



# Computer Architecture

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2<sup>nd</sup> Year, Computer Science

## Lecture 1: Introduction

<http://users.utcluj.ro/~negrum/>



# Course Objectives



- The lecture classes are **mandatory!**
- Provide the students with the necessary information
  - Understand: ISA, micro-architectures, CPU design methods, memory hierarchy, CPU performance improvement
  - Specification, design and implement CPUs, micro-architectures, data-paths and control units
  - To understand the new tendencies in computer architectures
- Prerequisites: Logic design, Digital System Design, VHDL Prog.
- 2C + 2L – 14 weeks
- **Assessment:**
  - Written examination: E
  - Lab activity: L
  - Homework: H

$$Grade = 0.5 \cdot E + 0.5 \cdot \frac{L + H}{2}$$



- Introduction
- Instruction Set Architecture – ISA
- High Level Synthesis – HLS
- CPU Design – Single Cycle
- ALU Design
- CPU Design – Multi-Cycle
- CPU Design – Pipeline
- Advanced Pipelining – Static and Dynamic Scheduling of Execution
- Branch Prediction
- Superscalar Architectures
- Memory Hierarchy
- Modern CPU Architectures



# Laboratory Objectives



- The laboratory classes and homework are **mandatory!**
- Teach students to operate with the concepts presented during the lectures
- Develop practical skills in machine language programming, design and implementation of micro-architectures using RTL and VHDL
- Design with Xilinx Development Tools and FPGA boards
- Design synthesizable VHDL hardware components → FPGA
- MIPS assembly language, running simple programs on the designed CPU
- Design and implementation (VHDL) of MIPS micro-architectures and testing on FPGA boards
- The homework helps students in improving their problem solving abilities



# Laboratory Content



- Introduction to Xilinx ISE / VIVADO Design Suite
- VHDL programming
- Combinational Circuits
- Sequential Circuits
- Memories
- Single Cycle CPU Design
- Pipeline CPU Design
- UART Interface
- I/O Communication
- CPU testing
- CPU presentation



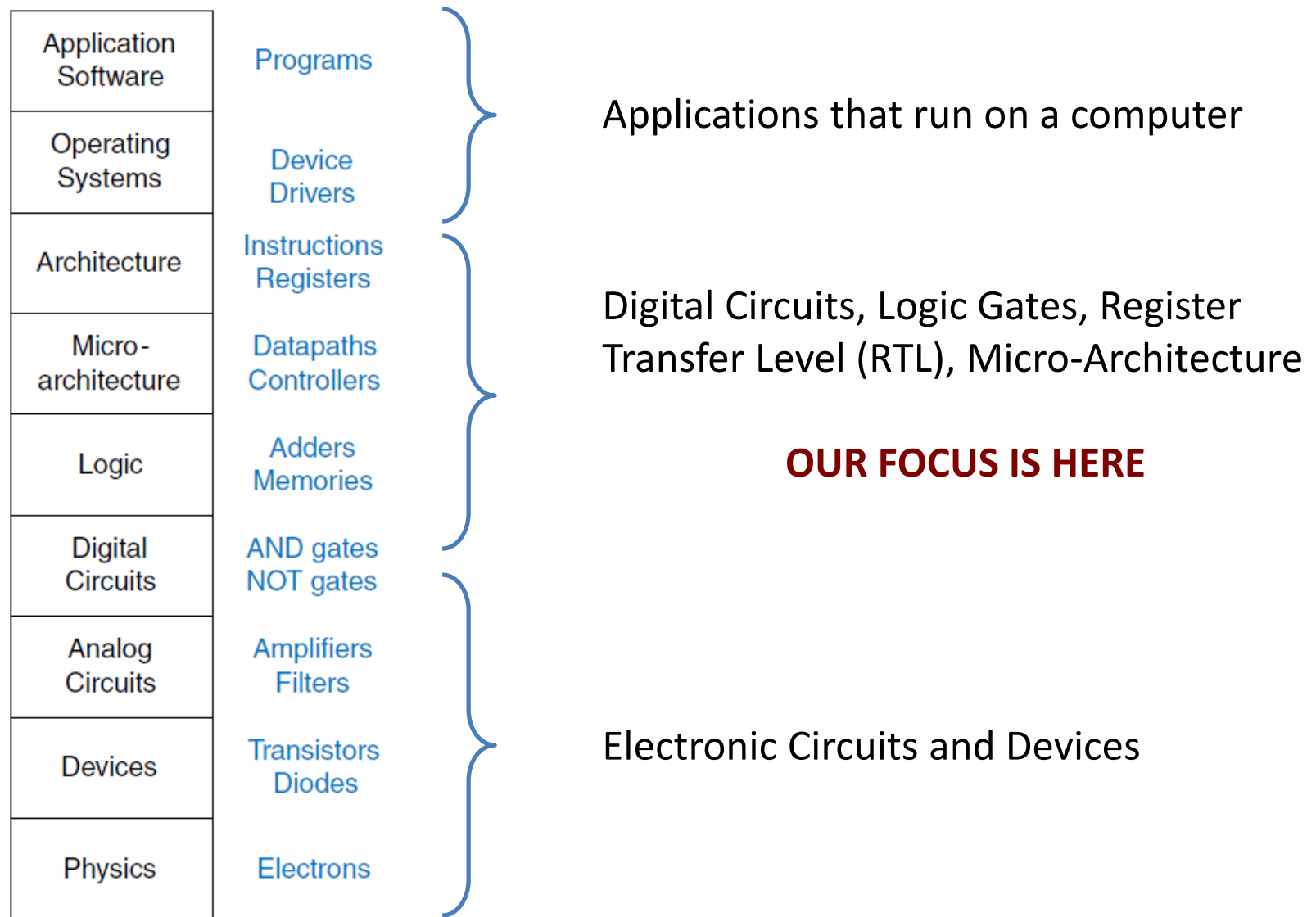
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2. D. A. Patterson, J. L. Hennessy, “Computer Organization and Design: The Hardware/Software Interface”, 5<sup>th</sup> edition, ed. Morgan–Kaufmann, 2013
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6. MIPS32™ Architecture for Programmers, Volume I: “Introduction to the MIPS32™ Architecture”.
7. MIPS32™ Architecture for Programmers Volume II: “The MIPS32™ Instruction Set”.
8. World Wide Web ...



# Levels of abstraction of a computing system





- Architecture – the interface between a user and an object
- Computer Architecture
  - Instruction Set Architecture (ISA)
  - Computer Organization – micro-architecture
- ISA: the interface between Hardware and low-level Software
- Micro-architecture: components and connections between them
  - Registers, ALU, Memory, Shifters, Logic Units, ...
- The same ISA can have different organizations:
  - MIPS single-cycle, multi-cycle, pipeline
- A specific architecture can be implemented by different micro-architectures with different price/performance/power constraints
- ISA Examples: IA-32, IA-64, MIPS, SPARC, ARM, etc.





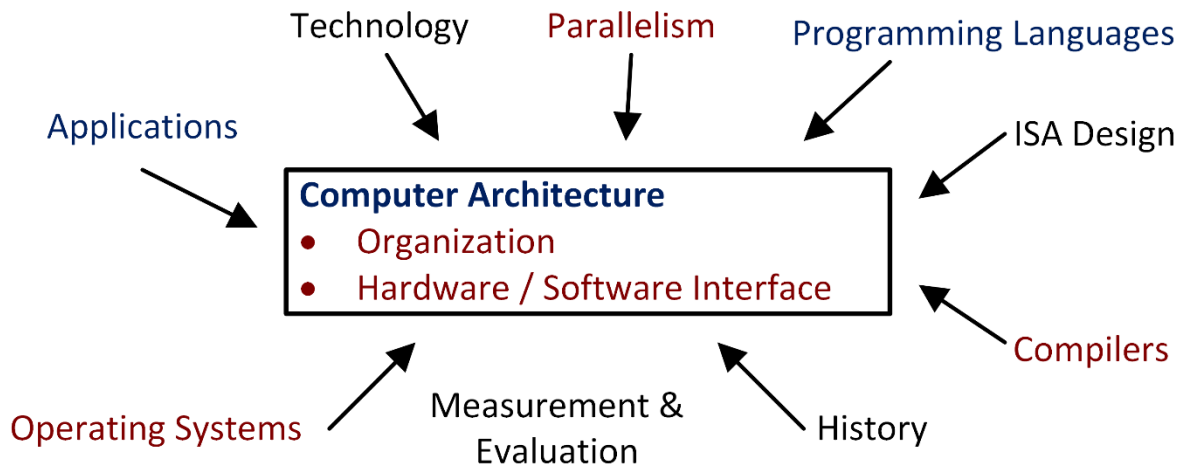
- Recommendations to **Manage Complexity**
  - **Hierarchy** – dividing the system into modules and sub-modules, until the pieces are easy to understand
  - **Modularity** – the modules must have well defined functions and interfaces, in order to be easily integrated
  - **Regularity** – uniformity among modules → reusable modules, in order to reduce the number of modules that must be designed
- A computer architect designs a computer that must fulfill
  - Functional requirements
  - Price/Power/Performance/Availability constraints



