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Lab 3 Report
ECE 2031 L07
06 Feb 2022

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--RPS_VHDL.VHD (VHDL)
--This code produces a logic circuit to implement a rock-paper-scissors game.
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--02/06/2022
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library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity RPS_VHDL is
    port(
        R1, P1, S1 : in std_logic;
        R2, P2, S2 : in std_logic;
        W1, W2      : out std_logic;
        E1, E2      : out std_logic
    );
end RPS_VHDL;

architecture Internals of RPS_VHDL is -- Define the internal architecture of the device
    -- Create a 6-bit vector that will give us easy access to all inputs
    signal all_inputs : std_logic_vector(5 downto 0);
begin
    -- "&" is CONCATENATION, not logical AND.
    all_inputs <= R1 & P1 & S1 & R2 & P2 & S2;

    -- Using a "selected signal assignment", aka "with/select"
    with all_inputs select W1 <=
        '1' when "100001",
        '1' when "010100",
        '1' when "001010",
        '0' when others;

    -- Using a "conditional signal assignment", aka "when/else"
    W2 <=
        '1' when all_inputs = "001100" else
        '1' when all_inputs = "100010" else
        '1' when all_inputs = "010001" else
        '0';

    -- Using when/else in a different way
    E1 <=
        '1' when (R1 = '1') and (S1 = '1') else
        '1' when (R1 = '1') and (P1 = '1') else
        '1' when (P1 = '1') and (S1 = '1') else
        '0';

    -- Using Boolean expression
    E2 <= (R2 and S2) or (R2 and P2) or (S2 and P2);

end Internals;

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Figure 1. VHDL code used to implement a rock-paper-scissors game.

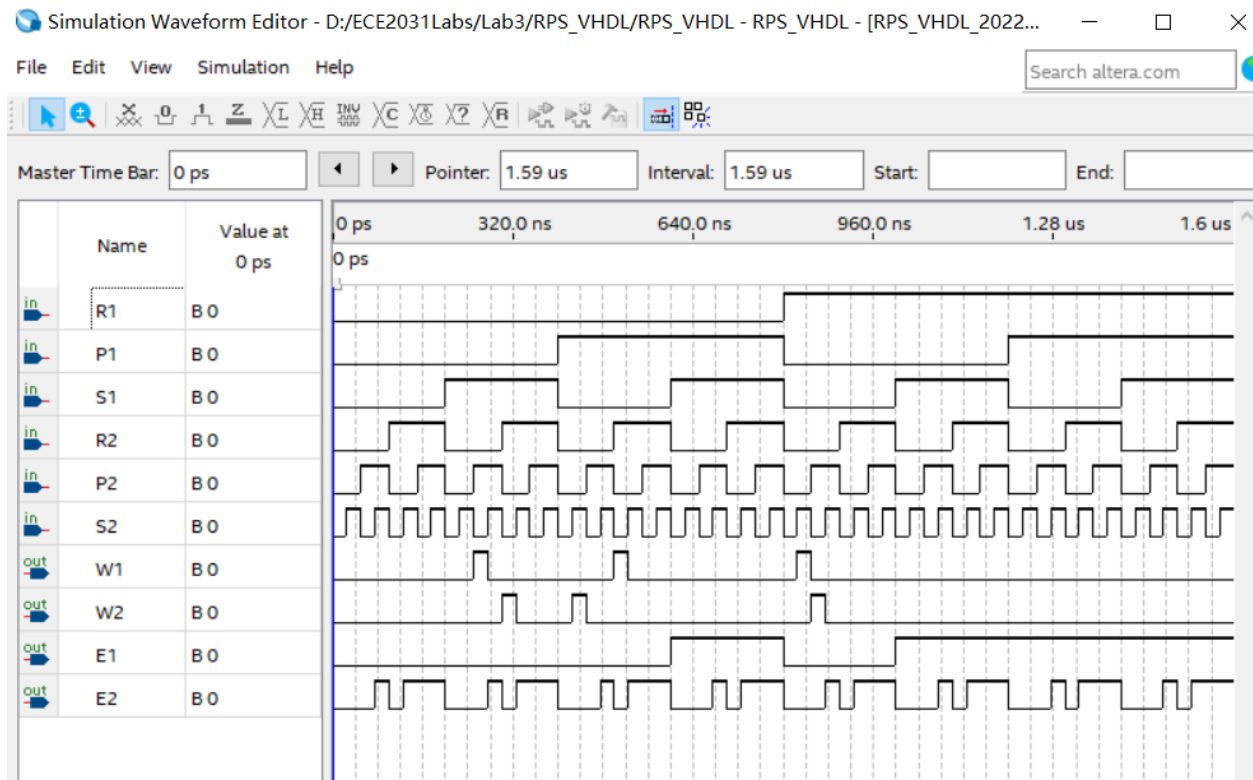


Figure 2. A simulation waveform for all possible input and output combinations of the rock-paper-scissors game's circuit.

