

Instituto Tecnológico De Estudios Superiores de Monterrey

Laboratorio de Sistemas Digitales Avanzados

Teclado PS/2

Héctor Javier Pequeño A01246364

Prof. Emilio Caballero

Links Github:

Código Fuente PS/2:

https://github.com/HectorPequeno06/HectorPequeno06/blob/master/Keyboard/Keyboard.vhdl

Código Test Bench PS/2:

https://github.com/HectorPequeno06/HectorPequeno06/blob/master/Keyboard/Keyboard Tb.vh dl

Teclado PS/2 Código Fuente:

```
ile <u>E</u>dit <u>S</u>election <u>V</u>iew <u>G</u>o <u>R</u>un <u>T</u>erminal <u>H</u>elp

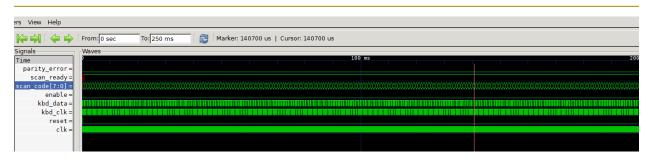
    ■ Keyboard_Tb.vhdl

  LabSistemasAvanzados > HectorPequeno06 > Keyboard > ■ Keyboard.vhdl
         entity keyboard is
             port(
                 kbd_clk, kbd_data, clk : in std_logic;
                 reset, enable : in std_logic;
                  scan_code : out std_logic_vector(7 downto 0);
                  scan_ready : out std_logic;
                 Error paridad: out std logic
         end entity;
         architecture arch of keyboard is
             signal filter: std logic vector(7 downto 0) := "000000000";
             signal kbd_clk_filtered : std_logic := '0';
             signal read_char : std_logic := '0';
             signal ready_set : std_logic := '0';
             signal Estado: integer range 0 to 10:=0; --VARIABLE DE ESTADOS
             signal shiftin : std_logic_vector(8 downto 0) := "0000000000";
             signal bit_paridad: std_logic:= '1'; --Variable de Bit de paridad
             signal paridad_helper: std_logic; -- Asistencia oara calcular Bit de paridad
             clk_filter : process
                 wait until clk'event and clk = '1';
                  filter(6 downto 0) <= filter(7 downto 1);</pre>
                  filter(7) <= kbd_clk;</pre>
                  if filter = x"FF" then
                     kbd_clk_filtered <= '1';</pre>
                 elsif filter = x"00" then
                     kbd clk filtered <= '0';
                 end if:
             end process;
             -- Lectura de la información serial del dispositivo
             process
                 wait until (kbd_clk_filtered'event and kbd_clk_filtered = '0');
                  if reset = '1' then
                     Estado <= 1;
                      read_char <= '0';
                      Error_paridad <= '0';
                     paridad helper <= '0';
                      if kbd_data = '0' and read_char = '0' then
                          read char <= '1';
                          ready_set <= '0';
                          if read_char = '1' then
 ter* ↔ ⊗ 0 🛆 0
```

Teclado PS/2 código Test Bench:

```
<u>Edit Selection View Go Run Terminal Help</u>
                                                                                               Keyboa
LabSistemasAvanzados > HectorPequeno06 > Keyboard > \ \ \ Keyboard_Tb.vhdl
      library ieee;
      use ieee.std_logic_1164.all;
      use ieee.numeric_std.all;
      use ieee.std_logic_textio.all;
      library std;
      use std.textio.all;
      entity keyboard tb is
          constant period : time := 40 ns ; -- Señal de reloj de 25MHz
          constant bit_period : time := 60 us ; -- Keyboard clock ~ 16.7 Khz max
      end entity;
      architecture arch of keyboard tb is
          component keyboard is
              port(
                  kbd_clk, kbd_data, clk : in std_logic;
                  reset, enable : in std_logic;
                  scan_code : out std_logic_vector(7 downto 0);
                  scan_ready : out std_logic;
                  Error_paridad: out std_logic--señal para el error de paridad
              );
          signal clk : std_logic := '0';
          signal reset : std_logic;
          signal kbd_clk : std_logic := '1';
          signal kbd_data : std_logic := 'H';
          signal enable : std_logic := '0';
          signal scan_ready : std_logic;
          signal scan_code : std_logic_vector(7 downto 0);
          signal parity_error: std_logic:='0';
          type codes_types is array (natural range <>) of std_logic_vector (7 downto 0);
          constant codes : codes types := (x"15", x"1D");
          UUT : keyboard port map (kbd_clk, kbd_data, clk, reset, enable, scan_code, scan_ready );
          clk <= not clk after (period / 2);
          reset <= '1', '0' after period;
          process
              procedure send_code( sc : std_logic_vector(7 downto 0) ) is
                  kbd_clk <= 'H';
                  kbd data <= 'H';
er* ↔ ⊗ o ∆ o
```

Simulación PS/2



Resultados de la consola:

Scan Code: 00010101