# Processor Design Concepts

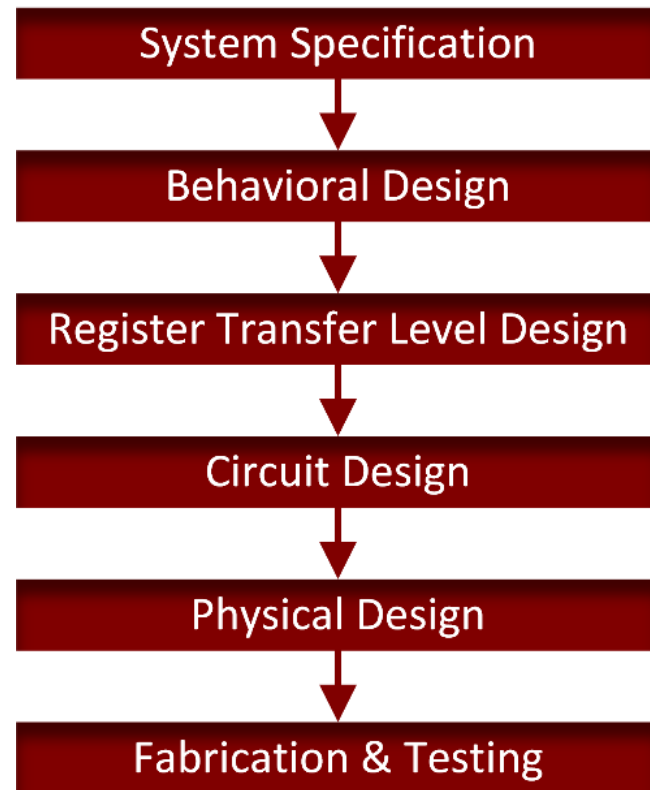


High Level Synthesis → Logic Synthesis → Layout Synthesis



Factors that influence the design process

- Synthesis is the automatic mapping from a high-level description to a low-level description
- High Level Synthesis or Architectural Synthesis
  - having a description of circuit behavior, create a Register Transfer Level (RTL) architecture that implements the circuit



Design on levels of abstraction  
Top-down



# Parallelism Types



- 2 types of parallelism (application specific point of view)
  - Data Level Parallelism (DLP) – data that can be processed in the same time
  - Task Level Parallelism (TLP) – independent tasks
- Parallelism classes
  - Instruction Level Parallelism (ILP) – exploits data level parallelism
    - Pipelining, Speculative execution
  - Thread Level Parallelism – exploits DLP & TLP in a hardware model that permits interaction between parallel threads
  - Request Level Parallelism – exploits TLP in de-coupled tasks, specified by the programmer or the OS
- Parallel Architectures
  - Uni-processor systems
  - Multi-processors systems – Multi-Core CPUs
  - Vector Architectures and GPUs – exploits DLP by applying a single instruction to a collection of data, in parallel



# Flynn's Taxonomy



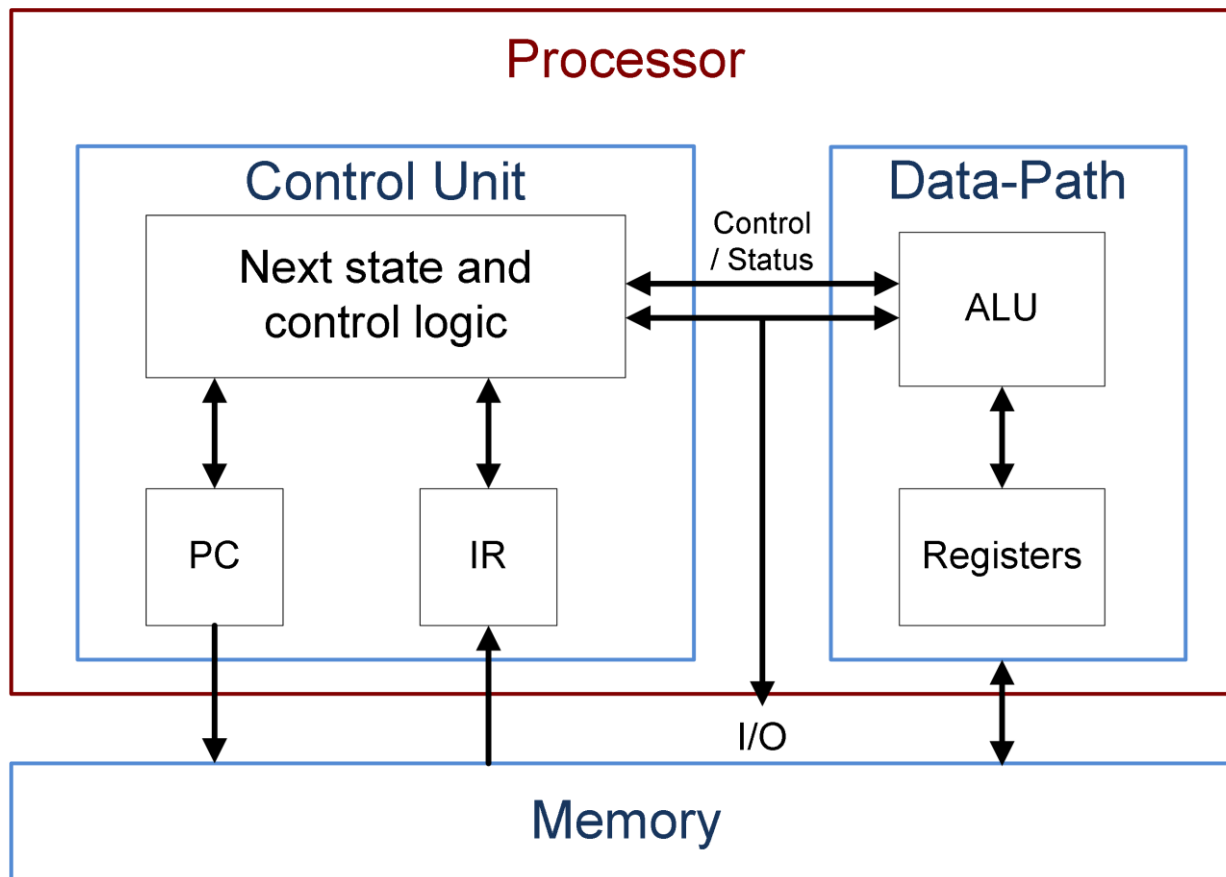
- Simple classification of multi-processing architectures – 1966

Flynn's Taxonomy		
	Single Instruction	Multiple Instruction
Single Data	<u>SISD</u>	<u>MISD</u>
Multiple Data	<u>SIMD</u>	<u>MIMD</u>

- SISD – Conventional uni-processor systems, can exploit ILP
- SIMD – The same instruction is executed by many processors on different data: Vector Architectures
- MISD – very rare, offers the advantage of redundancy
- MIMD – every processor operates on its own data and instructions, exploits task level parallelism
- A system with N cores is effective when it runs N or more threads concurrently!**



