



For Quartus® Prime 18.1

## 1 Introduction

This tutorial explains how the SDRAM chip on the Intel® DE0-Nano Development and Education board can be used with a Nios® II system implemented by using the Intel Platform Designer tool. The discussion is based on the assumption that the reader has access to a DE0-Nano board and is familiar with the material in the tutorial *Introduction to the Intel Platform Designer Tool*.

The screen captures in the tutorial were obtained using the Quartus® Prime version 18.1; if other versions of the software are used, some of the images may be slightly different.

### Contents:

- Example Nios II System
- The SDRAM Interface
- Using the Platform Designer tool to Generate the Nios II System
- Integration of the Nios II System into the Quartus Prime Project
- Using the Clock Signals IP Core

## 2 Background

The introductory tutorial *Introduction to the Intel Platform Designer Tool* explains how the memory in a Cyclone® series FPGA chip can be used in the context of a simple Nios II system. For practical applications it is necessary to have a much larger memory. The Intel DE0-Nano board contains an SDRAM chip that can store 32 Mbytes of data. This memory is organized as 4M x 16 bits x 4 banks. The SDRAM chip requires careful timing control. To provide access to the SDRAM chip, the Platform Designer tool implements an *SDRAM Controller* circuit. This circuit generates the signals needed to deal with the SDRAM chip.

## 3 Example Nios® II System

As an illustrative example, we will add the SDRAM to the Nios II system described in the *Introduction to the Intel Platform Designer Tool* tutorial. Figure 1 gives the block diagram of our example system.

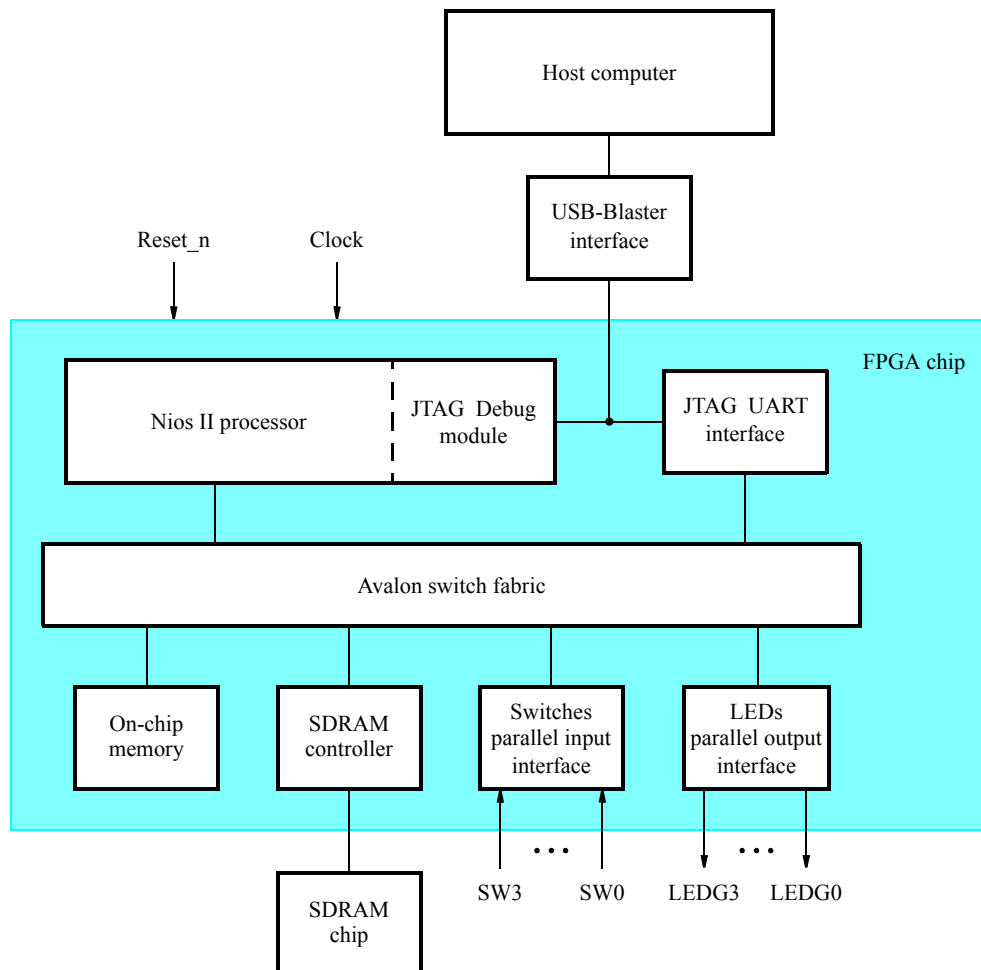


Figure 1. Example Nios II system implemented on the DE0-Nano board.

The system realizes a trivial task. Four toggle switches on the DE0-Nano board, *SW3 – 0*, are used to turn on or off the four green LEDs, *LED3 – 0*. The switches are connected to the Nios II system by means of a parallel I/O interface configured to act as an input port. The LEDs are driven by the signals from another parallel I/O interface configured to act as an output port. To achieve the desired operation, the four-bit pattern corresponding to the state of the switches has to be sent to the output port to activate the LEDs. This will be done by having the Nios II processor execute an application program. Continuous operation is required, such that as the switches are toggled the lights change accordingly.

