



EECS 317

Computer Design

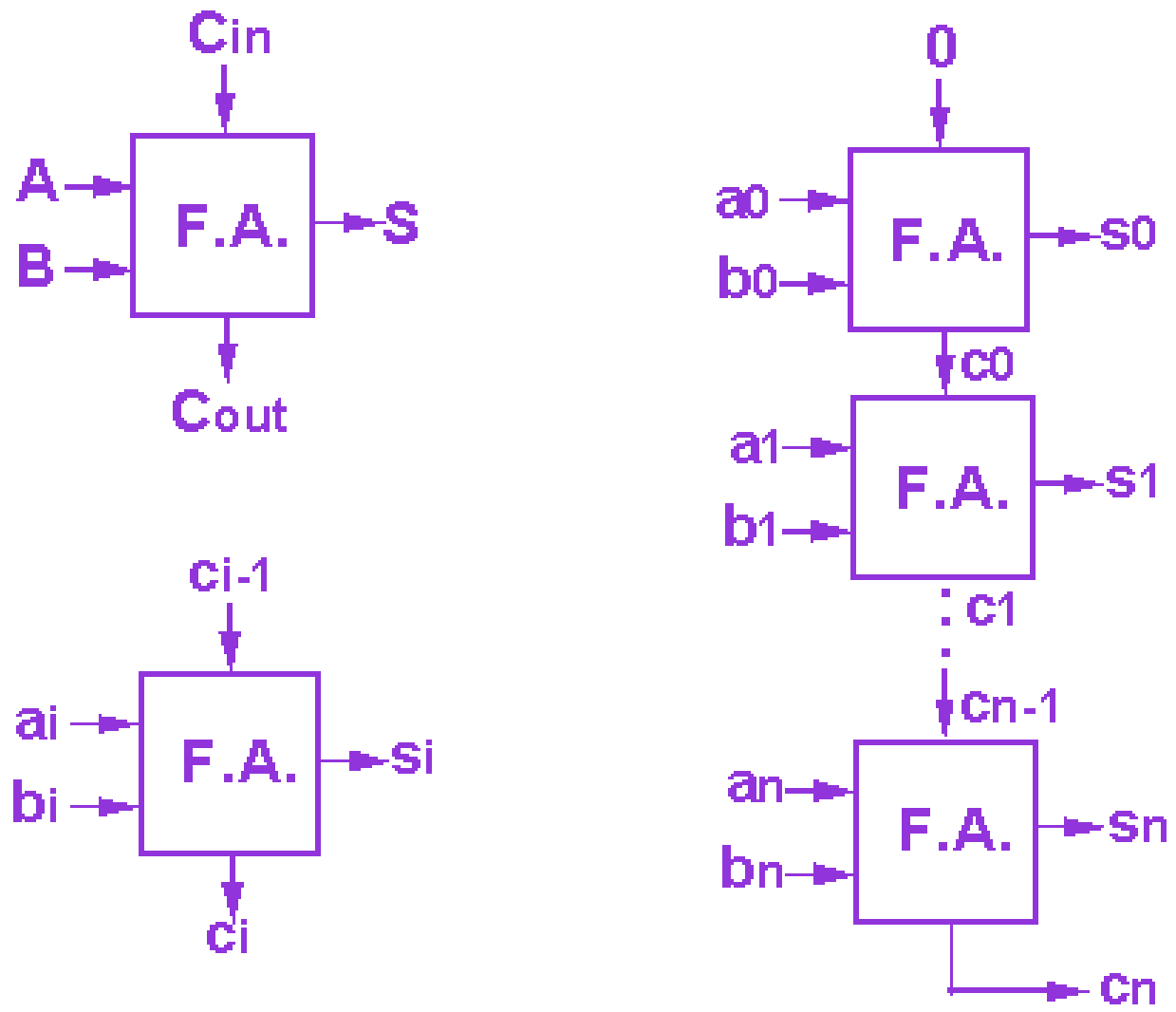
LECTURE 4:

The VHDL N-bit Adder

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Review: N-Bit Ripple-Carry Adder