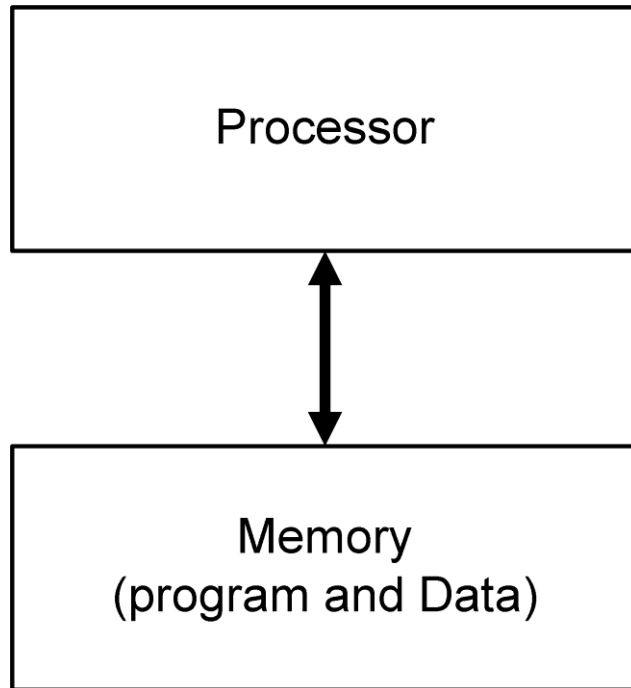
# General Processor Architecture



**Processor = Data-Path + Control**

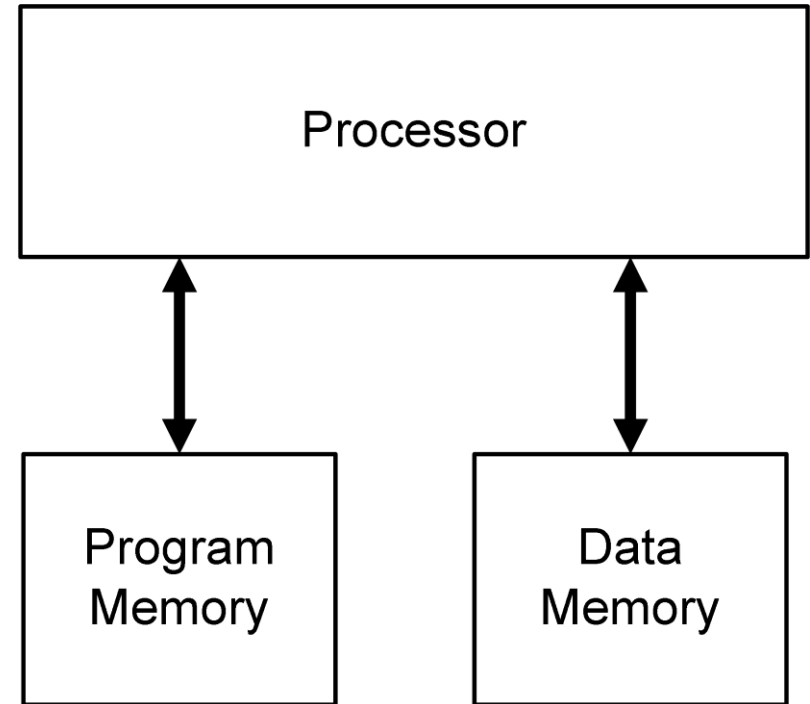


# Uni-processor Classical Architectures



Van Neumann /  
Princeton Architecture

A single memory for both Instruction and Data  
Stored program computer



Harvard Architecture

Separate memories for Instruction and Data



- CPU types
  - Complex Instruction Set Computer (CISC)
    - Complex set of instructions, hard to pipeline, reduced number of registers, ALU operations with memory
    - Memory accesses through many different instructions
    - Many addressing modes
    - Instructions have variable width
  - Reduced Instruction Set Computer (RISC)
    - Reduced set of instructions, easy to pipeline, larger number of registers, ALU operations only with registers
    - Memory accesses only through load / store instructions
    - Reduced number of addressing modes
    - Instructions have fixed width
- Other architectures
  - DSP – digital signal processors
  - Embedded – SoC (system on chip)
  - Reconfigurable – FPGA (field programmable gate arrays)



- The interface between Hardware and low-level Software
- Core ISA elements
  - Memory models (alignment, linear, split address space)
  - Registers (special, general, mixed, kernel), Register model
  - Data types (numeric, non-numeric)
  - Instruction (format, size, types, and set)
  - Operations provided in the instruction set
  - Number of operands for each instruction, type and size of operands
  - Address specification (registers, implicit, ACC, stack)
  - Addressing modes (immediate, direct, register, indexed, stack,...)
  - Flow of Control
  - Input/Output, Interrupts
  - ...





- ISA design issues
  - Which operation and data types should be supported?
  - Operands: how many, how big?
  - Where do operands reside?
  - How many registers?
  - How important are immediates and how big are they?
  - Which addressing modes dominate usage?
  - How are memory addresses computed?
  - Which control instructions should be supported?
  - How big a branch displacement is needed?
  - How should the instruction format be like, which bits designate what?
  - Instruction length: are all instructions the same length?
  - Can you add contents of memory to a register?
  - ...



- ISA Classes

- Most modern ISAs are general purpose register (GPR). ALU operands are registers or memory locations
- 2 types
  - Register-Memory ISA: x86, x64. ALU operations: reg-reg or reg-mem
  - Register-Register, Load/Store ISA: ARM, MIPS. ALU operations: reg-reg, only Load and Store instructions access memory

- Memory addressing

- 80x86, ARM, MIPS use byte addressing
- ARM, MIPS – instructions must be aligned in memory
- To access an **s-byte** object at address **A** is aligned if  **$A \bmod s = 0$**
- 80x86 does not require memory alignment, but the access is faster to aligned operands



# ISA – Addressing Modes



Addressing mode	Example Instruction	Meaning
Register	Add R4, R3	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Regs}[R3]$
Immediate	Add R4, #3	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + 3$
Displacement	Add R4, 100(R1)	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[100 + \text{Regs}[R1]]$
Register Indirect	Add R4, (R1)	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[\text{Regs}[R1]]$
Indexed	Add R4, (R1+R2)	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[\text{Regs}[R1] + \text{Regs}[R2]]$
Direct or Absolute	Add R4, (1001)	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[1001]$
Memory indirect	Add R4, @(R3)	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[\text{Regs}[R3]]$
Auto-increment	Add R4, (R3)+	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[\text{Regs}[R3]]$ $\text{Reg}[R3] \leftarrow \text{Regs}[R3] + d$ (size of element)
Auto-decrement	Add R4, -(R3)	$\text{Reg}[R3] \leftarrow \text{Regs}[R3] - d$ (size of element) $\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[\text{Regs}[R3]]$
Scaled	Add R4, 100(R2)[R3]	$\text{Regs}[R4] \leftarrow \text{Regs}[R4] + \text{Mem}[100 + \text{Regs}[R2] + \text{Regs}[R3] * d]$



# Instruction Set Architecture



- Endianness

3	2	1	0
---	---	---	---

Bytes in register

Address	0003	0002	0001	0000
Byte #	3	2	1	0

Little Endian

LSB byte at lower address

Address	0003	0002	0001	0000
Byte #	0	1	2	3

Big Endian

MSB byte at lower address

- Type and dimension of operands

- 80x86, ARM, MIPS support:

- 8-bit (ASCII character)
- 16-bit (Unicode character or half word)
- 32-bit (integer or word)
- 64-bit (double word or long integer)
- IEEE 754 floating point: 32-bit (single precision) and 64-bit (double precision)

- 80x86 also supports 80-bit floating point (extended double precision)



# Instruction Set Architecture



- Instruction operations

Operation type	Examples
Arithmetic and logical	Integer arithmetic and logical operations: add, sub, and, or, multiply, divide
Data transfer	Load, stores, move instructions (on computers with memory addressing)
Control	Branch, jump, procedure call and return, traps
System	Operating system call, virtual memory management instructions
Floating Point	Floating-point operations: add, multiply, divide, compare
Decimal	Decimal add, multiply, decimal to character conversion
String	String move, compare, search
Graphics	Pixel and vertex operations, compression/decompression operations



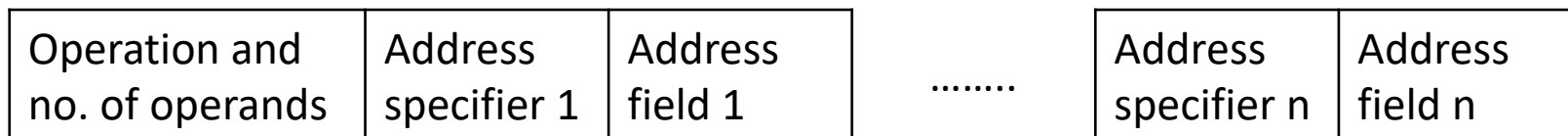
- Flow Control Instructions
  - Conditional jumps, unconditional jumps, procedure calls and returns
  - PC relative addressing: next address is an offset added to the PC
    - MIPS (BEQ, BNE, etc.): test the content of a register
    - 80x86, ARM: test the bits of the FLAG register that are affected by arithmetic / logic operations
  - ARM, MIPS procedure call: sets the return address in a register
  - 80x86 procedure call: sets the return address in memory or stack
- Instruction formats – 2 main types: fixed and variable length
  - ARM, MIPS: 32-bit instructions, simple decoding
  - 80x86: variable length instructions (1 – 18 bytes)
  - Variable length instructions occupy less space
  - The number of registers and used addressing modes influence instruction length
  - ARM, MIPS extensions: 16-bit instructions Thumb and MIPS16