The introductory tutorial showed how we can use the Platform Designer tool to design the hardware needed to implement this task, assuming that the application program which reads the state of the toggle switches and sets the green LEDs accordingly is loaded into a memory block in the FPGA chip. In this tutorial, we will explain how the SDRAM chip on the DE0-Nano board can be included in the system in Figure 1, so that our application program can be run from the SDRAM rather than from the on-chip memory.

Doing this tutorial, the reader will learn about:

- Using the Platform Designer tool to include an SDRAM interface for a Nios II-based system
- Timing issues with respect to the SDRAM on the DE0-Nano board

## 4 The SDRAM Interface

The SDRAM chip on the DE0-Nano board has the capacity of 256 Mbits (32 Mbytes). It is organized as 4M x 16 bits x 4 banks. The signals needed to communicate with this chip are shown in Figure 2. All of the signals, except the clock, can be provided by the SDRAM Controller that can be generated by using the Platform Designer tool. The clock signal is provided separately. It has to meet the clock-skew requirements as explained in section 7. Note that some signals are active low, which is denoted by the suffix N.

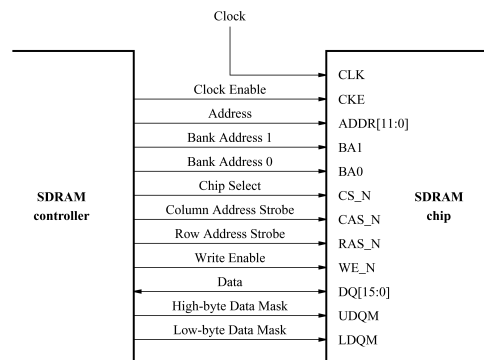


Figure 2. The SDRAM signals.

## 5 Using the Platform Designer tool to Generate the Nios® II System

Our starting point will be the Nios II system discussed in the *Introduction to the Intel Platform Designer Tool* tutorial, which we implemented in a project called *lights*. We specified the system shown in Figure 3.

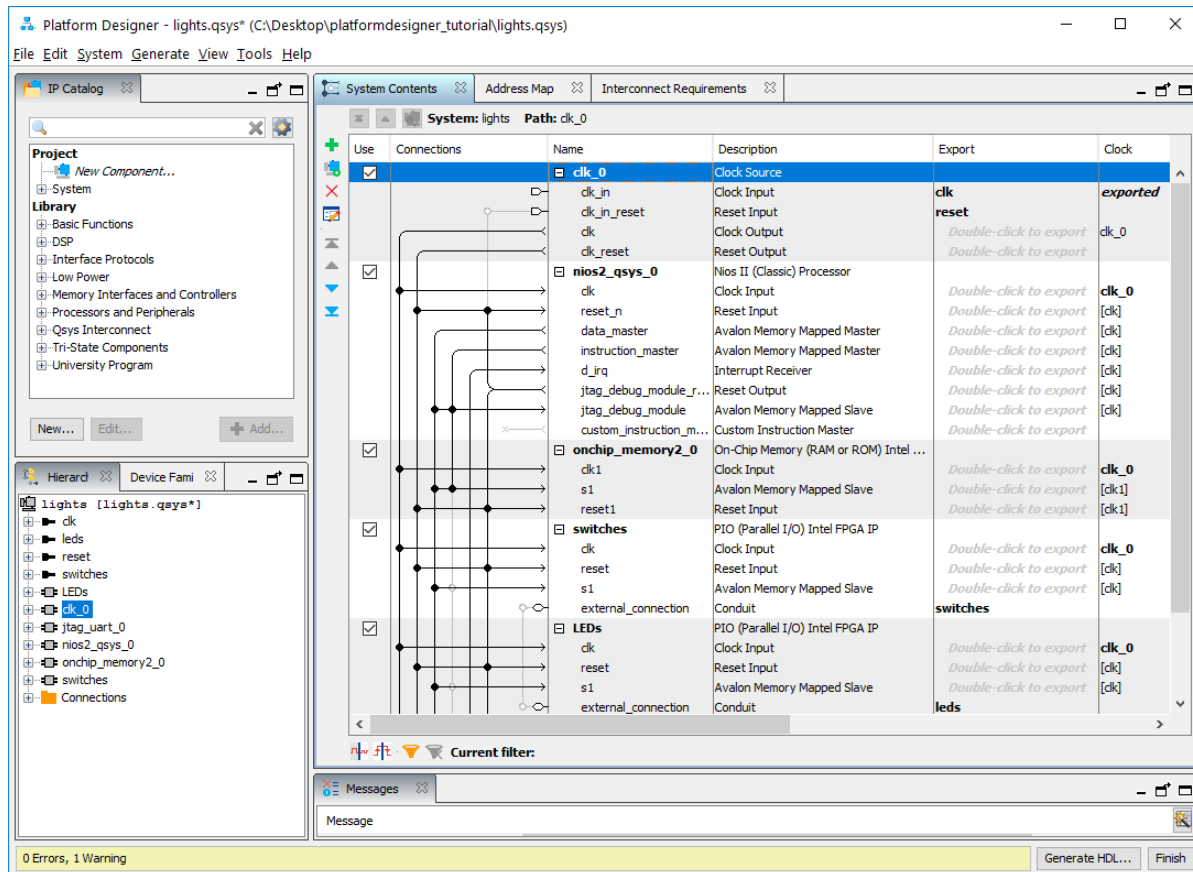


Figure 3. The Nios II system defined in the introductory tutorial.

If you saved the *lights* project, then open this project in the Quartus Prime software and then open the Platform Designer tool. Otherwise, you need to create and implement the project, as explained in the introductory tutorial, to obtain the system shown in the figure.

