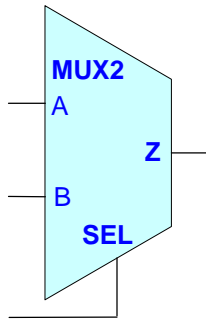


Università degli Studi di Milano – Laurea e Diploma Universitario in Informatica a Crema
Esercitazioni del Corso ARCHITETTURA DEGLI ELABORATORI I
Ing. Cristina Silvano – Anno Accademico 2000-2001
Modelli VHDL

1. Scrivere il modello VHDL (*comportamentale e dataflow*) del componente **MUX2** descritto dalla seguente specifica:



Ingressi			Uscita
SEL	A	B	Z
0	0	-	0
0	1	-	1
1	-	0	0
1	-	1	1

```

entity MUX2 is
port ( A, B, SEL: in bit;
      Z: out bit);
end MUX2;

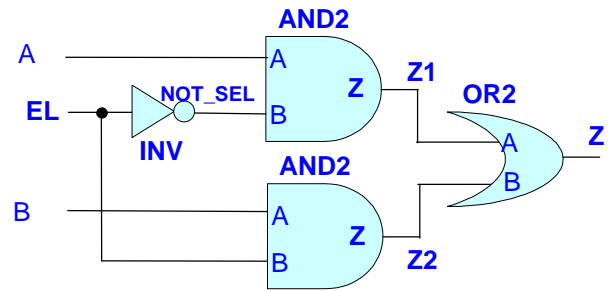
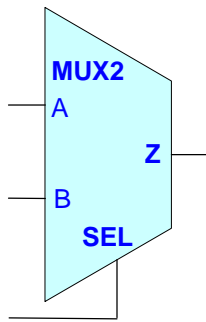
-- modello comportamentale --
architecture ARC1 of MUX2 is
begin
  P1: process (A, B, SEL)
  begin
    if (SEL = '0') then
      Z <= A;
    else
      Z <= B;
    end if;
  end process P1;
end ARC1;

-- modello data-flow --
architecture DATA_FLOW1 of MUX2 is
begin
  Z <= A when (SEL = '0') else
    B ;
end DATA_FLOW1;

-- modello data-flow --
architecture DATA_FLOW2 of MUX2 is
begin
  Z <= (A and not SEL) or (B and SEL);
end DATA_FLOW2;

```

2. Scrivere il modello VHDL (*strutturale*) del componente **MUX2** descritto dalla seguente specifica:



```

entity MUX2 is
  port ( A, B, SEL: in bit;
         Z: out bit);
end MUX2;

-- modello strutturale --
architecture STRUCT of MUX2 is

  component inv
    port (A: in bit;
          Z: out bit);
  end component;

  component and2
    port (A, B: in bit;
          Z: out bit);
  end component;

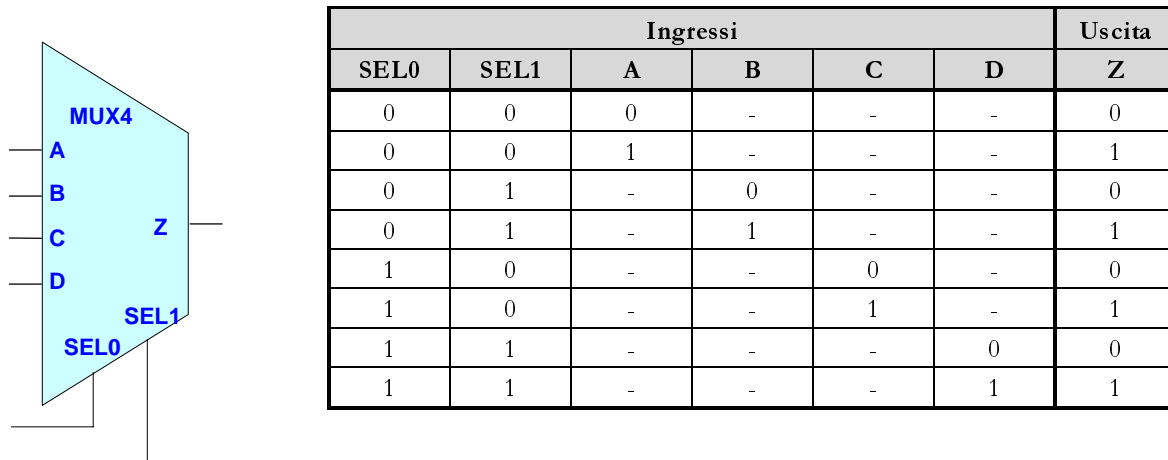
  component or2
    port (A, B: in bit;
          Z: out bit);
  end component;

  signal NOT_SEL, Z1, Z2: bit;

begin
  u1: inv port map (SEL, NOT_SEL);
  u2: and2 port map (A, NOT_SEL, Z1);
  u3: and2 port map (B, SEL, Z2);
  u4: or2 port map (Z1, Z2, Z);
end STRUCT;

