A close-up photograph of a wooden pencil lying diagonally across a page of handwritten mathematical notes. The notes include the words 'point is' and 'on' in the top left, and numerical values '100' and '50' in the center. The background is a warm, out-of-focus yellow.

Circuitos Lógicos

ELE15935

PROF. ANSELMO FRIZERA NETO

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Lab. 5. Replicated structure

Tópicos da aula de hoje:

- For-generate statement
- For-loop statement

Bibliografia:

- P. Chu, “FPGA Prototyping by VHDL Examples”, Capítulo 3

Overview

Many digital circuits exhibit patterned structure

- Repetitive composition of basic blocks
- 1-D cascading chain
- 2-D mesh
- e.g., ripple adder

Loop construct

- Concurrent statement: for-generate
- Sequential statement: for-loop

For-generate statement

Syntax:

```
gen_label:  
for loop_index in loop_range generate  
    concurrent statement;  
    concurrent statement;  
    . . .  
end generate;
```

loop_range:

- must be static (known before synthesis)
 - Index takes values from loop_range
- Loop “unrolled” in synthesis

For-loop statement

Similar to the for-generate statement but is a sequential statement:

- It can only be used within a process

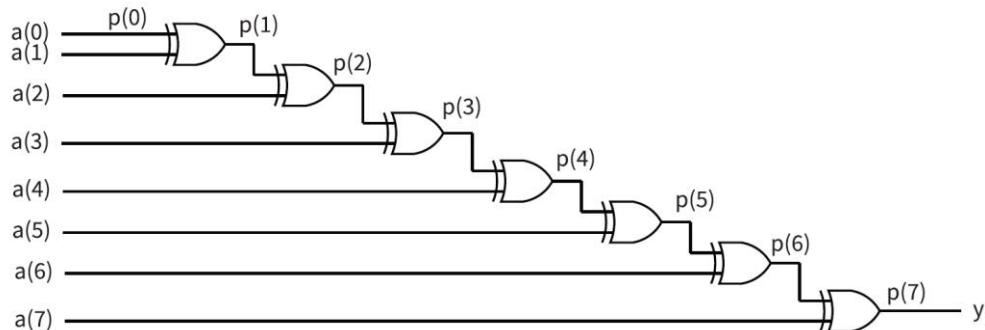
May lead to large complex circuit (e.g., nested if-then-else statement with loop)

Syntax:

```
for loop_index in loop_range loop
    sequential statement;
    sequential statement;
    .
    .
end loop;
```

Example

$$a_7 \oplus a_6 \oplus a_5 \oplus a_4 \oplus a_3 \oplus a_2 \oplus a_1 \oplus a_0$$



```
library ieee;
use ieee.std_logic_1164.all;
entity reduced_xor8 is
  port(
    a : in std_logic_vector(7 downto 0);
    y : out std_logic
  );
end reduced_xor8;

architecture cascade_arch of reduced_xor8 is
begin
  y <= a(0) xor a(1) xor a(2) xor a(3) xor
      a(4) xor a(5) xor a(6) xor a(7);
end cascade_arch;
```

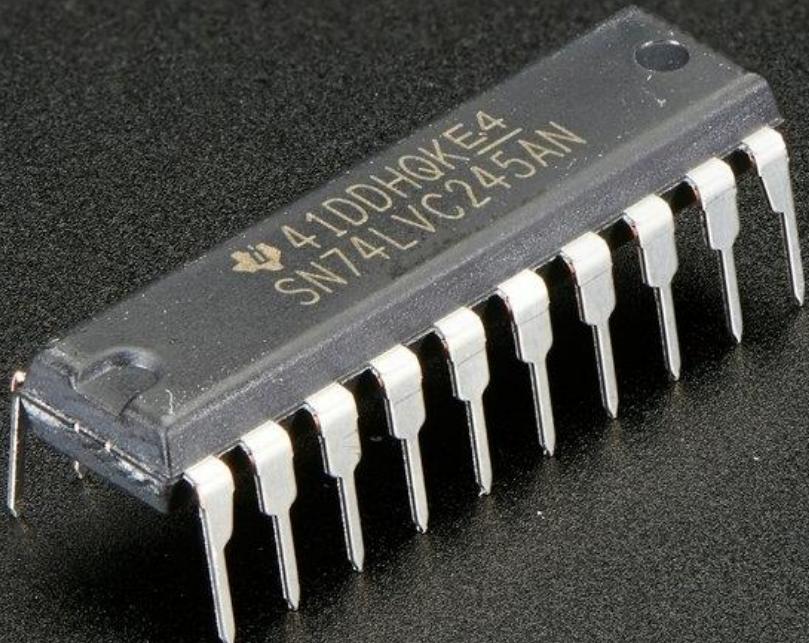


Difficult to use generics and
“parametrize”

