

Signals & Variables

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Concurrent Statement

- Block Statement
- **Process Statement**
- Component Statement
- Generate Statement
- **Concurrent Signal Assignment**
- Concurrent Assertion
- Concurrent Procedure Call

- **Architecture Body**
- **Block Statement**
- **Generate Statement**

- **Conditional Signal Assignment**
- **Selected Signal Assignemnt**

Sequential Statement

- Wait Statement
- Assertion Statement
- Report Statement
- Generate Statement
- Signal Assignment
- Variable Assignment
- Procedure Call
- If
- Case
- Loop
- Next
- Exit
- Return
- Null

- **Case Statement**
- **If Statement**
- **Loop Statement**
- **Process Statement**
- **Subprogram Body**

- Sequential Signal Assignment

- Conditional Signal Assignment
- Selected Signal Assignment

X

Conditional Signal Assignment

```
Z <= A or B [ after 1 ns ] when S0 = '1' else  
      A or C [ after 2 ns ] when S1 = '1' else  
      A or D [ after 3 ns ] ;
```

```
Z <= A or B [ after 1 ns ] when S0 = '1' else  
      A or C [ after 2 ns ] ;
```

```
Z <= A or B [ after 1 ns ] when S0 = '1' ;
```

```
Z <= A or B [ after 1 ns ] ;
```

← *simple concurrent statement*

- Concurrent Signal Assignment

- Conditional Signal Assignment
- Selected Signal Assignment

Selected Signal Assignment

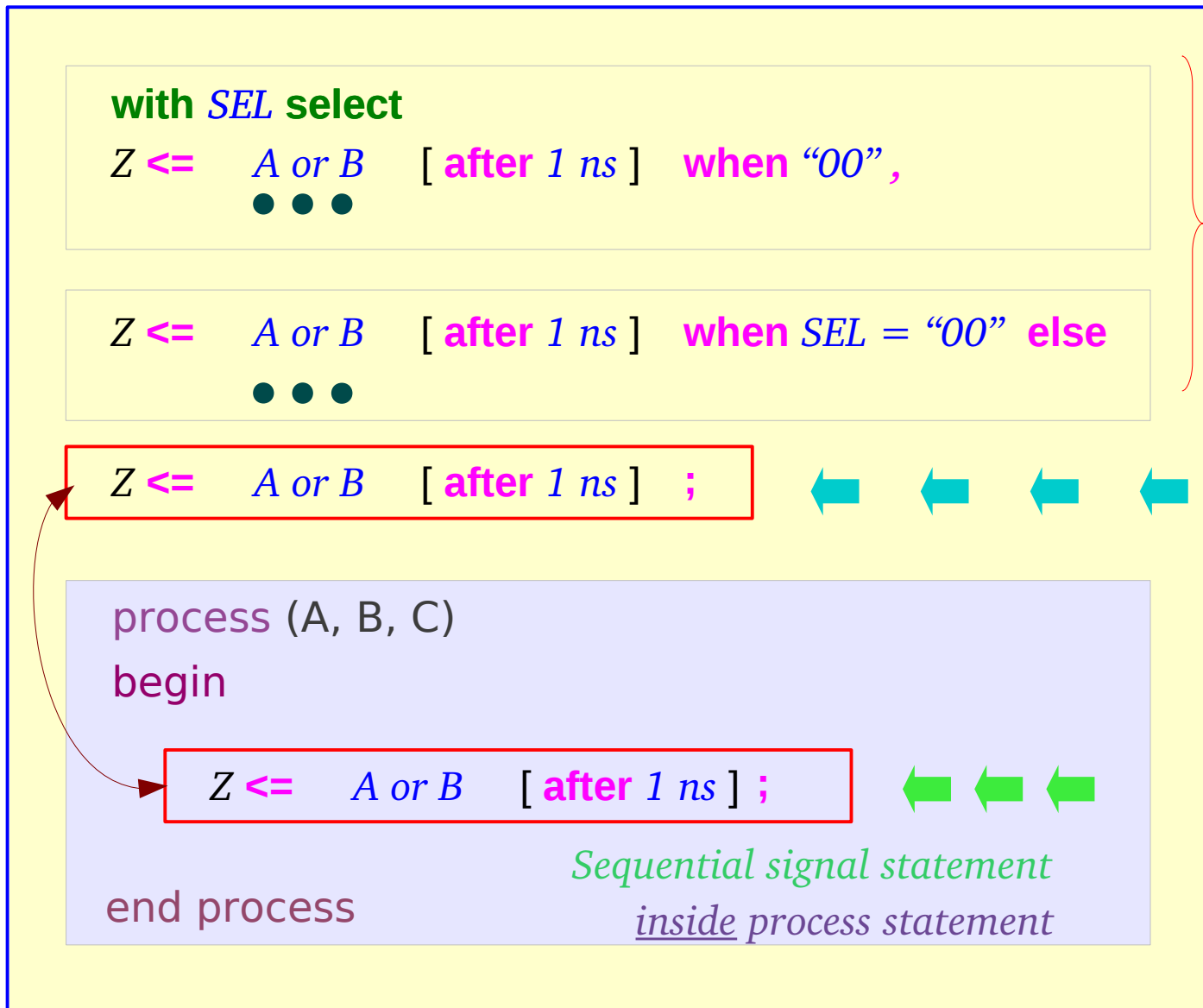
- Conditional Signal Assignment

```
Z <=  A or B  [ after 1 ns ]  when SEL = "00" else  
      A or C  [ after 2 ns ]  when SEL = "01" else  
      A or D  [ after 2 ns ]  when SEL = "10" else  
      A or E  [ after 3 ns ]  when SEL = "11" else  
      A or F  [ after 4 ns ]  ;
```

