طراحی سیستم های دیجیتال تکلیف اول

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Code

```
library ieee;

use ieee.std_logic_1164.all;

entity shifter4 is

port(

s: in std_logic_vector(1 downto 0);

w: in std_logic_vector(3 downto 0);

y: out std_logic_vector(3 downto 0)

);

end shifter4;

architecture sel_shift of shifter4 is

begin

with s select

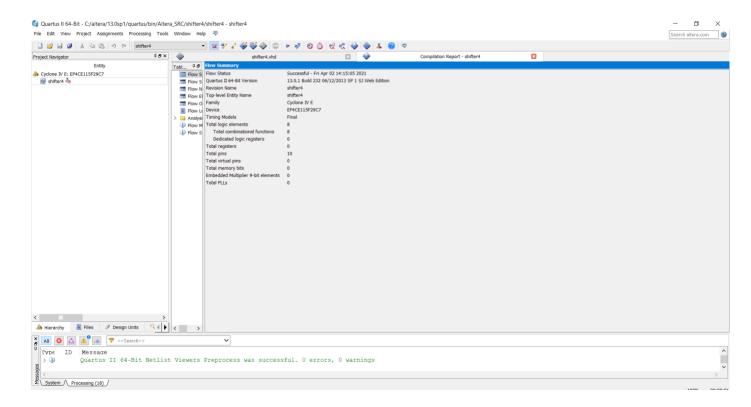
y <= (w(3) & w(2) & w(1) & w(0)) when "00",

(w(0) & w(3) & w(2) & w(1)) when "01",

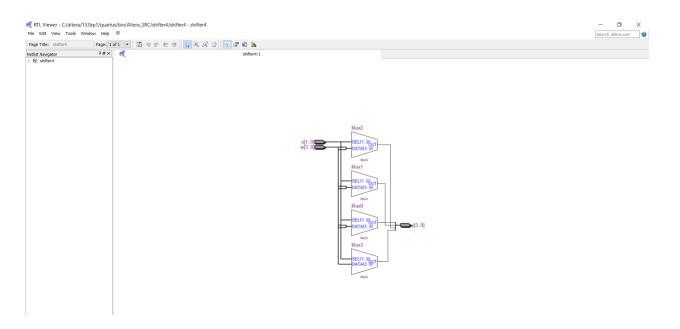
(w(1) & w(0) & w(3) & w(2)) when "10",

(w(2) & w(1) & w(0) & w(3)) when others;

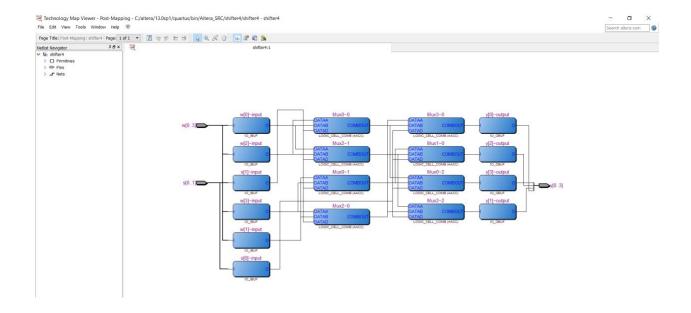
end sel_shift;
```



RTL



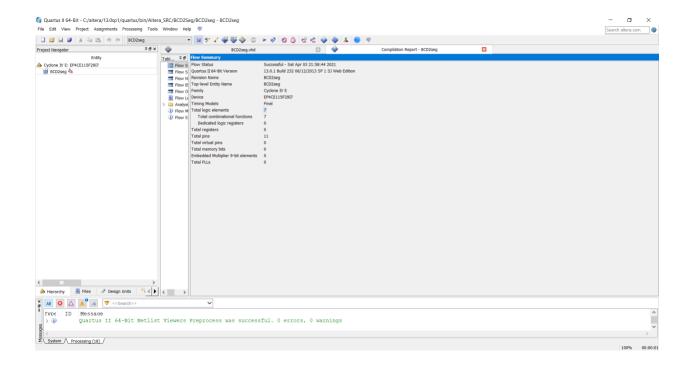
Post-Mapping



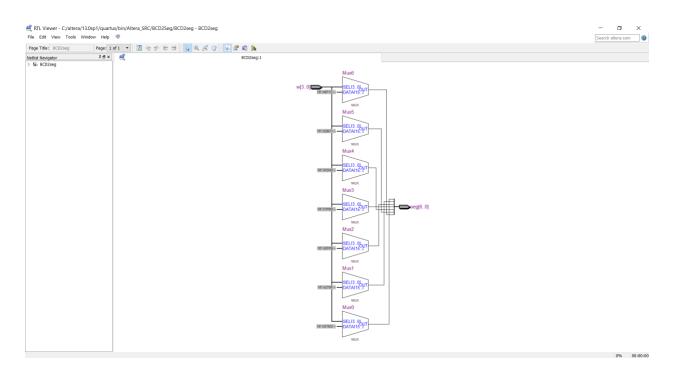
Code

```
library ieee;
use ieee.std_logic_1164.all;
entity BCD2seg is
  port(
    w: in std_logic_vector(3 downto 0);
    seg: out std_logic_vector(6 downto 0));
  end BCD2seg;
architecture decoder_arch of BCD2seg is
  begin
    process(w)
    begin
    case w is
      when "0000" =>
         seg <= "1111110";
       when "0001" =>
         seg <= "0110000";
```

