
FPGA Homework - 1

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1 PROBLEM 1

CPLDs, with their PAL-derived, easy-to-understand AND-OR structure, offer a single-chip solution with fast pin-to-pin delays, even for wide input functions. Once programmed, the design can be locked and thus made secure.

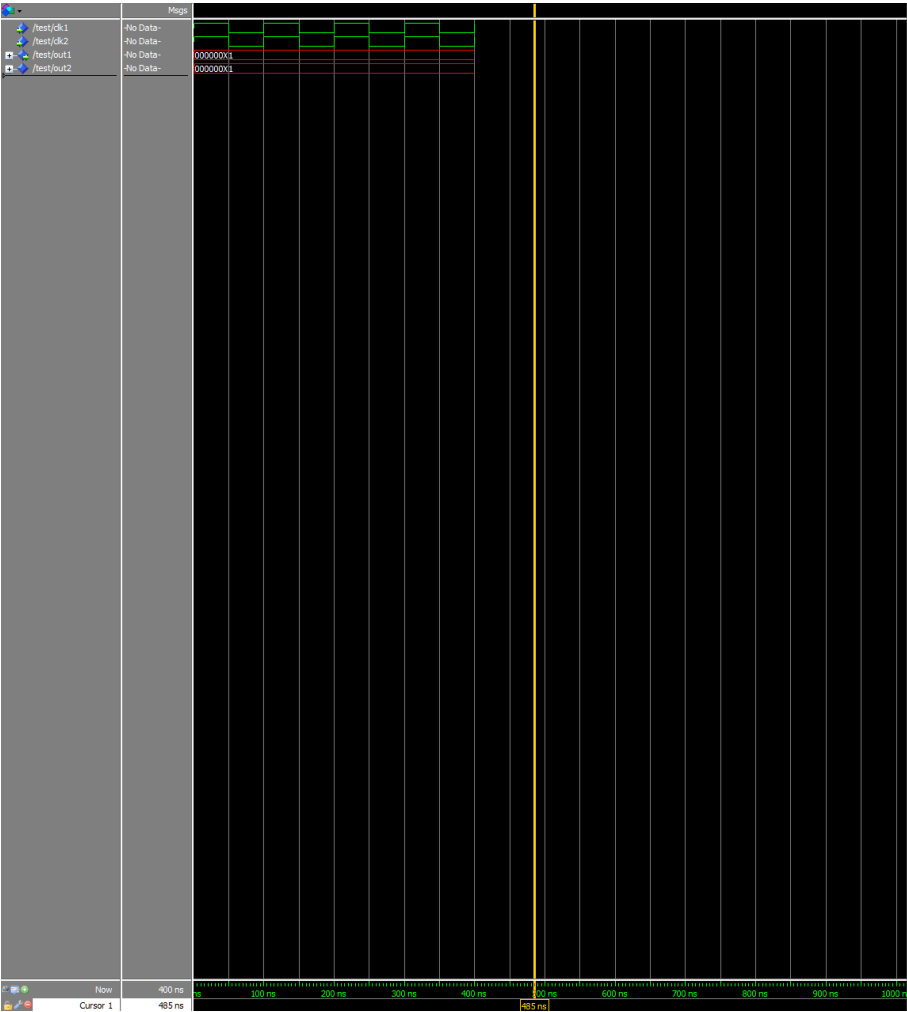
FPGAs offer much higher complexity, up to 150,000 flip-flops, and their idle power consumption is reasonably low, although it is sharply increasing in the newest families. Since the configuration bitstream must be reloaded every time power is re-applied, design security is an issue, but the benefits and opportunities of dynamic reconfiguration, even in the end-user system, are an important advantage.

