LAB 3

Christian Rodrigues – Petrie CDA 3203 – 12/4/2022

The goal of this lab is to create a flip flops, registers, RAM and various other forms of memory using behavioral architectures

Handwork

CDA 3203 – Computer Logic Design Fall 2022 – Dr. Petrie

Name Christian Roongues
Lab 3 ___/100 pts

Lab 3: The objectives of this lab are:

- 1) 16 pts. Truth Table, Timing Diagram and Excitation Tables that describe the behavior of D, T, S-R and J-K Flip Flops.
- 2) 20 pts. Simulate in Altera Quartus a Flip Flop in VHDL using Behavioral Architecture.
- 3) 20 pts. Design and simulate a 1-bit register component.
- 4) 20 pts. Design and simulate a 16-bit register component.
- 5) 20 pts. Design and simulate a RAM with 8 registers.
- 6) 20 pts. Design and simulate a program counter.

Submit a Lab Report with the required documentation.

1. 16 pts. Handwork

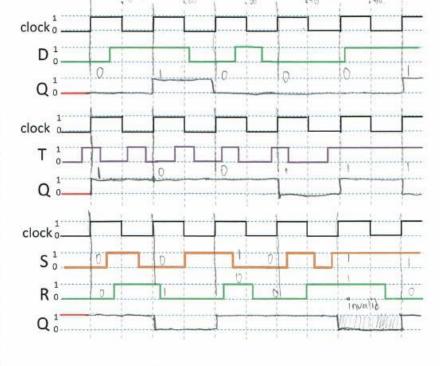
Complete Truth Table and Timing Diagram for each Flip Flops, all inputs are active high, clock is positive-edge triggered (rising edge)

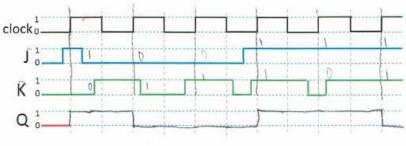
D	Q	Command	Q+
0	0	Make	0
0	1	Q=0	0
1	0	Make	1
	1	8=1	1

.2 T F	lip Flop)	
Т	Q	Command	Q+
0 -	0	11.11	0
	1	Holg	1
1 -	0	T 1	1
	1	109916	0

S	R	Q	Command	Q+
0 0	_	0	11 11	0
	1	Hold	1	
0 1	1	0	D 1	0
	1	1	K6264	0
1 0	_	0		1
	U	1	Set	1
1		0	+ 11	3
	1	1	TUNDUO	2

J	K	Q	Command	Q+
	0 11 11	1) [1	0	
0	0	1	4019	1
^	4	0	0 1	0
0 1	1	1	*676+	0
1	0	0	C.A.	1
1	0	1	704	1
1	1	0	7.1.	1
1 1	1	1	109916	0





1.5 Excitation Tables are used to figure out what you need to place on the input of a flip flop to force Q to the desired transition. Look at Truth Tables in the previous page to find what commands and flip flop input values are needed to force next transition. Note: all inputs of the flip-flopss are active high

Q→Q+	Command	D
0->0	Make Q=0	0
0->1	Mules Q=1	l
1→0	Malee Q=0	0
1->1	Nake Gal	1

$Q \rightarrow Q^+$	Command	T
0->0	Hold	0
0→1	Togale	1
1→0	Toggle	1
1->1	14018	0

Q→Q+	Commands	SR
0 > 0	Hold	OX
0->1	sex	10
1→0	Reset	01
1→1	Hold	XO

Q→Q+	Commands	JK
0→0	Hold Reset	DX
0→1	Set	IX
1→0	Reset	XI
1→1	Hold	Xr

2. Design and Simulation of Sequential Components in Altera Quartus using VHDL

DFF

clock

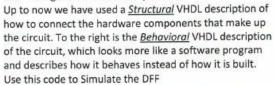
out

VIEW LAB 3 EXPLAINED VIDEO FOR MORE DETAILS, CODE AND DIAGRAMS

2.1 Data Flip Flop (DFF)

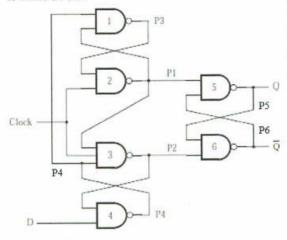
Below is the schematic for a Data Flip Flop, which part of

the design of the other components.



