

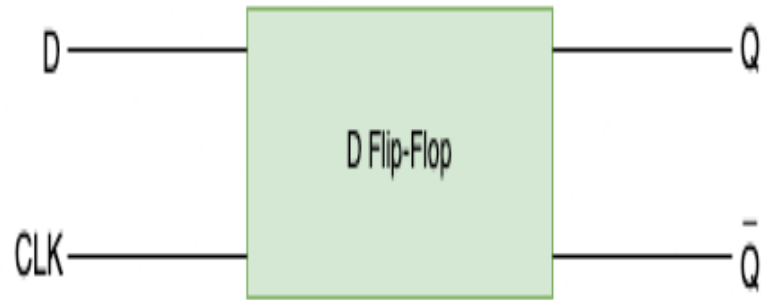
Course Name: Digital Hardware Design  
Course Code: 17B1NEC741

# VHDL-4

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# Behavioral Modeling

# DFF



Clock	D	Q	Q'
↓ » 0	0	0	1
↑ » 1	0	0	1
↓ » 0	1	0	1
↑ » 1	1	1	0

Transition at +edge of clock

```
library ieee;
use ieee. std_logic_1164.all;
use ieee. std_logic_arith.all;
use ieee. std_logic_unsigned.all;
```

```
entity D_FF is
PORT( D,CLOCK: in std_logic;
Q: out std_logic);
end D_FF;
```

```
architecture behavioral of D_FF is
begin
process(CLOCK)
begin
if(CLOCK='1' and CLOCK'EVENT) then
Q <= D;
end if;
end process;
end behavioral;
```

entity ALU is

```
port(      A:      in std_logic_vector(1 downto 0);
        B:      in std_logic_vector(1 downto 0);
        Sel:      in std_logic_vector(1 downto 0);
        Res:      out std_logic_vector(1 downto 0)
    );
```

end ALU;

-----

architecture behv of ALU is  
begin

```
    process(A,B,Sel)
    begin
```

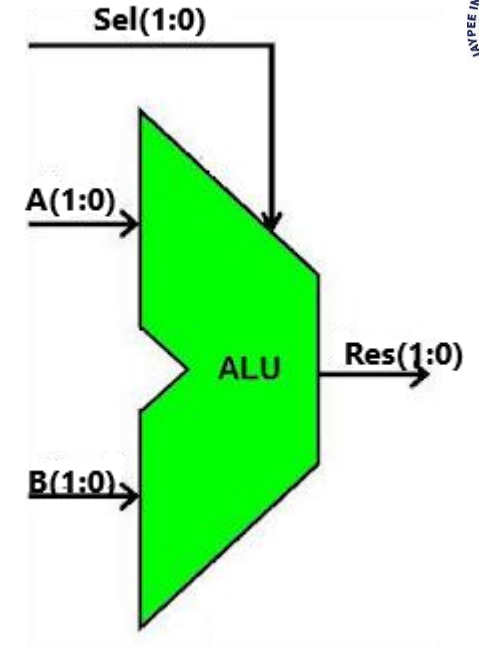
```
        -- use case statement to achieve
        -- different operations of ALU
```

```
        case Sel is
            when "00" =>
                Res <= A + B;
            when "01" =>
                Res <= A + (not B) + 1;
            when "10" =>
                Res <= A and B;
            when "11" =>
                Res <= A or B;
            when others =>
                Res <= "XX";
        end case;
```

```
    end process;
```

```
end behv;
```

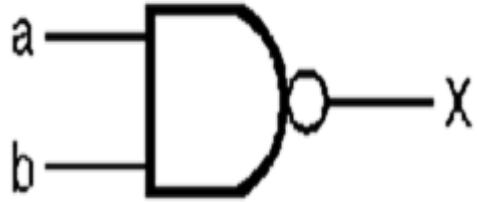
## ALU



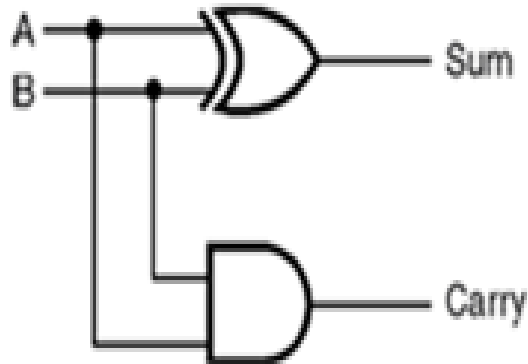
ALU Operation	Description
Addition	Res=A+B
Subtract	Res= A-B=A+(not B)+1
Bitwise OR	A or B
Bitwise AND	A and B