```

3. Scrivere il modello VHDL (*comportamentale e dataflow*) del componente **MUX4** descritto dalla seguente specifica:



```

entity MUX4 is
port (A, B, C, D, SEL0, SEL1: in bit;
      Z: out bit);
end MUX4;

-- modello comportamentale --
architecture ARC1 of MUX4 is
begin
  P1: process (A, B, C, D, SEL0, SEL1)
  begin
    if (SEL0 = '0' and SEL1 = '0') then
      Z <= A;
    elsif (SEL0 = '0' and SEL1 = '1') then
      Z <= B;
    elsif (SEL0 = '1' and SEL1 = '0') then
      Z <= C;
    elsif (SEL0 = '1' and SEL1 = '1') then
      Z <= D;
    end if;
  end process P1;
end ARC1;

-- modello comportamentale --
architecture ARC2 of MUX4 is
begin
  P2: process (A, B, C, D, SEL0, SEL1)
  begin
    case (SEL0 & SEL1) is
    when "00" =>
      Z <= A;
    when "01" =>
      Z <= B;
    when "10" =>
      Z <= C;
    when "11" =>
      Z <= D;
    end case;
  end process P2;
end ARC2;

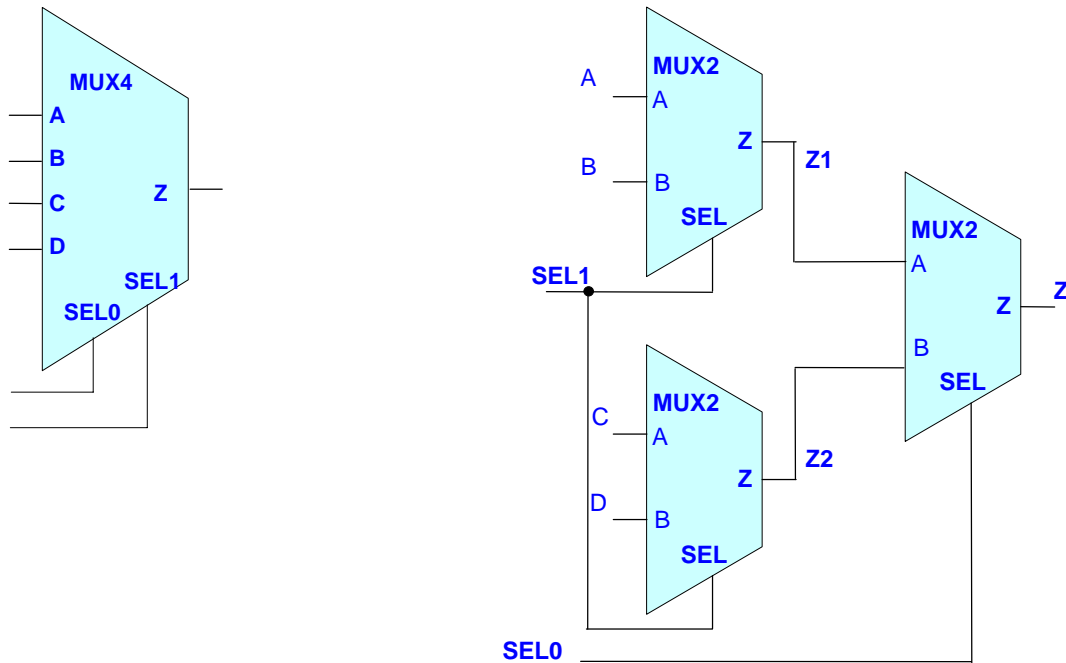
```

```
end process P2;
end ARC2;

-- modello data-flow --
architecture DATA_FLOW1 of MUX4 is
begin
    Z <= A          when (SEL0 = '0' and SEL1 = '0') else
           B          when (SEL0 = '0' and SEL1 = '1') else
           C          when (SEL0 = '1' and SEL1 = '0') else
           D;
end DATA_FLOW1;

-- modello data-flow --
architecture DATA_FLOW2 of MUX4 is
begin
    Z <= (A and not SEL0 and not SEL1) or (B and not SEL0 and SEL1)
         or (C and SEL0 and not SEL1) or (D and SEL0 and SEL1) ;
end DATA_FLOW2;
```

