



جامعة نينوى
كلية هندسة الإلكترونيات

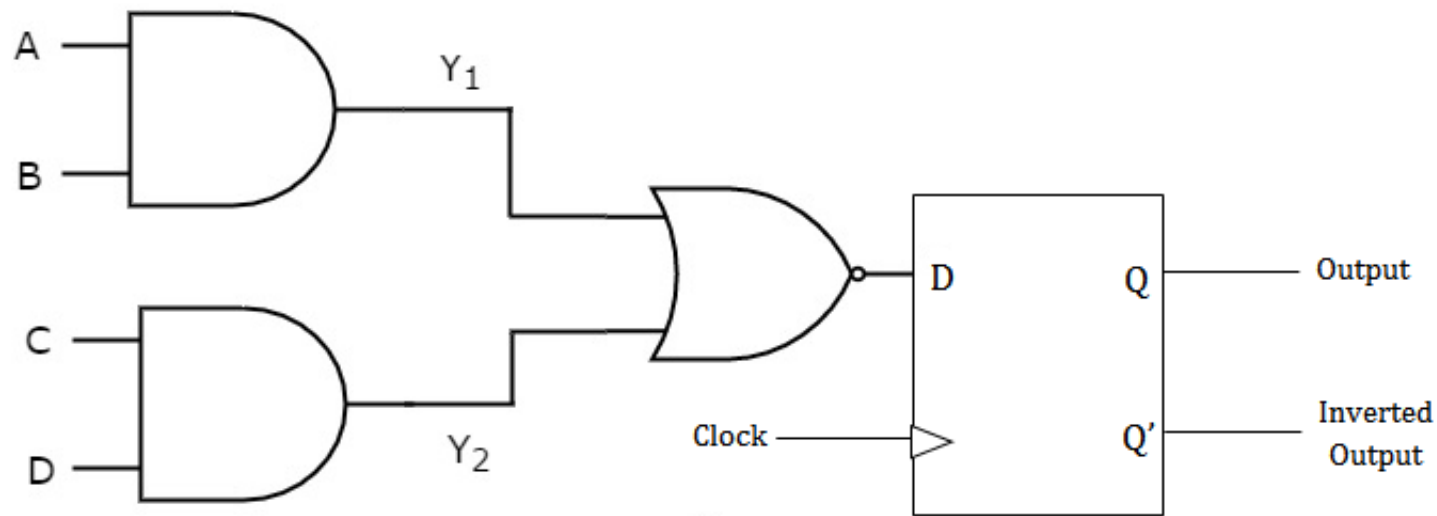
Circuit Design with VHDL 5

Textbook: Volnei A. Pedroni

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VHDL> Concurrent & sequential Code

- Example: Write VHDL code to implement the following circuit.

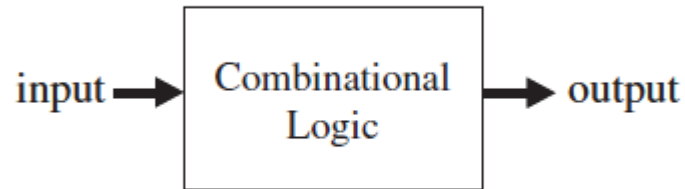


VHDL> Concurrent & sequential Code

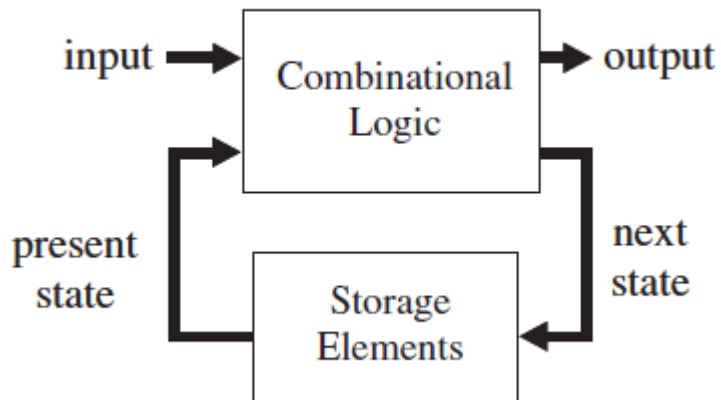
- Concurrent Code:
 - WHEN,
 - GENERATE,
 - Assignments using only operators (AND, NOT, +, *, sll, etc.),
 - A special kind of assignment, called BLOCK.
- Sequential Code:
 - PROCESSES, FUNCTIONS, PROCEDURES.
 - IF, WAIT, CASE, and LOOP.
 - VARIABLES.

