VERSION 1 UFID: Sign your name here if you would like for your test to be returned in class:	
IMPORTANT: • Please be neat and write (or draw) carefully. If we cannot read it with a reasonable effort, it is assumed wrong. • As always, the best answer gets the most points. COVER SHEET:	
Problem#: Points	
1 (6 points)	
2 (6 points) Total:	
3 (8 points)	
4 (10 points)	
5 (12 points)	
6 (6 points)	
7 (6 points)	
8 (12 points)	
9 (30 points)	
10 (4 points)	
Regrade Info:	

```
ENTITY _entity_name IS
PORT( input name, input name: IN STD_LOGIC;
  input_vector_name : IN STD_LOGIC_VECTOR(__high downto __low);
  _bidir_name, __bidir_name : INOUT STD_LOGIC;
  output name, output name: OUT STD_LOGIC);
END __entity_name;
ARCHITECTURE a OF __entity_name IS
SIGNAL __signal_name : STD_LOGIC;
BEGIN
-- Process Statement
-- Concurrent Signal Assignment
-- Conditional Signal Assignment
-- Selected Signal Assignment
-- Component Instantiation Statement
END a;
__instance_name: __component_name PORT MAP (__component_port => __connect_port,
__component_port => __connect_port);
WITH expression SELECT
__signal <= __expression WHEN __constant_value,
  expression WHEN __constant_value,
 _expression WHEN __constant_value,
  _expression WHEN __constant_value;
__signal <= __expression WHEN __boolean_expression ELSE
__expression WHEN __boolean_expression ELSE
expression;
IF expression THEN
__statement;
  statement;
ELSIF __expression THEN
__statement;
  _statement;
ELSE
__statement;
  statement;
END IF;
CASE __expression IS
WHEN __constant_value =>
__statement;
 statement;
WHEN __constant_value =>
__statement;
  statement;
WHEN OTHERS =>
 statement;
  statement;
END CASE;
<generate_label>: FOR <loop_id> IN <range> GENERATE
-- Concurrent Statement(s)
END GENERATE;
type __identifier is type_definition;
subtype __identifier is subtype_indication;
```

1) (6 points) For the memory entity given below, which of the answers best describes the memory structure that is inferred during synthesis?

```
library ieee;
use ieee.std logic 1164.all;
use ieee.std_logic_unsigned.all;
entity ram is
                : in std_logic;
: in std_logic;
  port (clk
         we
         addr1 : in std_logic_vector(4 downto 0);
addr2 : in std_logic_vector(4 downto 0);
data_in : in std_logic_vector(3 downto 0);
         read_data1 : out std_logic_vector(3 downto 0);
         read_data2 : out std_logic_vector(3 downto 0));
end ram;
architecture syn of ram is
  type ram type is array (31 downto 0)
    of std_logic_vector (3 downto 0);
  signal RAM : ram type;
begin
  process (clk)
  begin
    if (clk'event and clk = '1') then
       if (we = '1') then
         RAM(conv integer(addr1)) <= di;</pre>
       end if;
    end if;
  end process;
  read data1 <= RAM(conv integer(addr1));</pre>
  read data2 <= RAM(conv integer(addr2));</pre>
end syn;
```

- a) Single-port memory, synchronous writes, synchronous reads
- b) Dual-port memory, synchronous writes, synchronous reads
- (c) Dual-port memory, synchronous writes, asynchronous reads
- d) Dual-port memory, asynchronous writes, asynchronous reads

2) (6 points) What is the *minimum* number of adders and multipliers that are needed to create a datapath for the following pseudo-code, assuming that an appropriate controller exists?

3) a. (2 points) Write a VHDL type declaration called MY_ARRAY that creates a 2D array with 8 rows and 4 columns, where each element is a 32-bit std_logic_vector.

b. (2 points) Write a VHDL type declaration called MY_ARRAY that creates a 2D array with unconstrained ranges for each dimension, where each element is a 32-bit std_logic_vector.

c. (2 points) Using the type from part b, instantiate an object of type MY_ARRAY with 50 rows and 100 columns.

d. (2 points) What doesn't VHDL allow in the following type declaration?

type MY_ARRAY is array (natural range<>, natural range<>) of std_logic_vector

VHOL doesn't allow unconstrained arrays of an unconstrained type

4) a. (5 points) Briefly explain the purpose of the horizon sync (h_sync) and vertical sync (v_sync) signals in the VGA lab.

h-sync synchronizes the refresh of each row of pixels

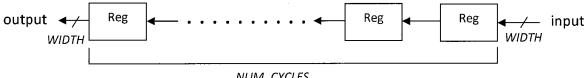
V-sync synchronizes the refresh of the entire screen (i.e. it causes the monitor to begin refreshing at the top left)

b. (5 points). Why are the color signals turned off at certain times during the drawing of the screen? When does this occur? What is the name of these intervals where the color is off?

a) to avoid drawing while the electron beam is being moved to the left edge or from the bottom of the screen back to the top.

