



UNIVERSITATEA TEHNICĂ
DIN CLUJ-NAPOCA



**Facultatea de Electronică,
Telecomunicații și
Tehnologia Informației**

Proiect CID 2022-2023

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Grupa: E.2121

Semigrupa: 2.

Alocare Proiect: 23-G-III

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23-G-III-Bistabil JK

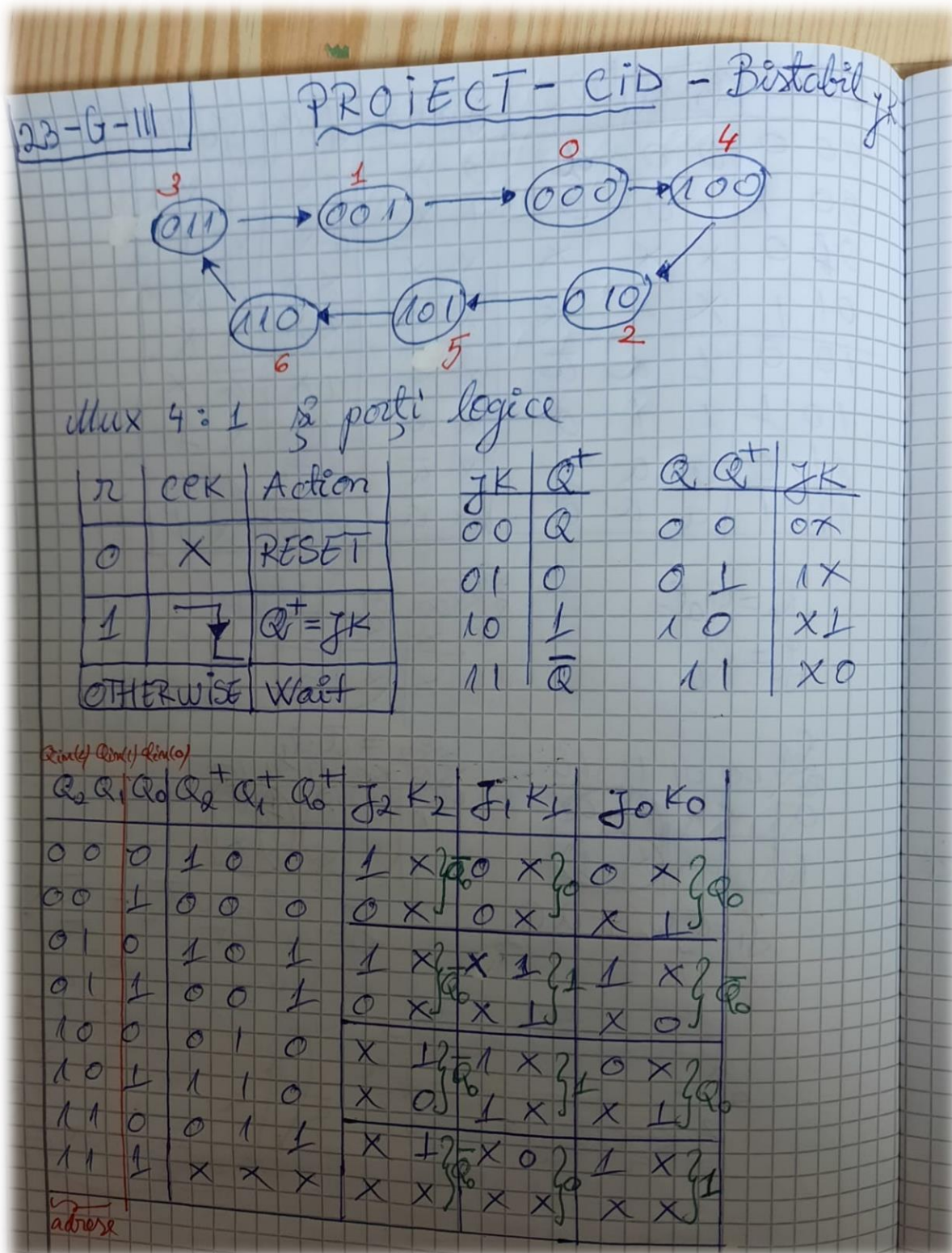


G.