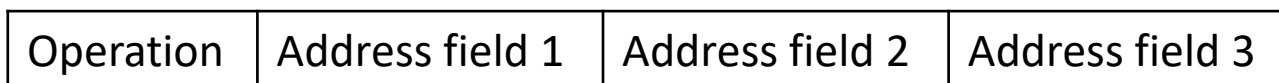
# Instruction Set Architecture



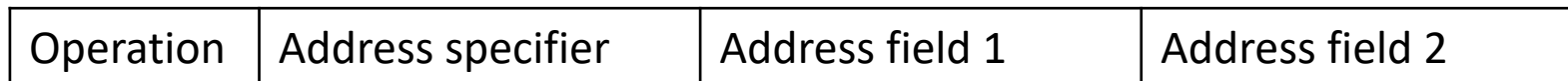
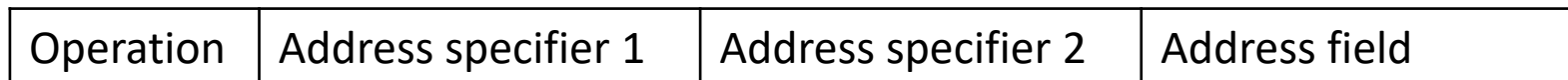
- Variable (Intel 80x86, VAX)



- Fixed (Alpha, ARM, MIPS, PowerPC, SPARC)

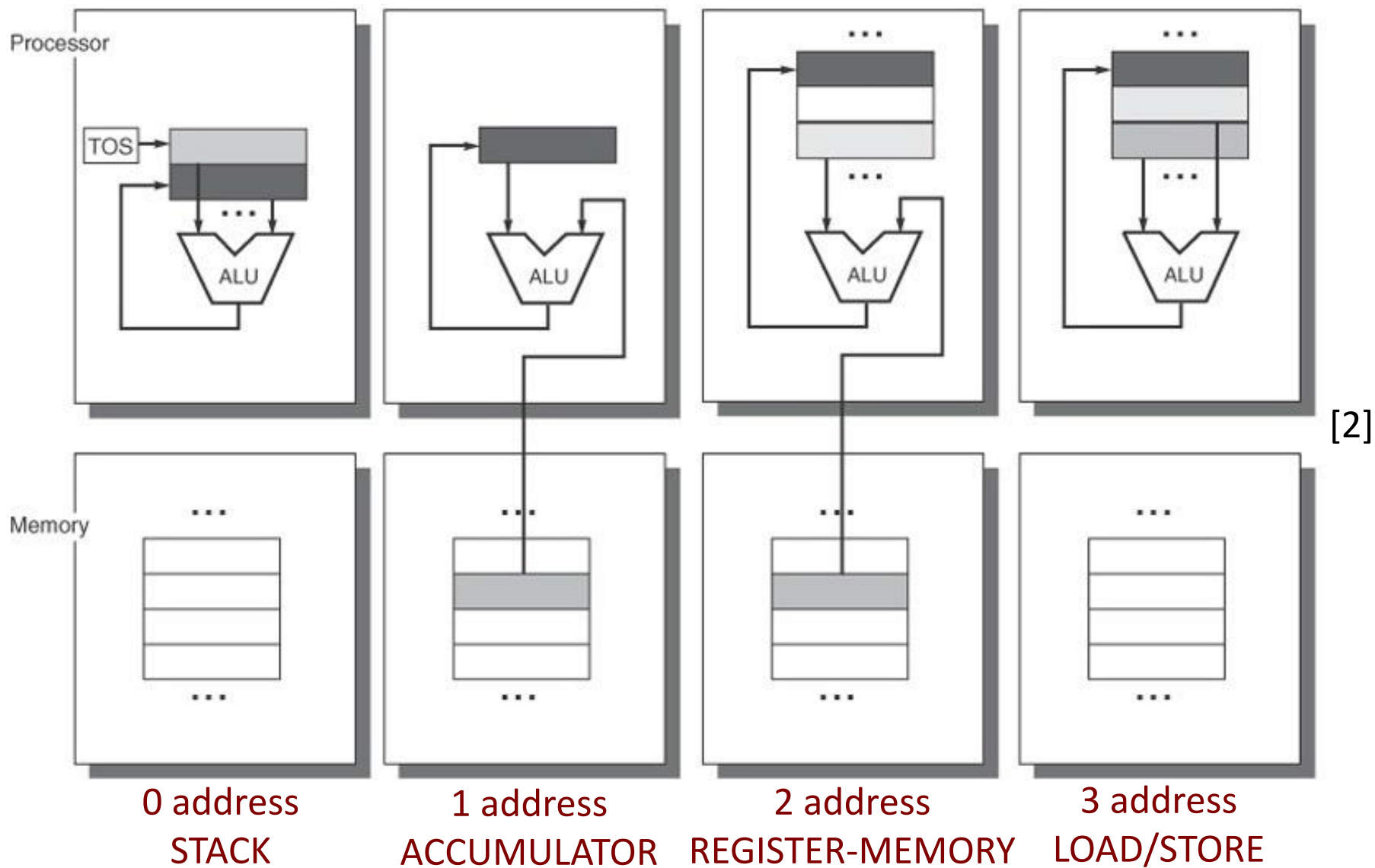


- Hybrid (IBM 360/370, MIPS16, Thumb)





# Basic ISA Classes



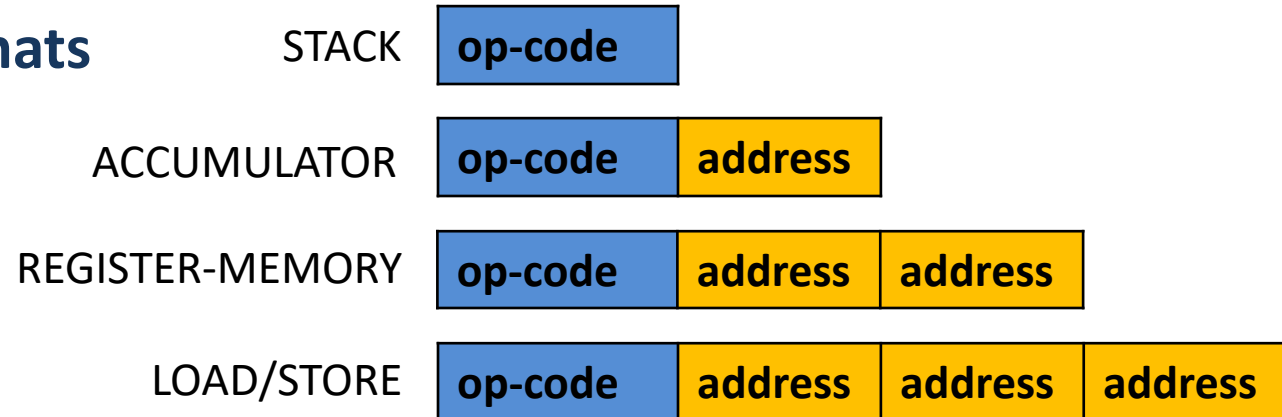




# Basic ISA Classes



## Instruction formats



STACK	ACCUMULATOR	REGISTER-MEMORY	LOAD/STORE
Push A	Load A	Load R1, A	Load R1, A
Push B	Add B	Add R1, B	Load R2, B
Add	Store C	Store R1, C	Add R3, R2, R1
Pop C			Store R3, C

Assembly for  $C = A + B$ . Operands A, B, C are in memory

The add instruction has implicit operands for stack and ACC, explicit for GPR



- Location of operands
  - **STACK (0 Address)**
    - both operands are implicit TOS (top of stack) and SOS (second on stack)
    - the result goes to TOS
    - Special instructions for memory transfers: PUSH and POP
  - **ACCUMULATOR (1 address)**
    - one operand is the accumulator register
    - the other operand is given explicit
  - **REGISTER-MEMORY (2 address)**
    - the operands are registers or memory locations
    - the result is one of the source registers
  - **LOAD/STORE (3 address)**
    - all operands are registers
    - special instructions for accessing memory locations (load and store)

