



# EECS 207002

## Logic Design Laboratory

### 邏輯設計實驗

# Vivado Basys3 Implementation

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# Outline

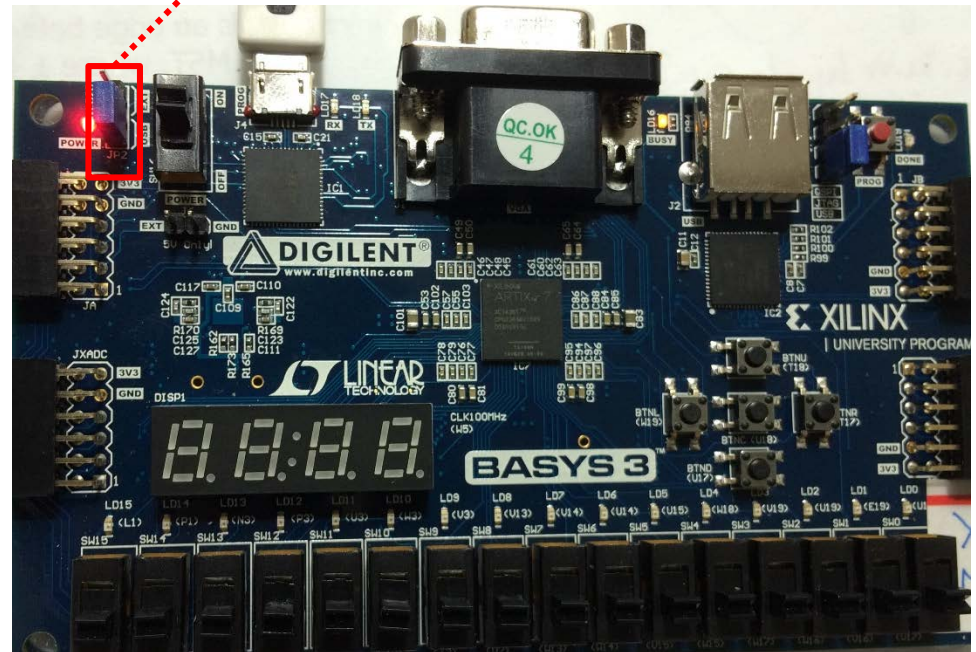
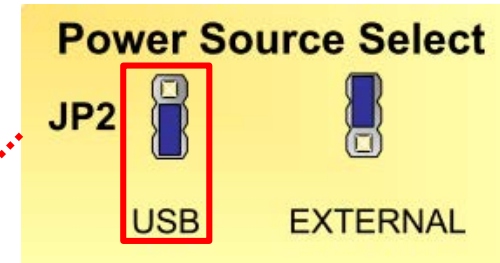


- Introduction to Basys3
- Preparation
- Synthesis
- Implementation
- Bitstream Generation
- Open Target
- Program Device
- Lab1\_1
- Lab1\_4

# Introduction to Basys3 (1/3)



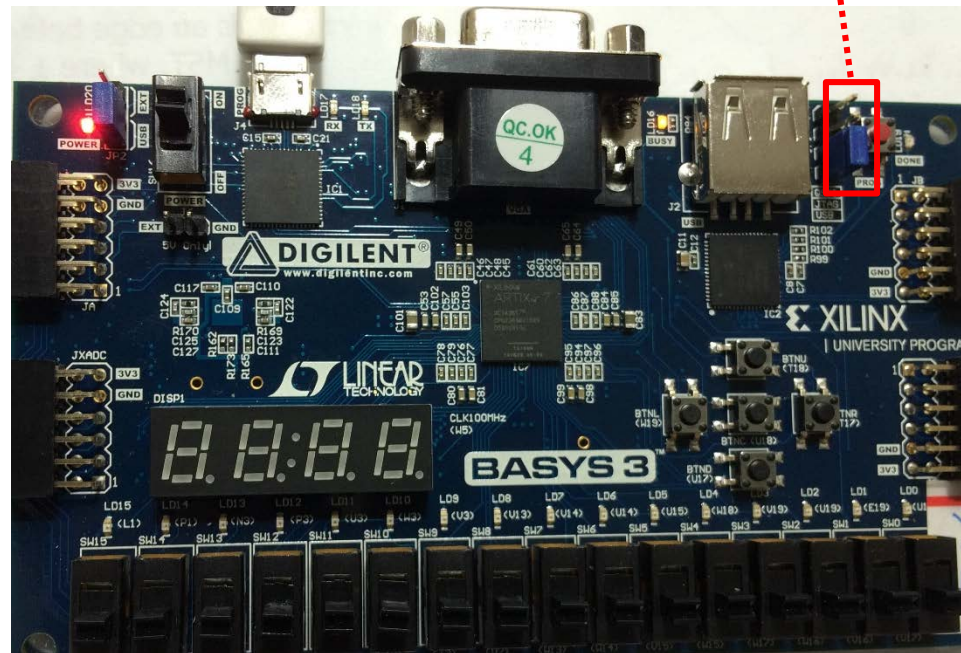
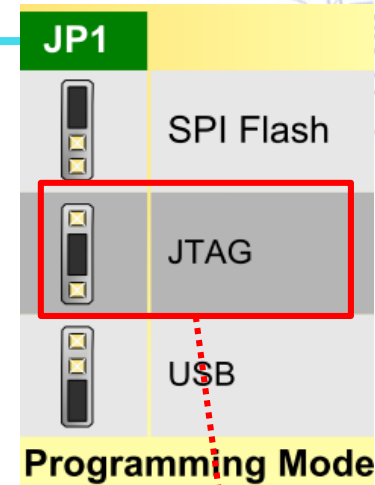
- Receive “Power” from:
  - the microUSB port (recommend)
  - a 5V external power supply



# Introduction to Basys3 (2/3)



- Receive “Bitstream” from:
  - Flash
  - **JTAG** (recommend)
  - USB Drive



# Introduction to Basys3 (3/3)

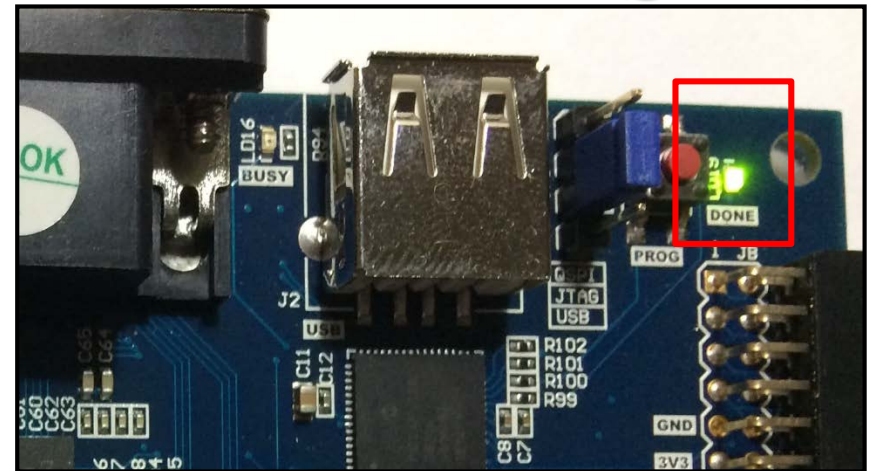
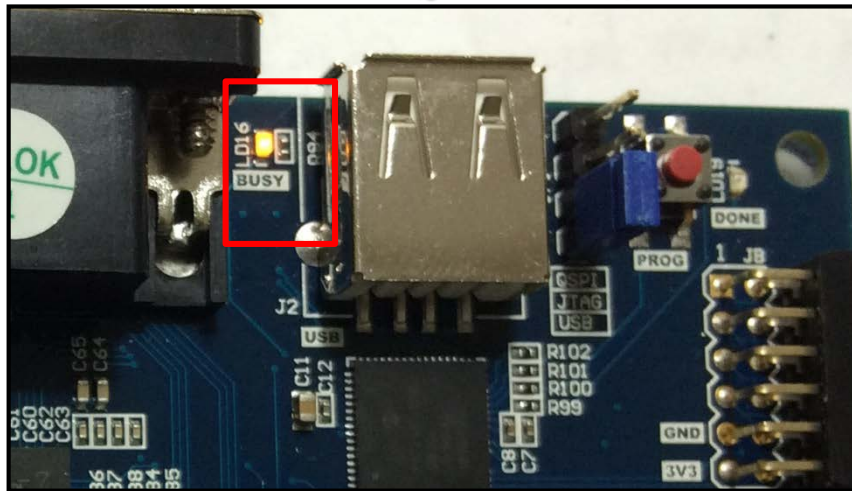


- Make sure that the programming is done by LED color

**BUSY (yellow)**



**DONE (green)**





# Design Procedure

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- Vivado and Basys3 Design procedure
  - 1) Create a Vivado project
  - 2) Simulate the design
  - 3) Synthesis the design
  - 4) Implement the design
  - 5) Perform timing simulation
  - 6) Verify functionality in the hardware

