# CPRE 488
# Embedded System Design
# (VHDL Overview )

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Ames, Iowa, USA

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# VHDL basics

- VHDL: (V)HSIC (H)ardware (D)escription (L)anguage
  - VHSIC: (V)ery (H)igh (S)peed (I)ntegrated (C)ircuit

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- Golden Rules of Hardware Design (VHDL or Verilog)

1. VHDL is a Hardware **Description** Language (HDL)
   - VHDL is NOT a programming language
   - VHDL is conceptually VERY different than C/C++!
2. Draw your Hardware Circuit before writing ANY VHDL
   - Easier for you, and others to check for bugs at the circuit diagram.
   - A drawing gives a base from which you and other can check if the VHDL is reflecting the architecture envisioned.
   - The tools are not magic! If you cannot sketch your circuit using basic building blocks (e.g., MUXs, counters, state diagrams, etc.), then it is not reasonable to expect the tools to figure it out. Having no sketch is just asking for weird hardware behaviors to occur.

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# Some Key Differences from C

- C is inherently sequential (serial), one statement executed at a time
- VHDL is inherently concurrent (parallel), many statements "execute" at a time

# Some Key Differences from C

C example

Initially: A,B,C,D,Ans =1

C = A + D
D = A + B
Ans = C + D

VHDL example

C = A + D
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Current Values:
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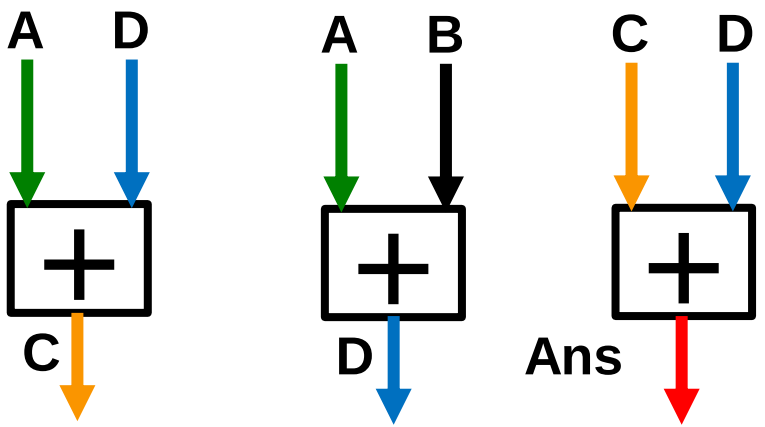

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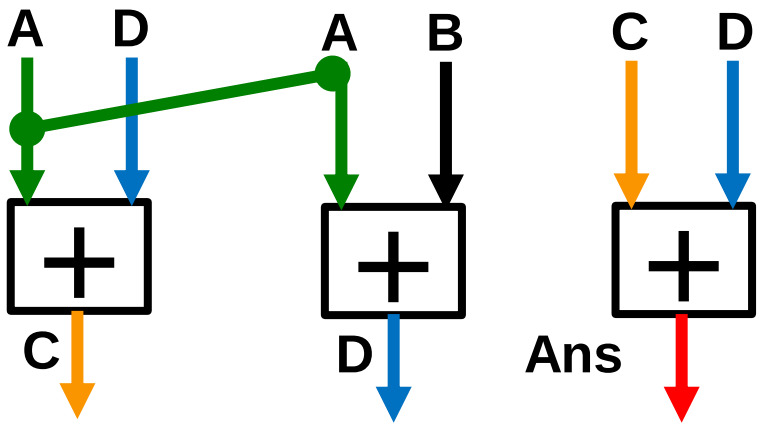

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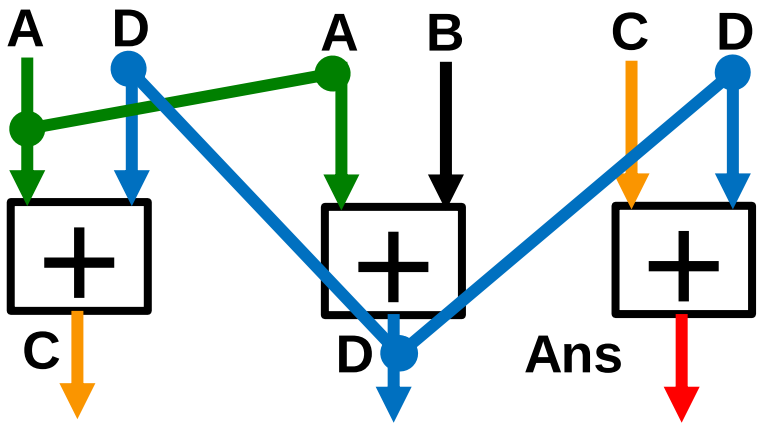

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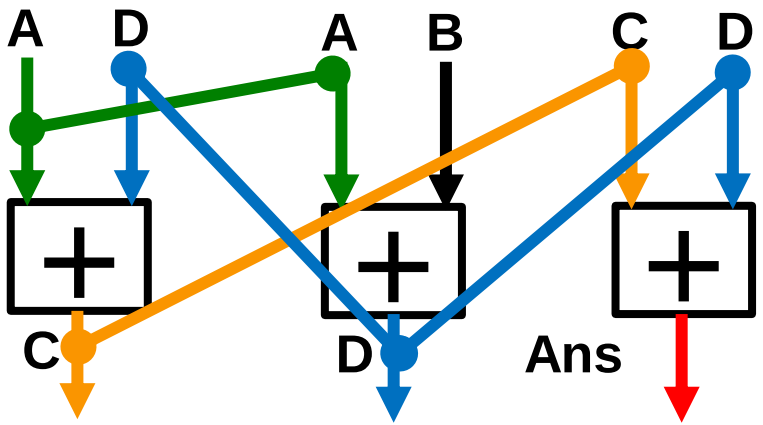

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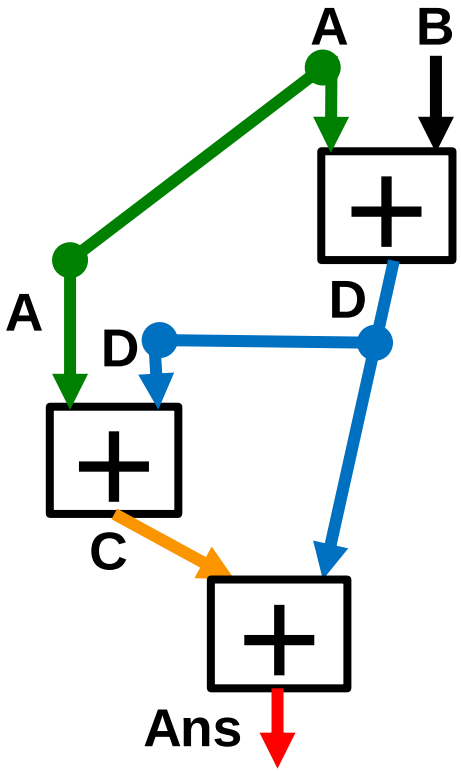

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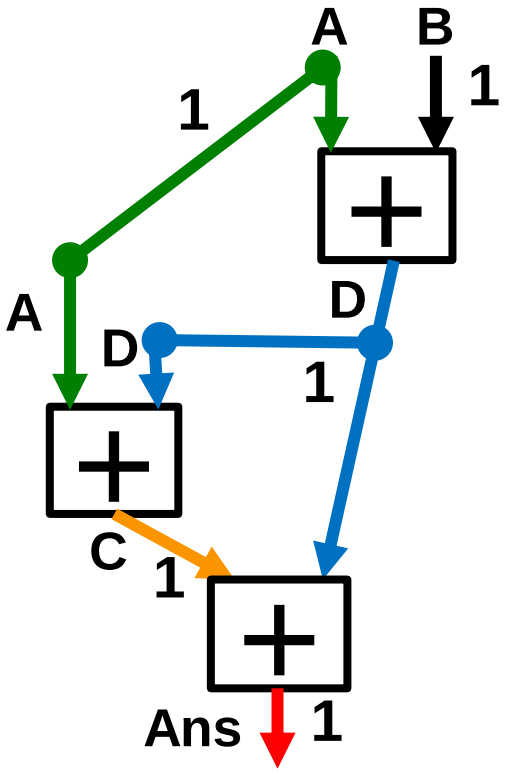


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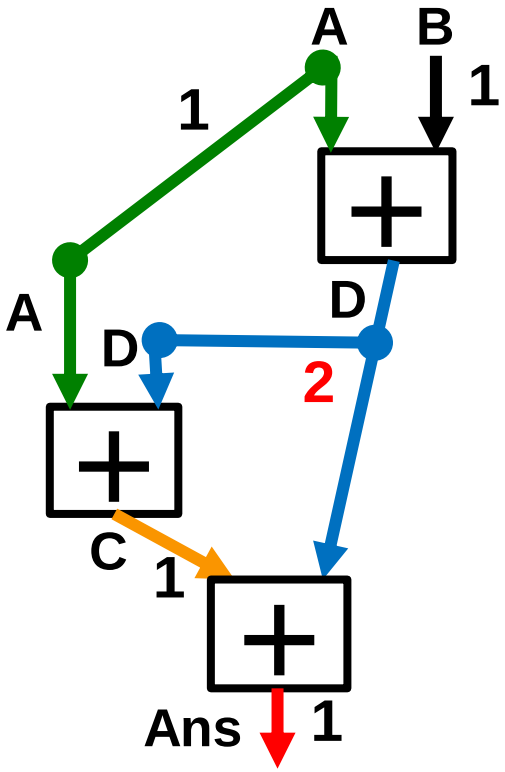


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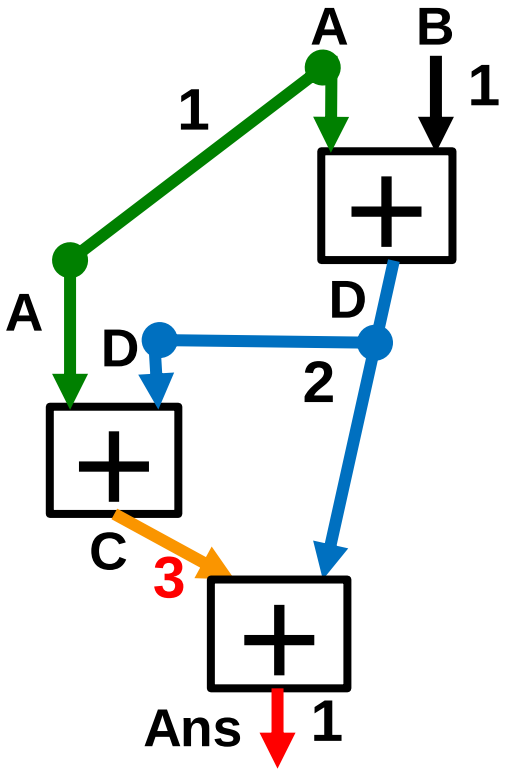


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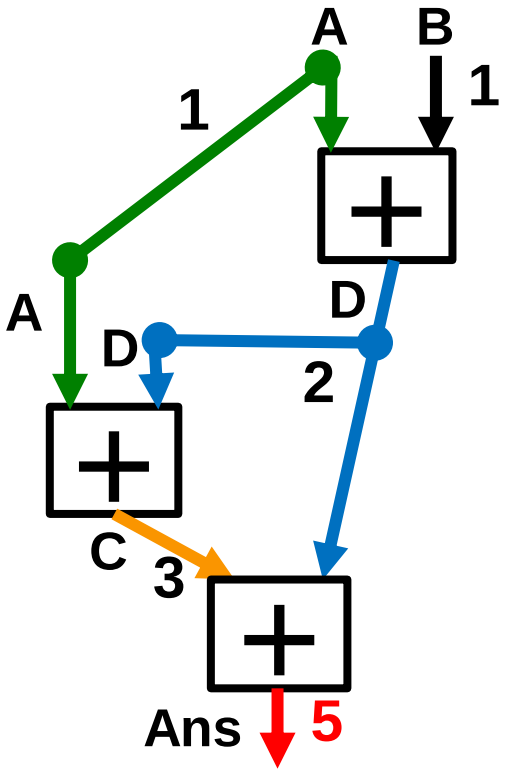


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VHDL example

# Typical Structure of a VHDL File

```
LIBRARY ieee;

ENTITY test_circuit IS
   PORT(B,C,Y,Z,Ans);
END test_circuit;

ARCHITECTURE structure OF test_circuit IS
 signal A      : std_logic_vector(7 downto 0);
 signal X      : std_logic_vector(7 downto 0);

BEGIN

 A <= B + C;
 X <= Y + Z;
 Ans <= A + X;

END
```

Include Libraries

Define component name and Input/output ports

Declare internal signals, components

Implement components functionality

# Process

- Process provide a level serialization in VHDL (e.g. variables, clocked processes)
- Help separate and add structure to VHDL design

# Process Example

```
BEGIN

  My_process_1 : process (A,B,C,X,Y,Z)
  Begin
    A <= B + C;
    X <= Y + Z;
    Ans <= A + X;
  End My_process_1;

  My_process_2 : process (B,X,Y,Ans1)
  Begin
    A <= B + 1;
    X <= B + Y;
    Ans2 <= Ans1 + X;
  End My_process_2;

END;
```

Sensitivity list: specify inputs to the process. Process is updated when a **specified** input changes

# Process Example (Multiple Drivers)

```
BEGIN

  My_process_1 : process (A,B,C,X,Y,Z)
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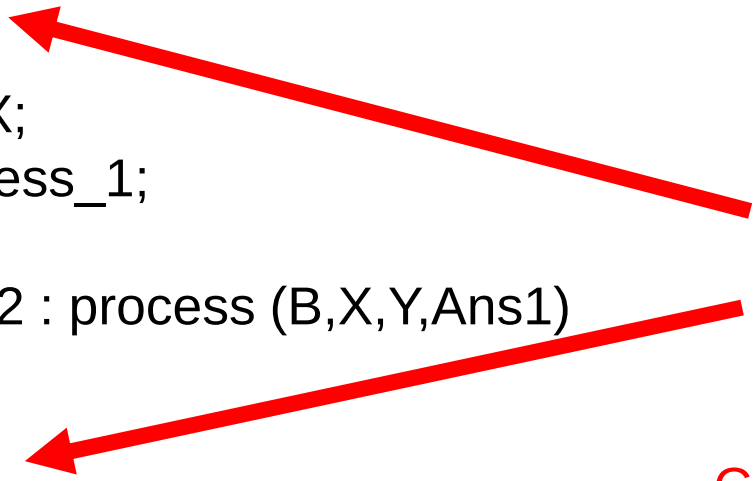

A signal can only be Driven (written) by one process. But can be read by many

Compile or simulator may give a “multiple driver” Error or Warning message

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  My_process_2 : process (B,X,Y,Ans1)
  Begin
    A1 <= B + 1;
    X1 <= B + Y;
    Ans2 <= Ans1 + X;
  End My_process_2;

END;
```

Maybe A,X were suppose to be A1,X1. Cut and paste error. Or may need to rethink Hardware structure to remove multiple driver issue.

# Process Example (if-statement)

```
BEGIN
  My_process_1 : process (A,B,C,X,Y,Z)
  Begin

    if (B = 0) then
      C <= A + B;
      Z <= X + Y;
      Ans1 <= A + X;
    else
      C <= 1;
      Z <= 0;
      Ans1 <= 1;
    end if;

  End My_process_1;
END;
```

Draw circuit

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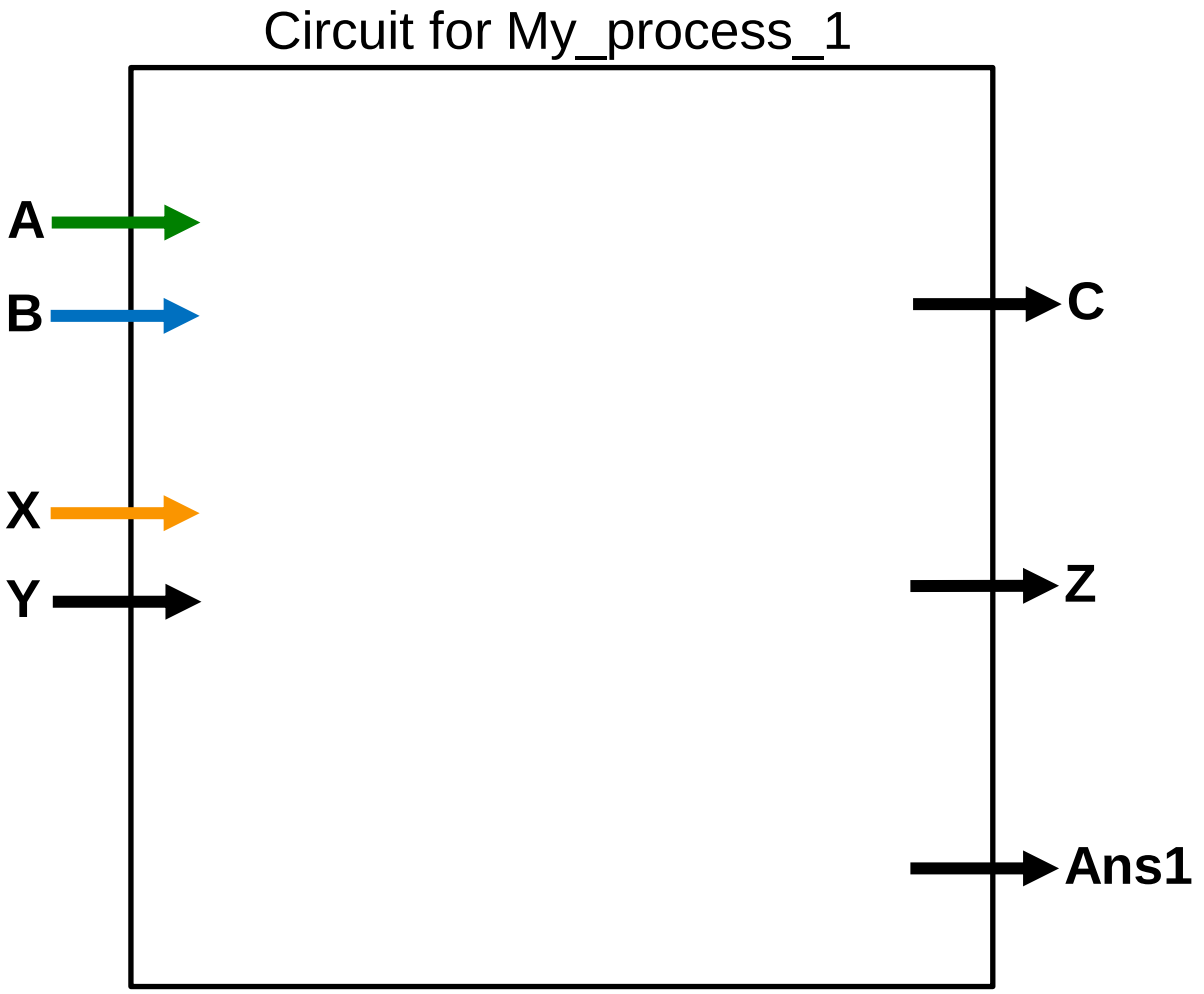

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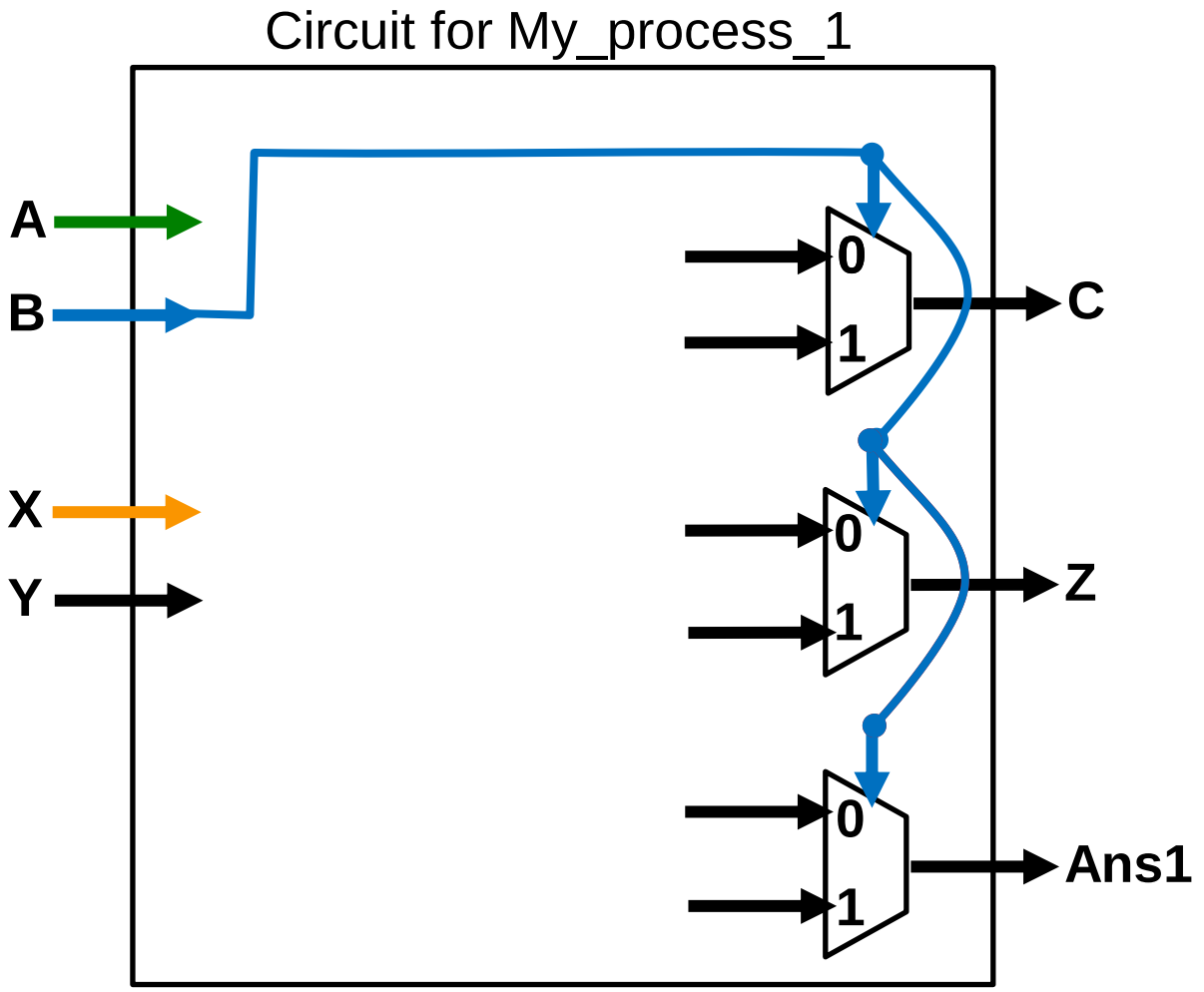

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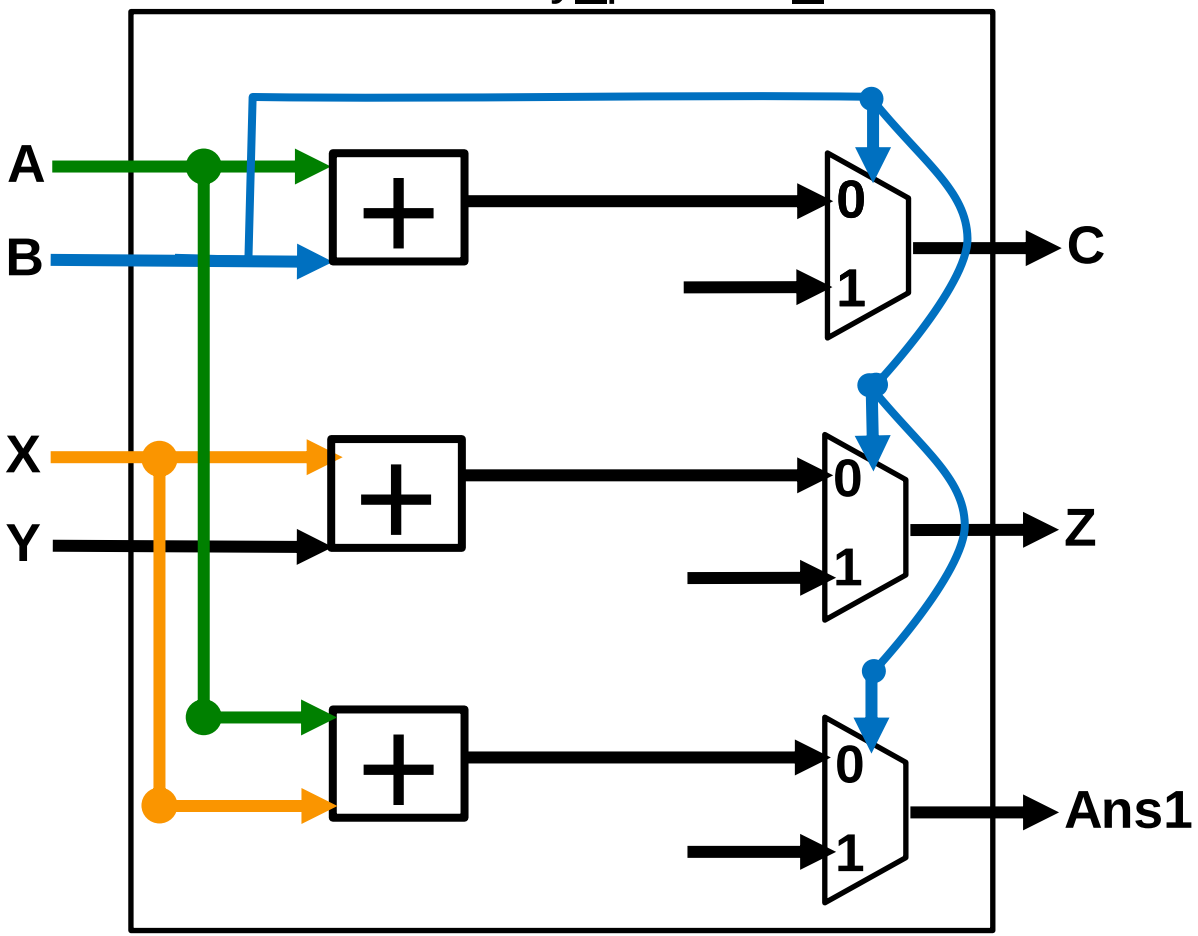
Circuit for My_process_1



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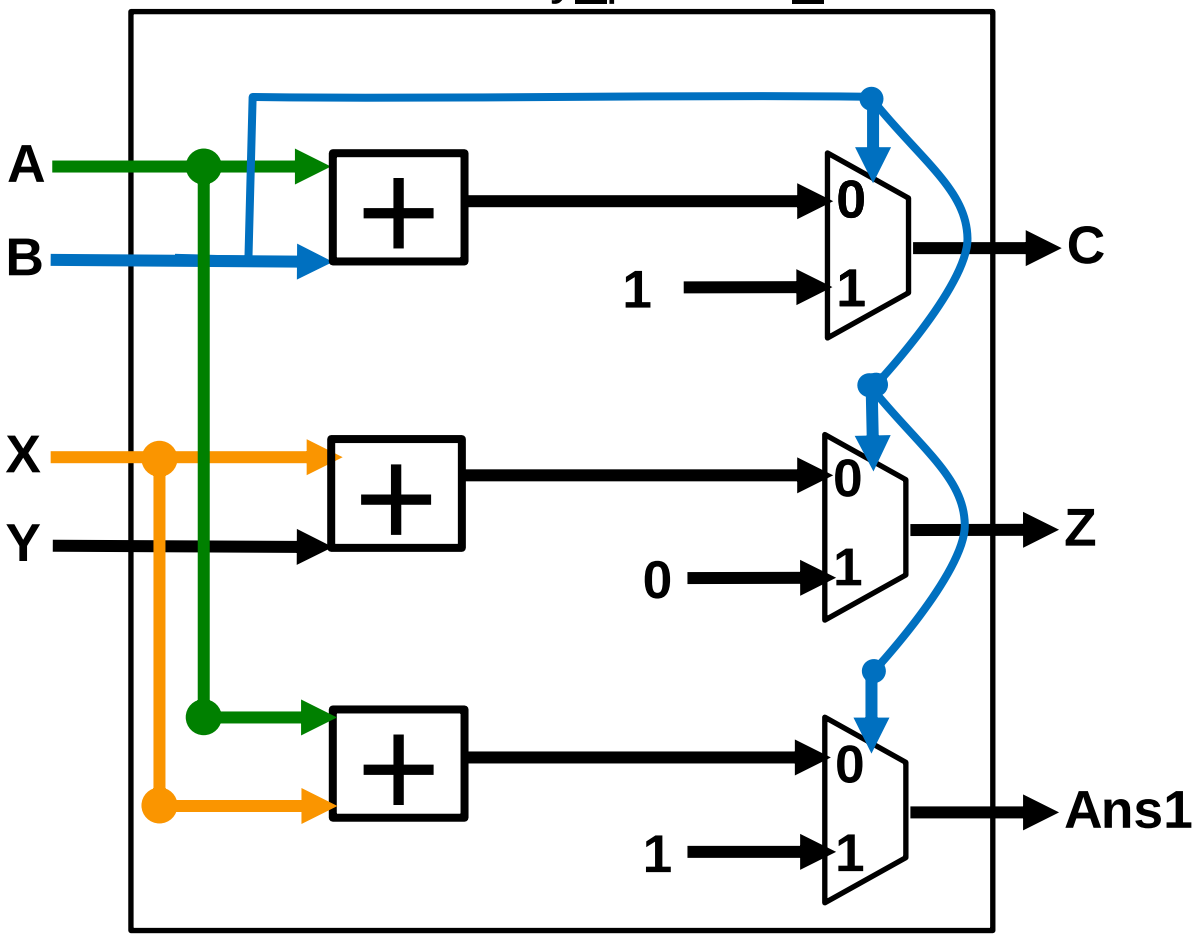

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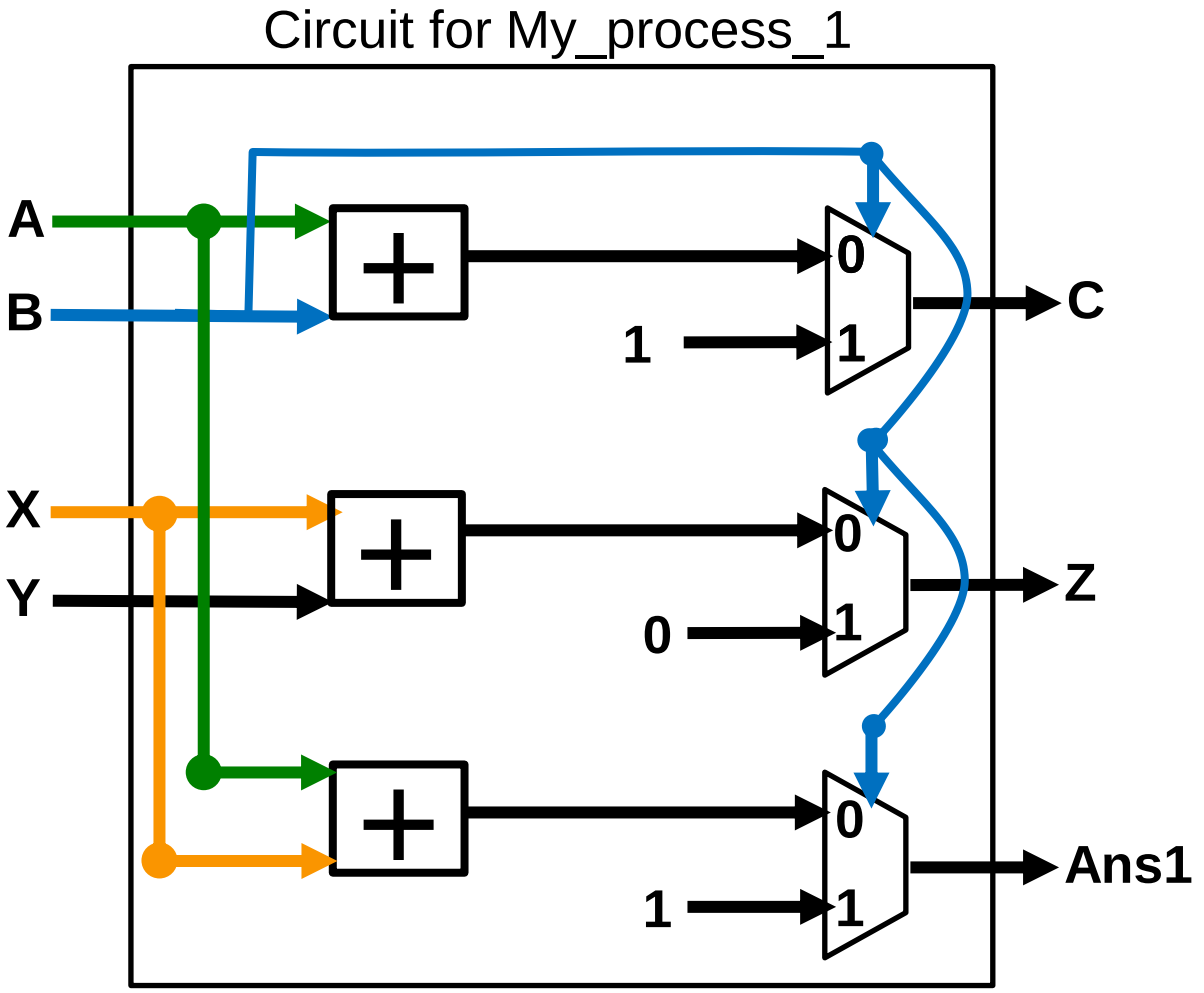

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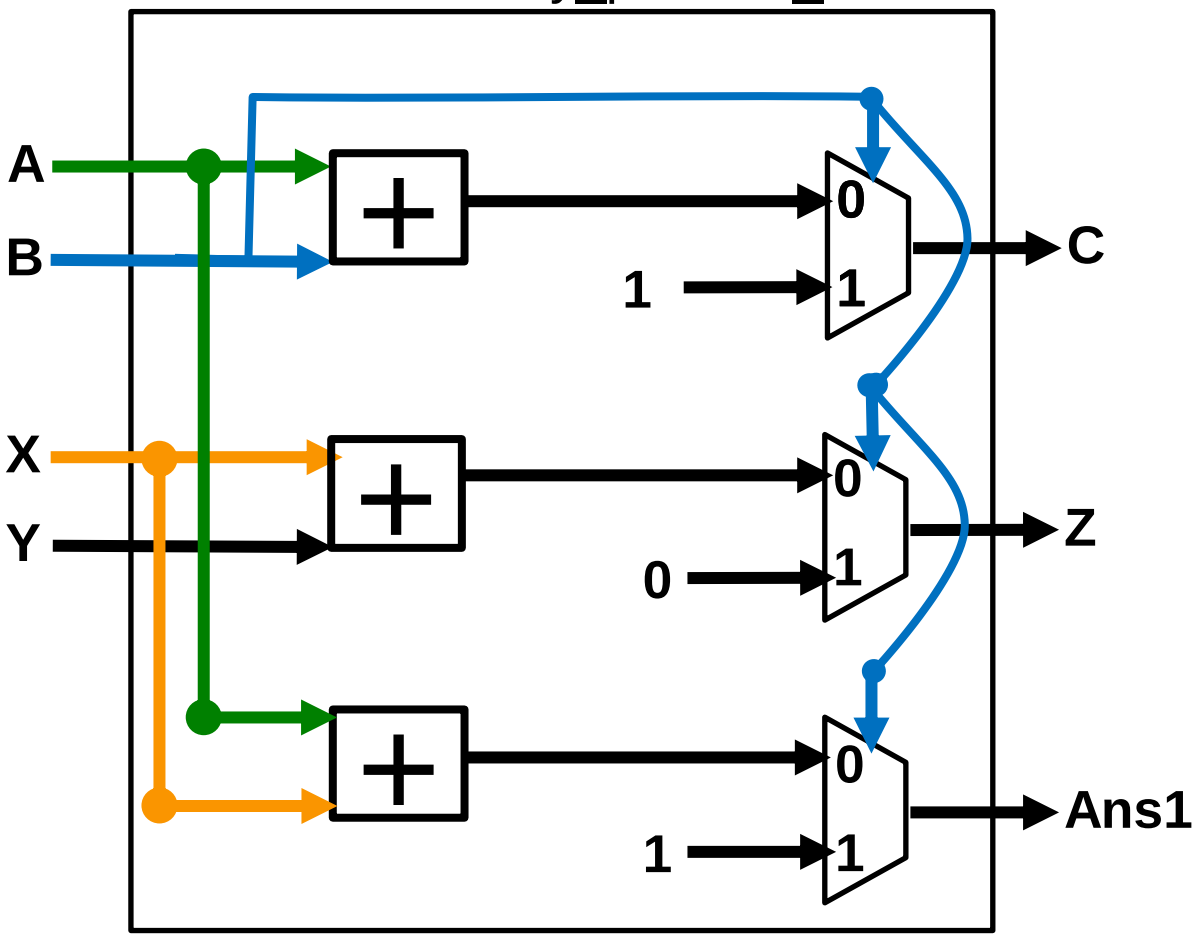

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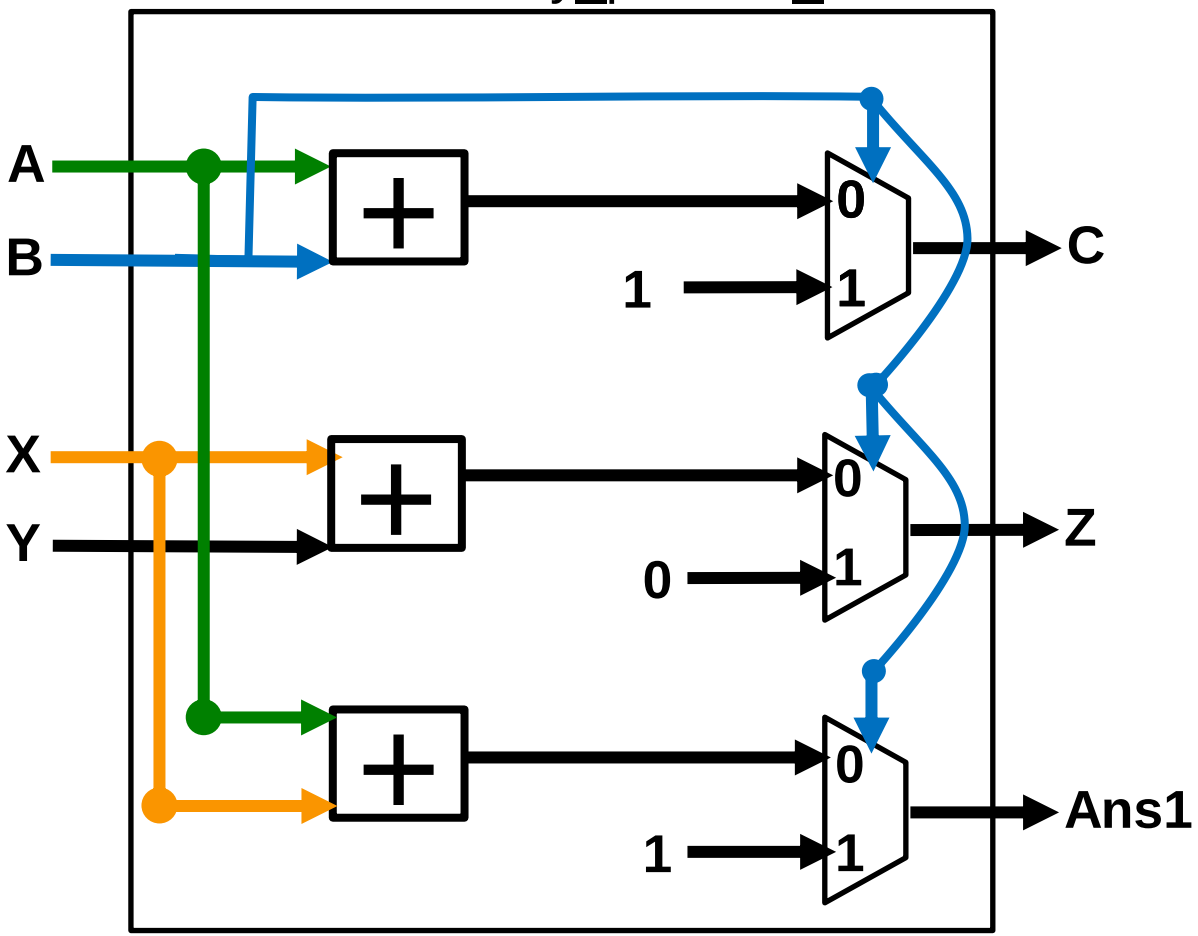

# Clock Process Example

```
BEGIN

  My_process_1 : process (clk)
  Begin
    IF (clk'event and clk = '1') THEN
      C <= A or B;
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    END IF;
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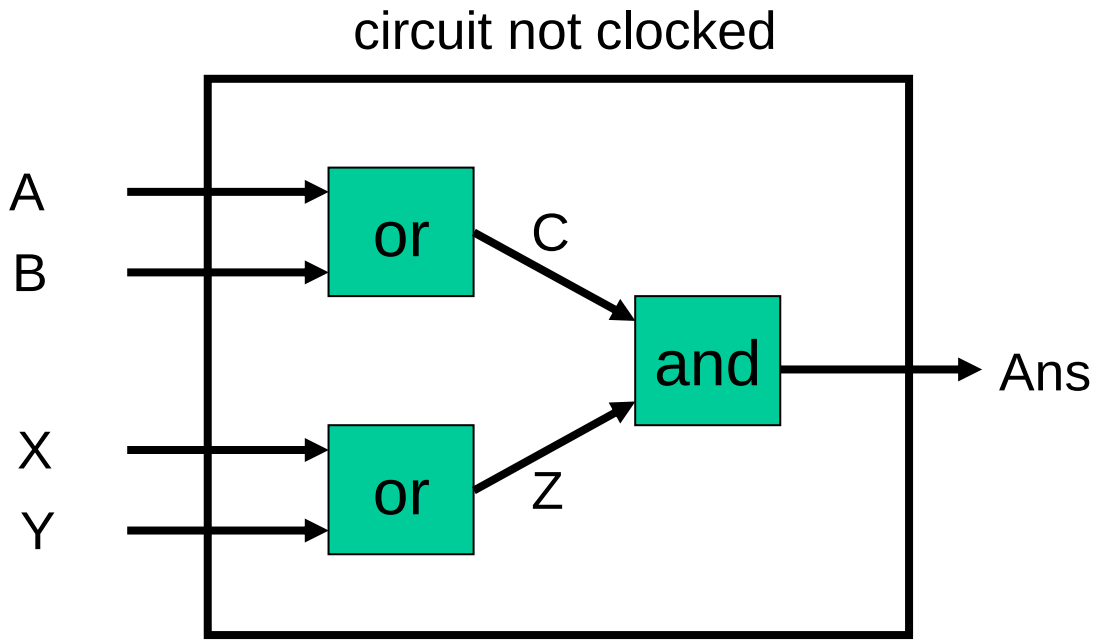

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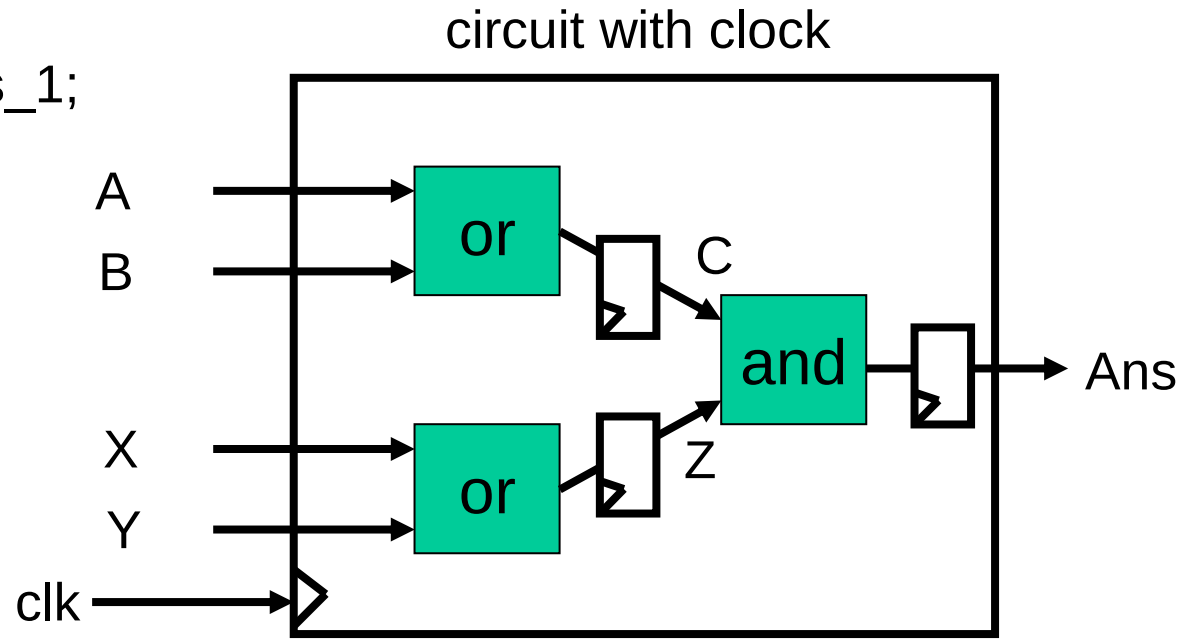

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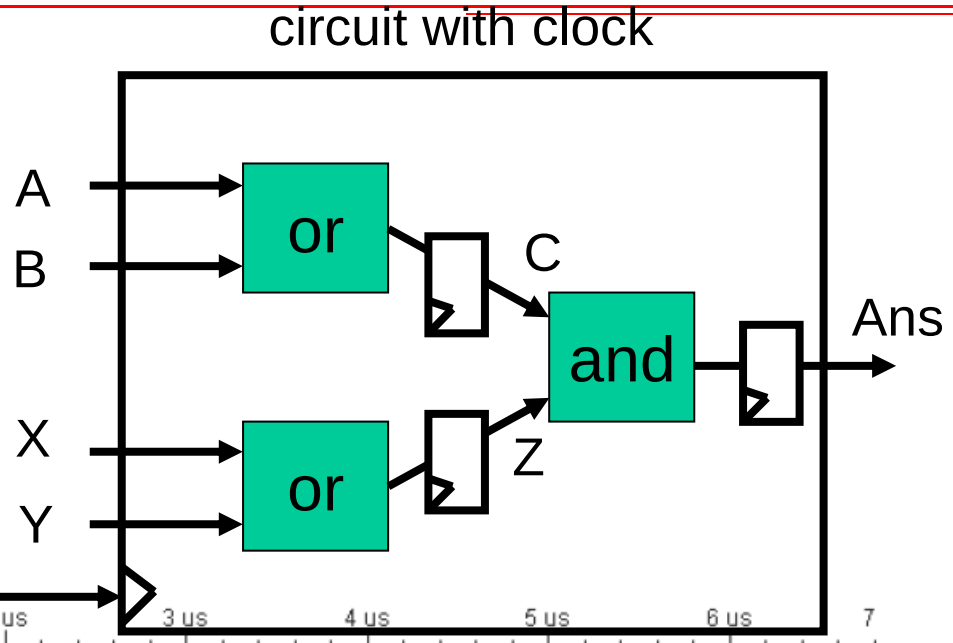


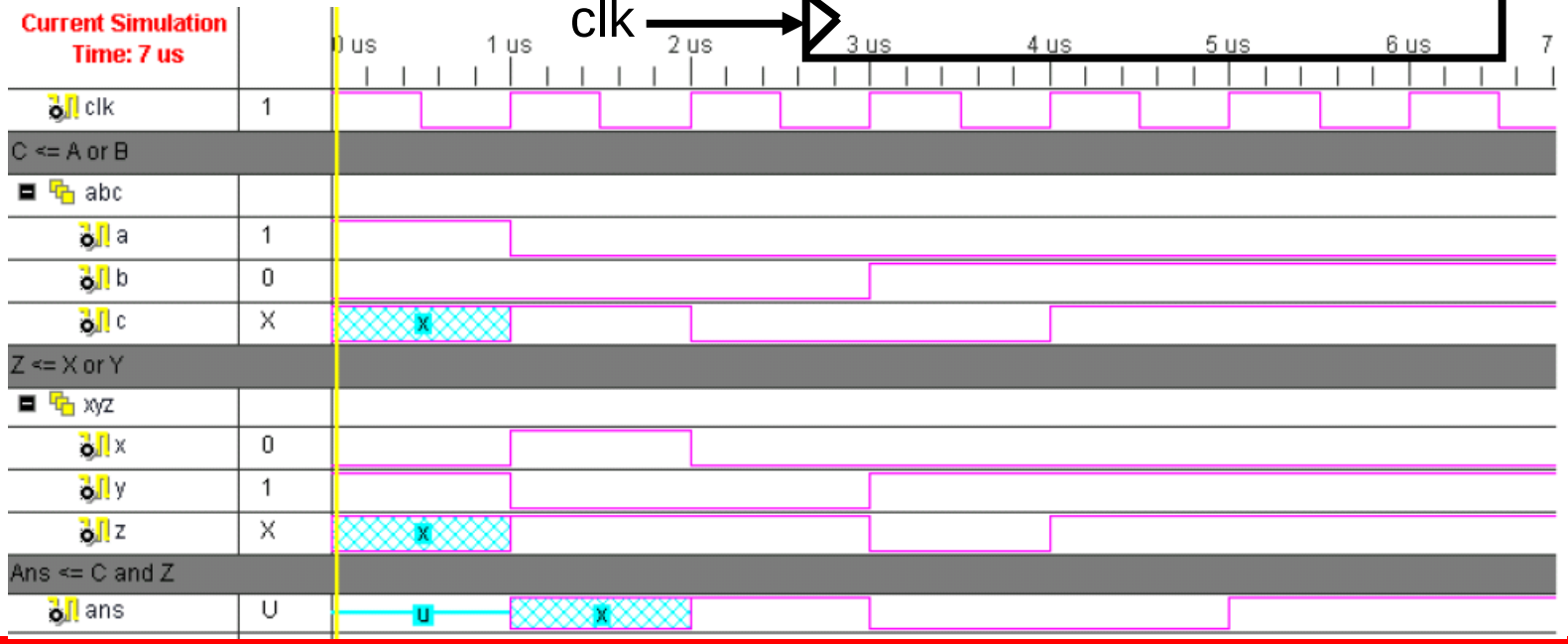

# VHDL Constructs

- Entity
- Process
- Signal, Variable, Constants, Integers
- Array, Record

VHDL on-line tutorials:

http://www.seas.upenn.edu/~ese201/vhdl/vhdl_primer.html
http://www.vhdl-online.de/tutorial/

# Signals and Variables

- Signals
  - Updated at the end of a process
  - Have file scope
- Variables
  - Updated instantaneously
  - Have process scope

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# std_logic, std_logic_vector

- Very common data types

- std_logic
  - Single bit value
  - Values: U, X, 0, 1, Z, W, H, L, -
  - Example: **signal** A : std_logic;
    - A <= '1';
- Std_logic_vector: is an array of std_logic
  - Example: **signal** A : std_logic_vector (4 **downto** 0);
    - A <= "0Z001"

VHDL on-line tutorials:

http://www.seas.upenn.edu/~ese201/vhdl/vhdl_primer.html
http://www.vhdl-online.de/tutorial/

# Std_logic values

- Std_logic values
  - U : Uninitialized (signal has not been assigned a value yet)
  - X : Unknow (2 drivers one ‘0’ one ‘1’)
  - H : weak ‘1’ (example: model pull-up resister)
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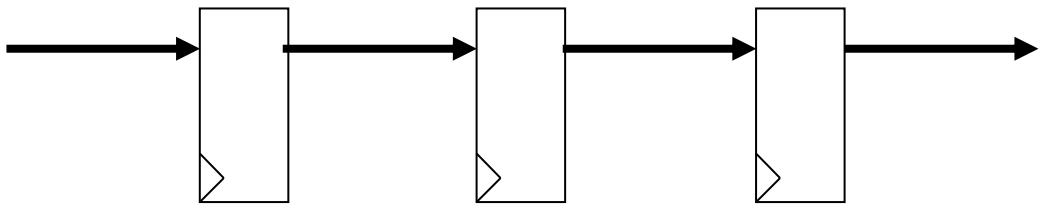

Time step 0

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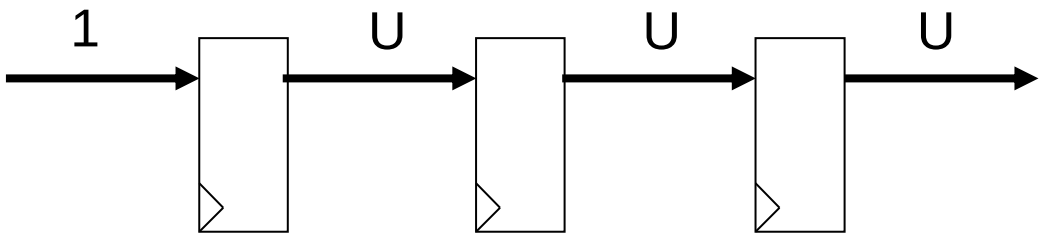


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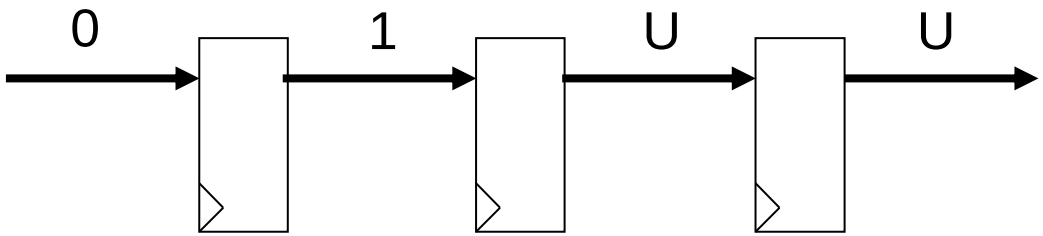


Time step 1

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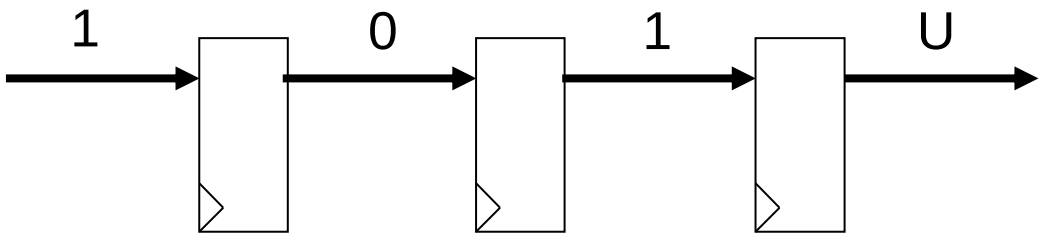


Time step 2

# Std_logic values

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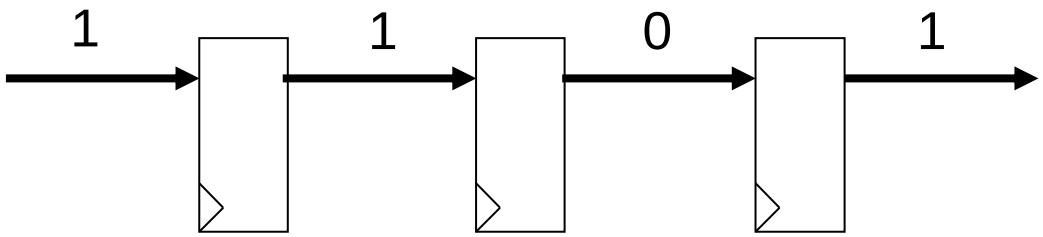


Time step 3

# Std_logic values

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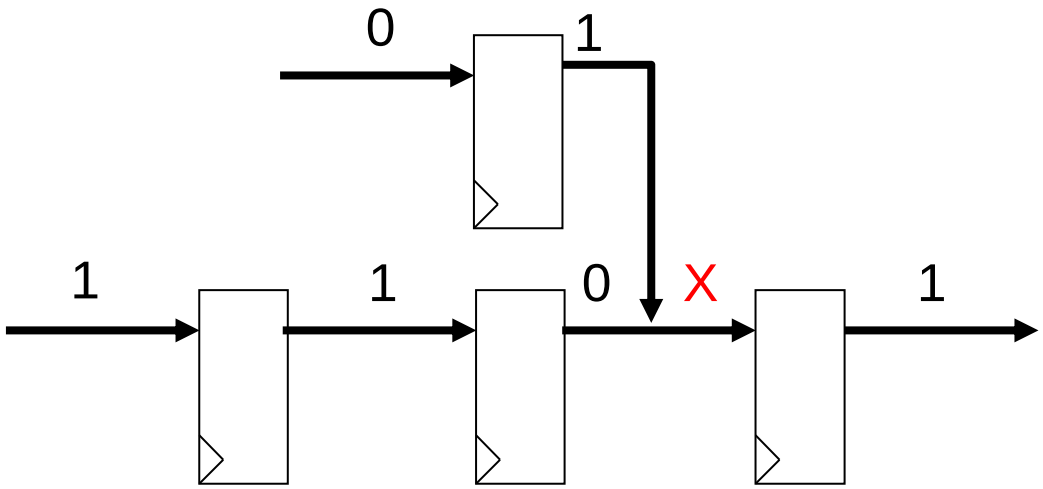


Time step 3

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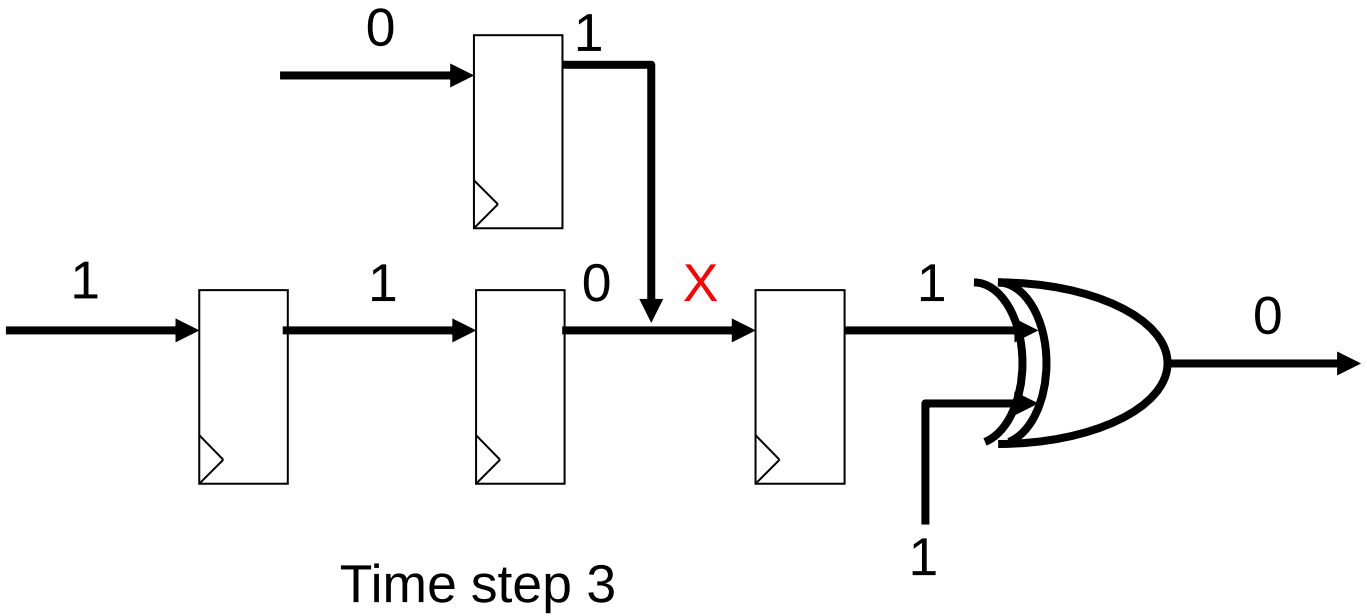


Time step 3

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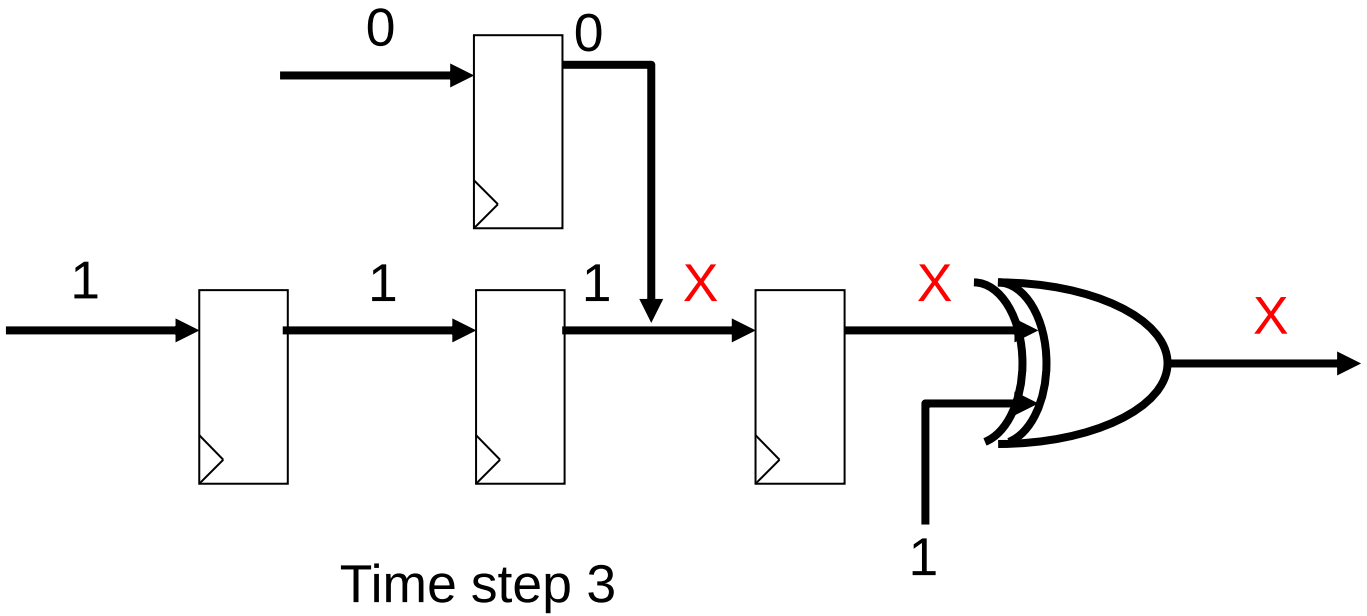

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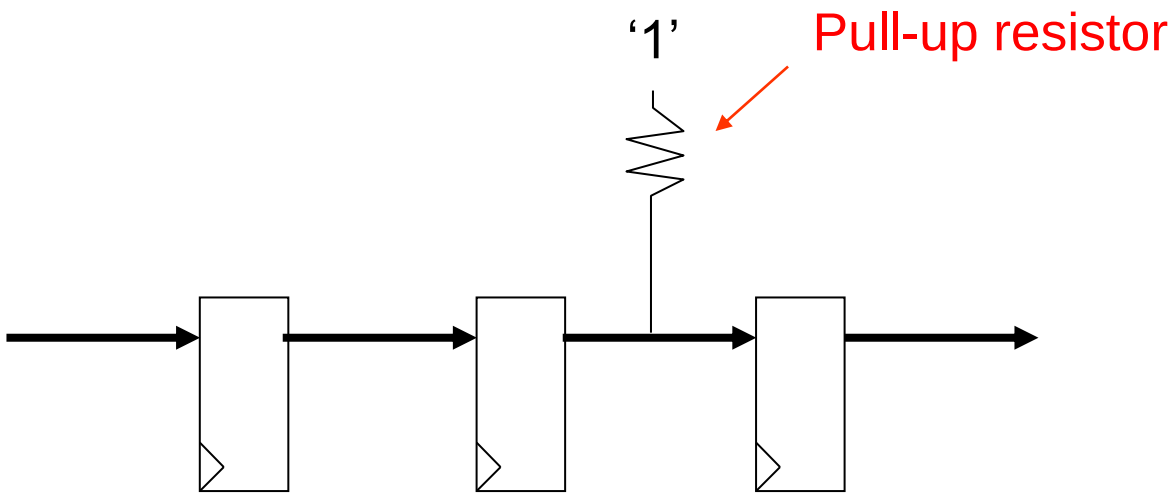


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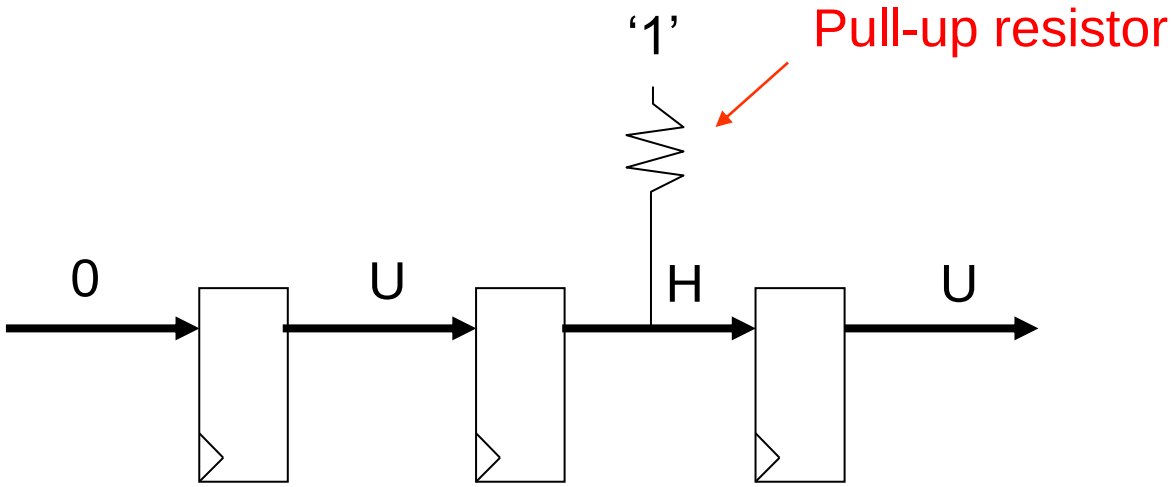


Time step 0

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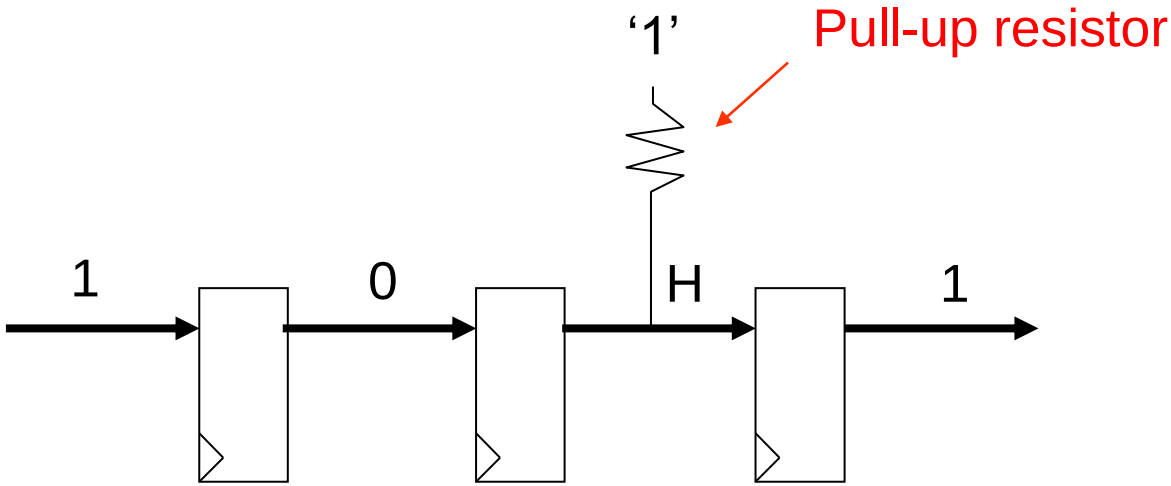


Time step 1

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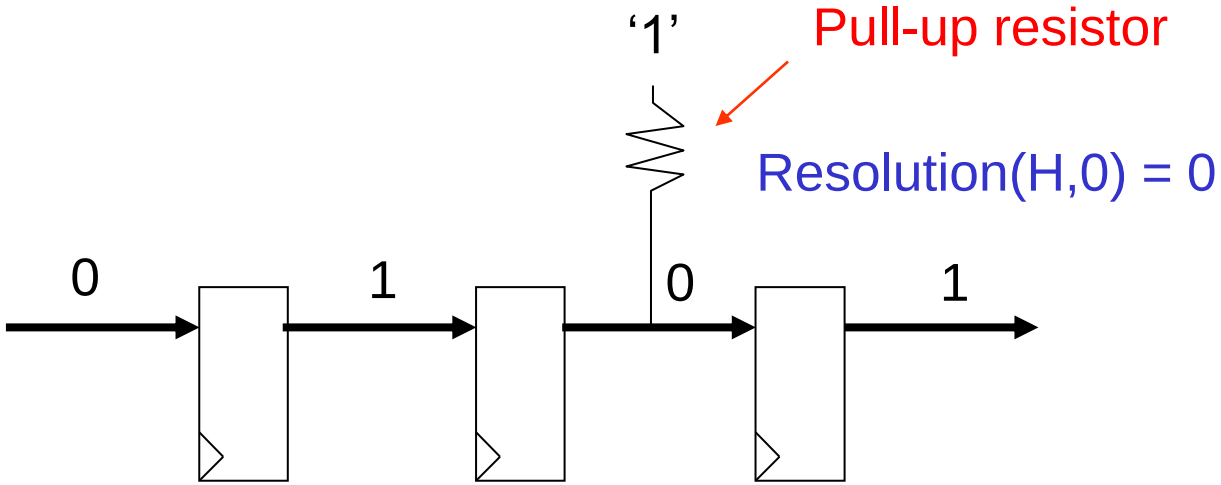


Time step 2

# Pre-defined VHDL attributes

- mysignal'event  (mysignal changed value)
- mysignal'high (highest value of mysignal's type)
- mysignal'low
- Many other attributes
  - http://www.cs.umbc.edu/help/VHDL/summary.html

# Singal vs Varible scope

- Signal: global to file
- Variable: local to process

```
My_process_1 : process (B,C,Y)
Begin
  A <= B + C;
  Z <= Y + C;
End My_process_1;

My_process_2 : process (B,X,Y,Ans1)
Begin
  X <= Z + 1;
  Ans <= B + Y;
End My_process_2;
```

VHDL on-line tutorials:

http://www.seas.upenn.edu/~ese201/vhdl/vhdl_primer.html

http://www.cs.umbc.edu/help/VHDL/summary.html

http://www.vhdl-online.de/tutorial/

# Singal vs Varible scope

- Signal: global to file
- Variable: local to process

Each varZ are local to their process. Completely independent

```
My_process_1 : process (B,C,Y)
Begin
  A <= B + C;
  varZ <= Y + C;
End My_process_1;

My_process_2 : process (B,X,Y,Ans1)
Begin
  X <= varZ + 1;
  Ans <= B + Y;
End My_process_2;
```

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# Arrays and Records

- Arrays: Group signals of the same type together
- Records: Group signal of different types together

VHDL on-line tutorials:

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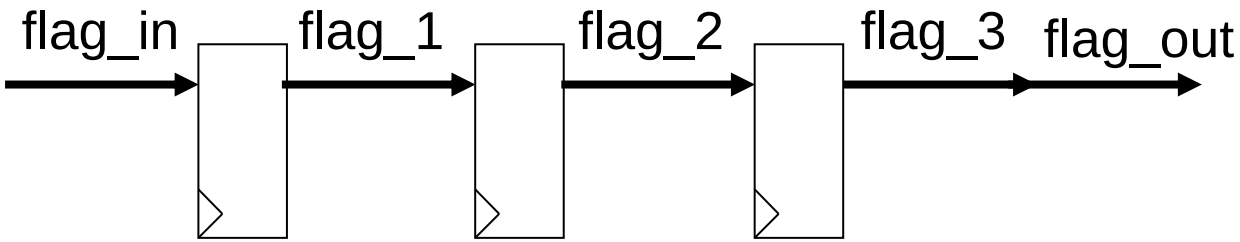
http://www.vhdl-online.de/tutorial/

# Array Example (Delay Shift Register)




```
BEGIN
  My_process_1 : process (clk)
  Begin
    IF (clk'event and clk = '1') THEN
      flag_1 <= flag_in;
      flag_2 <= flag_1;
      flag_3 <= flag_2;
    END IF;
  End My_process_1;
  flag_out <= flag_3
END;
```

VHDL on-line tutorials:

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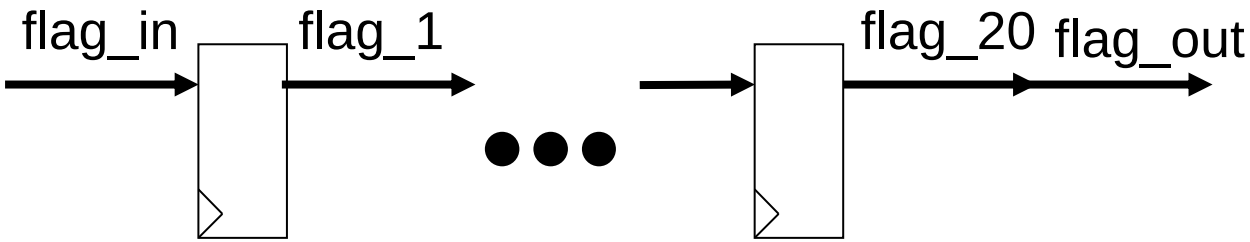
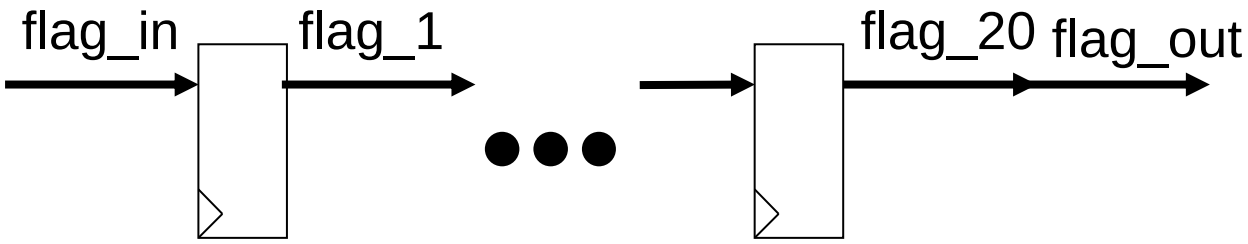
# Array Example (Delay Shift Register)




```
type flag_reg_array is array (DELAY-1 downto 0) of std_logic;
signal flag_reg : flag_reg_array;
BEGIN
  My_process_1 : process (clk)
  Begin
    IF (clk'event and clk = '1') THEN
      flag_reg(flag_reg'high downto 0) <=
        flag_reg(flag_reg'high-1 downto 0) & flag_in;
    END IF;
  End My_process_1;
  flag_out <= flag_reg(flag_reg'high);
END;
```

# Array Example (Delay Shift Register)




```
BEGIN
  My_process_1 : process (clk)
  Begin
    IF (clk'event and clk = '1') THEN
      flag_1 <= flag_in;
      flag_2 <= flag_1;
           ●●●
      flag_20 <= flag_19;
    END IF;
  End My_process_1;
  flag_out <= flag_20
END;
```

VHDL on-line tutorials:

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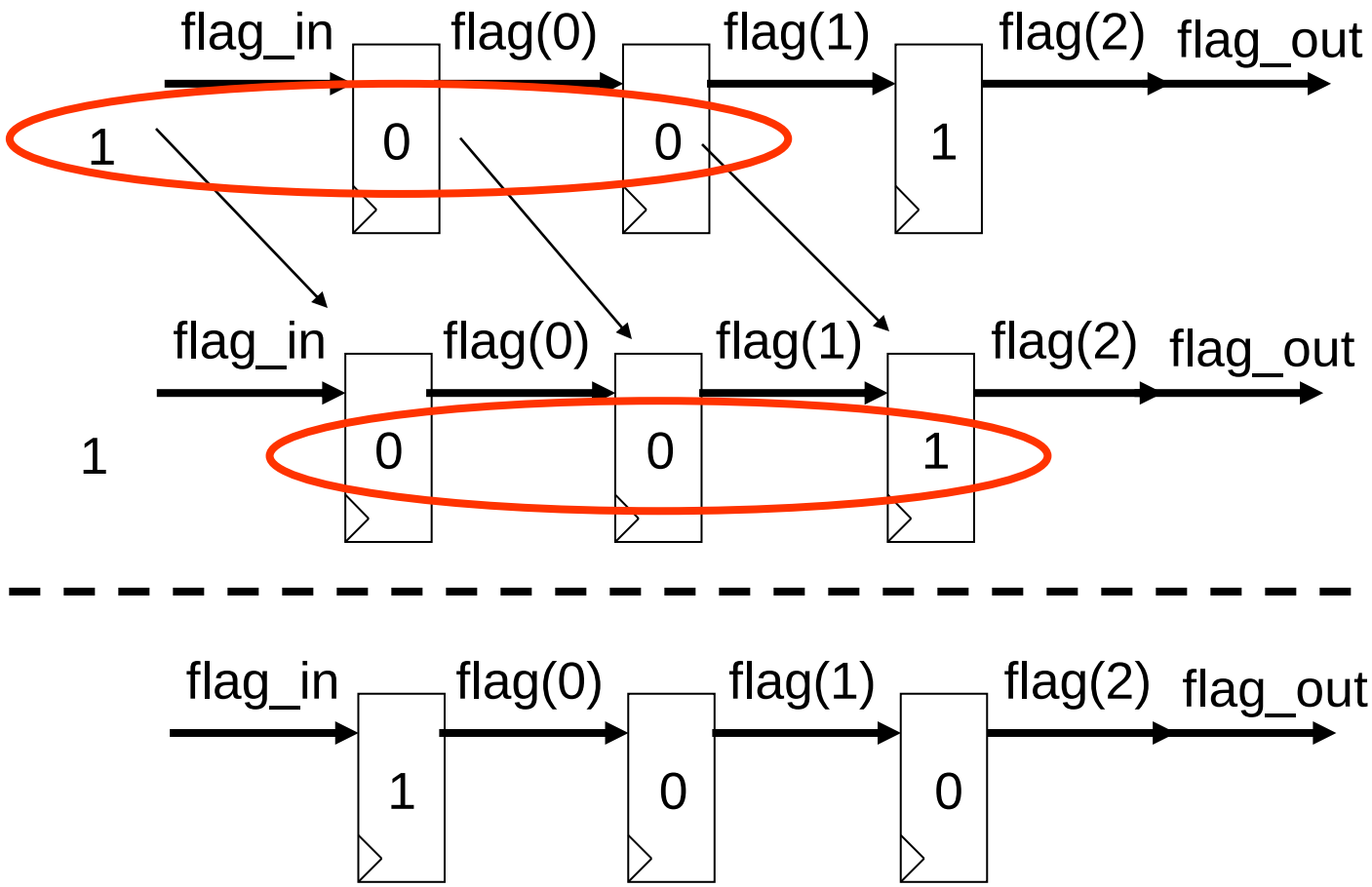
http://www.vhdl-online.de/tutorial/

# Array Example (Delay Shift Register)

```
flag_reg(flag_reg'high downto 0)<= flag_reg(flag_reg'high-1 downto 0) & flag_in;
```



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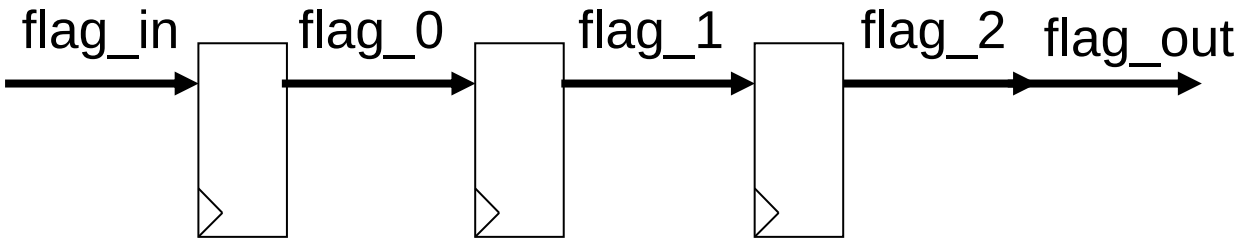


```
BEGIN
  My_process_1 : process (clk)
  Begin
    IF (clk'event and clk = '1') THEN
      flag_0 <= flag_in;
      flag_1 <= flag_0;
      flag_2 <= flag_1;
    END IF;
  End My_process_1;
  flag_out <= flag_2
END;
```

VHDL on-line tutorials:

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# Finite State Machine (FSM) Design

- Model of computation
- High level application example (Networking)
- Two major types
  - Moore
  - Mealy
- Detailed view of application example

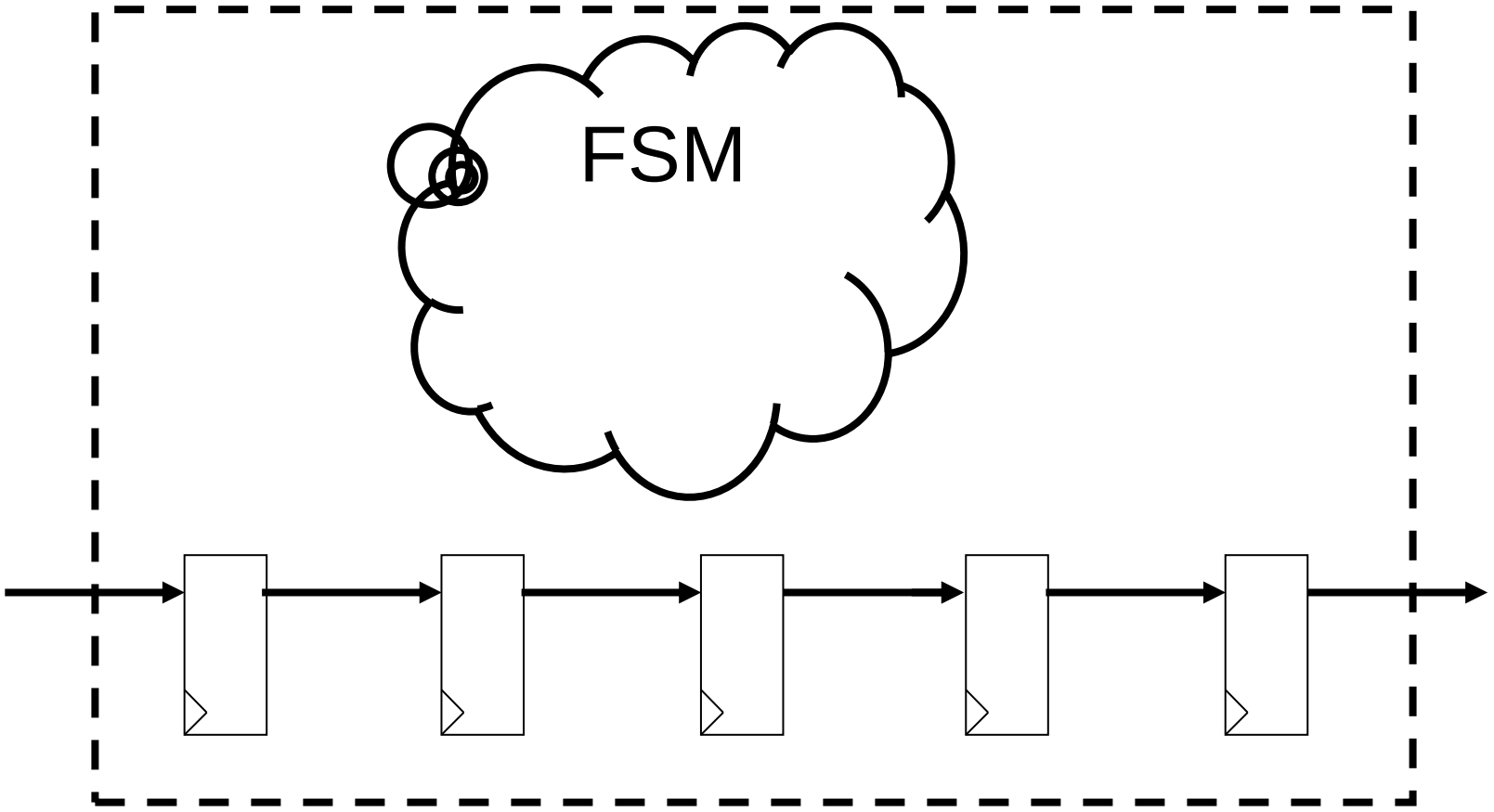
# Finite State Machines

- What types of applications are they well suited
  - Streaming pattern recognition
  - Sequential event based control logic

- Allow hardware designer to reason about things in small pieces

# Streaming Network application (MP1)

- Process UDP packet headers (event driven)
- Detect patterns in payload (e.g. “Corn”)
- Modify payload based on  header information



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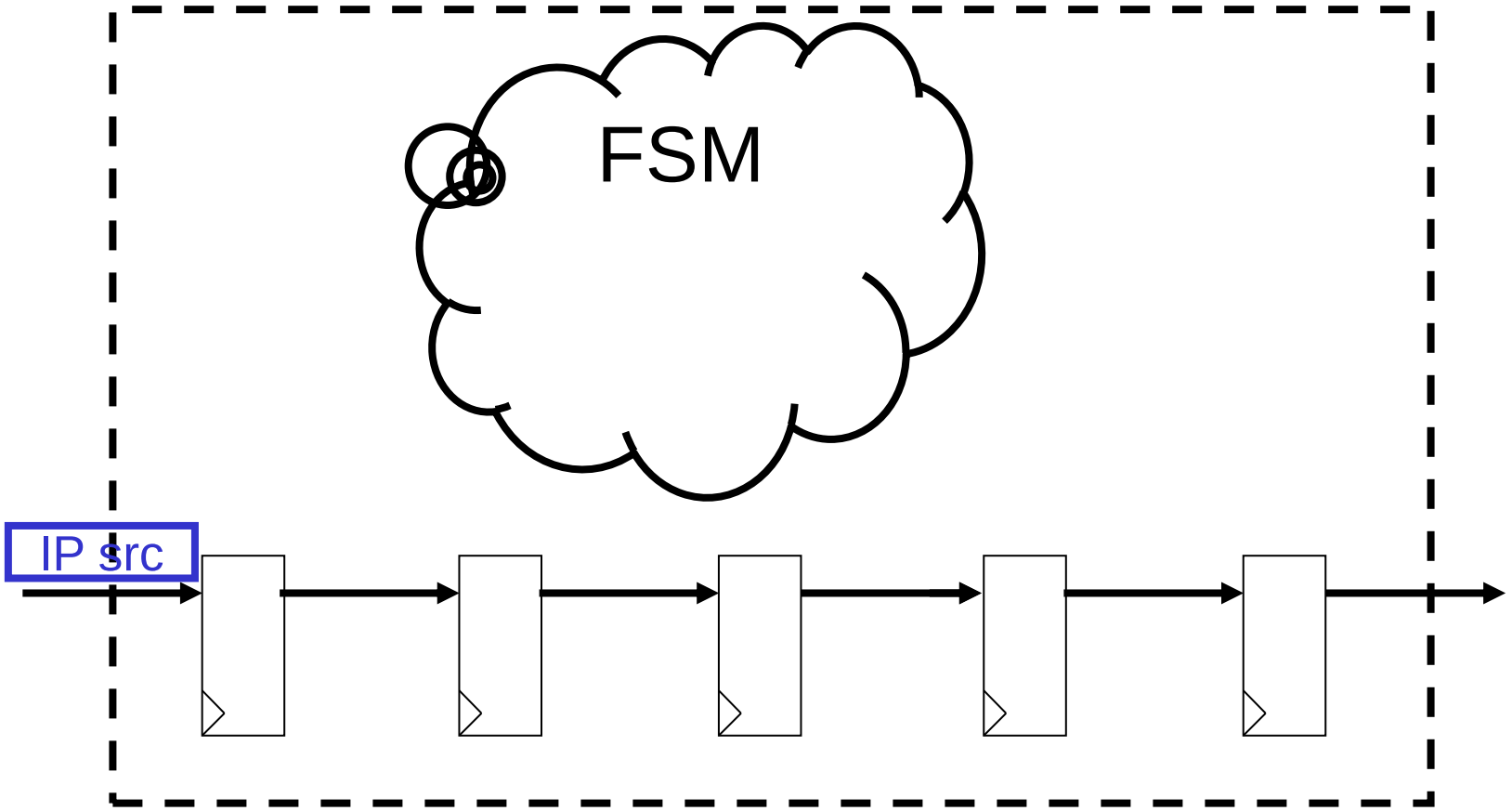

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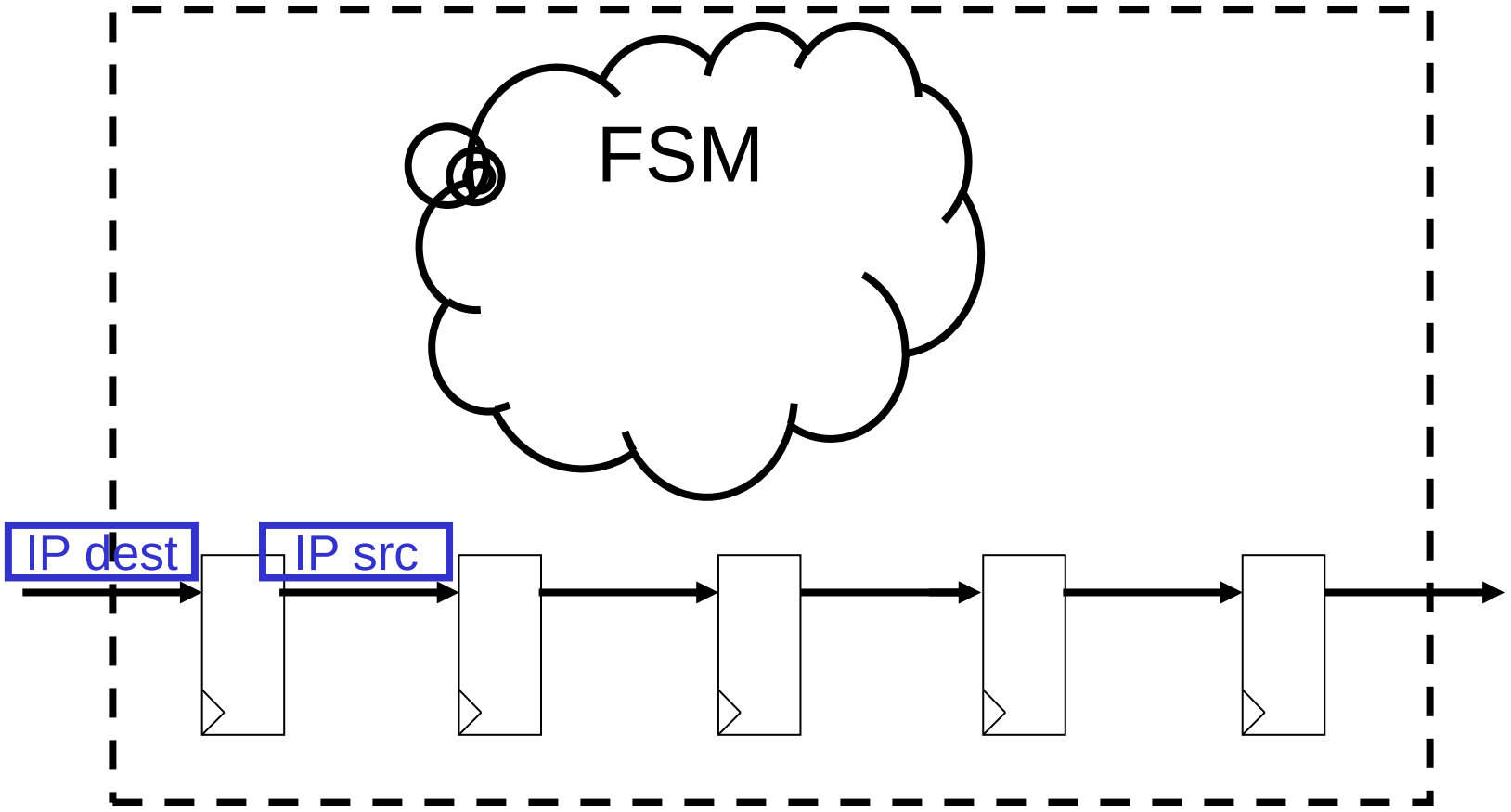

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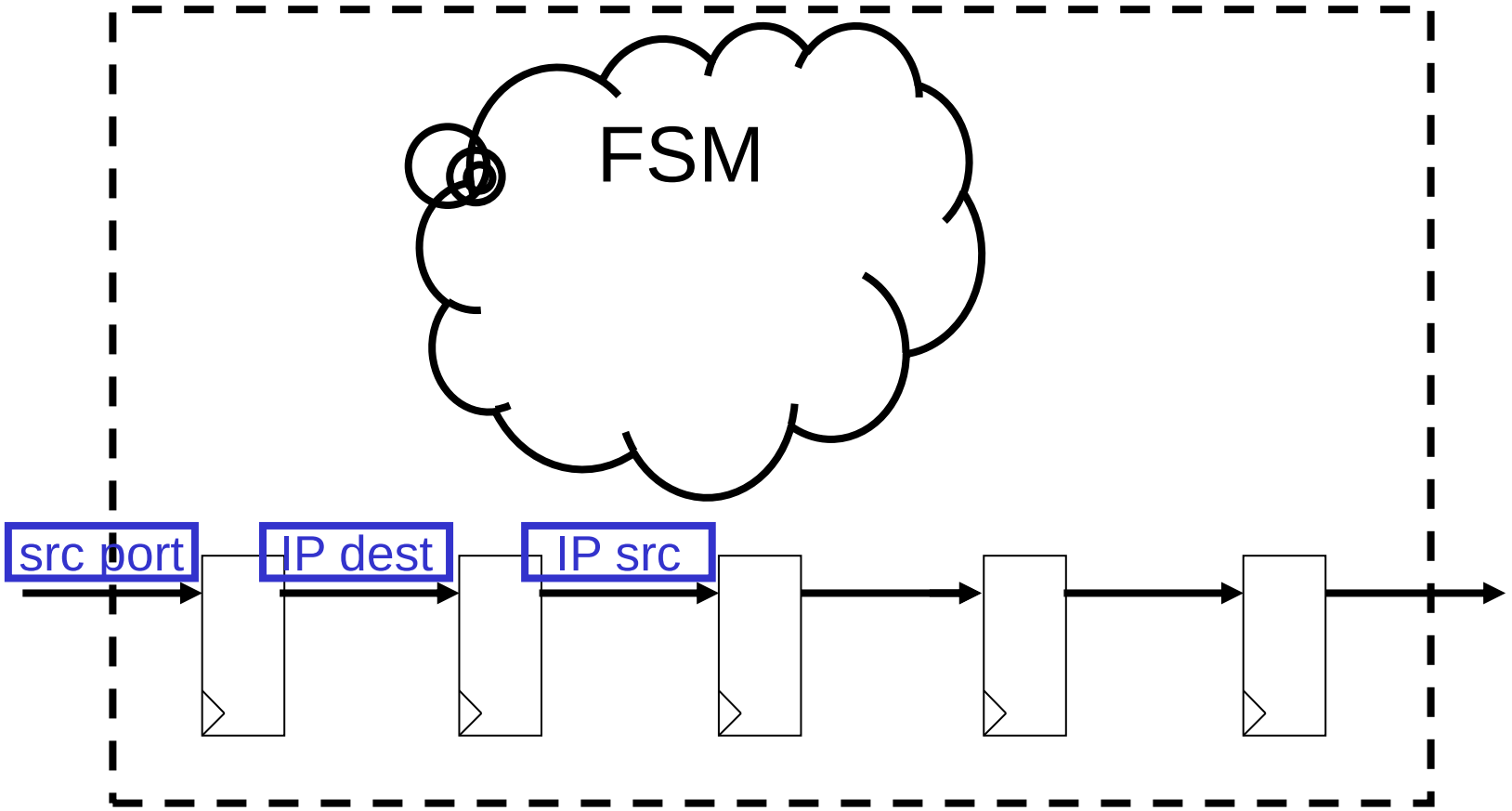

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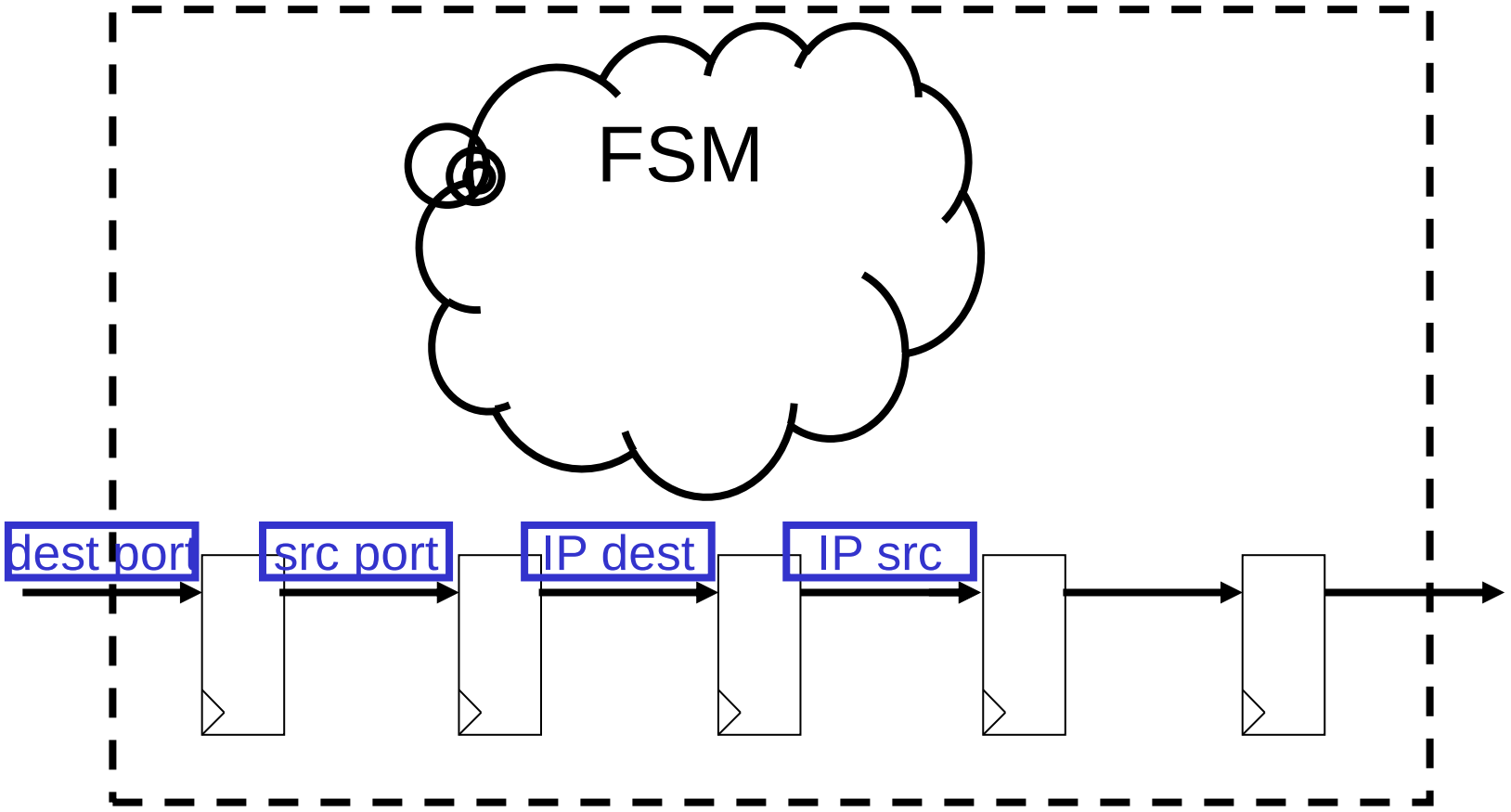

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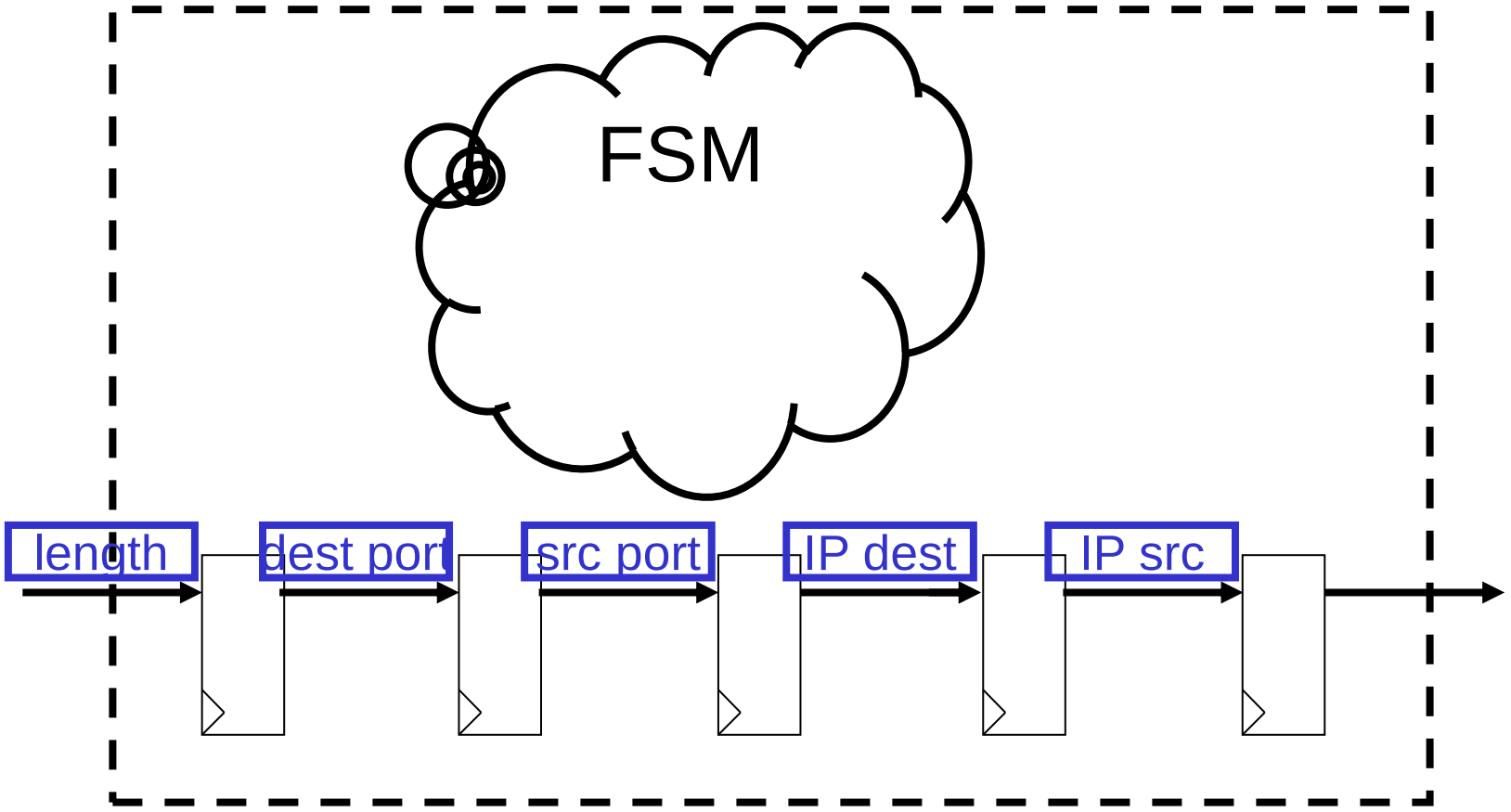

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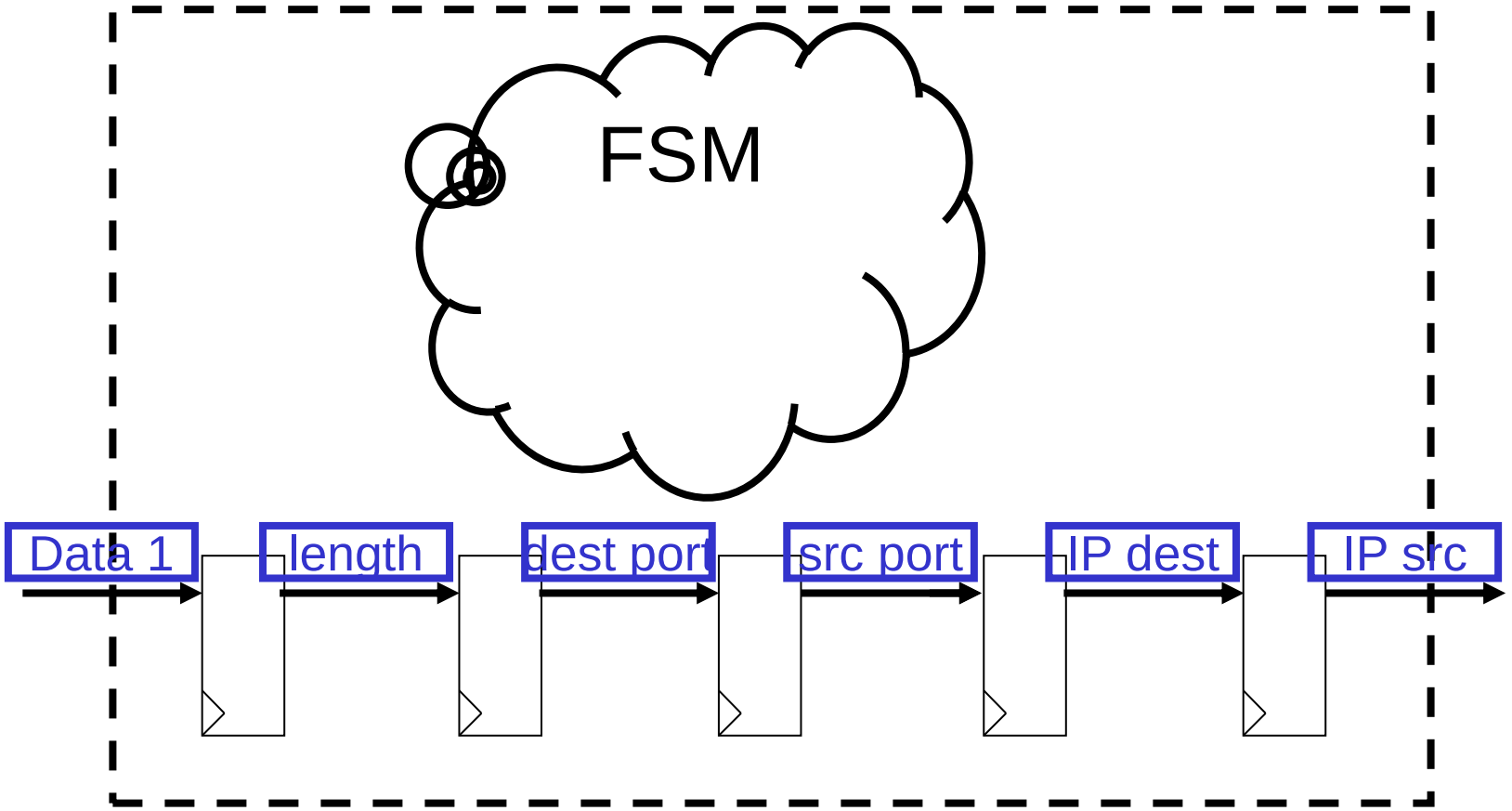

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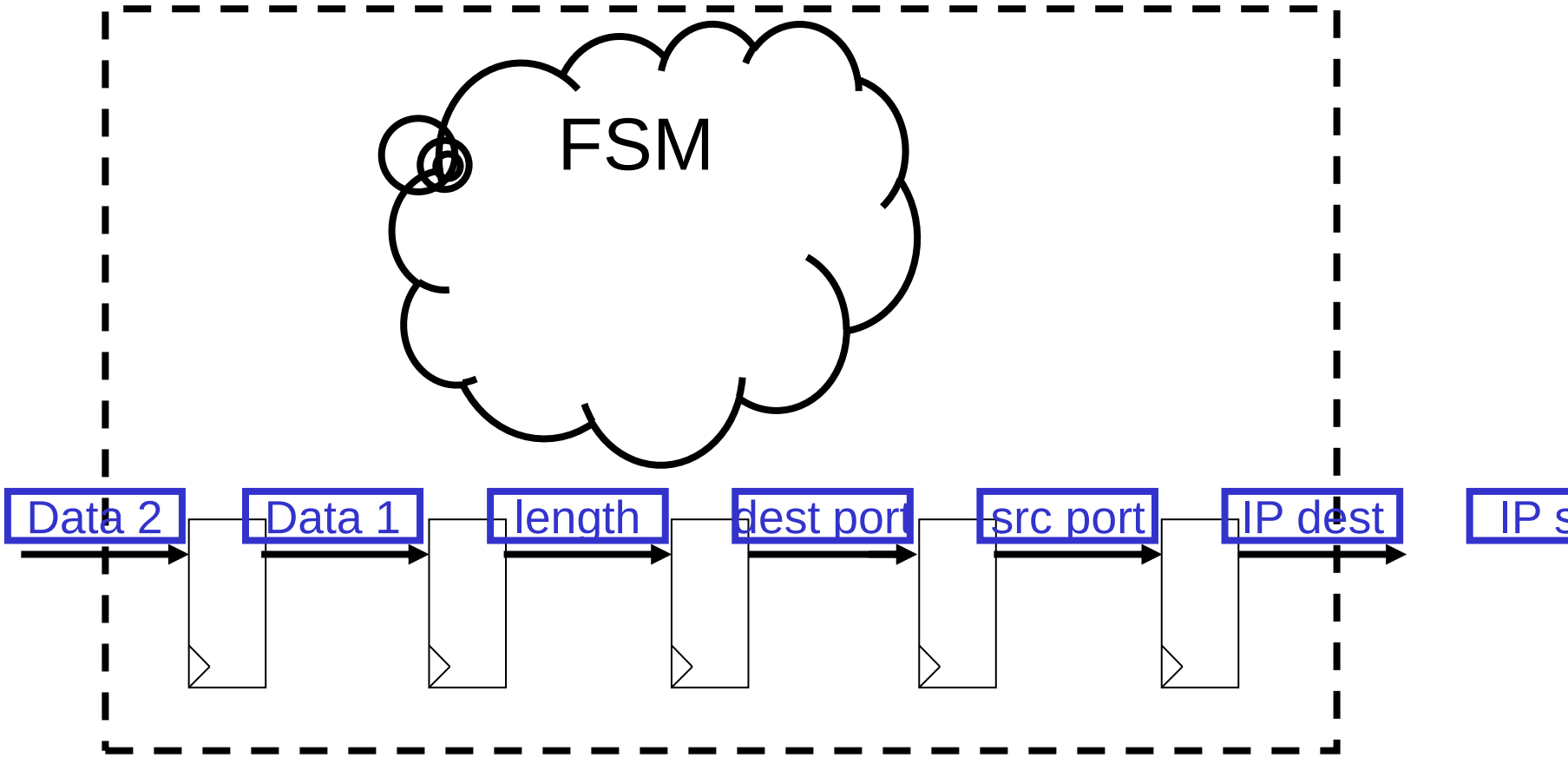

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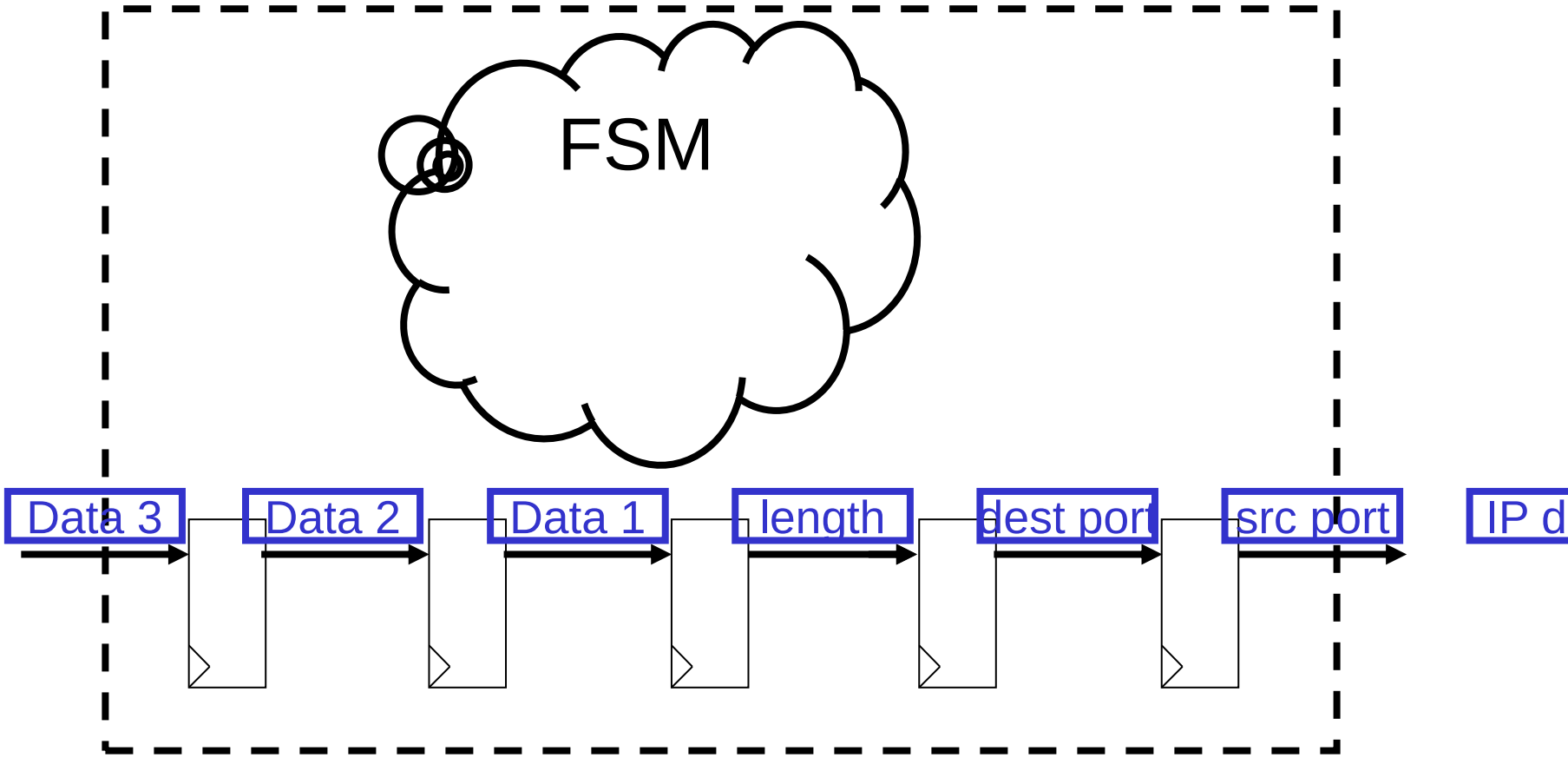

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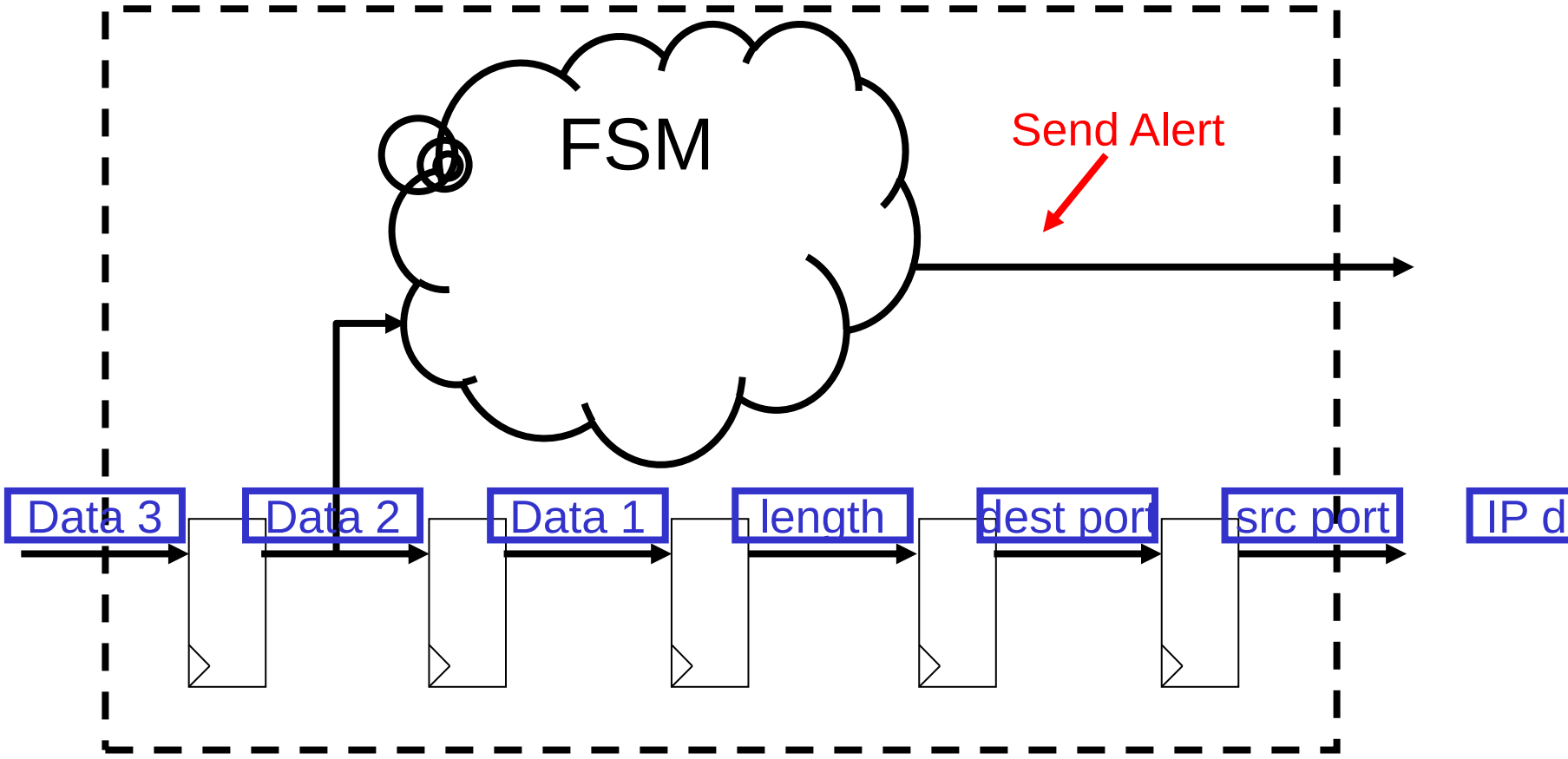

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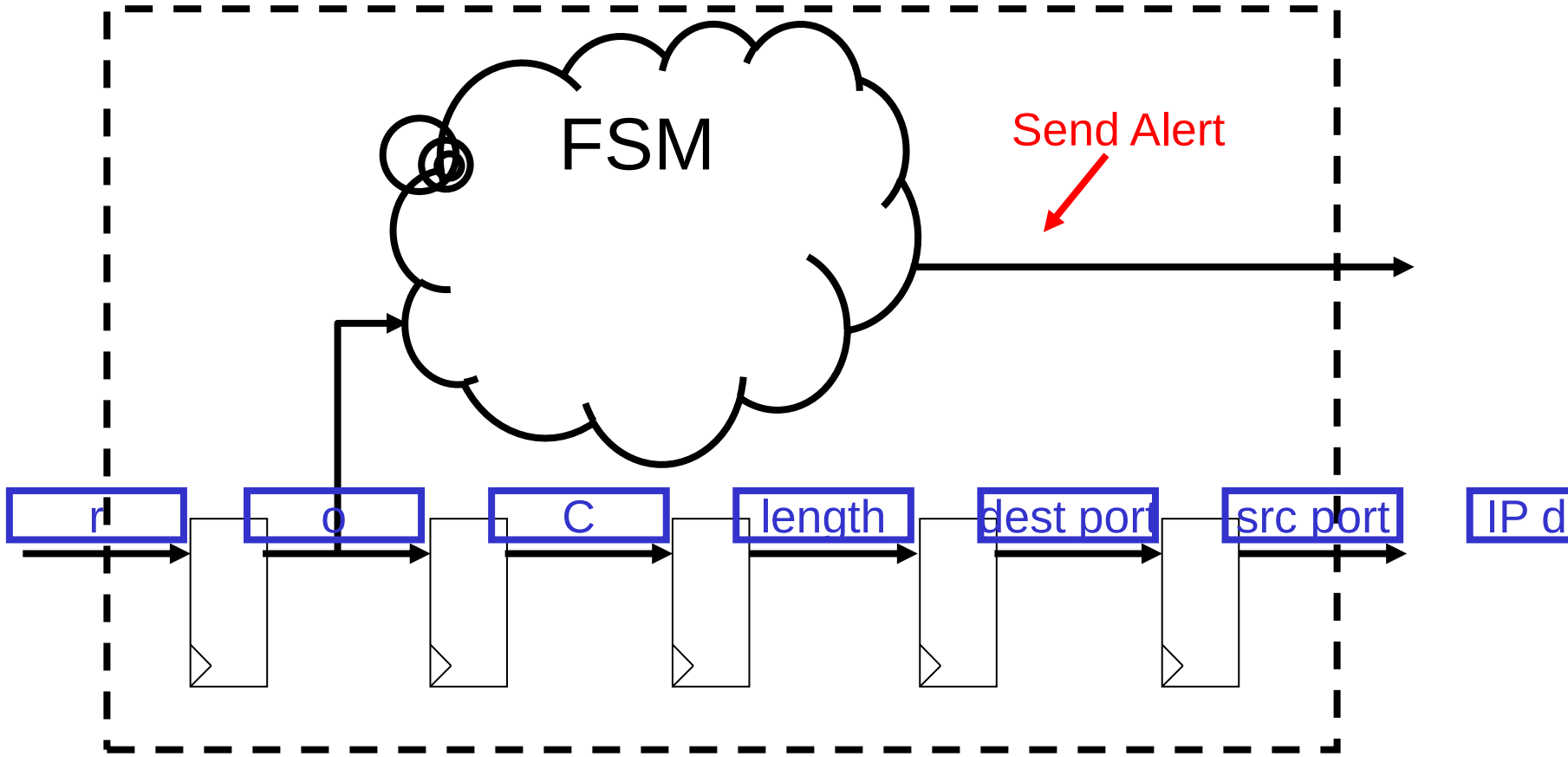

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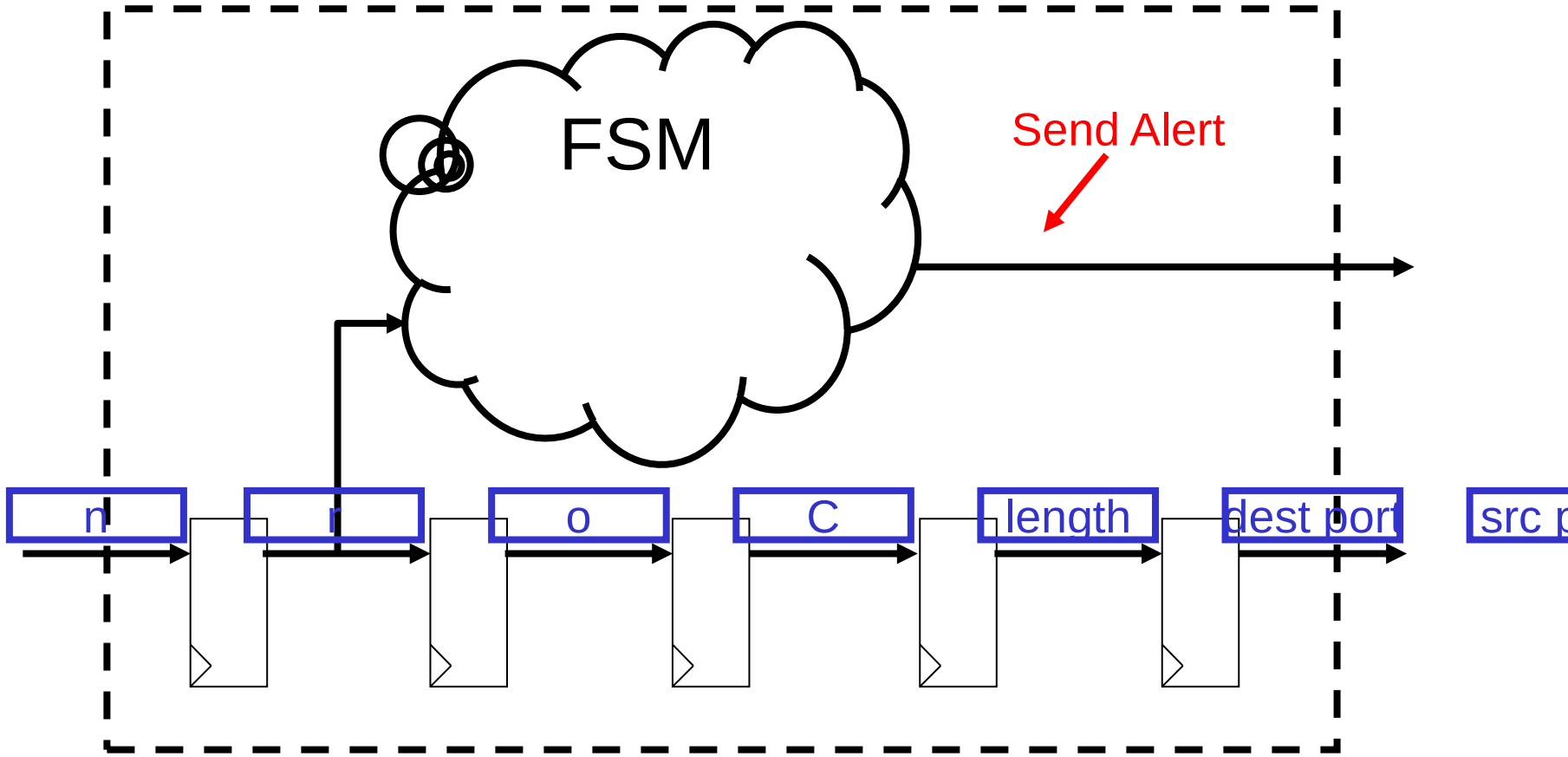

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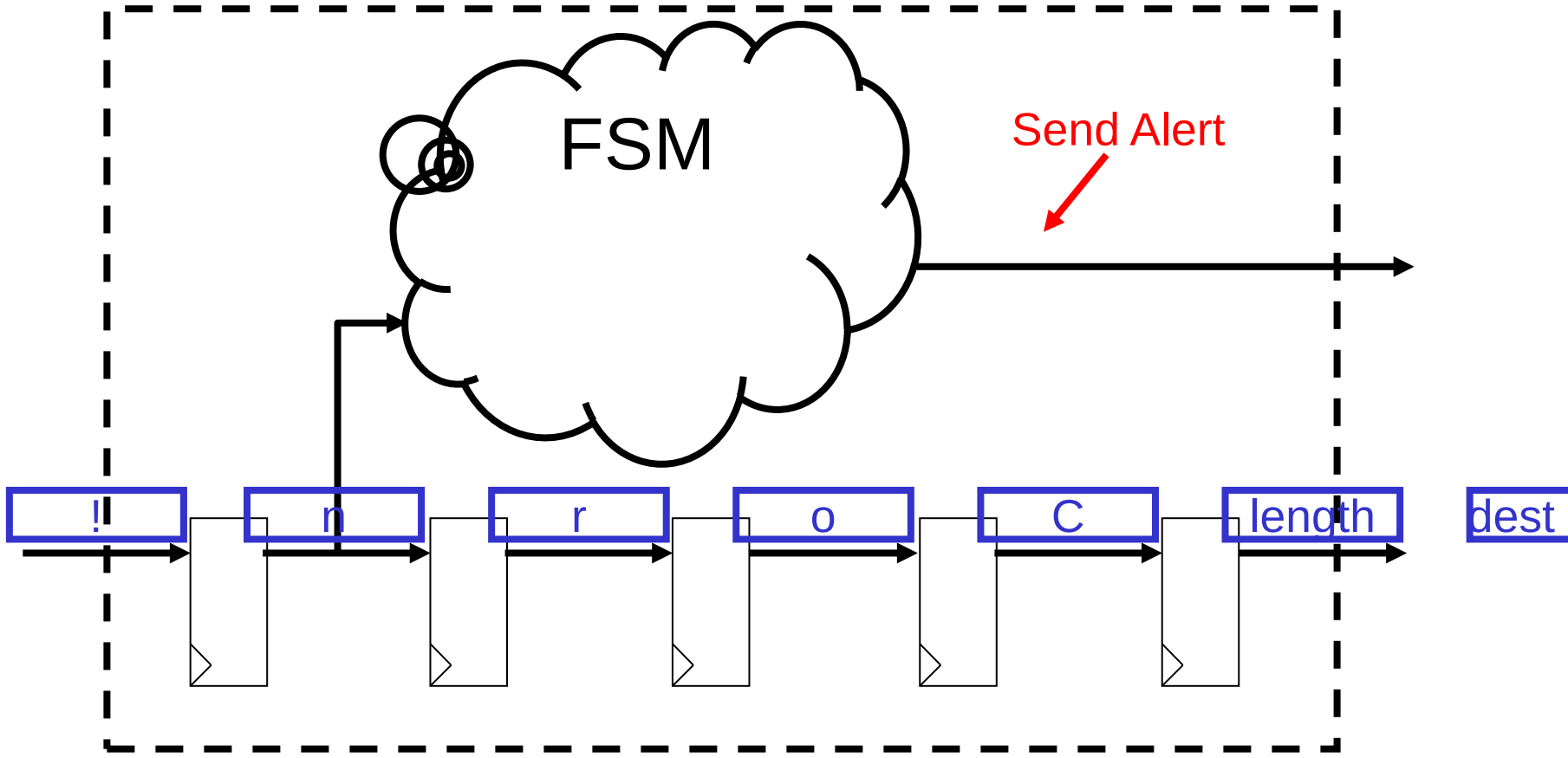

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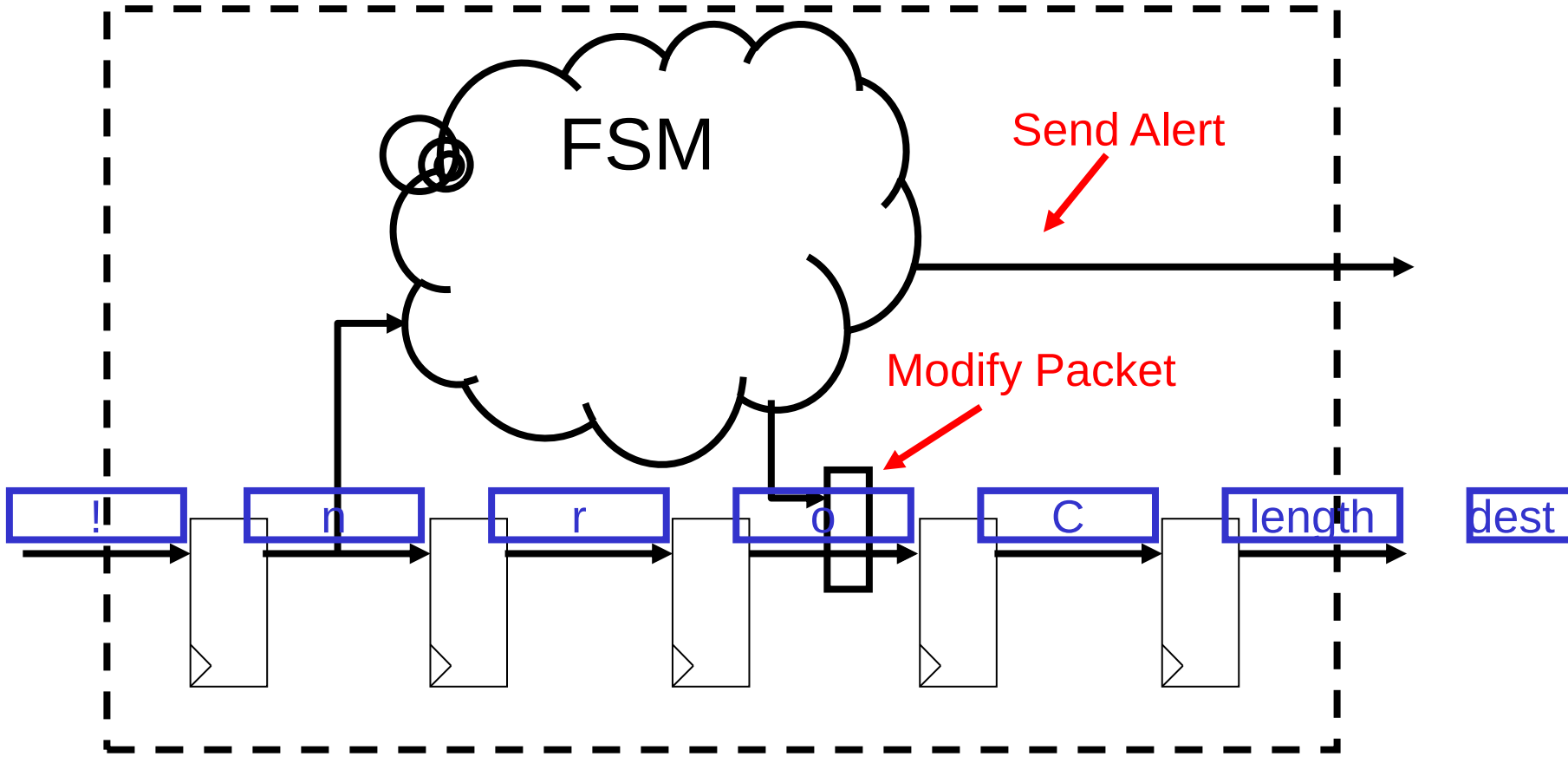
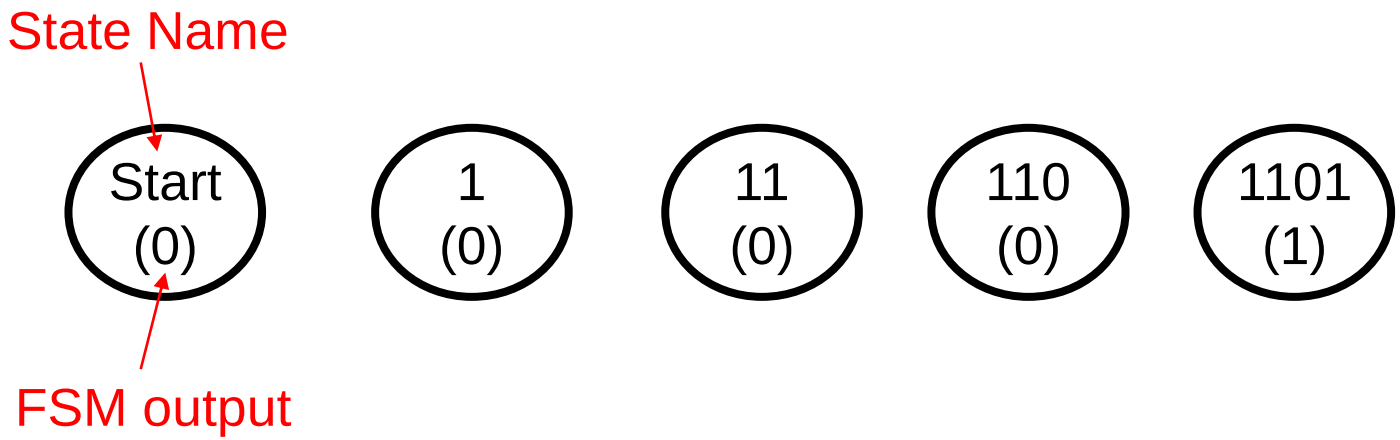


# Moore and Mealy FSMs

- Moore:  Output is only a function of the current state
- Mealy: Output is a function of the current state and input ("Mealy is more")

# Moore FSM

- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1101”



# Moore FSM

- Moore:  Output is only a function of the current state
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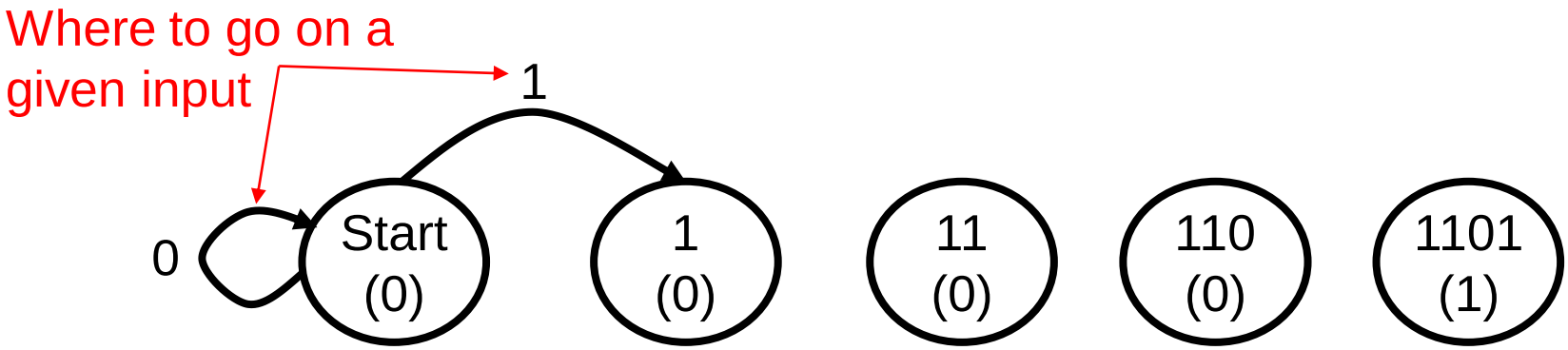
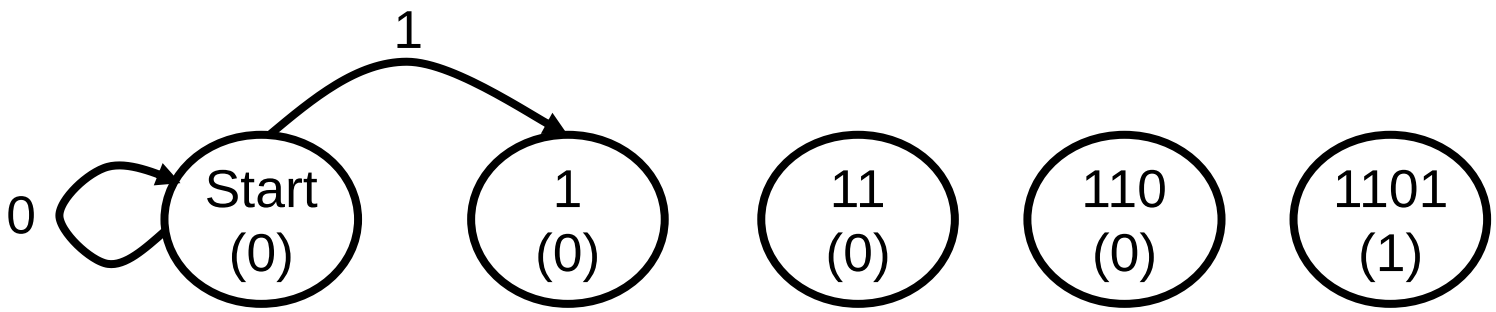


# Moore FSM

- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1101”

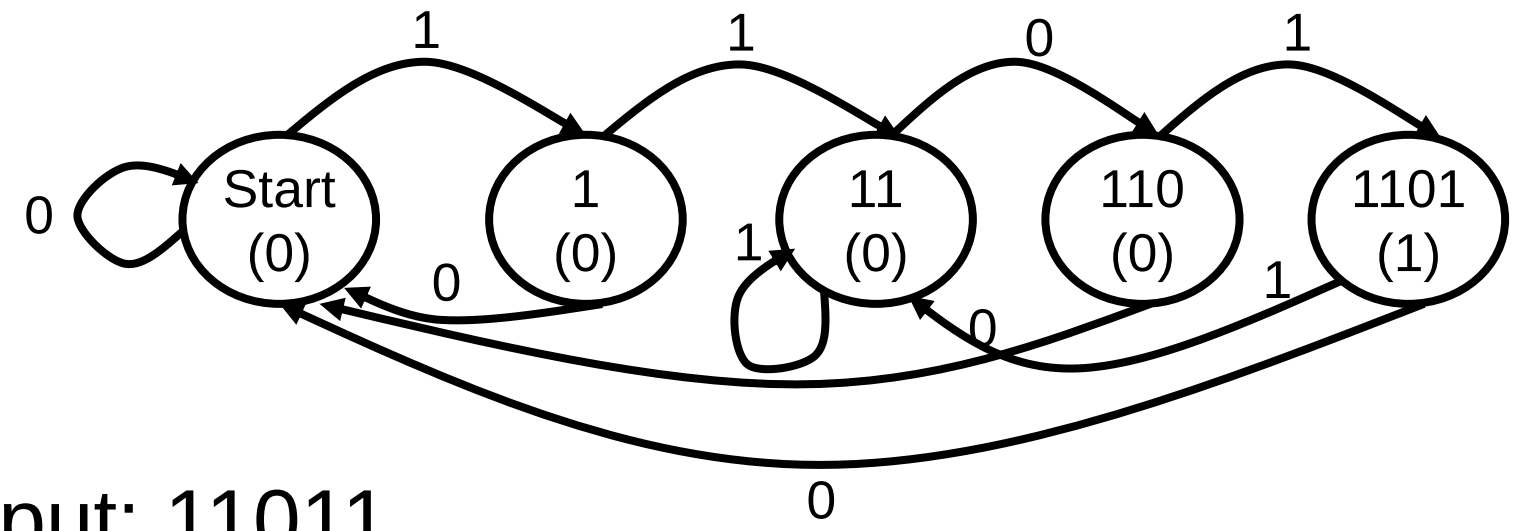



Input: 1

Output: 0

# Moore FSM

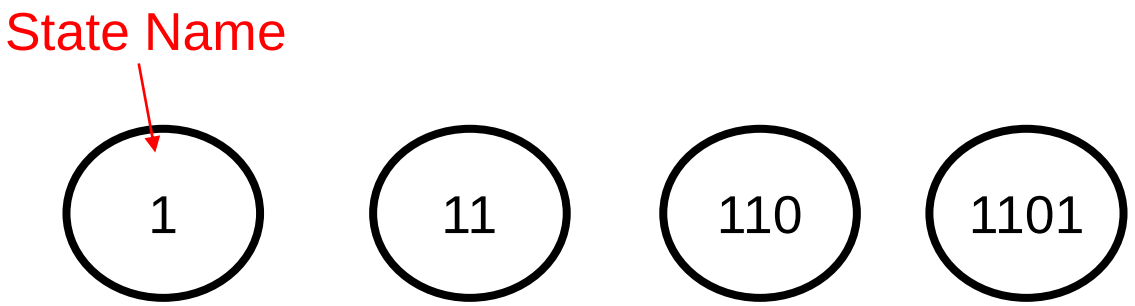
- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1101”




Input: 11011
Output: 00010

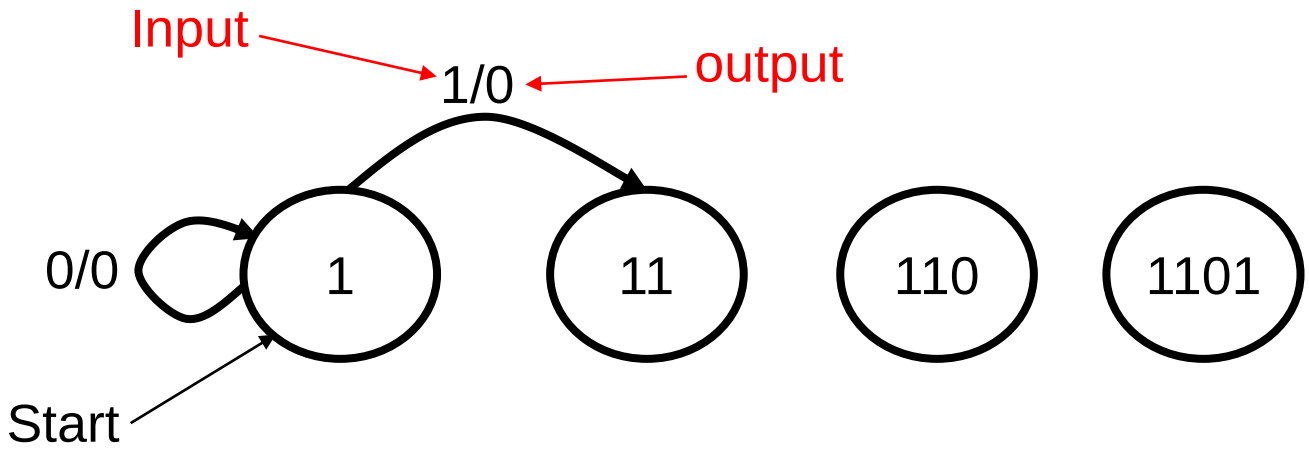
# Mealy FSM

- Moore:  Output a function of the current state, and input
- Example detect every occurrence of “1101”



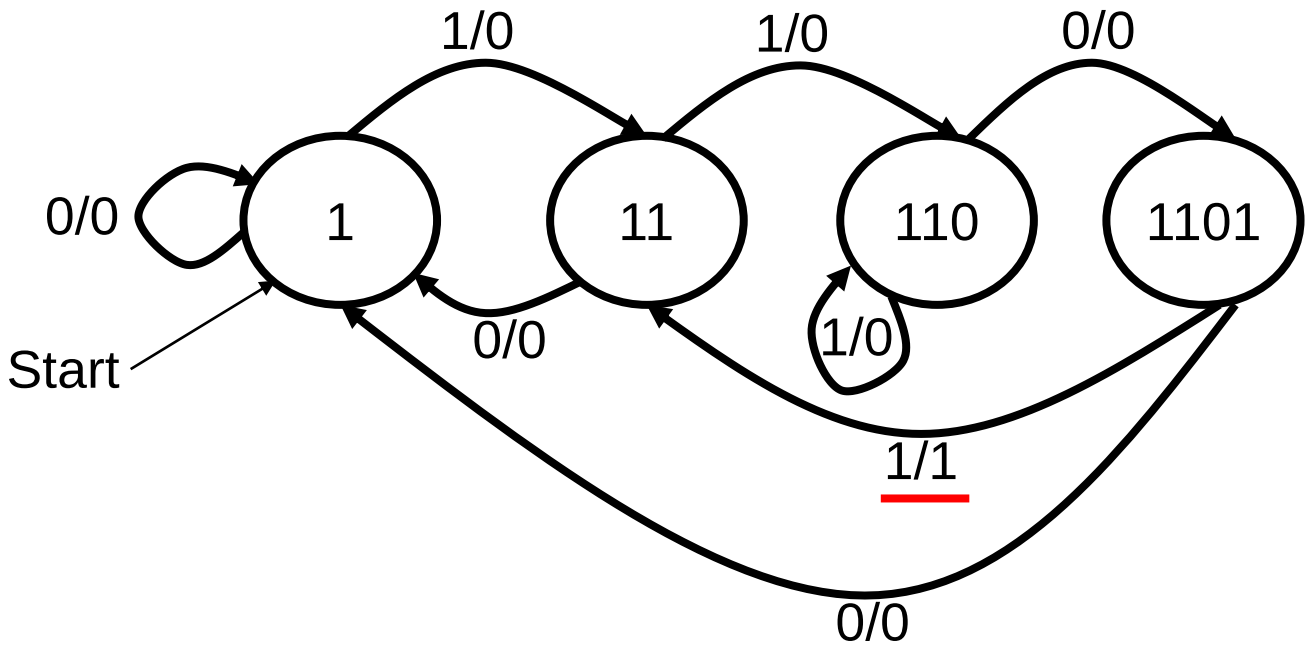
# Mealy FSM

- Moore:  Output a function of the current state, and input
- Example detect every occurrence of “1101”



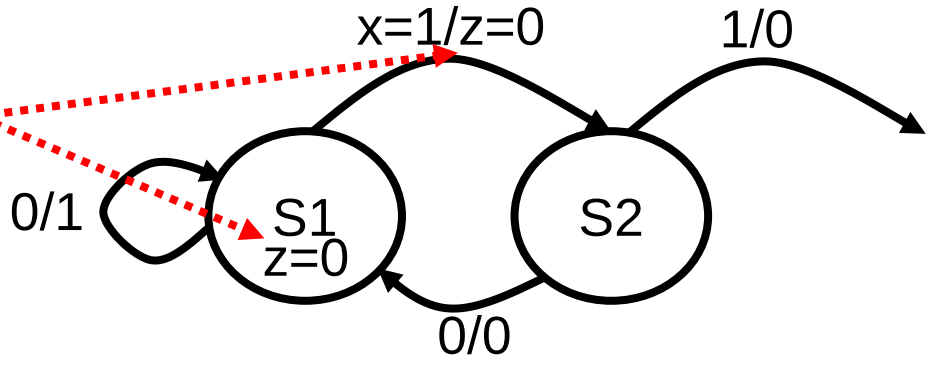
# Mealy FSM

- Mealy: Output a function of the current state, and input
- Example detect every occurrence of “1101”

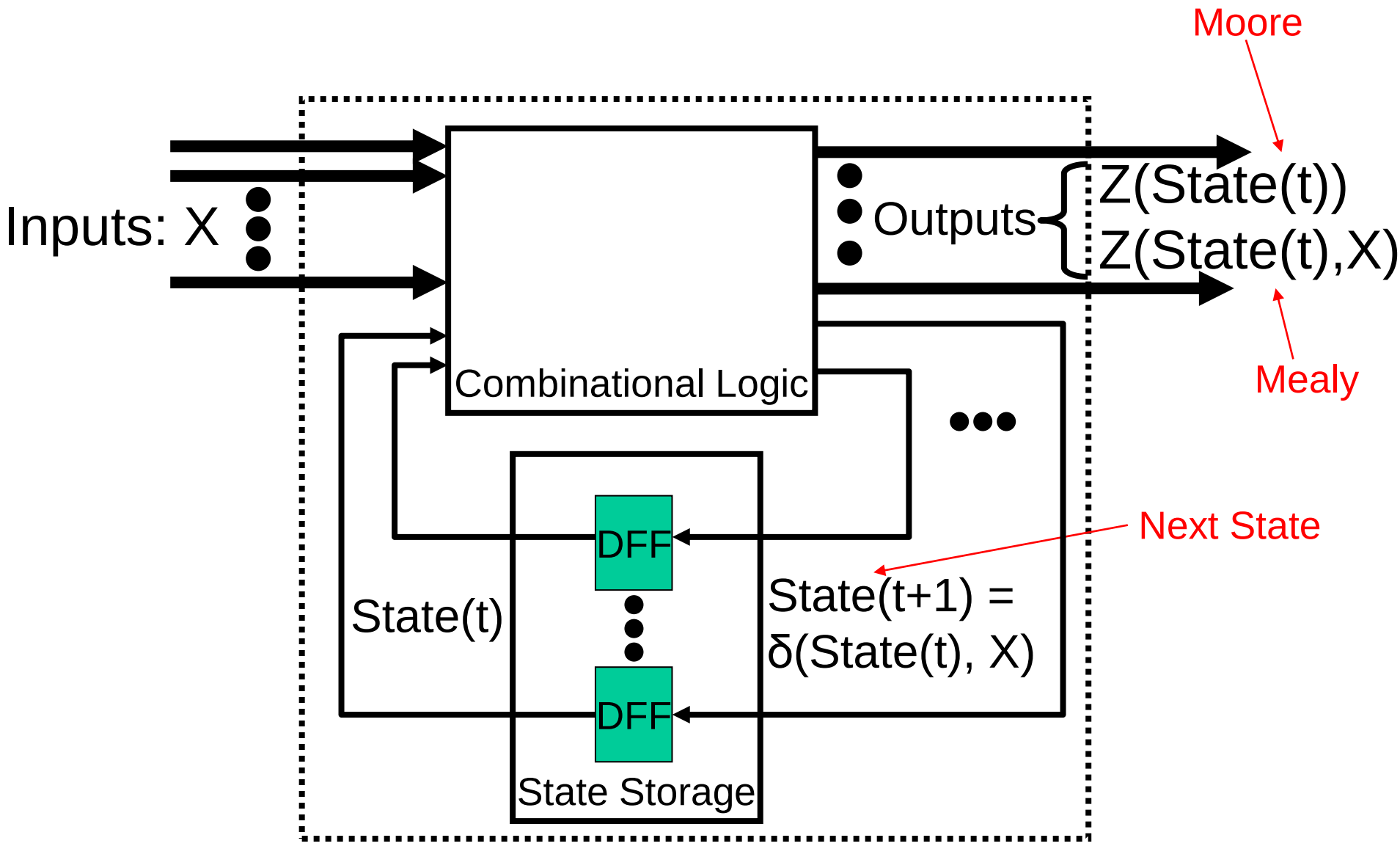


# FSM: General Circuit Architecture

- Let:
  - X be inputs
  - Z be outputs
  - State(t) be the state of the FSM at the current time
  - State(t+1) be the next state of the FSM
  - δ be the transition between states
- State(t+1) = δ(State(t), X)
- Output
  - Moore: Z(State(t))
  - Mealy: Z(State(t), X)



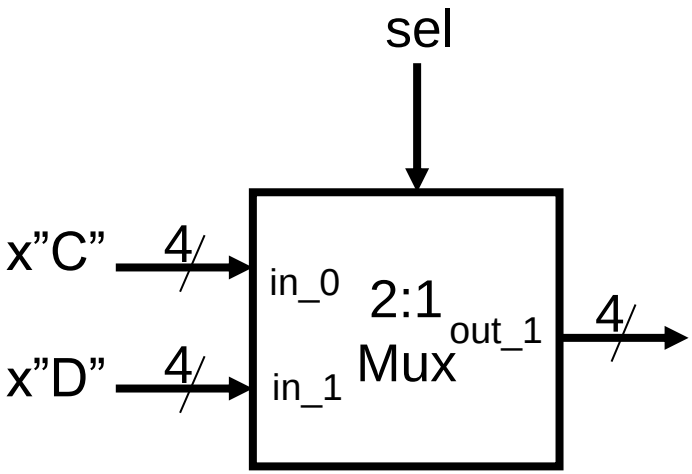
# FSM: General Circuit Architecture



# VHDL: IF and CASE constructs

- IF THEN ELSE can be mapped to a 2:1 Multiplexer (Mux)

```
IF (sel = '0')  THEN
  out_1 <= in_0;
ELSE
  out_1 <= in_1
END IF;
```



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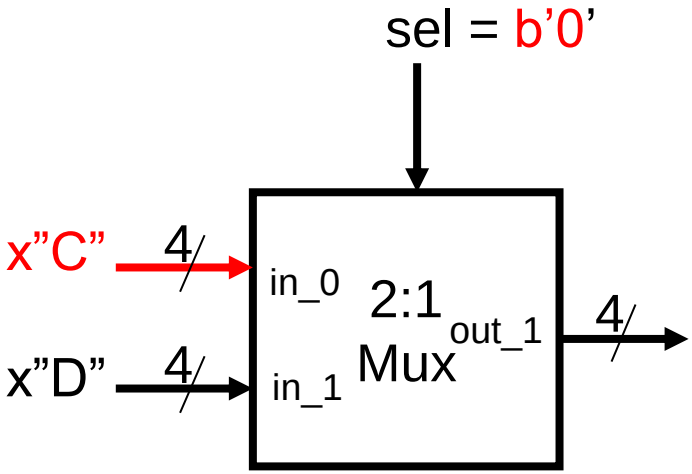

# VHDL: IF and CASE constructs

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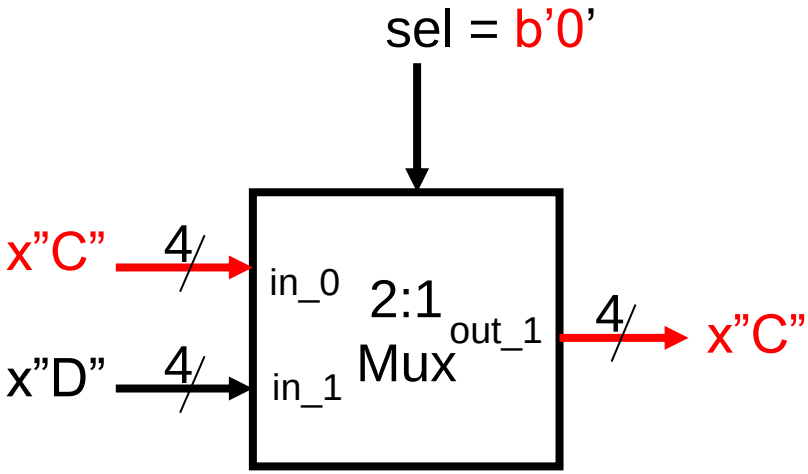
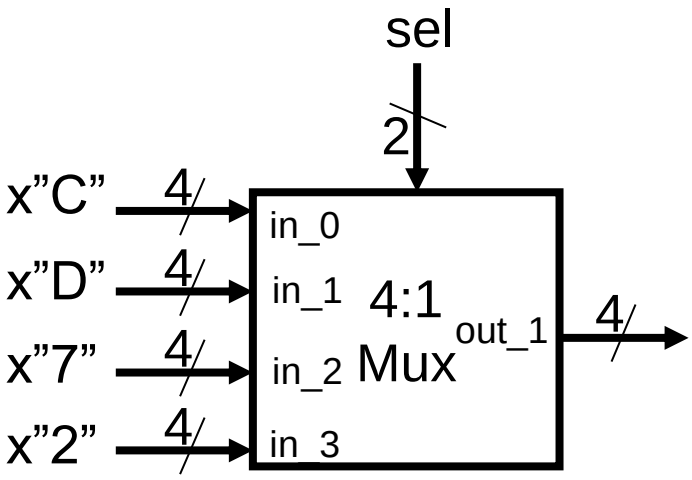
```



# VHDL: IF and CASE constructs

- Mapping a CASE statement to a 4:1 Mux

```
CASE sel is
WHEN “00” =>
   out_1 <= in_0;
WHEN “01” =>
  out_1 <= in_1;
WHEN “10” =>
  out_1 <= in_2;
WHEN “11” =>
  out_1 <= in_3
WHEN OTHERS =>
  out_1 <= in_0;
END CASE;
```



# VHDL: IF and CASE constructs

- Mapping a CASE statement to a 4:1 Mux

```
CASE sel is
WHEN “00” =>
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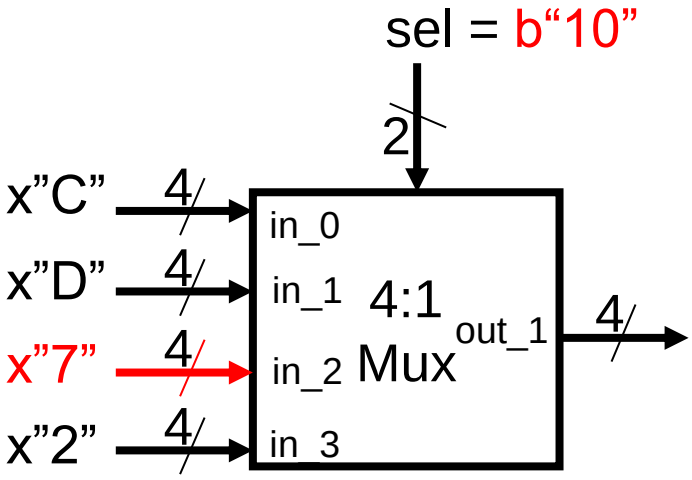
```



# VHDL: IF and CASE constructs

- Mapping a CASE statement to a 4:1 Mux

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CASE sel is
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  out_1 <= in_3
WHEN OTHERS =>
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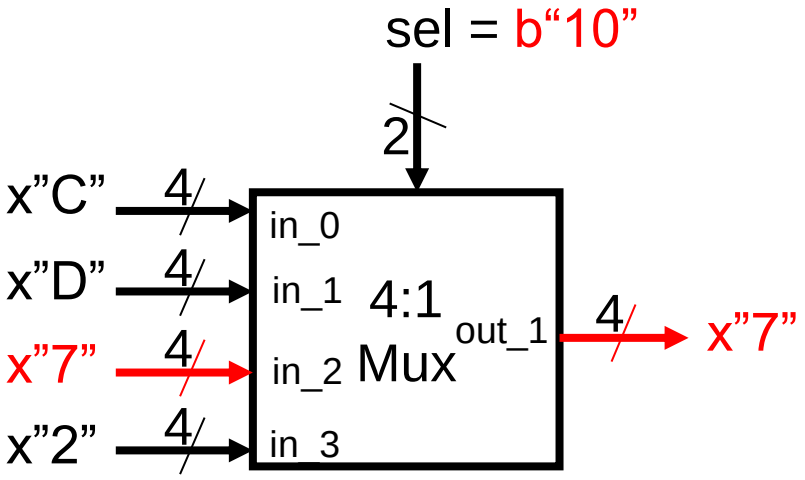
```

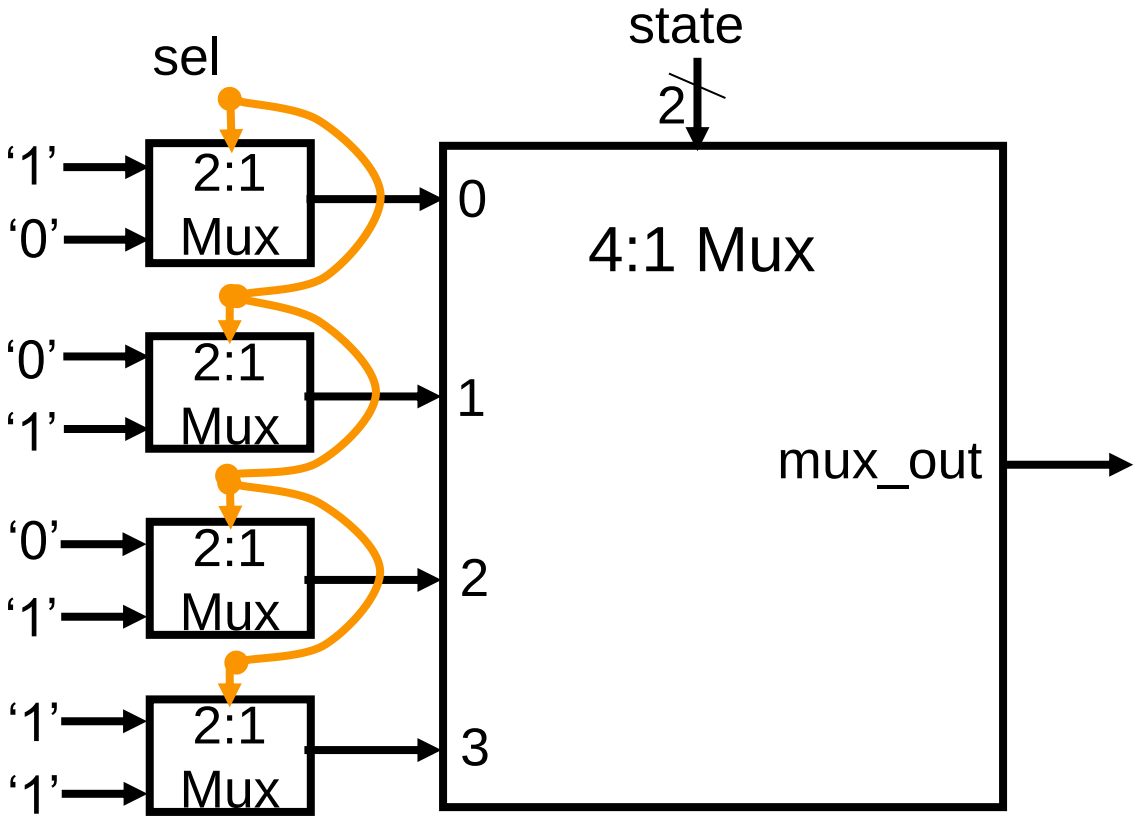



Why do we need others here?

# VHDL: IF and CASE constructs

- Mapping an IF nested in CASE to hardware

```
CASE state is
WHEN state_1 =>
  IF (sel = ‘0’)  THEN
    mux_out <= ‘1’;
  ELSE
    mux_out <= ‘0’;
  END IF;
WHEN state_11 =>
  -- similar code
WHEN state_110 =>
 IF (sel = ‘0’)  THEN
    mux_out <= ‘0’;
  ELSE
    mux_out <= ‘1’;
WHEN state_1101 =>
  --similar code
END CASE;
```




Enumerated Type

state = {state_1, state_11, state_110, state_1101} =
{“00”, ”01”, ”10”, ”11”}

# VHDL: IF and CASE constructs

- Mapping an IF nested in CASE to hardware

```
CASE state is
WHEN state_1 =>
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WHEN state_110 =>
 IF (sel = '0')  THEN
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WHEN state_1101 =>
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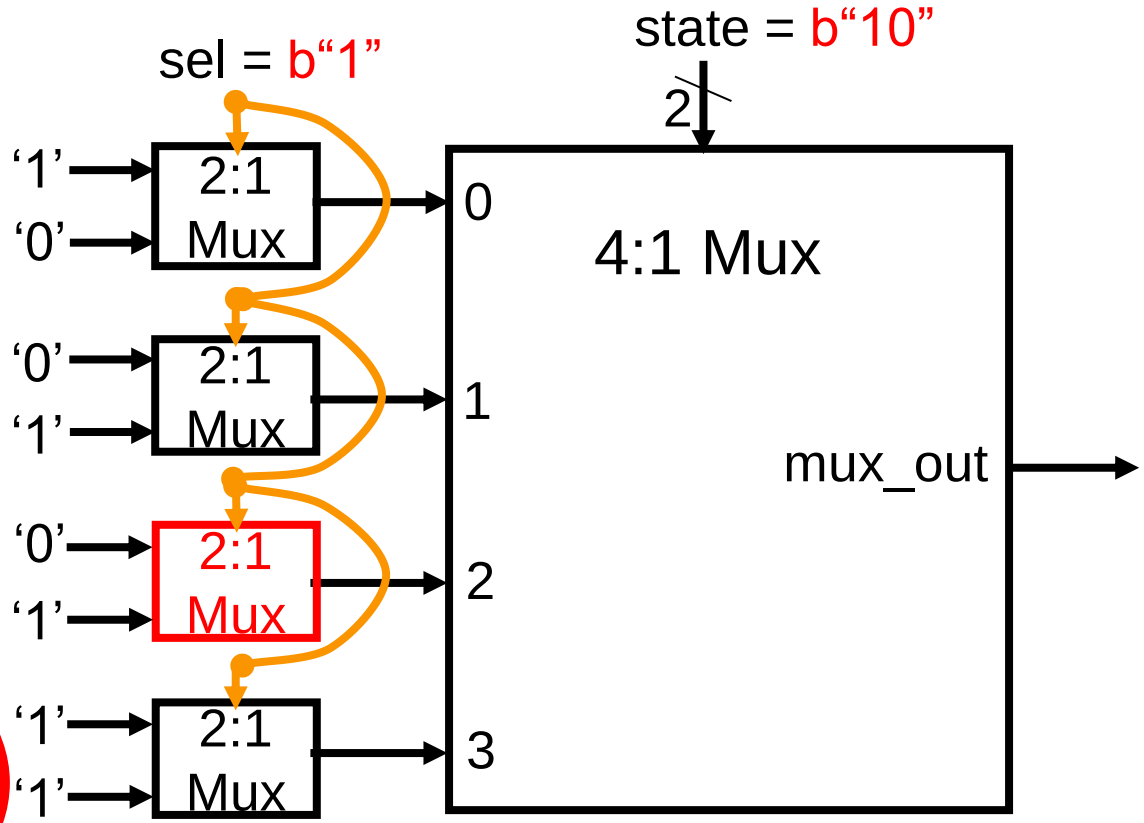
END CASE;
```

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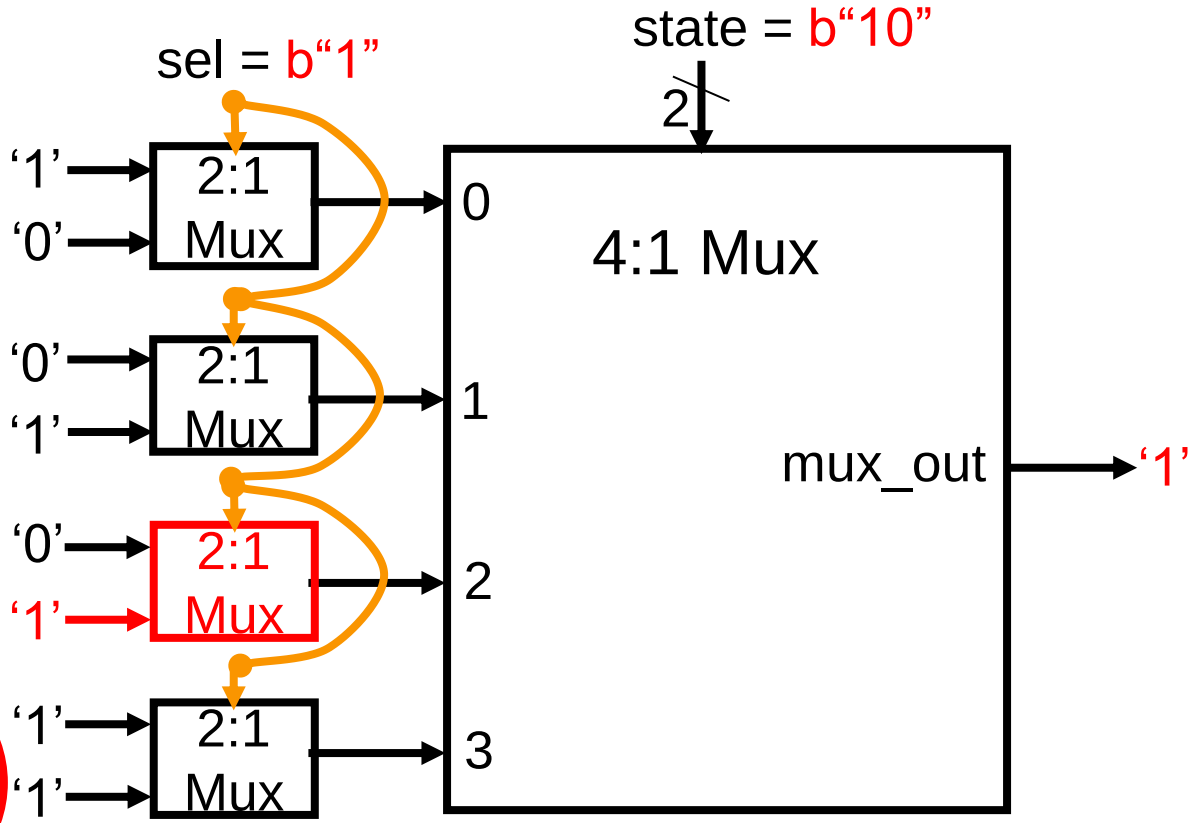
  --similar code
END CASE;
```

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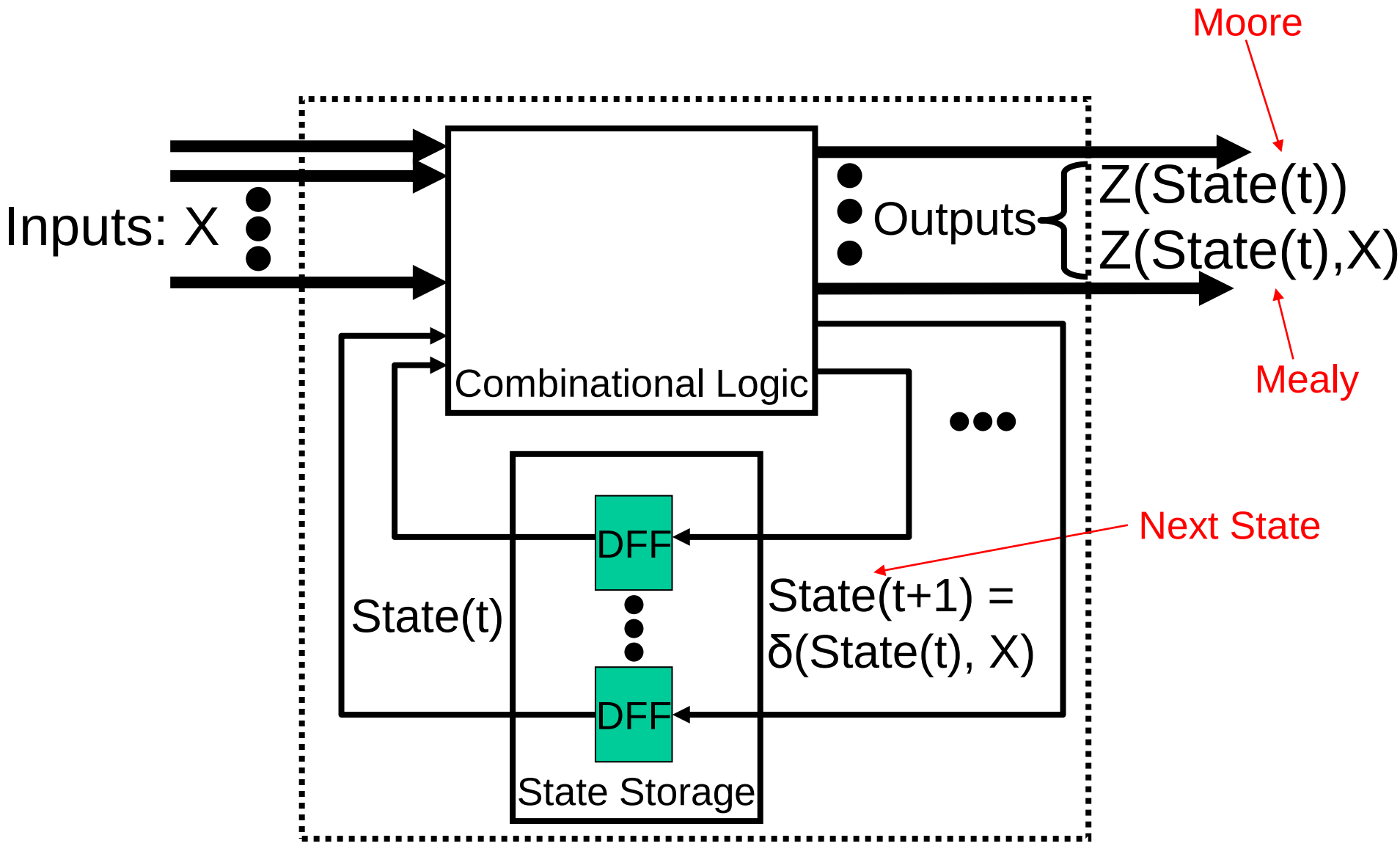
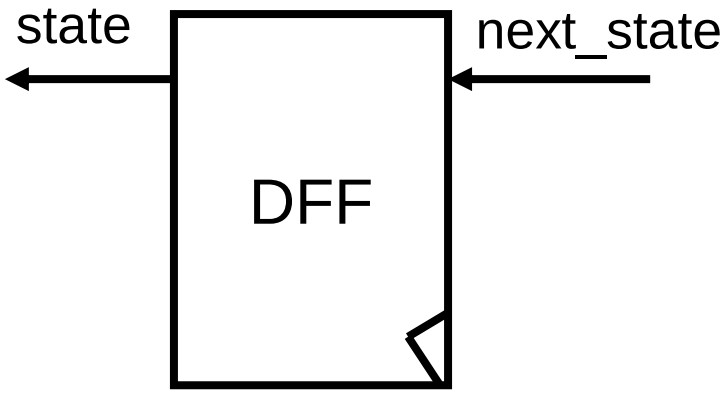
state = {state_1, state_11, state_110, state_1101} =
{"00", "01", "10", "11"}

# FSM: General Circuit Architecture



# VHDL for Mealy ("1011") Example

```
-- Store the "state"
Update_State: process(clk)
begin
  if(clk'event and clk='1') then
    state <= next_state;
  end if;
end process Update_State;
```

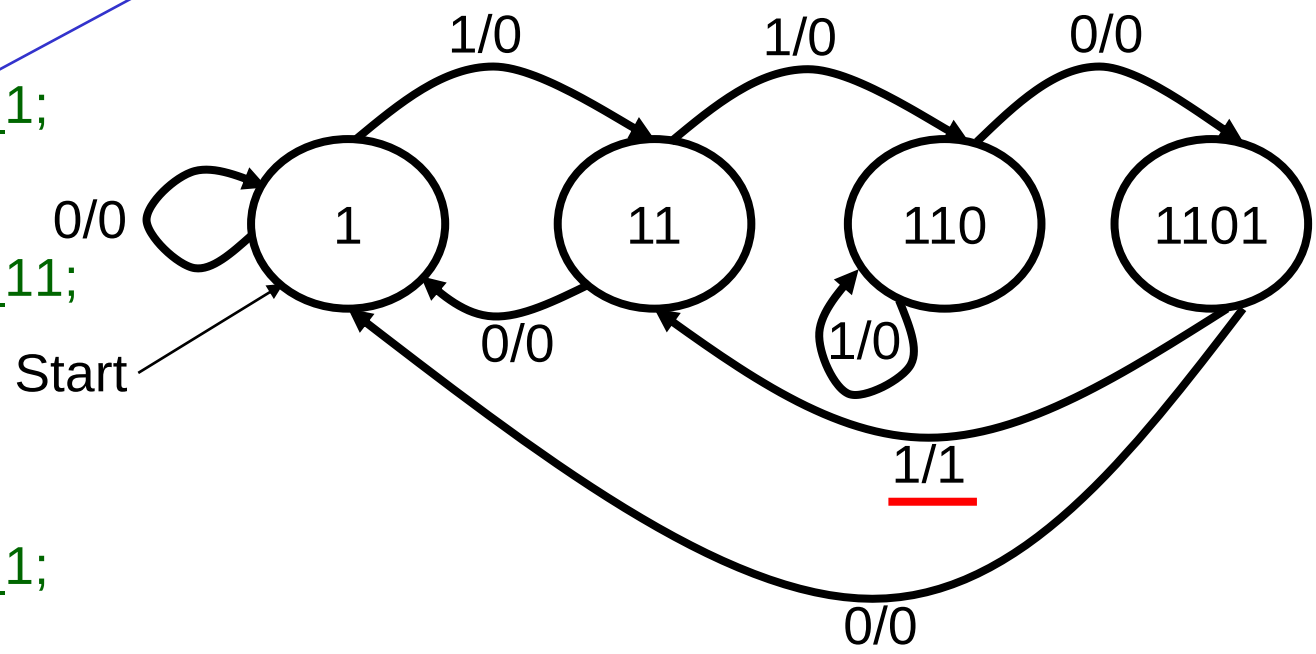


# VHDL for Mealy ("1011") Example

```
-- Compute combinational logic
Combinational: process(x, state)
begin
  case state is
  when state_1 =>
    if(x = '0') then
      z <= '0';
      next_state <= state_1;
    else
      z <= '0';
      next_state <= state_11;
    end if;
  when state_11 =>
    if(x = '0') then
      z <= '0';
      next_state <= state_1;
    else
      z <= '0';
      next_state <= state_110 ;
    end if;
```

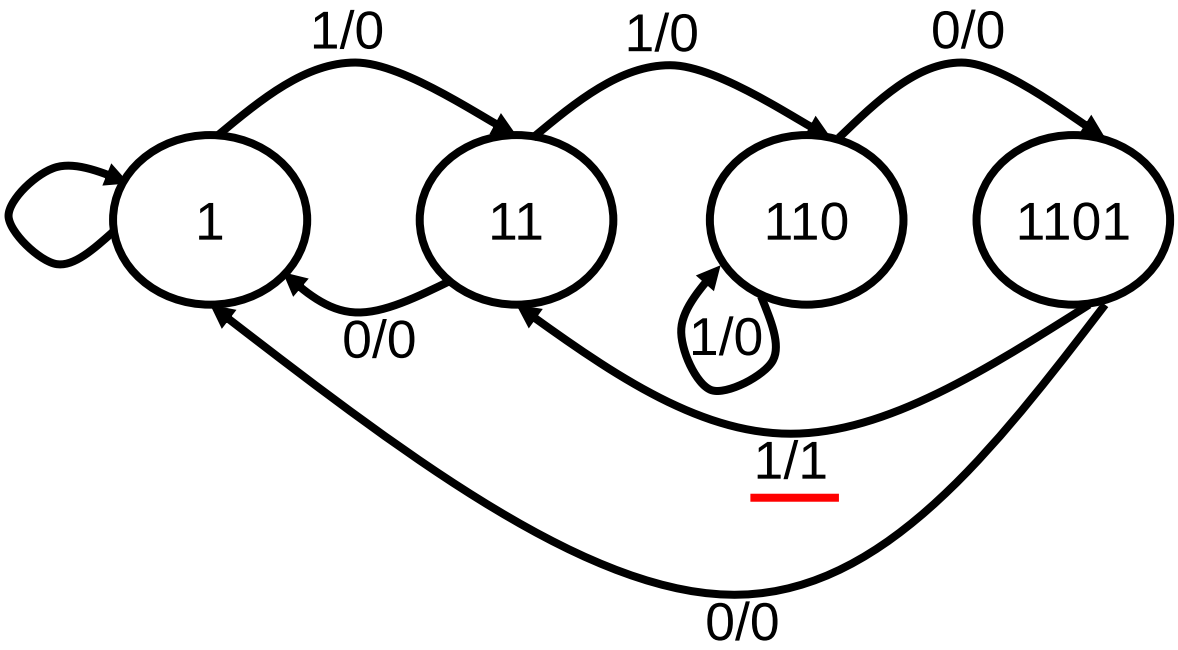
Compute output

Compute next_state



# VHDL for Mealy ("1011") Example

```
when state_110 =>
  if(x = '0') then
    z <= '0';
    next_state <= state_1101;
  else
    z <= '0';
    next_state <= state_110;
  end if;
when state_1101 =>
  if(x = '0') then
    z <= '0';
    next_state <= state_1;
  else
    z <= '1';
    next_state <= state_11;
  end if;
 end case;
end process Combinational;
```



# Network Processing Example: UDP

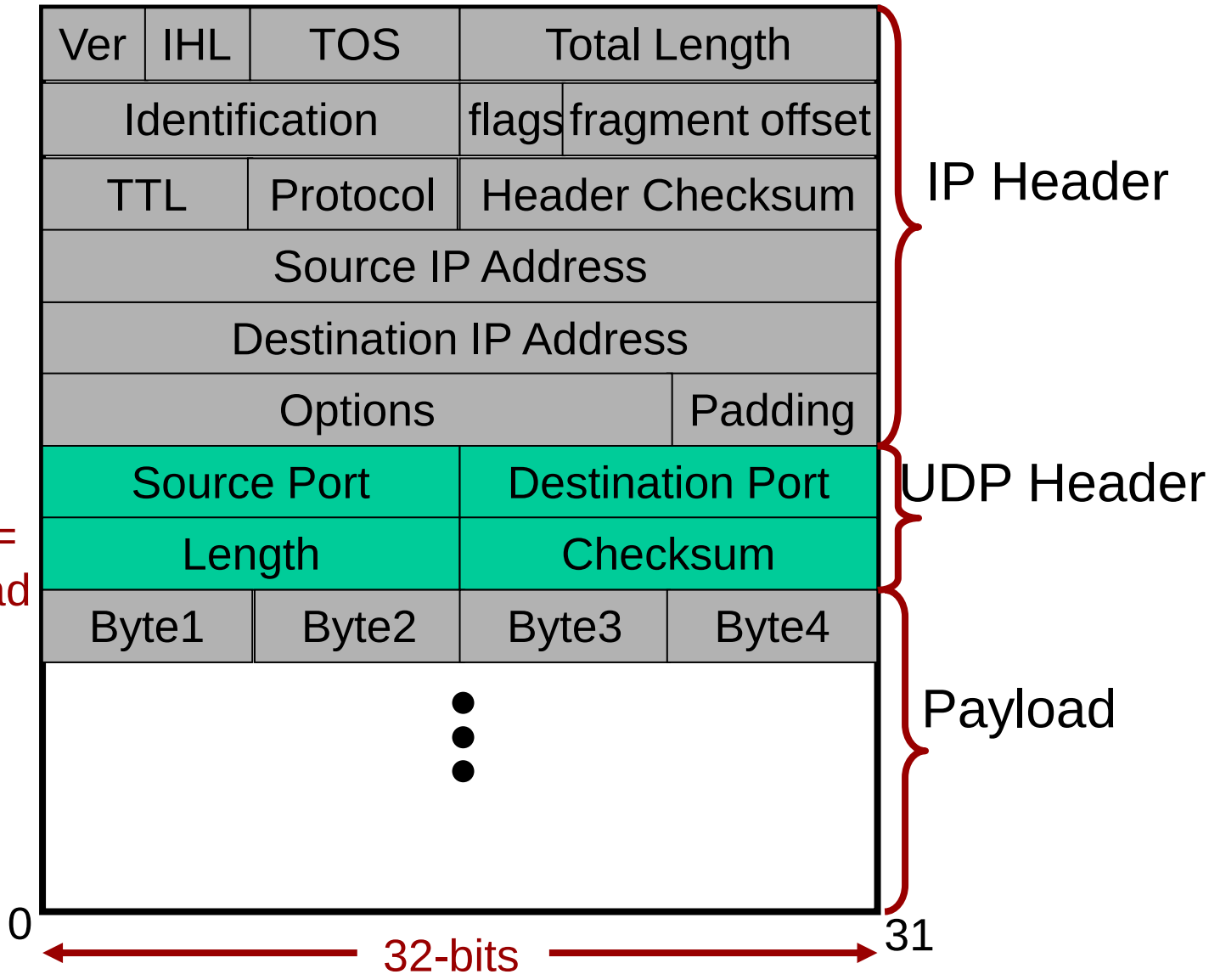
- UDP – User Datagram Protocol
  - Popular protocol for sending data over the internet (TCP is popular another protocol)
  - Typical encapsulated within IP (Internet Protocol)
    - UDP/IP
  - Gives no guarantee of delivery
    - Relies on application layer to implement reliability
    - Unlike TCP which has reliably delivery build in.
- Reference for more info on IP and UDP details
  - http://www.freesoft.org/CIE/
    - RCFs
    - Course

# UDP/IP Packet Format

Note: flags 3 bits

UDP Protocol = 17

UDP length (bytes) = UDP header+payload

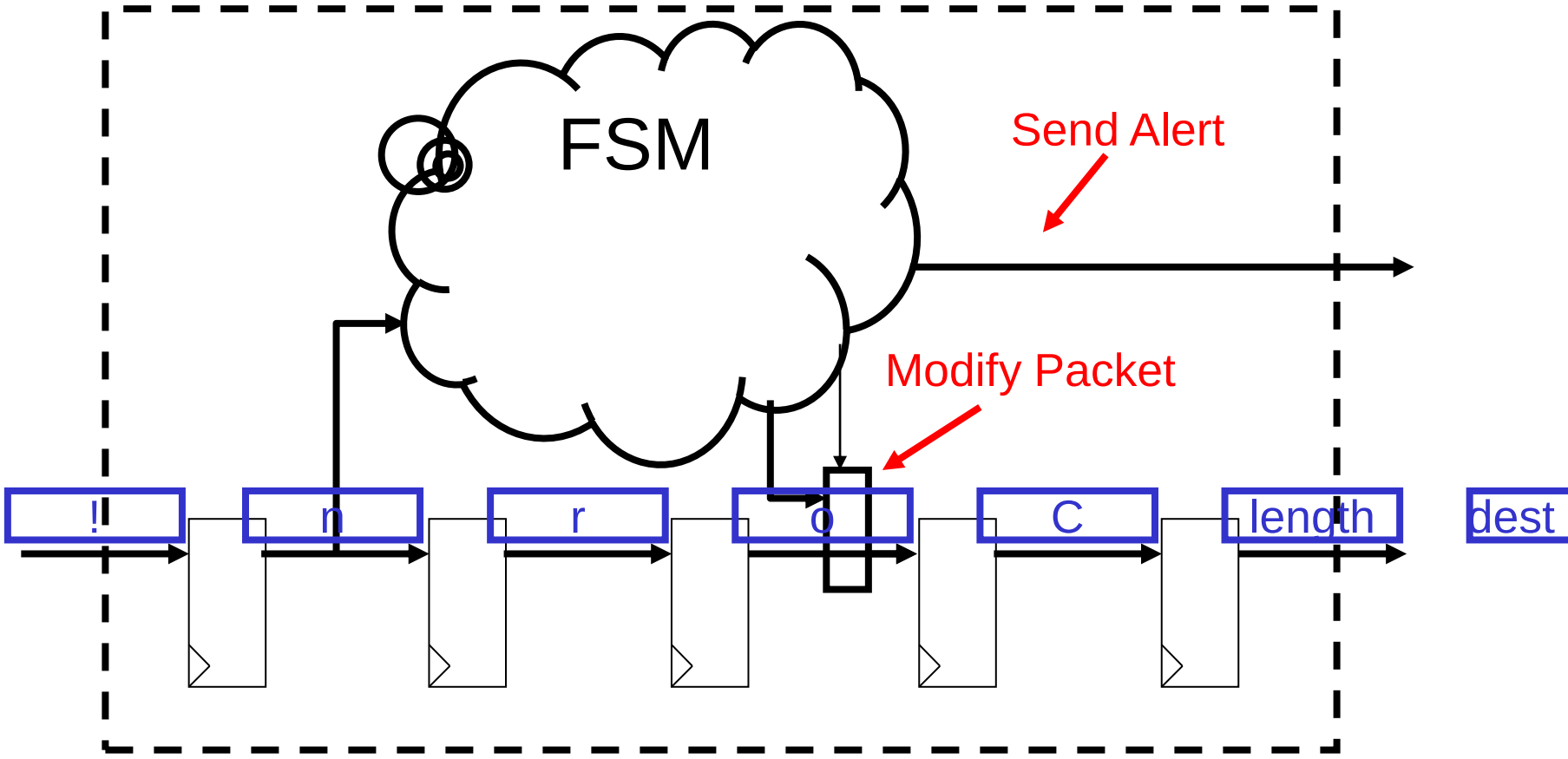


# Example: Network Processing Tasks

- Raise an alert signal when the pattern “corn!” is detected
- Return the number of times “corn!” is detected
  - Place count value as the last byte of the payload

# Streaming Network application (MP1)

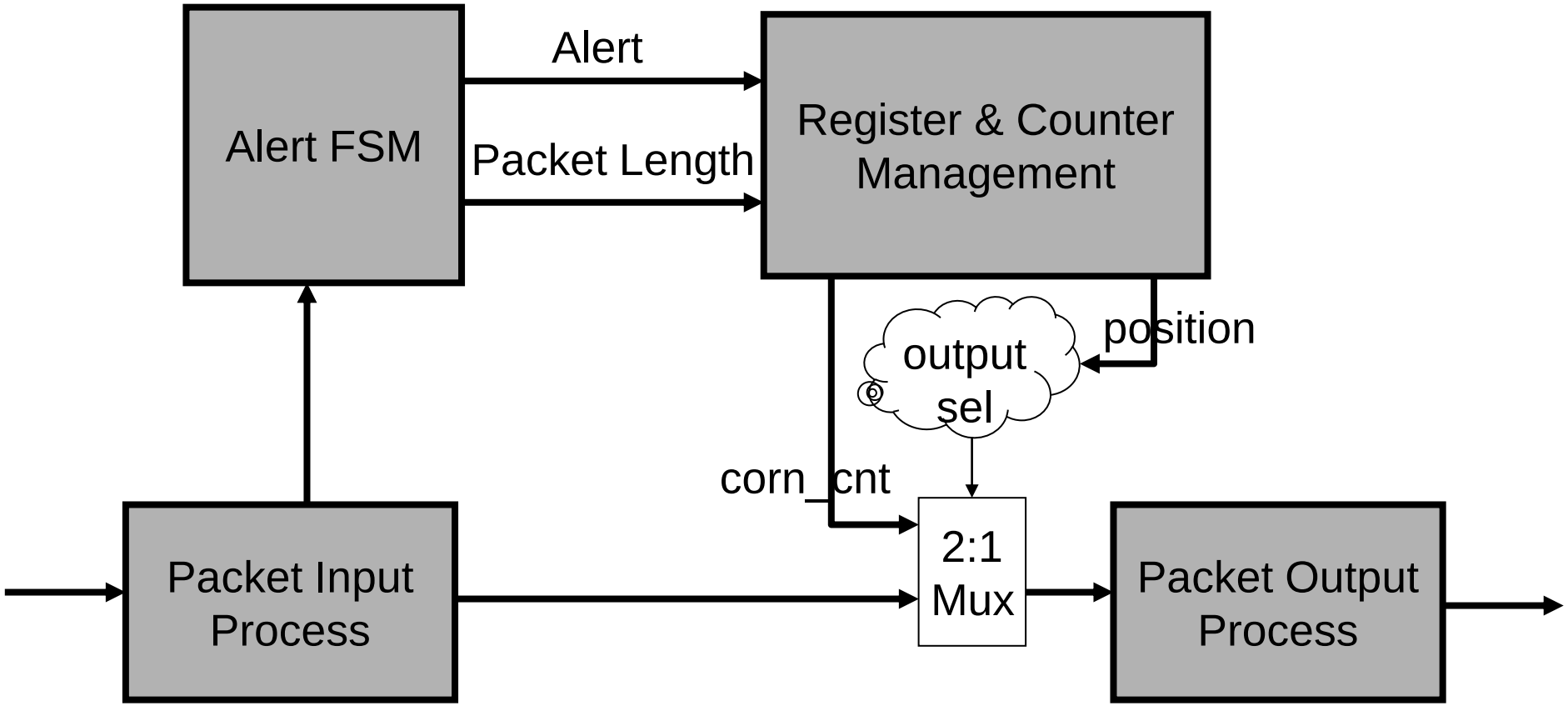
- Detect patterns in payload (e.g. “Corn!”)
- Place the number of detections in last byte of payload



# Architecture

- Detect patterns in payload (e.g. “Corn!”)
- Place the number of detections in last byte of payload

Draw out logic, and data flow!!!



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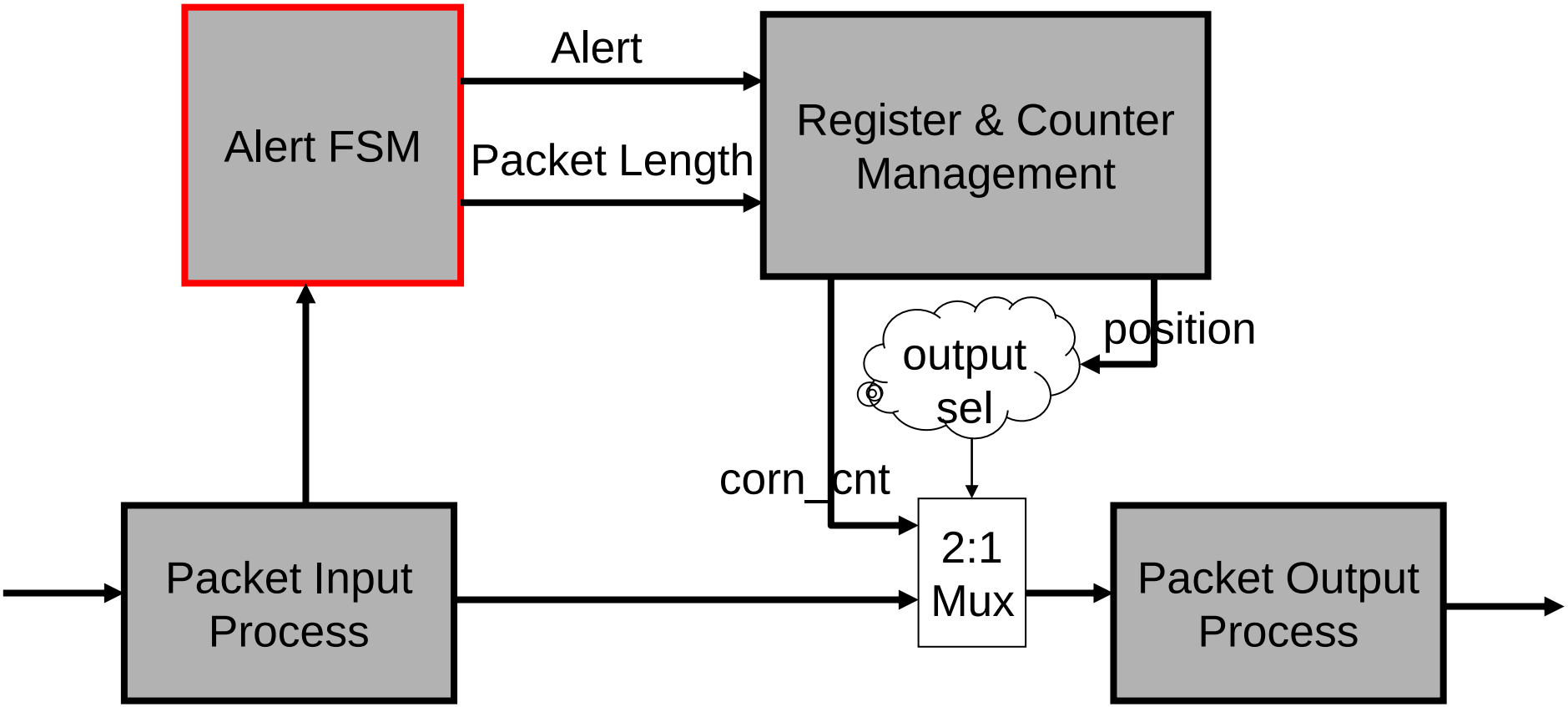
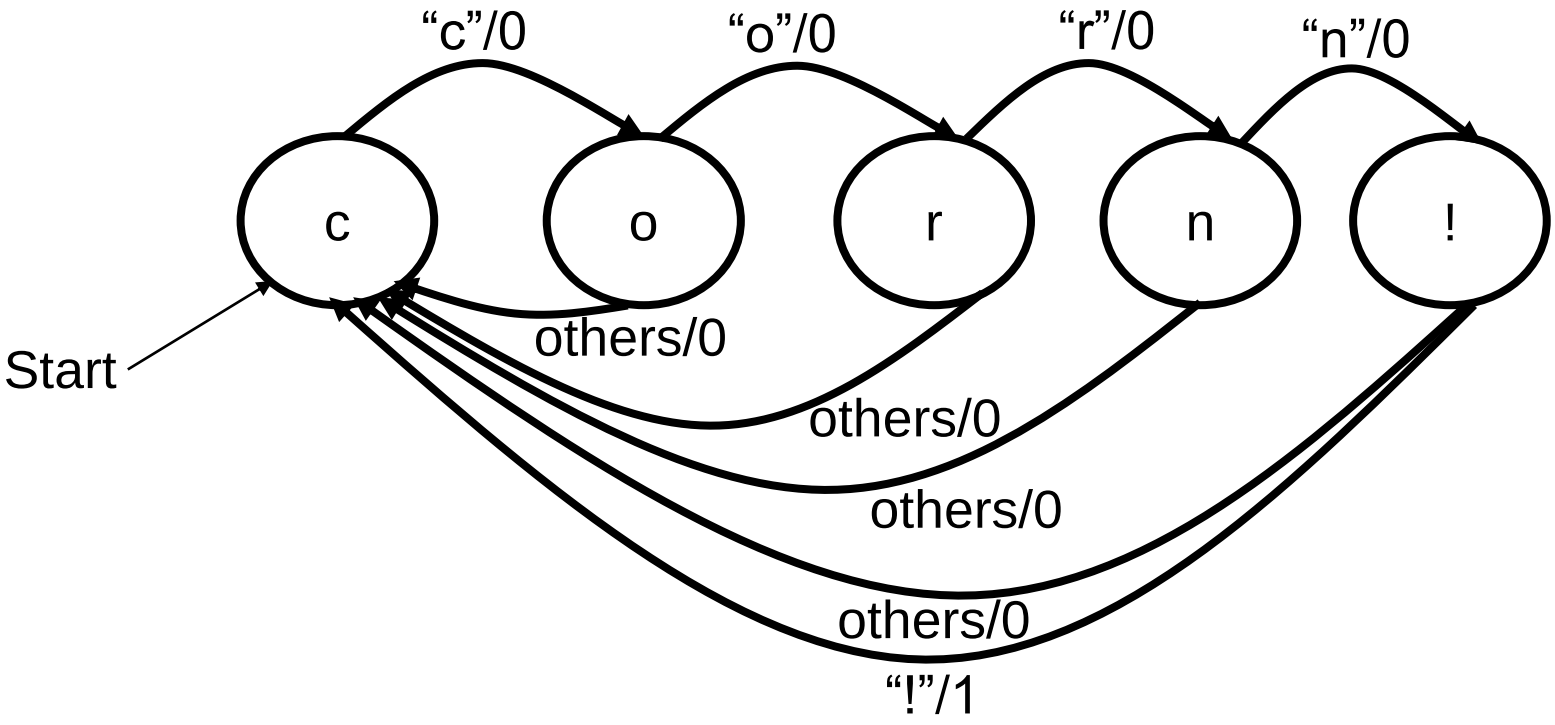
- Detect patterns in payload (e.g. “Corn!”)
- Place the number of detections in last byte of payload



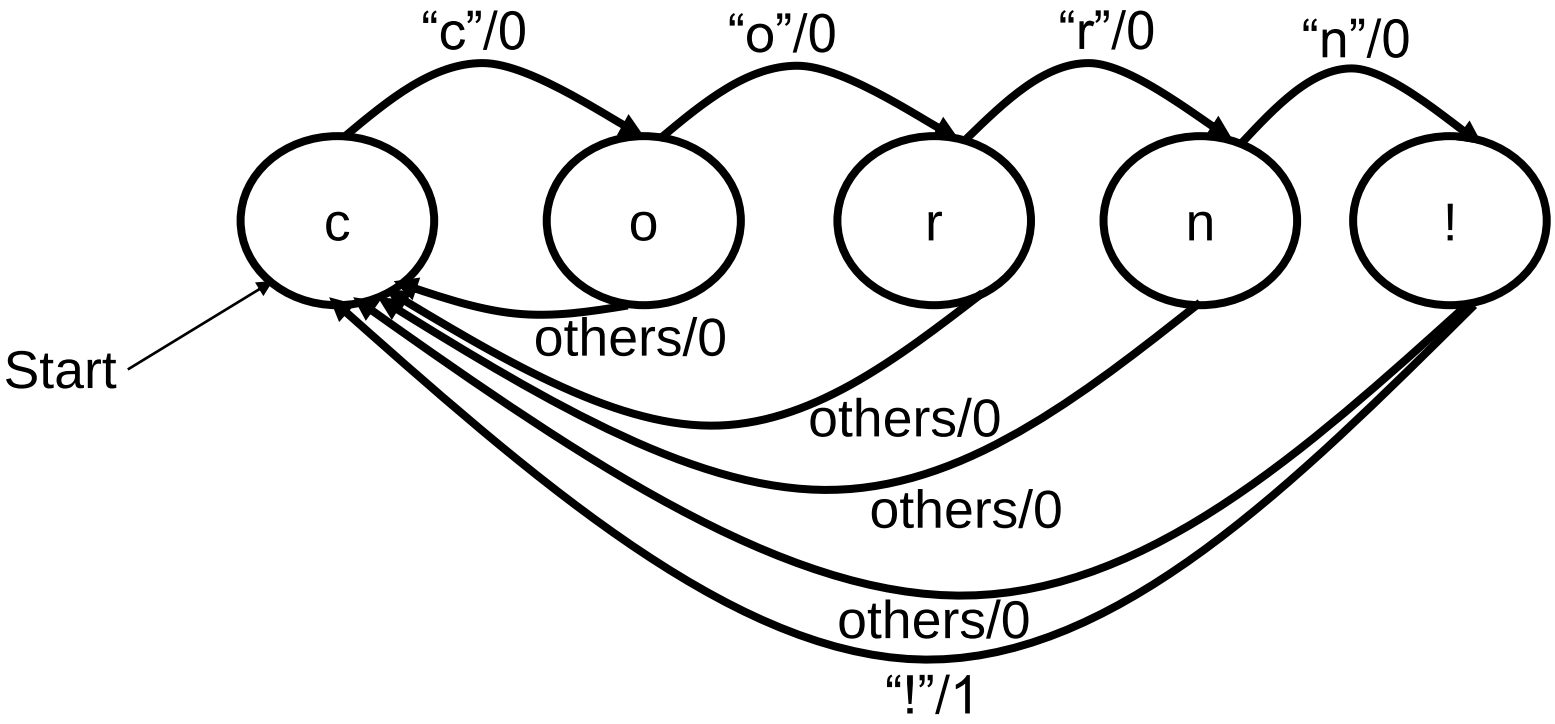
# Alert FSM Design

- Alert signal when the pattern “corn!” is detected
  - Z = {Alert}



# Alert FSM Design

- Alert signal when the pattern “corn!” is detected
- Output Packet’s Length
  - Z = {Alert,length_vld,pack_length}
  - X = {vld,input} : Note “?” is don’t care



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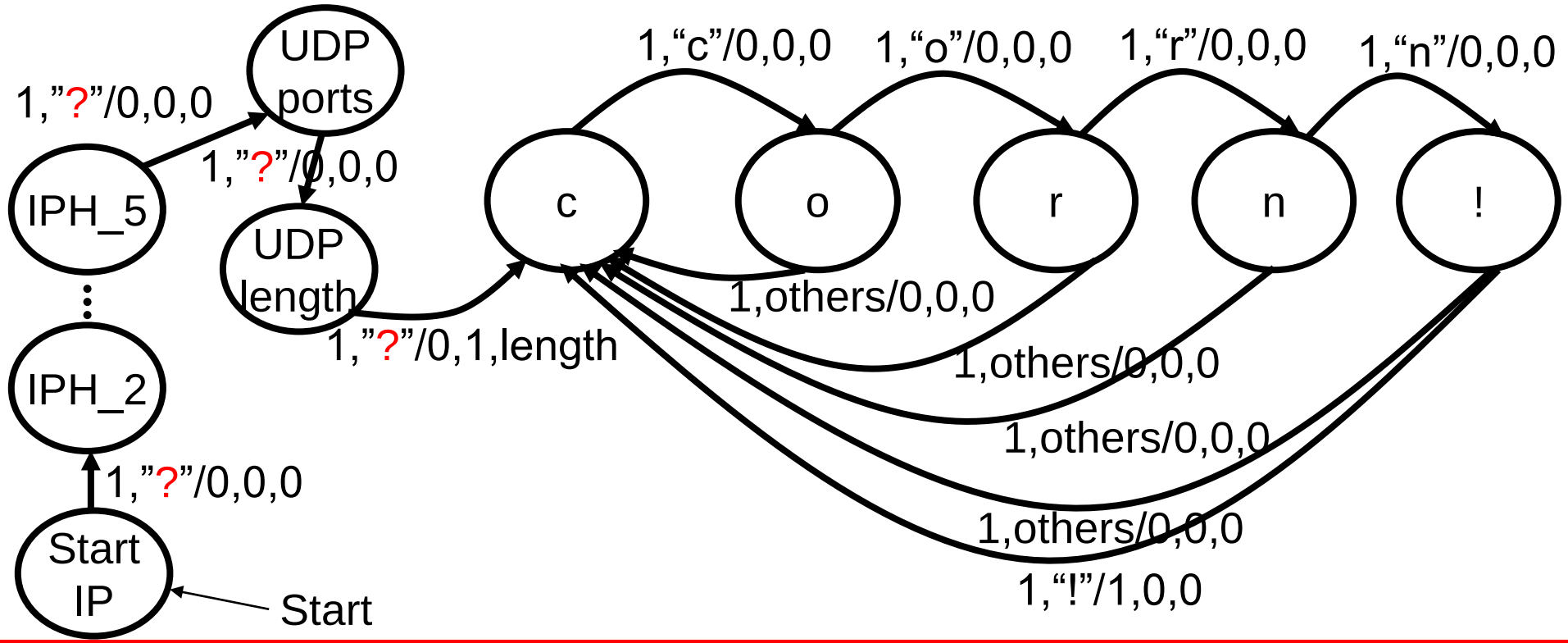

# Architecture

- Detect patterns in payload (e.g. “Corn!”)
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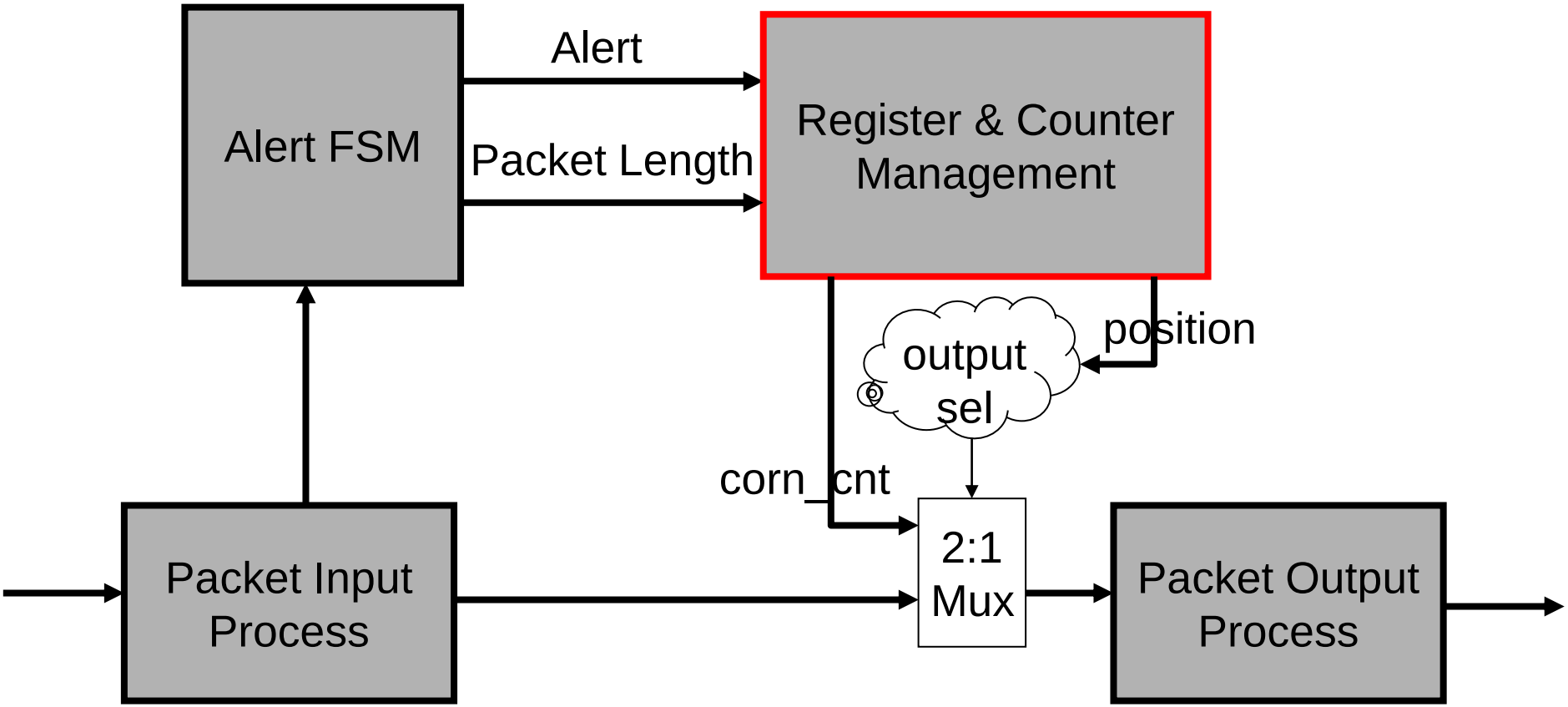
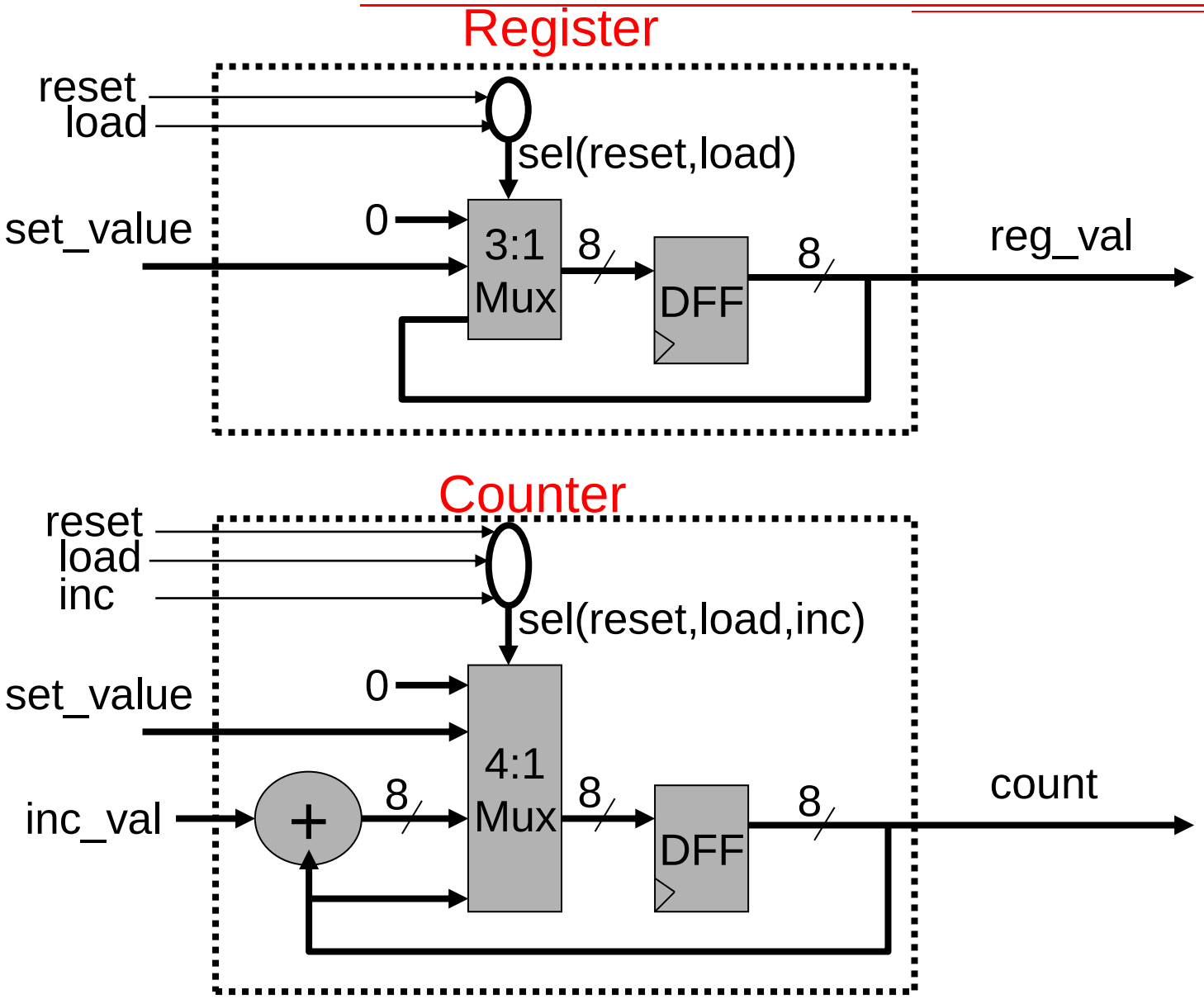


# Register & Counter Manager

- Register & Counter Components
- Design of Manager

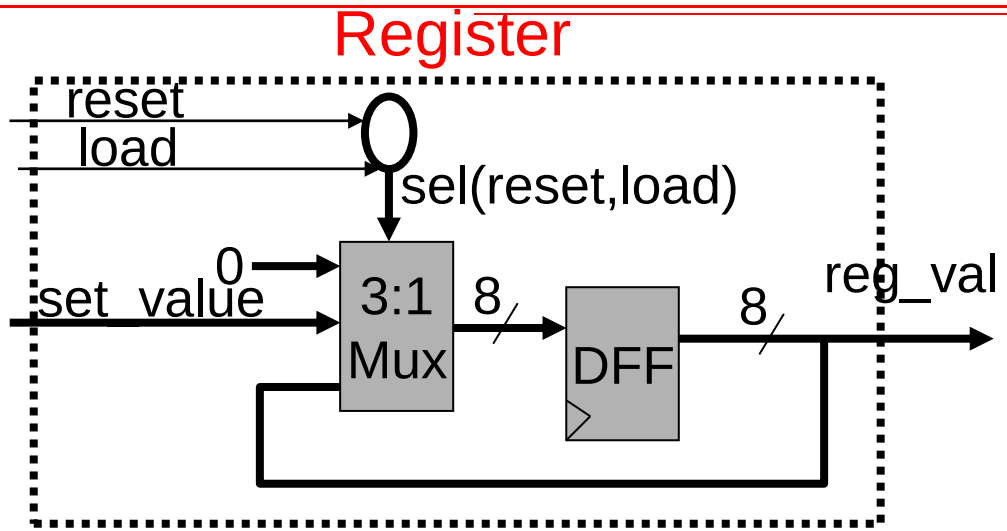
# Register and Counter Components

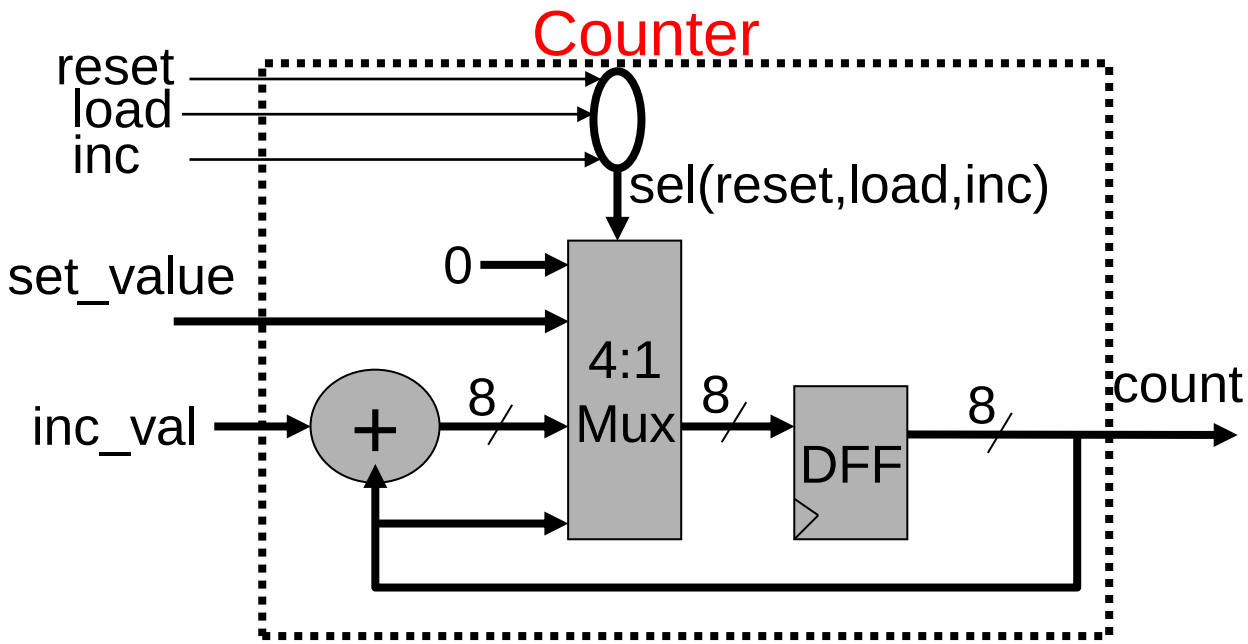


# Practice: Write VHDL(process for each)

```
Name : process(clk)
begin
  if(clk'event and clk='1') then
    logic here
  end if;
end process Name
```

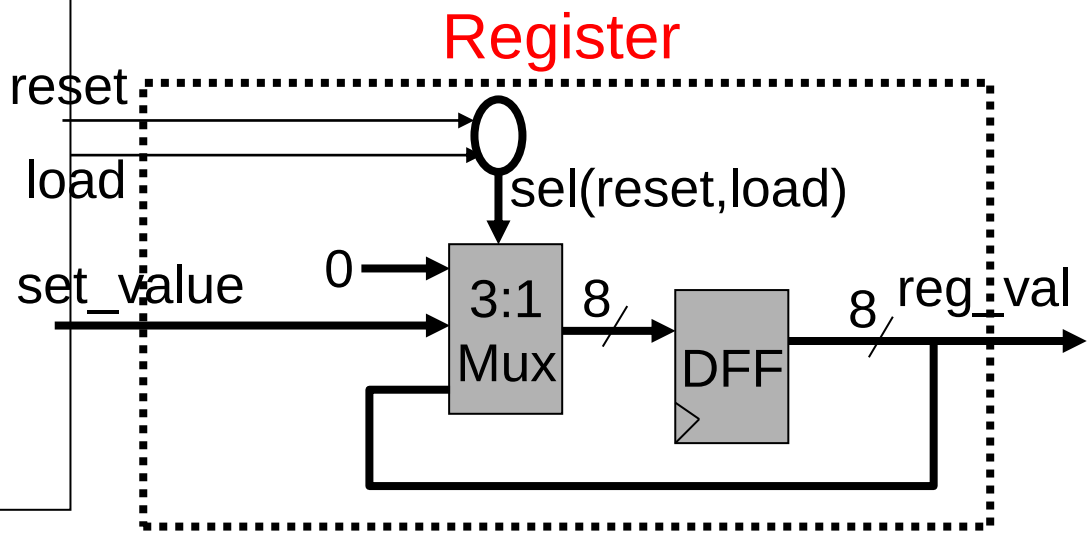
```
CASE sel is
WHEN "00" | "11"=>
   out_1 <= in_0;
WHEN "01" =>
  out_1 <= in_1;
        ⋮
WHEN OTHERS =>
  out_1 <= in_0;
END CASE;
```



# Register VHDL

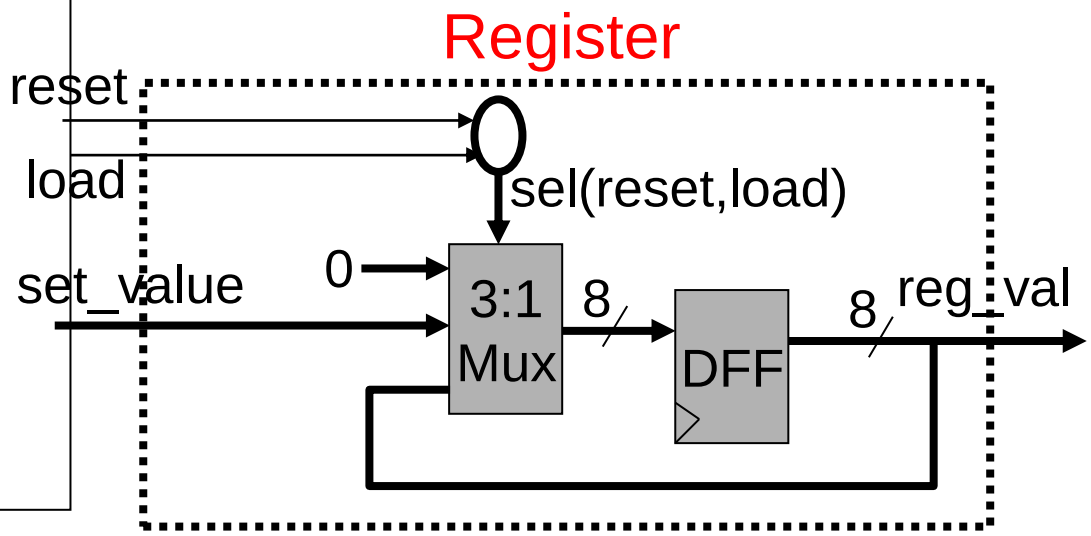
```
Name : process(clk)
begin
  if(clk'event and clk='1') then
    CASE reset&load is
    WHEN "10" | "11" =>
      reg_val <= 0;
    WHEN "01" =>
      reg_val <= set_value;
    WHEN OTHERS =>
      reg_val <= reg_val;
    END CASE;
  end if;
end process Name
```



# Register VHDL

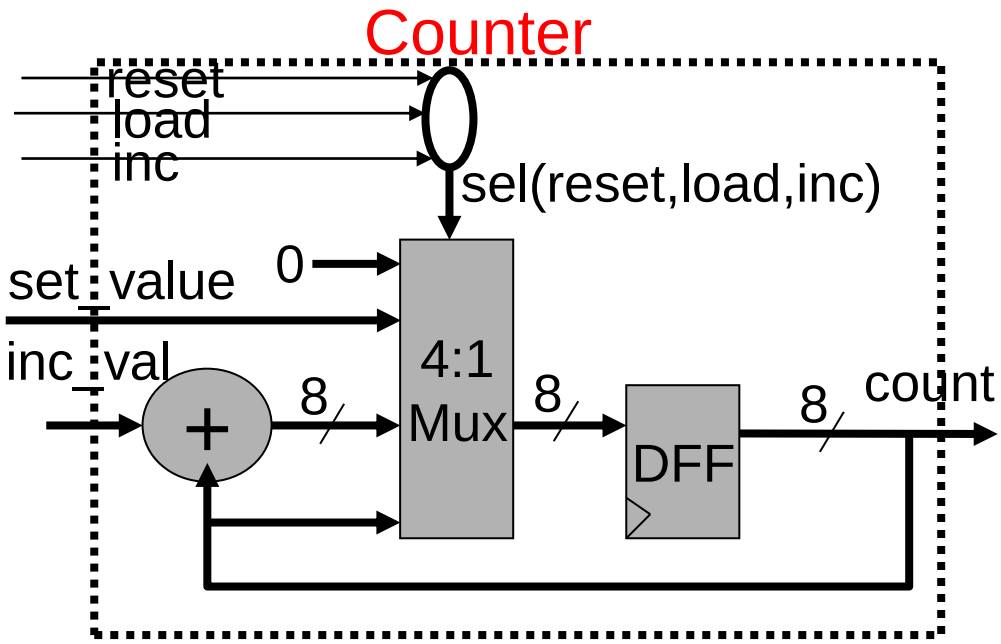
```
Name : process(clk)
begin
  if(clk'event and clk='1') then
    CASE sel is
    WHEN "10" | "11" =>
      reg_val <= 0;
    WHEN "01" =>
      reg_val <= set_value;
    WHEN OTHERS =>
      reg_val <= reg_val;
    END CASE;
  end if;
end process Name

sel <= reset&load;
```



# Counter VHDL

```
Name : process(clk)
begin
  if(clk'event and clk='1') then
    CASE reset&load&inc is
    WHEN "100" | "101" |
              "110"| "111"  =>
      count <= 0;
    WHEN "010" | "011" =>
      count <= set_value;
    WHEN "001" =>
      count <= count + inc_val;
    WHEN OTHERS =>
      count <= count;
    END CASE;
  end if;
end process Name
```



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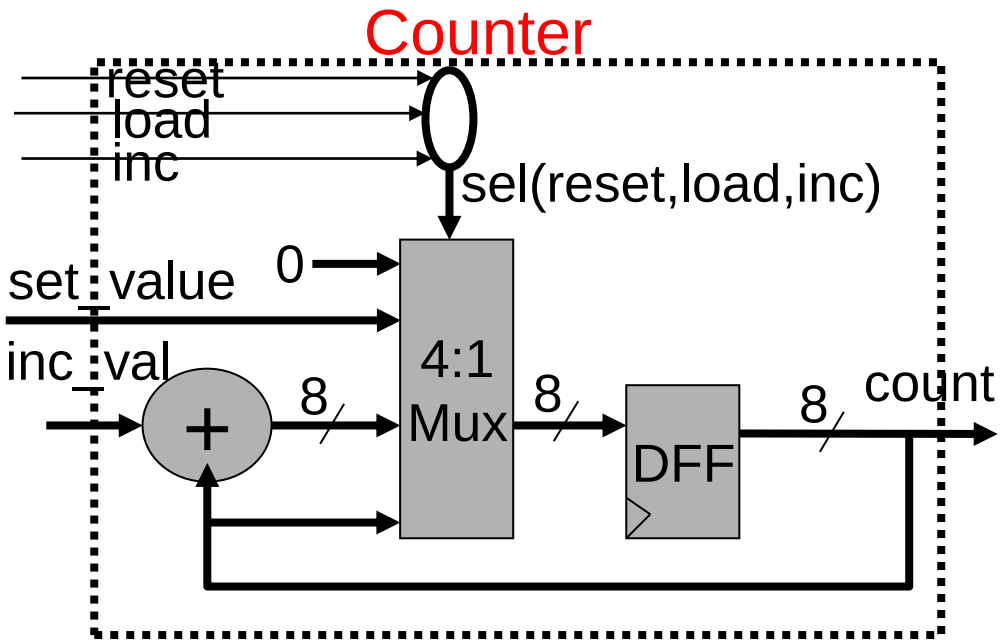
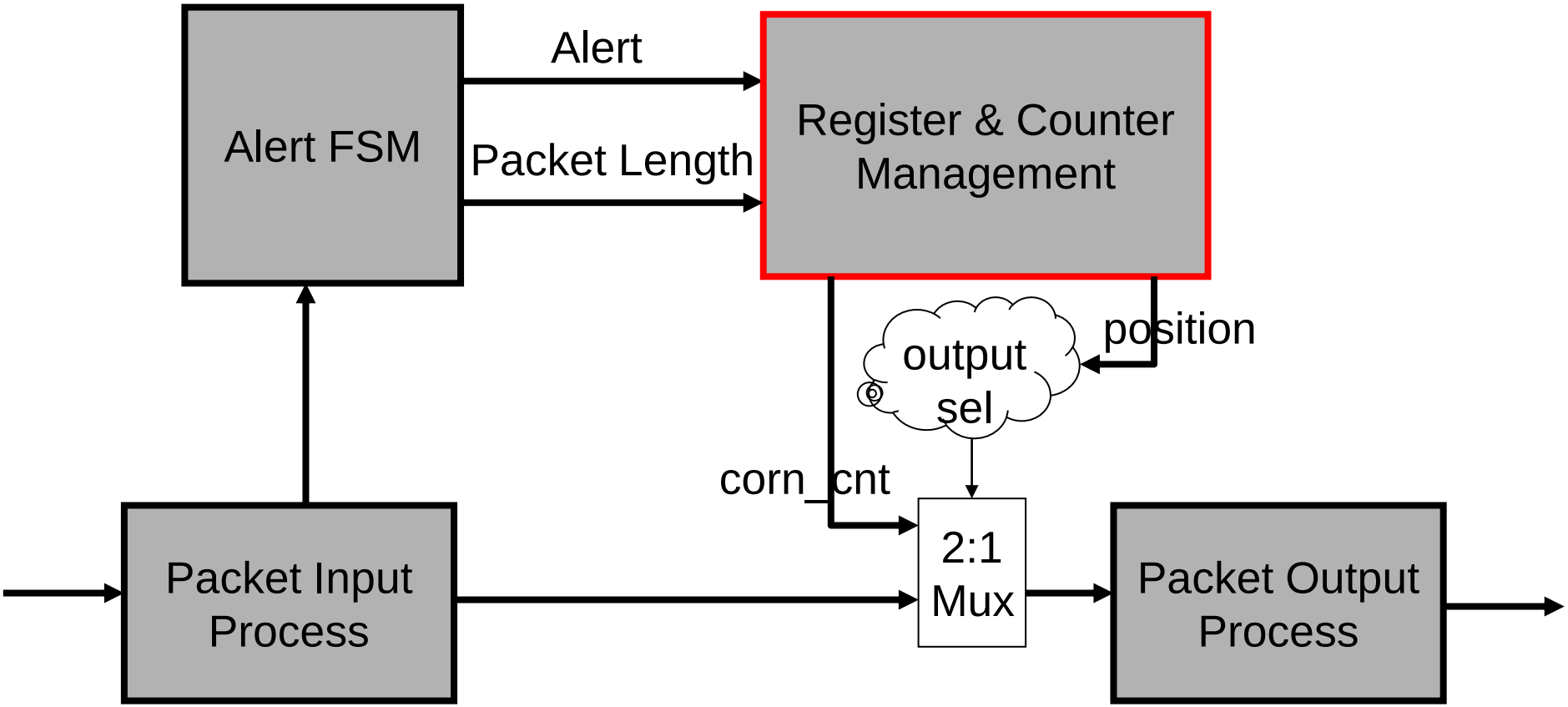
    WHEN OTHERS =>
      count <= count;
    END CASE;
  end if;
end process Name
sel <= reset&load&inc;
```



# Architecture

- Detect patterns in payload (e.g. “Corn!”)
- Place the number of detections in last byte of payload



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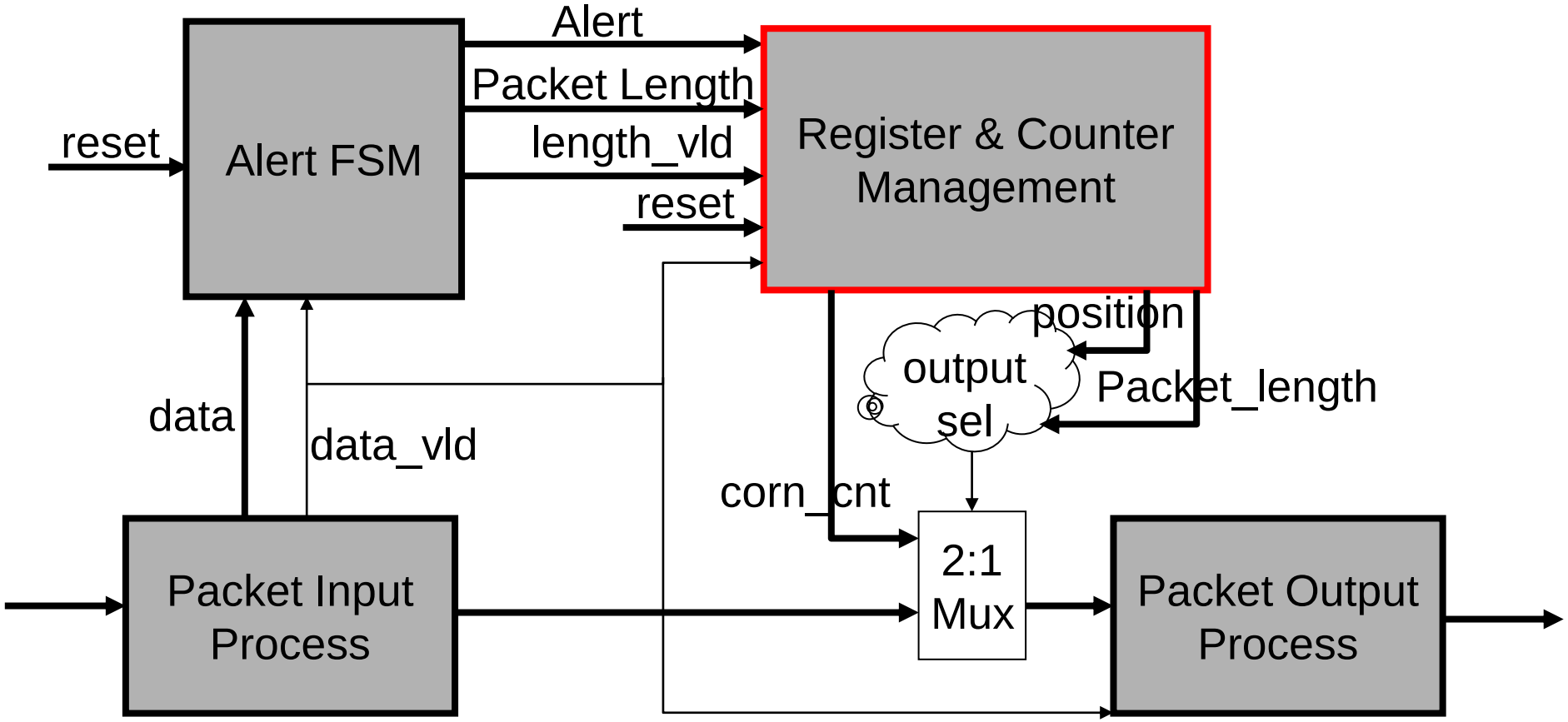

# Register and Counter Manger

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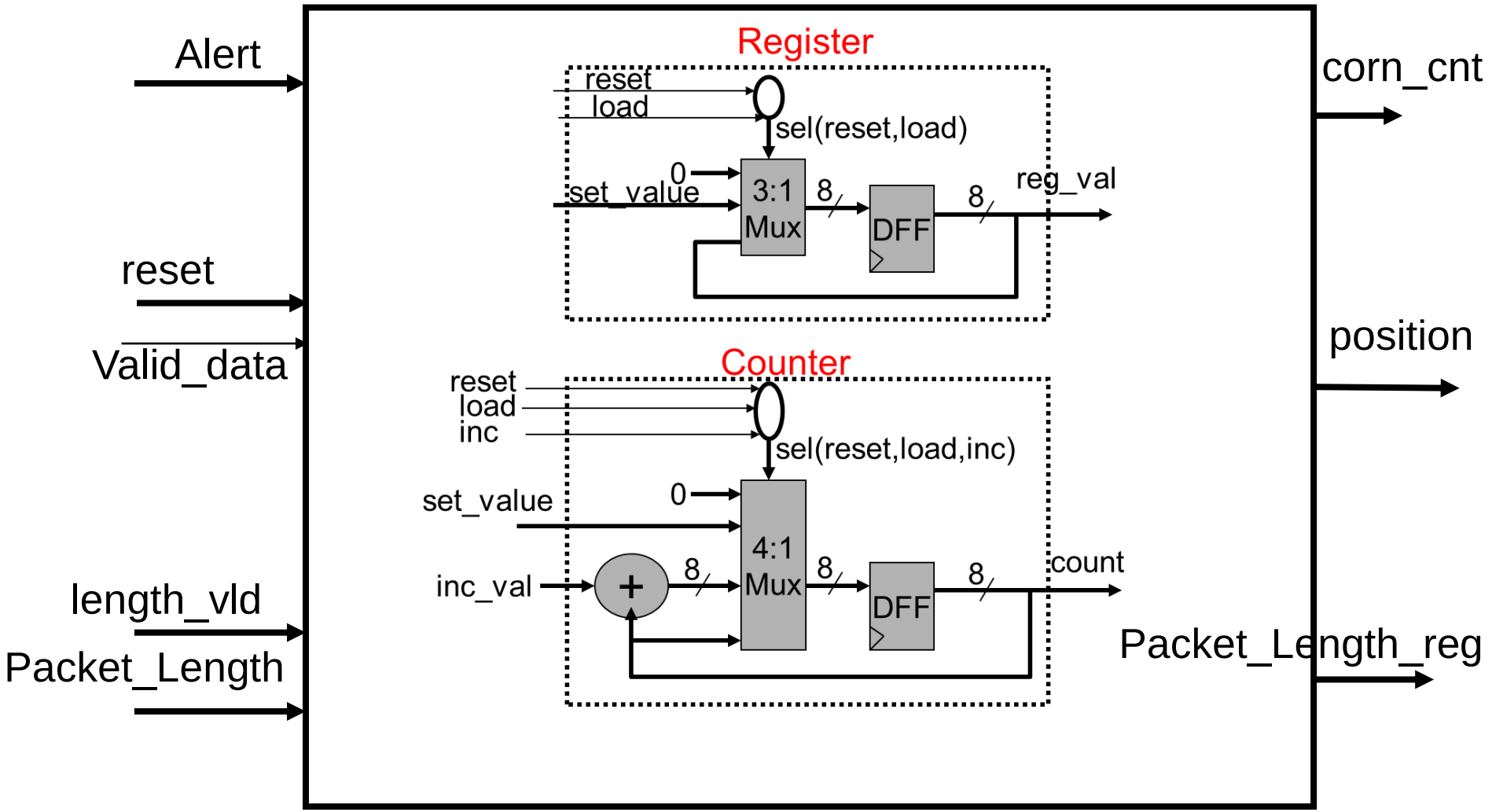
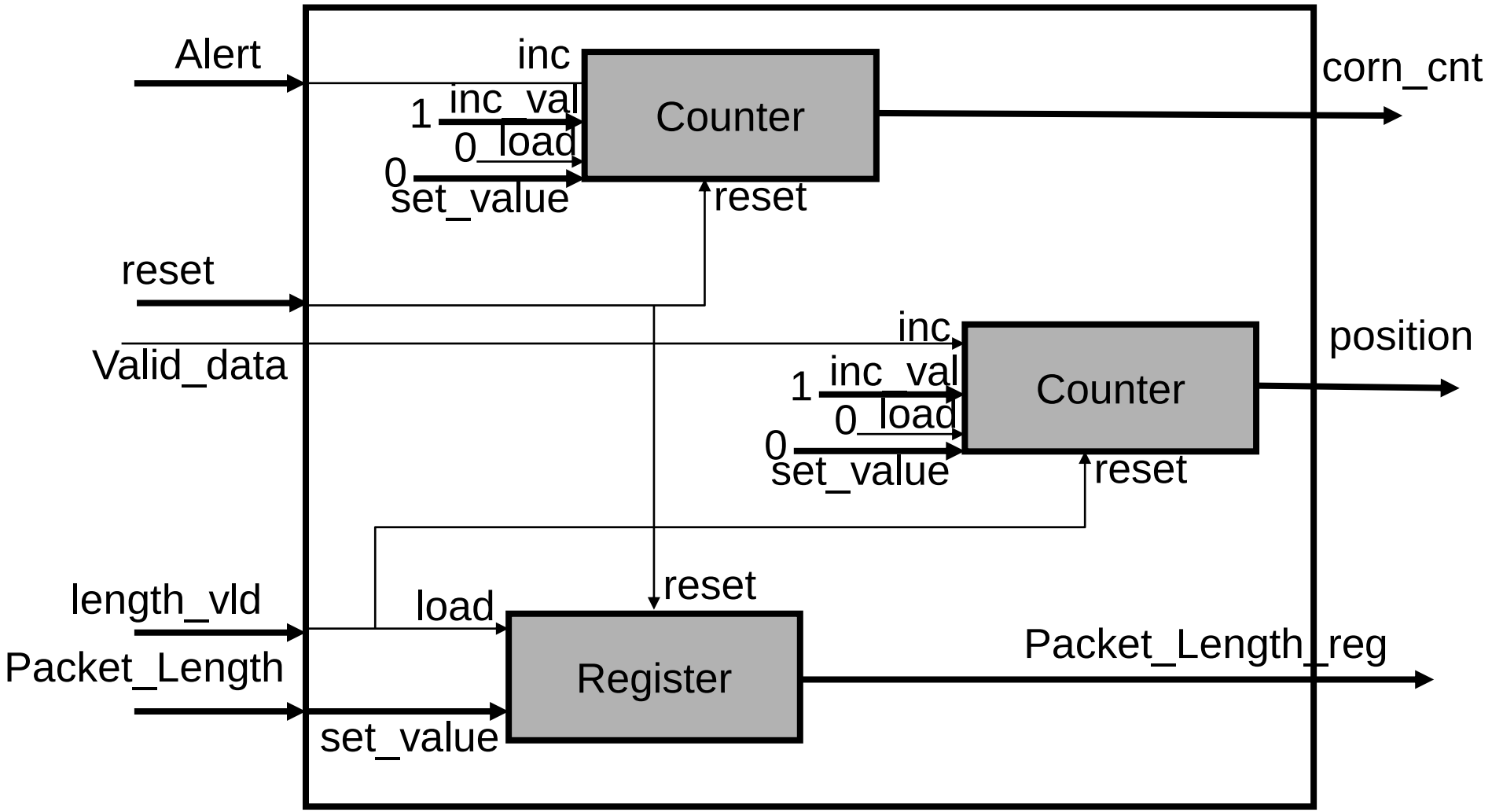
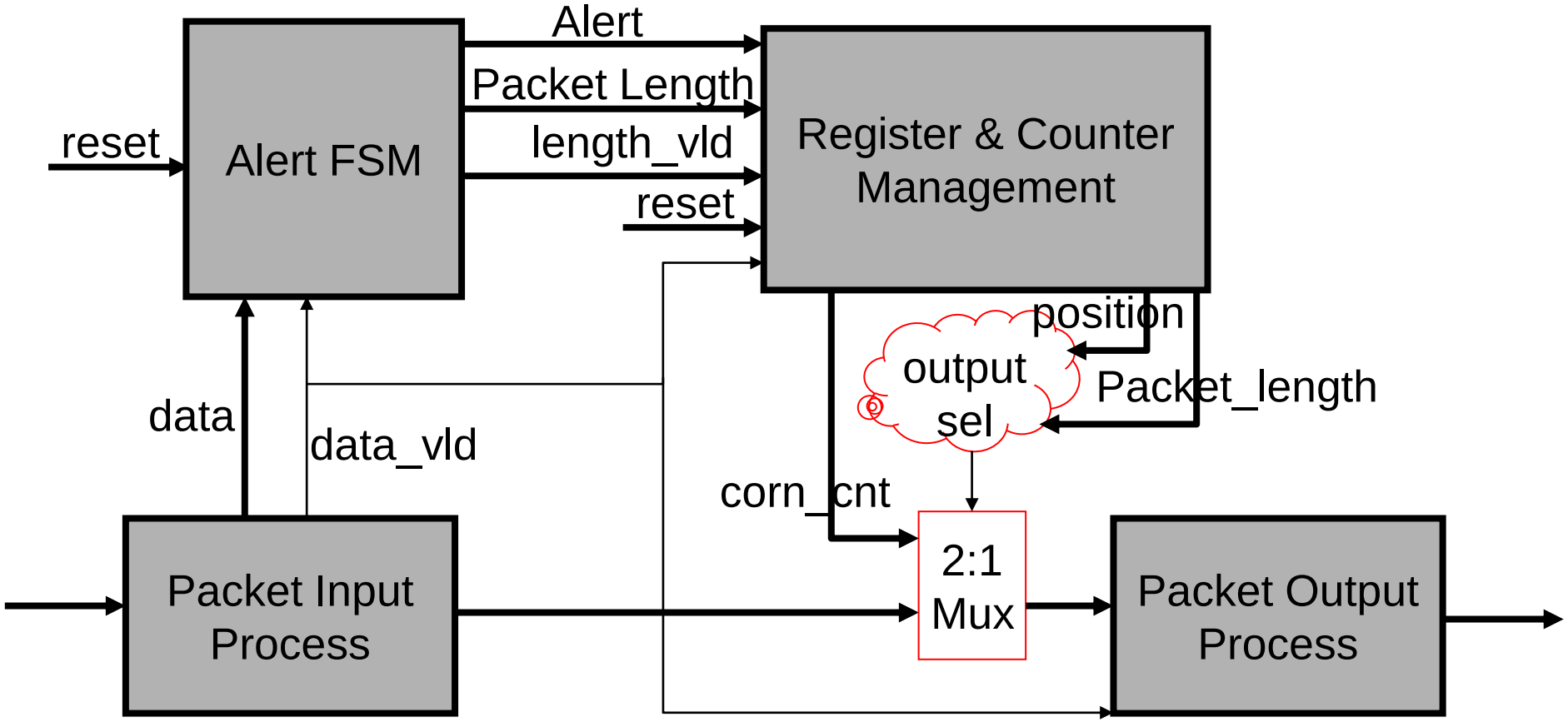


# Register and Counter Manger

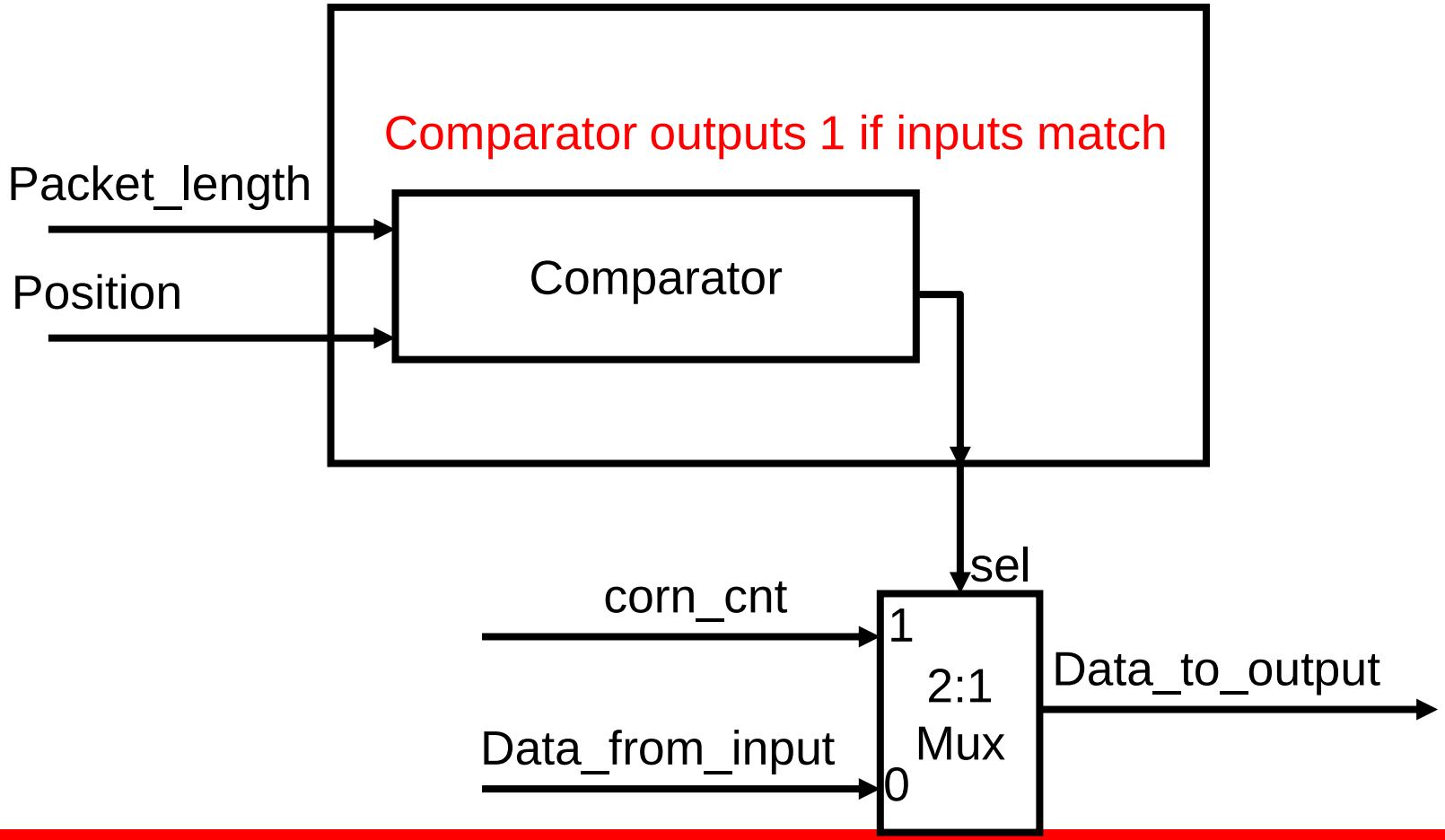


# Architecture

- Detect patterns in payload (e.g. “Corn!”)
- Place the number of detections in last byte of payload



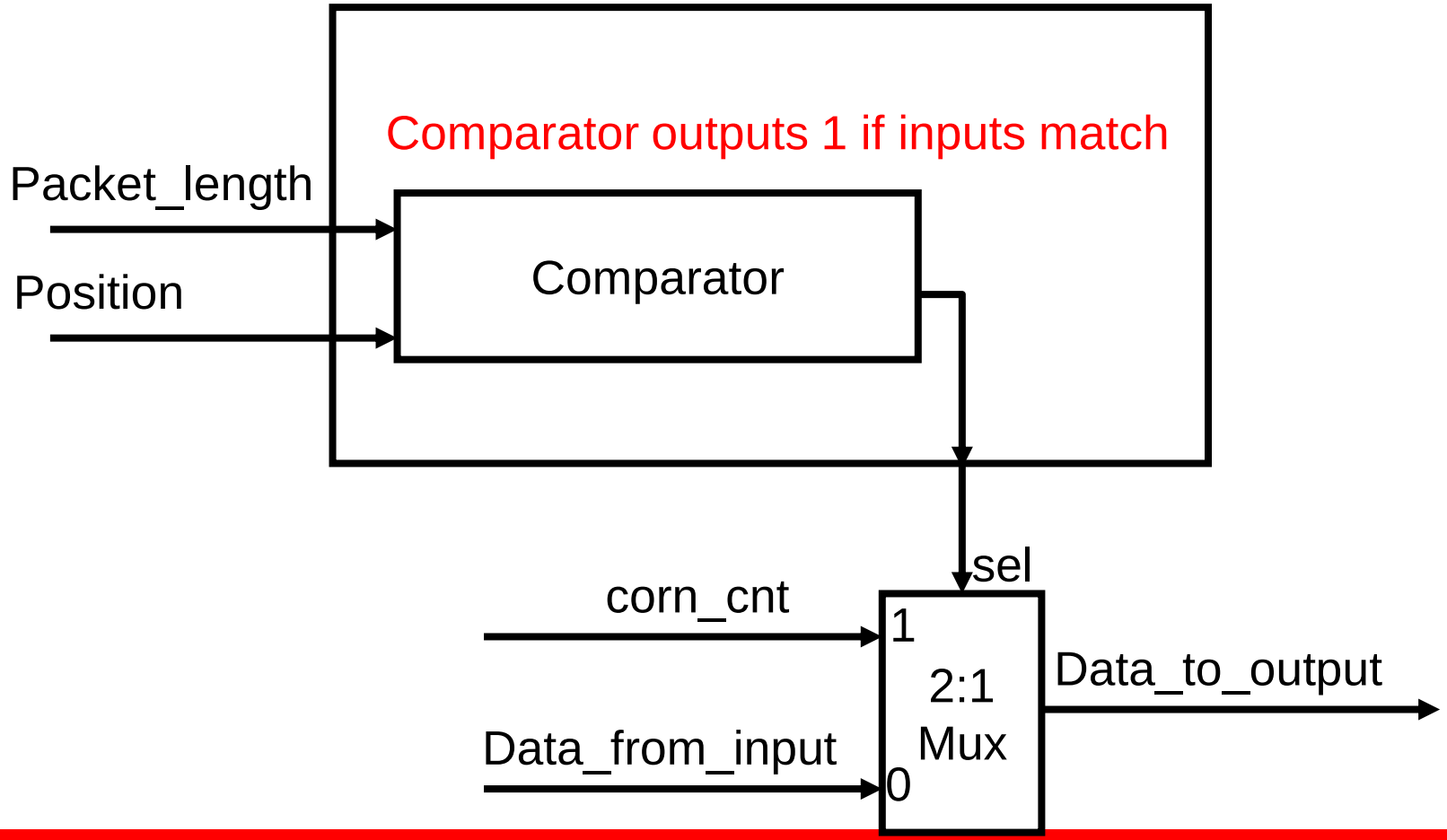
# Output sel


Comparator outputs 1 if inputs match
Packet_length
Position
Comparator
sel
corn_cnt
1
2:1
Mux
Data_to_output
Data_from_input
0

# Output sel: VHDL

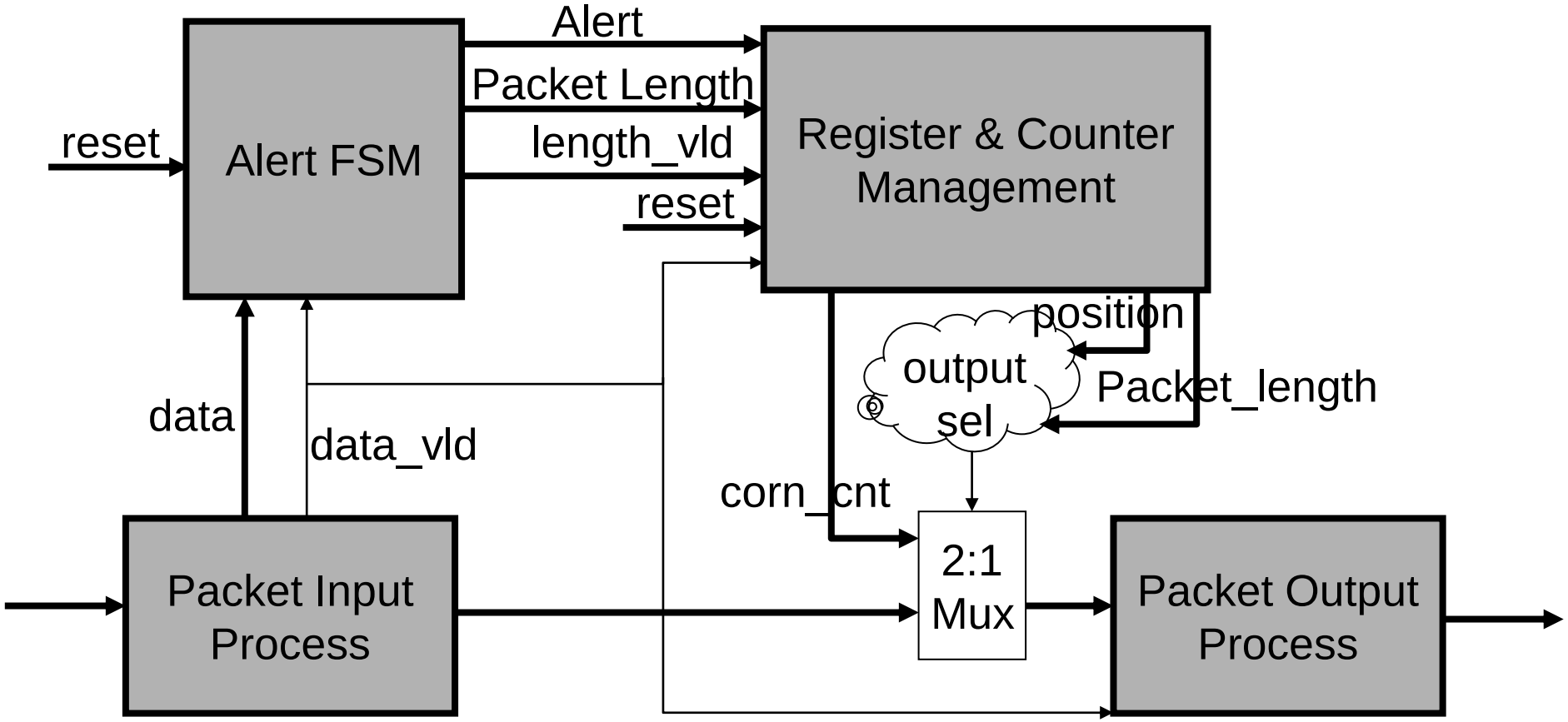
NOT in a process!

```
Data_to_output <= corn_cnt when (Packet_length = Position)
                  else Data_from_input
```



# Architecture

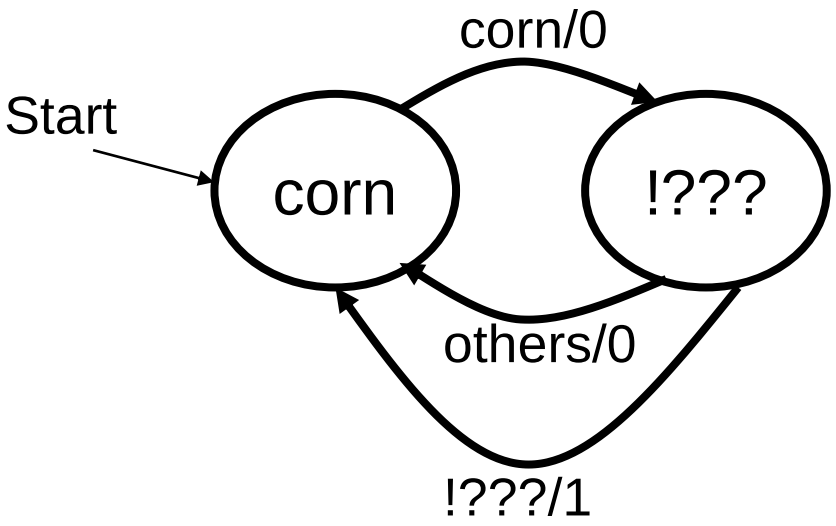
- Detect patterns in payload (e.g. “Corn!”)
- Place the number of detections in last byte of payload



# Multiple Characters per Clock

- Network input stream typically 32-bit words
  - 4 8-bit characters per word.
- corn! Example

| | | | | |
|---|---|---|---|---|
| c | o | r | n | Word 1 |
| ! | ? | ? | ? | Word 2 |

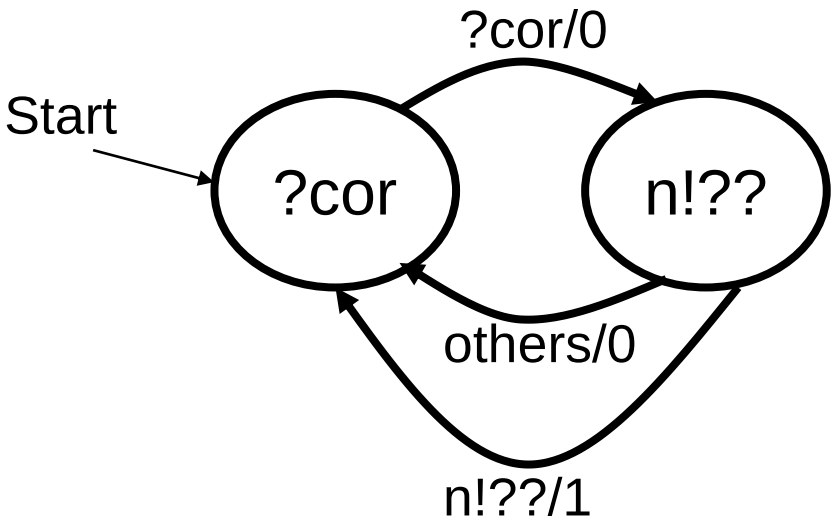



Corn! on a word boundary

# Multiple Characters per Clock

- Network input stream typically 32-bit words
  - 4 8-bit characters per word.
- corn! Example

| | | | | |
|---|---|---|---|---|
| ? | c | o | r | Word 1 |
| n | ! | ? | ? | Word 2 |

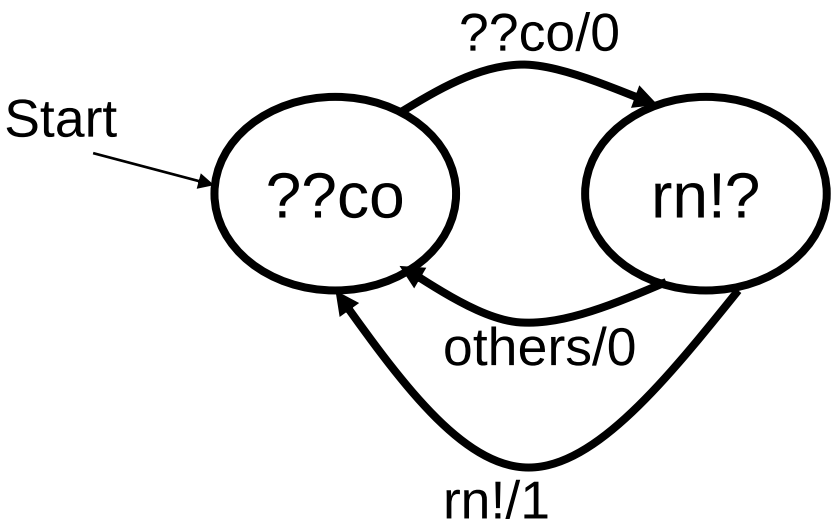



Corn! offset by 1 byte

# Multiple Characters per Clock

- Network input stream typically 32-bit words
  - 4 8-bit characters per word.
- corn! Example

| | | | | |
|---|---|---|---|---|
| ? | ? | c | o | Word 1 |
| r | n | ! | ? | Word 2 |

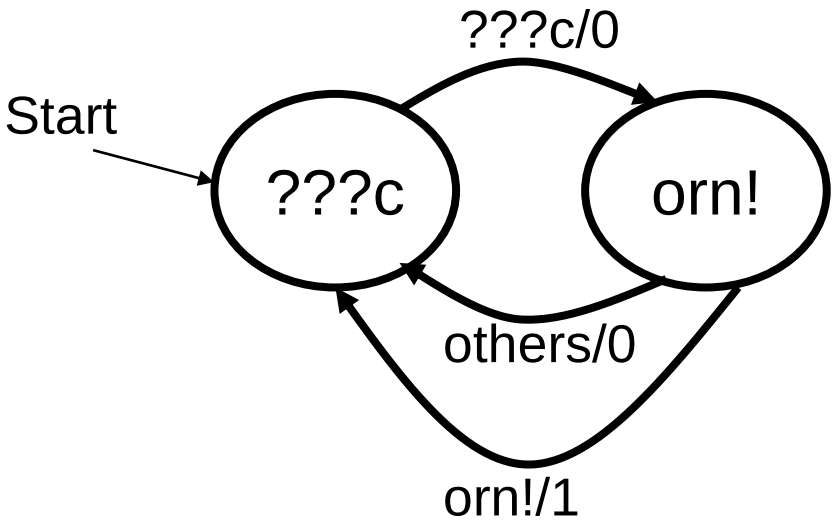



Corn! offset by 2 bytes

# Multiple Characters per Clock

- Network input stream typically 32-bit words
  - 4 8-bit characters per word.
- corn! Example

| | | | | |
|---|---|---|---|---|
| ? | ? | ? | c | Word 1 |
| o | r | n | ! | Word 2 |

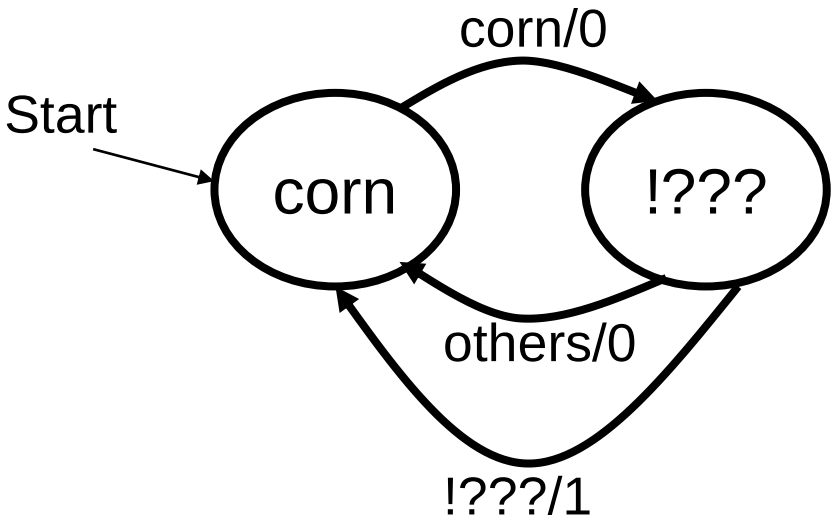



Corn! offset by 3 bytes

# Multiple Characters per Clock

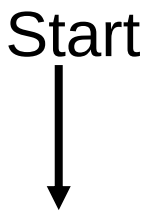
- Network input stream typically 32-bit words
  - 4 8-bit characters per word.
- corn! Example

| | | | | |
|---|---|---|---|---|
| c | o | r | n | Word 2 |
| ! | ? | ? | ? | Word 3 |

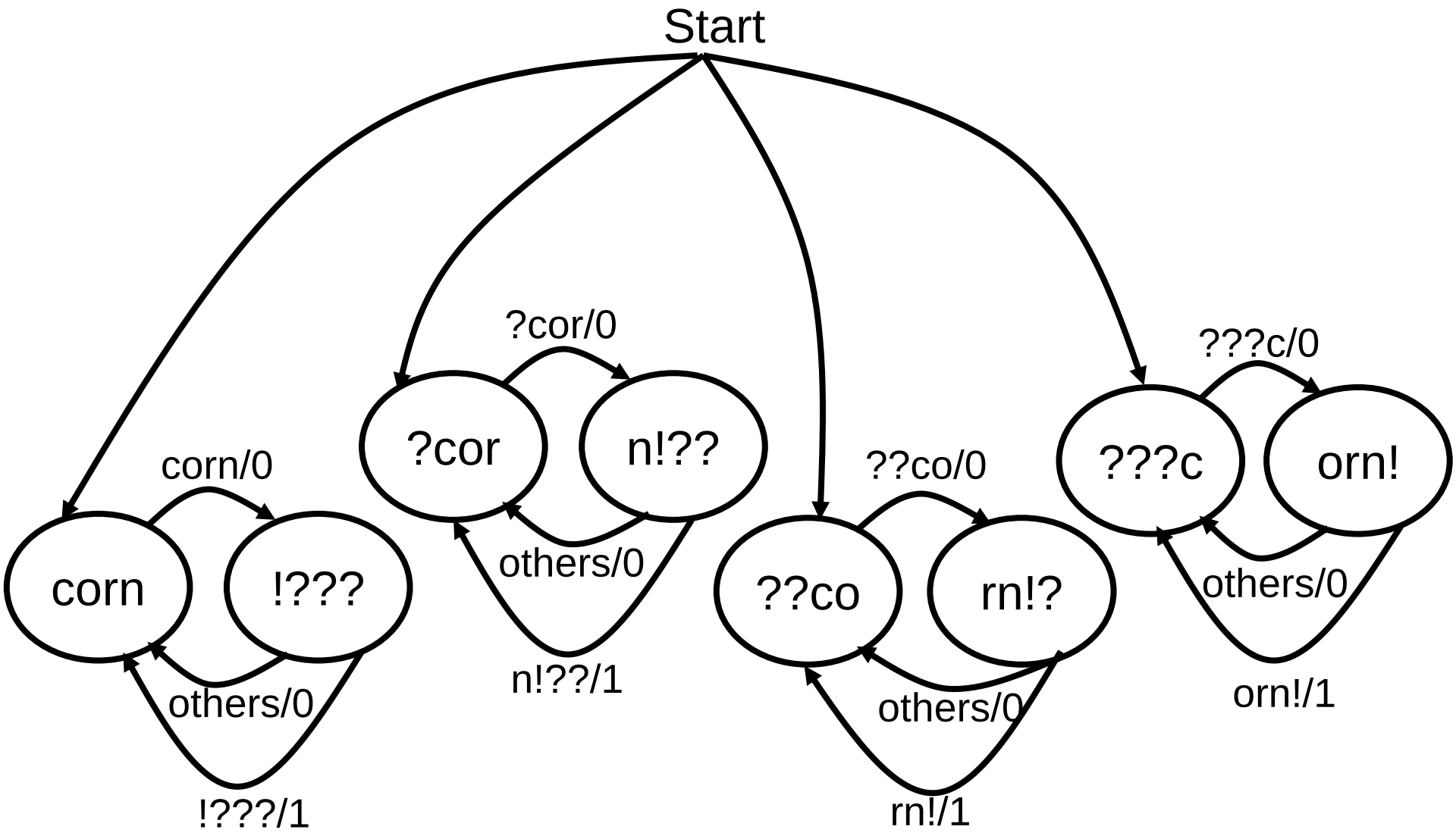



Corn! offset by 4 bytes

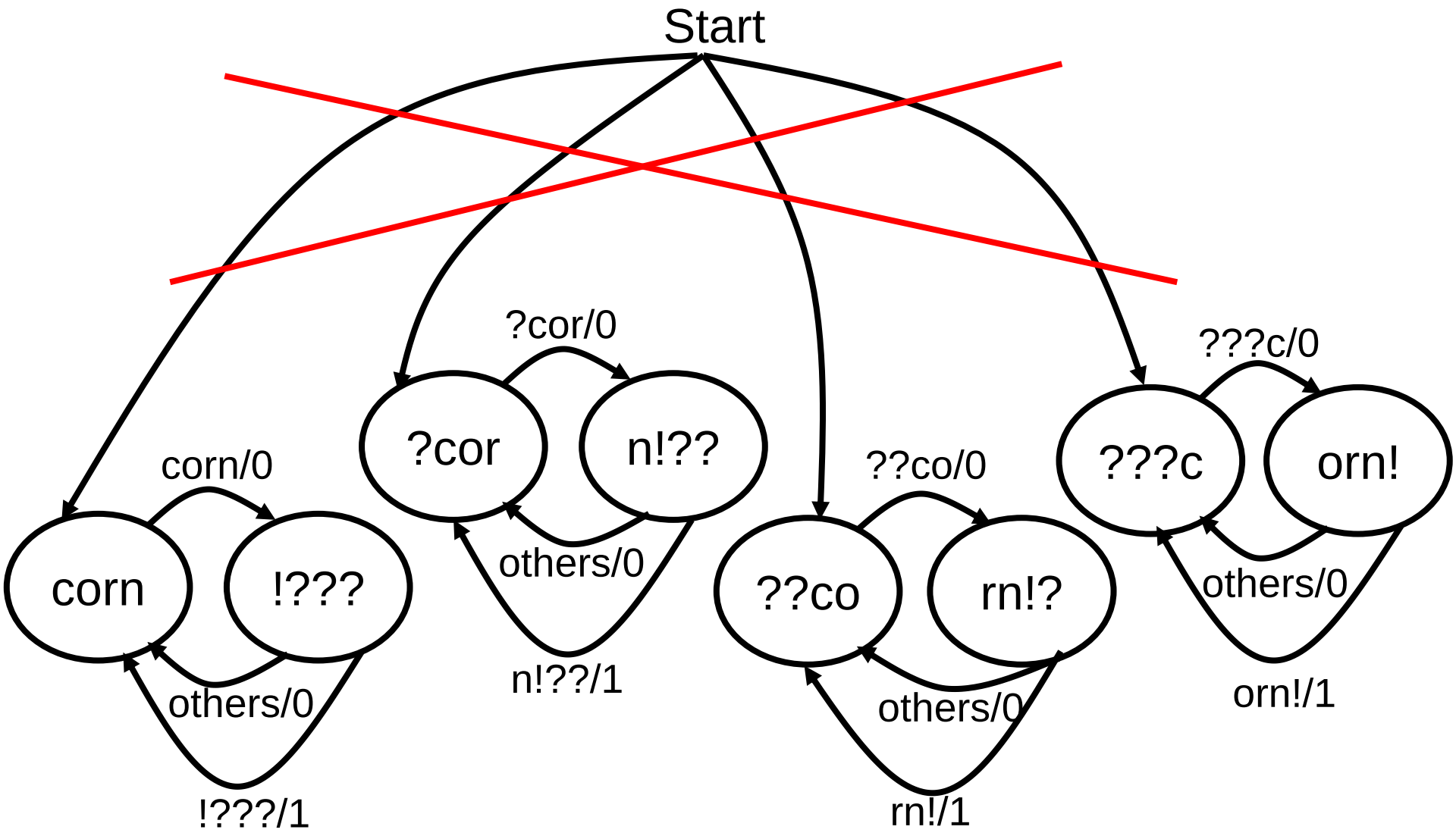
# Modify Alert FSM for Multiple characters



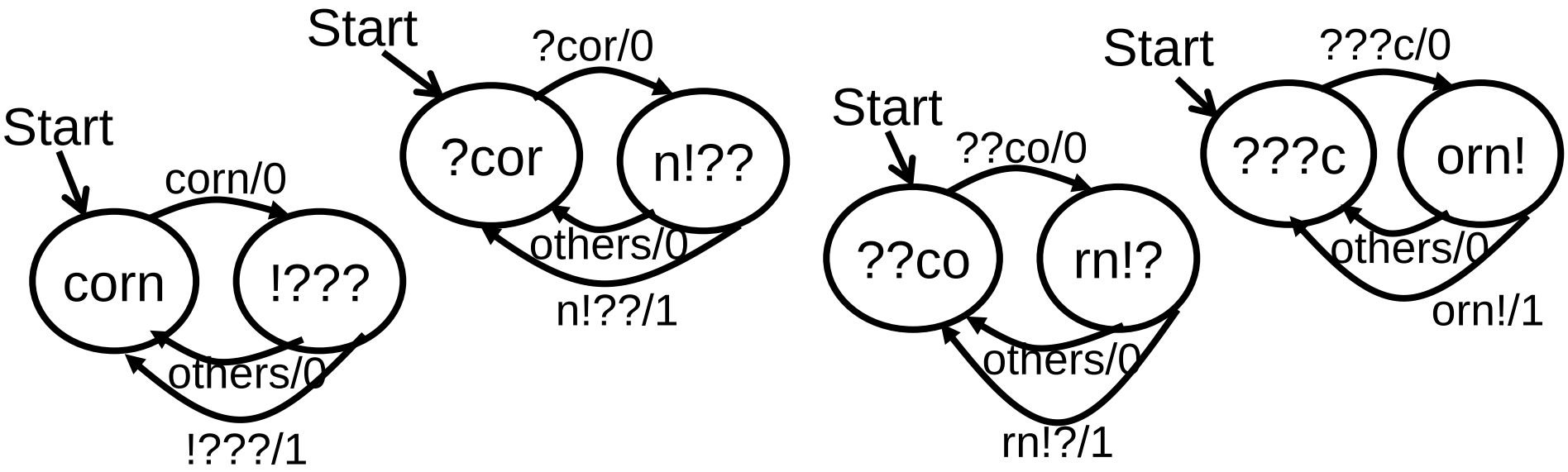
# Modify Alert FSM for Multiple characters



# Modify Alert FSM for Multiple characters

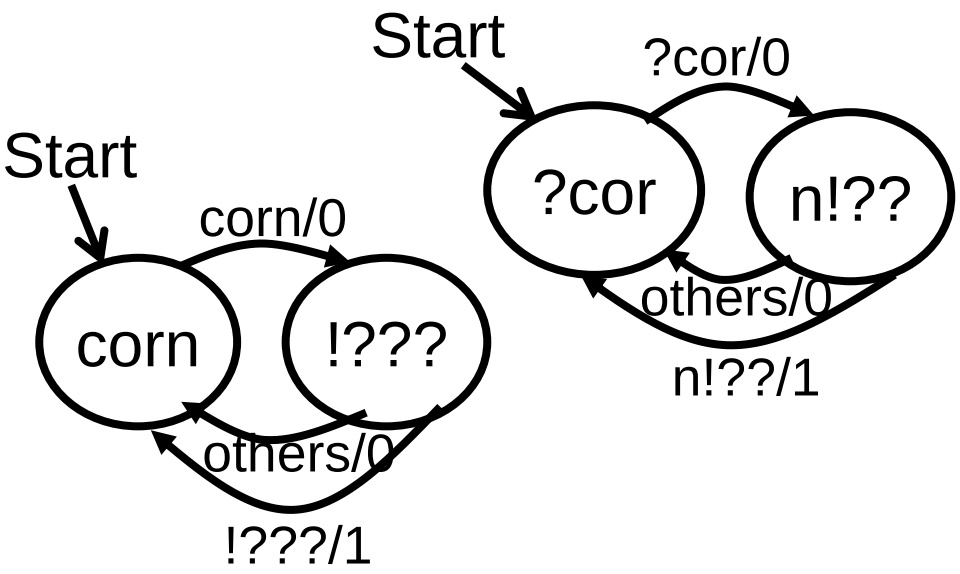


# Modify Alert FSM for Multiple characters



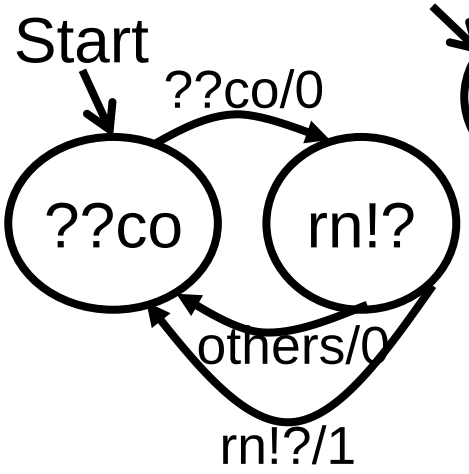
# Modify Alert FSM for Multiple characters

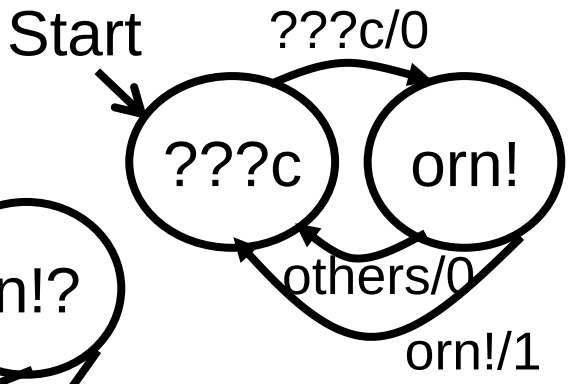
| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |





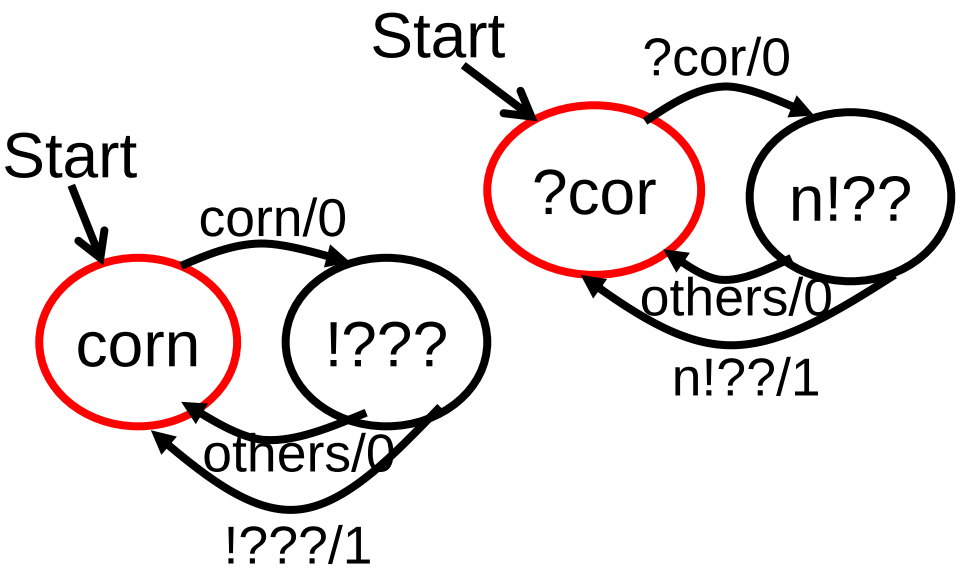




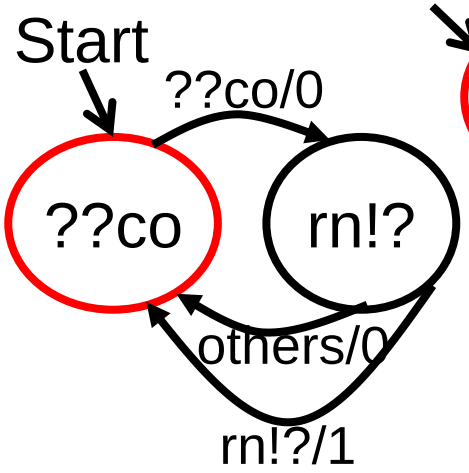
# Modify Alert FSM for Multiple characters

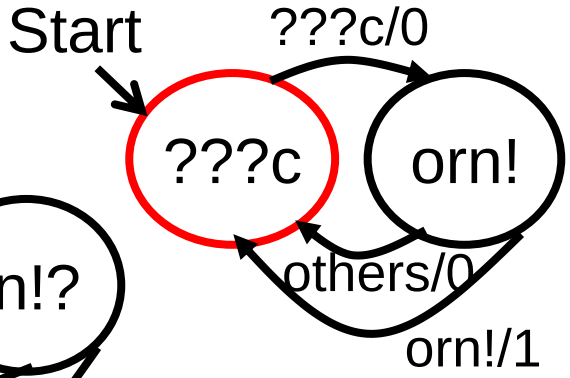
| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |





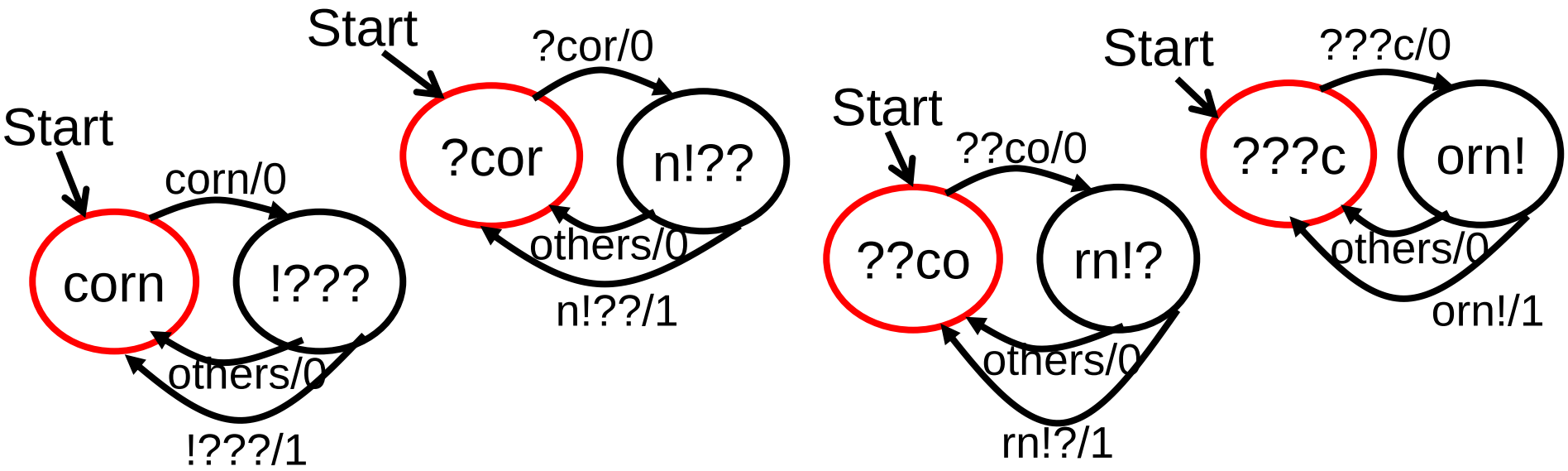




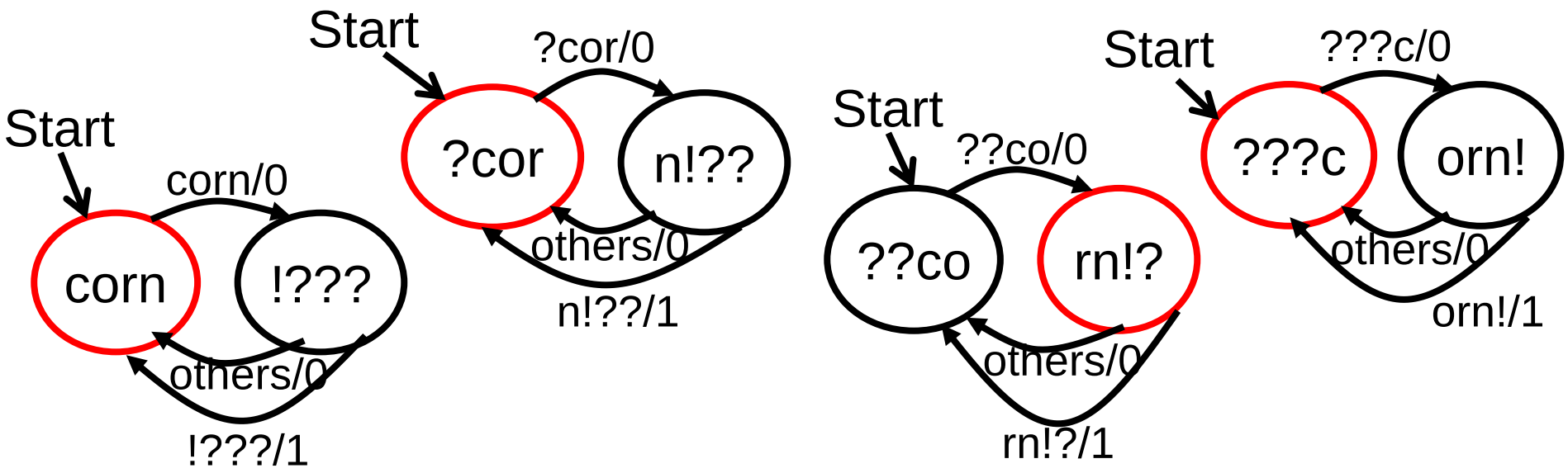
# Modify Alert FSM for Multiple characters

| c | b | c | o |
|---|---|---|---|
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |



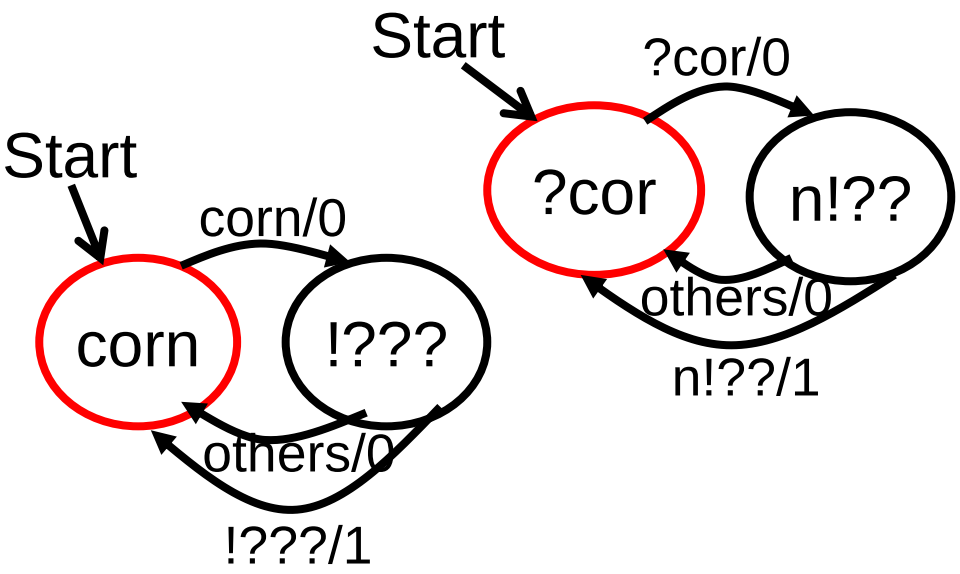
# Modify Alert FSM for Multiple characters

| c | b | c | o |
|---|---|---|---|
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |



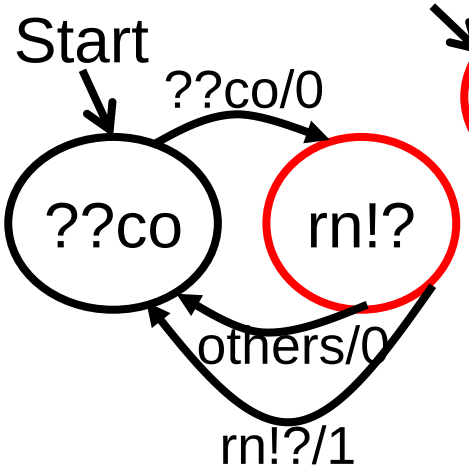
# Modify Alert FSM for Multiple characters

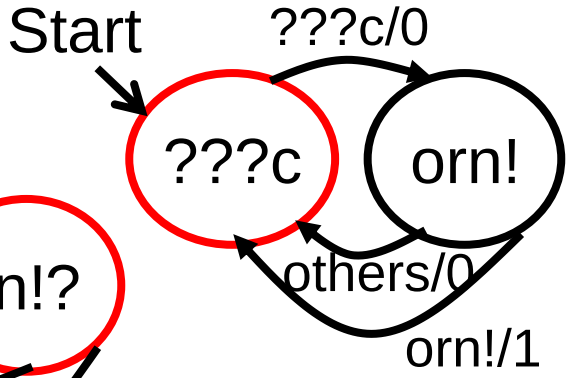
| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |





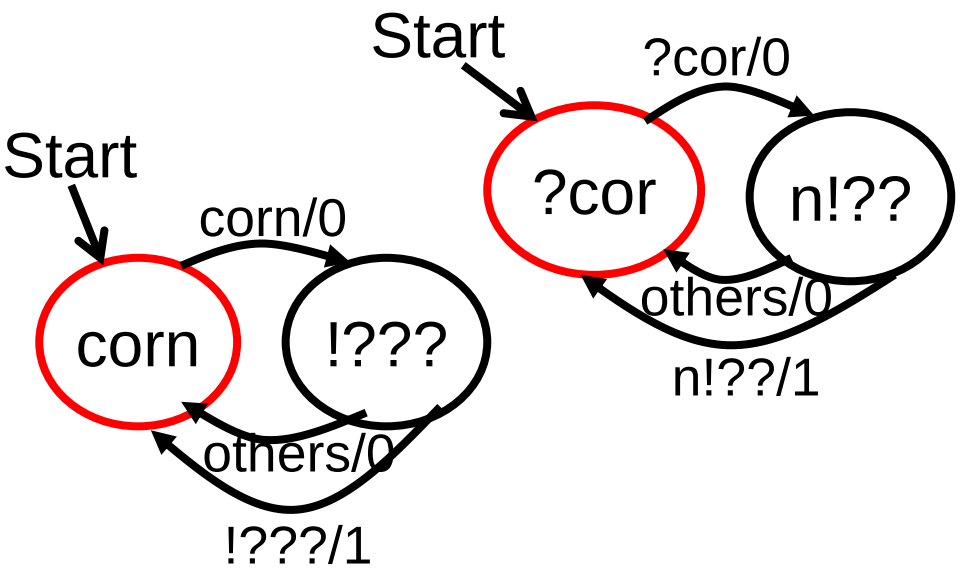




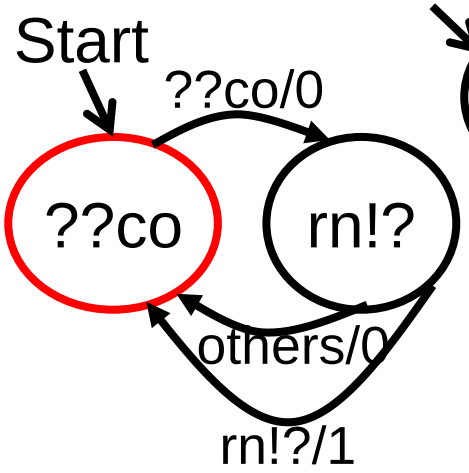
# Modify Alert FSM for Multiple characters

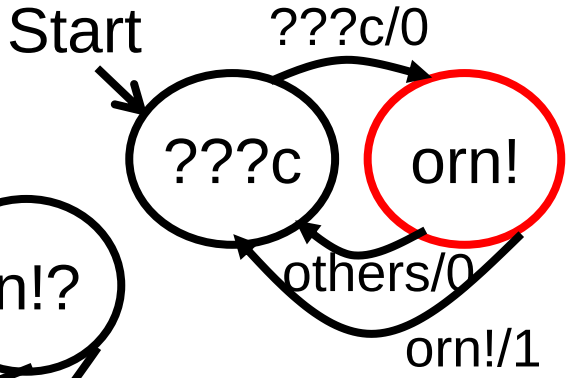
| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |





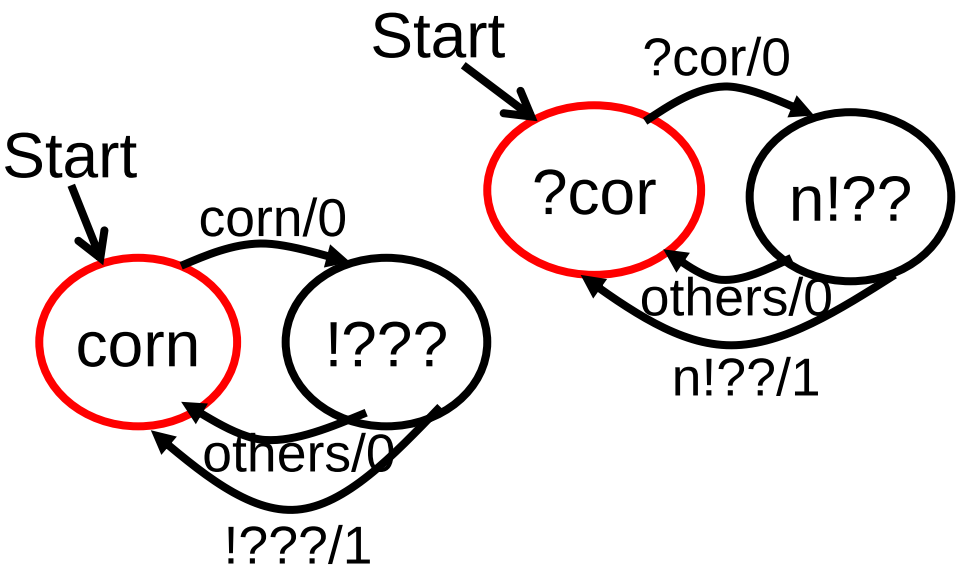


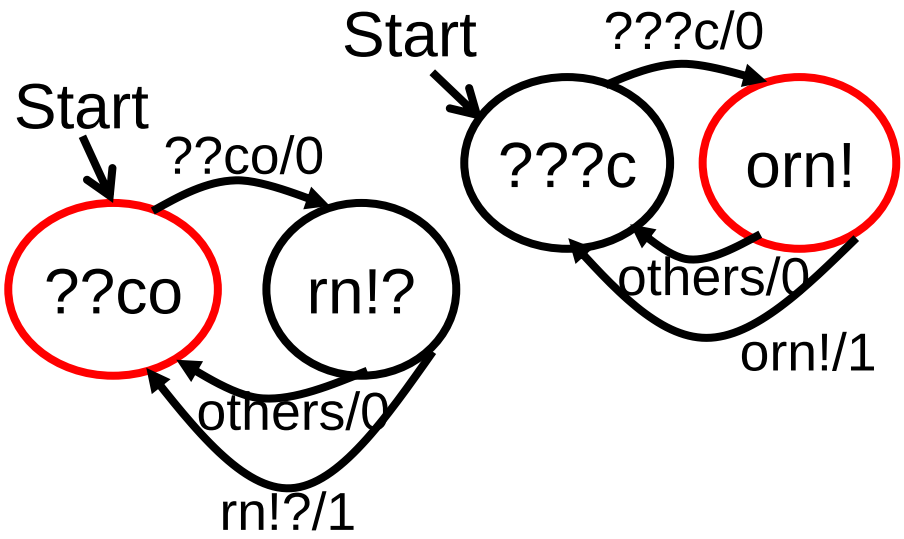


# Modify Alert FSM for Multiple characters

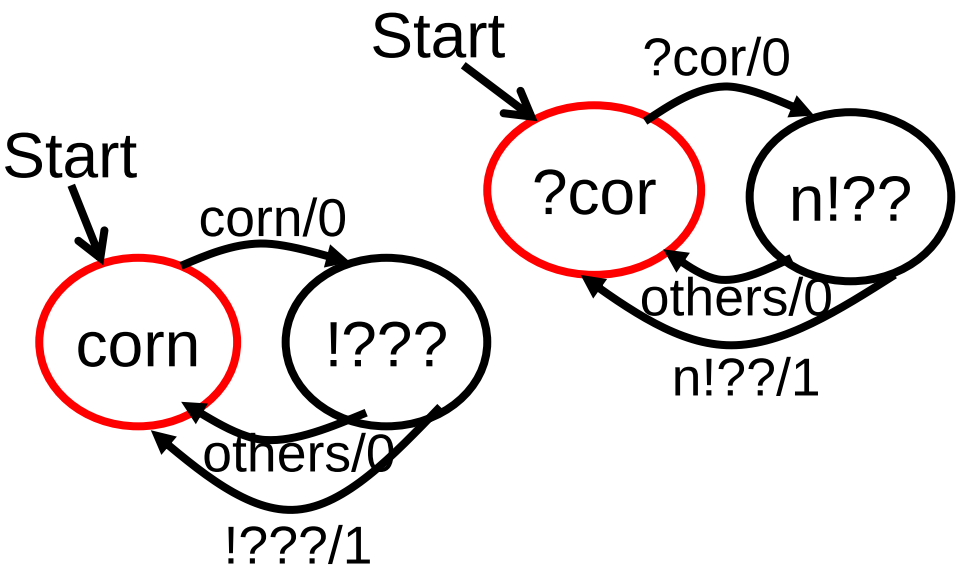
| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |



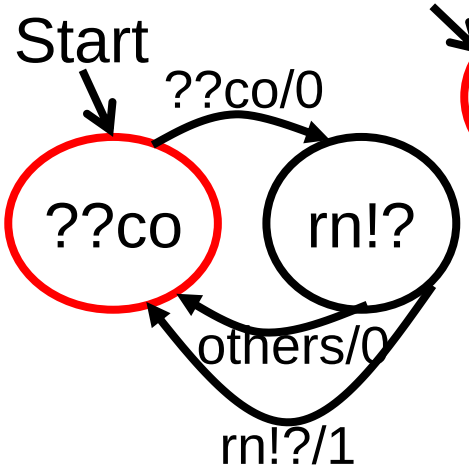
# Modify Alert FSM for Multiple characters

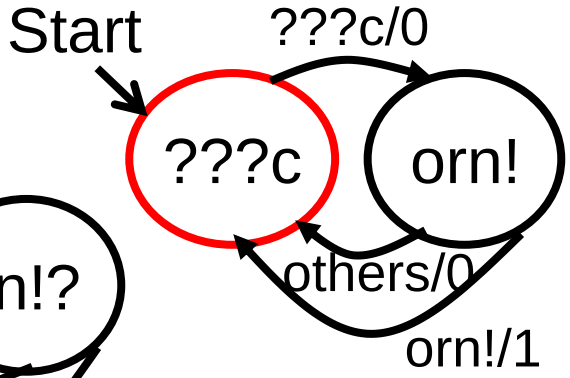
| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |





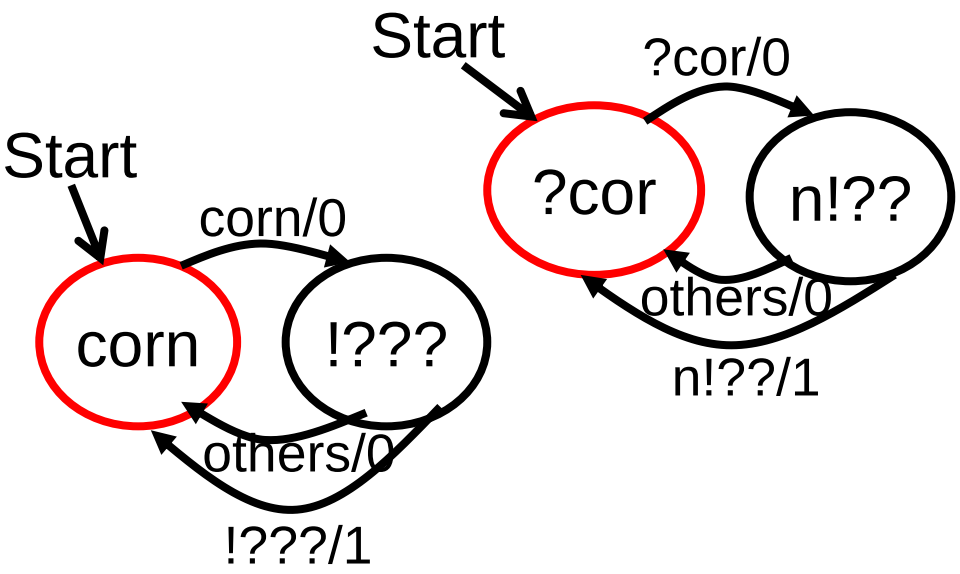




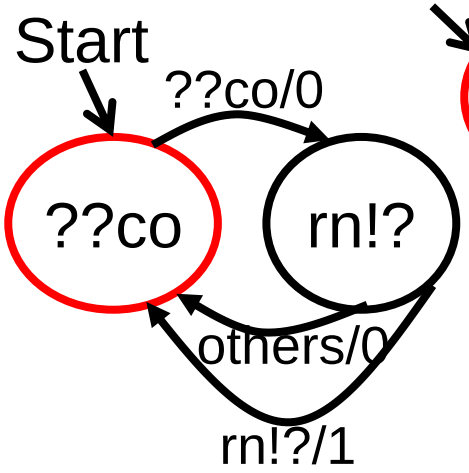
# Modify Alert FSM for Multiple characters

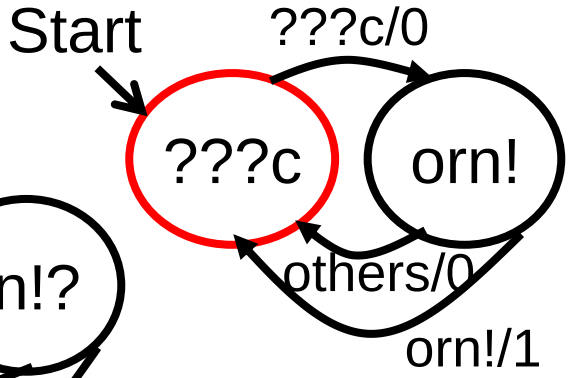
| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |





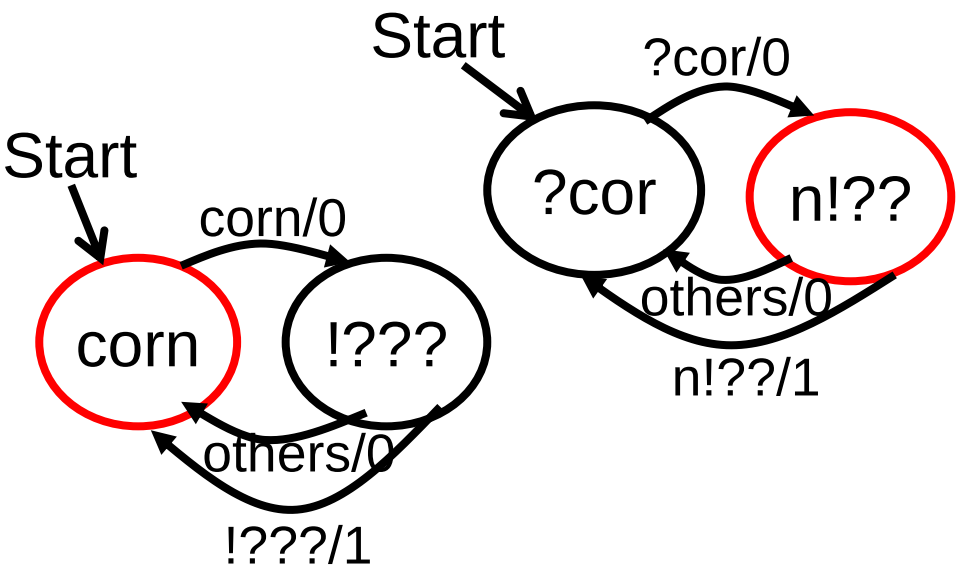


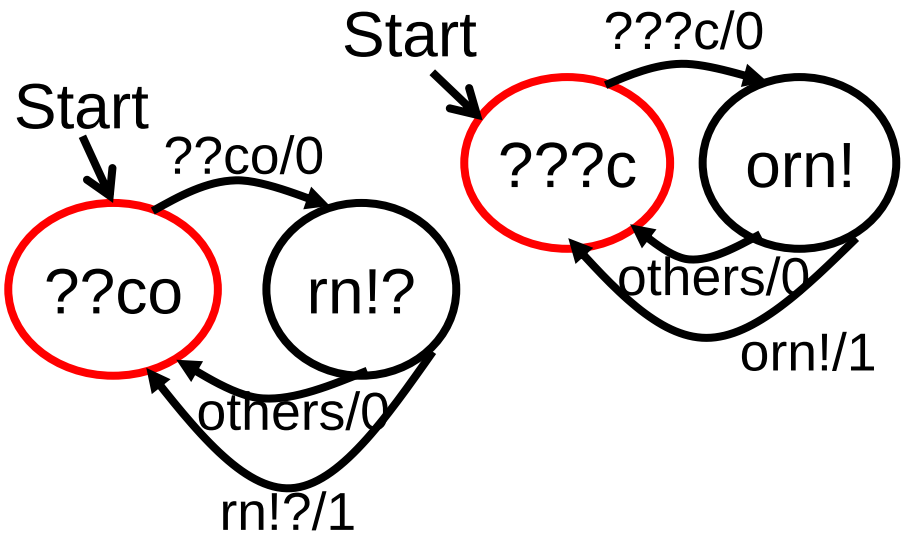


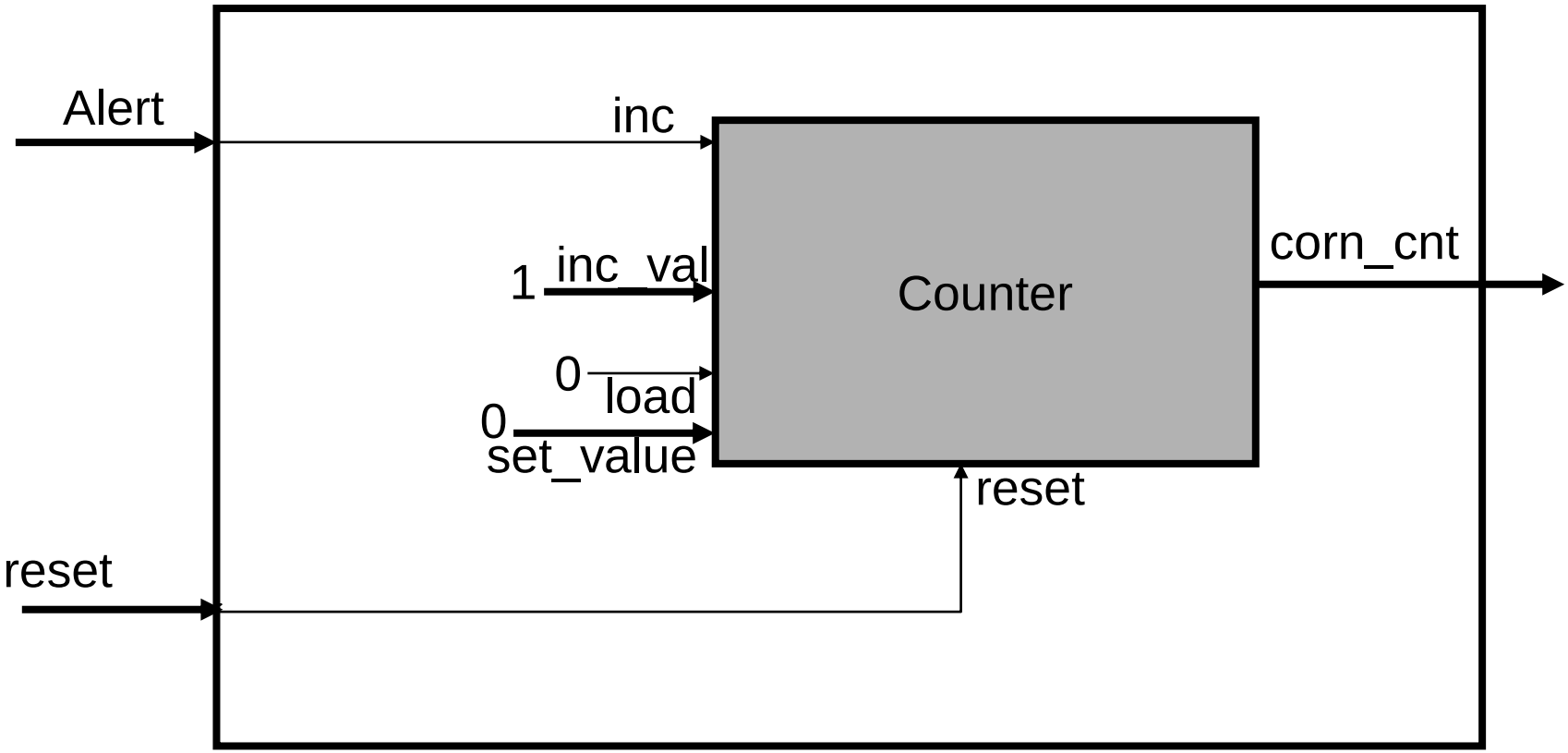
# Modify Alert FSM for Multiple characters

| | | | |
|---|---|---|---|
| c | b | c | o |
| r | n | ! | c |
| o | r | n | ! |
| z | c | o | r |

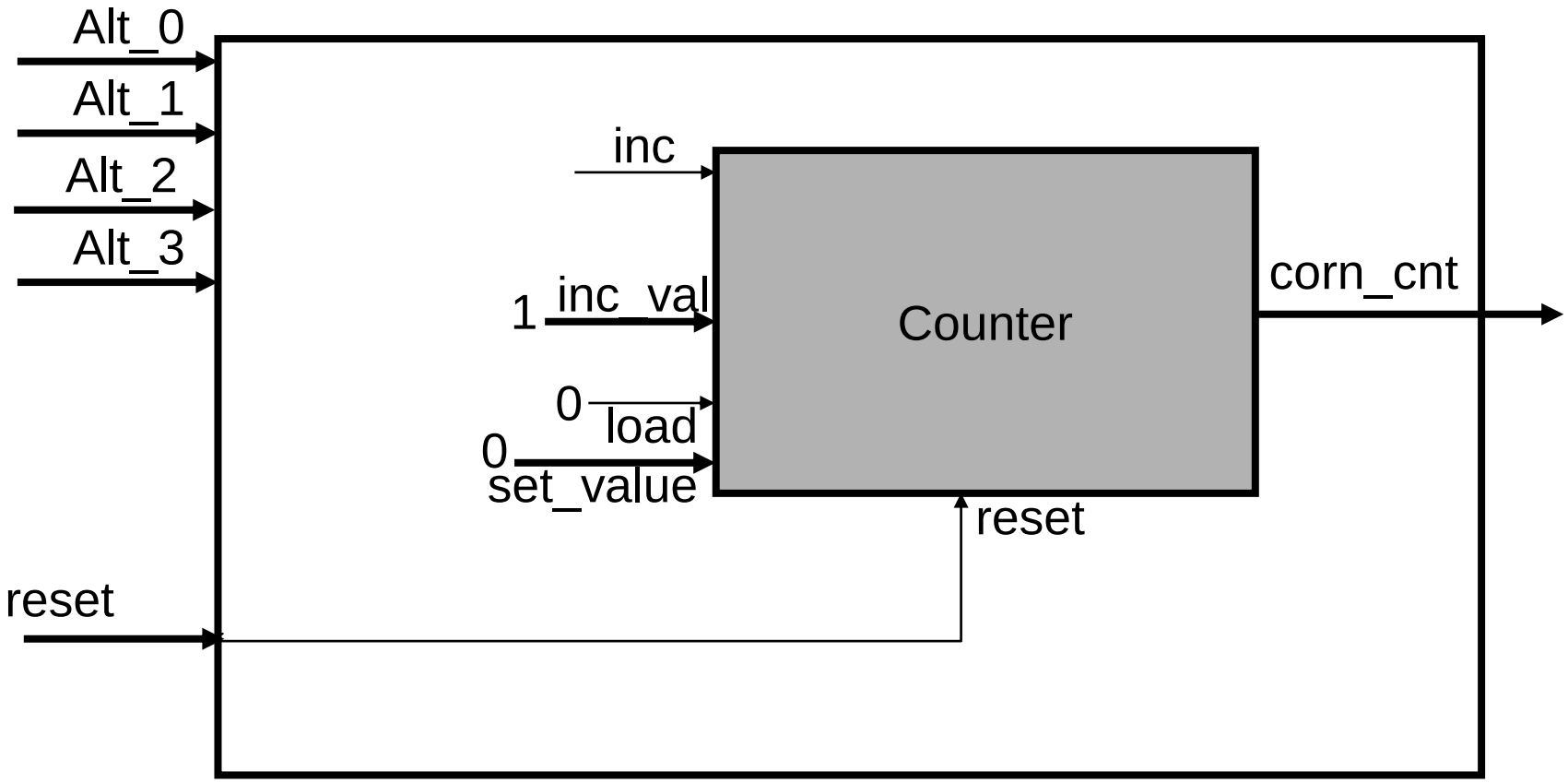


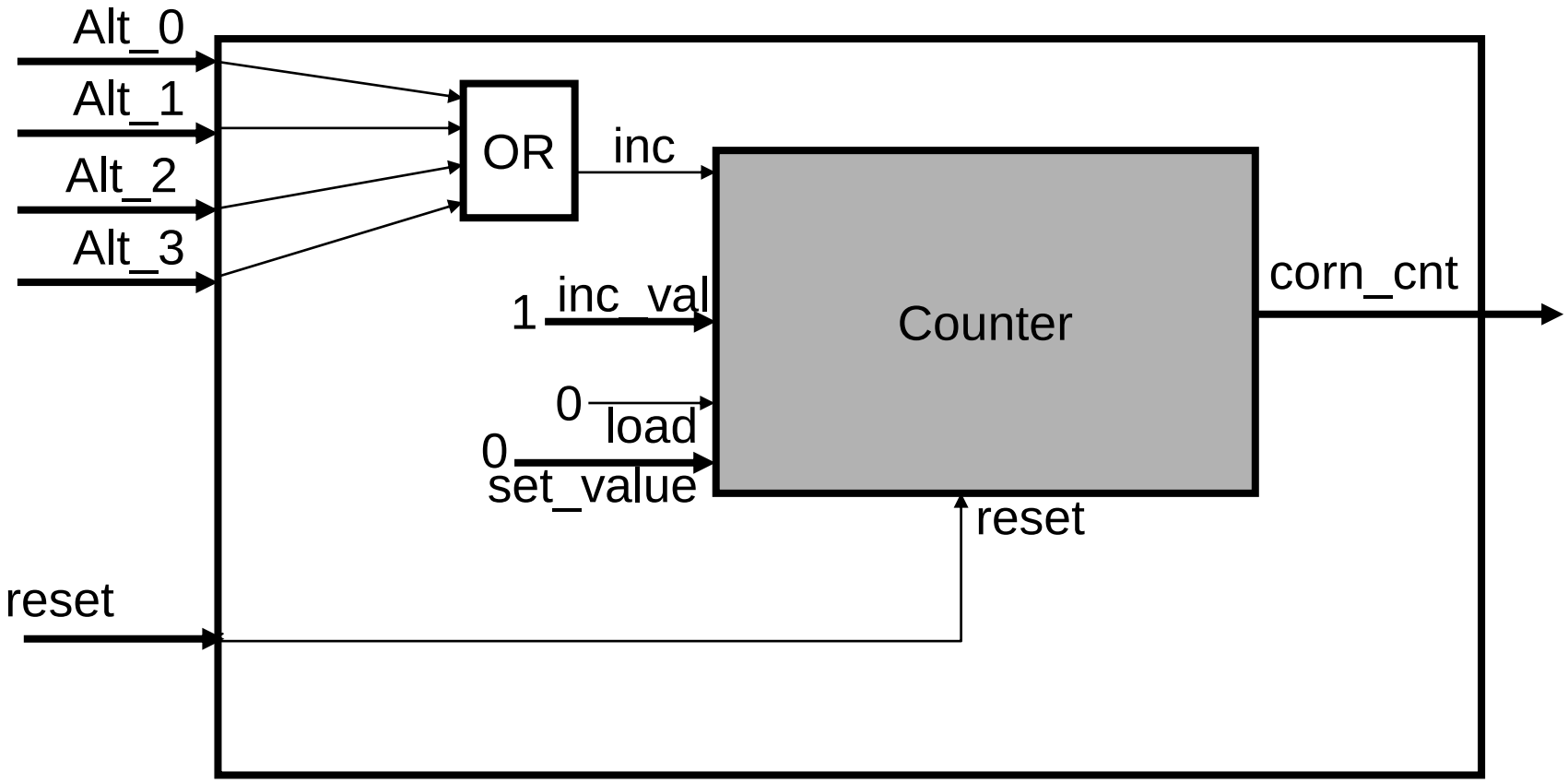
# Modify corn! counter for Multiple characters



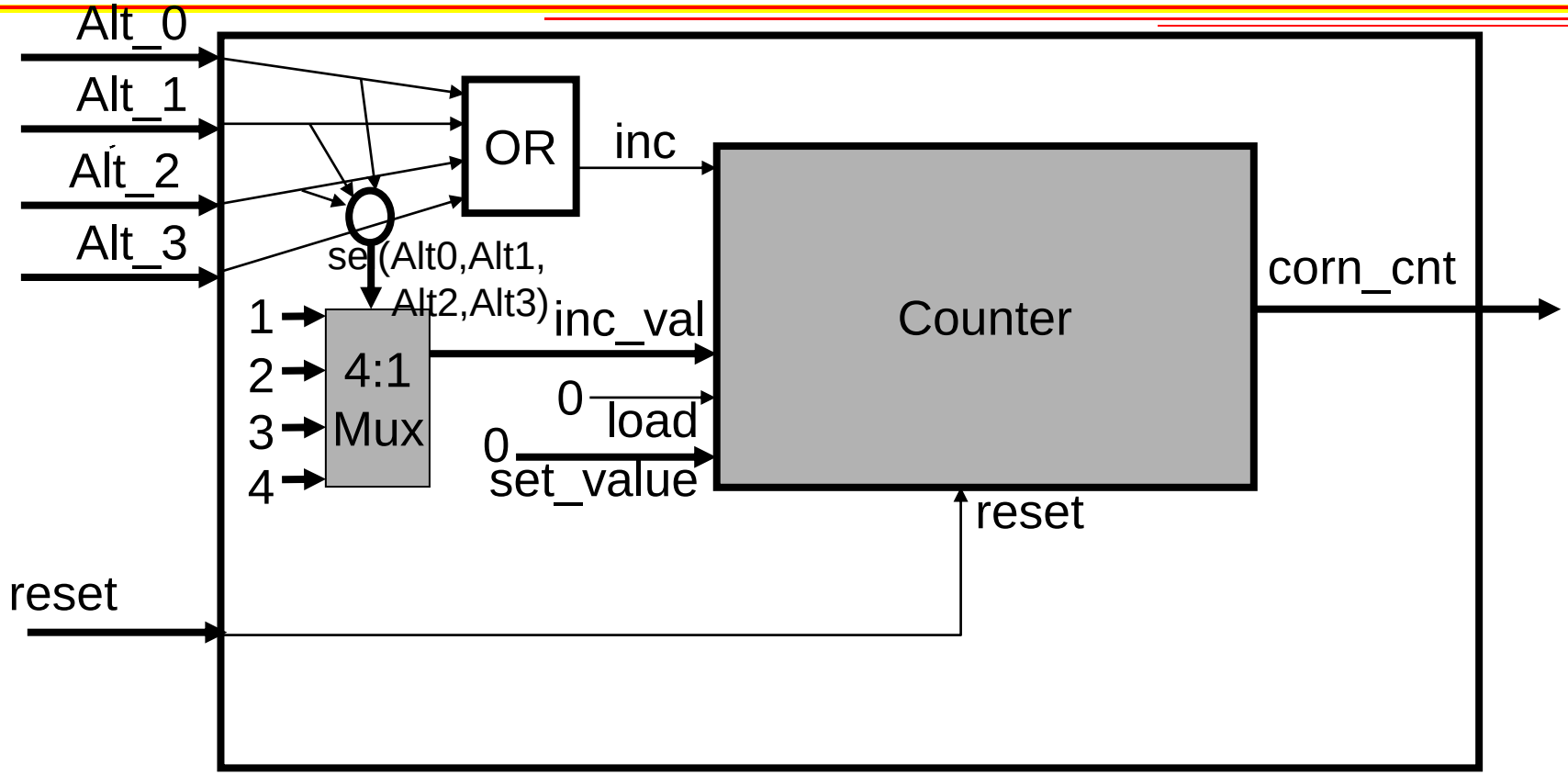
# Modify corn! counter for Multiple characters



# Modify corn! counter for Multiple characters



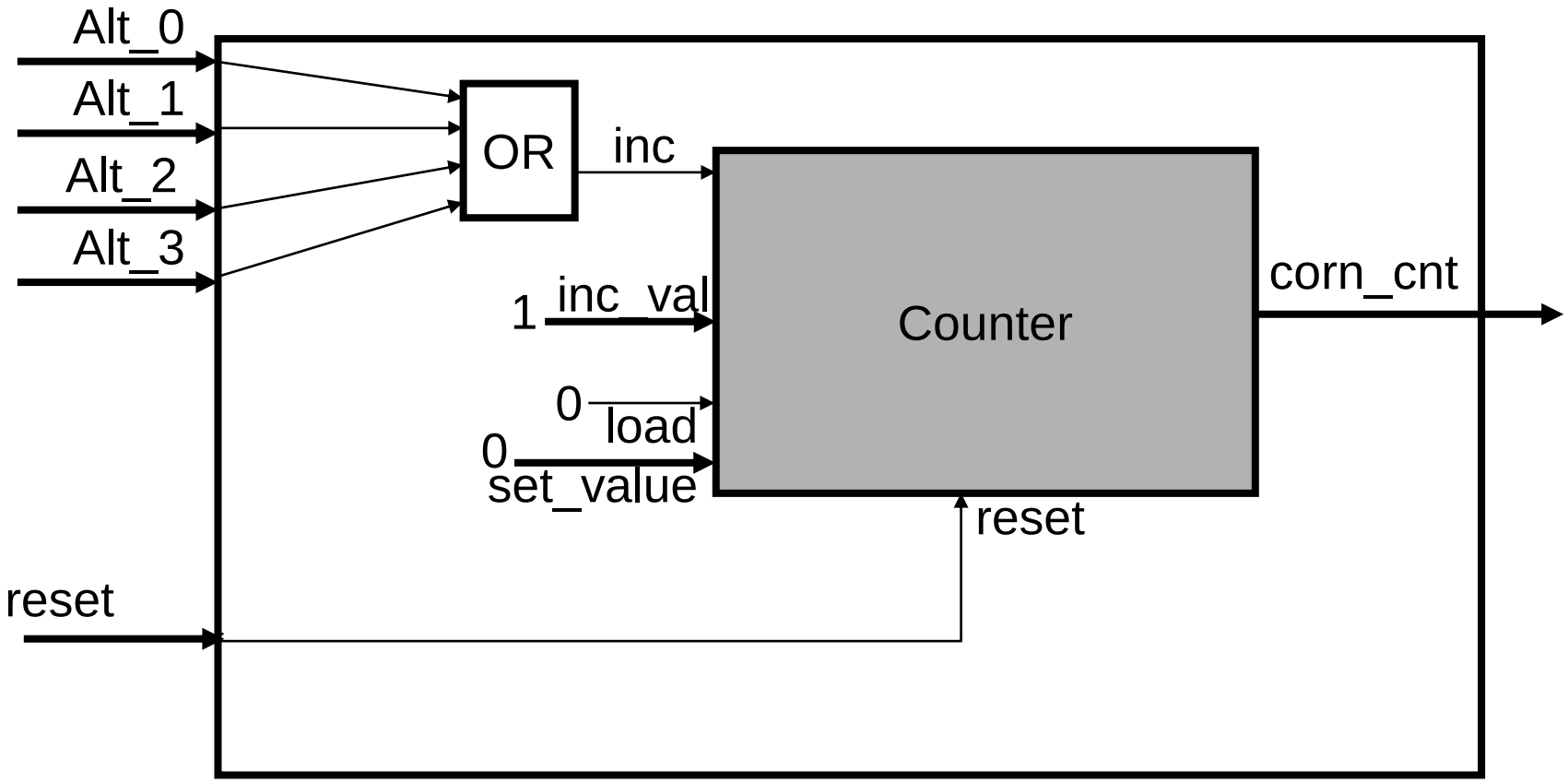
# Modify corn! counter for Multiple characters




NOT in a process!

```
Alt_merge <= Alt0 & Alt1 & Alt2 & Alt3;
inc_val <= 4 when (Alt_merge = “1111”)
           3 when (Alt_merge = “0111” or Alt_merge = “1011”  ...)
           2 when (Alt_merge = “0011” or Alt_merge = “0110”  ...)
           else 0
```

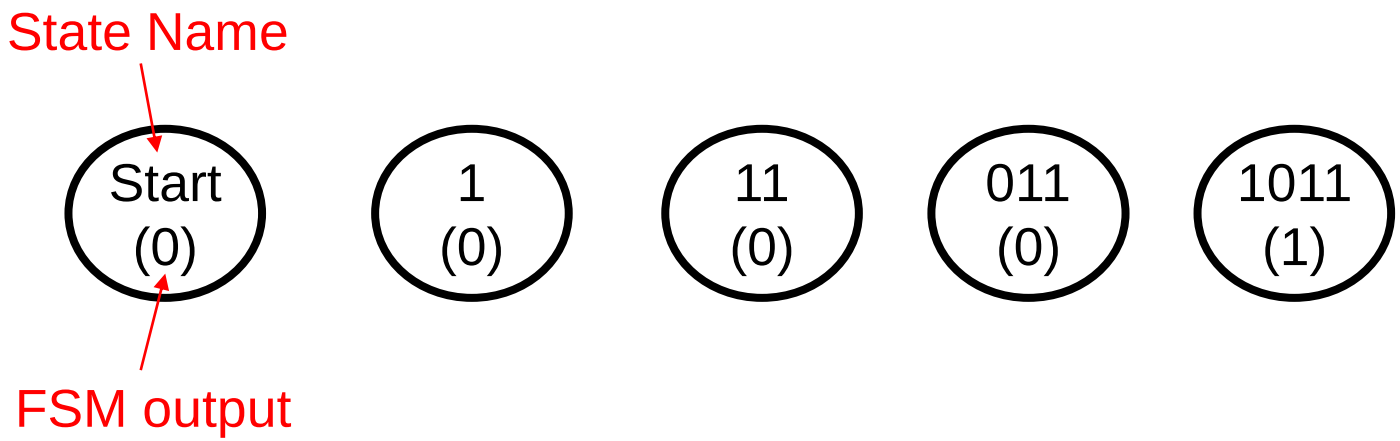
# Modify corn! counter for Multiple characters



# In progress Slides

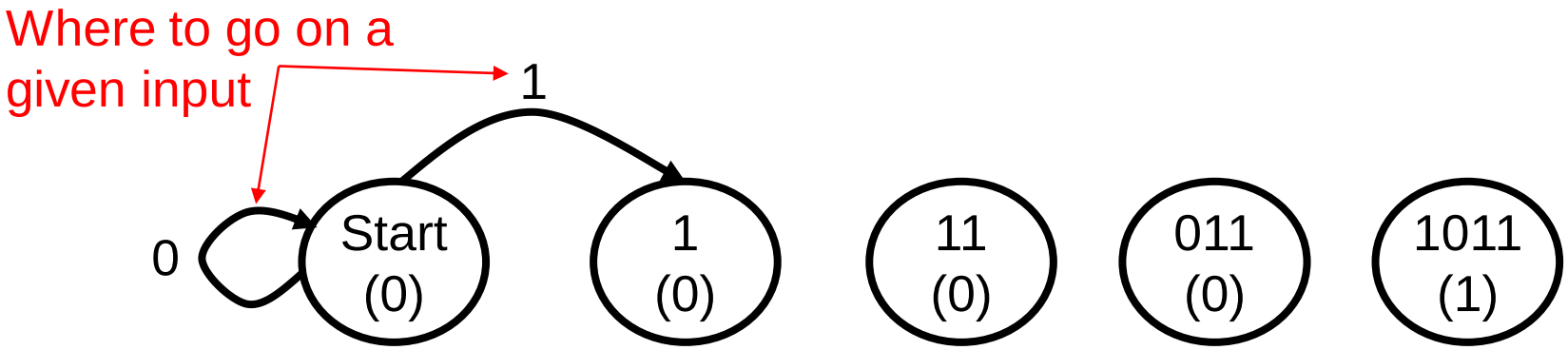
# Moore FSM

- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”



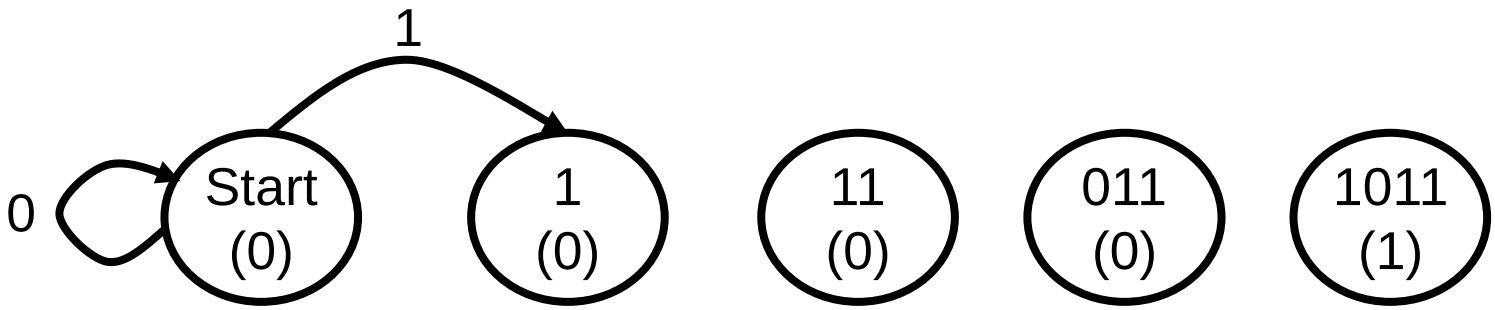
# Moore FSM

- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”



# Moore FSM

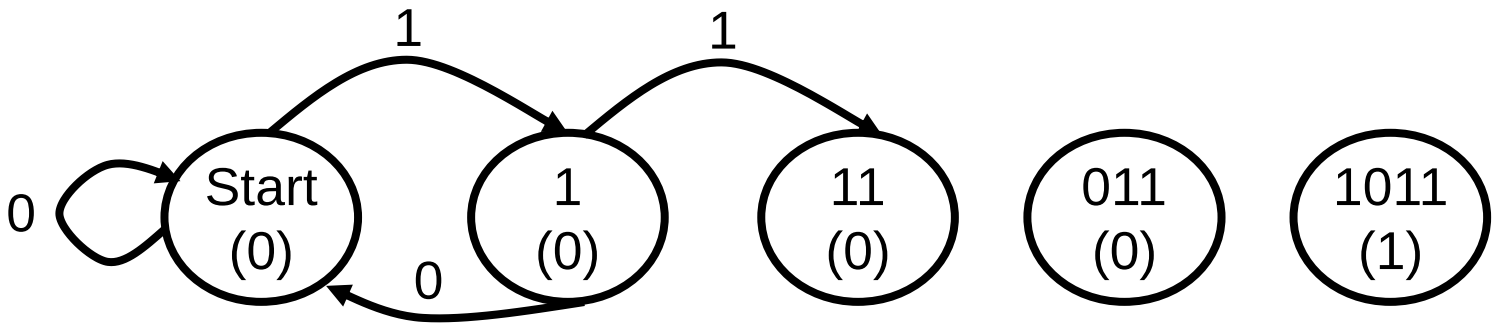
- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”




Input: 1

# Moore FSM

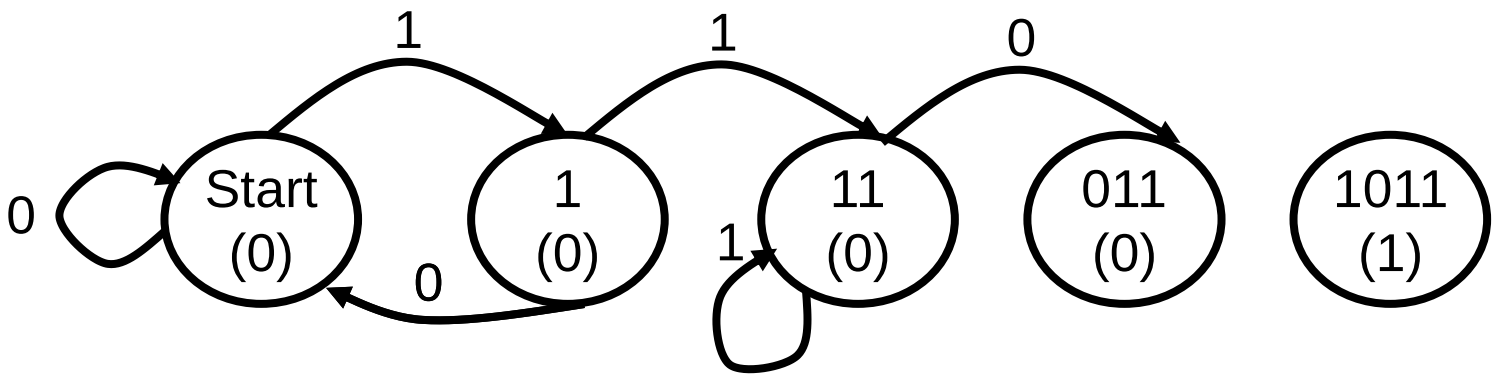
- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”




Input: 11

# Moore FSM

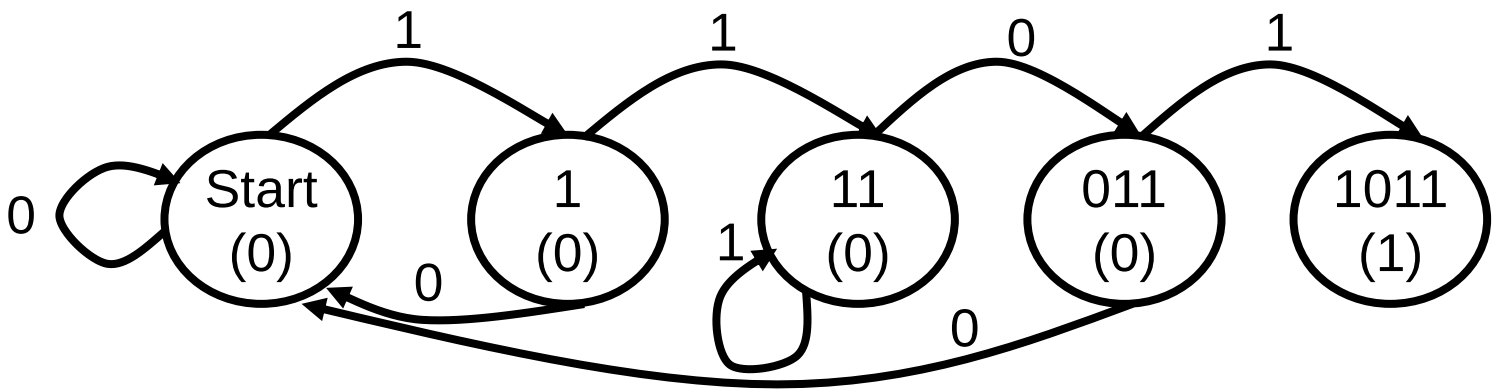
- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”




Input: 011

# Moore FSM

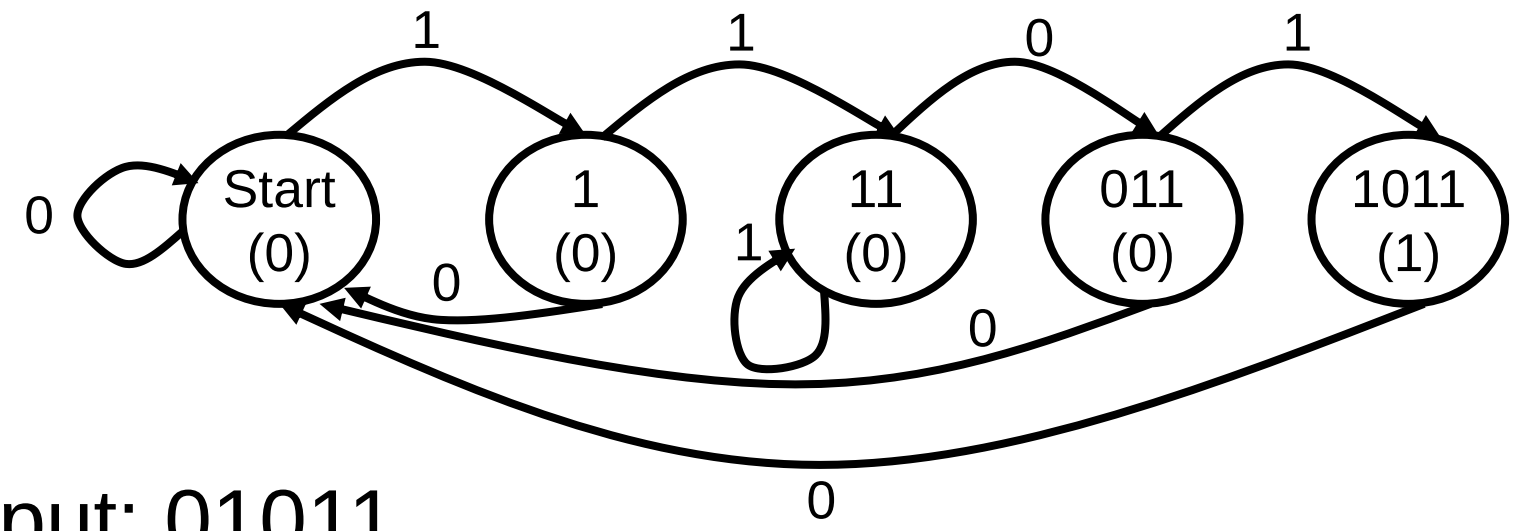
- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”




Input: 1011

# Moore FSM

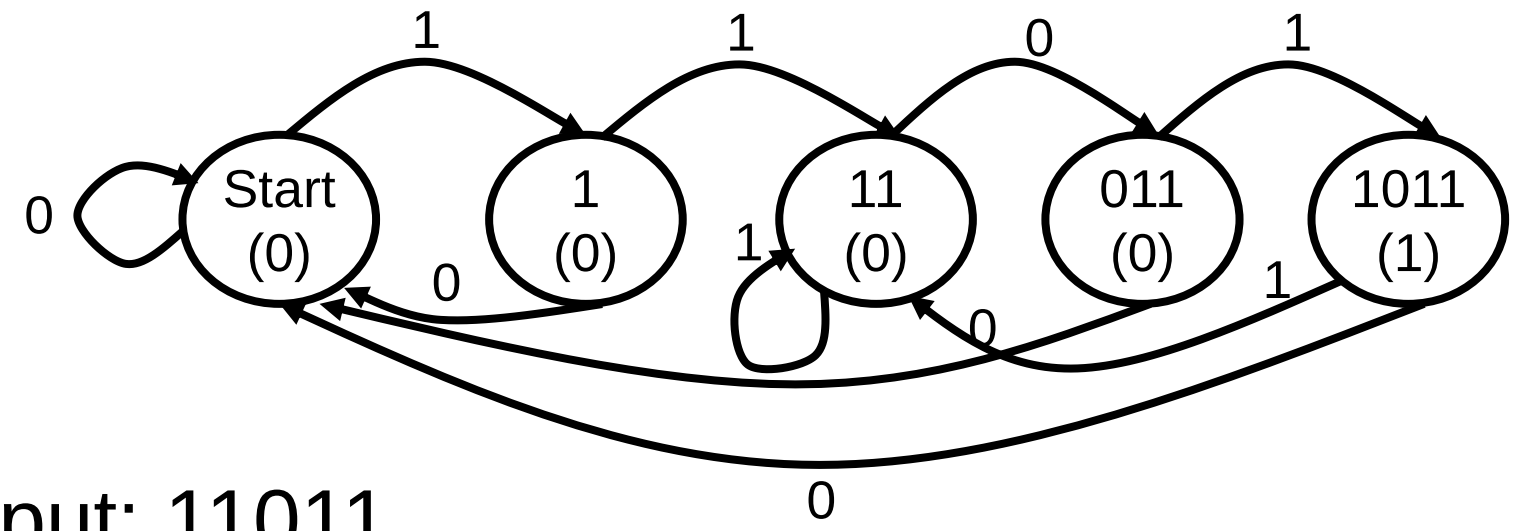
- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”




Input: 01011

# Moore FSM

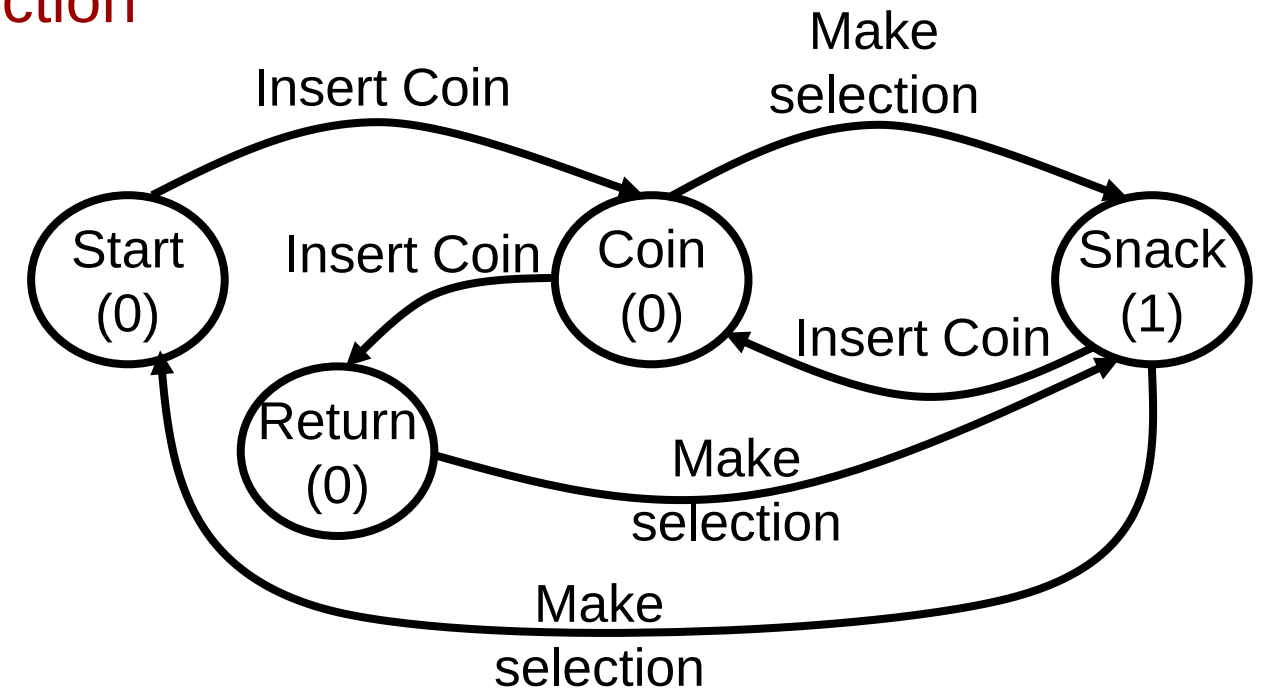
- Moore:  Output is only a function of the current state
- Example detect every occurrence of “1011”




Input: 11011

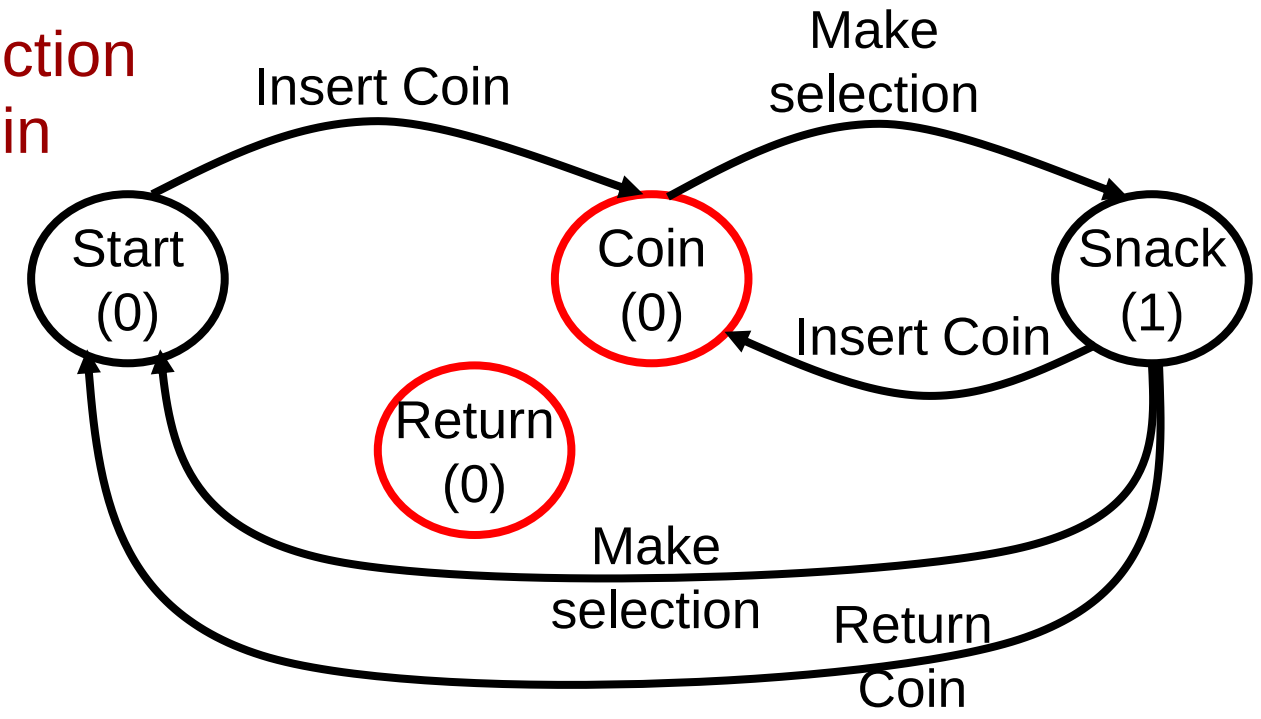
# Moore FSM

- Moore: Output is only a function of the current state
- Example: vending machine
  - Events (assume all items cost 1 coin):
    - Insert Coin
    - Make selection



# Moore FSM

- Moore: Output is only a function of the current state
- Example: vending machine
  - Events (assume all items cost 1 coin):
    - Insert Coin
    - Make selection
    - Return Coin



# Moore FSM

- Moore: Output is only a function of the current state
- Example: vending machine
  - Events (assume all items cost 1 coin):
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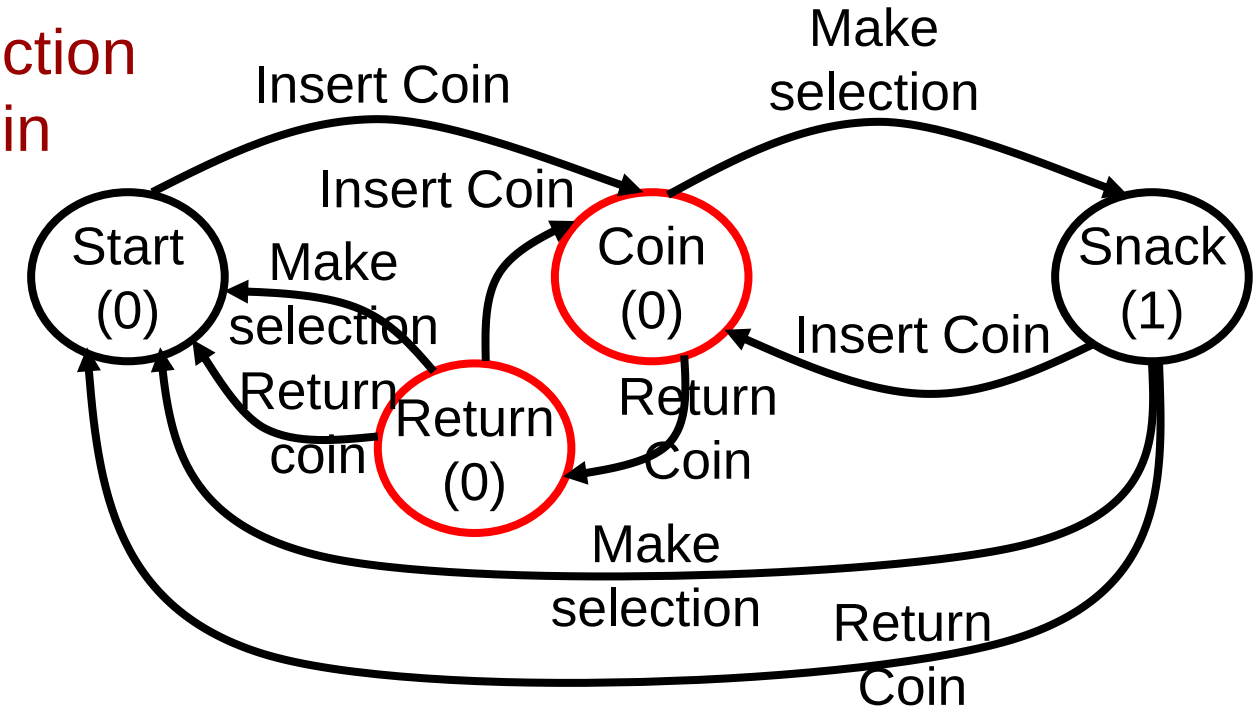
    - Make selection
    - Return Coin



# Moore FSM

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