

## ECE-124 Lab-3 Submission Form – Winter 2018

|  |                             |                        |                |
|--|-----------------------------|------------------------|----------------|
| GROUP NUMBER: 20   | Lab3 Demo                   | Lab3 Report            | <i>Present</i> |
| SESSION NUMBER: 201  | Out of 10                   | Out of 10              |                |
| NAME: (Print)  | UW User ID (not Student ID) | Signature              |                |
| Partner A: Wesley Barton   | whbarton                    | Wesley Barton          |                |
| Partner B: Sidharth Baveja   | sbaveja                     | <i>Sidharth Baveja</i> |                |
| LAB3 DESIGN DEMO   |                             | Marks Allotted         | TEAM           |
| Desired Temp (sw[7..4]) is displayed on Digit1?  |                             | 1                      | A B            |
| Current Temp (sw[3..0]) is displayed on Digit2?  |                             | 1                      | 1 1            |
| Doors/Windows (PB[2..0]) displayed on LEDs[6..4]?  |                             | 1                      | 1 1            |
| Furnace, Blower, System At Temp, A/C, Blower Indicators LEDs?  |                             | 1                      | 1 1            |
| A/C ON & Blower ON when Current Temp > Desired Temp?   |                             | 1                      | 1 1            |
| Furnace ON & Blower ON when Current Temp < Desired Temp?   |                             | 1                      | 1 1            |
| A/C, Furnace, Blower turn OFF when Doors/Windows Open?   |                             | 1                      | 1 1            |
| DISCUSSION: Comment on your VHDL Implementation?   |                             | 3                      | 3 3            |
| LAB3 DESIGN REPORT (see rubric on LEARN for details)   |                             | Marks Allotted         | TEAM           |
| All VHDL files (not the sevenseg_decoder or seg7_mux files). Structural VHDL design must be used at the Top Level. |                             | 2                      |                |
| Comparator must have a <u>Boolean equation</u> per each output.  |                             |                        |                |
| Truth Table for 4-Bit Comparator Design with all entries inserted  |                             | 2                      |                |
| Part A Simulations of Comparator showing A>B, A=B, A<B   |                             | 2                      |                |
| RTL View of the Logic design (just of the Top Level)   |                             | 2                      |                |
| Total Design Logic Elements Used /8064   |                             | 2                      |                |
| Delay in Report Submission (-1 per day) x number of days:  |                             |                        |                |
| LAB3 REPORT MARK   |                             | Out of 10              |                |

## Top Level Code

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3  use ieee.numeric_std.all;
4
5
6  entity LogicalStep_Lab3_top is port (
7      clk_in_50      : in  std_logic;
8      pb             : in  std_logic_vector(3 downto 0);
9      sw             : in  std_logic_vector(7 downto 0); -- The switch inputs
10     leds            : out std_logic_vector(7 downto 0); -- for displaying the switch content
11     seg7_data       : out std_logic_vector(6 downto 0); -- 7-bit outputs to a 7-segment
12     seg7_char1      : out std_logic;                  -- seg7 digi selectors
13     seg7_char2      : out std_logic;                  -- seg7 digi selectors
14 );
15 end LogicalStep_Lab3_top;
16
17 architecture Energy_Monitor of LogicalStep_Lab3_top is
18     --
19     -- Components Used
20     -----
21
22     component Comp4 port (
23         A      : in  std_logic_vector(3 downto 0);
24         B      : in  std_logic_vector(3 downto 0);
25         Greater : out std_logic;
26         Equal  : out std_logic;
27         Lesser : out std_logic;
28     );
29     end component;
30
31     component SevenSegment port (
32         hex      : in  std_logic_vector(3 downto 0); -- The 4 bit data to be displayed
33         sevenseg : out std_logic_vector(6 downto 0); -- 7-bit outputs to a 7-segment
34     );
35     end component;
36
37     component segment7_mux port (
38         clk      : in std_logic := '0';
39         DIN2     : in std_logic_vector(6 downto 0);
40         DIN1     : in std_logic_vector(6 downto 0);
41         DOUT     : out std_logic_vector(6 downto 0);
42         DIG2     : out std_logic;
43         DIG1     : out std_logic;
44     );
45     end component;
46
47     -----
48
```

