



INSTITUTO FEDERAL

Catarinense
Campus Luzerna

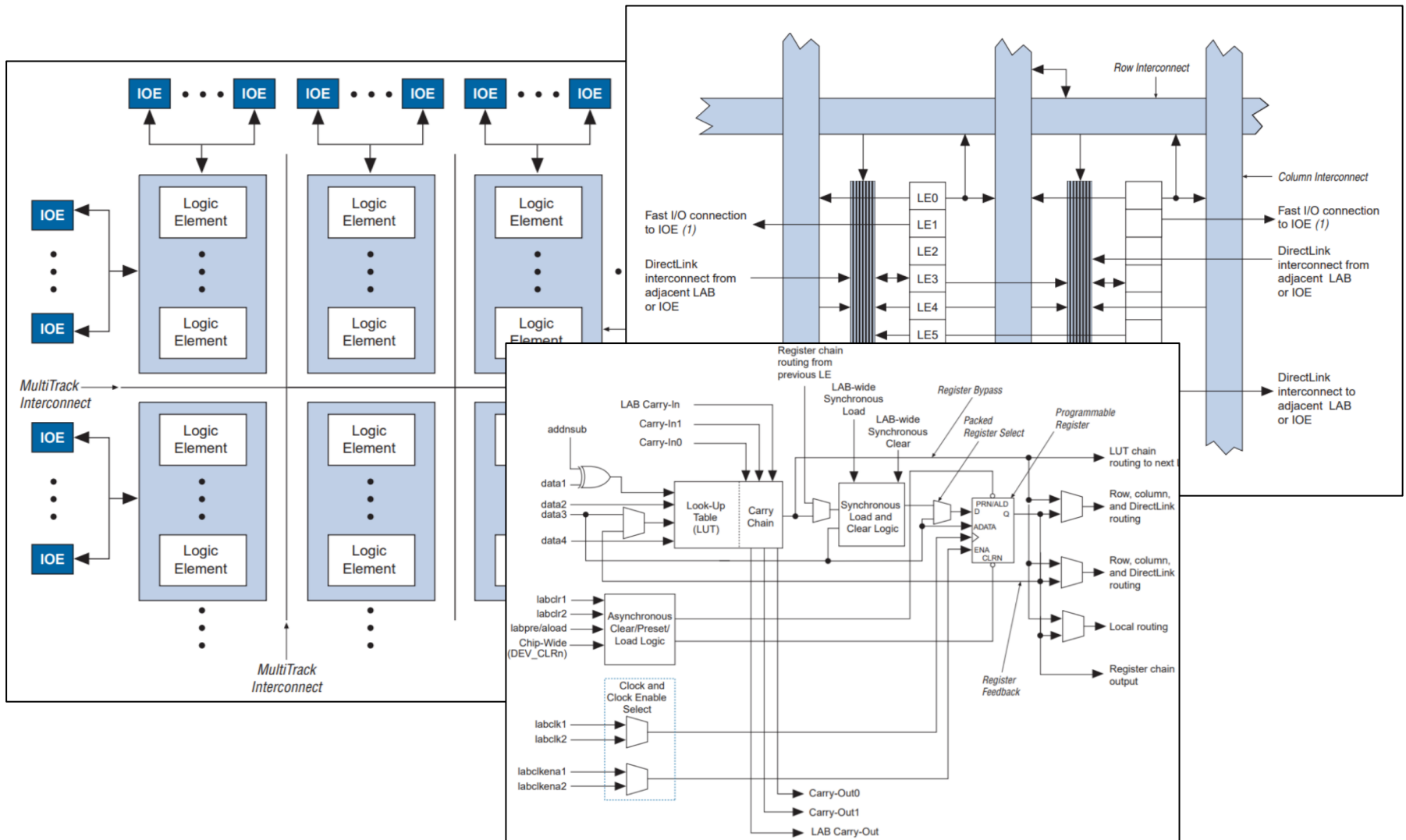
Lógica Reconfigurável

Prof. Ricardo Kerschbaumer

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

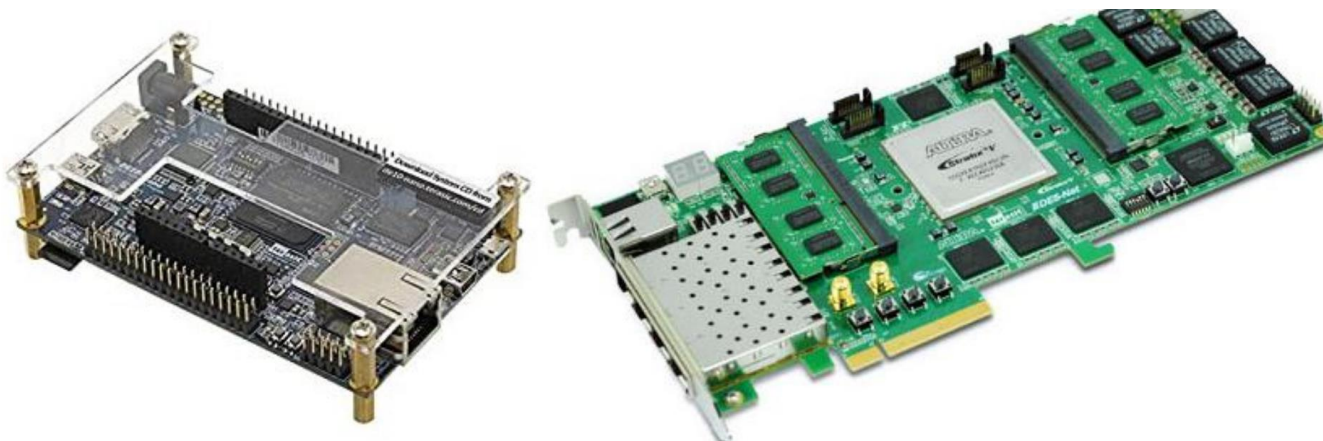


Fundamentos de lógica reconfigurável



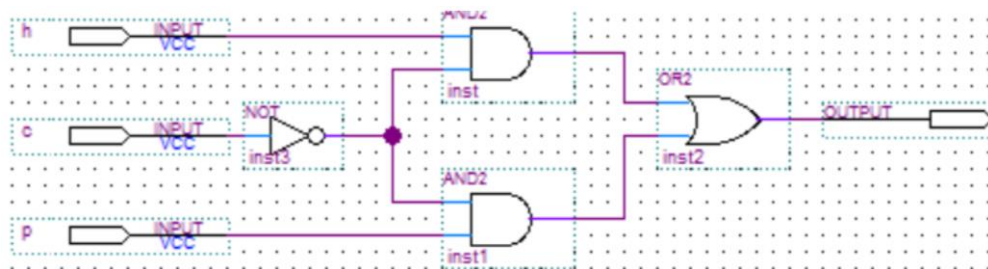


Estudo dos dispositivos lógicos reconfiguráveis.