# Dataflow Modeling

# Dataflow Modeling



architecture DATAFLOW of NAND2 is  
begin  
X <= a nand b;  
end DATAFLOW;



```
library ieee;  
use ieee.std_logic_1164.all;  
entity half_adder is  
  port (a, b: in std_logic;  
        sum, carry: out std_logic);  
end half_adder;  
  
architecture dataflow of Half-adder is  
begin  
  sum <= A XOR B;  
  carry <= A AND B;  
end dataflow;
```

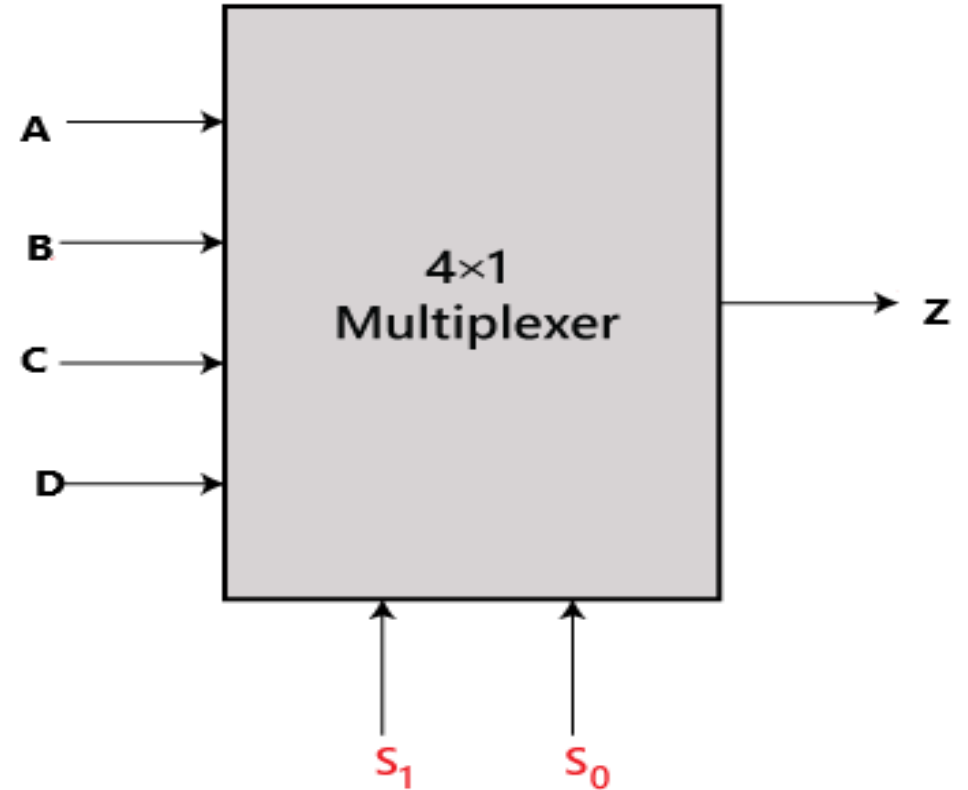
# Dataflow Modeling

An example of a **4-to-1 multiplexer** using conditional signal assignments:

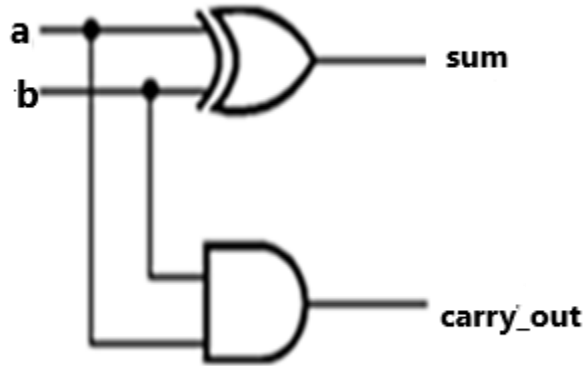
```
entity MUX_4_1_Conc is  
port (S1, S0, A, B, C, D: in std_logic;  
      Z: out std_logic);  
end MUX_4_1_Conc;
```

```
architecture dataflow_MUX41 of MUX_4_1_Conc is  
Begin
```

```
Z <= A when S1='0' and S0='0' else  
      B when S1='0' and S0='1' else  
      C when S1='1' and S0='0' else  
      D;  
end dataflow_MUX41;
```