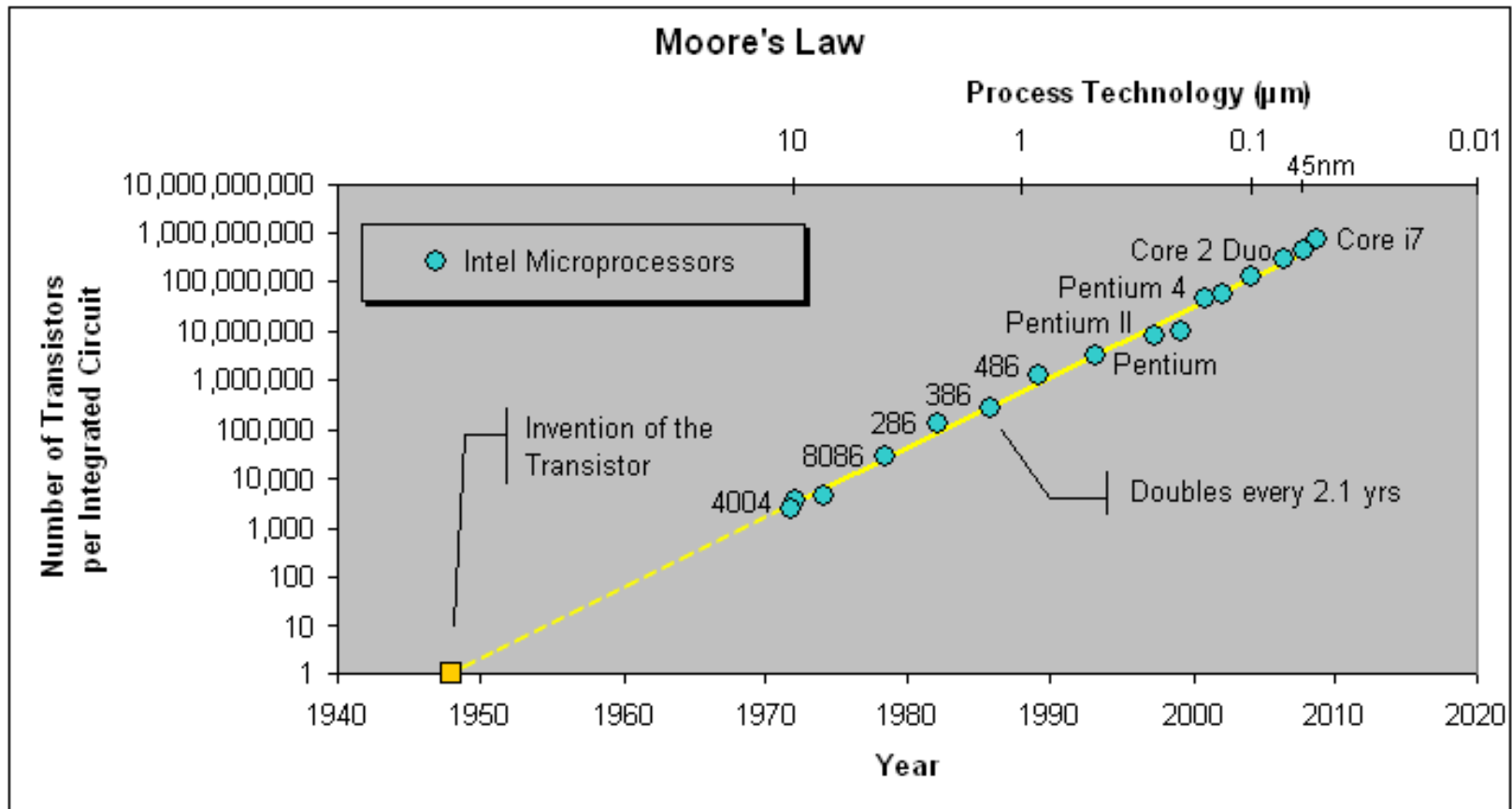


# Technology – Moore's Law



- Moore's Law

- Gordon Moore (1965): the number of transistors on a chip will double approximately every two years.



<http://forums.anandtech.com/showthread.php?t=2173027&page=2>



- Dynamic Power (Watts)

- in CMOS chips (switching transistors)

$$Power_{dynamic} = \frac{1}{2} \times CapacitiveLoad \times Voltage^2 \times FrequencySwitched$$

- Slowing clock rate for a task reduces power consumption
- Dynamic Power can be reduced by lowering the voltage
  - Voltages dropped from 5V to almost 1V in 20 years
- Microprocessors stop the clock for inactive modules → energy saving

- Static Power (Watts)

- Important due to leakage current (even if the transistor is inactive)

$$Power_{static} = Current_{static} \times Voltage$$

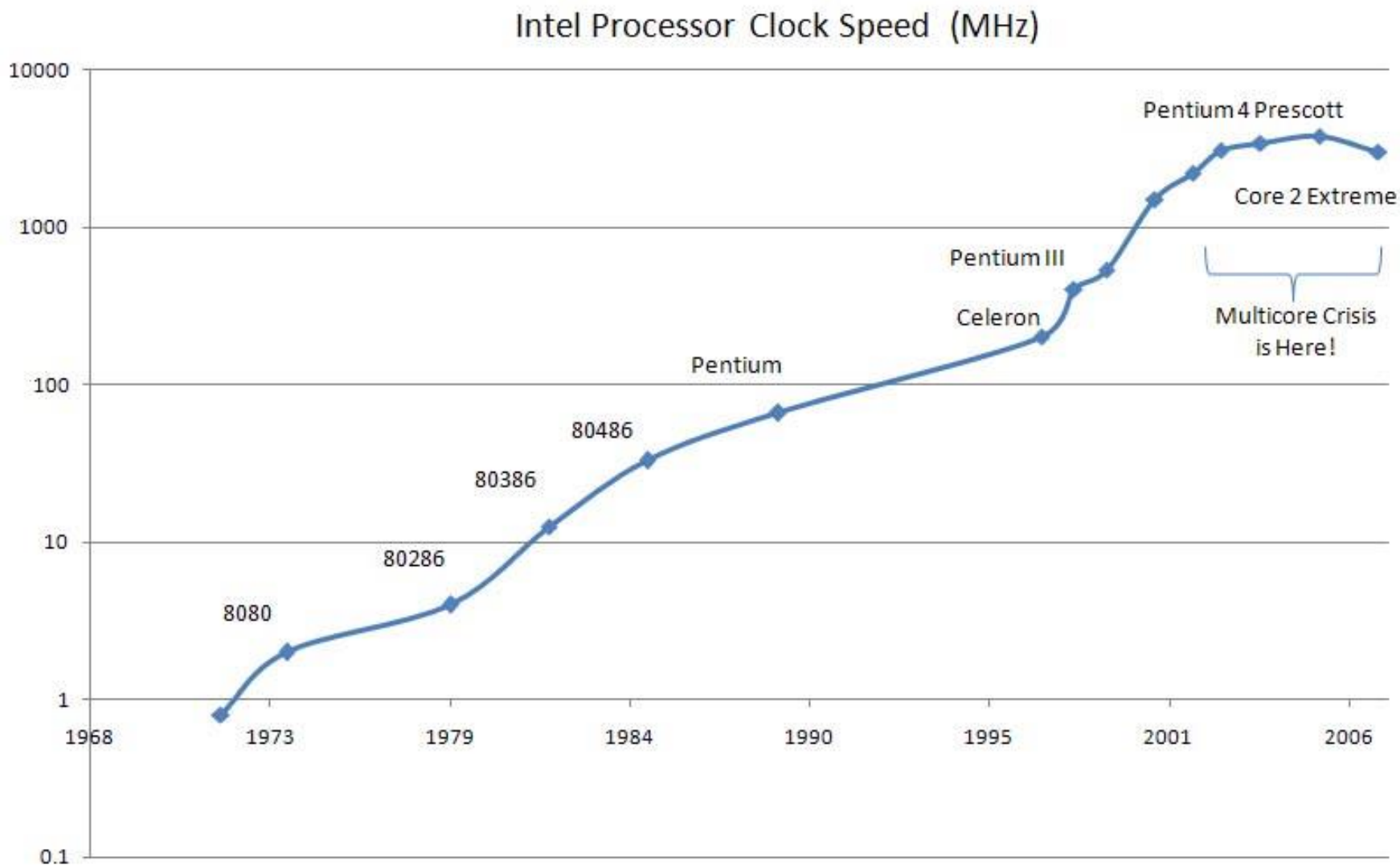
- Proportional to the number of devices on a chip
- Leak current increases as transistor size decreases



- Systems with reduce power consumption
  - Temperature diodes to reduce activity if the chip get's to hot
  - Reduce voltage and clock frequency or the issue rate of instructions
- In 2011, the target for leaks – 25% of the total power consumption
- First 32-bit microprocessors (Intel 80386) ~ 2 Watts
- Now, 3.3 GHz Intel Core i7 ~ 130 Watts
  - The heat from a chip (1.5 cm) must be dissipated → reach the limits of what can be cooled by air
- Design for power:
  - Sleep modes
  - Partially or totally reduce the clock frequency
  - Maximum operating temperatures → Low
  - The limits of air cooling have led to multiple processors on a chip running at lower voltages and clock rates



