In The Name of God

COMPUTER ENGINEERING DEPARTMENT OF AMIRKABIR UNIVERSITY OF TECHNOLOGY

FPGA Homework - 1

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1 Problem 4

1.1 PART 1

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-- Create Date: 04-03-2016
-- Module Name: p4-1.vhd
library IEEE;
use IEEE.std_logic_1164.all;
entity four_bit_comparator is
       port (a, b : in std_logic_vector(3 downto 0);
               l, g, e : in std_logic;
                eq, gt, lt : out std_logic);
end entity four_bit_comparator;
architecture structural of four_bit_comparator is
        signal a0_b0_eq, a0_b0_gt, a0_b0_lt : std_logic;
        signal a1_b1_eq, a1_b1_gt, a1_b1_lt : std_logic;
        signal a2_b2_eq, a2_b2_gt, a2_b2_lt : std_logic;
        signal a3_b3_eq, a3_b3_gt, a3_b3_lt : std_logic;
begin
```

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a0_b0_gt \le a(0) and (not b(0));
        a0_b0_lt \le (not a(0)) and b(0);
        a0_b0_eq \le a(0) xor b(0);
        a1_b1_gt \le a(1) and (not b(1));
        a1_b1_lt \le (not a(1)) and b(1);
        a1_b1_eq \le a(1) xor b(1);
        a2_b2_gt \le a(2) and (not b(2));
        a2_b2_1t \le (not a(2)) and b(2);
        a2_b2_eq \le a(2) xor b(2);
        a3_b3_gt \le a(3) and (not b(3));
        a3_b3_lt \le (not a(3)) and b(3);
        a3_b3_eq \le a(3) xor b(3);
        eq \le a3_b3_eq and a2_b2_eq and a1_b1_eq and a0_b0_eq;
        gt <= a3_b3_gt or (a2_b2_gt and a3_b3_eq) or (a1_b1_gt and a2_b2_eq and a3_b3_eq)
              or (a0_b0_gt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
       lt \le a3_b3_lt or (a2_b2_lt and a3_b3_eq) or (a1_b1_lt and a2_b2_eq and a3_b3_eq)
              or (a0_b0_lt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
end architecture structural;
                                1.2 PART 2
-- Author:
                Parham Alvani (parham.alvani@gmail.com)
```

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signal a3_b3_eq, a3_b3_gt, a3_b3_lt : std_logic;
        entity 4_bit_comparator is
                port (a, b : in std_logic_vector(3 downto 0);
                        1, g, e : in std_logic;
                        eq, gt, lt : out std_logic);
        end entity 4_bit_comparator;
        for all:4_bit_comparator use entity work.4_bit_comparator;
begin
        c0: 4_bit_comparator port map (a(3 downto 0), b(3 downto 0), open, open, open,
                a0_b0_eq, a0_b0_gt, a0_b0_lt);
        c1: 4_bit_comparator port map (a(7 downto 4), b(7 downto 4), open, open, open,
                a1_b1_eq, a1_b1_gt, a1_b1_lt);
        c2: 4_bit_comparator port map (a(11 downto 8), b(11 downto 8), open, open, open,
                a2_b2_eq, a2_b2_gt, a2_b2_lt);
        c3: 4_bit_comparator port map (a(15 downto 12), b(15 downto 12), open, open, open,
                a3_b3_eq, a3_b3_gt, a3_b3_lt);
        eq \le a3_b3_eq and a2_b2_eq and a1_b1_eq and a0_b0_eq;
       gt \le a3_b3_gt or (a2_b2_gt and a3_b3_eq) or (a1_b1_gt and a2_b2_eq and a3_b3_eq)
              or (a0_b0_gt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
        lt <= a3_b3_lt or (a2_b2_lt and a3_b3_eq) or (a1_b1_lt and a2_b2_eq and a3_b3_eq)
              or (a0_b0_lt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
end architecture structural;
                                1.3 PART 3
              Parham Alvani (parham.alvani@gmail.com)
-- Author:
-- Create Date: 03-03-2016
-- Module Name: p4-3.vhd
library IEEE;
use IEEE.std_logic_1164.all;
entity decoder_2_4 is
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port (i0, i1 : in std_logic;

o0, o1, o2, o3 : out std_logic);

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end entity decoder_2_4;
architecture structural of decoder_2_4 is
begin
       out0 <= (not i0) and (not i1);
       out1 <= i0 and (not i1);</pre>
       out2 <= (not i0) and i1;
       out3 <= i0 and i1;
end architecture structural;
                               1.4 PART 4
-- Author: Parham Alvani (parham.alvani@qmail.com)
-- Create Date: 03-03-2016
-- Module Name: p4-4.vhd
______
library IEEE;
use IEEE.std_logic_1164.all;
entity carry_look_ahead_adder is
       generic (N : natural := 4);
       port (a, b : in std_logic_vector(N - 1 downto 0);
               s : out std_logic_vector(N - 1 downto 0);
               cin : in std_logic;
               cout : out std_logic);
end entity carry_look_ahead_adder;
architecture structural of carry_look_ahead_adder is
       signal P, G : std_logic_vector(N - 1 downto 0);
       signal C : std_logic_vector(N downto 0);
begin
       C(0) \ll cin;
       cout <= C(N);
       carry: for I in 1 to N generate
               C(I) \leftarrow G(I - 1) or (P(I - 1)) and C(I - 1);
       end generate carry;
       p_and_g: for I in 0 to N - 1 generate
               P(I) \le a(I) \times b(I);
               G(I) \le a(I) \text{ and } b(I);
       end generate p_and_g;
```

1.5 PART 5

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-- Author: Parham Alvani (parham.alvani@gmail.com)
-- Create Date: 04-03-2016
-- Module Name: p4-5.vhd
library IEEE;
use IEEE.std_logic_1164.all;
entity counter is
        generic (N : natural := 4);
        port (clk : in std_logic;
                d : out std_logic_vector(N - 1 downto 0));
end entity counter;
architecture structural of counter is
        component t_flipflop is
                port( t, clk : in std_logic;
                        q, q_bar : out std_logic);
        end component;
        signal C : std_logic_vector(N - 1 downto 0);
        signal B : std_logic_vector(N - 1 downto 0) := (others => '0');
        for all:t_flipflop use entity work.t_flipflop;
begin
        C(0) <= '1';
        c0: t_flipflop port map ('1', clk, B(0), open);
        cs: for I in 1 to N - 1 generate
                C(I) \leftarrow C(I - 1) and B(I - 1);
                cI: t_flipflop port map (C(I), clk, B(I), open);
        end generate;
        Bs: for I in 0 to N - 1 generate
                d(I) \leftarrow B(I);
```

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end generate;
end architecture structural;
```

2 Problem 5

2.1 PART 1

A	В	С	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

2.2 PART 2