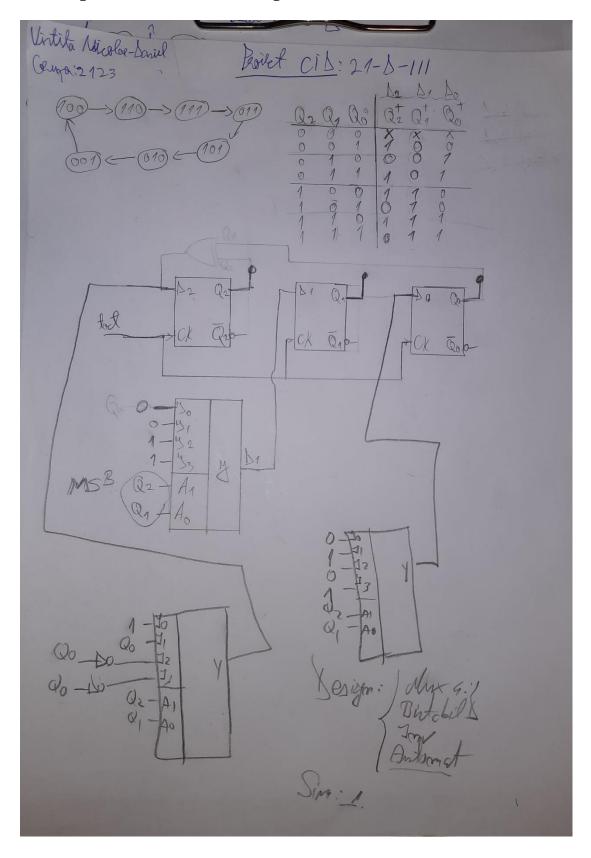
Proiect CID Automat Bistabile

Vintila Nicolae-Daniel

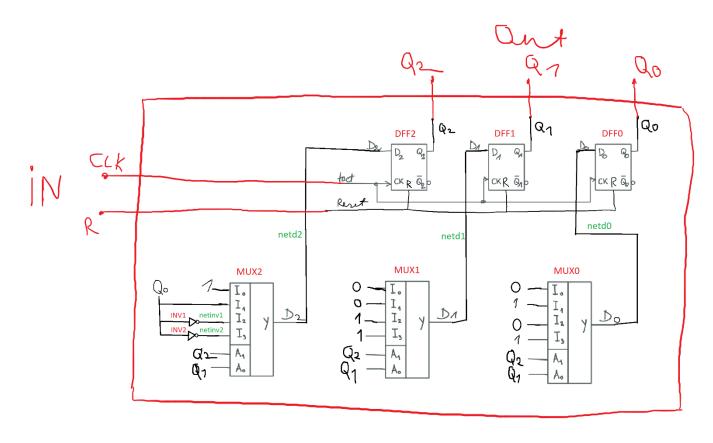
Grupa: 2123

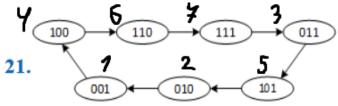
Proiect: 21-D-III

1) Rezolvarea pe hartie a temei de proiect



2) Circuitul pentru implementarea in Vivado si tabelul de adevar





D.	r	clk	Action
	1	x	Reset
	0	Ł	Q ⁺ = D
	otherwise		Wait

III. MUX 4:1 și porți logice

3) Implementarea componentelor (Bistabilul D, MUX, Poarta inversor)

```
DFF.vhd × INV.vhd × MUX4.vhd × automat.vhd
D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat_Vintila_N
Q | 🛗 | ← | → | ¾ | 🛅 | 🛅 | 🗙 | // | 🖩 | i
  library IEEE;
    use IEEE.STD LOGIC 1164.ALL;
3
4 - entity DFF is
     Port ( d : in STD LOGIC;
              clk : in STD LOGIC;
7
              r : in STD LOGIC;
8 1
              q : out STD LOGIC;
9 🗀
              qn : out STD LOGIC);
10 end DFF;
11 ;
12 - architecture Behavioral of DFF is
13
   begin
14
15 🖯 process(clk, r)
16 | begin
17 ( if r='1' then
18 ;
              q <= '0';
19 🖨
               qn <= '1';
20 !
     elsif falling edge(clk) then
21 🖯
22
      q <= d;
23 🗀
               qn <= not d;
24
       end if;
25
26 end process;
27
28  end Behavioral;
 DFF.vhd × INV.vhd
                     × MUX4.vhd × aut
 D:/College Things/.An II/CID/Lab/Lab uri clasa/Autor
 library IEEE;
      use IEEE.STD LOGIC 1164.ALL;
  4 - entity INV is
          Port ( a : in STD LOGIC;
                 y : out STD LOGIC);
  7 \( \ho \) end INV;
  9 - architecture Behavioral of INV is
 10
 11 :
     begin
 12
     y <= not a;
 13
 14
 15 end Behavioral;
```

```
DFF.vhd
        × INV.vhd
                    × MUX4.vhd × automat.vhd
D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat_Vintila
Q 🔛 🛧 🥕 🐰 📵 🛍 🗙 // 🕮
     library IEEE;
2
     use IEEE.STD LOGIC 1164.ALL;
3
4 	☐ entity MUX4 is
5 🗇
     Port ( i0 : in STD LOGIC;
               il : in STD LOGIC;
6
7
               i2 : in STD LOGIC;
               i3 : in STD LOGIC;
8
9
               al : in STD LOGIC;
10
              a0 : in STD LOGIC;
11 🗀
               y : out STD LOGIC);
12 @ end MUX4;
13
14 - architecture Behavioral of MUX4 is
16
     signal a: std logic vector (1 downto 0);
17 begin
18
19 a <= al & a0;
20
21
    with a select
    y <= i0 when "00",
22 1
23
         il when "01",
24
         i2 when "10",
25
         i3 when "11",
26
         i0 when others:
27
28
29 end Behavioral;
30
```