```

-- Create any signals, or temporary variables to be used
signal seg7_A      : std_logic_vector(6 downto 0); -- right digit, current temp
signal seg7_B      : std_logic_vector(6 downto 0); -- left digit, desired temp
signal cur_grtr    : std_logic; -- current is greater than desired
signal cur_equa    : std_logic; -- current is equal to desired
signal cur_less    : std_logic; -- current is less than desired
signal AC          : std_logic; -- State A/C
signal FUR         : std_logic; -- State Furance
signal SYS         : std_logic; -- State System
signal BLOW        : std_logic; -- State Blower ON

-- Here the circuit begins
begin

INST1: Comp4 port map(sw(3 downto 0), sw(7 downto 4), cur_grtr, cur_equa, cur_less); -- comparing desired and current temps
INST2: SevenSegment port map(sw(3 downto 0), seg7_A); -- display the current temp
INST3: SevenSegment port map(sw(7 downto 4), seg7_B); -- display the desired temp
INST4: segment7_mux port map(clkin_50, seg7_A, seg7_B, seg7_data, seg7_char2, seg7_char1);

leds(4) <= Not pb(0); --Backdoor open
leds(5) <= Not pb(1); -- window(s) open
leds(6) <= Not pb(2); -- Frontdoor open

AC <= cur_grtr AND pb(0) AND pb(1) AND pb(2); -- if all of the doors and windows are closed, and the current is greater than desired
FUR <= cur_less AND pb(0) AND pb(1) AND pb(2); -- if all of the doors and windows are closed, and the current is less than desired
SYS <= cur_equa; --System at temp if temps are equal
BLOW <= pb(0) AND pb(1) AND pb(2) AND (cur_grtr OR cur_less); --IF A/C is on or Furance is on and all the window(s) are closed

leds(3) <= BLOW; --send signals to appropriate leds
leds(2) <= AC;
leds(1) <= SYS;
leds(0) <= FUR;

end Energy_Monitor;

```

## One Bit Comparator

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.numeric_std.all;
4
5
6  entity Comp1 is
7  port (
8      A          : in std_logic; -- first one bit number
9      B          : in std_logic; -- second one bit number
10     Greater     : out std_logic; -- possible states
11     Equal       : out std_logic;
12     Lesser      : out std_logic
13 );
14 end entity Comp1;
15
16 architecture Comparison of Comp1 is
17
18 begin
19
20     Equal <= NOT (A XOR B); -- logic behind comparisons
21     Lesser <= (NOT A) AND B;
22     Greater <= A AND (NOT B);
23
24
25 end Comparison;
26
27

