Quartus II Introduction

Software version: Quartus II 32-bit version 11.0 or later
Altera board: DE2 board
Topics to be covered:

I. Create a new project
II. Schematic design entry
III. Compiling the design
IV. Simulating the designed circuit
V. Pin assignment
VI. Programming and configuring the FPGA device
VII. Project with multiple design files

I. Creating a New Quartus II Project

1. Select **File > New Project Wizard.** Click **Next.**
2. You should create a new folder for each project. For this tutorial, I use "***C:\Ngo\classes\EC262-Fall2012\Quartus_Tutorial***" folder. Set this folder as the working directory. You will need to select a name for the project. Choose ***tutorial*** for both the project and the top-level design entity as shown in Figure 1. Then, click **Next.**

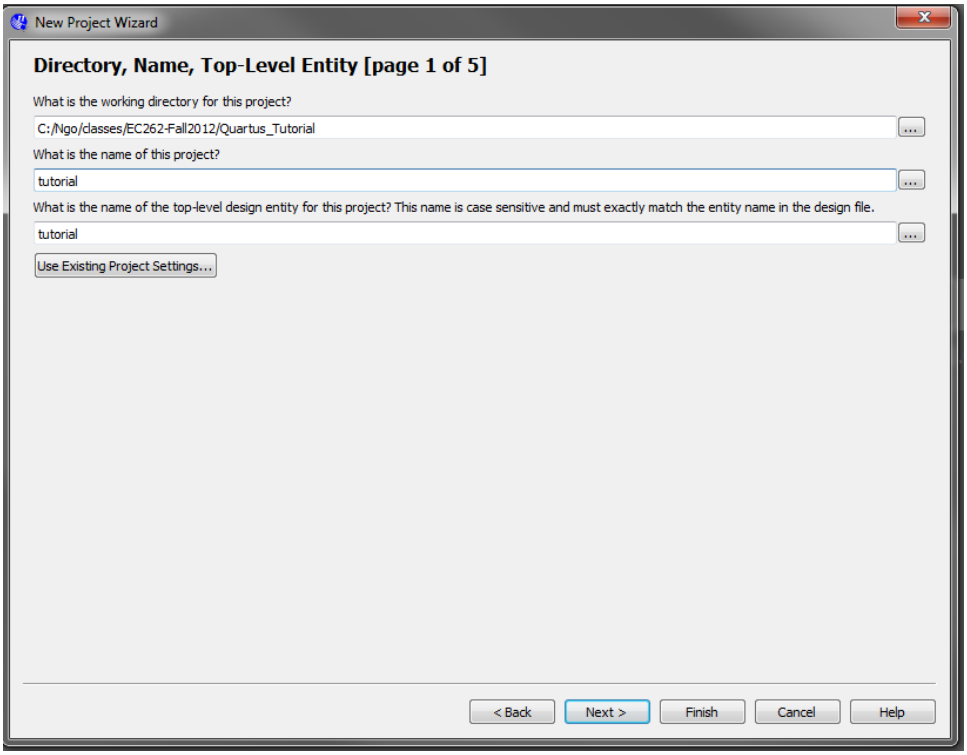


Figure 1. Creating a new project.

3. Specify any design files you want to include in this project. Assuming that we don't have any existing files, click **Next**.

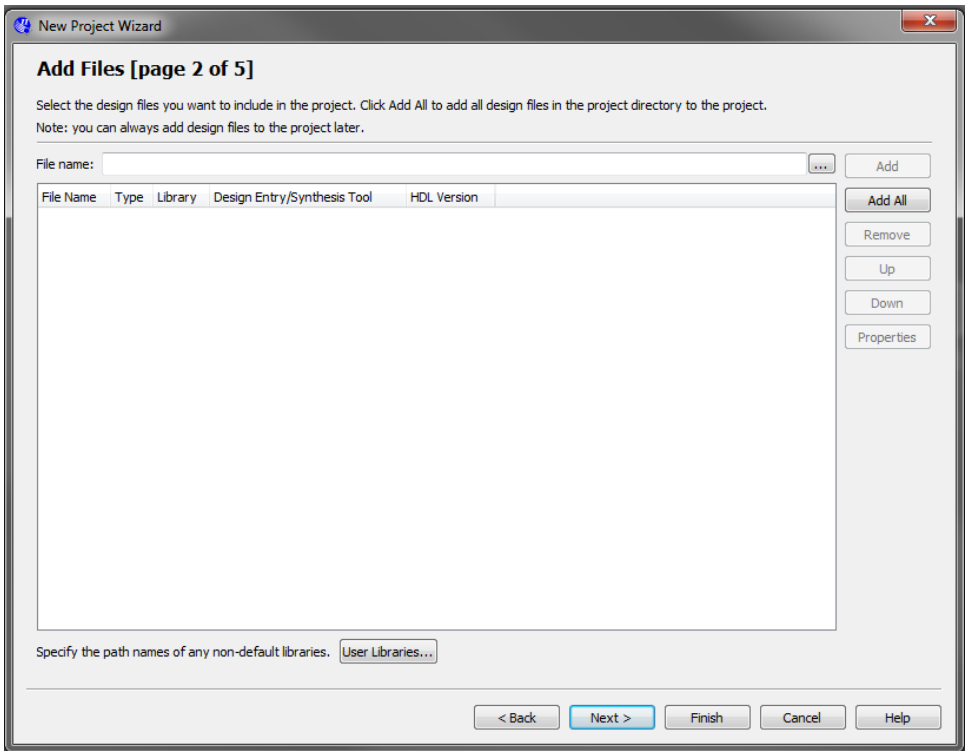


Figure 2. Adding existing files.

4. Specify the FPGA device as shown in Figure 3. Select **Cyclone II** from the **Family** drop down list. Select **EP2C35F672C6** from the **Available devices**.

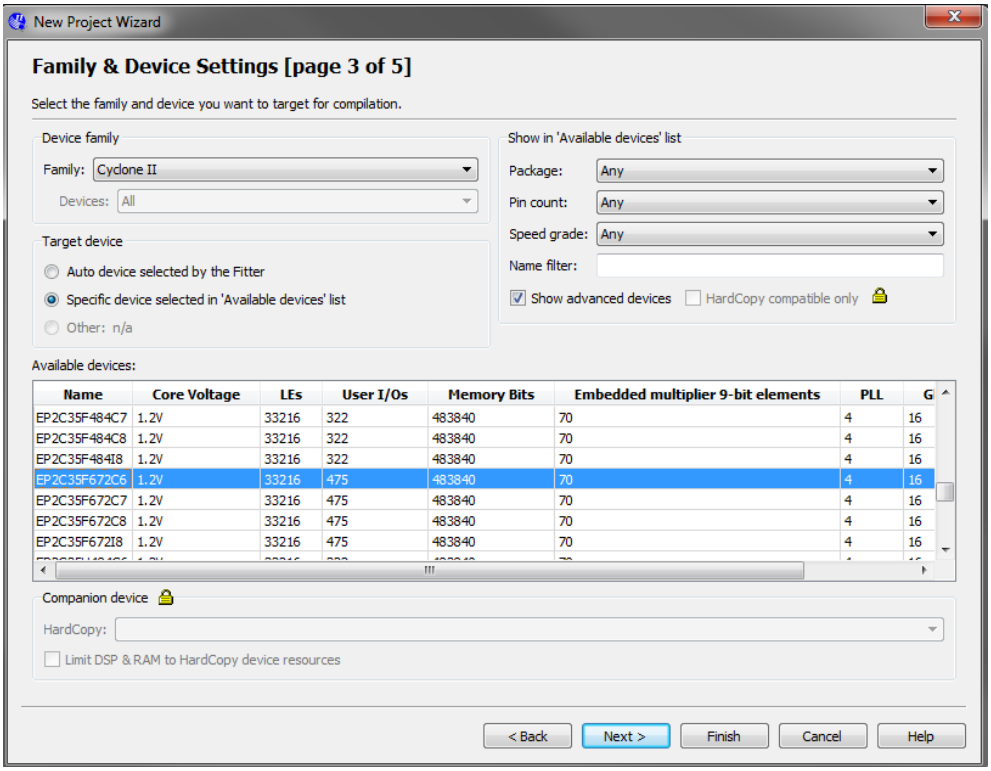


Figure 3. Selecting a device.

5. Keep all EDA Tools settings (Figure 4). Click **Next**.

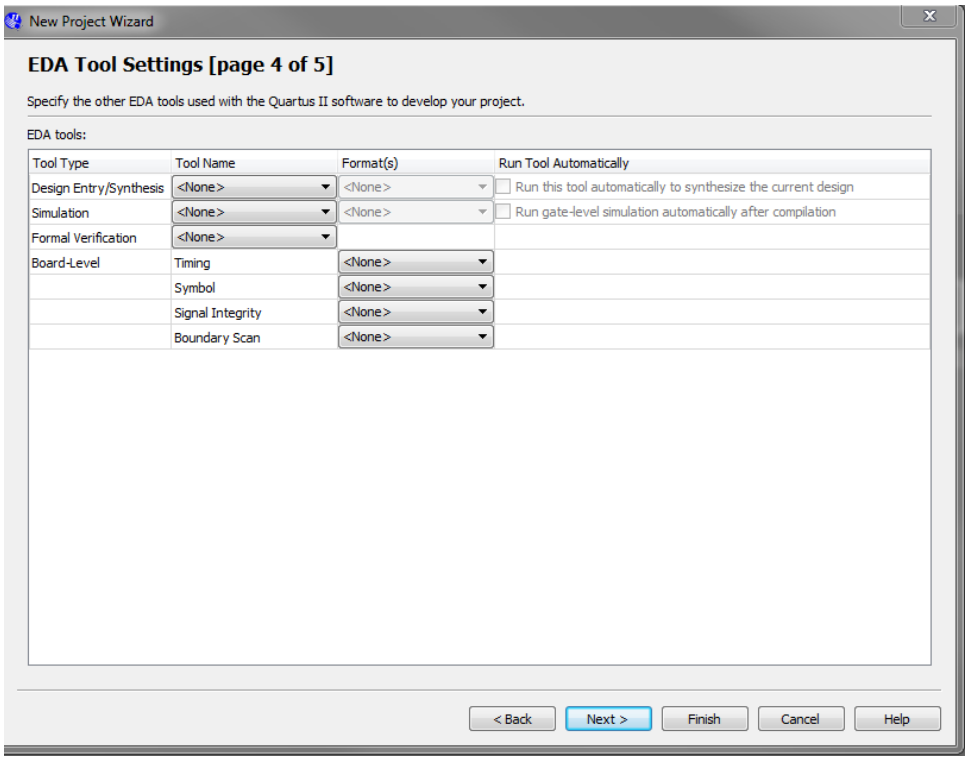


Figure 4. Setting EDA Tools (default).

