

Le ragazze e la scienza: Incoraggiamole ad intraprendere L'avventura

Laboratorio

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1° Esercizio: La Porta OR

entity porta_or is
 Port (**A** : in STD_LOGIC;
 B : in STD_LOGIC;
 Y : out STD_LOGIC);
end porta_or;

Porta logica OR

$$Y = A + B$$

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	1



```
input <= A & B;
```

```
porta_or_proc : process(input)
```

```
begin
```

```
  case input is
```

```
    when "00" =>
```

```
      Y <= '0';
```

```
    when "01" =>
```

```
      Y <= '1';
```

```
    when "10" =>
```

```
      Y <= '1';
```

```
    when "11" =>
```

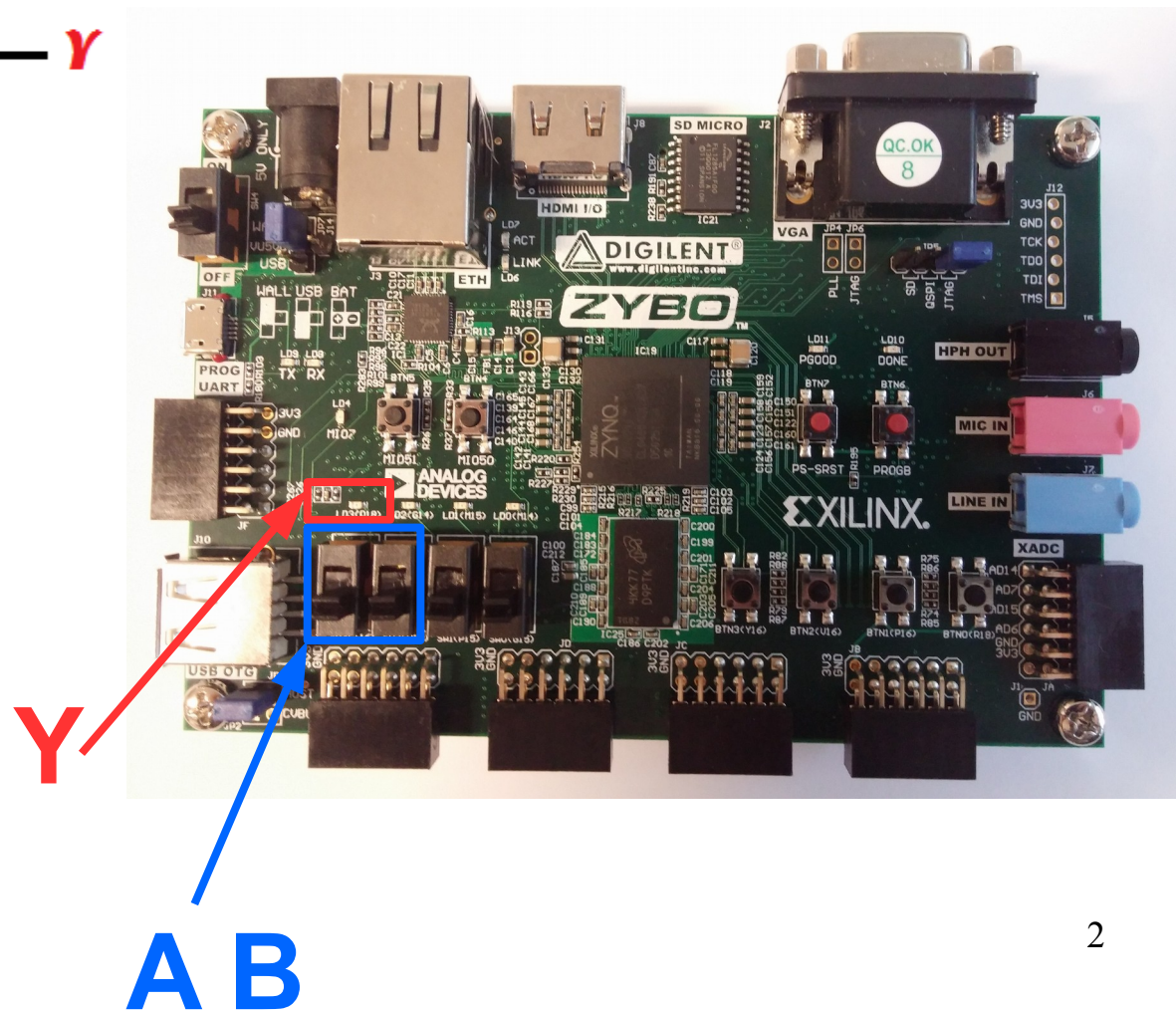
```
      Y <= '1';
```

```
    when others =>
```

```
      Y <= '0';
```

```
  end case;
```

```
end process;
```



2° Esercizio: La Porta AND

Porta logica AND $Y = A \cdot B$

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1



entity porta_and is
 Port (A : in STD_LOGIC;
 B : in STD_LOGIC;
 Y : out STD_LOGIC);
end porta_and;

