Experiment # 7 Decoders and Multiplexers in HDL

Objective: 1) Gain experience in creating designs in a Hardware Description Language. Design the seven segment decoder in VHDL.

- 2) Implementing functions using decoders.
- 3) Designing complex multiplexers.

VHDL is a description language for digital systems. Existing systems can be modeled or new systems described for hardware mapping. VHDL describes hardware and the Xilinx compiler targets the designs to the FPGA.

A VHDL description has 2 parts: an entity and an architecture. The entity describes the interface to the hardware, that is the Input/Output of the design. The architecture describes the logic functions performed on the inputs to produce the outputs.

Prelab: Please turn in the following parts at the **beginning of lab hour**.

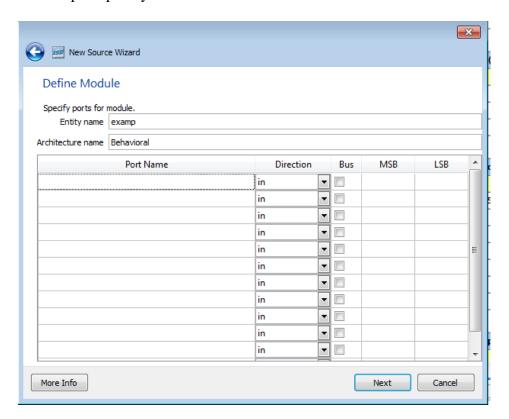
Parts: 1A, 2A, 2C, and 3A

1) A) Use the equations already derived for each segment from Lab 5, and implement your design in VHDL. Using the Xilinx software will facilitate creating your VHDL file.

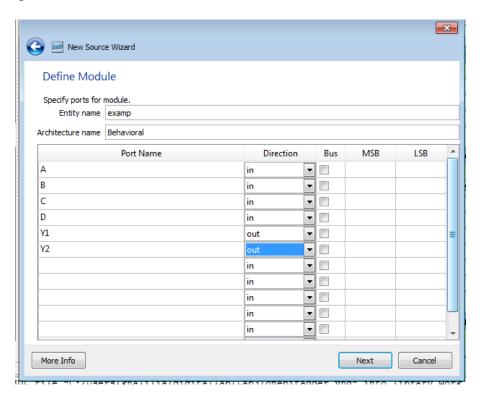
Turn in a copy of your VHDL file at the beginning of lab hour.

The following example demonstrates the steps for creating a VHDL module.

I. Click on **Project=> New Source**, choose **VHDL Module**, and type in your filename in the **File Name** field. Click on next and the following window will open up for you.



II. On each row, under **Port Name** type in your inputs and outputs, and under **Direction** choose **in** or **out**. The following is an example of a 4 input and 2 output circuit.



III. Click on **Next**, then **Finish**. The following window will open up for you. A VHDL file with the required libraries and an **entity** with the listed input and output signals, is created. The design of the circuit can be placed between the **begin** and **end Behavioral** statements of the **architecture** section.

```
12 --
13 -- Dependencies:
14 --
15 -- Revision:
16 -- Revision 0.01 - File Created
17 -- Additional Comments:
18 --
19 -----
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22
23 -- Uncomment the following library declaration if using
24 -- arithmetic functions with Signed or Unsigned values
25 --use IEEE.NUMERIC_STD.ALL;
26
27 -- Uncomment the following library declaration if instantiating
28 -- any Xilinx primitives in this code.
29 --library UNISIM;
30 --use UNISIM.VComponents.all;
31
32 entity examp is
     Port ( A : in STD_LOGIC;
33
        B : in STD_LOGIC;
34
35
36
               C : in STD_LOGIC;
              D : in STD_LOGIC;
               Y1 : out STD_LOGIC;
37
38
              Y2 : out STD LOGIC);
39 end examp;
40
41 architecture Behavioral of examp is
42
43 begin
44
45
46 end Behavioral;
47
48
```

B) High light your source file, compile your VHDL module by clicking on **Synthesize** in the **Processes for Source** window. Correct errors, if there are any. Simulate your VHDL design for all the input combinations. Make sure your design is working accurately.

(For simulation: Use clock and assign

16ns for MSB (bit3)

8ns for (bit2)

4ns for (bit1)

2ns for (bit0)

Simulate for 20 ns.)

- **C**) Download your design on the board and test it for all possible input combinations.
- 2) A) Write a VHDL description for a 4 to 16 decoder with enable. Turn in a hard copy as prelab.
 - **B**) Compile and simulate the code for all possible combinations of inputs.

