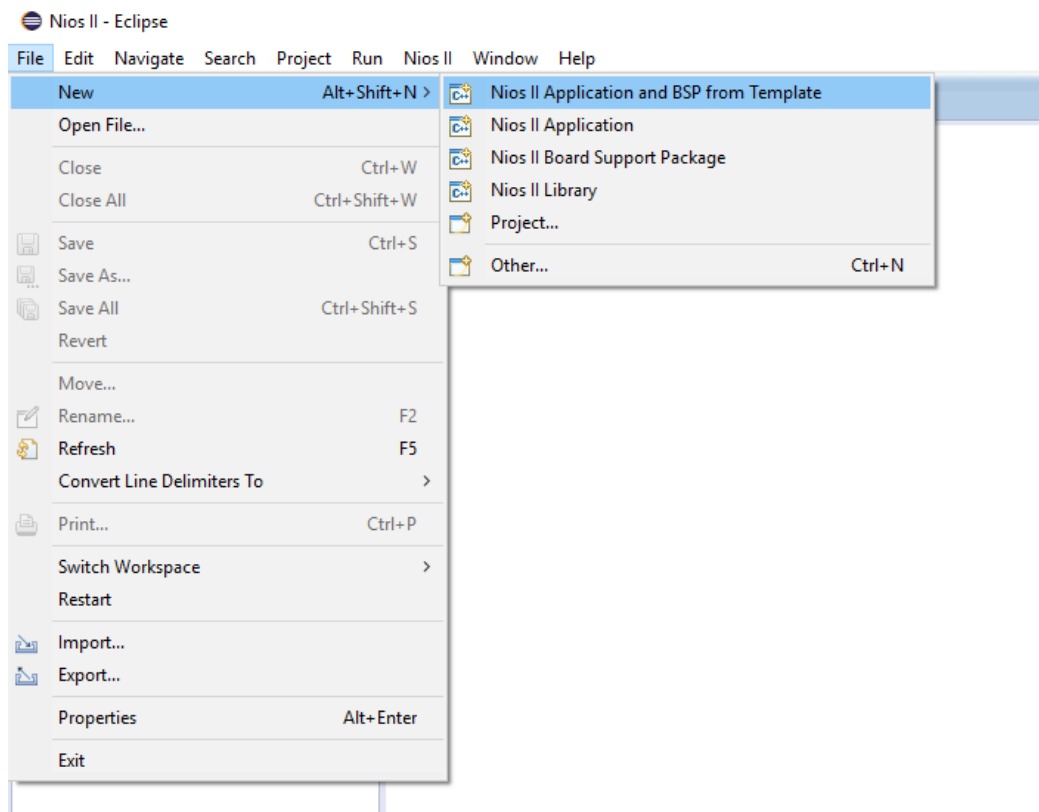


Figure 3-3

4.) Now we will choose your SOPC File which will be located in the directory that you created your Qsys in. We will then create our name and select the Hello World Template and select Finish.

