



Examples of VHDL Descriptions

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This file contains a selection of VHDL source files which serve to illustrate the diversity and power of the language when used to describe various types of hardware. The examples range from simple combinational logic, described in terms of basic logic gates, to more complex systems, such as a behavioural model of a microprocessor and associated memory. All of the examples can be simulated using any IEEE compliant VHDL simulator and many can be synthesised using current synthesis tools.

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Universal Register

Description - This design is a universal register which can be used as a straightforward storage register, a bi-directional shift register, an up counter and a down counter. The register can be loaded from a set of parallel data inputs and the mode is controlled by a 3-bit input. The 'termcnt' (terminal count) output goes high when the register contains zero.

```

LIBRARY ieee;
USE ieee.Std_logic_1164.ALL;
USE ieee.Std_logic_unsigned.ALL;
ENTITY unintr IS
  GENERIC(n : Positive := 8); --size of counter/shifter
  PORT(clock, serinl, serinr : IN Std_logic; --serial inputs
        mode : IN Std_logic_vector(2 DOWNTO 0); --mode control
        datain : IN Std_logic_vector((n-1) DOWNTO 0); --parallel inputs
        dataout : OUT Std_logic_vector((n-1) DOWNTO 0); --parallel outputs
        termcnt : OUT Std_logic); --terminal count output
END unintr;

ARCHITECTURE v1 OF unintr IS
  SIGNAL int_reg : Std_logic_vector((n-1) DOWNTO 0);

  BEGIN
    main_proc : PROCESS
    BEGIN
      WAIT UNTIL rising_edge(clock);
      CASE mode IS
        --reset
        WHEN "000" => int_reg <= (OTHERS => '0');
        --parallel load
        WHEN "001" => int_reg <= datain;
        --count up
        WHEN "010" => int_reg <= int_reg + 1;
        --count down
        WHEN "011" => int_reg <= int_reg - 1;
        --shift left
        WHEN "100" => int_reg <= int_reg((n-2) DOWNTO 0) & serinl;
        --shift right
        WHEN "101" => int_reg <= serinr & int_reg((n-1) DOWNTO 1);
        --do nothing
        WHEN OTHERS => NULL;
      END CASE;
    END PROCESS;

    det_zero : PROCESS(int_reg) --detects when count is 0
    BEGIN
      termcnt <= '1';
      FOR i IN int_reg'Range LOOP

```

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```
IF int_reg(i) = '1' THEN
    terment <= '0';
    EXIT;
END IF;
END LOOP;
END PROCESS;

--connect internal register to dataout port
dataout <= int_reg;

END v1;
```

Octal D-Type Register with 3-State Outputs

Simple model of an Octal D-type register with three-state outputs using two concurrent statements.

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
ENTITY ttl374 IS
    PORT(clock, oebar : IN std_logic;
         data : IN std_logic_vector(7 DOWNTO 0);
         qout : OUT std_logic_vector(7 DOWNTO 0));
END ENTITY ttl374;

ARCHITECTURE using_1164 OF ttl374 IS
    --internal flip-flop outputs
    SIGNAL qint : std_logic_vector(7 DOWNTO 0);
BEGIN
    qint <= data WHEN rising_edge(clock); --d-type flip flops
    qout <= qint WHEN oebar = '0' ELSE "ZZZZZZZZ"; --three-state buffers
END ARCHITECTURE using_1164;
```

Exclusive-OR Gate (Dataflow style)

```
-- 2 input exclusive or
-- Modeled at the RTL level.

entity x_or is
port (
    in1 : in bit ;
    in2 : in bit ;
    out1 : out bit);
end x_or;

architecture rtl of x_or is
begin
    out1 <= in1 xor in2 after 10 ns;
end rtl;
```

Exclusive-OR Gate (Behavioural style)

```
-- Exclusive or gate
-- modeled at the behavioral level.

entity x_or is
port (
    in1 : in bit ;
    in2 : in bit ;
    out1 : out bit);
end x_or;

architecture behavior of x_or is
```

```

begin
  process(in1, in2)
  begin
    if in1 = in2 then
      out1 <= '0' after 10 ns;
    else out1 <= '1' after 10 ns;
    end if;
  end process;
end behavior;

```

Exclusive-OR Gate (Structural style)

```

-- 2 input exclusive-or gate.
-- Modeled at the structural level.

```

```

entity x_or is
  port (
    in1 : in bit ;
    in2 : in bit ;
    out1 : out bit) ;
end x_or;

```

```

entity and_gate is
  port (
    a : in bit ;
    b : in bit ;
    c : out bit) ;
end and_gate;

```

```

architecture behavior of and_gate is
begin
  process(a,b)
  begin
    c <= a and b after 5 ns;
  end process;
end behavior;

```

```

entity or_gate is
  port (
    d : in bit ;
    e : in bit ;
    f : out bit) ;
end or_gate;

```

```

architecture behavior of or_gate is
begin
  process(d,e)
  begin
    f <= d or e after 4 ns;
  end process;
end behavior;

```

```

entity inverter is
  port (
    g : in bit ;
    h : out bit) ;
end inverter;

```

```

architecture behavior of inverter is
begin
  process(g)
  begin
    h <= not g after 3 ns;
  end process;
end behavior;

```

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```
architecture structural of x_or is
-- signal declarations
signal t1, t2, t3, t4 : bit;

-- local component declarations
component and_gate
  port (a, b : in bit; c : out bit) ;
end component;

component or_gate
  port (d, e : in bit; f : out bit) ;
end component;

component inverter
  port (g : in bit; h : out bit) ;
end component;

begin

-- component instantiation statements
u0: and_gate port map ( a => t1, b => in2, c => t3);
u1: and_gate port map ( a => in1, b => t2, c => t4);
u2: inverter port map ( g => in1, h => t1);
u3: inverter port map ( g => in2, h => t2);
u4: or_gate port map ( d => t3, e => t4, f => out1);

end structural;
```

Three-input Majority Voter

The entity declaration is followed by three alternative architectures which achieve the same functionality in different ways.

```
ENTITY maj IS
  PORT(a,b,c : IN BIT; m : OUT BIT);
END maj;

--Dataflow style architecture
ARCHITECTURE concurrent OF maj IS
BEGIN
  --selected signal assignment statement (concurrent)
  WITH a&b&c SELECT
    m <= '1' WHEN "110"|"101"|"011"|"111",'0' WHEN OTHERS;
END concurrent;

--Structural style architecture
ARCHITECTURE structure OF maj IS
  --declare components used in architecture
  COMPONENT and2 PORT(in1, in2 : IN BIT; out1 : OUT BIT);
  END COMPONENT;
  COMPONENT or3 PORT(in1, in2, in3 : IN BIT; out1 : OUT BIT);
  END COMPONENT;
  --declare local signals
  SIGNAL w1, w2, w3 : BIT;
BEGIN
  --component instantiation statements.
  --ports of component are mapped to signals
  --within architecture by position.
  gate1 : and2 PORT MAP (a, b, w1);
  gate2 : and2 PORT MAP (b, c, w2);
  gate3 : and2 PORT MAP (a, c, w3);
  gate4 : or3 PORT MAP (w1, w2, w3, m);
```

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```
END structure;

--Behavioural style architecture using a look-up table
ARCHITECTURE using_table OF maj IS
BEGIN
    PROCESS(a,b,c)
    CONSTANT lookuptable : BIT_VECTOR(0 TO 7) := "00010111";
    VARIABLE index : NATURAL;
    BEGIN
        index := 0; --index must be cleared each time process executes
        IF a = '1' THEN index := index + 1; END IF;
        IF b = '1' THEN index := index + 2; END IF;
        IF c = '1' THEN index := index + 4; END IF;
        m <= lookuptable(index);
    END PROCESS;
END using_table;
```

Magnitude Comparator

--VHDL description of a 4-bit magnitude comparator with expansion inputs
--first architecture demonstrates use of relational operators on
--bit vectors (=,>,<).Second architecture shows sequential behaviour
--description.Both descriptions do not fully model behaviour of real
--device for all possible combinations of inputs.

```
ENTITY mag4comp IS
    GENERIC(eqdel,gtdel,ltlde1 : TIME := 10 ns); --output delay parameters
    PORT(a,b : IN BIT_VECTOR(3 DOWNT0 0)); --input words, DOWNT0 ordering
    needed for comparison operators
    aeqbin,agtb1n,altb1n : IN BIT; --expansion inputs
    aeqbout,agtbout,altbout : OUT BIT; --outputs
END mag4comp;
```

```
ARCHITECTURE dataflow OF mag4comp IS
    --this architecture assumes that only one of the expansion inputs
    --is active at any time,if more than one expansion input is active,
    --more than one output may be active.
    BEGIN
        aeqbout <= '1' AFTER eqdel WHEN ((a = b) AND (aeqbin = '1'))
        ELSE '0' AFTER eqdel;
        agtbout <= '1' AFTER gtdel WHEN ((a > b) OR ((a = b) AND (agtb1n = '1')))
        ELSE '0' AFTER gtdel;
        altbout <= '1' AFTER ltlde1 WHEN ((a < b) OR ((a = b) AND (altb1n = '1')))
        ELSE '0' AFTER ltlde1;
    END dataflow;
```

```
ARCHITECTURE behaviour OF mag4comp IS
    BEGIN
        PROCESS(a,b,aeqbin,agtb1n,altb1n)
        BEGIN
            IF (a > b) THEN
                agtbout <= '1' AFTER gtdel;
                aeqbout <= '0' AFTER eqdel;
                altbout <= '0' AFTER ltlde1;
            ELSIF (a < b) THEN
                altbout <= '1' AFTER ltlde1;
                aeqbout <= '0' AFTER eqdel;
                agtbout <= '0' AFTER gtdel;
            ELSE --a=b,expansion inputs have priority ordering
                IF (aeqbin = '1') THEN
                    aeqbout <= '1' AFTER eqdel;
                    agtbout <= '0' AFTER gtdel;
                    altbout <= '0' AFTER ltlde1;
                ELSIF (agtb1n = '1') THEN
                    agtbout <= '1' AFTER gtdel;
                    altbout <= '0' AFTER ltlde1;
                ELSE
                    altbout <= '1' AFTER ltlde1;
                    aeqbout <= '0' AFTER eqdel;
                    agtbout <= '0' AFTER gtdel;
                END IF;
            END IF;
        END PROCESS;
    END behaviour;
```

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```
    aeqbout <= '0' AFTER eqdel;
  ELSIF (altbin = '1') THEN
    agtbout <= '0' AFTER gtldel;
    altbout <= '1' AFTER ltdel;
    aeqbout <= '0' AFTER eqdel;
  ELSE
    agtbout <= '0' AFTER gtldel;
    altbout <= '0' AFTER ltdel;
    aeqbout <= '0' AFTER eqdel;
  END IF;
END IF;
END PROCESS;
END behaviour;
```

8-bit Register with Synchronous Load and Clear

The design entity shows the standard way of describing a register using a *synchronous process*, ie. a process containing a single wait statement which is triggered by a rising edge on the clock input.

```
library ieee;
use ieee.std_logic_1164.all;
entity reg8 is
  port(clock, clear, load : in std_logic;
        d : in std_logic_vector(7 downto 0);
        q : out std_logic_vector(7 downto 0));
end entity reg8;

architecture v1 of reg8 is
begin
  reg_proc : process
  begin
    wait until rising_edge(clock);
    if clear = '1' then
      q <= (others => '0');
    elsif load = '1' then
      q <= d;
    end if;
  end process;
end architecture v1;
```

BCD to Seven Segment Decoder

The use of the std_logic literal '-' (don't care) is primarily for the synthesis tool. This example illustrates the use of the selected signal assignment.

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
ENTITY seg7dec IS
  PORT(bcdin : IN std_logic_vector(3 DOWNTO 0);
        segout : OUT std_logic_vector(6 DOWNTO 0));
END seg7dec;

ARCHITECTURE ver3 OF seg7dec IS
  BEGIN
    WITH bcdin SELECT
      segout <= "1000000" WHEN X"0",
                "1100111" WHEN X"1",
                "1101101" WHEN X"2",
                "0000011" WHEN X"3",
                "0100101" WHEN X"4",
                "0001001" WHEN X"5",
                "0001000" WHEN X"6",
                "1100011" WHEN X"7",
                "0000000" WHEN X"8",
```


2-to-4 Decoder with Testbench and Configuration

This set of design units illustrates several features of the VHDL language including:

- Using generics to pass time delay values to design entities.
- Design hierarchy using instantiated components.
- Test benches for design verification.
- Configuration declaration for binding components to design entities and setting delay values.

```
--ANATOMY OF A VHDL MODEL
--This VHDL source description illustrates the use
--of the basic constructs of VHDL.
--The model describes a 2-input/4-output decoder
--comprising two behavioural primitives 'inv' and 'and3'
--instantiated in a structure.
```

```
ENTITY inv IS
  GENERIC(tplh,tphl,tplhe,tphle : TIME := 1 ns);
  PORT(a : IN BIT; b : OUT BIT);
END inv;
```

```
ARCHITECTURE behaviour OF inv IS
BEGIN
  PROCESS(a)
    VARIABLE state : BIT;
  BEGIN
    state := NOT(a);
    IF state = '1' THEN
      b <= state AFTER (tplh + tplhe);
    ELSE
      b <= state AFTER (tphl + tphle);
    END IF;
  END PROCESS;
END behaviour;
```

```
ENTITY and3 IS
  GENERIC(tplh,tphl,tplhe,tphle : TIME := 1 ns);
  PORT(a1,a2,a3 : IN BIT; o1 : OUT BIT);
END and3;
```

```
ARCHITECTURE behaviour OF and3 IS
BEGIN
  PROCESS(a1,a2,a3)
    VARIABLE state : BIT;
  BEGIN
    state := a1 AND a2 AND a3;
    IF state = '1' THEN
      o1 <= state AFTER (tplh + tplhe);
    ELSE
      o1 <= state AFTER (tphl + tphle);
    END IF;
  END PROCESS;
END behaviour;
```

```
ENTITY dec2to4 IS
  PORT(s0,s1,en : IN BIT; y0,y1,y2,y3 : OUT BIT);
END dec2to4;
```

```
ARCHITECTURE structural OF dec2to4 IS
  COMPONENT inv
```

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```

PORT(a : IN BIT; b : OUT BIT); END COMPONENT;
COMPONENT and3
PORT(a1,a2,a3 : IN BIT; o1 : OUT BIT); END COMPONENT;
SIGNAL ns0,ns1 : BIT;
BEGIN
i1 : inv PORT MAP(s0,ns0);
i2 : inv PORT MAP(s1,ns1);
a1 : and3 PORT MAP(en,ns0,ns1,y0);
a2 : and3 PORT MAP(en,s0,ns1,y1);
a3 : and3 PORT MAP(en,ns0,s1,y2);
a4 : and3 PORT MAP(en,s0,s1,y3);

END structural;
-----
ENTITY dec2to4_stim IS
PORT(stimulus : OUT BIT_VECTOR(0 TO 2); response : IN BIT_VECTOR(0 TO 3));
END dec2to4_stim;

```

```

ARCHITECTURE behavioural OF dec2to4_stim IS
BEGIN
stimulus <= TRANSPORT "000" AFTER 0 ns,
"100" AFTER 100 ns,
"010" AFTER 200 ns,
"110" AFTER 300 ns,
"001" AFTER 400 ns,
"101" AFTER 500 ns,
"011" AFTER 600 ns,
"111" AFTER 700 ns;

END behavioural;
-----

```

```

ENTITY dec2to4_bench IS
END dec2to4_bench;

ARCHITECTURE structural OF dec2to4_bench IS
COMPONENT dec2to4
PORT(s0,s1,en : IN BIT; y0,y1,y2,y3 : OUT BIT);
END COMPONENT;
COMPONENT dec2to4_stim
PORT(stimulus : OUT BIT_VECTOR(0 TO 2); response : IN BIT_VECTOR(0 TO 3));
END COMPONENT;

```

```

SIGNAL stimulus : BIT_VECTOR(0 TO 2);
SIGNAL response : BIT_VECTOR(0 TO 3);

