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2  -- Hardware AMBA bus IP for image scaling
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4  -- Entity:      TFG_VRESIZE_KERNEL
5  -- File:        TFG_VRESIZE_KERNEL.vhd
6  -- Author:      Luis Miguel Gonzalez Berrocal
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8  -- VHDL Standard: VHDL'93
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10 -- Naming Conventions
11 -- active low signals:      "*_n"
12 -- clock signals:          "clk", "clk_div#", "clk_#x"
13 -- reset signals:          "rst", "rst_n"
14 -- generics:               "C_*"
15 -- user defined types:     "*_TYPE"
16 -- state machine next state: "*_ns"
17 -- state machine current state: "*_cs"
18 -- combinatorial signals:   "*_com"
19 -- pipelined or register delay signals: "*_d#"
20 -- counter signals:         "*_cnt*"
21 -- clock enable signals:    "*_ce"
22 -- internal version of output port:    "*_i"
23 -- device pins:            "*_pin"
24 -- ports:                  "Names begin with Uppercase"
25 -- processes:              "*_PROCESS"
26 -- component instantiations: "<ENTITY>_I_<#|FUNC>"
27 -- registers:              "*_REG"
28 -----
29
30 library ieee;
31 use ieee.std_logic_1164.all;
32 use ieee.std_logic_unsigned.all;
33
34 entity TFG_VRESIZE_KERNEL is
35     generic (SHIFT : integer := 22);
36     port (Clk      : in std_logic;          -- clk
37           Rst_n    : in std_logic;          -- active low
38           reset
39           Pixel_hinter_even : in std_logic_vector (31 downto 0); -- pixel of the
40           pseudo row even
41           Pixel_hinter_odd  : in std_logic_vector (31 downto 0); -- pixel of the
42           pseudo row odd
43           Beta_even         : in std_logic_vector (15 downto 0); -- vertical
44           interpolation factor for pixel_hinter_even
45           Beta_odd          : in std_logic_vector (15 downto 0); -- vertical
46           interpolation factor for pixel_hinter_odd
47           Pixel_out         : out std_logic_vector (7 downto 0)); -- pixel of the
48           destination image
49 end TFG_VRESIZE_KERNEL;
50
51 architecture Behavioral of TFG_VRESIZE_KERNEL is
52     signal interpolated_com : std_logic_vector (47 downto 0);
53     signal pixel_out_i : std_logic_vector (7 downto 0);
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55 begin
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52     combinational_PROCESS : process (Pixel_hinter_even, Pixel_hinter_odd, Beta_even,
    Beta_odd, interpolated_com)
53     begin
54         interpolated_com <= Pixel_hinter_even * Beta_even + Pixel_hinter_odd *
    Beta_odd + 2**(SHIFT - 1);
55
56         if (interpolated_com (31 downto 22) > X"FF") then
57             pixel_out_i <= X"FF";
58         else
59             pixel_out_i <= interpolated_com (29 downto 22);
60         end if;
61     end process;
62
63     sequential_PROCESS : process (Clk, Rst_n)
64     begin
65         if (Rst_n = '0') then
66             Pixel_out <= (others => '0');
67         elsif (Clk = '1' and Clk'event) then
68             Pixel_out <= pixel_out_i;
69         end if;
70     end process;
71
72 end Behavioral;
```