VHDL>Combinational vs Sequential Logic

- **Combinational Logic:** output depends solely on the current inputs.



- **sequential logic:** output depend on previous inputs.



VHDL> Concurrent versus Sequential

- **VHDL** code is inherently concurrent (parallel).
- Only statements placed inside a **PROCESS**, **FUNCTION**, or **PROCEDURE** are sequential.
 - the block, as a whole, is concurrent with any other (external) statements.
- Concurrent code is also called **dataflow** code.
- Concurrent: The order does not matter.

VHDL> Concurrent Code

- In summary, in concurrent code the following can be used:
 - Operators;
 - The WHEN statement (WHEN/ELSE or WITH/SELECT/WHEN);
 - The GENERATE statement;
 - The BLOCK statement.

VHDL> Concurrent Code

- Operators:

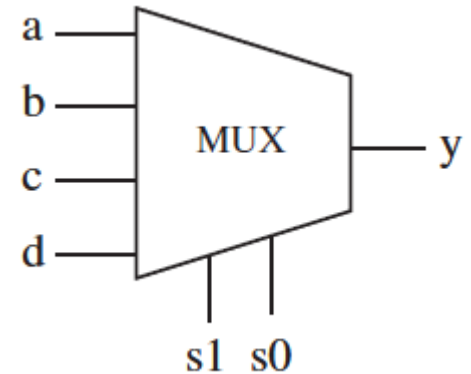
Table 5.1
Operators.

| Operator type | Operators | Data types |
|---------------|---------------------------------------|---|
| Logical | NOT, AND, NAND, OR, NOR, XOR, XNOR | BIT, BIT_VECTOR, STD_LOGIC, STD_LOGIC_VECTOR, STD_ULOGIC, STD_ULOGIC_VECTOR |
| Arithmetic | +, -, *, /, ** (mod, rem, abs) | INTEGER, SIGNED, UNSIGNED |
| Comparison | =, /=", <, >, <=, >= | All above |
| Shift | sll, srl, sla, sra, rol, ror | BIT_VECTOR |
| Concatenation | &, (,,) | Same as for logical operators, plus SIGNED and UNSIGNED |

VHDL> Concurrent Code

- Multiplexer #1

```
1  -----
2  LIBRARY ieee;
3  USE ieee.std_logic_1164.all;
4  -----
5  ENTITY mux IS
6  PORT ( a, b, c, d, s0, s1: IN STD_LOGIC;
7        y: OUT STD_LOGIC);
8  END mux;
9  -----
10 ARCHITECTURE pure_logic OF mux IS
11 BEGIN
12 y <= (a AND NOT s1 AND NOT s0) OR
13      (b AND NOT s1 AND s0) OR
14      (c AND s1 AND NOT s0) OR
15      (d AND s1 AND s0);
16 END pure_logic;
17 -----
```



VHDL> Concurrent Code

- WHEN (Simple and Selected)

WHEN / ELSE:

```
assignment WHEN condition ELSE  
assignment WHEN condition ELSE  
...;
```

simple

WITH / SELECT / WHEN:

```
WITH identifier SELECT  
assignment WHEN value,  
assignment WHEN value,  
...;
```

selected

VHDL> Concurrent Code

- Whenever WITH / SELECT / WHEN is used:
- all permutations must be tested,
 - keyword **OTHERS** is often useful.
- keyword **UNAFFECTED**,
 - which should be used when no action is to take place.
- “WHEN value” can indeed take up three forms:

```
WHEN value                -- single value
WHEN value1 to value2     -- range, for enumerated data types
                           -- only
WHEN value1 | value2 | ... -- value1 or value2 or ...
```

VHDL> Concurrent Code

- Examples:

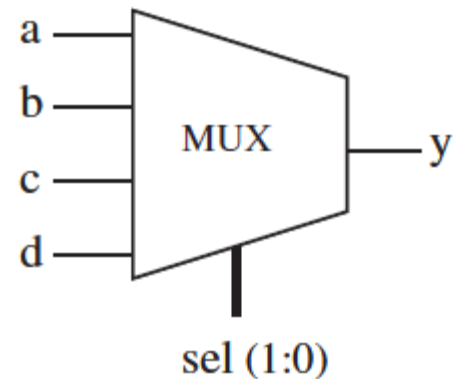
```
----- With WHEN/ELSE -----  
outp <= "000" WHEN (inp='0' OR reset='1') ELSE  
        "001" WHEN ctl='1' ELSE  
        "010";
```

```
---- With WITH/SELECT/WHEN -----  
WITH control SELECT  
    output <= "000" WHEN reset,  
              "111" WHEN set,  
              UNAFFECTED WHEN OTHERS;
```

VHDL> Concurrent Code

- Multiplexer #2: when/else

```
1  ----- Solution 1: with WHEN/ELSE -----
2  LIBRARY ieee;
3  USE ieee.std_logic_1164.all;
4  -----
5  ENTITY mux IS
6      PORT ( a, b, c, d: IN STD_LOGIC;
7              sel: IN STD_LOGIC_VECTOR (1 DOWNTO 0);
8              y: OUT STD_LOGIC);
9  END mux;
10 -----
11 ARCHITECTURE mux1 OF mux IS
12 BEGIN
13     y <=  a WHEN sel="00" ELSE
14           b WHEN sel="01" ELSE
15           c WHEN sel="10" ELSE
16           d;
17 END mux1;
```

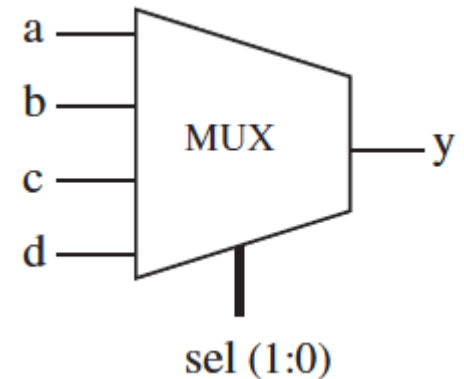


Simple
when

VHDL> Concurrent Code

- Multiplexer #2: with/select/when

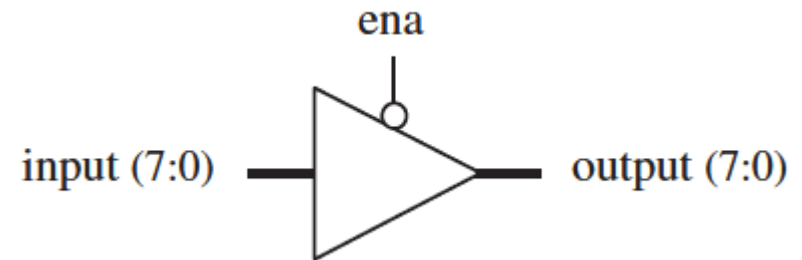
```
1  --- Solution 2: with WITH/SELECT/WHEN -----
2  LIBRARY ieee;
3  USE ieee.std_logic_1164.all;
4  -----
5  ENTITY mux IS
6      PORT ( a, b, c, d: IN STD_LOGIC;
7             sel: IN STD_LOGIC_VECTOR (1 DOWNT0 0);
8             y: OUT STD_LOGIC);
9  END mux;
10 -----
11 ARCHITECTURE mux2 OF mux IS
12 BEGIN
13     WITH sel SELECT
14         y <=  a WHEN "00",      -- notice ", " instead of ";"
15              b WHEN "01",
16              c WHEN "10",
17              d WHEN OTHERS;      -- cannot be "d WHEN "11" "
18 END mux2;
```



selected
when

VHDL> Concurrent Code

- Tri-state Buffer:



```
1  LIBRARY ieee;
2  USE ieee.std_logic_1164.all;
3  -----
4  ENTITY tri_state IS
5      PORT ( ena: IN STD_LOGIC;
6             input: IN STD_LOGIC_VECTOR (7 DOWNT0 0);
7             output: OUT STD_LOGIC_VECTOR (7 DOWNT0 0));
8  END tri_state;
9  -----
10 ARCHITECTURE tri_state OF tri_state IS
11 BEGIN
12     output <= input WHEN (ena='0') ELSE
13         (OTHERS => 'Z');
14 END tri_state;
```