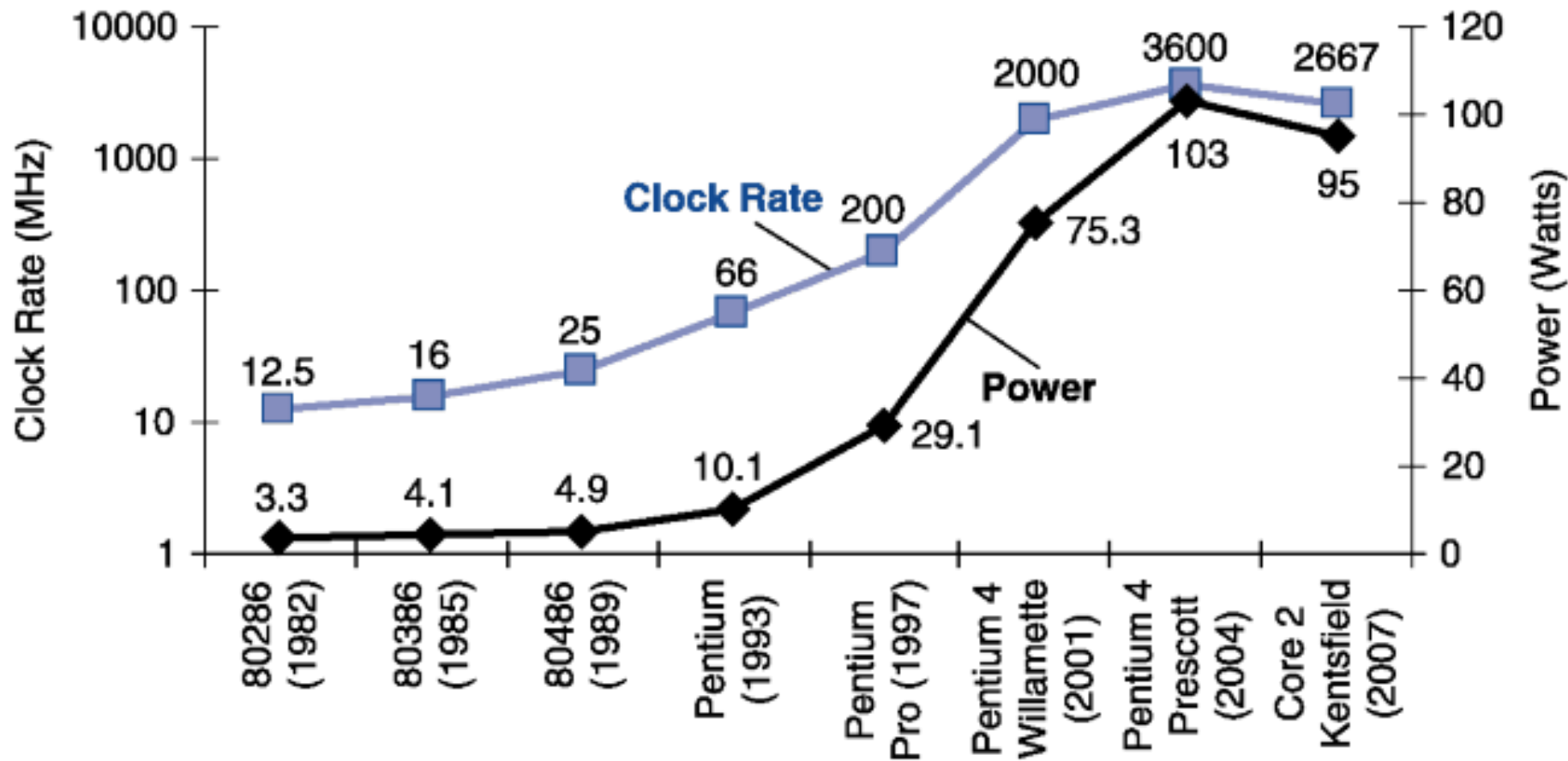
# Clock Frequency Evolution



<https://smoothspan.files.wordpress.com/2007/09/clockspeeds.jpg>



# Frequency vs. Power Consumption



[http://www.edwardbosworth.com/My5155\\_Slides/Chapter01/ThePowerWall.htm](http://www.edwardbosworth.com/My5155_Slides/Chapter01/ThePowerWall.htm)



- Bandwidth over Latency
  - Bandwidth or throughput
    - Total amount of work in a given time
    - Number of tasks completed per unit time
    - Important when we run several tasks
  - Latency or execution time or response time (delay)
    - The time period to complete a task
    - Important if we have to run a time critical task
- Processor Performance Equation
  - IC – instruction count
  - CPI – average number of clock cycles per instruction
  - CCT – clock cycle time

$$CPUtime = \frac{CPU \text{ clock cycles for a program}}{Clock \text{ rate}} \quad CPI = \frac{CPU \text{ clock cycles for a program}}{Instruction \text{ count}}$$

$$CPUtime = IC \cdot CPI \cdot CCT = \frac{Instructions}{Program} \cdot \frac{Cycles}{Instruction} \cdot \frac{Seconds}{Cycle} = \frac{Seconds}{Program}$$





# Computer Performance – Metrics



- Computer Performance depends on
  - CCT → hardware and organization
  - CPI → organization and ISA
  - IC → ISA and compiler
- ISA influences the three components of computer performance
- Performance equation

$$Performance_x = \frac{1}{Execution\ time_x}$$

- Running speed of a program: MIPS (millions instructions per second)

$$MIPS = \frac{Instruction\ count}{Execution\ time \times 10^6} = \frac{Instruction\ count}{\frac{Instruction\ count \times CPI}{Clock\ rate} \times 10^6} = \frac{Clock\ rate}{CPI \times 10^6}$$



# Amdahl's Law



- “the performance improvement to be gained from using some faster mode of execution is limited by the fraction of the time the faster mode can be used”

- Speedup**

$$Speedup = \frac{\text{Performance for entire task using the enhancement when possible}}{\text{Performance for entire task without using the enhancement}}$$

$$Speedup = \frac{\text{Execution time for entire task without using the enhancement}}{\text{Execution time for entire task using the enhancement when possible}}$$

- Speedup depends on 2 factors:

- The fraction of time that can benefit from enhancement  $Fraction_{enhanced} = f_x$
- The gain obtained by using the enhancement  $Speedup_{enhanced} = S_x$

$$Execution\ time_{new} = Execution\ time_{old} \times \left( (1 - f_x) + \frac{f_x}{S_x} \right)$$

