```
Comandos de Repetição:
                                Ilustrações:
[Label]: For parâmetro in faixa
  Loop
                                Ex: for I in 1 to 10 Loop
  <comandos seqüenciais>
                                     A(i):=i*i;
end Loop [Label];
                                    end Loop Ex;
Next: pula a próx, iteração
                                Ex1: For i in 0 to max_limit Loop
Exit: sai do comando de
  repetição
                                      If (done(i)=true) then Next;
                                        else done (i ):=true;
Opção
                                       end if;
Generate
                                     q(i) \le a(i) and (b(i);
<comandos concorrentes>
```

01/07/2020

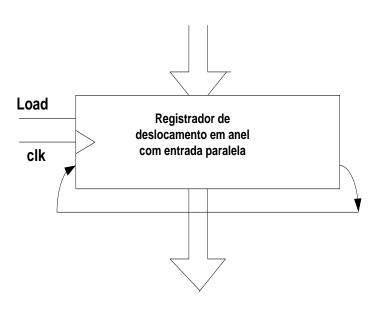
end Loop Ex1;

```
Comando de repetição:
                             Exemplo:
[Label]: While expressão
                             Ex2: while index < 8 Loop
                                 saida (index)<=entrada(index);</pre>
        Loop
  <comandos sequenciais>
                                 Index:=index + 1;
       End Loop [Label];
                             end Loop Ex2;
Wait on (signal)
                             Process
Wait until expressão booleana
                             -- exemplo de um FF-D
Wait For expressão de tempo;
                             Begin
                              wait until clock='1' and clock 'event;
                               q \le d;
                               end Process;
```

Exemplo FF-D com reset síncrono Exemplo FF-D com reset assíncrono

```
Process
                                 Process
                                    Begin
Begin
wait until clock ='1' and clock
                                      If (reset='1' then q<='0';
  'event;
                                        else if clock 'event and
If (reset='1') then q<='0';
                                               clock='1'
 else q<=d;
                                               then q<='d';
endif;
                                       end if;
end Process;
                                      Wait on reset, clock;
                                 end Process.
```

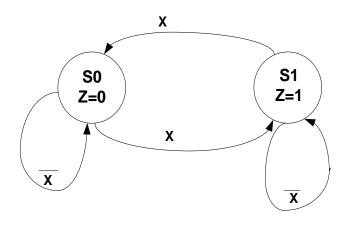
Exemplo:



```
Entity rotate is
   Port (clk,rst,load: in bit; data: in bit_vector (0 to 7);
       Q: out bit_vector (0 to 7));
   End rotate.
   Architecture rotate1 of rotate is
   Signal Qreg: bit_vector (0 to 7);
   Begin
    Process (rsr, clk)
      Begin
       If rst='1' then Qreg<="00000000";
           else if (clk='1' and clk 'event)
                  then if (load='1') then Qreg<=data;
                  else Qreg <=Qreg (1 to 7) & Qreg (0)
                  end if:
           end if;
      End Process:
   Q<=Qreg;
   End rotate1;
Prof. Duarte L. Oliveira- Departamento de
      Eletrônica aplicada do ITA
```

Máquina de estado em VHDL

Ex: Moore



Tipos:

a) Estrutural

equações Booleanas

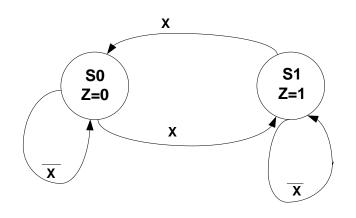
Processo de sintetização

b) Comportamental

Descrição do digrama de estado

Processo de sincronização

Exemplo: Moore



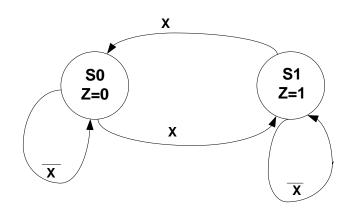
```
Entity state_machine is

Port (clk in bit; x: in bit; z: out bit);

End state_machine;
```