Input <= A & B;

porta_and_proc : process(input)

begin

case input is

when "00" =>

Y <= '0';

when "01" =>

Y <= '0';

when "10" =>

Y <= '0';

when "11" =>

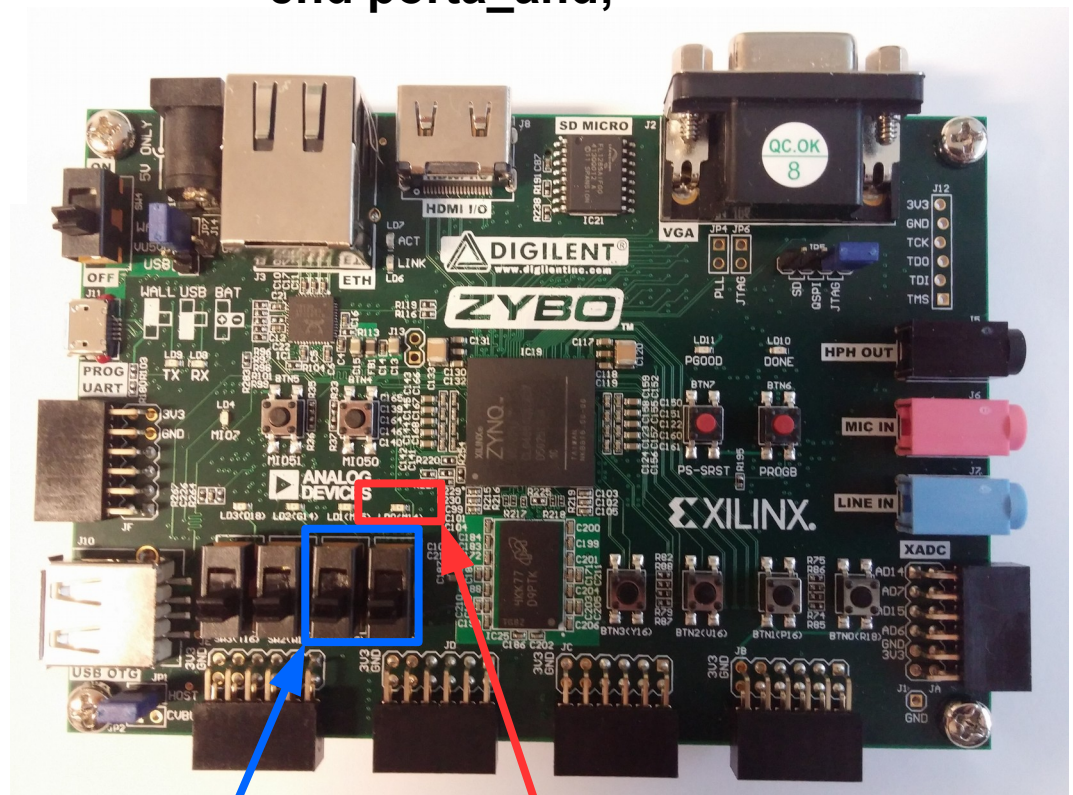
Y <= '1';

when others =>

Y <= '0';

end case;

end process;