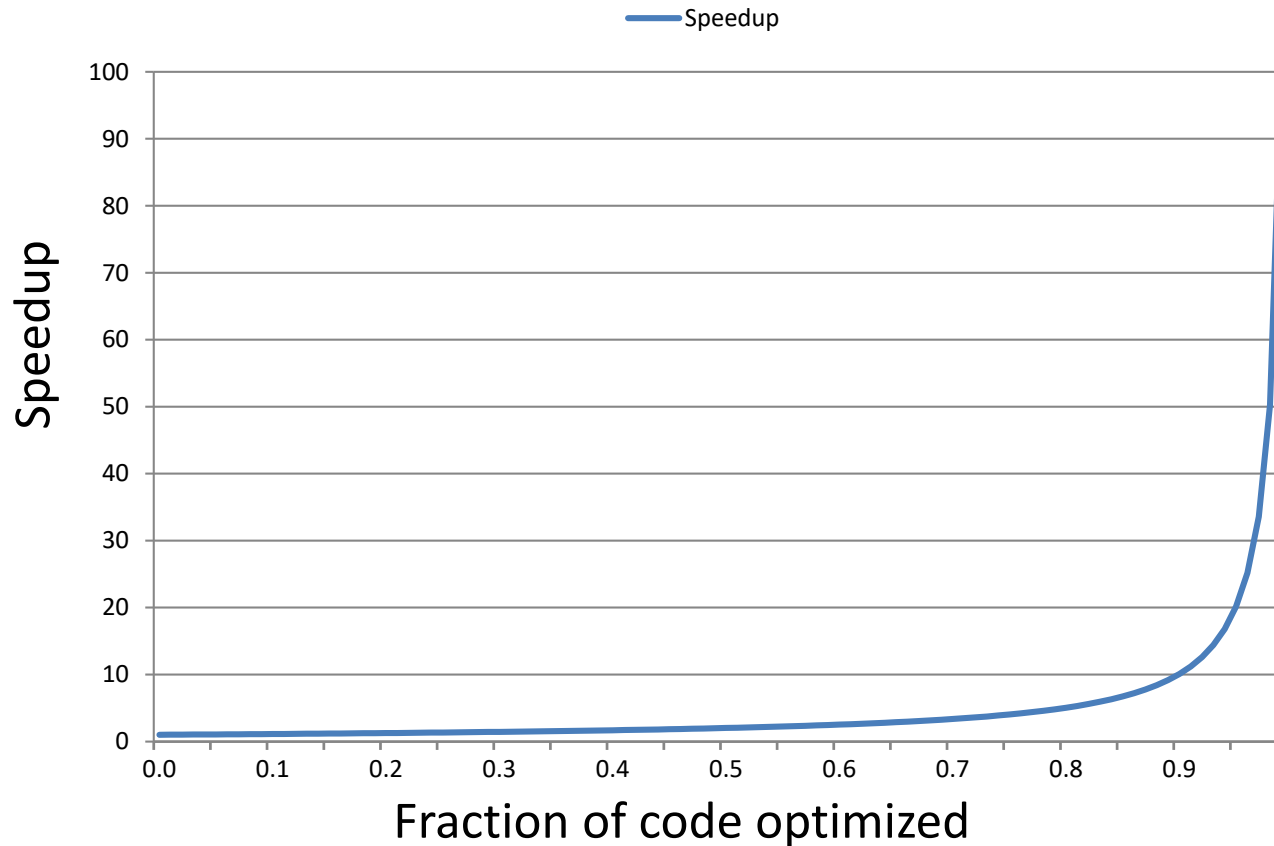


# Amdahl's Law



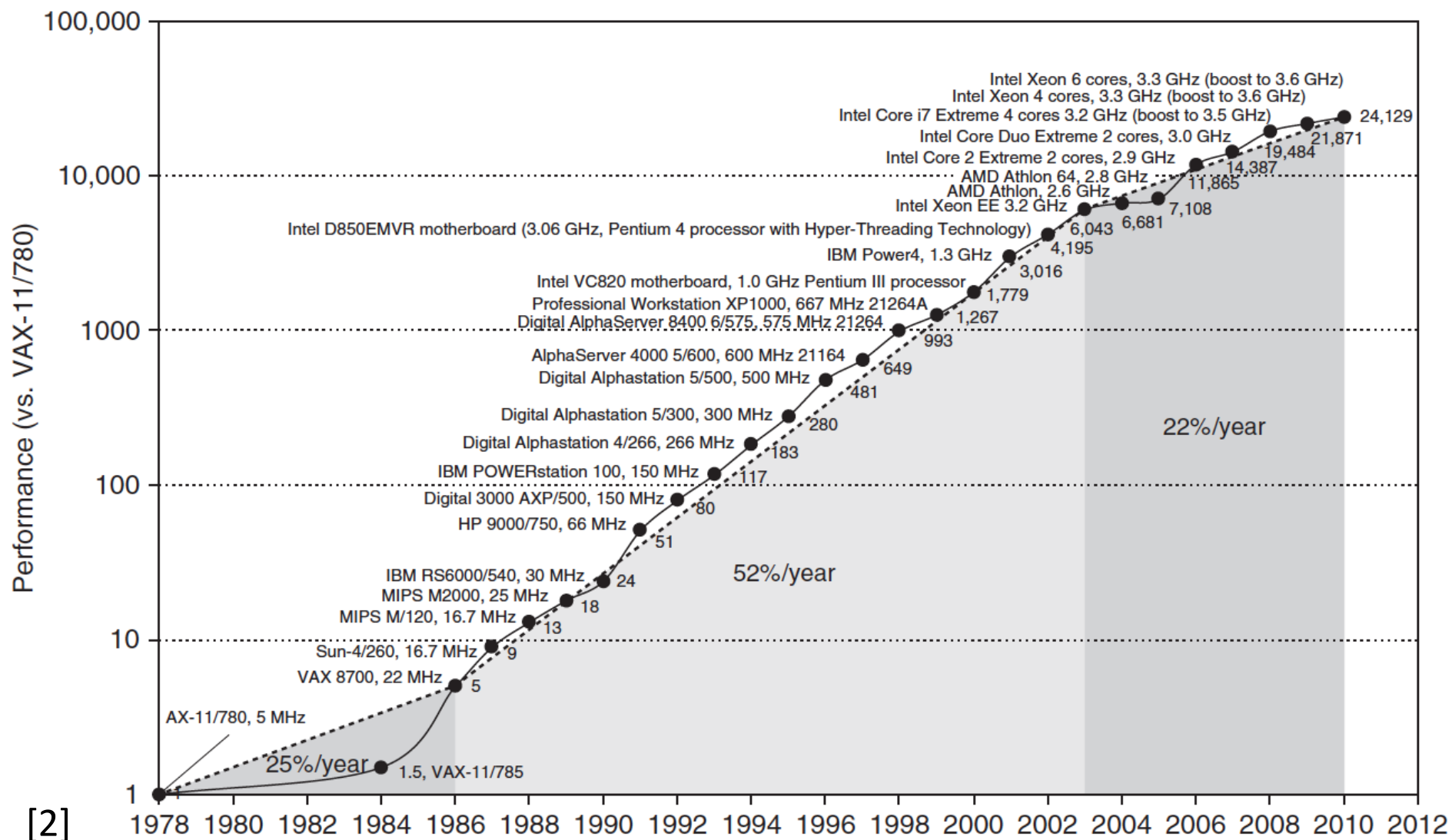
$$Speedup_{overall} = \frac{Execution\ time_{old}}{Execution\ time_{new}} = \frac{1}{(1 - f_x) + \frac{f_x}{S_x}}$$

If  $S_x=100$ , what is the overall speedup as a function of  $f_x$





# Computer Performance – SPEC benchmarks





# Computer Performance – History Table



Microprocessor	16-bit address/ bus, microcoded	32-bit address/ bus, microcoded	5-stage pipeline, on-chip L & D caches, FPU	2-way superscalar, 64-bit bus	Out-of-order 3-way superscalar	Out-of-order superpipelined, on-chip L2 cache	Multicore OOO 4-way on chip L3 cache, Turbo
Product	Intel 80286	Intel 80386	Intel 80486	Intel Pentium	Intel Pentium Pro	Intel Pentium 4	Intel Core i7
Year	1982	1985	1989	1993	1997	2001	2010
Die size (mm <sup>2</sup> )	47	43	81	90	308	217	240
Transistors	134,000	275,000	1,200,000	3,100,000	5,500,000	42,000,000	1,170,000,000
Processors/chip	1	1	1	1	1	1	4
Pins	68	132	168	273	387	423	1366
Latency (clocks)	6	5	5	5	10	22	14
Bus width (bits)	16	32	32	64	64	64	196
Clock rate (MHz)	12.5	16	25	66	200	1500	3333
Bandwidth (MIPS)	2	6	25	132	600	4500	50,000
Latency (ns)	320	313	200	76	50	15	4
Memory module	DRAM	Page mode DRAM	Fast page mode DRAM	Fast page mode DRAM	Synchronous DRAM	Double data rate SDRAM	DDR3 SDRAM
Module width (bits)	16	16	32	64	64	64	64
Year	1980	1983	1986	1993	1997	2000	2010
Mbits/DRAM chip	0.06	0.25	1	16	64	256	2048
Die size (mm <sup>2</sup> )	35	45	70	130	170	204	50
Pins/DRAM chip	16	16	18	20	54	66	134
Bandwidth (MBytes/s)	13	40	160	267	640	1600	16,000
Latency (ns)	225	170	125	75	62	52	37
Local area network	Ethernet	Fast Ethernet	Gigabit Ethernet	10 Gigabit Ethernet	100 Gigabit Ethernet		
IEEE standard	802.3	803.3u	802.3ab	802.3ac	802.3ba		
Year	1978	1995	1999	2003	2010		
Bandwidth (Mbits/sec)	10	100	1000	10,000	100,000		
Latency (µsec)	3000	500	340	190	100		
Hard disk	3600 RPM	5400 RPM	7200 RPM	10,000 RPM	15,000 RPM	15,000 RPM	
Product	CDC WrenI 94145-36	Seagate ST41600	Seagate ST15150	Seagate ST39102	Seagate ST373453	Seagate ST3600057	
Year	1983	1990	1994	1998	2003	2010	
Capacity (GB)	0.03	1.4	4.3	9.1	73.4	600	
Disk form factor	5.25 inch	5.25 inch	3.5 inch	3.5 inch	3.5 inch	3.5 inch	
Media diameter	5.25 inch	5.25 inch	3.5 inch	3.0 inch	2.5 inch	2.5 inch	
Interface	ST-412	SCSI	SCSI	SCSI	SCSI	SAS	
Bandwidth (MBytes/s)	0.6	4	9	24	86	204	
Latency (ms)	48.3	17.1	12.7	8.8	5.7	3.6	

[2]



# Conclusions



- In 2004 Intel has canceled its uni-processor projects and has declared, together with IBM and SUN, that higher performances can be obtained by using more processors on a chip instead of making uni-processor systems more faster
- This is a historical turnaround from instruction level parallelism to thread and data level parallelism
- The compiler and the hardware exploit ILP implicitly
- For exploiting TLP and DLP the programmer is involved in developing faster codes
- Next: Multiprocessors, Multi-cores, Many-cores, etc.
- **Processor market 2010:**
  - 1.8 billion PMDs (90% cell phones), 350 mil. desktop PCs, 20 mil. servers
  - 19 billion embedded processors
  - ARM (RISC) ~ 6.1 billion caps, ~ 20 times more than x86



## Problems – Homework



- Write a program using instructions defined by you for the 0, 1, 2 and 3 addresses processors to implement the following expression:  $e = a \cdot b \cdot c + d$ . The operands  $a$ ,  $b$ ,  $c$ ,  $d$  and the result  $e$  are memory locations.
- For the 0, 1, 2 and 3 addresses machines write a program to evaluate the following expression:  $e = a \cdot b + c \cdot d$ .
- Describe the differences between big endian and little endian.
- ...



