

DIGITAL LOGIC WITH VHDL DESIGN

Dr Tin Thet Nwe

structural description for shift

Q. In digital systems it is often necessary to have circuits that can shift the bits of a vector by one or more bit positions to the left or right. Design a circuit that can shift a four-bit vector $W = w_3w_2w_1w_0$ one bit position to the right when a control signal Shift is equal to 1. Let the outputs of the circuit be a four-bit vector $Y = y_3y_2y_1y_0$ and a signal k .

Use

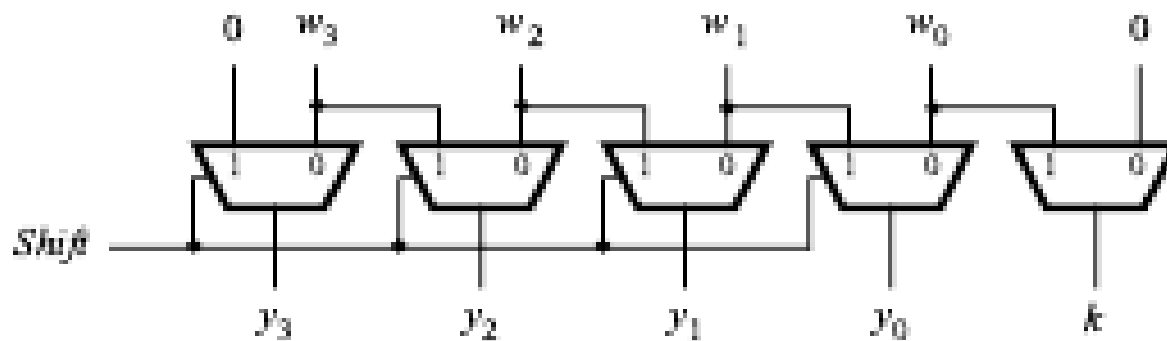


Figure 6.55 A shifter circuit.

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity mux2To1 is
(   a,b,s: in std_logic;
    c:    out std_logic;
);
end mux2To1;
architecture logic_function of mux2To1 is
signal w1,w2,w3: std_logic;
begin
    w1<= not s;
    w2 <= w1 and a ;
    w3<=  s and b;
    c <= w2 or w3;
end logic_function;
```

```
library ieee;
use ieee.std_logic_1164.all;
ENTITY shifter IS
PORT (w : IN STD LOGIC VECTOR(3DOWNT00) ;
      Shift : IN STD LOGIC ;
      y : OUT STD LOGIC VECTOR(3DOWNT00) ;
      k : OUT STD LOGIC) ;
END shifter ;
ARCHITECTURE Behavior OF shifter IS
BEGIN
mux1:entity work.mux2To1
port map ( a=>'0', b=>w(0) ,s=>shift,c => k );
mux2:entity work.mux2To1
port map ( a=>w(0), b=> w(1),s=>shift,c =>y(0) );
mux3:entity work.mux2To1
port map ( a=>w(1), b=>w(2) ,s=>shift,c =>y(1) );
mux4:entity work.mux2To1
port map ( a=>w(2), b=>w(3) ,s=>shift,c =>y(2) );
mux4:entity work.mux2To1
port map ( a=>w(3), b=>'0' ,s=>shift,c =>y(3) );
END Behavior ;
```

