



Department of Electrical and Computer Engineering

## Digital Systems Tutorial and Exercise

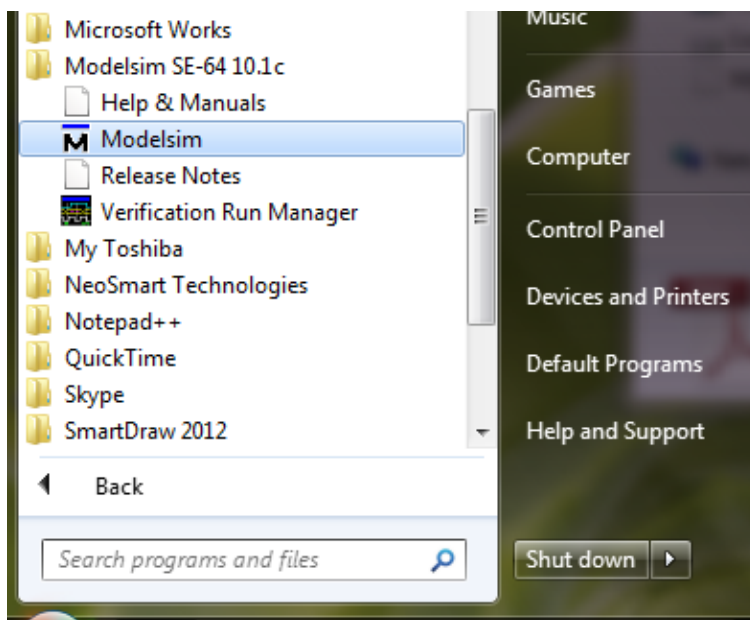
Tutorial: Modelsim – Introduction to VHDL Design Simulation and Environment

