#### ☐ xnanko00 / Digital-electronics-1

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# 1. cvičenie

# **Preparation tasks**

### 2-bit comparator truth table

Dec. equivalent	B[1:0]	A[1:0]	B > A	B = A	B < A
0	0 0	0 0	0	1	0
1	0 0	0 1	0	0	1
2	0 0	1 0	0	0	1
3	0 0	1 1	0	0	1
4	0 1	0 0	1	0	0
5	0 1	0 1	0	1	0
6	0 1	1 0	0	0	1
7	0 1	1 1	0	0	1
8	1 0	0 0	1	0	0

now

Dec. equivalent	B[1:0]	A[1:0]	B > A	B = A	B < A
9	1 0	0 1	1	0	0
10	1 0	1 0	0	1	0
11	1 0	1 1	0	0	1
12	1 1	0 0	1	0	0
13	1 1	0 1	1	0	0
14	1 1	1 0	1	0	0
15	1 1	1 1	0	1	0

#### **Canonical SoP and PoS**

$$equals_{SoP}^{canon.} = (\overline{b_1} \cdot \overline{b_0} \cdot \overline{a_1} \cdot \overline{a_0}) + (\overline{b_1} \cdot b_0 \cdot \overline{a_1} \cdot a_0) + (b_1 \cdot \overline{b_0} \cdot a_1 \cdot \overline{a_0}) + (b_1 \cdot b_0 \cdot a_1 \cdot a_0)$$

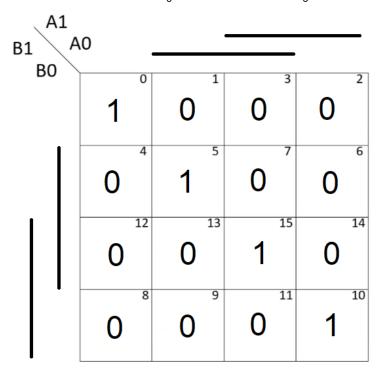
$$less_{PoS}^{canon.} = (b_1 + b_0 + a_1 + a_0) \cdot (b_1 + \overline{b_0} + a_1 + a_0) \cdot (b_1 + \overline{b_0} + a_1 + \overline{a_0}) \cdot (\overline{b_1} + b_0 + a_1 + a_0) \cdot (\overline{b_1} + \overline{b_0} + \overline{a_1} + a_0) \cdot (\overline{b_1} + \overline{b_0} + \overline{a_1} + \overline{a_0}) \cdot (\overline{b_1} + \overline{b_0} + \overline{a_1} + \overline{a_0}) \cdot (\overline{b_1} + \overline{b_0} + \overline{a_1} + \overline{a_0})$$

# 2. cvičenie

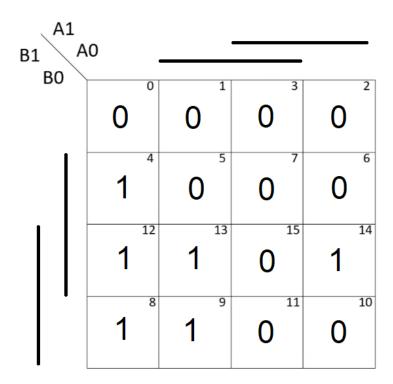
## 2-bit comparator

#### Karnaugh maps

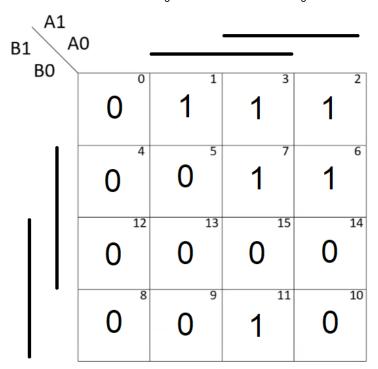
B = A



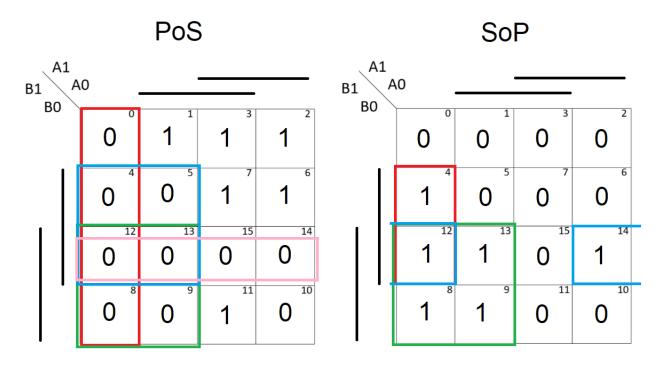
B > A



B < A



#### SoP and PoS



$$greater_{SoP}^{min.} = (b_1 \cdot \overline{a_1}) + (b_1 \cdot b_0 \cdot \overline{a_0}) + (b_0 \cdot \overline{a_1} \cdot \overline{a_0})$$

$$less_{PoS}^{min.} = (\overline{b_1} + a_1) \cdot (\overline{b_0} + a_1) \cdot (\overline{b_1} + \overline{b_0}) \cdot (a_1 + a_0) \cdot (\overline{b_1} + a_0)$$

