Introduction to Digital Logic
EECS/CSE 31L

Assignment 4: Counter

Prepared by: Jack Melcher
Student ID: 67574625

EECS Department
Henry Samueli School of Engineering
University of California, Irvine

February 15, 2015

1 Block Description

- Construct a counter that can be parameterized
- Can either increment or decrement
- Load the counter with a desired value
- Has a synchronous reset

2 Input/Output Port Description

Generic Name	Data Type	Default Value	Description
NBIT	INTEGER	32	Size of counter
STEP	INTEGER	1	How much the counter increments/decrements

Port name	Port size	Port Type	Description
Clk	1	IN	Triggers the counting
Rst_s	1	IN	Will reset the counter to zero when active
asc	1	IN	Increments when ‘1’ and decrements when ‘0’
preload	1	IN	Trigger the counter to load a given value
din	NBIT-1 downto 0	IN	The input value
dout	NBIT-1 downto 0	OUT	The counter’s value after counting

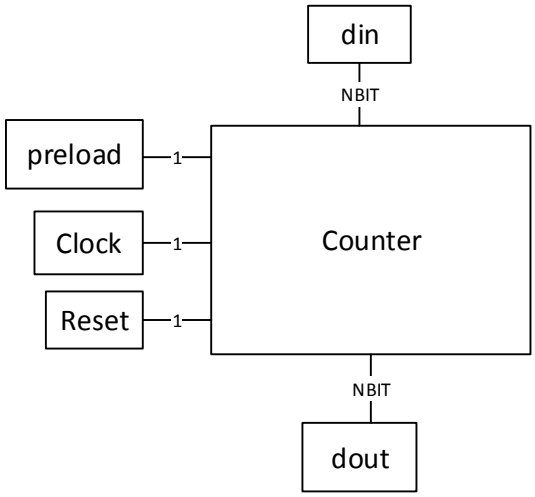
Variable Name	Data Type	Port size	Description
count	INTEGER	NBIT-1 downto 0	Aids in the counting process

3 Design Schematics

Truth Table:

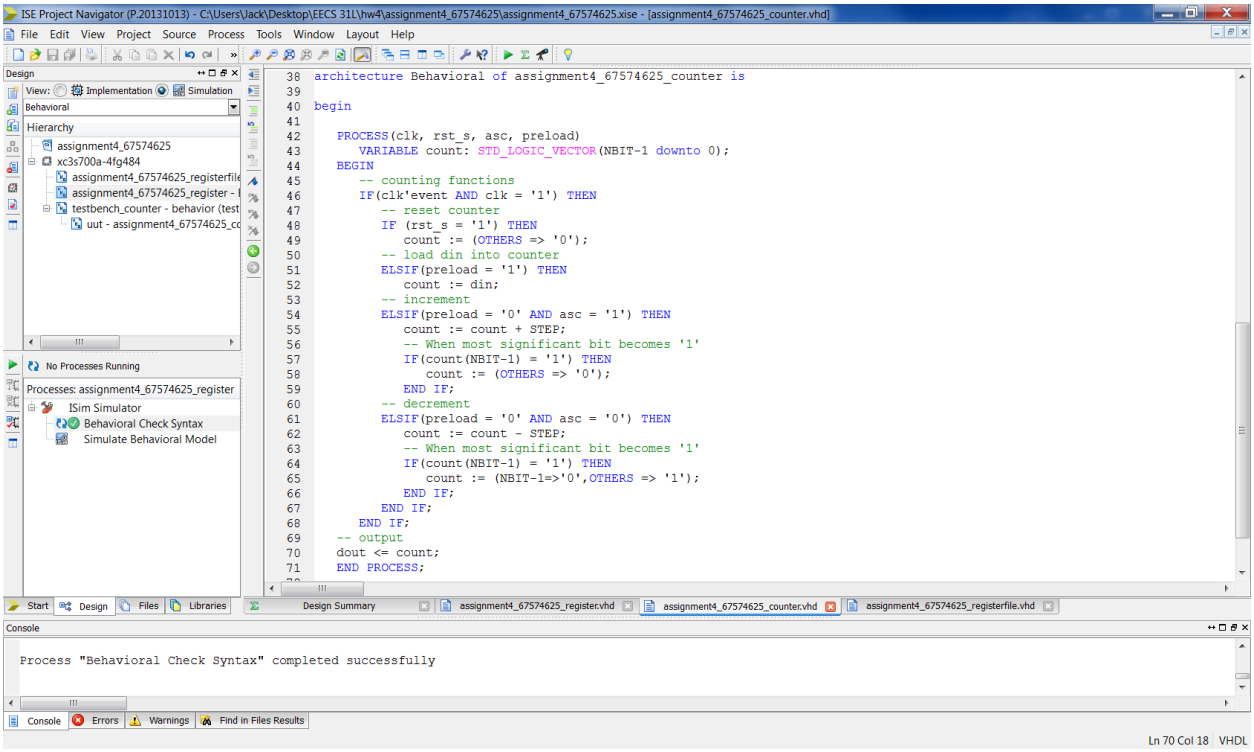
Clk (Rising edge)	Rst_s	asc	preload	Function
1	1	X	X	Reset counter to zero
1	0	1	0	increment
1	0	0	0	decrement
1	0	X	1	Load din into counter