r	clk	Action
0	x	Reset
1	\downarrow	$Q^+ = JK$
otherwise		Wait

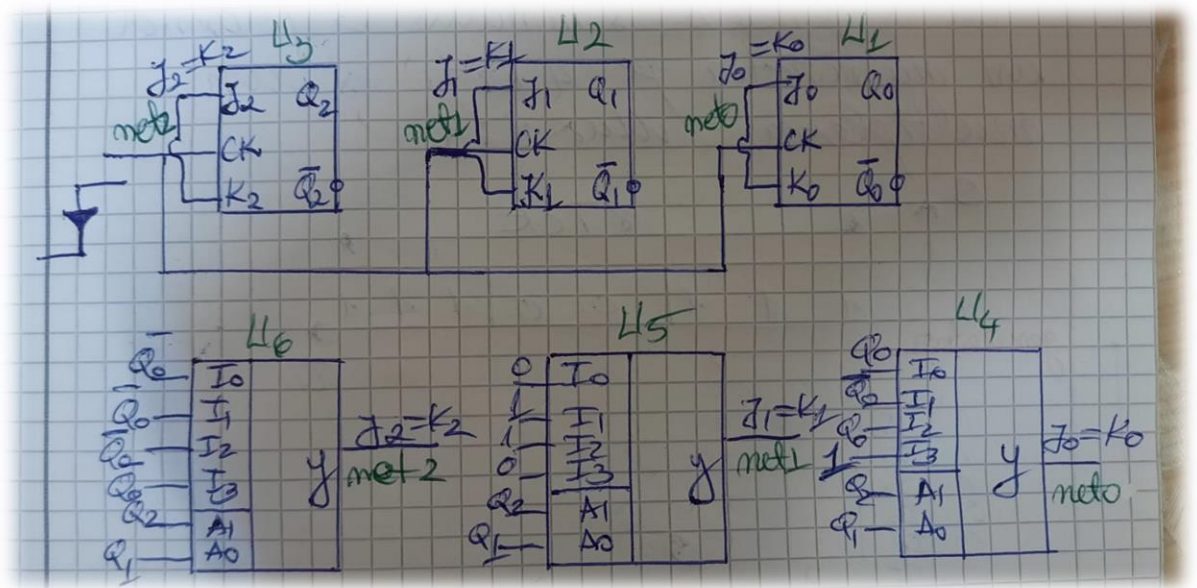
III. MUX 4:1 și porți logice

- ✓ *Pasul 1:* Am rezolvat pe foaie tema de proiect, m-am folosit de schema de tranziție și de mux 4:1, porți logice.