### 1. Start Modelsim Application

1.1 Create a new folder, for instance, named modelsim\_projects, for your future digital design simulation projects.

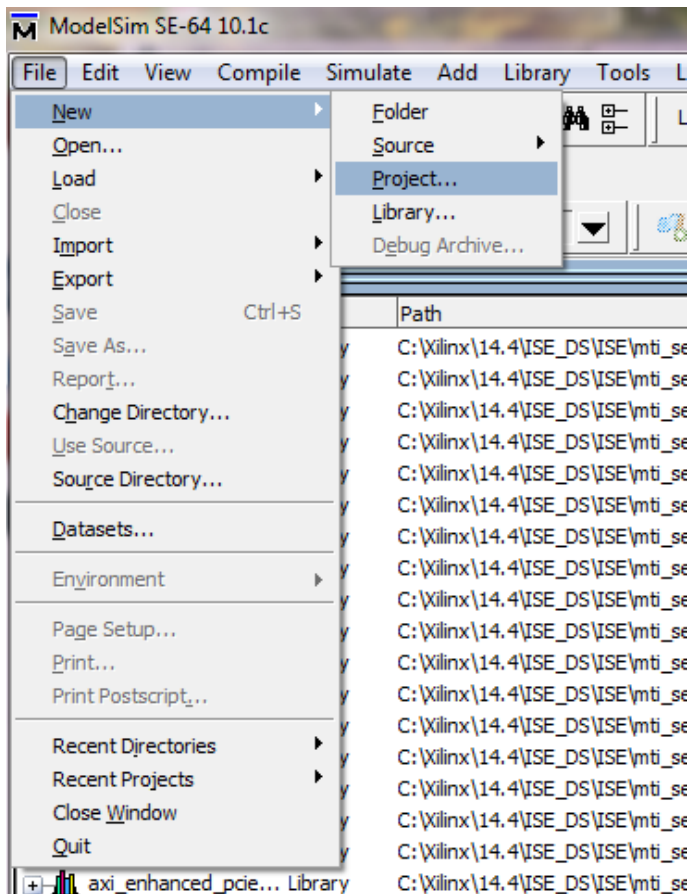
### 1.2 Start Modelsim

Go to All Programs > Modelsim SE-64 10.1c and launch Modelsim as shown below

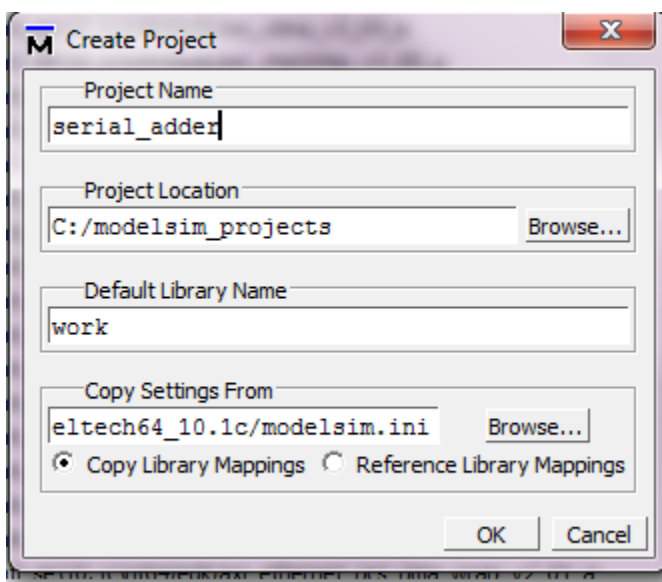


## 2. New Project

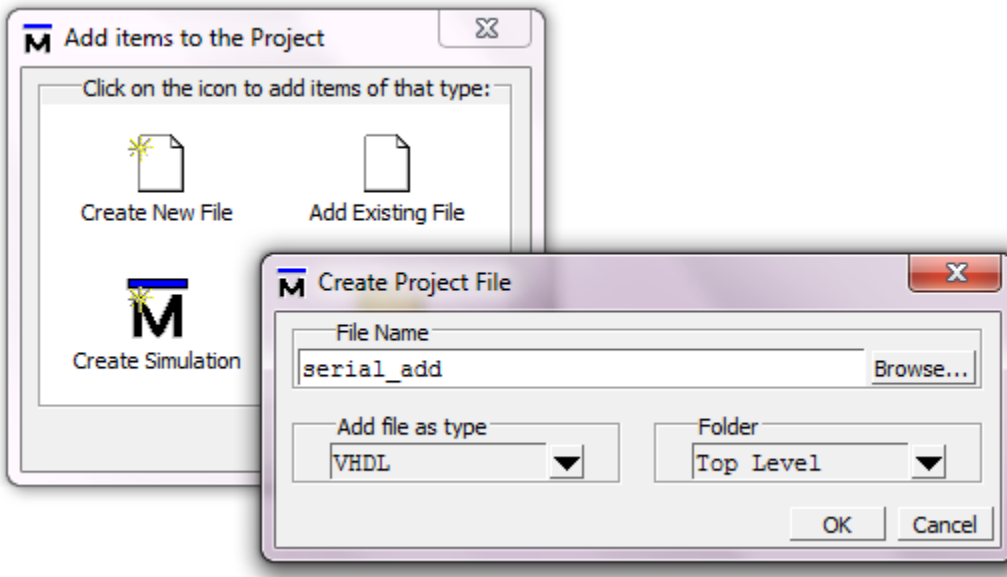
### 2.1 Start a new project: File > New > Project...



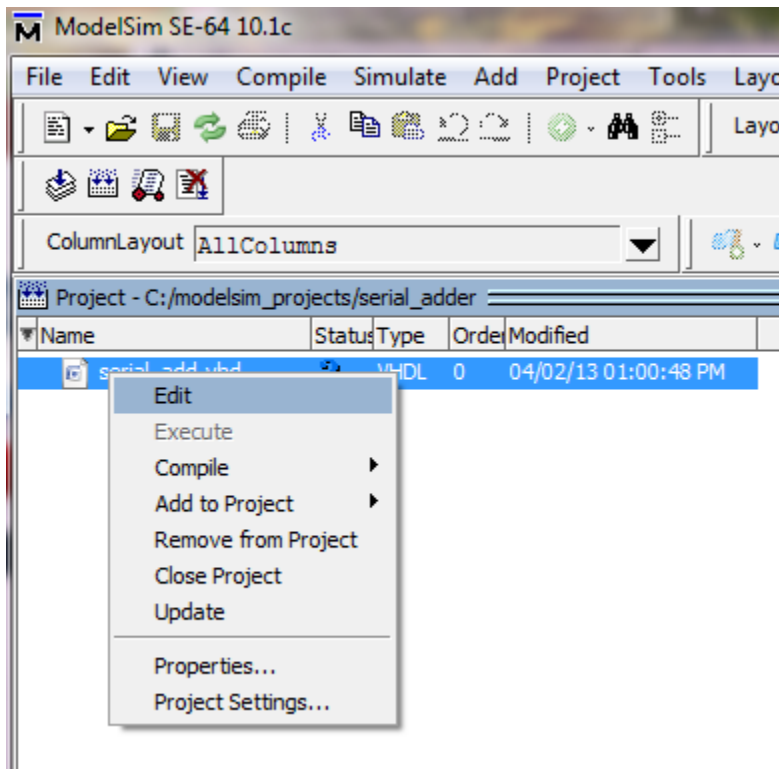
### 2.2 Project Name and Location



## 2.3 Create New File



## 2.3 Start edit session by right clicking on serial\_add.vhd and select edit



## 2.4 Tutorial VHDL Design

This modelsim project simulates a serial-input adder. Table 1 describes the ports.