A B Y

Esercizio Interattivo: La Porta XOR

Porta logica XOR

$$Y = A \oplus B$$

A	B	Y
0	0	
0	1	
1	0	
1	1	



***L'uscita è '1'
quando in ingresso
è presente un
numero di '1'
dispari!***

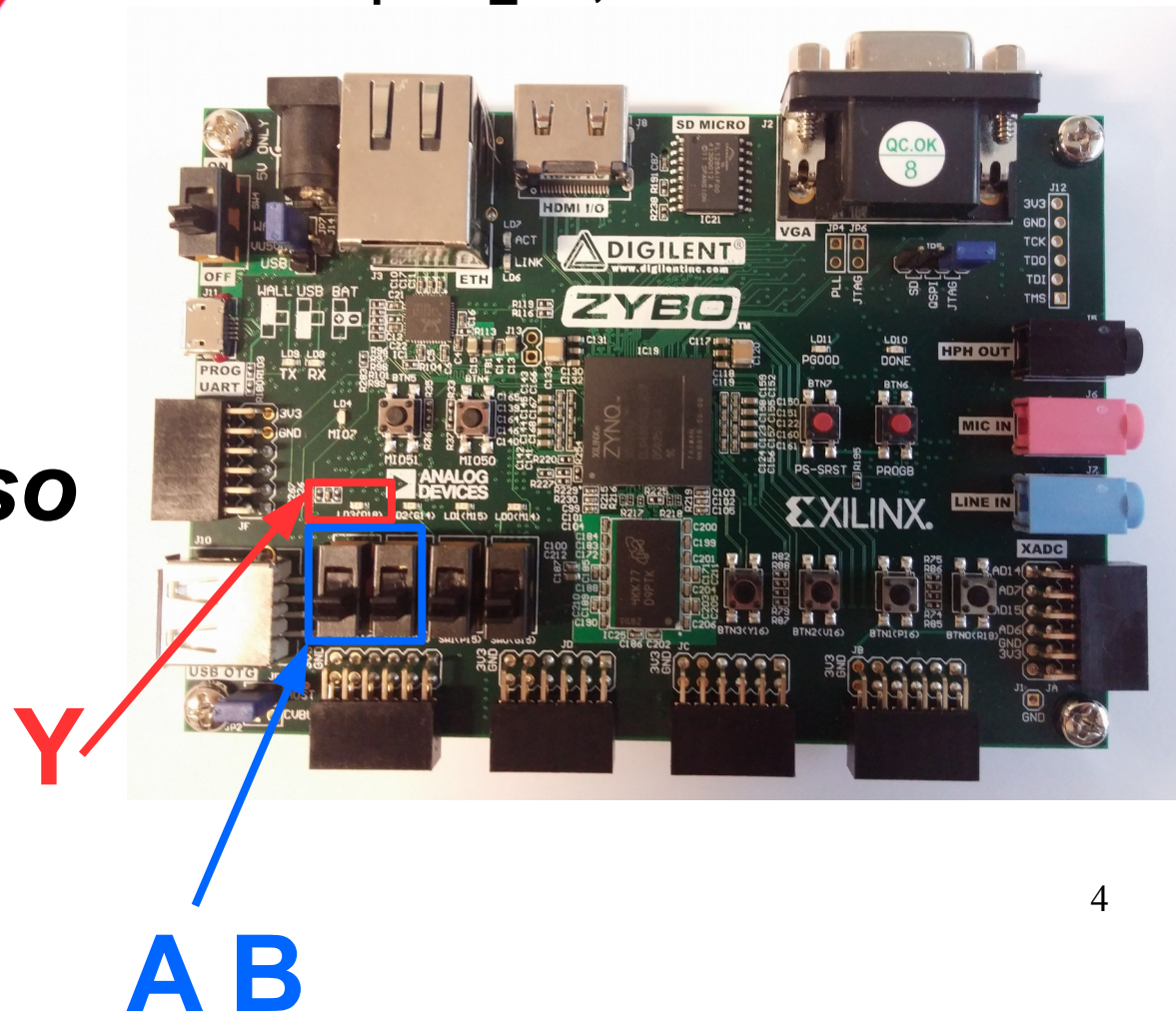
entity porta_xor is

Port (A : in STD_LOGIC;

B : in STD_LOGIC;

Y : out STD_LOGIC);

end porta_xor;



Il Bignami del VHDL

Il VHDL mette a disposizione i costrutti OR e AND (vero? Che geni!!) per implementare un porta AND o OR!!

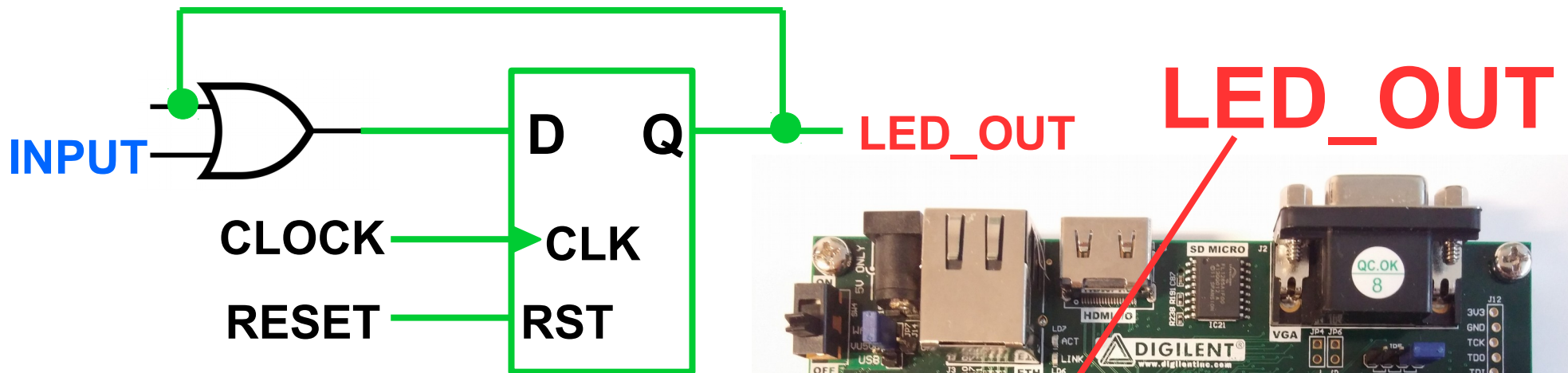
$Y \leq A \text{ and } B;$

$Y \leq A \text{ or } B;$

$Y \leq A \text{ xor } B;$

Ma sarebbe stato troppo facile!!!

