

INSTITUTO FEDERAL

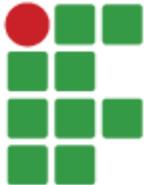
Catarinense

Campus Luzerna

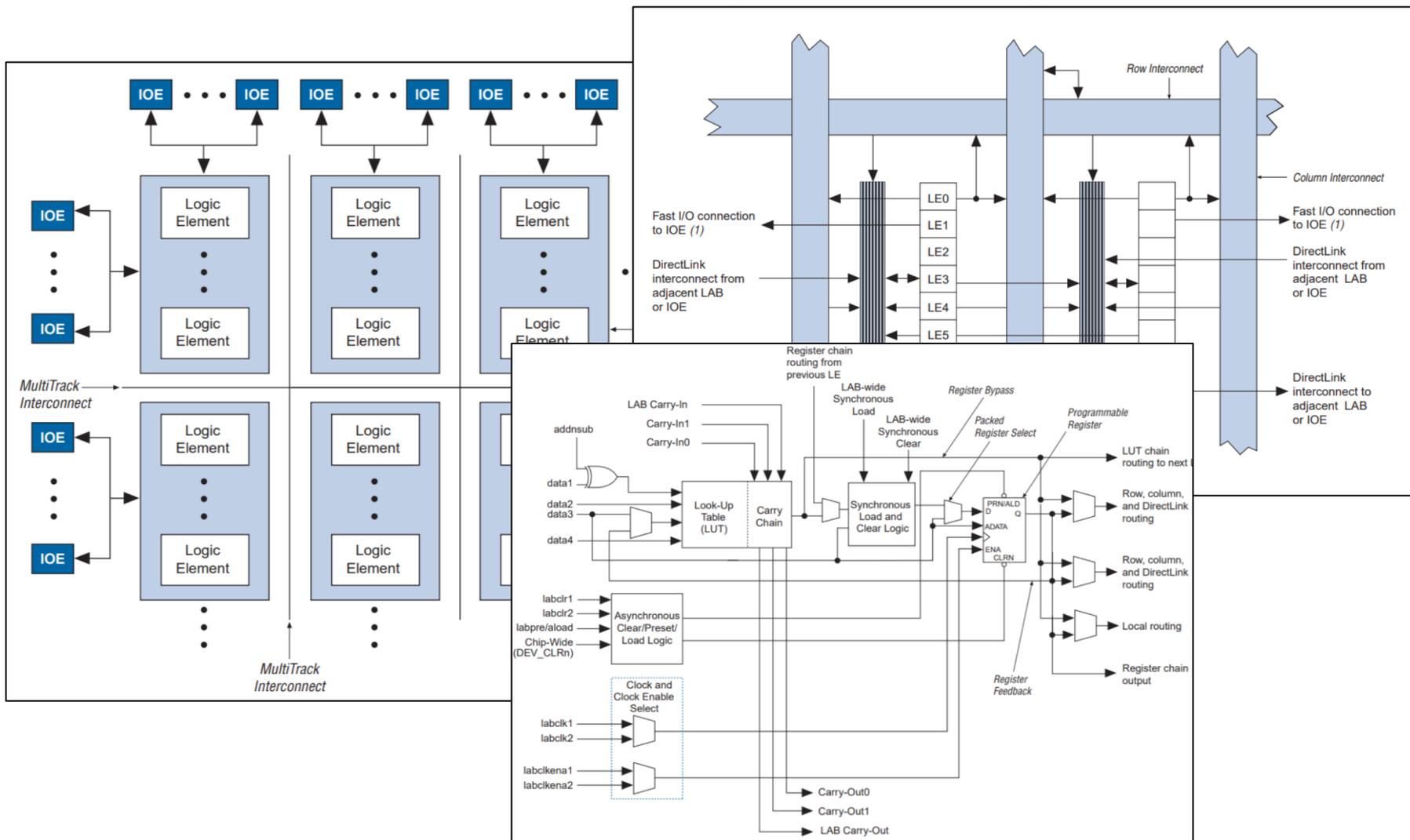
Lógica Reconfigurável

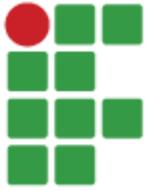
Prof. Ricardo Kerschbaumer

<https://ricardokers.github.io/>

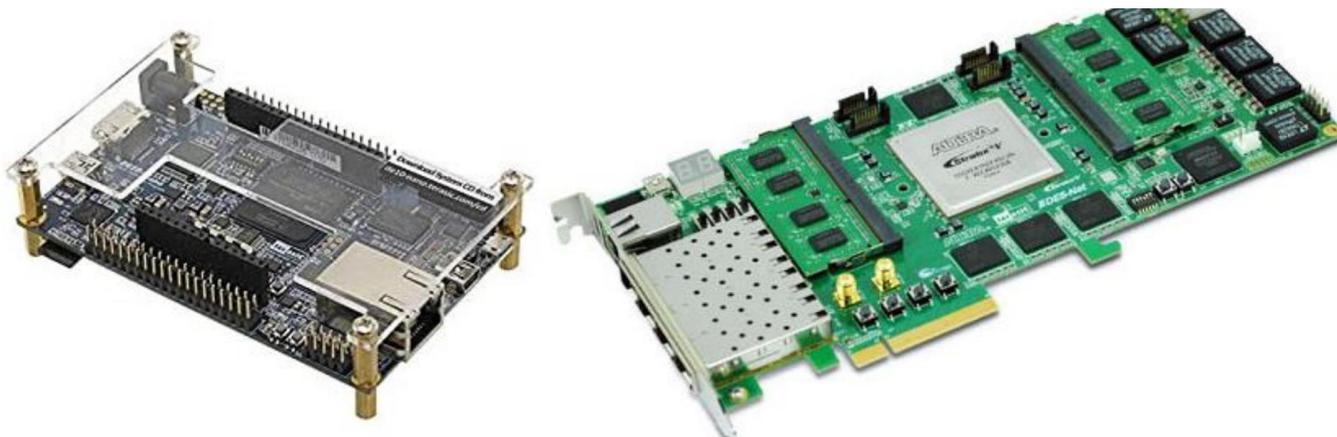


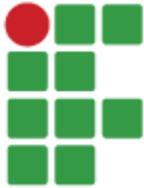
Fundamentos de lógica reconfigurável



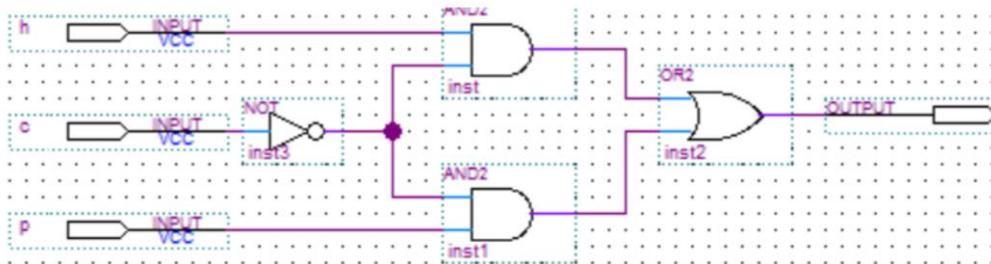


Estudo dos dispositivos lógicos reconfiguráveis.





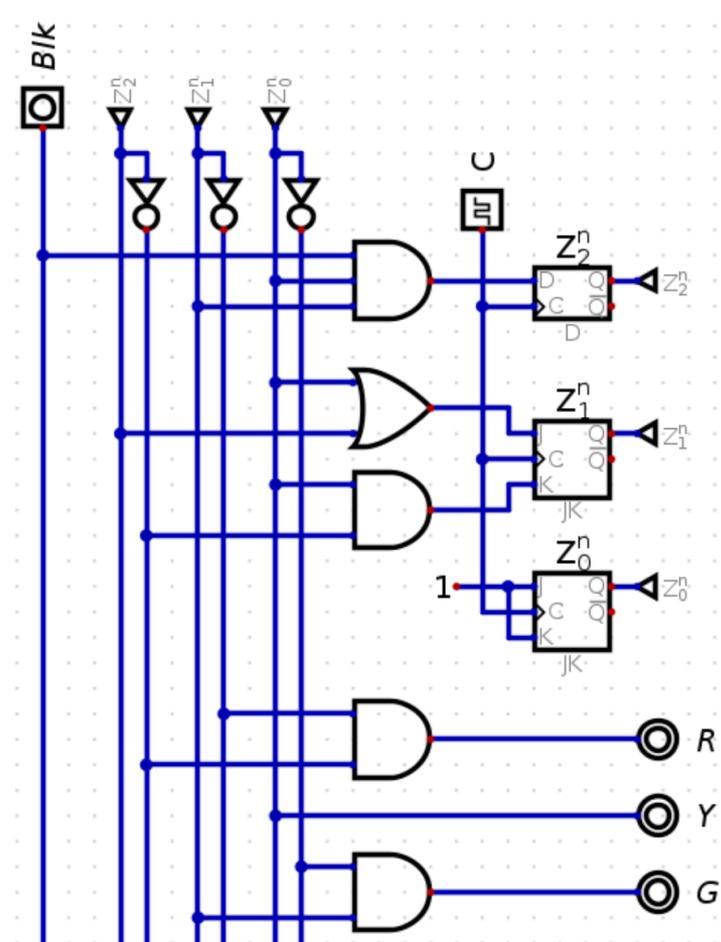
Estudo de uma linguagem para síntese de circuitos em dispositivos lógicos reconfiguráveis.

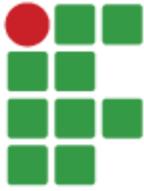


```
library ieee;
use ieee.std_logic_1164.all;

entity Driver7SegMAX2 is
port
(
  d0 : in std_logic;
  d1 : in std_logic;
  d2 : in std_logic;
  d3 : in std_logic;

  a : out std_logic;
  b : out std_logic;
  c : out std_logic;
  d : out std_logic;
  e : out std_logic;
  f : out std_logic;
  g : out std_logic;
);
end entity;
```



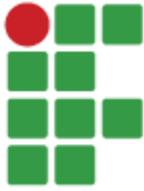


Estudo de ferramentas de EDA (Electronic Design Automation) para o desenvolvimento automatizado de projetos e simulações de circuitos em lógica reconfigurável