BEGIN

generator : dec2to4_stim PORT MAP(stimulus,response);
circuit : dec2to4 PORT MAP(stimulus(1),stimulus(2),stimulus(0),
response(0),response(1),response(2),response(3));

END structural;
-----

```

```

CONFIGURATION parts OF dec2to4_bench IS
FOR structural

```

```

FOR generator : dec2to4_stim
USE ENTITY work.dec2to4_stim(behavioural);
END FOR;

```

```

FOR circuit : dec2to4
USE ENTITY work.dec2to4(structural);
FOR structural
FOR ALL : inv
USE ENTITY work.inv(behaviour)
GENERIC MAP(tplh => 10 ns,

```

```

tphl => 7 ns,
tplhe => 15 ns,
tphle => 12 ns);

```

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```

END FOR;
FOR ALL : and3
    USE ENTITY work.and3(behaviour)
    GENERIC MAP(tplh => 8 ns,
                tphl => 5 ns,
                tplhe => 20 ns,
                tphle => 15 ns);
END FOR;
END FOR;
END FOR;
END parts;

```

Generated Binary Up Counter

The first design entity is a T-type flip-flop. The second is an scalable synchronous binary up counter illustrating the use of the generate statement to produce regular structures of components.

```

library ieee;
use ieee.std_logic_1164.all;
entity tff is
    port(clk, t, clear : in std_logic; q : buffer std_logic);
end tff;

architecture v1 of tff is
begin
    process(clear, clk)
    begin
        if clear = '1' then
            q <= '0';
        elsif rising_edge(clk) then
            if t = '1' then
                q <= not q;
            else
                null;
            end if;
        end if;
    end process;
end v1;

library ieee;
use ieee.std_logic_1164.all;
entity bigctr is
    generic(size : positive := 32);
    port(clk, clear : in std_logic;
         q : buffer std_logic_vector((size-1) downto 0));
end bigctr;

architecture v1 of bigctr is
    component tff is
        port(clk, t, clear : in std_logic; q : buffer std_logic);
    end component;

    signal tin : std_logic_vector((size-1) downto 0);
begin
    gentff : for i in (size-1) downto 0 generate
        ttype : tff port map (clk, tin(i), clear, q(i));
    end generate;

    genand : for i in 0 to (size-1) generate
        to : if i = 0 generate

```

```

        tin(i) <= '1';
    end generate;
    tl_size : if i > 0 generate
        tin(i) <= q(i-1) and tin(i-1);
    end generate;
end generate;
end vl1;

```

Counter using Multiple Wait Statements

This example shows an inefficient way of describing a counter.

```

--vhdl model of a 3-state counter illustrating the use
--of the WAIT statement to suspend a process.At each wait
--statement the simulation time is updated one cycle,transferring
--the driver value to the output count.
--This architecture shows that there is no difference between
--WAIT UNTIL (clock'EVENT AND clock = '1') and WAIT UNTIL clock = '1'

```

```

ENTITY cnt3 IS
    PORT(clock : IN BIT; count : OUT NATURAL);
END cnt3;

ARCHITECTURE using_wait OF cnt3 IS
BEGIN
    PROCESS
    BEGIN
        --WAIT UNTIL (clock'EVENT AND clock = '1');
        WAIT UNTIL clock = '1';
        count <= 0;
        --WAIT UNTIL (clock'EVENT AND clock = '1');
        WAIT UNTIL clock = '1';
        count <= 1;
        --WAIT UNTIL (clock'EVENT AND clock = '1');
        WAIT UNTIL clock = '1';
        count <= 2;
    END PROCESS;
END using_wait;

```

Counter using a Conversion Function

This counter uses a natural number to hold the count value and converts it into a bit_vector for output. Illustrates the use of a function.

```

--4-bit binary up counter with asynchronous reset 2/2/93

```

```

ENTITY cnt4bit IS
    PORT(reset,clock : IN BIT; count : OUT BIT_VECTOR(0 TO 3));
END cnt4bit;

ARCHITECTURE dataflow OF cnt4bit IS

    --interface function to generate output bit_vector from
    --internal count value.
    FUNCTION nat_to_bv(input : NATURAL; highbit : POSITIVE)
        RETURN BIT_VECTOR IS
        VARIABLE temp : NATURAL := 0;
        VARIABLE output : BIT_VECTOR(0 TO highbit);
    BEGIN
        temp := input;
        --check that input fits into (highbit+1) bits
        ASSERT (temp <= (2**(highbit + 1) - 1))
        REPORT "input no. is out of range" SEVERITY ERROR;
    END FUNCTION;

```

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```
--generate bit values
FOR i IN highbit DOWNTO 0 LOOP
  IF temp >= (2**i)
    THEN output(i) := '1';
    temp := temp - (2**i);
  ELSE output(i) := '0';
  END IF;
END LOOP;
RETURN output;
END nat_to_bv;

--signal to hold current count value
SIGNAL intcount : NATURAL := 0;

BEGIN
  --conditional natural signal assignment models counter
  intcount <= 0 WHEN (reset = '1') ELSE
    ((intcount + 1) MOD 16) WHEN (clock'EVENT AND clock = '1')
    ELSE intcount;

  --interface function converts natural count to bit_vector count
  count <= nat_to_bv(intcount,3);
END;
```

Quad 2-input Nand

Simple concurrent model of a TTL quad nand gate.

```
--uses 1993 std VHDL
library IEEE;
use IEEE.Std_logic_1164.all;
entity HCT00 is
  port(A1, B1, A2, B2, A3, B3, A4, B4 : in std_logic;
        Y1, Y2, Y3, Y4 : out std_logic);
end HCT00;

architecture VER1 of HCT00 is
begin
  Y1 <= A1 nand B1 after 10 ns;
  Y2 <= A2 nand B2 after 10 ns;
  Y3 <= A3 nand B3 after 10 ns;
  Y4 <= A4 nand B4 after 10 ns;
end VER1;
```

Dual 2-to-4 Decoder

A set of conditional signal assignments model a dual 2-to-4 decoder

```
--uses 1993 std VHDL
library IEEE;
use IEEE.Std_logic_1164.all;
entity HCT139 is
  port(A2, B2, G2BAR, A1, B1, G1BAR : in std_logic;
        Y20, Y21, Y22, Y23, Y10, Y11, Y12, Y13 : out std_logic);
end HCT139;

architecture VER1 of HCT139 is
begin
  Y10 <= '0' when (B1 = '0') and ((A1 = '0') and (G1BAR = '0')) else '1';
  Y11 <= '0' when (B1 = '0') and ((A1 = '1') and (G1BAR = '0')) else '1';
  Y12 <= '0' when (B1 = '1') and ((A1 = '0') and (G1BAR = '0')) else '1';
  Y13 <= '0' when (B1 = '1') and ((A1 = '1') and (G1BAR = '0')) else '1';
  Y20 <= '0' when (B2 = '0') and ((A2 = '0') and (G2BAR = '0')) else '1';
```

Examples of VHDL Descriptions

```
Y21 <= '0' when (B2 = '0') and ((A2 = '1') and (G2BAR = '0')) else '1';
Y22 <= '0' when (B2 = '1') and ((A2 = '0') and (G2BAR = '0')) else '1';
Y23 <= '0' when (B2 = '1') and ((A2 = '1') and (G2BAR = '0')) else '1';
end VER1;
```

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Quad D-Type Flip-flop

This example shows how a conditional signal assignment statement could be used to describe sequential logic (it is more common to use a process). The keyword 'unaffected' is equivalent to the 'null' statement in the sequential part of the language. The model would work exactly the same without the clause 'else unaffected' attached to the end of the statement.

```
--uses 1993 std VHDL
library IEEE;
use IEEE.Std_logic_1164.all;
entity HCT175 is
  port(D : in std_logic_vector(3 downto 0);
        Q : out std_logic_vector(3 downto 0);
        CLRBAR, CLK : in std_logic);
end HCT175;
architecture VER1 of HCT175 is
begin
  Q <= (others => '0') when (CLRBAR = '0')
        else D when rising_edge(CLK)
        else unaffected;
end VER1;
```

Octal Bus Transceiver

This example shows the use of the high impedance literal 'Z' provided by std_logic. The aggregate '(others => 'Z')' means all of the bits of B must be forced to 'Z'. Ports A and B must be resolved for this model to work correctly (hence std_logic rather than std_ulogic).

```
library IEEE;
use IEEE.Std_logic_1164.all;
entity HCT245 is
  port(A, B : inout std_logic_vector(7 downto 0);
        DIR, GBAR : in std_logic);
end HCT245;
architecture VER1 of HCT245 is
begin
  A <= B when (GBAR = '0') and (DIR = '0') else (others => 'Z');
  B <= A when (GBAR = '0') and (DIR = '1') else (others => 'Z');
end VER1;
```

Quad 2-input OR

```
--uses 1993 std VHDL
library IEEE;
use IEEE.Std_logic_1164.all;
entity HCT32 is
  port(A1, B1, A2, B2, A3, B3, A4, B4 : in std_logic;
        Y1, Y2, Y3, Y4 : out std_logic);
end HCT32;
architecture VER1 of HCT32 is
begin
  Y1 <= A1 or B1 after 10 ns;
  Y2 <= A2 or B2 after 10 ns;
  Y3 <= A3 or B3 after 10 ns;
  Y4 <= A4 or B4 after 10 ns;
```

```
end VER1;
```

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8-bit Identity Comparator

```
--uses 1993 std VHDL
library IEEE;
use IEEE.Std_logic_1164.all;
entity HCT688 is
    port(Q, P : in std_logic_vector(7 downto 0);
         GBAR : in std_logic; PEQ : out std_logic);
end HCT688;

architecture VER1 of HCT688 is
begin
    PEQ <= '0' when ((To_X01(P) = To_X01(Q)) and (GBAR = '0')) else '1';
end VER1;
```

Hamming Encoder

A 4-bit Hamming Code encoder using concurrent assignments. The output vector is connected to the individual parity bits using an aggregate assignment.

```
ENTITY hamenc IS
    PORT(datain : IN BIT_VECTOR(0 TO 3);    --d0 d1 d2 d3
          hamout : OUT BIT_VECTOR(0 TO 7));  --d0 d1 d2 d3 p0 p1 p2 p4
END hamenc;

ARCHITECTURE ver2 OF hamenc IS
    SIGNAL p0, p1, p2, p4 : BIT;    --check bits
BEGIN
    --generate check bits
    p0 <= (datain(0) XOR datain(1)) XOR datain(2);
    p1 <= (datain(0) XOR datain(1)) XOR datain(3);
    p2 <= (datain(0) XOR datain(2)) XOR datain(3);
    p4 <= (datain(1) XOR datain(2)) XOR datain(3);
    --connect up outputs
    hamout(4 TO 7) <= (p0, p1, p2, p4);
    hamout(0 TO 3) <= datain(0 TO 3);
END ver2;
```

Hamming Decoder

This Hamming decoder accepts an 8-bit Hamming code (produced by the encoder above) and performs single error correction and double error detection.

```
ENTITY hamdec IS
    PORT(hamin : IN BIT_VECTOR(0 TO 7);  --d0 d1 d2 d3 p0 p1 p2 p4
          dataout : OUT BIT_VECTOR(0 TO 3); --d0 d1 d2 d3
          sec, ded, ne : OUT BIT);    --diagnostic outputs
END hamdec;

ARCHITECTURE ver1 OF hamdec IS
BEGIN
    PROCESS(hamin)
        VARIABLE syndrome : BIT_VECTOR(3 DOWNTO 0);
    BEGIN
```

Examples of VHDL Descriptions

```
--generate syndrome bits
syndrome(0) := ((((((hamin(0) XOR hamin(1)) XOR hamin(2)) XOR hamin(3))
XOR hamin(4)) XOR hamin(5)) XOR hamin(6)) XOR hamin(7));
syndrome(1) := (((hamin(0) XOR hamin(1)) XOR hamin(3)) XOR hamin(5));
syndrome(2) := (((hamin(0) XOR hamin(2)) XOR hamin(3)) XOR hamin(6));
syndrome(3) := (((hamin(1) XOR hamin(2)) XOR hamin(3)) XOR hamin(7));
IF (syndrome = "0000") THEN --no errors
    ne <= '1';
    ded <= '0';
    sec <= '0';
    dataout(0 TO 3) <= hamin(0 TO 3);
ELSIF (syndrome(0) = '1') THEN --single bit error
    ne <= '0';
    ded <= '0';
    sec <= '1';
CASE syndrome(3 DOWNT0 1) IS
    WHEN "000"|"001"|"010"|"100" =>
        dataout(0 TO 3) <= hamin(0 TO 3); -- parity errors
    WHEN "011" => dataout(0) <= NOT hamin(0);
        dataout(1 TO 3) <= hamin(1 TO 3);
    WHEN "101" => dataout(1) <= NOT hamin(1);
        dataout(0) <= hamin(0);
        dataout(2 TO 3) <= hamin(2 TO 3);
    WHEN "110" => dataout(2) <= NOT hamin(2);
        dataout(3) <= hamin(3);
        dataout(0 TO 1) <= hamin(0 TO 1);
    WHEN "111" => dataout(3) <= NOT hamin(3);
        dataout(0 TO 2) <= hamin(0 TO 2);
END CASE;
--double error
ELSIF (syndrome(0) = '0') AND (syndrome(3 DOWNT0 1) /= "000") THEN
    ne <= '0';
    ded <= '1';
    sec <= '0';
    dataout(0 TO 3) <= "0000";
END IF;
END PROCESS;
END ver1;
```

Synchronous Down Counter with Parallel Load

This example shows the use of the package 'std_logic_unsigned'. The minus operator '-' is overloaded by this package, thereby allowing an integer to be subtracted from a std_logic_vector.

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
USE ieee.std_logic_unsigned.ALL;
ENTITY pldcnt8 IS
    PORT (clk, load : IN Std_logic;
          datain : IN Std_logic_vector(7 DOWNT0 0);
          q : OUT Std_logic_vector(7 DOWNT0 0);
          tc : OUT Std_logic);
END pldcnt8;

ARCHITECTURE using_std_logic OF pldcnt8 IS
    SIGNAL count : Std_logic_vector(7 DOWNT0 0);
BEGIN
```



```

PROCESS
BEGIN
    WAIT UNTIL rising_edge(clk);
    IF load = '1' THEN
        count <= datain;
    ELSE
        count <= count - 1;
    END IF;
END PROCESS;

tc <= '1' WHEN count = "00000000" ELSE '0';
q <= count;

```

```
END using_std_logic;
```

Mod-16 Counter using JK Flip-flops

Structural description of a 4-bit binary counter. The first two design entities describe a JK flip-flop and a 2-input AND gate respectively. These are then packaged together along with a signal named 'tied_high' into a package named 'jkpack'. The counter design uses the package 'jkpack', giving it access to the components and the signal declared within the package. The flip-flops and AND-gates are wired together to form a counter. Notice the use of the keyword OPEN to indicate an open-cct output port.

```

ENTITY jkff IS
    PORT(clock, j, k : IN BIT; q, qbar : BUFFER BIT);
END jkff;

ARCHITECTURE using_process OF jkff IS
    BEGIN

        --sequential process to model JK flip-flop
        PROCESS

            --declare a local variable to hold ff state
            VARIABLE state : BIT := '0';

            BEGIN

                --synchronise process to rising edge of clock
                WAIT UNTIL (clock'EVENT AND clock = '1');

                IF (j = '1' AND k = '1') THEN --toggle
                    state := NOT state;
                ELSIF (j = '0' AND k = '1') THEN --reset
                    state := '0';
                ELSIF (j = '1' AND k = '0') THEN --set
                    state := '1';
                ELSE --no change
                    state := state;
                END IF;

                --assign values to output signals
                q <= state AFTER 5 ns;
                qbar <= NOT state AFTER 5 ns;

            END PROCESS;

        END using_process;

    ENTITY and_gate IS
        PORT(a, b : IN BIT; f : OUT BIT);
    END and_gate;
    ARCHITECTURE simple OF and_gate IS
        BEGIN
            f <= a AND b AFTER 2 ns;
        END simple;

```

```
PACKAGE jkpack IS
```

Examples of VHDL Descriptions

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```
SIGNAL tied_high : BIT := '1';

COMPONENT jkff
  PORT(clock, j, k : IN BIT; q, qbar : BUFFER BIT);
END COMPONENT;

COMPONENT and_gate
  PORT(a, b : IN BIT; f : OUT BIT);
END COMPONENT;

END jkpack;

USE work.jkpack.ALL;
ENTITY mod16_ctr IS
  PORT(clock : IN BIT; count : BUFFER BIT_VECTOR(0 TO 3));
END mod16_ctr;

ARCHITECTURE net_list OF mod16_ctr IS

  SIGNAL s1,s2 : BIT;

BEGIN

  a1 : and_gate PORT MAP (count(0),count(1),s1);
  a2 : and_gate PORT MAP (s1, count(2), s2);
  jk1 : jkff PORT MAP (clock,tied_high,tied_high,count(0),OPEN);
  jk2 : jkff PORT MAP (clock,count(0),count(0),count(1),OPEN);
  jk3 : jkff PORT MAP (clock,s1,s1,count(2),OPEN);
  jk4 : jkff PORT MAP (clock,s2,s2,count(3),OPEN);

END net_list;
```

Pseudo Random Bit Sequence Generator

This design entity uses a single conditional signal assignment statement to describe a PRBSG register. The length of the register and the two tapping points are defined using generics. The '&' (aggregate) operator is used to form a vector comprising the shifted contents of the register combined with the XOR feedback which is clocked into the register on the rising edge.