# Dataflow Modeling vs. Behavioral Modeling



```
library ieee;  
use ieee.std_logic_1164.all;  
entity half_adder is  
  port (a, b: in std_logic;  
        sum, carry_out: out  
        std_logic);  
end half_adder;
```

**architecture** dataflow **of** half\_adder **is**  
**begin**

```
sum <= a xor b;  
carry_out <= a and b;  
end dataflow;
```

a	b	sum	Carry-out
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

Same as b

Not of b

Same as b

**architecture** behavior **of** half\_adder **is**  
**begin**

```
ha: process (a, b)  
begin
```

```
  if a = '1' then
```

```
    sum <= not b;
```

```
    carry_out <= b;
```

```
  else
```

```
    sum <= b;
```

```
    carry_out <= '0';
```

```
  end if;
```

```
end process ha;
```

```
end behavior;
```



# Structural modeling

# Structural Modeling

- Structural modeling describes a circuit in terms of components and its interconnection
- It is very good to describe complex digital systems, though a set of components in a hierarchical fashion
- A structural description can best be compared to a schematic block diagram that can be described by the components and the interconnections.
- Constraint with structural modeling is that block diagram for the complete system must be known.

# Structural Modeling

The following steps are involved for structural modeling.

- a. Component declaration (list of components being used).
- b. Component instantiation: Interconnection between components (Declare signals which define the nets that interconnect components).
- c. Label multiple instances of the same component so that each instance is uniquely defined.

COMPONENT linked with, LIBRARY declarations, ENTITY, ARCHITECTURE. However, by declaring COMPONENT, it can be used within another system.

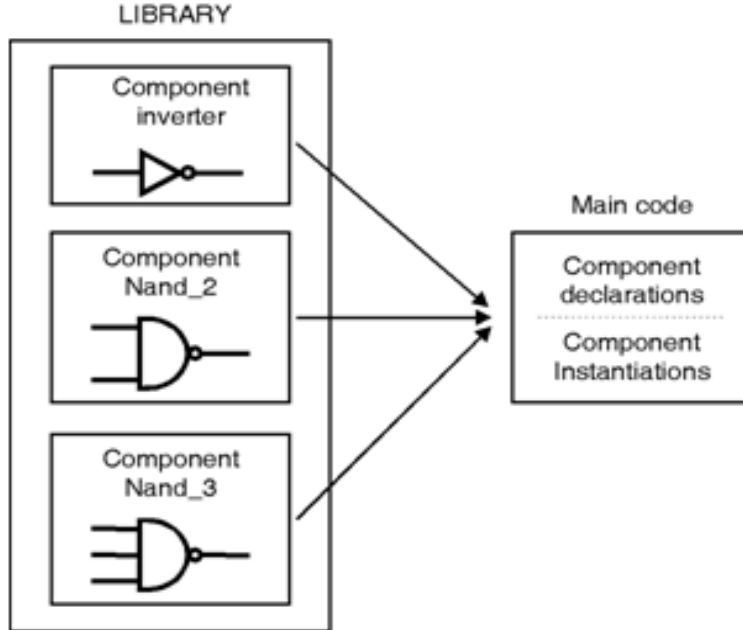
# COMPONENT declaration :

```
COMPONENT component_name IS  
  PORT ( port_name : signal_mode signal_type;  
         port_name : signal_mode signal_type; ...);  
END COMPONENT;
```