## References



1. D. A. Patterson, J. L. Hennessy, “Computer Organization and Design: The Hardware/Software Interface”, 5<sup>th</sup> edition, ed. Morgan–Kaufmann, 2013
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- ...





- Types of Circuits
  - Combinational Circuits
  - Sequential circuits
- Basic building blocks
  - Logic Gates
  - Multiplexers
  - Decoders
  - D-Latches and D-Flip-Flops
  - Counters
  - Memories



- **Rules of VHDL coding!!!**
  - Not EVERYTHING is a component. Do not create components for basic building blocks like: logic gates, latches, flip-flops, tri-state buffers, counters, decoders, etc.
  - Do not abuse of structural design at the logic gate granularity!
  - You will generally use the behavioral type of describing your design.
  - You will create a new component **only when a part of your design has meaning** (or when the TA explicitly tells you to do so).



- 1-bit signal declaration

`signal sig_name : std_logic := '0';`

- N-bit signal declaration

`signal sig_name: std_logic_vector(N-1 downto 0): ="00....0";`

- Initialization

16-bit signal                      `"0000000000000000";`

16-bit signal                      `x"0000";`

16-bit signal                      `(others => '0');`



# VHDL – Remember



- Logic Gates – A & B – inputs, O – output



NOT

$O \leq \text{not } A;$



AND

$O \leq A \text{ and } B;$



OR

$O \leq A \text{ or } B;$



NAND

$O \leq A \text{ nand } B;$



NOR

$O \leq A \text{ nor } B;$



XOR

$O \leq A \text{ xor } B;$

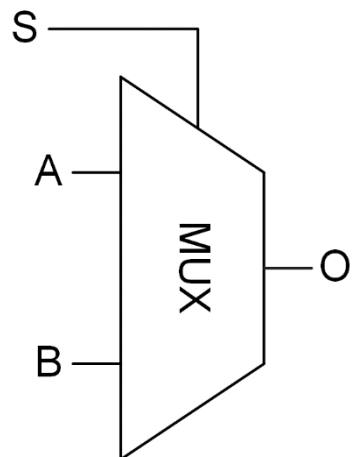
- Do not declare an entity, only signals if needed!



# VHDL – Remember



- 2:1 Multiplexer

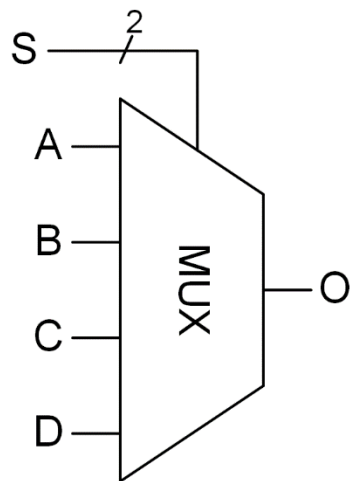


Do not declare an entity,  
only signals if needed!

`O <= A when S = '0' else B;`

```
process(S, A, B)
begin
    if(S = '0') then
        O <= A;
    else
        O <= B;
    end if;
end process;
```

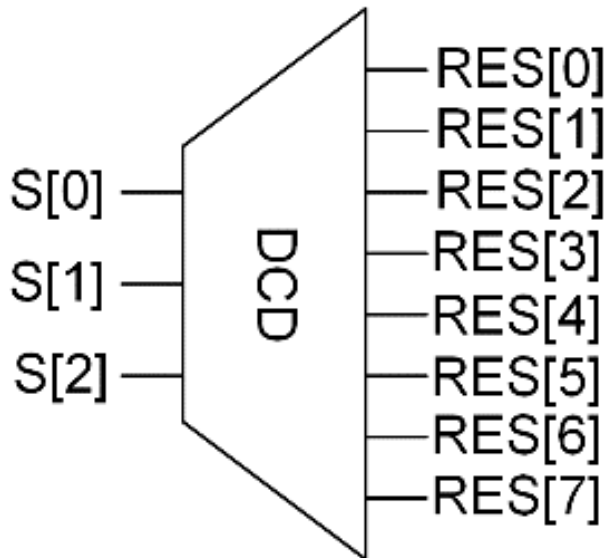
- 4:1 Multiplexer



```
process(S, A, B, C, D)
begin
    case S is
        when "00" => O <= A;
        when "01" => O <= B;
        when "10" => O <= C;
        when others => O <= D;
    end case;
end process;
```



- 3:8 Decoder



```
process(S)
begin
    case S is
        when "000" => RES <= "00000001";
        when "001" => RES <= "00000010";
        when "010" => RES <= "00000100";
        when "011" => RES <= "00001000";
        when "100" => RES <= "00010000";
        when "101" => RES <= "00100000";
        when "110" => RES <= "01000000";
        when others => RES <= "10000000";
    end case;
end process;
```

- Do not declare an entity, only signals if needed!



# VHDL – Remember

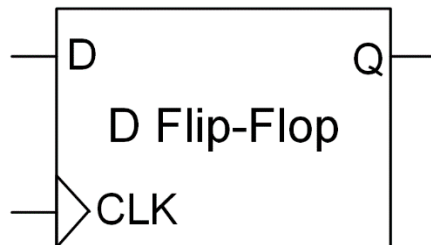


- D-Latch



```
process(G, D)
begin
    if(G = '1') then
        Q <= D;
    end if;
end process;
```

- D-Flip-Flop



```
process(clk)
begin
    if rising_edge(clk) then
        Q <= D;
    end if;
end process;
```

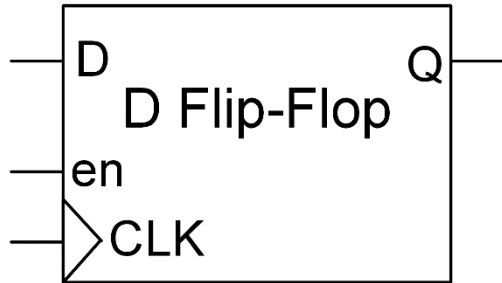
- Do not declare an entity, only signals if needed!



# VHDL – Remember



- D-Flip-Flop with enable



```
process(clk, en)
begin
    if rising_edge(clk) then
        if en = '1' then
            Q <= D;
        end if;
    end if;
end process;
```

- `rising_edge(clk)` is equivalent to `clk'event and clk = '1'` but shorter
- NEVER use `rising_edge(clk)` and `en = '1'` a.k.a. Gated Clock!
- Do not declare an entity, only signals if needed!

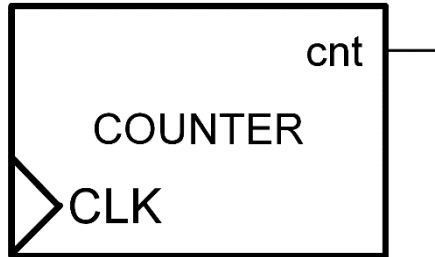




# VHDL – Remember

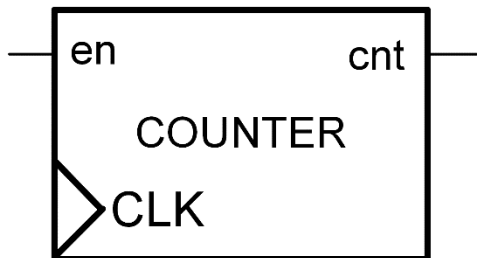


- Up Counter



```
process(clk)
begin
    if rising_edge(clk) then
        cnt <= cnt + 1;           -- '1'
    end if;
end process;
```

- Up Counter with enable signal



```
process(clk, en)
begin
    if rising_edge(clk) then
        if en = '1' then
            cnt <= cnt + 1;
        end if;
    end if;
end process;
```

- Do not declare an entity, only signals if needed!