

# Arquitetura e Projeto VLSI I

UFRGS – PPGC - 2003

Parte de Projeto - Marcelo Johann

AULA 2

# Referências básicas sobre microeletrônica

<http://vlsi.wpi.edu/webcourse/toc.html>

Chapters 2 and 3- Process and layout

Reis, R. A. L. Concepção de Circuitos Integrados,

Capitulos 3 e 4: processo e portas lógicas

Carro, L., Projeto e Prototipação de Sistemas Digitais

Capítulo 2 até 2.3: introdução a VHDL

O que é VHDL?

**VHSIC** Hardware Description Language

**Very High Speed Integrated Circuit** program

**DoD – Department of Defense – década de 80**

- tempo de projeto muito longo (até 6 anos)
- alto custo de manutenção
- dificuldade de comunicação entre fabricantes

**Objetivo principal: descrição/simulação**

- Primeira versão 1985
- IEEE 1076-1987
- IEEE 1076-1993

# Descrições de Projeto

Why use a HDL (Hardware Descriptive Language) ?

<http://eleceng.ucd.ie/~rreilly/Digital/HDL-Design%20Issues.pdf>

## Situação de VHDL hoje:

**Padrão** aceito por CAD tools e projetistas

**Síntese**: inferência de Hardware

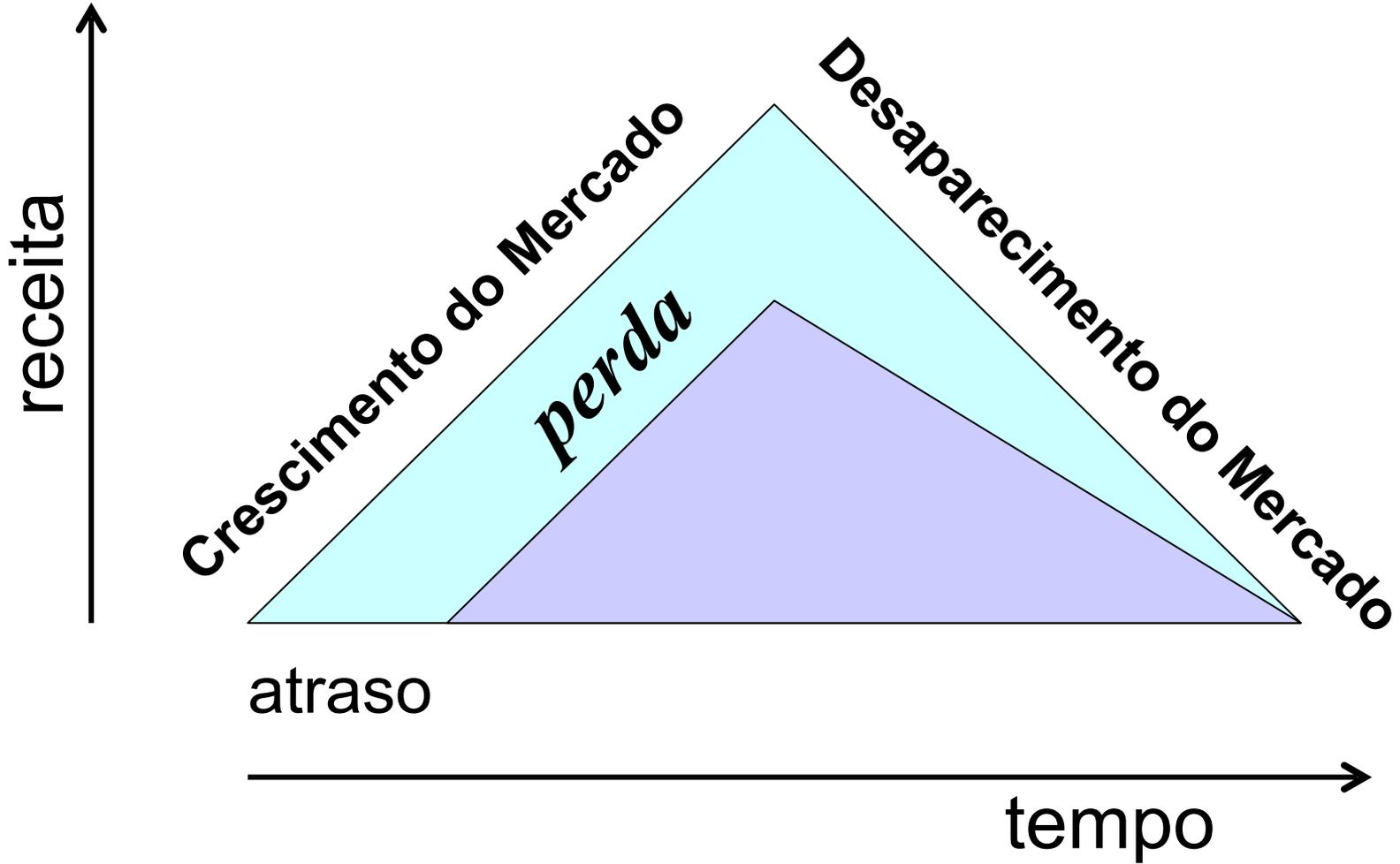
**IEEE 1164** standard package

Concorrente: **Verilog** – E.U.A.

10%-20% design → 70%-80% final cost  
5%-10% time formulating requirements

**Mercad**

o

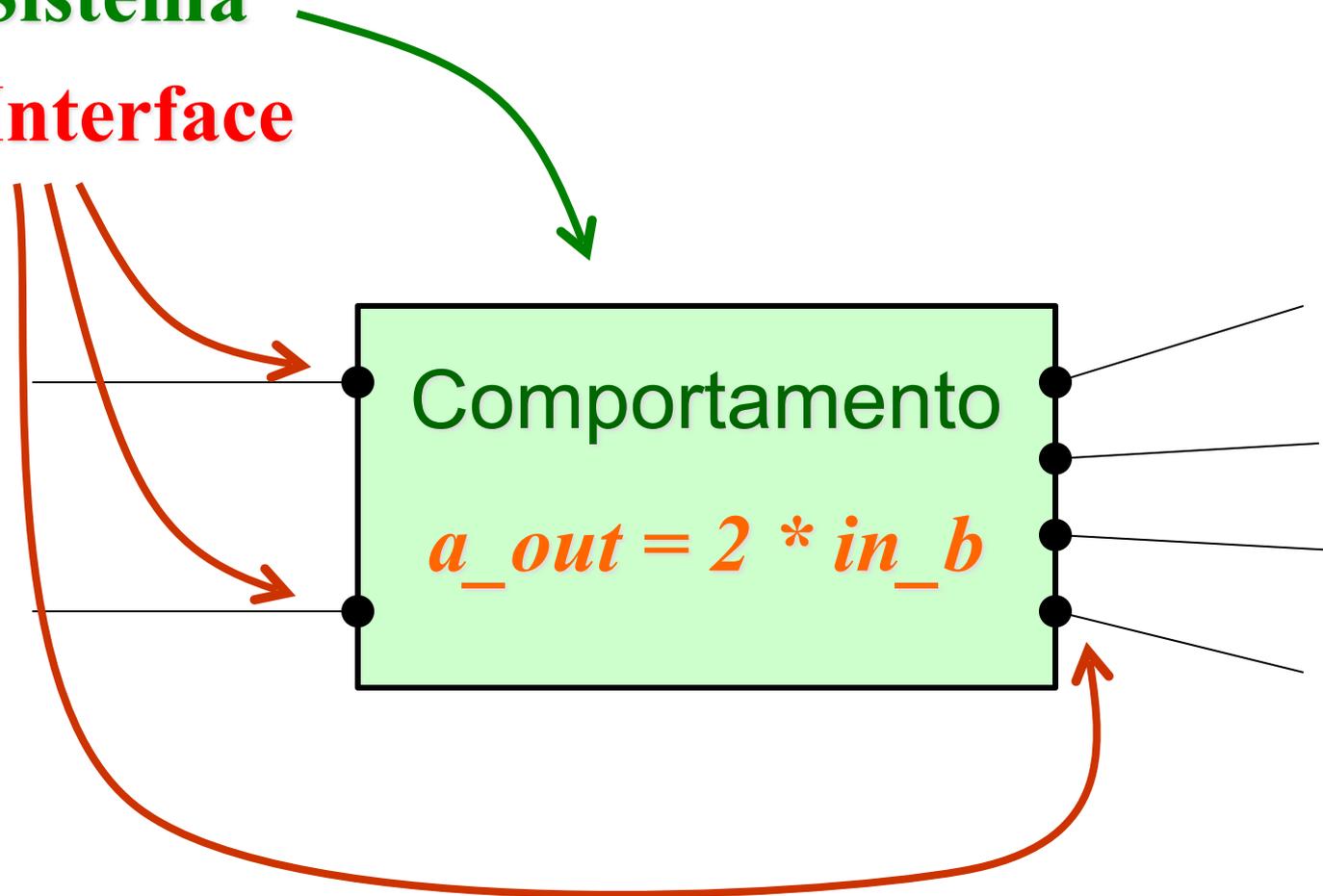


# Elementos de Hardware

SW é seqüencial, HW é concorrente:

Sistema

Interface

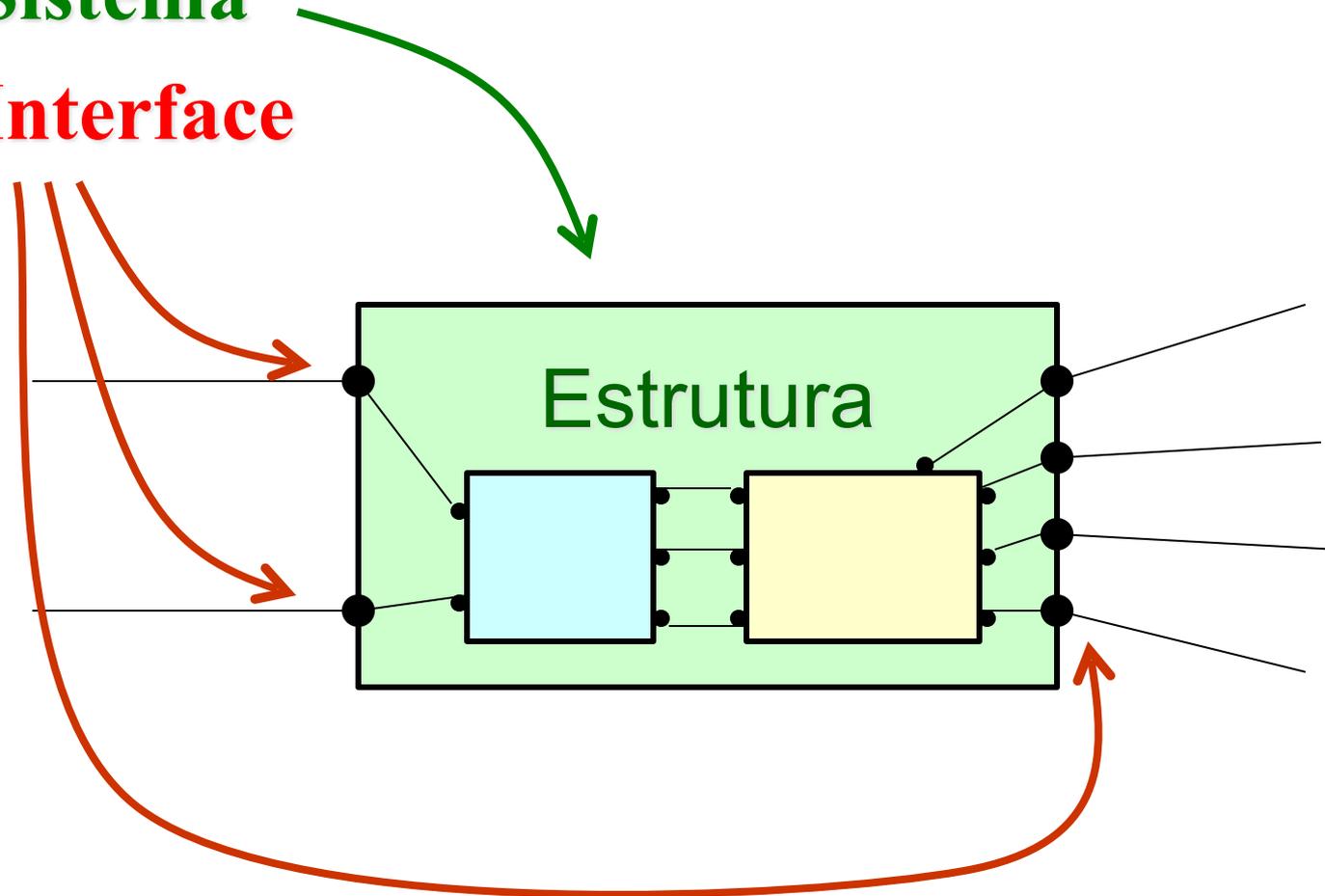


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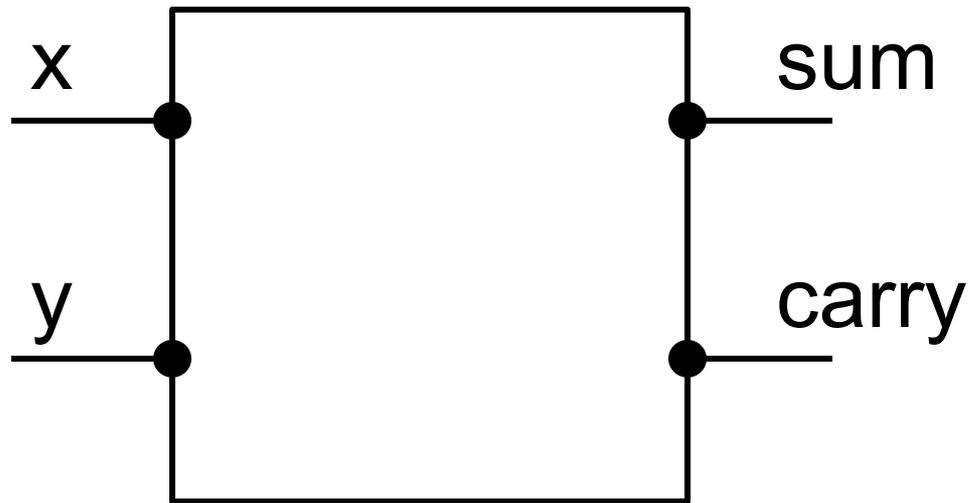


# Entidade e Interface em VHDL

```
entity half_adder is  
  port ( x, y: in std_ulogic;  
         sum, carry: out std_ulogic );  
end entity half_adder;
```

IEEE 1164

1993



# Sinais e Valores IEEE 1164

std\_ulogic

std\_ulogic\_vector

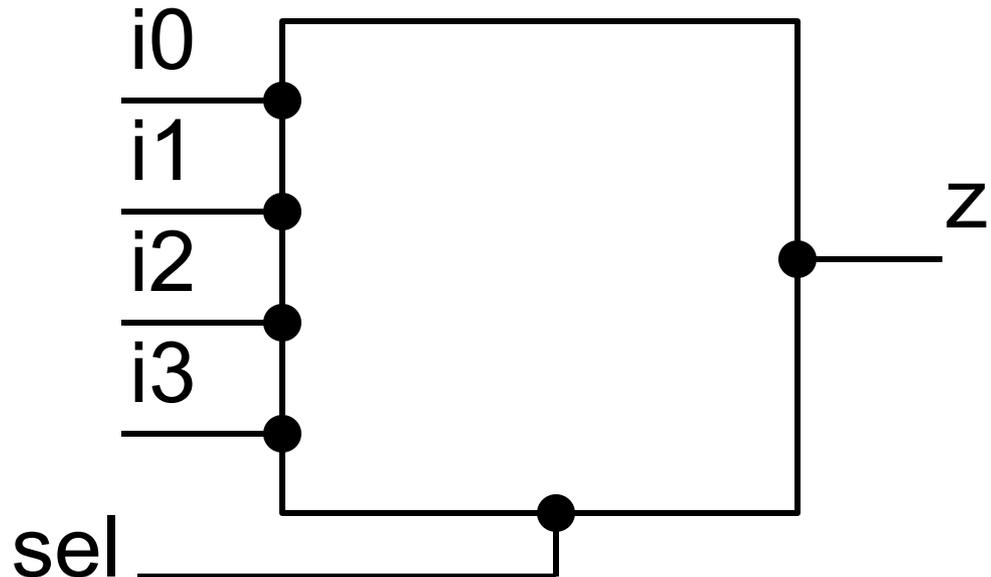
Value	Interpretation
<b>U</b>	Uninitialized
<b>X</b>	Forcing Unknown
<b>0</b>	Forcing 0
<b>1</b>	Forcing 1
<b>Z</b>	High Impedance
<b>W</b>	Weak unknown
<b>L</b>	Weak 0
<b>H</b>	Weak 1
<b>-</b>	Don't care

# Multiplexador 4 para 1

entity mux is

```
port ( i0, i1 : in std_ulogic_vector (7 downto 0);  
      i2, i3  : in std_ulogic_vector (7 downto 0);  
      sel     : in std_ulogic_vector (1 downto 0);  
      z       : out std_ulogic_vector (7 downto 0) );
```

```
end entity mux;
```