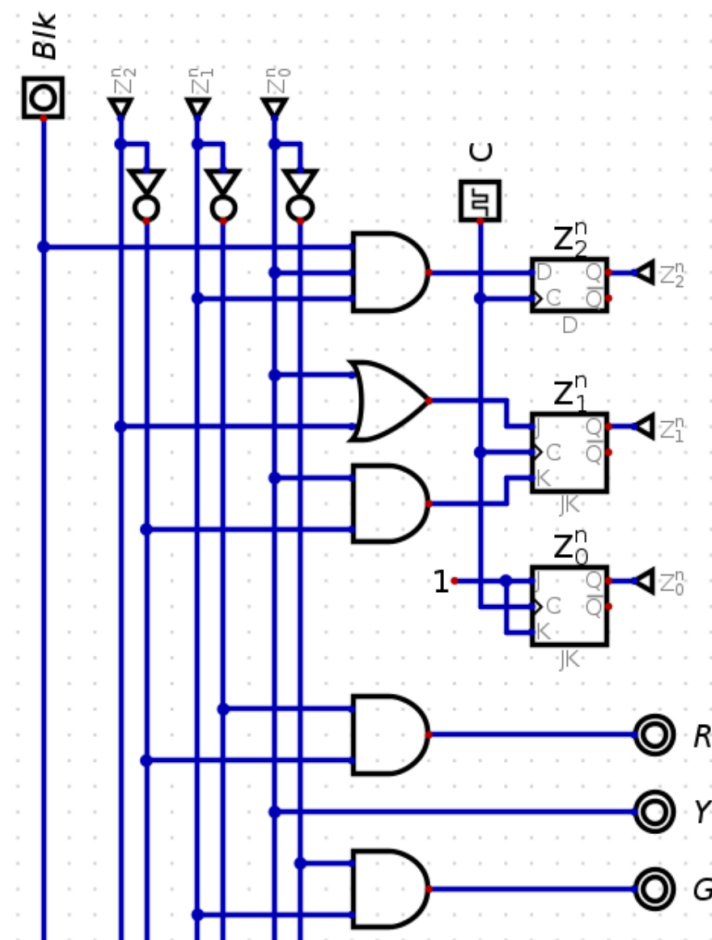
Estudo de uma linguagem para síntese de circuitos em dispositivos lógicos reconfiguráveis.



```
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;
```



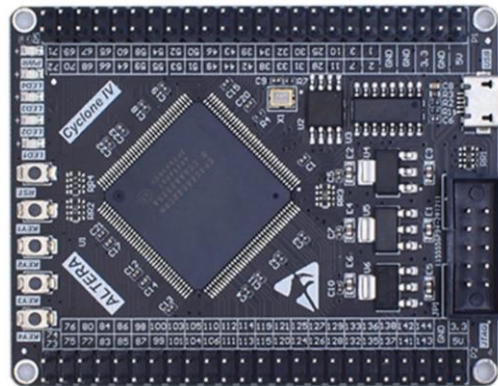
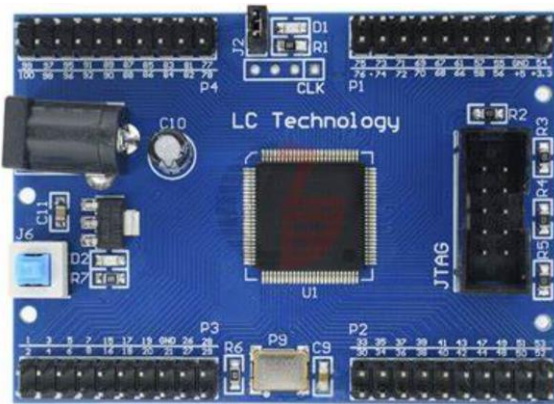
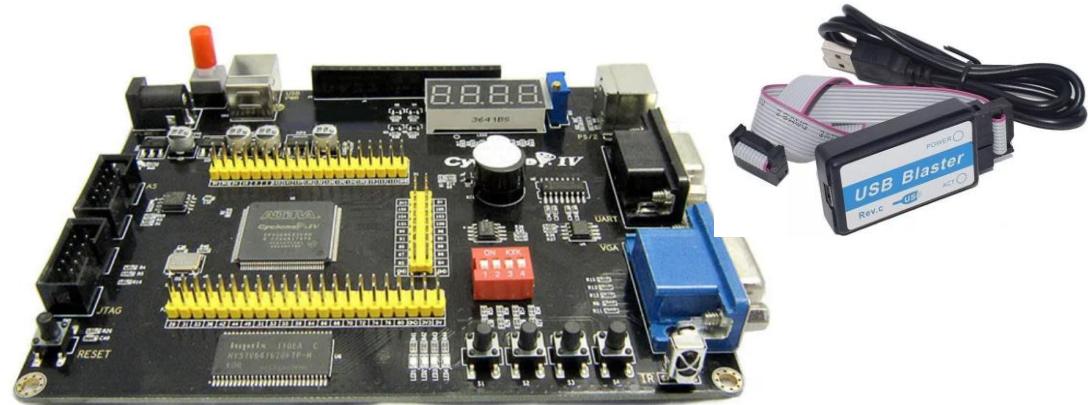
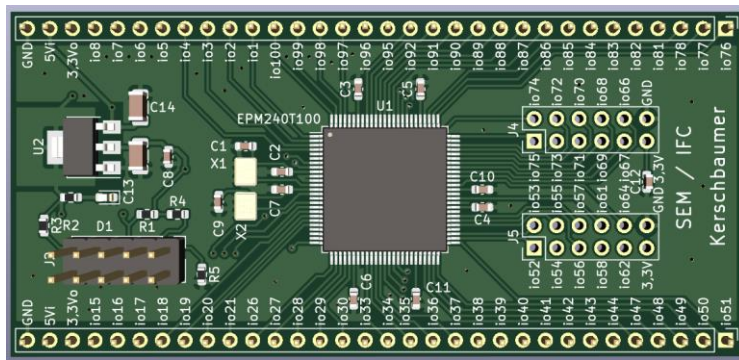