**Table 1. Serial-Adder Ports**

Port Name	Type	Length	Description
<b>a</b>	Input	1	input operand 1
<b>b</b>	Input	1	input operand 2
<b>s</b>	Output	N	sum
<b>cout</b>	Output	1	carry out
<b>Clk</b>	Input	1	system clock
<b>En</b>	Input	1	device enable
<b>done</b>	Output	1	done flag

Description: The device adds two n-bit unsigned vectors. After a reset (enable goes low one clock cycle and then high), apply the operand bits starting from the least significant bits at each clock cycles. When done is high, the result vector output at s and cout.

## 3. Edit VHDL Code

Edit and save the serial adder code below

```
C:\modelsim_projects\serial_add.vhd - Default *
Ln#
1  LIBRARY ieee ;
2  USE ieee.std_logic_1164.ALL ;
3  ENTITY serial_adder IS
4  Generic (N : natural := 8);
5  PORT (
6      SIGNAL a , b , clk , en : IN std_logic ;
7      SIGNAL s : OUT std_logic_vector (N-1 DOWNT0 0);
8      SIGNAL cout, done :OUT std_logic );
9  END serial_adder;
10 |
11 ARCHITECTURE behav OF serial_adder IS
12     SIGNAL state , carry, sum : std_logic ;
13     SIGNAL temp : std_logic_vector (N-1 DOWNT0 0) ;
```

```

BEGIN
trans_and_count :PROCESS ( clk , en )
  VARIABLE counter : INTEGER := 0;
  BEGIN
    IF (en = '0') THEN -- reset.
      state <= '0';
      counter := 0;
      temp <= (others => '0');
      done <= '0';
    ELSIF clk = '1' and clk'event THEN
      IF (counter < N) THEN -- move to next bit
        done <= '0';
        state <= carry;
        counter := counter + 1;
        temp(N-1) <= sum;
        FOR i IN N-2 DOWNTO 0 LOOP
          temp(i) <= temp(i+1);
        END LOOP;
      ELSE
        -- the addition is done.
        done <= '1';
      END IF;
    END IF ;
  END PROCESS trans_and_count;
  -- wire state (storage for carry synch with ck) to Port cout
  cout <= state;

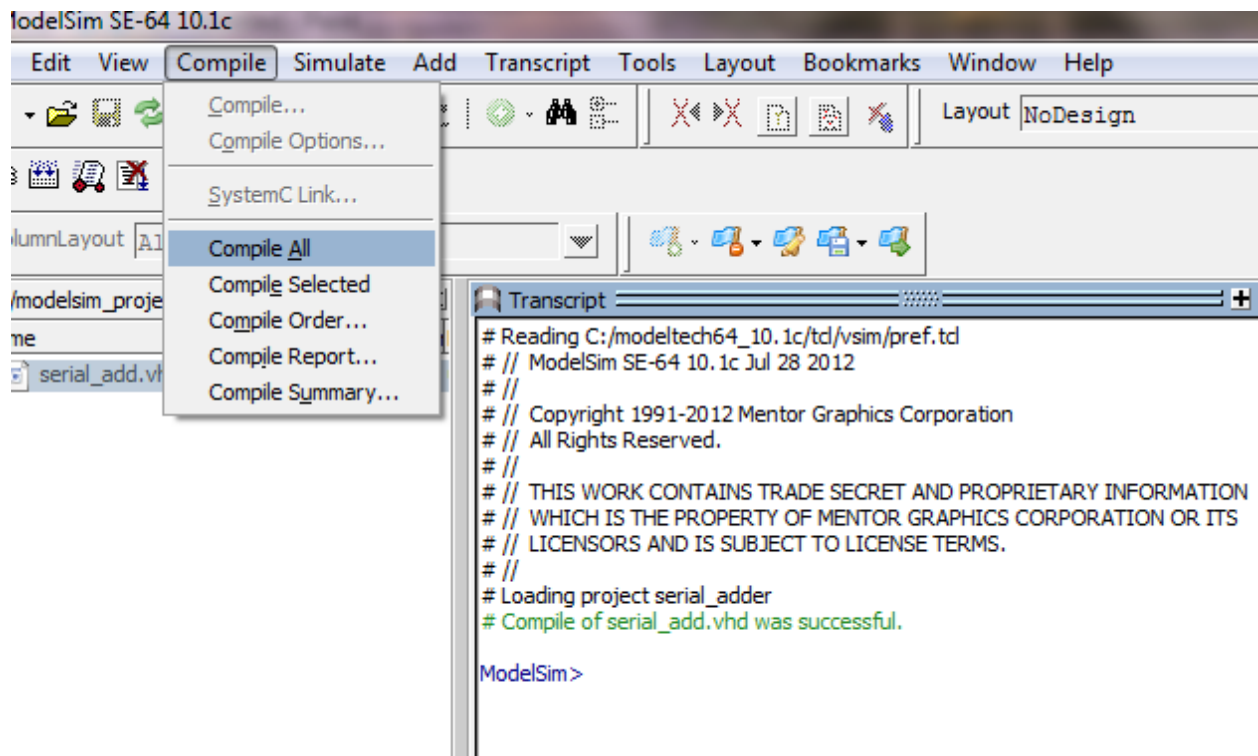
  output : PROCESS ( a , b , state )
  BEGIN
    sum <= a XOR b XOR state;
    carry <= (a AND b) OR (a AND state) OR (b AND state);
  END PROCESS output;

  s <= temp; --wire to output
END behav;