```

# Four Bit Comparator

```

1  library IEEE;
2  use IEEE.std_logic_1164.all;
3  use IEEE.numeric_std.all;
4
5
6  entity Comp4 is
7  port (
8      A      : in std_logic_vector(3 downto 0); --first four bit number
9      B      : in std_logic_vector(3 downto 0); -- second four bit number
10     Greater : out std_logic; --Possible States
11     Equal   : out std_logic;
12     Lesser  : out std_logic;
13 );
14 end entity Comp4;
15
16 architecture Comparison of Comp4 is
17
18 component Comp1 port (
19     A      : in std_logic;
20     B      : in std_logic;
21     Greater : out std_logic;
22     Equal   : out std_logic;
23     Lesser  : out std_logic;
24 );
25 end component;
26
27 signal E : std_logic_vector(3 downto 0); --Equal to state (for each separte bit)
28 signal G : std_logic_vector(3 downto 0); -- Greater than state (for each separte bit)
29 signal L : std_logic_vector(3 downto 0); -- Less than state (for each separte bit)
30
31 begin
32
33     INST1: Comp1 port map(A(3), B(3), G(3), E(3), L(3)); -- initiating the four one bit comparators
34     INST2: Comp1 port map(A(2), B(2), G(2), E(2), L(2));
35     INST3: Comp1 port map(A(1), B(1), G(1), E(1), L(1));
36     INST4: Comp1 port map(A(0), B(0), G(0), E(0), L(0));
37
38     Equal <= E(3) AND E(2) AND E(1) AND E(0);
39     Greater <= G(3) OR (E(3) AND G(2)) OR (E(3) AND E(2) AND G(1)) OR (E(3) AND E(2) AND E(1) AND G(0));
40     Lesser <= L(3) OR (E(3) AND L(2)) OR (E(3) AND E(2) AND L(1)) OR (E(3) AND E(2) AND E(1) AND L(0));
41
42 --logic behind all of the comparisons
43
44 end Comparison;
45
46
47

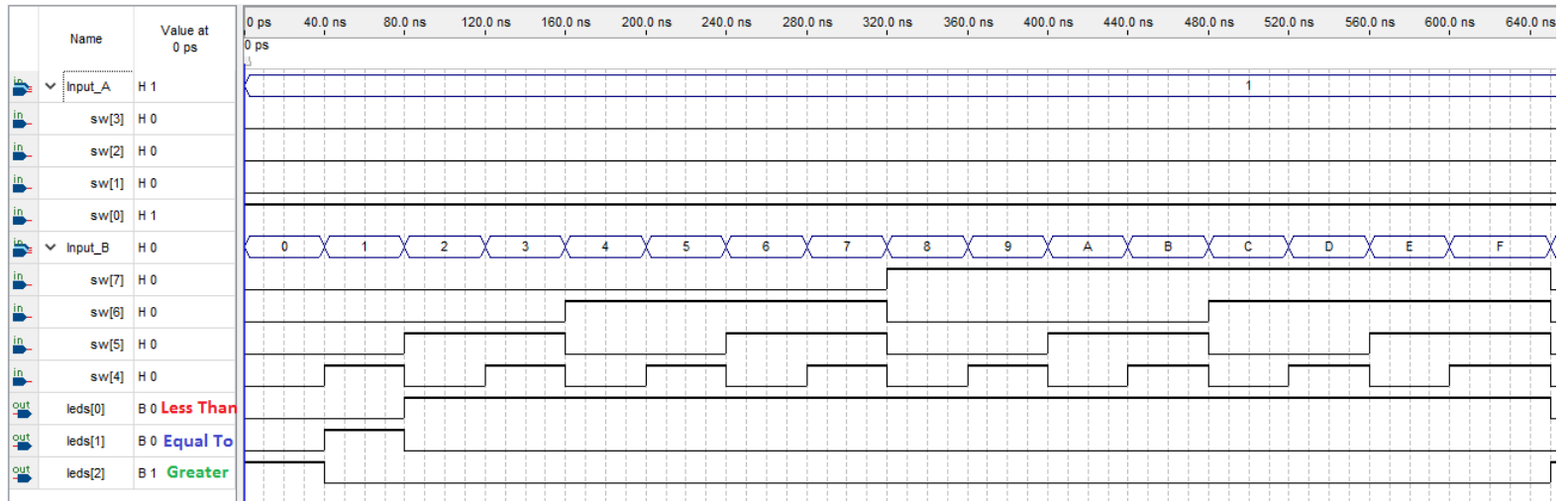
```