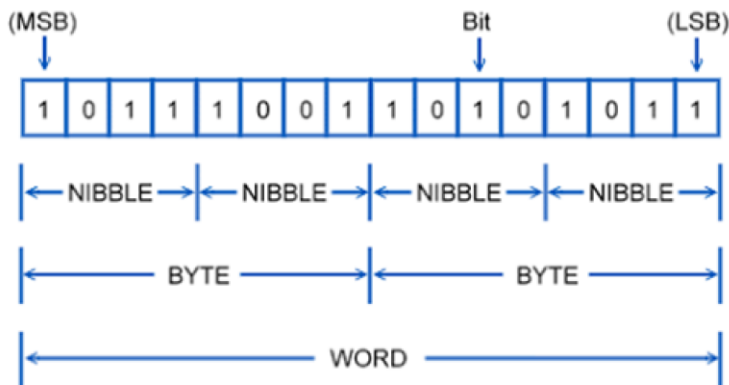
Estudo de ferramentas de EDA (Electronic Design Automation) para o desenvolvimento automatizado de projetos e simulações de circuitos em lógica reconfigurável

The image displays two windows from the Quartus Prime Lite Edition software. The top window shows the logic design editor for a project named 'teste1CPLD'. It features a central schematic diagram with logic blocks and interconnections. On the left, the 'Project Navigator' shows the project hierarchy, including 'MAX II: EPM240T100C5' and 'teste1CPLD'. Below it, the 'Tasks' panel lists various design steps such as 'Compile Design', 'Analysis & Synthesis', and 'Fitter (Place & Route)'. The bottom-left corner shows a 'Messages' pane with system and processing messages. The bottom-right window is the 'Simulation Waveform Editor', which displays a timing diagram. The waveform shows several digital signals (a, b, cout, s) over time, with a 'Master Time Bar' and 'Pointer' indicating the current time point. The signals are shown as square waves, and the time scale is in picoseconds (ps).



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



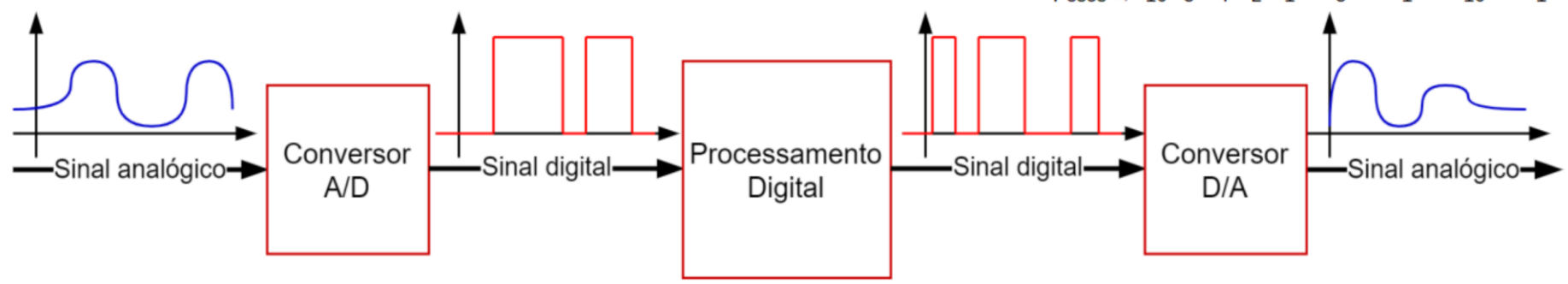
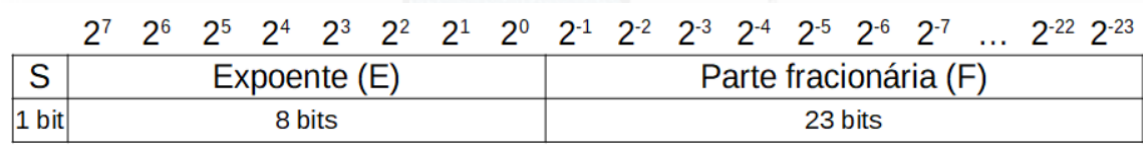


Sinal ↓ Magnitude

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-11_{10}	=	1	0	1	0	1
9_{10}	=	0	1	0	0	1
-9_{10}	=	1	0	1	1	1

