

VHDL CONSTRUCTS

Sequential Statements:

if-then-else

general format:

```
if (condition) then
    do stuff
elsif (condition) then
    do more stuff
else
    do other stuff
end if;
```

example:

```
if (S = "00") then
    Z <= A;
elsif (S = "11") then
    Z <= B;
else
    Z <= C;
end if;
```

elsif and else clauses are optional

BUT incompletely specified if-then-else (no else) implies memory element

case-when

general format:

```
case expression is
    when value =>
        do stuff
    when value =>
        do more stuff
    when others =>
        do other stuff
end case;
```

example:

```
case S is
    when "00" =>
        Z <= A;
    when "11" =>
        Z <= B;
    when others =>
        Z <= C;
end case;
```

for-loop

general format:

```
[label:] for identifier in range loop
    do a bunch of junk
end loop [label];
```

note: variable k implied in for-loop and does not need to be declared

example:

```
init: for k in N-1 downto 0 loop
    Q(k) <= '0';
end loop init;
```

while-loop

general format:

```
[label:] while condition loop
    do silly stuff
end loop [label];
```

note: variable k must be declared as variable in process (between sensitivity list and begin with format:

variable k: integer := N-1;

example:

```
init: while (k > 0) loop
    Q(k) <= '0'
    k := k - 1;
end loop init;
```

Concurrent Statements:

logical operators with signal assignment <= example: Z <= A and B;

when-else

general format:

expression when *condition* else
expression when *condition* else
expression **when others**;

example:

Z <= A when S = "00" else
 B when S = "11" else
 C;

note: "when others" maybe redundant and incompatible with some tools

with-select-when

general format:

with *selection* select
expression when *condition*,
expression when *condition*,
expression when others;

example:

with S select
 Z <= A when "00" ,
 B when "11" ,
 C when others;

Signal assignments in a process:

All expressions based on current value of signals

(right-hand side of <=, values at start of process execution)

Assigned signals updated at end of process execution

Example:

```
process (CK) begin
    D <= Q xor CIN;
    if (CK'event and CK = '1') then
        Q <= D;
    end if;
    COUT <= Q xor CIN;
end process;
```

Case 1: sensitivity list consists only of CK (no other implied signals)

on rising clock edge, Q gets value of D based on Q and CIN from previous execution of process

if CIN is available prior to falling edge of CK then count works as expected otherwise, it does not

also COUT is updated on falling edge of CK and not when Q changes

Case 2: sensitivity list consists of CK, CIN and Q (or CIN and Q implied)

D and COUT updated anytime Q or CIN changes

on rising clock edge, Q gets updated value of D & count works as expected

Signal assignments in a concurrent statement:

Like a process with implied sensitivity list (right-hand side of \leq)

\therefore multiple concurrent statements work like multiple 1-line processes
updates assigned signal whenever right-hand has event

```
Example:  D <= Q xor CIN;
          COUT <= Q xor CIN;
          process (CK) begin
              if (CK'event and CK = '1') then
                  Q <= D;
              end if;
          end process;
```

D and COUT updated anytime Q or CIN changes
on rising clock edge, Q gets updated value of D & count works as expected
same as if we put the 2 concurrent statements in process with Q & CIN in
sensitivity list

Initialization:

All processes (and concurrent statements) evaluated once
then again and again until there are no events in sensitivity list
If explicit initialization is not defined (using $:=$ assignment operator)
then a bit is assigned '0' and a std_logic is assigned 'U'
When no events happen for a given process sensitivity list then that
process is suspended

Simulation cycle:

1. Time is advanced until next entry in time queue where signals are to be updated (for example, PIs) which cause events on these signals
2. A simulation cycle starts at that point in time and processes & concurrent statements "sensitive" to events (during the current simulation time) on those signals will be executed
3. Simulation times for subsequent simulation cycles are determined and scheduled based on internal signals being updated from processes or concurrent statements

Note: we will talk about specifying delays later, right now we consider only delta (δ) delays = infinitesimal delays

4. If there are any δ delay time queues go to Step 2, else go to Step 1

Examples:

```
Z <= X after 5ns;  -- specified delay scheduled as entry in time queue
Z <= X;           --  $\delta$  delay scheduled as entry in  $\delta$  delay time queue
```