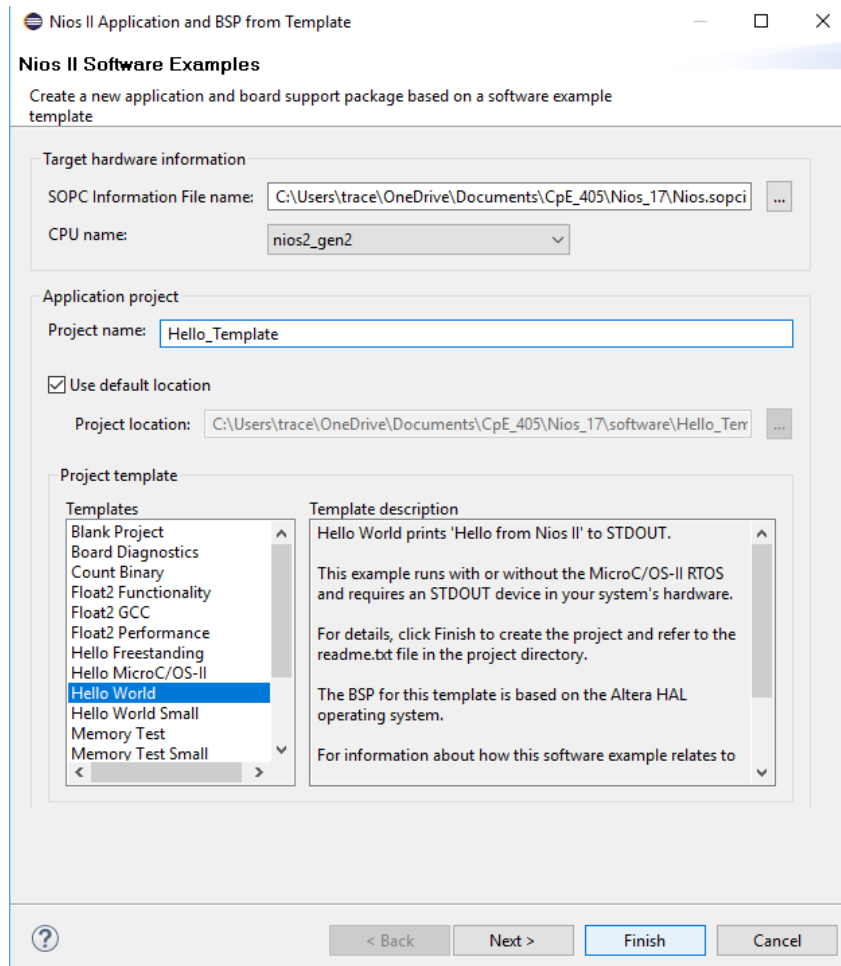


Figure 3-4 Creating Hello World Template

- 5.) The system will create everything you will need. You can click on the hello_world.c file to see the C code that was created.