Parameterized reduced-xor circuit

```
library ieee;
use ieee.std_logic_1164.all;
entity reduced_xor is
    generic(WIDTH: integer := 8);
    port(
        a : in std_logic_vector(WIDTH-1 downto 0);
        y : out std_logic
    );
end reduced_xor;

architecture gen_linear_arch of reduced_xor is
    signal p: std_logic_vector(WIDTH-1 downto 0);
begin
    p(0) <= a(0);
    xor_gen:
    for i in 1 to (WIDTH-1) generate
        p(i) <= a(i) xor p(i-1);
    end generate;
    y <= p(WIDTH-1);
end gen_linear_arch;
```



Atividade de hoje

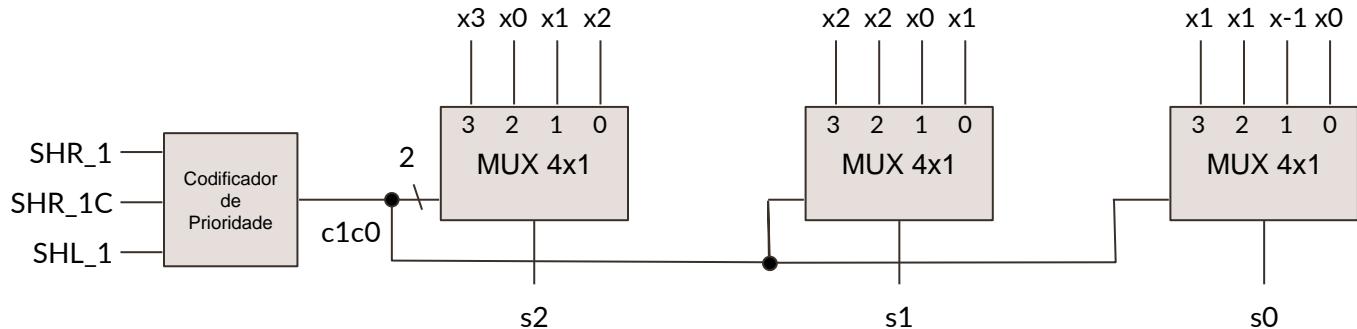
PROJETO DE
DESLOCADOR COM
MÚLTIPHAS
FUNÇÕES

Projeto de deslocador com múltiplas funções

Projete um Deslocador de 3 bits que realize as seguintes funções (em ordem de prioridade decrescente):

- Deslocamento para a direita de 1 bit (entrada de controle SHR_1 = 1).
- Deslocamento circular para a direita de 1 bit (entrada de controle SHR_1C = 1).
- Deslocamento para a esquerda de 1 bit (entrada de controle SHL_1 = 1)
- Não deslocar

Utilize as chaves como entradas de controle e de dados e os LEDs discretos como saídas



Código: Deslocador usando FOR GENERATE

Codificador de Prioridade:

```
library ieee;
use ieee.std_logic_1164.all;
entity prio_encoder32 is
    port(
        r: in std_logic_vector(2 downto 0);
        code: out std_logic_vector(1 downto 0)
    );
end prio_encoder32;

architecture cond_arch of prio_encoder32 is
begin
    code <= "11" when (r(2)='1') else
                "10" when (r(1)='1') else
                "01" when (r(0)='1') else
                "00";
end cond_arch;
```

Código: Deslocador usando FOR GENERATE

MUX:

```
library ieee;
use ieee.std_logic_1164.all;
entity mux4 is
port(
    dado : in std_logic_vector(3 downto 0);
    s: in std_logic_vector(1 downto 0);
    x: out std_logic
);
end mux4;
```

```
architecture case_arch of mux4 is
begin
    process(s, dado)
    begin
        case s is
            when "00" =>
                x <= dado(0);
            when "01" =>
                x <= dado(1);
            when "10" =>
                x <= dado(2);
            when others =>
                x <= dado(3);
        end case;
    end process;
end case_arch;
```

Código: Deslocador usando FOR GENERATE

MUX:

```
library ieee;
use ieee.std_logic_1164.all;
entity top is
    port(
        sw : in std_logic_vector(7 downto 0); -- 8
        switches -> 0 a 4 xN ; 5 a 7 SH
        led : out std_logic_vector(2 downto 0) -- 3vred
        LED
    );
end top;

architecture struc_arch of top is
signal prio : std_logic_vector(1 downto 0);
begin

    prio_cod : entity work.prio_encoder32(cond_arch)
        port map(
            r  => sw(7 downto 5),
            code => prio(1 downto 0)
        );

```

```
r1 : for i in 0 to 2 generate
    r2 : if (i = 2) generate
        mux0 : entity work.mux4(case_arch)
            port map(
                dado(3) => sw(i+2),
                dado(2) => sw(i-1),
                dado(1) => sw(i),
                dado(0) => sw(i+1),
                s => prio(1 downto 0),
                x => led(i)
            );
    end generate r2;
    r3 : if (i < 2) generate
        mux0 : entity work.mux4(case_arch)
            port map(
                dado(3) => sw(i+2),
                dado(2) => sw(i+2),
                dado(1) => sw(i),
                dado(0) => sw(i+1),
                s => prio(1 downto 0),
                x => led(i)
            );
    end generate r3;
end generate r1;
end struc_arch;
```