2 PROBLEM 2

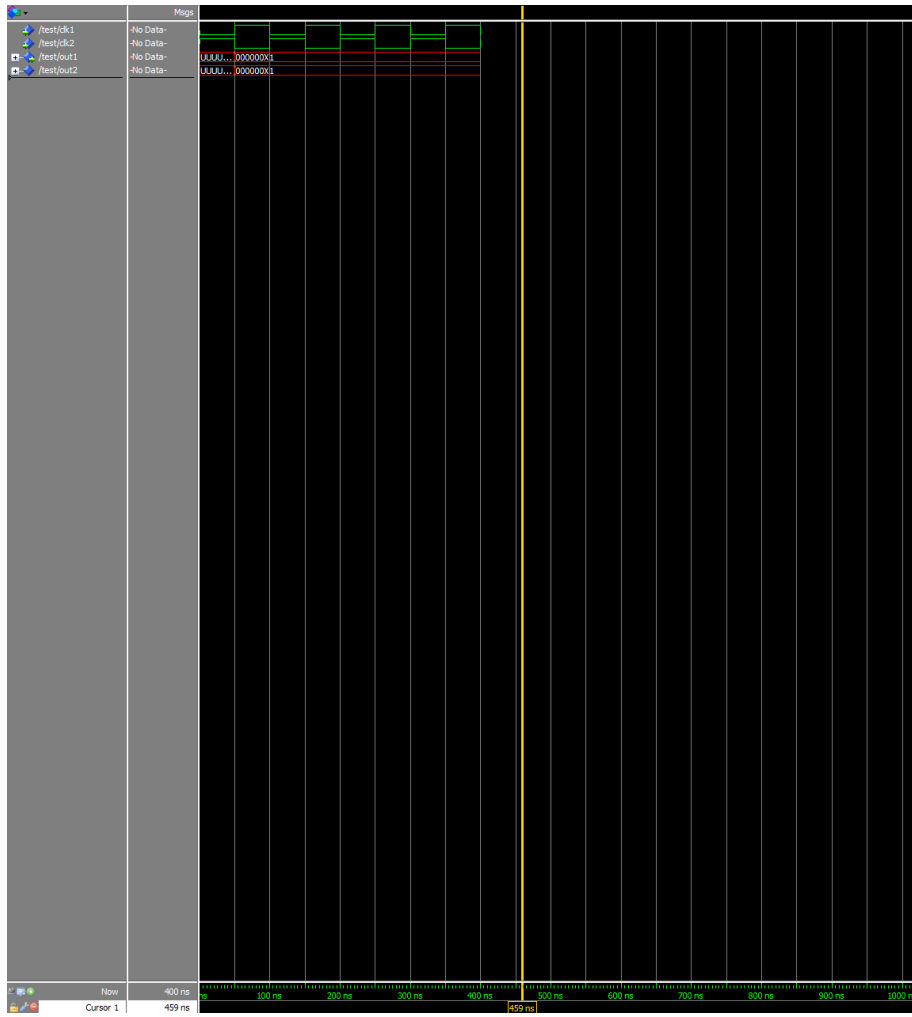
When we want minimize our time-to-market and we want to reconfigure our device at the end-user we MUST use FPGA.

3 PROBLEM 3

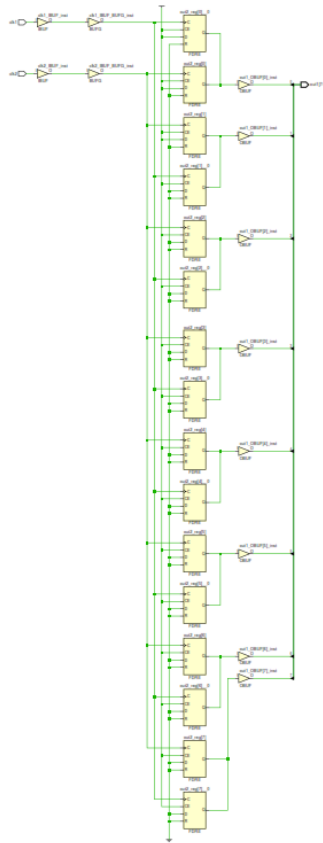
Modelsim Simulation Results:







Vivado Synthesis Results:



In vivado synthesis we have errors for multi derived signals.