Hierarchical design: 2-bit adder



- The design interface to a two bit adder is

```
LIBRARY IEEE;  
USE IEEE.std_logic_1164.ALL;  
  
ENTITY adder_bits_2 IS  
    PORT (Cin:          IN    std_logic;  
          a0, b0, a1, b1: IN    std_logic;  
          S0, S1:       OUT   std_logic;  
          Cout:        OUT   std_logic  
); END;
```

- Note: that the ports are **positional dependant**
(Cin, a0, b0, a1, b1, S0, S1, Cout)

Hierarchical design: Component Instance



Component Declaration

```
ARCHITECTURE ripple_2_arch OF adder_bits_2 IS
  COMPONENT full_adder
    PORT (x, y, z: IN std_logic; Sum, Carry: OUT std_logic);
  END COMPONENT;
  SIGNAL t1: std_logic;
BEGIN
  FA1: full_adder PORT MAP (Cin, a0, b0, S0, t1);
  FA2: full_adder PORT MAP (t1, a1, b1, s1, Cout);
END;
```

Component instance #1 called FA1

Component instance #2 called FA2

Positional versus Named Association



- **Positional Association** (must match the port order)

```
FA1: full_adder PORT MAP (Cin, a0, b0, S0, t1);
```

- **Named Association: signal => port_name**

```
FA1: full_adder PORT
```

```
MAP (Cin=>x, a0=>y, b0=>z, S0=>Sum, t1=>Carry);
```

```
FA1: full_adder PORT
```

```
MAP (Cin=>x, a0=>y, b0=>z, t1=>Carry, S0=>Sum);
```

```
FA1: full_adder PORT
```

```
MAP (t1=>Carry, S0=>Sum, a0=>y, b0=>z, Cin=>x);
```

Component by Named Association



```
ARCHITECTURE ripple_2_arch OF adder_bits_2 IS
  COMPONENT full_adder
    PORT (x, y, z: IN std_logic; Sum, Carry: OUT std_logic);
  END COMPONENT;
  SIGNAL t1: std_logic; -- Temporary carry signal
BEGIN
  -- Named association
  FA1: full_adder PORT
    MAP (Cin=>x, a0=>y, b0=>z, S0=>Sum, t1=>Carry);

  -- Positional association
  FA2: full_adder PORT MAP (t1, a1, b1, s1, Cout);
END;
```

-- Comments start with a double dash

Using vectors: std_logic_vector

```
ENTITY adder_bits_2 IS
  PORT (Cin:          IN  std_logic;
        a0, b0, a1, b1: IN  std_logic;
        S0, S1:      OUT std_logic;
        Cout:        OUT std_logic
  ); END;
```

- By using **vectors**, there is less typing of variables, a0, a1, ...

```
ENTITY adder_bits_2 IS
  PORT (Cin:          IN  std_logic;
        a, b:         IN  std_logic_vector(1 downto 0);
        S:            OUT std_logic_vector(1 downto 0);
        Cout:        OUT std_logic
  ); END;
```

2-bit Ripple adder using std_logic_vector

- Note, the signal variable usage is now different:
a0 becomes a(0)

```
ARCHITECTURE ripple_2_arch OF adder_bits_2 IS
  COMPONENT full_adder
    PORT (x, y, z: IN std_logic; Sum, Carry: OUT std_logic);
  END COMPONENT;
  SIGNAL t1: std_logic; -- Temporary carry signal
BEGIN
  FA1: full_adder PORT MAP (Cin, a(0), b(0), S(0), t1);

  FA2: full_adder PORT MAP (t1, a(1), b(1), s(1), Cout);
END;
```


4-bit Ripple adder using std_logic_vector



ARCHITECTURE ripple_4_arch OF adder_bits_4 IS

COMPONENT full_adder

PORT (x, y, z: IN std_logic; Sum, Carry: OUT std_logic);

END COMPONENT;

SIGNAL t: std_logic_vector(3 downto 1);

BEGIN

FA1: full_adder PORT MAP (Cin, a(0), b(0), S(0), t(1));

FA2: full_adder PORT MAP (t(1), a(1), b(1), S(1), t(2));

FA3: full_adder PORT MAP (t(2), a(2), b(2), S(2), t(3));

FA4: full_adder PORT MAP (t(3), a(3), b(3), S(3), Cout);

END;

