

Protokol

- 1) zadání
- 2) teor. rozbor Spartan a VHDL
- 3) definice stavů a jejich kódování
- 4) popis automatu Moore nebo Mealy
- 5) orientovaný graf
- 6) tabulky přechodů mezi vnitřními stavy
v závislosti na vstupních stavech
tabulky výstupů
- 7) VHDL moduly - programy
- 8) simulace
- 9) celkové schéma
- 10) výpis pinů
- 11) zhodnocení

1. Garáž pro pět aut + semafor když se garáž zaplní

2. Spartan

- Spartan je lehká vývojová deska FPGA, je založena na čipu Xilinx Spartan-7
- Můžete jej použít jako s Arduinem k ovládání LCD a fotoaparátu nebo jako samostatnou vývojovou desku FPGA.
- místo makrobuněk obsahují logické bloky
- log. Bloky jsou navzájem propojeny globální propojovací maticí
- obsahuje SRAM

VHDL

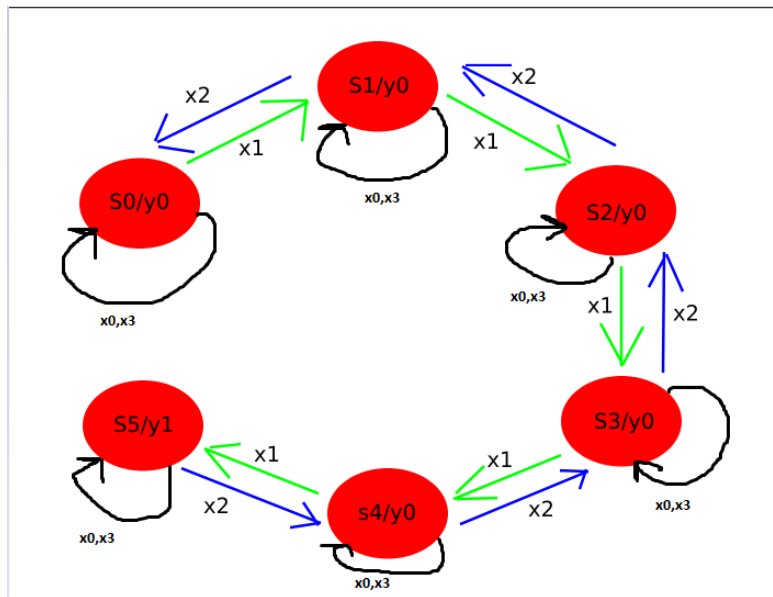
- Používá se pro návrh a simulaci digitálních integrovaných obvodů, například programovatelných hradlových polí (CPLD, FPGA) nebo různých zákaznických obvodů (ASIC).
- Jazyk VHDL může být použit i jako paralelní programovací jazyk.

3.

vstupní stavy			vnitřní stavy				
	příjezd = p	odjezd = o	s0			0 aut
x0	0	0	s1	0	0	11 auto
x1	1	0	s2	0	1	02 auta
x2	0	1	s3	0	1	13 auta
x3	1	1	s4	1	0	04 auta
			s5	1	0	15 aut
výstupní stavy							
	led = L						
y0	0						
y1	1						

4. $y = f(S)$ Moore... závislý na vnitřním stavu
 $y = f(X, S)$ Mealy... závislý na vnitřním stavu a vstupu

5.



6.

	x0	x1	x2	x3	y
s0	s0	s1	s0	s0	y0
s1	s1	s2	s0	s1	y0
s2	s2	s3	s1	s2	y0
s3	s3	s4	s2	s3	y0
s4	s4	s5	s3	s4	y0
s5	s5	s5	s4	s5	y1

7.