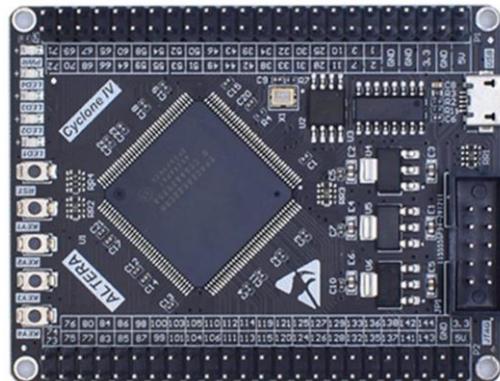
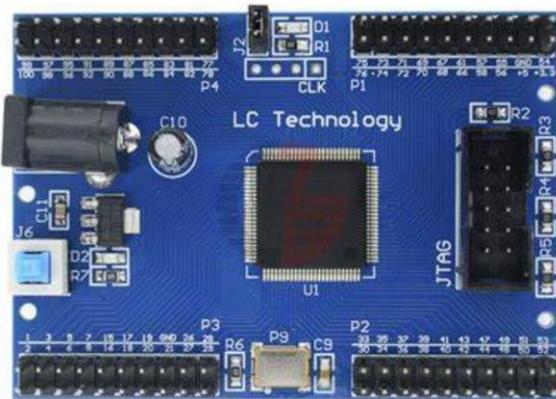
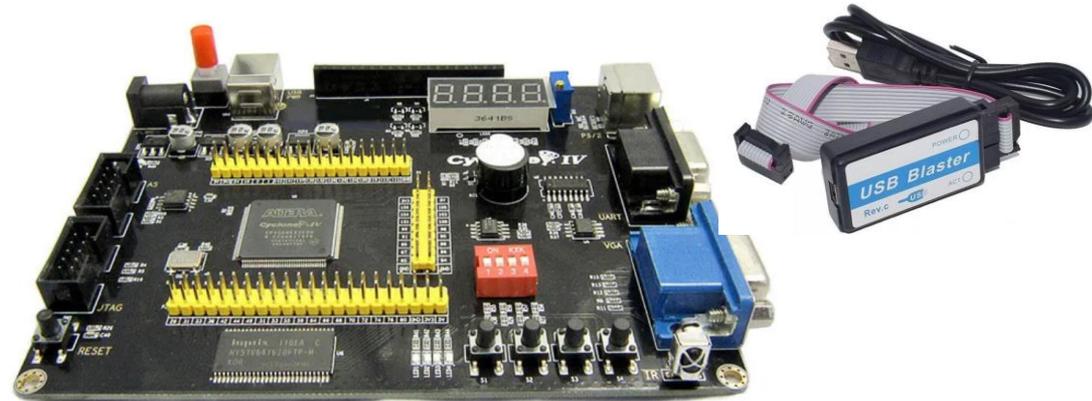
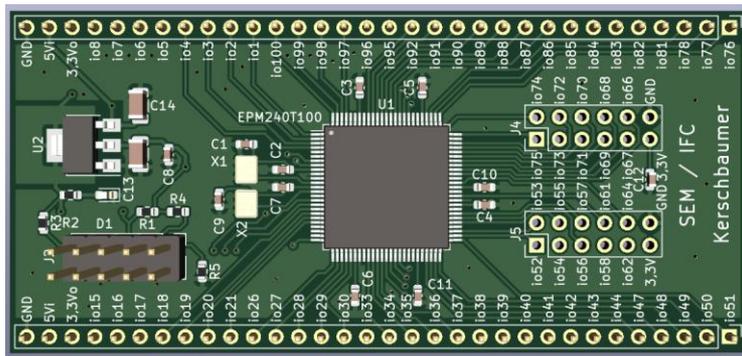
The image displays the Quartus Prime Lite Edition software interface. The main window shows a logic design project named 'teste1CPLD'. The design is implemented on an EPM240T100C5 device. The design includes several logic blocks: 'oscMax2' (an oscillator) and 'CounterMa' (a counter). The design is connected to various pins (a through g) and has a clock signal 'clock' connected to the counter. The simulation waveform editor is open, showing the timing of the signals 'a', 'b', 'cout', and 's' over time. The waveform shows a clock signal and several output signals that are high for a certain duration and then low.

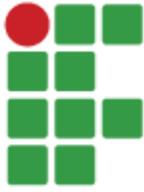
Simulation Waveform Editor

Name	Value at 0 ps
a	B 0
b	B 0
cout	B 0
s	B 0



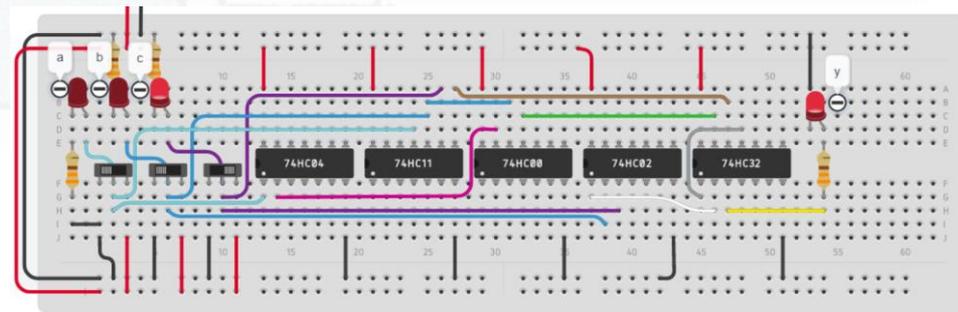
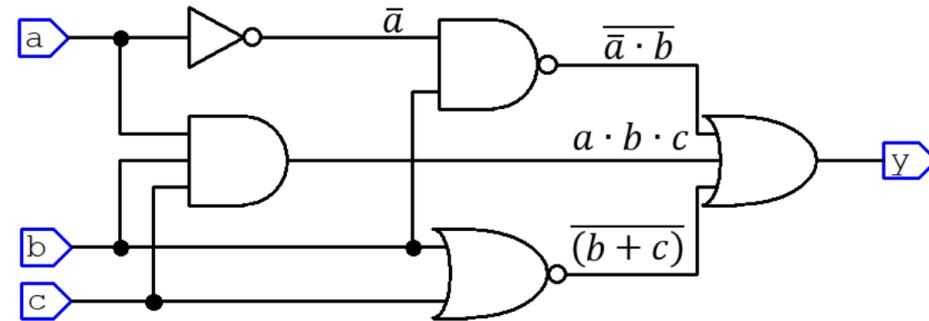
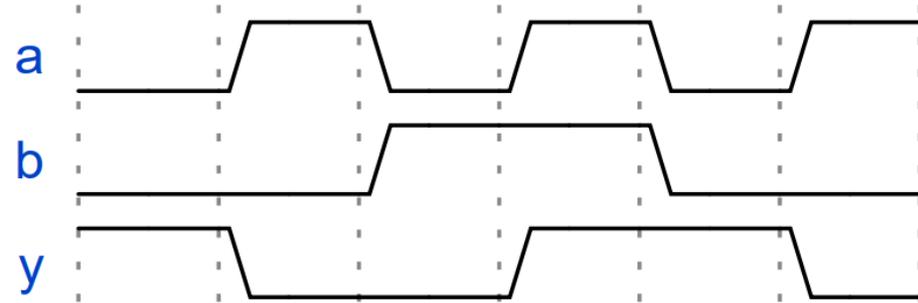
Desenvolvimento de projetos de circuitos digitais em lógica reconfigurável utilizando diagramas de blocos, linguagem de síntese e máquinas de estados.