- **std_vectors** make it easier to replicate structures

For-Generate statement: first improvement



```
ARCHITECTURE ripple_4_arch OF adder_bits_4 IS
  COMPONENT full_adder
    PORT (x, y, z: IN std_logic; Sum, Carry: OUT std_logic);
  END COMPONENT;
  SIGNAL t: std_logic_vector(3 downto 1);
  CONSTANT n: INTEGER := 4;
BEGIN
  FA1: full_adder PORT MAP (Cin, a(0), b(0), S(0), t(1));
  FA_f: for i in 1 to n-2 generate
    FA_i: full_adder PORT MAP (t(i), a(i), b(i), S(i), t(i+1));
  end generate;
  FA4: full_adder PORT MAP (t(n), a(n), b(n), S(n), Cout);
END;
```

Constants never change value

LABEL: before the for is **not** optional

For-Generate statement: **second improvement**



```
ARCHITECTURE ripple_4_arch OF adder_bits_4 IS
  COMPONENT full_adder
    PORT (x, y, z: IN std_logic; Sum, Carry: OUT std_logic);
  END COMPONENT;
  SIGNAL t: std_logic_vector(4 downto 0);
  CONSTANT n: INTEGER := 4;
BEGIN
  t(0) <= Cin;      Cout <= t(n);
  FA_f: for i in 0 to n-1 generate
    FA_i: full_adder PORT MAP (t(i), a(i), b(i), S(i), t(i+1));
  end generate;
END;
```

Keep track of vector sizes

N-bit adder using **generic**

```
ENTITY adder_bits_4 IS
```

```
    PORT (Cin:      IN    std_logic;
          a, b:     IN    std_logic_vector(3 downto 0);
          S:        OUT   std_logic_vector(3 downto 0);
          Cout:    OUT   std_logic
```

```
); END;
```

- By using **generics**, the design can be generalized

```
ENTITY adder_bits_n IS
```

```
    GENERIC(n:      INTEGER := 2);
    PORT (Cin:     IN    std_logic;
          a, b:    IN    std_logic_vector(n-1 downto 0);
          S:       OUT   std_logic_vector(n-1 downto 0);
          Cout:   OUT   std_logic
```

```
); END;
```

Default case is 2

For-Generate statement: **third improvement**



```
ARCHITECTURE ripple_n_arch OF adder_bits_n IS
  COMPONENT full_adder
    PORT (x, y, z: IN std_logic; Sum, Carry: OUT std_logic);
  END COMPONENT;
  SIGNAL      t:      std_logic_vector(n downto 0);
BEGIN
  t(0)  <= Cin;      Cout <= t(n);
  FA: for i in 0 to n-1 generate
    FA_i: full_adder PORT MAP (t(i), a(i), b(i), S(i), t(i+1));
  end generate;
END;
```

Stimulus Only Test Bench Architecture



ARCHITECTURE adder_bits_4_tb_arch OF adder_bits_4_tb IS

COMPONENT **adder_bits_n**

GENERIC(**n**: INTEGER := 2);

PORT (**Cin**: IN std_logic;

a, b: IN std_logic_vector(n-1 downto 0);

S: OUT std_logic_vector(n-1 downto 0);

Cout: OUT std_logic

END COMPONENT;

SIGNAL **x, y, Sum**: std_logic_vector(**n** downto 0);

SIGNAL **c, Cout**: std_logic;

BEGIN

x <= "0000", "0001" after 50 ns, "0101", after 100 ns;

y <= "0010", "0011" after 50 ns, "1010", after 100 ns;

c <= '1', '0' after 50 ns;

UUT_ADDER_4: **adder_bits_n** GENERIC MAP(4)

PORT MAP (**c, x, y, Sum, Cout**);

END;

MAP(4)
Overrides
default 2

Stimulus Only Test Bench Entity



```
ENTITY adder_bits_4_tb IS
```

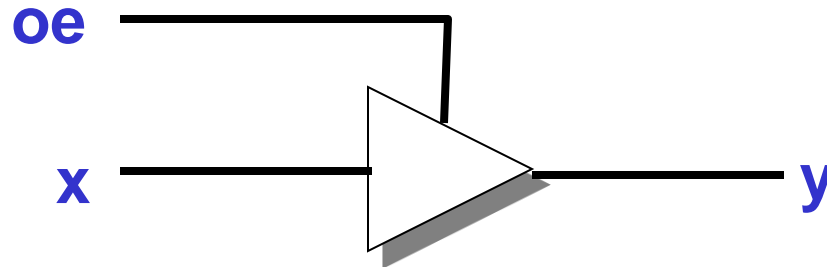
```
    PORT (Sum:      std_logic_vector(3 downto 0);
```

```
          Cout:    std_logic
```

```
); END;
```

The output of the testbench will be observe by the digital waveform of the simulator.