### Eda playground link

https://www.edaplayground.com/x/WiHE

## 3. cvičenie

## 4-bit binary comparator

#### VHDL architecture (testbench.vhd)

```
entity comparator_2bit is
    port(
                    : in std_logic_vector(4 - 1 downto 0);
        a_i
                 : in std_logic_vector(4 - 1 downto 0);
        b_i
        -- COMPLETE ENTITY DECLARATION
                B_greater_A_o : out std_logic;
        B_equals_A_o : out std_logic;
        B less A o : out std logic
                                       -- B is less than A
    );
end entity comparator_2bit;
-- Architecture body for 2-bit binary comparator
architecture Behavioral of comparator 2bit is
begin
    B_greater_A_o \leftarrow '1' when (b_i > a_i) else '0';
    B equals A o <= '1' when (b i = a i) else '0';
    B_{ess}_{a_0} <= '1' \text{ when } (b_i < a_i) \text{ else '0'};
    -- WRITE "GREATER" AND "EQUALS" ASSIGNMENTS HERE
end architecture Behavioral;
```

#### VHDL stimulus process (design.vhd)

```
p_stimulus : process
begin
    -- Report a note at the begining of stimulus process
    report "Stimulus process started" severity note;

    s_b <= "0000"; s_a <= "0000"; wait for 100 ns;
    assert ((s_B_greater_A = '0') and (s_B_equals_A = '1') and (s_B_less report "Test failed for input combination: 0000, 0000" severity error</pre>
```

```
s b <= "0000"; s a <= "0001"; wait for 100 ns;
            assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less
            report "Test failed for input combination: 0000, 0001" severity error
            s b <= "0000"; s a <= "0010"; wait for 100 ns;
            assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less
            report "Test failed for input combination: 0000, 0010" severity error
            s_b <= "0000"; s_a <= "0011"; wait for 100 ns;
            assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less
            report "Test failed for input combination: 0000, 0011" severity error
            s_b <= "0000"; s_a <= "0100"; wait for 100 ns;
            assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less
            report "Test failed for input combination: 0000, 0100" severity error
            s_b <= "0000"; s_a <= "0101"; wait for 100 ns;
            assert ((s B greater A = '0') and (s B equals A = '0') and (s B less
            report "Test failed for input combination: 0000, 0101" severity error
            s_b <= "0000"; s_a <= "0110"; wait for 100 ns;
            assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less
            report "Test failed for input combination: 0000, 0110" severity error
            s b <= "0000"; s a <= "0111"; wait for 100 ns;
            assert ((s_B_greater_A = '0') and (s_B_equals_A = '0') and (s_B_less
            report "Test failed for input combination: 0000, 0111" severity error
            s_b <= "0000"; s_a <= "1000"; wait for 100 ns;
            assert ((s B greater A = '0') and (s B equals A = '0') and (s B less
            report "Test failed for input combination: 0000, 1000" severity error
            s_b <= "1111"; s_a <= "1110"; wait for 100 ns;
            assert ((s_B_greater_A = '1') and (s_B_equals_A = '0') and (s_B_less
            report "Test failed for input combination: 1111, 1110" severity error
            s_b <= "1111"; s_a <= "1111"; wait for 100 ns;
            assert ((s_B_greater_A = '0') and (s_B_equals_A = '1') and (s_B_less
            report "Test failed for input combination: 1111, 1111" severity erro
    -- Report a note at the end of stimulus process
    report "Stimulus process finished" severity note;
   wait;
end process p stimulus;
```

## Simulation console output

[2021-02-19 12:05:22 EST] ghdl -i design.vhd testbench.vhd && ghdl -m tb\_comparator\_2bit && ghdl -r tb\_comparator\_2bit --vcd=dump.vcd && sed -i 's/\U/X/g; s/\-/X/g; s/\-X/g; s/\-X/g;

## Eda playground link

https://www.edaplayground.com/x/YtPm