6. Click **Next** at the Summary window.

7. Click **Finish**.

8. A new project named ***tutorial*** should be created in the Quartus window as shown in Figure 5.

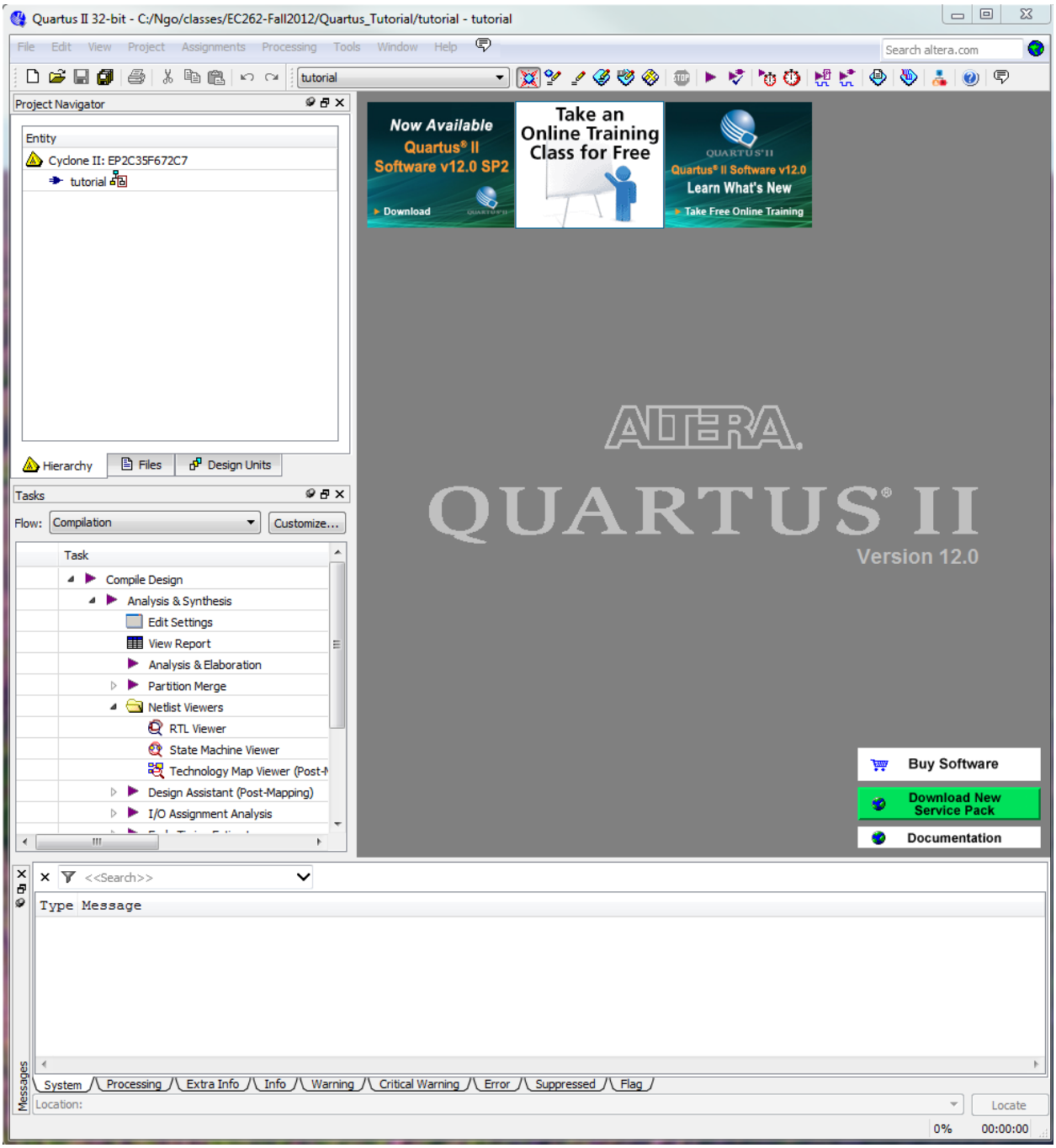


Figure 5. Quartus II window with a new project.

II. Creating a New Schematic Block Diagram

As a design example, we will use the two-way light controller circuit shown in Figure 6. The circuit can be used to control a single light from either of the two switches, x_1 and x_2. Note that this can be achieved by an XOR gate, but we will implement it using the gates shown.

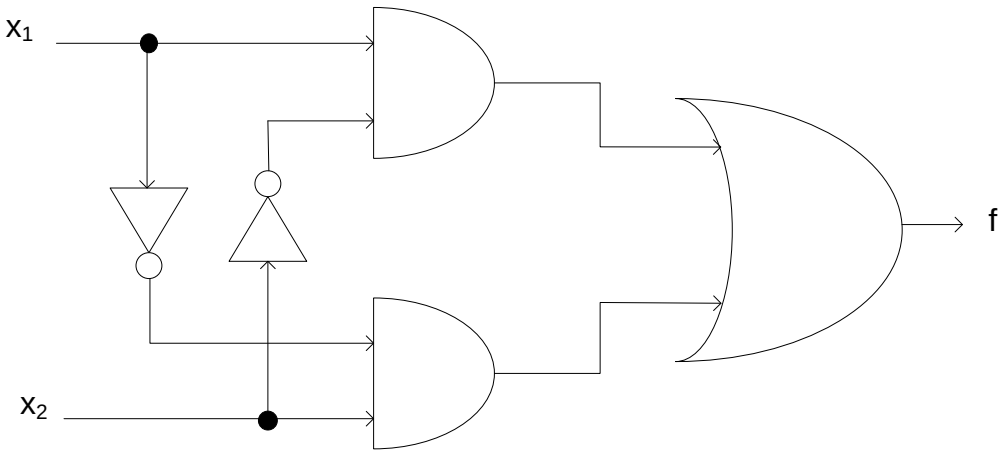


Figure 6. Light controller circuit with 2 switches.

Steps to create a new block diagram for the light controller circuit:

1. Select **File > New** to get the window in Figure 7, choose **Block Diagram/Schematic File**, and click OK.

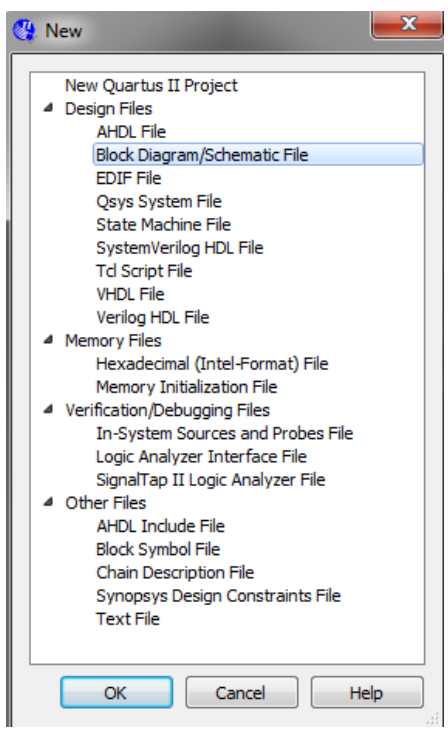


Figure 7. Creating a new block diagram

2. Specify a name for the file. Select **File > Save As**. Save this file in the same project directory (default) as ***light.bdf***. **Note that a filename must have no spaces**. Put a checkmark in the box **Add file to current project.** Click **Save.** This step should open a Graphic Editor window as shown in Figure 8.

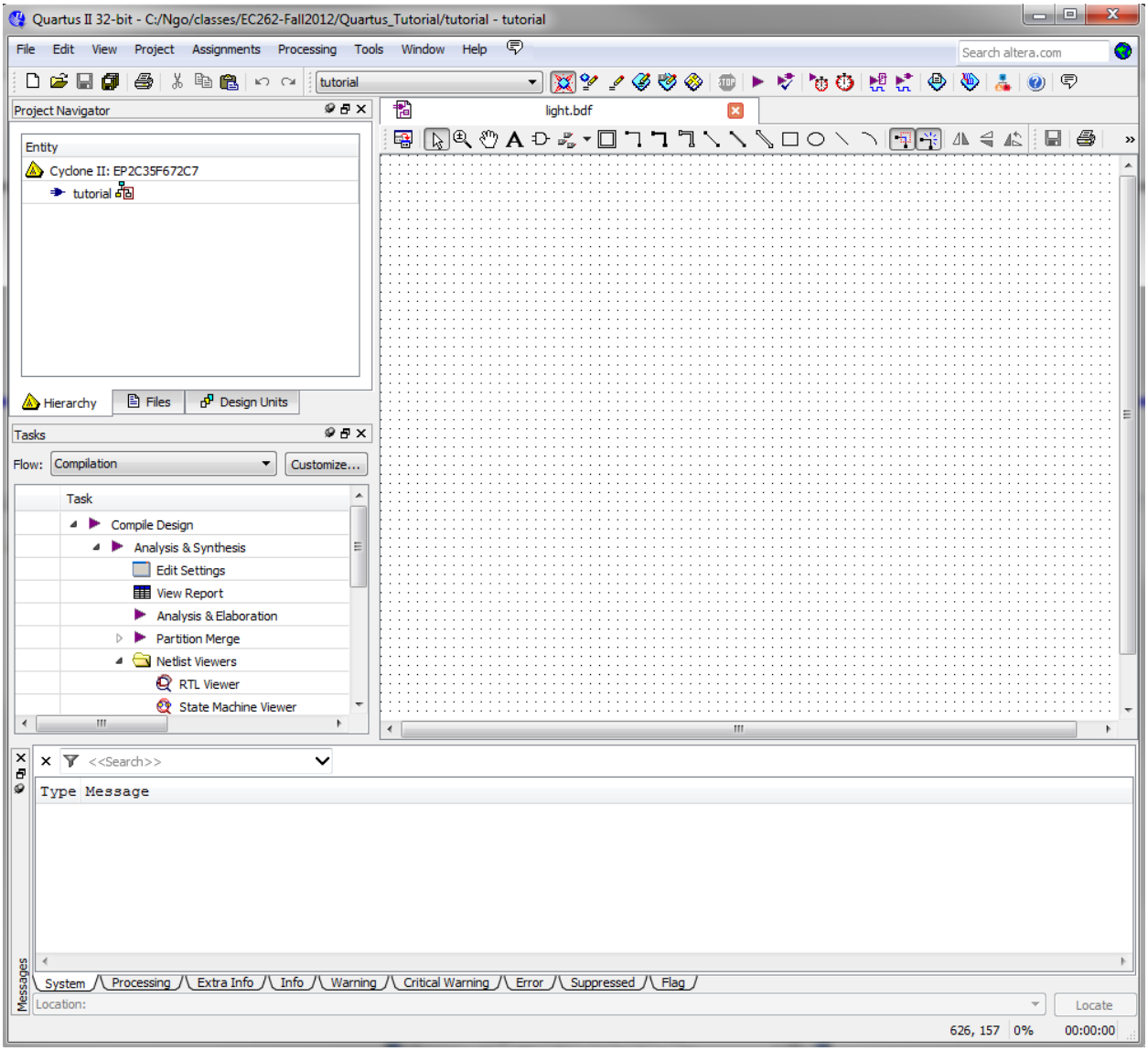


Figure 8. A Graphic Editor window.

3. Double click inside the Graphic Editor window to bring up the Symbol Importing window as shown in Figure 9. Select the item you want from the **Libraries** list box. To expand or contract the list click on the plus or minus sign respectively. Note that most items you need will be in the **primatives/logic or primatives/pin** folder. Alternatively, you may type the name of the item you want in the **Name** box from Table 1. ***and2*** (2-input AND gate) in this case. Click **OK**.

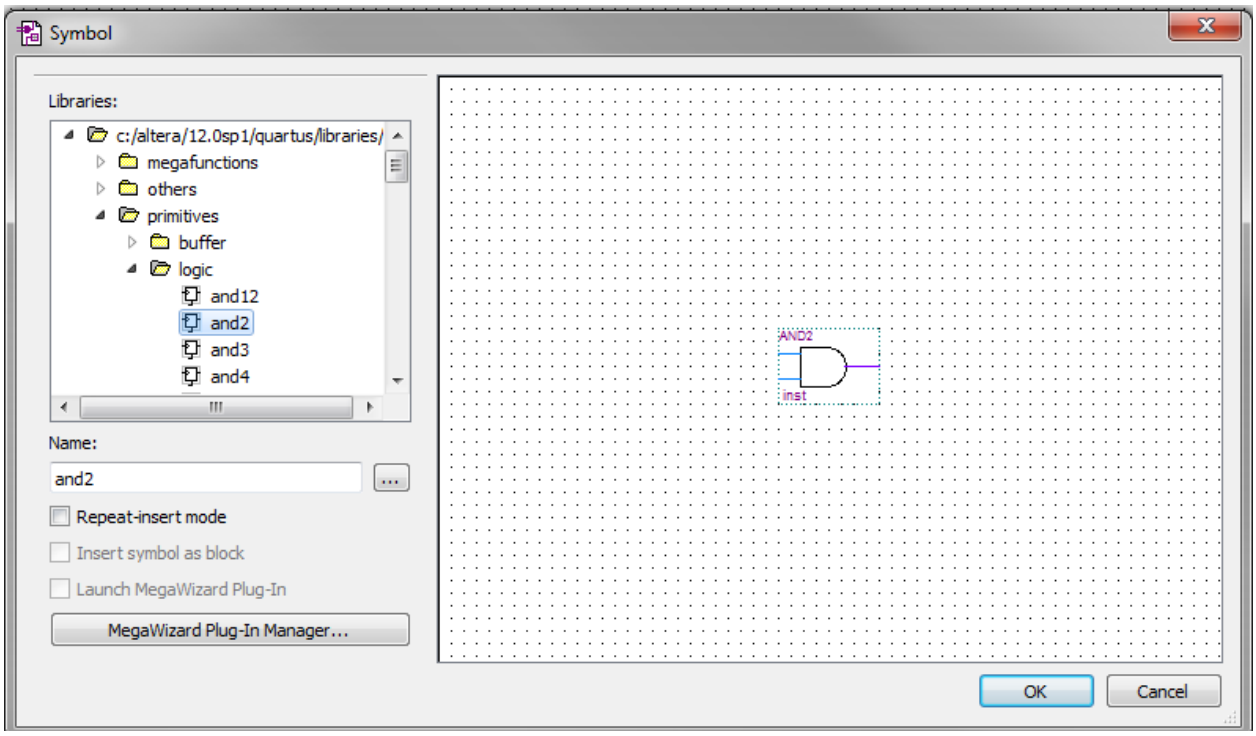


Figure 9. Importing a logic symbol from libraries.