4. Scrivere il modello VHDL (*strutturale*) del componente **MUX4** descritto dalla seguente specifica:



```

entity MUX4 is
  port (A, B, C, D, SEL0, SEL1: in bit;
        Z: out bit);
end MUX4;

-- modello strutturale --
architecture STRUCT1 of MUX4 is

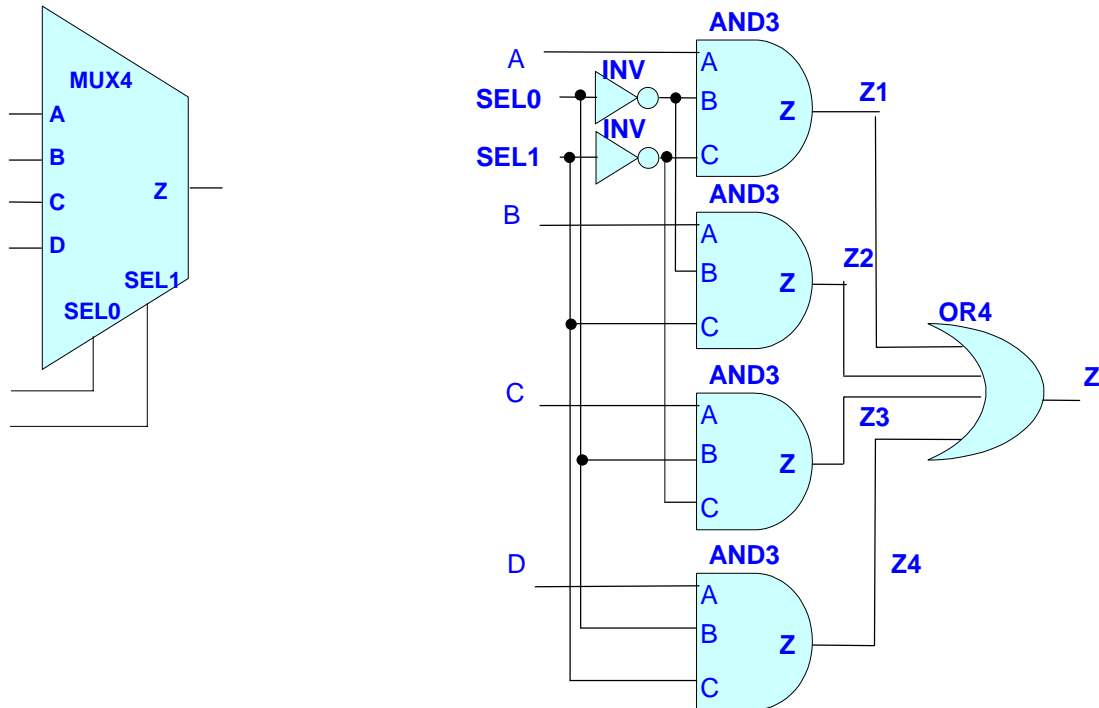
  component MUX2
    port (A, B, SEL: in bit;
          Z: out bit);
  end component;

  signal Z1, Z2: bit ;

begin
  u1: MUX2 port map (A, B, SEL1, Z1);
  u2: MUX2 port map (C, D, SEL1, Z2);
  u3: MUX2 port map (Z1, Z2, SEL0, Z);
end STRUCT1;

```

5. Scrivere il modello VHDL (*strutturale*) del componente **MUX4** descritto dalla seguente specifica:



```

entity MUX4 is
  port (A, B, C, D, SEL0, SEL1: in bit;
        Z: out bit);
end MUX4;

-- modello strutturale --
architecture STRUCT2 of MUX4 is

  component inv
    port (A: in bit;
          Z: out bit);
  end component;
  component and3
    port (A, B, C: in bit;
          Z: out bit);
  end component;
  component or4
    port (A, B, C, D: in bit;
          Z: out bit);
  end component;

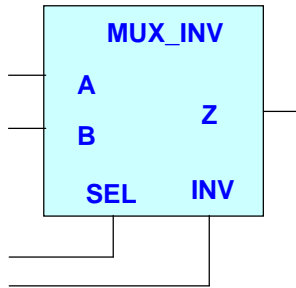
  signal NOT_SEL0, NOT_SEL1, Z1, Z2, Z3, Z4: bit;

begin
  u1: inv port map (SEL0, NOT_SEL0);
  u2: inv port map (SEL1, NOT_SEL1);