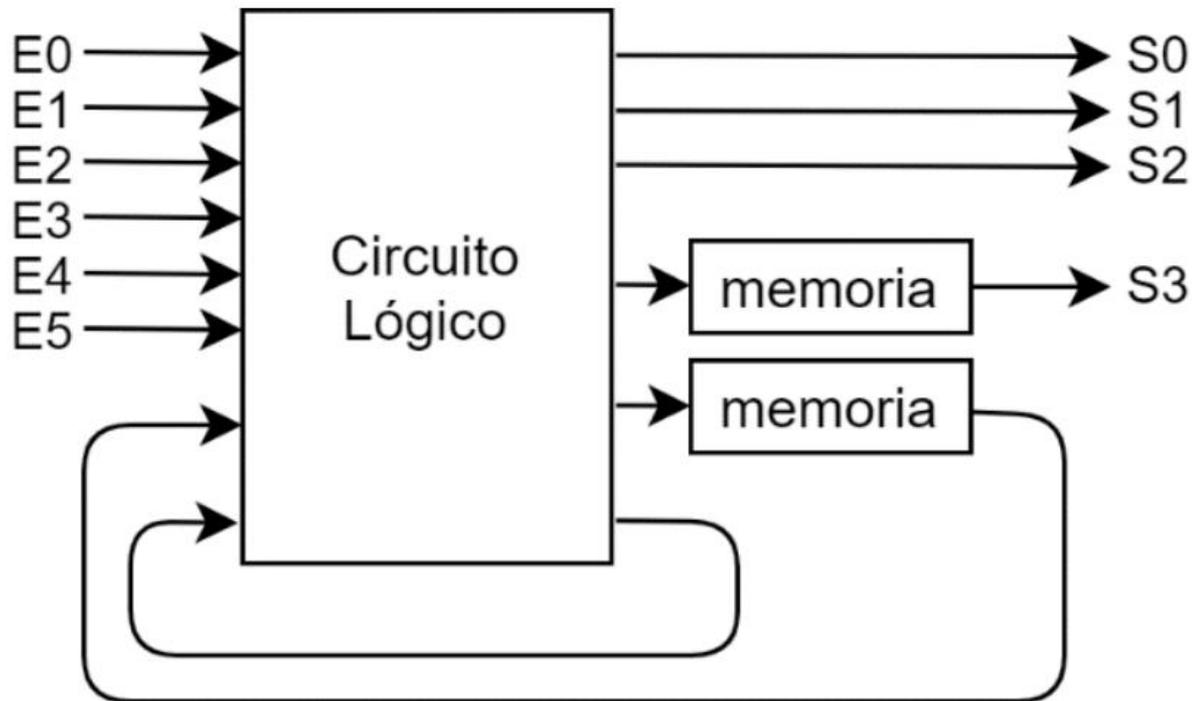
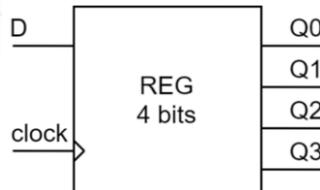
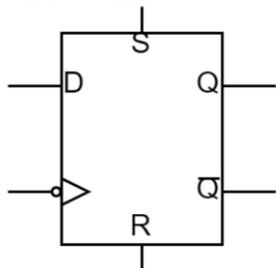
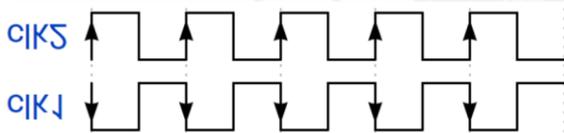
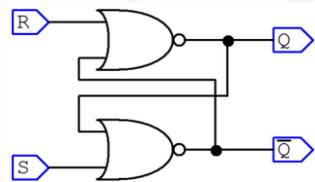
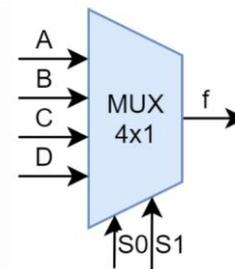
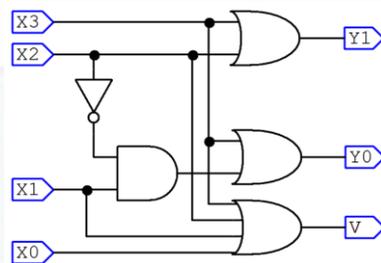
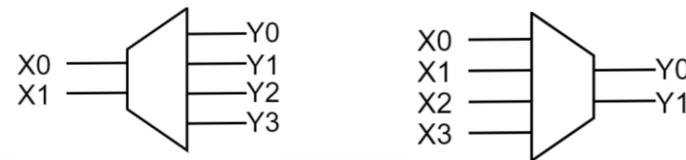
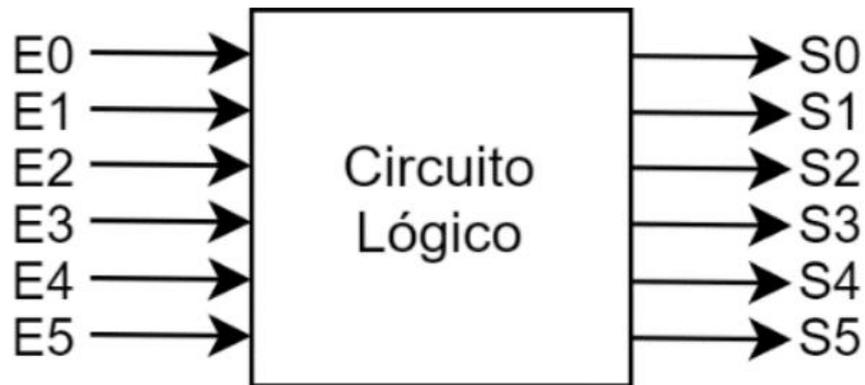
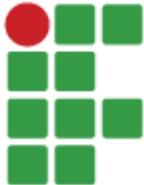


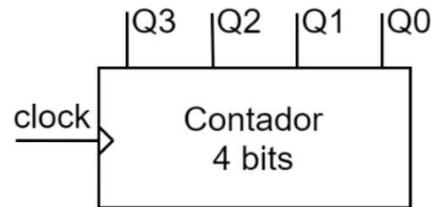
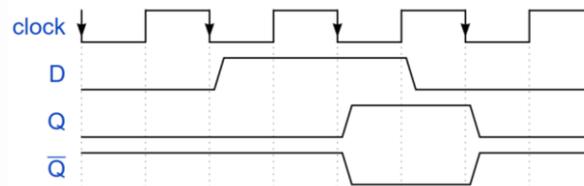
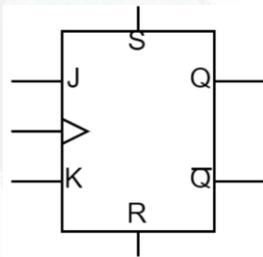
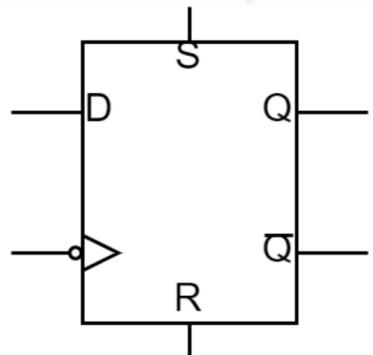
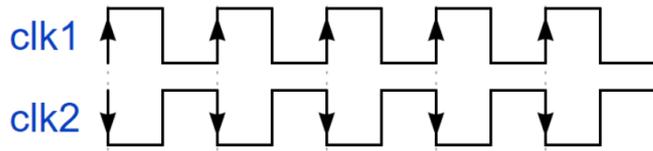
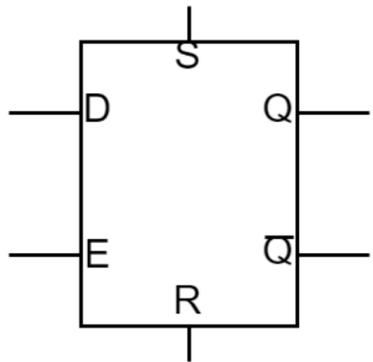
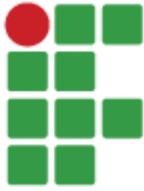


Revisão

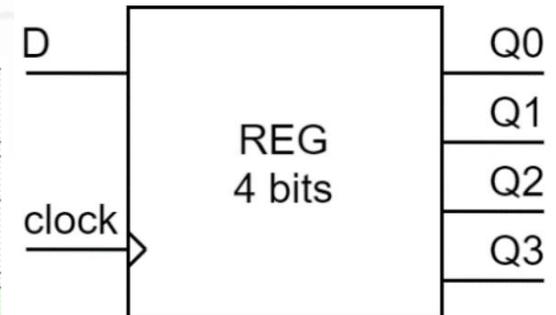
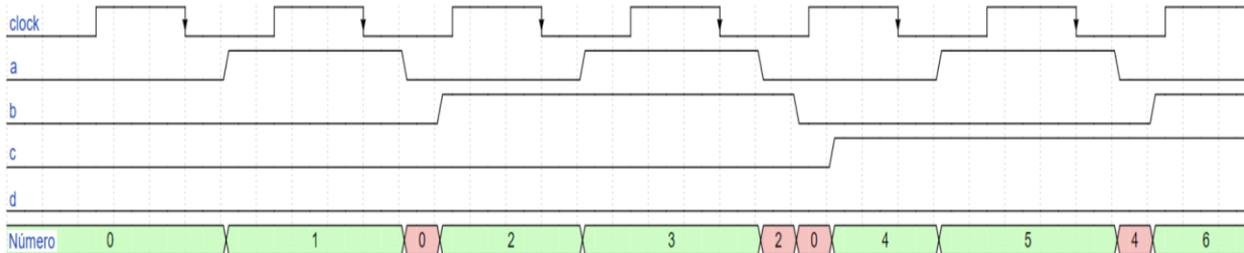
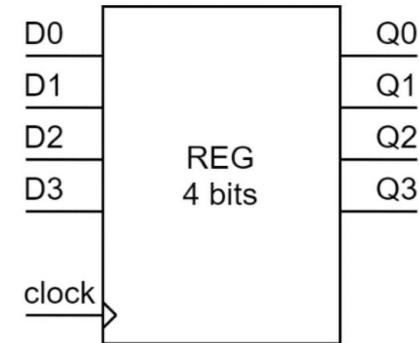
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Inversora (NOT)		$y = \bar{a}$	<table border="1"> <thead> <tr> <th>Entrada</th> <th>Saída</th> </tr> <tr> <th>a</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	Entrada	Saída	a	y	0	1	1	0								
Entrada	Saída																		
a	y																		
0	1																		
1	0																		
OU (OR)		$y = a + b$	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	a	b	y	0	0	0	0	1	1	1	0	1	1	1	1	
a	b	y																	
0	0	0																	
0	1	1																	
1	0	1																	
1	1	1																	
E (AND)		$y = a \cdot b$	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	a	b	y	0	0	0	0	1	0	1	0	0	1	1	1	
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Não OU (NOR)		$y = \overline{a + b}$	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </tbody> </table>	a	b	y	0	0	1	0	1	0	1	0	0	1	1	0	
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Não E (NAND)		$y = \overline{a \cdot b}$	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </tbody> </table>	a	b	y	0	0	1	0	1	1	1	0	1	1	1	0	
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OU Exclusivo (XOR)		$y = a \oplus b$	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </tbody> </table>	a	b	y	0	0	0	0	1	1	1	0	1	1	1	0	
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Não OU Exclusivo (XNOR)		$y = \overline{a \oplus b}$	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	a	b	y	0	0	1	0	1	0	1	0	0	1	1	1	
a	b	y																	
0	0	1																	
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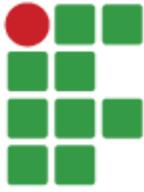