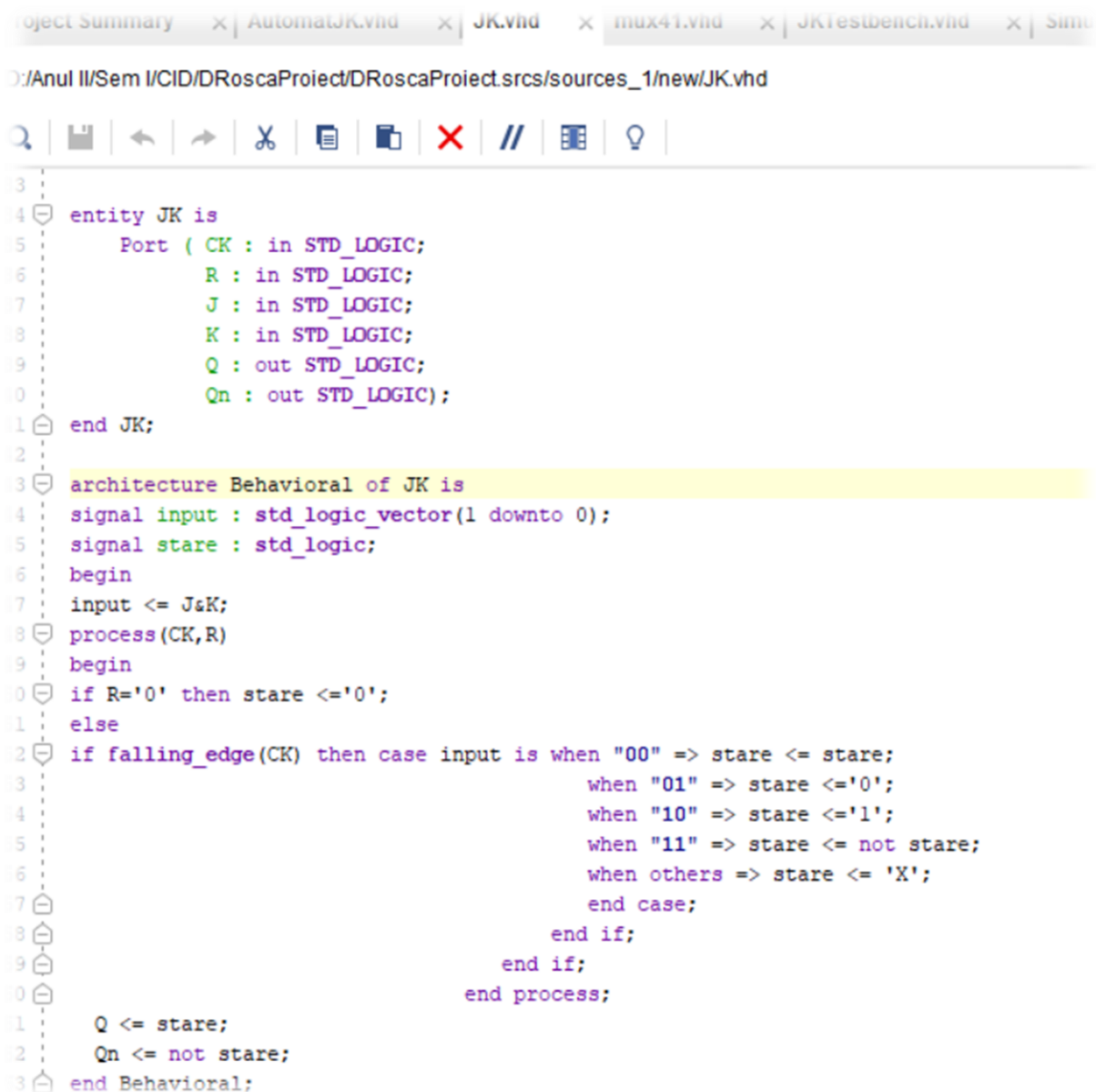


✓

✓ *Pasul 2:* Cu ajutorul tabelului de adevăr de mai sus am implementat un automat compus din: trei bistabile JK și trei multiplexoare 4:1. Deoarece bistabilul JK este foarte mic, nu am obținut nicio poartă logică. Totodată, putem observa, că primul multiplexor 4:1 se poate scrie mai simplu: $q_{negat} = J_2 = K_2$.



- ✓ *Pasul 3:* După ce am rezolvat pe foaie cerința de proiect am trecut să implementez în programul vivado bistabilul JK. Aici am folosit tabelul dat, observăm că bistabilul este pe un front descendent(falling_edge), iar resetul este activ pe zero în tabelul dat.



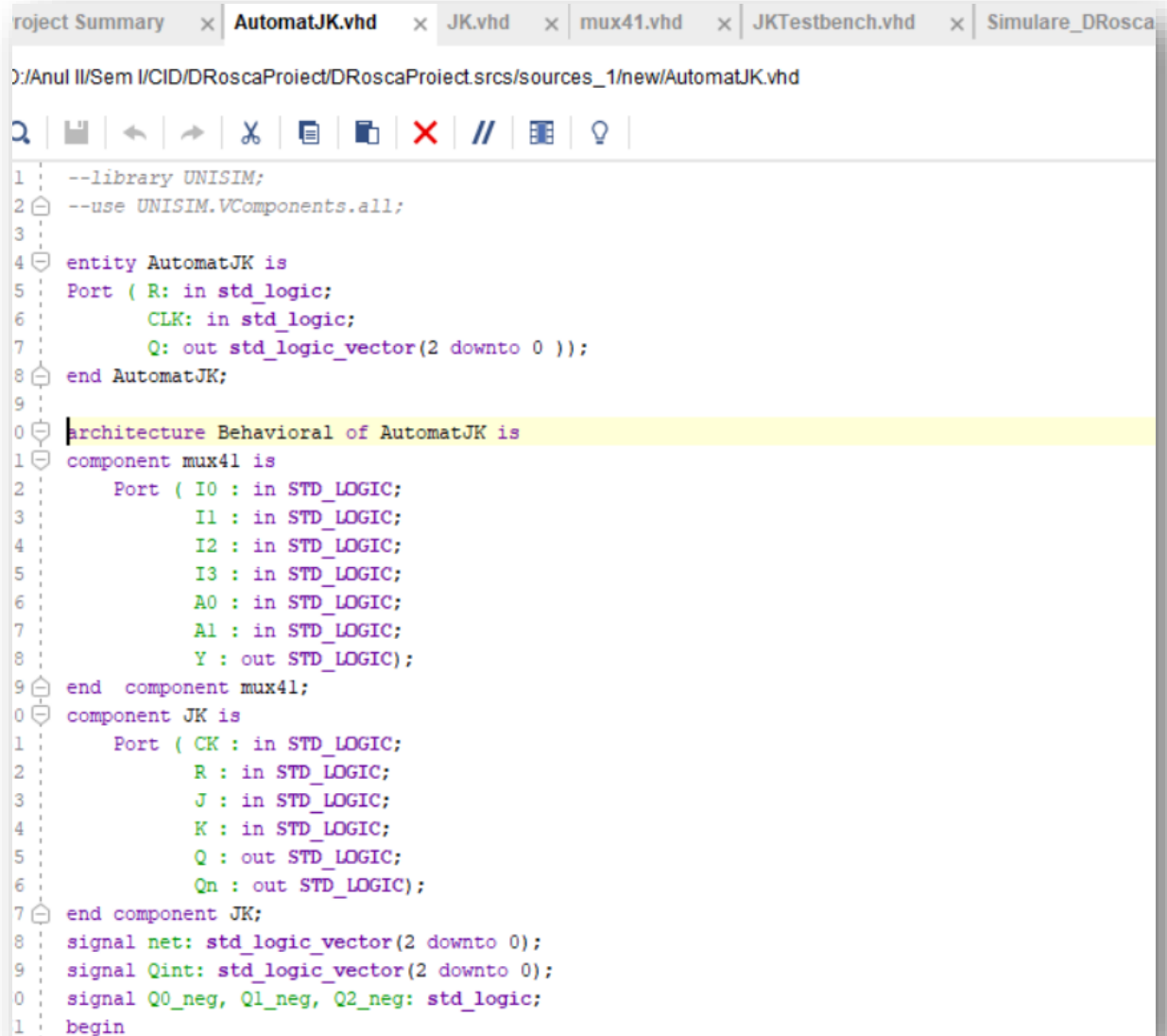
```
13
14 entity JK is
15     Port ( CK : in STD_LOGIC;
16           R  : in STD_LOGIC;
17           J  : in STD_LOGIC;
18           K  : in STD_LOGIC;
19           Q  : out STD_LOGIC;
20           Qn : out STD_LOGIC);
21 end JK;
22
23 architecture Behavioral of JK is
24     signal input : std_logic_vector(1 downto 0);
25     signal stare : std_logic;
26     begin
27         input <= J&K;
28     process(CK,R)
29     begin
30         if R='0' then stare <='0';
31         else
32             if falling_edge(CK) then case input is when "00" => stare <= stare;
33                                     when "01" => stare <='0';
34                                     when "10" => stare <='1';
35                                     when "11" => stare <= not stare;
36                                     when others => stare <= 'X';
37             end case;
38             end if;
39         end if;
40     end process;
41
42     Q <= stare;
43     Qn <= not stare;
44 end Behavioral;
```