(For simulation: Use clock and assign 16ns for MSB (bit3) 8ns for (bit2) 4ns for (bit1) 2ns for (bit0) Simulate for 20 ns.)

C) Use the 4 to 16 decoder of problem 2 as a component and write a VHDL code to implement the following functions. Turn in a hard copy as prelab.

$$F_{0}(A, B, C, D) = \sum m(0, 14, 15)$$

$$F_{1}(A, B, C, D) = \sum m(1, 13, 15)$$

$$F_{2}(A, B, C, D) = \sum m(2, 12, 15)$$

$$F_{3}(A, B, C, D) = \sum m(3, 11, 15)$$

$$F_{4}(A, B, C, D) = \sum m(4, 10, 15)$$

$$F_{5}(A, B, C, D) = \sum m(5, 9, 15)$$

$$F_{6}(A, B, C, D) = \sum m(6, 8, 15)$$

$$F_{7}(A, B, C, D) = \sum m(7, 15)$$

NOTE: You need to create a **new** VHDL source for your design.

To make a component:

a. Highlight your 4 to 16 decoder file, expand **Design Utilities** then double click on **View VHDL Instantiation Template.** This step creates the VHDL Instantiation Template of your 4 to 16 decoder file.

To use the template in your new file:

- a. From the instantiation template copy the **component** section and paste it between the **Architecture** and **Begin** statements of your **new** file.
- b. From the instantiation template copy the **instant** section and paste it between the **Begin** and **End Behavioral** statements of your **new** file.

Add the necessary code to complete the source code.

D) Compile and simulate the code for all possible combinations of inputs.

(For simulation : Use clock and assign 16ns for MSB (bit3) 8ns for (bit2) 4ns for (bit1)

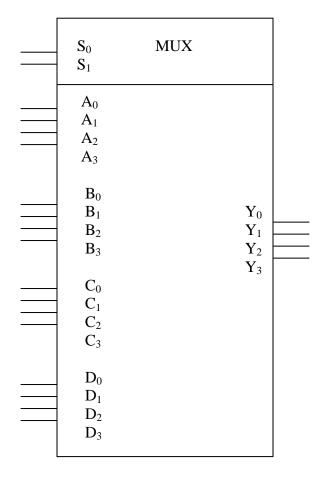
2ns for (bit0) Simulate for 20 ns.)

E) Download and test it on the board.

Note: Assign F_0 to LD0, F_1 to LD1,, F_7 to LD7

3) A) Write a VHDL code to implement a 4set:1set multiplexer that multiplexes 4 bits at a time. Turn in a hard copy as prelab.

(i.e.: If $S_1S_0 = 00$, then $A_3A_2 A_1A_0 = Y_3Y_2 Y_1Y_0$)



B) Compile and simulate the code for selected combinations of inputs. (For simulation: Force the inputs and simulate for 5ns.)

$$S(1:0) = 00$$
 $A(3:0) = 0000$ $B(3:0) = 0001$ $C(3:0) = 0010$ $D(3:0) = 0011$ $S(1:0) = 00$ $A(3:0) = 0110$ $B(3:0) = 0001$ $C(3:0) = 0010$ $D(3:0) = 0011$ $C(3:0) = 0010$ $D(3:0) = 0011$ $C(3:0) = 0010$ $D(3:0) = 0011$ $C(3:0) = 010$ $C(3:0) = 0010$ $C(3:0) = 0010$ $C(3:0) = 0011$ $C(3:0) = 010$ $C(3:0) = 0010$ $C(3:0) = 0011$ $C(3:0) = 010$ $C(3:0) = 0010$ $C(3:0) = 0011$ $C(3:0) = 010$ $C(3:0) = 0010$ $C(3:0) = 0011$

$$S(1:0) = 01$$
 $A(3:0) = 0001$ $B(3:0) = 1111$ $C(3:0) = 0010$ $D(3:0) = 0011$ $S(1:0) = 10$ $A(3:0) = 0001$ $B(3:0) = 0001$ $C(3:0) = 0100$ $D(3:0) = 0011$ $C(3:0) = 10$ $C(3:0) = 0100$ $C(3:0) = 0110$ $C(3:0) = 0011$ $C(3:0) = 1001$ $C(3:0) = 0011$ $C(3:0) = 1001$ $C(3:0) = 1010$ $C(3:0) = 1100$ $C(3:0) = 1100$

All final VHDL files and simulation results for each part should be included in the report.