```
--The following Design Entity defines a parameterised Pseudo-random
--bit sequence generator, it is useful for generating serial or parallel test
waveforms
--(for parallel waveforms you need to add an extra output port)
--The generic 'length' is the length of the register minus one.
--the generics 'tap1' and 'tap2' define the feedback taps
```

```
ENTITY prbsgen IS
  GENERIC(length : Positive := 8; tap1 : Positive := 8; tap2 : Positive := 4);
  PORT(clk, reset : IN Bit; prbs : OUT Bit);
END prbsgen;

ARCHITECTURE v2 OF prbsgen IS

  --create a shift register
  SIGNAL prreg : Bit_Vector(length DOWNT0 0);

BEGIN

  --conditional signal assignment shifts register and feeds in xor value
  prreg <= (0 => '1', OTHERS => '0') WHEN reset = '1' ELSE --set all bits to '0'
  except lsb
    (prreg((length - 1) DOWNT0 0) & (prreg(tap1) XOR prreg(tap2))) --shift
  left with xor feedback
    WHEN clk'EVENT AND clk = '1'
    ELSE prreg;

  --connect msb of register to output
  prbs <= prreg(length);

END v2;
```

Pelican Crossing Controller

```
--Pelican Crossing Controller
library ieee;
use ieee.std_logic_1164.all;
entity pelcross is
    port(clock, reset, pedestrian : in std_logic;
          red, amber, green : out std_logic); --traffic lights
end pelcross;

architecture vl of pelcross is
    signal en, st, mt, lt, fr : std_logic;

begin
    --timer for light sequence
    interval_timer : block
        constant stime : natural := 50;
        constant mtime : natural := 80;
        constant ltime : natural := 200;
        signal tcount : natural range 0 to ltime;
    begin
        process begin
            wait until rising_edge(clock);
            if (en = '0') or (tcount = ltime) then
                tcount <= 0;
            else
                tcount <= tcount + 1;
            end if;
        end process;

        st <= '1' when tcount = stime else '0';
        mt <= '1' when tcount = mtime else '0';
        lt <= '1' when tcount = ltime else '0';
    end block;

    --free running timer for amber flashing
    free_run : block
        constant frtime : natural := 5;
        signal frcount : natural range 0 to frtime;
    begin
        process begin
            wait until rising_edge(clock);
            if frcount = frtime then
                frcount <= 0;
            else
                frcount <= frcount + 1;
            end if;
        end process;

        fr <= '1' when frcount = frtime else '0';
    end block;

    --moore state machine to control light sequence
    controller : block
        type peltype is (res, stop, amb, amb_on, amb_off, grn, ped);
        signal pelstate : peltype;
    begin
        process(clock, reset)
        begin
            if reset = '1' then
                pelstate <= res;
            elsif rising_edge(clock) then
                case pelstate is
                    when res => pelstate <= stop;
                    when stop => if lt = '1' then
                        pelstate <= amb;
                    end if;
                end case;
            end if;
        end process;
    end block;
end architecture vl;
```

Examples of VHDL Descriptions

```

else
    pelstate <= stop;
end if;

when amb => pelstate <= amb_on;
when amb_on => if mt = '1' then
    pelstate <= grn;
elsif fr = '1' then
    pelstate <= amb_off;
else
    pelstate <= amb_on;
end if;

when amb_off => if mt = '1' then
    pelstate <= grn;
elsif fr = '1' then
    pelstate <= amb_on;
else
    pelstate <= amb_off;
end if;

when grn => if pedestrian = '1' then
    pelstate <= ped;
else
    pelstate <= grn;
end if;

when ped => if st = '1' then
    pelstate <= res;
else
    pelstate <= ped;
end if;

when others => pelstate <= res;
end case;
end if;
end process;

--moore outputs
with pelstate select
    en <= '1' when stop|amb_on|amb_off|ped,
    '0' when others;
with pelstate select
    red <= '1' when res|stop,
    '0' when others;
with pelstate select
    amber <= '1' when amb|amb_on|ped,
    '0' when others;
with pelstate select
    green <= '1' when grn,
    '0' when others;
end block;
end vl;

--Pelican Crossing Controller test bench
library ieee;
use ieee.std_logic_1164.all;
entity peltest is
end peltest;

architecture vl of peltest is

    signal clock, reset, pedestrian, red, amber, green : std_logic;

    component pelcross is
        port(clock, reset, pedestrian : in std_logic;
              red, amber, green : out std_logic); --traffic lights
    end component;

begin

    --10 Hz clock generator
    process begin

```

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Examples of VHDL Descriptions

```
clock <= '0', '1' after 50 ms;
wait for 100 ms;
end process;

--test inputs
process begin
pedestrian <= '0';
reset <= '1';
wait for 300 ms;
reset <= '0';
wait for 40000 ms;
pedestrian <= '1';
wait for 200 ms;
pedestrian <= '0';
wait;
end process;
```

```
pelican : pelcross port map (clock, reset, pedestrian,
red, amber, green);
```

```
end vl;
```

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Simple Microprocessor System

- [Package Defining the Instruction Set of the CPU](#)
- [Third Party Package containing functions for Bit_Vector operations](#)
- [Behavioural model of a 256-word, 8-bit Read Only Memory](#)
- [Behavioural model of a 16-word, 8-bit Random Access Memory](#)
- [Behavioural model of a simple 8-bit CPU](#)
- [Structural description of a microprocessor system using the above components](#)

Package Defining the Instruction Set of the CPU

```
PACKAGE cpu8pac IS
--defining instruction set
--instruction format
-- 7-----4|3--0|7-----0
--  opcode|page|page offset]
--instructions which need an address are two bytes
--long all others are single byte
CONSTANT lda : BIT_VECTOR(3 DOWNTO 0) := "0001";
CONSTANT ldb : BIT_VECTOR(3 DOWNTO 0) := "0010";
CONSTANT sta : BIT_VECTOR(3 DOWNTO 0) := "0011";
CONSTANT stb : BIT_VECTOR(3 DOWNTO 0) := "0000";
CONSTANT jmp : BIT_VECTOR(3 DOWNTO 0) := "0100";
CONSTANT add : BIT_VECTOR(3 DOWNTO 0) := "0101";
CONSTANT subr : BIT_VECTOR(3 DOWNTO 0) := "0110";
CONSTANT inc : BIT_VECTOR(3 DOWNTO 0) := "0111";
CONSTANT dec : BIT_VECTOR(3 DOWNTO 0) := "1000";
CONSTANT land : BIT_VECTOR(3 DOWNTO 0) := "1001";
CONSTANT lor : BIT_VECTOR(3 DOWNTO 0) := "1010";
CONSTANT cmp : BIT_VECTOR(3 DOWNTO 0) := "1011";
CONSTANT lxor : BIT_VECTOR(3 DOWNTO 0) := "1100";
CONSTANT lita : BIT_VECTOR(3 DOWNTO 0) := "1101";
CONSTANT litb : BIT_VECTOR(3 DOWNTO 0) := "1110";
CONSTANT clra : BIT_VECTOR(3 DOWNTO 0) := "1111";
END cpu8pac;
```

Third Party Package containing functions for Bit_Vector operations

Examples of VHDL Descriptions

-- Cypress Semiconductor WARP 2.0

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\$Id: libbv.vhd,v 1.4 1994/12/15 18:35:28 hemmert Exp \$

-- package bv_math

-- Bit Vector support package:

-- Contains these functions:

-- The output length of the function is the same as the input length.

-- inc_bv - increment a bit vector. If function is assigned
-- to a signal within a clocked process, the result
-- will be an up counter. Will require one macrocell
-- for each bit.

-- dec_bv - decrement a bit vector. If function is assigned
-- to a signal within a clocked process, the result
-- will be a down counter. Will require one macrocell
-- for each bit.

-- "+" - regular addition function for two bit vectors.
-- "+" operator overloads the existing "+" operator
-- definition for arithmetic operations on integers.
-- Will require one macrocell for each bit. The output
-- is the same size as the input so there is no carry output.
-- If a carry out is required, the user should increase the
-- size of the input bit_vectors and use the MSB as the
-- carry bit. There is also no separate carry-in.

-- "-" - regular subtraction function for two bit vectors.
-- "-" operator overloads the existing "-" operator
-- definition for arithmetic operations on integers.

-- inv - unary invert for use in port maps and sequential
-- assignments. Overloaded for bit_vectors.

```
PACKAGE bv_math IS
  FUNCTION inc_bv      (a      : BIT_VECTOR) RETURN BIT_VECTOR;
  FUNCTION dec_bv      (a      : BIT_VECTOR) RETURN BIT_VECTOR;
  FUNCTION "+"         (a, b    : BIT_VECTOR) RETURN BIT_VECTOR;
  FUNCTION "+"         (a      : BIT_VECTOR; b : BIT) RETURN BIT_VECTOR;
  FUNCTION "-"         (a, b    : BIT_VECTOR) RETURN BIT_VECTOR;
  FUNCTION "-"         (a      : BIT_VECTOR; b : BIT) RETURN BIT_VECTOR;
  FUNCTION inv         (a      : BIT) RETURN BIT;
  FUNCTION inv         (a      : BIT_VECTOR) RETURN BIT_VECTOR;
END bv_math;
```

PACKAGE BODY bv_math IS

-- inc_bv
-- Increment Bit vector.
-- In: bit_vector.
-- Return: bit_vector.

```
FUNCTION inc_bv(a      : BIT_VECTOR) RETURN BIT_VECTOR IS
  VARIABLE s      : BIT_VECTOR (a'RANGE);
  VARIABLE carry   : BIT;
BEGIN
  carry := '1';

  FOR i IN a'LOW TO a'HIGH LOOP
    s(i) := a(i) XOR carry;
    carry := a(i) AND carry;
```

Examples of VHDL Descriptions

```

END LOOP;

RETURN (s);
END inc_bv;

"+"
-- Add overload for:
-- In:    two bit_vectors.
-- Return: bit_vector.

FUNCTION "+"(a, b : BIT_VECTOR) RETURN BIT_VECTOR IS
    VARIABLE s : BIT_VECTOR (a'LENGTH);
    VARIABLE carry : BIT;
    VARIABLE bi : integer;
    BEGIN
        ASSERT a'LENGTH <= 8 REPORT
            "Addition of vectors OF LENGTH > 8 may take exponential TIME."
            SEVERITY WARNING;

        carry := '0';

        FOR i IN a'LOW TO a'HIGH LOOP
            bi := b'low + (i - a'low);
            s(i) := (a(i) XOR b(bi)) XOR carry;
            carry := ((a(i) OR b(bi)) AND carry) OR (a(i) AND b(bi));
        END LOOP;

        RETURN (s);
    END "+";
-- Two bit_vectors.

"+"
-- Add overload for:
-- In:    bit_vector and bit.
-- Return bit_vector.

FUNCTION "+"(a : BIT_VECTOR; b : BIT) RETURN BIT_VECTOR IS
    VARIABLE s : BIT_VECTOR (a'LENGTH);
    VARIABLE carry : BIT;
    BEGIN
        carry := b;

        FOR i IN a'LOW TO a'HIGH LOOP
            s(i) := a(i) XOR carry;
            carry := a(i) AND carry;
        END LOOP;

        RETURN (s);
    END "+";
-- Bit_vector and bit.

dec_bv
-- Decrement Bit Vector
-- In:    bit_vector.
-- Return: bit_vector.

FUNCTION dec_bv(a : BIT_VECTOR) RETURN BIT_VECTOR IS
    VARIABLE s : BIT_VECTOR (a'LENGTH);
    VARIABLE borrow : BIT;
    BEGIN
        borrow := '1';

        FOR i IN a'LOW TO a'HIGH LOOP
            s(i) := a(i) XOR borrow;
            borrow := NOT (a(i)) AND borrow;
        END LOOP;

        RETURN (s);
    END dec_bv;

-- "-"
-- Subtract overload for:

```

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Examples of VHDL Descriptions

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```
-- In:      two bit_vectors.
-- Return:  bit_vector.

FUNCTION "-"(a,b      : BIT_VECTOR) RETURN BIT_VECTOR IS
  VARIABLE s      : BIT_VECTOR (a'RANGE);
  VARIABLE borrow : BIT;
  VARIABLE bi      : integer;    -- Indexes b.
BEGIN
  ASSERT a'LENGTH <= 8 REPORT
    "Subtraction OF vectors OF LENGTH > 8 may take exponential TIME."
    SEVERITY WARNING;
  borrow := '0';
  FOR i IN a'LOW TO a'HIGH LOOP
    bi := b'low + (i - a'low);
    s(i) := (a(i) XOR b(bi)) XOR borrow;

    borrow := (
      (NOT (a(i)) AND borrow)
      OR (b(bi) AND borrow)
      OR (NOT (a(i)) AND b(bi))
    );
  END LOOP;

  RETURN s;
END "-";    -- two bit_vectors

-- "-"
-- Subtract overload for:
-- In:  bit_vector, take away bit.
-- Return: bit_vector.

FUNCTION "-"(a      : BIT_VECTOR; b : BIT) RETURN BIT_VECTOR IS
  VARIABLE s      : BIT_VECTOR (a'RANGE);
  VARIABLE borrow : BIT;
BEGIN
  borrow := b;
  FOR i IN a'LOW TO a'HIGH LOOP
    s(i) := a(i) XOR borrow;
    borrow := (NOT(a(i)) AND borrow);
  END LOOP;

  RETURN (s);
END "-";

-- inv
-- Invert bit.

FUNCTION inv (a      : BIT) RETURN BIT IS
  VARIABLE result : BIT;
BEGIN
  result := NOT(a);
  RETURN (result);
END inv;    -- Invert bit.

-- inv
-- Invert bit_vector.

FUNCTION inv (a      : BIT_VECTOR) RETURN BIT_VECTOR IS
  VARIABLE result : BIT_VECTOR (a'RANGE);
BEGIN
  FOR i IN a'RANGE LOOP
    result(i) := NOT(a(i));
  END LOOP;
  RETURN (result);
END inv;    -- Invert bit_vector.
```


END bv_math;