✓ *Pasul 6:* Am implementat codul pentru MUX 4:1.

```
D:/Anul II/Sem I/CID/DRoscaProiect/DRoscaProiect.srscs/sources_1/new/mux41.vhd

1
2  library IEEE;
3  use IEEE.STD_LOGIC_1164.ALL;
4
5  -- Uncomment the following library declaration if using
6  -- arithmetic functions with Signed or Unsigned values
7  --use IEEE.NUMERIC_STD.ALL;
8
9  -- Uncomment the following library declaration if instantiating
10 -- any Xilinx leaf cells in this code.
11 --library UNISIM;
12 --use UNISIM.VComponents.all;
13
14 entity mux41 is
15     Port ( I0 : in STD_LOGIC;
16           I1 : in STD_LOGIC;
17           I2 : in STD_LOGIC;
18           I3 : in STD_LOGIC;
19           A0 : in STD_LOGIC;
20           A1 : in STD_LOGIC;
21           Y : out STD_LOGIC);
22 end mux41;
23
24 architecture Behavioral of mux41 is
25     signal a : std_logic_vector(1 downto 0);
26     begin
27         a <= A1 & A0;
28         with a select
29             Y <= I0 when "00", I1 when "01", I2 when "10", I3 when "11", I0 when others;
30     end Behavioral;
```

- ✓ *Pasul 7:* Am construit automatul JK cu cele 3 multiplexoare așa cum reiese din schema făcută mai sus pe hârtie.