- Selected Signal Assignment

```
with SEL select  
Z <=  A or B  [ after 1 ns ]  when "00",  
      A or C  [ after 2 ns ]  when "01",  
      A or D  [ after 3 ns ]  when "10",  
      A or E  [ after 4 ns ]  when "11",  
      A or F  [ after 5 ns ]  when others;
```

Concurrent vs Sequential



Should be
outside process statement

Simple Concurrent
signal statement
outside process statement

- Architecture Body
- Block Statement
- Generate Statement

Order of Statements

architecture *arch* of entity *ent* is

begin

X1 ← A or B ;

Y1 ← C or D ;

Z1 ← E or F ;

process (A, B, C, D, E, F)

begin

X2 ← A or B ;

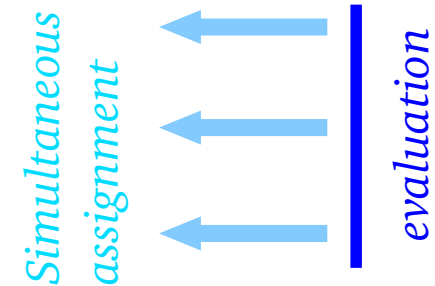
Y2 ← C or D ;

Z2 ← E or F ;

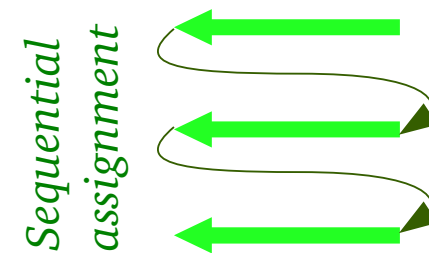
end process;