Review: 1-bit Tri-State buffer



```
ENTITY TriStateBuffer IS
```

```
    PORT(x:      IN      std_logic;  
         y:      OUT     std_logic;  
         oe:     IN      std_logic
```

```
); END;
```

```
ARCHITECTURE Buffer3 OF TriStateBuffer IS
```

```
BEGIN
```

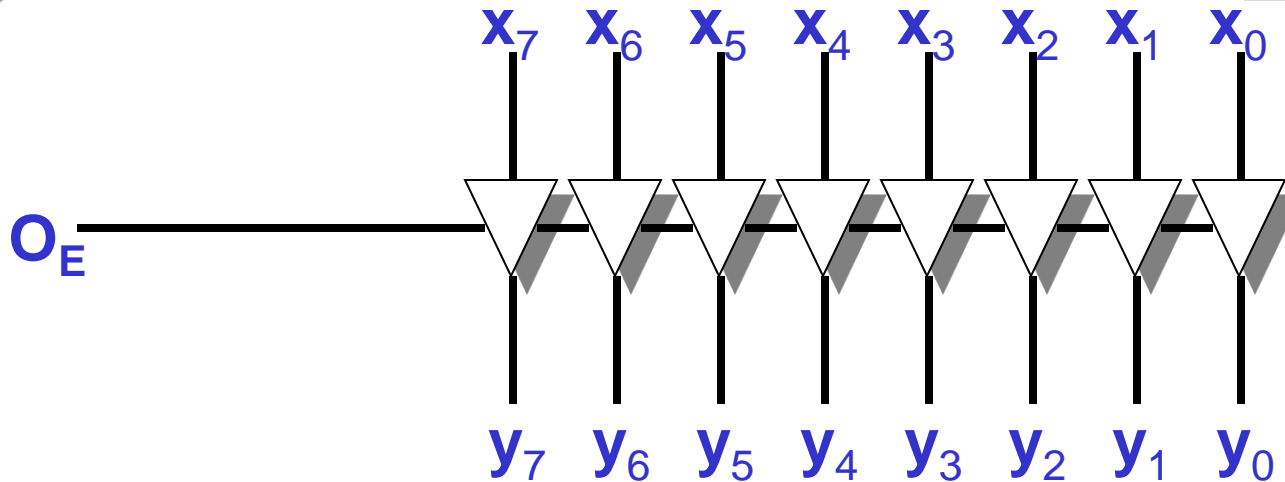
```
    WITH oe SELECT
```

```
    y <= x WHEN '1', -- Enabled  
        'Z' WHEN OTHERS; -- Disabled
```