DEKODER

library IEEE;

use IEEE.STD_LOGIC_1164.ALL;

entity dekoder is

Port (hex : in STD_LOGIC_VECTOR (2 downto 0);

led : out STD_LOGIC_VECTOR (6 downto 0));

end dekoder;

architecture Behavioral of dekoder is

```
begin
```

```
    with HEX select
```

```
    LED<= "1111001" when "001",      --1
          "0100100" when "010",--2
          "0110000" when "011",--3
          "0011001" when "100",--4
          "0010010" when "101",--5
          "1000000" when others;      --0
```

```
end Behavioral;
```

DELICKA

```
library IEEE;
```

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

```
entity delicka is
```

```
    Port ( clk_in : in  STD_LOGIC;
```

```

        clk_out : out STD_LOGIC);
end delicka;

architecture Behavioral of delicka is

begin
    process (clk_in)
        variable i : integer range 0 to 15000000;
    begin
        if rising_edge(clk_in) then
            if i=0 then clk_out <= '1' ;
                i := 9843000 ;
            else
                clk_out <='0' ;
                i := i-1 ;
            end if ;
        end if;
    end process;
end Behavioral;

```

GARAZ

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity garaz is
    Port ( clk : in  STD_LOGIC;
          reset : in  STD_LOGIC;
          p : in  STD_LOGIC;
          stav : inout STD_LOGIC_VECTOR (2 downto 0);

```

```

o : in STD_LOGIC;
semafor : out STD_LOGIC);
end garaz;

```

architecture Behavioral of garaz is

```

signal state, next_state : std_logic_vector(2 downto 0);

constant s0 : std_logic_vector(2 downto 0) := "000";
constant s1 : std_logic_vector(2 downto 0) := "001";
constant s2 : std_logic_vector(2 downto 0) := "010";
constant s3 : std_logic_vector(2 downto 0) := "011";
constant s4 : std_logic_vector(2 downto 0) := "100";
constant s5 : std_logic_vector(2 downto 0) := "101";

```

begin

```

SYNCHRONIZACNI_PROCES: process (clk, reset)

```

```

begin

```

```

    if (reset = '1') then

```

```

        state <= s0;

```

```

    elsif rising_edge(clk) then

```

```

        state <= next_state;

```

```

    end if;

```

```

end process SYNCHRONIZACNI_PROCES;

```

```

ZAKODOVANI_VYSTUPU: process (state)

```

```

begin

```

```

    case (state) is

```

```

        when s5 =>

```

```

        semafor <='1';

    when others =>
        semafor <='0';
    end case;
end process ZAKODOVANI_VYSTUPU;

```

ZAKODOVANI_STAVU: process (p, o, state)

begin

case(state) is

when s0 =>

```

        if (p='1' AND o = '0') then
            next_state <= s1;
        else
            next_state <= s0;
        end if;

```

when s1 =>

```

        if (p='1' AND o = '0') then
            next_state <= s2;
        elsif (p = '0' AND o = '1') then
            next_state <= s0;
        else
            next_state <= s1;
        end if;

```

when s2 =>

```

        if (p='1' AND o = '0') then
            next_state <= s3;

```

```
        elsif (p = '0' AND o = '1') then
next_state <= s1;
        else
next_state <= s2;
        end if;
```

```
when s3 =>
        if (p = '1' AND o = '0') then
next_state <= s4;
        elsif (p = '0' AND o = '1') then
next_state <= s2;
        else
            next_state <= s3;
        end if;
```

```
when s4 =>
        if (p = '1' AND o = '0') then
next_state <= s5;
        elsif (p = '0' AND o = '1') then
next_state <= s3;
        else
next_state <= s4;
        end if;
```

