Lab 4:

-Overview-

The purpose of this lab is to construct a generic register and a generic decoder, then use them to build a register file. Your VHDL code will be verified through simulation first.

Synthesis and implementation will be performed as well.

-Design-

The register wasn't too complicated. Actions only happen on every clock cycle (rising edge). Reset has highest priorty, setting all bit to 0 regardless of enable. After that, q is set to d if enable is high, else it keeps its previous state.

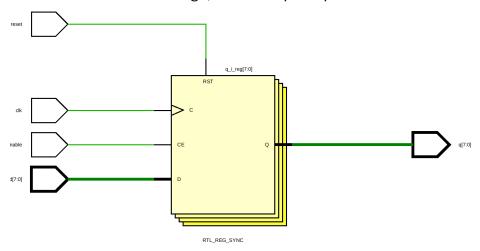


Figure 1: Shematic of Register

For the register file, there is both read and write functionality. With the write, a decoder is used to select the appropriate write enable on from the write address inputted into the decoder. The decoders enable is used a write enable, and doesn't select any registers when write_en is low. For reading, each output A and B are identical. A mux inputs all the registers, and takes outputs only the address given to it, reading the register.

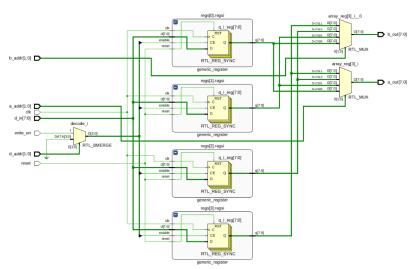


Figure 2: 4 bit register file with 2 outputs

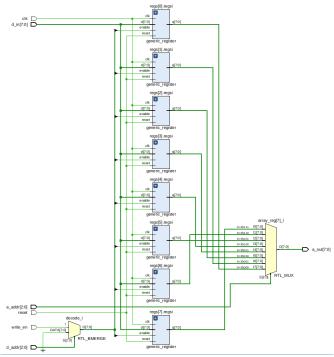


Figure 3: Schematic of 8 bit register file used for implementation

-Simulation -

-Register-

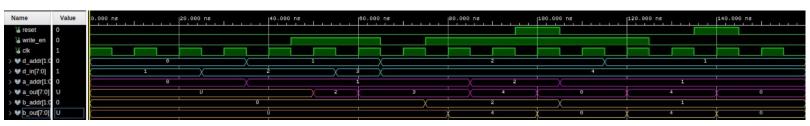
- 1. At 30 ns, reset is high, so the register clears regardless of enable.
- 2. At 40 ns, reset is back to low, and enable is high so the register is written to.
- 3. At 50 ns, a new values is given and enable is high, so that new value is written.
- 4. At 70 ns, reset is high and enable is low, and register clears.
- 5. At 90 ns, the value is changed, but doesn't write because enable is low.
- 6. At 100 ns, enable is high and the register is written to.
- 7. At 110, enable is low and reset is low, so no change is the value.



-Register File-

(blue is input, magenta is output a, and gold is ouput b)

- 1. Before 50 ns, any change is d_addr, d_in, or a_addr, doesn't change the registers because write_en is never high.
- 2. At 50 ns, register 1 is written to and output 'a' outputs that change.
- 3. At 60 ns, the value of register 1 is changed, and 'a' outputs that change.
- 4. At 70 ns, nothing changes with the output 'a' or 'b' as only the input parameters changed.
- 5. At 80 ns, 4 is written to register 2, and output 'b' shows that change.
- 6. At 85 ns, output 'a' changes address, and the output is updated asynchronously
- 7. At 90 ns, output 'a' and output 'b' are reading from the same register
- 8. At 100 ns, reset is high and all the registers are set to 0
- 9. At 130 ns, a the value of a register stays even without write enable high.
- 10. At 140 ns, the value is reset to '0'



-Implemented Design Verification-

-Register-

(Switches 3-0 are input, LED 3-0 are ouput, buttons are enable and reset)

Output after enable was pushed



Output input changed but enable not pushed



Output after enable was pushed again



Output after reset was pushed



-Register File-

(switch15-13 is a_addr, 12-10 is d_addr, 0-7 is d_in, LED 0-7 is a_out) (enable and reset are buttons)

Due: 10/14/2024

Old Value of register 2 is staying before enable pressed



Register 2 updating after enable is pressed



Register 0 still has old value after chnging register 2



Registers before reset



Registers cleared to 0's after reset is pressed



-Conclusion-

In conclusion, the lab went smoothly and was pretty straightforward overall. The main challenge I faced was with some formatting issues and getting the register to work properly without introducing extra multiplexers. Other than that, the design, simulation, and implementation steps were completed successfully, and everything worked as expected after some minor adjustments.