Table 1. Devices and corresponding symbol names.

Device/Gate	Text Entry
Input	*input*
Output	*output*
2 Input AND	*and2*
3 Input AND	*and3*
2 Input OR	*or2*
Inverter	*not*
XOR	*xor*
2 Input NOR	*nor2*
JK FlipFlop	*jkff*
D FlipFlop	*dff*
T Flip Flop	*tff*
Freq Divider	*freqdiv*
Ground (low)	*gnd*
Vcc (high)	*vcc*

4. Using the mouse, move the symbol to a desirable location and click to place it there.

5. Repeat steps 3 and 4 to import one **and2**, one **or2**, and two **not** symbols. You can rotate a symbol by clicking on the symbol to select it, **right click > Rotate by Degrees.**

6. Import 2 inputs and 1 output symbols.

7. Assign name to input and output symbols. For example, double click on the first input and type ***x1*** in the **Pin name(s)** box as shown in Figure 10. Assign ***x2*** to the second input and ***f*** to the output symbols.

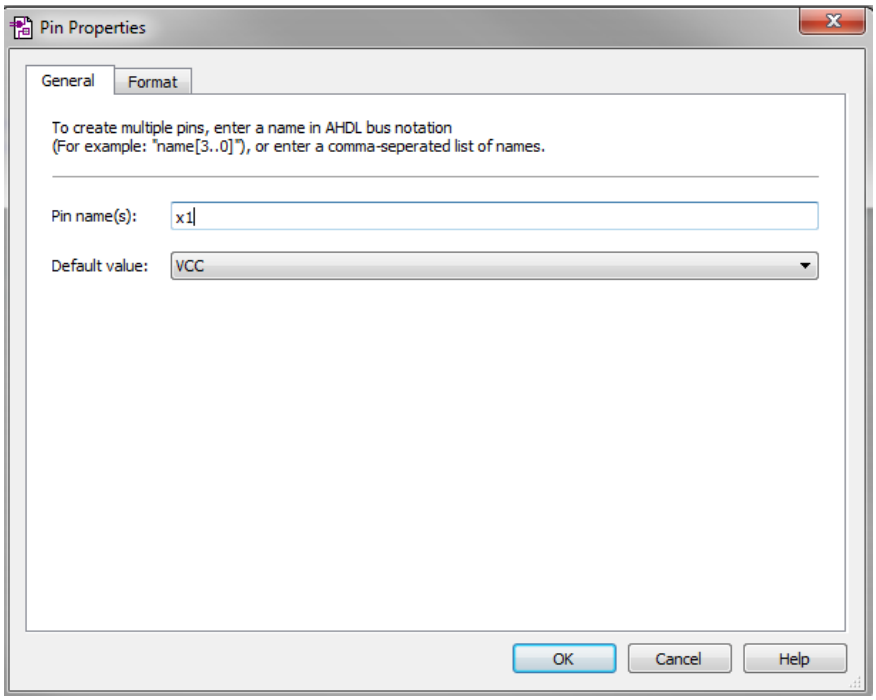


Figure 10. Assigning input name.

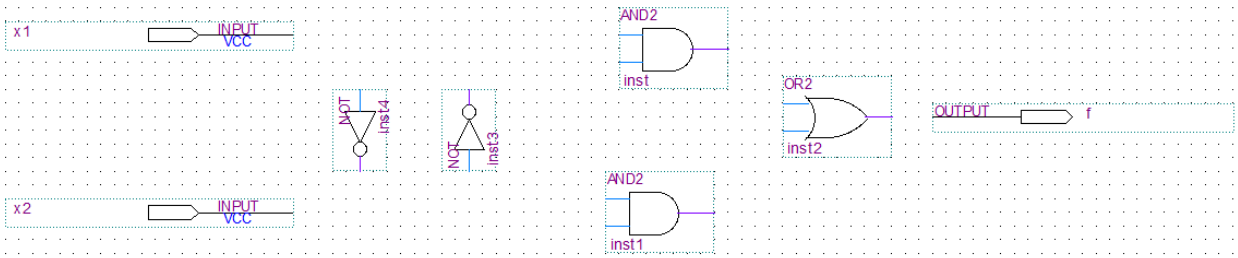


Figure 11. Assigning names to input and output symbols.

8. Connect the symbols by drawing lines (wires) with the Orthogonal Node Tool (icon).

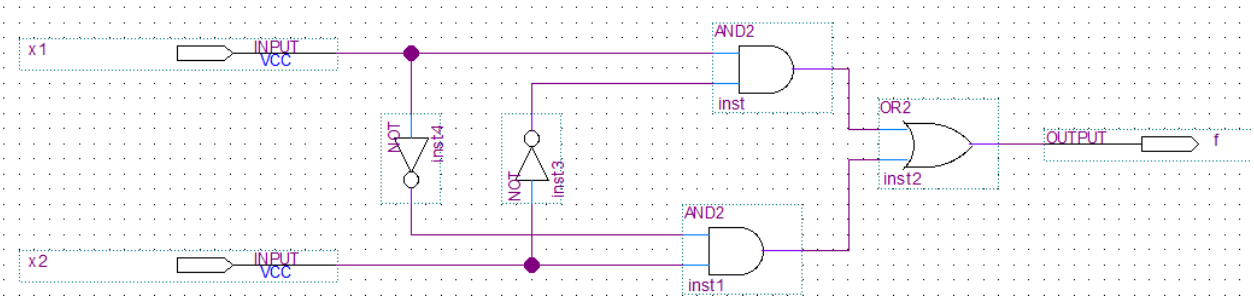


Figure 12. Block diagram for a light controller circuit.

9. Save the file.

III. Compiling the Design File/Circuit

1. From the Quartus II window, click on the **Files** tab. Right click file that you want to compile (***light.bdf***) and **Set as Top-Level Entity**. This step instructs the compiler to look for the correct design file to compile.

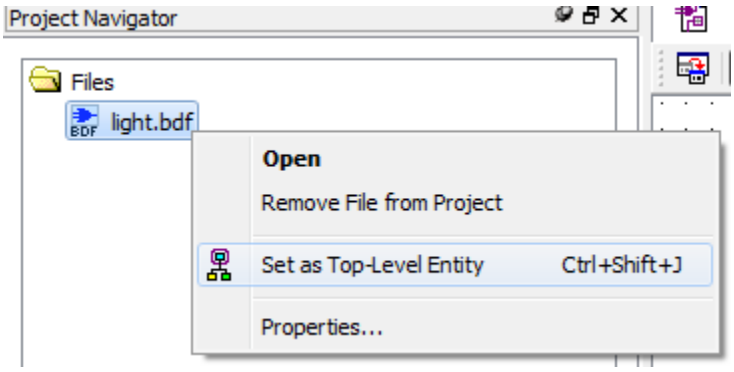
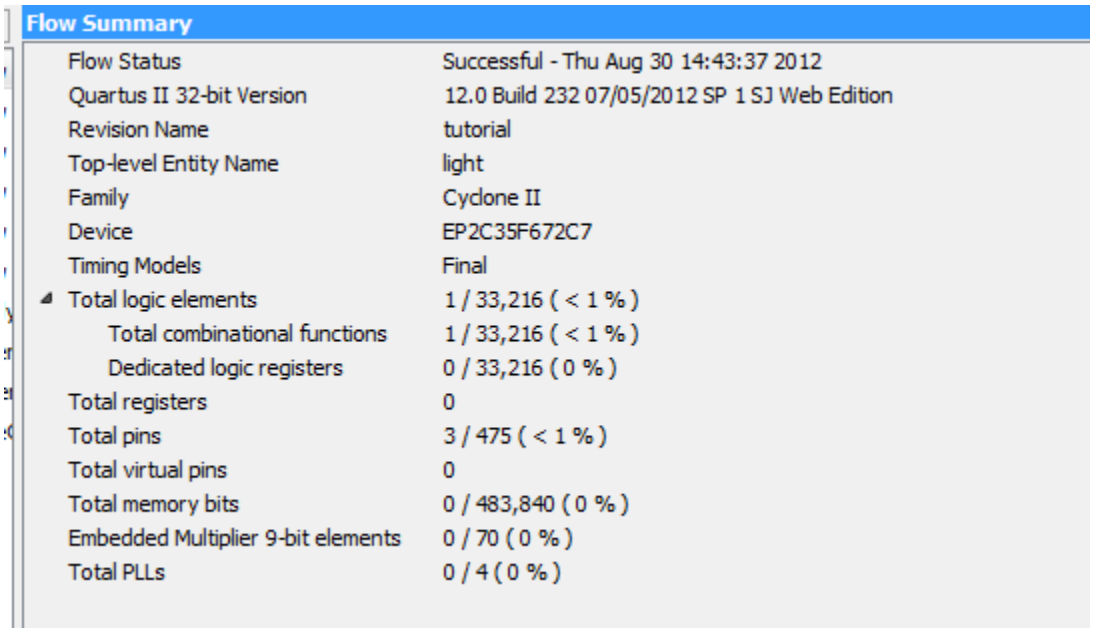


Figure 13. Setting the top-level entity.

2. Run the Compiler by selecting **Processing > Start Compilation.** Alternatively, you may clicking on the toolbar icon that looks like a purple triangle. When the compilation is finished with no errors, a summary window will be displayed as shown in Figure 14. If errors occur, the compiler should indicate what these errors are in the message box. Warnings can be ignored.



Flow Summary	
Flow Status	Successful - Thu Aug 30 14:43:37 2012
Quartus II 32-bit Version	12.0 Build 232 07/05/2012 SP 1 SJ Web Edition
Revision Name	tutorial
Top-level Entity Name	light
Family	Cyclone II
Device	EP2C35F672C7
Timing Models	Final
Total logic elements	1 / 33,216 (< 1 %)
Total combinational functions	1 / 33,216 (< 1 %)
Dedicated logic registers	0 / 33,216 (0 %)
Total registers	0
Total pins	3 / 475 (< 1 %)
Total virtual pins	0
Total memory bits	0 / 483,840 (0 %)
Embedded Multiplier 9-bit elements	0 / 70 (0 %)
Total PLLs	0 / 4 (0 %)

Figure 14. Summary of a successful compilation.

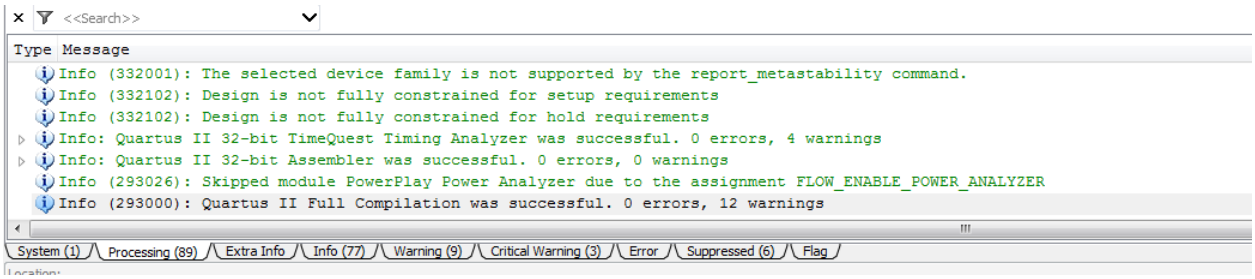


Figure 15. Message box indicates 0 errors, 12 warnings.

Note that every time a change is made to the any files, the project must be saved and compiled again.

IV. Simulating the Designed Circuit

Before implementing the designed circuit in the FPGA chip, it is important to simulate it to verify the correct functionality of the circuit. Use the Qsim tools to simulate the designed circuit. First, we need to create waveforms for all the input signals of the circuit. The simulator will generate the output waveforms after successful simulation.