Behavioural model of a 256-word, 8-bit Read Only Memory

```

LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
USE work.cpu8pac.ALL;
ENTITY rom256x8 IS
    PORT(address : IN STD_LOGIC_VECTOR(7 DOWNTO 0);
          csbar, oebars : IN STD_LOGIC;
          data : OUT STD_LOGIC_VECTOR(7 DOWNTO 0));
END rom256x8;

--version 1 loads acca and acb from locations 254 and 256
--and exclusive or's the values and jumps back to repeat
ARCHITECTURE version1 OF rom256x8 IS
    TYPE rom_array IS ARRAY (0 TO 255) OF BIT_VECTOR(7 DOWNTO 0);
    CONSTANT rom_values : rom_array :=
        (0 => clra & X"0",
         1 => lda & X"0",    --lda $FE
         2 => X"fe",
         3 => ldb & X"0",    --ldb $FF
         4 => X"ff",
         5 => lxor & X"0",    --lxor
         6 => jmp & X"0",    --jmp $001
         7 => X"01",
         254 => X"aa",
         255 => X"55",
         OTHERS => X"00");
    BEGIN
    PROCESS(address, csbar, oebars)
        VARIABLE index : INTEGER := 0;
    BEGIN
        IF (csbar = '1' OR oebars = '1')
            THEN data <= "ZZZZZZZZ";
        ELSE
            --calculate address as an integer
            index := 0;
            FOR i IN address'RANGE LOOP
                IF address(i) = '1' THEN
                    index := index + 2**i;
                END IF;
            END LOOP;

            --assign to output data lines
            data <= To_StdlogicVector(rom_values(index));
        END IF;
    END PROCESS;
END version1;

--version2 increments a location in the ram
ARCHITECTURE version2 OF rom256x8 IS
    TYPE rom_array IS ARRAY (0 TO 255) OF BIT_VECTOR(7 DOWNTO 0);
    CONSTANT rom_values : rom_array :=
        (0 => clra & X"0",
         1 => sta & X"1",    --sta $100
         2 => X"00",
         3 => lda & X"1",    --lda $100
         4 => X"00",
         5 => inc & X"0",    --inc a
         6 => jmp & X"0",    --jmp $001
         7 => X"01",
         OTHERS => X"00");
    BEGIN

```

Examples of VHDL Descriptions

```
PROCESS(address, csbar, oebar)
  VARIABLE index : INTEGER := 0;
BEGIN
  IF (csbar = '1' OR oebar = '1')
    THEN data <= "ZZZZZZZZ";
  ELSE
    --calculate address as an integer
    index := 0;
    FOR i IN address'RANGE LOOP
      IF address(i) = '1' THEN
        index := index + 2**i;
      END IF;
    END LOOP;
    --assign to output data lines
    data <= To_StdlogicVector(rom_values(index));
  END IF;
END PROCESS;
END version2;
```

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Behavioural model of a 16-word, 8-bit Random Access Memory

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
ENTITY ram16x8 IS
  PORT(address : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
        csbar, oebar, webar : IN STD_LOGIC;
        data : INOUT STD_LOGIC_VECTOR(7 DOWNTO 0));
END ram16x8;

ARCHITECTURE version1 OF ram16x8 IS

  BEGIN

  PROCESS(address, csbar, oebar, webar, data)

    TYPE ram_array IS ARRAY (0 TO 15) OF BIT_VECTOR(7 DOWNTO 0);
    VARIABLE index : INTEGER := 0;
    VARIABLE ram_store : ram_array;

  BEGIN

    IF csbar = '0' THEN
      --calculate address as an integer
      index := 0;
      FOR i IN address'RANGE LOOP
        IF address(i) = '1' THEN
          index := index + 2**i;
        END IF;
      END LOOP;

      IF rising_edge(webar) THEN
        --write to ram on rising edge of write pulse
        ram_store(index) := To_bitvector(data);
      ELSIF oebar = '0' THEN
        data <= To_StdlogicVector(ram_store(index));
      ELSE
        data <= "ZZZZZZZZ";
      END IF;
    ELSE
      data <= "ZZZZZZZZ";
    END IF;
  END PROCESS;

END version1;
```

END version1;

<http://www.electfans.com> 电子发烧友**Behavioural model of a simple 8-bit CPU**

```

LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
USE work.bv_math.ALL;
USE work.cpu8pac.ALL;
ENTITY cpu IS
    GENERIC(cycle_time : TIME := 200 ns); --must be divisible by 8
    PORT(reset : IN std_logic;
         memrd, memwr : OUT std_logic;
         address : OUT std_logic_vector(11 DOWNTO 0);
         data : INOUT std_logic_vector(7 DOWNTO 0));
END cpu;

ARCHITECTURE version1 OF cpu IS
    --internal clock signal
    SIGNAL clock : std_logic;

    BEGIN

        clock_gen : PROCESS
        BEGIN
            clock <= '1', '0' AFTER cycle_time/2;
            WAIT FOR cycle_time;
        END PROCESS;

        main_sequence : PROCESS

            VARIABLE inst_reg : BIT_VECTOR(3 DOWNTO 0);
            VARIABLE mar : BIT_VECTOR(11 DOWNTO 0);
            VARIABLE acca, accb : BIT_VECTOR(7 DOWNTO 0);
            VARIABLE pc : BIT_VECTOR(11 DOWNTO 0);

        BEGIN
            IF reset = '1' THEN
                --initialisation
                memrd <= '1';
                memwr <= '1';
                pc := (OTHERS => '0');
                address <= (OTHERS => 'Z');
                data <= (OTHERS => 'Z');
                WAIT UNTIL rising_edge(clock);
            ELSE
                --fetch phase
                address <= To_StdlogicVector(pc);
                WAIT FOR cycle_time/4;
                memrd <= '0';
                WAIT FOR cycle_time/2;
                memrd <= '1';
                --read instruction
                inst_reg := To_bitvector(data(7 DOWNTO 4));
                --load page address
                mar(11 DOWNTO 8) := To_bitvector(data(3 DOWNTO 0));
                --increment program counter
                pc := inc_bv(pc);
                --wait until end of cycle
                WAIT UNTIL rising_edge(clock);
                --execute
                CASE inst_reg IS
                    WHEN add =>
                        --add and sub use overloaded functions from bv_math package

```

Examples of VHDL Descriptions

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```

    acca := acca + accb;
    WHEN subr =>
        acca := acca - accb;
    WHEN inc =>
        acca := inc_bv(acca);
    WHEN dec =>
        acca := dec_bv(acca);
    WHEN land =>
        acca := acca AND accb;
    WHEN lor =>
        acca := acca OR accb;
    WHEN cmp =>
        acca := NOT acca;
    WHEN lxor =>
        acca := acca XOR accb;
    WHEN lita =>
        acca := acca;
    WHEN litb =>
        acca := accb;
    WHEN clra =>
        acca := (OTHERS => '0');
    WHEN lda|ldb|sta|stb =>
        address <= To_StdlogicVector(pc);
        WAIT FOR cycle_time/4;
        memrd <= '0';
        WAIT FOR cycle_time/2;
        memrd <= '1';
        --read page offset address
        mar(7-DOWNT0 0) := To_bitvector(data);
        --increment program counter
        pc := inc_bv(pc);
        --wait until end of cycle
        WAIT UNTIL rising_edge(clock);
        --output address of operand
        address <= To_StdlogicVector(mar);
        IF ((inst_reg = lda) OR (inst_reg = ldb)) THEN
            WAIT FOR cycle_time/4;
            memrd <= '0';
            WAIT FOR cycle_time/2;
            memrd <= '1';
            IF inst_reg = lda THEN
                --load accumulator a from bus
                acca := To_bitvector(data);
            ELSE
                --load accumulator b from bus
                accb := To_bitvector(data);
            END IF;
            --wait until end of cycle
            WAIT UNTIL
                rising_edge(clock);
        ELSE
            WAIT FOR cycle_time/8;
            IF inst_reg = sta THEN
                --ouput data
                data <=
                    To_StdlogicVector(acca);
            ELSE
                --ouput data
                data <=
                    To_StdlogicVector(accb);
            END IF;
            WAIT FOR cycle_time/8;
            memwr <= '0';
            WAIT FOR cycle_time/2;
            memwr <= '1';
            WAIT FOR cycle_time/8;
            data <= (OTHERS => 'Z');
            --wait until end of cycle

```

```

        WAIT UNTIL rising_edge(clock);

    END IF;
    WHEN jmp =>
        address <= To_StdlogicVector(pc);
        --transfer page address to pc from mar
        pc(11 DOWNTO 8) := mar(11 DOWNTO 8);
        --read in offset address
        WAIT FOR cycle_time/4;
        memrd <= '0';
        WAIT FOR cycle_time/2;
        memrd <= '1';
        pc(7 DOWNTO 0) := To_bitvector(data);
        --wait until end of cycle
        WAIT UNTIL
            rising_edge(clock);
    END CASE;

    END IF;

    END PROCESS main_sequence;

END version1;

```

Structural description of a Microprocessor System

```

LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
ENTITY cpudemo IS
END cpudemo;

ARCHITECTURE version1 OF cpudemo IS

    COMPONENT rom256x8
        PORT(address : IN STD_LOGIC_VECTOR(7 DOWNTO 0);
              csbar, oebars : IN STD_LOGIC;
              data : OUT STD_LOGIC_VECTOR(7 DOWNTO 0));
    END COMPONENT;

    COMPONENT ram16x8
        PORT(address : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
              csbar, oebars, webars : IN STD_LOGIC;
              data : INOUT STD_LOGIC_VECTOR(7 DOWNTO 0));
    END COMPONENT;

    COMPONENT cpu
        GENERIC(cycle_time : TIME := 200 ns); --must be divisible by 8
        PORT(reset : IN std_logic;
              memrd, memwr : OUT std_logic;
              address : OUT std_logic_vector(11 DOWNTO 0);
              data : INOUT std_logic_vector(7 DOWNTO 0));
    END COMPONENT;

    SIGNAL reset, memrd, memwr, romenable, ramenable : std_logic;
    SIGNAL address : std_logic_vector(11 DOWNTO 0);
    SIGNAL data : std_logic_vector(7 DOWNTO 0);

    --selecting the rom architecture (program) for simulation
    FOR rom : rom256x8 USE ENTITY work.rom256x8(version2);

    BEGIN

        processor : cpu PORT MAP(reset, memrd, memwr, address, data);

        rom : rom256x8 PORT MAP(address(7 DOWNTO 0), romenable, memrd, data);
        ram : ram16x8 PORT MAP(address(3 DOWNTO 0), ramenable, memrd, memwr, data);

        --memory address decoding ,rom is at bottom of address space
        --ram is situated at address $100

```

Examples of VHDL Descriptions

```
romenable <= '0' WHEN (address(11 DOWNT0 8) = "0000") ELSE '1';
ramenable <= '0' WHEN (address(11 DOWNT0 4) = "00010000") ELSE '1';

END version1;
```

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Lottery Number Generator

- [Lottery Number Counter](#)
- [Lottery Number Register](#)
- [BCD to 7-segment Decoder](#)
- [Controller](#)
- [Structural Model of Lottery Number Generator](#)

Lottery Number Counter

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity count49 is
    port(clock, clear : in std_logic;
          cntlto49 : buffer std_logic_vector(7 downto 0));
end entity count49;

architecture v1 of count49 is
    begin
        count_proc : process
        begin
            wait until rising_edge(clock);
            if (clear = '1') or (cntlto49 = X"49") then
                cntlto49 <= (0 => '1', others => '0');
            elsif cntlto49(3 downto 0) = 9 then
                cntlto49(3 downto 0) <= (others => '0');
                cntlto49(7 downto 4) <= cntlto49(7 downto 4) + 1;
            else
                cntlto49(3 downto 0) <= cntlto49(3 downto 0) + 1;
            end if;
        end process;
    end architecture v1;
```

Lottery Number Register

```
--synchronous loadable register
library ieee;
use ieee.std_logic_1164.all;
entity lottreg is
    port(clock, clear, load : in std_logic;
          d : in std_logic_vector(7 downto 0);
          q : out std_logic_vector(7 downto 0));
end entity lottreg;

architecture v1 of lottreg is
    begin
        reg_proc : process
        begin
            wait until rising_edge(clock);
            if clear = '1' then
                q <= (others => '0');
            elsif load = '1' then
                q <= d;
            end if;
        end process;
    end architecture v1;
```

```

end process;
end architecture v1;

```

Controller

```

--controller for lottery number generator
--new version uses 6 number registers and
--compares all numbers simulateously
library ieee;
use ieee.std_logic_1164.all;
entity lottcont2 is
    port(clock, reset, next_no, match : in std_logic;
          loadnum1, loadnum2, loadnum3, loadnum4, loadnum5, loadnum6, sample : out std_logic;
          seldisplay : out natural range 0 to 5;
          numled : out std_logic_vector(1 to 6));
end entity lottcont2;

architecture fsm2 of lottcont2 is

    type lott_state_type is (res, s1, s2, s3, s4, s5, s6, s7,
                             s8, s9, s10, s11, s12, s13, s14, s15, s16, s17, s18,
                             s19, s20, s21, s22, s23, s24, s25, s26, s27, s28);

    signal lott_ps, lott_ns : lott_state_type;

begin
    --next state process
    fsm_state_reg : process
    begin
        wait until rising_edge(clock);
        if reset = '1' then
            lott_ps <= res;
        else
            lott_ps <= lott_ns;
        end if;
    end process;

    fsm_logic : process(lott_ps, next_no, match)
    begin
        --assign default output values
        loadnum1 <= '0';
        loadnum2 <= '0';
        loadnum3 <= '0';
        loadnum4 <= '0';
        loadnum5 <= '0';
        loadnum6 <= '0';
        sample <= '0';
        seldisplay <= 0;
        numled <= "111111";
        case lott_ps is
            when res => --wait for 1st no
                if next_no = '1' then
                    lott_ns <= s1;
                else
                    lott_ns <= res;
                end if;
            when s1 => --take first sample
                sample <= '1';
                lott_ns <= s2;
            when s2 => --save first no
                loadnum1 <= '1';
                numled <= "011111";
                lott_ns <= s3;
            when s3 => --wait for 2nd no
                numled <= "011111";

```

Examples of VHDL Descriptions

```

if next_no = '1' then
    lott_ns <= s4;
else
    lott_ns <= s3;
end if;
when s4 => --sample 2nd no
    numled <= "011111";
    sample <= '1';
    lott_ns <= s5;
    when s5 => --check for duplicate
        numled <= "011111";
        if match = '1' then
            lott_ns <= s4;
        else
            lott_ns <= s6;
        end if;
    when s6 => --store second number
        numled <= "101111";
        loadnum2 <= '1';
        lott_ns <= s7;
    when s7 => --wait for 3rd no
        numled <= "101111";
        seldisplay <= 1;
        if next_no = '1' then
            lott_ns <= s8;
        else
            lott_ns <= s7;
        end if;
    when s8 => --sample 3rd no
        numled <= "101111";
        seldisplay <= 1;
        sample <= '1';
        lott_ns <= s9;
    when s9 => --check against other nos
        numled <= "101111";
        seldisplay <= 1;
        if match = '1' then
            lott_ns <= s8;
        else
            lott_ns <= s10;
        end if;
    when s10 => --store 3rd no
        numled <= "110111";
        seldisplay <= 1;
        loadnum3 <= '1';
        lott_ns <= s11;
    when s11 => --wait for 4th no
        numled <= "110111";
        seldisplay <= 2;
        if next_no = '1' then
            lott_ns <= s12;
        else
            lott_ns <= s11;
        end if;
    when s12 => --sample 4th no
        numled <= "110111";
        seldisplay <= 2;
        sample <= '1';
        lott_ns <= s13;
    when s13 => --check against other nos
        numled <= "110111";
        seldisplay <= 2;
        if match = '1' then
            lott_ns <= s12;
        else
            lott_ns <= s14;
        end if;
end if;

```

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Examples of VHDL Descriptions