# ULA de 32 bits

**entity ula32 is**

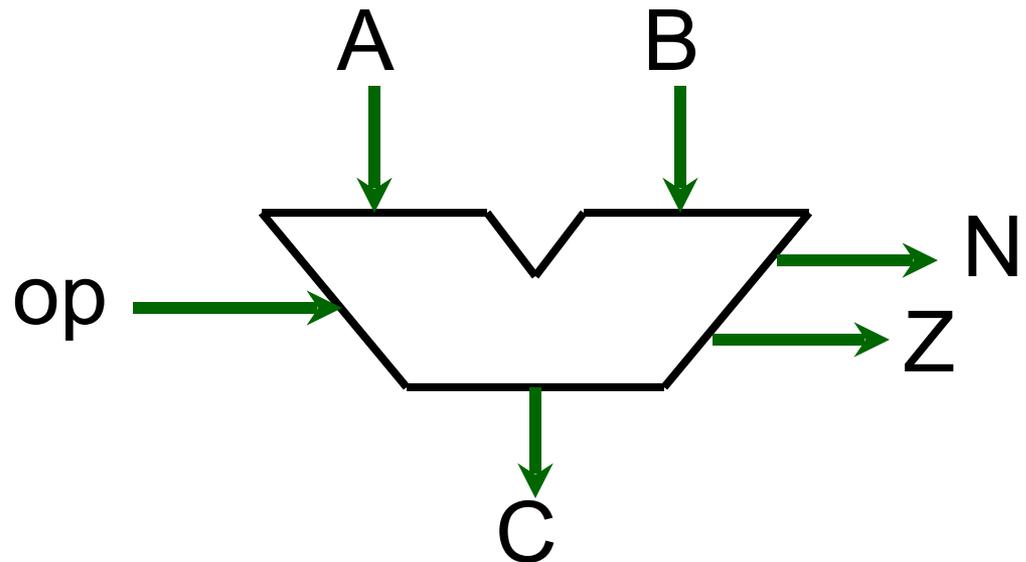
**port ( A,B : in std\_ulogic\_vector (31 downto 0);**

**C : out std\_ulogic\_vector (31 downto 0);**

**op : in std\_ulogic\_vector (5 downto 0);**

**N,Z : out std\_ulogic );**

**end entity ula32;**



# Arquitetura em VHDL

**architecture** behavior of half\_adder is

*-- declarations go here*

**begin**

*-- place description of behavior here*

**end architecture** behavior;



**1993**

# Concurrent Signal Assignment statements

**architecture behavior of half\_adder is**

**begin**

**sum <= ( x xor y) after 5 ns;**

**carry <= ( x and y) after 5 ns;**

**end architecture behavior;**

<b>x</b>	<b>y</b>	<b>sum</b>	<b>carry</b>
<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>
<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>

# Concurrent Signal Assignment statements

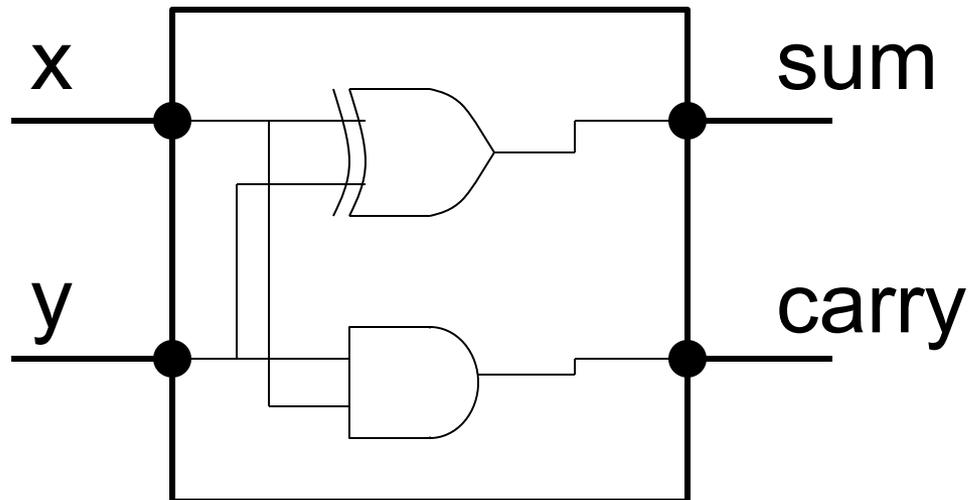
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