3° Esercizio: Elemento di Memoria



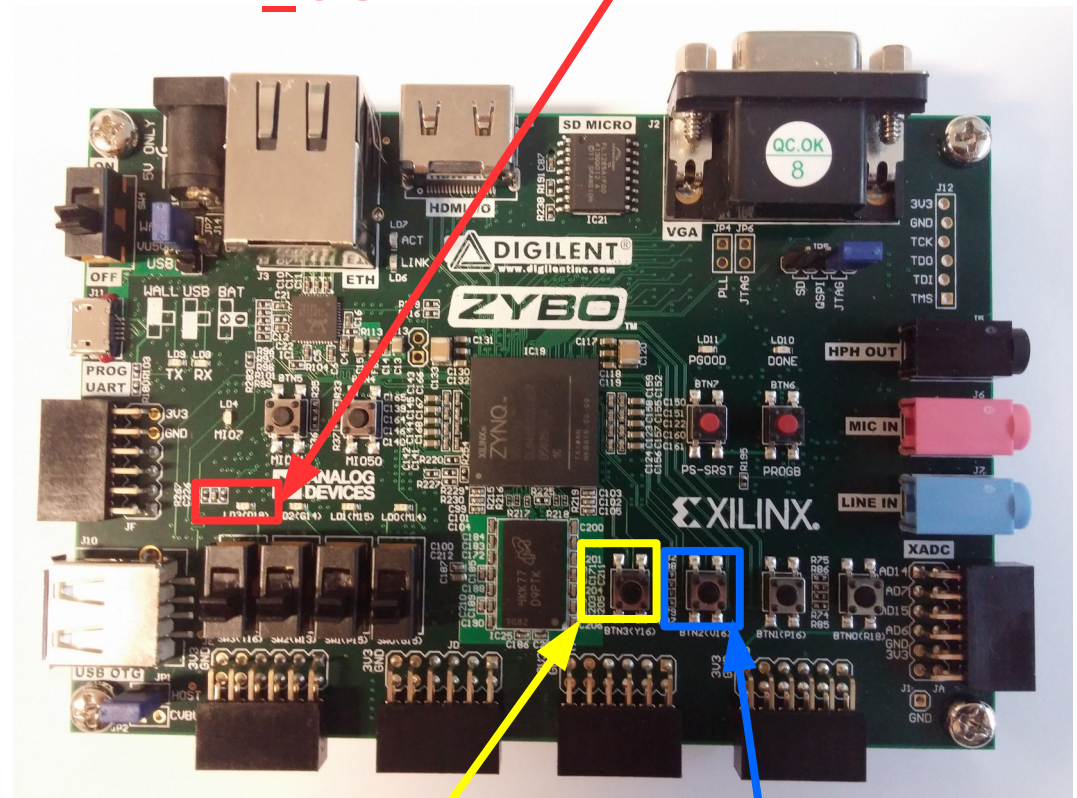
entity elemento_di_memoria is
Port (

INPUT : in STD_LOGIC;
RESET : in STD_LOGIC;
CLOCK : in STD_LOGIC;
LED_OUT : out

STD_LOGIC

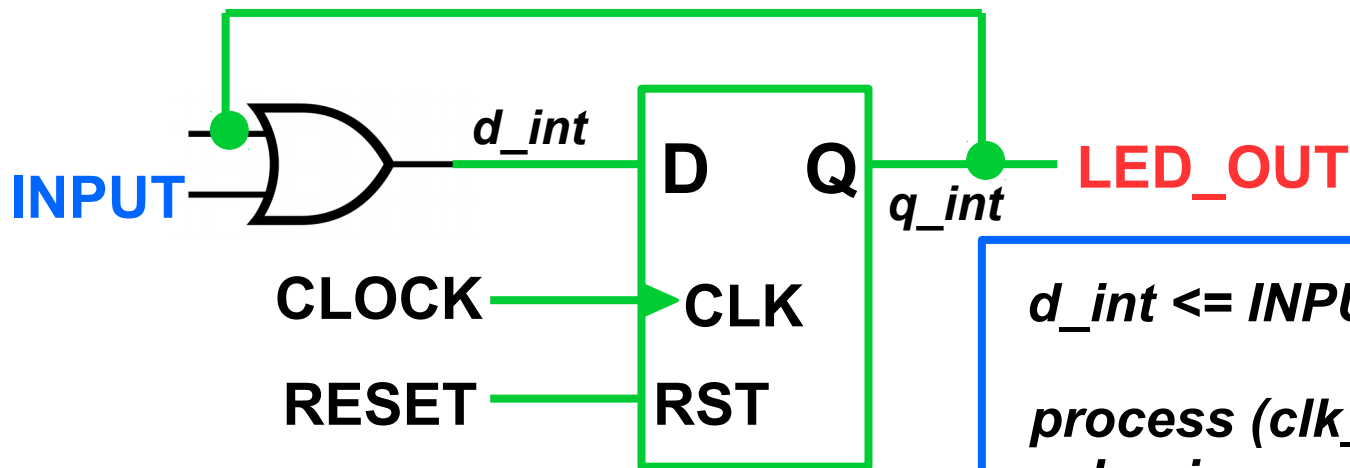
);

end elemento_di_memoria;



