



02\_Uvod-  
2.del

# Digitalno načrtovanje

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## Proces

!!!

```
<ime_procesa>: process (<sensitivity_list>)
```

```
begin
```

```
--koda procesa
```

```
end
```

- v <sensitivity\_list> navedemo vse signale, ki bodo povzročili spremembe na izhodišč iz procesa

## if stavek

- Uporaben samo znotraj procesa *ELSE 1+*

```
if pogoj then  
    --prireditve  
else  
    --prireditve  
end if;
```

```
if pogoj then  
    --prireditve  
elsif pogoj then  
    --prireditve  
else  
    --prireditve  
end if;
```

## case stavek

```
case s is  
when vred1 => izhod <= izraz1;  
when vred2 => izhod <= izraz2;  
when vred3 => izhod <= izraz3;  
when others => izhod <= izraz4;  
end case;
```

- zadnji (default) člen je obvezen

## Primer

- 4/1 mux

```
process(i,s)
begin
```

```
case s is
```

*Možne kombinacije*

```
when "00" => o <= i(0);
```

```
when "01" => o <= i(1);
```

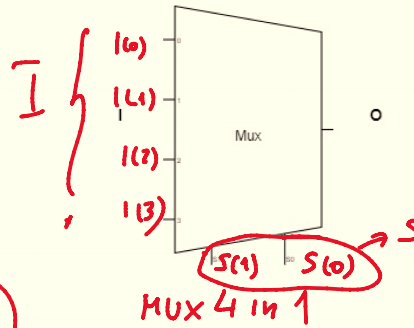
```
when "10" => o <= i(2);
```

```
when "11" => o <= i(3);
```

```
when others => o <= i(0);
```

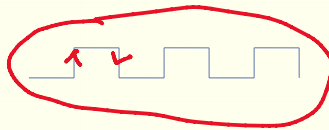
```
end case;
```

```
end process;
```



## Sekvenčna vezja

- V sekvenčnih vezjih se spremembe dogajajo ob dogodkih ure (prvi/zadnji fronti)
- Dogodek na signalu ure zaznamo z `clk'event`
  - `clk` je signal za uro
  - `'event` je `true`, ko je prišlo do spremembe signala
- Prva fronta  
`clk'event and clk = '1'`
- Zadnja fronta  
`clk'event and clk = '0'`



*clk*

*clk'event* *and clk = '1'*  
 *and clk = '0'*

## Primer – D celica

```

process(clk)
begin
if clk'event and clk = '1' then
    q <= d;
end if;
end process;
    
```

→ CLK ZNOTRAJ. SENS. LIST



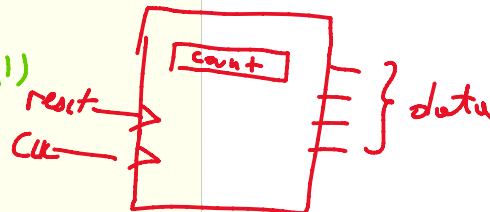
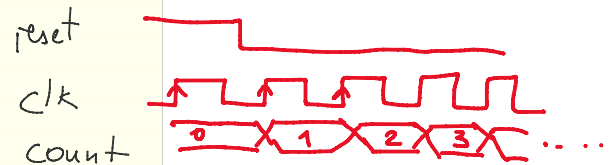
## Primer - števec

```

process(clk)
begin
if clk'event and clk = '1' then
    if(rst= '1') then
        --(others => '0') resetira vrednost na 0
        count <= (others => '0');
    else
        count <= count + 1;
    end if;
end if;
end process;
    
```

COUNT UP      COUNT DOWN

(others => '1')



# VHDL knjižnice

- Če ste bili pozorni ste v VHDL kodi opazili:

```
library IEEE;
```

```
use IEEE. STD_LOGIC_1164. ALL;
```

- knjižnica IEEE. STD\_LOGIC\_1164 definira tipa STD\_LOGIC in STD\_LOGIC\_VECTOR ter nekaj uporabnih funkcij, na primer:
  - rising\_edge (namesto clk'event and clk = '1' )
  - falling\_edge (namesto clk'event and clk = '0' )