```
when s14 => --store 4th no
    numled <= "111011";
    seldisplay <= 2;
    loadnum4 <= '1';
    lott_ns <= s15;
when s15 => --wait for 5th no
    numled <= "111011";
    seldisplay <= 3;
    if next_no = '1' then
        lott_ns <= s16;
    else
        lott_ns <= s15;
    end if;
when s16 => --sample 5th no
    numled <= "111011";
    seldisplay <= 3;
    sample <= '1';
    lott_ns <= s17;

when s17 => --check against other nos
    numled <= "111011";
    seldisplay <= 3;
    if match = '1' then
        lott_ns <= s16;
    else
        lott_ns <= s18;
    end if;
when s18 => --store 5th no
    numled <= "111101";
    seldisplay <= 3;
    loadnum5 <= '1';
    lott_ns <= s19;
when s19 => --wait for 6th no
    numled <= "111101";
    seldisplay <= 4;
    if next_no = '1' then
        lott_ns <= s20;
    else
        lott_ns <= s19;
    end if;
when s20 => --sample 6th no
    numled <= "111101";
    seldisplay <= 4;
    sample <= '1';
    lott_ns <= s21;
when s21 => --check against other nos
    numled <= "111101";
    seldisplay <= 4;
    if match = '1' then
        lott_ns <= s20;
    else
        lott_ns <= s22;
    end if;
when s22 => --store 6th no
    numled <= "111110";
    seldisplay <= 4;
    loadnum6 <= '1';
    lott_ns <= s23;
when s23 => --review numbers
    numled <= "111110";
    seldisplay <= 5;
    if next_no = '1' then
        lott_ns <= s24;
    else
        lott_ns <= s23;
    end if;
when s24 => --review 1st no
    numled <= "011111";
```

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```

seldisplay <= 0;
if next_no = '1' then
    lott_ns <= s25;
else
    lott_ns <= s24;
end if;
when s25 => --review 2nd no
    numled <= "101111";
    seldisplay <= 1;
    if next_no = '1' then
        lott_ns <= s26;
    else
        lott_ns <= s25;
    end if;
when s26 => --review 3rd no
    numled <= "110111";
    seldisplay <= 2;
    if next_no = '1' then
        lott_ns <= s27;
    else
        lott_ns <= s26;
    end if;
when s27 => --review 4th no
    numled <= "111011";
    seldisplay <= 3;
    if next_no = '1' then
        lott_ns <= s28;
    else
        lott_ns <= s27;
    end if;
when s28 => --review 5th no
    numled <= "111101";
    seldisplay <= 4;
    if next_no = '1' then
        lott_ns <= s23;
    else
        lott_ns <= s28;
    end if;
when others =>
    lott_ns <= res;
end case;
end process;
end architecture fsm2;

```

Structural Model of Lottery Number Generator

```

--top level design for lottery number generator
--version 2 uses 6 number registers
library ieee;
use ieee.std_logic_1164.all;
entity lottery2 is
    port(clock, reset, next_no : in std_logic;
          numled : out std_logic_vector(1 to 6);
          seg0, seg1 : out std_logic_vector(6 downto 0));
end entity lottery2;

architecture structure of lottery2 is
    component lottreg
        port(clock, clear, load : in std_logic;
              d : in std_logic_vector(7 downto 0);
              q : out std_logic_vector(7 downto 0));
    end component;

    component count49

```

Examples of VHDL Descriptions

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```

    port(clock, clear : in std_logic;
          cntlto49 : buffer std_logic_vector(7 downto 0));
end component;

component seg7dec --see file bcd2seg.vhd
    PORT(bcdin : IN std_logic_vector(3 DOWNTO 0);
          segout : OUT std_logic_vector(6 DOWNTO 0));
end component;

component lottcont2
    port(clock, reset, next_no, match : in std_logic;
          loadnum1, loadnum2, loadnum3, loadnum4,
          loadnum5, loadnum6, sample : out std_logic;
          seldisplay : out natural range 0 to 5;
          numled : out std_logic_vector(1 to 6));
end component;

signal match : std_logic;
signal sample : std_logic;

signal seldisplay : natural range 0 to 5;

signal count, samp_reg, display : std_logic_vector(7 downto 0);
signal num_reg1, num_reg2, num_reg3 : std_logic_vector(7 downto 0);
signal num_reg4, num_reg5, num_reg6 : std_logic_vector(7 downto 0);

signal loadnum1, loadnum2, loadnum3, loadnum4, loadnum5, loadnum6 :
std_logic;

begin

    counter : count49
        port map (clock => clock, clear => reset, cntlto49 => count);

    sample_reg : lottreg
        port map (clock => clock, clear => reset,
                  load => sample, d => count, q => samp_reg);

    --number registers
    numreg1 : lottreg port map
        (clock => clock, clear => reset, load => loadnum1,
         samp_reg => samp_reg, q => num_reg1);
    numreg2 : lottreg port map
        (clock => clock, clear => reset, load => loadnum2,
         samp_reg => samp_reg, q => num_reg2);
    numreg3 : lottreg port map
        (clock => clock, clear => reset, load => loadnum3,
         samp_reg => samp_reg, q => num_reg3);
    numreg4 : lottreg port map
        (clock => clock, clear => reset, load => loadnum4,
         samp_reg => samp_reg, q => num_reg4);
    numreg5 : lottreg port map
        (clock => clock, clear => reset, load => loadnum5,
         samp_reg => samp_reg, q => num_reg5);
    numreg6 : lottreg port map
        (clock => clock, clear => reset, load => loadnum6,
         samp_reg => samp_reg, q => num_reg6);

    compare : match <= '1' when (((samp_reg = num_reg1)
                                   or (samp_reg = num_reg2))
                                   or (samp_reg = num_reg3)
                                   or (samp_reg = num_reg4)
                                   or (samp_reg = num_reg5)
                                   else '0');

    display_mux : with seldisplay select
        display <= num_reg1 when 0,
                  num_reg2 when 1,
                  num_reg3 when 2,

```

```

        num_reg4 when 3,
        num_reg5 when 4,
        num_reg6 when 5,
        "00000000" when others;

segdec0 : seg7dec
    port map (bcdin => display(3 downto 0), segout => seg0);

segdec1 : seg7dec
    port map (bcdin => display(7 downto 4), segout => seg1);

controller : lottcont2
    port map (clock => clock, reset => reset, next_no => next_no,
        match => match, loadnum1 => loadnum1,
        loadnum2 => loadnum2, loadnum3 => loadnum3,
        loadnum4 => loadnum4, loadnum5 => loadnum5,
        loadnum6 => loadnum6, sample => sample,
        seldisplay => seldisplay,
        numled => numled);

end architecture structure;

```

Booth Multiplier

```

--This file contains all the entity-architectures for a complete
--k-bit x k-bit Booth multiplier.
--the design makes use of the new shift operators available in the VHDL-93 std
--this design passes the Synplify synthesis check
-----
--top level design unit
ENTITY booth_multiplier IS
    GENERIC(k : POSITIVE := 7); --input number word length less one
    PORT(multiplicand, multiplier : IN BIT_VECTOR(k DOWNT0 0);
        clock : IN BIT; product : INOUT BIT_VECTOR((2*k + 1) DOWNT0 0));
END booth_multiplier;

ARCHITECTURE structural OF booth_multiplier IS

    SIGNAL mdreg, adderout, carries, augend, tcbuffout : BIT_VECTOR(k DOWNT0 0);
    SIGNAL mrreg : BIT_VECTOR((k + 1) DOWNT0 0);
    SIGNAL adder_ovfl : BIT;
    SIGNAL comp_clr_mr ,load_mr ,shift_mr ,clr_md ,load_md ,clr_pp ,load_pp ,shift_pp :
    BIT;
    SIGNAL boostate : NATURAL RANGE 0 TO 2*(k + 1);

    BEGIN

    PROCESS --main clocked process containing all sequential elements
    BEGIN

        WAIT UNTIL (clock'EVENT AND clock = '1');

        --register to hold multiplicand during multiplication
        IF clr_md = '1' THEN
            mdreg <= (OTHERS => '0');
        ELSIF load_md = '1' THEN
            mdreg <= multiplicand;
        ELSE
            mdreg <= mdreg;
        END IF;

        --register/shifter to product pair of bits used to control adder
        IF clr_mr = '1' THEN
            mrreg <= (OTHERS => '0');
        ELSIF load_mr = '1' THEN
            mrreg((k + 1) DOWNT0 1) <= multiplier;
            mrreg(0) <= '0';
        ELSIF shift_mr = '1' THEN

```

Examples of VHDL Descriptions

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```

    mreg <= mreg SRL 1;
ELSE
    mreg <= mreg;
END IF;

--register/shifter accumulates partial product values
IF clr_pp = '1' THEN
    product <= (OTHERS => '0');
ELSIF load_pp = '1' THEN
    product((2*k + 1) DOWNT0 (k + 1)) <= adderout; --add to top half
    product(k DOWNT0 0) <= product(k DOWNT0 0); --refresh bootm half
ELSIF shift_pp = '1' THEN
    product <= product SRA 1; --shift right with sign extend
ELSE
    product <= product;
END IF;
END PROCESS;

--adder adds/subtracts partial product to multiplicand
augend <= product((2*k+1) DOWNT0 (k+1));
adder : FOR i IN adderout' RANGE
    GENERATE
        lsadder : IF i = 0 GENERATE
            adderout(i) <= tcbuffout(i) XOR augend(i) XOR comp;
            carries(i) <= (tcbuffout(i) AND augend(i)) OR
                (tcbuffout(i) AND comp) OR
                (comp AND augend(i));
        END GENERATE;
        otheradder : IF i /= 0 GENERATE
            adderout(i) <= tcbuffout(i) XOR augend(i) XOR carries(i-1);
            carries(i) <= (tcbuffout(i) AND augend(i)) OR
                (tcbuffout(i) AND carries(i-1)) OR
                (carries(i-1) AND augend(i));
        END GENERATE;
    END GENERATE;
--twos comp overflow bit
adder_ovf1 <= carries(k-1) XOR carries(k);

--true/complement buffer to generate two's comp of mdreg
tcbuffout <= NOT mdreg WHEN (comp = '1') ELSE mdreg;

--booth multiplier state counter
PROCESS BEGIN
    WAIT UNTIL (clock'EVENT AND clock = '1');
    IF boostate < 2*(k + 1) THEN boostate <= boostate + 1;
    ELSE boostate <= 0;
    END IF;
END PROCESS;

--assign control signal values based on state
PROCESS(boostate)
BEGIN
    --assign defaults, all registers refresh
    comp <= '0';
    clr_mr <= '0';
    load_mr <= '0';
    shift_mr <= '0';
    clr_md <= '0';
    load_md <= '0';
    clr_pp <= '0';
    load_pp <= '0';
    shift_pp <= '0';
    IF boostate = 0 THEN
        load_mr <= '1';
        load_md <= '1';
        clr_pp <= '1';
    ELSIF boostate MOD 2 = 0 THEN --boostate = 2,4,6,8 ....
        shift_mr <= '1';

```

```

    shift_pp <= '1';
ELSE
    --boostate = 1,3,5,7,....
    IF mrreg(0) = mrreg(1) THEN
        NULL; --refresh pp
    ELSE
        load_pp <= '1'; --update product
    END IF;
    comp <= mrreg(1); --subtract if mrreg(1 DOWNT0 0) ="10"
END IF;
END PROCESS;

END structural;

```

A First-in First-out Memory

```

--a first-in first out memory, uses a synchronising clock
--generics allow fifos of different sizes to be instantiated
library IEEE;
use IEEE.Std_logic_1164.all;
entity FIFOMXN is
    generic(m, n : Positive := 8); --m is fifo depth, n is fifo width
    port(RESET, WRREQ, RDREQ, CLOCK : in Std_logic;
        DATAIN : in Std_logic_vector((n-1) downto 0);
        DATAOUT : out Std_logic_vector((n-1) downto 0);
        FULL, EMPTY : inout Std_logic);
end FIFOMXN;

architecture V2 of FIFOMXN is

    type Fifo_array is array(0 to (m-1)) of Bit_vector((n-1) downto 0);
    signal Fifo_memory : Fifo_array;
    signal Wraddr, Rdaddr, Offset : Natural range 0 to (m-1);
    signal Rdpulse, Wrpulse, Q1, Q2, Q3, Q4 : Std_logic;
    signal Databuffer : Bit_vector((n-1) downto 0);

begin
    --pulse synchronisers for WRREQ and RDREQ
    --modified for Synplify to a process
    sync_ffs : process
    begin
        wait until rising_edge(CLOCK);
        Q1 <= WRREQ;
        Q2 <= Q1;
        Q3 <= RDREQ;
        Q4 <= Q3;
    end process;

    --concurrent logic to generate pulses
    Wrpulse <= Q2 and not(Q1);
    Rdpulse <= Q4 and not(Q3);

    Fifo_read : process
    begin
        wait until rising_edge(CLOCK);
        if RESET = '1' then
            Rdaddr <= 0;
            Databuffer <= (others => '0');
        elsif (Rdpulse = '1' and EMPTY = '0') then
            Databuffer <= Fifo_memory(Rdaddr);
            Rdaddr <= (Rdaddr + 1) mod m;
        end if;
    end process;

    Fifo_write : process

```

```

begin
  wait until rising_edge(CLOCK);
  if RESET = '1' then
    Wraddr <= 0;
  elsif (Wrpulse = '1' and FULL = '0') then
    Fifo_memory(Wraddr) <= To_Bitvector(DATAIN);
    Wraddr <= (Wraddr + 1) mod m;
  end if;
end process;

Offset <= (Wraddr - Rdaddr) when (Wraddr > Rdaddr)
  else (m - (Rdaddr - Wraddr)) when (Rdaddr > Wraddr)
  else 0;

EMPTY <= '1' when (Offset = 0) else '0';
FULL <= '1' when (Offset = (m-1)) else '0';

DATAOUT <= To_Stdlogicvector(Databuffer) when RDREQ = '0'
  else (others => 'Z');

end V2;

```

ROM-based waveform generator

```

PACKAGE rompac IS
  CONSTANT rom_width : POSITIVE := 3;
  CONSTANT addr_high : POSITIVE := 12;

  SUBTYPE rom_word IS BIT_VECTOR(0 TO rom_width);
  TYPE rom_table IS ARRAY(0 TO addr_high) OF rom_word;

  CONSTANT rom : rom_table :=
    ("1100",
     "1100",
     "0100",
     "0000",
     "0110",
     "0101",
     "0111",
     "1100",
     "0100",
     "0000",
     "0110",
     "0101",
     "0111");

END rompac;

--WAVEFORM GENERATOR USING A ROM LOOK-UP TABLE 15-6-92
--THE ROM IS A CONSTANT DECLARED WITHIN THE PACKAGE rompac.

USE work.rompac.ALL;
ENTITY romwaves IS
  PORT(clock : IN BIT; reset : IN BOOLEAN;
        waves : OUT rom_word);
END romwaves;

ARCHITECTURE behaviour OF romwaves IS

  SIGNAL step : NATURAL;

BEGIN

  --address counter for rom look-up table
  step_counter:PROCESS
  BEGIN

```

```

WAIT UNTIL clock'EVENT AND clock = '1';

IF reset THEN --check for reset condition
step <= 0;
ELSIF step = addr_high THEN --check for last wave value
step <= addr_high;
ELSE
step <= step + 1; --get next wave value
END IF;

END PROCESS;

--output value from rom look-up table
waves <= rom(step);

END behaviour;

```

Classic 2-Process State Machine and Test Bench

```

--MEALY TYPE STATE MACHINE EXAMPLE

ENTITY fsm IS
PORT(clock,x : IN BIT; z : OUT BIT);
END fsm;

-----
ARCHITECTURE behaviour OF fsm IS
TYPE state_type IS (s0,s1,s2,s3);
SIGNAL present_state,next_state : state_type;

BEGIN
--state register process
state_reg:PROCESS
BEGIN
WAIT UNTIL clock'EVENT AND clock = '1';
present_state <= next_state;
END PROCESS;

--combinational logic feedback process
fb_logic:PROCESS(present_state,x)
BEGIN
CASE present_state IS
WHEN s0 =>
IF x = '0' THEN z <= '0'; next_state <= s0;
ELSE z <= '1'; next_state <= s2;
END IF;

WHEN s1 =>
IF x = '0' THEN z <= '0'; next_state <= s0;
ELSE z <= '0'; next_state <= s2;
END IF;

WHEN s2 =>
IF x = '0' THEN z <= '1'; next_state <= s2;
ELSE z <= '0'; next_state <= s3;
END IF;

WHEN s3 =>
IF x = '0' THEN z <= '0'; next_state <= s3;
ELSE z <= '1'; next_state <= s1;
END IF;
END CASE;
END PROCESS;

END behaviour;

-----
--STIMULUS GENERATOR FOR FSM
ENTITY fsm_stim IS