Declaration is similar to that of an  
ENTITY

## COMPONENT instantiation :

```
label: component_name PORT MAP (port_list);
```

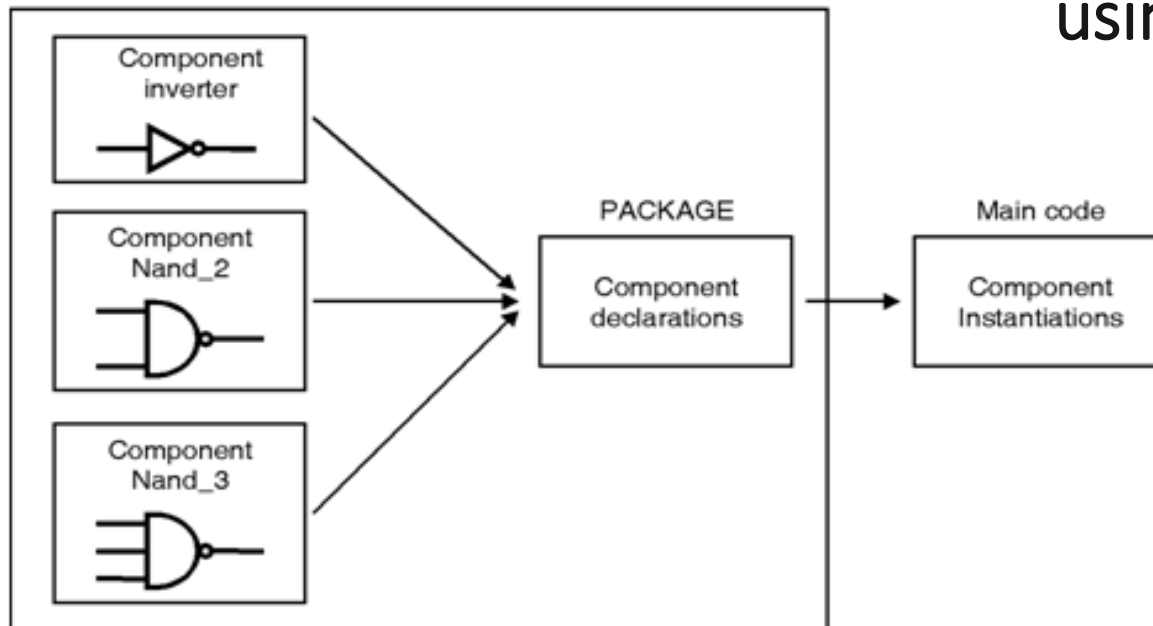


Declaration in main code  
LIBRARY

Two ways to declare a COMPONENT.

1) designed and placed in the destination  
LIBRARY

2) declared in the main code or declared  
using a PACKAGE.



Declaration using package

## Example 1 : Structural architecture for NAND2

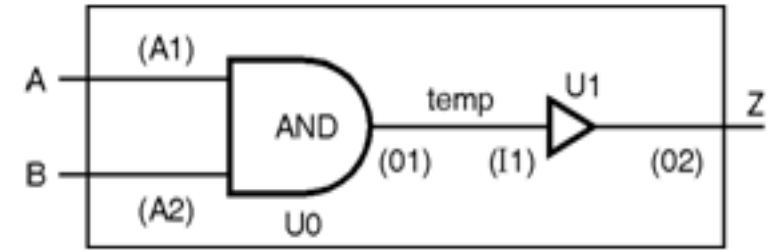
architecture STRUCTURAL of NAND2 is

```
signal temp: BIT;                -- (internal) signal declaration
component AND2                    -- AND2 component declaration
  port (A1, A2: in BIT; O1: out BIT);
end component;
component INVERT                  -- INVERT component declaration
  port (I1: in BIT; O2: out BIT);
end component;
begin                             --Architecture
U0: AND2 port map (I1 => A, I2 => B, O1 => temp);
U1: INVERT port map (I1 => temp, O2 => Z)
end STRUCTURAL;
```

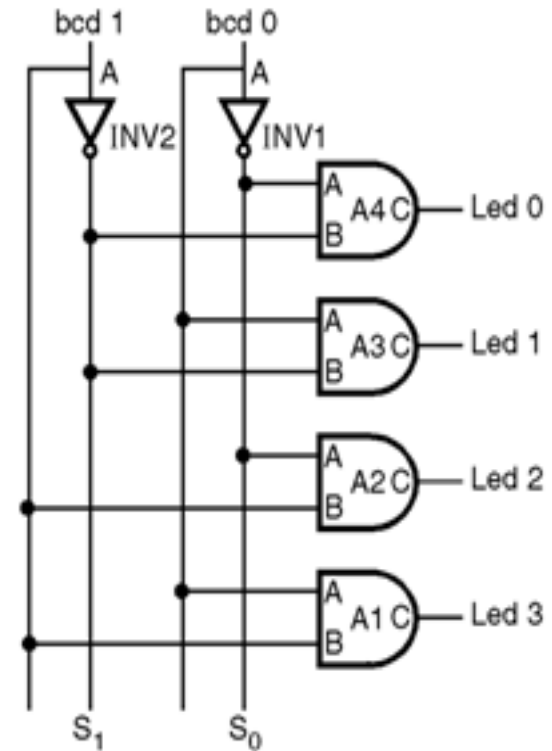
## Example 2 : Structure architecture of Decoder

The components Inverter and AND\_Gate are instantiated under the names Inv1, Inv2, A1, A2, A3 and A4.

The connections among the components are realized by the use of signals S(0), S(1) declared in the architecture's declarative part.