```

```
u3: and3 port map (A, NOT_SEL0, NOT_SEL1, Z1);
u4: and3 port map (B, NOT_SEL0, SEL1, Z2);
u5: and3 port map (C, SEL0, NOT_SEL1, Z3);
u6: and3 port map (D, SEL0, SEL1, Z4);
u7: or4 port map (Z1, Z2, Z3, Z4, Z);
end STRUCT2;
```

6. Scrivere il modello VHDL (*comportamentale e dataflow*) del componente **MUX_INV** descritto dalla seguente specifica:



Ingressi				Uscita
SEL	INV	A	B	Z
0	0	0	-	0
0	0	1	-	1
0	1	0	-	1
0	1	1	-	0
1	0	-	0	0
1	0	-	1	1
1	1	-	0	1
1	1	-	1	0

```
entity MUX_INV is
port (A, B, SEL, INV: in bit;
      Z: out bit);
end MUX_INV;
```

```
-- modello comportamentale --
architecture ARC1 of MUX_INV is
begin
  P1: process (A, B, SEL, INV)
  begin
    if (SEL = '0' and INV = '0') then
      Z <= A;
    elsif (SEL = '0' and INV = '1') then
      Z <= not A;
    elsif (SEL = '1' and INV = '0') then
      Z <= B;
    elsif (SEL = '1' and INV = '1') then
      Z <= not B;
    end if;
  end process P1;
end ARC1;
```

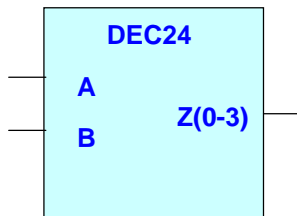
```
-- modello comportamentale --
architecture ARC2 of MUX_INV is
begin
  P2: process (A, B, SEL, INV)
  begin
    case (SEL & INV) is
    when "00" =>
      Z <= A;
    when "01" =>
      Z <= not A;
    when "10" =>
      Z <= B;
    when "11" =>
      Z <= not B;
    end case;
  end process P2;
end ARC2;
```

```
end process P2;
end ARC2;

-- modello data-flow --
architecture DATA_FLOW1 of MUX_INV is
begin
    Z <= A          when (SEL='0' and INV='0') else
        not A      when (SEL='0' and INV='1') else
        B          when (SEL='1' and INV='0') else
        not B;
end DATA_FLOW1;

-- modello data-flow --
architecture DATA_FLOW2 of MUX_INV is
begin
    Z <= (A and not SEL and not INV) or (not A and not SEL and INV)
        or (B and SEL and not INV) or (not B and SEL and INV);
end DATA_FLOW2;
```

7. Scrivere il modello VHDL (*comportamentale e dataflow*) del componente **DEC24** descritto dalla seguente specifica:



Ingressi		Uscita			
A	B	Z(0)	Z(1)	Z(2)	Z(3)
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

```
entity DEC24 is
port (A, B: in bit;
      Z: out bit_vector (0 to 3));
end DEC24;
```