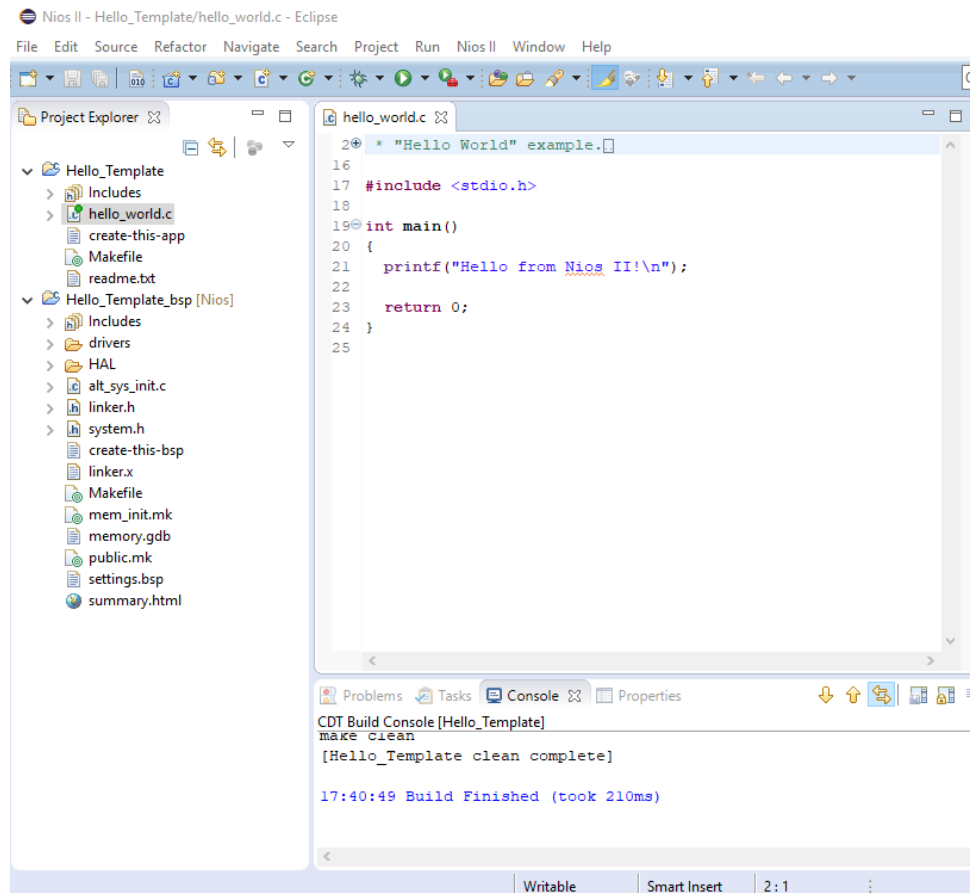


Figure 3-5 C code for Hello World

- 6.) Now we will need to build and run this program. Right click on the **Hello_Template** → **Build Project** as shown in Figure 3-6. Next we will run this program by right clicking again on **Hello_Template** → **Run As** → **Nios II Hardware** as shown in Figure 3-7.

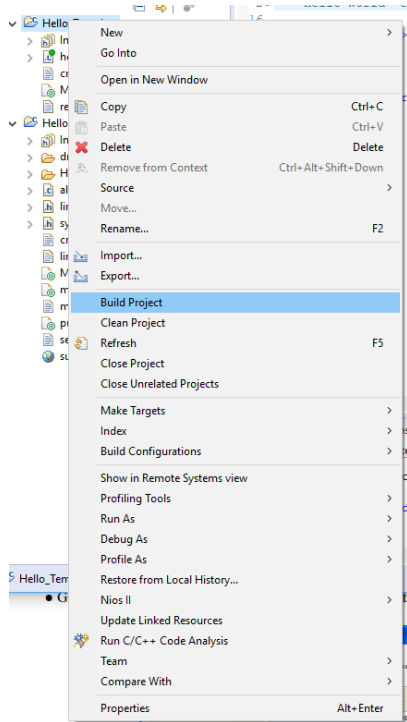


Figure 3-6 Building Project

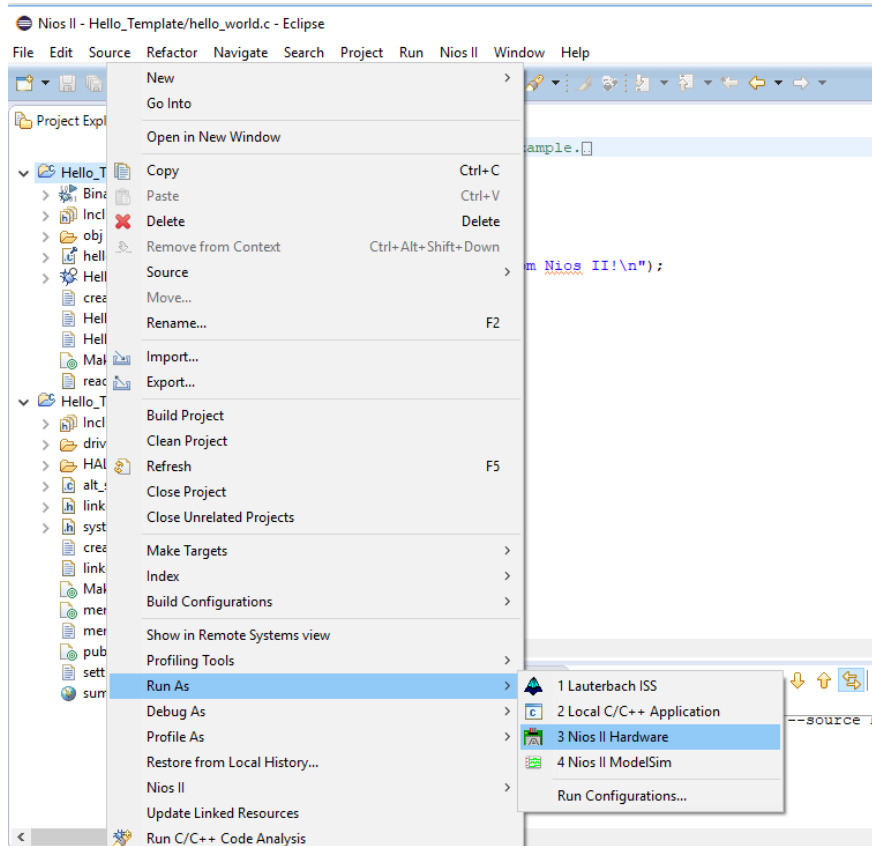


Figure 3-7 Running Nios Project

7.) You should now see in the console a message displaying “Hello From Nios II!”.