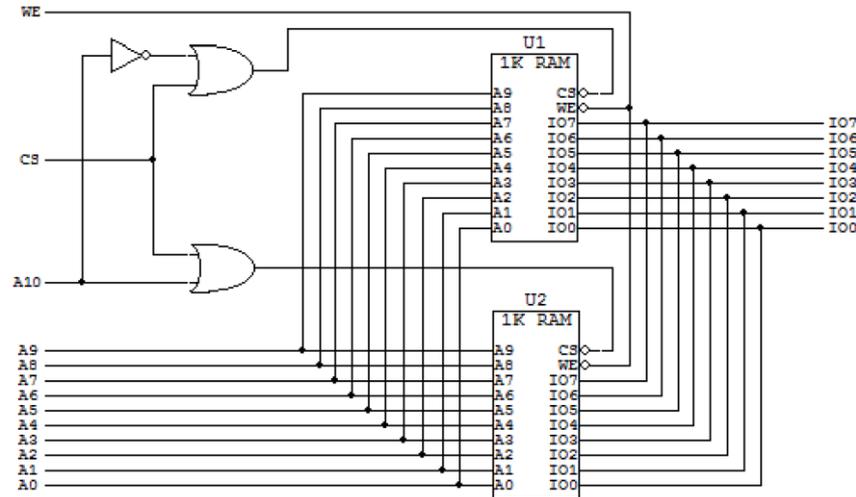
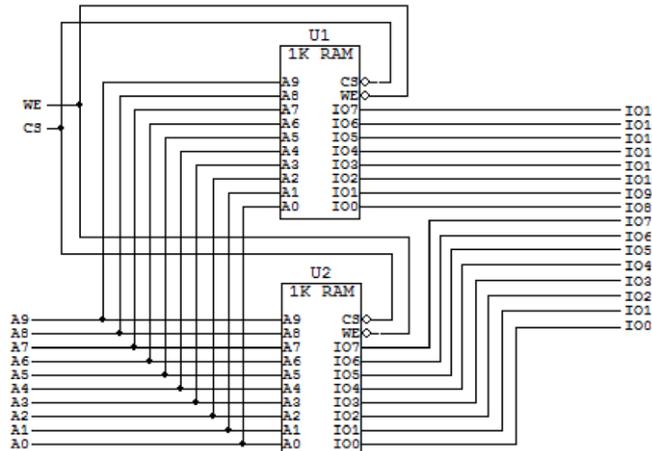
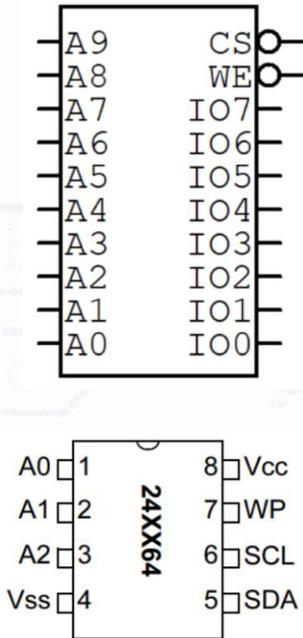
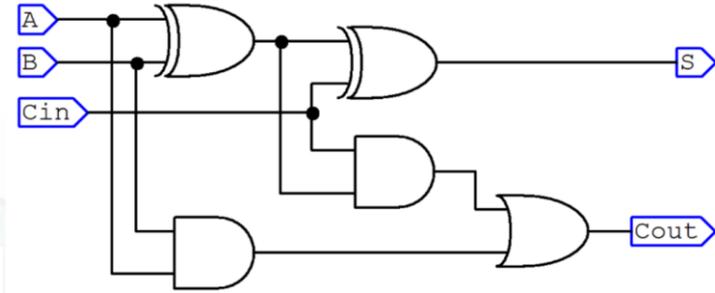
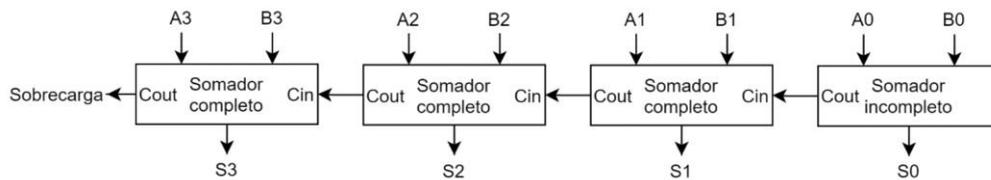
Entradas		Saídas	
clock	D	Q	\bar{Q}
0	X	Não muda	
1	X	Não muda	
\downarrow	0	0	1
\downarrow	1	1	0