4) Implementarea sursei automatului

```
× INV.vhd
DFF.vhd
                    × MUX4.vhd
                                  × automat.vhd
                                                  × Test auto
D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat Vintila_Nicolae-Daniel
     library IEEE;
     use IEEE.STD LOGIC 1164.ALL;
3
4 - entity automat is
     Port ( clk : in STD LOGIC;
               r : in STD LOGIC;
6
7 🗀
               q : out STD LOGIC VECTOR (2 downto 0));
8 \(\hat{\text{-}}\) end automat;
9
10 architecture Behavioral of automat is
11
12 component DFF is
13 🖯
       Port ( d : in STD LOGIC;
              clk : in STD LOGIC;
14
               r : in STD LOGIC;
15
              q : out STD LOGIC;
16
17 🖨
               qn : out STD LOGIC);
18 @ end component DFF;
19
20 - component MUX4 is
21 🖯
         Port ( i0 : in STD LOGIC;
22
               il : in STD LOGIC;
23
                i2 : in STD LOGIC;
               i3 : in STD LOGIC;
2.4
25
               al : in STD LOGIC;
26
               a0 : in STD LOGIC;
               y : out STD LOGIC);
28 @ end component MUX4;
29
30 - component INV is
       Port ( a : in STD LOGIC;
32 (-)
                y : out STD LOGIC);
33 @ end component INV;
34
35
     signal netd0, netd1, netd2, netinv1, netinv2:std logic;
     signal qint:std logic vector(2 downto 0);
37
38
    begin
39
     q <= qint;
40
41 - DFF0: DFF port map( clk => clk,
42
                        r \Rightarrow r
43
                        d => netd0,
44
                        q => qint(0));
```

```
DFF.vhd
        × INV.vhd
                    × MUX4.vhd
                                    × automat
D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat_\
Q | 🛗 | 🛧 | 🥕 | 🐰 | 🛅 | 🛅 | 🗙 | //
44 🖨
                          q => qint(0));
45
46 DFF1: DFF port map ( clk => clk,
47
                           r => r,
48
                           d => netdl,
49 🗀
                           q => qint(1));
51 ─ DFF2: DFF port map ( clk => clk,
52
                           r \Rightarrow r.
53
                           d => netd2,
54 (
                           q => qint(2));
56 - MUX0: MUX4 port map (i0 => '0',
                           il => 'l',
                           i2 => '0',
58
59
                           i3 => '1',
                           al => qint(2),
61
                           a0 => gint(1),
62 A
                           y => netd0);
64 - MUX1: MUX4 port map (i0 => '0',
                           il => '0',
                           i2 => '1',
                           i3 => '1',
68
                           al => qint(2),
69
                           a0 => qint(1),
70 🗇
                           y => netdl);
71
72 - MUX2: MUX4 port map (i0 => '1',
                            il => gint(0).
74
                            i2 => netinvl,
75
                            i3 => netinv2,
76
                            al => qint(2),
77
                            a0 => qint(1),
78
                            y => netd2);
80 - INV1: INV port map (a => gint(0),
81 🖨
                          y => netinvl);
82 ;
83 \bigcirc INV2: INV port map (a => qint(0),
                          y => netinv2);
86 end Behavioral;
```

