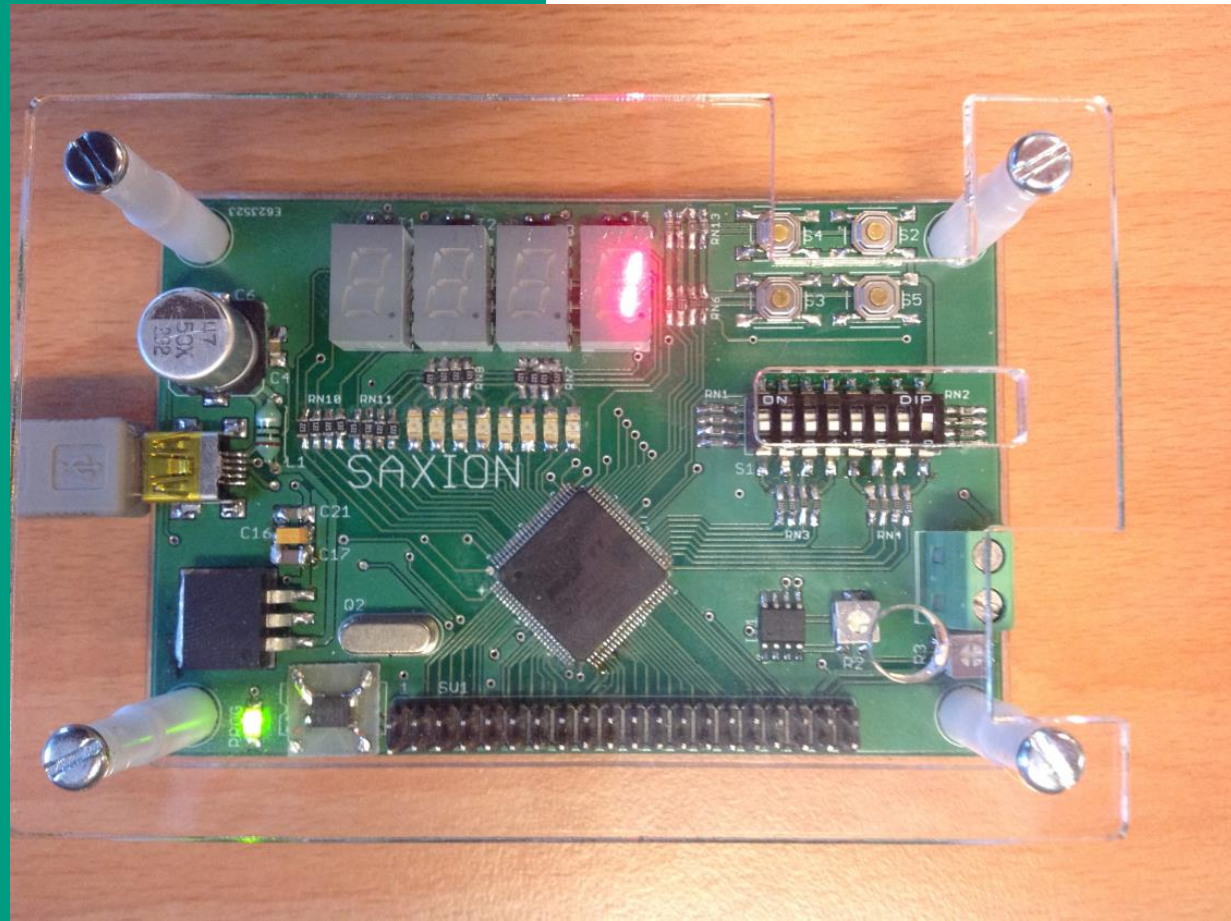


# Very High Speed Integrated Circuits Hardware Description Language

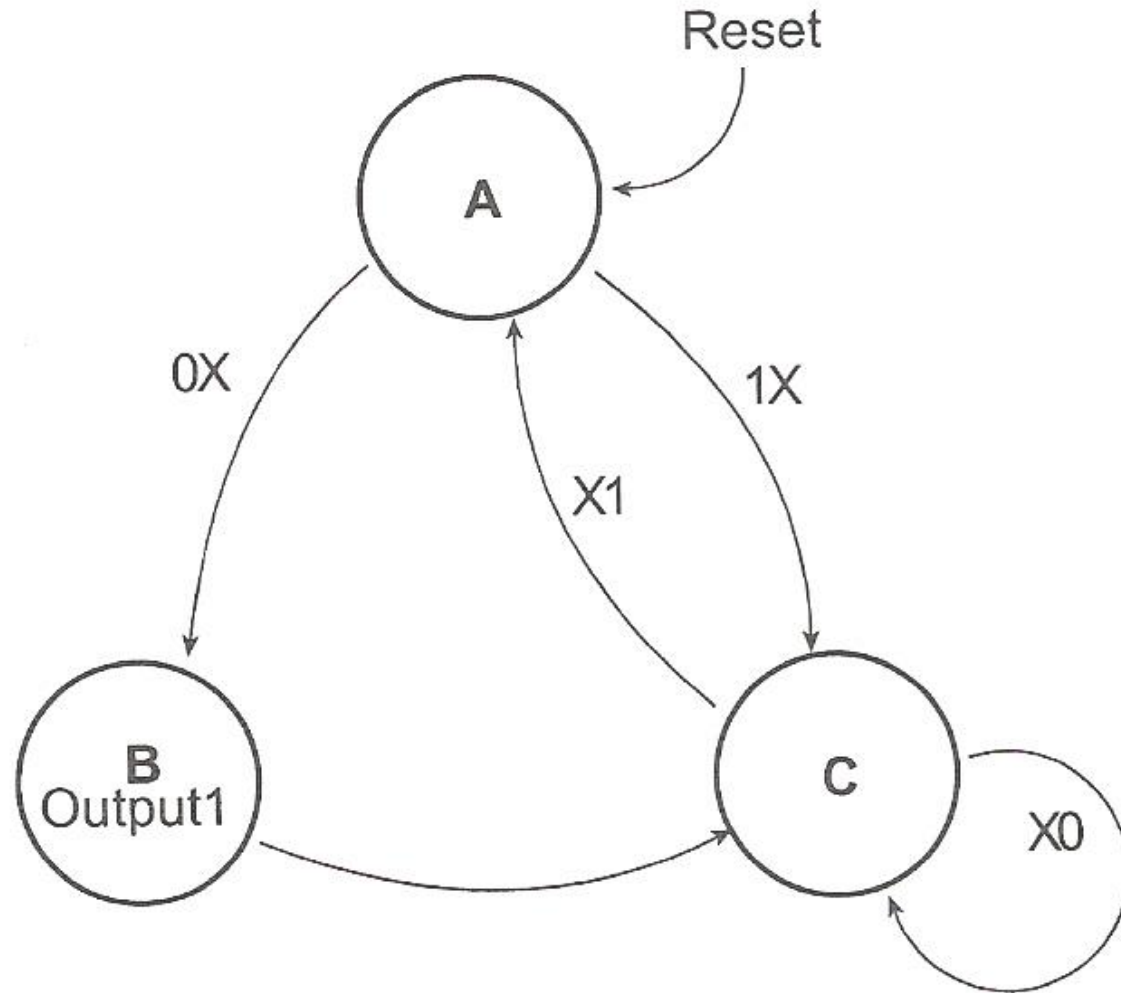
## Lesson 5 VHDL Statemachines



# Lesson 5 outline

- Statemachines(Chapter 11)
- ALU (Chapter 12)
- Multiply (Chapter 13)
- Memory (Chapter 14)
- Inferred latches(Chapter 9)
- Counters (Chapter 10)
- Simulating with Quartus simulator
- FPGA MAX II technology
- LUT
- I/O

# State Machines



# State Machines (flow)

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
ENTITY st_mach IS
    PORT(    clk, reset : IN          STD_LOGIC;
            Input1, Input2 : IN      STD_LOGIC;
            Output1       : OUT      STD_LOGIC);
END st_mach;