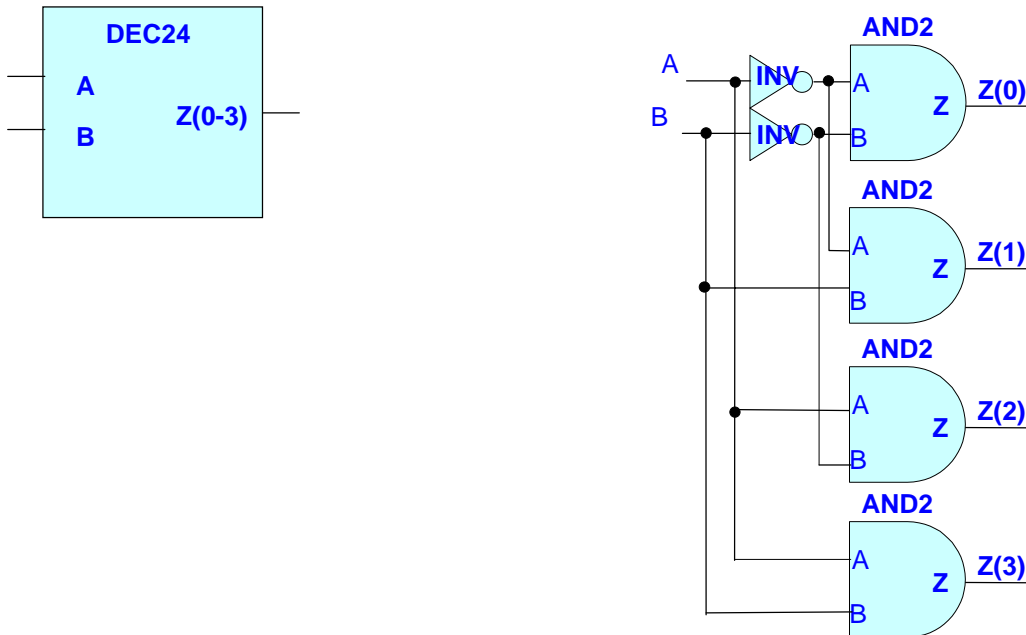
```
-- modello comportamentale --
architecture ARC1 of DEC24 is
begin
  P1: process (A, B)
  begin
    if (A='0' and B='0') then
      Z <= "1000";
    elsif (A='0' and B='1') then
      Z <= "0100";
    elsif (A='1' and B='0') then
      Z <= "0010";
    elsif (A='1' and B='1') then
      Z <= "0001";
    end if;
  end process P1;
end ARC1;
```

```
-- modello comportamentale --
architecture ARC2 of DEC24 is
begin
  P2: process (A, B)
  begin
    case (A & B) is
    when "00" =>
      Z <= "1000";
    when "01" =>
      Z <= "0100";
    when "10" =>
      Z <= "0010";
    when "11" =>
      Z <= "0001";
    end case;
  end process P2;
end ARC2;
```

```
-- modello data-flow --
architecture DATA_FLOW1 of DEC24 is
begin
  Z <= "1000"           when (A='0' and B='0') else
      "0100"           when (A='0' and B='1') else
      "0010"           when (A='1' and B='0') else
      "0001";
end DATA_FLOW1;
```

```
-- modello data-flow --
architecture DATA_FLOW2 of DEC24 is
begin
  Z(0) <= (not A and not B);
  Z(1) <= (not A and  B);
  Z(2) <= (A and not B);
  Z(3) <= (A and  B);
end DATA_FLOW2;
```

8. Scrivere il modello VHDL (*strutturale*) del componente **DEC24** descritto dalla seguente specifica:



```

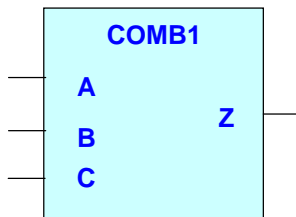
entity DEC24 is
  port (A, B: in bit;
        Z: out bit_vector (0 to 3));
end DEC24;

-- modello strutturale --
architecture STRUCT of DEC24 is
  component inv
    port (A: in bit;
          Z: out bit);
  end component;
  component and2
    port (A, B: in bit;
          Z: out bit);
  end component;
  signal NOT_A, NOT_B: bit;

begin
  u1: inv port map (A, NOT_A);
  u2: inv port map (B, NOT_B);
  u3: and2 port map (NOT_A, NOT_B, Z(0));
  u4: and2 port map (NOT_A, B, Z(1));
  u5: and2 port map (A, NOT_B, Z(2));
  u6: and2 port map (A, B, Z(3));
end STRUCT;

```

9. Scrivere il modello VHDL (*comportamentale*) del componente **COMB1** descritto dalla seguente specifica:



Ingressi			Uscita
A	B	C	Z
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

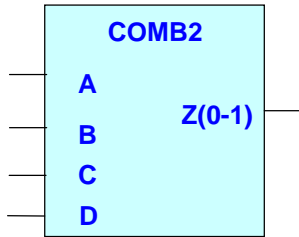
```

entity COMB1 is
port (A, B, C: in bit;
      Z: out bit);
end COMB1;

-- modello comportamentale
architecture ARC1 of COMB1 is
begin
  P1: process (A, B, C)
  begin
    case (A & B & C) is
      when "000" =>
        Z <= '0';
      when "001" =>
        Z <= '1';
      when "010" =>
        Z <= '1';
      when "011" =>
        Z <= '0';
      when "100" =>
        Z <= '1';
      when "101" =>
        Z <= '0';
      when "110" =>
        Z <= '0';
      when "111" =>
        Z <= '1';
    end case;
  end process P1;
end ARC1;

