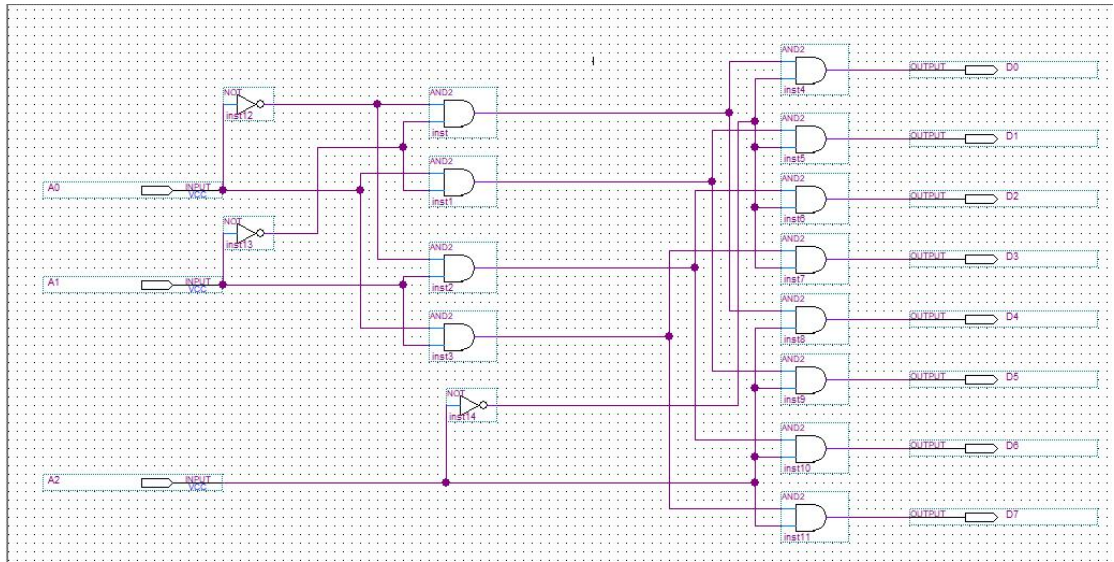


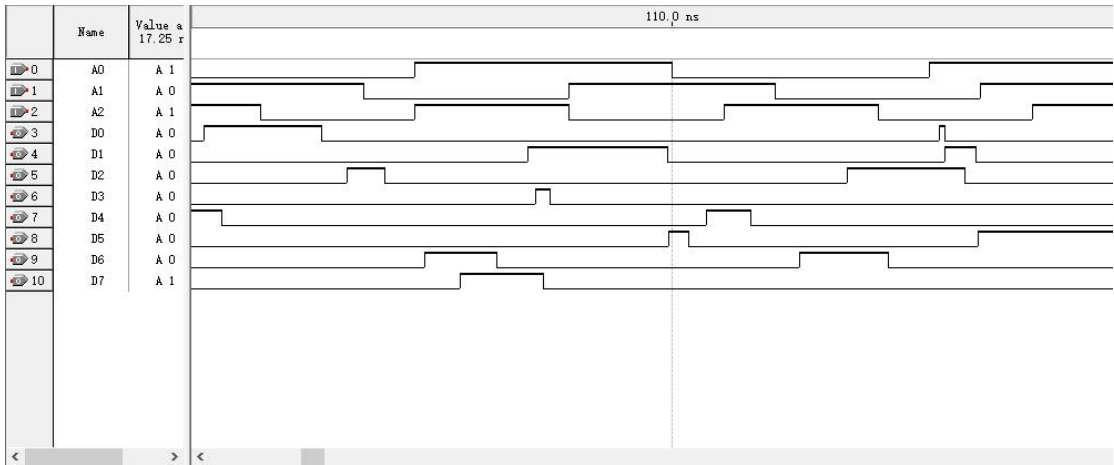
3-8 译码器的原理图



输入： A0,A1,A2

输出： D0,D1,D2,D3,D4,D5,D6,D7

仿真结果：



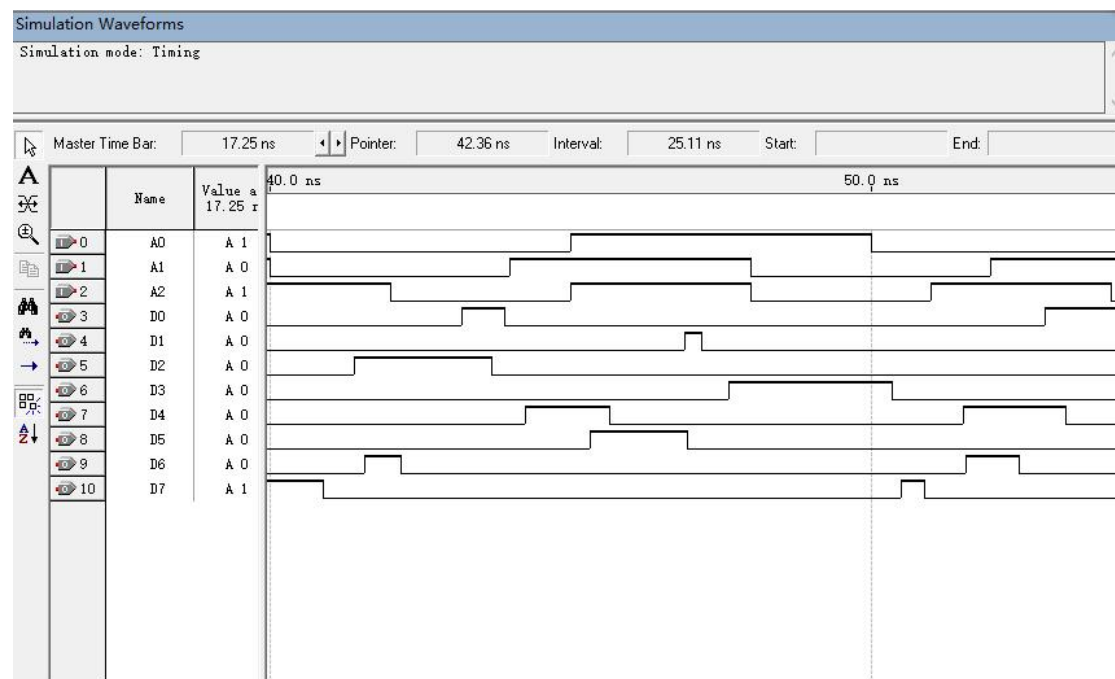
3-8 译码器 VHDL 程序

```
1  library ieee;
2  use ieee.std_logic_1164.all, ieee.std_logic_arith.all;
3
4  entity zjw2018 is
5  port (A:in std_logic_vector(0 to 2);
6        D:out std_logic_vector(0 to 7));
7  end zjw2018;
8
9  architecture structural of zjw2018 is
10
11     signal A0_n,A1_n,A2_n,and00_out,and01_out,and02_out,and03_out,and10_out,and11_out,
12     and12_out,and13_out,and14_out,and15_out,and16_out,and17_out:std_logic;
13
14  begin
15     inv_0:not1 port map(in1 => A(0),out1 => A0_n);
16     inv_1:not1 port map(A(1),A1_n);
17     inv_2:not1 port map(A(2),A2_n);
18
19     and_00:and_2 port map(A0_n,A1_n,and00_out);
20     and_01:and_2 port map(A(0),A1_n,and01_out);
21     and_02:and_2 port map(A0_n,A(1),and02_out);
22     and_03:and_2 port map(A(0),A(1),and03_out);
23
24     and_10:and_2 port map(and10_out,A2_n,D(0));
25     and_11:and_2 port map(and11_out,A2_n,D(1));
26     and_12:and_2 port map(and12_out,A2_n,D(2));
27     and_13:and_2 port map(and13_out,A2_n,D(3));
28     and_14:and_2 port map(and10_out,A(2),D(4));
29     and_15:and_2 port map(and11_out,A(2),D(5));
30     and_16:and_2 port map(and12_out,A(2),D(6));
31     and_17:and_2 port map(and13_out,A(2),D(7));
32
33  end structural;
```

输入：A0,A1,A2

输出：D0,D1,D2,D3,D4,D5,D6,D7

仿真结果：



模型机指令译码器的 VHDL 程序

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3  entity command_decoder is