Decimal	Binário	Octal	Hexa
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2	1 0	2	2
3	1 1	3	3
4	1 0 0	4	4
5	1 0 1	5	5
6	1 1 0	6	6
7	1 1 1	7	7
8	1 0 0 0	1 0	8
9	1 0 0 1	1 1	9
10	1 0 1 0	1 2	A
11	1 0 1 1	1 3	B
12	1 1 0 0	1 4	C
13	1 1 0 1	1 5	D
14	1 1 1 0	1 6	E
15	1 1 1 1	1 7	F
16	1 0 0 0 0	2 0	1 0
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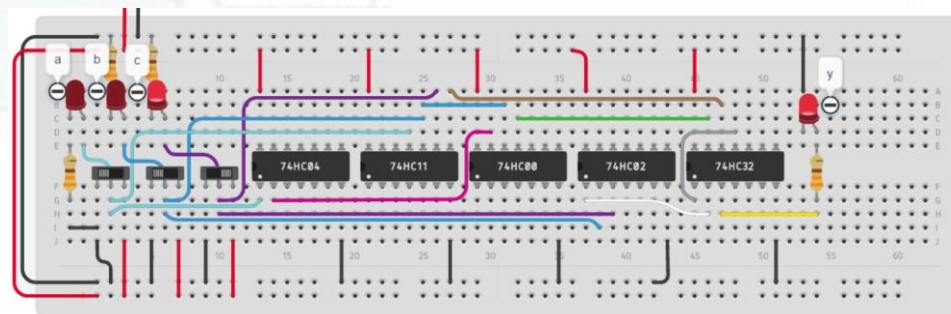
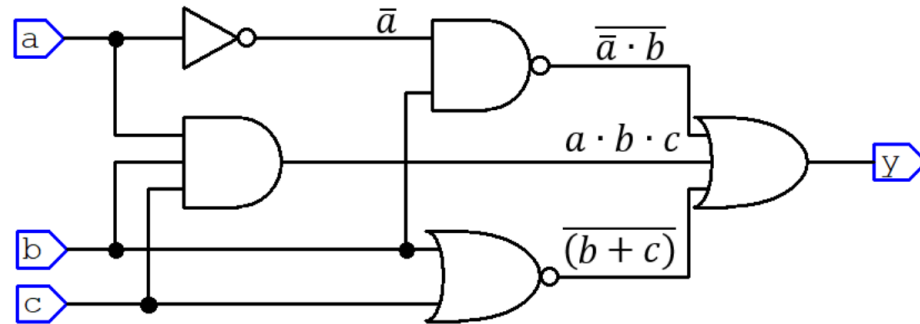
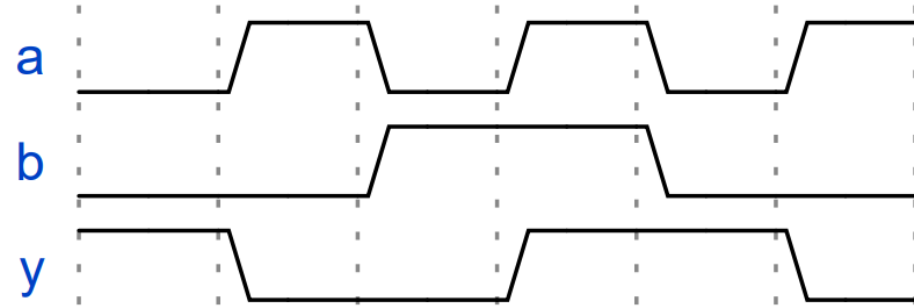
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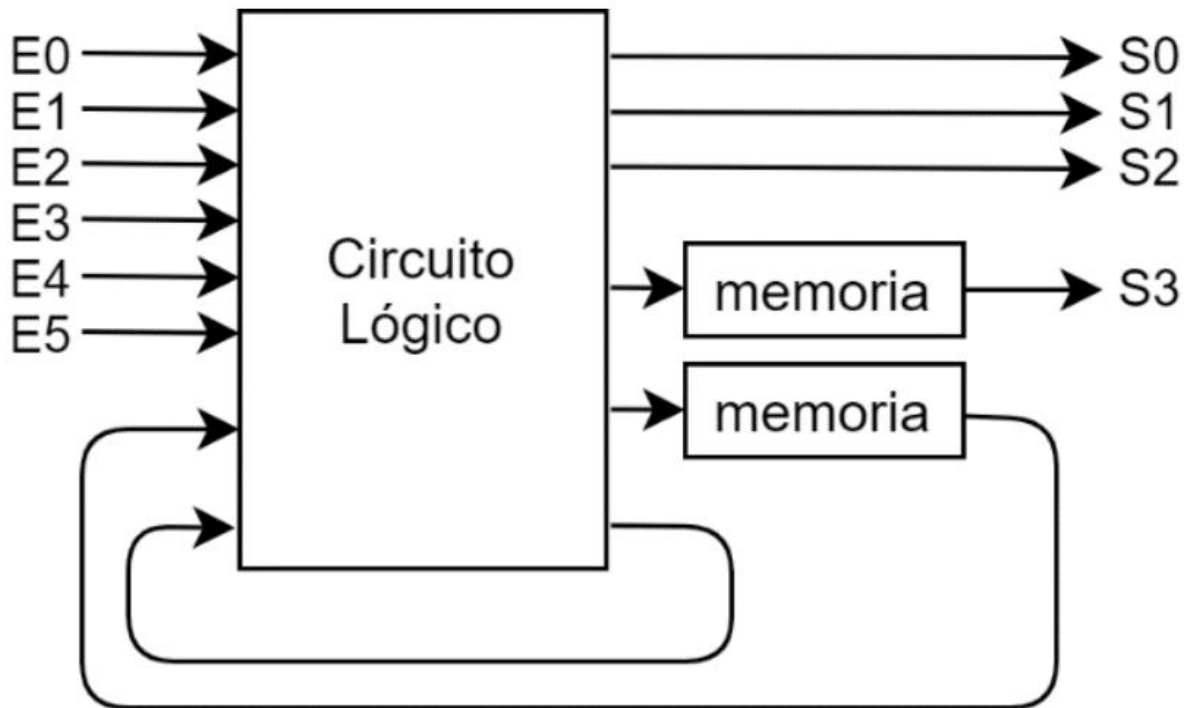
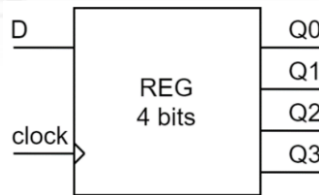
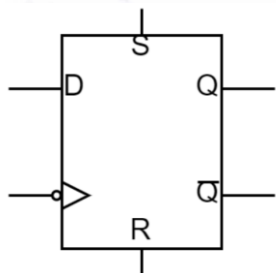
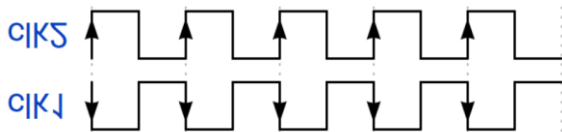
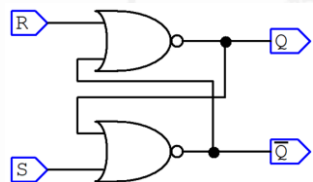
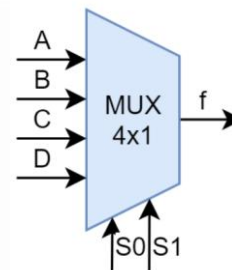
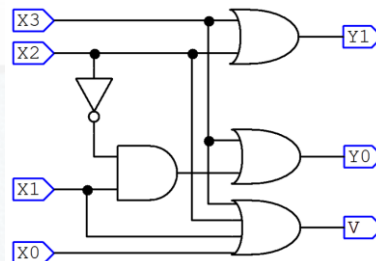
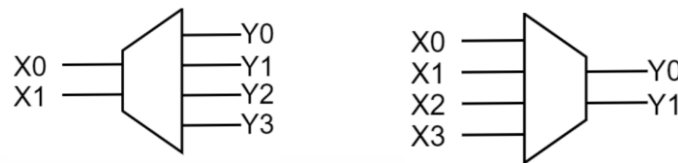
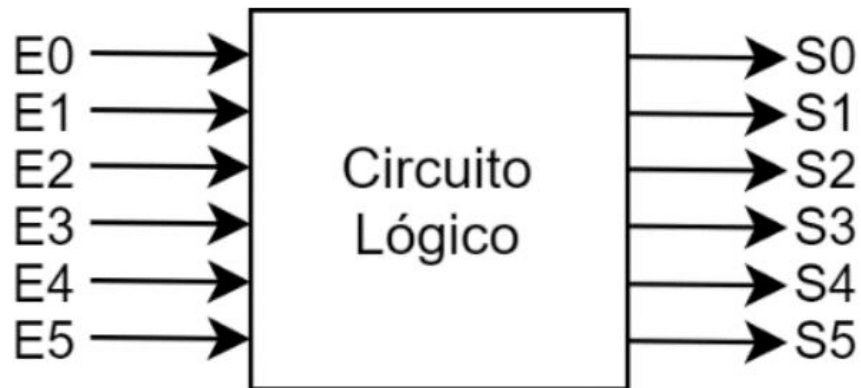