To add the SDRAM, in the window of Figure 3 select **Memory Interfaces and Controllers > SDRAM > SDRAM Controller** and click **Add**. A window depicted in Figure 4 appears. Set the **Data Width** parameter to **16** bits, the **Row Width** to **13** bits, the **Column Width** to **9** bits, and leave the default values for the rest. Since we will not simulate the system in this tutorial, do not select the option **Include a functional memory model in the system testbench**. Click **Finish**.

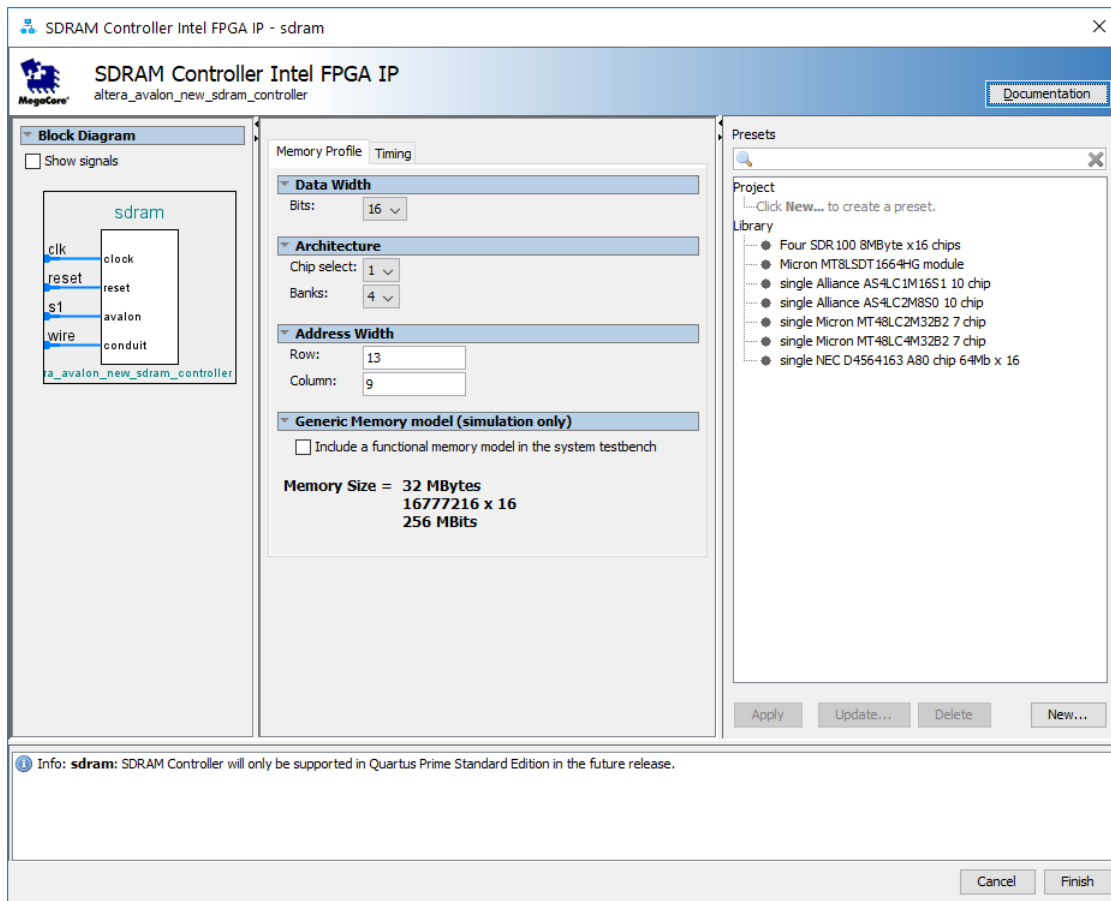


Figure 4. Add the SDRAM Controller.

Now, in the window of Figure 3, there will be an **sdram controller** module added to the design. Rename this module to *sdram*. Connect the SDRAM to the rest of the system in the same manner as the on-chip memory, and export the SDRAM wire port. Double-click on the Base Address of the *sdram* and enter the value 0x08000000 to produce the assignment shown in Figure 5.