in

The VHDL statement process is used to execute the body of the process (enclosed between the begin and end process) each time a signal in the sensitivity list (in parenthesis) changes. You also see the conditional statement if, then, end if which works exactly as you experience in programming. In the condition, you see the rising_edge built-in VHDL clock function, which is true when a signal transitions from low to high. There is also a falling_edge function available in VHDL for negative edge triggered flip flops. Use the code at right and set the clock input to Value -> Clock In the Timing Diagram, and D values to mimic Ex. 1.1.



```
-- Data Flip Flop positive-edge triggered

-- Behavioral VHDL model

LIBRARY ieee;

USE ieee.std logic 1164.ALL;
```

ARCHITECTURE Behavior OF DFF_PetrieMaria IS

-- Update on the rising edge of the clock
PROCESS (clock)
BEGIN

IF (RISING_EDGE(clock)) THEN

Q <= D;
END IF;
END PROCESS;
END Behavior;

-- In .vwf Timing Diagram set values of inputs to mimic 1.1:

-- clock input to Value -> Clock

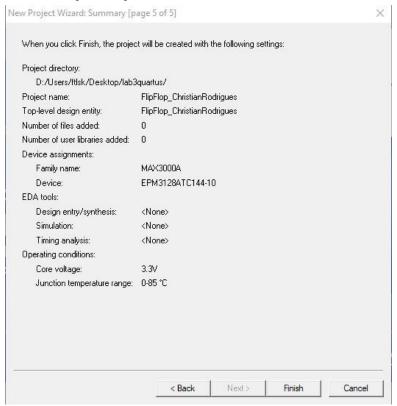
-- and adjust the parameters to set the Duty Cycle, length

-- of simulation, and Period; and

-- D input to same values as in Timing Diagram in 1.1

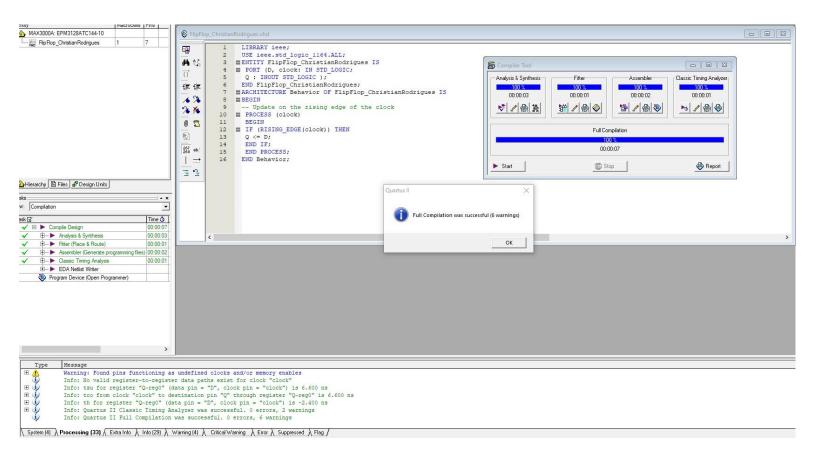
Turn in the snips of Project Setting, VHDL, Successful Compilation, and Timing Diagram in the portfolio