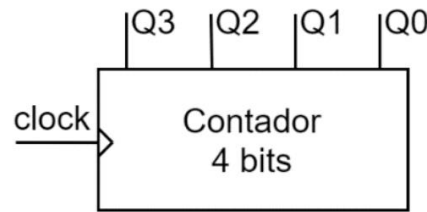
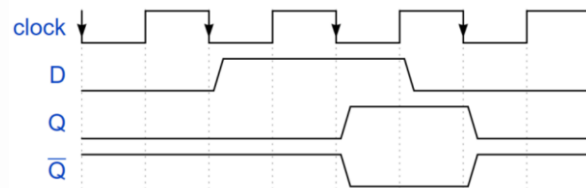
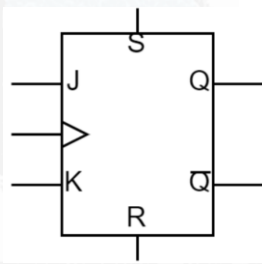
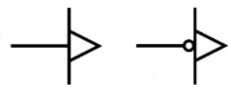
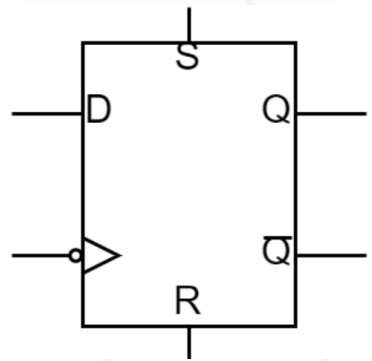
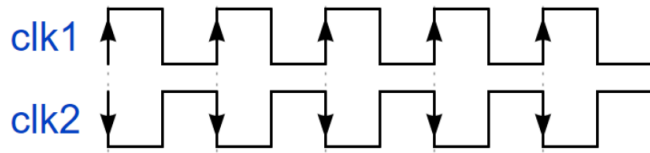
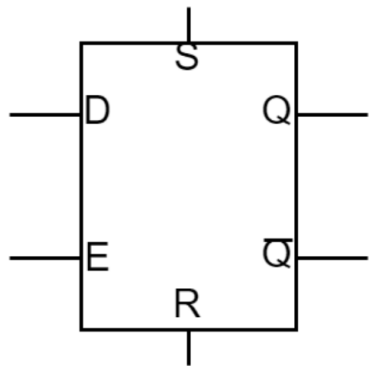


Revisão

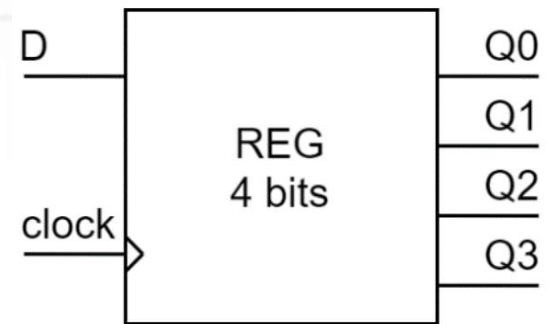
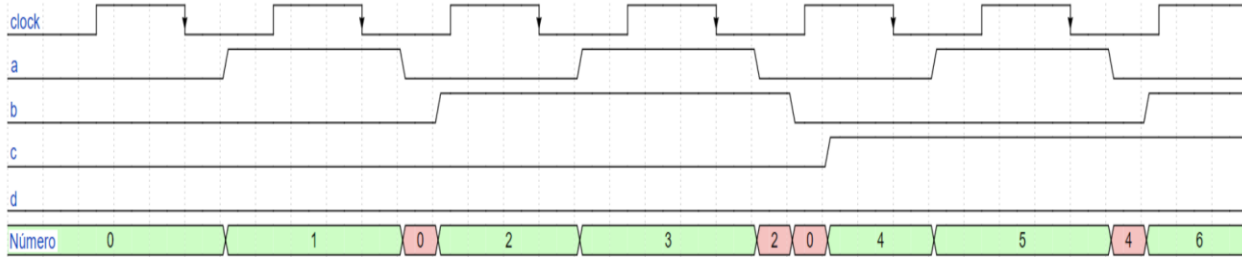
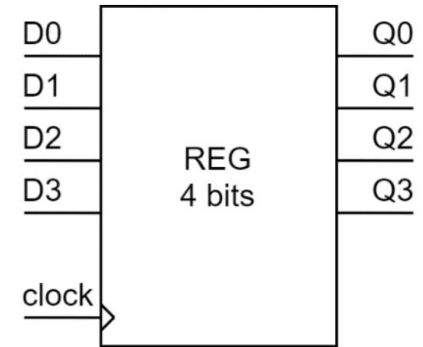
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Inversora (NOT)		$y = \bar{a}$	<table border="1"> <thead> <tr> <th>Entrada</th> <th>Saída</th> </tr> <tr> <th>a</th> <th>y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	Entrada	Saída	a	y	0	1	1	0								
