## ALSE Video Reference Designs using AVDB



These designs illustrate the use of AVDB to implement various Video and Audio applications.

## Design #1 : HDMI Output

This simple design example shows how to generate a simple video project using Qsys and test it on AVDB : the Advanced Video Development Board from ALSE.

This design uses the HDMI Output IP developed by ALSE.

#### Hardware setup



Note : Though we will connect to the DP (Display Port) connector on AVDB, the actual logical signals going through this port will be *HDMI* signals. The Physical levels are then shifted to HDMI standard by a small (active) "DP → HDMI conversion cable".

### **Step-by-Step Instructions**

 Launch Quartus II and open the project named "VIDEO\_TOP.qpf" located in the HDMI\_TX\_Design directory :

<b>(</b> )	Quartus II 64-Bit	Open Project							×
File	Edit View Project	C→ Crdin	ateur	► WindowsXP (C:) ► HDMI_TX_Design ► fit	<b>- - - - + - + - + - + - + - + - + - + + + + + + + + + +</b>	Rechercher dans : f	ît		٩
	New	Organiser 🔻 Nouv	eau de	ossier			• [	1	
2	Open		*	Nom	Modifié le	Туре	Ta	ille	
	Close	Bibliothèques		VIDEO_TOP.qpf	30/12/2014 09:21	Fichier QPF		2	Ko
	New Project Wizard Open Project	i Images ♪ Musique Vidéos							
		🤣 Groupe résidentiel							
		🖳 Ordinateur							
		🚢 WindowsXP (C:)							
		👝 DATA (D:)	+ 4						•
		N	om du	fichier : VIDEO_TOP.qpf	•	Quartus II Project Fil	e (*.qp	of*.q. ▼	•]
					(	Ouvrir 🔫	Ann	uler	]

 Once the Quartus II Project is opened set up the license file to use to compile this design. Under Quartus from the menu select Tools > License setup...
 In the License File area, add the directory of the Quartus Project where the license file "alse opencore xxx.ocp" is located.

License Setup						
License file:	C:\HDMI_TX_Design\fit;					

✓ When the new license file location has been added to the current license file a new Licensed function should be visible in the list :

Vendor	Product	Version
ALSE (7D3A)	FFFF	2015.01

- Click OK to close this window.
- ✓ Under Quartus II launch Qsys by clicking on the following icon (or from the menu Tools → Qsys)



✓ In Qsys open the component named "VIDEO\_SYS.qsys" located in "../src/qsys/". At the question : "Save changes to unnamed ?" → select "Don't save".



Once opened, the system should look like this :

Use	с	Name	Description	Export	Clock
V		SYS_CLK	Clock Source		exported
1			AVDB Configuration Block		SYS_CLK
<b>V</b>			Clock Source		exported
1			ALSE Video Pattern Generator		VIDEO_CLK
<b>V</b>		AUDIO_GEN	ALSE Audio Generation Block		SYS_CLK
1		HDMI_OUT     HDMI_OUT	ALSE HDMI TX IP		multiple

It includes :

- A clock source component for the system clock signal (100 MHz generated by a PLL at Top level)
- > The AVDB Configuration Block.
  - This component has been created by ALSE to configure the devices connected to the FPGA :
  - The External Programmable Clock Generator (SiLabs PLL) in order to generate a clock running at 148.5 MHz, required by the Transceiver(s) for the HDMI Output.
  - The Re-driver of the DisplayPort Interface
  - The on-board Audio Codec

Note : The configuration of these peripherals could be adjusted at run-time through a serial port.

- > A video clock source for the Video clock signal (we will use a 148.5 MHz Pixel Clock)
- An Audio Generation Block created by ALSE to convert an I2S audio interface into an Avalon-ST Streaming interface composed of ancillary packets (not enabled at this time, we will use it later).
- > The **HDMI out** IP from ALSE.
- And several other components...