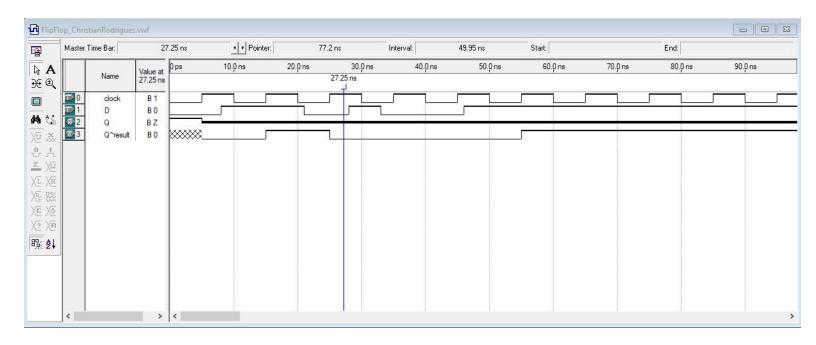
DFF Flip Flop



```
FlipFlop_ChristianRodrigues.vhd
          1
              LIBRARY ieee;
          2 USE ieee.std_logic_1164.ALL;
44 A.B
          3 ■ENTITY FlipFlop_ChristianRodrigues IS
          4 PORT (D, clock: IN STD_LOGIC;
              Q : INOUT STD LOGIC );
          5
          6 END FlipFlop_ChristianRodrigues;
ARCHITECTURE Behavior OF FlipFlop_ChristianRodrigues IS
16 %
          8 BEGIN
         9
              -- Update on the rising edge of the clock
% %
         10 PROCESS (clock)
         11
               BEGIN
7 0
         12 

IF (RISING_EDGE(clock)) THEN
         13
              Q <= D;
              END IF:
         14
267 ab/
               END PROCESS;
         15
             END Behavior;
         16
¥ 2
```