```


Examples of VHDL Descriptions

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```
PORT (clock,x: OUT BIT; z: IN BIT);
END fsm_stim;
```

```
ARCHITECTURE behavioural OF fsm_stim IS
BEGIN
```

```
--clock pulses : _ _ _ _ _
--x input      : _ _ _ _ _
--each '-' represents 5 ns.
```

```
clock <= '0' AFTER 0 ns,
         '1' AFTER 10 ns, --clock 1
         '0' AFTER 20 ns,
         '1' AFTER 30 ns, --clock 2
         '0' AFTER 40 ns,
         '1' AFTER 50 ns, --clock 3
         '0' AFTER 60 ns,
         '1' AFTER 70 ns, --clock 4
         '0' AFTER 80 ns,
         '1' AFTER 90 ns, --clock 5
         '0' AFTER 100 ns;

x <= '0' AFTER 0 ns,
     '1' AFTER 25 ns,
     '0' AFTER 85 ns;
```

```
END behavioural;
```

```
ENTITY fsm_bench IS
END fsm_bench;
```

```
ARCHITECTURE structural OF fsm_bench IS
```

```
COMPONENT fsm_stim PORT (clock,x: OUT BIT; z: IN BIT); END COMPONENT;
```

```
COMPONENT fsm PORT (clock,x: IN BIT; z: OUT BIT); END COMPONENT;
```

```
SIGNAL clock,x,z: BIT;
```

```
BEGIN
```

```
generator:fsm_stim PORT MAP(clock,x,z);
```

```
circuit:fsm PORT MAP(clock,x,z);
```

```
END structural;
```

State Machine using Variable

```
ENTITY fsm2 IS
```

```
PORT(clock,x : IN BIT; z : OUT BIT);
```

```
END fsm2;
```

```
ARCHITECTURE using_wait OF fsm2 IS
```

```
TYPE state_type IS (s0,s1,s2,s3);
```

```
BEGIN
```

```
PROCESS
```

```
VARIABLE state : state_type := s0;
```

```
BEGIN
```

```
WAIT UNTIL (clock'EVENT AND clock = '1');
```

```
CASE state IS
```

```
WHEN s0 => IF x = '0' THEN
```

```
state := s0;
```

```
z <= '0';
```

```
ELSE
```

```
state := s2;
```

```
z <= '1';
```

```
END IF;
```

```
WHEN s2 => IF x = '0' THEN
```

```

state := s2;
z <= '1';
ELSE
state := s3;
z <= '0';
END IF;
WHEN s3 => IF x = '0' THEN
state := s3;
z <= '0';
ELSE
state := s1;
z <= '1';
END IF;
WHEN s1 => IF x = '0' THEN
state := s0;
z <= '0';
ELSE
state := s2;
z <= '0';
END IF;
END CASE;
END PROCESS;
END using_wait;

```

State Machine with Asynchronous Reset

```

library ieee;
use ieee.std_logic_1164.all;

entity stmchl is
port(clk, in1, rst: in std_logic; out1: out std_logic);
end stmchl;

architecture behave of stmchl is
type state_values is (sx, s0, s1);
signal state, next_state: state_values;
begin
process (clk, rst)
begin
if rst = '1' then
state <= s0;
elsif rising_edge(clk) then
state <= next_state;
end if;
end process;

process (state, in1)
begin
-- set defaults for output and state
out1 <= '0';
next_state <= sx; -- catch missing assignments to next_state
case state is
when s0 =>
if in1 = '0' then
out1 <= '1';
next_state <= s1;
else
out1 <= '0';
next_state <= s0;
end if;
when s1 =>
if in1 = '0' then
out1 <= '0';

```

```

        next_state <= s0;
    else
        out1 <= '1';
        next_state <= s1;
    end if;
    when sx =>
        next_state <= sx;
    end case;
end process;
end behave;

```

Pattern Detector FSM with Test Bench

```

LIBRARY ieee;
USE ieee.Std_logic_1164.ALL;
ENTITY patdet IS
    PORT(clock, serin, reset : IN Std_logic; match : OUT Std_logic);
END patdet;

```

```

ARCHITECTURE v1 OF patdet IS

```

```

    TYPE state_type IS (s0, s1, s2, s3, s4, s5, s6, s7, s8);
    SIGNAL pstate, nstate : state_type;

```

```

BEGIN

```

```

    --state register
    PROCESS

```

```

    BEGIN
        WAIT UNTIL rising_edge(clock);
        IF reset = '1' THEN
            pstate <= s0;
        ELSE
            pstate <= nstate;
        END IF;
    END PROCESS;

```

```

    --next state logic
    PROCESS(serin, pstate)

```

```

    BEGIN
        CASE pstate IS
            WHEN s0 => IF serin = '0' THEN
                        nstate <= s0;
                    ELSE
                        nstate <= s1;
                    END IF;
            WHEN s1 => IF serin = '0' THEN
                        nstate <= s0;
                    ELSE
                        nstate <= s2;
                    END IF;
            WHEN s2 => IF serin = '0' THEN
                        nstate <= s0;
                    ELSE
                        nstate <= s3;
                    END IF;
            WHEN s3 => IF serin = '0' THEN
                        nstate <= s0;
                    ELSE
                        nstate <= s4;
                    END IF;
            WHEN s4 => IF serin = '0' THEN
                        nstate <= s0;
                    ELSE
                        nstate <= s5;
                    END IF;
        END CASE;
    END PROCESS;

```

Examples of VHDL Descriptions

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```

END IF;
WHEN s5 => IF serin = '0' THEN
    nstate <= s0;
ELSE
    nstate <= s6;
END IF;
WHEN s6 => IF serin = '1' THEN
    nstate <= s8;
ELSE
    nstate <= s7;
END IF;
WHEN s7 => IF serin = '0' THEN
    nstate <= s0;
ELSE
    nstate <= s8;
END IF;
WHEN s8 => IF serin = '0' THEN
    nstate <= s0;
ELSE
    nstate <= s8;
END IF;
WHEN OTHERS => nstate <= s0;
END CASE;
END PROCESS;

--generate output
match <= '1' WHEN pstate = s7 ELSE '0';

END v1;

--The following Design Entity defines a parameterised Pseudo-random
--bit sequence generator, it is useful for generating serial or parallel test
waveforms
--(for parallel waveforms you need to add an extra output port)
--The generic 'length' is the length of the register minus one.
--the generics 'tap1' and 'tap2' define the feedback taps

LIBRARY ieee;
USE ieee.Std_logic_1164.ALL;
ENTITY prbsgen IS
    GENERIC(length : Positive := 8; tap1 : Positive := 8; tap2 : Positive := 4);
    PORT(clk, reset : IN Std_logic; prbs : OUT Std_logic);
END prbsgen;

ARCHITECTURE v3 OF prbsgen IS

    --create a shift register
    SIGNAL prreg : Std_logic_vector(length DOWNTO 0);

BEGIN

    --conditional signal assignment shifts register and feeds in xor value
    prreg <= (0 => '1', OTHERS => '0') WHEN reset = '1' ELSE
        (prreg((length - 1) DOWNTO 0) & (prreg(tap1) XOR prreg(tap2)))
        WHEN rising_edge(clk) ELSE prreg;

    --connect msb of register to output
    prbs <= prreg(length);

END v3;

LIBRARY ieee;
USE ieee.Std_logic_1164.ALL;
ENTITY patdetbench IS
END patdetbench;

--defining architecture for pre-synthesis functional simulation
ARCHITECTURE precomp OF patdetbench IS

```

Examples of VHDL Descriptions

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```
COMPONENT prbsgen
  PORT(clk, reset : IN Std_logic; prbs : OUT Std_logic);
END COMPONENT;

COMPONENT patdet
  PORT(clock, serin, reset : IN Std_logic; match : OUT Std_logic);
END COMPONENT;

--configure patdet to be functional model
FOR patdet1 : patdet USE ENTITY work.patdet(v1);

SIGNAL clock, reset, pattern, match : Std_logic;

BEGIN

--clock generator
PROCESS
BEGIN
  clock <= '0', '1' AFTER 50 ns;
  WAIT FOR 100 ns;
END PROCESS;

patgen1 : prbsgen PORT MAP (clock, reset, pattern);
patdet1 : patdet PORT MAP (clock, pattern, reset, match);

END precomp;
```

Chess Clock

```
PACKAGE chesspack IS

  SUBTYPE hours IS NATURAL;
  SUBTYPE minutes IS INTEGER RANGE 0 TO 60;
  SUBTYPE seconds IS INTEGER RANGE 0 TO 60;

  TYPE elapsed_time IS
    RECORD
      hh : hours;
      mm : minutes;
      ss : seconds;
    END RECORD;

  TYPE state IS (reset,hold,runb,runa);

  FUNCTION inctime (intime : elapsed_time) RETURN elapsed_time;

  FUNCTION zero_time RETURN elapsed_time;

END chesspack;

PACKAGE BODY chesspack IS

  FUNCTION inctime (intime : elapsed_time) RETURN elapsed_time IS
    VARIABLE result : elapsed_time;
  BEGIN
    result := intime;
    result.ss := result.ss + 1;
    IF result.ss = 60 THEN
      result.ss := 0;
      result.mm := result.mm + 1;
      IF result.mm = 60 THEN
        result.mm := 0;
        result.hh := result.hh + 1;
      END IF;
    END IF;
    RETURN result;
  END;
```

```

END inctime;

FUNCTION zero_time RETURN elapsed_time IS
    VARIABLE result : elapsed_time;
BEGIN
    result.ss := 0;
    result.mm := 0;
    result.hh := 0;
    RETURN result;
END zero_time;

END chesspack;

USE WORK.chesspack.ALL;
ENTITY timer IS
    --time_used must be inout port since signal assignment statement
    --reads it's value to compute the new value of time_used.
    PORT(enable,clear,one_sec : IN BIT; time_used : INOUT elapsed_time);
END timer;

ARCHITECTURE behaviour OF timer IS
BEGIN
    time_used <= zero_time WHEN clear = '1' ELSE
        inctime(time_used) WHEN
            (enable = '1' AND one_sec'EVENT AND one_sec = '1')
        ELSE time_used;
END behaviour;
-----
USE WORK.chesspack.ALL;
ENTITY chessclock IS
    PORT(a,b,hold_time,reset_time : IN BIT;
         time_a,time_b : INOUT elapsed_time);
END chessclock;

ARCHITECTURE structure OF chessclock IS
    COMPONENT timer
        PORT(enable,clear,one_sec : IN BIT; time_used : INOUT elapsed_time);
    END COMPONENT;

    SIGNAL one_sec,clock,ena,enb,clear_timers : BIT := '0';
BEGIN
    --instantiating timers a and b
    timer_a : timer PORT MAP(ena,clear_timers,one_sec,time_a);
    timer_b : timer PORT MAP(enb,clear_timers,one_sec,time_b);

    controller:BLOCK --chessclock state machine
        SIGNAL present_state,next_state : state := reset;
    BEGIN
        --state register
        state_reg:BLOCK
        BEGIN
            PROCESS(clock)
            BEGIN
                IF (clock'EVENT AND clock = '1' AND clock'LAST_VALUE = '0')
                THEN present_state <= next_state;
                END IF;
            END PROCESS;
        END BLOCK state_reg;
    END BLOCK controller;

```

Examples of VHDL Descriptions

```
--output and feedback logic
logic:BLOCK
BEGIN
    PROCESS(a,b,hold_time,reset_time,present_state)
        VARIABLE a_b : BIT_VECTOR(0 TO 1);
    BEGIN
        a_b := a&b; --aggregate assignment for case statement
        CASE present_state IS
            WHEN reset =>
                clear_timers <= '1';
                ena <= '0';
                enb <= '0';
                IF reset_time = '1' THEN next_state <= reset;
                ELSIF hold_time = '1' THEN next_state <= hold;
                ELSE CASE a_b IS
                    WHEN "00" => next_state <= hold;
                    WHEN "01" => next_state <= runa;

                    WHEN "10" => next_state <= runb;
                    WHEN "11" => next_state <= hold;
                END CASE;
            END IF;
            WHEN hold =>
                clear_timers <= '0';
                ena <= '0';
                enb <= '0';
                IF reset_time = '1' THEN next_state <= reset;
                ELSIF hold_time = '1' THEN next_state <= hold;
                ELSE CASE a_b IS
                    WHEN "00" => next_state <= hold;
                    WHEN "01" => next_state <= runa;
                    WHEN "10" => next_state <= runb;
                    WHEN "11" => next_state <= hold;
                END CASE;
            WHEN runa =>
                clear_timers <= '0';
                ena <= '1';
                enb <= '0';
                IF reset_time = '1' THEN next_state <= reset;
                ELSIF hold_time = '1' THEN next_state <= hold;
                ELSIF a = '0' THEN next_state <= runa;
                ELSIF b = '1' THEN next_state <= hold;
                ELSE next_state <= runb;
            END IF;
            WHEN runb =>
                clear_timers <= '0';
                ena <= '0';
                enb <= '1';
                IF reset_time = '1' THEN next_state <= reset;
                ELSIF hold_time = '1' THEN next_state <= hold;
                ELSIF b = '0' THEN next_state <= runb;
                ELSIF a = '1' THEN next_state <= hold;
                ELSE next_state <= runa;
            END IF;
        END CASE;
    END PROCESS;
END BLOCK logic;

END BLOCK controller;
```

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```
one_sec_clock:BLOCK
BEGIN
    PROCESS --process to generate one second clock
    BEGIN
        one_sec <= TRANSPORT '1' AFTER 500 ms;
```

Examples of VHDL Descriptions

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```
one_sec <= TRANSPORT '0' AFTER 1000 ms;
WAIT FOR 1000 ms;
END PROCESS;
END BLOCK one_sec_clock;
```

```
system_clock:BLOCK
BEGIN
  PROCESS --process to generate 10Hz state machine clock
  BEGIN
    clock <= TRANSPORT '1' AFTER 50 ms;
    clock <= TRANSPORT '0' AFTER 100 ms;
    WAIT FOR 100 ms;
    END PROCESS;
  END BLOCK system_clock;
```

```
END structure;
```

Digital Delay Unit

- [Package defining types used by the system memory](#)
- [Package defining a basic analogue type](#)
- [16-bit Analogue to Digital Converter](#)
- [16-bit Digital to Analogue Converter](#)
- [Top-level Digital Delay Unit including RAM and control process](#)
- [Sinewave generator for testbench](#)
- [Testbench for Digital Delay Unit](#)

Package defining types used by the system memory

```
PACKAGE rampac IS
  SUBTYPE addr10 IS NATURAL RANGE 0 TO 1023;
  SUBTYPE data16 IS INTEGER RANGE -32768 TO +32767;
  TYPE ram_array IS ARRAY(addr10'LOW TO addr10'HIGH) OF data16;
  CONSTANT z_val : data16 := -1;
END rampac;
```

Package defining a basic analogue type

```
PACKAGE adcpac IS
  SUBTYPE analogue IS REAL RANGE -5.0 TO +5.0;
END adcpac;
```

16-bit Analogue to Digital Converter

```
USE WORK.rampac.ALL;
USE WORK.adcpac.ALL;
ENTITY adc16 IS
  GENERIC(tconv : TIME := 10 us); --conversion time
  PORT(vin : IN analogue; digout : OUT data16; --input and output
       sc : IN BIT; busy : OUT BIT); --control
END adc16;

ARCHITECTURE behaviour OF adc16 IS
```



```

BEGIN
PROCESS
VARIABLE digtemp : data16;
CONSTANT vlsb : analogue := (analogue'HIGH -
analogue'LOW)/REAL(2*ABS(data16'LOW));
BEGIN
digtemp := data16'LOW;
busy <= '0';
WAIT UNTIL (sc'EVENT AND sc = '0');
busy <= '1';
FOR i IN 0 TO (2*data16'HIGH) LOOP
IF vin >= (analogue'LOW + (REAL(i) + 0.5)*vlsb)
THEN digtemp := digtemp + 1;
ELSE EXIT;
END IF;
END LOOP;
WAIT FOR tconv;
digout <= digtemp;
busy <= '0';
END PROCESS;
END behaviour;

```

16-bit Digital to Analogue Converter

```

USE WORK.rampac.ALL;
USE WORK.adcpac.ALL;
ENTITY dac16 IS
PORT(vout : INOUT analogue; digin : IN data16; --input and output
en : IN BIT); --latches in data
END dac16;

ARCHITECTURE behaviour OF dac16 IS
CONSTANT vlsb : analogue := (analogue'HIGH - analogue'LOW)/REAL(2*ABS(data16'LOW));
BEGIN
--store analogue equivalent of digin on vout when negative edge on en
vout <= REAL(digin)*vlsb WHEN (en'EVENT AND en = '0') ELSE vout;
END behaviour;

```

Top-level Digital Delay Unit including RAM and control process

--VHDL model of a ram-based analogue delay system.