#### Generating the System

- ✓ From the Generate menu click on Generate HDL...
- ✓ In the Generation Pop-up window, configure the generation as follows :

👃 Generation	×						
▼ Synthesis							
Synthesis files are used to compile	Synthesis files are used to compile the system in a Quartus II project.						
Create HDL design files for synthe	sis: VHDL 👻						
Create timing and resource es	timates for third-party EDA synthesis tools.						
Create block symbol file (.bsf)							
<ul> <li>Simulation</li> </ul>							
The simulation model contains gene	The simulation model contains generated HDL files for the simulator, and may include simulation-only features.						
Create simulation model:	None 🗸						
Allow mixed-language simulation	n						
Enable this if your simulator suppor	Enable this if your simulator supports mixed-language simulation.						
• Output Directory	▼ Output Directory						
Path:	C:/HDMI_TX_DESIGN/src/QSYS/VIDEO_SYS						
	Generate Cancel						

✓ Once generated close Qsys and go back to the Quartus II Software

Click **OK** if the following message appears :



Launch the compilation of the design by clicking on the icon

#### **Preparing the Board**

(if necessary)

During the compilation of the design, you can prepare the AVDB Board and set up.

- Connect the DisplayPort  $\rightarrow$  HDMI adapter to AVDB DP connector J14.
- Connect an HDMI cable to the above adapter and to a Full-HD screen or TV. It must support a resolution of 1920x1080 – 50Hz
- Connect a mini-USB cable to connector J10 "BII"
- Connect the 12 V DC Power Supply to the connector J9.
- ✓ Once the compilation is performed launch the Quartus II Programmer :



✓ The following message window should appear :

😋 Quart	tus II 🗾
1	File C:/HDMI_TX_Design/fit/VIDEO_TOP_time_limited.sof contains one or more time- limited megafunctions that support the OpenCore Plus feature that will not work after the hardware evaluation time expires. Refer to the Messages window for evaluation time details.
	ОК

✓ Click on OK.

 Verify that Program/Configure is checked (active) and Hardware Setup is correctly configured. AVDB includes an on-board USB-Blaster II programming adapter ! Click on Hardware Setup... if the AVDB programming adapter is not selected already.

**<u>NOTE</u>** : You may use **remote JTag Programming** if the Instructor has set up a server.

File	Device	Checksum	Usercode	Program/ Configure
VIDEO_TOP_time_limited.sof	5CGTFD9E5F31	0376AF08	0376AF08	<b>V</b>
Launch the program	Start			

Once programmed :

- > The 4 user Leds (D3, D5, D6, D7) should blink slowly and progressively (heart beat).
- > A test pattern should be displayed on the TV screen with a color stripes shifting every second
- > This indicates that he design is working correctly.
- The audio stream injected at the line input should be audible at the Headphones connected to the board and also from the TV Speakers.

## Design # 2 : HDMI Bypass

This design turns AVDB into a "TV player" that sends Video and Audio to an HDMI TV or monitor.

The video (& audio) come from an HDMI non-encrypted video source player connected to AVDB's HDMI input port.

The TV or monitor HDMI is attached to AVDB's DisplayPort connector using an HDMI adapter.

The Audio Codec located on AVDB does play the HDMI source input audio, captures an audio source (if present) and sends it to the TV or Monitor.

The whole design fits in approximately 5,500 ALMs and is built using Qsys.

Design features :

- Video input : non encrypted HDMI input 1920x1080 @ 24 Fps RGB on 8 bits (we typically use a Raspberry Pi)
- > Video Output : HDMI through an adapter 1920x1080 @ 50 Fps RGB on 8 bits
- > Audio Output : Line Output from the Codec I2S Mode with Sampling rate @ 48 KHz
- Audio Input : Line input from the Codec I2S Mode with Sampling rate @ 48 Khz

The Figure below shows the block diagram of the design.



(c) <u>ALSE</u>

### **Step-by-Step Instructions**

✓ Launch Quartus II and open the project named "TOP\_HDMI\_BYPASS.qpf" located in the HDMI\_BYPASS directory.

Open Project					×
Ordinateur ► Wir	ndowsXP (C:)  HDMI_BYPASS  fit	<b>-</b> ↓	Rechercher dans : fit		٩
Organiser 👻 Nouveau dossier					0
🔶 Favoris	Nom	Modifié le	Туре	Taille	
🧮 Bureau	I TOP_HDMI_BYPASS.qpf	28/10/2014 17:09	Fichier QPF		2 Ko
🖳 Emplacements récents 🗮					
🗼 Téléchargements					
Bibliothèques					
Documents					
🔛 Images					
👌 Musique					
Vidéos					
💰 Groupe résidentiel 🏾 🍸	•	III			•
Nom du fichier	r: TOP_HDMI_BYPASS.qpf	•	Quartus II Project File	(*.qpf *.q	-
	A		Ouvrir 🔽	Annuler	