Entrada	Saída																		
a	y																		
0	1																		
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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	
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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	
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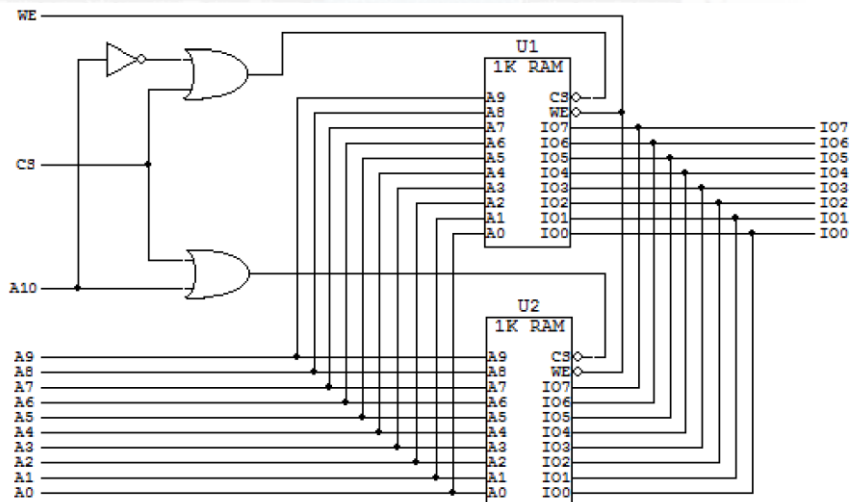
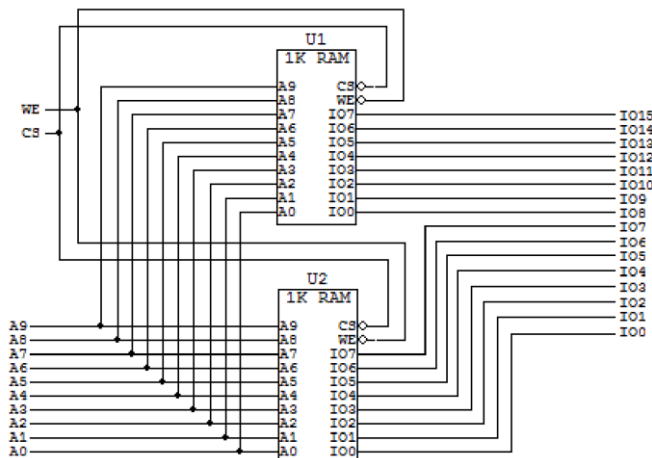
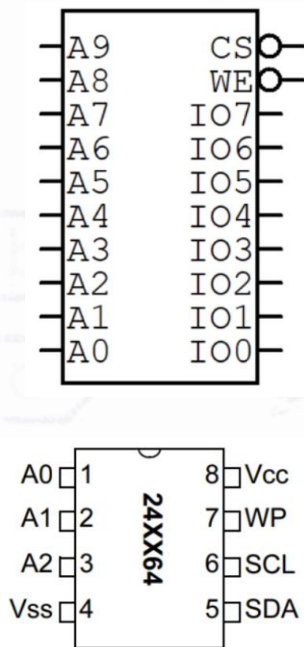
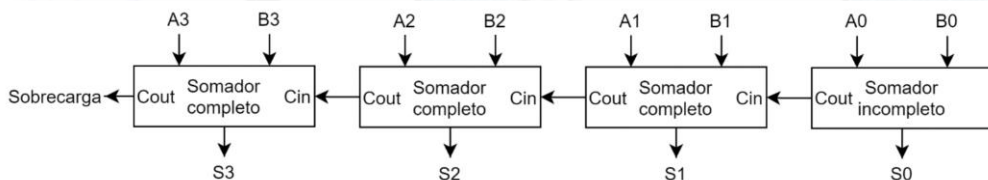
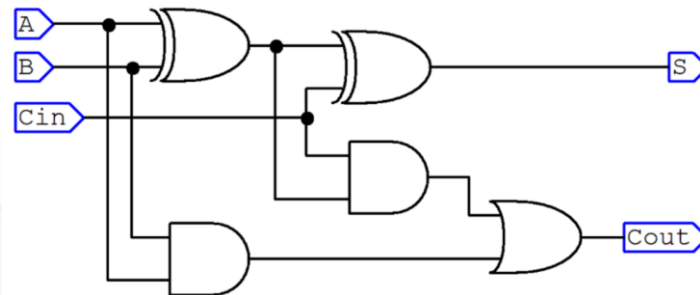