5) Implementarea sursei de simulare a automatului

```
Test_automat.vhd × DFF.vhd × INV.vhd × MUX4.vhd
D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat_Vintila_Nicolae-D
    1 :
 2 | library IEEE;
 3 use IEEE.STD LOGIC 1164.ALL;
 5 - entity Test automat is
6 ! -- Port ();
7 	end Test automat;
9 - architecture Behavioral of Test automat is
10 :
11 - component automat is
12 		 Port ( clk : in STD LOGIC;
13 !
             r : in STD LOGIC;
             q : out STD LOGIC VECTOR (2 downto 0));
14 (-)
15 end component automat;
16
17 signal clk, r:std_logic;
18 ; signal q: std logic vector (2 downto 0);
19 begin
20
21 UUT: automat port map(clk, r, q);
22
23 - process
24 begin
25 :
      clk <= '0'; wait for 1 ns;
26 clk <= '1'; wait for 1 ns;
28
29 r <= '1' after 0 ns, '0' after 2.2 ns;
30
31 @ end Behavioral;
32
```

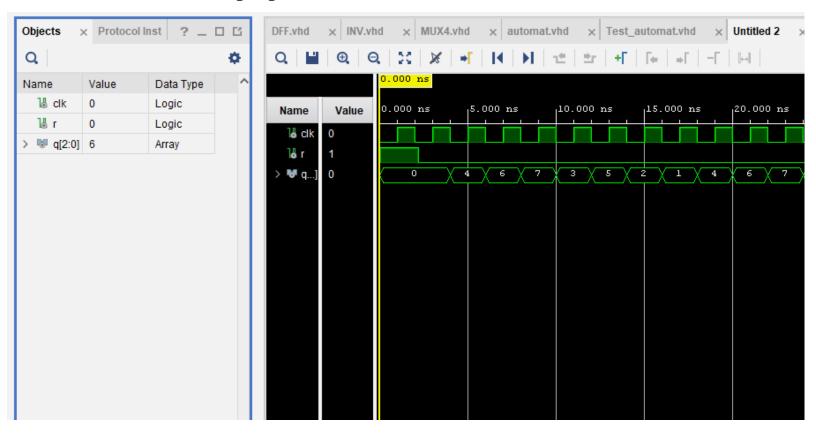
6) Implementarea sursei de simulare a bistabilului si portii inversoare

```
Test_BIST_D.vhd * × Test_MUX4.vhd
                              x Test_inv.vhd
D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat_Vintila_Nic
                                                                             x Test MUX4
                                                              × Test_inv.vhd
                                              Test BIST D.vhd
    🕍 │ ◆ │ → │ 从 │ 📵 │ 🗈 │ 🗙 │ // │ 圓 │ 🏗
                                               D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat_Vi
1 library IEEE;
    use IEEE.STD LOGIC 1164.ALL;
                                                   3
 4 - entity Test BIST D is
                                               1 | library IEEE;
5 : -- Port ();
 6  end Test_BIST_D;
                                               2
                                                  use IEEE.STD LOGIC 1164.ALL;
7 :
                                               3 :
8 - architecture Behavioral of Test BIST D is
                                               4 - entity Test_inv is
                                               5 -- Port ();
10 - component DFF is
                                               clk : in STD LOGIC;
                                               8 - architecture Behavioral of Test inv is
13 5
            r : in STD LOGIC;
14
            q : out STD LOGIC;
                                              10 □ component INV is
            qn : out STD LOGIC);
15 🖨
                                              16 end component DFF;
                                              12 🖨
                                                      y : out STD LOGIC);
17
18
   signal d, clk, r, q, qn:std logic;
                                              13 @ end component INV;
19
                                              14
20
   begin
                                              15   signal a, y:std logic;
21
22 UUT: DFF port map(d, clk, r, q, qn);
                                              17 begin
23
                                              18
24 🖯 process
                                              19 UT: INV port map (a, y);
25 | begin
                                              20 '
26 clk <= '0'; wait for 1 ns;
                                              21 process
27 | clk <= 'l'; wait for l ns;
28 end process;
                                              22 begin
29
                                              23 | a <= '0'; wait for 2 ns;
30 □ process
                                              24 a <= '1'; wait for 2 ns;
   begin
                                              32 ; d <= '0'; wait for 3.8 ns;
                                              26
33 d <= '1'; wait for 3.8 ns;
                                              27 end Behavioral;
34 \(\hat{\text{-}}\) end process;
36 ' r <= 'l' after 0 ns, '0' after 2.3 ns;
37
38 end Behavioral;
```