RESET INPUT

3° Esercizio: Elemento di Memoria

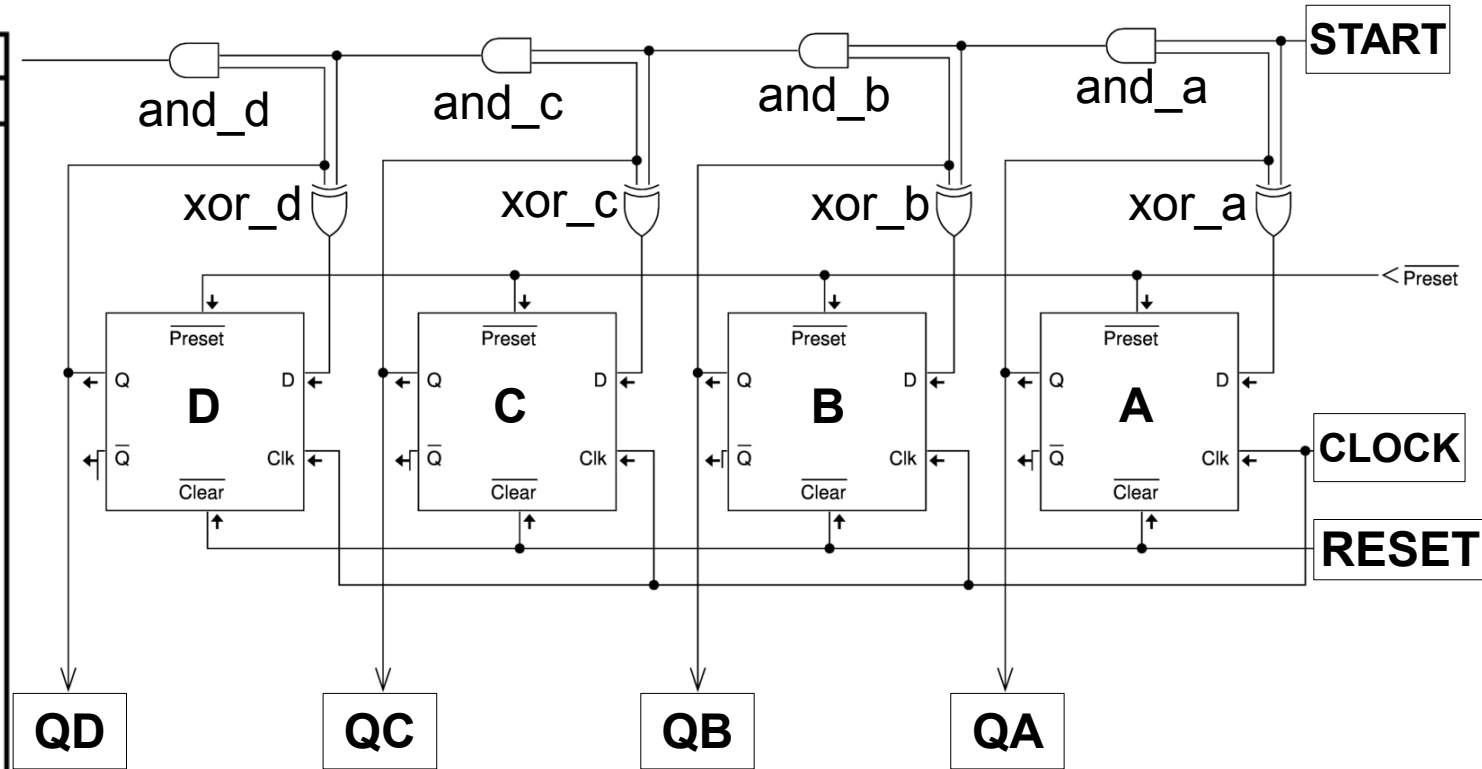


Semplice esempio che dimostra che il linguaggio VHDL è un linguaggio di descrizione hardware e NON un linguaggio di programmazione

```
d_int <= INPUT or q_int;  
  
process (clk_int)  
begin  
    if clk_int'event and clk_int='1' then  
        if RESET='1' then  
            q_int <= '0';  
        else  
            q_int <= d_int;  
        end if;  
    end if;  
end process;  
  
LED_OUT <= q_int;
```

4° Esercizio: Contatore 4-bits

Count	Outputs			
	Q _D	Q _C	Q _B	Q _A
0	L	L	L	L
1	L	L	L	H
2	L	L	H	L
3	L	L	H	H
4	L	H	L	L
5	L	H	L	H
6	L	H	H	L
7	L	H	H	H
8	H	L	L	L
9	H	L	L	H
10	H	L	H	L
11	H	L	H	H
12	H	H	L	L
13	H	H	L	H
14	H	H	H	L
15	H	H	H	H



Combinando il “Flip-Flop D”, la porta “AND” e la porta “XOR” possiamo realizzare un “CONTATORE 4-bits” per contare da 0 a 15 (in decimale)

4° Esercizio: Contatore 4-bits

entity contatore is

Port (

CLOCK : in STD_LOGIC;

RESET : in STD_LOGIC;

START : in STD_LOGIC;

QD : out STD_LOGIC;