```

#### 4. Compile

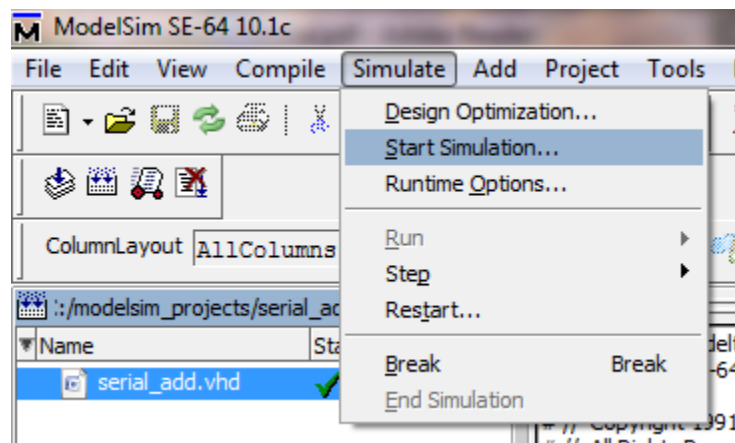
On Compile pull-down menu select Compile All. Error or successful message displays in Transcript window.



#### 5. Simulation

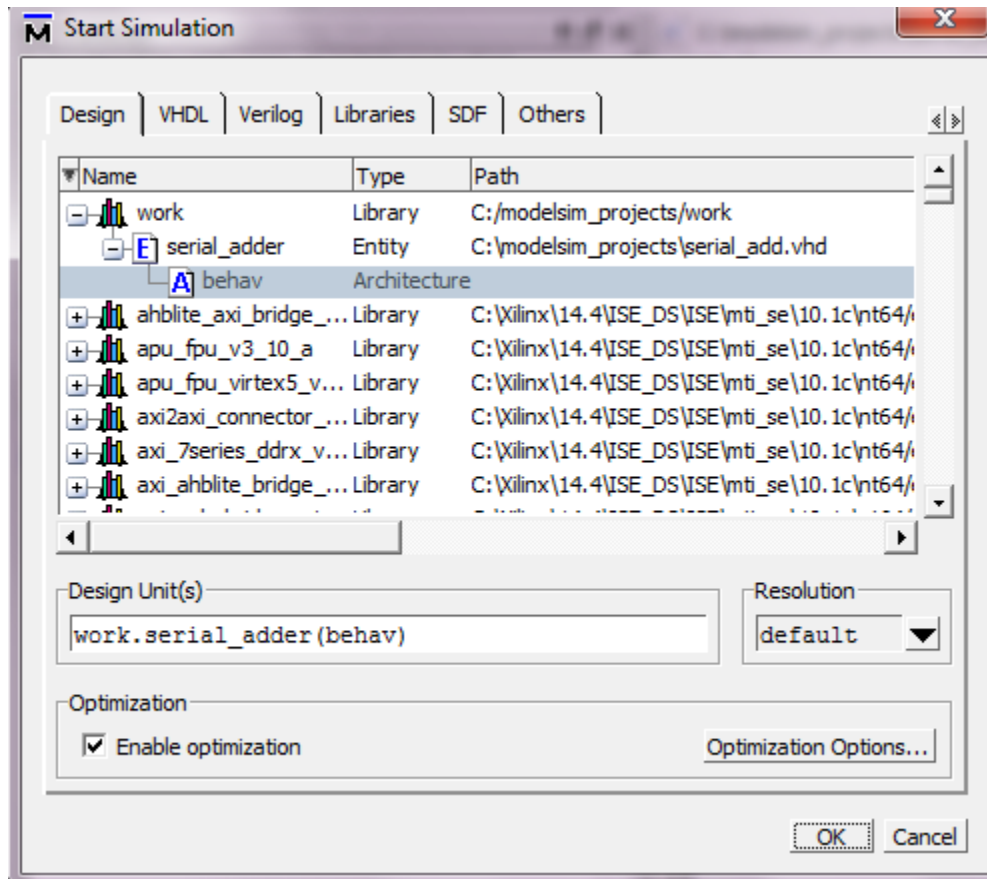
##### 5.1 Start Simulation

On Simulate pull-down menu select Start Simulation...