Design:

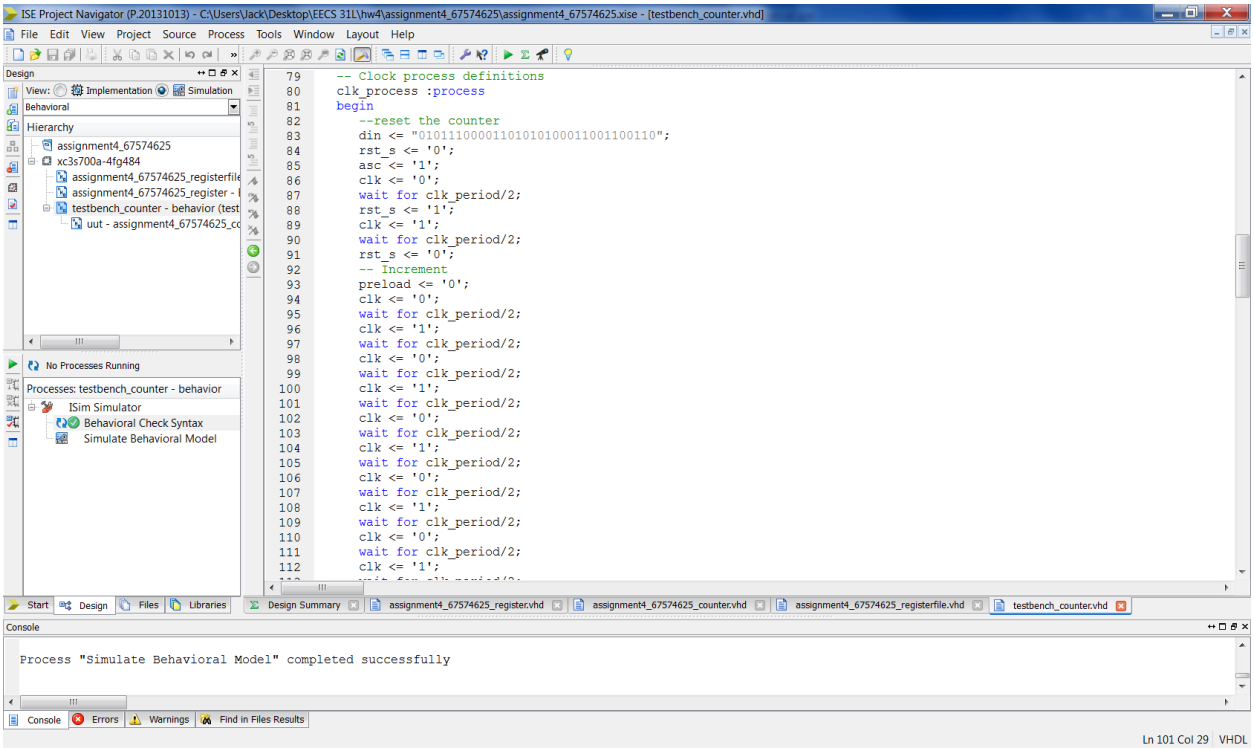


4 Compilation

Counter



Testbench



5 Elaboration

Assumptions:

- The counter cannot output a negative value
- The most significant bit will result in the negative value
    - Counter loops back to zero if incrementing
    - Counter loops back to the greatest positive value it can take

Regarding how I wrote my vhdl code

- I used a process with a variable called count
- Used sequential if and elsif statements

Errors and Challenges:

- I was having issues early on with the process statement. I didn't realize "else if" id "elsif" in VHDL
- Misusing assignment operators; tried using signal assignment operator on a variable

Simulation Log:

Started : "Simulate Behavioral Model".

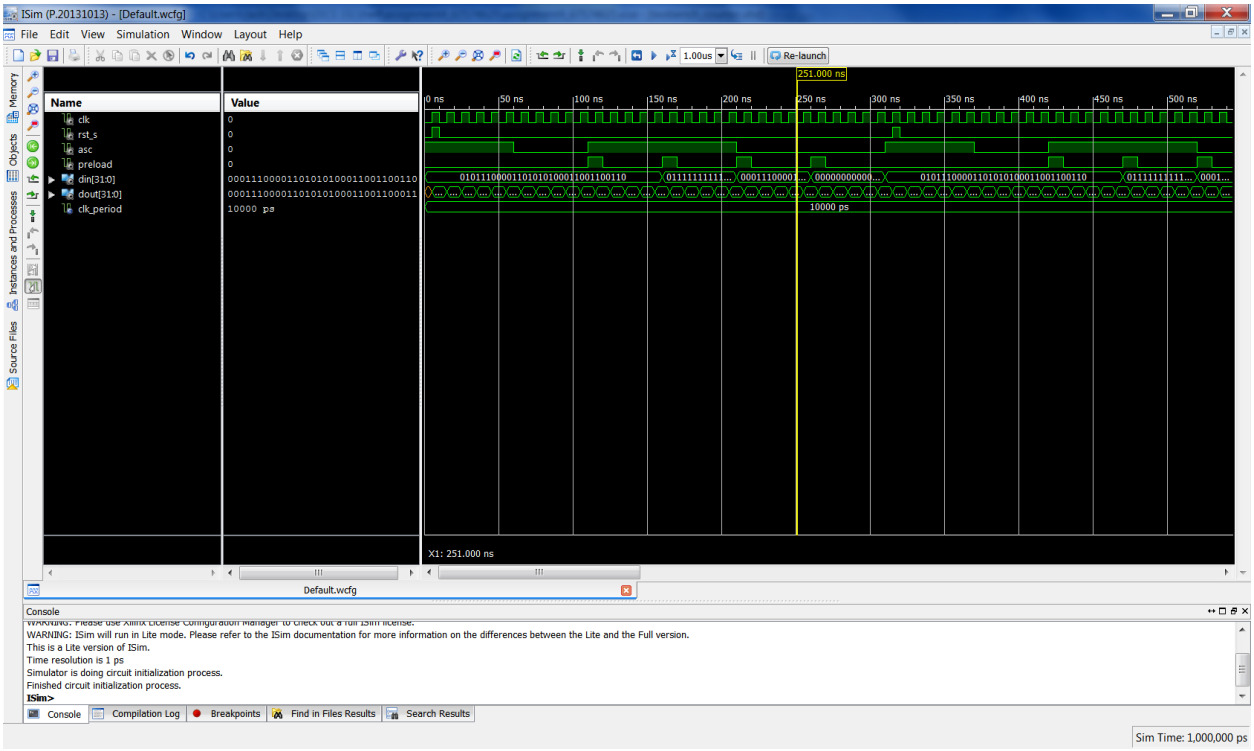
Determining files marked for global include in the design...
Running fuse...
Command Line: fuse -intstyle ise -incremental -o {C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter_isim_beh.exe} -prj {C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter_beh.prj} work.testbench_counter {}
Running: C:\Xilinx\14.7\ISE_DS\ISE\bin\nt64\unwrapped\fuse.exe -intstyle ise -incremental -o C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter_isim_beh.exe -prj C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter_beh.prj work.testbench_counter
ISim P.20131013 (signature 0x7708f090)
Number of CPUs detected in this system: 4
Turning on mult-threading, number of parallel sub-compilation jobs: 8
Determining compilation order of HDL files
Parsing VHDL file "C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/assignment4_67574625_counter.vhd" into library work
Parsing VHDL file "C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter.vhd" into library work
Starting static elaboration
Completed static elaboration
Compiling package standard
Compiling package std_logic_1164
Compiling package std_logic_arith
Compiling package std_logic_unsigned
Compiling package numeric_std
Compiling architecture behavioral of entity assignment4_67574625_counter [\assignment4_67574625_counter(32...]
Compiling architecture behavior of entity testbench_counter
Time Resolution for simulation is 1ps.
Compiled 8 VHDL Units
Built simulation executable C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter_isim_beh.exe
Fuse Memory Usage: 37152 KB
Fuse CPU Usage: 561 ms
Launching ISim simulation engine GUI...
"C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter_isim_beh.exe" -intstyle ise -gui -tclbatch