4  port(EN:in std_logic;
5       IR: in std_logic_vector(7 downto 0);
6       order: out std_logic_vector(3 downto 0);
7       RA,RB: out std_logic_vector(1 downto 0);
8       MOVA,MOVB,MOVC,ALU1,ALU2,FL,FR,JMP,JZ,JC,INO,OUT0,NOP,HEAL: out std_logic);
9  end command_decoder;
10
11 architecture dec of command_decoder is
12 signal instruct: std_logic_vector(3 downto 0);
13 signal R1, R2: std_logic_vector(1 downto 0);
14 begin
15     order <= instruct;
16     RA <= R2;
17     RB <= R1;
18     instruct <= IR(7 downto 4);
19     R1 <= IR(3 downto 2);
20     R2 <= IR(1 downto 0);
21     MOVA <= '1' when instruct & EN = "11111" and (R1 /= "11" and R2 /= "11") else '0';
22     MOVB <= '1' when instruct & R1 & EN = "1111111" else '0';
23     MOVC <= '1' when instruct & R2 & EN = "1111111" and instruct & R1 & EN /= "1111111" else '0';
24     ALU1 <= '1' when instruct & EN = "10011" or instruct & EN = "01101" else '0';
25     ALU2 <= '1' when instruct & EN = "01011" or instruct & EN = "10111" else '0';
26     FL <= '1' when instruct & EN & R2= "1010111" else '0';
27     FR <= '1' when instruct & EN & R2= "1010100" else '0';
28     JMP <= '1' when IR & EN = "000100001" else '0';
29     JZ <= '1' when IR & EN = "000100011" else '0';
30     JC <= '1' when IR & EN = "000100101" else '0';
31     INO <= '1' when instruct & EN = "00101" else '0';
32     OUT0 <= '1' when instruct & EN = "01001" else '0';
33     NOP <= '1' when instruct & EN = "01111" else '0';
34     HEAL <= '1' when instruct & EN = "10001" else '0';
35 end dec;
```