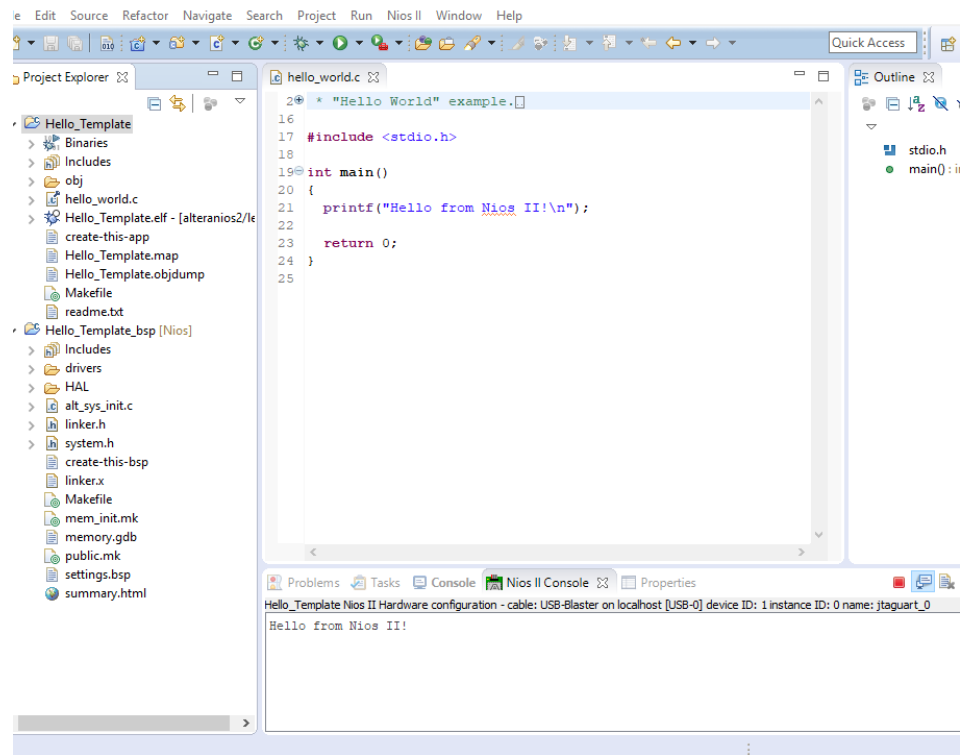


Figure 3-8

3.2 DCT and Quantization with Nios Processor

1.) We are now going to edit the project we just created for hello world to do DCT on an 8x8 matrix. First, we will need to change the code. The DCT code is shown below.

```
#include <stdio.h>  
#include <math.h>  
#include "system.h"  
#include "io.h"  
#include "altera_avalon_pio_regs.h"  
  
#define pi 3.142857  
const int m = 8, n = 8;  
  
// Function to find discrete cosine transform and print it  
int dctTransform(int matrix[][n], int Qmatrix[][n])  
{  
    int i, j, k, l;
```



```

int Qmatrix[8][8] = { { 16, 11, 10, 16, 24, 40, 51, 61 },
                      { 12, 12, 14, 19, 26, 58, 60, 55 },
                      { 14, 13, 16, 24, 40, 57, 69, 56 },
                      { 14, 17, 22, 29, 51, 87, 80, 62 },
                      { 18, 22, 37, 56, 68, 109, 103, 77 },
                      { 24, 35, 55, 64, 81, 104, 113, 92 },
                      { 49, 64, 78, 87, 103, 121, 120, 101 },
                      { 72, 92, 95, 98, 112, 100, 103, 99 } };

int temp;

int t, r;

for(t = 0; t < 8; t++)
{
    for(r = 0; r < 8; r++)
    {
        if(t == 0 && r < 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE1_1_BASE, r);
        }
        if(t == 0 && r >= 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE1_2_BASE, r-4);
        }
        if(t == 1 && r < 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE2_1_BASE, r);
        }
        if(t == 1 && r >= 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE2_2_BASE, r-4);
        }
        if(t == 2 && r < 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE3_1_BASE, r);
        }
        if(t == 2 && r >= 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE3_2_BASE, r-4);
        }
        if(t == 3 && r < 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE4_1_BASE, r);
        }
        if(t == 3 && r >= 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE4_2_BASE, r-4);
        }
        if(t == 4 && r < 4)
        {
            matrix[t][r] = IORD_8DIRECT(LINE5_1_BASE, r);
        }
        if(t == 4 && r >= 4)
        {