## IEEE.NUMERIC\_STD

```
use IEEE.NUMERIC_STD.ALL
```

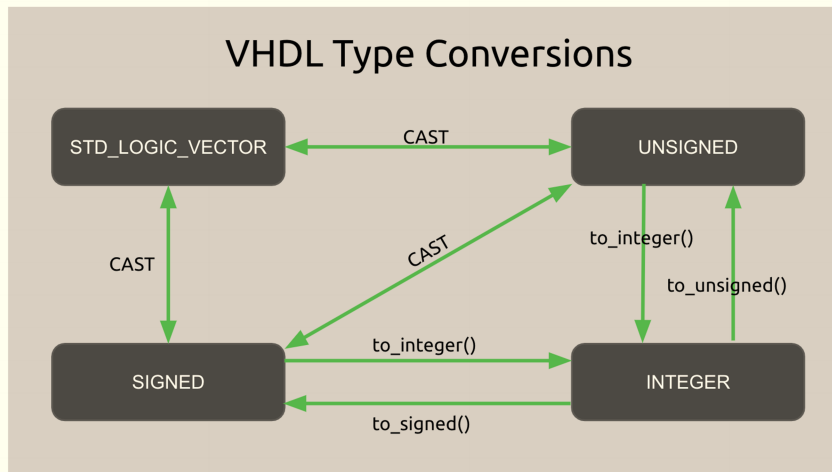
- Definira aritmetične operacije in tipove unsigned in signed!!!
- definira naslednje operacije nad unsigned in signed!!!!:
  - +, -, \*
  - <, <=, >, >=, =, /=
  - shift\_left(OP1,OP2), shift\_right(OP1,OP2)
    - (OP1 << OP2), OP1 (un)signed, OP2 integer

# IEEE.NUMERIC\_STD

use IEEE.NUMERIC\_STD.ALL

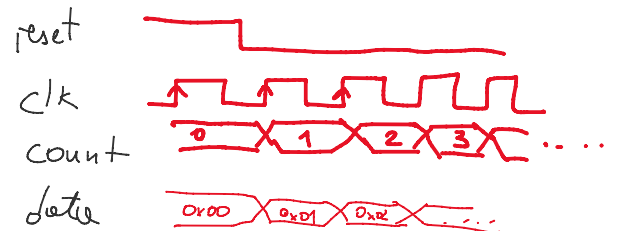
- Pri uporabi aritmetičnih operacij rezultat ali operande kastovati v/iz signed ali unsigned tipa
- F-je za kastovanje
  - (un)signed(ime\_vektora)
  - std\_logic\_vector(ime\_vektora)
  - to\_integer(), to\_signed(), to\_unsigned()

## Konverzija tipov



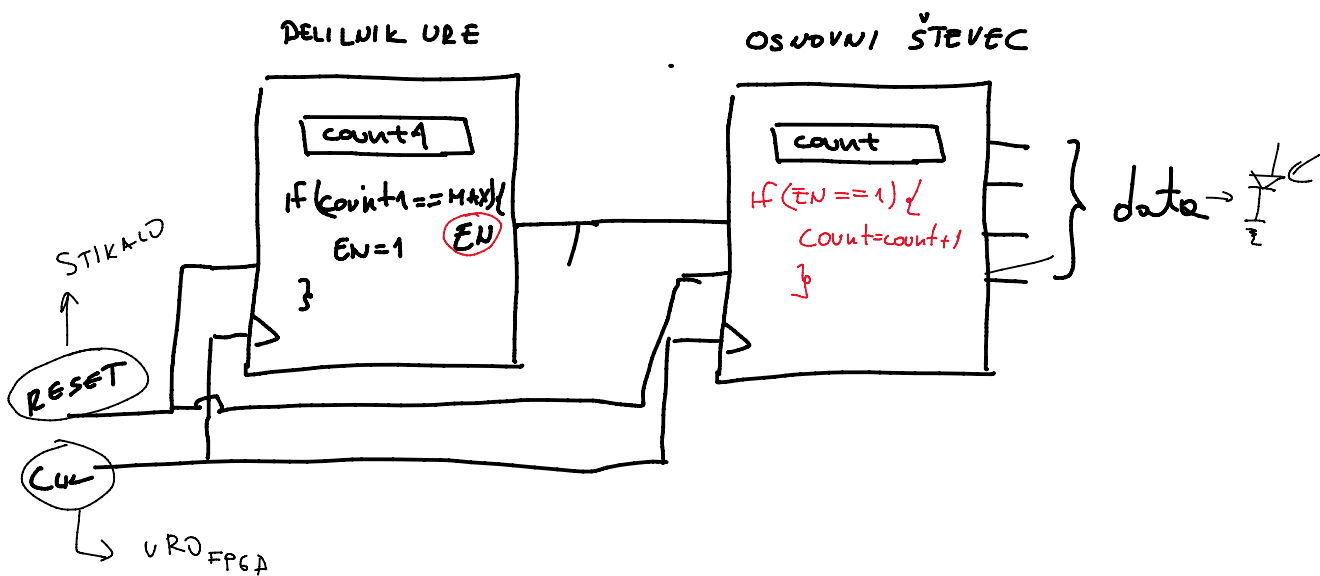
# Naloga

- Napišite VHDL modul, ki bo ustvaril vzorec „pomikanja“ na LED (pol-sekundni interval)



$$f = 100 \text{ MHz}$$

$$T = \frac{1}{100 \cdot 10^6}$$



count+1

EN

