

CE 1911

Homework 5

1 – Write behavioral VHDL code for a special 4 bit wrapping up counter with an additional input called mode. If mode is 0 the counter counts normally, if mode is 1 the counter operates as a mod 12 counter. Code, schematic, simulation 50pts

```
--  
-- counter_sel_mod12_4bit.vhd1  
--  
-- created 3/27/18  
-- tj  
--  
-- rev 0  
-----  
--  
-- 4 bit counter with mod12 mode for hw problem  
--  
-----  
--  
-- Inputs: rstb, clk, mode  
-- Outputs: cnt[3:0]  
-----  
library ieee;  
use ieee.std_logic_1164.all;  
use ieee.numeric_std.all;  
entity counter_sel_mod12_4bit is  
port (  
    i_clk : in std_logic;  
    i_rstb : in std_logic;  
    i_mode : in std_logic; -- 0 for mod16, 1 for mod 12  
    o_cnt : out std_logic_vector(3 downto 0)  
);  
end entity;  
architecture behavioral of counter_sel_mod12_4bit is  
    --  
    -- internal signals  
    --  
    signal cnt_sig: unsigned(3 downto 0);
```

Approx 17 lines of code

```
--  
-- Output logic  
--  
o_cnt <= std_logic_vector(cnt_sig);  
end behavioral;
```

1 – Write behavioral VHDL code for a special 4 bit wrapping up counter with an additional input called mode. If mode is 0 the counter counts normally, if mode is 1 the counter operates as a mod 12 counter. Code, schematic, simulation 50pts

```

-----
-- counter_sel_mod12_4bit_tb.vhdl
--
-- created: 1/26/18
-- by: johnsontimoj
-- rev: 0
--
-- testbench for bit counter with mod12 mode for hw pro
-- of counter_sel_mod12_4bit.vhdl
--
-- brute force implementation
--
-----
library ieee;
use ieee.std_logic_1164.all;

entity counter_sel_mod12_4bit_tb is
  -- no entry - testbench
end entity;

architecture testbench of counter_sel_mod12_4bit_tb is
  signal CLK:      std_logic;
  signal RSTB:     std_logic;
  signal MODE:     std_logic;

  signal CNT:      std_logic_vector(3 downto 0);

  constant PER:   time := 20 ns;

  -----
  -- Component prototype
  -----
  COMPONENT counter_sel_mod12_4bit
  port (
    i_clk : in std_logic;
    i_rstb : in std_logic;
    i_mode : in std_logic; -- 0 for mod16, 1 fo
    o_cnt : out std_logic_vector(3 downto 0)
  );
  END COMPONENT;
  -----

```

## Testbench

```

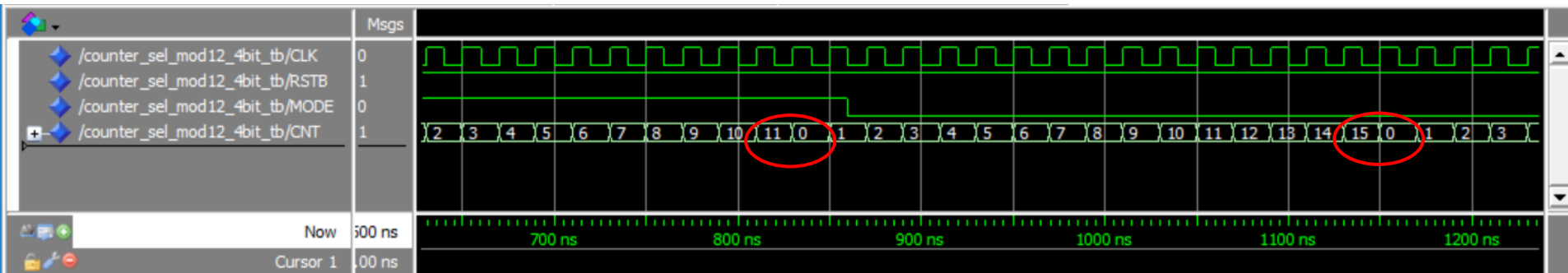
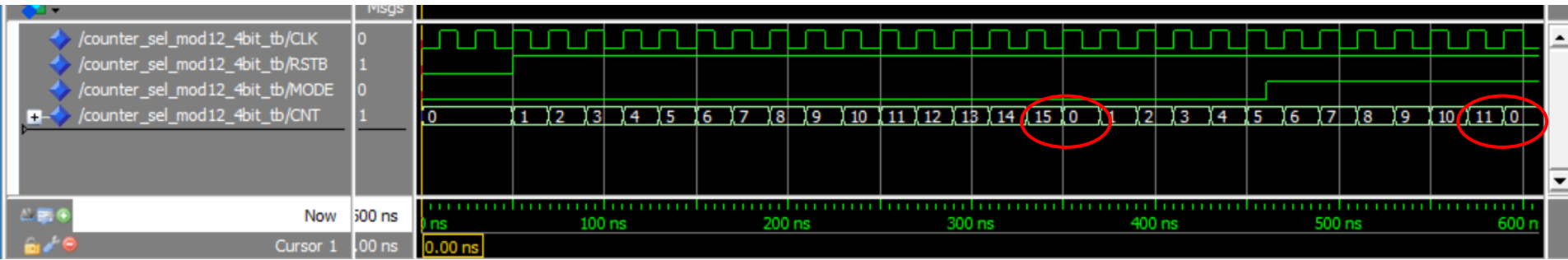
-----
-- Run process
run: process -- note - no sensitivity
begin
  -- Initialize inputs
  MODE <= '0';
  wait for 3*PER; -- wait for reset
  -- verify mod16
  wait for 20*PER;
  -- verify mod12
  MODE <= '1';
  wait for 20*PER;
  -- reset to mod16
  MODE <= '0';
  wait for 20*PER;
end process run;

-----
-- End test processes
-----
end architecture;