OTHERS includes 0,
W, X, L, H, U cases

```
END;
```


N-bit Tri-State Buffer entity



ENTITY TriStateBufferN IS

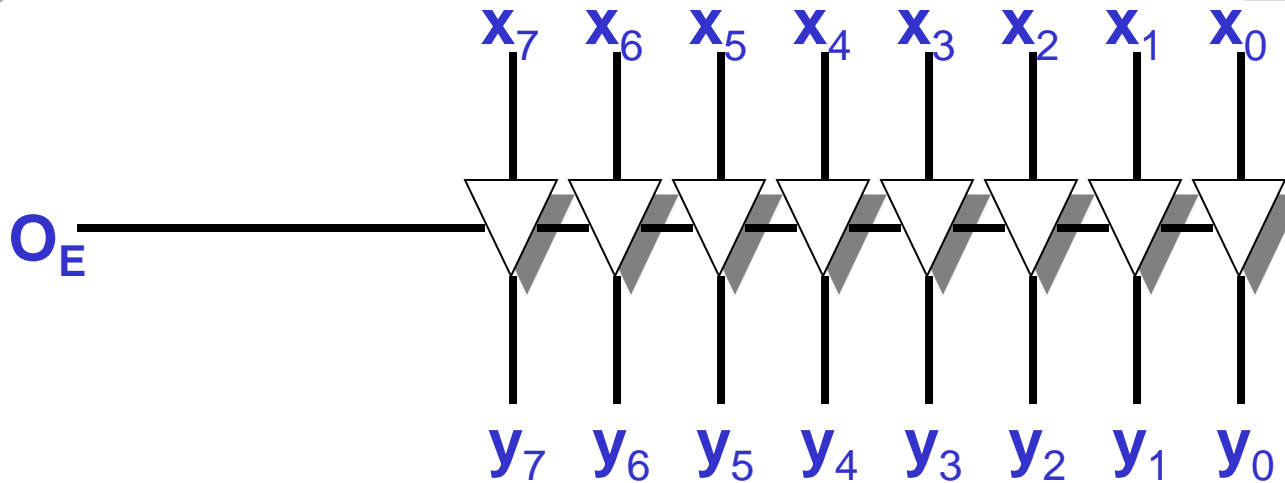
GENERIC(n : INTEGER := 8);

PORT (x : IN std_logic_vector($n-1$ downto 0);
 y : OUT std_logic_vector($n-1$ downto 0);
 oe : IN std_logic);

);

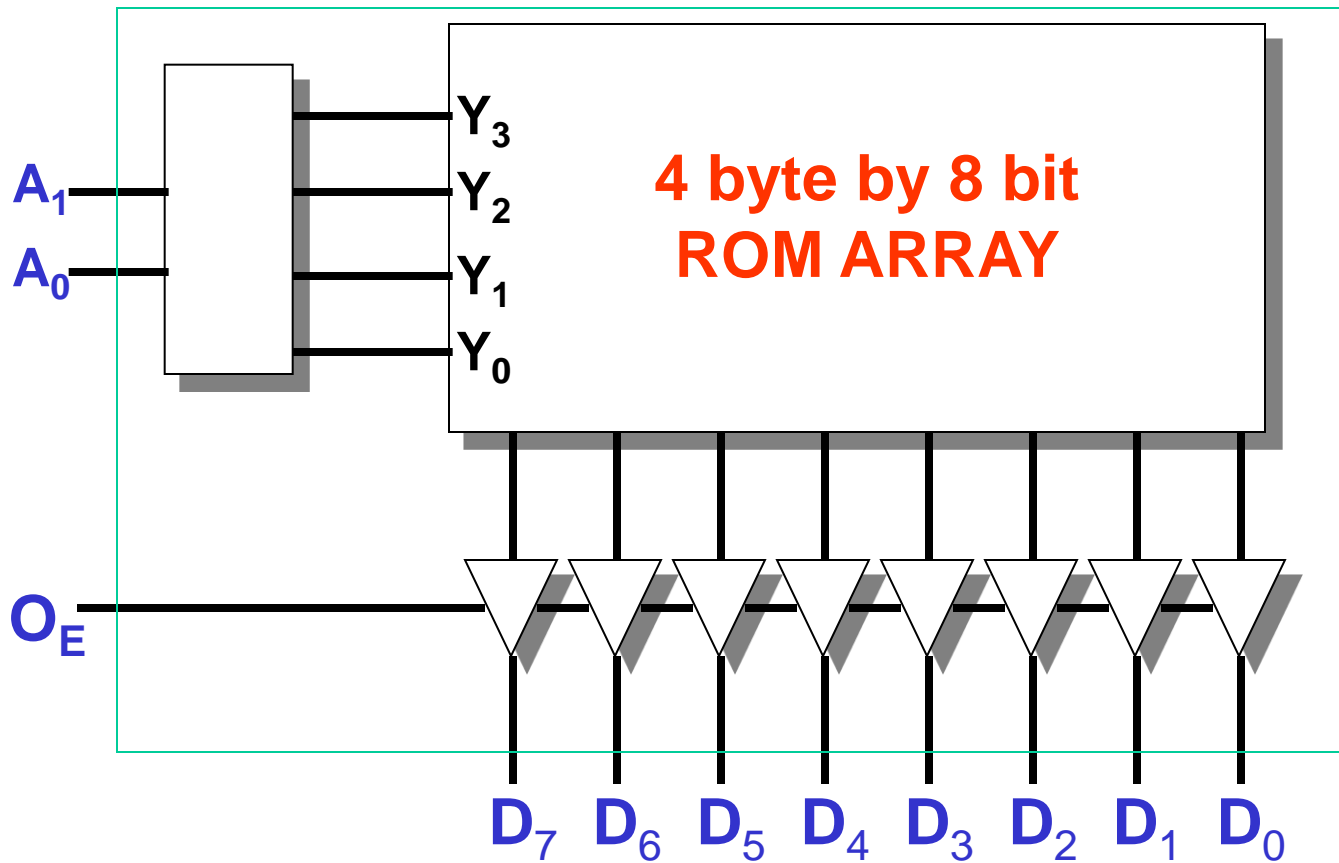
END;