- ✓ Proceed as in Design # 1 regarding the OpenCore+ license.
- ✓ When the new license file location has been added to the current license file a new Licensed function should be visible in the list :

Vendor	Product	Version
ALSE (7D3A)	FFFF	2015.01

- ✓ Click OK to close this window.
- ✓ Under Quartus II launch Qsys by clicking on the following icon of the menu (or from the menu Tools  $\rightarrow$  Qsys):



 In Qsys open the component named "VIDEO\_BYPASS\_QSYS.qsys" located in "../src/qsys/".

🚣 Ouvrir			×		
Rechercher dans :	\mu QSYS	- 🦻 📂 🗄	•		
Documents r	<ul> <li>.qsys_edit</li> <li>HDMI_BYPASS_QSYS</li> <li>HDMI_BYPASS_QSYS.qsys</li> </ul>				
Bureau	Nom du fichier : Type de fichier :	HDMI_BYPASS_QSYS.qsys Qsys System Files (*.qsys)	Ouvrir Annuler		

At the question : "Save changes to unnamed  $?" \rightarrow$  select "Don't save".

Once opened the system should look like this:

Use	C	Name	Description	Export	Clock
<b>V</b>			Clock Source		exported
<b>V</b>		∃ i_MEM_CLK	Clock Source		exported
<b>V</b>		∃ i_VIDEO_CLK	Clock Source		exported
1		∃ i_AVDB_CONFIG	AVDB Configuration Block		i_CLK150
<b>V</b>		∃ i_HDMI_VIDEO_RX_ST	ALSE HDMI Video Receiver		i_CLK150
1		∃ i_FRAME_GEN_ST	ALSE Video Pattern Generator		multiple
<b>V</b>		∃ i_VIDEO_IN_SEL	ALSE Video Switch		i_VIDEO_CLK
<b>V</b>		⊞ 喧 i_ddr3b_ctrl_hmc	DDR3 SDRAM Controller with UniPHY		multiple
<b>V</b>		∃ i_FRAME_BUFFER_ST	ALSE FRAME Buffer		multiple
<b>V</b>		∃ i_HDMI_AUDIO_RX_ST	ALSE HDMI Audio I2S Receiver		i_CLK150
<b>V</b>		∃ i_AUDIO_IN_ST	ALSE Audio Generation Block		i_CLK150
<b>V</b>		∃ i_AUDIO_IN_SEL	ALSE Audio Switch		i_CLK150
<b>V</b>		I_HDMI_TX      I_HDMI_TX     I_HDMI_TX      I_HDMI_TX     I_HDMI_TX     I_HDM	ALSE HDMI TX IP		multiple

When opening the system, there will be 4 warnings related to the DDR3 Controller.

✓ From the menu Generate, choose Generate HDL ...

Generate	View	Tools		
Generate HDL				

✓ In the Generation Widow, configure options as shown below :

🚣 Generation	×
<ul> <li>Synthesis</li> </ul>	
Synthesis files are used to compile th	e system in a Quartus II project.
Create HDL design files for synthesis	VHDL -
Create timing and resource estim	nates for third-party EDA synthesis tools.
Create block symbol file (.bsf)	
<ul> <li>Simulation</li> </ul>	
The simulation model contains genera	ated HDL files for the simulator, and may include simulation-only features.
Create simulation model:	None 🗸
Allow mixed-language simulation	
Enable this if your simulator supports	mixed-language simulation,
Output Directory	
Path:	C:/HDMI_BYPASS/src/QSYS/HDMI_BYPASS_QSYS
	Generate Cancel

Once generated the following message should appear :

🚣 Generate Completed	<b>×</b>
XI 💫 🔔 🕕	
<ol> <li>Info: p2b_adapter: "dmaster" instantiated channe</li> <li>Info: HDMI_BYPASS_QSYS: Done "HDMI_BYPASS_</li> <li>Info: ip-generate succeeded.</li> </ol>	I_adapter "p2b_adapter" _QSYS" with 33 modules, 274 files
Info: Finished: Create HDL design files for synthes	sis –
Generate: completed with warnings.	4
	Stop Close