-Appendix--Register-Main VHDL

```
library IEEE:
            use IEEE.STD LOGIC 1164.ALL;
            'entity generic_register is
                 generic (bits: integer := 8);
 6
                 port(
                       clk, reset, enable: in std_logic;
                      d: in std_logic_vector ( bits-1 downto 0 ); q: out std_logic_vector ( bits-1 downto 0 )
 8
10
11 🖒
            lend generic_register;
12
            architecture Behavioral of generic_register is
    signal q_i, next_q_i : std_logic_vector ( bits-1 downto 0 );
    signal ctrl : std_logic_vector ( 1 downto 0 );
13 🖨
15
16
            begin
       0
                 q_i <= next_q_i when rising_edge(clk);</pre>
17
19
                 ctrl <= reset & enable;
                with ctrl select next_q_i <=
    d when "01",</pre>
20
21
                      q_i when "00"
23
              (others => '0') when others;
       0
                 q <= q_i;
24
25 🖒
            end Behavioral;
```

Testbench VHDL

Constraint File (buttons were enable and reset)

```
6 ## Clock signal
7 | pet property -dict (PACKAGE PIN E3 IOSTANDARD LVCMOS33) [get ports (clk)]
8 | ## greate_clock -period 10.800 -name sys_clk_pin -waveform (0.800 5.800) -add [get_ports (clk)33]
9 |
11 | ##Switches
11 | ##Switches
12 | set_property -dict (PACKAGE PIN 115 IOSTANDARD LVCMOS33) [get_ports (d[0])]
13 | set_property -dict (PACKAGE PIN 113 IOSTANDARD LVCMOS33) [get_ports (d[0])]
14 | set_property -dict (PACKAGE PIN 113 IOSTANDARD LVCMOS33) [get_ports (d[0])]
15 | set_property -dict (PACKAGE PIN 113 IOSTANDARD LVCMOS33) [get_ports (d[0])]
16 | set_property -dict (PACKAGE PIN 118 IOSTANDARD LVCMOS33) [get_ports (d[0])]
17 | ##set_property -dict (PACKAGE PIN 118 IOSTANDARD LVCMOS33) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN 118 IOSTANDARD LVCMOS33) [get_ports (d[0])]
19 | ##set_property -dict (PACKAGE PIN 118 IOSTANDARD LVCMOS33) [get_ports (d[0])]
11 | ##set_property -dict (PACKAGE PIN R13 IOSTANDARD LVCMOS38) [get_ports (d[0])]
12 | ##set_property -dict (PACKAGE PIN R13 IOSTANDARD LVCMOS38) [get_ports (d[0])]
13 | ##set_property -dict (PACKAGE PIN R13 IOSTANDARD LVCMOS38) [get_ports (d[0])]
14 | ##set_property -dict (PACKAGE PIN R13 IOSTANDARD LVCMOS38) [get_ports (d[0])]
15 | ##set_property -dict (PACKAGE PIN R13 IOSTANDARD LVCMOS38) [get_ports (d[0])]
16 | ##set_property -dict (PACKAGE PIN R14 IOSTANDARD LVCMOS38) [get_ports (d[0])]
17 | ##set_property -dict (PACKAGE PIN R14 IOSTANDARD LVCMOS38) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN R15 IOSTANDARD LVCMOS38) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN R15 IOSTANDARD LVCMOS38) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN R15 IOSTANDARD LVCMOS38) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN R15 IOSTANDARD LVCMOS38) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN R15 IOSTANDARD LVCMOS38) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN R14 IOSTANDARD LVCMOS38) [get_ports (d[0])]
18 | ##set_property -dict (PACKAGE PIN R14 IOSTANDARD LVCMOS38) [get_ports (d[0
```

-Register File-Main VHDL

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

entity generic_register is
generic (bits: integer := 8);
port(
clk, reset,enable: in std_logic;
d: in std_logic_vector ( bits-1 downto 0 );
q: out std_logic_vector ( bits-1 downto 0 )

entity generic_register is
d: in std_logic_vector ( bits-1 downto 0 );

entity generic_register is
d: in std_logic_vector ( bits-1 downto 0 );

entity generic_register;

architecture Behavioral of generic_register is
signal q_i, next_q_i : std_logic_vector ( bits-1 downto 0 );

signal ctrl : std_logic_vector ( 1 downto 0 );

begin

q_i <= next_q_i when rising_edge(clk);
next_q_i <= (others => '0' ) when reset ='1' else d when enable = '1' else q_i;
q <= q_i;
end Behavioral;
```

Testbench VHDL

```
| architecture Behavioral of generic_register_file_tb is | constant word_len: natural:= 8; | constant word_len: statural:= 2; | signal reset, write_en: std_logic:= '0'; | signal clk: std_logic:= '1'; | signal d_andr: std_logic_vector ( addr_bits-1 downto 0 ):= "000; | signal d_in: std_logic_vector ( addr_bits-1 downto 0 ):= "0000; | signal a_addr: std_logic_vector ( addr_bits-1 downto 0 ):= "0000; | signal a_out: std_logic_vector ( addr_bits-1 downto 0 ):= "00000000"; | signal a_out: std_logic_vector ( addr_bits-1 downto 0 ):= "00000000"; | signal b_addr: std_logic_vector ( word_len-1 downto 0 ):= "00000000"; | signal b_addr: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "0000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "0000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "00000000000"; | signal b_out: std_logic_vector ( word_len-1 downto 0 ):= "0000000000000"; | signal b_out: std_logic_vector ( word_len-1 downto
```

Constraint File (buttons were write enable and reset)