```
when s5 =>
        if (p = '0' AND o = '1') then
next_state <= s4;
        else
next_state <= s5;
        end if;
```


when others => NULL;

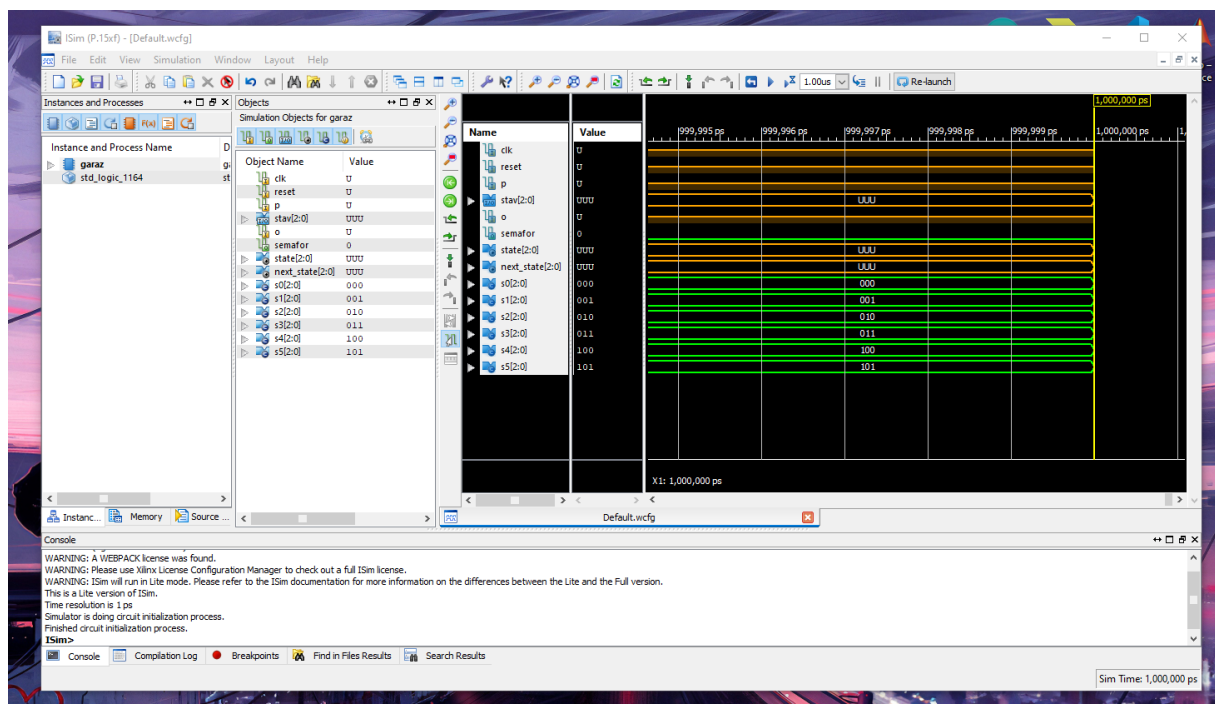
end case;

stav <= state;

end process ZAKODOVANI_STAVU;

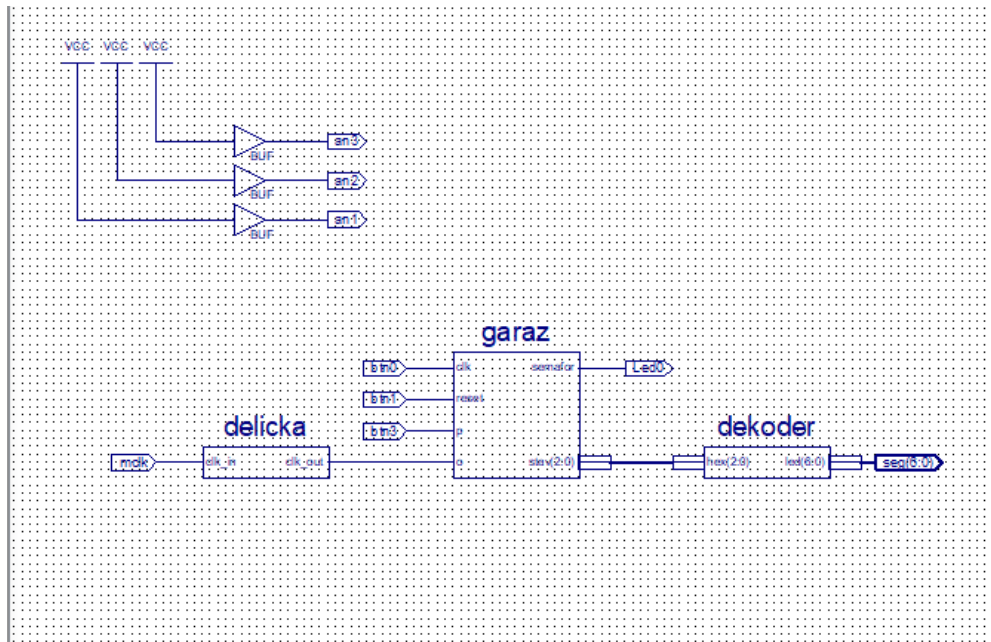
end Behavioral;

8.



V simulaci se mi to nepodařilo zprovoznit.

9.



10.

clock pins for Basys2 Board

NET "mclk" LOC = "B8"; # Bank = 0, Signal name = MCLK

Pin assignment for DispCtl

Connected to Basys2 onBoard 7seg display

NET "seg<0>" LOC = "L14"; # Bank = 1, Signal name = CA

NET "seg<1>" LOC = "H12"; # Bank = 1, Signal name = CB

NET "seg<2>" LOC = "N14"; # Bank = 1, Signal name = CC

NET "seg<3>" LOC = "N11"; # Bank = 2, Signal name = CD

NET "seg<4>" LOC = "P12"; # Bank = 2, Signal name = CE

NET "seg<5>" LOC = "L13"; # Bank = 1, Signal name = CF

NET "seg<6>" LOC = "M12"; # Bank = 1, Signal name = CG

#NET "dp" LOC = "N13"; # Bank = 1, Signal name = DP

NET "an3" LOC = "K14"; # Bank = 1, Signal name = AN3

NET "an2" LOC = "M13"; # Bank = 1, Signal name = AN2

NET "an1" LOC = "J12"; # Bank = 1, Signal name = AN1

#NET "an0" LOC = "F12"; # Bank = 1, Signal name = AN0

Pin assignment for LEDs