## Truth Table

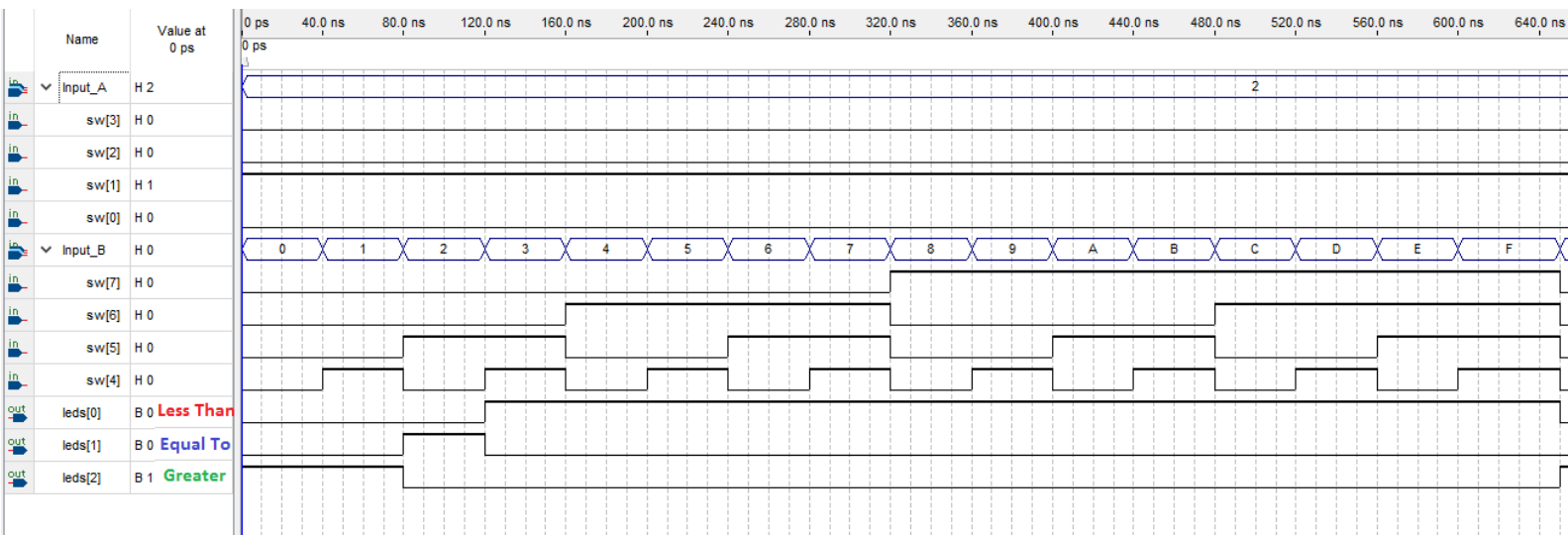
| Comparison Inputs from 1- Bit Comparators |         |         |         |         |         |         |         |         |         |         |         | 4-Bit Compartor Outputs |       |       |
|---|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|-------------------------|-------|-------|
| A3 < B3                                   | A3 = B3 | A3 > B3 | A2 < B2 | A2 = B2 | A2 > B2 | A1 < B1 | A1 = B1 | A1 > B1 | A0 < B0 | A0 = B0 | A0 > B0 | A < B                   | A = B | A > B |
| 0   | 0       | 1       | X       | X       | X       | X       | X       | X       | X       | X       | X       | 0                       | 0     | 1     |
| 1   | 0       | 0       | X       | X       | X       | X       | X       | X       | X       | X       | X       | 1                       | 0     | 0     |
| 0   | 1       | 0       | 0       | 0       | 1       | X       | X       | X       | X       | X       | X       | 0                       | 0     | 1     |
| 0   | 1       | 0       | 0       | 1       | 0       | X       | X       | X       | X       | X       | X       | 1                       | 0     | 0     |
| 0   | 1       | 0       | 0       | 1       | 0       | 0       | 0       | 1       | X       | X       | X       | 0                       | 0     | 1     |
| 0   | 1       | 0       | 0       | 1       | 0       | 1       | 0       | 0       | X       | X       | X       | 1                       | 0     | 0     |
| 0   | 1       | 0       | 0       | 1       | 0       | 0       | 1       | 0       | 0       | 0       | 1       | 0                       | 0     | 1     |
| 0   | 1       | 0       | 0       | 1       | 0       | 0       | 1       | 0       | 1       | 0       | 0       | 1                       | 0     | 0     |
| 0   | 1       | 0       | 0       | 1       | 0       | 0       | 1       | 0       | 0       | 1       | 0       | 0                       | 1     | 0     |