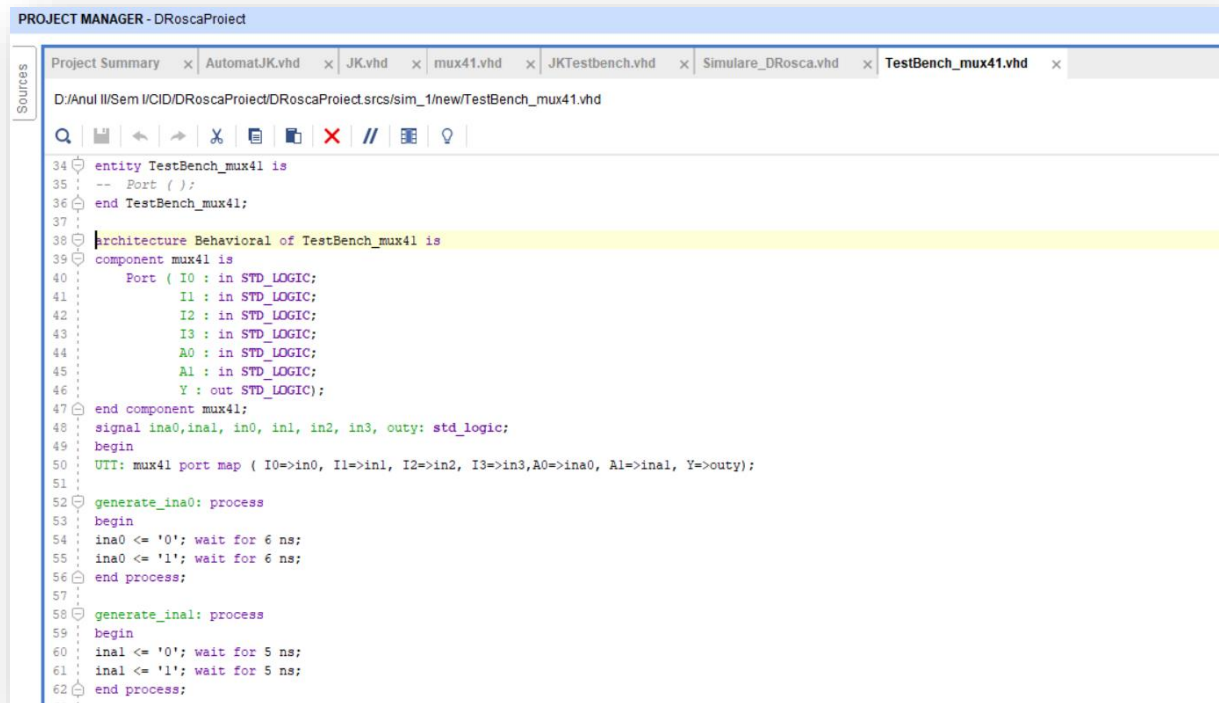


```
1  --library UNISIM;
2  --use UNISIM.VComponents.all;
3
4  entity AutomatJK is
5  Port ( R: in std_logic;
6        CLK: in std_logic;
7        Q: out std_logic_vector(2 downto 0 ));
8  end AutomatJK;
9
10 architecture Behavioral of AutomatJK is
11 component mux41 is
12     Port ( I0 : in STD_LOGIC;
13           I1 : in STD_LOGIC;
14           I2 : in STD_LOGIC;
15           I3 : in STD_LOGIC;
16           A0 : in STD_LOGIC;
17           A1 : in STD_LOGIC;
18           Y : out STD_LOGIC);
19 end component mux41;
20 component JK is
21     Port ( CK : in STD_LOGIC;
22           R : in STD_LOGIC;
23           J : in STD_LOGIC;
24           K : in STD_LOGIC;
25           Q : out STD_LOGIC;
26           Qn : out STD_LOGIC);
27 end component JK;
28 signal net: std_logic_vector(2 downto 0);
29 signal Quint: std_logic_vector(2 downto 0);
30 signal Q0_neg, Q1_neg, Q2_neg: std_logic;
31 begin
```

```
U1: JK port map ( CK => CLK, R => R, J => net(0), K=> net(0), Q => Quint(0), Qn => Q0_neg);
U2: JK port map ( CK => CLK, R => R, J => net(1), K=> net(1), Q => Quint(1), Qn => Q1_neg);
U3: JK port map ( CK => CLK, R => R, J => net(2), K=> net(2), Q => Quint(2), Qn => Q2_neg);
Q0_neg <= not Quint(0);
Q1_neg <= not Quint(1);
Q2_neg <= not Quint(2);
U4: mux41 port map ( I0 => Quint(0), I1 => Q0_neg, I2 => Quint(0), I3 => '1', A1 => Quint(2), A0 => Quint(1), Y => net(0));
U5: mux41 port map ( I0 => '0', I1 => '1', I2 => '1', I3 => '0', A1 => Quint(2), A0 => Quint(1), Y => net(1));
U6: mux41 port map ( I0 => Q0_neg, I1 => Q0_neg, I2 => Q0_neg, I3 => Q0_neg, A1 => Quint(2), A0 => Quint(1), Y => net(2));
Q<= Quint;
end Behavioral;
```

✓ *Pasul 8: Am făcut o simulare de test pentru MUX 4:1.*

Cod Simulare Test MUX:



The screenshot shows a VHDL code editor window titled "PROJECT MANAGER - DRoscaProiect". The editor displays the source code for a test bench named "TestBench_mux41.vhd". The code defines an entity "TestBench_mux41" with a component "mux41" and two test processes, "generate_ina0" and "generate_inal", which apply test stimuli to the inputs of the multiplexer.

```
34 entity TestBench_mux41 is
35 -- Port ( );
36 end TestBench_mux41;
37
38 architecture Behavioral of TestBench_mux41 is
39 component mux41 is
40     Port ( I0 : in STD_LOGIC;
41           I1 : in STD_LOGIC;
42           I2 : in STD_LOGIC;
43           I3 : in STD_LOGIC;
44           A0 : in STD_LOGIC;
45           A1 : in STD_LOGIC;
46           Y : out STD_LOGIC);
47 end component mux41;
48 signal ina0,inal, in0, in1, in2, in3, outy: std_logic;
49 begin
50     UUT: mux41 port map ( I0=>in0, I1=>in1, I2=>in2, I3=>in3,A0=>ina0, A1=>inal, Y=>outy);
51
52     generate_ina0: process
53     begin
54         ina0 <= '0'; wait for 6 ns;
55         ina0 <= '1'; wait for 6 ns;
56     end process;
57
58     generate_inal: process
59     begin
60         inal <= '0'; wait for 5 ns;
61         inal <= '1'; wait for 5 ns;
62     end process;
63
```