isim.cmd -wdb "C:/Users/Jack/Desktop/EECS 31L/hw4/assignment4_67574625/testbench_counter_isim_beh.wdb"
ISim simulation engine GUI launched successfully

Process "Simulate Behavioral Model" completed successfully

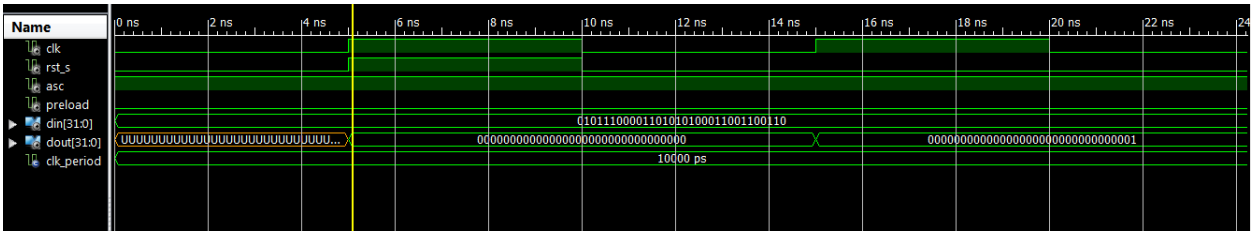
6 Waveforms

Full Waveform Snapshot

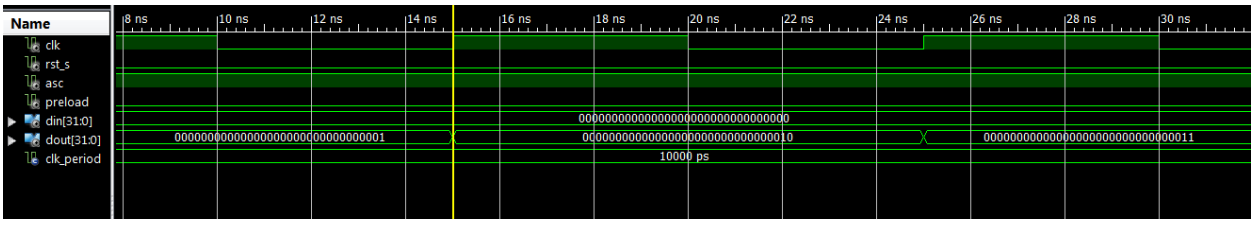


Snapshots of Waveform

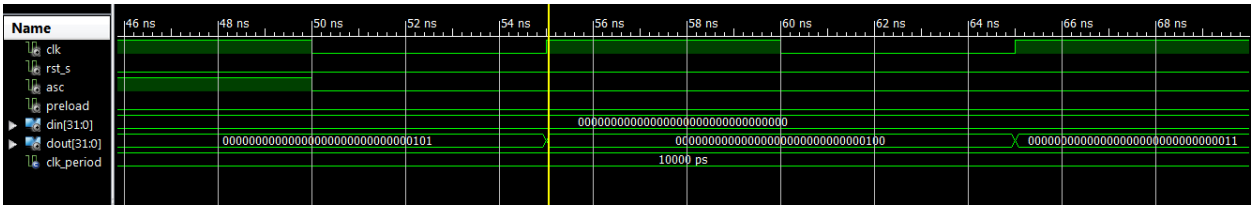
