Top Level Entity

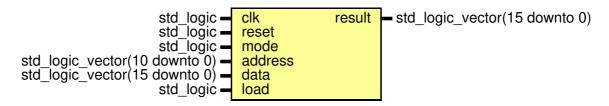
• File: top level entity.vhdl

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Diagram



Description

This module has the purpose to put all modules of the perceptron project together.

Generics and ports

Table 1.1 Generics

Table 1.2 Ports

Port name	Direction	Туре	Description		
clk	in	std_logic	global clock signal		
reset	in	std_logic	global reset signal		
mode	in	std_logic	select the direction '0' = layer, '1' = storage		
address	in	std_logic_vector(10 downto 0)	the address of data storage in the layer or storage branch		
data	in	std_logic_vector(15 downto 0)	the actual data to store		
load	in	std_logic	triggers the storage		
result	out	std_logic_vector(15 downto 0)	the result from the last layer		

Signals, constants and types

Signals

Name	Туре	Description	
address_int_layer	std_logic_vector(10 downto 0)	connect adress line of "Top Level Resolver" and "Layer Resolver"	
data_int_layer	std_logic_vector(3 downto 0)	connect data line of "Top Level Resolver" and "Layer Resolver"	
load_int_layer	std_logic	connect load line of "Top Level Resolver" and "Layer Resolver"	
address_int_storage	std_logic_vector(9 downto 0)	connect address line of "Top Level Resolver" and "Storage"	
data_int_storage	std_logic_vector(15 downto 0)	connect data line of "Top Level Resolver" and "Storage"	
load_int_storage	std_logic	connect load line of "Top Level Resolver" and "Storage"	
storage_to_first_layer	std_logic_vector(15 downto 0)	connect the storage output with the first layer	

layer_axon_arr	arr_16_times_16	connect axon ports between layer and layer resolver	
address_layer_arr	arr_16_times_7	connect address ports between layer and layer resolver	
data_layer_arr	arr_16_times_4	connect data ports between layer and layer resolver	
load_layer	std_logic_vector (15 downto 0)	connect load signal between layer and layer resolver	

Types

Name	Туре	Description
arr_16_times_16		
arr_16_times_7		
arr_16_times_4		

Instantiations

• tlr_inst: top_level_resolver

• **storage_inst**: storage