```

1 – Write behavioral VHDL code for a special 4 bit up counter with an additional input called mode. If mode is 0 the counter counts normally, if mode is 1 the counter operates as a mod 12 counter. Code, schematic, simulation 50pts

## Simulation Results



2 – Modify the behavioral VHDL code for the L/R shift register to add an additional input amt(A). When A is low, the shift register shifts by 1 spot, when A is high the shift register shifts by 2 spots. Instead of shifting in Din, rotate the contents of the register. Reset should put the register in the 1001 0110 state. Provide code and a simulation. There is no Din input! 50pts

```
-----  
--  
-- shiftreg_lr_12_nbit.vhdl  
-- created 3/27/18  
-- tj  
-- rev 0  
-----  
--  
-- n bit 1/2 bit L/R shift register hw problem  
--  
-----  
--  
-- Inputs: rstb, clk, amt, dir, shift  
-- Outputs: reg_out[7:0]  
--  
-----  
library ieee;  
use ieee.std_logic_1164.all;  
use ieee.numeric_std.all;  
entity shiftreg_lr_12_nbit is  
  generic(  
    N:    natural := 8;  
    init: natural := 150  
  );  
  port (  
    i_clk :    in std_logic;  
    i_rstb :   in std_logic;  
    i_amt  :   in std_logic;  -- 0 for 1, 1 for 2  
    i_shift:  in std_logic;  -- 0 for no shift  
    i_dir  :   in std_logic;  -- 0 for left, 1 for right  
  
    o_reg_out : out std_logic_vector((N - 1) downto 0)  
  );  
end entity;
```

Approx 8 lines of code  
change between the  
example and the solution

2 – Modify the behavioral VHDL code for the L/R shift register to add an additional input amt(A). When A is low, the shift register shifts by 1 spot, when A is high the shift register shifts by 2 spots. Instead of shifting in Din, rotate the contents of the register. Reset should put the register in the 1001 0110 state. Provide code and a

## Testbench

```

-----
-- shiftreg_lr_12_nbit_tb.vhdl
--
-- created: 1/26/18
-- by: johnsontimoj
-- rev: 0
--
-- testbench for n bit lr, 1/2 bit shift register
-- of shiftreg_lr_12_nbit.vhdl
--
-- Using the PERIOD construct
--
-- brute force implementation
--
-----
library ieee;
use ieee.std_logic_1164.all;

entity shiftreg_lr_12_nbit_tb is
    generic(
        N: natural := 8;
        INIT: natural := 150
    );
    -- no entry - testbench
end entity;

architecture testbench of shiftreg_lr_12_nbit_tb is
    signal CLK: std_logic;
    signal RSTB: std_logic;
    signal AMT: std_logic;
    signal SHIFT: std_logic;
    signal DIR: std_logic;

    signal REG_OUT: std_logic_vector((N-1) downto 0);
    constant PER: time := 20 ns;