b) blanking intervals

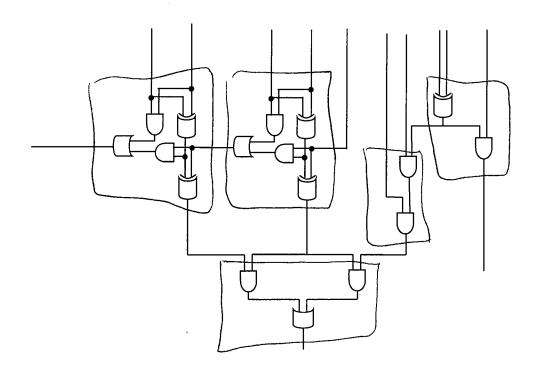
5) (12 points) Fill in the code provided below to create a series of delay registers with generic width and number of delay cycles. You must use a structural architecture with the provided generate loop that connects together the register (reg) components. The circuit should look like this:



```
NUM_CYCLES
library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity delay is
                          positive;
 generic(num_cycles :
         width
                          positive);
 port( clk
                    : in std logic;
                    : in std_logic;
                    : in std logic vector(width-1 downto 0);
                    : out std logic vector(width-1 downto 0));
       output
end delay;
architecture str of delay is
  type ARRAY TYPE is array (0 to num_cycles) of
                             std_logic_vector(width-1 downto 0);
  component reg
                  : positive := 32);
: in std_logic;
   generic (width :
    port(clk
                  : in std logic;
                  : in std_logic_vector(width-1 downto 0);
                  : out std_logic_vector(width-1 downto 0));
        output
  end component;
  signal reg_val : ARRAY_TYPE;
begin
   reg_val(0) = input;
 U_DELAY : for i in 0 to num_cycles-1 generate
    U REG : reg generic map (width => width)
     port map (clk
                                   => clk,
                                   => rst,
                input => reg-val(i),
                Output => reg-val (iti)
 );
end generate U_DELAY;
```

output 1= reg-val(width)

6) (6 points) Map the following circuit onto 3-input, 2-output LUTs by drawing shapes around each portion of the circuit that is mapped to an individual LUT.



7) (6 points) What is the maximum number of gates that can be implemented in a 3-input, 2-output LUT?

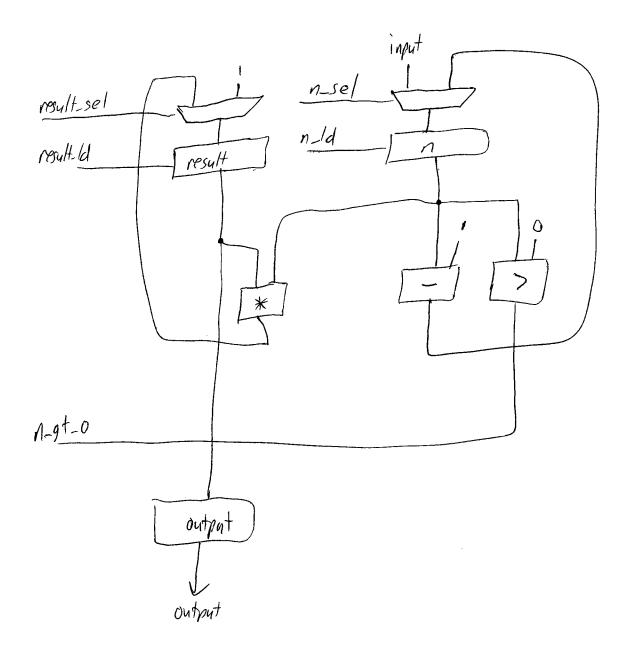
no Maximum

8) (12 points) Briefly describe the components in an FPGA used for reconfigurable interconnect.

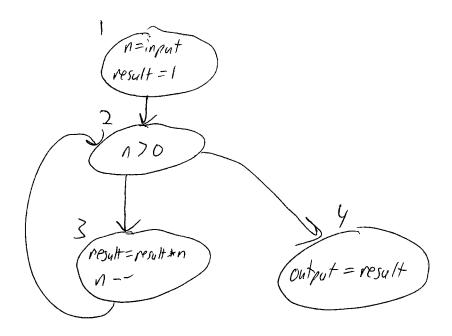
routing tracks - wires between every row and column of CLBs connection box - connects CLB I/O to routing tracks switch box - connects routing tracks together

9) A. (12 points) For the following pseudo-code, create a datapath that is capable of performing all necessary behavior. Clearly show all inputs/outputs, multipliers, subtractors, comparators, registers, muxes, wires, and control signals.

```
n = input;
result = 1;
while (n > 0) {
   result = result*n;
   n --;
}
output = result;
```



B. (12 points) For the datapath in the previous problem, draw an FSM capable of controlling the datapath to perform the illustrated code. In the circle for each state of the FSM, show the statements from the code that are performed in that state.



C. (6 points) For each state in your FSM, list the values of the control signals that configure the datapath to perform the appropriate operations. Assume that the left input to a mux uses a select value of '1'. Specify default control values to avoid having to list every control signal for each state.