
VHDL

Introdução

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```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY fulladd IS
    PORT ( Cin, x, y : IN    STD_LOGIC ;
          s, Cout  : OUT STD_LOGIC ) ;
END fulladd ;

ARCHITECTURE LogicFunc OF fulladd IS
BEGIN
    s <= x XOR y XOR Cin ;
    Cout <= (x AND y) OR (Cin AND x) OR (Cin AND y) ;
END LogicFunc ;
```

VHDL - Exemplos (Circ. Aritméticos)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY adder4 IS
    PORT (Cin           : IN   STD_LOGIC ;
          x3, x2, x1, x0 : IN   STD_LOGIC ;
          y3, y2, y1, y0 : IN   STD_LOGIC ;
          s3, s2, s1, s0 : OUT  STD_LOGIC ;
          Cout          : OUT  STD_LOGIC ) ;
END adder4 ;

ARCHITECTURE Structure OF adder4 IS
    SIGNAL c1, c2, c3 : STD_LOGIC ;
    COMPONENT fulladd
        PORT (Cin, x, y : IN   STD_LOGIC ;
              s, Cout  : OUT  STD_LOGIC ) ;
    END COMPONENT ;
END COMPONENT ;
```

BEGIN

stage0: fulladd PORT MAP (Cin, x0, y0, s0, c1) ;

stage1: fulladd PORT MAP (c1, x1, y1, s1, c2) ;

stage2: fulladd PORT MAP (c2, x2, y2, s2, c3) ;

stage3: fulladd PORT MAP (

Cin => c3, Cout => Cout, x => x3, y => y3, s => s3) ;

END Structure ;

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
  
PACKAGE fulladd_package IS  
  COMPONENT fulladd  
    PORT ( Cin, x, y : IN      STD_LOGIC ;  
          s, Cout : OUT     STD_LOGIC ) ;  
  END COMPONENT ;  
END fulladd_package ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE work.fulladd_package.all ;

ENTITY adder4 IS
    PORT ( Cin           : IN  STD_LOGIC ;
          x3, x2, x1, x0 : IN  STD_LOGIC ;
          y3, y2, y1, y0 : IN  STD_LOGIC ;
          s3, s2, s1, s0 : OUT STD_LOGIC ;
          Cout           : OUT STD_LOGIC ) ;
END adder4 ;
```

ARCHITECTURE Structure OF adder4 IS

```
SIGNAL c1, c2, c3 : STD_LOGIC ;
```

```
BEGIN
```

```
stage0: fulladd PORT MAP ( Cin, x0, y0, s0, c1 ) ;
```

```
stage1: fulladd PORT MAP ( c1, x1, y1, s1, c2 ) ;
```

```
stage2: fulladd PORT MAP ( c2, x2, y2, s2, c3 ) ;
```

```
stage3: fulladd PORT MAP (
```

```
    Cin => c3, Cout => Cout, x => x3, y => y3, s => s3 ) ;
```

```
END Structure ;
```

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
USE work.fulladd_package.all ;  
  
ENTITY adder4 IS  
    PORT (Cin  : IN      STD_LOGIC ;  
          X, Y : IN      STD_LOGIC_VECTOR(3 DOWNT0 0) ;  
          S    : OUT     STD_LOGIC_VECTOR(3 DOWNT0 0) ;  
          Cout : OUT     STD_LOGIC ) ;  
END adder4 ;
```


ARCHITECTURE Structure OF adder4 IS

```
SIGNAL C : STD_LOGIC_VECTOR(1 TO 3) ;
```

```
BEGIN
```

```
stage0: fulladd PORT MAP ( Cin, X(0), Y(0), S(0), C(1) ) ;
```

```
stage1: fulladd PORT MAP ( C(1), X(1), Y(1), S(1), C(2) ) ;
```

```
stage2: fulladd PORT MAP ( C(2), X(2), Y(2), S(2), C(3) ) ;
```

```
stage3: fulladd PORT MAP ( C(3), X(3), Y(3), S(3), Cout ) ;
```

```
END Structure ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.std_logic_signed.all ;

ENTITY adder16 IS
    PORT (X, Y : IN      STD_LOGIC_VECTOR(15 DOWNT0 0) ;
          S   : OUT     STD_LOGIC_VECTOR(15 DOWNT0 0) ) ;
END adder16 ;

ARCHITECTURE Behavior OF adder16 IS
BEGIN
    S <= X + Y ;
END Behavior
```

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
USE ieee.std_logic_signed.all ;  
  
ENTITY adder16 IS  
    PORT ( Cin : IN      STD_LOGIC ;  
          X, Y : IN      STD_LOGIC_VECTOR(15 DOWNT0 0) ;  
          S   : OUT     STD_LOGIC_VECTOR(15 DOWNT0 0) ;  
          Cout, Overflow : OUT STD_LOGIC ) ;  
END adder16 ;
```

ARCHITECTURE Behavior OF adder16 IS