# Preparation\_1: Demo Board (1/2)



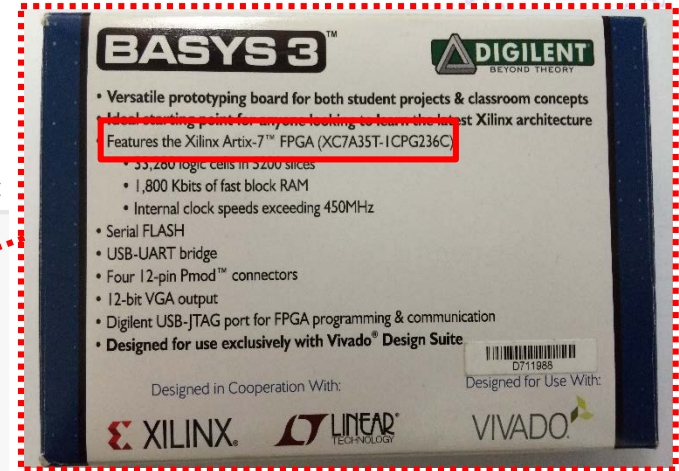
- Basys3 Demo Board
- USB2microUSB power line



# Preparation\_1: Demo Board (2/2)



- Select Suitable Chip Type
- Find the information on your box



New Project

Default Part  
Choose a default Xilinx part or board for your project.

Parts | Boards

Res: All Filters

Category: All Package: cpg236 Temperature: All Remaining

Family: Artix-7 Speed: -1 Static power: All Remaining

Search: Q-

Part	I/O Pin Count	Available IOBs	LUT Elements	FlipFlops	Block RAMs	Ultra RAMs	DSPs	Gb Tran
xc7a15tcp236-1	236	106	10400	20800	25	0	45	2
xc7a35tcp236-1	236	106	20800	41600	50	0	90	2
xc7a50tcp236-1	236	106	32600	65200	75	0	120	2

< Back Next > Finish Cancel

New Project Summary

VIVADO

- ① A new RTL project named 'project\_5' will be created.
- ⚠ No source files or directories will be added. Use Add Sources to add them later.
- ⚠ No configurable IP files will be added. Use Add Sources to add them later.
- ⚠ No constraints files will be added. Use Add Sources to add them later.
- ① The default part and product family for the new project:  
Default Part: xc7a35tcp236-1  
Product: Artix-7  
Family: Artix-7  
Package: cpg236  
Speed Grade: -1

XILINX ALL PROGRAMMABLE

To create the project, click Finish

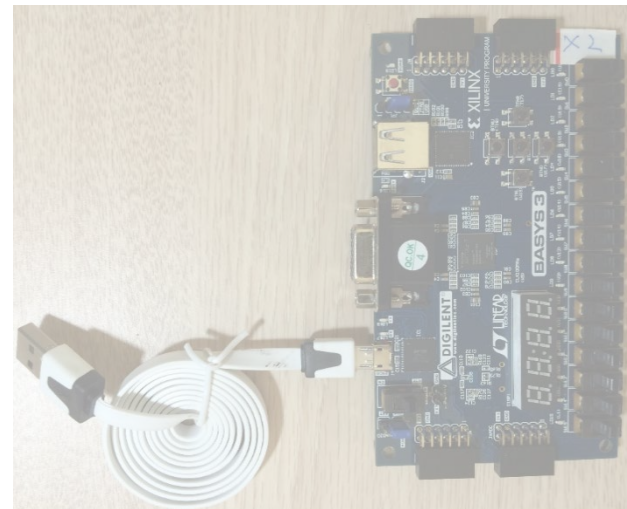
Finish Cancel



# Preparation\_2: Sources (1/8)



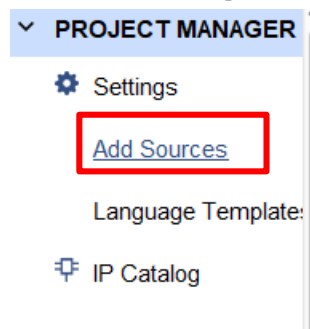
- Design file(s)
  - e.g. xxx.v
- “Xilinx Design Constraints” file
  - e.g. xxx\_constraint.xdc



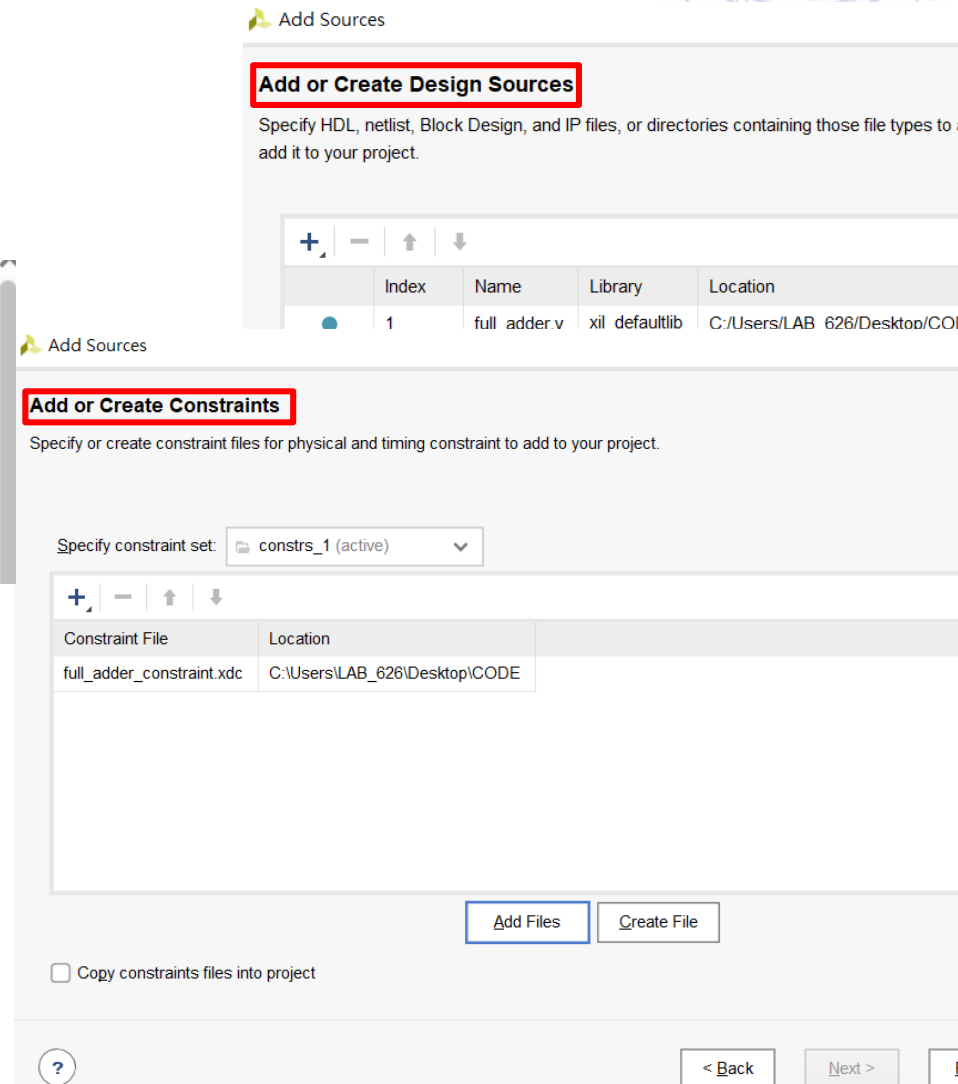
# Preparation\_2: Sources (2/8)



- Add Sources:
  - On “new project” stage



- On an “opened project”



# Preparation\_2: Sources (3/8)



Add Sources



## Add Sources

This guides you through the process of adding and creating sources for your project

- Add or create constraints
- Add or create design sources
- Add or create simulation sources



< Back

Next >

Finish

Cancel

# Preparation\_2: Sources (4/8)



**Add Sources**

**Add or Create Constraints**

Specify or create constraint files for physical and timing constraint to add to your project.

Specify constraint set: **constrs\_1 (active)**

**Create Constraints File**

Create a new constraints file and add it to your project

File type: **XDC**

File name: **YOUR\_XDC**

File location: **<Local to Project>**

Copy constraints files into project

**Add Files** **Create File**

**< Back** **Next >** **Finish** **Cancel**

# Preparation\_2: Sources (5/8)



Add Sources



## Add or Create Constraints

Specify or create constraint files for physical and timing constraint to add to your project.