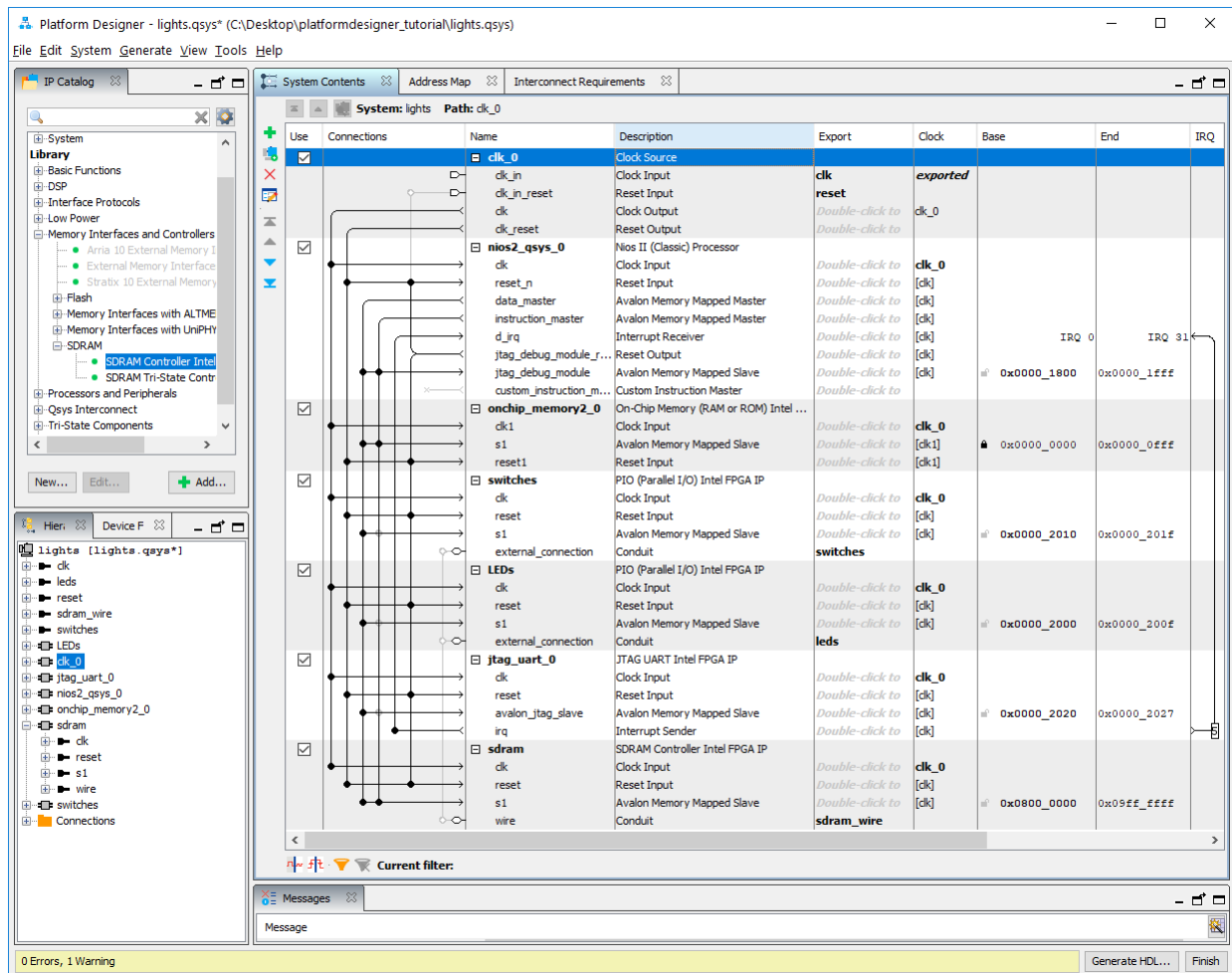


Figure 5. The expanded Nios II system.

To make use of the SDRAM, we need to configure the reset vector and exception vector of the Nios II processor. Right-click on the nios2\_processor and then select Edit to reach the window in Figure 6. Select sdram to be the memory device for both reset vector and exception vector, as shown in the figure. Click Finish to return to the System Contents tab and regenerate the system.

