

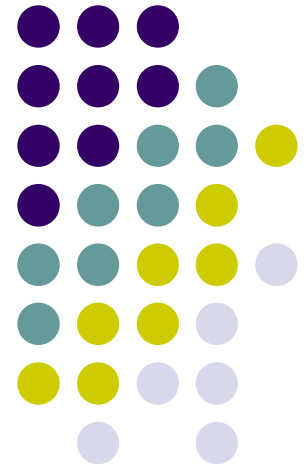
VHDL -sequential logic and arrays

COMP311

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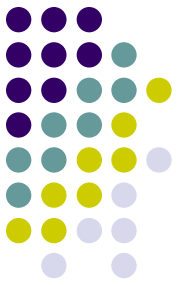
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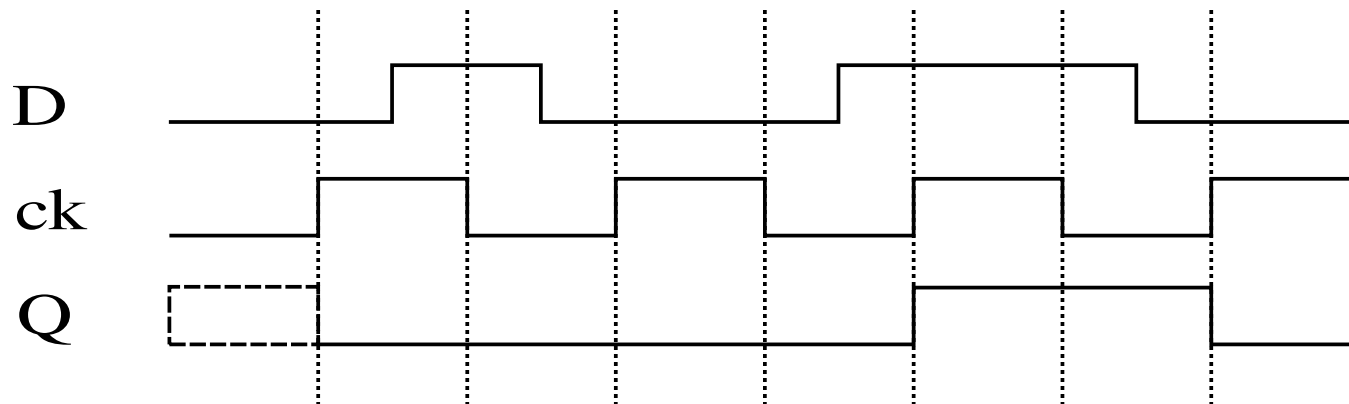
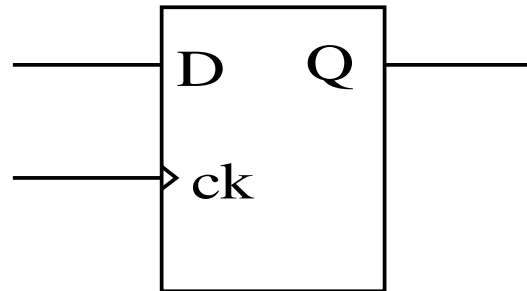
Sequential logic

- Output is a function of the input, and the previous state.
- Circuit must have some 'state' or memory.
- Circuit must also have some sort of timing control mechanism.
 - We call this the 'clock'.

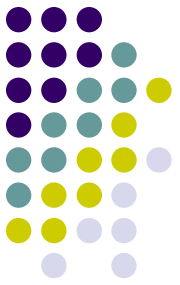


Memory elements

- We will consider positive edge-triggered flip-flops



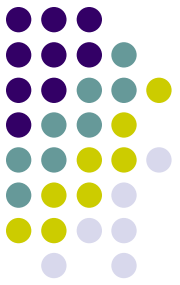
Sequential logic in VHDL



- The VHDL `process` statement introduces a sequence of serially executed statements
- It also introduces the notion of sensitivity

```
process (clk)
begin
    a;
    b;
    c
end process;
```

Conditional Execution



- VHDL has an if statement

```
if ( condition ) then
    statement(s);
elsif (condition ) then
    statement(s)
else
    statements(s)
end if
```

D Flip-flop in VHDL



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

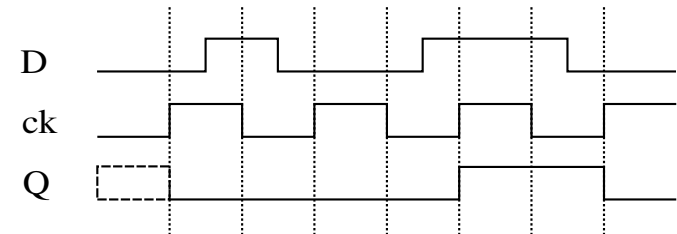
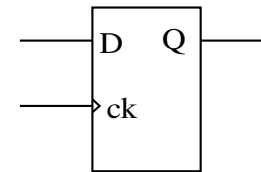
```
entity D_flipflop is  
  port (  
    clk : in std_logic;  
    D   : in std_logic;  
    Q   : out std_logic  
  );
```

```
end D_flipflop;
```

```
architecture rtl of D_flipflop is  
begin
```

```
  process (clk)  
  begin  
    if rising_edge(clk) then  
      Q <= D;  
    end if;  
  end process;
```

```
end rtl;
```