```
library ieee;
use ieee.std_logic_1164.all;
ENTITY shifter IS
PORT (w : IN STD LOGIC VECTOR(3DOWNT00) ;
      Shift : IN STD LOGIC ;
      y : OUT STD LOGIC VECTOR(3DOWNT00) ;
      k : OUT STD LOGIC) ;
END shifter ;
ARCHITECTURE Behavior OF shifter IS
BEGIN
PROCESS (Shift, w)
BEGIN
    IF      Shift='1' THEN
        y(3)<='0' ;
        y(2 DOWNT00)<=w(3DOWNT01) ;
        k<w(0) ;
    ELSE
        y<w;
        k<'0' ;
    ENDIF ;
ENDPROCESS ;
ENDBehavior ;
```

Structural description

Q. Design a circuit that can shift a four-bit vector $W = w_3w_2w_1w_0$ one bit position to the right when a control signal Shift is equal to 1. Let the outputs of the circuit be a four-bit vector $Y = y_3y_2y_1y_0$ and a signal k. Use structural description.

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY shifter IS
    PORT ( w      : IN    STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          Shift   : IN    STD_LOGIC ;
          y      : OUT   STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          k      : OUT   STD_LOGIC ) ;
END shifter ;

ARCHITECTURE Behavior OF shifter IS
BEGIN
    PROCESS (Shift, w)
    BEGIN
        IF Shift = '1' THEN
            y(3) <= '0' ;
            y(2 DOWNTO 0) <= w(3 DOWNTO 1) ;
            k <= w(0) ;
        ELSE
            y <= w ;
            k <= '0' ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

Figure 6.58 Structural VHDL code that specifies the shifter circuit in Figure 6.55.

Behavioral description

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.numeric_std.all ;

ENTITY shifter IS
    PORT ( w      : IN    UNSIGNED(3 DOWNT0 0) ;
          Shift   : IN    STD_LOGIC ;
          y       : OUT   UNSIGNED(3 DOWNT0 0) ;
          k       : OUT   STD_LOGIC ) ;
END shifter ;

ARCHITECTURE Behavior OF shifter IS
BEGIN
    PROCESS (Shift, w)
    BEGIN
        IF Shift = "1" THEN
            y <= w SRL 1 ;
            k <= w(0) ;
        ELSE
            y <= w ;
            k <= "0" ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

Figure 6.59 Behavioral VHDL code that specifies the shifter circuit in

Barrel shifter

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.numeric_std.all ;

ENTITY barrel IS
    PORT ( w : IN    UNSIGNED(3 DOWNTO 0) ;
          s : IN    UNSIGNED(1 DOWNTO 0) ) ;
          y : OUT   UNSIGNED(3 DOWNTO 0) ) ;
END barrel ;

ARCHITECTURE Behavior OF barrel IS
BEGIN
    PROCESS (s, w)
    BEGIN
        CASE s IS
            WHEN "00" =>
                y <= w ;
            WHEN "01" =>
                y <= w ROR 1 ;
            WHEN "10" =>
                y <= w ROR 2 ;
            WHEN OTHERS =>
                y <= w ROR 3 ;
        END CASE ;
    END PROCESS ;
END Behavior ;
```

Figure 6.60 VHDL code that specifies the barrel shifter circuit in Figure 6.56.

test_for_clkIP - [C:/VivadoCodes/test_for_clkIP/test_for_clkIP.xpr] - Vivado 2015.4

File Edit Flow Tools Window Layout View Run Help

Default Layout 60 ms

Flow Navigator

- Project Manager
 - Project Settings
 - Add Sources
 - Language Templates
 - IP Catalog
- IP Integrator
 - Create Block Design
 - Open Block Design
 - Generate Block Design
- Simulation**
 - Simulation Settings
 - Run Simulation
- RTL Analysis
 - Elaboration Settings
 - Open Elaborated Design
- Synthesis
 - Synthesis Settings
 - Run Synthesis
 - Open Synthesized Design
- Implementation
 - Implementation Settings
 - Run Implementation
 - Open Implemented Design
- Program and Debug
 - Bitstream Settings
 - Generate Bitstream
 - Open Hardware Manager

Behavioral Simulation - Functional - sim_1 - tb_clk

Design Source

- test_for_clkIP
- Constraints (1)
- const_1
- Simulation Sources
- sim_1 (1)
- tb_clk

Name

- clk_fpga
- reset
- lock
- counter_led
- clk_1

Hierarchy

Tcl Console

```

INFO: [USF-XSim-97] XSim simulation ran for 1000ns
launch_simulation: Time (s): cpu = 00:00:03 ; elapsed = 00:00:26 . Memory (MB): peak = 1000.016 ; gain = 0.000
run 1 ms
run: Time (s): cpu = 00:00:18 ; elapsed = 00:00:34 . Memory (MB): peak = 1000.016 ; gain = 0.000
run 60 ms
  