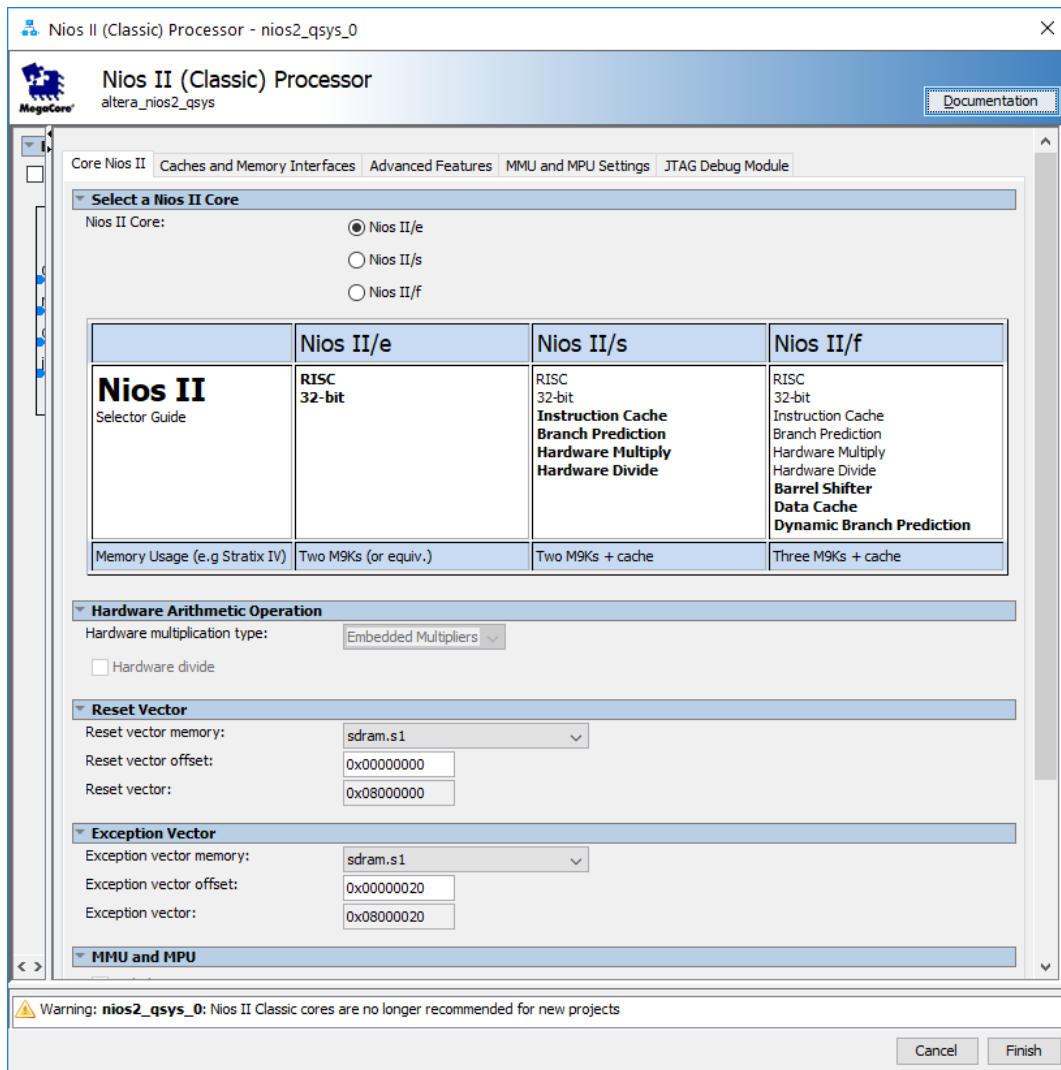


Figure 6. Define the reset vector and the exception vector.

The Platform Designer tool generates an HDL file for the system, which can then be instantiated in a VHDL file. The augmented VHDL entity generated by the Platform Designer tool is in the file *nios\_system.v* in the *nios\_system\synthesis* directory of the project. Figure 7 depicts the portion of the code that defines the input and output signals for the entity *nios\_system*. As in our initial system that we developed in the introductory tutorial, the vector that is the input to the parallel port *Switches* is called *switches\_export*. The output vector is called *leds\_export*. The clock and reset signals are called *clk\_clk* and *reset\_reset\_n*, respectively. A new entity, called *sdram*, is included. It involves the signals indicated in Figure 2. For example, the address lines are referred to as the **output** vector *sdram\_wire\_addr[12:0]*. The data lines are referred to as the **inout** vector *sdram\_wire\_dq[15:0]*. This is a vector of the **inout** type because the data lines are bidirectional.

```

module nios_system (
    input wire      clk_clk,          //      clk.clk
    input wire      reset_reset_n,    //      reset.reset_n
    output wire [7:0] leds_export,     //      leds.export
    input wire [7:0] switches_export,  //      switches.export
    output wire [12:0] sdram_wire_addr, // sdram_wire.addr
    output wire [1:0] sdram_wire_ba,   //      .ba
    output wire      sdram_wire_cas_n, //      .cas_n
    output wire      sdram_wire_cke,   //      .cke
    output wire      sdram_wire_cs_n,  //      .cs_n
    inout wire [15:0] sdram_wire_dq,   //      .dq
    output wire [1:0] sdram_wire_dqm,  //      .dqm
    output wire      sdram_wire_ras_n, //      .ras_n
    output wire      sdram_wire_we_n,  //      .we_n
);

```

Figure 7. A part of the generated VHDL entity.

## 6 Integration of the Nios® II System into the Quartus® Prime Project

Now, we have to instantiate the expanded Nios II system in the top-level VHDL entity, as we have done in the tutorial *Introduction to the Intel Platform Designer Tool*. The entity is named *lights*, because this is the name of the top-level design entity in our Quartus II project.

A first attempt at creating the new entity is presented in Figure 8. The input and output ports of the entity use the pin names for the 50-MHz clock, *CLOCK\_50*, pushbutton switches, *KEY*, dip switches, *SW*, and green LEDs, *LED*, as used in our original design. They also use the pin names *DRAM\_CLK*, *DRAM\_CKE*, *DRAM\_ADDR*, *DRAM\_BA*, *DRAM\_CS\_N*, *DRAM\_CAS\_N*, *DRAM\_RAS\_N*, *DRAM\_WE\_N*, *DRAM\_DQ*, and *DRAM\_DQM*, which correspond to the SDRAM signals indicated in Figure 2. All of these names are those specified in the DE0-Nano User Manual and included in the file called *DE\_Nano.qsf*, which can be found on Intel's DE0-Nano web page at <https://www.altera.com/support/training/university/boards.html>