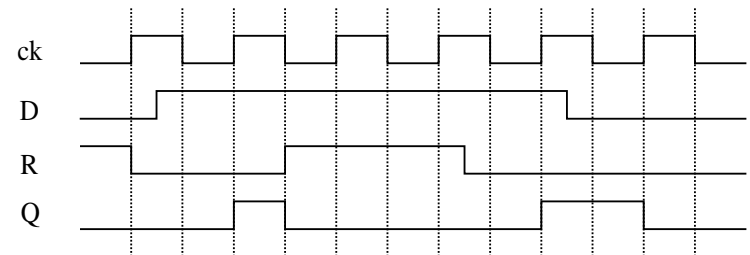
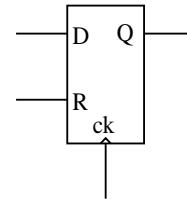
D Flip-flop with reset in VHDL



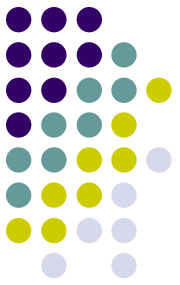
```
library ieee;
use ieee.std_logic_1164.all;

entity D_flipflop is
  port (
    reset, clk : in std_logic;
    D : in std_logic;
    Q : out std_logic
  );
end D_flipflop;

architecture rtl of D_flipflop is
begin
  process (reset, clk)
  begin
    if reset = '1' then
      Q <= '0';
    elsif rising_edge(clk) then
      Q <= D;
    end if;
  end process;
end rtl;
```

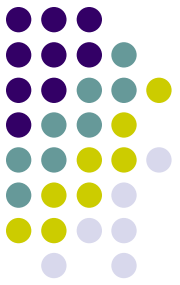


Arrays



- VHDL provides support for arrays
- We will initially consider the `std_logic_vector` array provided by the IEEE library.
- We typically use `std_logic_vector` for representing a multi-bit signal (e.g. a bus).

Array Constructs



```
type std_logic_vector is array (31 downto 0) of std_logic;
```

```
type controller_state is (init, idle, active, stopped);
```

```
type state_counts is array (idle to active) of natural;
```

```
type state_counts is array(controller_state range idle to  
                           active) of natural;
```

```
type balance is array ( std_logic ) of natural;
```

```
type some_counts is array(controller_state range <>) of  
                           natural;
```

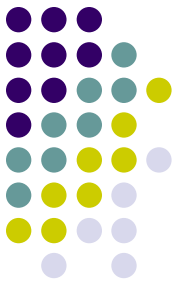
```
variable counters : state_counts;
```

```
variable my_counts : some_counts(init to idle);
```

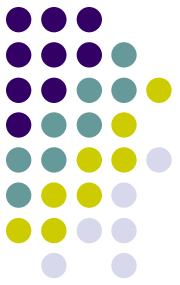
```
type std_logic_vector is array (natural range <>) of  
   std_logic;
```

Array Aggregates

```
type point is array ( 1 to 3) of real;  
constant origin : point := (0.0, 0.0, 0.0);  
variable viewpoint : point := (10.0, 20.5, 0.0);  
variable viewpoint : point := (1=>10.0, 2=>20.5, 3=>0.0);  
variable viewpoint : point := (1=>10.0, 2=>20.5,  
    others=>0.0);
```



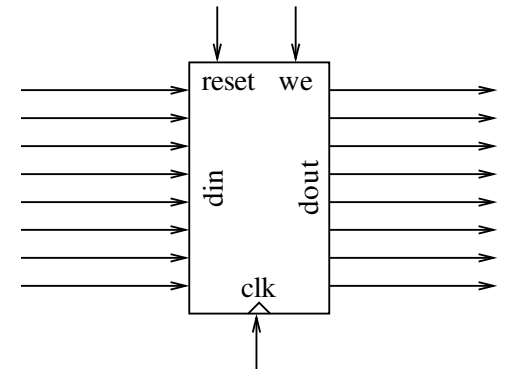
8 bit register in VHDL



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

entity reg_8bit is
  port (
    reset, clk : in std_logic;
    we        : in std_logic;
    din       : in std_logic_vector(7 downto 0);
    dout      : out std_logic_vector(7 downto 0);
  );
end reg_8bit;
```

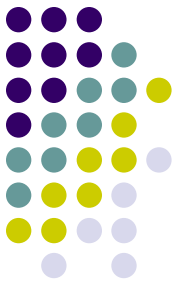
```
architecture rtl of reg_8bit is
begin
  process (reset, clk)
  begin
    if reset = '1' then
      dout <= (others => '0');
    elsif rising_edge(clk) then
      if we = '1' then
        dout <= din;
      end if;
    end if;
  end process;
end rtl;
```





VHDL operators

- `<=` (Signal assignment)
- `+`, `-`, `*`, `/`, `mod`, `rem`, `abs`, `**`
 - Arithmetic operators
 - These may have varying degrees of synthesisability depending on the data type.
- `=` (Equality testing)
- `/=` (Inequality testing)
- `<` `>` `<=` `>=` (Comparisons)



VHDL operators cont...

- **and, or, not, xor** (Boolean operators)
- **&** (Array concatenation)
- There are others...