```
SIGNAL Sum : STD_LOGIC_VECTOR(16 DOWNT0 0) ;
```

```
BEGIN
```

```
Sum <= ('0' & X) + Y + Cin ;
```

```
S <= Sum(15 DOWNT0 0) ;
```

```
Cout <= Sum(16) ;
```

```
Overflow <= Sum(16) XOR X(15) XOR Y(15) XOR Sum(15) ;
```

```
END Behavior ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.std_logic_arith.all ;

ENTITY adder16 IS
    PORT (Cin          : IN  STD_LOGIC ;
          X, Y         : IN  SIGNED(15 DOWNTO 0) ;
          S            : OUT SIGNED(15 DOWNTO 0) ;
          Cout, Overflow : OUT STD_LOGIC ) ;
END adder16 ;
```

ARCHITECTURE Behavior OF adder16 IS

SIGNAL Sum : SIGNED(16 DOWNT0 0) ;

BEGIN

Sum <= ('0' & X) + Y + Cin ;

S <= Sum(15 DOWNT0 0) ;

Cout <= Sum(16) ;

Overflow <= Sum(16) XOR X(15) XOR Y(15) XOR Sum(15) ;

END Behavior ;

```
ENTITY adder16 IS
```

```
    PORT (X, Y : IN    INTEGER RANGE -32768 TO 32767 ;
```

```
          S    : OUT  INTEGER RANGE -32768 TO 32767 ) ;
```

```
END adder16 ;
```

```
ARCHITECTURE Behavior OF adder16 IS
```

```
BEGIN
```

```
    S <= X + Y ;
```

```
END Behavior ;
```

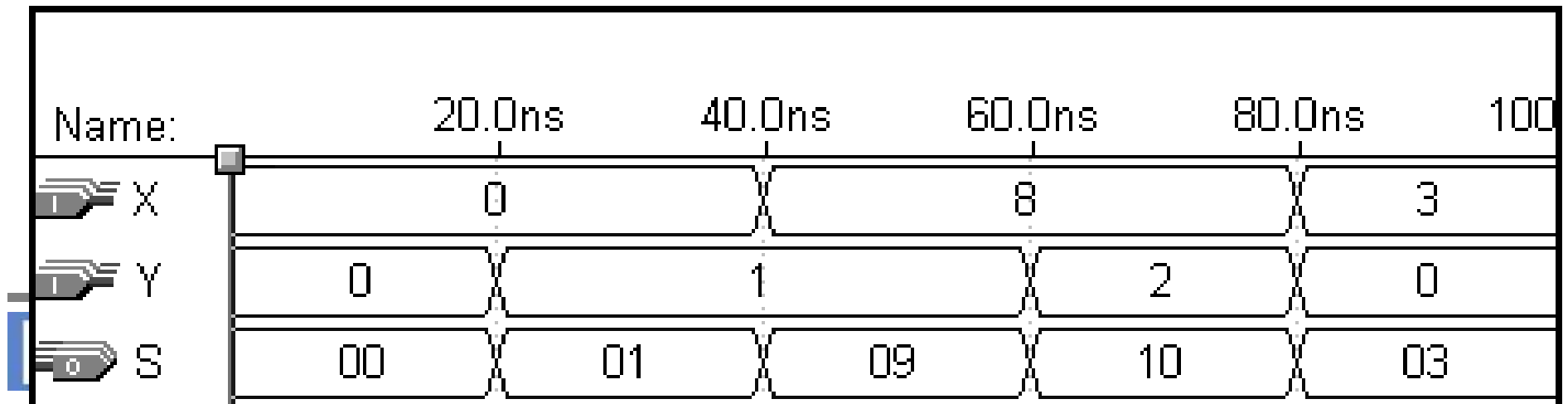
VHDL - Exemplos (Circ. Aritméticos)

```

LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.std_logic_unsigned.all ;
ENTITY BCD IS
    PORT (X, Y : IN      STD_LOGIC_VECTOR(3 DOWNT0 0) ;
          S      : OUT   STD_LOGIC_VECTOR(4 DOWNT0 0) ) ;
END BCD ;
ARCHITECTURE Behavior OF BCD IS
    SIGNAL Z : STD_LOGIC_VECTOR(4 DOWNT0 0) ;
    SIGNAL Adjust : STD_LOGIC ;
BEGIN
    Z <= ('0' & X) + Y ;
    Adjust <= '1' WHEN Z > 9 ELSE '0' ;
    S <= Z WHEN (Adjust = '0') ELSE Z + 6 ;
END Behavior ;

```


VHDL - Exemplos (Circ. Aritméticos)



```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY mux2to1 IS
    PORT (w0, w1, s      : IN      STD_LOGIC ;
          f              : OUT     STD_LOGIC ) ;
END mux2to1 ;

ARCHITECTURE Behavior OF mux2to1 IS
BEGIN
    WITH s SELECT
        f <= w0 WHEN '0',
          w1 WHEN OTHERS ;
END Behavior ;
```

VHDL - Exemplos (mux)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY mux4to1 IS
    PORT ( w0, w1, w2, w3 : IN  STD_LOGIC ;
          s   : IN    STD_LOGIC_VECTOR(1 DOWNTO 0) ;
          f   : OUT   STD_LOGIC ) ;
END mux4to1 ;
ARCHITECTURE Behavior OF mux4to1 IS
BEGIN
    WITH s SELECT
        f <= w0 WHEN "00",
           w1 WHEN "01",
           w2 WHEN "10",
           w3 WHEN OTHERS ;
END Behavior ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
PACKAGE mux4to1_package IS
    COMPONENT mux4to1
        PORT ( w0, w1, w2, w3 : IN      STD_LOGIC ;
              s      : IN      STD_LOGIC_VECTOR(1 DOWNTO 0) ;
              f      : OUT     STD_LOGIC ) ;
    END COMPONENT ;
END mux4to1_package ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
LIBRARY work ;
USE work.mux4to1_package.all ;

ENTITY mux16to1 IS
    PORT (w : IN    STD_LOGIC_VECTOR(0 TO 15) ;
          s : IN    STD_LOGIC_VECTOR(3 DOWNT0 0) ;
          f : OUT   STD_LOGIC ) ;
END mux16to1 ;
```

VHDL - Exemplos (mux)

ARCHITECTURE Structure OF mux16to1 IS

SIGNAL m : STD_LOGIC_VECTOR(0 TO 3) ;

BEGIN

Mux1: mux4to1 PORT MAP (w(0), w(1), w(2), w(3), s(1 DOWNTO 0), m(0)) ;

Mux2: mux4to1 PORT MAP (w(4), w(5), w(6), w(7), s(1 DOWNTO 0), m(1)) ;

Mux3: mux4to1 PORT MAP (w(8), w(9), w(10), w(11), s(1 DOWNTO 0), m(2)) ;

Mux4: mux4to1 PORT MAP (w(12), w(13), w(14), w(15), s(1 DOWNTO 0), m(3)) ;

Mux5: mux4to1 PORT MAP (m(0), m(1), m(2), m(3), s(3 DOWNTO 2), f) ;

END Structure ;

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY mux2to1 IS
    PORT ( w0, w1, s : IN    STD_LOGIC ;
          f          : OUT  STD_LOGIC ) ;
END mux2to1 ;

ARCHITECTURE Behavior OF mux2to1 IS
BEGIN
    f <= w0 WHEN s = '0' ELSE w1 ;
END Behavior ;
```

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
  
ENTITY dec2to4 IS  
    PORT ( w   : IN      STD_LOGIC_VECTOR(1 DOWNTO 0) ;  
          En  : IN      STD_LOGIC ;  
          y   : OUT     STD_LOGIC_VECTOR(0 TO 3) ) ;  
END dec2to4 ;
```


VHDL - Exemplos (decoder)

```
ARCHITECTURE Behavior OF dec2to4 IS
```

```
    SIGNAL Enw : STD_LOGIC_VECTOR(2 DOWNTO 0) ;
```

```
BEGIN
```

```
    Enw <= En & w ;
```

```
    WITH Enw SELECT
```

```
        y <= "1000" WHEN "100",  
            "0100" WHEN "101",  
            "0010" WHEN "110",  
            "0001" WHEN "111",  
            "0000" WHEN OTHERS ;
```

```
END Behavior ;
```

VHDL - Exemplos (encoder)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY priority IS
    PORT (w      : IN      STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          y      : OUT     STD_LOGIC_VECTOR(1 DOWNTO 0) ;
          z      : OUT     STD_LOGIC ) ;
END priority ;
ARCHITECTURE Behavior OF priority IS
BEGIN
    y <= "11" WHEN w(3) = '1' ELSE
        "10" WHEN w(2) = '1' ELSE
        "01" WHEN w(1) = '1' ELSE "00" ;
    z <= '0' WHEN w = "0000" ELSE '1' ;
END Behavior ;
```

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
  
ENTITY priority IS  
    PORT (w : IN    STD_LOGIC_VECTOR(3 DOWNT0 0) ;  
          y : OUT  STD_LOGIC_VECTOR(1 DOWNT0 0) ;  
          z : OUT  STD_LOGIC ) ;  
END priority ;
```

VHDL - Exemplos (encoder)

ARCHITECTURE Behavior OF priority IS

BEGIN

WITH w SELECT

```
y <= "00" WHEN "0001",  
      "01" WHEN "0010",  
      "01" WHEN "0011",  
      "10" WHEN "0100",  
      "10" WHEN "0101",  
      "10" WHEN "0110",  
      "10" WHEN "0111",  
      "11" WHEN OTHERS ;
```

WITH w SELECT

```
z <= '0' WHEN "0000",  
     '1' WHEN OTHERS ;
```

END Behavior ;

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
USE ieee.std_logic_unsigned.all ;  
ENTITY compare IS  
    PORT (A, B : IN      STD_LOGIC_VECTOR(3 DOWNT0 0) ;  
          AeqB, AgtB, AltB : OUT      STD_LOGIC ) ;  
END compare ;
```

```
ARCHITECTURE Behavior OF compare IS
```

```
BEGIN
```

```
    AeqB <= '1' WHEN A = B ELSE '0' ;
```

```
    AgtB <= '1' WHEN A > B ELSE '0' ;
```

```
    AltB <= '1' WHEN A < B ELSE '0' ;
```

```
END Behavior ;
```

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
USE ieee.std_logic_arith.all ;  
ENTITY compare IS  
    PORT (A, B : IN SIGNED(3 DOWNTO 0) ;  
          AeqB, AgtB, AltB : OUT      STD_LOGIC ) ;  
END compare ;
```

```
ARCHITECTURE Behavior OF compare IS
```

```
BEGIN
```

```
    AeqB <= '1' WHEN A = B ELSE '0' ;
```

```
    AgtB <= '1' WHEN A > B ELSE '0' ;
```

```
    AltB <= '1' WHEN A < B ELSE '0' ;
```

```
END Behavior ;
```

- multiplexer 16-para-1 usando generate statement

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE work.mux4to1_package.all ;
ENTITY mux16to1 IS
    PORT (w : IN    STD_LOGIC_VECTOR(0 TO 15) ;
          s : IN    STD_LOGIC_VECTOR(3 DOWNT0 0) ;
          f : OUT STD_LOGIC ) ;
END mux16to1 ;
```

- multiplexer 16-para-1 usando generate statement (cont.)

```
ARCHITECTURE Structure OF mux16to1 IS
```

```
    SIGNAL m : STD_LOGIC_VECTOR(0 TO 3) ;
```

```
BEGIN
```

```
    G1: FOR i IN 0 TO 3 GENERATE
```

```
        Muxes: mux4to1 PORT MAP (
```

```
            w(4*i), w(4*i+1), w(4*i+2), w(4*i+3), s(1 DOWNT0 0), m(i) ) ;
```

```
    END GENERATE ;
```

```
    Mux5: mux4to1 PORT MAP ( m(0), m(1), m(2), m(3), s(3 DOWNT0 2), f ) ;
```

```
END Structure ;
```


VHDL - Exemplos

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY dec4to16 IS
    PORT (w   : IN          STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          En  : IN          STD_LOGIC ;
          y   : OUT        STD_LOGIC_VECTOR(0 TO 15) ) ;
END dec4to16 ;

ARCHITECTURE Structure OF dec4to16 IS
    COMPONENT dec2to4
        PORT (w : IN      STD_LOGIC_VECTOR(1 DOWNTO 0) ;
              En : IN     STD_LOGIC ;
              y : OUT    STD_LOGIC_VECTOR(0 TO 3) ) ;
    END COMPONENT ;
```

```
SIGNAL m : STD_LOGIC_VECTOR(0 TO 3) ;
BEGIN
  G1: FOR i IN 0 TO 3 GENERATE
    Dec_ri: dec2to4 PORT MAP
      ( w(1 DOWNTO 0), m(i), y(4*i TO 4*i+3) );
  G2: IF i=3 GENERATE
    Dec_left: dec2to4 PORT MAP ( w(i DOWNTO i-1), En, m ) ;
  END GENERATE ;
END GENERATE ;
END Structure ;
```

VHDL - Exemplos

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY mux2to1 IS
    PORT (w0, w1, s      : IN      STD_LOGIC ;
          f              : OUT     STD_LOGIC ) ;
END mux2to1 ;

ARCHITECTURE Behavior OF mux2to1 IS
BEGIN
    PROCESS ( w0, w1, s )
    BEGIN
        IF s = '0' THEN
            f <= w0 ;
        ELSE
            f <= w1 ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

VHDL - Exemplos

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY mux2to1 IS
    PORT (w0, w1, s : IN  STD_LOGIC ;
          f       : OUT  STD_LOGIC ) ;
END mux2to1 ;

ARCHITECTURE Behavior OF mux2to1 IS
BEGIN
    PROCESS ( w0, w1, s )
    BEGIN
        f <= w0 ;
        IF s = '1' THEN
            f <= w1 ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

```
LIBRARY ieee ;  
USE ieee.std_logic_1164.all ;  
ENTITY priority IS  
    PORT (w : IN    STD_LOGIC_VECTOR(3 DOWNTO 0) ;  
          y : OUT   STD_LOGIC_VECTOR(1 DOWNTO 0) ;  
          z : OUT   STD_LOGIC ) ;  
END priority ;
```

VHDL - Exemplos

```
ARCHITECTURE Behavior OF priority IS
BEGIN
    PROCESS ( w )
    BEGIN
        IF w(3) = '1' THEN
            y <= "11" ;
        ELSIF w(2) = '1' THEN
            y <= "10" ;
        ELSIF w(1) = '1' THEN
            y <= "01" ;
        ELSE
            y <= "00" ;
        END IF ;
    END PROCESS ;
    z <= '0' WHEN w = "0000" ELSE '1' ;
END Behavior ;
```

VHDL - Exemplos

```

LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY priority IS
    PORT (w : IN    STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          y : OUT  STD_LOGIC_VECTOR(1 DOWNTO 0) ;
          z : OUT  STD_LOGIC ) ;
END priority ;
ARCHITECTURE Behavior OF priority IS
BEGIN
    PROCESS ( w )
    BEGIN
        y <= "00" ;
        IF w(1) = '1' THEN y <= "01" ; END IF ;
        IF w(2) = '1' THEN y <= "10" ; END IF ;
        IF w(3) = '1' THEN y <= "11" ; END IF ;

        z <= '1' ;
        IF w = "0000" THEN z <= '0' ; END IF ;
    END PROCESS ;
END Behavior ;

```

VHDL - Exemplos

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY compare1 IS
    PORT (A, B      : IN      STD_LOGIC ;
          AeqB     : OUT     STD_LOGIC ) ;
END compare1 ;

ARCHITECTURE Behavior OF compare1 IS
BEGIN
    PROCESS ( A, B )
    BEGIN
        AeqB <= '0' ;
        IF A = B THEN
            AeqB <= '1' ;
        END IF ;
    END PROCESS ;
END Behavior ;
```



```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY implied IS
    PORT ( A, B      : IN      STD_LOGIC ;
          AeqB      : OUT     STD_LOGIC ) ;
END implied ;
```

```
ARCHITECTURE Behavior OF implied IS
BEGIN
    PROCESS ( A, B )
    BEGIN
        IF A = B THEN
            AeqB <= '1' ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

Este código INFERE memória (latch)

VHDL - Exemplos

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
```

```
ENTITY implied IS
    PORT ( A, B      : IN      STD_LOGIC ;
          AeqB      : OUT     STD_LOGIC ) ;
END implied ;
```

```
ARCHITECTURE Behavior OF implied IS
BEGIN
```

```
    PROCESS ( A, B )
    BEGIN
        AeqB <= '0' ;
        IF A = B THEN
            AeqB <= '1' ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

Este código NÃO infere memória (latch)

VHDL - Exemplos

```

LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY mux2to1 IS
    PORT ( w0, w1, s : IN  STD_LOGIC ;
          f          : OUT STD_LOGIC ) ;
END mux2to1 ;
ARCHITECTURE Behavior OF mux2to1 IS
BEGIN
    PROCESS ( w0, w1, s )
    BEGIN
        CASE s IS
            WHEN '0' =>
                f <= w0 ;
            WHEN OTHERS =>
                f <= w1 ;
        END CASE ;
    END PROCESS ;
END Behavior ;

```

VHDL - Exemplos

```

LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY dec2to4 IS
    PORT (w : IN    STD_LOGIC_VECTOR(1 DOWNTO 0) ;
          En : IN   STD_LOGIC ;
          y : OUT   STD_LOGIC_VECTOR(0 TO 3) ) ;
END dec2to4 ;
ARCHITECTURE Behavior OF dec2to4 IS
BEGIN
    PROCESS ( w, En )
    BEGIN
        IF En = '1' THEN
            CASE w IS
                WHEN "00" =>    y <= "1000" ;
                WHEN "01" =>    y <= "0100" ;
                WHEN "10" =>    y <= "0010" ;
                WHEN OTHERS => y <= "0001" ;
            END CASE ;
        ELSE    y <= "0000" ;
        END IF ;
    END PROCESS ;
END Behavior ;

```

VHDL - Exemplos

```

LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY seg7 IS
    PORT (   bcd      : IN          STD_LOGIC_VECTOR(3 DOWNTO 0) ;
           leds     : OUT          STD_LOGIC_VECTOR(1 TO 7) ) ;
END seg7 ;
ARCHITECTURE Behavior OF seg7 IS
BEGIN
    PROCESS ( bcd )
    BEGIN
        CASE bcd IS
            --          abcdefg
            WHEN "0000" => leds <= "1111110" ;
            WHEN "0001" => leds <= "0110000" ;
            WHEN "0010" => leds <= "1101101" ;
            WHEN "0011" => leds <= "1111001" ;
            WHEN "0100" => leds <= "0110011" ;
            WHEN "0101" => leds <= "1011011" ;
            WHEN "0110" => leds <= "1011111" ;
            WHEN "0111" => leds <= "1110000" ;
            WHEN "1000" => leds <= "1111111" ;
            WHEN "1001" => leds <= "1110011" ;
            WHEN OTHERS => leds <= "-----" ;
        END CASE ;
    END PROCESS ;
END Behavior ;

```

VHDL - Exemplos

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.std_logic_unsigned.all ;
ENTITY alu_74381 IS
    PORT (s      : IN          STD_LOGIC_VECTOR(2 DOWNTO 0) ;
          A, B   : IN          STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          F      : OUT        STD_LOGIC_VECTOR(3 DOWNTO 0) ) ;
END alu_74831 ;
```

VHDL - Exemplos

ARCHITECTURE Behavior OF alu_74381 IS

BEGIN

 PROCESS (s, A, B)

 BEGIN

 CASE s IS

 WHEN "000" => F <= "0000" ;

 WHEN "001" => F <= B - A ;

 WHEN "010" => F <= A - B ;

 WHEN "011" => F <= A + B ;

 WHEN "100" => F <= A XOR B ;

 WHEN "101" => F <= A OR B ;

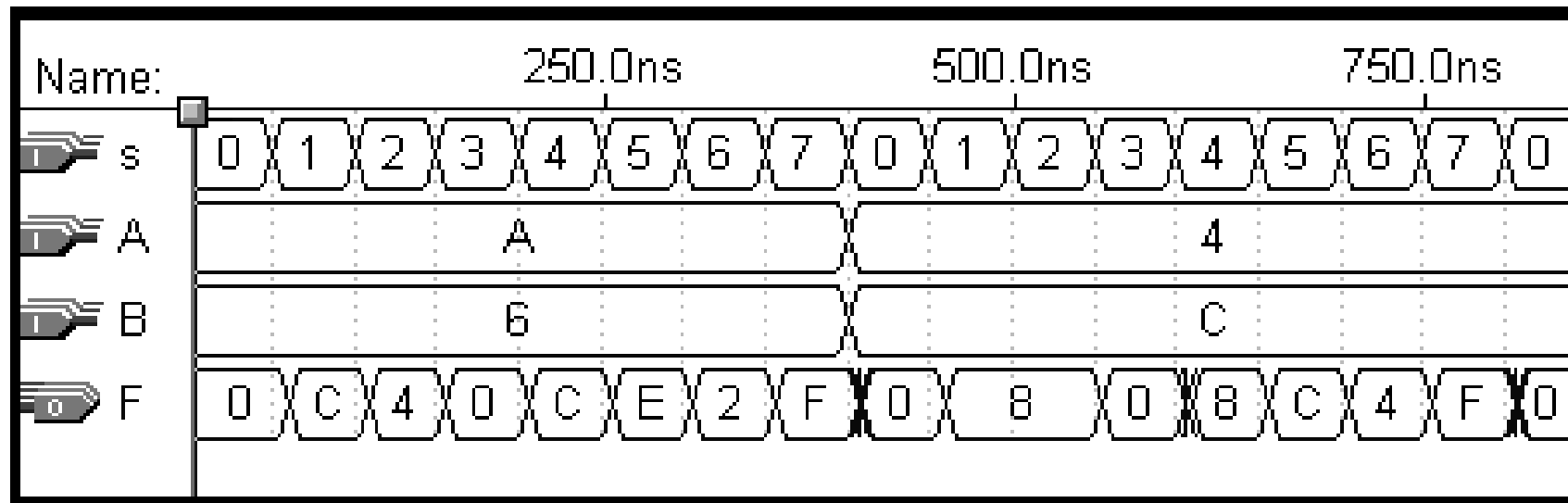
 WHEN "110" => F <= A AND B ;

 WHEN OTHERS => F <= "1111" ;

 END CASE ;

 END PROCESS ;

END Behavior ;




```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
LIBRARY altera ;
USE altera.maxplus2.all ;

ENTITY flipflop IS
    PORT ( D, Clock      : IN    STD_LOGIC ;
          Resetn, Presetn : IN    STD_LOGIC ;
          Q               : OUT   STD_LOGIC ) ;
END flipflop ;

ARCHITECTURE Structure OF flipflop IS
BEGIN
    dff_instance: dff PORT MAP ( D, Clock, Resetn, Presetn, Q ) ;
END Structure ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY implied IS
    PORT ( A, B      : IN      STD_LOGIC ;
          AeqB      : OUT     STD_LOGIC ) ;
END implied ;

ARCHITECTURE Behavior OF implied IS
BEGIN
    PROCESS ( A, B )
    BEGIN
        IF A = B THEN
            AeqB <= '1' ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY latch IS
    PORT ( D, Clk : IN    STD_LOGIC ;
          Q      : OUT  STD_LOGIC) ;
END latch ;
```

```
ARCHITECTURE Behavior OF latch IS
BEGIN
    PROCESS ( D, Clk )
    BEGIN
        IF Clk = '1' THEN
            Q <= D ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

VHDL - Exemplos (Latches e FF)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY flipflop IS
    PORT ( D, Clock : IN  STD_LOGIC ;
          Q         : OUT STD_LOGIC) ;
END flipflop ;

ARCHITECTURE Behavior OF flipflop IS
BEGIN
    PROCESS ( Clock )
    BEGIN
        IF Clock'EVENT AND Clock = '1' THEN
            Q <= D ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;

ENTITY flipflop IS
    PORT (D, Clock : IN    STD_LOGIC ;
          Q       : OUT STD_LOGIC ) ;
END flipflop ;

ARCHITECTURE Behavior OF flipflop IS
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL Clock'EVENT AND Clock = '1' ;
        Q <= D ;
    END PROCESS ;
END Behavior ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY flipflop IS
    PORT ( D, Resetn, Clock : IN      STD_LOGIC ;
          Q                 : OUT    STD_LOGIC) ;
END flipflop ;

ARCHITECTURE Behavior OF flipflop IS
BEGIN
    PROCESS ( Resetn, Clock )
    BEGIN
        IF Resetn = '0' THEN
            Q <= '0' ;
        ELSIF Clock'EVENT AND Clock = '1' THEN
            Q <= D ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

Reset assíncrono

VHDL - Exemplos (Latches e FF)

```

LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY flipflop IS
    PORT ( D, Resetn, Clock : IN      STD_LOGIC ;
          Q                  : OUT   STD_LOGIC) ;
END flipflop ;
ARCHITECTURE Behavior OF flipflop IS
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL Clock'EVENT AND Clock = '1' ;
        IF Resetn = '0' THEN
            Q <= '0' ;
        ELSE
            Q <= D ;
        END IF ;
    END PROCESS ;
END Behavior ;

```

Reset síncrono

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
LIBRARY lpm ;
USE lpm.lpm_components.all ;
```

```
ENTITY shift IS
```

```
    PORT ( Clock      : IN STD_LOGIC ;
          Reset       : IN STD_LOGIC ;
          Shiftin, Load : IN STD_LOGIC ;
          R           : IN STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          Q           : OUT STD_LOGIC_VECTOR(3 DOWNTO 0) ) ;
```

```
END shift ;
```

```
ARCHITECTURE Structure OF shift IS
```

```
BEGIN
```

```
    instance: lpm_shiftreg
```

```
        GENERIC MAP (LPM_WIDTH => 4, LPM_DIRECTION => "RIGHT")
```

```
        PORT MAP (data => R, clock => Clock, aclr => Reset,
                 load => Load, shiftin => Shiftin, q => Q ) ;
```

```
END Structure ;
```



```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY reg8 IS
    PORT ( D           : IN    STD_LOGIC_VECTOR(7 DOWNTO 0) ;
          Resetn, Clock : IN    STD_LOGIC ;
          Q             : OUT   STD_LOGIC_VECTOR(7 DOWNTO 0) ) ;
END reg8 ;
ARCHITECTURE Behavior OF reg8 IS
BEGIN
    PROCESS ( Resetn, Clock )
    BEGIN
        IF Resetn = '0' THEN
            Q <= "00000000" ;
        ELSIF Clock'EVENT AND Clock = '1' THEN
            Q <= D ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

VHDL - Exemplos (Registradores e Contadores)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY regn IS
    GENERIC ( N : INTEGER := 16 ) ;
    PORT ( D          : IN    STD_LOGIC_VECTOR(N-1 DOWNTO 0) ;
          Resetn, Clock : IN    STD_LOGIC ;
          Q           : OUT   STD_LOGIC_VECTOR(N-1 DOWNTO 0) ) ;
END regn ;
ARCHITECTURE Behavior OF regn IS
BEGIN
    PROCESS ( Resetn, Clock )
    BEGIN
        IF Resetn = '0' THEN
            Q <= (OTHERS => '0') ;
        ELSIF Clock'EVENT AND Clock = '1' THEN
            Q <= D ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

VHDL - Exemplos (Registradores e Contadores)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY muxdff IS
    PORT ( D0, D1, Sel, Clock    : IN    STD_LOGIC ;
          Q                       : OUT  STD_LOGIC ) ;
END muxdff ;
ARCHITECTURE Behavior OF muxdff IS
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL Clock'EVENT AND Clock = '1' ;
        IF Sel = '0' THEN
            Q <= D0 ;
        ELSE
            Q <= D1 ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

VHDL - Exemplos (Registadores e Contadores)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY shift4 IS
    PORT ( R          : IN          STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          L, w, Clock : IN          STD_LOGIC ;
          Q          : BUFFER      STD_LOGIC_VECTOR(3 DOWNTO 0) ) ;
END shift4 ;
ARCHITECTURE Structure OF shift4 IS
    COMPONENT muxdff
        PORT ( D0, D1, Sel, Clock : IN      STD_LOGIC ;
              Q                : OUT      STD_LOGIC ) ;
    END COMPONENT ;
BEGIN
    Stage3: muxdff PORT MAP ( w, R(3), L, Clock, Q(3) ) ;
    Stage2: muxdff PORT MAP ( Q(3), R(2), L, Clock, Q(2) ) ;
    Stage1: muxdff PORT MAP ( Q(2), R(1), L, Clock, Q(1) ) ;
    Stage0: muxdff PORT MAP ( Q(1), R(0), L, Clock, Q(0) ) ;
END Structure ;
```

VHDL - Exemplos (Registradores e Contadores)

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```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY shift4 IS
    PORT ( R      : IN      STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          Clock  : IN      STD_LOGIC ;
          L, w    : IN      STD_LOGIC ;
          Q      : BUFFER  STD_LOGIC_VECTOR(3 DOWNTO 0) ) ;
END shift4 ;
ARCHITECTURE Behavior OF shift4 IS
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL Clock'EVENT AND Clock = '1' ;
        IF L = '1' THEN
            Q <= R ;
        ELSE
            Q(0) <= Q(1) ;
            Q(1) <= Q(2);
            Q(2) <= Q(3) ;
            Q(3) <= w ;
        END IF ;
    END PROCESS ; END Behavior ;
```

VHDL - Exemplos (Registradores e Contadores)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY shift4 IS
    PORT ( R      : IN      STD_LOGIC_VECTOR(3 DOWNTO 0) ;
          Clock  : IN      STD_LOGIC ;
          L, w    : IN      STD_LOGIC ;
          Q      : BUFFER  STD_LOGIC_VECTOR(3 DOWNTO 0) ) ;
END shift4 ;
ARCHITECTURE Behavior OF shift4 IS
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL Clock'EVENT AND Clock = '1' ;
        IF L = '1' THEN
            Q <= R ;
        ELSE
            Q(3) <= w ;
            Q(2) <= Q(3) ;
            Q(1) <= Q(2) ;
            Q(0) <= Q(1) ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

VHDL - Exemplos (Registradores e Contadores)

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```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY shiftn IS
    GENERIC ( N : INTEGER := 8 ) ;
    PORT ( R          : IN          STD_LOGIC_VECTOR(N-1 DOWNT0 0) ;
          Clock , L, w : IN          STD_LOGIC ;
          Q          : BUFFER STD_LOGIC_VECTOR(N-1 DOWNT0 0) ) ;
END shiftn ;
ARCHITECTURE Behavior OF shiftn IS
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL Clock'EVENT AND Clock = '1' ;
        IF L = '1' THEN
            Q <= R ;
        ELSE
            Genbits: FOR i IN 0 TO N-2 LOOP
                Q(i) <= Q(i+1) ;
            END LOOP ;
            Q(N-1) <= w ;
        END IF ;
    END PROCESS ; END Behavior ;
```

VHDL - Exemplos (Registradores e Contadores)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.std_logic_unsigned.all ;
ENTITY upcount IS
    PORT ( Clock, Resetn, E : IN    STD_LOGIC ;
          Q                 : OUT   STD_LOGIC_VECTOR (3 DOWNT0 0)) ;
END upcount ;

ARCHITECTURE Behavior OF upcount IS
    SIGNAL Count : STD_LOGIC_VECTOR (3 DOWNT0 0) ;
BEGIN
    PROCESS ( Clock, Resetn )
    BEGIN
        IF Resetn = '0' THEN
            Count <= "0000" ;
        ELSIF (Clock'EVENT AND Clock = '1') THEN
            IF E = '1' THEN
                Count <= Count + 1 ;
            ELSE
                Count <= Count ;
            END IF ;
        END IF ;
    END PROCESS ;
    Q <= Count ;
END Behavior ;
```


VHDL - Exemplos (Registradores e Contadores)

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY upcount IS
    PORT (
        R          : IN          INTEGER RANGE 0 TO 15 ;
        Clock, Resetn, L : IN          STD_LOGIC ;
        Q          : BUFFER      INTEGER RANGE 0 TO 15 ) ;
END upcount ;

ARCHITECTURE Behavior OF upcount IS
BEGIN
    PROCESS ( Clock, Resetn )
    BEGIN
        IF Resetn = '0' THEN
            Q <= 0 ;
        ELSIF (Clock'EVENT AND Clock = '1') THEN
            IF L = '1' THEN
                Q <= R ;
            ELSE
                Q <= Q + 1 ;
            END IF;
        END IF;
    END PROCESS;
END Behavior;
```

VHDL - Exemplos (Registradores e Contadores)

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```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
ENTITY downcnt IS
    GENERIC ( modulus : INTEGER := 8 ) ;
    PORT (   Clock, L, E   : IN   STD_LOGIC ;
           Q               : OUT  INTEGER RANGE 0 TO modulus-1 ) ;
END downcnt ;

ARCHITECTURE Behavior OF downcnt IS
    SIGNAL Count : INTEGER RANGE 0 TO modulus-1 ;
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL (Clock'EVENT AND Clock = '1') ;
        IF E = '1' THEN
            IF L = '1' THEN
                Count <= modulus-1 ;
            ELSE
                Count <= Count-1 ;
            END IF ;
        END IF ;
    END PROCESS;
    Q <= Count ;
END Behavior ;
```

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY trin IS
    GENERIC ( N : INTEGER := 8 ) ;
    PORT ( X      : IN      STD_LOGIC_VECTOR(N-1 DOWNTO 0) ;
          E      : IN      STD_LOGIC ;
          F      : OUT     STD_LOGIC_VECTOR(N-1 DOWNTO 0) ) ;
END trin ;

ARCHITECTURE Behavior OF trin IS
BEGIN
    F <= (OTHERS => 'Z') WHEN E = '0' ELSE X ;
END Behavior ;
```