```

10. Scrivere il modello VHDL (*comportamentale*) del componente **COMB2** descritto dalla seguente specifica:

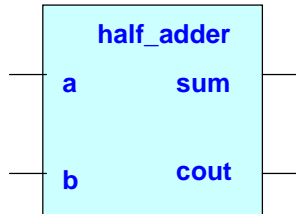


Ingressi				Uscite	
A	B	C	D	Z(0)	Z(1)
0	0	0	0	0	0
0	0	0	1	0	0
0	0	1	0	0	0
0	0	1	1	0	0
0	1	0	0	0	0
0	1	0	1	1	0
0	1	1	0	0	0
0	1	1	1	1	0
1	-	-	-	0	1

```
entity COMB2 is
port (A, B, C, D: in bit;
      Z: out bit_vector (0 to 1));
end COMB2;
```

```
-- modello comportamentale --
architecture ARC1 of COMB2 is
begin
  P1: process (A, B, C, D)
  begin
    case (A & B & C & D) is
      when "0000" =>
        Z <= "00";
      when "0001" =>
        Z <= "00";
      when "0010" =>
        Z <= "00";
      when "0011" =>
        Z <= "00";
      when "0100" =>
        Z <= "00";
      when "0101" =>
        Z <= "10";
      when "0110" =>
        Z <= "00";
      when "0111" =>
        Z <= "10";
      when others =>
        Z <= "01";
    end case;
  end process P1;
end ARC1;
```

11. Scrivere il modello VHDL (*comportamentale e dataflow*) del componente **HALF_ADDER** descritto dalla seguente specifica:



Ingressi		Uscite	
a	b	sum	cout
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

```
entity half_adder is
    port (a      : in bit;
          b      : in bit;
          sum    : out bit;
          cout   : out bit);
end half_adder;

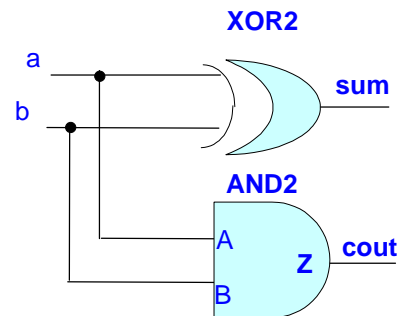
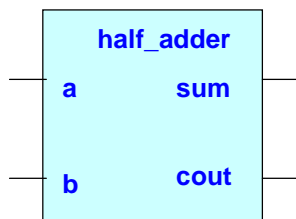
-- modello comportamentale --
architecture ARC1 of half_adder is
begin
    P1: process (a, b)
    begin
        if (a='0' and b='0') then
            sum <= '0'; cout <= '0';
        elsif (a='0' and b='1') then
            sum <= '1'; cout <= '0';
        elsif (a='1' and b='0') then
            sum <= '1'; cout <= '0';
        elsif (a='1' and b='1') then
            sum <= '0'; cout <= '1';
        end if;
    end process P1;
end ARC1;

-- modello comportamentale --
architecture ARC2 of half_adder is
begin
    P2: process (a, b)
    begin
        case (a & b) is
            when "00" =>
                sum <= '0'; cout <= '0';
            when "01" =>
                sum <= '1'; cout <= '0';
            when "10" =>
                sum <= '1'; cout <= '0';
            when "11" =>
                sum <= '0'; cout <= '1';
        end case;
    end process P2;
end ARC2;
```

```
-- modello data-flow --
architecture DATA_FLOW1 of half_adder is
begin
    sum <= '0'      when ((a='0' and b='0') or (a='1' and b='1')) else
              '1';
    cout <= '1'     when (a='1' and b='1') else
              '0';
end DATA_FLOW1;
```

```
-- modello data-flow --
architecture DATA_FLOW2 of half_adder is
begin
    sum <= a xor b ;
    cout <= a and b ;
end DATA_FLOW2;
```