1. Open the **QSim** tool from Desktop or **Start > All Programs > Altera > University Program > Simulation Tools > Altera U.P. Simulator**.

2. Select **File > Open Project** and browse to your project directory and select the ***tutorial.qpf*** project file.

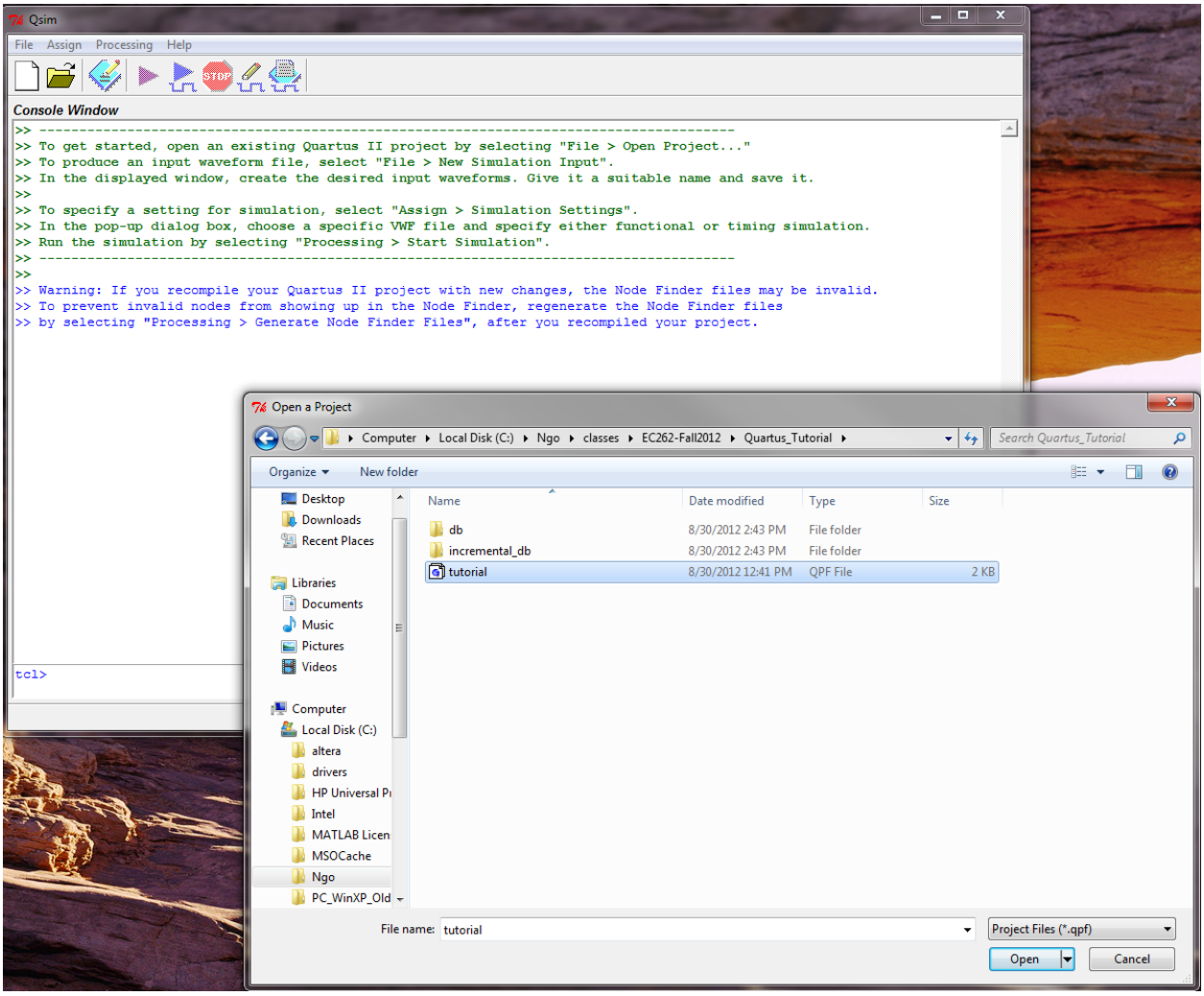


Figure 16. Open project file in QSim tool.

3. Select **Processing > Generate Node Finder Files.**

4. Select **File > New Simulation Input File**. A simulation waveform editor will be displayed as shown in Figure 17.

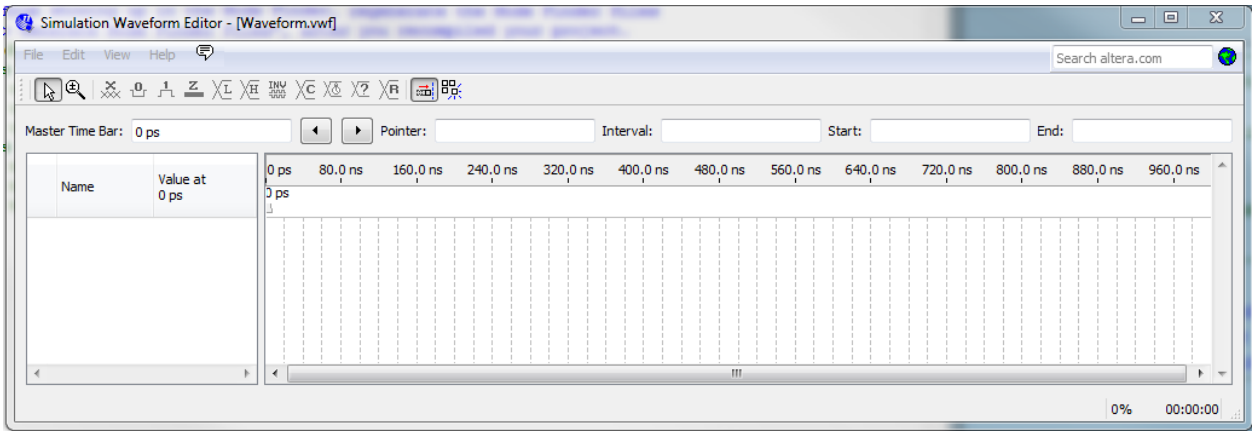


Figure 17. Simulation Waveform Editor.

5. From the Simulation Waveform Editor window, Select **File > Save As** and save the file as ***light.vwf*** **in the same project directory**.

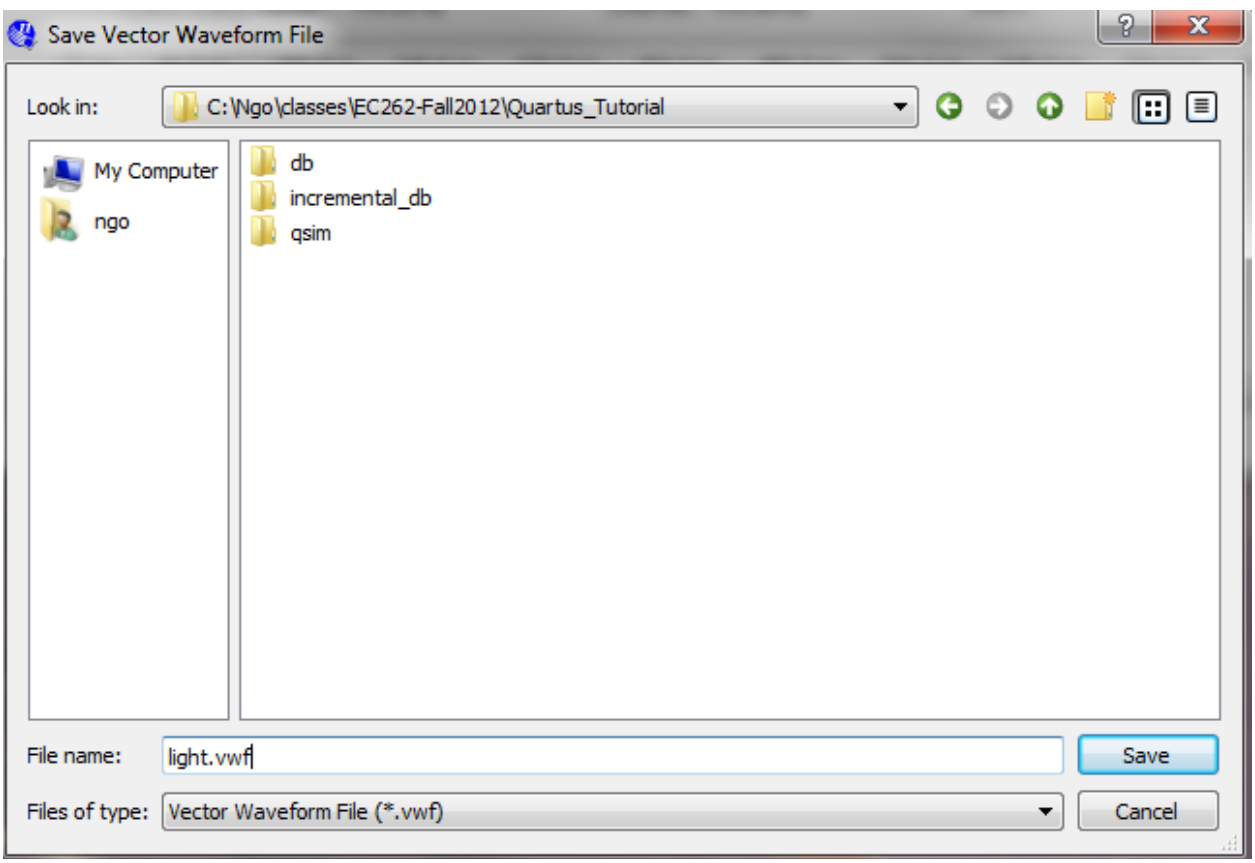


Figure 18. Saving the new input waveform file.

6. Set the simulation time by selecting **Edit > Set End Time** from the Waveform Editor. Entering 1us for the simulation time.

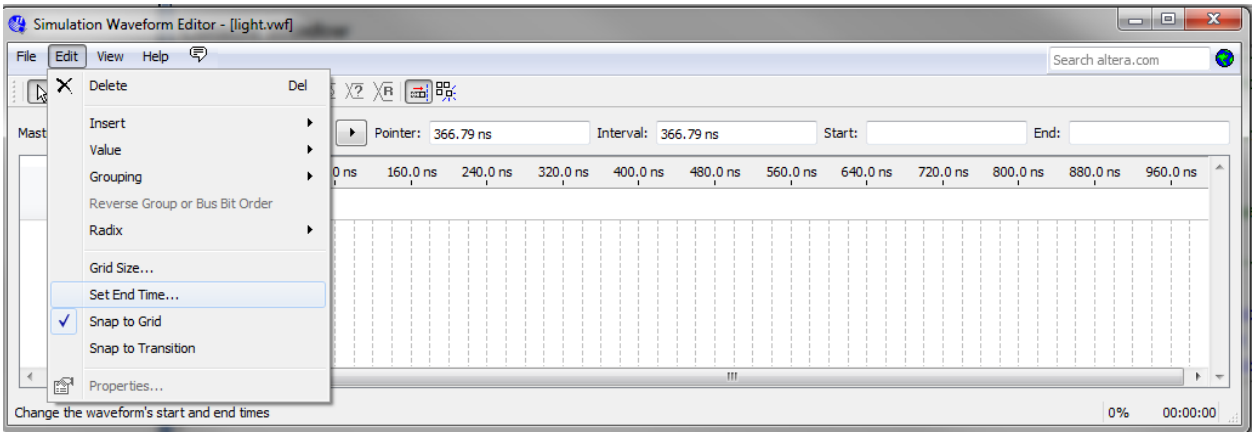


Figure 19. Setting simulation time.

7. Add input and output signals. Click **Edit > Insert > Insert Node or Bus** (or right click on the left pane of the waveform **> Insert Node or Bus**) to open a node finder window.

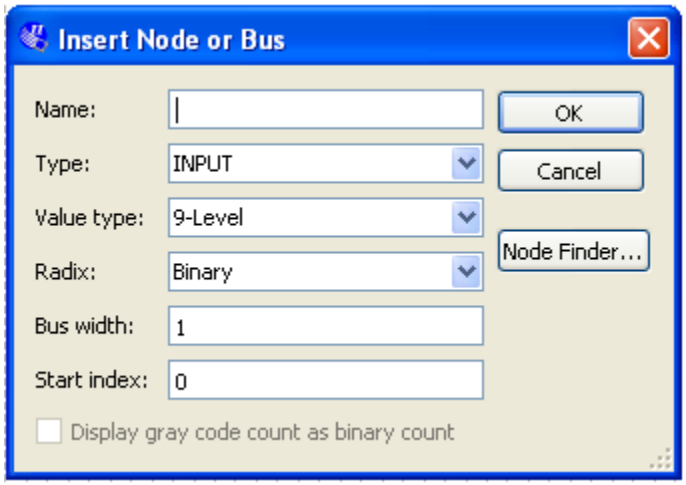


Figure 20. Insert Node or Bus window.

