

**Bobik77** readme changes

( History

**≈ 1** contributor

# BPC-DE1 Lab\_02

Github Digital-electronic-1 repository

### **∂** Preparation task

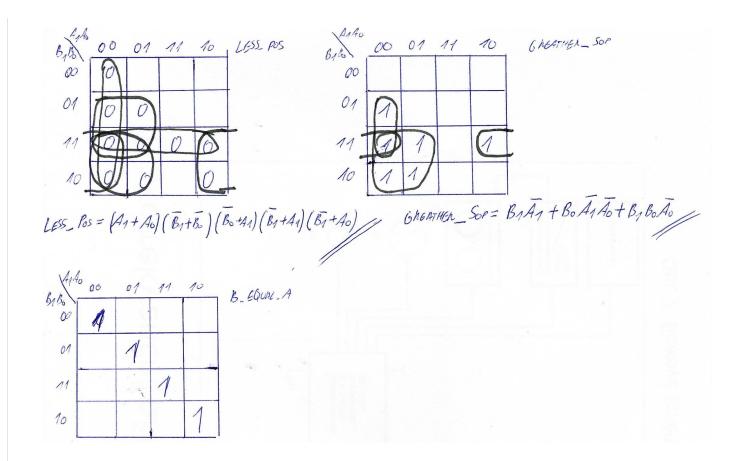
Truth Table for 2-bit comparator

Dec. equivalent	B[1:0]	A[1:0]	B is greater than A	B equals A	B is less than A
0	0 0	0 0	0	1	0
1	0 0	0 1	0	0	1
2	0 0	10	0	0	1
3	0 0	11	0	0	1
4	0 1	0 0	1	0	0
5	0 1	0 1	0	1	0

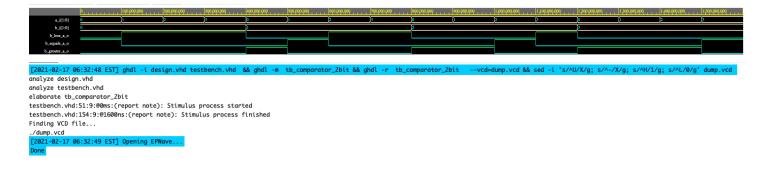
Dec. equivalent	B[1:0]	A[1:0]	B is greater than A	B equals A	B is less than A
6	0 1	10	0	0	1
7	0 1	11	0	0	1
8	10	0 0	1	0	0
9	10	0 1	1	0	0
10	10	10	0	1	0
11	10	11	0	0	1
12	11	0 0	1	0	0
13	11	0 1	1	0	0
14	11	10	1	0	0
15	11	11	0	1	0

## **⊘** 2-bit comparator

**∂** K-maps and Sop/Pos functions



#### **⊘** Simulation screenshots



### 

Link to playgroundEDA.com 2-bit comparator

### *⊘* 4-bit comparator

#### 

```
B_greater_A_o : out std_logic; -- B is greather than A
B_equals_A_o : out std_logic; -- B is equal to A
B_less_A_o : out std_logic -- B is less than A
);
end entity comparator_4bit;

-- Architecture body for 4-bit binary comparator

architecture Behavioral of comparator_4bit is
begin
B_greater_A_o <= '1' when (b_i = a_i) else '0';
B_equals_A_o <= '1' when (b_i = a_i) else '0';
B_less_A_o <= '1' when (b_i = a_i) else '0';
end architecture Behavioral;</pre>
```