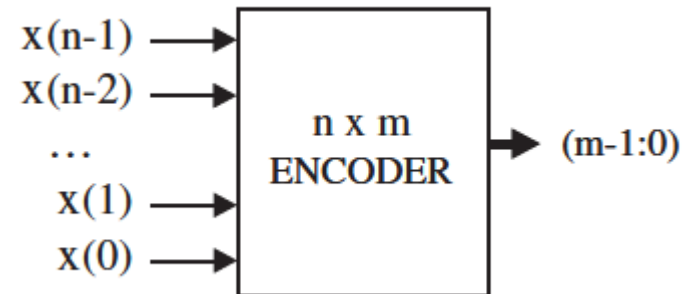
VHDL> Concurrent Code

- Home Works: Encoder: page 73:

```
ENTITY encoder IS
    PORT ( x: IN STD_LOGIC_VECTOR (7 DOWNT0 0);
           y: OUT STD_LOGIC_VECTOR (2 DOWNT0 0));
END encoder;
```

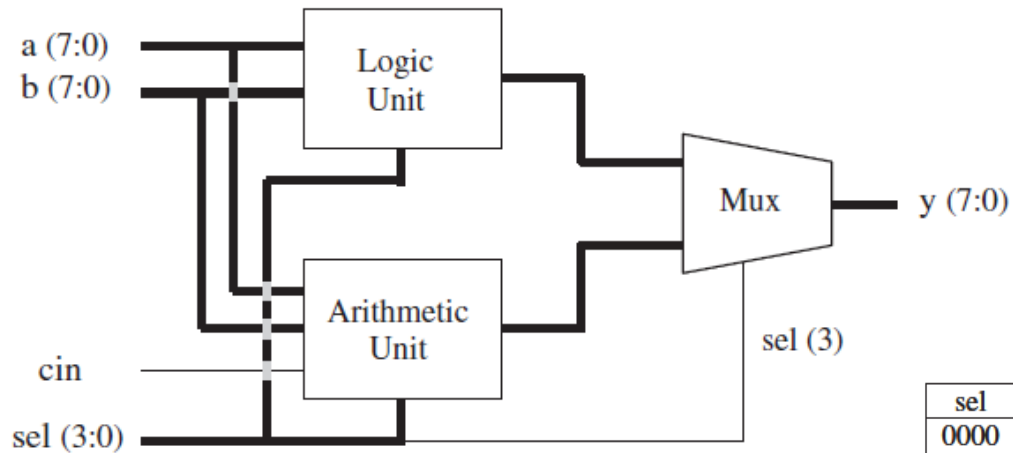
```
ARCHITECTURE encoder1 OF encoder IS
BEGIN
```

```
    y <=    "000" WHEN x="00000001" ELSE
            "001" WHEN x="00000010" ELSE
            "010" WHEN x="00000100" ELSE
            "011" WHEN x="00001000" ELSE
            "100" WHEN x="00010000" ELSE
            "101" WHEN x="00100000" ELSE
            "110" WHEN x="01000000" ELSE
            "111" WHEN x="10000000" ELSE
            "ZZZ";
```



VHDL> Concurrent Code

- Home Works: ALU: page 75



| sel | Operation | Function | Unit |
|------|-------------------------------|------------------------|------------|
| 0000 | <code>y <= a</code> | Transfer a | Arithmetic |
| 0001 | <code>y <= a+1</code> | Increment a | |
| 0010 | <code>y <= a-1</code> | Decrement a | |
| 0011 | <code>y <= b</code> | Transfer b | |
| 0100 | <code>y <= b+1</code> | Increment b | |
| 0101 | <code>y <= b-1</code> | Decrement b | |
| 0110 | <code>y <= a+b</code> | Add a and b | |
| 0111 | <code>y <= a+b+cin</code> | Add a and b with carry | |
| 1000 | <code>y <= NOT a</code> | Complement a | Logic |
| 1001 | <code>y <= NOT b</code> | Complement b | |
| 1010 | <code>y <= a AND b</code> | AND | |
| 1011 | <code>y <= a OR b</code> | OR | |
| 1100 | <code>y <= a NAND b</code> | NAND | |
| 1101 | <code>y <= a NOR b</code> | NOR | |
| 1110 | <code>y <= a XOR b</code> | XOR | |
| 1111 | <code>y <= a XNOR b</code> | XNOR | |