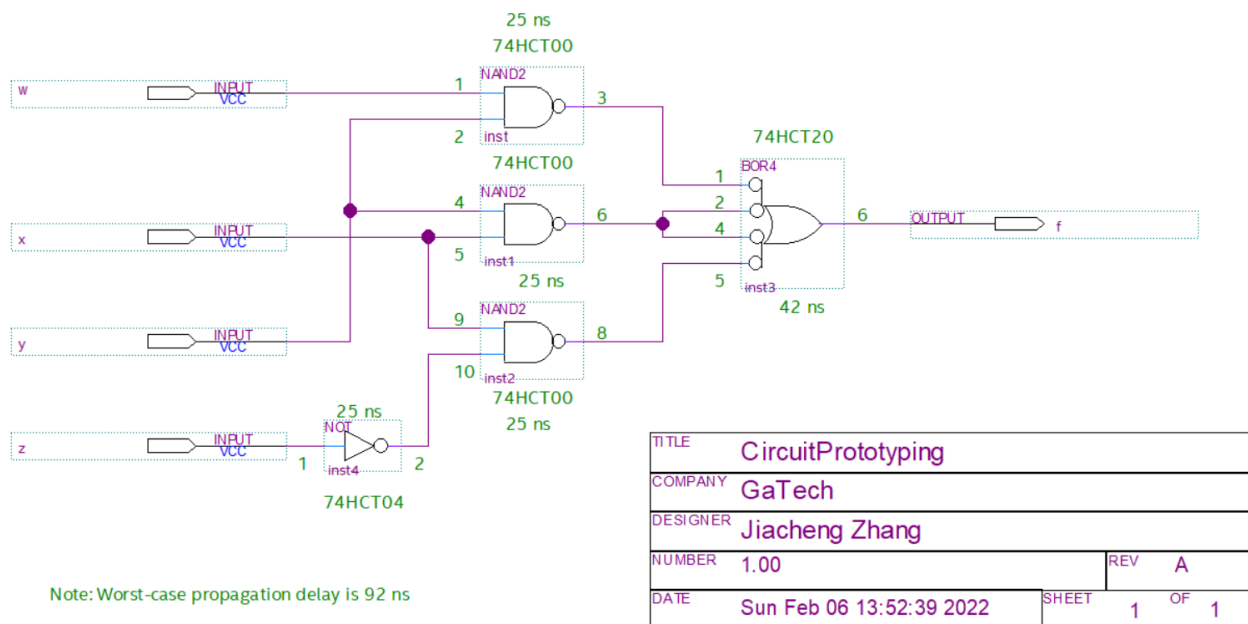


Figure 3. Schematic of circuit implementing $f = x \cdot /z + x \cdot y + w \cdot y$. The worst-case propagation delay is $25 + 25 + 42 = 92$ ns.

