

Michelangelo Barocci, michelangelo.barocci@polito.it

Politecnico di Torino,

PhD Student @ EDA Group - DAUIN

Dpt. of Computer and Control engineering (DAUIN)



Everything ok with Lab#02?

Hamming distance

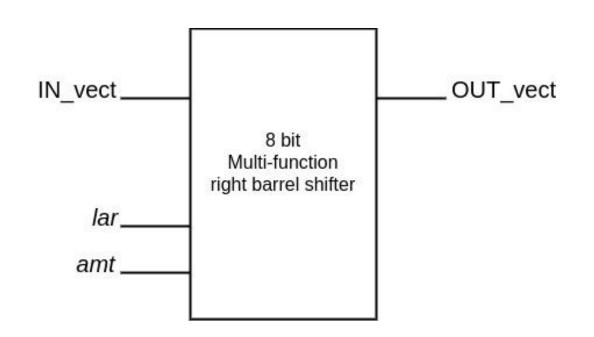
std_logic_vector(7 DOWNTO 0)	1	1	0	0	1	0	0	0
std_logic_vector(7 DOWNTO 0)	1	0	1	0	1	0	1	0
std_logic_vector(7 DOWNTO 0) (Hamming distance = 3)	0	0	0	0	0	0	1	1

- ☐ Design a circuit capable of calculating the Hamming distance between two signals:
 - ☐ The two input signals should be **8 bit std_logic_vector**
 - ☐ Also the output should be described as a **8 bit std_logic_vector**

To do:

- Behavioral/Dataflow description
- ☐ Structural description
- ☐ Testbench

8-bit Multi-function Shifter



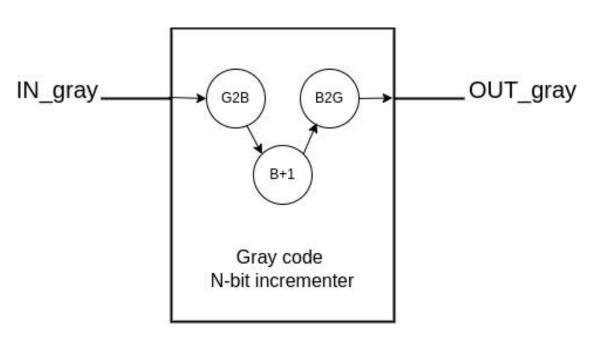
Without recurring to pre-defined VHDL functions, design a 8-bit Right barrel shifter circuit capable of shifting the input data in three possible ways, using behavioral or dataflow description styles:

- \Box rotate-right by *n* positions;
- \Box logic shift by *n* positions;
- arithmetic shift by n positions;

where the number of positions *n* and the choice of operation to perform are given by the two signals, respectively, *amt* and *lar*. For all signals, use the *std_logic* and *std_logic_vector* data types.

 Develop an appropriate testbench to perform the simulation and verify if the design is correct

Gray code incrementer



- Design a generic N-bit Gray code incrementer such that given a Gray-coded N-bit input, it increases its value by 1 following the Gray code rules (only one bit change per increment).
- ☐ Use dataflow description style
- Suggestion: follow the Lab#03 guidelines to design the circuit in three steps:
 - GRAY to BIN
 - □ BIN +1
 - BIN to GRAY
- Develop an appropriate testbench to perform the simulation and verify if the design is correct

ALU - lab#03

ctrl			result		
0	-	-	src0 + 1		
1	0	0	src0 + src1		
1	0	1	src0 - src1		
1	1	0	src0 AND src1		
1	1	1	src0 OR src1		

- ☐ Design a configurable Arithmetic and Logic Unit (ALU) using the dataflow description style
- ☐ The ALU should be kept generic in N: *src0* and *src1* are the two input signals, to be considered <u>signed</u> and N-bit wide.
- The operations (5 possibilities) are controlled through an additional input signal called *ctrl* (see table on the left)
- To validate your design, write a testbench covering all possible operations that the ALU should perform with the input datactrl