8. Click **Node Finder** button. Make sure to select **Pins: all** from the drop down list of the **Filter** field then click **List** button.

9. Click **>>** button.

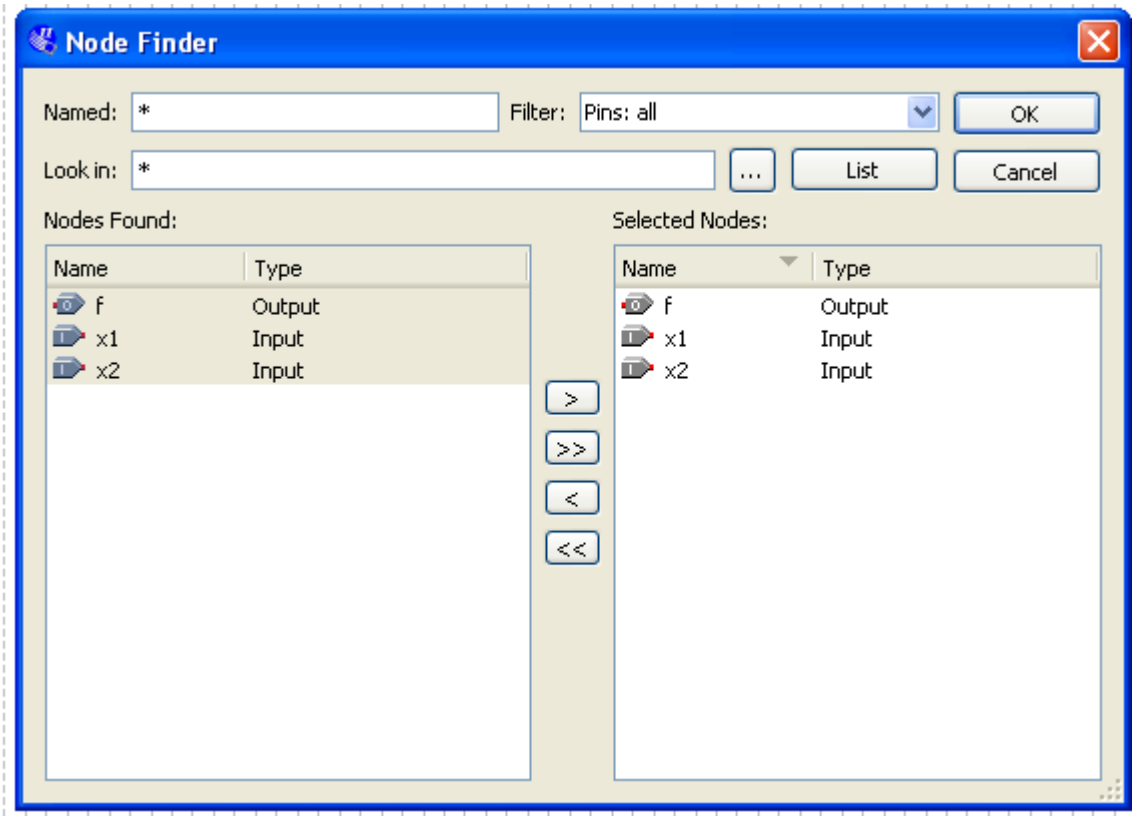


Figure 20. Node finder window.

10. Click **OK** button to close **Node Finder** window. Again, Click **OK** button close **Insert Node or Bus** window.

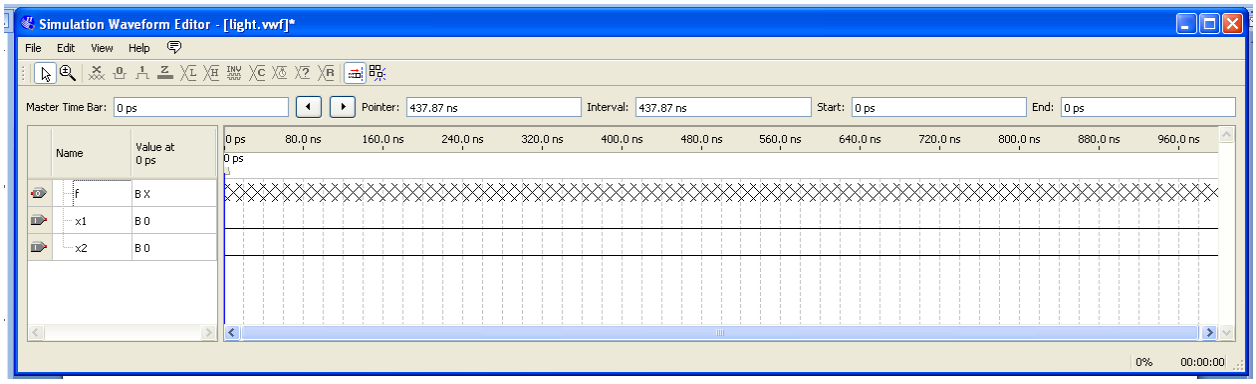


Figure 21. Waveform file with inputs and output.

11. Note that it is possible to rearrange the waveforms. To move a waveform up or down in the Waveform Editor window, click within the node's row (i.e. on its name, icon, or value) and release the mouse button. The waveform is now highlighted to show the selection. Click again on the waveform and drag it up or down in the Waveform Editor. **Move f waveform to the bottom.**

12. Specify logic values for all input waveforms. Ideally, we want to specify all possible combinations of the input signals. For large circuit, it may not be possible to generate all possible combinations, so we have to select a small but representative number of combinations. For this example, it is simple enough to generate all combinations of input signals.

13. Click on waveform ***x2*** to highlight it. Then click the Count Value icon ( ). Enter 20ns in the **Count every** field. Click **OK** button.

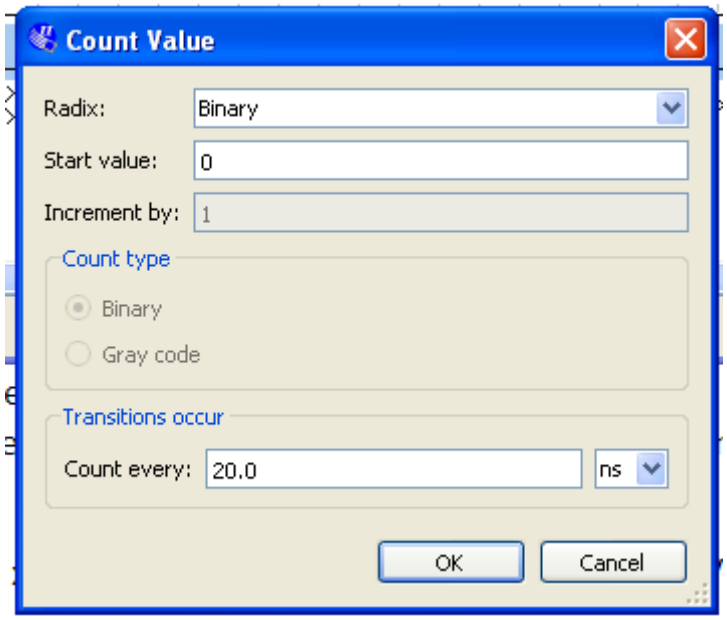


Figure 22. Simulating input signal x2 to toggle every 20 ns.

14. Click on waveform ***x1*** to highlight it. Then click the Count Value icon ( ). Enter 40ns in the **Count every** field. Note that all combinations of the two input waveforms x1 and x2 are generated within the first 80 ns of the simulation window (they repeat the same patterns after that).

15. Sometimes you will need to modify the input signals manually for specific time periods to better simulate the circuit behavior. For instance, in this example, only one switch should be changed at a time. However, with the current settings, both switches are sometimes changed at the same time. Click on x2 waveform at 40ns mark, hold and drag the mouse to 60ns mark and release the mouse to highlight that duration (40ns to 60ns).

16. Click **Forcing High (1)** icon ( ) to set x2 to logic 1 between 40ns and 60ns.

17. Repeat to set x2 to logic 0 between 60ns and 80ns marks.

18. The final input waveform file is shown in Figure 25. Note that all possible combinations of switches x1 and x2 are generated appropriately between 0 and 160ns marks.

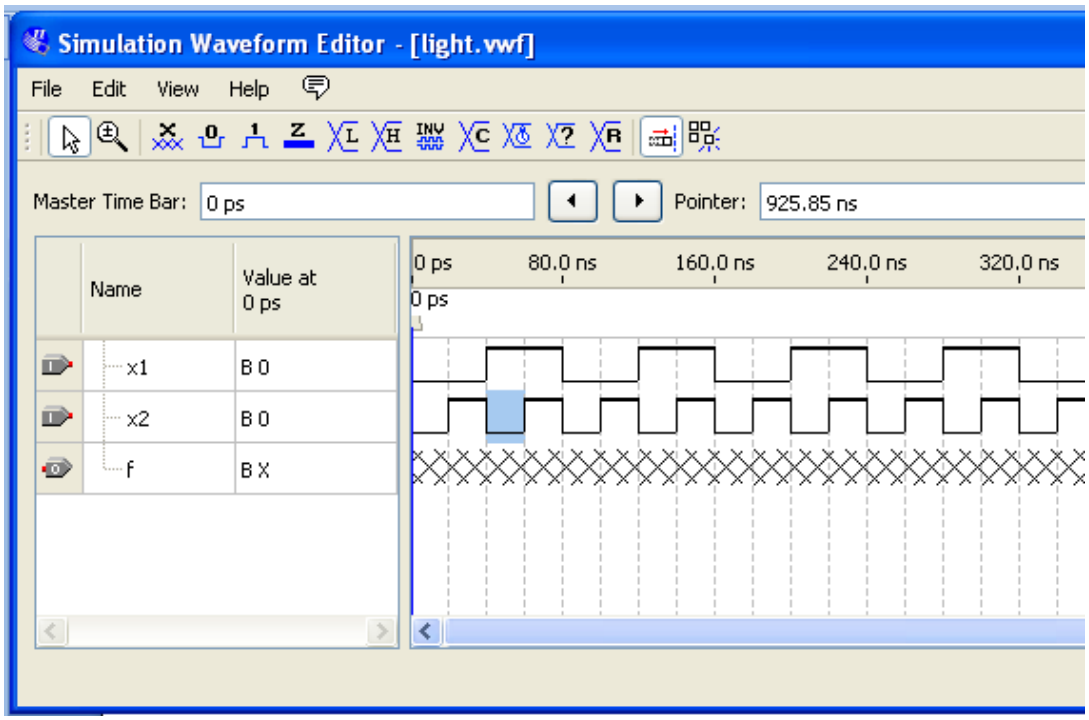


Figure 23. Selecting and highlighting x2 between 40ns and 60ns duration.

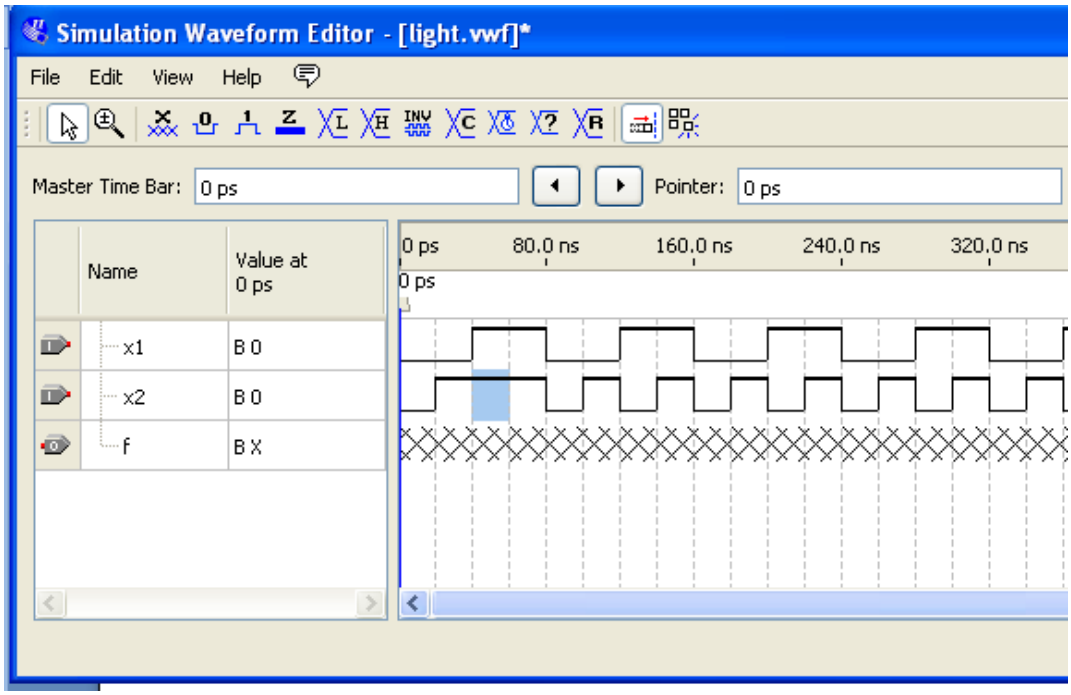


Figure 24. Setting x2 to logic 1 between 40ns and 60ns.