Example 1: NAND Gate



Example 2: Decoder

## Example 2 : Structure architecture of Decoder

architecture Structural of Decoder is

signal S: Bit\_Vector(0 to 1);

component AND\_Gate

port(A,B:in Bit; C:out Bit);

end component;

component Inverter

port(A:in Bit; B:out Bit);

end component;

begin

Inv1:Inverter port map(A=>bcd(0), B=>S(0));

Inv2:Inverter port map(A=>bcd(1), B=>S(1));

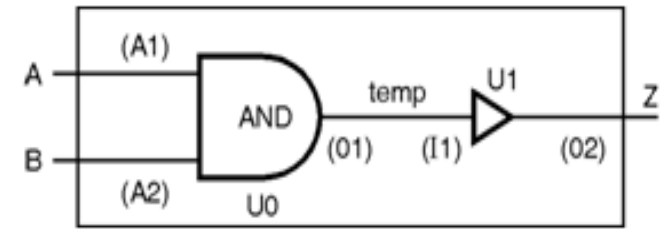
A1:AND\_Gate port map(A=>bcd(0), B=>bcd(1), C=>led(3));

A2:AND\_Gate port map(A=>bcd(0), B=>S(1), C=>led(2));

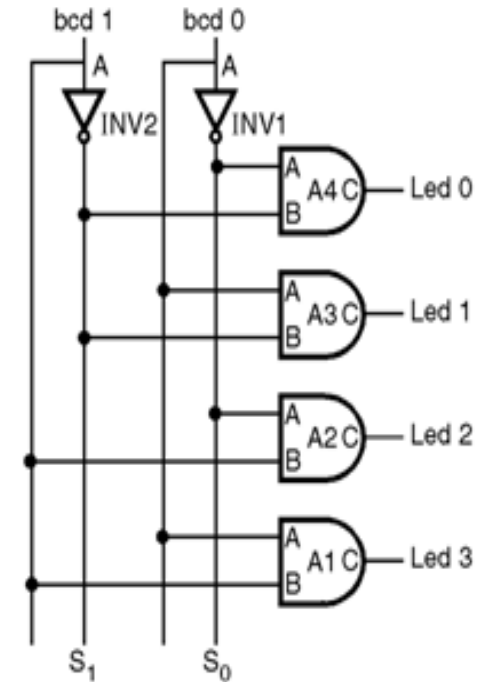
A3:AND\_Gate port map(A=>S(0), B=>bcd(1), C=>led(1));

A4:AND\_Gate port map(A=>S(0), B=>S(1), C=>led(0));

end Structure;



Example 1: NAND Gate



Example 2: Decoder



- Order of the signal in the port command must be same as that in the entity declaration otherwise it will give syntax error.

- Example:

```
Entity xor1
```

```
Port (a, b: in std_logic;
```

```
      c: out std_logic);
```

```
end xor1;
```

and during component declaration its written as  
component xor1

```
Port ( b, a : in std_logic;
```

```
      c: out std_logic);
```

```
end component;
```

-- error as in the entity a is declared before b.

- An alternative method is the positional association shown below,

port map (*signal1, signal2,...signaln*);

in which the first port in the component declaration corresponds to the first signal, the second port to the second signal, etc.

- The signal position must be in the same order as the declared component's ports.

## Example

```
component NAND2  
  port (in1, in2: in std_logic;  
        out1: out std_logic);  
end component;
```

```
signal int1, int2, int3: std_logic;
```

architecture struct of EXAMPLE is

```
U1: NAND2 port map (A,B,int1);
```

```
U2: NAND2 port map (in1=>C, in2=>D, out1=>int2);
```

```
U3: NAND3 port map (in1=>int1, int2, Z);
```

# Important tips about port-map: Unconnected inputs:

- Suppose for three input AND gate as a component and only two of its inputs are required for some application

Component and1

Port (a, b, c: in std\_logic; -- 3 input AND gate.

F : out std\_logic);

End component;

Signal high : std\_logic ; -- this is representing logic high

Begin

High<= '1';

U1: and1 port map ( x ,y ,high ,z );

If an input on a component is not in use, the signal should be connected to Vcc or Gnd such that overall functionality should not change.

## c. Component Specification

- If the VHDL simulator is to find the declared component, use of the following command.

Syntax:

**for: <component\_name>use entity library. <entity name> (architecture name)**

For u1: xor1 use entity work.xor1 (t1);

# Practice Exercises

1. Write behavioural model for 1x8 **Demultiplexer** using case when statements.
2. Write VHDL code for SR latch in dataflow style.
3. For full adder circuit is shown below. Write structural model for the same.