Reset Counter



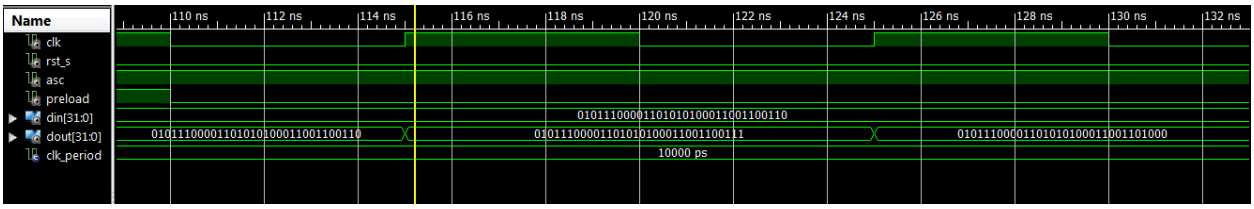
Increment



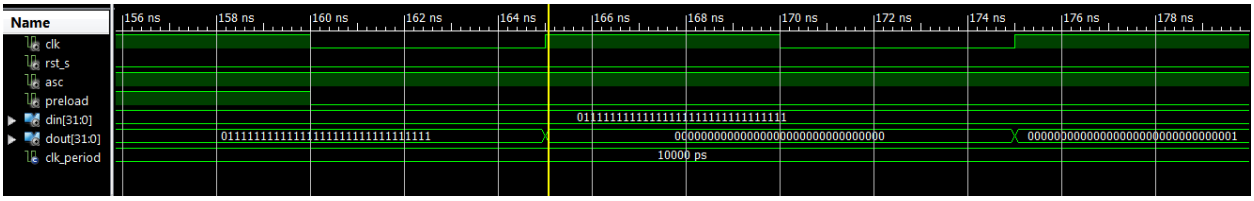
Decrement



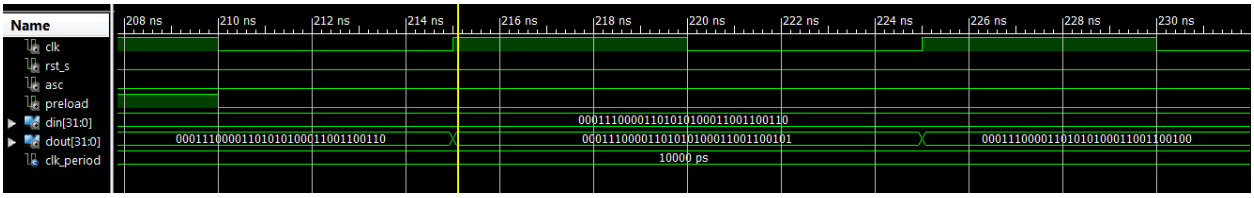
Load random value and start Incrementing



Load greatest positive value and loop back to zero and continue incrementing



Load random value and start Decrementing



Load zero and loop back to greatest positive value and continue decrementing