- Close Qsys. If a Pop-up window under Quartus II is displayed about the fact that \*.qip and \*.sip Files have been generated click OK.
- ✓ Launch the compilation of the design by clicking on the icon .
- ✓ During the compilation of the design, prepare the Board.
  - Connect a HDMI cable between the Video source and the HDMI Input connector of the Board (J13). Do not power supply the HDMI source yet, it should be done after the FPGA programming.
  - Connect a DisplayPort cable with a HDMI adapter from the connector (J14) of the board to a TV screen which can support a resolution of 1920x1080 50Hz
  - Connect an audio source to the audio line input connector (J2) of the board with an audio jack cable
  - Optionally Connect headphones or speakers with to the audio line output connector (J4) of the board with an audio jack
  - connect a USB cable to the connector J11(JTAG) or J12(Blaster II with a mini USB Cable)
  - Connect the 12 V DC Power Supply to the connector J9.
- Once the compilation is performed click on the icon :
- ✓ The following window should appear :

🔇 Quart	tus II 🔀 🔀
1	File C:/HDMI_BYPASS/fit/TOP_HDMI_BYPASS_time_limited.sof contains one or more time- limited megafunctions that support the OpenCore Plus feature that will not work after the hardware evaluation time expires. Refer to the Messages window for evaluation time details.
	ОК

✓ Click on OK.

Verify that Program/Configure is checked and that the Hardware Setup is correctly configured. If it is not the case click on Hardware Setup... to select the connection to use to program the board.

File	Device	Checksum	Usercode	Program/ Configure
TOP_HDMI_BYPASS_time_limited.sof	5CGTFD9E5F31	051F6714	051F6714	
Launch the programming by	Start			

Once programmed :

V

- > The 4 user LEDs (D3, D5, D6, D7) should blink slowly and progressively ("heart beat").
- Video : a test picture with ALSE's logo should be displayed during a few seconds. When you see the ALSE's logo power supply the HDMI source. The Display screen should show the video read from the Video source in the appropriated format.
- Audio : the audio input from the Video source should be available through the Display Screen speakers and also on the Board Headphone Speakers. If an audio source is connected to the Codec Line Input connector of the Board, it will replace the HDMI audio stream and be sent to the Video Display (and to the headphones / speakers).

## **Design # 3 : HDMI to DisplayPort**

This design is a variant of the HDMI Bypass demo, with the Video output stream being displayed using the **DisplayPort** Video Standard.

Design features :

- Video input : non encrypted HDMI input 1920x1080 @ 24 Fps RGB on 8 bits (we typically use a raspberry Pi)
- Video Output : DisplayPort 1920x1080 @ 60 Fps RGB on 8 bits

The Figure below shows the block diagram of the design.



We will not provide all detailed instructions (they are similar to the previous Reference designs).

Use	C	Name	Description	Export	Clock	Base	End	IRQ
		merged_resets	Reset Bridge					
1		⊞ clk_vip	Clock Source		exported			
<b>V</b>		clk_aux	Clock Source		exported			
1		⊞ clk	Clock Source		exported			
<b>V</b>		Image: The second se	On-Chip Memory (RAM or ROM)		clk		0x0002_ffff	
1		<b>∃ cpu</b>	Nios II Processor		clk		0x0004_27ff	₩ <u></u>
<b>V</b>		jtag_uart	JTAG UART		clk		0x0004_2a87	<u>≻16</u>
1		sys_clock_timer	Interval Timer		clk		0x0004_281f	<u>≻−1</u>
<b>V</b>		⊞ sysid	System ID Peripheral		clk		0x0004_2b37	
1		msa_dump_pio	PIO (Parallel I/O)		clk		0x0004_298f	
<b>V</b>		⊞ xdash	PIO (Parallel I/O)		clk		0x0004_290f	
1		⊞ i2c	oc_i2c_master		clk		0x0004_2adf	≻—3
<b>V</b>		⊞ dp	DisplayPort		multiple		0x0004_17ff	þф
1		aux_tx_debug_fifo     aux_tx_debug_f	Avalon FIFO Memory		clk_aux	multiple	multiple	
<b>V</b>			Clocked Video Output II (4K Ready)		clk_vip		0x0008_13ff	<u>≻</u> +4
1		I_FRAME_GEN_ST	ALSE Video Pattern Generator		multiple		0x0008_001f	
<b>V</b>		∃ i_HDMI_VIDEO_RX_ST	ALSE HDMI Video Receiver		clk_vip			
1		I_FRAME_BUFFER_ST	ALSE FRAME Buffer		multiple			
<b>V</b>		∃ i_ddr3b_ctrl_hmc	DDR3 SDRAM Controller with UniPHY		multiple	multiple	multiple	
1		∃ i_AVDB_CONFIG	AVDB Configuration Block		clk			
<b>V</b>		I_VIDEO_IN_SEL	ALSE Video Switch		clk_vip			