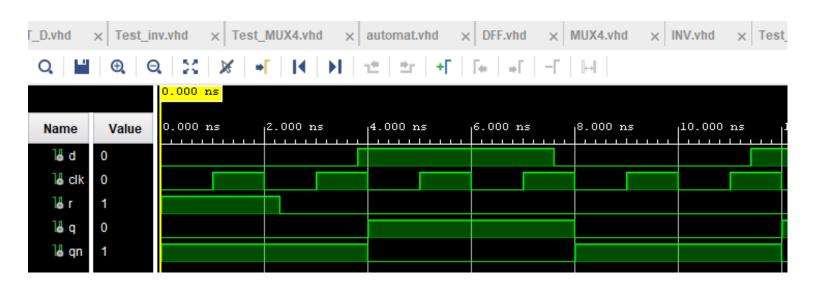
7) Implementarea sursei de simulare a multiplexorului 4:1

```
Test_BIST_D.vhd x Test_MUX4.vhd x Test_inv.vhd
D:/College Things/.An II/CID/Lab/Lab uri clasa/Automat_Vintila_N
   | 🕍 | ← | → | 从 | 🖹 | 🖺 | 🗙 | // | 🎟 | ;
1 library IEEE;
 2 :
    use IEEE.STD LOGIC 1164.ALL;
                                                  43 - process
3 :
                                                  44 begin
4 - entity Test MUX4 is
                                                  45 ; il <= '0'; wait for 5 ns;
5 : -- Port ();
                                                  46 | il <= 'l'; wait for 5 ns;
 6 end Test_MUX4;
                                                  47 ← end process;
7
                                                  48 ;
8 architecture Behavioral of Test_MUX4 is
                                                  49 process
                                                 50 | begin
10 component MUX4 is
                                                 51 i2 <= '0'; wait for 6 ns;
52 | i2 <= '1'; wait for 6 ns;
              il : in STD LOGIC;
                                                 53 ∩ end process;
13 :
              i2 : in STD LOGIC;
                                                 54
14
              i3 : in STD LOGIC;
                                                 55 □ process
             al : in STD LOGIC;
15
16
              a0 : in STD LOGIC;
                                                 56 begin
              y : out STD LOGIC);
                                                  57 | i3 <= '0'; wait for 7 ns;
18 @ end component MUX4;
                                                  58 i3 <= '1'; wait for 7 ns;
19
                                                  20
    signal i0, i1, i2, i3, a1, a0, y: std logic;
21
                                                  61 end Behavioral;
22 | begin
                                                  62
   UT: MUX4 port map(i0, i1, i2, i3, a1, a0, y);
23
24
25 □ process
26 begin
27 : a0 <= '0'; wait for 2 ns;
28 | a0 <= '1'; wait for 2 ns;
29 end process;
30
31 🖯 process
32 ! begin
33 al <= '0'; wait for 3 ns;
34 : al <= '1'; wait for 3 ns;
35 ← end process;
36
37 □ process
38 begin
39 : i0 <= '0'; wait for 4 ns;
40 : i0 <= '1'; wait for 4 ns;
41 ∩ end process;
42
43 process
44 | begin
```

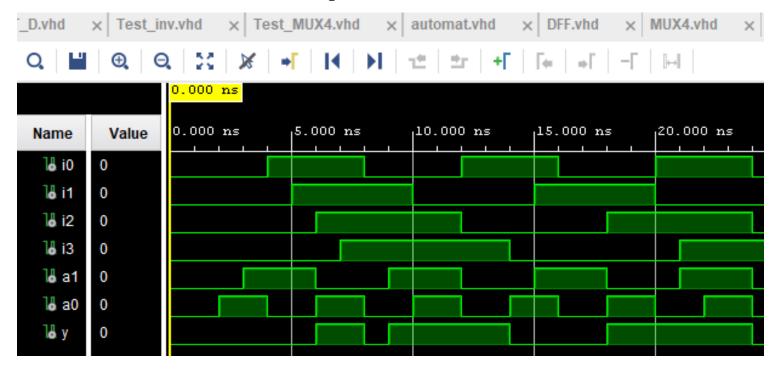
8) Simulare propriu-zisa a automatului



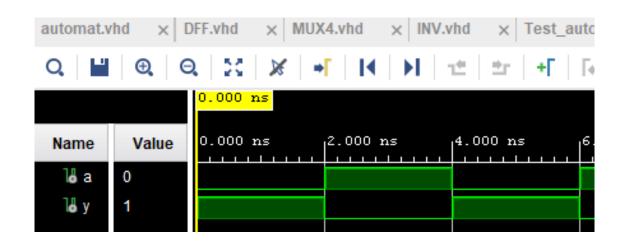
9) Simularea Bistabilului D



10) Simularea multiplexorului 4:1



11) Simularea portii inversoare



Multumesc de atentie!

Vintila Nicolae-Daniel

Grupa: 2123

Proiect: 21-D-III