

```
-- VHDL 8 bit processor project
    -- 16 x 4 encoder
    -- James Hicks Oct 15 2023
 5
     library ieee;
     use ieee.std logic 1164.all;
7
    use ieee.numeric std.all;
8
9
     entity encoder 16x4 is
10
     port(r : in std logic vector (15 downto 0);
11
            e : out std logic vector (3 downto 0);
12
           v : out std logic);
13
    end encoder 16x4;
14
15
     architecture my arch of encoder 16x4 is
16
17
     signal d 3, d 2, d 1, d 0, v d : std logic vector(1 downto 0);
18
     signal o 3, o 2, o 1, o 0, v not d : std logic vector(3 downto 0);
19
     signal twelve, eight, four : unsigned(3 downto 0);
20
21
    begin
22
23
     dec 3 : entity work.encoder 4x2 (cond arch)
24
    port map (
25
    r \Rightarrow r (15 \text{ downto } 12),
    e = 0.00 d 3,
26
    v => v not_d(3)
27
28
    . . . . . . ) ;
29
30
     dec 2 : entity work.encoder 4x2(sel arch)
31
    o port map (
    r = r \cdot (11 \cdot downto \cdot 8),
32
33
    e = d 2
    v => v not_d(2)
34
35
    . . . . . . ) ;
36
37
    dec 1 : entity work.encoder 4x2(if arch)
38 port map (
39 r = r = r (7 \text{ downto } 4),
40 e => d 1,
    v => v_not_d(1)
41
    . . . . . ) ;
42
43
44
    dec 0 : entity work.encoder 4x2(case arch)
45
    port map (
    r \Rightarrow r (3 \text{ downto } 0),
46
47
    e = > d 0,
    v = v \cdot v = v \cdot v = v \cdot not_d(0)
48
    . . . . . ) ;
49
50
51
    valid decoder : entity work.encoder 4x2(sel arch)
52 port map(
53 \cdot \cdot \cdot \cdot \cdot r => v \text{ not d},
54 e => v^{-}d,
55
    0 0 0 0 0 0 V => V
    . . . . . . . ) ;
56
57
58
    twelve <= "1100";
    eight <= "1000";
59
60
     four <= "0100";
61
62
    with v d select e <=</pre>
63
    std logic vector(twelve + unsigned(d 3)) when "11",
    std logic vector(eight + unsigned(d 2)) when "10",
64
65
    std logic vector (four + unsigned (d \overline{1})) when "01",
    67
     when others;
68
69
     end my_arch;
70
```

```
-- VHDL 8 bit processor project
   -- 4 x 2 encoder
    -- James Hicks Oct 15 2023
    library ieee;
    use ieee.std logic 1164.all;
7
8
    entity encoder 4x2 is
9
     port(r : in std logic vector(3 downto 0);
10
           e : out std logic vector(1 downto 0);
11
           v : out std logic);
12
    end encoder 4x2;
13
14
    architecture cond arch of encoder 4x2 is
15
    begin
16
17
    v \le v \le 0' when r = 00000'' else
19
20
    e \le "11" when r(3) = '1' else
    when r(2) = '1' else
21
     when r(1) = 11' else
22
23
    . . . . . . . " 0 0 ";
24
25
    end cond arch;
26
27
    architecture sel arch of encoder 4x2 is
28
   begin
29
30
    v <= '1' when r /= "0000" else
31
    . . . . . . . . . . . . . ;
32
33
    with r select (e) <=
    "11" when "1000" | "1001" | "1010" | "1011" |
34
                  "1100" | "1101" | "1110" | "1111",
35
    "10" when "0100" | "0101" | "0110" | "0111",
36
    when "0010" | "0011",
37
    when others;
38
39
40
   end sel arch;
41
42
    architecture if arch of encoder 4x2 is
43 begin
44
45
    process(r)
46 begin
47  (3) = '1'   then 
48  <= "11";</pre>
50 \cdot \cdot \cdot \cdot \text{elsif } r(2) = '1' \text{ then}
51
    e <= "10";
52 v <= '1';
53 \cdot \cdot \cdot \cdot \text{elsif } r(1) = '1' \text{ then}
54 e <= "01";
55 v · · · · v · <= '1';
56 \cdot \cdot \cdot \cdot \text{elsif } r(0) = '1' \text{ then}
57
    e <= "00";
59 ···else
60 <= "00";
61
    62
    end if;
    end process;
63
64
65
   end if arch;
66
67
    architecture case arch of encoder 4x2 is
68
   begin
69
70
     - process(r)
71
72
     begin
```

```
73 · · · · case r is
74 when "1000" | "1001" | "1010" | "1011" |
75 "1100" | "1101" | "1110" | "1111" =>
78 *** when **"0100" | "0101" | "0110" | "0111" =>
80 v <= '1';
81 when "0010" | "0011" =>
82 e e e e e "01";
83 e e e e '1';
84 when "0001" =>
87 when others =>
88 <= "00";</pre>
  v <= '0';
end case;</pre>
89
90
91
   end process;
92
93
   end case_arch;
94
```

James Hlous Lab 4: Your Name

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