### Qsys system

### Nios II system

In this design, a Nios II embedded processor is used to dynamically ocnfigure some IP blocks.

✓ Open a NIOS II Command Shell terminal and go to the software directory located in ./src/qsys :



- Execute the script "run\_from\_ram.sh" in order to boot the NIOS II from the internal memory of the FPGA.
- ✓ Launch the compilation of the design.

#### Prepare the board

- ✓ During the compilation of the design, prepare the Board :
  - Connect a HDMI cable between the Video source and the HDMI Input connector of the Board (J13). Do not power supply the HDMI source yet, it should be done after the FPGA programming.
  - Connect a DisplayPort cable from J14 connector to a DisplayPort screen which can support a resolution of 1920x1080 – 60Hz
  - Optionally, connect headphones or speakers to J4 audio line output connector.
  - Connect a mini-USB cable to the Jtag Blaster II connector J12 (BII)
  - Connect the 12 V DC Power Supply to the connector J9.

#### Test !

- Once the compilation is performed click on the icon :
- The following window should appear :



Click on OK.

Verify that Program/Configure is checked and that the Hardware Setup is correctly configured. If it is not the case click on Hardware Setup... to select the connection to use to program the board.

File	Device	Checksum	Usercode	Program/ Configure
cv_dp_demo_time_limited.sof	5CGTFD9E5F31	06B65720	06865720	$\checkmark$
Launch the programmin	ng by clicking	on the ic	on :	🏓 Start

Once programmed :

- > The 4 user LEDs (D3, D5, D6, D7) should blink slowly and progressively ("heart beat").
- Video : a test picture with ALSE's logo should be displayed during a few seconds. When you see the ALSE's logo, apply power to the HDMI source (Raspberry Pi). The Display screen should show the video read from the Video source in the appropriate format.
- > Audio : the audio input from the Video source should be output to the Headphones / Speakers.

### AVDB VIP Reference Design aka "VIP-based HDMI Design Demo"



#### Introduction

This design is not spectacular to look at, but it does actually implement a complete and functional "Video Pipeline" using several IPs. A separate and detailed set of instructions is available ('Lab4") to demonstrates how to build such a system, from scratch, and step-by-step.

### **Design Description**



As seen in the above block diagram, this design uses several functions of the Video and Image Processing (VIP) suite proposed by Altera, as well as a number of ALSE IPs.

IPs from the VIP suite :

- Scaler II
- Frame Buffer II
- > Switch
- Mixer II

#### ALSE IPs :

- AVDB Configuration block
- > Test Pattern Generator customized to generate Altera & ALSE logos.
- HDMI Receiver (Video & Audio)
- > HDMI Output

### **Design Inputs & Outputs**

The FPGA should be loaded with this design, a Display screen or TV with HDMI input and supporting at least the 1280 x 720p resolution should be connected to the DP to HDMI conversion cable, and a Full-HD non-encrypted video source should be connected to the HDMI-in connector.

The screen should display the video input, downsized and with a higher rate, and with two logos superimposed at varying positions.

External Video Input	HDMI Full-HD – 1920x1080p – RGB – 24 Fps, from the Raspberry Pi (eg)
Video Output	HDMI – 1280x720p – RGB – 60 Fps
Additional Audio Output	I2S Output to the Codec Line Out connector

The NIOS processor embedded in the design is used to display and move every second the Altera & ALSE logos all around the output screen.

#### Preparing the project

You need to activate ALSE's OpenCorePlus license to enable the compilation of this project.