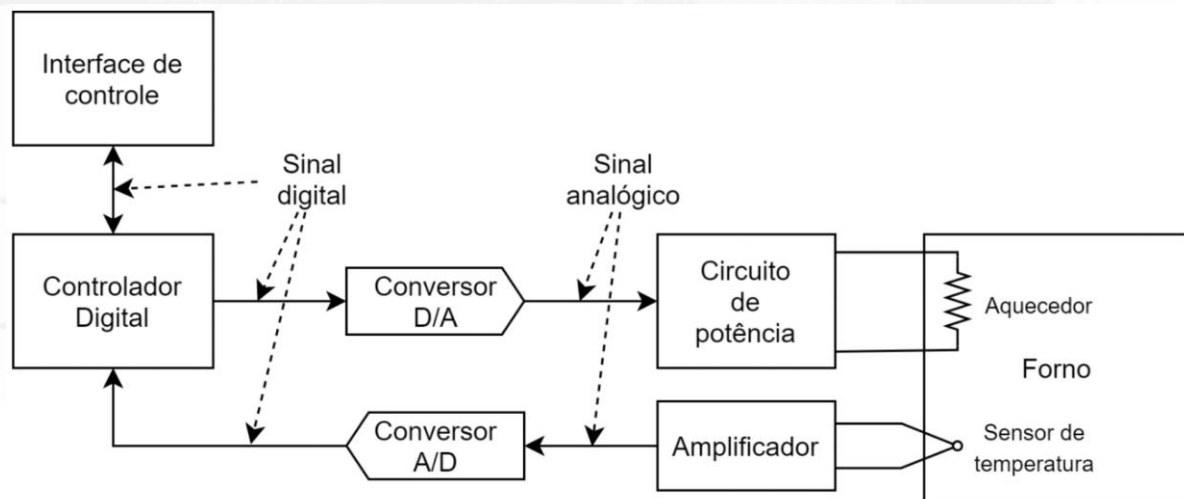
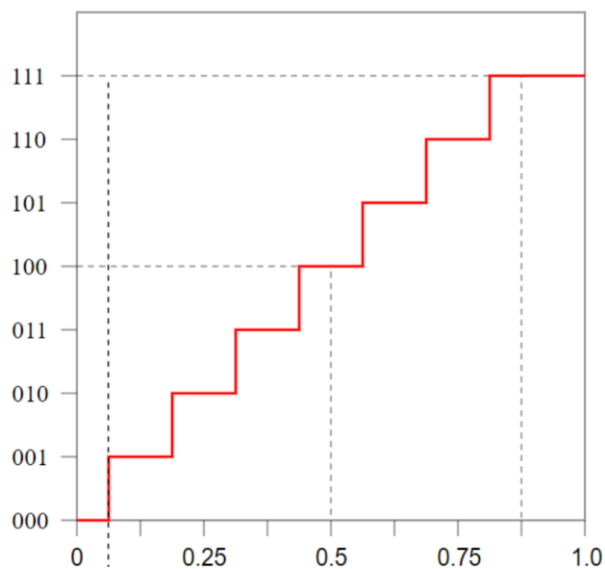
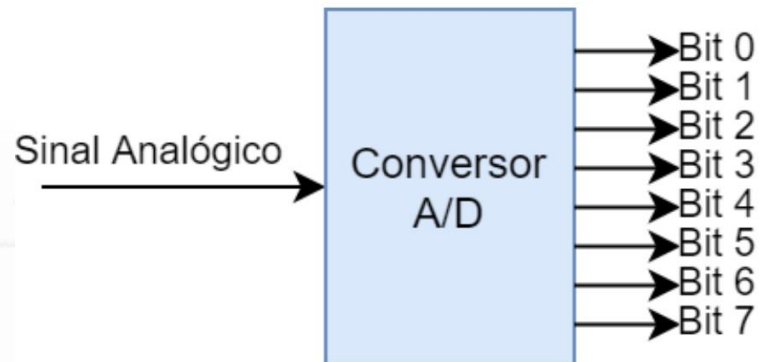
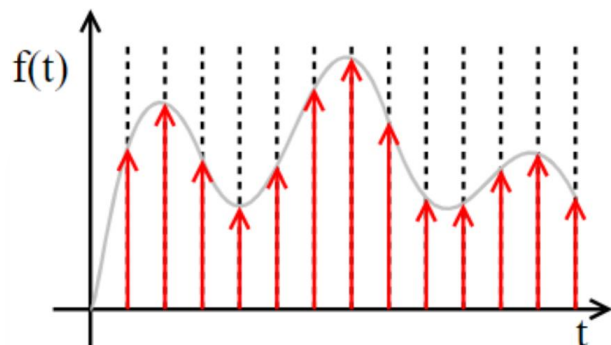
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1	X	Não muda	
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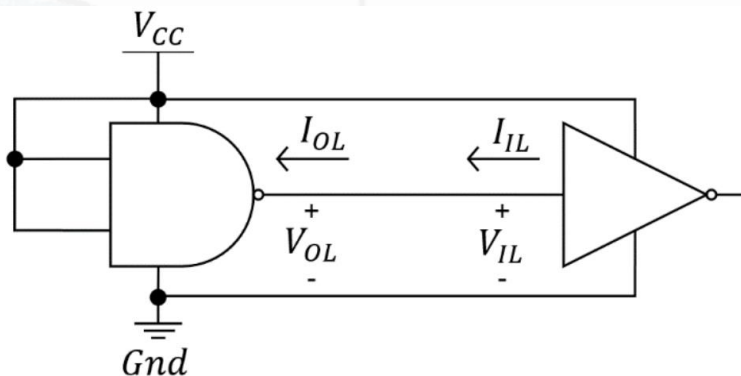
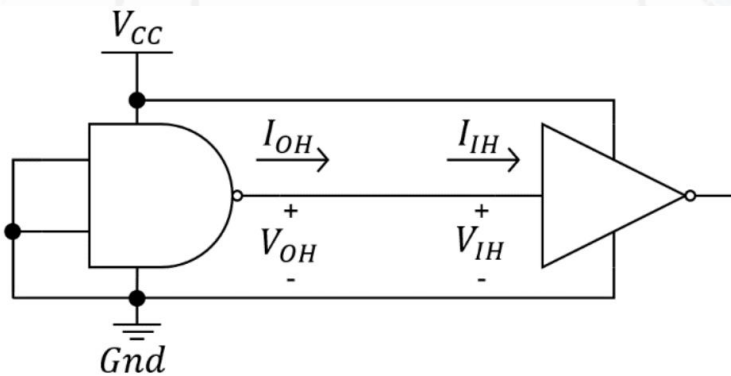
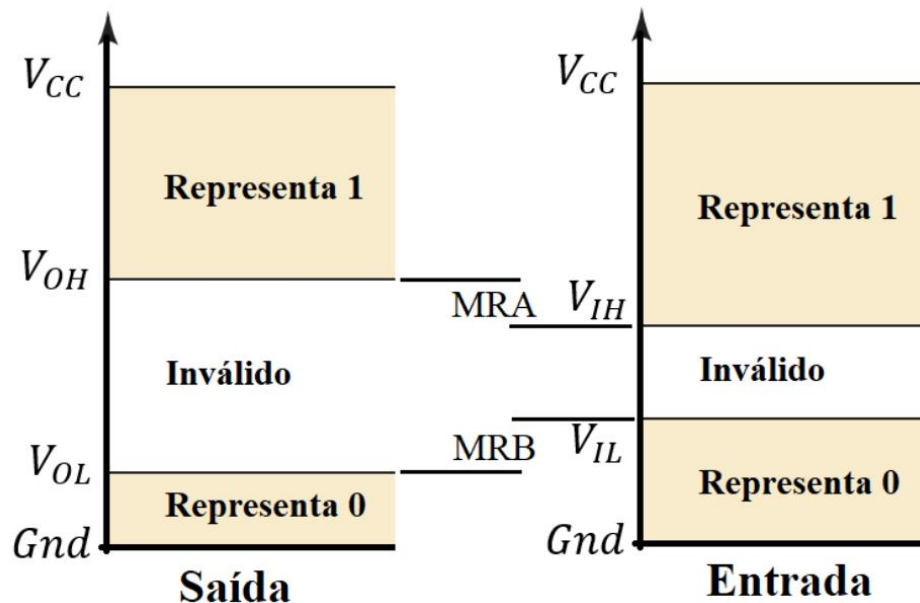
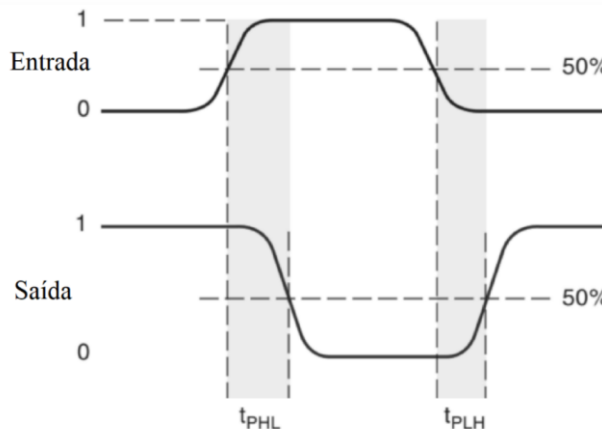




