CSU22022 Computer Architecture I

Seventh Lecture - Instantiations

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Full Adder - First Example

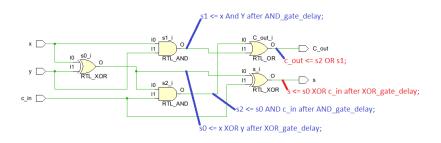


Figure 1: Implementation of a Full Adder with Two Half Adders and an OR Gate

Full Adder VHDL Code - One

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity Full_Adder is
    Port ( x : in STD_LOGIC;
        y : in STD_LOGIC;
        c_in : in STD_LOGIC;
        s : out STD_LOGIC;
        cout : out STD_LOGIC);

end Full_Adder;
```

Listing 1: entity Full_Adder

Full Adder VHDL Code - Two

```
1 architecture Behavioral of Full_Adder is
2
      signal s0, s1, s2 : std_logic;
3
      -- Propagation Delay according to StdentID e.g. 26 33
      57 25(DEC)
      constant AND_gate_delay : Time := 6ns; -- least
4
      significant digit 6=5+1
      constant NAND_gate_delay : Time := 3ns; -- next more
5
      significant digit 3=2+1
6
      constant OR_gate_delay : Time := 8ns; -- next more
      significant digit 8=7+1
      constant NOR_gate_delay : Time := 6ns; -- next more
7
      significant digit 6=5+1
      constant XOR_gate_delay : Time := 4ns; -- next more
8
      significant digit 4=3+1
      constant XNOR_gate_delay : Time := 4ns; -- next more
9
      significant digit 4=3+1
      constant NOT_gate_delay : Time := 7ns; -- next more
10
      significant digit 7=6+1
```

Listing 2: signals and constants

Full Adder VHDL Code - Three

```
begin

so <= x XOR y after XOR_gate_delay;
s1 <= x And Y after AND_gate_delay;
s2 <= s0 AND c_in after AND_gate_delay;
s <= s0 XOR c_in after XOR_gate_delay;
c_out <= s2 OR s1;

end Behavioral;</pre>
```

Listing 3: Concurrent signal assignment statements

8-bit Ripple Adder

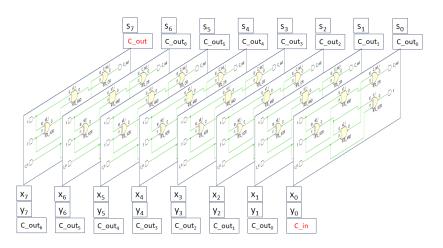


Figure 2: c_out from the less significant bit becomes the c_in for the next more significant bit.

Full 8-bit Ripple Adder VHDL Code - One

Listing 4: entity Full_Adder

Full 8-bit Ripple Adder VHDL Code - Two

Listing 5: COMPONENT declaration

Full 8-bit Ripple Adder VHDL Code - Three

```
signal c_out0, c_out1, c_out2, c_out3 : std_logic;
1
      signal c_out4, c_out5, c_out6 : std_logic;
2
3
      -- Propagation Delay according to StdentID e.g. 26 33
4
      57 25(DEC)
      constant AND_gate_delay : Time := 6ns; -- least
5
      significant digit 6 =5+1
6
      constant NAND_gate_delay : Time := 3ns; -- next more
      significant digit 3=2+1
      constant OR_gate_delay : Time := 8ns; -- next more
7
      significant digit 8=7+1
      constant NOR_gate_delay : Time := 6ns; -- next more
8
      significant digit 6=5+1
      constant XOR_gate_delay : Time := 4ns; -- next more
9
      significant digit 4=3+1
      constant XNOR_gate_delay : Time := 4ns; -- next more
10
      significant digit 4=3+1
      constant NOT_gate_delay : Time := 7ns; -- next more
11
      significant digit 7=6+1
```

Listing 6: signals and constants

Full 8-bit Ripple Adder VHDL Code - Four

```
-- Instantiate the least significant bit
1
      bit0: Full_Adder PORT MAP (
2
              x \Rightarrow x(0),
3
              y \Rightarrow y(0),
4
              c_in => c_rca_in,
5
              s => s(0),
6
              c out => c out0
7
            );
8
9
10
     bit1: Full_Adder PORT MAP (
              x \Rightarrow x(1),
              y => y(1),
12
              c_{in} => c_{out0}
13
            s => s(1),
14
              c_out => c_out1
15
            );
16
```

Listing 7: Instantiate Full_Adders for bit0 and bit1

Full 8-bit Ripple Adder VHDL Code - Five