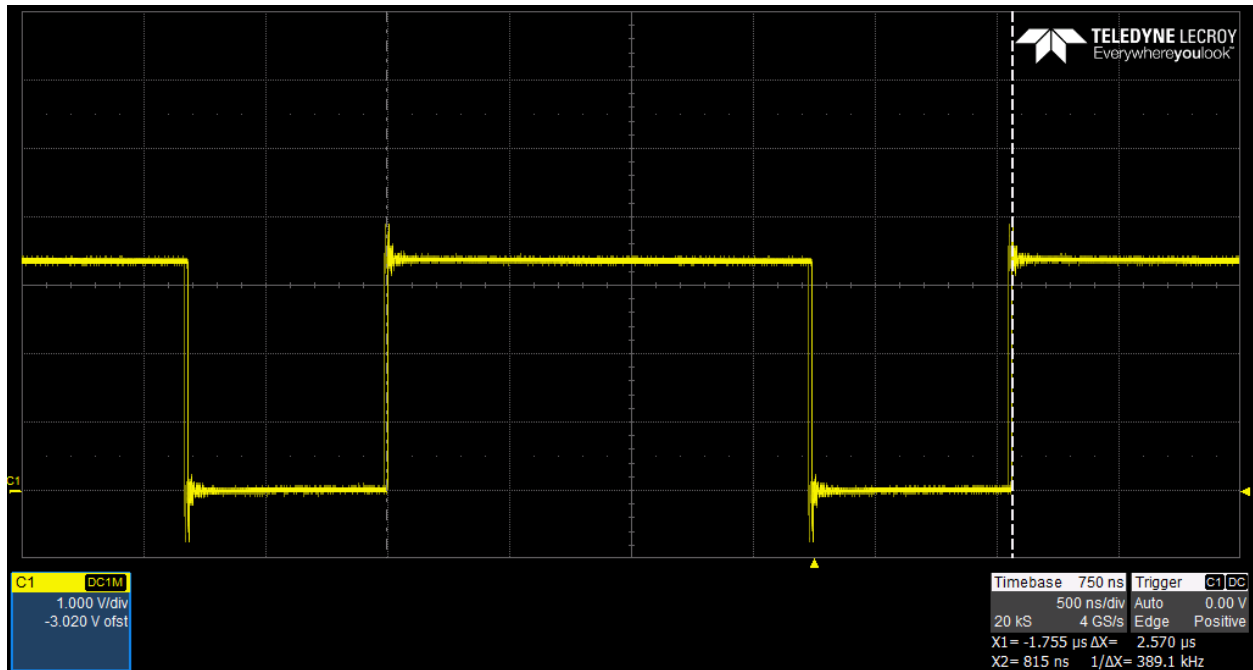


Figure 4. The period of the signal is 2.570 μs.

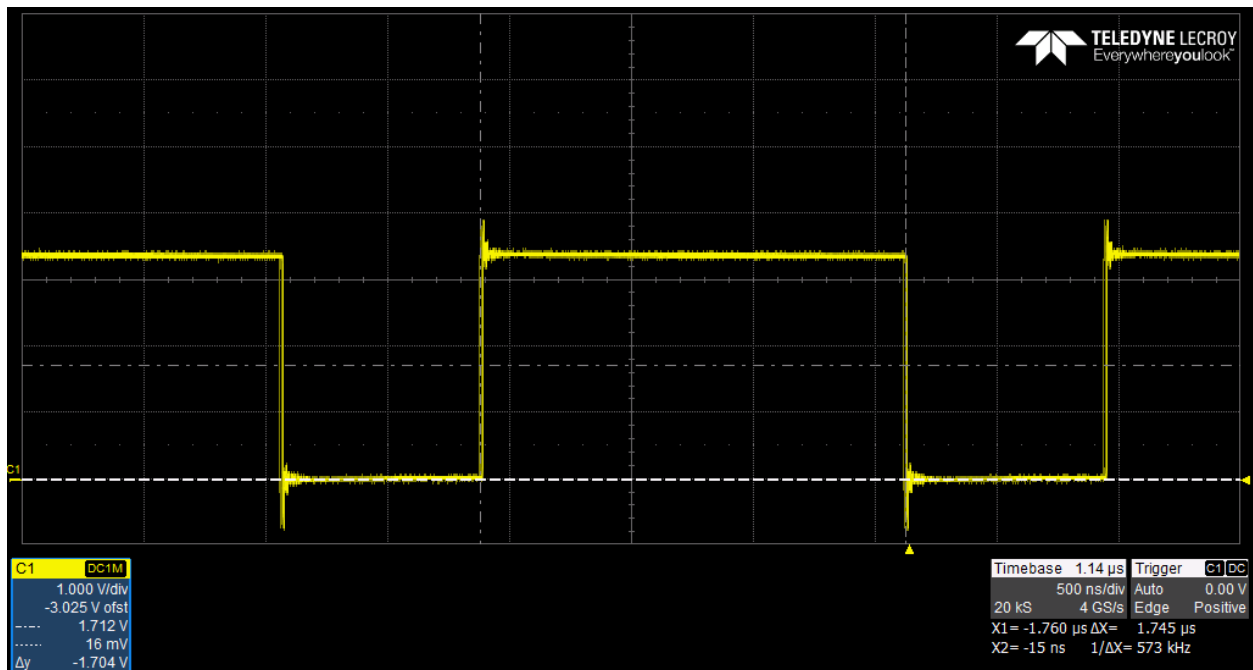


Figure 5. The positive duty cycle of the signal is $1.745 / 2.570 = 67.9\%$.

