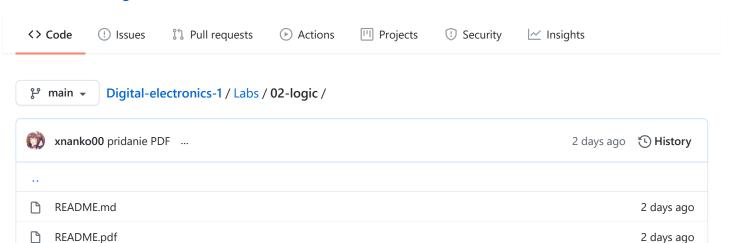
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README.md

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
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	11	0 0	1	0	0
13	11	0 1	1	0	0
14	11	1 0	1	0	0
15	1 1	11	0	1	0

Canonical SoP and PoS

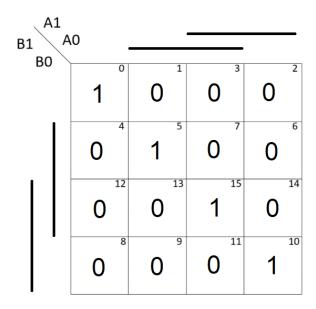
$$\begin{aligned} equals_{SoP}^{canon.} &= (\overline{b_1} \cdot \overline{b_0} \cdot \overline{a_1} \cdot \overline{a_0}) + (\overline{b_1} \cdot b_0 \cdot \overline{a_1} \cdot a_0) + (b_1 \cdot \overline{b_0} \cdot a_1 \cdot \overline{a_0}) + (b_1 \cdot b_0 \cdot a_1 \cdot a_0) \\ less_{PoS}^{canon.} &= (b_1 + b_0 + a_1 + a_0) \cdot (b_1 + \overline{b_0} + a_1 + a_0) \cdot (b_1 + \overline{b_0} + a_1 + \overline{a_0}) \cdot (\overline{b_1} + b_0 + a_1 + a_0) \cdot (\overline{b_1} + \overline{b_0} + \overline{a_1} + a_0) \cdot (\overline{b_1} + \overline{b_0} + \overline{a_1} + \overline{a_0}) \cdot (\overline{b_$$

2. cvičenie

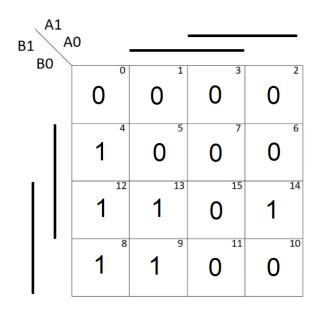
2-bit comparator

Karnaugh maps

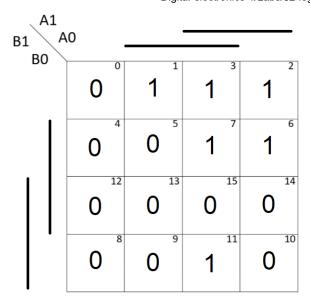
B = A



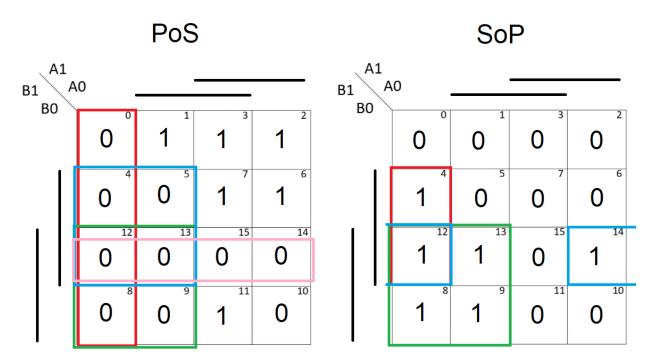
B > A



B < A



SoP and PoS



$$\begin{split} greater_{SoP}^{min.} &= (b_1 \cdot \overline{a_1}) + (b_1 \cdot b_0 \cdot \overline{a_0}) + (b_0 \cdot \overline{a_1} \cdot \overline{a_0}) \\ less_{PoS}^{min.} &= (\overline{b_1} + a_1) \cdot (\overline{b_0} + a_1) \cdot (\overline{b_1} + \overline{b_0}) \cdot (a_1 + a_0) \cdot (\overline{b_1} + a_0) \end{split}$$

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);
      Ьi
       -- COMPLETE ENTITY DECLARATION
              B_greater_A_o : out std_logic;
       B_equals_A_o : out std_logic;
                 : out std_logic
                                     -- B is less than A
       B_less_A_o
end entity comparator_2bit;
_____
-- Architecture body for 2-bit binary comparator
architecture Behavioral of comparator_2bit is
   B_greater_A_o \leftarrow '1' when (b_i > a_i) else '0';
   B_{equals} = (b_i = a_i) else (0);
   B_less_A_o <= '1' when (b_i < a_i) else '0';</pre>
   -- 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_A = '0'))
           report "Test failed for input combination: 0000, 0000" severity error;
           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_A = '1'))
           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 A = '1'))
            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 A = '1'))
           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_A = '1'))
           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_A = '1'))
           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_A = '1'))
           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 A = '1'))
           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_A = '1'))
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_A = '0'))
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 = '1') and (s_B_equals_A = '0') and (s_B_less_A = '0')) --chyba
report "Test failed for input combination: 1111, 1111" severity error;

-- Report a note at the end of stimulus process
report "Stimulus process finished" severity note;
wait;
end process p_stimulus;</pre>
```

Simulation console output

```
[2021-02-19 12:05:21 EST] ghdl -i design.vhd testbench.vhd && ghdl -m tb_comparator_2bit && ghdl -r tb_comparator_2bit --vcd-dump.vcd && sed -i 's/NU/X/g; s/A-[X/g; s/A+[X/g; s
```

Eda playground link

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