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**Kode Asisten** .....

**Jenis Tugas** TP/CS.....

## Jawaban

### 1. Code

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

entity CS_RF_PSD8_EdgrantHendersonSuryajaya_2206025016 is
    port (
        CLK : in std_logic;
        dataIn : in std_logic_vector (15 downto 0);
        key : in std_logic_vector (3 downto 0);
        mode : in std_logic;
        enable : in std_logic;
        dataOut : out std_logic_vector (15 downto 0)
    );
end CS_RF_PSD8_EdgrantHendersonSuryajaya_2206025016;

architecture rtl of CS_RF_PSD8_EdgrantHendersonSuryajaya_2206025016 is
    type state is (SINIT, SADD, SXOR, SSWAP, SSUB, SDONE);
    signal currentState, nextState : state := SINIT;

    -- init
    function fInit(oldKey : std_logic_vector) return std_logic_vector is
    begin
        return oldKey & oldKey & oldKey & oldKey;
    end function;

    -- add
    function fAdd(data, newKey : std_logic_vector ) return std_logic_vector is
        variable oldKey : unsigned (3 downto 0) := unsigned(newKey(3 downto 0));
```



```
variable block0 : unsigned (3 downto 0) := unsigned(data(3 downto 0));
variable block1 : unsigned (3 downto 0) := unsigned(data(7 downto 4));
variable block2 : unsigned (3 downto 0) := unsigned(data(11 downto 8));
variable block3 : unsigned (3 downto 0) := unsigned(data(15 downto 12));
begin
    block0 := block0 + oldKey;
    block1 := block1 + oldKey;
    block2 := block2 + oldKey;
    block3 := block3 + oldKey;

    return std_logic_vector(block3 & block2 & block1 & block0);
end function;

-- xor
function fXor(data, newKey : std_logic_vector ) return std_logic_vector is
begin
    return data xor newKey;
end function;

-- swap
function fSwap(data: std_logic_vector ) return std_logic_vector is
begin
    return data(7 downto 0) & data(15 downto 8);
end function;

-- subtract
function fSub(data, newKey : std_logic_vector) return std_logic_vector is
    variable oldKey : unsigned (3 downto 0) := unsigned(newKey(3 downto 0));
    variable block0 : unsigned (3 downto 0) := unsigned(data(3 downto 0));
    variable block1 : unsigned (3 downto 0) := unsigned(data(7 downto 4));
    variable block2 : unsigned (3 downto 0) := unsigned(data(11 downto 8));
    variable block3 : unsigned (3 downto 0) := unsigned(data(15 downto 12));
begin
    block0 := block0 - oldKey;
    block1 := block1 - oldKey;
    block2 := block2 - oldKey;
    block3 := block3 - oldKey;

    return std_logic_vector(block3 & block2 & block1 & block0);
end function;
```



```
-- Done
function fDone(data : std_logic_vector) return std_logic_vector is
begin
    return data;
end function;

signal tempData : std_logic_vector (15 downto 0);
signal longKey : std_logic_vector (15 downto 0);
begin
    -- Mengupdate state setiap clocktick
    clock_upadte: process(clk)
    begin
        if rising_edge(clk) then
            currentState <= nextState;
        end if;
    end process clock_upadte;

    -- state is (SINIT, SADD, SXOR, SSWAP, SSUB, SDONE);
    -- Mengupdate state
    state_update: process
    begin
        case currentState is
            when SINIT =>
                tempData <= dataIn;
                nextState <= SADD;
                if enable = '1' then
                    longKey <= fInit(key);
                end if;

            when SADD =>
                tempData <= fAdd(tempData, longKey);
                if mode = '0' then
                    nextState <= SXOR;
                else
                    nextState <= SSWAP;
                end if;

            when SXOR =>
                tempData <= fXor(tempData, longKey);
```



```
        if mode = '0' then
            nextState <= SSWAP;
        else
            nextState <= SSUB;
        end if;

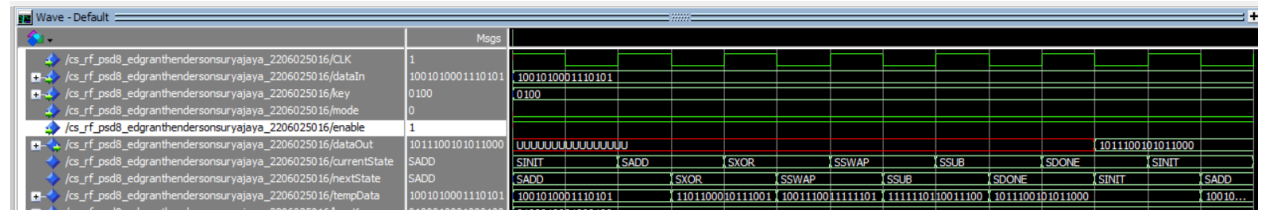
    when SSWAP =>
        tempData <= fSwap(tempData);
        if mode = '0' then
            nextState <= SSUB;
        else
            nextState <= SXOR;
        end if;

    when SSUB =>
        nextState <= SDONE;
        tempData <= fSub(tempData, longKey);

