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-- Purpose:
--
--   Barrel Shifter Based on Mux
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-- Discussion:
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-- Licensing:
--
--   This code is distributed under the GNU LGPL license.
--
-- Modified:
--
--   2012.07.20
--
-- Author:
--
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--
-- Parameters:
--
--   Input:
--
--   Output:
-----
```

```
library STD;
use STD.textio.all;
```

```
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.numeric_std.all;
```

```
entity bshift is
  generic (
    WD      : in natural := 32;
    SH      : in natural := 5 );

  port (
    di      : in std_logic_vector (WD-1 downto 0) := (others=>'0');
    nbit    : in std_logic_vector (SH-1 downto 0) := (others=>'0');
    dq      : out std_logic_vector (WD-1 downto 0) := (others=>'0');
```

```
end bshift;
```

```
architecture mux of bshift is
```

```
--component mux is
--  generic (
--    WD      : in natural := 1);
--
--  port (
--    an      : in   std_logic_vector (WD-1 downto 0);
--    bn      : in   std_logic_vector (WD-1 downto 0);
--    s       : in   std_logic;
--    cn      : out  std_logic_vector (WD-1 downto 0) );
--end component;
```

```
component mux is
  generic (
    WD      : in natural := 1);

  port (
    an      : in   std_logic;
    bn      : in   std_logic;
    s       : in   std_logic;
```

```

    cn    : out  std_logic );
end component;

type array2d is array (WD-1 downto 0, SH-1 downto 0) of std_logic;
signal mout: array2d := ((others=> (others=> '0')));

begin

-- j = SH-1 : top level mux row
ILOOP: for i in WD-1 downto 0 generate
-- Sign bit extension
ZERO: if (i > 2**(SH-1)) generate
    U0: mux generic map (WD => 1)
        port map (an => di(i),
                bn => di(WD-1),
                s  => nbit(SH-1),
                cn => mout(i, SH-1));
end generate ZERO;

-- stride 2**(SH-1)
REST: if (i <= 2**(SH-1)) generate
    U1 : mux generic map (WD => 1)
        port map (an => di(i),
                bn => di(i+2**(SH-1)),
                s  => nbit(SH-1),
                cn => mout(i, SH-1));
end generate REST;
end generate ILOOP;

-- rest of mux rows
JLOOP: for j in SH-2 downto 0 generate
ILOOP: for i in WD-1 downto 0 generate
-- Sign bit extension
ZERO: if (i > 2**j) generate
    U0: mux generic map (WD => 1)
        port map (an => di(i),
                bn => di(WD-1),
                s  => nbit(j),
                cn => mout(i, j));
end generate ZERO;

-- Stride 2**j
REST: if (i <= 2**j) generate
    U1: mux port map (an => mout(i, j+1),
                    bn => mout(i+2**j, j+1),
                    s  => nbit(j),
                    cn => mout(i, j));
end generate REST;
end generate ILOOP;
end generate JLOOP;

OLOOP: for i in WD-1 downto 0 generate
    dq(i) <= mout(i, 0);
end generate OLOOP;

end mux;

```