```

```

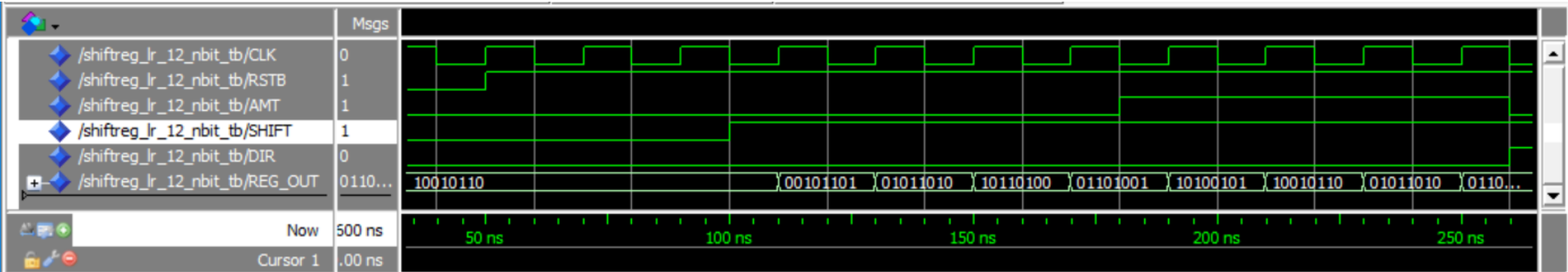
-- Run process
run: process -- note - no sensitivity
begin
    -----
    -- Initialize inputs
    AMT <= '0';
    SHIFT <= '0';
    DIR <= '0';
    wait for 3*PER; -- wait for reset
    -- verify no shift
    wait for PER*2;
    -- verify shift lt 1
    SHIFT <= '1';
    AMT <= '0';
    DIR <= '0';
        wait for PER*4;
    -- verify shift lt 2
    SHIFT <= '1';
    AMT <= '1';
    DIR <= '0';
    wait for PER*4;
    -- verify shift rt 1
    SHIFT <= '1';
    AMT <= '0';
    DIR <= '1';
    wait for PER*4;
    -- verify shift rt 2
    SHIFT <= '1';
    AMT <= '1';
    DIR <= '1';
        wait for PER*4;
    end process run;

    -----
    -- End test processes
    -----
end architecture;

```

2 – Modify the behavioral VHDL code for the L/R shift register to add an additional input amt(A). When A is low, the shift register shifts by 1 spot, when A is high the shift register shifts by 2 spots. Instead of shifting in Din, rotate the contents of the register. Reset should put the register in the 1001 0110 state. Provide code and a simulation 50pts

### Simulation Results

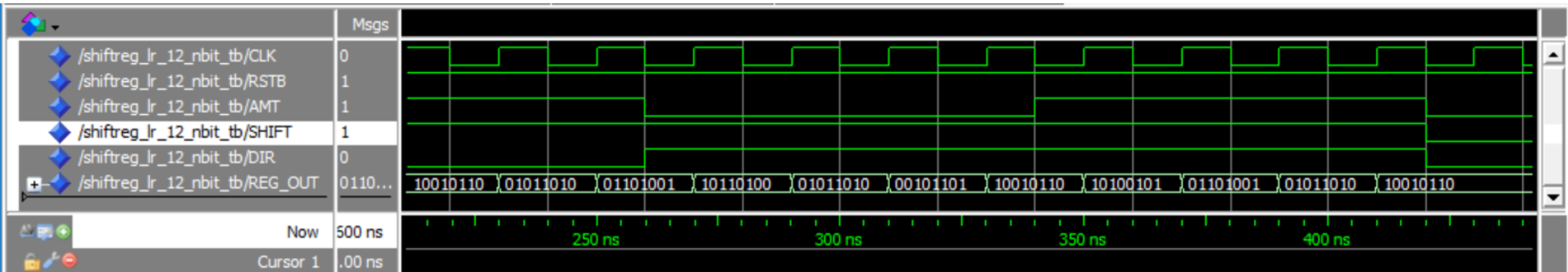


1001 0110  
start

no shift

shift left by 1

shift left by 2



shift right by 1

shift right by 2

no shift