1. Launch Quartus II and open the project named "VIDEO_TOP.qpf"						💱 🛛 Quartus II 64-Bit	
located in the VIP_DESIGN directory :							Edit View Project
Open Project						)	New
🔾 🗢 📕 🕨 Ordinat	eur ► Wir	ndowsXP (C:) ► VIP_DESIGN ► fit	▼ 4 <sup>j</sup>	Rechercher dans : fit	e de la composición de la comp	3	Open
Organiser 👻 Nouvea	au dossier			= •	E	(	Close
詞 Bibliothèques	<b>^</b>	Nom	Modifié le 30/12/2014 09:21	Type Fichier OPF	Tai	1	New Project Wizard
Documents			50/12/2014 05/21	fichier grif		2	Open Project
Musique Vidéos	E						
🔞 Groupe résidentiel							
🖳 Ordinateur							
🏭 WindowsXP (C:)							
👝 DATA (D:)	-	•				•	
Non	n du fichier	· VIDEO_TOP.qpf	•	Quartus II Project File ('	*.qpf *.q	•	
				Ouvrir 🔽	Annuler		

- 2. Once the is opened, activate the ALSE license file. Menu : **Tools > License setup ...**
- In the License File area, insert the directory of the project at the beginning, followed by a semicolon. The license file "alse\_opencore\_xxx.ocp" is located in this directory. In the case below, we unpacked the project under C:\VIP\_DESIGN :



 When the correct directory has been added to the current license file information, a new Licensed function should be visible in the list →

Vendor	Product	Version
ALSE (7D3A)	FFFF	2015.01

5. Click OK to close this licensing tools window.

#### **Compiling the Project**

6. Under Quartus II launch **Qsys** by clicking on the following icon of the menu (or from the menu Tools  $\rightarrow$  Qsys) :



7. In Qsys, open the component named "VIDEO\_SYS.qsys" located in "../src/QSYS/".

🚣 Ouvrir		٤
Rechercher dans	: 🕕 QSYS 🔹 🗸 🦻 📴 🗸	
Documents r	<ul> <li>qsys_edit</li> <li> Software</li> <li> VIDEO_SYS</li> <li> VIDEO_SYS.qsys</li> </ul>	
Bureau	Nom du fichier : VIDEO_SYS.qsys Ouvrir	
	Type de fichier : Qsys System Files (*.qsys)  ✔ Annuler	

- 8. At the question : "Save changes to unnamed ?"  $\rightarrow$  select "Don't save".
- 9. Once opened, the Qsys system should look like :

Use	C	Name	Description	Export	Clock	Base	End	IRQ
<b>V</b>		E SYS_CLK	Clock Source		exported			
1		BOARD_CONFIG	AVDB Configuration Block		SYS_CLK			
<b>V</b>		HDMI_VIDEO_IN     ■	ALSE HDMI Video Receiver		SYS_CLK			
1		∃ HDMI_AUDIO_IN	ALSE HDMI Audio I2S Receiver		SYS_CLK			
<b>V</b>			Avalon-ST Timing Adapter		SYS_CLK			
1		⊞ 🛄 SCALER	Scaler II - Edge Adaptive		SYS_CLK			
<b>V</b>		団 回 VIDEO_BUFFER	Frame Buffer II (4K Ready)		SYS_CLK			
1		団 回 DDR3_HMC	DDR3 SDRAM Controller with UniPHY		multiple	multiple	multiple	
<b>V</b>		BUFFER_TO_FIFO     BUFFER_TO_FIFO     BUFFER_TO_FIFO     SUMPLEMENT     SUMPLEMENT	Avalon-ST Timing Adapter		SYS_CLK			
1		∃ DVI_FIFO	Avalon-ST Dual Clock FIFO		multiple			
<b>V</b>			Clock Source		exported			
1		∃ FIF0_T0_SWITCH	Avalon-ST Timing Adapter		VID_CLK			
<b>V</b>		ALTERA_ICON	ALSE Icon Generator		VID_CLK			
1			ALSE Icon Generator		VID_CLK			
<b>V</b>		E SWITCH	Switch		VID_CLK		0x0000_917f	
1		田 咀 MIXER	Mixer II (4K Ready)		VID_CLK		0x0000_90ff	
1			Avalon-ST Timing Adapter		VID_CLK			
$\checkmark$		■ HDMI_OUT	ALSE HDMI TX IP		multiple			
<b>V</b>		∃ SYS_ID	System ID Peripheral		VID_CLK		0x0000_9187	
1		∃ JTAG_UART	JTAG UART		VID_CLK		0x0000_918f	≻−Ģ
<b>V</b>			On-Chip Memory (RAM or ROM)		VID_CLK		0x0000_7fff	
1		⊞ 喧 CPU	Nios II Gen2 Processor		VID_CLK		0x0000_0fff	$\leftarrow$

Note: you may get 5 warnings (4 related to the DDR3 Controller and 1 related to the Switch). If you are familiar with Qsys, you can explore the system, but do not change anything in it !