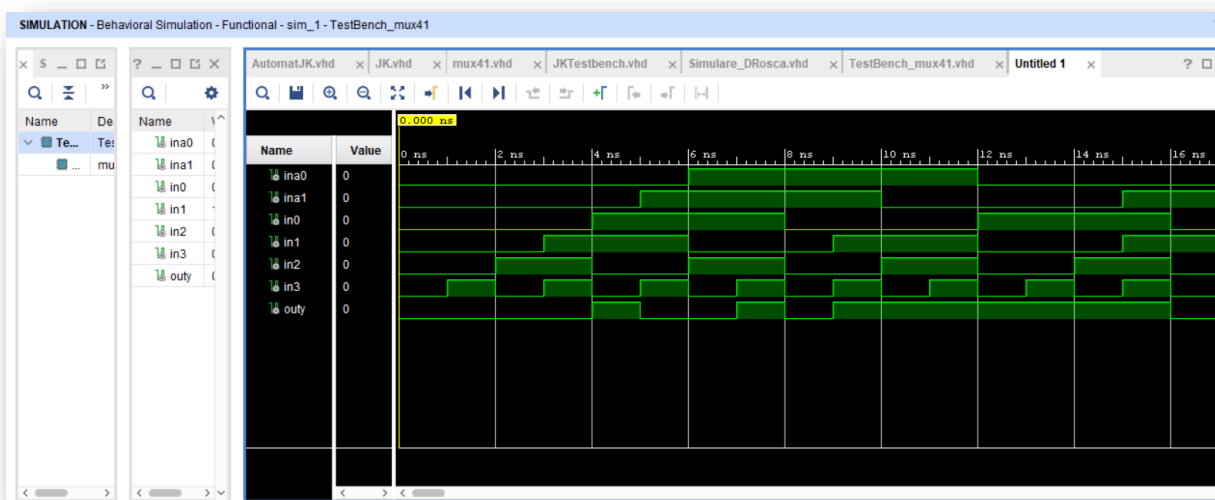


```

64 generate_in0: process
65 begin
66   in0 <= '0'; wait for 4 ns;
67   in0 <= '1'; wait for 4 ns;
68 end process;
69
70 generate_in1: process
71 begin
72   in1 <= '0'; wait for 3 ns;
73   in1 <= '1'; wait for 3 ns;
74 end process;
75 generate_in2: process
76 begin
77   in2 <= '0'; wait for 2 ns;
78   in2 <= '1'; wait for 2 ns;
79 end process;
80 generate_in3: process
81 begin
82   in3 <= '0'; wait for 1 ns;
83   in3 <= '1'; wait for 1 ns;
84 end process;
85 end Behavioral;
86

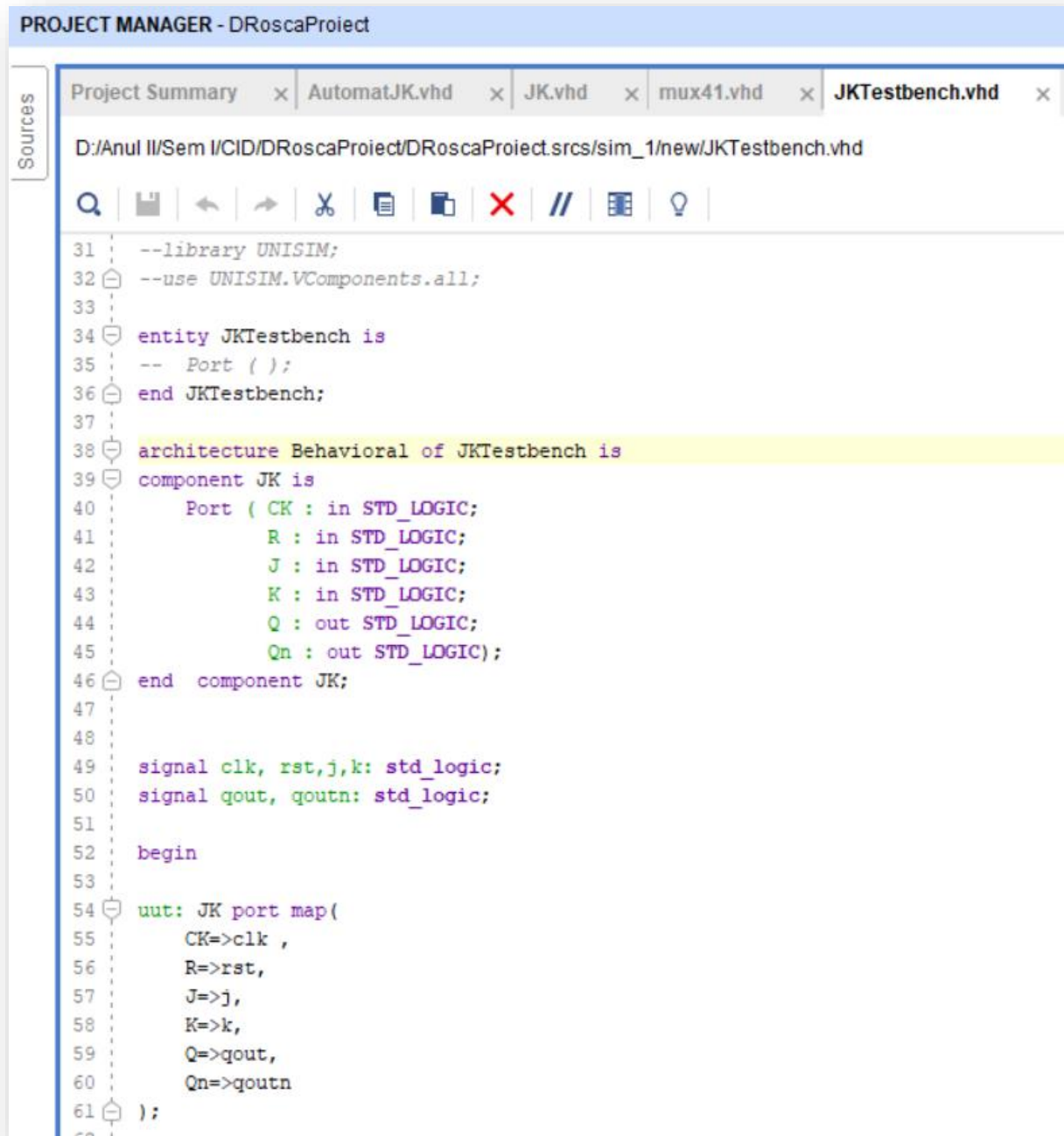
```

Simulare Test MUX 4:1



✓ *Pasul 9:* Am făcut o simulare de test pentru codul JK.

