This tutorial describes the steps to create a *hardware platform* for the MiniZed board which only uses the processing system (PS), and simple application examples which blink an LED and communicate with a connected system (such as the lab computers or your PC) via the UART port (and in turn the USB port).

You are recommended to keep the following documents handy while working with the MiniZed platform and Zynq system:

[1] <u>https://www.avnet.com/wps/wcm/connect/onesite/1945b4c1-4e40-46dd-92c1-46329304e185/MiniZed-HW-UG-v1-0-</u>

V1\_0.pdf?MOD=AJPERES&attachment=false&id=1573009082950

Be careful of the auto inserted blanks in the above URL when you copy then into a web browser.

[2] https://www.xilinx.com/support/documentation/user\_guides/ug585-Zynq-7000-TRM.pdf

[2] is a big document (1843 pages), but it is a reference document, and should be the first document to check before starting to use a peripheral. For example, a big source of confusion when first starting to work with the PL is, that it does not work by default unlike the PS. Section "2.4 PS–PL Voltage Level Shifter Enables" describes why this is so, and how to make it work.

# A Quick Tutorial Application for PS

- 1. Start Vivado and choose Create Project. Enter project name, location etc. and click Next.
- 2. Choose RTL project, and make sure the box "Do not specify sources at this time" is selected.
- 3. In the next page, select the Boards tab, choose MiniZed, and finish the creation.

| oose a default Xilinx part or board for your project                          |          |                        |              |                     |
|---|----------|------------------------|--------------|---------------------|
| Parts   Boards  |          |                        |              |                     |
| Reset All Filters<br>Vendor: All Vame: All                                    |          |                        | ✓ Board Rev: | Latest              |
| Search: Q-  | <b>*</b> |                        |              |                     |
| Display Name<br>MiniZed   | Preview  | Vendor<br>em.avnet.com | File Version | Part<br>xc7z007sclg |
| ZedBoard Zynq Evaluation and Development Kit<br>Add Daughter Card Connections |          | em.avnet.com           | 1.4          | xc7z020clg4         |
| ZYNQ-7 ZC702 Evaluation Board<br>Add Daughter Card Connections                |          | xilinx.com             | 1.4          | xc7z020clg4         |
|   |          |                        |              |                     |
|   |          |                        |              |                     |
|   |          |                        |              |                     |

4. Click "Create Block Design" on the left-hand side, or under the "Flow" menu, and choose default options.



- 5. Click "Open Block Design". There should be an empty diagram on the GUI.
- 6. Click the Add IP button (+ button) on the diagram, and choose ZYNQ7 Processing System.

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|-------------|--|---|
| 0, 50       | $\mathbb{E}   \oplus   \circ   \stackrel{\times}{=}   \oplus   \circ $ |   |
| This design | is empty. Press the 🕂  |   |
| Search:     | Q- zynq  | ) |
| 👎 ZYNQ      | 7 Processing System  |   |
|             |  |   |

 Click on "Run Block Automation" which should have just popped-up. You can also rightclick the diagram and choose it. Use the defaults ("apply board preset" should be selected) and click OK. This configures the processing system (PS) according to the specifications of the board we have previously selected (MiniZed).

For example, if you double click the Zynq7 Processing System, under Peripheral I/O pins, you should see that UART1 is connected to pins 48-49, and UART0 to EMIO (which connects to the PL side). A search for "48" at the user guide of MiniZed [1] reveals that UART#1 is indeed connected to MIO pins 48-49.