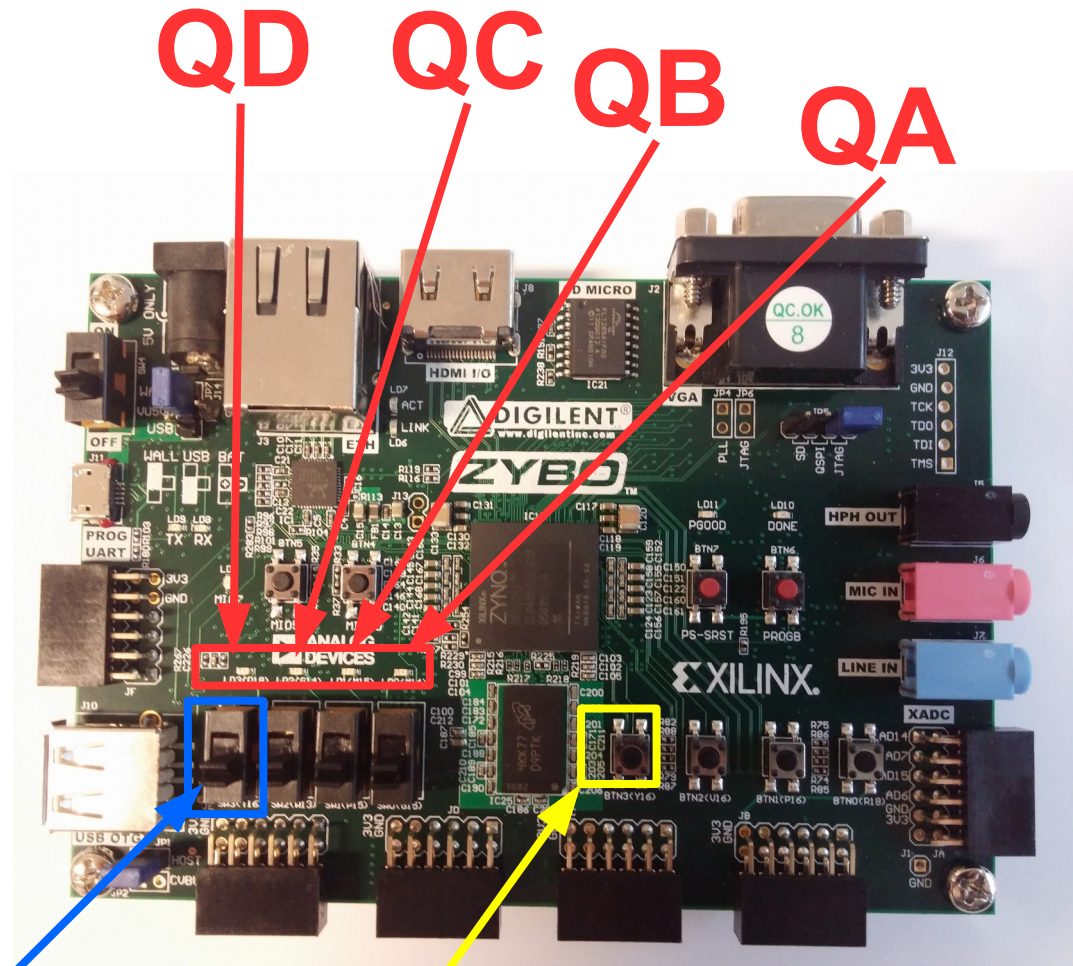
QC : out STD_LOGIC;

QB : out STD_LOGIC;

QA : out STD_LOGIC

);

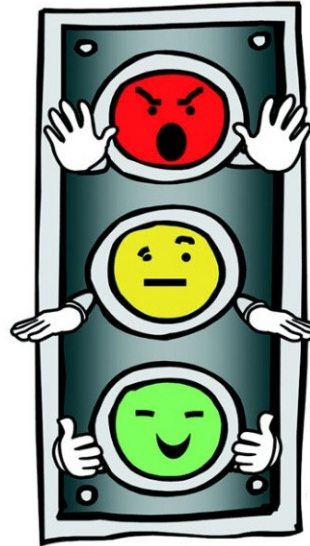
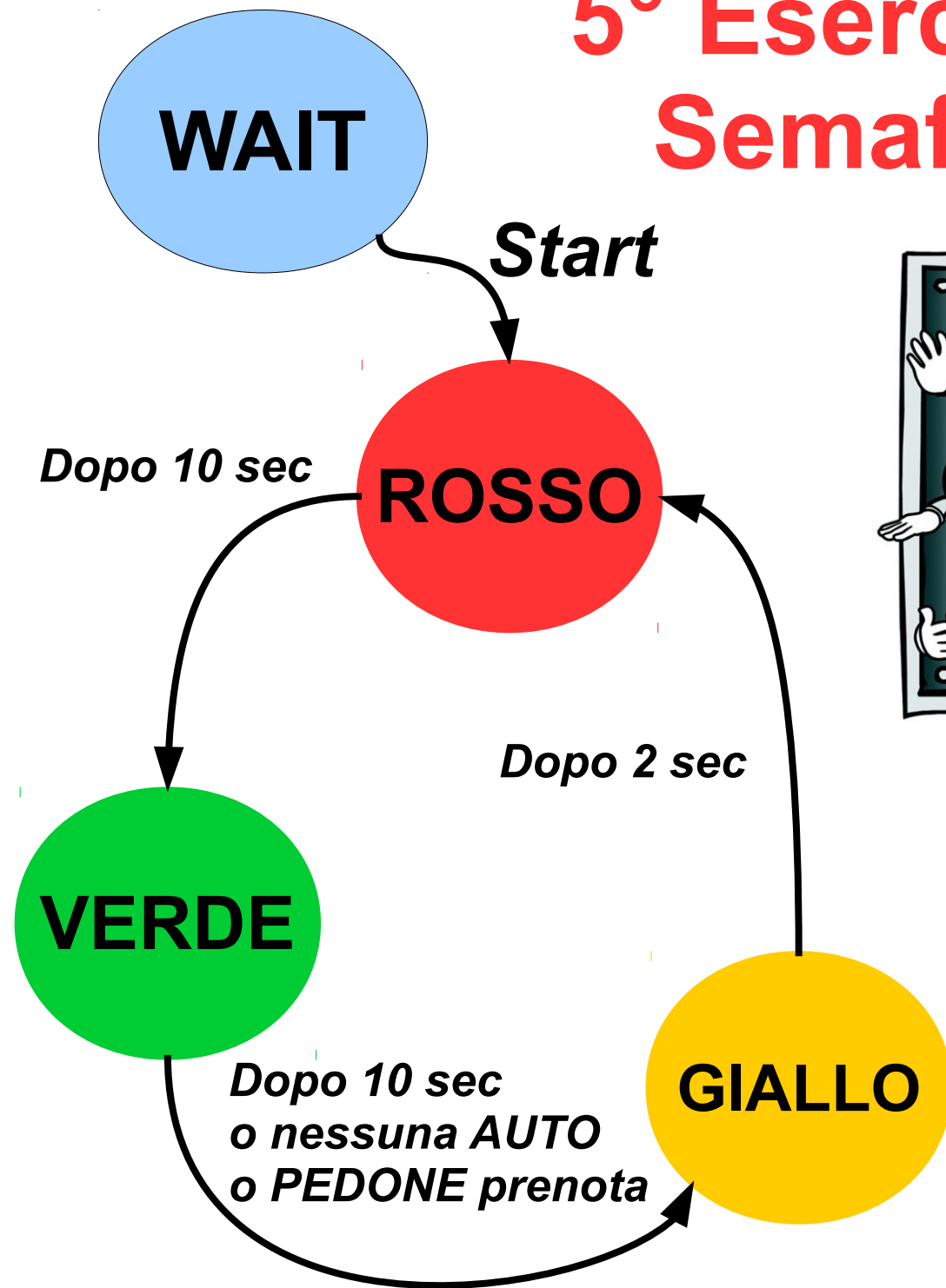
end contatore;



START

RESET

5° Esercizio: Semaforo



5° Esercizio: Semaforo

entity semaforo is

Port (

RESET : in STD_LOGIC;

CLOCK : in STD_LOGIC;

START : in STD_LOGIC;

AUTO : in STD_LOGIC;