end

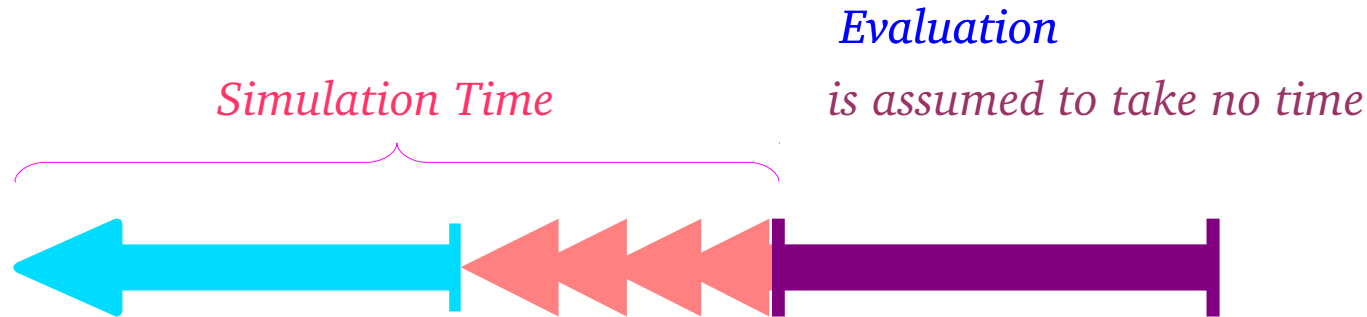
Simulation of parallel activities



The order of statements is important



Simulation Time



Unit: *ms, ns, ps, ...*

Unitless Delta Δ

Real Delay

– used for a simulator to
mimic parallel activities
simulator

$$1 \text{ ms} = 1000 \text{ ns}$$

$$1 \text{ ns} = 1000 \text{ ps}$$

$$1 \text{ ps} \neq n \cdot \Delta$$

*no integer n that make n delta
equal to 1 ps.*

$$n \cdot \Delta = 0 \text{ ps} = 0 \text{ ns} \dots$$

Zero Delay

Zero Delay Assignment

```
X1 <= A or B ;
```

```
X1 <= A or B after 0 ns;
```

Zero Delay Assignment

architecture *arch* of entity *ent* is

begin

X1 ← A or B ;

Y1 ← C or D ;

Z1 ← E or F ;

process (A, B, C, D, E, F)

begin

X2 ← A or B ;

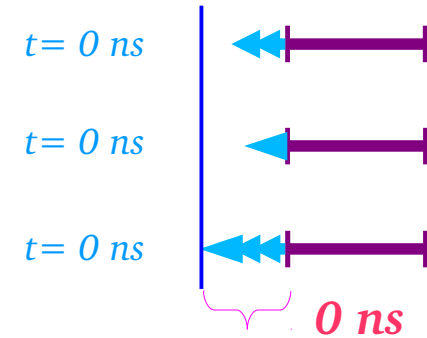
Y2 ← C or D ;

Z2 ← E or F ;

end process;

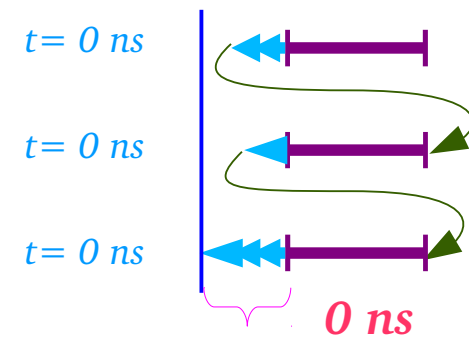
end

Δ time Evaluation



The exact no of delta is determined by the simulator and the context

Δ time Evaluation



Updated values

Non-Zero Delay Assignment

architecture *arch* of entity *ent* is

begin

X1 ← A or B after 1 ns;

Y1 ← C or D after 3 ns;

Z1 ← E or F after 2 ns;

process (A, B, C, D, E, F)

begin

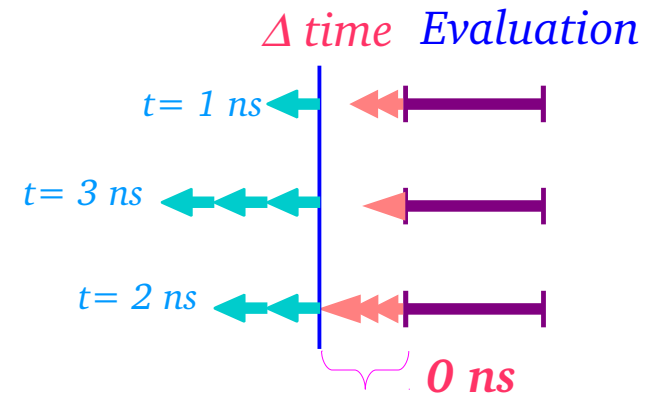
X2 ← A or B after 1 ns;

Y2 ← C or D after 3 ns;

