

VHDL

Concurrent & Sequential Statements (cond...)

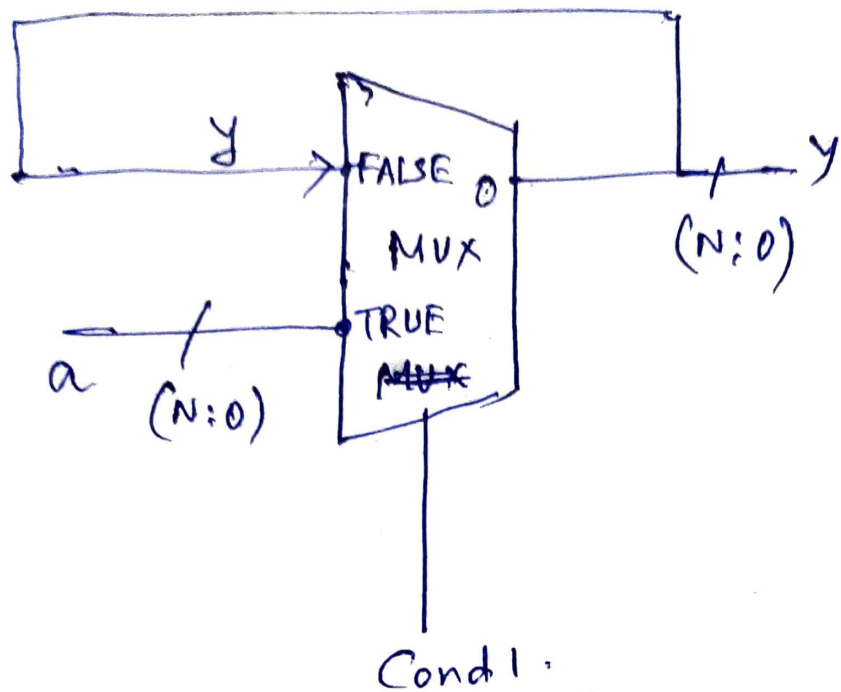
- What would happen if there is 'no else' part in your sequential 'if-then-else' part in your code?

if Cond1 then
 y <= a;
end if

⇒

if Cond1 then
 y <= a;
elsif
 y <= y;
end if;

⇓
< Implied
memory / Inferred Latch >



This is also true for Concurrent statements.

⇒ with 'enable select

$y \leq a$ when '1' ;

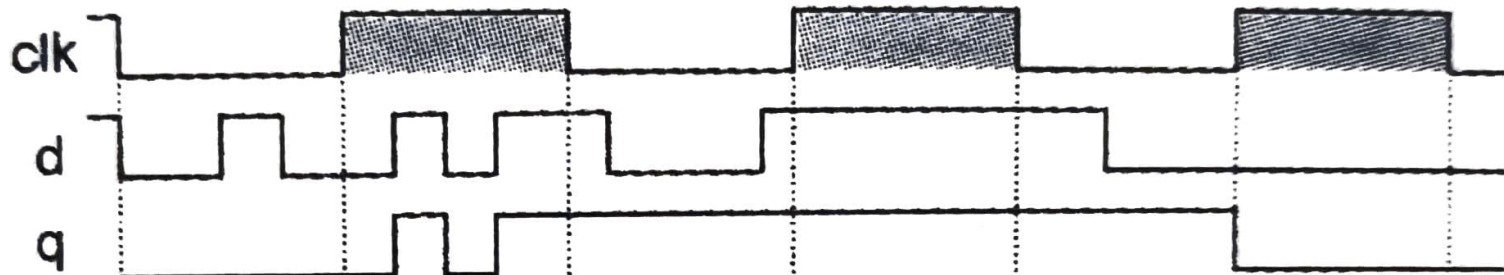
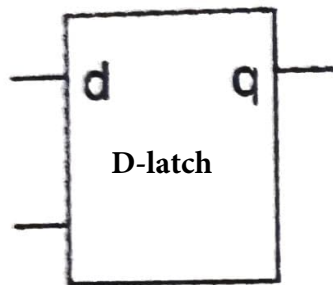
⇒ ~~with~~ $y \leq a$ when enable = '1' ;

Both will infer^a latch.

