

LECCIÓN 2. VHDL por comportamiento

Deco 3 a 8 con habilitación

V8

74HC138

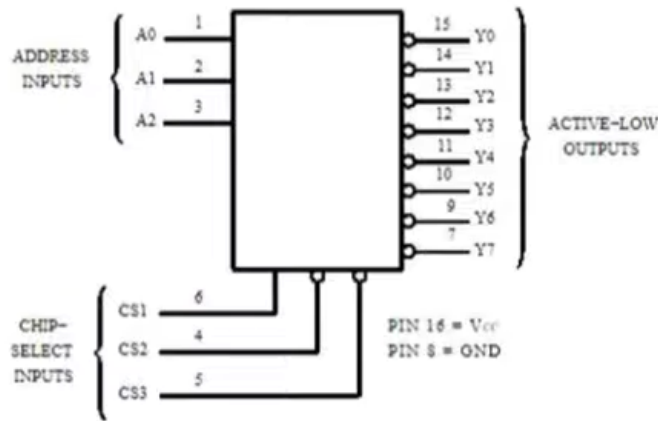


Figure 2. Logic Diagram

entity Deco3a8 is:

port

```
(
    a_i : in std_logic_vector(2 downto 0);
    ena_i : in std_logic;
    y_l : out std_logic_vector(7 downto 0)
);
```

end entity Deco3a8;

FUNCTION TABLE

INPUTS						OUTPUTS							
$\overline{E_3}$	$\overline{E_2}$	E_3	A_3	A_1	A_2	$\overline{Y_0}$	$\overline{Y_1}$	$\overline{Y_2}$	$\overline{Y_3}$	$\overline{Y_4}$	$\overline{Y_5}$	$\overline{Y_6}$	$\overline{Y_7}$
H	X	X	X	X	X	H	H	H	H	H	H	H	H
X	H	X	X	X	X	H	H	H	H	H	H	H	H
X	X	L	X	X	X	H	H	H	H	H	H	H	H
L	L	H	L	L	L	L	H	H	H	H	H	H	H
L	L	H	H	L	L	H	L	H	H	H	H	H	H
L	L	H	L	H	L	H	H	L	H	H	H	H	H
L	L	H	H	H	L	H	H	H	L	H	H	H	H
L	L	H	L	L	H	H	H	H	H	L	H	H	H
L	L	H	H	L	H	H	H	H	H	H	L	H	H
L	L	H	L	H	H	H	H	H	H	H	H	L	H
L	L	H	H	H	H	H	H	H	H	H	H	H	L

Notes

1. H = HIGH voltage level
L = LOW voltage level
X = don't care

arch ... Table of Deco3a8 is

Signal auxY : std_logic_vector(7 downto 0);

begin

With a-i select

auxY <= "00000001" when "000",

·
·
·

"00000000" when others;

Y_0 < auxY when ena_i = '1' else
"00000000" ;

end architecture Table

el "00000000" se puede reemplazar:

(others => '0')

Con esto no es necesario escribir todos los bits, es más general.

Testbench para Deco3a8

```
entity Deco3a8 is  
end entity Deco3a8;
```

Architecture Test of Deco3a8_tb is

```
Component Deco3a8 is
```

```
Port(a_i: in std_logic_vector(2 downto 0);
```

```
ena_i: in std_logic;
```

```
Y_o: out std_logic_vector(4 downto 0);
```

```
end component Deco3a8;
```

```
Signal a_t: std_logic_vector(2 downto 0) := "000";
```

```
Signal ena_t: std_logic := '1';
```

```
Signal Y_t: std_logic_vector(7 downto 0);
```

```
begin
```

```
dut: Deco3a8 port map (a_i => a_t,
```

```
ena_i => ena_t,
```

```
Y_o => Y_t);
```

Prueba:

```
Process begin
```

```
report "Verificando el deco 3a8"
```

```
Severity note;
```

```
-- aqui van las pruebas ⊛
```

```
report "Verificación exitosa!"
```

```
Severity note;
```

```
wait;
```

```
End Process Prueba
```

```
end architecture
```



```
ena_t <= '0';  
a_t <= "100";  
wait for 1ns;  
assert y_t = "0000 0000"  
    report "Activa salida con ena = 0"  
    severity failure;
```

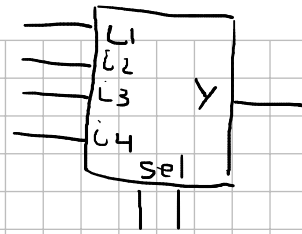
Repito para otros casos

Otra forma

```
ena_t <= '0';  
for i in 0 to 7 loop  
    a_t <= std_logic_vector(to_unsigned(i, 3));  
    wait for 1ns;  
    assert to_integer(unsigned(y_t)) = 2**i  
        report "No activa la salida" & integer'image(i)  
        & " con ena = 1"  
        severity failure;  
end loop;
```

A veces puede ser mejor intercalar
con algunos casos y luego todos
los demás con ciclos for.