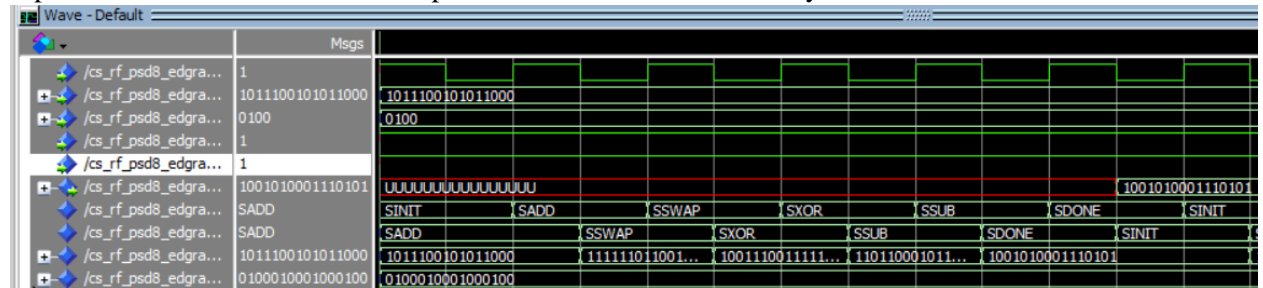
    when SDONE =>
        nextState <= SINIT;
        dataOut <= fDone(tempData);
    end case;
    wait until falling_edge(clk);
end process state_update;
end rtl;
```

## 2. Simulasi.

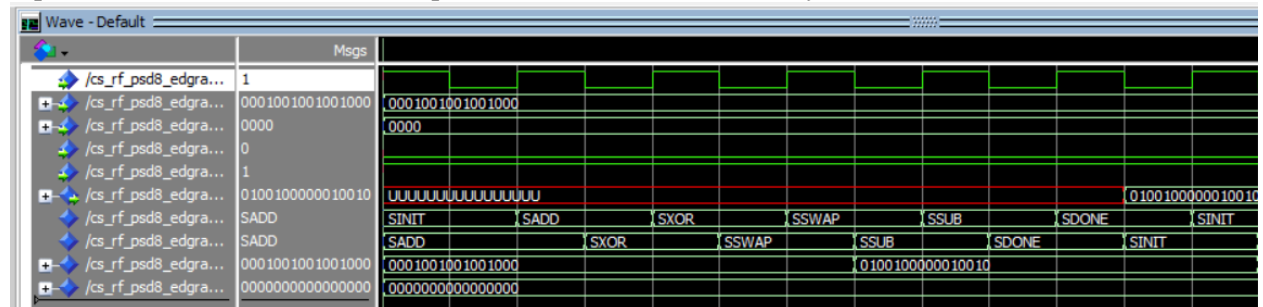
Input 1001010001110101      output 1011100101011000      key 0100



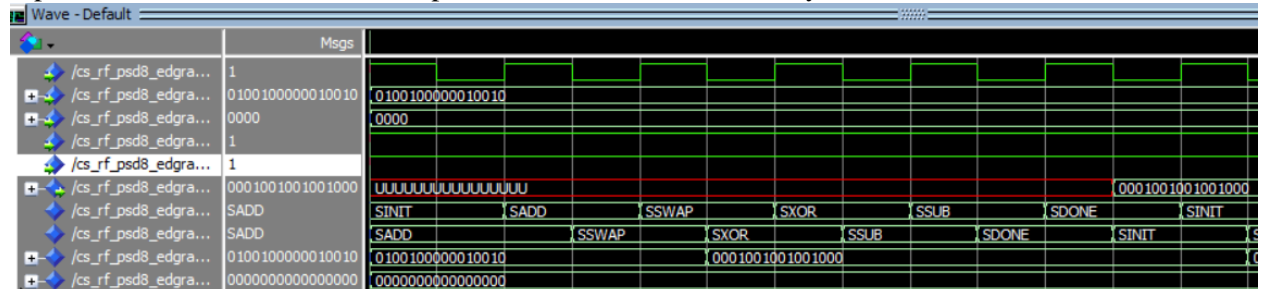
Input 1011100101011000      output 1001010001110101      key 0100



Input 0001001001001000      output 0100100000010010      key 0000



Input 0100100000010010      output 0001001001001000      key 0000





### 3. Urutan state untuk dekripsi

INIT → ADD → SWAP → XOR → SUB → DONE → INIT

### 4. Apakah hasil output dekripsi sama dengan input enkripsi?

Sama, karena urutan dekripsi adalah kebalikan dari enkripsi, enkripsi dibalik dari akhir, jadinya

- DONE → SUB → SWAP → XOR → ADD → INIT.

Done dan Init tidak melakukan operasi, jadi urutannya tetap sama, proses jadinya

- INIT → SUB → SWAP → XOR → ADD → DONE.

XOR dan SWAP adalah operasi simetris, artinya kalau dilakukan 2 kali akan balik ke nilai awal. Namun add dan sub tidak simetris, jika ingin balik ke nilai awal, sub harus diganti ke add dan add harus ganti ke sub. Jadinya proses jadinya

- INIT → ADD → SWAP → XOR → SUB → DONE.

Karena hal tersebut, dekripsi nilai hasil enkripsi akan mendapatkan nilai awal.