```

Type a Tcl command here

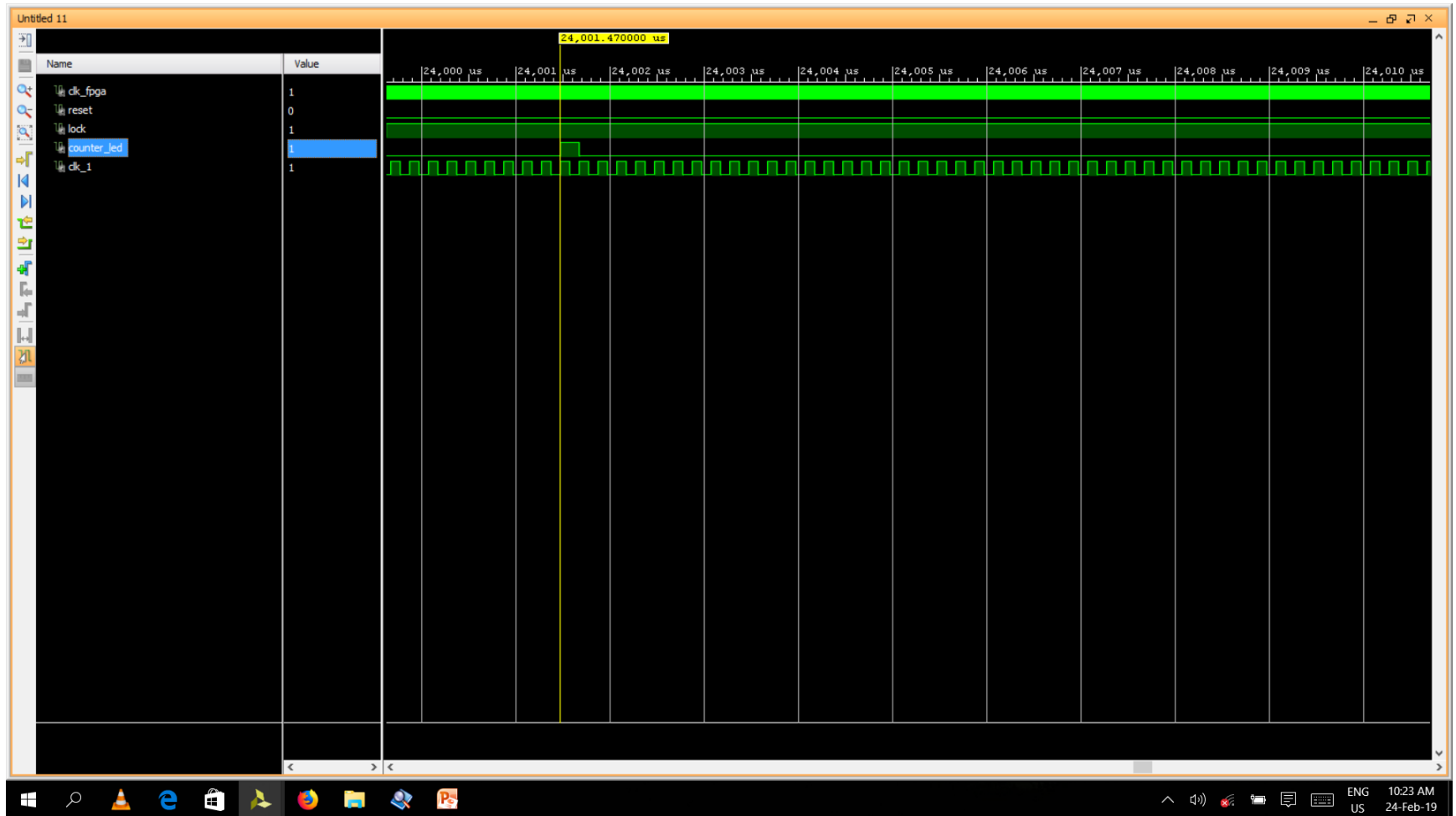
Tcl Console Messages Log

Current time: 35211195 ns...

Cancel 159:0

```

136     clk_5M => clk_5M,
137     -- Status and control signals
138     reset => reset,
139     locked => lock
140 );
141 --INST_TAG_END ----- End INSTANTIATION Template -----
142 process ( clk_5M,reset)
143 begin
144     if reset ='1' then
145         count <=(others=>'0');
146     elsif clk_5M 'event and clk_5M ='1' then
147         if count =120000 then
148             count <=(others=>'0');
149         else
150             count <=count + 1;
151         end if;
152     end if;
153 end process;
154
155 counter_led <= '1' when count =120000 else '0';
156 clk_1<=clk_5M;
157
158 end Behavioral;
159
  
```



Name	Value
dk_fpga	1
reset	0
lock	1
counter_led	1
clk_1	1