N-bit Tri-State Buffer architecture



```
ARCHITECTURE TriStateBufferN_ARCH OF TriStateBufferN IS
  COMPONENT TriStateBuffer
    PORT (x: IN std_logic; y: OUT std_logic, oe: IN std_logic);
  END COMPONENT;
BEGIN
  TB: FOR i IN 0 TO n-1 GENERATE
    TB_i: TriStateBuffer PORT MAP (x(i), y(i), oe);
  END GENERATE;
END;
```

ROM: 4 byte Read Only Memory



ENTITY **rom_4x8** IS

PORT(**A**: IN std_logic_vector(1 downto 0);

OE: IN std_logic;

D: OUT std_logic_vector(7 downto 0)); END;

ROM: 4 byte Read Only Memory

ARCHITECTURE **rom_4x8_arch** OF **rom_4x8** IS

COMPONENT TriStateBufferN

GENERIC(n: INTEGER := 1);

PORT (
 x: IN std_logic_vector(n-1 downto 0);
 y: OUT std_logic_vector(n-1 downto 0);
 oe: IN std_logic);

END COMPONENT;

SIGNAL **ROMout**: std_logic_vector(7 downto 0);

BEGIN

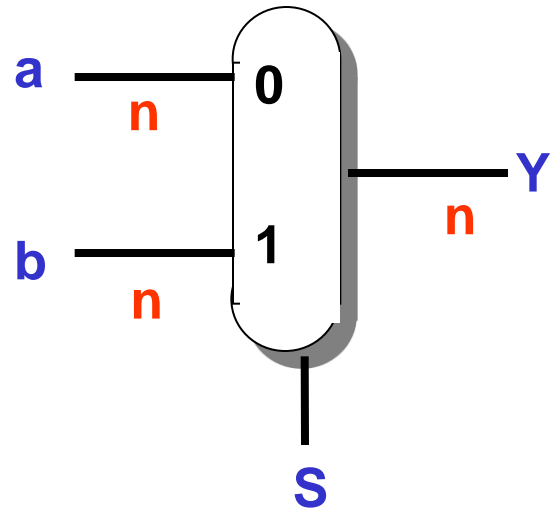
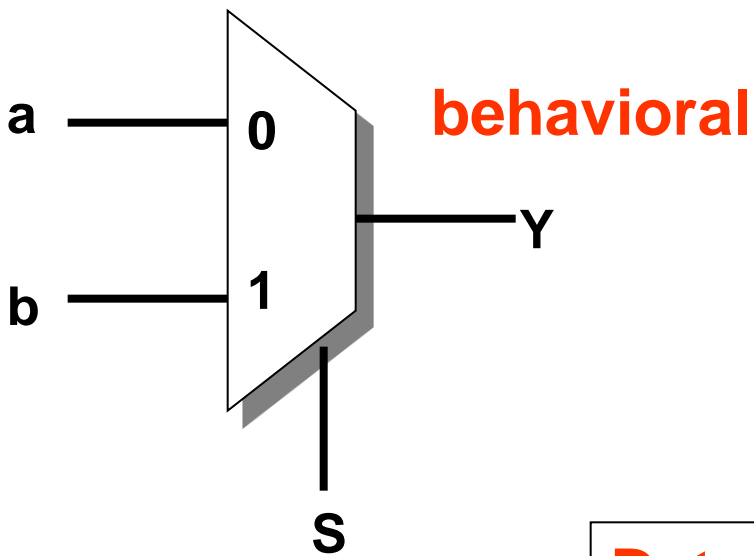
BufferOut: TriStateBufferN **GENERIC** MAP(8)
 PORT MAP(**ROMout**, **D**, **OE**);