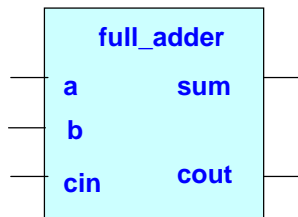
12. Scrivere il modello VHDL (*strutturale*) del componente **HALF_ADDER** descritto dalla seguente specifica:



```
entity half_adder is
    port (a      : in bit;
          b      : in bit;
          sum    : out bit;
          cout   : out bit);
end half_adder;

-- modello strutturale --
architecture STRUCT of half_adder is
    component and2
        port (A, B: in bit;
              Z: out bit);
    end component;
    component xor2
        port (A, B: in bit;
              Z: out bit);
    end component;
begin
    u1: xor2 port map (a, b, sum );
    u2: and2 port map (a, b, cout);
end STRUCT;
```

13. Scrivere il modello VHDL (*comportamentale e dataflow*) del componente **FULL_ADDER** descritto dalla seguente specifica:



Ingressi			Uscite	
a	b	cin	sum	cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

```

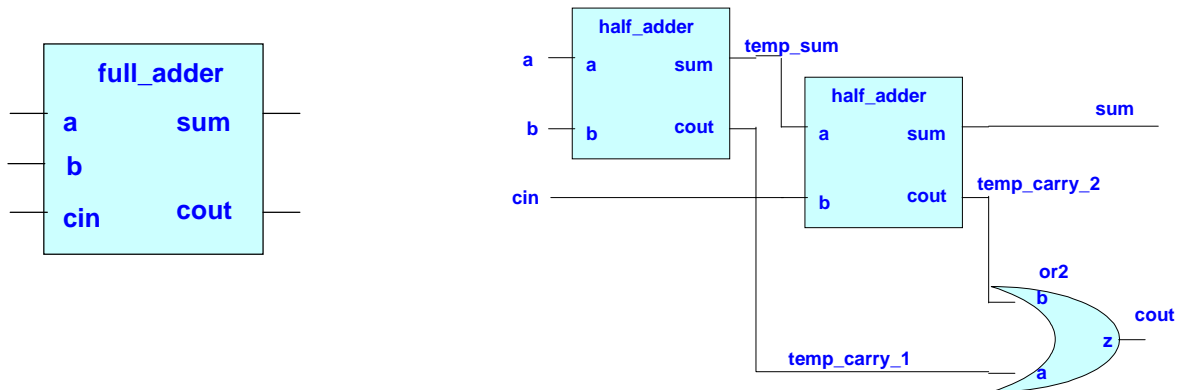
entity full_adder is
    port (a      : in bit;
          b      : in bit;
          cin    : in bit;
          sum    : out bit;
          cout   : out bit);
end full_adder;

-- modello comportamentale
architecture ARC1 of full_adder is
begin
    P1: process (a, b, cin)
    begin
        case (a & b & cin) is
            when "000" =>
                sum <= '0'; cout <= '0';
            when "001" =>
                sum <= '1'; cout <= '0';
            when "010" =>
                sum <= '1'; cout <= '0';
            when "011" =>
                sum <= '0'; cout <= '1';
            when "100" =>
                sum <= '1'; cout <= '0';
            when "101" =>
                sum <= '0'; cout <= '1';
            when "110" =>
                sum <= '0'; cout <= '1';
            when "111" =>
                sum <= '1'; cout <= '1';
        end case;
    end process P1;
end ARC1;

```

```
-- modello data-flow --  
architecture DATA_FLOW of full_adder is  
  signal temp_sum: bit;  
begin  
  temp_sum <= a xor b ;  
  sum <= temp_sum xor cin ;  
  cout <= (a and b) or (temp_sum and cin) ;  
end DATA_FLOW;
```

14. Scrivere il modello VHDL (*strutturale*) del componente **FULL_ADDER** descritto dalla seguente specifica:



```

entity full_adder is
    port (a      : in bit;
          b      : in bit;
          cin    : in bit;
          sum    : out bit;
          cout   : out bit);
end full_adder;

-- modello strutturale --
architecture STRUCT of full_adder is

    component half_adder
        port (a, b : in bit; sum, cout : out bit);
    end component;

    component or2
        port (a, b: in bit; z: out bit);
    end component;

    signal temp_sum, temp_carry_1, temp_carry_2: bit;

begin
    u1: half_adder port map(a, b, temp_sum, temp_carry_1);
    u2: half_adder port map(temp_sum, cin, sum , temp_carry_2);
    u3: or2 port map(temp_carry_1, temp_carry_2, cout);
end STRUCT;

```