10. From the menu Generate, choose Generate HDL ...

Generate View Tools Generate HDL... 11. In the *Generation* window configure options as shown below :

🚣 Generation							
▼ Synthesis							
Synthesis files are used to compile th	Synthesis files are used to compile the system in a Quartus II project.						
Create HDL design files for synthesis	VHDL -						
Create timing and resource estim	nates for third-party EDA synthesis tools.						
Create block symbol file (.bsf)							
<ul> <li>Simulation</li> </ul>							
The simulation model contains genera	ated HDL files for the simulator, and may include simulation-only features.						
Create simulation model:	None -						
Allow mixed-language simulation							
Enable this if your simulator supports	mixed-language simulation.						
Output Directory							
Path:	C:/VIP_DESIGN/src/QSYS/VIDEO_SYS						
	Generate Cancel						

12. Once generated the following message should appear :

🚣 Generate Completed	<b>×</b>						
Info: VIDEO_SYS: Done "VIDEO_SYS" with 85 modules, 371 files							
Info: ip-generate succeeded.	_						
Info: Finished: Create HDL design files for synthesis							
•	Þ						
📐 Generate: completed with warnings.							

- 13. Close Qsys. If a Pop-up window under Quartus II is displayed about the fact that \*.qip and \*.sip files have been generated, click on OK.
- 14. Launch the compilation of the design by clicking on the "Start Compilation" icon or use the Menu. (The compilation for this design takes about 15 minutes, depending on the computer).

#### **Running on AVDB**

- 15. During the compilation of the design, prepare the AVDB board, if not done already.
  - Connect a HDMI cable between the Video source and the HDMI Input connector of the Board (J13). Do not power the HDMI source yet (or if powered, do not connect it yet), it's better to wait until after the FPGA is programmed with the design.
  - Connect a DisplayPort to HDMI adapter cable to connector (J14). Connect it with an HDMI cable to a TV or a monitor that can support 1280x720 60Hz resolution (HD-ready is enough).
  - Connect a mini-USB cable to connector J12 "BII" (Blaster II).
  - Connect the AVDB 12 V DC Power Supply to connector J9. Power up AVDB.

16. Once the compilation is performed, click on the 🖤 icon to program the FPGA.

17. The following window should appear :

😋 Quart	us II 💌
1	File C:/VIP_DESIGN/fit/VIDEO_TOP_time_limited.sof contains one or more time-limited megafunctions that support the OpenCore Plus feature that will not work after the hardware evaluation time expires. Refer to the Messages window for evaluation time details.
	ОК

- 18. Click on OK.
- 19. Verify that Program/Configure is checked and that the Hardware Setup is correctly set. If not, click on *Hardware Setup...* to select the AVDB on-board Blaster II.

	File	Device	Checksum	Usercode	Program/ Configure	
	VIDEO_TOP_time_limited.sof	5CGTFD9E5F31	053CFC18	053CFC18	<b>V</b>	
20.	Launch the programmi	ng by clicking	g on the S	Start icon	:	Start

- 21. Once programmed :
  - The 4 User LEDs (D3, D5, D6, D7) should blink slowly ("heart beat").
  - Video : a test picture with ALSE's logo should be displayed during a few seconds. When you see ALSE's logo and Altera's logo moving on the screen, you can power on or connect the HDMI source. The display screen should show the Video source in the downsized format with the two logos moving.
  - Audio : the TV (or monitor) should play the audio stream generated by the HDMI source. The audio is also available (if enabled) from the Line Out connector (through the Codec).

Congratulation ! You have successfully compiled a complete Video Project and tested it on AVDB.

# Design # 5 :Video Streaming over Ethernet (4:2:0, no compression)

In this design, a Full HD video stream (reduced to 4:2:0) is transmitted <u>over Gigabit Ethernet</u> using the **GEDEK** IP from ALSE (*Gigabit Data Exchange Kit*).