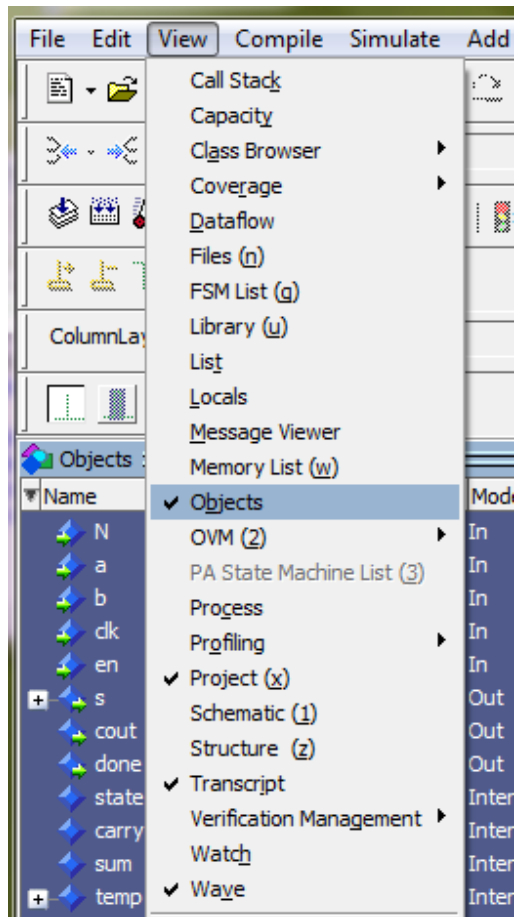


## 5.2 Select Design Unit to Simulate

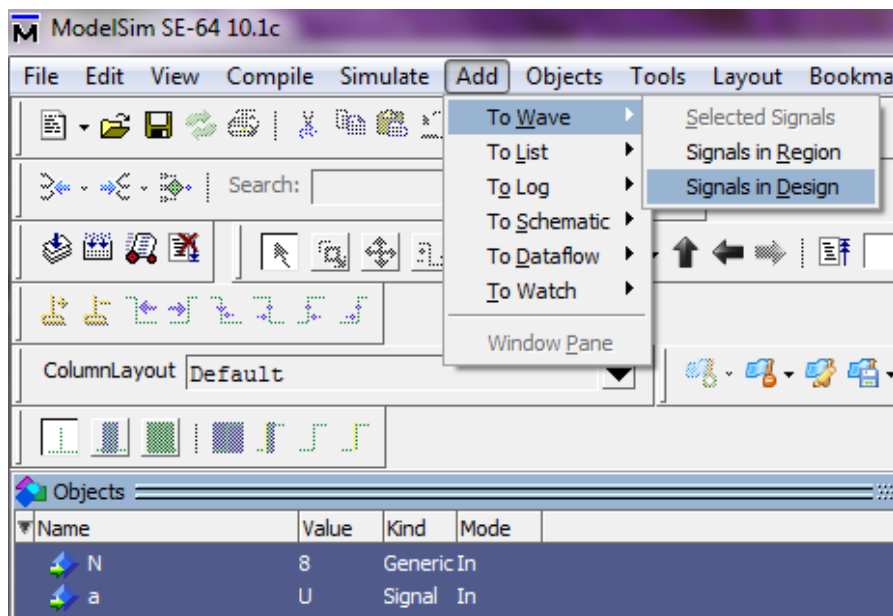
Expand work library (containing compiled vhd codes) and select behave architecture.