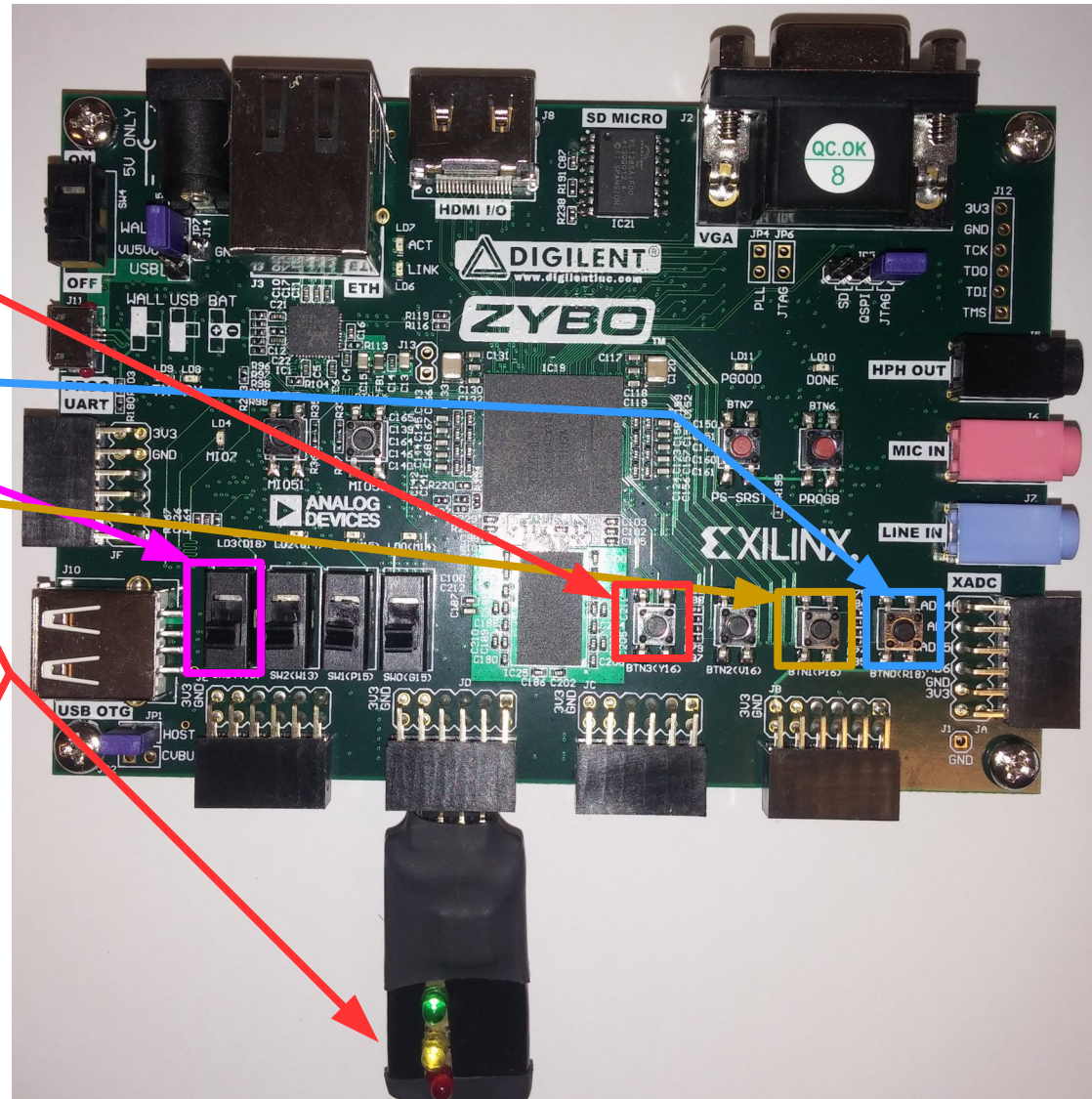
PEDONE : in STD_LOGIC;

LED_G : out STD_LOGIC;

LED_Y : out STD_LOGIC;

LED_R : out STD_LOGIC);

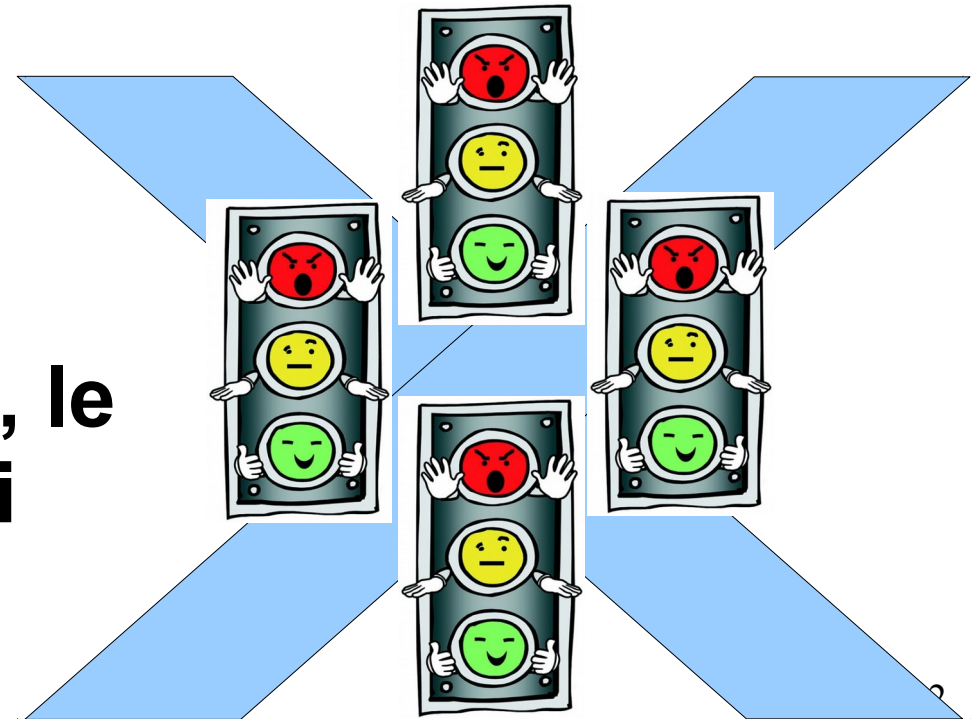
end semaforo;



Incrocio



**L'FPGA può diventare il
controllore
di un intero incrocio,
gestendo tutti i semafori, le
prenotazioni da parte dei
pedoni, segnalazioni
acustiche, ect ect**



Come reperire il materiale

Esiste un modo **GRATUITO E LEGALE** per reperire sia il software che l'hardware che avete visto.