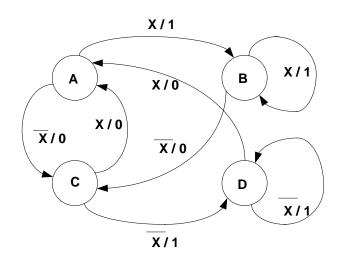
```
Architecture Ex1 of state_machine is
Type estados is (S0,S1);
Signal est: estados:=S0;
Signal next_est: estados:=S0;
Begin - - processo de sincronização
Clkd: Process (clk)
Begin
If (clk 'event and clk='1')
then est<=next_est;
end if;
End Process clkd;
```

Exemplo: Moore



```
D_est: process (est,x)
        Begin
           case est is
            when S0 \Rightarrow Z <= 0;
             if (x='1') then next est<=S1;
                     else next_est<=S0;
            end if;
           when S1 => Z <= 1;
            if (x='1') then next_est<=S0;</pre>
                     else next est<=S1;
            end if;
          end case;
      end process D_est;
end ex1;
```

Exemplo: Mealy



```
entity Mealy_machine is
port (clk: in bit; x: in bit; z: out
   bit);
end Mealy_machine;
```

```
architecture Ex2 of

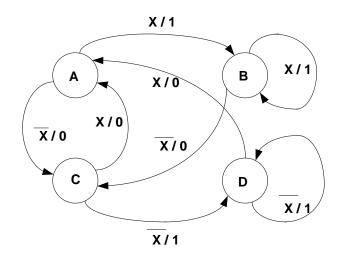
Mealy_machine is

type estados is (A,B,C,D);

signal est: estados :=A;

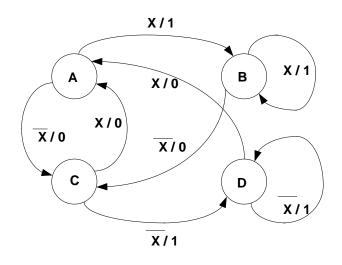
Begin
```

Exemplo: Mealy



```
D_est: process (clk) - - próximo estado e FF
        begin
        If (clk 'event and clk='1') then
         case est is
         when A = if(x='1') then est \leq B;
                                else est <=C:
          end if;
         when B \Rightarrow if (x='1') then est \leq B;
                               else est <=C:
         end if;
        when C \Rightarrow if(x='1') then est \leq A;
                               else est <=D:
       end if;
       when D \Rightarrow if(x='1') then est \leq A;
                              else est <=D:
       end if;
    end case;
  end if;
end process D_est;
```

Exemplo: Mealy



```
Saida: process (est,x) - - saidas
        begin
        case est is
         when A \Rightarrow if(x='1') then z <= '1';
                                else z \le 0:
          end if;
        when B => if (x='1') then z <= '1';
                               else z <= '0':
         end if;
        when C => if (x='1') then z <= '0';
                              else z <= '1':
       end if;
      when D => if (x='1') then z <= '0';
                            else z <='1':
      end if;
    end case;
end process Saida;
end Ex2;
```

Conceito de função

```
Function <nome>
    (parâmetros) return
    type_signal is
    <declaração>
```

Begin

```
<comandos sequenciais>
```

```
Return <variavel>
```

```
end <nome>
```

Exemplo:

```
Function Ex (S: bit_vector) return
               integer is
variable result: integer :=0;
Begin
 For I in 0 to 7 loop
  result:=result*2;
  If S(I)='1' then result:=result + 1;
  endif;
end loop;
return result;
end Ex;
```

Outro exemplo:

```
Function rising-edge (signal S: bit)
return Boolean is

Begin
if (S 'event and (s='1'))
then return true;
else return false;
endif;
End rising-edge;
```

```
entity Dff is
port (D,clk: in bit; q: out bit);
end Dff;
Architecture comportamento of Dff is
begin
 process (clk)
  begin
    if (rising-edge(clk))
      then q \le D;
    end if;
  end process;
end comportamento;
```

Conceito de sub-rotina

Equivalente a outras ling.

Comandos sequenciais

Opção: INOUT

Exemplo: Flip-Flop JK com

clear

```
Procedure JKFF (signal rst,clk, J,K: in bit;
   signal Q,QBAR: out bit);
Begin
if rst='1'
  then Q<='0';
  else if (clk='1'and clk 'event)
       then if s='1'and k='1'
            then Q<=QBAR;
             else if j='1'and k='0' then Q='1';
             else if j='0'and k='1'then Q='0';
            end if:
  end if;
QBAR<= NOT Q;
end JKFF;
```