Finally, note that we tried an obvious approach of using the 50-MHz system clock, *CLOCK\_50*, as the clock signal, *DRAM\_CLK*, for the SDRAM chip. This is specified by the assignment statement in the code. This approach leads to a potential timing problem caused by the clock skew on the DE0-Nano board, which can be fixed as explained in section 7.



```

-- Inputs:   SW3–0 are parallel port inputs to the Nios II system.
--          CLOCK_50 is the system clock.
--          KEY0 is the active-low system reset.
-- Outputs:  LED3–0 are parallel port outputs from the Nios II system.
--          SDRAM ports correspond to the signals in Figure 2; their names are those
--          used in the DE0-Nano User Manual.
LIBRARY ieee;
USE ieee.std_logic_1164.all;
USE ieee.std_logic_arith.all;
USE ieee.std_logic_unsigned.all;
ENTITY lights IS
  PORT (
    SW : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
    KEY : IN STD_LOGIC_VECTOR(0 DOWNTO 0);
    CLOCK_50 : IN STD_LOGIC;
    LED : OUT STD_LOGIC_VECTOR(3 DOWNTO 0);
    DRAM_CLK, DRAM_CKE : OUT STD_LOGIC;
    DRAM_ADDR : OUT STD_LOGIC_VECTOR(12 DOWNTO 0);
    DRAM_BA : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
    DRAM_CS_N, DRAM_CAS_N, DRAM_RAS_N, DRAM_WE_N : OUT STD_LOGIC;
    DRAM_DQ : INOUT STD_LOGIC_VECTOR(15 DOWNTO 0);
    DRAM_DQM : OUT STD_LOGIC_VECTOR(1 DOWNTO 0) );
END lights;
ARCHITECTURE Structure OF lights IS
  COMPONENT nios_system
  PORT (
    clk_clk : IN STD_LOGIC;
    reset_reset_n : IN STD_LOGIC;
    leds_export : OUT STD_LOGIC_VECTOR(3 DOWNTO 0);
    switches_export : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
    sdrām_wire_addr : OUT STD_LOGIC_VECTOR(12 DOWNTO 0);
    sdrām_wire_ba : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
    sdrām_wire_cas_n : OUT STD_LOGIC;
    sdrām_wire_cke : OUT STD_LOGIC;
    sdrām_wire_cs_n : OUT STD_LOGIC;
    sdrām_wire_dq : INOUT STD_LOGIC_VECTOR(15 DOWNTO 0);
    sdrām_wire_dqm : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
    sdrām_wire_ras_n : OUT STD_LOGIC;
    sdrām_wire_we_n : OUT STD_LOGIC );
  END COMPONENT;

```

... continued in Part *b*

Figure 8. A first attempt at instantiating the expanded Nios II system. (Part *a*)

```

-- Instantiate the Nios II system entity generated by the Platform Designer tool.
BEGIN
  NiosII: nios_system
    PORT MAP (
      clk_clk => CLOCK_50,
      reset_reset_n => KEY(0),
      leds_export => LED,
      switches_export => SW,
      sdram_wire_addr => DRAM_ADDR,
      sdram_wire_ba => DRAM_BA,
      sdram_wire_cas_n => DRAM_CAS_N,
      sdram_wire_cke => DRAM_CKE,
      sdram_wire_cs_n => DRAM_CS_N,
      sdram_wire_dq => DRAM_DQ,
      sdram_wire_dqm => DRAM_DQM,
      sdram_wire_ras_n => DRAM_RAS_N,
      sdram_wire_we_n => DRAM_WE_N );
    DRAM_CLK <= CLOCK_50;
  END Structure;

```

Figure 8. A first attempt at instantiating the expanded Nios II system. (Part *b*).

As an experiment, you can enter the code in Figure 8 into a file called *lights.vhd*. Add this file and all the *nios\_system.qip* file produced by the Platform Designer tool to your Quartus Prime project. Compile the code and download the design into the Cyclone IV FPGA on the DE0-Nano board. Use the application program from the tutorial *Introduction to the Intel Platform Designer Tool*, which is shown in Figure 9.

```

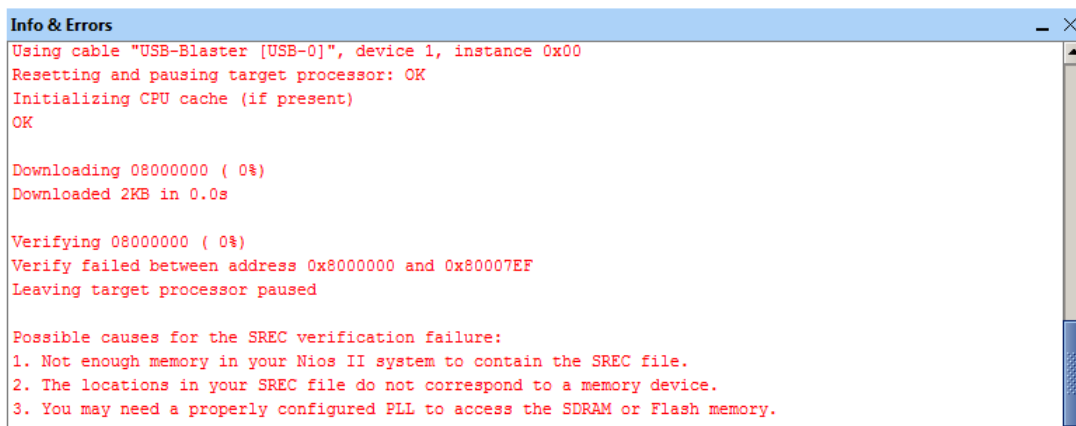
.equ    Switches, 0x00002010
.equ    LEDs, 0x00002000
.global _start
_start:
        movia   r2, Switches
        movia   r3, LEDs
loop:   ldbio   r4, 0(r2)
        stbio   r4, 0(r3)
        br     loop

```

Figure 9. Assembly language code to control the lights.

Use the Intel FPGA Monitor Program, which is described in the tutorial *Intel FPGA Monitor Program Tutorial*, to assemble, download, and run this application program. If successful, the lights on the DE0-Nano board will respond to the operation of the toggle switches.

Due to the clock skew problem mentioned above, the Nios II processor may be unable to properly access the SDRAM chip. A possible indication of this may be given by the Intel FPGA Monitor Program, which may display the message depicted in Figure 10. To solve the problem, it is necessary to modify the design as indicated in the next section.



```
Info & Errors
Using cable "USB-Blaster [USB-0]", device 1, instance 0x00
Resetting and pausing target processor: OK
Initializing CPU cache (if present)
OK

Downloading 08000000 ( 0%)
Downloaded 2KB in 0.0s

Verifying 08000000 ( 0%)
Verify failed between address 0x8000000 and 0x80007EF
Leaving target processor paused

Possible causes for the SREC verification failure:
1. Not enough memory in your Nios II system to contain the SREC file.
2. The locations in your SREC file do not correspond to a memory device.
3. You may need a properly configured PLL to access the SDRAM or Flash memory.
```

Figure 10. Error message in the Intel FPGA Monitor Program that may be due to the SDRAM clock skew problem.

