

## VHDL 2BA4 Concurrent Signal Assignment Statements (CSAs)

- ▶ Digital systems operate with concurrent signals
- ▶ Signals are assigned values at a specific point in time.
- ▶ VHDL uses **signal assignment** statements
  - ▶ Specify value and time
- ▶ Multiple **signal assignment** statements are executed concurrently
  - ▶ Concurrent Signal Assignment Statements (CSAs)

## VHDL 2BA4 Half-Adder CSA

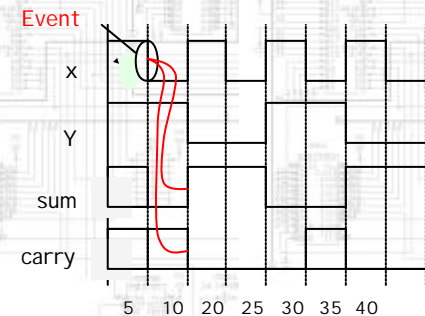
- ▶ VHDL must specify:
  - ▶ Events
  - ▶ Delays
  - ▶ Concurrency

```
architecture concurrent_behavior of half_adder is
begin
    sum <= (x xor y) after 5 ns;
    carry <= (x and y) after 5 ns;
end concurrent_behavior;
```

## VHDL 2BA4 CSA Statements

- ▶ concurrent\_behavior
  - ▶ Name of architecture that defines the half\_adder entity.
- ▶ **signal assignment** statements
  - ▶ `sum <= (x xor y) after 5 ns;`
  - ▶ `carry <= (x and y) after 5 ns;`
- ▶ Signal assignment operator `<=`
  - ▶ Describes how output signals depend on input signals
- ▶ An output signal changes if an input signal has changed.

## VHDL 2BA4 Half Adder Operation



### after Keyword

- Signal propagation of the XOR and AND gates must be taken into account.
  - Both gates require 5 ns propagation delay
- signal assignment** statements define this through the **after** Keyword.
- This keyword specifies when the output signal is set to the result of an evaluation after an input signal transition (event).
- The textual order of the assignment statement has no influence on the timing.

### library and use clauses

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity 2BA4 is
    ...
end entity;
```

- A library contains design entities that be used
- The **library** IEEE clause defines the IEEE library.
- The library may contain packages.
- The above example specifies through the **use** clause the IEEE.STD\_LOGIC\_1164~~ALL~~ packages.
- This package is required for **std\_logic** type declaration.

### Full-Adder VHDL

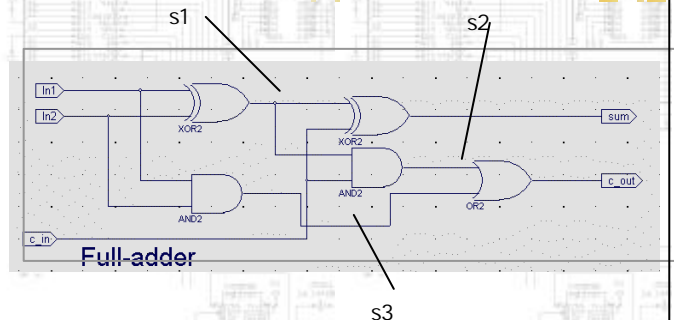
```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity full_adder is
    Port (in1, in2, c_in: in std_logic;
          sum, c_out: out std_logic);
end full_adder;

architecture dataflow of full_adder is
    signal s1, s2, s3: std_logic;
    constant gate_delay: Time := 5 ns;

    begin
        s1 <= (in1 xor in2) after gate_delay;
        s2 <= (c_in and s1) after gate_delay;
        s3 <= (in1 and in2) after gate_delay;
        sum <= (s1 xor c_in) after gate_delay;
        c_out <= (s2 or s3) after gate_delay;
    end dataflow;
```

### Full-Adder Schematic



## Architecture Declaration

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity full_adder is
  Port (in1, in2, c_in: in std_ulogic;
        sum, c_out: out std_ulogic);
end full_adder;

architecture dataflow of full_adder is
  signal s1, s2, s3: std_ulogic;
  constant gate_delay: Time := 5ns;
begin
  s1 <= (in1 xor in2) after gate_delay;
  s2 <= (c_in and s1) after gate_delay;
  s3 <= (in1 and in2) after gate_delay;
  sum <= (s1 xor c_in) after gate_delay;
  c_out <= (s2 or s3) after gate_delay;
end dataflow;

```

## Architecture Body

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity full_adder is
  Port (in1, in2, c_in: in std_ulogic;
        sum, c_out: out std_ulogic);
end full_adder;

architecture dataflow of full_adder is
  signal s1, s2, s3: std_ulogic;
  constant gate_delay: Time := 5ns;
begin
  s1 <= (in1 xor in2) after gate_delay;
  s2 <= (c_in and s1) after gate_delay;
  s3 <= (in1 and in2) after gate_delay;
  sum <= (s1 xor c_in) after gate_delay;
  c_out <= (s2 or s3) after gate_delay;
end dataflow;

```

## The Full-Adder Model

- ▶ The full-adder simulates the signal transitions at gate-level
- ▶ The model has three internal signals
- ▶ These signals are not ports to the entity
- ▶ The internal signals are declared in the architectural declaration
- ▶ The Boolean equations define how each signal is derived as function of:
  - ▶ Other signals
  - ▶ Propagation delay
- ▶ **Constant** can be used to declare a constant of a particular type.
- ▶ In this case **Time**

## Signals

- ▶ Signals are not variables
    - ▶ History of values over time
    - ▶ Waveform
- ```

signal s1: std_ulogic := '0';

```
- ▶ Signals may use the assignment symbol := followed by an expression
  - ▶ The value of the expression will be initial value of the signal
  - ▶ If no initialisation is provided the signal receives a default value
  - ▶ VHDL signal types:
    - ▶ Integer, real, bit\_vector...

## Signals and Time

- A concurrent signal assignment statement (CSA)

```
sum <= (x xor y) after 5 ns;
```

- In a more general form:
  - `signal <= value expression after time expression;`
- In the example,
  - if `x` or `y` change its value the `sum` will be assigned the result of the `(x xor y)` evaluation after 5ns.
- The Time-value pair represents the future value of the signal.
  - Also called transaction.

## Multiple Signal Transactions

- It is possible to specify the following:

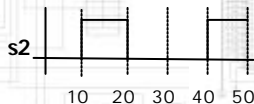
```
s1 <= (x xor y) after 5 ns, (x or y) after 10 ns, (not x) after 10 ns;
```

- After one of the signals changed all three waveform elements will be evaluated and scheduled according to their after specification.
- The simulation keeps an ordered list of all transactions scheduled for a particular signal.
- The scheduled transactions are also known as:
  - Projected output waveform

## Waveform Specification

- The following CSA will generate the following waveform:

```
s2 <= '0', '1' after 10 ns, '0' after 20 ns, '1' after 40 ns;
```



## Resolved Signals

- In a physical system a wire (signal) has a driver.
- This driver determines the waveform.
- Up to now every signal had one driver only
- But real systems have shared signals:
  - Buses
  - Wired logic
- VHDL determines the value of the signal with multiple drivers through a resolution function.

## Resolved Type Declaration

- ▶ A shared signal must be declared as a resolved type.
- ▶ The previous examples used unresolved types:

```
std_ulogic_vector (7 downto 0);  
std_ulogic;
```

- ▶ The following declaration will make these signal types resolved:

```
std_logic_vector (7 downto 0);  
std_logic;
```