Mux 4 canales V10



entity Mux4 is

port

(

i_i: in std_logic_vector (3 downto 0);

sel_i: in std_logic_vector (1 downto 0);

y_o: out std_logic

);

end entity Mux4

architecture Table of Mux4 is

begin

with sel_i select

y_o <= i_i(0) when "00",

i_i(1) when "01",

i_i(2) when "10",

i_i(3) when others;

???

end architecture Table;

Test bench

```
library ieee;
```

```
Use ieee.std_logic_1164.all;
```

```
Use ieee.numeric_std.all;
```

```
Entity Mux4_tb is
```

```
end entity Mux4_tb;
```

architecture Test of Mux4_tb is

Component MUX4 is

```
port (i_0 : in std_logic_vector(3 downto 0);  
      sel_0 : in std_logic_vector(1 downto 0);
```

```
      y_0 : out std_logic);
```

```
end component MUX4;
```

```
Signal i_t : std_logic_vector(3 downto 0) := "0000";
```

```
Signal sel_t : std_logic_vector(1 downto 0) := "00";
```

```
Signal y_t : std_logic;
```

```
begin
```

```
dut : MUX4 port map (i_0 => i_t,  
                    sel_0 => sel_t,  
                    y_0 => y_t);
```

```
Process
```

```
begin
```

```
report "verificando el mux..."
```

```
assert true
```

```

i_t <= "1010";
set_t <= "10";
wait for 1 ns;
assert y_t = '0'
    report "falla para sel=2 e i=1010"
    severity failure;

```

```

i_t <= "1111"
for i in 0 to 3 loop
    sel_t <= storage_vector(to_unsigned(i, 2));
    wait for 1 ns;
    assert y_t = i_t(i)
        report "falla sel=" & integer'image(i) &
            & " e i=1111"
        severity failure;
end loop;

```

```

:
:
:

```

```

report "Verificación exitosa"
severity note;
wait;

```

```

end process Pueba

```

```

end architecture Test;

```

Probando las 64 posibilidades, donde ut
no es fijo sino que cambia con un for

for j in 0 to 15 loop

 lt <= std_logic_vector(to_unsigned(j, 4));

 for L in 0 to 3 loop

 sel_t <= std_logic_vector(to_unsigned(L, 2));

 wait for 1 ns;

 assert y_t = lt(i);

 report "falla sel=" & integer'image(i) &
 & " e L=" & L;

 Severity failure;

 end loop;

end loop;

Descripción codificador de prioridad

VII



Entity Cod4a2 is

port

(

i : in std_logic_vector(3 downto 0);

y_o : out std_logic_vector(1 downto 0);

g_o : out std_logic

);

-- La entrada 3 es la de mayor prioridad

-- G=1 Hay al menos una entrada activa

architecture WhenElse of Cod4a2 is

begin

y_o <= "11" when i(3) = '1' else

"10" when i(2) = '1' else

"01" when i(1) = '1' else

"00";

-- Esta ultima no tiene condicion, siempre será "00" la salida.

-- Analiza hasta que se cumpla.

g_o <= i(3) or i(2) or i(1) or i(0);

-- Señal de grupo indica ninguna activa

end architecture WhenElse;

1a prueba serial

for i in 0 to 15 loop

i_t <= std_logic_vector(to_unsigned(i, 4));

wait for 1ns;

if i_t(3) = '1' then

assert y_t = "11"

report ... & integer'image(i) & ...

severity failure

assert g_t = "1"

report ...

severity ...

elsif i_t(2) = '1' then

⋮

else

⋮

end if;

end loop

Conversor BCD Natural \rightarrow BCD Aiken V12

BCD binario natural					BCD Aiken				
	A ₃	A ₂	A ₁	A ₀		B ₃	B ₂	B ₁	B ₀
0	0	0	0	0	}	0	0	0	0
1	0	0	0	1		0	0	0	1
2	0	0	1	0		0	0	1	0
3	0	0	1	1		0	0	1	1
4	0	1	0	0		0	1	0	0
5	0	1	0	1	}	1	0	1	1
6	0	1	1	0		1	1	0	0
7	0	1	1	1		1	1	0	1
8	1	0	0	0		1	1	1	0
9	1	0	0	1		1	1	1	1
10	1	0	1	0					
11	1	0	1	1					
12	1	1	0	0					
13	1	1	0	1					
14	1	1	1	0					
15	1	1	1	1					

Salto 5
valores

entity Not2Aik is

port

(

n_i in std_logic_vector(3 downto 0);

a_o out std_logic_vector(3 downto 0)

);

end entity Not2Aik;

Con std_logic no se pueden realizar operaciones

Queremos comparar con 5 y sumar 6

$a_0 \leq n_i$ when $n_i < 5$ else $n_i + 6$;

No se puede realizar, se necesita cambiar el tipo de datos

Para esto usamos el package `numeric_std` de IEEE.

Use `ieee.numeric_std.all`;

$a_0 \leq n_i$ when `unsigned(n_i) < 5` ...
... else `std_logic_vector(unsigned(n_i) + 6)`

Se castea `unsigned(n_i) + 6` a un vector

arch

```
comp
  Port (n_i : in std_logic (3 downto 0) := "0000";
end
```

```
signal n_t
```

```
signal
```

```
type table is array (0 to 9) of std_logic_vector (3 downto 0);
```

```
constant TABLA_AIKEN : table := ("0000",
                                   "0001",
                                   "0010",
                                   "0011",
                                   "0100",
                                   "0101",
                                   "0110",
                                   "0111",
                                   "1000",
                                   "1001");
```

```
begin
```

```
out: Nat2Aik Port map (n_i => n_t,
                        a_o => a_t);
```

↳ ATRIBUTO

```
for i in table'range loop
```

```
  n_t <= std_logic_vector (to_unsigned(i, 4));
```

```
  wait for 1 ns;
```

```
  assert a_t = TABLA_AIKEN(i);
```

```
  report "falla Prueba = "
```

```
    & integer'image (to_integer(unsigned)(n_t))
```

```
    Severity failure;
```

valor estimado



e) estímulo no es un string, entonces se castea

Atributos (Attribute) para arreglos (array)

'high

el elemento mayor

'low

el elemento menor

'right

q' esté más a la derecha

'left

q' esté más a la izquierda

'range

el rango (0 to 4)

'reverse range

(4 down to 0)

'length

cantidad elementos

'ascending

Si están ordenados da True