$$\begin{array}{r}
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 00101 \\
 10110 + \\
 \hline
 11011
 \end{array}
 \quad
 \begin{array}{l}
 5 \\
 (-10) + \\
 (-5)
 \end{array}$$

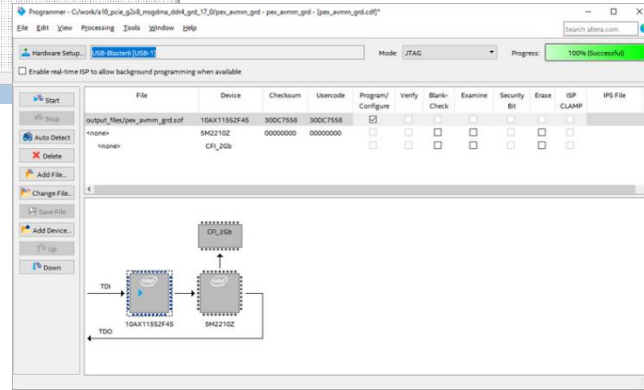
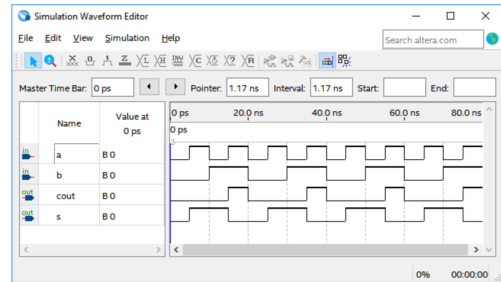
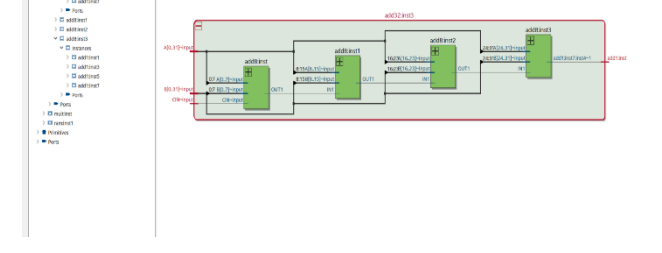
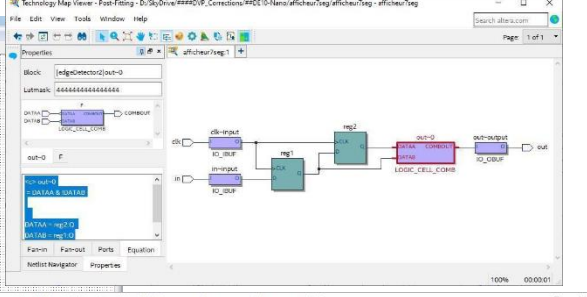
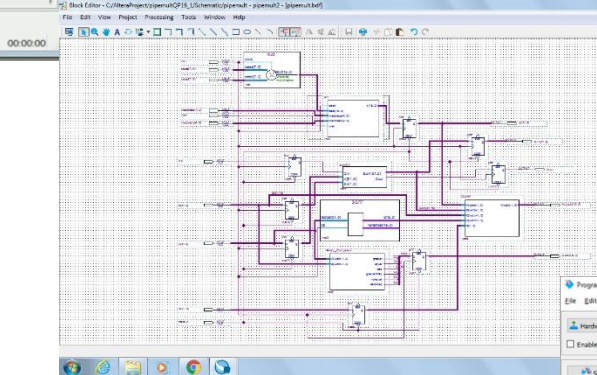
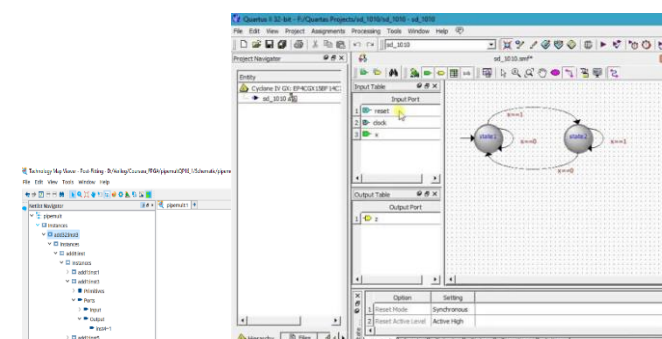
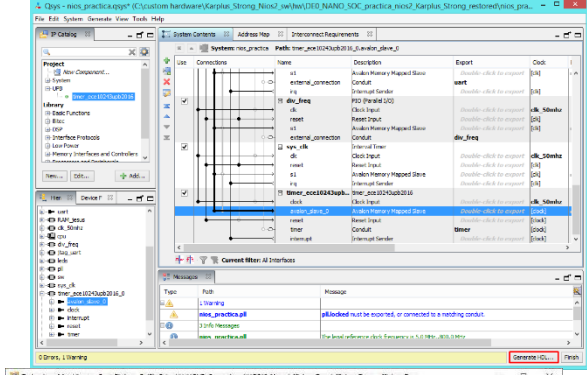
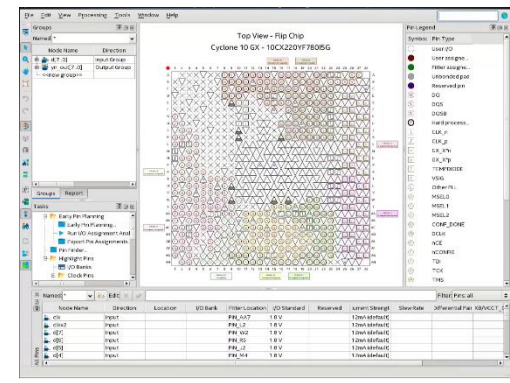
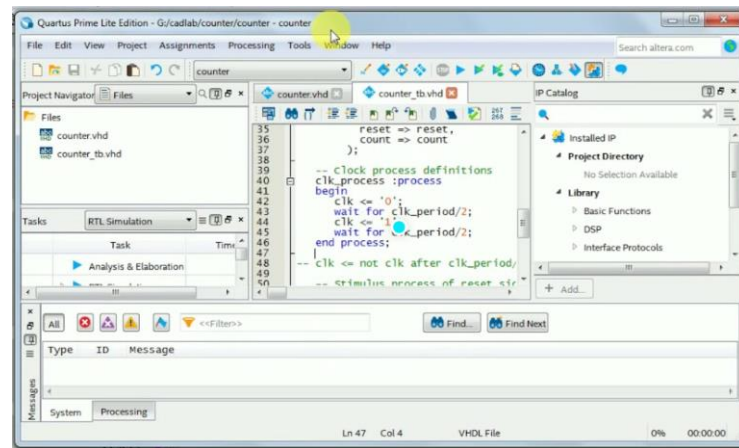








Intel Quartus Prime Lite





Hneemann Digital