4 PROBLEM 4

4.1 PART 1

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-----
-- Author:          Parham Alvani (parham.alvani@gmail.com)
--
-- Create Date:     04-03-2016
-- Module Name:     p4-1.vhd
-----

library IEEE;
use IEEE.std_logic_1164.all;

entity four_bit_comparator is
    port (a, b : in std_logic_vector(3 downto 0);
          l, g, e : in std_logic;

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```

        eq, gt, lt : out std_logic);
end entity four_bit_comparator;

architecture structural of four_bit_comparator is
    signal a0_b0_eq, a0_b0_gt, a0_b0_lt : std_logic;
    signal a1_b1_eq, a1_b1_gt, a1_b1_lt : std_logic;
    signal a2_b2_eq, a2_b2_gt, a2_b2_lt : std_logic;
    signal a3_b3_eq, a3_b3_gt, a3_b3_lt : std_logic;
begin
    a0_b0_gt <= a(0) and (not b(0));
    a0_b0_lt <= (not a(0)) and b(0);
    a0_b0_eq <= a(0) xor b(0);

    a1_b1_gt <= a(1) and (not b(1));
    a1_b1_lt <= (not a(1)) and b(1);
    a1_b1_eq <= a(1) xor b(1);

    a2_b2_gt <= a(2) and (not b(2));
    a2_b2_lt <= (not a(2)) and b(2);
    a2_b2_eq <= a(2) xor b(2);

    a3_b3_gt <= a(3) and (not b(3));
    a3_b3_lt <= (not a(3)) and b(3);
    a3_b3_eq <= a(3) xor b(3);

    eq <= a3_b3_eq and a2_b2_eq and a1_b1_eq and a0_b0_eq;
    gt <= a3_b3_gt or (a2_b2_gt and a3_b3_eq) or (a1_b1_gt and a2_b2_eq and a3_b3_eq)
        or (a0_b0_gt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
    lt <= a3_b3_lt or (a2_b2_lt and a3_b3_eq) or (a1_b1_lt and a2_b2_eq and a3_b3_eq)
        or (a0_b0_lt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
end architecture structural;

```

4.2 PART 2

```

-----
-- Author:          Parham Alvani (parham.alvani@gmail.com)
--
-- Create Date:     04-03-2016
-- Module Name:     p4-2.vhd
-----

```

```

library IEEE;
use IEEE.std_logic_1164.all;

entity sixteen_bit_comparator is

```

```

    port (a, b : in std_logic_vector(15 downto 0);
          l, g, e : in std_logic;
          eq, gt, lt : out std_logic);
end entity sixteen_bit_comparator;

architecture structural of sixteen_bit_comparator is
    signal a0_b0_eq, a0_b0_gt, a0_b0_lt : std_logic;
    signal a1_b1_eq, a1_b1_gt, a1_b1_lt : std_logic;
    signal a2_b2_eq, a2_b2_gt, a2_b2_lt : std_logic;
    signal a3_b3_eq, a3_b3_gt, a3_b3_lt : std_logic;

    entity four_bit_comparator is
        port (a, b : in std_logic_vector(3 downto 0);
              l, g, e : in std_logic;
              eq, gt, lt : out std_logic);
    end entity four_bit_comparator;

    for all:four_bit_comparator use entity work.four_bit_comparator;
begin
    c0: four_bit_comparator port map (a(3 downto 0), b(3 downto 0), open, open, open,
        a0_b0_eq, a0_b0_gt, a0_b0_lt);

    c1: four_bit_comparator port map (a(7 downto 4), b(7 downto 4), open, open, open,
        a1_b1_eq, a1_b1_gt, a1_b1_lt);

    c2: four_bit_comparator port map (a(11 downto 8), b(11 downto 8), open, open, open,
        a2_b2_eq, a2_b2_gt, a2_b2_lt);

    c3: four_bit_comparator port map (a(15 downto 12), b(15 downto 12), open, open, open,
        a3_b3_eq, a3_b3_gt, a3_b3_lt);

    eq <= a3_b3_eq and a2_b2_eq and a1_b1_eq and a0_b0_eq;
    gt <= a3_b3_gt or (a2_b2_gt and a3_b3_eq) or (a1_b1_gt and a2_b2_eq and a3_b3_eq)
        or (a0_b0_gt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
    lt <= a3_b3_lt or (a2_b2_lt and a3_b3_eq) or (a1_b1_lt and a2_b2_eq and a3_b3_eq)
        or (a0_b0_lt and a1_b1_eq and a2_b2_eq and a3_b3_eq);
end architecture structural;

```

4.3 PART 3