## 7 Using the Clock Signals IP Core

The clock skew depends on physical characteristics of the DE0-Nano board. For proper operation of the SDRAM chip, it is necessary that its clock signal, *DRAM\_CLK*, leads the Nios II system clock, *CLOCK\_50*, by 3 nanoseconds. This can be accomplished by using a *phase-locked loop (PLL)* circuit which can be manually created using the *IP Catalog*. It can also be created automatically using the Clock Signals IP core provided by the Intel FPGA University Program. We will use the latter method in this tutorial.

To add the Clock Signals IP core, in the Platform Designer tool window of Figure 5 select University Program > Clock > System and SDRAM Clocks for DE-Series Boards and click Add. A window depicted in Figure 11 appears. Select *DE0-Nano* from the DE Board drop-down list. Click Finish to return to the window in Figure 5.

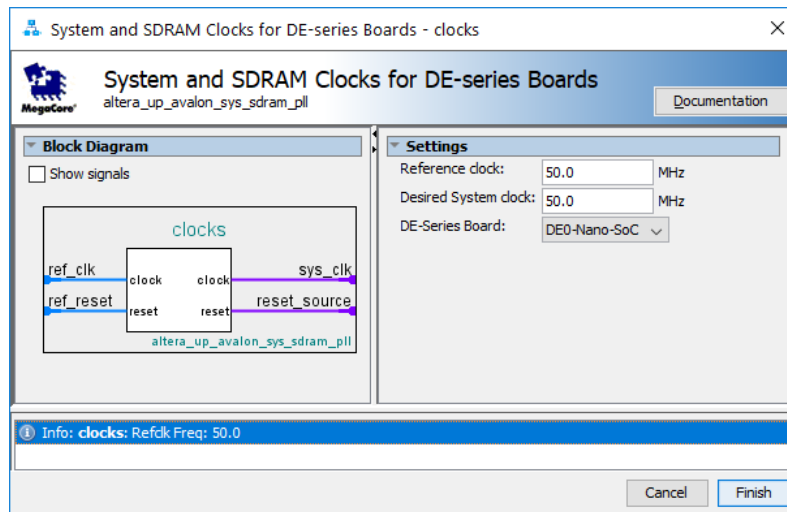


Figure 11. Clock Signals IP Core

Remove the system clock component *clk\_0*. All other IP cores (including the SDRAM) should be adjusted to use the *sys\_clk* output of the Clock Signal core. Rename the Clock Signal core to *clocks* and export the *sdram\_clk* signal under the name *sdram\_clk*, the *ref\_clk* signal under the name *clk*, and *ref\_reset* signal under the name *reset*. The final system is shown in Figure 13. Click on Generate > Generate HDL... and regenerate the system.