This demo illustrates the efficiency and throughput of GEDEK: the streamed data represents close to 90% of the theoretical Gigabit bandwidth.

Two AVDB Kits are required for this demo :

- AVDB 1 (Sender) : receives a Full HD Video Stream on the HDMI Input Interface and transmits the video contents over Ethernet to the second AVDB.
- AVDB 2 (Receiver) : receives the Video Stream over Ethernet and displays it on the DisplayPort/HDMI Interface through a Frame Buffer (allowing Frame rate control).



NB: Please note that this setup also exists :

- With a JPEG encoder at input and a JPEG decoder in the receiver in order to reduce the Ethernet bandwidth used over the network.
- With the NEW Wavelet Encoder/Decoder IPs developed by ALSE. This new Codec provides extremely high quality and a very good compression rate.

Please Contact ALSE if you are interested by this Design and the demo files.

## **Design # 6 : Video Streaming over HDMI**

This demonstration is a variant of the Video Streaming demo over Ethernet except that in this case the video stream is transmitted from one board to the other through the DisplayPort Physical Link and connectors, but the logical format and encoding is **HDMI**.

This setup has been developed on AVDB to test and demonstrate ALSE's **transceiver-based HDMI** receiver IP.

Just like the Ethernet streaming demo video, the audio is also transported from the source to the TV or monitor through all IPs.



Please Contact ALSE if you are interested by this Design and the demo files.

## Design # 7 : Video Streaming over Ethernet with Wavelet Compression - Decompression

In this design, a Full HD video stream (HDMI input) is received and compressed using ALSE's new **Wavelet Coder**. The compression rate is high (close to 30) so the transmission <u>over Gigabit Ethernet</u> through the **GEDEK** IP occupies less than 8% of the theoretical GB bandwidth, thus allowing the use of Fast (100M Ethernet), or allowing to stream more than 10 x HD videos simultaneously !

With its adaptive compression, it can convert a 1920x1080 30fps raw video stream (about 1.5 Gbps) into a ~50 Mbps compressed stream. The whole Codec can also be fully parametrized to reach optimal compression and quality, with more than 64 parameters.

A software version of the Codec also enables you to stream compressed file from a computer to a decoder, or to record a compressed file streamed by the encoder.

Two AVDB Kits are required for this demo:

- AVDB 1 (Sender): receives a Full HD Video Stream on the HDMI Input Interface and transmits the video contents over Ethernet to the second AVDB.
- AVDB 2 (Receiver): receives the Video Stream over Ethernet and displays it on the DisplayPort/HDMI Interface through a Frame Buffer (allowing Frame rate control).



Please Contact A.L.S.E if you are interested by this Design or by ALSE's Wavelet Codec.

## Design # 8 : Altera "Best In Class" PCIexpress

We have a working Reference Design demonstrating our port of Altera's "Best In Class PCIexpress IP" to Cyclone V GT.

This design is a PCIe gen2 x1 Qsys system demonstrating bidirectional DMA transfers between FPGA and HOST Memory. Driver and demo software is provided for Linux 2.6 kernel and windows 7 x64.

It is configured using a dedicated BAR issuing register configuration through a convenient host API. Please contact ALSE for more details.

# Design # 9 : Ultra-High Definition (4K) Video Demo

When we designed 2AVDB, we intentionally decided to not position target Ultra-High Definition Video also known as "4K". *However*, we found that it was possible to implement complete applications working at these extreme resolutions (but within compatibility with HDMI 1.4).

This design example demonstrates 4K resolutions both in the Video input and the video output.

Please contact ALSE for more details.

## **ALSE Intellectual Property Blocks**

In our Reference Designs, we use the following ALSE IPs :

- > ALSE HDMI input through ADV7619
- > ALSE HDMI in (with I2S audio out)
- ALSE HDMI out (with I2S input)
- > GEDEK (Gigabit Ethernet hardware communication stack used for Video streaming)
- > I2S Codec (SSM2603) Interface
- I2C controller (multiple instances)
- > NAND Flash Memory Controller with BCH ECC
- Quad-SPI Controller
- > JPEG video compression engine
- > JPEG video decompression engine
- > Wavelet video compression engine
- > Wavelet video decompression engine
- DDR3 Frame Buffer (with rate changing)
- Video Test Pattern Generator
- Upscale / Downscale resizers
- ≻ etc

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