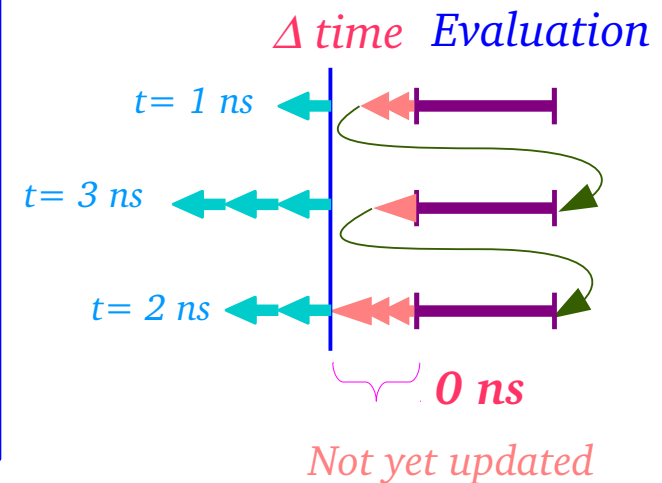
Z2 ← E or F after 2 ns;

end process;

end



The exact no of delta is determined by the simulator and the context



Variable Assignment (1)

```
architecture arch of entity ent is
```

```
begin
```

```
X1 <= A or B after 1 ns;
```

```
Y1 <= C or D after 3 ns;
```

```
Z1 := E or F ;
```

```
process (A, B, C, D, E, F)
```

```
variable Y2, Z2 : bit;
```

```
begin
```

```
X2 <= A or B after 1 ns;
```

```
Y2 := C or D after 3 ns;
```

```
Z2 := E or F ;
```

```
end process;
```

```
end
```

The Variable assignment is a sequential statement and cannot be used outside a process statement.

The variable is **declared** here. They are used for **local storage** in process statement and subprogram body.

The variable assignment has nothing to do with time. It executes immediately. It can not have an **after** clause

Variable Assignment (2)

```
process (A, B, C, D, E, F)
```

```
variable Z2 : bit;
```

```
begin
```

```
X2 <= A or B after 1 ns;
```

```
Y2 <= C or D after 3 ns;
```

```
Z2 := E or F ;
```

```
end process;
```

```
process (A, B, C, D, E, F)
```

```
variable Y2 : bit;
```

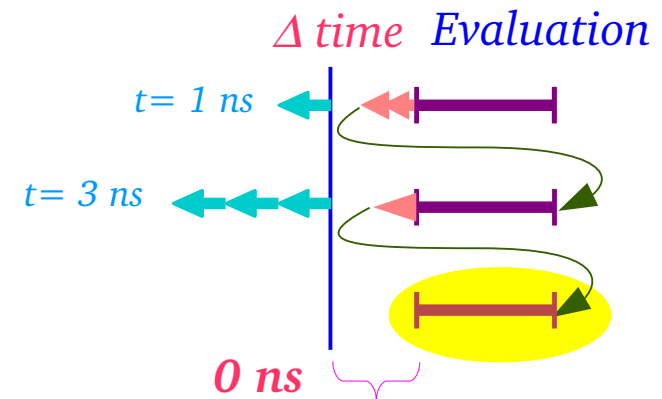
```
begin
```

```
X2 <= A or B after 1 ns;
```

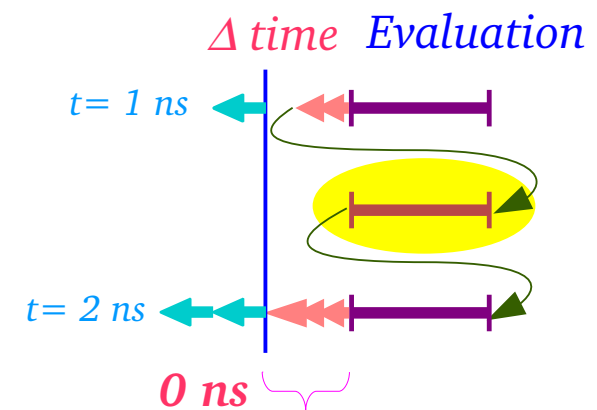
```
Y2 := C or D ;
```

```
Z2 <= E or F after 2 ns;
```

```
end process;
```



The variable assignment has nothing to do with time. It executes immediately.