```

-- Author:      Parham Alvani (parham.alvani@gmail.com)
--

```

```

-- Create Date:    03-03-2016
-- Module Name:    p4-3.vhd
-----

library IEEE;
use IEEE.std_logic_1164.all;

entity decoder_2_4 is
    port (i0, i1 : in std_logic;
          o0, o1, o2, o3 : out std_logic);
end entity decoder_2_4;

architecture structural of decoder_2_4 is
begin
    out0 <= (not i0) and (not i1);
    out1 <= i0 and (not i1);
    out2 <= (not i0) and i1;
    out3 <= i0 and i1;
end architecture structural;

```

4.4 PART 4

```

-----
-- Author:        Parham Alvani (parham.alvani@gmail.com)
--
-- Create Date:    03-03-2016
-- Module Name:    p4-4.vhd
-----

library IEEE;
use IEEE.std_logic_1164.all;

entity carry_look_ahead_adder is
    generic (N : natural := 4);
    port (a, b : in std_logic_vector(N - 1 downto 0);
          s : out std_logic_vector(N - 1 downto 0);
          cin : in std_logic;
          cout : out std_logic);
end entity carry_look_ahead_adder;

architecture structural of carry_look_ahead_adder is
    signal P, G : std_logic_vector(N - 1 downto 0);
    signal C : std_logic_vector(N downto 0);
begin
    C(0) <= cin;
    cout <= C(N);

```



```

    carry: for I in 1 to N generate
        C(I) <= G(I - 1) or (P(I - 1) and C(I - 1));
    end generate carry;

    p_and_g: for I in 0 to N - 1 generate
        P(I) <= a(I) xor b(I);
        G(I) <= a(I) and b(I);
    end generate p_and_g;

    sum: for I in 0 to N - 1 generate
        s(I) <= a(I) xor b(I) xor C(I);
    end generate sum;
end architecture structural;

```

4.5 PART 5

```

-----
-- Author:          Parham Alvani (parham.alvani@gmail.com)
--
-- Create Date:     04-03-2016
-- Module Name:     p4-5.vhd
-----

library IEEE;
use IEEE.std_logic_1164.all;

entity counter is
    generic (N : natural := 4);
    port (clk : in std_logic;
          d : out std_logic_vector(N - 1 downto 0));
end entity counter;

architecture structural of counter is
    component t_flipflop is
        port( t, clk : in std_logic;
              q, q_bar : out std_logic);
    end component;

    signal C : std_logic_vector(N - 1 downto 0);
    signal B : std_logic_vector(N - 1 downto 0) := (others => '0');

    for all:t_flipflop use entity work.t_flipflop;
begin
    C(0) <= '1';

```

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c0: t_flipflop port map ('1', clk, B(0), open);

cs: for I in 1 to N - 1 generate
    C(I) <= C(I - 1) and B(I - 1);
    cI: t_flipflop port map (C(I), clk, B(I), open);
end generate;

Bs: for I in 0 to N - 1 generate
    d(I) <= B(I);
end generate;
end architecture structural;

```

5 PROBLEM 5

5.1 PART 1

A	B	C	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

5.2 PART 2

```

-----
-- Author:      Parham Alvani (parham.alvani@gmail.com)
--
-- Create Date:  03-03-2016
-- Module Name:  p5-2.vhd
-----

```

```

library IEEE;
use IEEE.std_logic_1164.all;

entity p5_2 is
    port (a, b, c, d : in std_logic;
          f : out std_logic);
end entity;

architecture structural of p5_2 is
begin

```

```

    f <= (a and b) or ((b and c) and (not d)) or (c and (not a));
end architecture structural;

```

6 PROBLEM 6

G_1	G_2	G_3	G_4	G'
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	0

G_1	G_2	G_3	G'
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