```
-- Instantiate the least significant bit
1
      bit2: Full_Adder PORT MAP (
2
              x => x(2).
3
              y \Rightarrow y(2),
4
              c_in => c_out1,
5
              s => s(2),
6
              c out => c out2
7
            );
8
9
10
     bit3: Full_Adder PORT MAP (
              x \Rightarrow x(3),
11
              y => y(3),
12
              c_{in} \Rightarrow c_{out2}
13
            s => s(3),
14
              c out => c out3
15
            );
16
```

Listing 8: Instantiate Full_Adders for bit2 and bit3

Full 8-bit Ripple Adder VHDL Code - Six

```
-- Instantiate the least significant bit
1
      bit4: Full_Adder PORT MAP (
2
              x \Rightarrow x(4),
3
               v \Rightarrow v(4),
4
              c_{in} \Rightarrow c_{out3}
5
              s => s(4),
6
              c out => c out4
7
            );
8
9
10
     bit5: Full_Adder PORT MAP (
              x \Rightarrow x(5),
11
              y => y(5),
12
              c_{in} => c_{out4}
13
            s => s(5),
14
               c out => c out5
15
            );
16
```

Listing 9: Instantiate Full_Adders for bit4 and bit5

Full 8-bit Ripple Adder VHDL Code - Seven

```
-- Instantiate the least significant bit
1
     bit5: Full_Adder PORT MAP (
2
             x => x(5).
3
             v \Rightarrow v(5),
4
             c_{in} => c_{out4}
5
             s => s(5),
6
             c out => c out5
7
           );
8
9
10
     bit6: Full_Adder PORT MAP (
             x => x(6),
11
             y => y(6),
12
             c_{in} => c_{out5}
13
           s => s(5),
14
             c out => c out6
15
           );
16
```

Listing 10: Instantiate Full_Adders for bit6 and bit7

8-bit Ripple Adder Sources Panel

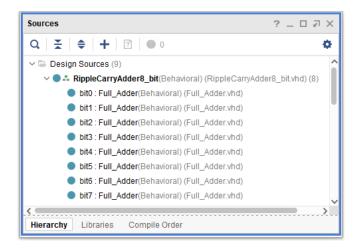


Figure 3: Labels bit0 to bit7 allow us to identify the instantiations of the entity Full_Adder. 14/31

8-bit Ripple Adder Schematic

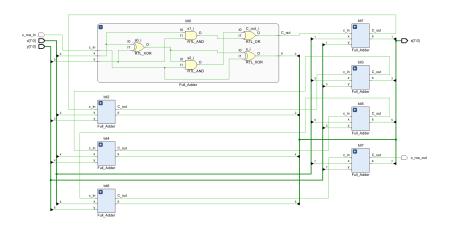


Figure 4: Schematic with detail for the least significant bit.

8-to-1-Line Multiplexer - Second Example

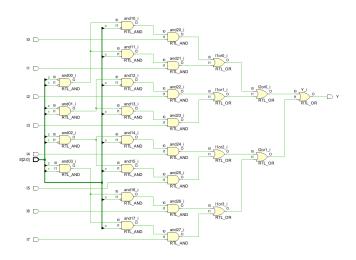


Figure 5: See the Fifth Lecture for VHDL code.

8-bit 8-to-1-Line Multiplexer

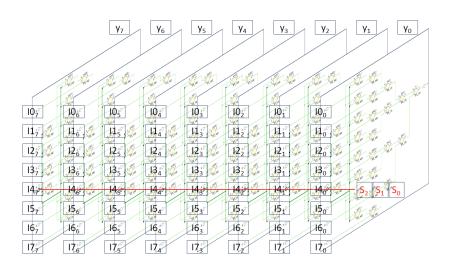


Figure 6: S[2:0] goes to all 8-to-1-Line Multiplexer to select the input vector.

8-bit 8-to-1-Line Multiplexer VHDL Code - One

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity Mux_8bit_8_to_1 is

Port ( I0, I1, I2, I3 : in STD_LOGIC_VECTOR (7 downto 0);

I4, I5, I6, I7 : in STD_LOGIC_VECTOR (7 downto 0);

S : in STD_LOGIC_VECTOR (2 downto 0);

y : out STD_LOGIC_VECTOR (7 downto 0));

end Mux_8bit_8_to_1;
```