### 5.3 On View check Objects, Project, Transcript and Wave



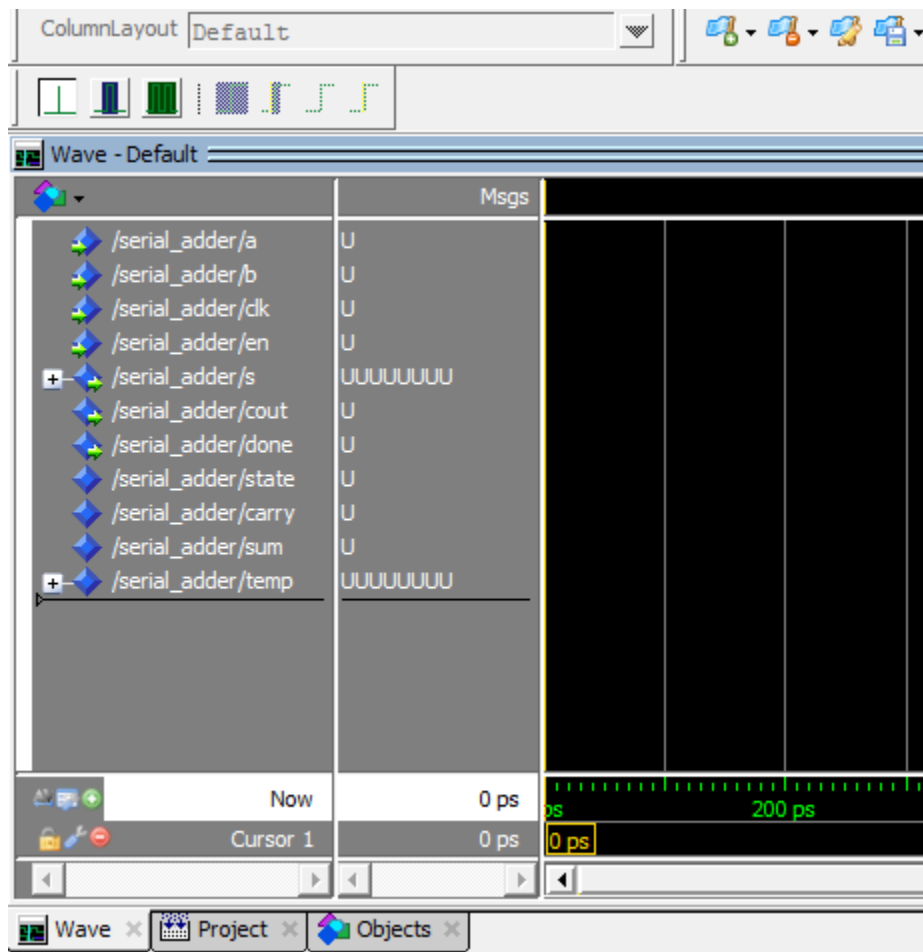
### 5.4 In Objects window, on Add pull-down menu select Add to wave > Signals in Design





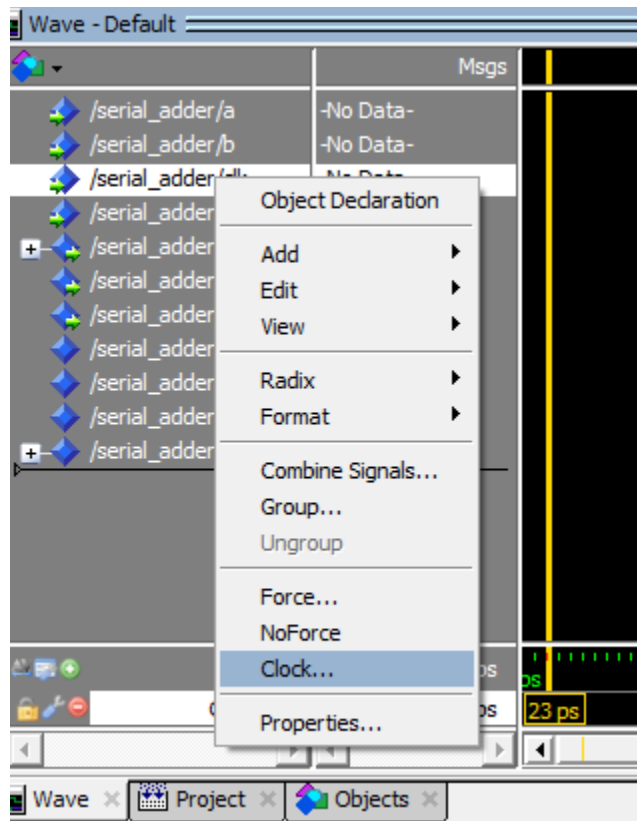
## 5.5 Wave window

Select wave window



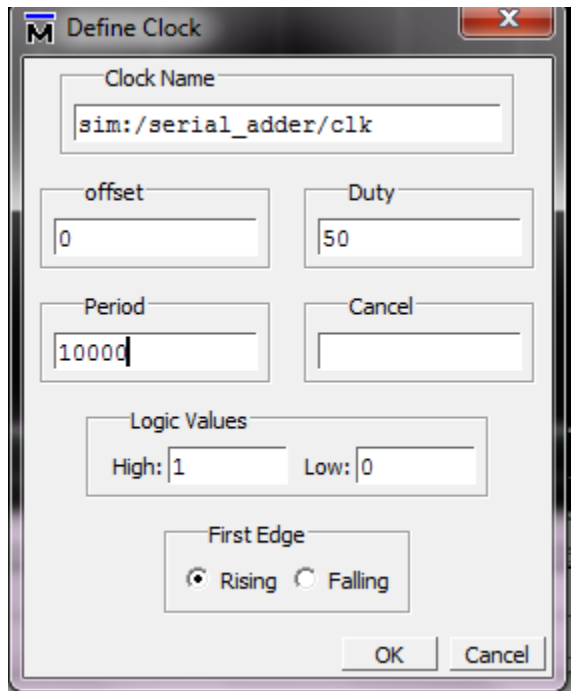
## 5.5 Force Clock Signal

Right click on /serial\_adder/clock and select Clock...