```
#NET "Led<7>" LOC = "G1" ; # Bank = 3, Signal name = LD7
#NET "Led<6>" LOC = "P4" ; # Bank = 2, Signal name = LD6
#NET "Led<5>" LOC = "N4" ; # Bank = 2, Signal name = LD5
#NET "Led<4>" LOC = "N5" ; # Bank = 2, Signal name = LD4
#NET "Led<3>" LOC = "P6" ; # Bank = 2, Signal name = LD3
#NET "Led<2>" LOC = "P7" ; # Bank = 3, Signal name = LD2
#NET "Led<1>" LOC = "M11" ; # Bank = 2, Signal name = LD1
NET "Led0" LOC = "M5" ; # Bank = 2, Signal name = LD0
```

Pin assignment for SWs

```
#NET "sw7" LOC = "N3"; # Bank = 2, Signal name = SW7
#NET "sw6" LOC = "E2"; # Bank = 3, Signal name = SW6
#NET "sw5" LOC = "F3"; # Bank = 3, Signal name = SW5
#NET "sw4" LOC = "G3"; # Bank = 3, Signal name = SW4
#NET "sw3" LOC = "B4"; # Bank = 3, Signal name = SW3
#NET "sw2" LOC = "K3"; # Bank = 3, Signal name = SW2
#NET "sw1" LOC = "L3"; # Bank = 3, Signal name = SW1
#NET "sw0" LOC = "P11"; # Bank = 2, Signal name = SW0
```

```
NET "btn3" LOC = "A7"; # Bank = 1, Signal name = BTN3
#NET "btn2" LOC = "M4"; # Bank = 0, Signal name = BTN2
NET "btn1" LOC = "C11"; # Bank = 2, Signal name = BTN1
NET "btn0" LOC = "G12"; # Bank = 0, Signal name = BTN0
```

Pin assignment for PS2

```
#NET "ps2c" LOC = "B1" | DRIVE = 2 | PULLUP ; # Bank = 3, Signal name = PS2C
#NET "ps2d" LOC = "C3" | DRIVE = 2 | PULLUP ; # Bank = 3, Signal name = PS2D
```

11.

Po dvou dnech jsem se dostal až k simulaci. Při práci z ISE project jsem narazil na pár problémů. Ze začátku mi nešel vytvořit nový projekt s tím mi poradil pan učitel Mádecký ještě v hodině. Dále mi Nešlo vytvořit nový source pokaždé mi software crashnul ale našel jsem řešení tohoto problému na

youtube a fungovalo. Jako další problém byl že mi nešlo otevřít ani garaz, delicka a dekodek a proto jsem to udělal celé od začátku. Snažil jsem se najít chybu v simulaci ale nenašel jsem ji.