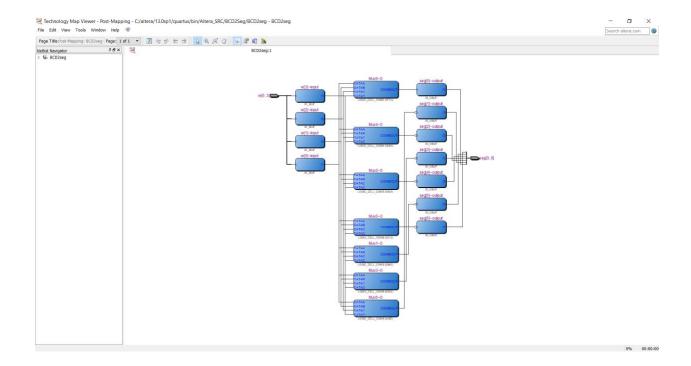
```
when "0010" =>
      seg <= "1101101";
    when "0011" =>
      seg <= "1111001";
    when "0100" =>
      seg <= "0110011";
    when "0101" =>
      seg <= "1011011";
    when "0110" =>
      seg <= "1011111";
    when "0111" =>
      seg <= "1110000";
    when "1000" =>
      seg <= "1111111";
    when "1001" =>
      seg <= "1111011";
    when "1010" =>
      seg <= "1111101";
      seg <= "0011111";
    when "1100" =>
      seg <= "1001110";
    when "1101" =>
      seg <= "0111101";
    when "1110" =>
      seg <= "1001111";
      seg <= "1000111";
  end case;
  end process;
end decoder_arch;
```



RTL



Post-Mapping



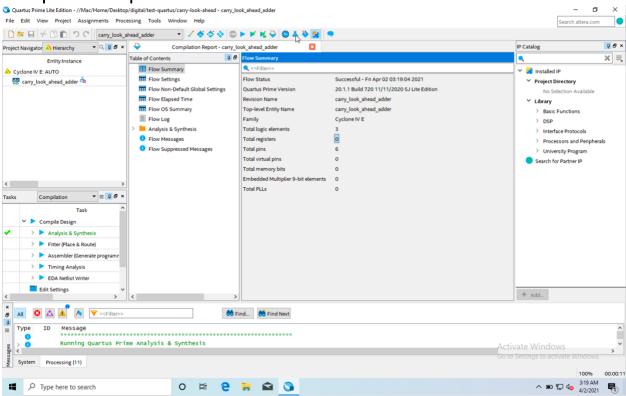
Code

```
library ieee;
use ieee.std_logic_1164.all;

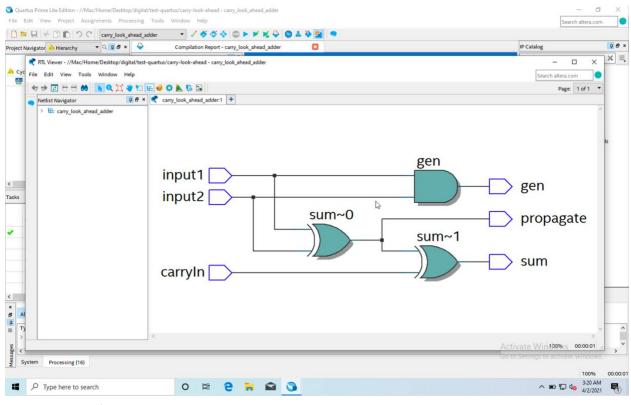
entity carry_look_ahead_adder is
port(
    input1,input2,carryln : in bit;
    sum,gen,propagate : out bit);
end entity;

architecture struct of carry_look_ahead_adder is

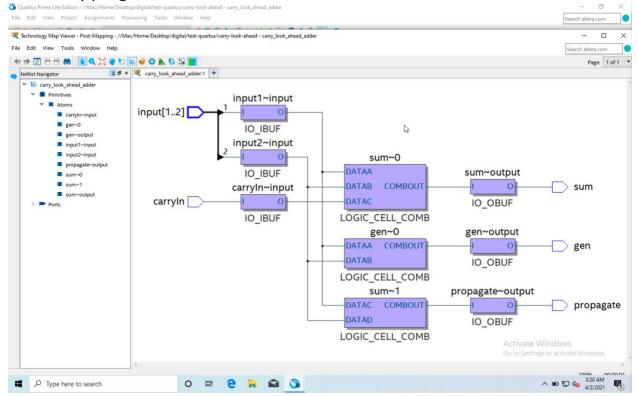
begin
    sum <= (input1 xor input2) xor carryln;
    propagate <= input1 xor input2;
    gen <= input1 and input2;
end architecture;
```