```

USE WORK.rampac.ALL;
USE WORK.adcpac.ALL;
ENTITY digdel2 IS
PORT(clear : IN BIT; --clears address counter
offset : IN addr10; --delay control
signin : IN analogue; --signal input
sigout : INOUT analogue); --signal output
END digdel2;

```

ARCHITECTURE block_struct OF digdel2 IS

```

COMPONENT adcl6
PORT(vin : IN analogue; digout : OUT data16;
sc : IN BIT; busy : OUT BIT);
END COMPONENT;

```

```

COMPONENT dac16
PORT(vout : INOUT analogue; digin : IN data16;
en : IN BIT);
END COMPONENT;

```

SIGNAL address : addr10; --pointer to ram location

Examples of VHDL Descriptions

```

SIGNAL ram_data_out : data16;      --data output of ram
SIGNAL ram_data_in : data16;      --data input to ram
SIGNAL clock,cs,write,suboff,adcsc,dacen,adcbusy : BIT;  --internal control signals

BEGIN
--start conversion on positive edge of 'clock'at beginning of cycle
adcsc <= NOT clock; --|-----|

adcl : adc16 PORT MAP (signin,ram_data_in,adcsc,adcbusy);

cs <= '1'; --enable ram device

ram:BLOCK -- 16-bit * 1024 location RAM
BEGIN
ram_proc:PROCESS(cs,write,address,ram_data_in)
VARIABLE ram_data : ram_array;

VARIABLE ram_init : BOOLEAN := FALSE;
BEGIN
IF NOT(ram_init) THEN --initialise ram locations
FOR i IN ram_data'RANGE LOOP
ram_data(i) := 0;
END LOOP;
ram_init := TRUE;
END IF;

IF cs = '1' THEN
IF write = '1' THEN
ram_data(address) := ram_data_in;
END IF;
ram_data_out <= ram_data(address);
ELSE
ram_data_out <= z_val;
END IF;

END PROCESS;
END BLOCK ram;

dacl : dac16 PORT MAP (sigout,ram_data_out,dacen);

-- concurrent statement for 'suboff' (subtract offset) signal for counter
suboff <= clock; --|-----|

cntnr10:BLOCK --10-bit address counter with offset control
SIGNAL count : addr10 := 0;
BEGIN --dataflow model of address counter
count <= 0 WHEN clear = '1' ELSE
((count + 1) MOD 1024) WHEN (clock'EVENT AND clock = '1')
ELSE count;
address <= count WHEN suboff = '0'
ELSE (count - offset) WHEN ((count - offset) >= 0)
ELSE (1024 - ABS(count - offset));
END BLOCK cntnr10;

control_waves:PROCESS --process to generate system control waveforms
BEGIN
clock <= TRANSPORT '1';
clock <= TRANSPORT '0' AFTER 10 us; --|-----|

dacen <= TRANSPORT '1',
'0' AFTER 5 us; --|-----|

write <= TRANSPORT '1' AFTER 13 us, --|-----|
'0' AFTER 17 us;

```

Examples of VHDL Descriptions

```
WAIT FOR 20 us;
```

```
END PROCESS control_waves;
```

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```
END block_struct;
```

Sinewave generator for testbench

```
--entity to generate a 2.5kHz sampled sinewave (sampled at 20 us intervals)
USE WORK.adcpac.ALL;
ENTITY sinegen IS
    PORT(sinewave : OUT analogue);
END sinegen;
```

```
ARCHITECTURE behaviour OF sinegen IS
```

```
    CONSTANT ts : TIME := 20 us; --sample interval
    TYPE sinevals IS ARRAY (0 TO 5) OF analogue;
    --sample values for one quarter period
    CONSTANT qrtrsine : sinevals := (0.0, 1.545, 2.939, 4.045, 4.755, 5.0);
    BEGIN
        PROCESS --sequential process generates sinewave
        BEGIN
            FOR i IN 0 TO 19 LOOP --output 20 samples per period
                IF (i >= 0) AND (i < 6) THEN --first quarter period
                    sinewave <= qrtrsine(i);
                ELSIF (i >= 6) AND (i < 11) THEN --second quarter period
                    sinewave <= qrtrsine(10-i);
                ELSIF (i >= 11) AND (i < 16) THEN --third quarter period
                    sinewave <= -qrtrsine(i-10);
                ELSE --i IN 16 TO 19
                    sinewave <= -qrtrsine(20-i); --final quater period
                END IF;
                WAIT FOR ts;
            END LOOP;
        END PROCESS;
    END behaviour;
```

Testbench for Digital Delay Unit

```
USE WORK.rampac.ALL;
USE WORK.adcpac.ALL;
ENTITY delay_bench IS
    PORT(reset : IN BIT; delay : IN addr10);
END delay_bench;
```

```
ARCHITECTURE version1 OF delay_bench IS
```

```
    COMPONENT sinegen
        PORT(sinewave : OUT analogue);
    END COMPONENT;

    COMPONENT digdel2
        PORT(clear : IN BIT; offset : IN addr10;
             sign : IN analogue; sigout : INOUT analogue);
    END COMPONENT;

    SIGNAL analogue_in, analogue_out : analogue;

    BEGIN

        sig_gen : sinegen PORT MAP(analogue_in);
        delay_unit : digdel2 PORT MAP(reset, delay, analogue_in, analogue_out);
```

8-bit Analogue to Digital Converter

--8-bit analogue to digital converter
 --demonstrates use of LOOP and WAIT statements

```

ENTITY adc8 IS
  GENERIC(tconv : TIME := 10 us);
  PORT(vin : IN REAL RANGE 0.0 TO +5.0;
       digout : OUT NATURAL RANGE 0 TO 255;
       sc : IN BIT; busy : OUT BIT);
END adc8;

ARCHITECTURE behaviour OF adc8 IS
BEGIN
  PROCESS
    VARIABLE digtemp : NATURAL;
    CONSTANT vlsb : REAL := 5.0/256; --least significant bit value

  BEGIN
    digtemp := 0;
    WAIT UNTIL (sc'EVENT AND sc = '0'); --falling edge on sc starts conv

    busy <= '1'; --flag converter busy
    WAIT FOR tconv; --conversion time

    FOR i IN 0 TO 255 LOOP --do ramp-up conversion
      IF vin >= REAL(i)*vlsb
        THEN IF digtemp = 255 THEN EXIT;
             ELSE digtemp := digtemp + 1;
            END IF;
        ELSE EXIT;
        END IF;
    END LOOP;

    digout <= digtemp; --output result
    busy <= '0'; --flag end of conversion

  END PROCESS;
END behaviour;
  
```

8-bit Unipolar Successive Approximation ADC

--8-bit unipolar successive approximation analogue to digital converter
 --demonstrates use of LOOP and WAIT statements

```

ENTITY adsc8 IS
  PORT(vin : IN REAL RANGE 0.0 TO +5.0;
       digout : OUT BIT_VECTOR(7 DOWNTO 0);
       clock, sc : IN BIT; busy : OUT BIT);
END adsc8;

ARCHITECTURE behaviour OF adsc8 IS
  SIGNAL v_estimate : REAL RANGE 0.0 TO +5.0;
  
```

```

BEGIN
PROCESS
CONSTANT v_lsb : REAL := 5.0/256; --least significant bit value

BEGIN
WAIT UNTIL (sc'EVENT AND sc = '0'); --falling edge on sc starts conv

v_estimate <= 0.0; --initialise v_estimate
digout <= "00000000"; --clear SAR register
busy <= '1'; --flag converter busy

FOR i IN digout'RANGE LOOP --loop for each output bit
WAIT UNTIL (clock'EVENT AND clock = '1');

v_estimate <= v_estimate + (REAL(2**i))*v_lsb;
digout(i) <= '1';

WAIT UNTIL (clock'EVENT AND clock = '1');

IF v_estimate >= vin THEN
v_estimate <= v_estimate - (REAL(2**i))*v_lsb;
digout(i) <= '0';
END IF;

END LOOP;
busy <= '0'; --flag end of conversion

END PROCESS;

END behaviour;

```

TTL164 Shift Register

```

ENTITY dev164 IS
PORT(a, b, nclr, clock : IN BIT;
q : BUFFER BIT_VECTOR(0 TO 7));
END dev164;

ARCHITECTURE version1 OF dev164 IS
BEGIN
PROCESS(a,b,nclr,clock)
BEGIN
IF nclr = '0' THEN
q <= "00000000";
ELSE
IF clock'EVENT AND clock = '1' THEN
FOR i IN q'RANGE LOOP
IF i = 0 THEN q(i) <= (a AND b);
ELSE
q(i) <= q(i-1);
END IF;
END LOOP;
END IF;
END IF;
END PROCESS;
END version1;

```

Behavioural description of an 8-bit Shift Register

Examples of VHDL Descriptions

```
--8-bit universal shift register modelled using a process
ENTITY shftreg8 IS
    PORT(clock, serial, serinr : IN BIT; --clock and serial inputs
    mode : IN BIT_VECTOR(0 TO 1);
    --"00" : disabled; "10" : shift left; "01" : shift right; "11" : Parallel
load;
    parin : IN BIT_VECTOR(0 TO 7); --parallel inputs
    parout : OUT BIT_VECTOR(0 TO 7)); --parallel outputs
END shftreg8;

ARCHITECTURE behavioural OF shftreg8 IS
BEGIN
    PROCESS
        --declare variable to hold register state
        VARIABLE state : BIT_VECTOR(0 TO 7) := "00000000";
    BEGIN
        --synchronise process to rising edges of clock
        WAIT UNTIL clock'EVENT AND clock = '1';
        CASE mode IS
            WHEN "00" => state := state; --disabled
            WHEN "10" =>
                FOR i IN 0 TO 7 LOOP --shift
                    IF i = 7 THEN
                        state(i) := serial;
                    ELSE
                        state(i) := state(i + 1);
                    END IF;
                END LOOP;
            WHEN "01" =>
                FOR i IN 7 DOWNT0 0 LOOP --shift
                    IF i = 0 THEN
                        state(i) := serinr;
                    ELSE
                        state(i) := state(i - 1);
                    END IF;
                END LOOP;
            WHEN "11" => state := parin; --parallel
        END CASE;
        --assign variable to parallel output port
        parout <= state;
    END PROCESS;
END behavioural;
```

Structural Description of an 8-bit Shift Register

```
ENTITY dtff IS
    GENERIC(initial : BIT := '1'); --initial value of q
    PORT(d, clock : IN BIT; q : BUFFER BIT := initial);
END dtff;
```

```
ARCHITECTURE zero_delay OF dtff IS
```

```
BEGIN
```

```
    q <= d WHEN (clock'EVENT AND clock = '1');
```

```
END zero_delay;
```

```
--Structural model of an 8-bit universal shift register
```

```
--makes use of D-type flip flop component and generate statement
```

```
ENTITY shftreg8 IS
```

```
    PORT(clock, serial, serinr : IN BIT; mode : IN BIT_VECTOR(0 TO 1);
```

```
    parin : IN BIT_VECTOR(0 TO 7);
```

Examples of VHDL Descriptions

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```

    parout : BUFFER BIT_VECTOR(0 TO 7));
END shftreg8;

ARCHITECTURE structural OF shftreg8 IS

    COMPONENT dtff
        GENERIC(initial : BIT := '1');
        PORT(d, clock : IN BIT; q : BUFFER BIT := initial);
    END COMPONENT;

    FOR ALL : dtff USE ENTITY work.dtff(zero_delay);
    SIGNAL datain : BIT_VECTOR(0 TO 7);

BEGIN

    reg_cells : FOR i IN 0 TO 7
        GENERATE

            reg_stage : dtff GENERIC MAP ('0') PORT MAP (datain(i) , clock, parout(i));

            lsb_stage : IF i = 0 GENERATE
                datain(i) <= parin(i) WHEN mode = "00" ELSE serinl WHEN mode = "10"
                    ELSE parout(i + 1) WHEN mode = "01" ELSE parout(i);
            END GENERATE;

            msb_stage : IF i = 7 GENERATE
                datain(i) <= parin(i) WHEN mode = "00" ELSE parout(i - 1) WHEN mode =
                    "10" ELSE serinr WHEN mode = "01" ELSE parout(i);
            END GENERATE;

            middle_stages : IF (i > 0) AND (i < 7) GENERATE
                datain(i) <= parin(i) WHEN mode = "00" ELSE parout(i - 1) WHEN mode =
                    "10" ELSE parout(i + 1) WHEN mode = "01" ELSE parout(i);
            END GENERATE;

        END GENERATE;

    END structural;

```

8-bit Unsigned Multiplier

```

library IEEE;
use IEEE.Std_logic_1164.all;
use IEEE.Std_logic_unsigned.all;
entity MUL8X8 is
    port(A, B : in Std_logic_vector(7 downto 0);
        PROD : out Std_logic_vector(15 downto 0));
end MUL8X8;

architecture SYN of MUL8X8 is
begin
    PROD <= A * B;
end SYN;

```

n-bit Adder using the Generate Statement

```

ENTITY addn IS
    GENERIC(n : POSITIVE := 3); --no. of bits less one
    PORT(addend, augend : IN BIT_VECTOR(0 TO n);
        carry_in : IN BIT; carry_out, overflow : OUT BIT;
        sum : OUT BIT_VECTOR(0 TO n));
END addn;

```

```

ARCHITECTURE generated OF addn IS
  SIGNAL carries : BIT_VECTOR(0 TO n);
BEGIN
  addgen : FOR i IN addend'RANGE
    GENERATE
      lsadder : IF i = 0 GENERATE
        sum(i) <= addend(i) XOR augend(i) XOR carry_in;
        carries(i) <= (addend(i) AND augend(i)) OR
          (addend(i) AND carry_in) OR
          (carry_in AND augend(i));
      END GENERATE;
      otheradder : IF i /= 0 GENERATE
        sum(i) <= addend(i) XOR augend(i) XOR carries(i-1);
        carries(i) <= (addend(i) AND augend(i)) OR
          (addend(i) AND carries(i-1)) OR
          (carries(i-1) AND augend(i));
      END GENERATE;
    END GENERATE;
  carry_out <= carries(n);
  overflow <= carries(n-1) XOR carries(n);
END generated;

```

A Variety of Adder Styles

 -- Single-bit adder

```

library IEEE;
use IEEE.std_logic_1164.all;
entity adder is
  port (a : in std_logic;
        b : in std_logic;
        cin : in std_logic;
        sum : out std_logic;
        cout : out std_logic);
end adder;

```

```

-- description of adder using concurrent signal assignments
architecture rtl of adder is
begin
  sum <= (a xor b) xor cin;
  cout <= (a and b) or (cin and a) or (cin and b);
end rtl;

```

-- description of adder using component instantiation statements

--Miscellaneous Logic Gates

```

use work.gates.all;
architecture structural of adder is
  signal xor1_out,
    and1_out,
    and2_out,
    or1_out : std_logic;
begin
  xor1: xorg port map(
    in1 => a,
    in2 => b,
    out1 => xor1_out);
  xor2: xorg port map(
    in1 => xor1_out,
    in2 => cin,
    out1 => sum);
  and1: andg port map(

```


Examples of VHDL Descriptions

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```

in1 => a,
in2 => b,
out1 => and1_out);

or1: org port map(
    in1 => a,
    in2 => b,
    out1 => or1_out);

and2: andg port map(
    in1 => cin,
    in2 => or1_out,
    out1 => and2_out);

or2: org port map(
    in1 => and1_out,
    in2 => and2_out,
    out1 => cout);

end structural;