| Peripherals  | !2  | 23   | 24  | 25  | 26 | 27  | 28 | 29   | 30 | 31   | 32 | 33  | 34 | 35   | 36 | 37  | 38 | 39  | 40 | 41  | 42 | 43  | 44 | 45  | 46  | 47   | 48 | 49  | 50 | 51  | 52 | 53  | EMIO |
|--------------|-----|------|-----|-----|----|-----|----|------|----|------|----|-----|----|------|----|-----|----|-----|----|-----|----|-----|----|-----|-----|------|----|-----|----|-----|----|-----|------|
| 0.028 1      |     |      |     |     |    |     |    |      |    |      |    |     |    |      |    |     |    |     |    |     |    |     |    | US  | 5B1 |      |    |     |    |     |    |     |      |
| > 🗹 SD 0     |     |      |     |     |    |     |    |      | S  | DO   |    |     |    |      |    |     |    |     |    |     | SI | 00  |    |     |     |      |    |     |    |     |    |     | EMIO |
| > 🖌 SD 1     |     |      | S   | Dl  |    |     |    |      |    |      |    |     |    |      | SI | D1  |    |     |    |     |    |     |    |     |     |      | S  | Dl  |    |     |    |     | EMIO |
| > 🗌 SPI 0    |     |      |     |     |    |     | s  | PIO  |    |      |    | mo  | 5  |      |    |     |    |     | SF | P10 |    |     |    | mo  | 6   |      |    |     |    |     |    |     | EMIO |
| > 🗌 SPI 1    |     | SPI  | 1   |     |    |     |    |      |    |      |    | - 1 |    | SPI1 |    |     |    |     |    |     |    |     |    | 1   |     | SPI1 |    |     |    |     |    |     | EMIO |
| > 🗹 UART 0   | JA  | ARTO | Г   |     | UA | RTO |    |      | UA | RTO  |    |     | UA | RTO  |    |     | UA | RTO |    |     | UA | RTO |    |     | UA  | RTO  |    |     | UA | RTO |    |     | EMIO |
| > 🗹 UART 1   | I F |      | UA  | RT1 |    |     | UA | ARTI | Г  |      | UA | RT1 |    |      | UA | RT1 |    |     | UA | RT1 |    |     | UA | RT1 | Г   |      | UA | RT1 |    |     | UA | RT1 | EMIO |
| ✓ I2C 0      | 12  | 200  | Г   |     | 12 | C0  |    |      | 12 | 2C 0 |    |     | 12 | CO   |    |     | 12 | 00  |    |     | 12 | 00  |    |     | 12  | C O  |    |     | 12 | co  |    |     | EMIO |
| 🗌 I2C 1      | IΓ  |      | 12  | 2C1 |    |     | 12 | 2C1  | Г  |      | 12 | с1  |    |      | 12 | с1  |    |     | 12 | C1  |    |     | 12 | Cl  | Г   |      | 12 | C1  |    |     | 12 | C1  | EMIO |
| > 🗌 CAN 0    | C/  | ANO  | Г   |     | CA | ANO |    |      | CA | ANO  |    |     | CA | N0   |    |     | CA | NO  |    |     | CA | NO  |    |     | CA  | ANO  |    |     | C/ | ANO |    |     | EMIO |
| > 🗌 CAN 1    | I.F |      | C/  | ANI |    |     | C, | AN1  | Г  |      | C/ | NI  |    |      | CA | N1  |    |     | CA | NI  |    |     | CA | NI  | Г   |      | CA | ANI |    |     | CA | NI  | EMIO |
| 🗆 ττςο       |     |      | Π   |     |    |     |    |      | Π  | CO   |    |     |    |      |    |     |    |     |    |     | Π  | 0   |    |     |     |      |    |     |    |     |    |     | EMIO |
| 🗆 πс1        |     |      |     |     |    |     | П  | rc1  | Г  |      |    |     |    |      |    |     |    |     | Π  | Cl  |    |     |    |     |     |      |    |     |    |     |    |     | EMIO |
| SWDT         |     |      |     |     | SV | VDT |    |      |    |      |    |     |    |      |    |     | SW | DT  |    |     |    |     |    |     |     |      |    |     | SV | VDT | SW | /DT | EMIO |
| PJTAG        |     | PJ   | TAG |     |    |     |    |      |    |      |    |     |    | PJT  | AG |     |    |     |    |     |    |     |    |     |     | PJT  | AG |     |    |     |    |     | EMIO |
| > 🗌 TPIU     | I F |      | Tr  | ace |    |     |    |      |    |      |    |     |    |      |    |     |    |     |    |     |    |     |    |     |     |      |    |     |    |     |    |     | EMIO |
| > 🗹 GPIO MIO | 12  | 23   | 24  | 25  | 26 | 27  | 28 | 29   | 30 | 31   | 32 | 33  | 34 | 35   | 36 | 37  | 38 | 39  | 40 | 41  | 42 | 43  | 44 | 45  | 46  | 47   | 48 | 49  | 50 | 51  | 52 | 53  |      |