```

```

        matrix[t][r] = IORD_8DIRECT(LINE5_2_BASE, r-4);
    }
    if(t == 5 && r < 4)
    {
        matrix[t][r] = IORD_8DIRECT(LINE6_1_BASE, r);
    }
    if(t == 5 && r >= 4)
    {
        matrix[t][r] = IORD_8DIRECT(LINE6_2_BASE, r-4);
    }
    if(t == 6 && r < 4)
    {
        matrix[t][r] = IORD_8DIRECT(LINE7_1_BASE, r);
    }
    if(t == 6 && r >= 4)
    {
        matrix[t][r] = IORD_8DIRECT(LINE7_2_BASE, r-4);
    }
    if(t == 7 && r < 4)
    {
        matrix[t][r] = IORD_8DIRECT(LINE8_1_BASE, r);
    }
    if(t == 7 && r >= 4)
    {
        matrix[t][r] = IORD_8DIRECT(LINE8_2_BASE, r-4);
    }
}
dctTransform(matrix, Qmatrix);

return 0;
}

```

- 2.) Now we will go back to the Verilog file and change that to send data to the Nios Processor. Our new code is shown below. We generate a 8x8 matrix with all values of 255 for testing and put those values into our PIO's to be sent into the Nios processor. We will need to recompile this program as well.

```

module NiosII(
    CLOCK_50,
    LED,
    SDRAM_CLK,
    SDRAM_CKE,
    SDRAM_ADDR,
    SDRAM_BA,
    SDRAM_CS_N,
    SDRAM_CAS_N,
    SDRAM_RAS_N,
    SDRAM_WE_N,