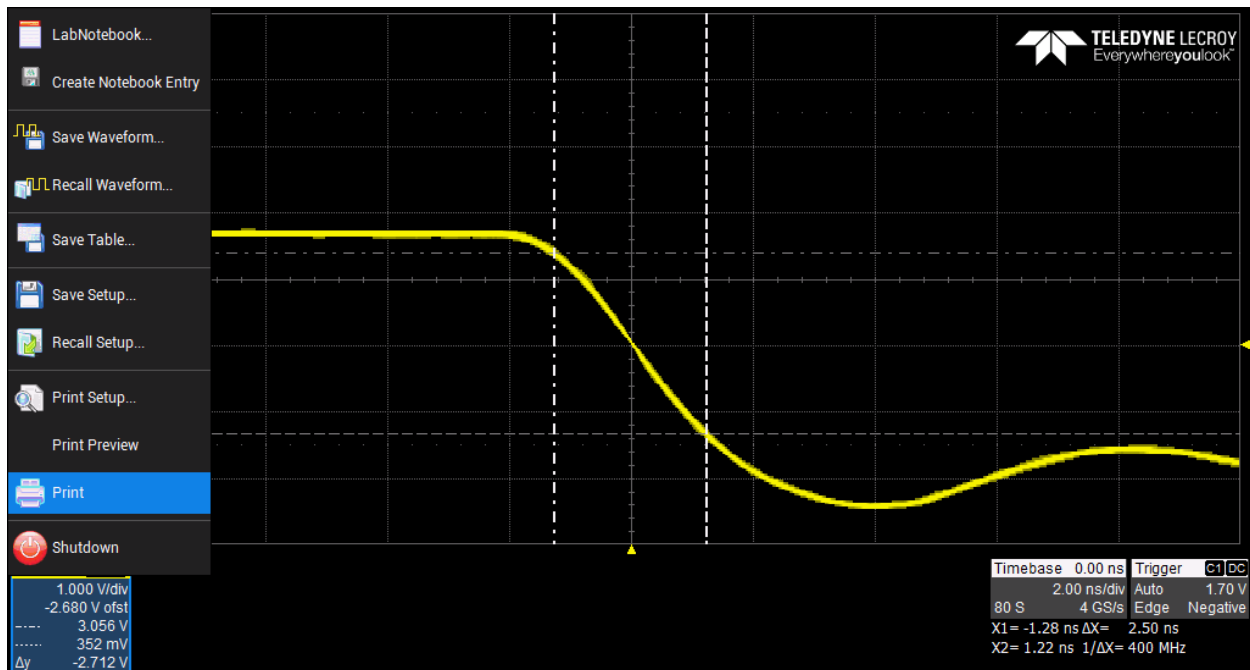


Figure 6. The fall time of the signal is 2.50 ns.