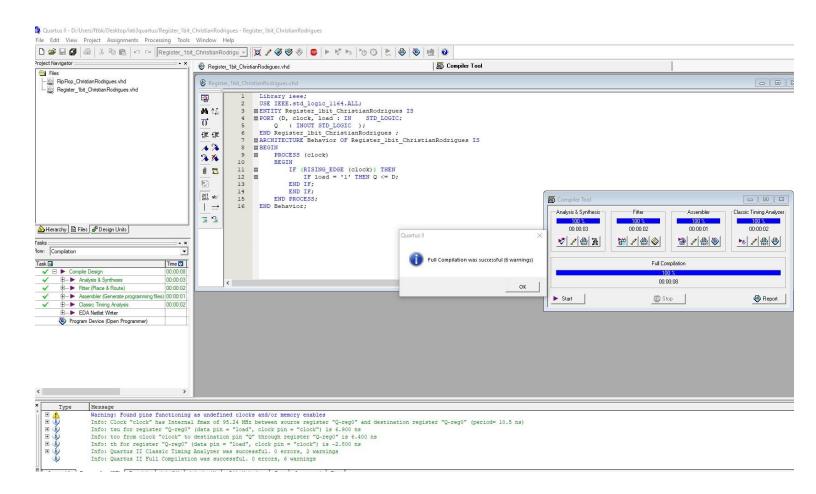


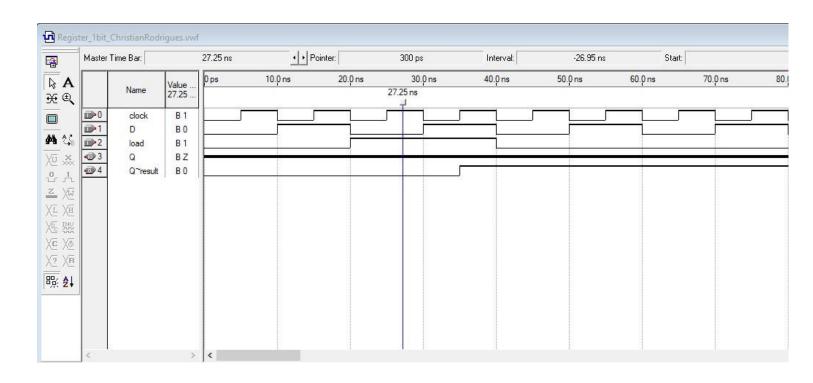


1-Bit Register



```
Programme Register_1bit_ChristianRodrigues.vhd
          1
               Library ieee;
               USE IEEE.std_logic_ll64.ALL;
             ENTITY Register_lbit_ChristianRodrigues IS
44 A
          3
          4 PORT (D, clock, load : IN
                                         STD LOGIC;
{}
                   Q : INOUT STD LOGIC );
              END Register lbit ChristianRodrigues ;
证 证
              ARCHITECTURE Behavior OF Register_lbit_ChristianRodrigues IS
1 %
          8
             BEGIN
          9 🚍
                   PROCESS (clock)
% ×
          10
                   BEGIN
          11
                       IF (RISING EDGE (clock)) THEN
7 0
                           IF load = '1' THEN Q <= D;
          12
1
          13
                       END IF;
                      END IF;
          14
          15
                   END PROCESS;
         16 END Behavior;
= 2
```



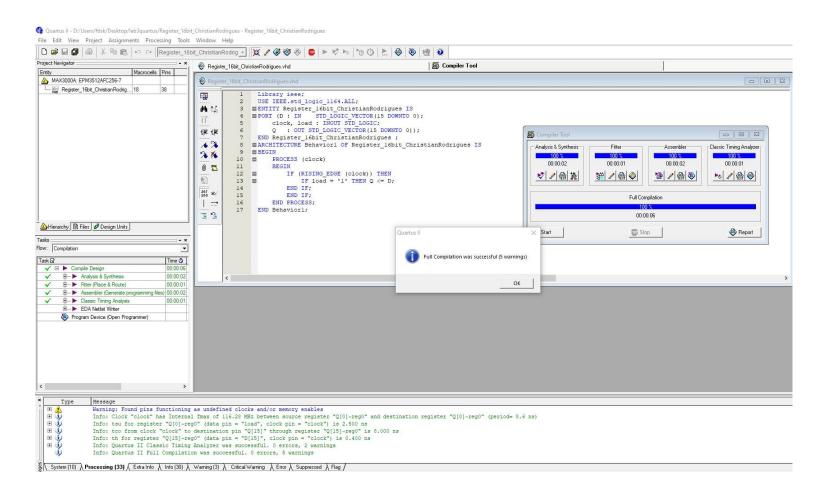


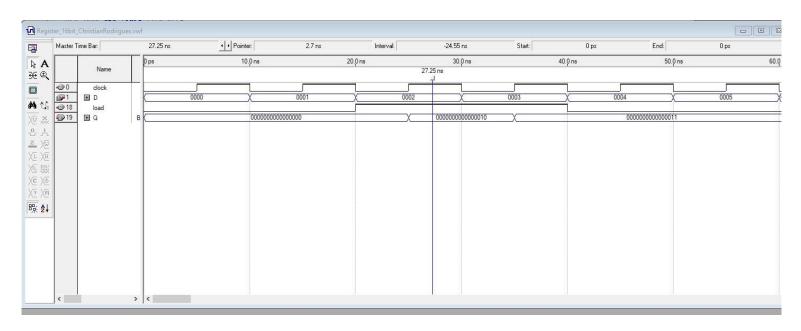
16-Bit Register

New Project Wizard: Summary [page 5 of 5]

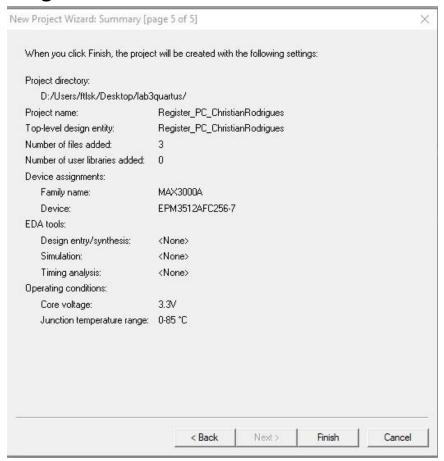


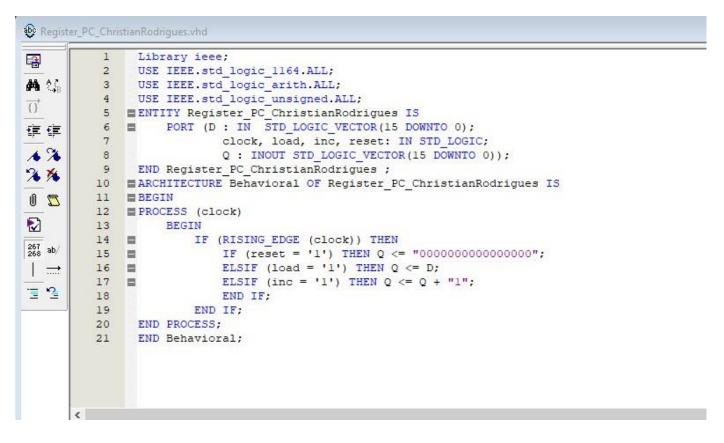
```
Register_16bit_ChristianRodrigues.vhd
          1
               Library ieee;
               USE IEEE.std logic 1164.ALL;
          2
              ENTITY Register_16bit_ChristianRodrigues IS
              PORT (D : IN STD LOGIC VECTOR (15 DOWNTO 0);
11
                   clock, load : INOUT STD LOGIC;
          5
           6
                   Q : OUT STD_LOGIC_VECTOR(15 DOWNTO 0));
              END Register_16bit_ChristianRodrigues ;
             ARCHITECTURE Behavior1 OF Register 16bit ChristianRodrigues IS
          9
              BEGIN
          10
              PROCESS (clock)
         11
                   BEGIN
         12 🗏
                       IF (RISING EDGE (clock)) THEN
IF load = '1' THEN Q <= D;
         13
          14
                       END IF;
267 ab/
                       END IF:
         15
         16
                   END PROCESS;
         17
             END Behaviorl;
  3
```

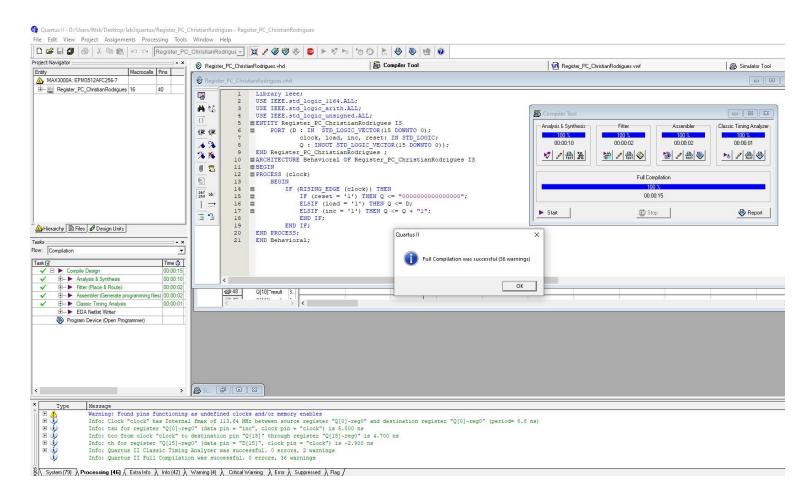


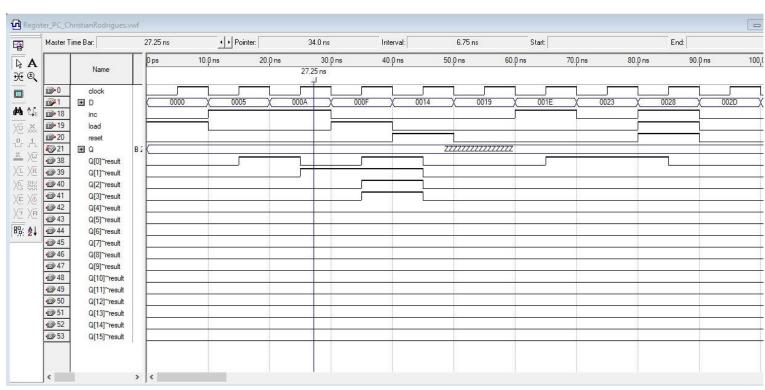


Program Counter

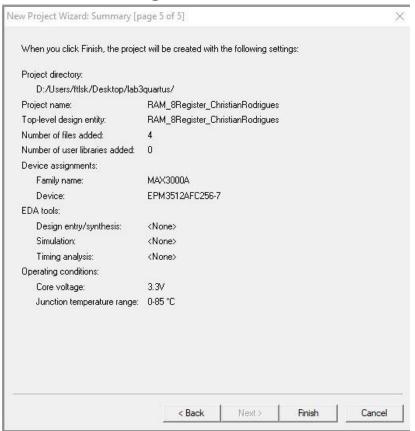








RAM with 8 Registers



```
RAM_8Register_ChristianRodrigues.vhd
4
               Library ieee;
               USE ieee.std_logic_ll64.ALL;
USE ieee.std_logic_arith.ALL;
44
               USE ieee.numeric std.ALL;
44
             ■ENTITY RAM_8Register_ChristianRodrigues IS
             PORT ( D : IN STD_LOGIC_VECTOR (15 DOWNTO 0);
                   load, clock: IN STD_LOGIC;
address: IN STD_LOGIC_VECTOR (2 DOWNTO 0);
諥
                   Q : OUT STD LOGIC VECTOR (15 DOWNTO 0));
靊
              END RAM 8Register ChristianRodrigues;
        10
1
             ARCHITECTURE Behavior OF RAM 8Register ChristianRodrigues IS
        11
                   TYPE Array8x16 IS ARRAY(7 DOWNTO 0) OF STD LOGIC VECTOR(15 DOWNTO 0);
        12
%
                   SIGNAL RAM : Array8x16;
%
        14
                   SIGNAL index : INTEGER RANGE 0 to 7;
×
        15
             BEGIN
                   PROCESS (clock)
        16
            0
        17
                   BEGIN
            18
                        IF (rising_edge(clock)) THEN
Z
                            IF (load='1') THEN
        19
            address=B"000" THEN RAM(0)<=D;
                                 ELSIF address=B"001" THEN RAM(1)<=D;
        21
267
268
                                 ELSIF address=B"010" THEN RAM(2)<=D;
ELSIF address=B"011" THEN RAM(3)<=D;</pre>
        22
        23
ab/
                                 ELSIF address=B"100" THEN RAM(4)<=D;
        24
             =
                                 ELSIF address=B"101" THEN RAM(5)<=D;
        25
             26
                                 ELSIF address=B"110" THEN RAM(6)<=D;
             ....
                                 ELSIF address=B"111" THEN RAM(7)<=D;
3
        28
                                 END IF;
        29
                                 Q<=D;
2
        30
            ELSE
                                 TF
                                       address=B"000" THEN Q<=RAM(0);
        31
                                 ELSIF address=B"000" THEN Q<=RAM(1);
ELSIF address=B"010" THEN Q<=RAM(2);
        32
        33
            ELSIF address=B"011" THEN Q<=RAM(3);
        34
            35
                                 ELSIF address=B"100" THEN Q<=RAM(4);
        36
                                 ELSIF address=B"101" THEN Q<=RAM(5);
                                 ELSIF address=B"110" THEN Q<=RAM(6);
ELSIF address=B"111" THEN Q<=RAM(7);
        37
        38
             39
                                 END IF:
                            END IF;
        40
                        END IF;
        41
                   END PROCESS;
        42
        43
              END Behavior;
```