ARCHITECTURE A OF st_mach IS
    -- Enumerated Data Type for State
    TYPE STATE_TYPE IS (state_A, state_B, state_C);
    SIGNAL state: STATE_TYPE;
BEGIN
    PROCESS (reset, clk)
    BEGIN
        IF reset = '1' THEN
            state <= state_A;
        ELSIF clk'EVENT AND clk = '1' THEN
            CASE state IS
```

# State Machines

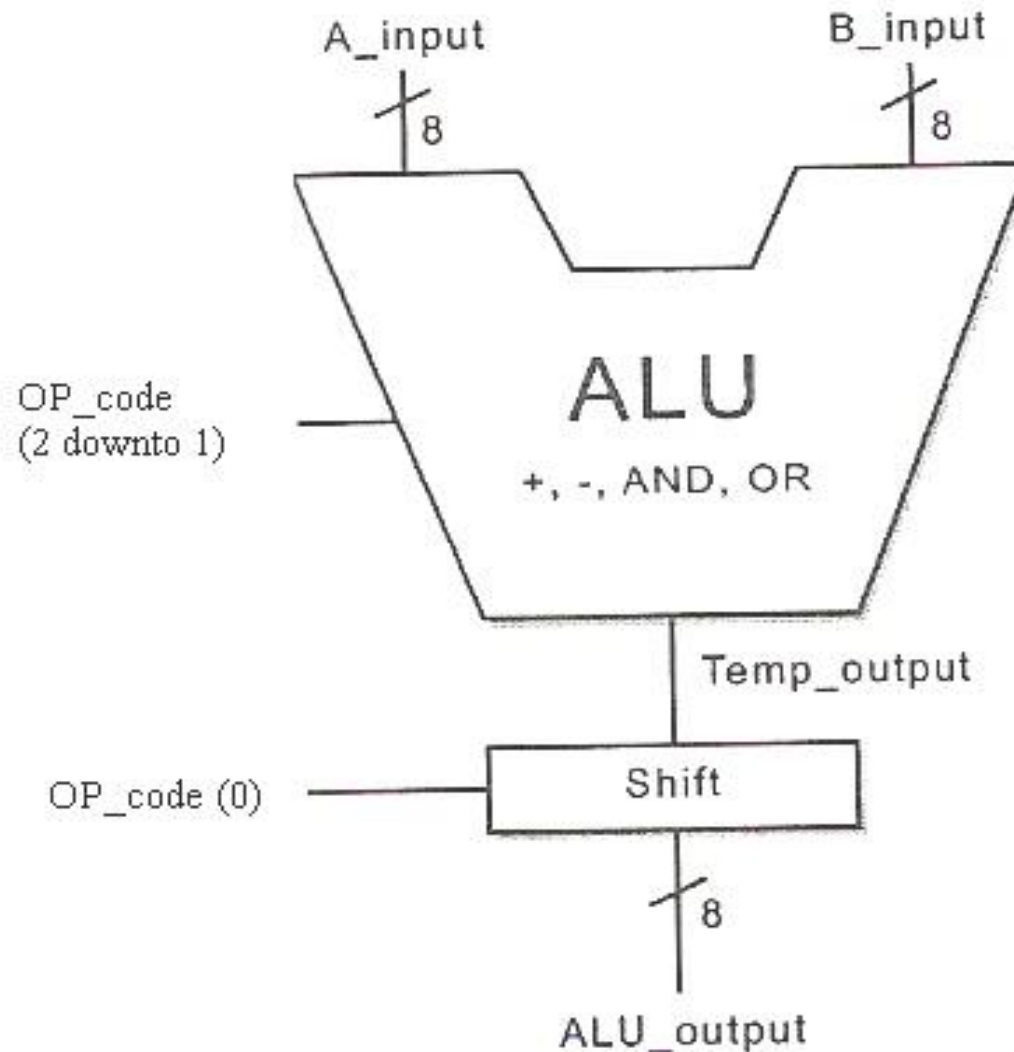
```
ELSIF clk'EVENT AND clk = '1' THEN
    CASE state IS
        WHEN state_A =>
            IF Input1 = '0' THEN
                state <= state_B;
            ELSE
                state <= state_C;
            END IF;
        WHEN state_B =>
            state <= state_C;
        WHEN state_C =>
            IF Input2 = '1' THEN
                state <= state_A;
            END IF;
        WHEN OTHERS =>
            state <= state_A;
    END CASE;
END IF;

END PROCESS;
```

# State Machines (output decoder)

```
PROCESS (state)
BEGIN
  CASE state IS
    WHEN A =>
      output1 <= '0';
    WHEN B =>
      output1 <= '1';
    WHEN C =>
      output1 <= '0';
  END CASE;
```

# VHDL Synthesis Model of an ALU



## 12. VHDL Synthesis Model of an ALU library and entity