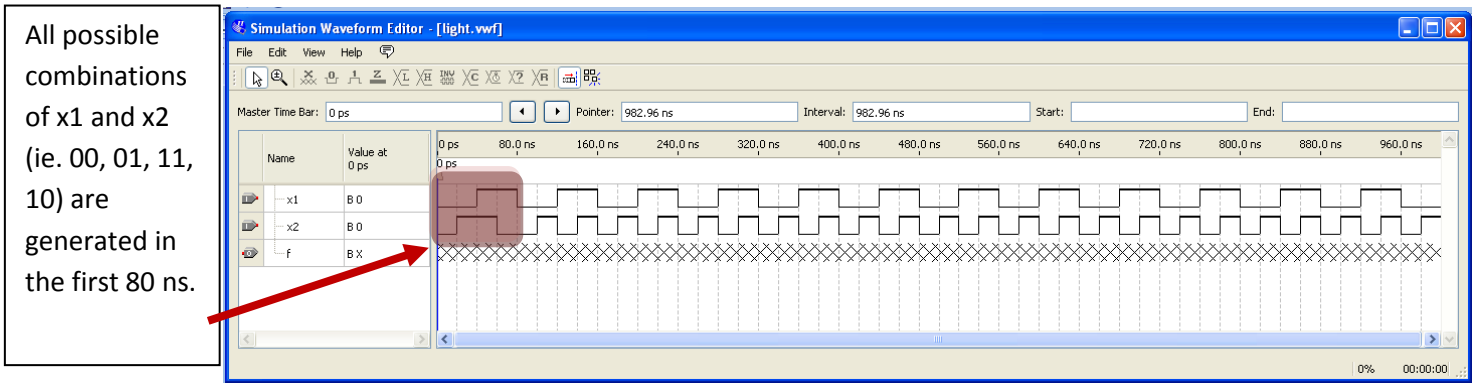


Figure 25. Input waveforms.

19. Save the input waveform file.

20. To verify the correctness of the circuit, perform **functional simulation**. To include propagation delay of the circuit in the simulation, perform **timing simulation**. We will use functional simulation in this example.

21. From the QSim window, click **Assign > Simulation Settings...** Then use the **Browse** button to select the input waveform file ***light.vwf*** file. Choose **Functional** as the simulation type, and click **OK**.

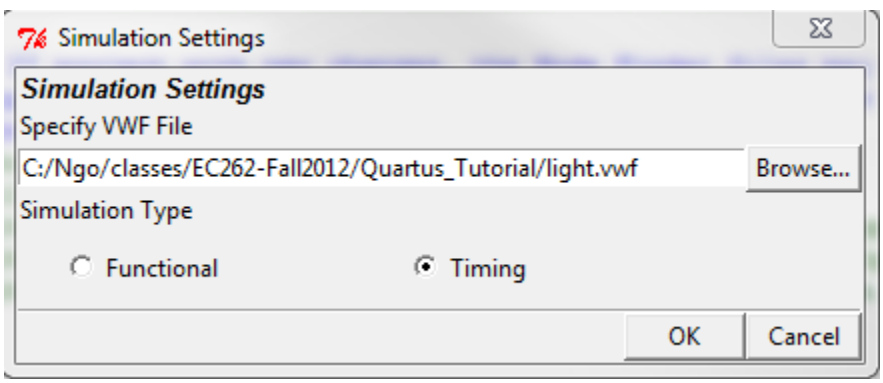


Figure 26. Simulation settings.

22. Select **Processing > Generate Simulation Netlist**.

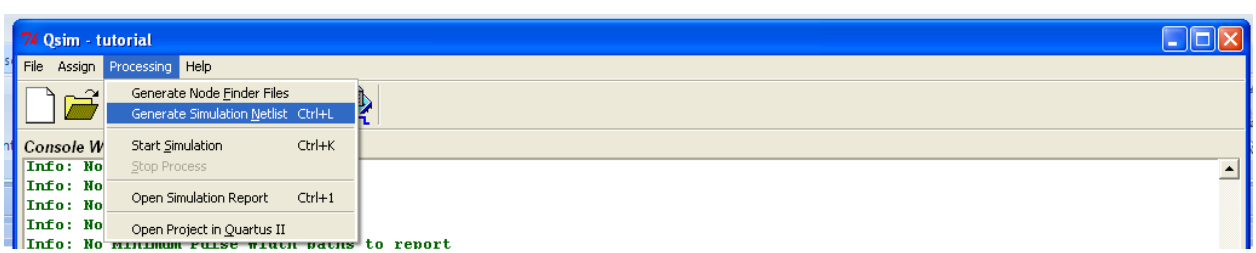


Figure 27. Generating Simulation Netlist for functional simulation mode.

23. Select **Processing > Start Simulation.**

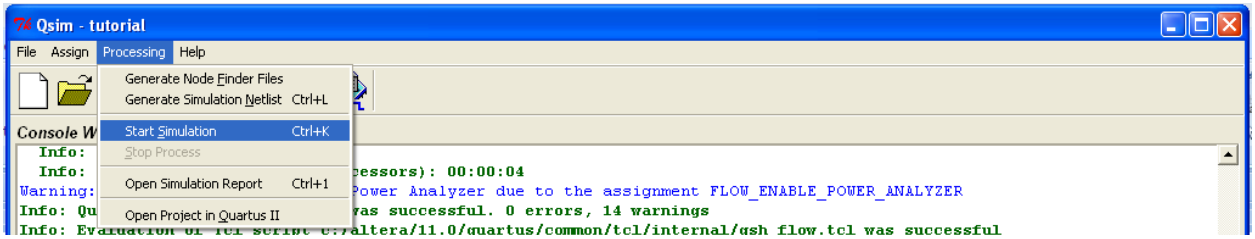


Figure 28. Starting simulation.

24. Quartus II software should indicate its successful completion. Click **OK** button until a Simulation Waveform Report is displayed as shown in the Figure below. Note that the output waveform f is generated based on the behavior of the designed circuit. Verify its correctness. Note that you only need to verify the output of circuit in the first 80ns.

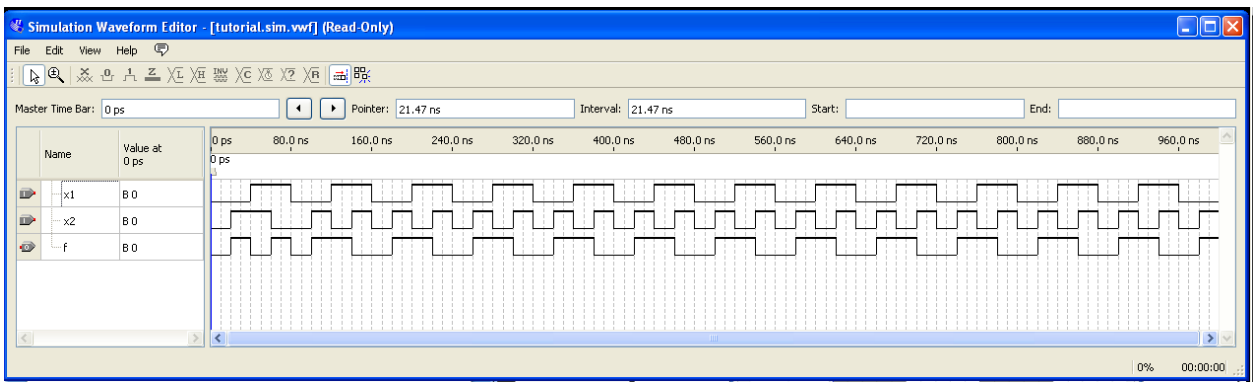


Figure 29. Simulation Report.

25. Exercise: repeat the simulation using timing simulation mode (QSim **Assign > Simulation Settings > Timing Simulation**). The output should show propagation delay as illustrated in the figure below.

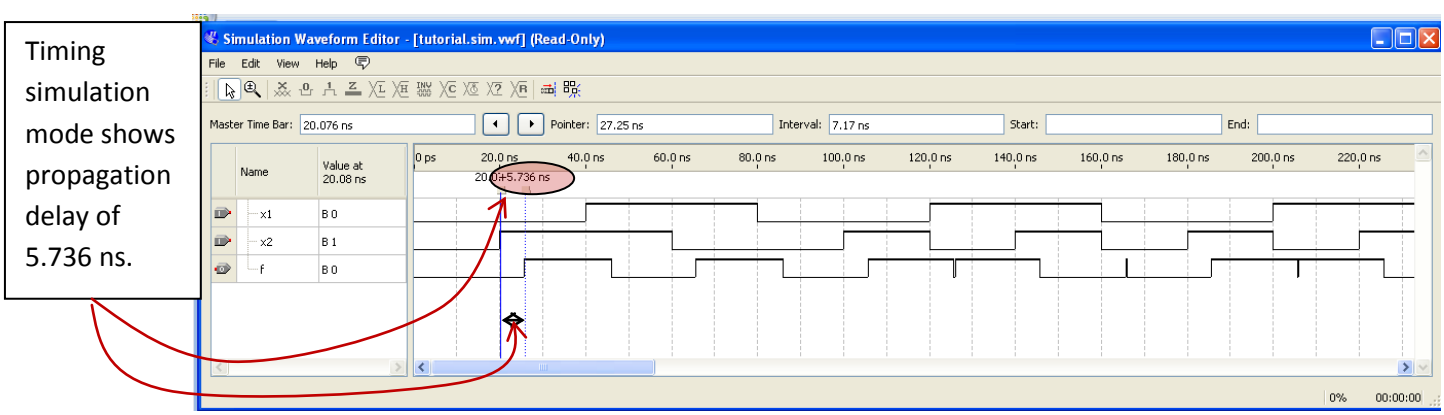


Figure 30. Simulation Report for timing simulation mode (with propagation delay).

V. Pin Assignments

Some of the most commonly used features of the DE2 board are listed in the table below.