WITH **A** **SELECT**

ROMout <= "01000001" **WHEN** "00",
 "11111011" **WHEN** "01",
 "00000110" **WHEN** "10",
 "00000000" **WHEN** "11";

END;

Review: 2-to-1 & Datapath Multiplexor



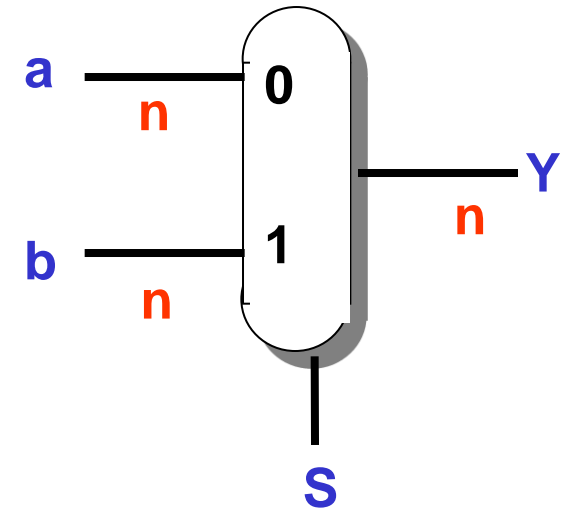
Datapath is n bits wide

WITH s SELECT
Y <= a WHEN '0',
b WHEN OTHERS;

WITH s SELECT
Y <= a WHEN '0',
b WHEN OTHERS;

Where is the difference?

Generic 2-to-1 Datapath Multiplexor Entity



```
LIBRARY IEEE;  
USE IEEE.std_logic_1164.all;
```

```
ENTITY Generic_Mux IS  
    GENERIC (n: INTEGER);  
    PORT (Y: OUT std_logic_vector(n-1 downto 0);  
          a: IN  std_logic_vector(n-1 downto 0);  
          b: IN  std_logic_vector(n-1 downto 0);  
          S: IN  std_logic_vector(0 downto 0)  
    );  
END ENTITY;
```

Generic 2-to-1 Datapath Multiplexor Architecture



```
ARCHITECTURE Generic_Mux_arch OF Generic_Mux IS  
BEGIN
```

```
    WITH S SELECT
```

```
        Y <= a WHEN "1",  
           b WHEN OTHERS;
```

```
END ARCHITECTURE;
```

```
CONFIGURATION Generic_Mux_cfg OF Generic_Mux IS
```

```
    FOR Generic_Mux_arch
```

```
        END FOR;
```

```
END CONFIGURATION;
```

Configurations are
require for simulation

VHDL Component, Entity, and Architecture

for-generate | if generate

Component Instance

Component Declaration

Entity

Architecture_i

Concurrent
Boolean
Equations

Concurrent
With-Select-When
When-Else

Other
Concurrent
Components

Summary of VHDL Components



Component Declaration

[Optional] { repeat }

COMPONENT component_entity_name

[GENERIC ({ identifier: type [:= initial_value]; })]

[PORT ({ identifier: mode type; })]

END;

Add ; only if another identifier

Component Instance

identifier : component_entity_name

[GENERIC MAP (identifier { , identifier })]

[PORT MAP (identifier { , identifier })]

;

mode := IN | OUT | INOUT

type := std_logic | std_logic_vector(n downto 0) | bit

Assignment #4



a) Write an N-bit ALU (default N=8) using the vhdl code of assignment #3 and then run (N=8) using `vhdlan` and `vhdl sim assigns`. The initial carry-in is set to zero and the final carry out is not needed. The N-bit ALU should only have $x(n)$, $y(n)$, $s(n)$ and f . For multiple bits (i.e. `std_logic_vector`) use:

```
assign "00101111" Y           #binary
```

or

```
assign X"2f" Y                #hex notation
```

Write a **one** useful test case for **each** function. **Make sure it gives the correct results (i.e. please debug your ALU)!** Hand in the source files and session using the Unix script command.

b) Write an 8-bit ALU test bench in VHDL and hand in the source files and session using the Unix script command.