

**The University of Alabama in Huntsville**  
**ECE Department**  
**CPE 526 01**  
**Midterm Exam**  
**February 27, 2013**

Name: \_\_\_\_\_

- 1.. (1 point) A(n) \_\_\_\_\_ is an example of a design unit.
2. (1 point) A \_\_\_\_\_ is a signal used in describing the interface of a VHDL model.
3. (10 points) Create a VHDL architecture representing a structural model of an 8-bit odd-parity checker using the entity given and instances of the exclusive-or gate entity given.

```
entity ODD_PARITY_8 is  
  port ( I : in std_logic (7 downto 0);  
        P : out std_logic) ;  
end entity ODD_PARITY_8;
```

```
entity XOR is  
  port ( A, B : in std_logic;  
        F : out std_logic);  
end entity XOR;
```

The logic equation describing the parity checker is

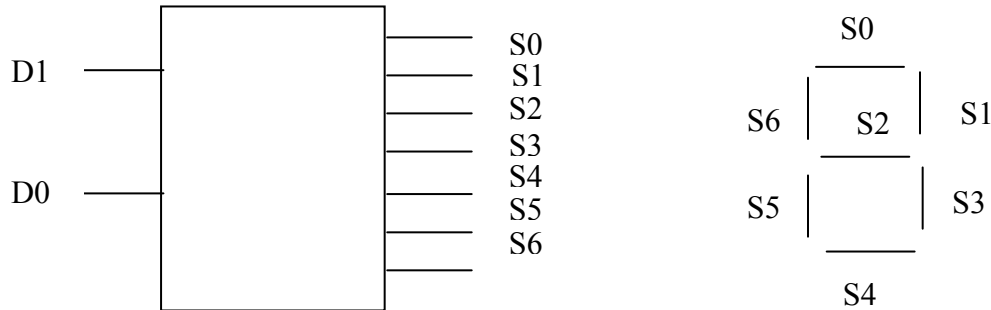
$$P = ((I_0 \oplus I_1) \oplus (I_2 \oplus I_3)) \oplus ((I_4 \oplus I_5) \oplus (I_6 \oplus I_7))$$

4. (7 points) Write the equivalent process for the conditional signal assignment statement

```
mux_logic:
  z <= a and not b after 5 ns when enable and not sel else
    x or y after 6 ns when enable and sel else
    '0' after 4 ns;
```

5. (15 points) (a) (10 points) Write a VHDL procedure called align\_address that aligns a binary encoded address in a bit-vector variable parameter. The procedure has a second parameter that indicates the alignment size. If the size is 1, the address is unchanged. If the size is 2, the address is rounded to a multiple of 2 by clearing the least significant bit. If the size is 4, two bits are cleared, and if the size is 8, three bits are cleared. The default alignment size is 4. (b)(5 points) Show an architecture that includes two calls to the function with the following properties. 1 - returns a bit\_vector with size of 1 length, 2 - passes only an address, not a size.

6. (8 points) Consider the following combinational digital system, called a light-emitting diode (LED) driver. The LED driver converts a 2-bit binary number ( $D_1D_0$ ) into an LED-displayed numeral. For example,  $D_1D_0 = 10_2$  is displayed by asserting  $S_0$ ,  $S_1$ ,  $S_2$ ,  $S_4$ , and  $S_5$ .



```
entity LED_DRIVER is
  port (D : in bit_vector (1 downto 0);
        S : out bit_vector (6 downto 0));
end entity LED_DRIVER;
```

Use concurrent signal assignments to model the LED driver.

7. (1 point) 'RANGE is an example of a VHDL \_\_\_\_\_.
8. (1 point) VHDL is a strongly typed language \_\_\_\_\_ (True/False)
9. (2 points) Create a COLLEGE enumeration data type that has the values of the colleges at UAH.
10. (1 point) A function is a primary design unit. (True/False) \_\_\_\_\_.
11. (3 points) Write a declaration of a two-dimensional table, TABLE\_2D, with index values and table entries all of type bit (which has been declared elsewhere and is visible). Initialize all elements of the array to '1';

- ```
entity prob is
    port (D : inout bit);
end prob;

architecture PROB of PROB is
    signal A, B, C, E, F : bit;
begin
    process
        A <= '1' after 5 ns, '0' after 12 ns,
            '1' after 20 ns;

        wait;
    end process;

    P1: process (A, C)
    begin
        B <= A after 2 ns;
        E <= C after 7 ns;

    end process P1;

    C1: C <= A and B after 6 ns;
    P2: process (C, E)
    begin
        F <= C and E after 4 ns;
    end process P2;

    C2: D <= A or B or C or F;

end PROB;
```

[illegible]

| Scheduling Rules    | Transport          | Inertial                                                                                                                                             |
|---------------------|--------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| New before existing | Overwrite existing | Overwrite existing                                                                                                                                   |
| New after existing  | Append new         | If $v_{\text{new}} = v_{\text{existing}}$ , append new<br>Elsf $t_{\text{new}} - t_{\text{existing}} >$ reject append new<br>Else overwrite existing |

13. (15 points) Develop a behavioral model for a D-latch with tristate output. The entity declaration is

```
entity d_latch is  
  port ( latch_en, out_en, d : in std_logic;  
         q : out std_logic );  
end entity d_latch;
```

When `latch_en` is asserted, data from the `d` input enters the latch. When `latch_en` is negated, the latch maintains the stored value. When `out_en` is asserted, data passes through to the output. When `out_en` is negated, the output has the value 'Z' (high-impedance). The propagation delay from `latch_en` to `q` is 3 ns and from `d` to `q` is 4 ns. The delay from `out_en` asserted to `q` active is 2 ns and from `out_en` negated to `q` high-impedance is 5 ns. Include an assertion that does a hold time check to ensure that `d` is held stable for TPH after `latch_en` is asserted.

14. (15 points) Draw the state diagram for the following state machine. Is it a Moore machine or a Mealy machine?

```
library ieee;
use ieee.std_logic_1164.all;

entity THUNDERBIRD is
    port (L, R, H, CLK : in std_logic;
          LC, LB, LA, RA, RB, RC : out std_logic);
end THUNDERBIRD;

architecture BEHAVE of THUNDERBIRD is
    type STATE_TYPE is (S0, S1, S2, S3, S4, S5, S6, S7);
    signal CURRENT_STATE, NEXT_STATE : STATE_TYPE;
begin
    process(CURRENT_STATE, L, R, H)
        variable INPUTS : std_logic_vector(2 downto 0);
    begin
        INPUTS := L&R&H;
        case CURRENT_STATE is
            when S0 => if (INPUTS = "000") then
                NEXT_STATE <= S0;
            elsif (INPUTS = "100") then
                NEXT_STATE <= S1;
            elsif (INPUTS = "010") then
                NEXT_STATE <= S4;
            else
                NEXT_STATE <= S7;
            end if;
            when S1 => if (INPUTS(0) = '1') then
                NEXT_STATE <= S7;
            elsif (INPUTS = "100") then
                NEXT_STATE <= S2;
            else
                NEXT_STATE <= S0;
            end if;
            when S2 => if (INPUTS(0) = '1') then
                NEXT_STATE <= S7;
            elsif (INPUTS = "100") then
                NEXT_STATE <= S3;
            else
                NEXT_STATE <= S0;
            end if;
            when S3|S6 => if (INPUTS(0) = '1') then
                NEXT_STATE <= S7;
            else
                NEXT_STATE <= S0;
            end if;
            when S4 => if (INPUTS(0) = '1') then
                NEXT_STATE <= S7;
            elsif (INPUTS = "010") then
                NEXT_STATE <= S5;
            else
                NEXT_STATE <= S0;
            end if;
            when S5 => if (INPUTS(0) = '1') then
                NEXT_STATE <= S7;
            elsif (INPUTS = "010") then
                NEXT_STATE <= S6;
            else
                NEXT_STATE <= S0;
            end if;
            when S7 => NEXT_STATE <= S0;
        end case;
    end process;
end process;
```

```

process (CLK)
begin
    if (CLK'event and CLK = '1') then
        CURRENT_STATE <= NEXT_STATE;
    end if;
end process;
process(CURRENT_STATE)
begin
    LC <= '0'; LB <= '0'; LA <= '0';
    RA <= '0'; RB <= '0'; RC <= '0';
    case CURRENT_STATE is
        when S0 => null;
        when S1 => LA <= '1';
        when S2 => LA <= '1'; LB <= '1';
        when S3 => LA <= '1'; LB <= '1'; LC <= '1';
        when S4 => RA <= '1';
        when S5 => RA <= '1'; RB <= '1';
        when S6 => RA <= '1'; RB <= '1'; RC <= '1';
        when S7 => LA <= '1'; LB <= '1'; LC <= '1';
            RA <= '1'; RB <= '1'; RC <= '1';
    end case;
end process;
end BEHAVE;

```