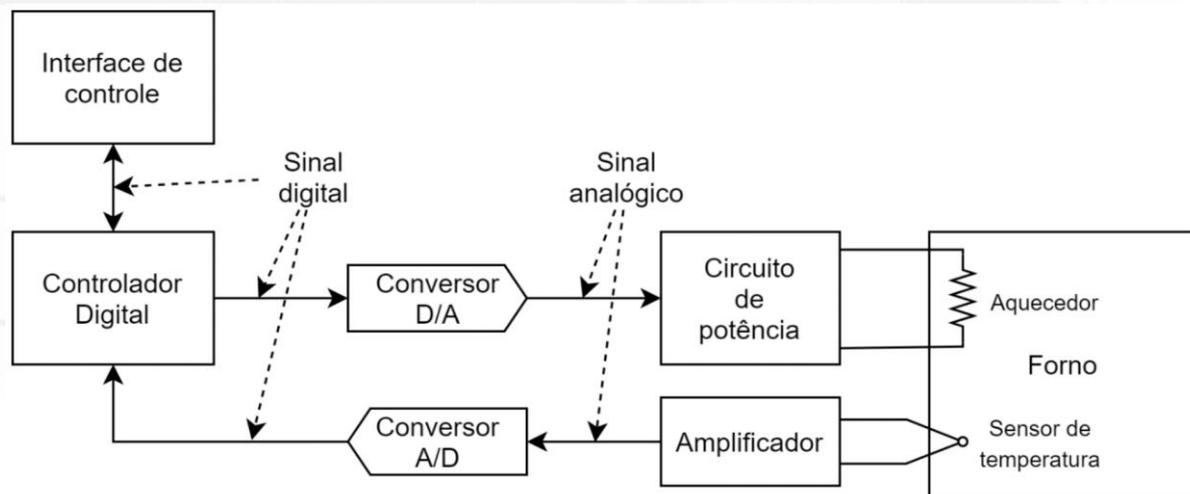
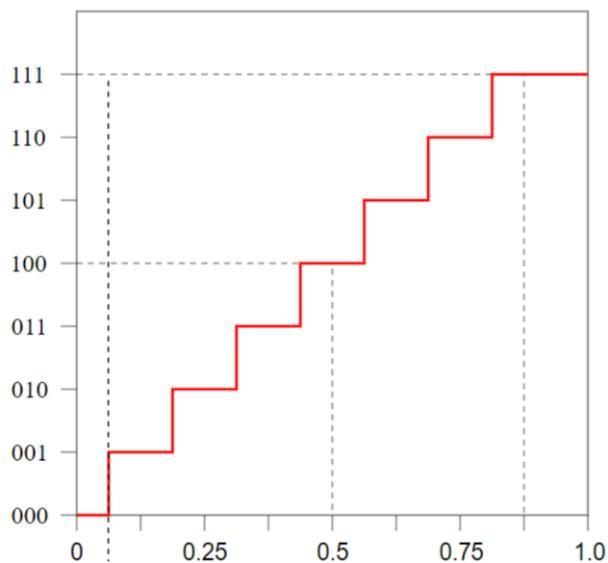
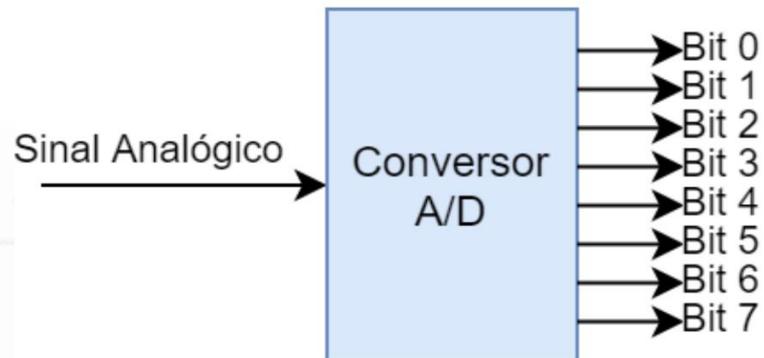
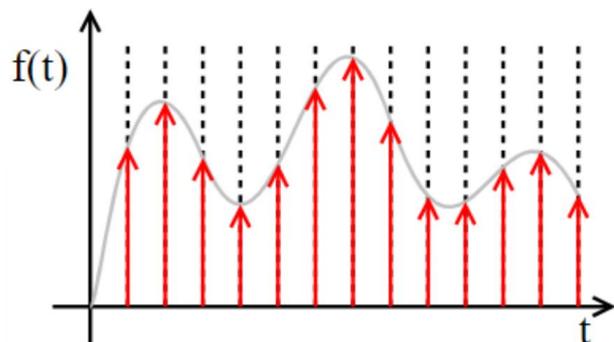
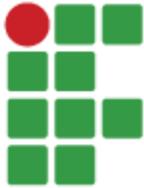