Cod Simulare test JK:



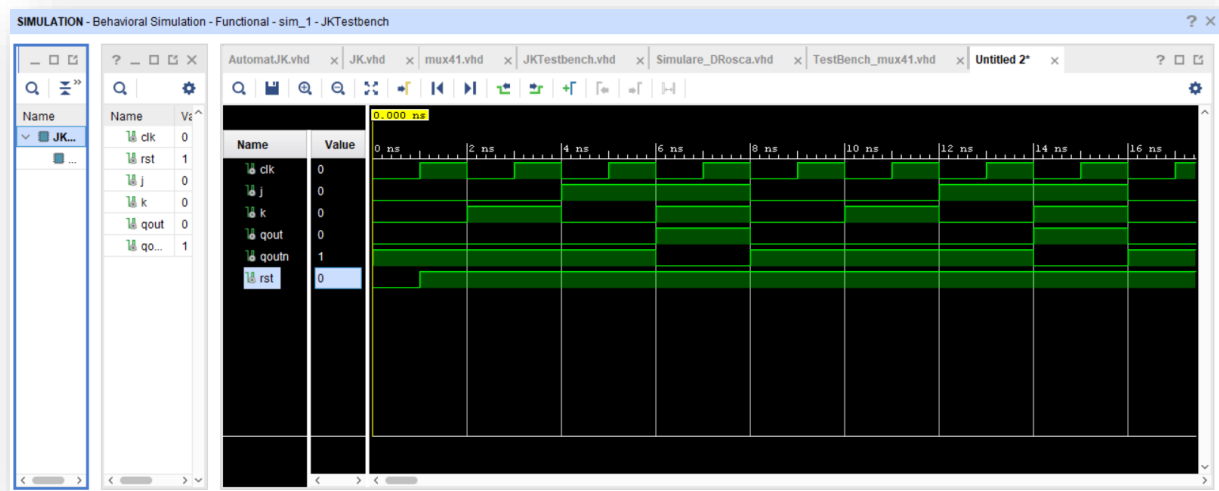
```
PROJECT MANAGER - DRoscaProiect
Sources
Project Summary x AutomatJK.vhd x JK.vhd x mux41.vhd x JKTestbench.vhd x
D:/Anul II/Sem I/CID/DRoscaProiect/DRoscaProiect.srscs/sim_1/new/JKTestbench.vhd
31 --library UNISIM;
32 --use UNISIM.VComponents.all;
33
34 entity JKTestbench is
35 -- Port ( );
36 end JKTestbench;
37
38 architecture Behavioral of JKTestbench is
39 component JK is
40     Port ( CK : in STD_LOGIC;
41           R : in STD_LOGIC;
42           J : in STD_LOGIC;
43           K : in STD_LOGIC;
44           Q : out STD_LOGIC;
45           Qn : out STD_LOGIC);
46 end component JK;
47
48
49 signal clk, rst,j,k: std_logic;
50 signal qout, qoutn: std_logic;
51
52 begin
53
54 uut: JK port map(
55     CK=>clk ,
56     R=>rst,
57     J=>j,
58     K=>k,
59     Q=>qout,
60     Qn=>qoutn
61 );
62
```

```

63 generate_clk: process
64 begin
65   clk<='0'; wait for 1 ns;
66   clk<='1'; wait for 1 ns;
67 end process;
68
69 generate_rst: process
70 begin
71   rst<='0'; wait for 1 ns;
72   rst<='1'; wait;
73 end process;
74
75 generate_j: process
76 begin
77   j<='0'; wait for 4 ns;
78   j<='1'; wait for 4 ns;
79 end process;
80
81 generate_k: process
82 begin
83   k<='0'; wait for 2 ns;
84   k<='1'; wait for 2 ns;
85 end process;
86
87
88 end Behavioral;
89

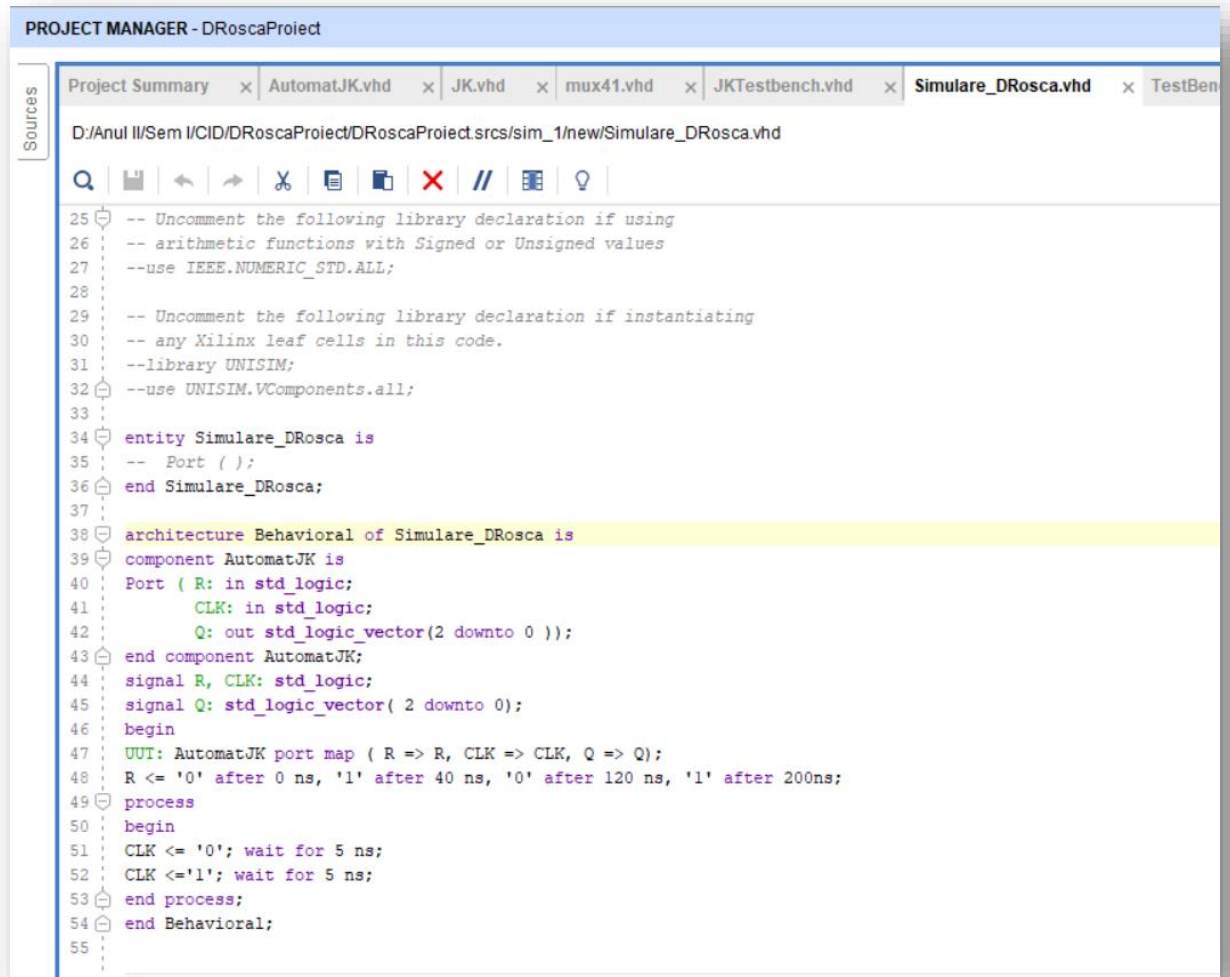
```