```

```
SDRAM_DQ,  
SDRAM_DQM  
);
```

```
input CLOCK_50;  
output [7:0] LED;  
output [12:0] SDRAM_ADDR;  
output [1:0] SDRAM_BA;  
output SDRAM_CAS_N, SDRAM_RAS_N;  
output SDRAM_CKE, SDRAM_CS_N, SDRAM_WE_N, SDRAM_CLK;  
output [3:0] SDRAM_DQM;  
inout wire [15:0] SDRAM_DQ;
```

```
reg [31:0] Line1_1_IN;  
reg [31:0] Line1_2_IN;  
reg [31:0] Line2_1_IN;  
reg [31:0] Line2_2_IN;  
reg [31:0] Line3_1_IN;  
reg [31:0] Line3_2_IN;  
reg [31:0] Line4_1_IN;  
reg [31:0] Line4_2_IN;  
reg [31:0] Line5_1_IN;  
reg [31:0] Line5_2_IN;  
reg [31:0] Line6_1_IN;  
reg [31:0] Line6_2_IN;  
reg [31:0] Line7_1_IN;  
reg [31:0] Line7_2_IN;  
reg [31:0] Line8_1_IN;  
reg [31:0] Line8_2_IN;
```

```
reg [31:0] Line1_1_OUT;  
reg [31:0] Line1_2_OUT;  
reg [31:0] Line2_1_OUT;  
reg [31:0] Line2_2_OUT;  
reg [31:0] Line3_1_OUT;  
reg [31:0] Line3_2_OUT;  
reg [31:0] Line4_1_OUT;  
reg [31:0] Line4_2_OUT;  
reg [31:0] Line5_1_OUT;  
reg [31:0] Line5_2_OUT;  
reg [31:0] Line6_1_OUT;  
reg [31:0] Line6_2_OUT;  
reg [31:0] Line7_1_OUT;
```

```
reg [31:0] Line7_2_OUT;  
reg [31:0] Line8_1_OUT;  
reg [31:0] Line8_2_OUT;
```

```
wire [7:0] matrix_8 [64:1];
```

```
Nios u0(  
    .clk_clk(CLOCK_50),  
    .reset_reset_n(1'b1),  
    .led_export(LED),  
  
    .sdram_addr(SDRAM_ADDR), //Address  
    .sdram_ba(SDRAM_BA), //Bank Address  
    .sdram_cas_n(SDRAM_CAS_N), //Column Address Strobe  
    .sdram_cke(SDRAM_CKE), //Clock Enable  
    .sdram_cs_n(SDRAM_CS_N), //Chip Select  
    .sdram_dq(SDRAM_DQ), //Data  
    .sdram_dqm(SDRAM_DQM), //Data Mask  
    .sdram_ras_n(SDRAM_RAS_N), //Row Address Strobe  
    .sdram_we_n(SDRAM_WE_N), //Write Enable  
  
    .line1_1_in_port(Line1_1_IN), // line1_1.in_port  
    .line1_1_out_port(Line1_1_OUT), // .out_port  
    .line1_2_in_port(Line1_2_IN), // line1_2.in_port  
    .line1_2_out_port(Line1_2_OUT), // .out_port  
    .line2_1_in_port(Line2_1_IN), // line2_1.in_port  
    .line2_1_out_port(Line2_1_OUT), // .out_port  
    .line2_2_in_port(Line2_2_IN), // line2_2.in_port  
    .line2_2_out_port(Line2_2_OUT), // .out_port  
    .line3_1_in_port(Line3_1_IN), // line3_1.in_port  
    .line3_1_out_port(Line3_1_OUT), // .out_port  
    .line3_2_in_port(Line3_2_IN), // line3_2.in_port  
    .line3_2_out_port(Line3_2_OUT), // .out_port  
    .line4_1_in_port(Line4_1_IN), // line4_1.in_port  
    .line4_1_out_port(Line4_1_OUT), // .out_port  
    .line4_2_in_port(Line4_2_IN), // line4_2.in_port  
    .line4_2_out_port(Line4_2_OUT), // .out_port  
    .line5_1_in_port(Line5_1_IN), // line5_1.in_port  
    .line5_1_out_port(Line5_1_OUT), // .out_port  
    .line5_2_in_port(Line5_2_IN), // line5_2.in_port  
    .line5_2_out_port(Line5_2_OUT), // .out_port  
    .line6_1_in_port(Line6_1_IN), // line6_1.in_port  
    .line6_1_out_port(Line6_1_OUT), // .out_port
```

```

        .line6_2_in_port(Line6_2_IN), // line6_2.in_port
        .line6_2_out_port(Line6_2_OUT), // .out_port
        .line7_1_in_port(Line7_1_IN), // line7_1.in_port
        .line7_1_out_port(Line7_1_OUT), // .out_port
        .line7_2_in_port(Line7_2_IN), // line7_2.in_port
        .line7_2_out_port(Line7_2_OUT), // .out_port
        .line8_1_in_port(Line8_1_IN), // line8_1.in_port
        .line8_1_out_port(Line8_1_OUT), // .out_port
        .line8_2_in_port(Line8_2_IN), // line8_2.in_port
        .line8_2_out_port(Line8_2_OUT), // .out_port
    );

```

```

sdramPLL    u1(
    .inclk0(CLOCK_50),
    .c0(SDRAM_CLK)
);

```

```

genvar f;
generate
for(f=1; f<65; f=f+1) begin: kFor1
begin
assign matrix_8[f] = 255;
end
end
endgenerate

```

```

always @(posedge SDRAM_CLK) begin

```

```

    Line1_1_IN <= {matrix_8[1], matrix_8[2], matrix_8[3], matrix_8[4]};
    Line1_2_IN <= {matrix_8[5], matrix_8[6], matrix_8[7], matrix_8[8]};