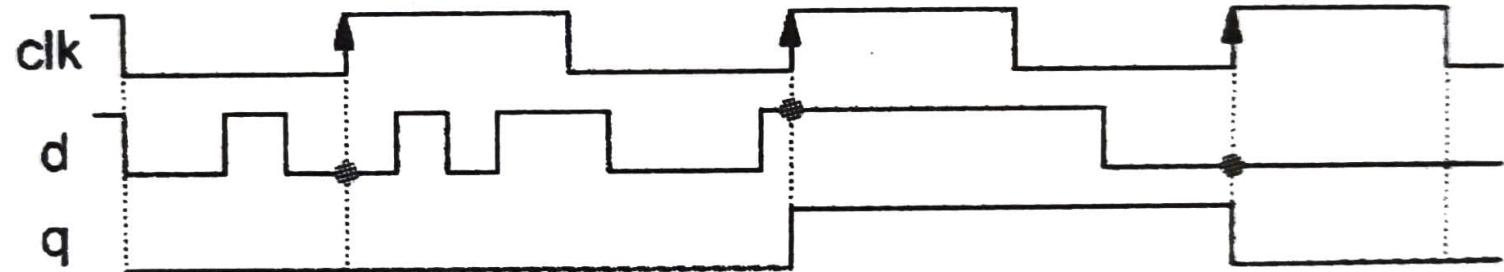
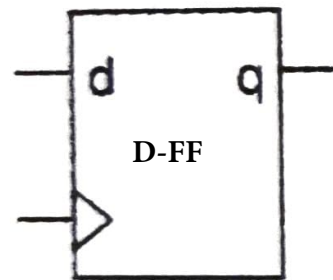
Sequential circuit

- Two main fundamental building blocks
 - Flip-flops \Rightarrow SR-FF, D-FF, T-FF, JK-FF
 - Latch \Rightarrow SR-Latch, D-Latch.
- What is the fundamental difference between latch & FF?

(a)



(b)



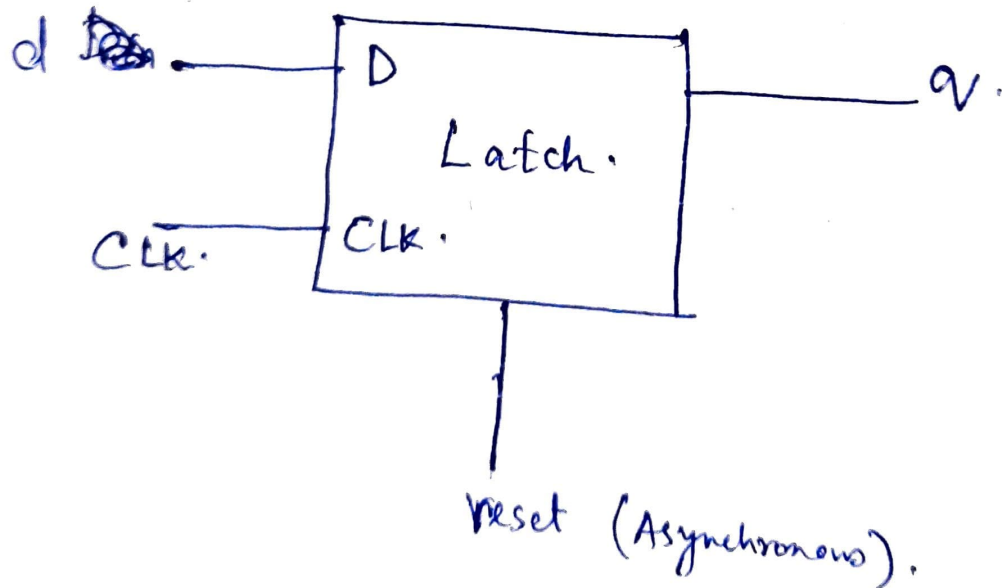
* Implementing Sequential circuits with VHDL Code.

⇒ The use of Concurrent Code is in general ~~not recommended~~
not recommended.