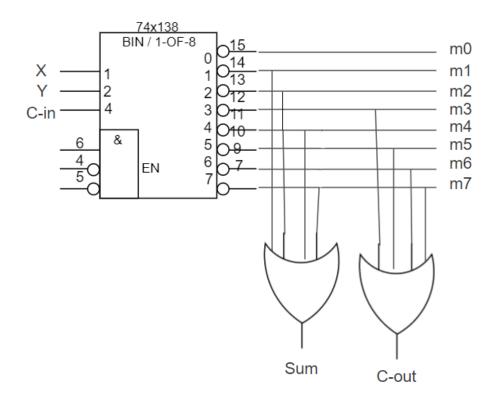




Post-Mapping



Α

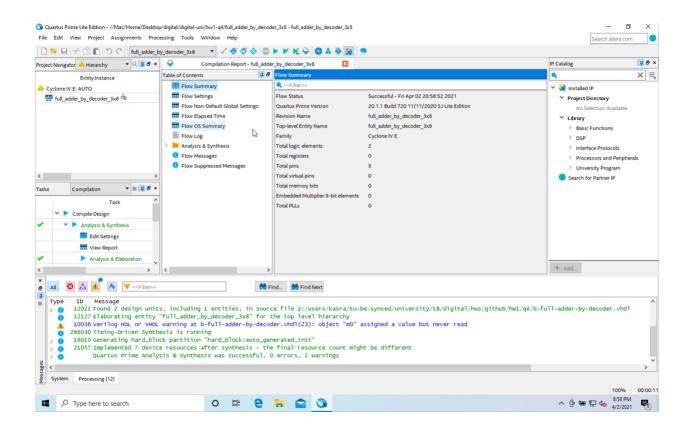


В

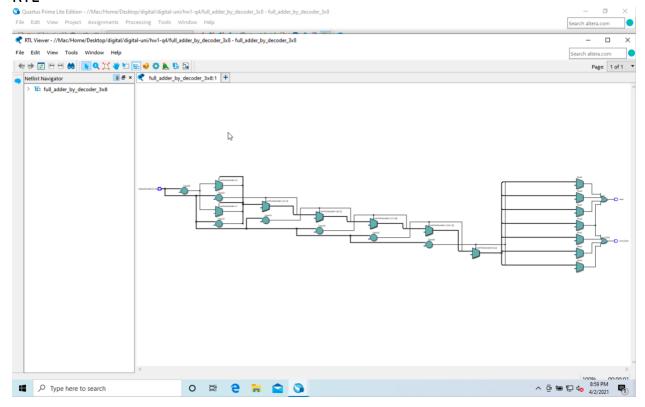
Code

```
library ieee;
use ieee.std_logic_1164.all;
entity full_adder_by_decoder_3x8 is
port(
 inputDecoder : in STD_LOGIC_VECTOR(2 downto 0);
 sum : out std_logic;
 carryOut : out std_logic);
end entity;
architecture struct of full_adder_by_decoder_3x8 is
  signal outPutDecoder: STD_LOGIC_VECTOR(7 downto 0);
  -- to see where m1,m2,m3,... come from, pleas pay attention to answer of section a
  outPutDecoder <=("10000000") when (inputDecoder="000") else
           ("01000000") when (inputDecoder="001") else
           ("00100000") when (inputDecoder="010") else
           ("00010000") when (inputDecoder="011") else
           ("00001000") when (inputDecoder="100") else
           ("00000100") when (inputDecoder="101") else
           ("00000010") when (inputDecoder="110") else
           ("00000001");
  process(outPutDecoder) is
  variable m0,m1,m2,m3,m4,m5,m6,m7 : STD_LOGIC;
    m0 :='0';
    m1 :='0';
    m2 :='0';
    m3 :='0';
    m4 :='0';
    m5 :='0';
    m6 :='0';
    m7 :='0';
    case outPutDecoder is
```

```
when "10000000" =>
        m0 := '1';
      when "01000000" =>
        m1 := '1';
      when "00100000" =>
        m2 := '1';
      when "00010000" =>
        m3 := '1';
      when "00001000" =>
        m4 := '1';
      when "00000100" =>
        m5 := '1';
      when "00000010" =>
        m6 := '1';
        m7 := '1';
    sum <= m1 OR m2 OR m4 OR m7;
    carryOut <= m3 OR m5 OR m6 Or m7;
end architecture;
```



RTL



Post-mapping