Listing 11: entity Mux_8bit_8_to_1

8-bit 8-to-1-Line Multiplexer VHDL Code - Two

```
architecture Behavioral of Mux_8bit_8_to_1 is

COMPONENT Mux_8_to_1

Port ( IO, I1, I2, I3 : in STD_LOGIC;

I4, I5, I6, I7 : in STD_LOGIC;

S : in STD_LOGIC_VECTOR (2 downto 0);

Y : out STD_LOGIC);

END COMPONENT;
```

Listing 12: COMPONENT declaration

8-bit 8-to-1-Line Multiplexer VHDL Code - Three

```
1
     -- Propagation Delay according to StdentID e.g. 26 33
2
     57 25(DEC)
     constant AND_gate_delay : Time := 6ns; -- least
3
     significant digit 6 =5+1
     constant NAND_gate_delay : Time := 3ns; -- next more
4
     significant digit 3=2+1
5
     constant OR_gate_delay : Time := 8ns; -- next more
     significant digit 8=7+1
     constant NOR_gate_delay : Time := 6ns; -- next more
6
     significant digit 6=5+1
     constant XOR_gate_delay : Time := 4ns; -- next more
7
     significant digit 4=3+1
     constant XNOR_gate_delay : Time := 4ns; -- next more
8
     significant digit 4=3+1
     constant NOT_gate_delay : Time := 7ns; -- next more
9
     significant digit 7=6+1
```

Listing 13: constants

8-bit 8-to-1-Line Multiplexer VHDL Code - Four

```
1 begin
 2
       -- Instantiate the least significant bit
 3
       bit0: Mux 8 to 1 PORT MAP (
 4
 5
             10 \Rightarrow 10(0), 11 \Rightarrow 11(0), 12 \Rightarrow 12(0), 13 \Rightarrow 13(0),
             I4 \Rightarrow I4(0), I5 \Rightarrow I5(0), I6 \Rightarrow I6(0), I7 \Rightarrow I7(0),
 6
             S => S, Y => V(0);
 7
 8
       bit1: Mux_8_to_1 PORT MAP (
 9
             I0 \Rightarrow I0(1), I1 \Rightarrow I1(1), I2 \Rightarrow I2(1), I3 \Rightarrow I3(1),
             I4 \Rightarrow I4(1), I5 \Rightarrow I5(1), I6 \Rightarrow I6(1), I7 \Rightarrow I7(1),
             S => S, Y => v(1);
12
```

Listing 14: Instantiate Mux_8_to_1 for bit0 and bit1

8-bit 8-to-1-Line Multiplexer VHDL Code - Five

```
bit2: Mux 8 to 1 PORT MAP (
 1
             I0 \Rightarrow I0(2), I1 \Rightarrow I1(2), I2 \Rightarrow I2(2), I3 \Rightarrow I3(2),
 2
             I4 \Rightarrow I4(2), I5 \Rightarrow I5(2), I6 \Rightarrow I6(2), I7 \Rightarrow I7(2),
 3
             S => S, Y => v(2);
 4
 5
 6
       bit3: Mux_8_to_1 PORT MAP (
              I0 \Rightarrow I0(3), I1 \Rightarrow I1(3), I2 \Rightarrow I2(3), I3 \Rightarrow I3(3),
 7
             I4 \Rightarrow I4(3), I5 \Rightarrow I5(3), I6 \Rightarrow I6(3), I7 \Rightarrow I7(3),
 8
              S => S, Y => v(3);
 9
10
       bit4: Mux_8_to_1 PORT MAP (
11
             I0 \Rightarrow I0(4), I1 \Rightarrow I1(4), I2 \Rightarrow I2(4), I3 \Rightarrow I3(4),
12
             14 \Rightarrow 14(4), 15 \Rightarrow 15(4), 16 \Rightarrow 16(4), 17 \Rightarrow 17(4),
13
             S => S, Y => v(4):
14
```