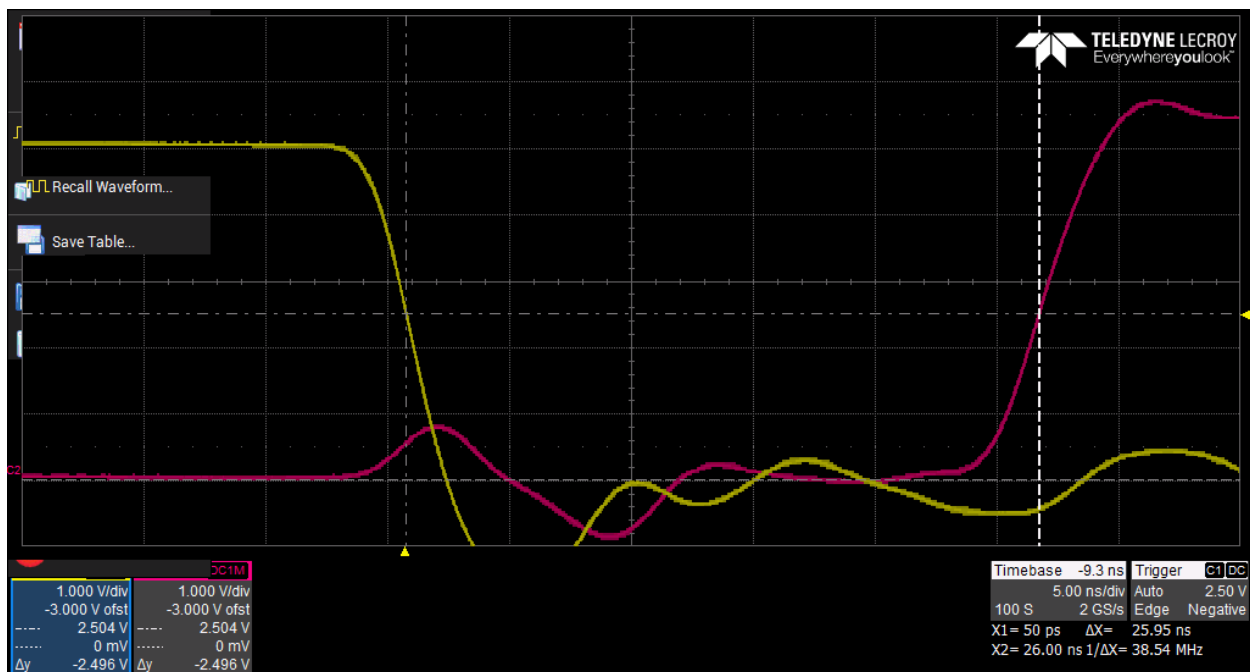


Figure 7. The High-to-low propagation delay is 25.95 ns.

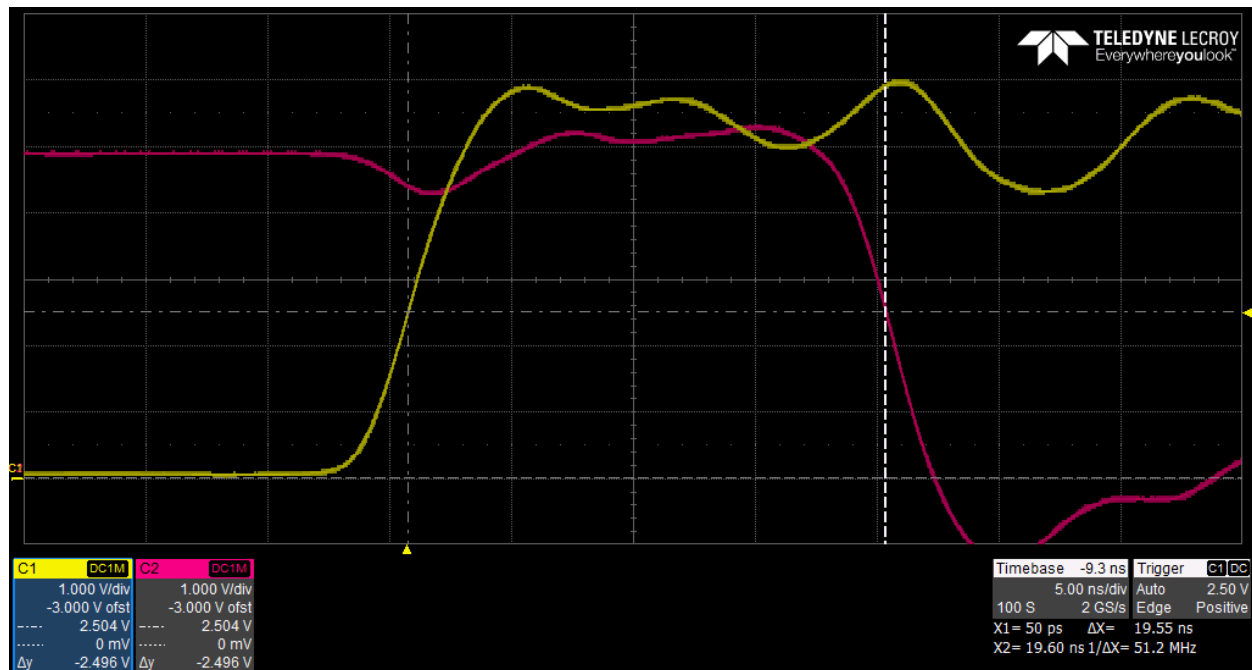


Figure 8. The Low-to-high propagation delay is 19.55 ns.