```

```

    Line2_1_IN <= {matrix_8[9], matrix_8[10], matrix_8[11], matrix_8[12]};
    Line2_2_IN <= {matrix_8[13], matrix_8[14], matrix_8[15], matrix_8[16]};

```

```

    Line3_1_IN <= {matrix_8[17], matrix_8[18], matrix_8[19], matrix_8[20]};
    Line3_2_IN <= {matrix_8[21], matrix_8[22], matrix_8[23], matrix_8[24]};

```

```

    Line4_1_IN <= {matrix_8[25], matrix_8[26], matrix_8[27], matrix_8[28]};

```

```

Line4_2_IN <= {matrix_8[29], matrix_8[30], matrix_8[31], matrix_8[32]};

Line5_1_IN <= {matrix_8[33], matrix_8[34], matrix_8[35], matrix_8[36]};
Line5_2_IN <= {matrix_8[37], matrix_8[38], matrix_8[39], matrix_8[40]};

Line6_1_IN <= {matrix_8[41], matrix_8[42], matrix_8[43], matrix_8[44]};
Line6_2_IN <= {matrix_8[45], matrix_8[46], matrix_8[47], matrix_8[48]};

Line7_1_IN <= {matrix_8[49], matrix_8[50], matrix_8[51], matrix_8[52]};
Line7_2_IN <= {matrix_8[53], matrix_8[54], matrix_8[55], matrix_8[56]};

Line8_1_IN <= {matrix_8[57], matrix_8[58], matrix_8[59], matrix_8[60]};
Line8_2_IN <= {matrix_8[61], matrix_8[62], matrix_8[63], matrix_8[64]};

end

endmodule

```

- 3.) Now that we have recompiled the program, we will reopen the Nios software builder where we had just updated our program. We will now run that program and we should see a 8x8 matrix with the values after the DCT and Quantization as shown in Figure 3-9.

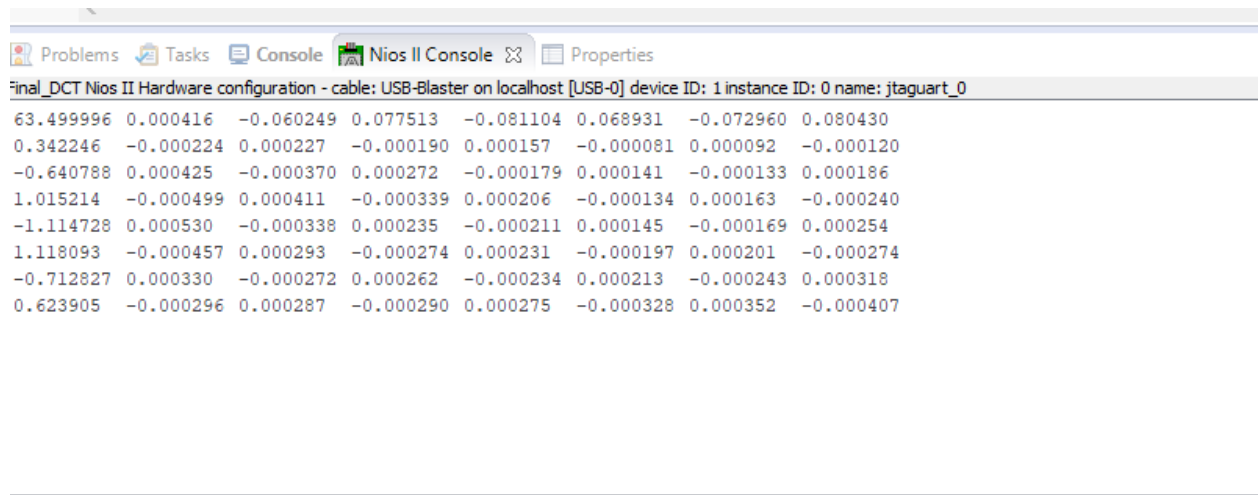


Figure 3-9 The Values after DCT and Quantization

You can use this program and incorporate it into multiple different types of projects. The next step after this will be doing full JPEG compression after sending the values that we had gotten in Figure 3-9 back to the FPGA.