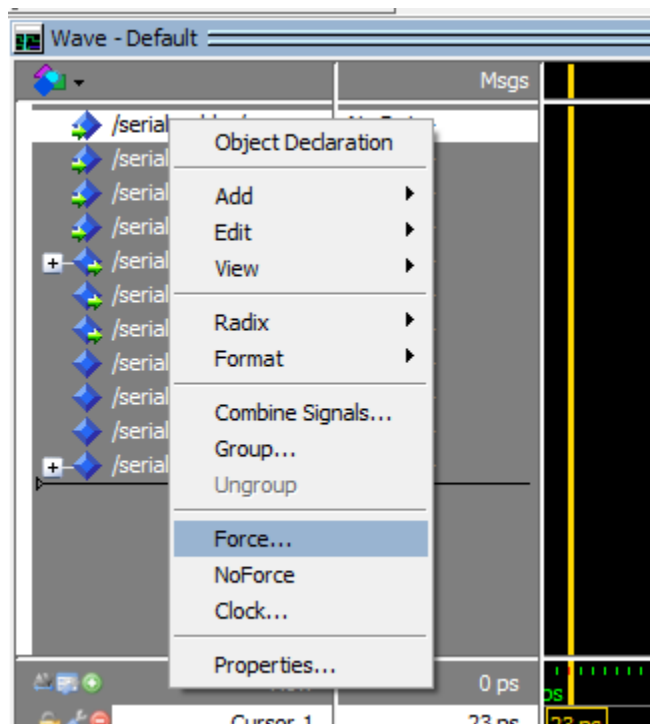
## 5.6 Clock Parameters

The clock period is 10000 ps = 10 ns which will be the period for simulation step.

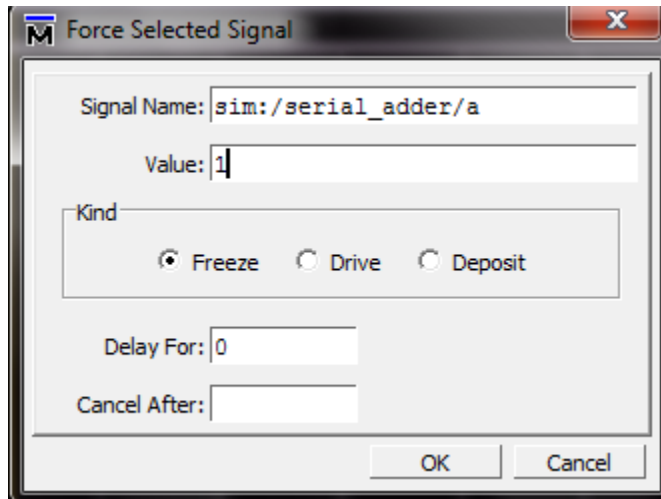


## 5.7 Forcing Signal Values

Right click on signal /serial\_adder/a and select Force...



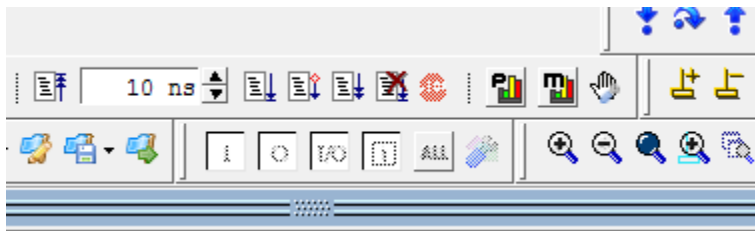
Assign a one to signal a



Continue forcing b to a zero and en to a zero.

## 5.8 Single-Step Run

- Set the run period to 10 ns and click on the run icon. It is the first icon to the right of the 10 ns display
- Adjust the zoom scale to correctly view the waves
- After running (10 ns) one period of the clock appears