```

```

-- N-bit adder
-- The width of the adder is determined by generic N

```

```

library IEEE;
use IEEE.std_logic_1164.all;
entity adderN is
    generic(N : integer := 16);
    port (a : in std_logic_vector(N downto 1);
          b : in std_logic_vector(N downto 1);
          cin : in std_logic;
          sum : out std_logic_vector(N downto 1);
          cout : out std_logic);
end adderN;

```

```

-- structural implementation of the N-bit adder
architecture structural of adderN is
    component adder

```

```

        port (a : in std_logic;
              b : in std_logic;
              cin : in std_logic;
              sum : out std_logic;
              cout : out std_logic);
    end component;

```

```

    signal carry : std_logic_vector(0 to N);
begin
    carry(0) <= cin;
    cout <= carry(N);

```

```

    -- instantiate a single-bit adder N times
    gen: for I in 1 to N generate
        add: adder port map(
            a => a(I),
            b => b(I),
            cin => carry(I - 1),
            sum => sum(I),
            cout => carry(I));
    end generate;
end structural;

```

```

-- behavioral implementation of the N-bit adder
architecture behavioral of adderN is
begin

```

```

    p1: process(a, b, cin)
        variable vsum : std_logic_vector(N downto 1);
        variable carry : std_logic;
    begin
        carry := cin;

```

```

for i in 1 to N loop
    vsum(i) := (a(i) xor b(i)) xor carry;
    carry := (a(i) and b(i)) or (carry and (a(i) or b(i)));
end loop;
sum <= vsum;
cout <= carry;
end process pl;
end behavioral;

```

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n-Bit Synchronous Counter

```

LIBRARY ieee;
USE ieee.Std_logic_1164.ALL;
USE ieee.Std_logic_unsigned.ALL;
ENTITY cntnrbit IS
    GENERIC(n : Positive := 8);
    PORT(clock, reset, enable : IN Std_logic;
          count : OUT Std_logic_vector((n-1) DOWNTO 0));
END cntnrbit;

ARCHITECTURE v1 OF cntnrbit IS
    SIGNAL count_int : Std_logic_vector((n-1) DOWNTO 0);
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL rising_edge(clock);
        IF reset = '1' THEN
            count_int <= (OTHERS => '0');
        ELSIF enable = '1' THEN
            count_int <= count_int + 1;
        ELSE
            NULL;
        END IF;
    END PROCESS;
    count <= count_int;
END v1;

```

Moore State Machine with Concurrent Output Logic

```

library ieee;
use ieee.std_logic_1164.all;

entity moore1 is port(
    clk, rst:      in std_logic;
    id:            in std_logic_vector(3 downto 0);
    y:            out std_logic_vector(1 downto 0));
end moore1;

architecture archmoore1 of moore1 is
    type states is (state0, state1, state2, state3, state4);
    signal state: states;
begin
    moore: process (clk, rst) --this process defines the next state only
    begin
        if rst='1' then
            state <= state0;
        elsif (clk'event and clk='1') then
            case state is
                when state0 =>
                    if id = x"3" then
                        state <= state1;
                    else
                        state <= state0;
                    end if;
                -- other states would follow here
            end case;
        end if;
    end process moore;
end archmoore1;

```

```

        end if;
    when state1 =>
        state <= state2;
    when state2 =>
        if id = x"7" then
            state <= state3;
        else
            state <= state2;
        end if;
    when state3 =>
        if id < x"7" then
            state <= state0;
        elsif id = x"9" then
            state <= state4;
        else
            state <= state3;
        end if;
    when state4 =>
        if id = x"b" then
            state <= state0;
        else
            state <= state4;
        end if;
    end case;
end if;
end process;

--assign state outputs concurrently;
y <= "00" when (state=state0) else
    "10" when (state=state1 or state=state3) else
    "11";

end archmoore1;

```

Mealy State Machine with Registered Outputs

```

library ieee;
use ieee.std_logic_1164.all;

entity mealy1 is port(
    clk, rst:    in std_logic;
    id:          in std_logic_vector(3 downto 0);
    y:           out std_logic_vector(1 downto 0));
end mealy1;

architecture archmealy of mealy1 is
    type states is (state0, state1, state2, state3, state4);
    signal state: states;

begin
    moore: process (clk, rst)
    begin
        if rst='1' then
            state <= state0;
            y <= "00";
        elsif (clk'event and clk='1') then
            case state is
                when state0 =>
                    if id = x"3" then
                        state <= state1;
                        y <= "10";
                    else
                        state <= state0;
                        y <= "00";
                    end if;
                when state1 =>
                    state <= state2;

```

```

end if;
end process;
end archmealy;

```

Moore State Machine with explicit state encoding

```

library ieee;
use ieee.std_logic_1164.all;

entity moore2 is port(
    clk, rst: in std_logic;
    id: in std_logic_vector(3 downto 0);
    y: out std_logic_vector(1 downto 0));
end moore2;

architecture archmoore2 of moore2 is
    signal state: std_logic_vector(2 downto 0);
    -- State assignment is such that 2 LSBs are outputs
    constant state0: std_logic_vector(2 downto 0) := "000";
    constant state1: std_logic_vector(2 downto 0) := "010";
    constant state2: std_logic_vector(2 downto 0) := "011";
    constant state3: std_logic_vector(2 downto 0) := "110";
    constant state4: std_logic_vector(2 downto 0) := "111";
begin
    moore: process (clk, rst)
    begin
        if rst='1' then
            state <= state0;
        elsif (clk'event and clk='1') then
            case state is
                when state0 =>
                    if id = x"3" then
                        state <= state1;
                    else
                        state <= state0;
                    end if;
                when state1 =>
                    if id = x"7" then
                        state <= state3;
                        y <= "10";
                    else
                        state <= state2;
                        y <= "11";
                    end if;
                when state3 =>
                    if id < x"7" then
                        state <= state0;
                        y <= "00";
                    elsif id = x"9" then
                        state <= state4;
                        y <= "11";
                    else
                        state <= state3;
                        y <= "10";
                    end if;
                when state4 =>
                    if id = x"b" then
                        state <= state0;
                        y <= "00";
                    else
                        state <= state4;
                        y <= "11";
                    end if;
            end case;
        end if;
    end process;
end archmoore2;

```

```

        end if;
    when state1 =>
        state <= state2;
    when state2 =>
        if id = x"7" then
            state <= state3;
        else
            state <= state2;
        end if;
    when state3 =>
        if id < x"7" then
            state <= state0;
        elsif id = x"9" then
            state <= state4;
        else
            state <= state3;
        end if;
    when state4 =>
        if id = x"b" then
            state <= state0;
        else
            state <= state4;
        end if;
    when others =>
        state <= state0;
    end case;
end if;
end process;

--assign state outputs (equal to state std_logics)
y <= state(1 downto 0);
end archmoore2;

```

State Machine with Moore and Mealy outputs

```

library ieee;
use ieee.std_logic_1164.all;

entity mealy1 is port(
    clk, rst:    in std_logic;
    id:          in std_logic_vector(3 downto 0);
    w:          out std_logic;
    y:          out std_logic_vector(1 downto 0));
end mealy1;

architecture archmealy1 of mealy1 is
    type states is (state0, state1, state2, state3, state4);
    signal state: states;
begin
    moore: process (clk, rst)
    begin
        if rst='1' then
            state <= state0;
        elsif (clk'event and clk='1') then
            case state is
                when state0 =>
                    if id = x"3" then
                        state <= state1;
                    else
                        state <= state0;
                    end if;
                when state1 =>
                    state <= state2;
                when state2 =>
                    if id = x"7" then
                        state <= state3;

```

```

else
    state <= state2;
end if;
when state3 =>
    if id < x"7" then
        state <= state0;
    elsif id = x"9" then
        state <= state4;
    else
        state <= state3;
    end if;
when state4 =>
    if id = x"b" then
        state <= state0;
    else
        state <= state4;
    end if;
end case;
end if;
end process;

--assign moore state outputs;
y <= "00" when (state=state0) else
    "10" when (state=state1 or state=state3) else
    "11";
--assign mealy output;
w <= '0' when (state=state3 and id < x"7") else
    '1';
end archmealy1;

```

Multiplexer 16-to-4 using if-then-elsif-else Statement

```

library ieee;
use ieee.std_logic_1164.all;

entity mux is port(
    a, b, c, d:    in std_logic_vector(3 downto 0);
    s:             in std_logic_vector(1 downto 0);
    x:             out std_logic_vector(3 downto 0));
end mux;

architecture archmux of mux is
begin
    mux4_1: process (a, b, c, d)
    begin
        if s = "00" then
            x <= a;
        elsif s = "01" then
            x <= b;
        elsif s = "10" then
            x <= c;
        else
            x <= d;
        end if;
    end process mux4_1;
end archmux;

```

Multiplexer 16-to-4 using Conditional Signal Assignment Statement

```

library ieee;
use ieee.std_logic_1164.all;

entity mux is port(

```

Examples of VHDL Descriptions

```

a, b, c, d: in std_logic_vector(3 downto 0);
s:         in std_logic_vector(1 downto 0);
x:         out std_logic_vector(3 downto 0);
end mux;

architecture archmux of mux is
begin
    x <= a when (s = "00") else
         b when (s = "01") else
         c when (s = "10") else
         d;
end archmux;
```

Multiplexer 16-to-4 using Selected Signal Assignment Statement

```

library ieee;
use ieee.std_logic_1164.all;

entity mux is port(
    a, b, c, d: in std_logic_vector(3 downto 0);
    s:         in std_logic_vector(1 downto 0);
    x:         out std_logic_vector(3 downto 0);
end mux;

architecture archmux of mux is
begin
    with s select
    x <= a when "00",
         b when "01",
         c when "10",
         d when "11",
         (others => 'X') when others;
end archmux;
```

Miscellaneous Logic Gates

```

-- package with component declarations
library IEEE;
use IEEE.std_logic_1164.all;
package gates is
    component andg
        generic (tpd_hl : time := 1 ns;
                 tpd_lh : time := 1 ns);
        port (in1, in2 : std_ulogic;
              out1 : out std_ulogic);
    end component;
    component org
        generic (tpd_hl : time := 1 ns;
                 tpd_lh : time := 1 ns);
        port (in1, in2 : std_logic;
              out1 : out std_logic);
    end component;
    component xorg
        generic (tpd_hl : time := 1 ns;
                 tpd_lh : time := 1 ns);
        port (in1, in2 : std_logic;
              out1 : out std_logic);
    end component;
end gates;
```

```

-- and gate

library IEEE;
use IEEE.std_logic_1164.all;
entity andg is
    generic (tpd_hl : time := 1 ns;
             tpd_lh : time := 1 ns);
    port (in1, in2 : std_ulogic;
          out1 : out std_ulogic);
end andg;

```

```

architecture only of andg is
begin
    p1: process(in1, in2)
        variable val : std_logic;
    begin
        val := in1 and in2;
        case val is
            when '0' =>
                out1 <= '0' after tpd_hl;
            when '1' =>
                out1 <= '1' after tpd_lh;
            when others =>
                out1 <= val;
            end case;
        end process;
    end only;

```

```

-- or gate

```

```

library IEEE;
use IEEE.std_logic_1164.all;
entity org is
    generic (tpd_hl : time := 1 ns;
             tpd_lh : time := 1 ns);
    port (in1, in2 : std_logic;
          out1 : out std_logic);
end org;

```

```

architecture only of org is
begin
    p1: process(in1, in2)
        variable val : std_logic;
    begin
        val := in1 or in2;
        case val is
            when '0' =>
                out1 <= '0' after tpd_hl;
            when '1' =>
                out1 <= '1' after tpd_lh;
            when others =>
                out1 <= val;
            end case;
        end process;
    end only;

```

```

-- exclusive or gate

```

```

library IEEE;
use IEEE.std_logic_1164.all;
entity xorg is
    generic (tpd_hl : time := 1 ns;
             tpd_lh : time := 1 ns);
    port (in1, in2 : std_logic;
          out1 : out std_logic);

```


Examples of VHDL Descriptions

<http://www.elecfans.com> 电子发烧友

```
end xorg;
architecture only of xorg is
begin
  p1: process(in1, in2)
    variable val : std_logic;
  begin
    val := in1 xor in2;
    case val is
      when '0' =>
        out1 <= '0' after tpd_hl;
      when '1' =>
        out1 <= '1' after tpd_lh;
      when others =>
        out1 <= val;
    end case;
  end process;
end only;
```

M68008 Address Decoder

```
--Address decoder for the m68008
--asbar must be '0' to enable any output
--csbar(0) : X"00000" to X"01FFF"
--csbar(1) : X"40000" to X"43FFF"
--csbar(2) : X"08000" to X"0AFFF"
--csbar(3) : X"E0000" to X"E01FF"
library ieee;
use ieee.std_logic_1164.all;
entity addrdec is
  port(
    asbar : in std_logic;
    address : in std_logic_vector(19 downto 0);
    csbar : out std_logic_vector(3 downto 0)
  );
end entity addrdec;
```

```
architecture v1 of addrdec is
begin
  csbar(0) <= '0' when
    ((asbar = '0') and
     ((address >= X"00000") and (address <= X"01FFF")))
  else '1';

  csbar(1) <= '0' when
    ((asbar = '0') and
     ((address >= X"40000") and (address <= X"43FFF")))
  else '1';

  csbar(2) <= '0' when
    ((asbar = '0') and
     ((address >= X"08000") and (address <= X"0AFFF")))
  else '1';

  csbar(3) <= '0' when
    ((asbar = '0') and
     ((address >= X"E0000") and (address <= X"E01FF")))
  else '1';

end architecture v1;
```

Highest Priority Encoder

```

entity priority is
  port(I : in bit_vector(7 downto 0); --inputs to be prioritised
        A : out bit_vector(2 downto 0); --encoded output
        GS : out bit); --group signal output
end priority;

architecture v1 of priority is
begin
  process(I)
  begin
    GS <= '1'; --set default outputs
    A <= "000";
    if I(7) = '1' then
      A <= "111";
    elsif I(6) = '1' then
      A <= "110";
    elsif I(5) = '1' then
      A <= "101";
    elsif I(4) = '1' then
      A <= "100";
    elsif I(3) = '1' then
      A <= "011";
    elsif I(2) = '1' then
      A <= "010";
    elsif I(1) = '1' then
      A <= "001";
    elsif I(0) = '1' then
      A <= "000";
    else
      GS <= '0';
    end if;
  end process;
end v1;

```

N-input AND Gate

```

--an n-input AND gate
entity and_n is
  generic(n : positive := 8); --no. of inputs
  port(A : in bit_vector((n-1) downto 0);
        F : out bit);
end and_n;

architecture using_loop of and_n is
begin
  process(A)
  begin
    variable TEMP_F : bit;
    TEMP_F := '1';
    for i in A'range loop
      TEMP_F := TEMP_F and A(i);
    end loop;
    F <= TEMP_F;
  end process;
end using_loop;

```


<http://www.electfans.com> 电子发烧友

A website devoted to the provision of on-line computer-based distance learning via the internet.

The Centre for Remote Access to Learning (CRAL) specialises in developing high quality teaching material for delivery via the internet. Examples of our work and the techniques developed are available [here](#) and also at the [online campus](#) at Bolton Institute. Commissions vary in size from a small item that supports conventional classroom-based teaching to an entire degree course delivered via the internet.

A specialist [team](#) of graphic designers and computer programmers works with academic staff to ensure that the material produced is professional in the way it is presented, the teaching is based on sound principles and the effectiveness of learning can be monitored and properly assessed.



A dedicated installation of web servers and powerful "number-crunching" computers at Bolton Institute provides a reliable service to distance learning students, including remote access to computer aided design (CAD) software. [More details.](#)

The [CRAL video](#) describes how the Centre was established and funded by the DfEE under the *Centres of Excellence* initiative. It lasts seven minutes and was produced entirely in-house.

CRAL supports the business community too; for details please follow this [link](#) to our commercial web design and development service.

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