Toggle Switches	
Signal Name	**FPGA Pin No.**
SW[0]	PIN_N25
SW[1]	PIN_N26
SW[2]	PIN_P25
SW[3]	PIN_AE14
SW[4]	PIN_AF14
SW[5]	PIN_AD13
SW[6]	PIN_AC13
SW[7]	PIN_C13
SW[8]	PIN_B13
SW[9]	PIN_A13
SW[10]	PIN_N1
SW[11]	PIN_P1
SW[12]	PIN_P2
SW[13]	PIN_T7
SW[14]	PIN_U3
SW[15]	PIN_U4
SW[16]	PIN_V1
SW[17]	PIN_V2

Red and Green LEDs	
Signal Name	**FPGA Pin No.**
LEDR[0]	PIN_AE23
LEDR[1]	PIN_AF23
LEDR[2]	PIN_AB21
LEDR[3]	PIN_AC22
LEDR[4]	PIN_AD22
LEDR[5]	PIN_AD23
LEDR[6]	PIN_AD21
LEDR[7]	PIN_AC21
LEDR[8]	PIN_AA14
LEDR[9]	PIN_Y13
LEDR[10]	PIN_AA13
LEDR[11]	PIN_AC14
LEDR[12]	PIN_AD15
LEDR[13]	PIN_AE15
LEDR[14]	PIN_AF13
LEDR[15]	PIN_AE13
LEDR[16]	PIN_AE12
LEDR[17]	PIN_AD12
LEDG[0]	PIN_AE22
LEDG[1]	PIN_AF22
LEDG[2]	PIN_W19
LEDG[3]	PIN_V18
LEDG[4]	PIN_U18
LEDG[5]	PIN_U17
LEDG[6]	PIN_AA20
LEDG[7]	PIN_Y18
LEDG[8]	PIN_Y12

Pushbuttons	
Signal Name	**FPGA Pin No.**
KEY[0]	**PIN_G26**
KEY[1]	**PIN_N23**
KEY[2]	**PIN_P23**
KEY[3]	**PIN_W26**

Clock Signals		
Signal Name	**FPGA Pin No.**	**Description**
CLOCK_27	PIN_D13	27 MHz clock input
CLOCK_50	PIN_N2	50 MHz clock input
EXT_CLOCK	PIN_P26	External (SMA) clock input

7-Segment Displays 0-4	
Signal Name	**FPGA Pin No.**
HEX0[0]	PIN_AF10
HEX0[1]	PIN_AB12
HEX0[2]	PIN_AC12
HEX0[3]	PIN_AD11
HEX0[4]	PIN_AE11
HEX0[5]	PIN_V14
HEX0[6]	PIN_V13
HEX1[0]	PIN_V20
HEX1[1]	PIN_V21
HEX1[2]	PIN_W21
HEX1[3]	PIN_Y22
HEX1[4]	PIN_AA24
HEX1[5]	PIN_AA23
HEX1[6]	PIN_AB24
HEX2[0]	PIN_AB23
HEX2[1]	PIN_V22
HEX2[2]	PIN_AC25
HEX2[3]	PIN_AC26
HEX2[4]	PIN_AB26
HEX2[5]	PIN_AB25
HEX2[6]	PIN_Y24
HEX3[0]	PIN_Y23
HEX3[1]	PIN_AA25
HEX3[2]	PIN_AA26
HEX3[3]	PIN_Y26
HEX3[4]	PIN_Y25
HEX3[5]	PIN_U22
HEX3[6]	PIN_W24
HEX4[0]	PIN_U9
HEX4[1]	PIN_U1
HEX4[2]	PIN_U2
HEX4[3]	PIN_T4
HEX4[4]	PIN_R7
HEX4[5]	PIN_R6
HEX4[6]	PIN_T3

Assign pins to input and output signals. For this example, we will use SW1 for x2, SW0 for x1, and LEDG(0) (green LED 0) for output f.

1. Select **Assignments > Pin Planner**. From the Pin Planner window, select **View** and make sure that **All Pins List** option is checked as shown in the Figure below.

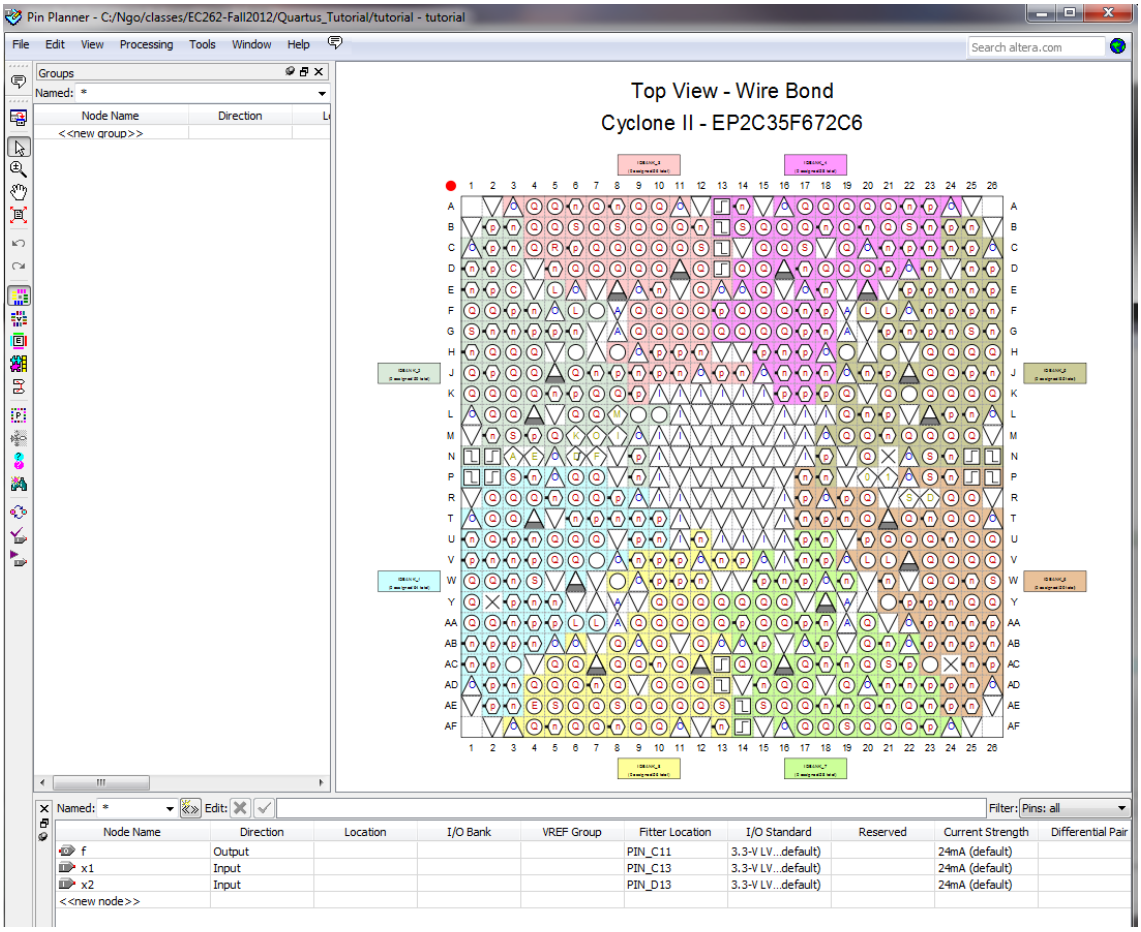


Figure 31. Pin Planner window.

2. In the Location column, assign **PIN_AE22** (green LED 0) to ***f***, **PIN_N25** (SW0) to ***x1***, and **PIN_N26** (SW1) to ***x2***.

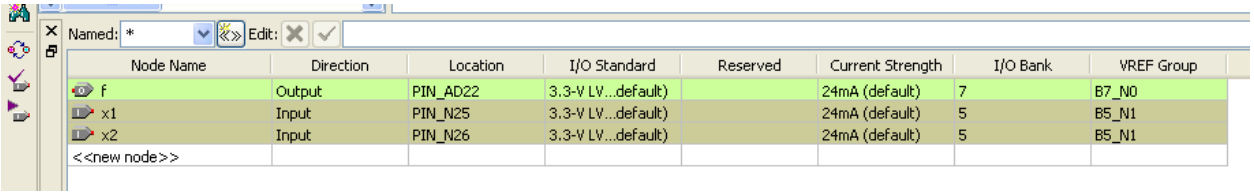


Figure 32. Assigning pins to inputs and output.

3. Close the Pin Planner window. Save and re-compile the Quartus project.

VI. Programming and Configuring the FPGA Device

1. Verify the **RUN/PROG** switch is in **Run** position.

2. Connect the power and USB cables to the DE2 board (USB Blaster Port).

3. Turn on the power to the DE2 board.

4. From the Quartus II software, select **Tools > Programming**. Note that **No Hardware** is shown as default (as shown in Figure below), press **Hardware Setup…** button and select **USB-Blaster [USB-0]**.

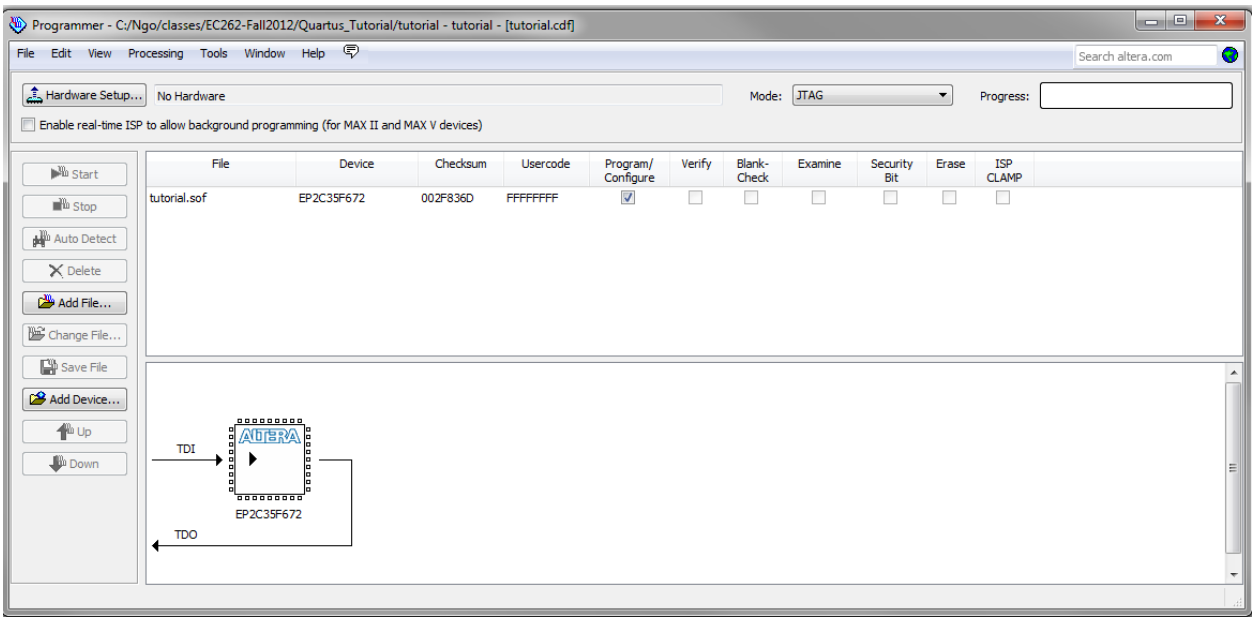


Figure 32. Programming window.

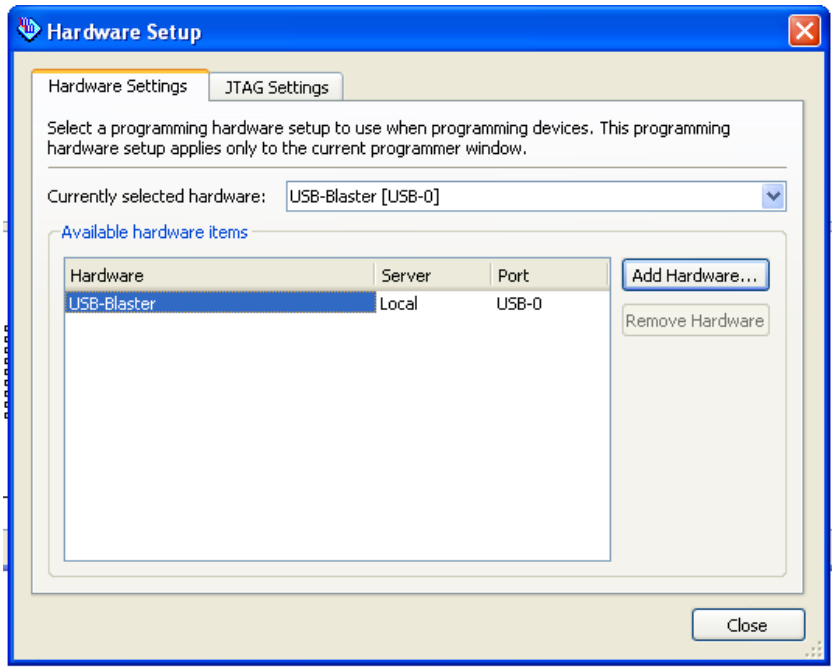


Figure 33. USB-Blaster hardware setup.