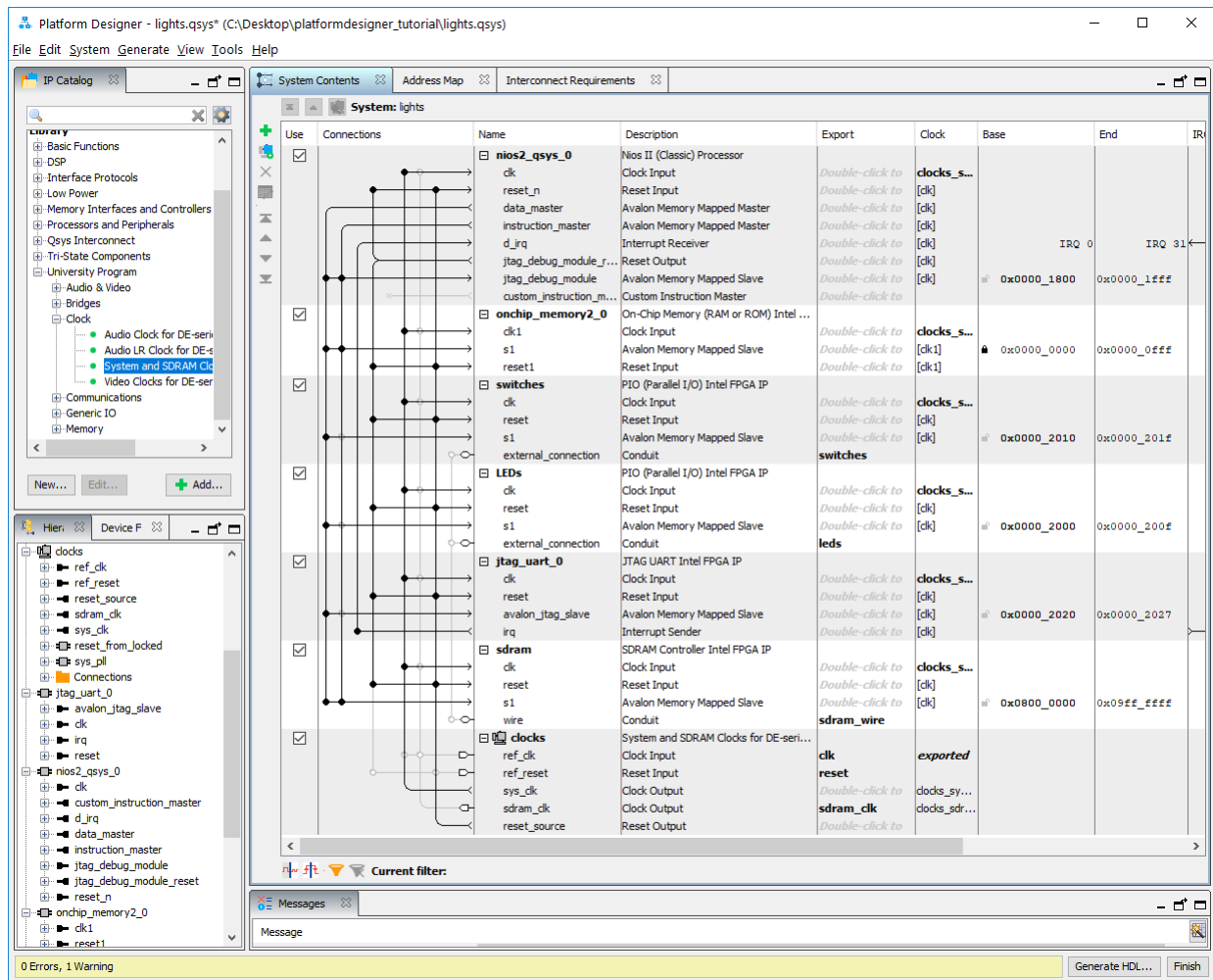


Figure 12. The final Nios II system.

Next, we have to fix the top-level VHDL entity, given in Figure 8, to instantiate the Nios II system with the Clock Signals core included. The desired code is shown in Figure 13. The SDRAM clock signal *sdram\_clk* generated by the Clock Signals core connects to the pin *DRAM\_CLK*. Note that the *sys\_clk* signal is not connected since it is for internal use only.

```

-- Inputs:   SW3–0 are parallel port inputs to the Nios II system.
--           CLOCK_50 is the system clock.
--           KEY0 is the active-low system reset.
-- Outputs:  LED3–0 are parallel port outputs from the Nios II system.
--           SDRAM ports correspond to the signals in Figure 2; their names are those
--           used in the DE0-Nano User Manual.
LIBRARY ieee;
USE ieee.std_logic_1164.all;
USE ieee.std_logic_arith.all;
USE ieee.std_logic_unsigned.all;
ENTITY lights IS
    PORT (
        SW : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
        KEY : IN STD_LOGIC_VECTOR(0 DOWNTO 0);
        CLOCK_50 : IN STD_LOGIC;
        LED : OUT STD_LOGIC_VECTOR(3 DOWNTO 0);
        DRAM_CLK, DRAM_CKE : OUT STD_LOGIC;
        DRAM_ADDR : OUT STD_LOGIC_VECTOR(12 DOWNTO 0);
        DRAM_BA : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
        DRAM_CS_N, DRAM_CAS_N, DRAM_RAS_N, DRAM_WE_N : OUT STD_LOGIC;
        DRAM_DQ : INOUT STD_LOGIC_VECTOR(15 DOWNTO 0);
        DRAM_DQM : OUT STD_LOGIC_VECTOR(1 DOWNTO 0) );
END lights;
ARCHITECTURE Structure OF lights IS
    COMPONENT nios_system
        PORT (
            clk_clk : IN STD_LOGIC;
            reset_reset_n : IN STD_LOGIC;
            sdram_clk_clk : OUT STD_LOGIC;
            leds_export : OUT STD_LOGIC_VECTOR(3 DOWNTO 0);
            switches_export : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
            sdram_wire_addr : OUT STD_LOGIC_VECTOR(12 DOWNTO 0);
            sdram_wire_ba : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
            sdram_wire_cas_n : OUT STD_LOGIC;
            sdram_wire_cke : OUT STD_LOGIC;
            sdram_wire_cs_n : OUT STD_LOGIC;
            sdram_wire_dq : INOUT STD_LOGIC_VECTOR(15 DOWNTO 0);
            sdram_wire_dqm : OUT STD_LOGIC_VECTOR(1 DOWNTO 0);
            sdram_wire_ras_n : OUT STD_LOGIC;
            sdram_wire_we_n : OUT STD_LOGIC );
        END COMPONENT;

```

... continued in Part *b*

Figure 13. Proper instantiation of the expanded Nios II system. (Part *a*)

```
-- Instantiate the Nios II system entity generated by the Platform Designer tool.
BEGIN
  NiosII: nios_system
    PORT MAP (
      clk_clk => CLOCK_50,
      reset_reset_n => NOT KEY(0),
      sdram_clk_clk => DRAM_CLK,
      leds_export => LED,
      switches_export => SW,
      sdram_wire_addr => DRAM_ADDR,
      sdram_wire_ba => DRAM_BA,
      sdram_wire_cas_n => DRAM_CAS_N,
      sdram_wire_cke => DRAM_CKE,
      sdram_wire_cs_n => DRAM_CS_N,
      sdram_wire_dq => DRAM_DQ,
      sdram_wire_dqm => DRAM_DQM,
      sdram_wire_ras_n => DRAM_RAS_N,
      sdram_wire_we_n => DRAM_WE_N );
END Structure;
```

Figure 13. Proper instantiation of the expanded Nios II system. (Part *b*).

Compile the code and download the design into the Cyclone IV FPGA on the DE0-Nano board. Use the application program in Figure 9 to test the circuit.

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