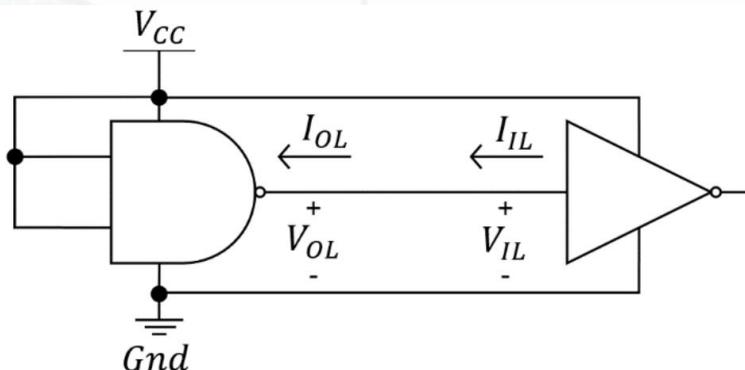
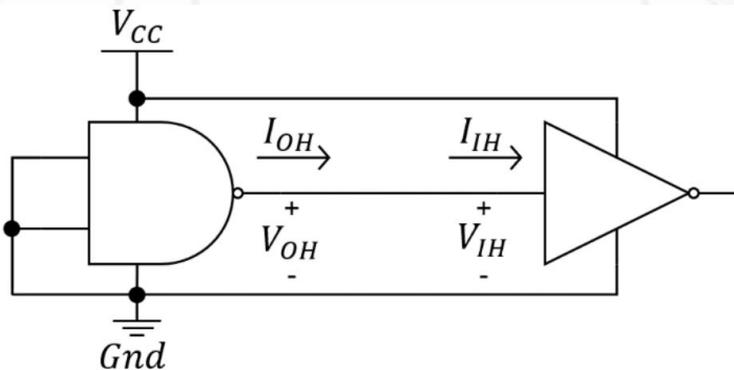
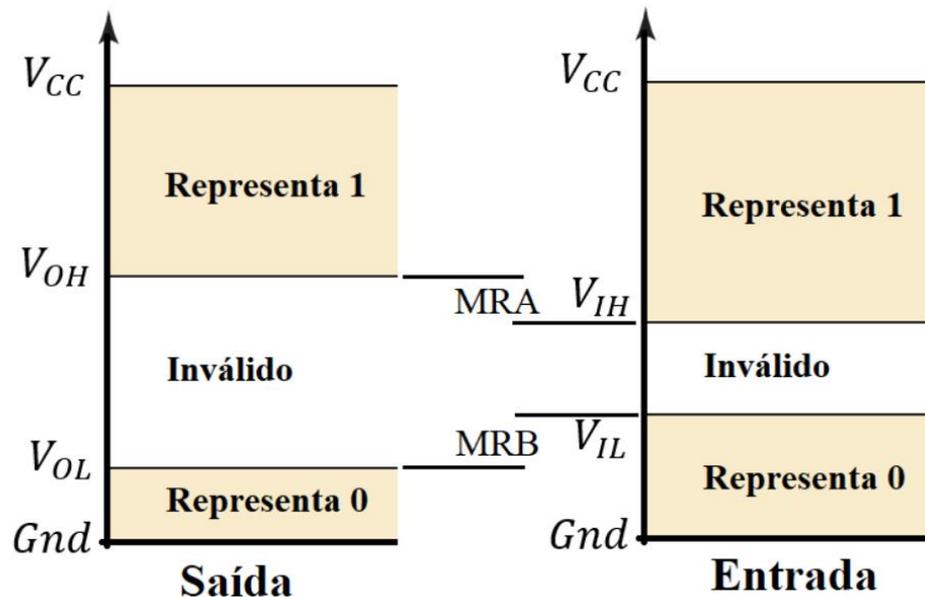
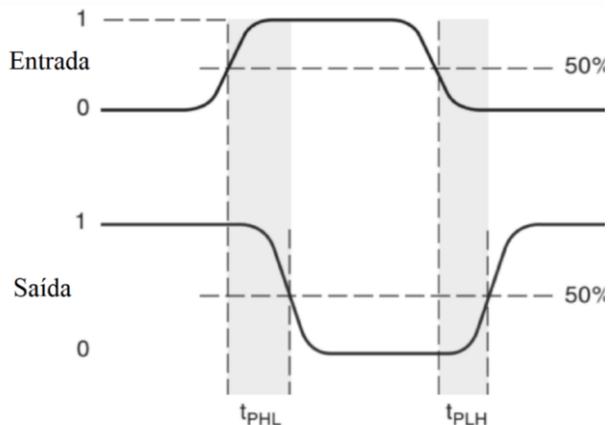
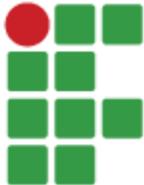


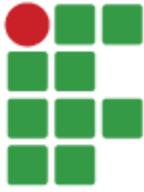
Revisão

$$\begin{array}{r}
 1 \\
 00101 \\
 10110 + \\
 \hline
 11011
 \end{array}
 \quad
 \begin{array}{l}
 5 \\
 (-10) + \\
 (-5)
 \end{array}$$





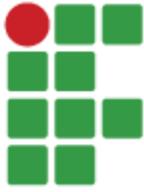




Intel Quartus Prime Lite

The collage displays several key components of the Intel Quartus Prime Lite workflow:

- Code Editor:** Shows VHDL code for a counter circuit with clock process definitions and reset logic.
- Top View:** Displays the physical layout of the Cyclone 10 GX-10C220W7806G chip.
- Block Diagram:** Illustrates the logic flow between various components like registers and combinational logic.
- Simulation Waveform Editor:** Shows timing diagrams for signals 'a', 'b', 'cout', and 's' over time.
- System Contents:** Lists the components and IP blocks used in the design.
- Technology Map Viewer:** Shows the low-level implementation of logic functions.
- Programmer:** Shows the progress of programming the device, reaching 100% success.



Hneemann Digital