```
LIBRARY IEEE;
USE IEEE.STD_LOGIC_1164.all;
USE IEEE.STD_LOGIC_ARITH.all;
USE IEEE.STD_LOGIC_UNSIGNED.all;

ENTITY ALU IS
    PORT(
        Op_code          : in std_logic_vector(2 DOWNTO 0);
        A_input, B_input : in std_logic_vector(7 DOWNTO 0);
        ALU_output        : out std_logic_vector(7 DOWNTO 0));

END ALU;
```



# VHDL Synthesis Model of an ALU Architecture

ARCHITECTURE behavior OF ALU IS

```

SIGNAL temp_output: std_logic_vector(7 DOWNTO 0);
BEGIN
  PROCESS (Op_code, A_input, B_input)
  BEGIN
    -- Select Arithmetic/Logical Operation
    CASE Op_Code (2 DOWNTO 1) IS
      WHEN "00" =>
        temp_output <= A_input + B_input;
      WHEN "01" =>
        temp_output <= A_input - B_input;
      WHEN "10" =>
        temp_output <= A_input AND B_input;
      WHEN "11" =>
        temp_output <= A_input OR B_input;
      WHEN OTHERS =>
        temp_output <= "00000000";
    END CASE;

    -- Select Shift Operation
    IF Op_Code(0) = '1' THEN
      -- Shift bits left with zero fill using concatenation operator
      -- can also use VHDL 1076-1993 shift operator such as SLL
      Alu_output <= temp_output(6 DOWNTO 0) & '0';
    ELSE
      Alu_output <= temp_output;
    END IF;
  END PROCESS;
END behavior;

```

# VHDL Synthesis Model of multiply and Divide hardware

- Efficient design requires vendor specific library function
- Use MegaWizard in Quartus
- Floating point operations needs big FPGA, Special functions are available , for example Digital filtering

# VHDL Synthesis Model of multiply and Divide hardware ALU

```

LIBRARY IEEE;
USE IEEE.STD_LOGIC_1164.all;
USE IEEE.STD_LOGIC_ARITH.all;
USE IEEE.STD_LOGIC_UNSIGNED.all;
LIBRARY lpm;
USE lpm.lpm_components.ALL;

ENTITY mult IS
    PORT(
        A,B      : IN      STD_LOGIC_VECTOR(7 DOWNTO 0);
        Product  : OUT     STD_LOGIC_VECTOR(15 DOWNTO 0));
END mult;

ARCHITECTURE a OF mult IS
BEGIN
    multiply: lpm_mult
        GENERIC MAP(
            LPM_WIDTHA => 8,
            LPM_WIDTHB => 8,
            LPM_WIDTHS => 16,
            LPM_WIDTHP => 16,
            LPM_REPRESENTATION => "UNSIGNED")

        PORT MAP (
            dataa => A,
            datab => B,
            result => Product);
END a;

```

# VHDL Synthesis models for memory

```
USE IEEE.STD_LOGIC1164.ALL;
```

```
ENTITY amemory IS
```

```
    PORT(read_data          :OUT STD_LOGIC_VECTOR( 7 DOWNT0 0 );
          memory_address:   IN STD_LOGIC_VECTOR( 2 DOWNT0 0 );
          write_data       :IN STD_LOGIC_VECTOR( 7 DOWNT0 0 );
          Memwrite         :IN STD_LOGIC;
          Clock,reset      :   IN STD_LOGIC );
```

```
END amemory;
```

```
ARCHITECTURE behavior OF amemory IS
```

```
BEGIN
```

```
Data_memory:lpm_ram_dq          --LPM memory function
```

```
GENERIC MAP (lpm_widthad      =>3,
              lpm_outdata      =>"UNREGISTERED" ,
              lpm_indata       =>"REGISTERED" ,
              lpm_address_control =>"UNREGISTERED" ,
```

```
    PORT MAP (data=> write_data, address=> memory_address( 2 DOWNT0 0 ),
              We  => Memwrite, inclock => clock, q =>read_data);
```

```
END behavior;
```

# Assignment week 5

- Do self test chapter 11,12
- Do the exercises chapter 11,12,14