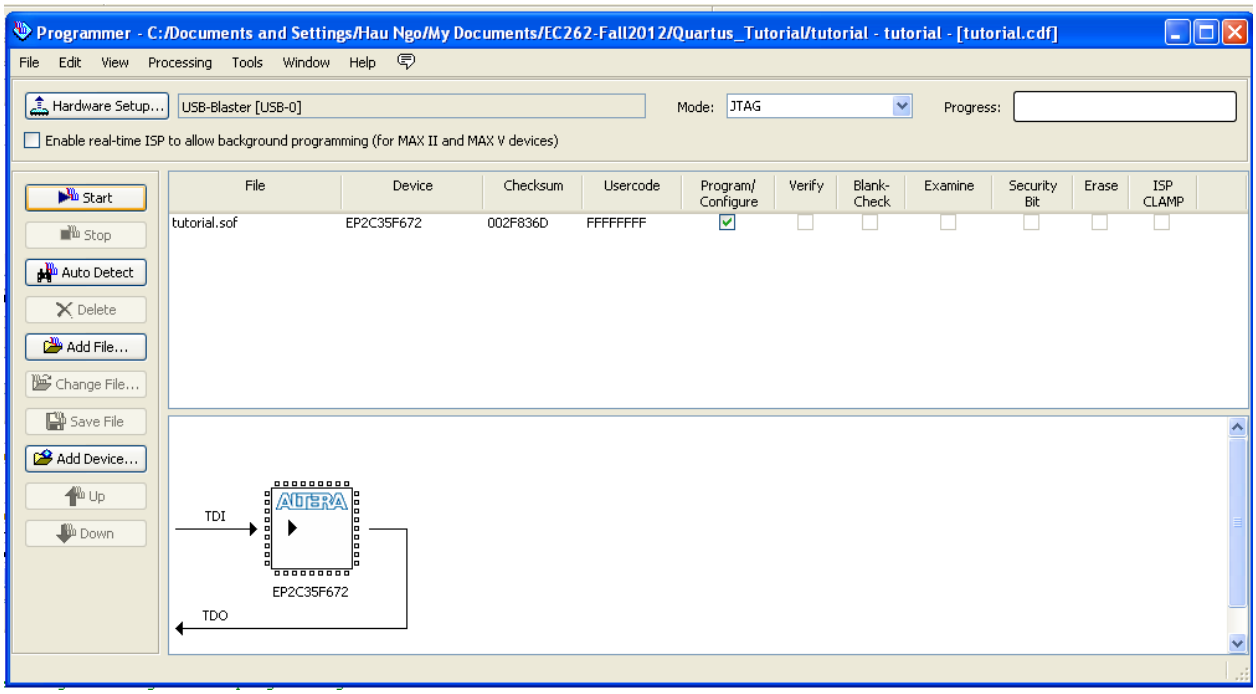


Figure 34. Programming the DE2 board with USB-Blaster cable.

5. The configuration file ***tutorial.sof*** should be selected and shown as default. Press **Start**.

6. You can now test the designed circuit with SW0, SW1, and LEDG0.

VII. Working with Multiple Files in a Project

Now, let's expand the previous example to control a single light from one of the four switches, x_1, x_2, x_3 and x_4. We will use three copies of the previous circuit in this example as shown in the figure below.

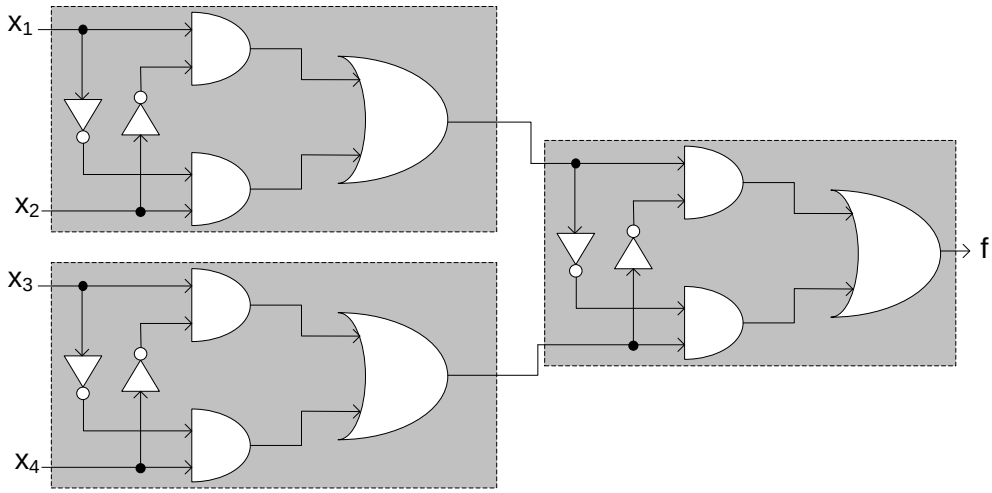


Figure 35. Light controller circuit with 4 switches.

1. First we will create a symbol for the previous circuit. From the Quartus II software, open the schematic file name ***light.bdf***.

2. Select **File > Create/Update > Create Symbol Files for Current File**.

3. Use the default file name ***light.bsf*** and press **Save**.

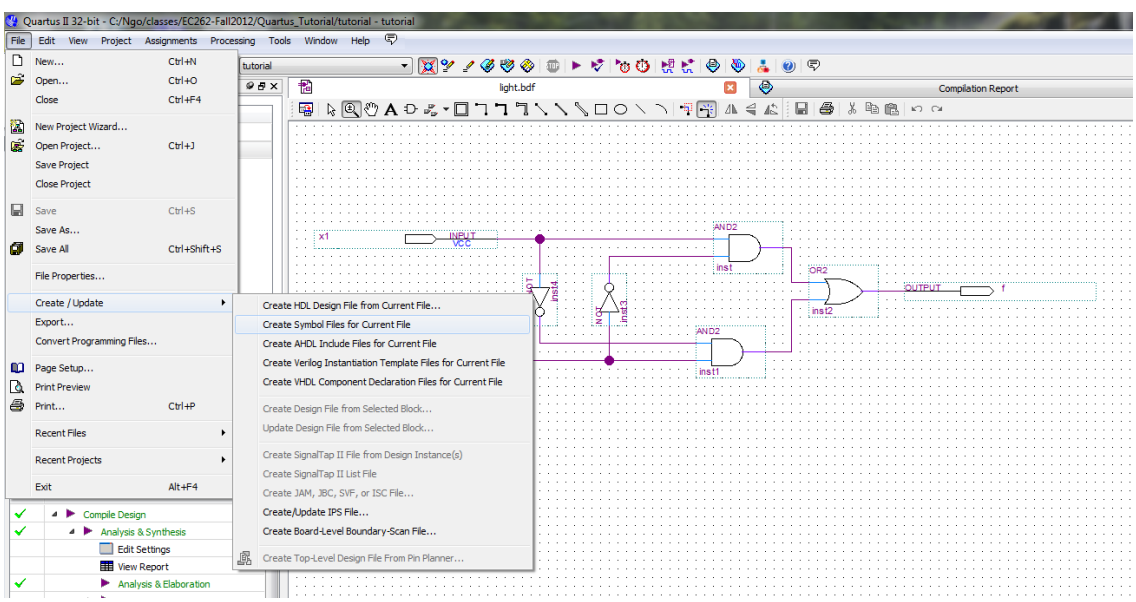


Figure 36. Creating a symbol for light controller circuit.

4. Create a new schematic file by selecting **File > New** and choosing **Block Diagram/Schematic File**, and click OK.

5. Double click in the empty schematic file to bring up the **Symbol** window. Click the **arrow (▷)** next to the **Project** folder to see all components in your project. You should have a component named ***light*** under the **Project** folder as shown in the Figure below.

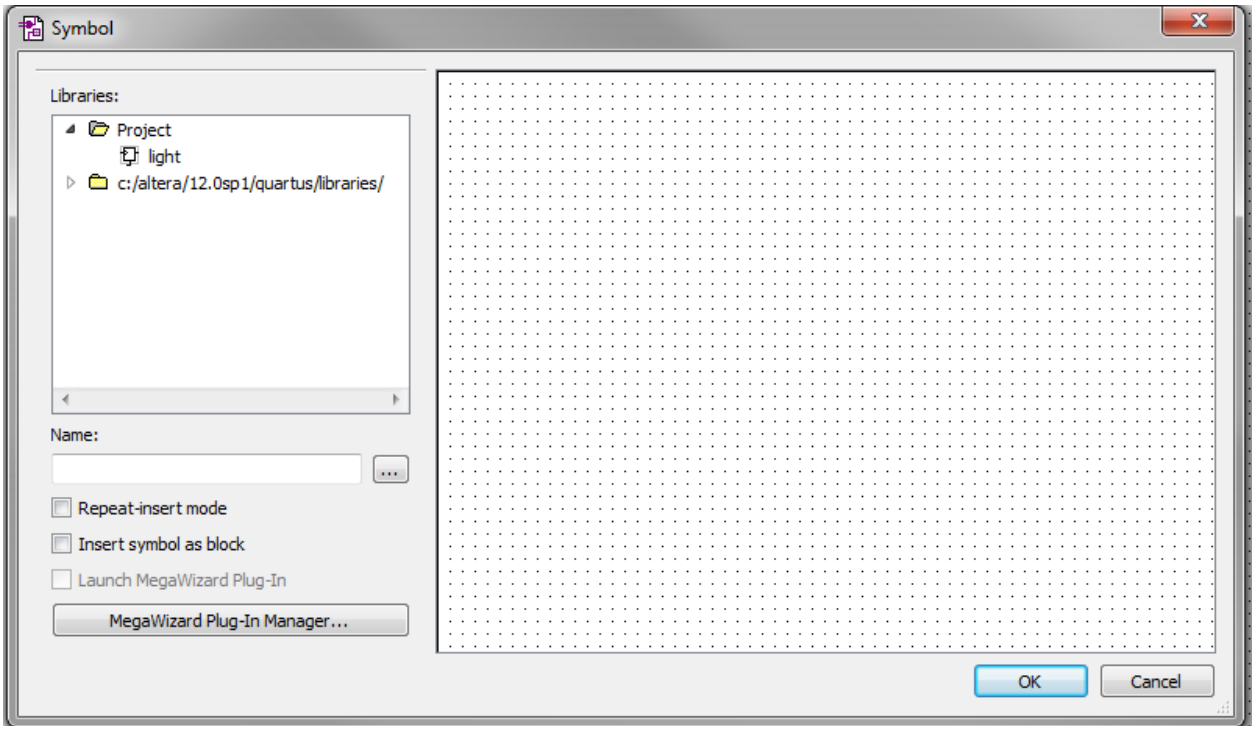


Figure 37. Inserting new light component.

6. Insert 3 ***light*** components, 4 inputs, and one output.

7. Connect all components to create a new circuit as shown in the figure below.

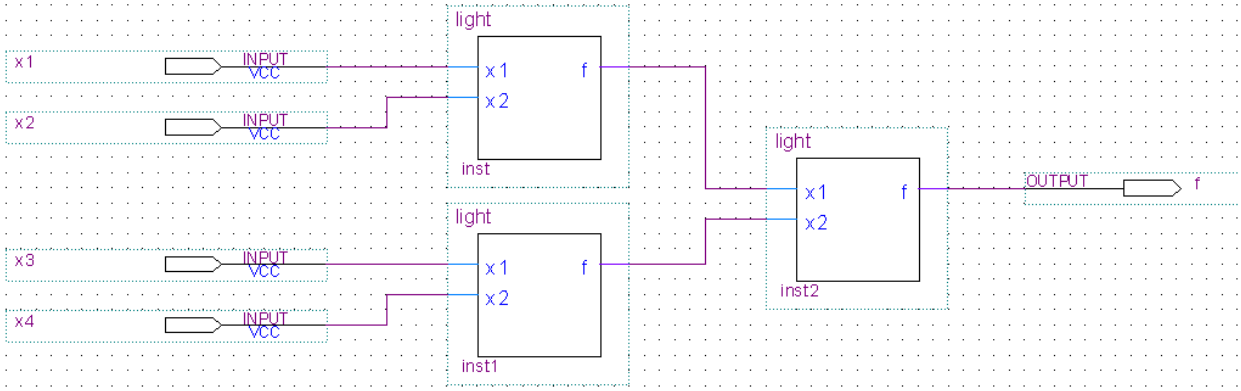


Figure 38. Drawing the new design with 4 switches.

8. Save the new file as ***light2.bdf***.

9. Set the ***light2.bdf*** as the **Top Level Entity**. Then, compile and simulate the design as before. Verify the correctness of the new design.

10. Assign pins to 4 switches and LEDG(0).

11. Compile the project again. Then program the DE2 board with the new design.

12. Verify the design using 4 switches and LEDG(0) on the DE2 board.