| Table 13 – Allocation of MIO pins |                   |           |  |  |  |  |  |
|-----------------------------------|-------------------|-----------|--|--|--|--|--|
| Function                          | MIO Pin Number(s) | Total I/O |  |  |  |  |  |
| QSPI<br>Feedback Clock            | 1-6<br>8          | 7         |  |  |  |  |  |
| SDIO #1 (eMMC)                    | 10-15             | 6         |  |  |  |  |  |
| USB #0                            | 28-39             | 13        |  |  |  |  |  |
| Phy Reset                         | 7                 |           |  |  |  |  |  |
| UART #1                           | 48,49             | 2         |  |  |  |  |  |
| Bi-filament LED                   | 52,53             | 2         |  |  |  |  |  |
| User pushbutton                   | 0                 | 1         |  |  |  |  |  |
| Arduino Reset signal              | 9                 | 1         |  |  |  |  |  |
| Total:                            |                   | 32        |  |  |  |  |  |

Also note that the Bi-filament LED is connected to pins 52-53, which are automatically configured in the block design (GPIO MIO pins 52-53) thanks to the block automation.

8. Right-click your design under Sources, and click "Create HDL Wrapper...", and let Vivado manage the wrapper.



- 9. Since we only want to test basic functionality, we will not be using the FPGA (PL) side of the SoC. So click "Generate Bitstream" to directly generate the BitStream for the hardware platform (which only contains the Zynq PS block). This step might take a few minutes. You do not need to open the implemented design, so you can press "Cancel" when Vivado offers you to open it when the bitstream is generated.
- 10. Click File -> Export -> Export Hardware **after** the bitstream is generated. Make sure that "Include bitstream" checkbox is selected.

| <u>F</u> ile | <u>E</u> dit F <u>l</u> ow <u>T</u> ools                   | Rep <u>o</u> rts | <u>W</u> indow Layout ⊻iew <u>k</u> |
|--------------|--|------------------|-------------------------------------|
|              | Project<br>Add So <u>u</u> rces                            | ►<br>Alt+A       | BLOCK DESIGN - design_1             |
|              | <u>C</u> lose Project                                      |                  | Sources × Design Sig                |
|              | <u>S</u> ave Block Design<br>S <u>a</u> ve Block Design As | Ctrl+S           | Q   素   <b>≑</b>   <b>+</b>   ?     |
|              | <u>C</u> lose Block Design                                 |                  | ✓                                   |
|              | <u>C</u> onstraints  | Þ                | > • design_1_wrap                   |
|              | Simul <u>a</u> tion Waveform                               | Þ                | ✓ 	☐ Simulation Sources (1)         |
|              | Chec <u>k</u> point  | Þ                | > 🚍 sim_1 (1)                       |
|              | IP   | Þ                | >  Utility Sources                  |
|              | Text E <u>d</u> itor                                       | ) F              |                                     |
|              | I <u>m</u> port  | Þ                | Hierarchy IP Sources                |
|              | Expor <u>t</u>   |                  | Export <u>H</u> ardware             |

- Click File -> Launch SDK. If you have used the default locations at the previous step and included the bitstream, just press OK to launch the SDK where we will program the ZYNQ PS.
- 12. In the SDK, notice the address map for the processor. We are interested in this example to interact with the LEDs, which is connected to the PS GPIO, whose registers have a base address of 0xe000a000 in this case.

## 🛅 system.hdf 🖾

## design\_1\_wrapper\_hw\_platform\_0 Hardware Platform Specification

#### Design Information

| Target FPGA Device: | 7z007s                   |
|---------------------|--------------------------|
| Part:               | xc7z007sclg225-1         |
| Created With:       | Vivado 2018.3            |
| Created On:         | Wed Mar 11 12:58:38 2020 |

#### Address Map for processor ps7\_cortexa9\_0

| Cell            | Base Addr  | High Addr  | Slave I/f | Mem/Reg  |
|-----------------|------------|------------|-----------|----------|
| ps7_intc_dist_0 | 0xf8f01000 | 0xf8f01fff |           | REGISTER |
| ps7_gpio_0      | 0xe000a000 | 0xe000afff |           | REGISTER |

13. In the SDK, click File -> New -> Application Project. Choose a project name, a project language (in this case I will choose C++), and make sure that the design (for which we exported the bitstream) is selected as the "Hardware Platform". We want to run the system bare-metal, so choose standalone as the OS platform. We also need a new

board support package, which will be created automatically at this step. Board support package provides peripheral drivers and any other libraries which you can use in your code. Choose Empty Application in the next page and then Finish.

|                         | New Project                            | • • •   |
|-------------------------|--|---------|
| pplication Project      |  |         |
| Create a managed mak    | e application project.                 |         |
|                         |  |         |
| Project name: hello_v   | vorld                                  |         |
| 🗹 Use default locatio   | n                                      |         |
| Location: //home/zafe   | er/project 1/project 1.sdk/hello world | Browse  |
| Choose files            | system: default 1                      |         |
| choosentes              |  |         |
| OS Platform: standa     | alone                                  | ÷       |
| Target Hardware         |  |         |
| -<br>Hardware Platform: | design_1_wrapper_hw_platform_0         | \$ New  |
| Processor:              | ps7 cortexa9 0                         |         |
|                         |  |         |
| Target Software         |  |         |
| Language.               | ○ C ● C++                              |         |
| congeoge.               |  |         |
| Compiler:               | 32-bit                                 |         |
| Hypervisor Guest:       | N/A ‡                                  |         |
| Board Support Packa     | ge:      Create New hello_world_bsp    |         |
|                         | Use existing                           | *<br>*  |
|                         |  |         |
|                         |  |         |
|                         |  |         |
| 3                       | - Pack Nexts Cased                     | Finish  |
| •                       | Callet                                 | Filisti |

14. In the board support package, open "system.mss" if not already opened, and notice the documentation and examples for ps7\_gpio\_0 driver, which we will use to toggle the LED.

### ps7\_gpio\_0 gpiops

Documentation Import Examples

If you open for example xgpiops\_hw.h, you will see that the register offsets are automatically defined for us, which you would need to look-up from the datasheet of the device otherwise. Similarly "../ps7\_cortexa9\_0/include/xparameters.h" under BSP defines many things such as the address mapping, so you do not do these manually. Remember the address map from system.hdf? These are defined for us automatically here!



Since no (sane) person has time to do everything from scratch, we will use one of the provided examples to blink the LEDs, but you should know that you can find all the drivers inside the BSP if needed.

| system.hdf 🗈 🖍 system.mss   | 🕯 xgpiops_hw.h ដ   |  |
|---|--|--|
| /**************************************   | * Include Files  | ***************************************  |
| <pre>#include "xil_types.h" #include "xil_assert.h" #include "xil_io.h"</pre>   |  |  |
| /*****************************  | onstant Definit  | ions ******************************/   |
| <pre>/** @name Register offsets fo  * @{  */</pre>  | or the GPIO. Eac   | n register is 32 bits.   |
| <pre>#define XGPIOPS_DATA_LSW_OFFS<br/>#define XGPIOPS_DATA_MSW_OFFS<br/>#define XGPIOPS_DATA_OFFSET<br/>#define XGPIOPS_DATA_R0_OFFSET<br/>#define XGPIOPS_DIRM_OFFSET<br/>#define XGPIOPS_UTEN_OFFSET<br/>#define XGPIOPS_INTMASK_OFFSE<br/>#define XGPIOPS_INTDIS_OFFSET<br/>#define XGPIOPS_INTDIS_OFFSET<br/>#define XGPIOPS_INTSTS_OFFSET</pre> | ET 0x00000000U<br>ET 0x000004U<br>0x0000004UU /*<br>T 0x000000204U /*<br>0x00000204U /*<br>0x00000208U<br>T 0x00000208U<br>0x00000210U<br>0x00000214U<br>0x00000214U | <pre>/* Mask and Data Register LSW, W0 */ /* Mask and Data Register MSW, W0 */ Data Register, RW */ /* Data Register - Input, R0 */ Direction Mode Register, RW */ /* Output Enable Register, RW */ /* Interrupt Mask Register, R0 */ /* Interrupt Enable Register, W0 */ /* Interrupt Disable Register, W0 */ /* Interrupt Status Register, R0 */</pre> |
| #define XGPIOPS_INTTYPE_OFFSE   | T 0x0000021CU  | /* Interrupt Type Register, RW */  |
| <pre>#define XGPIOPS_INTPOL_OFFSET #define XGPIOPS_INTANY_OFFSET /* @} */</pre>   | 0x00000220U<br>0x00000224U   | /* Interrupt Polarity Register, RW */<br>/* Interrupt On Any Register, RW */   |

15. Choose the simpler xgpiops\_polled example after clicking "Import Examples" for ps7 gpio 0 inside system.mss.



16. Now copy everything inside the xgpiops\_polled\_example.c file into your main.cc file (or simply use this application project). We need to set the pins for the LEDs though, since the SDK does not automatically know about this. Modify the code as shown below:

```
Input_Pin = 0; // user pushbutton
Output_Pin = 52; // bi-filament LED pin 1 (we'll only blink one of them)
/* You can remove below commented block
* switch (Type_of_board) {
   case XPLAT_ZYNQ_ULTRA_MP:
        Input_Pin = 22;
        Output_Pin = 23;
        break;

   case XPLAT_ZYNQ:
        Input_Pin = 14;
        Output_Pin = 10;
        break;
}*/
```

Notice that we took this information from the MiniZed user manual (check step 7 of this document).

17. To run the code on MiniZed, press the little downward arrow next to the play button, and choose Run Configurations. Target Setup window should look something like as shown below:

| Debug Type: Sta   | ndalone                  | Application Debug 💲  |  |  |
|---|--------------------------|--|--|--|
| Connection: Loo   | cal                      | New  |  |  |
| Hardware Platfo   | rm: des                  | sign_1_wrapper_hw_platform_0 🛟   |  |  |
| Bitstream File:   | des                      | ign_1_wrapper.bit  | Search   | Browse   |
| Initialization File   | : ps7                    | _init.tcl  | Search   | Browse   |
| FPGA Device:  | Aut                      | o Detect   | Select   |  |
| PS Device:  | Aut                      | o Detect   | Select   |  |
| <ul> <li>✓ Reset entire :</li> <li>✓ Program FPC</li> <li>✓ Run ps7_init</li> <li>✓ Run ps7_post</li> </ul> | system<br>;A<br>t_config | Summary of operations to be perfor<br>Following operations will be perfor<br>1. Resets entire system. Clears the<br>2. Program FPGA fabric (PL).<br>3. Runs ps7_init to initialize PS.<br>4. Runs ps7_post_config. Enables lo<br>use this option only after system r<br>5. All processors in the system will<br>downloaded to the following proce<br>1) ps7_cortexa9_0 (/home/zafer,<br>hello_world.elf) | ormed<br>rmed before laun<br>FPGA fabric (PL).<br>evel shifters from<br>eset or board pow<br>be suspended, an<br>essors as specifie<br>/project_1/projec | ching the debugger<br>PL to PS. (Recomn<br>ver ON).<br>d Applications will<br>d in the Application<br>t_1.sdk/hello_worl |
|   |                          |  |  |  |

Make sure that you can see the FPGA Device and the PS Device by clicking Select..., and select the Application project that we have created in the Application tab. If everything went well, you should see the LED blinking for the specified number of times.

18. If you want to communicate with the MiniZed, the easiest way to do so is via UART. For this, you can load the UART example from ps7\_uart\_1 in system.mss, and play around with it. Make sure that UART1 is used in the example, since this is the one that is

actually connected on Minized, by using the definition "XPAR\_XUARTPS\_1\_DEVICE\_ID", and not "XPAR\_XUARTPS\_0\_DEVICE\_ID": #define UART\_DEVICE\_ID XPAR\_XUARTPS\_1\_DEVICE\_ID

Also, you can select this UART port as the default stdout, so that you can directly print to the output. If this is not working, click "Modify this BSP's Settings" in system.mss, select "standalone" under Overview, and choose ps7\_uart\_1 for both stdin and stdout, since we are using these on the MiniZed. Now you can see textual output using a serial communication program (a SDK terminal is also provided with Xilinx SDK).

[14:17:20:483] GPIO Polled Mode Example Test [14:17:25:763] Data read from GPIO Input is 0x0 [14:17:25:763] Successfully ran GPIO Polled Mode Example Test

19. If you want to use the other peripherals, Xilinx provides drivers (and examples for most) of the peripherals, so they are a good starting point.