#### 

```
entity tb comparator 4bit is
   -- Entity of testbench is always empty
end entity tb comparator 4bit;
-- Architecture body for testbench
architecture testbench of tb comparator 4bit is
   -- Local signals
   signal s_a : std_logic_vector(4 - 1 downto 0);
signal s_b : std_logic_vector(4 - 1 downto 0);
   signal s_B_greater_A : std_logic;
   signal s_B_equals_A : std_logic;
   signal s_B_less_A : std_logic;
begin
       port map(
           a_i
                   => s_a,
=> s_b,
           bі
           B greater A o => s B greater A,
           B_equals_A_o => s_B_equals_A,
           B_less_A_o => s_B_less_A
       );
    -- Data generation process 0
   p stimulus : process
```

```
begin
    -- Report a note at the begining of stimulus process
    report "Stimulus process started" severity note;
    -- First test values
    s_b <= "0000"; s_a <= "0000"; wait for 100 ns;
    -- Expected output
    assert ((s B greater A = '0') and (s B equals A = '1') and (s B less A = '0'))
    -- If false, then report an error
    report "Test failed for input combination: 0000, 0000" severity error;
    s b <= "1100"; s a <= "0101"; wait for 100 ns;
    -- Expected output
    assert ((s_B_greater_A = '1') and (s_B_equals_A = '0') and (s_B_less_A = '0'))
    -- If false, then report an error
    report "Test failed for input combination: 1100, 0101" severity error;
    s_b <= "0010"; s_a <= "0111"; wait for 100 ns;
    -- Expected output
    assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less_A = '1'))
    -- If false, then report an error
    report "Test failed for input combination: 0010, 0111" severity error;
    s b <= "1111"; s a <= "1111"; wait for 100 ns;
    -- Expected output
    assert ((s_B_greater_A = '0') and (s_B_equals_A = '1') and (s_B_less_A = '0'))
    -- If false, then report an error
    report "Test failed for input combination: 1111, 1111" severity error;
    s b <= "1111"; s a <= "1010"; wait for 100 ns;
    -- Expected output
    assert ((s_B_greater_A = '1') and (s_B_equals_A = '0') and (s_B_less_A = '0'))
    -- If false, then report an error
    report "Test failed for input combination: 1111, 1010" severity error;
    s_b <= "0110"; s_a <= "1000"; wait for 100 ns;
    -- Expected output
    assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less_A = '1'))
    -- If false, then report an error
    report "Test failed for input combination: 0110, 1000" severity error;
    s_b <= "1011"; s_a <= "1101"; wait for 100 ns;
    -- Expected output
    assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less_A = '1'))
    -- If false, then report an error
    report "Test failed for input combination: 1011, 1101" severity error;
    s_b <= "1001"; s_a <= "0100"; wait for 100 ns;
    -- Expected output
    assert ((s_B_greater_A = '1') and (s_B_equals_A = '0') and (s_B_less_A = '0'))
```

```
-- If false, then report an error
        report "Test failed for input combination: 1001, 0100" severity error;
        s b <= "0101"; s a <= "0101"; wait for 100 ns;
        -- Expected output
        assert ((s_B_greater_A = '0') and (s_B_equals_A = '1') and (s_B_less_A = '0'))
        -- If false, then report an error
        report "Test failed for input combination: 0101, 0101" severity error;
        s_b <= "1110"; s_a <= "1100"; wait for 100 ns;
        -- Expected output
        assert ((s_B_greater_A = '1') and (s_B_equals_A = '0') and (s_B_less_A = '0'))
        -- If false, then report an error
        report "Test failed for input combination: 1110, 1100" severity error;
        -- Report a note at the end of stimulus process
        report "Stimulus process finished" severity note;
        wait;
   end process p_stimulus;
end architecture testbench;
```

#### 

```
[2021-02-18 05:40:57 EST] ghdl -i design.vhd testbench.vhd && ghdl -m
tb comparator 4bit && ghdl -r tb comparator 4bit
analyze design.vhd
analyze testbench.vhd
elaborate tb_comparator_4bit
testbench.vhd:51:9:@0ms:(report note): Stimulus process started
testbench.vhd:57:9:@100ns:(assertion error): Test failed for input combination: 0000,
0000
testbench.vhd:63:9:@200ns:(assertion error): Test failed for input combination: 1100,
0101
testbench.vhd:75:9:@400ns:(assertion error): Test failed for input combination: 1111,
1111
testbench.vhd:81:9:@500ns:(assertion error): Test failed for input combination: 1111,
1010
testbench.vhd:99:9:@800ns:(assertion error): Test failed for input combination: 1001,
0100
testbench.vhd:105:9:@900ns:(assertion error): Test failed for input combination:
0101, 0101
testbench.vhd:111:9:@lus:(assertion error): Test failed for input combination: 1110,
testbench.vhd:117:9:@lus:(report note): Stimulus process finished
Done
```

## **∂** Playground link

Link to PlaygroundEDA.com 4-bit comparator