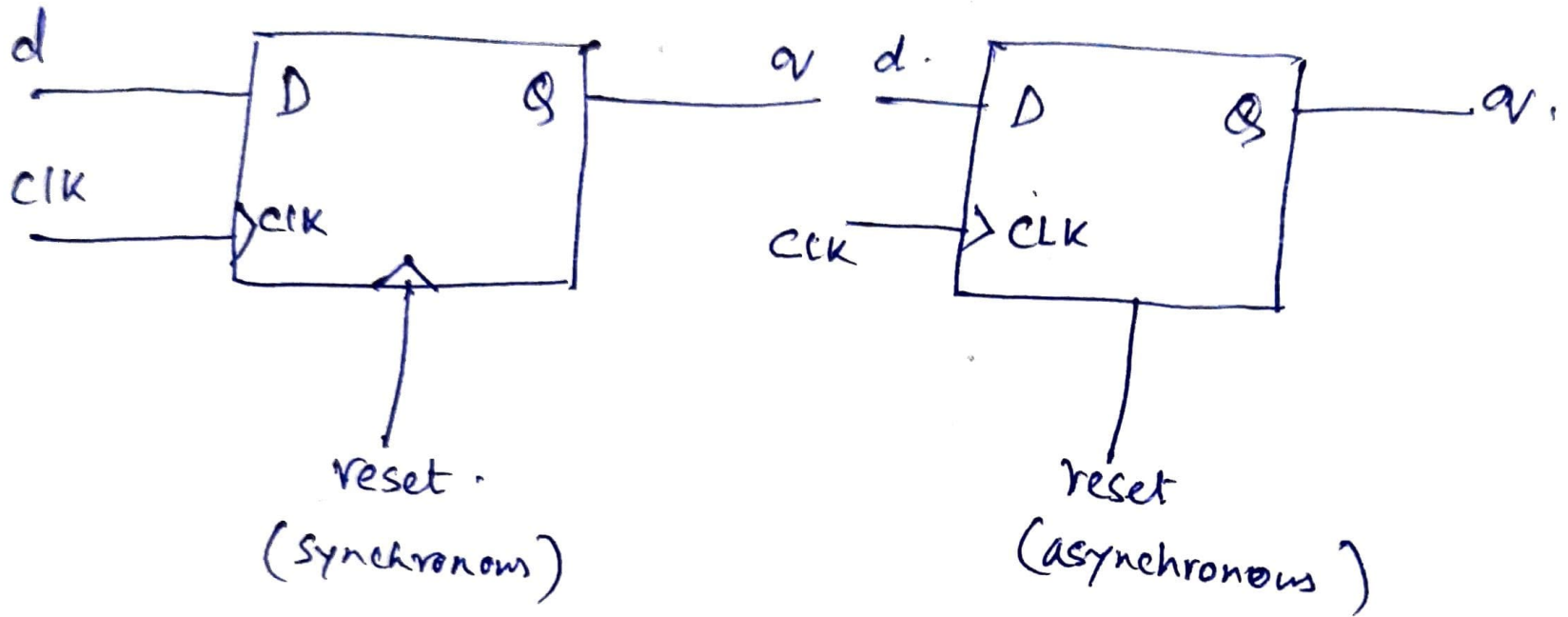
⇒ Use sequential code

— Process with a Sensitivity List.

* How to design a ^{D-}Latch?



* How to design a D-FF?



— Need to use process

— Use 'EVENT' attribute

or

Use 'rising-edge' or 'falling-edge' functions.
defined in ieee.std-logic-1164 package.

VHDL Codes

D-Latch with synchronous reset

```
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22
23 entity dlatch is
24     Port ( d : in  STD_LOGIC;
25           clk : in  STD_LOGIC;
26           reset : in  STD_LOGIC;
27           q: out STD_LOGIC);
28 end dlatch;
29
30 architecture Behavioral of dlatch is
31
32 begin
33 process (d,reset,clk)
34 begin
35     if (clk='1') then
36         if (reset='1') then
37             q<='0';
38         else
39             q<=d;
40         end if;
41     end if;
42 end process;
43 end Behavioral;
```


D-FF with synchronous reset

```
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22
23 entity dff_synchronous_reset is
24     Port ( d : in  STD_LOGIC;
25           clk : in  STD_LOGIC;
26           reset : in  STD_LOGIC;
27           q : out  STD_LOGIC);
28 end dff_synchronous_reset;
29
30 architecture Behavioral of dff_synchronous_reset is
31 begin
32     process(clk)
33     begin
34         if (clk'event and clk = '1') then
35             if (reset='1') then
36                 q<='0';
37             else
38                 q<=d;
39             end if;
40         end if;
41     end process;
42 end Behavioral;
```

```
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22
23 entity dff_synchronous_reset is
24     Port ( d : in  STD_LOGIC;
25           clk : in  STD_LOGIC;
26           reset : in  STD_LOGIC;
27           q : out  STD_LOGIC);
28 end dff_synchronous_reset;
29
30 architecture Behavioral of dff_synchronous_reset is
31 begin
32     process(clk)
33     begin
34         if (rising_edge(clk)) then
35             if (reset='1') then
36                 q<='0';
37             else
38                 q<=d;
39             end if;
40         end if;
41     end process;
42 end Behavioral;
```

D-FF with asynchronous reset

```
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22
23 entity dff_asynchronous_reset is
24     Port ( d : in  STD_LOGIC;
25           clk : in  STD_LOGIC;
26           reset : in  STD_LOGIC;
27           q : out  STD_LOGIC);
28 end dff_asynchronous_reset;
29
30 architecture Behavioral of dff_asynchronous_reset is
31 begin
32 process(clk,reset)
33 begin
34     if (reset='1') then
35         q<='0';
36     elsif (clk' event and clk='1') then
37         q<=d;
38     end if;
39 end process;
40 end Behavioral;
```

```
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22
23 entity dff_asynchronous_reset is
24     Port ( d : in  STD_LOGIC;
25           clk : in  STD_LOGIC;
26           reset : in  STD_LOGIC;
27           q : out  STD_LOGIC);
28 end dff_asynchronous_reset;
29
30 architecture Behavioral of dff_asynchronous_reset is
31 begin
32     process(clk,reset)
33     begin
34         if (reset='1') then
35             q<='0';
36         elsif (rising_edge(clk)) then
37             q<=d;
38         end if;
39     end process;
40 end Behavioral;
```