Listing 15: Instantiate Mux_8_to_1 for bit2 bit3 and bit4

8-bit 8-to-1-Line Multiplexer VHDL Code - Six

```
bit5: Mux 8 to 1 PORT MAP (
 1
             I0 \Rightarrow I0(5), I1 \Rightarrow I1(5), I2 \Rightarrow I2(5), I3 \Rightarrow I3(5),
 2
             I4 \Rightarrow I4(5), I5 \Rightarrow I5(5), I6 \Rightarrow I6(5), I7 \Rightarrow I7(5),
 3
             S => S, Y => y(5);
 4
 5
 6
       bit6: Mux_8_to_1 PORT MAP (
              I0 \Rightarrow I0(6), I1 \Rightarrow I1(6), I2 \Rightarrow I2(6), I3 \Rightarrow I3(6),
 7
             I4 \Rightarrow I4(6), I5 \Rightarrow I5(6), I6 \Rightarrow I6(6), I7 \Rightarrow I7(6),
 8
              S => S, Y => v(6);
 9
10
       bit7: Mux_8_to_1 PORT MAP (
11
             I0 \Rightarrow I0(7), I1 \Rightarrow I1(7), I2 \Rightarrow I2(7), I3 \Rightarrow I3(7),
12
             14 \Rightarrow 14(7), 15 \Rightarrow 15(7), 16 \Rightarrow 16(7), 17 \Rightarrow 17(7),
13
             S => S, Y => v(7):
14
```

Listing 16: Instantiate Mux_8_to_1 for bit5 bit6 and bit7

8-bit 8-to-1-Line Multiplexer Schematic

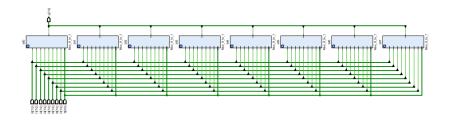


Figure 7: S[2:0] goes to all 8-to-1-Line Multiplexer to select the input vector.

VHDL Conditional Signal Assignment Statements - One

Listing 17: The port declaration is identical to concurrent assignment statement implementation.

VHDL Conditional Signal Assignment Statements - Two

```
1
  architecture Behavioral of Mux_8bit_8_1_ConSigASS is
3
4 begin
5 \text{ Y} \le 10 \text{ after } 15 \text{ ns when } s(2) = 0 \text{ and } s(1) = 0 \text{ and } s(0) = 0
                                                                    else
      I1 after 15ns when s(2) = 0 and s(1) = 0 and s(0) = 1
                                                                    else
6
      I2 after 15ns when s(2) = 0 and s(1) = 1 and s(0) = 0
                                                                    else
7
8
      I3 after 15ns when s(2) = 0 and s(1) = 1 and s(0) = 1 else
9
      I4 after 15ns when s(2) = '1' and S(1) = '0' and S(0) = '0'
                                                                    else
      I5 after 15ns when s(2) = '1' and S(1) = '0' and S(0) = '1' else
10
      I6 after 15ns when s(2) = '1' and S(1) = '1' and S(0) = '0'
                                                                    else
      I7 after 15ns when s(2) = '1' and S(1) = '1' and S(0) = '1'
                                                                    else
12
      "00000000";
13
  end Behavioral;
```

Listing 18: These statements make the design easier but we will not use them because they abstract the under underlying hardware architecture.

VHDL Conditional Signal Assignment Statements

Conditional Signal Assignment Statements may not be used for the CSU22022

Coursework

Figure 8:

Positive-Edge-Triggered D Flip-Flop - Third Example

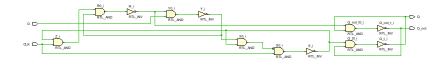


Figure 9: See the Sixth Lecture for VHDL code.

8-bit Register

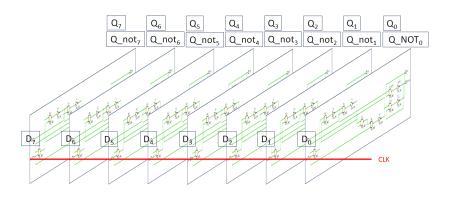


Figure 10: Implementation of a 8-bit Register

Positive-Edge-Triggered D Flip-Flop - Process

```
1 entity D_Flip_Flop_PEdge_Process is
      Port ( CLK, D : in STD_LOGIC;
2
              Q, Q_not : out STD_LOGIC);
4 end D_Flip_Flop_PEdge_Process;
5 architecture Behavioral of D_Flip_Flop_PEdge_Process is
      signal state : std_logic;
6
      constant NOT_gate_delay : Time := 7ns;
7
8 begin
9
      Q <= state;
      Q_not <= not state after NOT_gate_delay;
10
    process(CLK)
11
    begin
12
      if (CLK'event and CLK='1') then
13
          state <= D;
14
      end if:
15
16
      end process;
17 end Behavioral:
```

Listing 19: A process makes the design easier but we will not use them because they abstract the hardware architecture. 30/31

Processes
may not be used in design files
for the CSU22022
Coursework!
Exceptions are simulation files
and memory in design files

Figure 11: