

## Introduction to VHDL: Additional Statements (2)

### Objective:

- Understanding the basics of VHDL descriptions
- Use Quartus IDE
- Use Modelist Simulator

### Software Packages

- Altera Quartus II Software
- ModelSim Altera Software

### 1. Introduction

In VHDL, sequential statements are implemented using processes. A process block can have an optional label and it takes a sensitivity input list. The sensitivity list can include inputs and signals that the activates the process block upon changing. In item declaration, variables can be defined. Note that when a value is written to a signal, the updated value is read in the next cycle whereas variables are updated immediately.

```
my_label: process(sensitivity_list) is
    <item_declaration>
begin
    <sequential_statements>
end process my_label;
```

A function in VHDL is used to simplify code development. Statements in a function are executed sequentially.

```
function function_name (parameter_list) return type is
    declarations
begin
    sequential statements
end function_name;
```

Generate is a VHDL statement that can replicate components to run concurrently

```
label: for parameter in range generate
    concurrent statements
end generate label;
```

## 2. Samples

### 2.1. Four-Bit Adder

Use the following VHDL code in a new project.

```
library ieee;
use ieee.std_logic_1164.all;
entity Four_Bit_Adder is
port(
    a,b: in std_logic_vector(3 downto 0);
    cin: in std_logic;
    s: out std_logic_vector(3 downto 0);
    cout: out std_logic
);
end entity;

architecture struct of Four_Bit_Adder is

component Full_Adder is
port(
    a,b,cin : in STD_LOGIC;
    s,cout : out STD_LOGIC
);
end component;

signal c: std_logic_vector(5 downto 0);
begin
    c(0) <= cin;
    U: for l in 0 to 3 generate
        FA: Full_Adder port map (a(l),b(l),c(l),s(l),c(l+1));
    end generate;
    cout <= c(4);

end architecture;
```

Save the file using the entity name (Four\_Bit\_Adder) in the created folder. Check the RTL, Power Consumption, Fmax and State Machine Viewer. Verify the functionality using ModelSim.

The code for the Full\_Adder is below for your convenience. You do not need to create an entire new project for the Full\_Adder. Adding it as a VHDL file to your Four\_Bit\_Adder project is enough.

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

entity Full_Adder is
Port ( a,b,cin : in STD_LOGIC;
s,cout : out STD_LOGIC);
end entity;

architecture beh of Full_Adder is
begin

s <= a xor b xor cin;
cout <= (a and b) or (b and cin) or (cin and a);

end architecture;
```

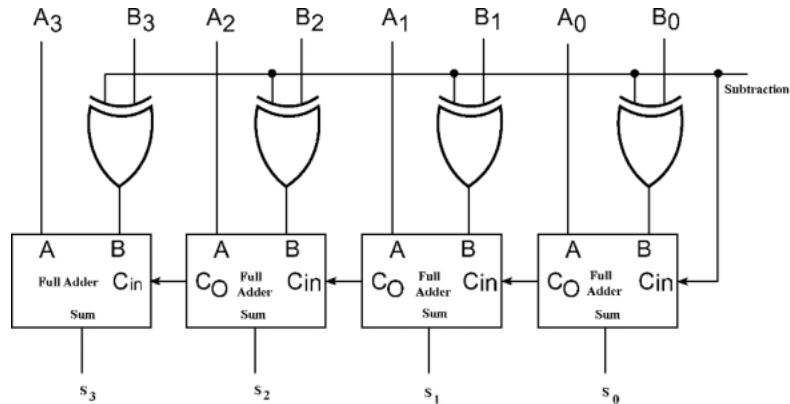
## 2.2. Exercise: 32-Bit Adder

Design and implement a 32-bit adder using Generate of smaller size bit adders. Check the RTL, Power Consumption, Fmax and State Machine Viewer.

### 3. Homework

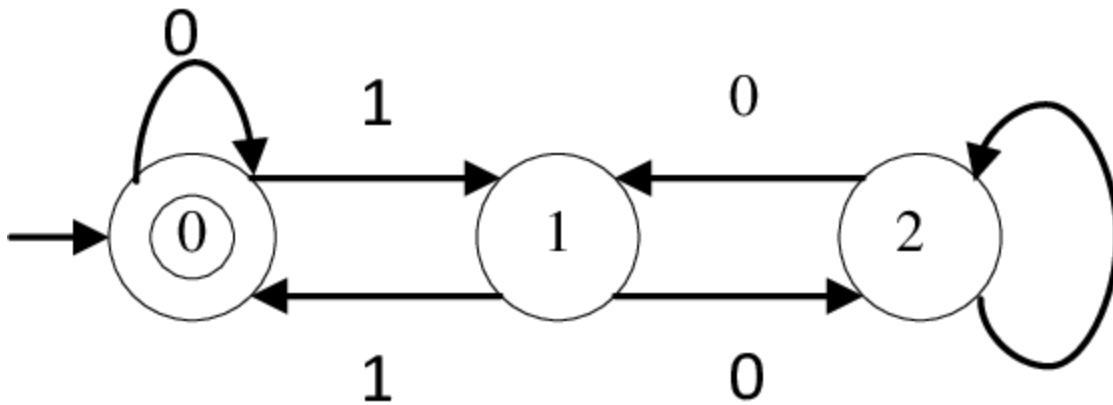
#### 3.1. 32-Bit Adder/Subtractor

Design and implement a 32-bit adder/subtractor using Generate of smaller size bit Full\_Adder. Check the RTL, Power Consumption, Fmax and State Machine Viewer. The following is a 4-bit adder/subtractor diagram for reference:



#### 3.2. FSM under VHDL

Design the following FSM using Cases and if statements



After compiling, check the RTL, power consumption and maximum frequency:

- Check the **maximum frequency** as follows:
  1. Go to the compilation report tab
  2. On the left pane, under table of contents expand TimeQuest Timing Analyzer.
  3. Expand Slow Model. Note: in case there are several Slow Models expand the one with the highest temperature as this analysis are device based and we are not specifying our device so far.

#### 4. Select Fmax Summary

- To **verify the FSM**, go to Tools → Netlist Viewer → State Machine Viewer to view the available states, make sure that there are 4 states S0, S1, S2 and S3. Verify using ModelSim.

### 4. Deliverables

Practical demonstration of the sample exercises will be requested during the lab. Keep in mind that a combined report that presents the analysis and testing of the sample exercises as well as the practice exercises of lab 4 (both weeks) will be requested, so maintain your project file for the snapshots of the work done.