# Simulations

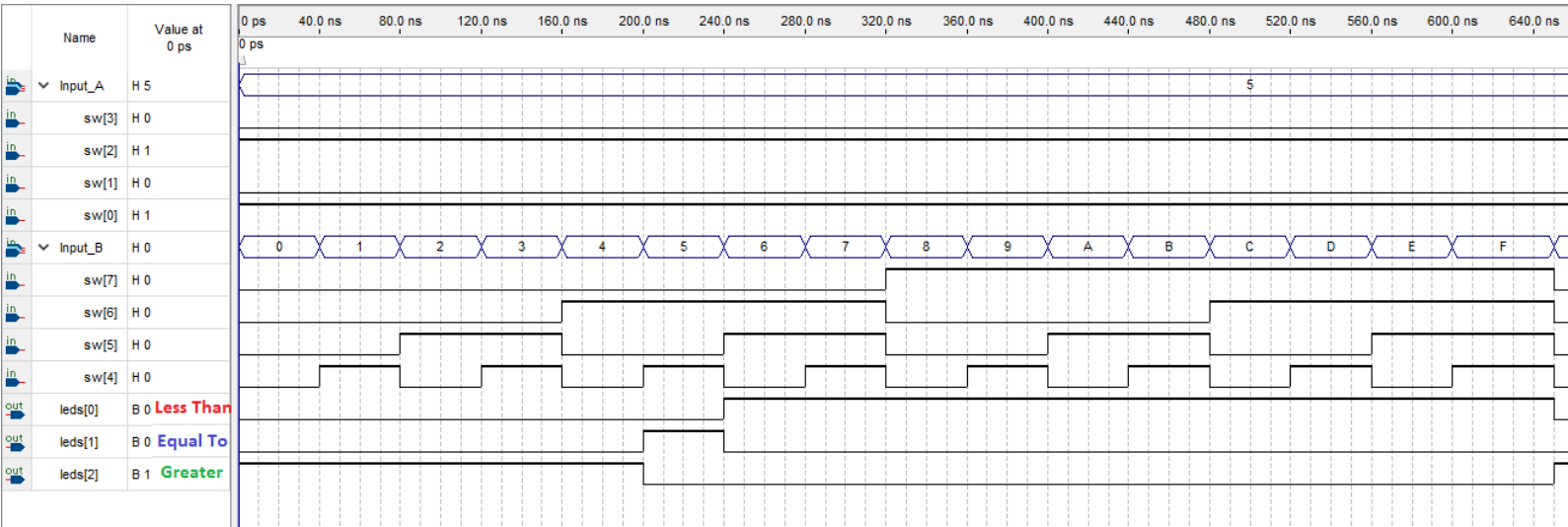
## Input\_A fixed at Hex 1



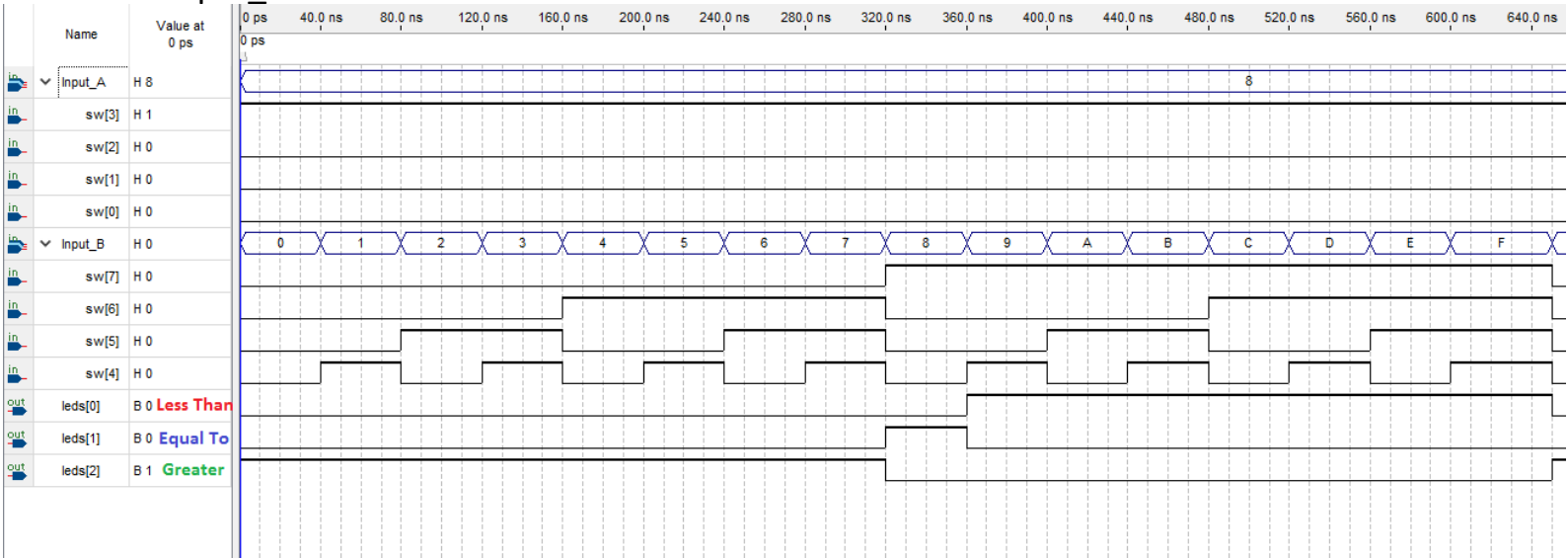
## Input\_A fixed at Hex 2



Input\_A fixed at Hex 5

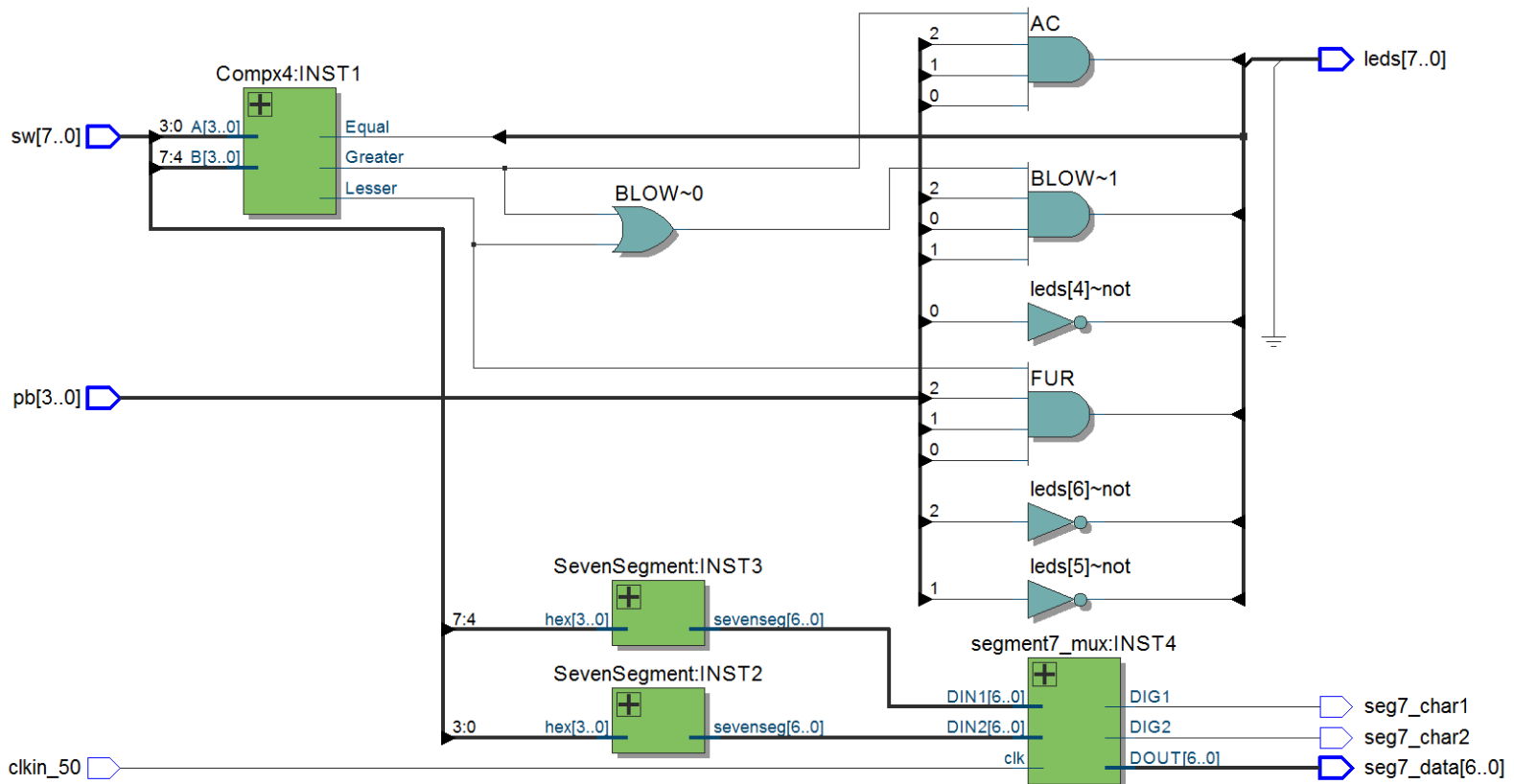


Input\_A fixed at Hex 8





## RTL View of Top Design



## Compilation Report

| Flow Summary                       |   |
|------------------------------------|---|
| Flow Status                        | Successful - Fri Mar 02 19:54:59 2018           |
| Quartus Prime Version              | 15.1.0 Build 185 10/21/2015 SJ Standard Edition |
| Revision Name                      | LogicalStep_Lab3_top                            |
| Top-level Entity Name              | LogicalStep_Lab3_top                            |
| Family                             | MAX 10  |
| Device                             | 10M08SAE144C8G                                  |
| Timing Models                      | Final   |
| Total logic elements               | 45 / 8,064 ( < 1 % )                            |
| Total combinational functions      | 45 / 8,064 ( < 1 % )                            |
| Dedicated logic registers          | 11 / 8,064 ( < 1 % )                            |
| Total registers                    | 11  |
| Total pins                         | 30 / 101 ( 30 % )                               |
| Total virtual pins                 | 0   |
| Total memory bits                  | 0 / 387,072 ( 0 % )                             |
| Embedded Multiplier 9-bit elements | 0 / 48 ( 0 % )                                  |
| Total PLLs                         | 0 / 1 ( 0 % )                                   |
| UFM blocks                         | 0 / 1 ( 0 % )                                   |
| ADC blocks                         | 0 / 1 ( 0 % )                                   |

**Total Elements**