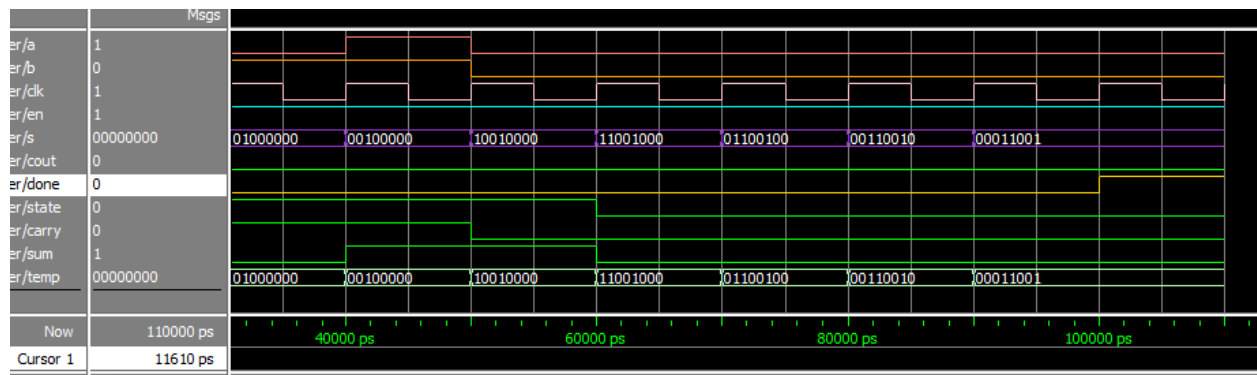
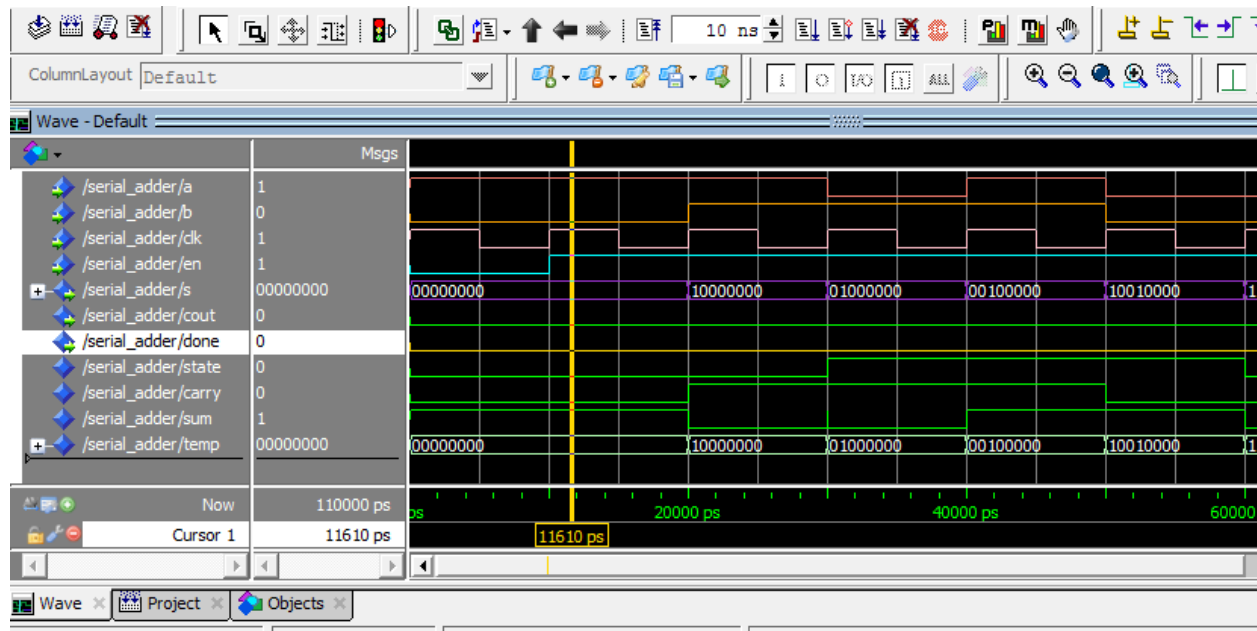


## 5.9 Complete a Simulation

- Force en to a one and click run. After this clock cycle the adder will add the least significant bit of the two 8-bit vectors a and b, (bit-0 of a and b are a(0) and b(0)).
- Let the test vectors a and b be  
a = "00001011"  
b = "00001110"  
-----  
s = "00011001" is the expected result.
- Continue to force a to '1' and b to '1' (forcing operands bit-1) then run the result a(0) plus b(0) plus carry appears as temp(0) or s(0) and the result a(1) plus b(1) plus carry will appear in s(0) on the next clock cycle
- Continue to force a to '0' and b to '1' (forcing bit-2) then run a(1) plus b(1) plus carry appears as s(0) and the result a(2) plus b(2) plus carry will appear in s(0) on the next clock cycle

- Continue to force a to '1' and b to '1' (forcing bit-3) then run  
a(2) plus b(2) plus carry appears as s(0) and  
a(3) plus b(3) plus carry will appear in s(0) on the next clock cycle
- Continue to force a to '0' and b to '0' (forcing bit-4) then run  
a(3) plus b(3) plus carry appears as s(0) and  
a(4) plus b(4) plus carry will appear in s(0) on the next clock cycle
- Continue to apply 0 to a and b three more times (by hitting the run button)
- One more run the done signal goes high
- To apply another set of test vectors apply en low and then high and repeat the process

Observe the waves for correctness (see below). Waves can have different colors, right click > properties > wave colors, e.g., signal s below is a dark orchid.



## 5.10 Exercise

Apply test vectors to verify the correctness for signal cout.