Specify constraint set: constrs\_1 (active)

+ | - | ↑ | ↓

Constraint File	Location
YOUR_XDC.xdc	<Local to Project>

Add Files

Create File

Copy constraints files into project



< Back

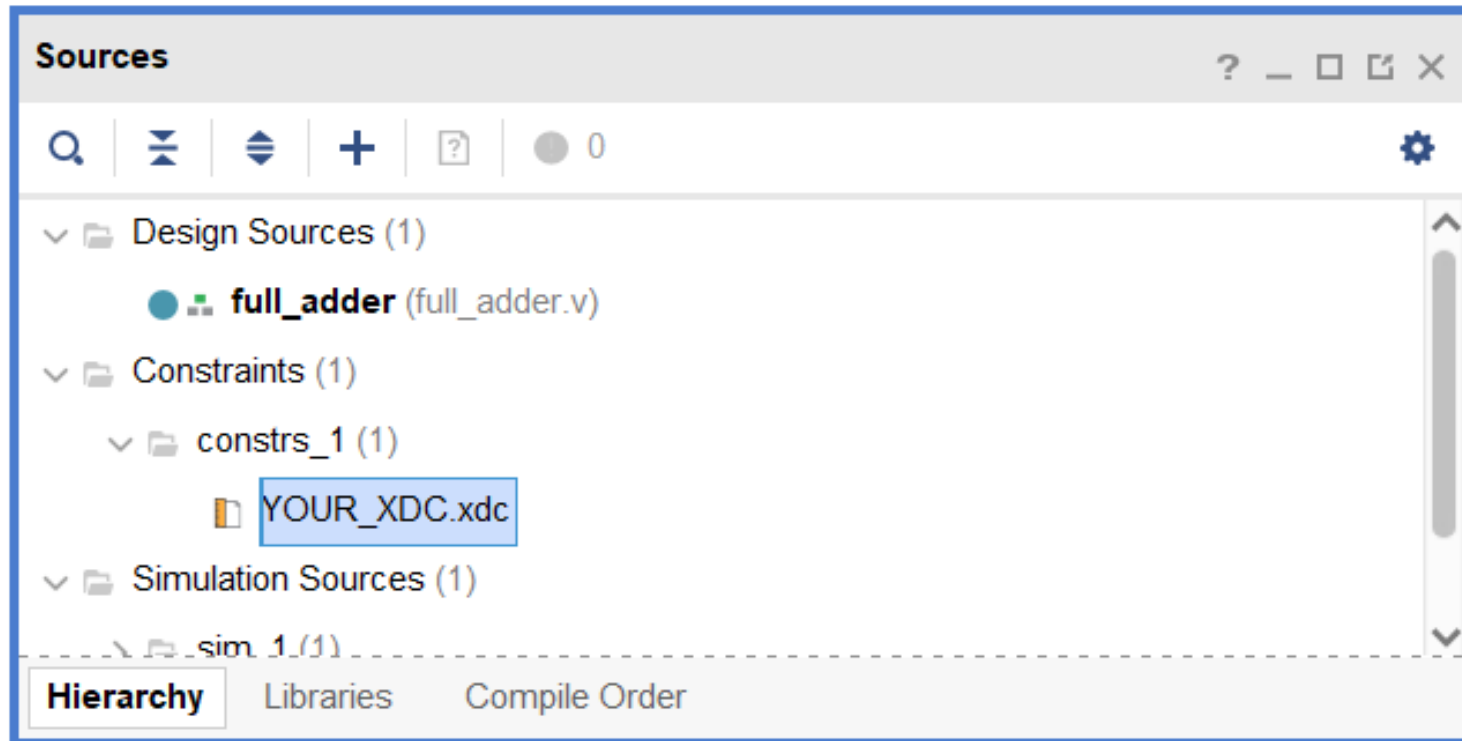
Next >

Finish

Cancel



# Preparation\_2: Sources (6/8)



# Preparation\_2: Sources (7/8)



- Pin assignment for Lab1\_1

```
1 | #I/O PIN ASSIGNMENT
2 | set_property PACKAGE_PIN V17 [get_ports {x}]
3 | set_property IOSTANDARD LVCOS33 [get_ports {x}]
4 |
5 | set_property PACKAGE_PIN V16 [get_ports {y}]
6 | set_property IOSTANDARD LVCOS33 [get_ports {y}]
7 |
8 | set_property PACKAGE_PIN W16 [get_ports {cin}]
9 | set_property IOSTANDARD LVCOS33 [get_ports {cin}]
10 |
11 | set_property PACKAGE_PIN U16 [get_ports {s}]
12 | set_property IOSTANDARD LVCOS33 [get_ports {s}]
13 |
14 | set_property PACKAGE_PIN E19 [get_ports {cout}]
15 | set_property IOSTANDARD LVCOS33 [get_ports {cout}]
```

## Constraints File (.xdc):

- TCL Language
- I/O pin assignment

# Preparation\_2: Sources (8/8)



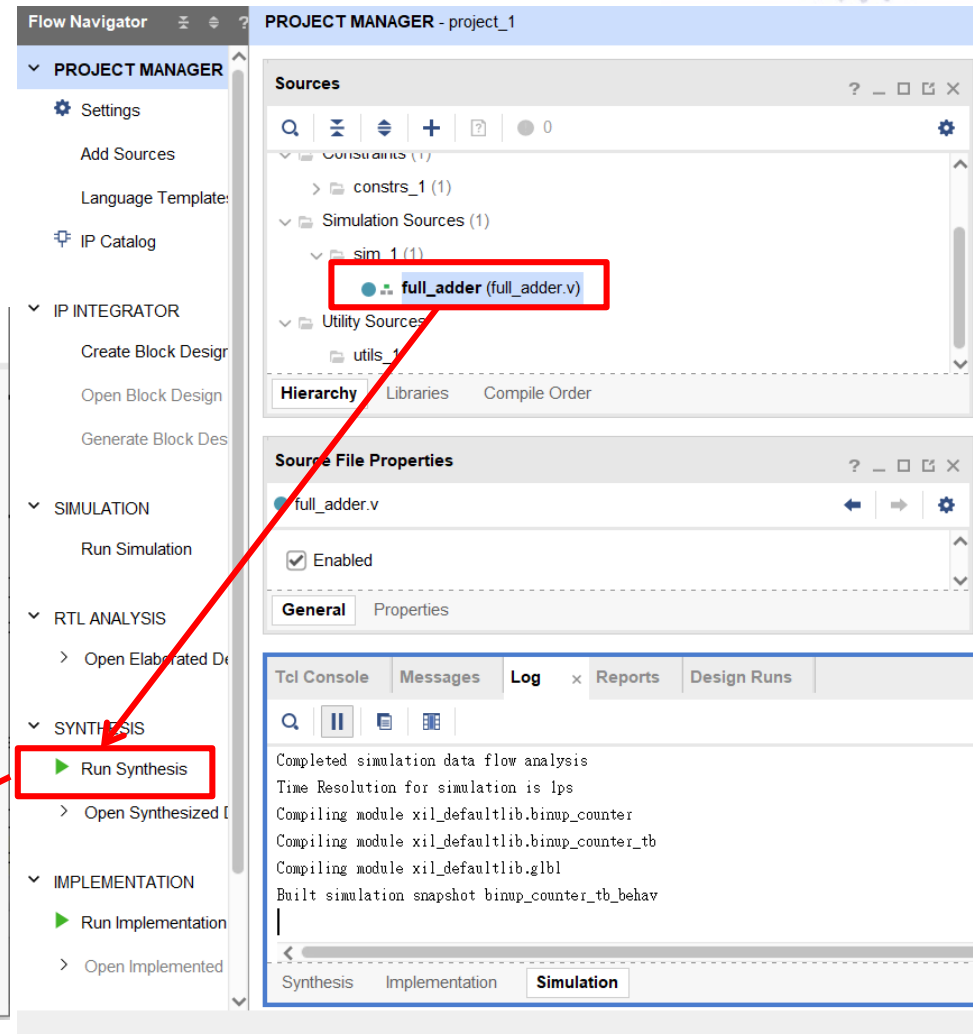
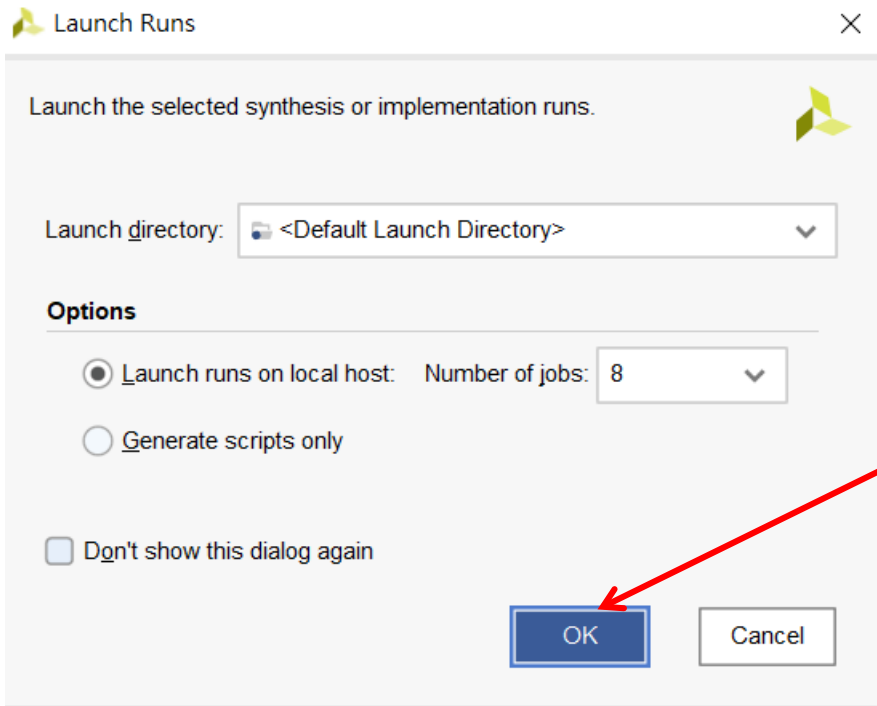
LD15	LD14	LD13	LD12	LD11	LD10	LD9	LD8	LD7	LD6	LD5	LD4	LD3	LD2	LD1	LD0
<L1>	<P1>	<N3>	<P3>	<U3>	<W3>	<V3>	<V13>	<V14>	<U14>	<U15>	<W18>	<V19>	<U19>	<E19>	<U16>
SW15	SW14	SW13	SW12	SW11	SW10	SW9	SW8	SW7	SW6	SW5	SW4	SW3	SW2	SW1	SW0
<R2>	<T1>	<U1>	<W2>	<R3>	<T2>	<T3>	<V2>	<W13>	<W14>	<V15>	<W15>	<W17>	<W16>	<V16>	<V17>

LD15	LD14	LD13	LD12	LD11	LD10	LD9	LD8	LD7	LD6	LD5	LD4	LD3	LD2	LD1	LD0
L1	P1	N3	P3	U3	W3	V3	V13	V14	U14	U15	W18	V19	U19	E19	U16
SW15	SW14	SW13	SW12	SW11	SW10	SW9	SW8	SW7	SW6	SW5	SW4	SW3	SW2	SW1	SW0
R2	T1	U1	W2	R3	T2	T3	V2	W13	W14	V15	W15	W17	W16	V16	V17

# Synthesis (1/2)



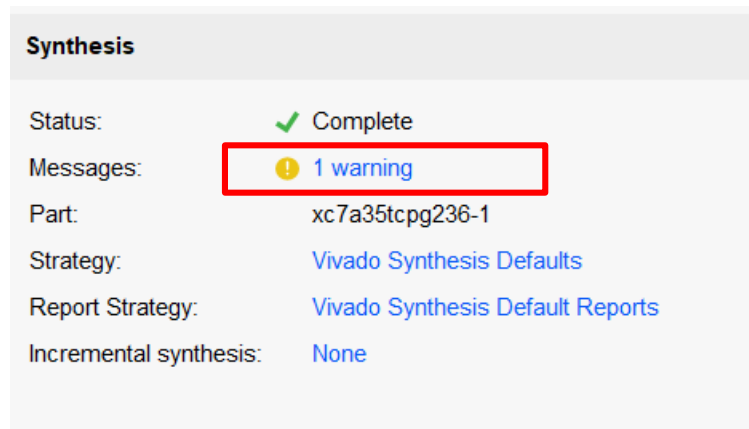
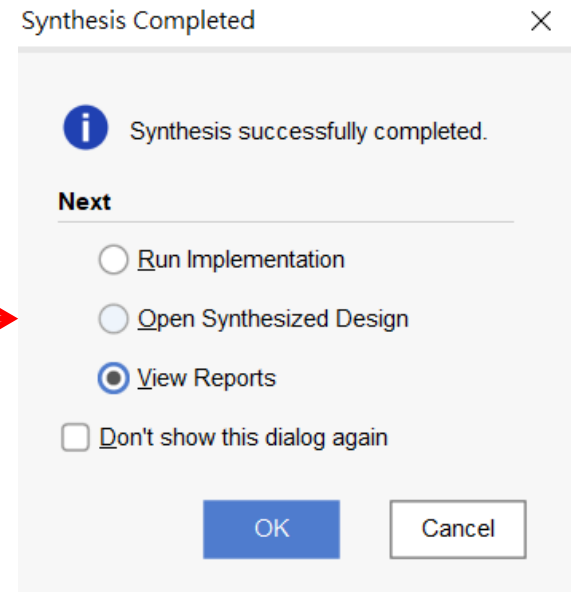
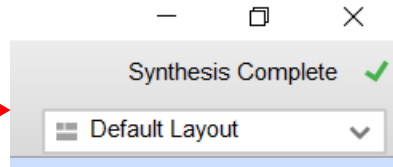
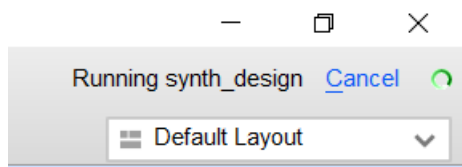
- Confirm your sources
- Run Synthesis



# Synthesis (2/2)



- Make sure that no **Critical Warnings** or **Errors**

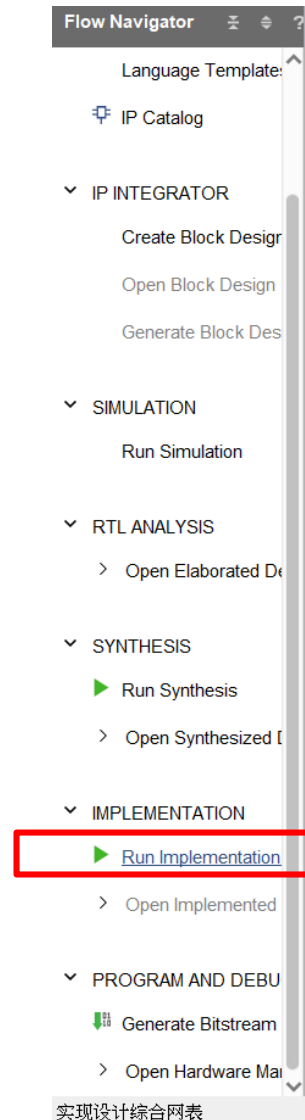




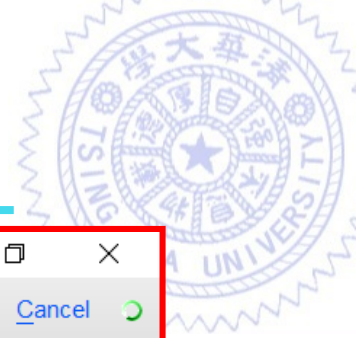
# Implementation (1/2)



- Run Implementation



# Implementation (2/2)



- Try to understand the error/warning messages

Implementation Completed

Implementation successfully completed.

**Next**

- Open Implemented Design
- Generate Bitstream
- View Reports
- Don't show this dialog again

A vertical stack of five implementation progress dialog boxes, each with a red border. From top to bottom: 1. 'Initializing Design' with a green progress indicator and a 'Cancel' button. 2. 'Running opt\_design' with a green progress indicator and a 'Cancel' button. 3. 'Running place\_design' with a green progress indicator and a 'Cancel' button. 4. 'Running route\_design' with a green progress indicator and a 'Cancel' button. 5. 'Implementation Complete' with a green checkmark and a 'Cancel' button. Each dialog also has a 'Default Layout' dropdown menu.

**Implementation** Summary | Route Status

Status: ✔ Complete

Messages: ⚠ 3 warnings

Part: xc7a35tcbg236-1

Strategy: [Vivado Implementation Defaults](#)

Report Strategy: [Vivado Implementation Default Reports](#)

Incremental implementation: None

OK Cancel



# Generate Bitstream

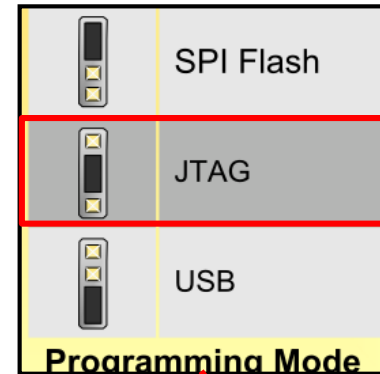
- Generating bitstream

The screenshot illustrates the final step of generating a bitstream. On the left, the 'Flow Navigator' sidebar shows the 'Generate Bitstream' step under the 'IMPLEMENTATION' section, which is highlighted with a red box. A dialog box titled 'Bitstream Generation Completed' is displayed in the center, with an information icon and the text 'Bitstream Generation successfully completed.'. Below this, the 'Next' section offers several options: 'Open Implemented Design', 'View Reports', 'Open Hardware Manager' (which is selected with a radio button), and 'Generate Memory Configuration File'. There is also a checkbox for 'Don't show this dialog again'. The 'OK' button is highlighted with a red box. A red arrow points from the 'OK' button to a status bar window on the right, which shows 'write\_bitstream Complete' with a green checkmark, indicating the successful completion of the bitstream generation process.

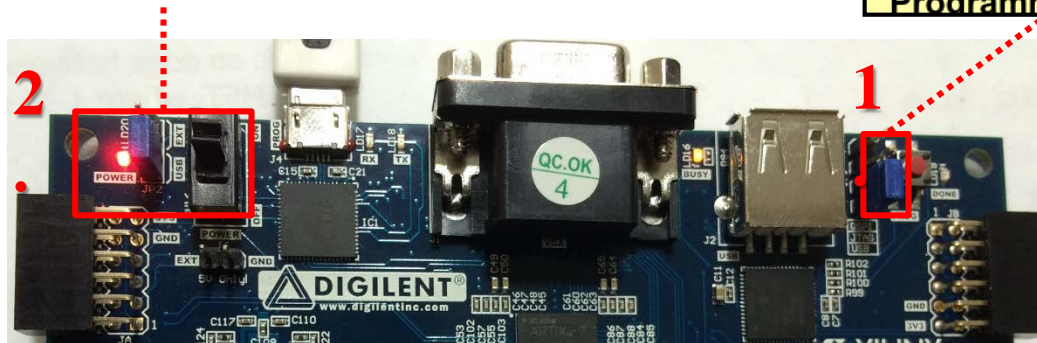


# Open Target (1/2)

Step 1:  
Change blue jumper to [ **JTAG** ] mode



Step 2:  
Turn the power switch to [ **ON** ]





# Open Target (2/2)

PROGRAM AND DEBU

Generate Bitstream

Open Hardware M

Open Target

- Auto Connect
- Recent Targets
- Open New Target...

### Open New Hardware Target

#### Hardware Server Settings

Select local or remote hardware server, then configure the host name and port settings. Use Local server if the target is attached to the local machine; otherwise, use Remote server.

Connect to: Local server (target is on local machine)

连接到

### Open New Hardware Target

#### Select Hardware Target

Select a hardware target from the list of available targets, then set the appropriate JTAG clock (TCK) for the devices, decrease the frequency or select a different target.

Type	Name	JTAG Clock Frequency
xilinx_tcf	Digilent/210183A2810CA	15000000

Add Xilinx Virtual Cable (XVC)

#### Hardware Devices

(for unknown devices, specify the Instruction Register (IR) length)

Name	ID Code	IR Length
@ xc7a35t_0	0362D093	6

Hardware server: localhost:3121

### Open New Hardware Target

#### Open Hardware Target Summary

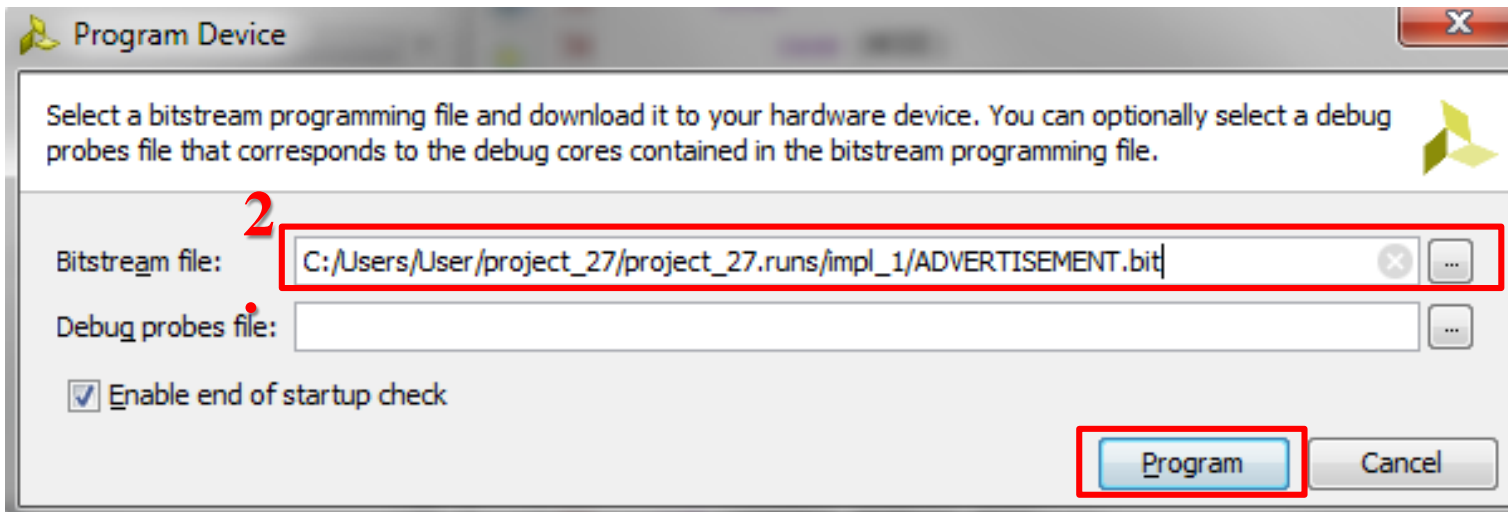
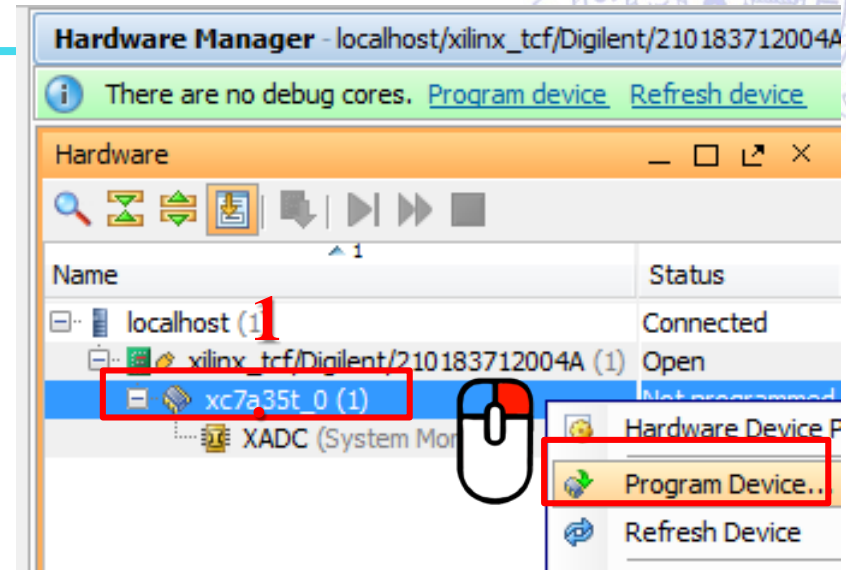
- Hardware Server Settings:
  - Server: localhost:3121
- Target Settings:
  - Target: xilinx\_tcf/Digilent/210183A2810CA
  - Frequency: 15000000

To connect to the hardware described above, click Finish.

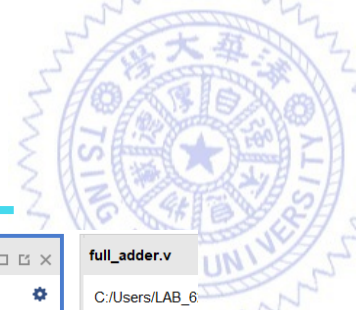
< Back    Next >    **Finish**    Cancel



# Program Device



# Program Device



**Program Device**

Select a bitstream programming file and download it to your hardware device. You can optionally select a debug probes file that corresponds to the debug cores contained in the bitstream programming file.

Bitstream file:  ...

Debug probes file:  ...

Enable end of startup check

**Hardware**

Name	Status
localhost (1)	Connected
xilinx_tcf/Digilent/210183A	Open
xc7a35t_0 (4)	Not programmed

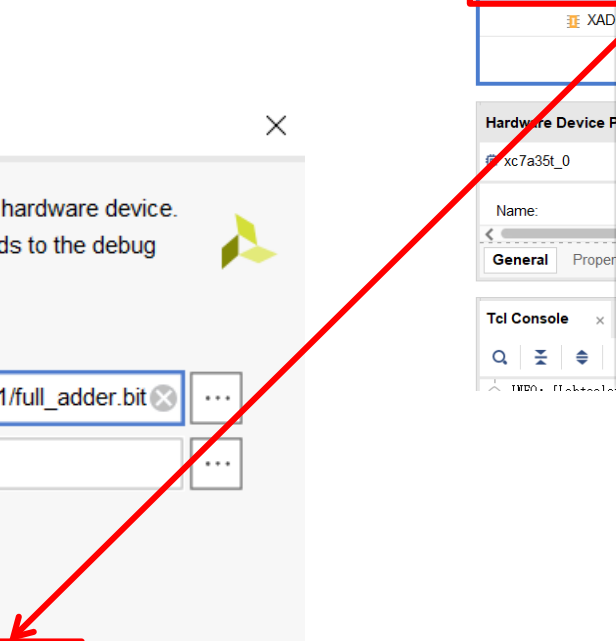
**Hardware Device Properties**

Name: xc7a35t\_0

**General** Properties

**Tcl Console**

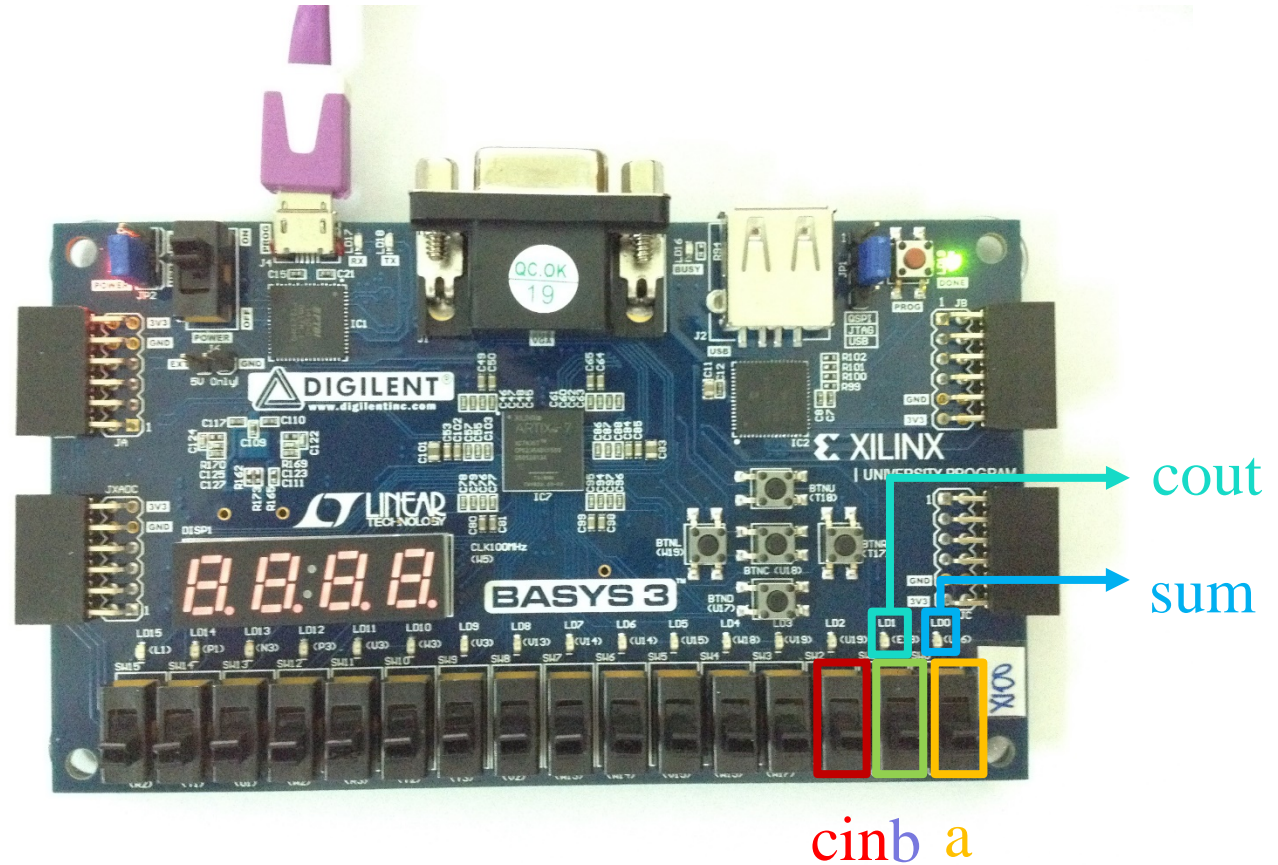
- Hardware Device Properties...
- Program Device...**
- Verify Device...
- Refresh Device
- Show Bus Plot...
- Add Configuration Memory Device...
- Boot from Configuration Memory Device...
- Program BBR Key...
- Clear BBR Key...
- Program eFUSE Registers...
- Export to Spreadsheet...



# Demo Lab1\_1



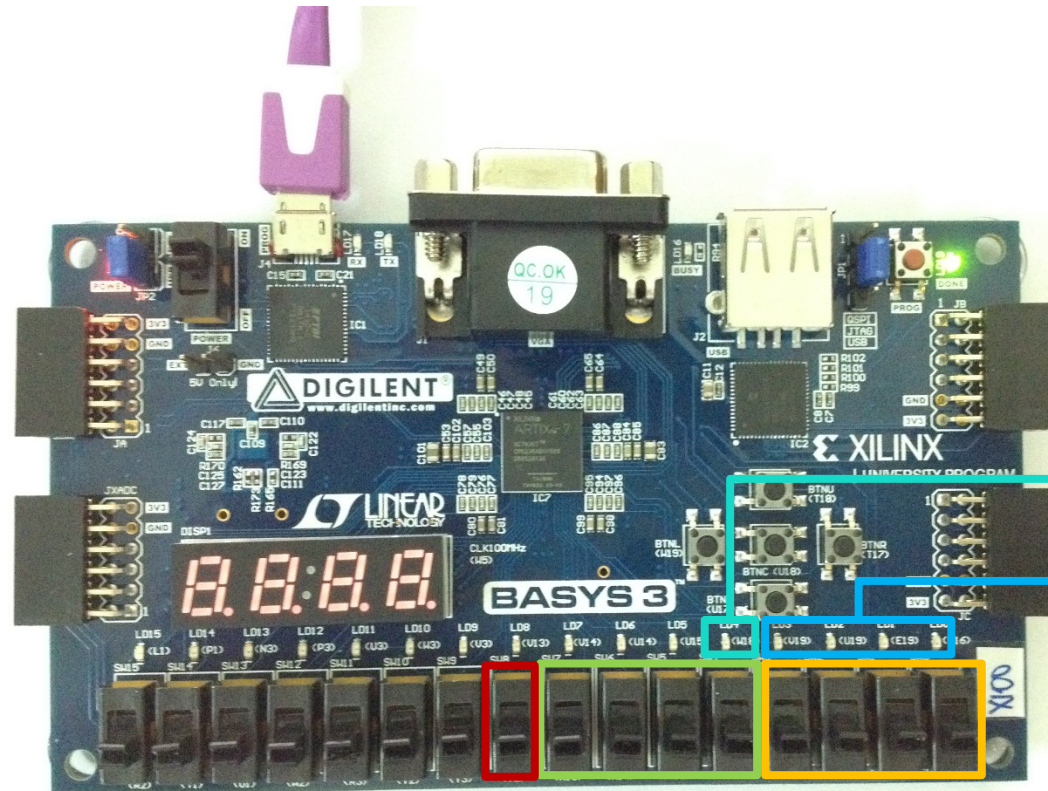
a = 1'b0  
b = 1'b0  
cin = 1'b0  
sum = 1'b0  
cout = 1'b0



# Practice Lab1\_4 (1/6)



$a = 4'b0000$   
 $b = 4'b0000$   
 $cin = 1'b0$   
 $sum = 4'b0000$   
 $cout = 1'b0$



cin

b

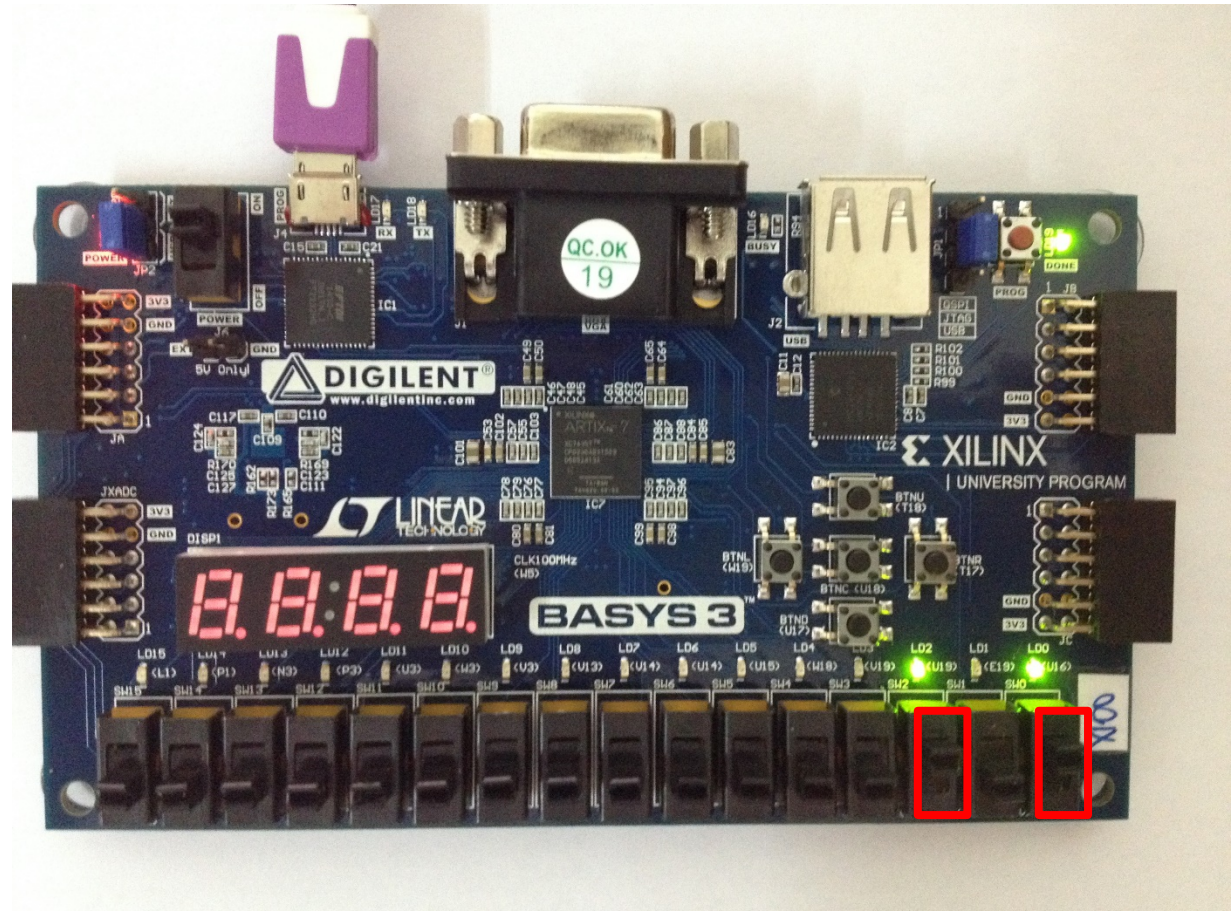
a

cout

sum



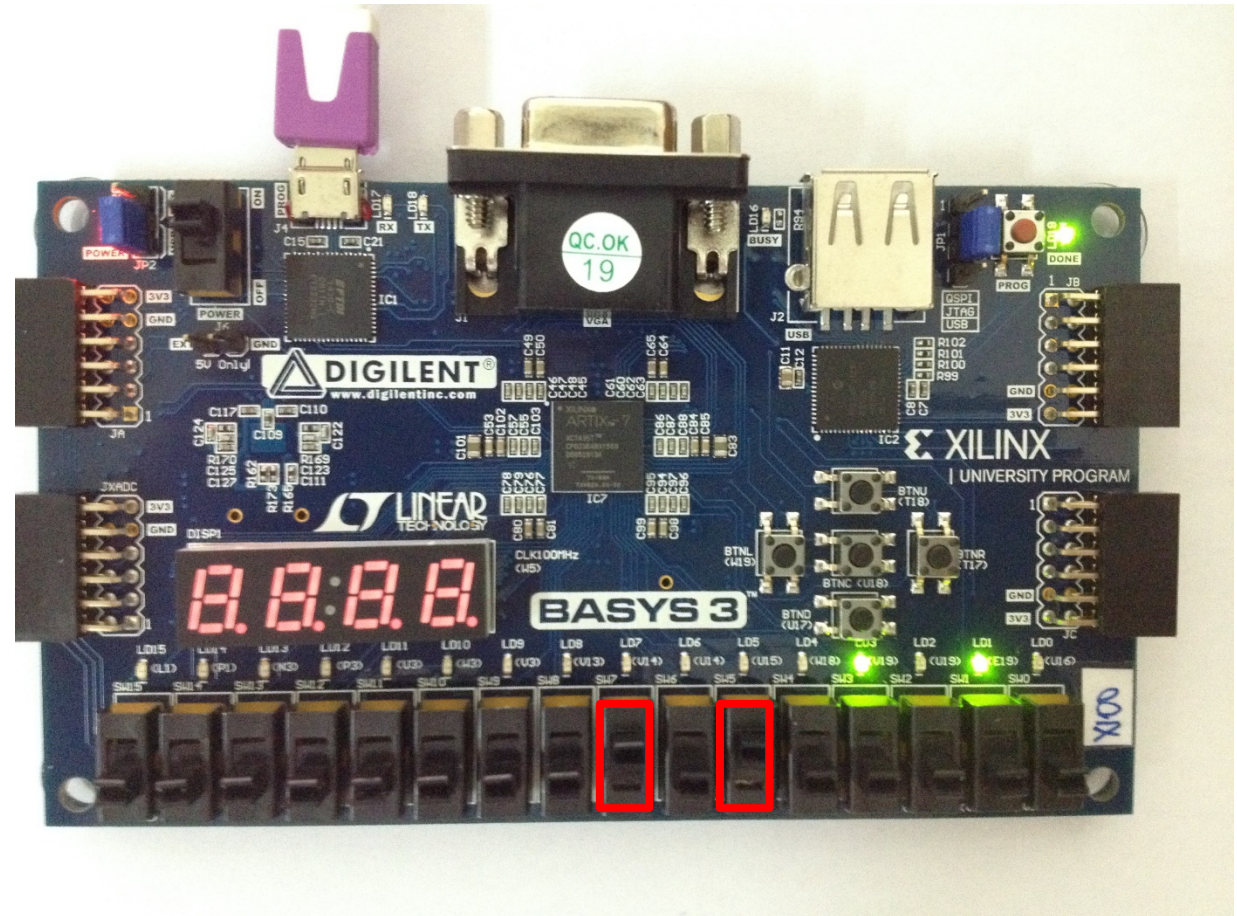
# Practice Lab1\_4 (2/6)



a = 4'b0101  
b = 4'b0000  
cin = 1'b0  
sum = 4'b0101  
cout = 1'b0



# Practice Lab1\_4 (3/6)

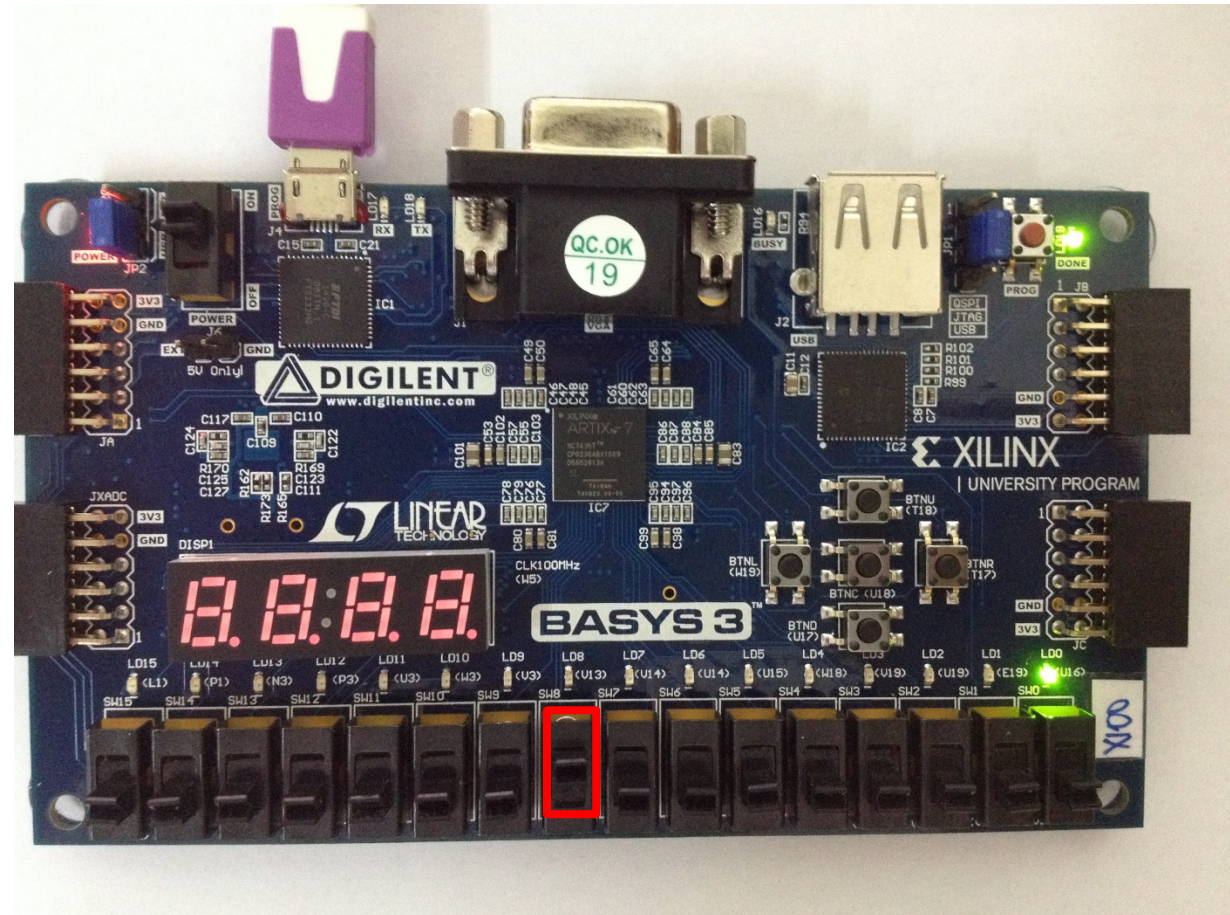


a = 4'b0000  
b = 4'b1010  
cin = 1'b0  
sum = 4'b1010  
cout = 1'b0

# Practice Lab1\_4 (4/6)

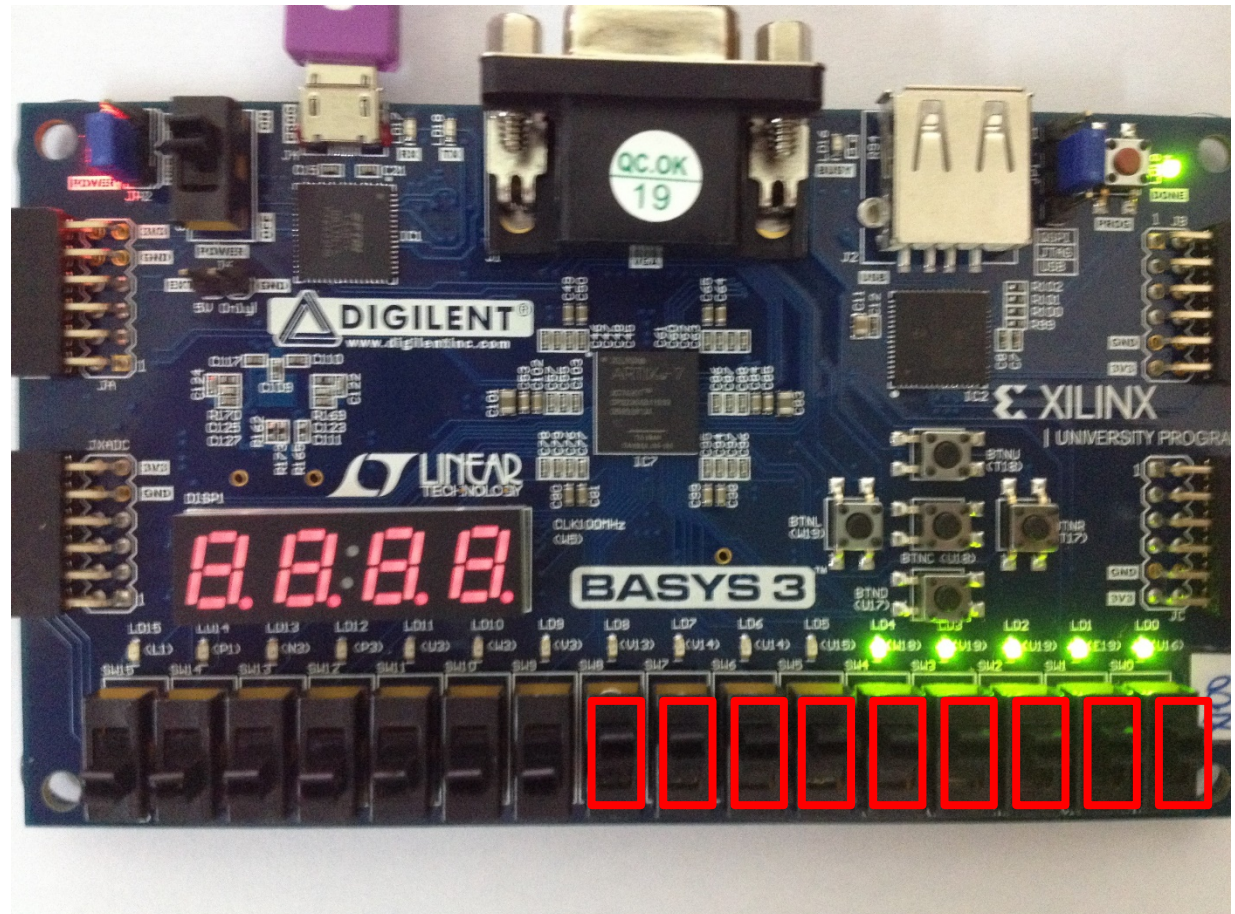


a = 4'b0000  
b = 4'b0000  
cin = 1'b1  
sum = 4'b0000  
cout = 1'b1



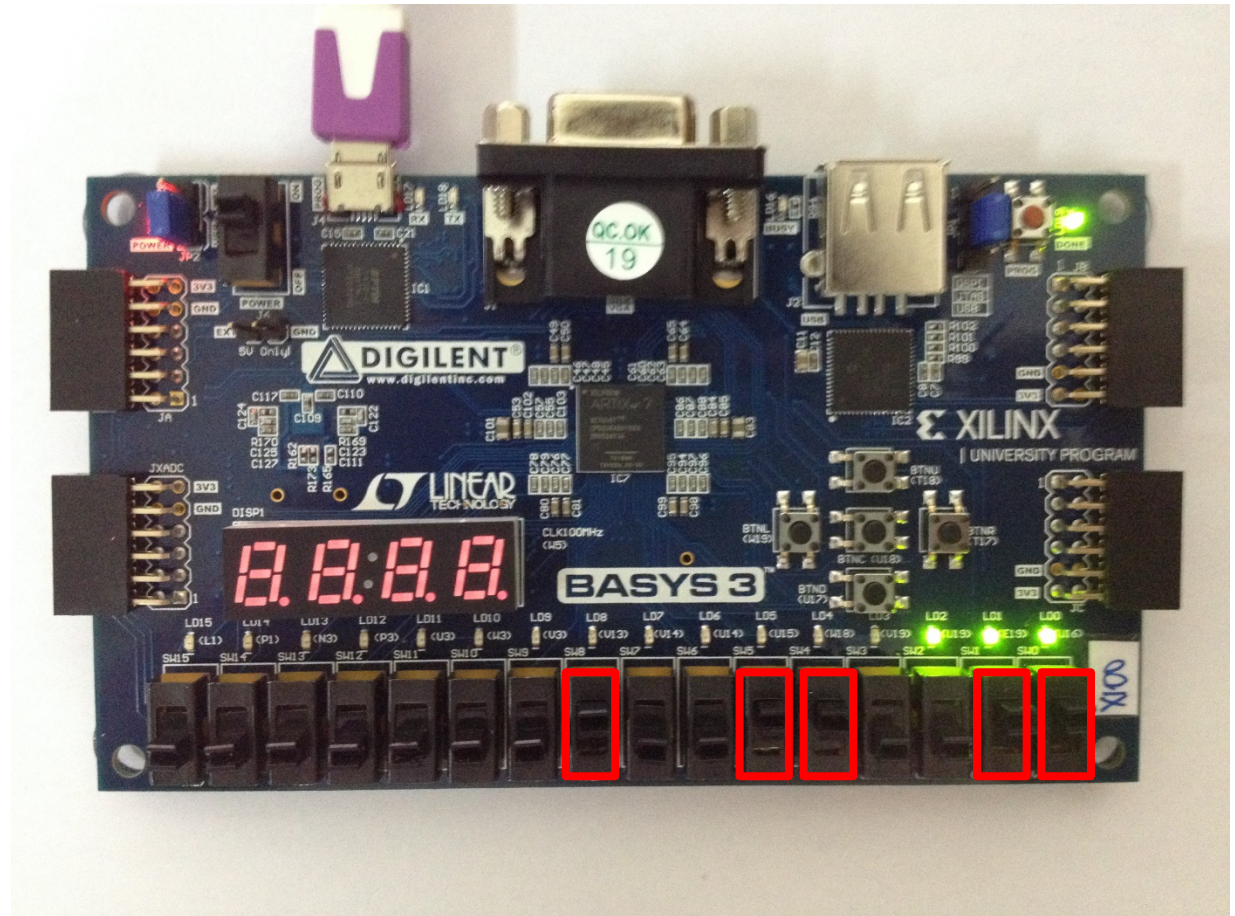


# Practice Lab1\_4 (5/6)



a = 4'b1111  
b = 4'b1111  
cin = 1'b1  
sum = 4'b1111  
cout = 1'b1

# Practice Lab1\_4 (6/6)



a = 4'b0011  
b = 4'b0011  
cin = 1'b1  
sum = 4'b0111  
cout = 1'b0