Simulare test JK:



✓ *Pasul 10: Am făcut simularea mare pentru automatul JK(cel din desenul de pe hârtie).*

Cod Simulare automat mare:



```
PROJECT MANAGER - DRoscaProiect
Sources
Project Summary x AutomatJK.vhd x JK.vhd x mux41.vhd x JKTestbench.vhd x Simulare_DRosca.vhd x TestBen
D:/Anul II/Sem I/CID/DRoscaProiect/DRoscaProiect.srscs/sim_1/new/Simulare_DRosca.vhd
25 -- Uncomment the following library declaration if using
26 -- arithmetic functions with Signed or Unsigned values
27 --use IEEE.NUMERIC_STD.ALL;
28
29 -- Uncomment the following library declaration if instantiating
30 -- any Xilinx leaf cells in this code.
31 --library UNISIM;
32 --use UNISIM.VComponents.all;
33
34 entity Simulare_DRosca is
35 -- Port ( );
36 end Simulare_DRosca;
37
38 architecture Behavioral of Simulare_DRosca is
39 component AutomatJK is
40 Port ( R: in std_logic;
41       CLK: in std_logic;
42       Q: out std_logic_vector(2 downto 0));
43 end component AutomatJK;
44 signal R, CLK: std_logic;
45 signal Q: std_logic_vector( 2 downto 0);
46 begin
47 UUT: AutomatJK port map ( R => R, CLK => CLK, Q => Q);
48 R <= '0' after 0 ns, '1' after 40 ns, '0' after 120 ns, '1' after 200ns;
49 process
50 begin
51 CLK <= '0'; wait for 5 ns;
52 CLK <='1'; wait for 5 ns;
53 end process;
54 end Behavioral;
55
```

Simulare automat:

