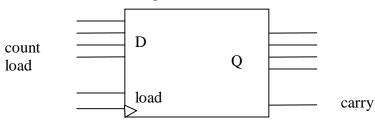
A counter in VHDL

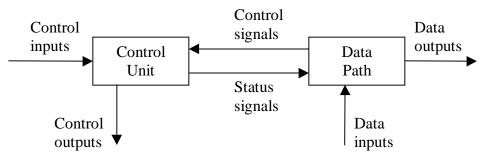
- Counter: a register that can also increment
- The circuit (drawing)



- The std\_logic\_unsigned library allows arithmetic operations to be done on std\_logic\_vector values
  - o Values are treated as unsigned integers
  - o Ie.  $1111_2$  is  $15_{10}$  not  $-1_{10}$
  - Operations defined: + \* shifts comparisons
- In VHDL, you can't read the value of an output port
  - o Q\_int will be an internal copy of Q that we can read
  - We need to read the value to increment it
- "here" was created for testing
  - o it should be removed from the final model
- count\_process handles parallel load & increment
  - o dosen't update Q, just Q\_int
  - o line 34 does the increment.
  - Could also have been done other ways:
  - Q\_int <= Q\_int+ conv\_std\_logic\_vector (1,4) [convert 1 to a 4 bit value]
- Q\_update process copies Q\_int to Q when necessary.
- If the increment was above the "if", it would still work correctly
- Delta delay
  - o Signal assignments with no "after..." part have a "delta delay
  - Any lines of code that follows run <u>before</u> the signal changes
  - o Eg
    - a<= '0'
    - wait for 10 ns;
    - a<= '1';
    - b<=a;
  - At the end, b is '0'
  - o Signal assignments happen at the end of each "simulation cycle"

## **Register Transfers**

- The control & datapath make up the CPU
  - The data path performs operations on the data.
  - The control actives the operations in the datapath



- Operations that the datapath can do in one cycle are "micro operations"
  - o Load, add, shift
- The control unit directs the datapath to do the right microop
- We will have a "register transfer language" to describe microops
  - o Eg
  - $\circ R1 \leftarrow R2, R2 \leftarrow R1$

(swapping content at the same time)

- Common operations
  - o +-\*/
  - o AND, OR, XOR, NOT
  - o Shift right, shift left
  - ∥ concatenation
  - o eg.

R1  $\leftarrow$  "0000" || R0 (extend R0 by 4 bits, put into R1)

- $R2 \leftarrow R0 + R1 + 1$ (two's compliment R0 - R1 into R2)
- Cout ||R1 ← R0||Cin (shift R0 left into R1, with carry)