Multiple Assignments to the Same Target

```
architecture arch of entity ent is
begin
  X1 <= A or B ;
  X1 <= C or D ;

  process (A, B, C, D, E, F)
    variable Z2 : bit;
  begin
    Y2 <= A or B ;
    Y2 <= C or D ;

    Z2 := A or B ;
    Z2 := C or D ;
  end process;
end
```

Multiple Concurrent Assignment is legal only when a resolution function is defined.

(wire-and, wire-or)

- Overwrite
- Append
- Keep

Variable Z2 has the result of the latest assignments (The new assignment overwrites the old one)

Resolution Function

architecture *arch* **of entity** *ent* **is**

```
FUNCTION w_and (drivers : bit_vector) RETURN bit is
```

```
BEGIN
```

```
    ● ● ●
```

```
END w_and;
```

```
SIGNAL X1 : w_and bit;
```

begin

```
X1 <= A or B ;
```

```
X1 <= C or D ;
```

```
process (A, B, C, D, E, F)
```

```
begin
```

```
    ● ● ●
```

```
end process;
```

end

Multiple Concurrent Assignment is legal only when a resolution function is defined.

(wire-and, wire-or)

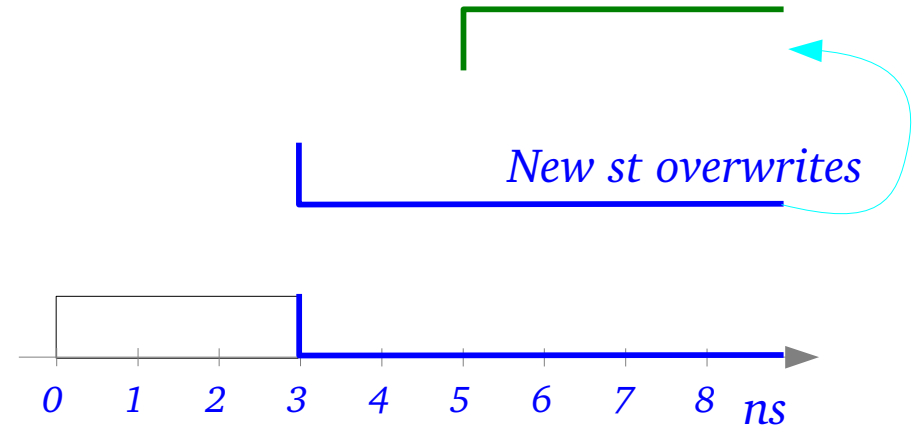
X1 <= w_and(A or B, C or D) ;



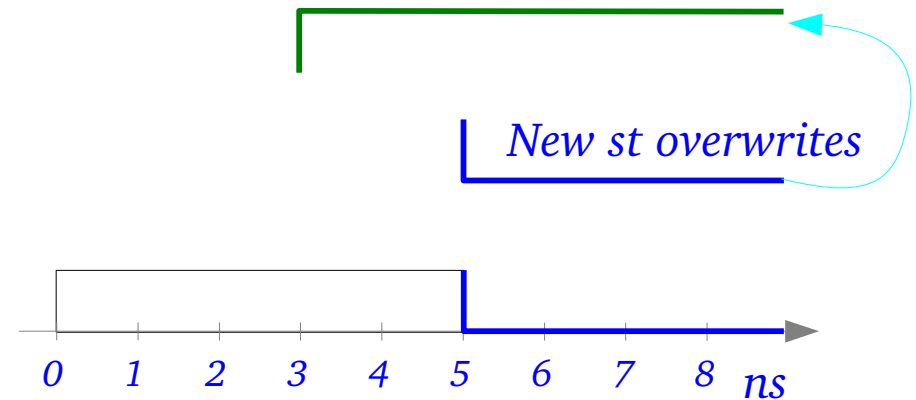
Inertial Delay (1)

Multiple Sequential Assignments

```
process (...)  
begin  
  
    X2 <= '1' after 5 ns;  
    X2 <= '0' after 3 ns;  
  
end process;
```



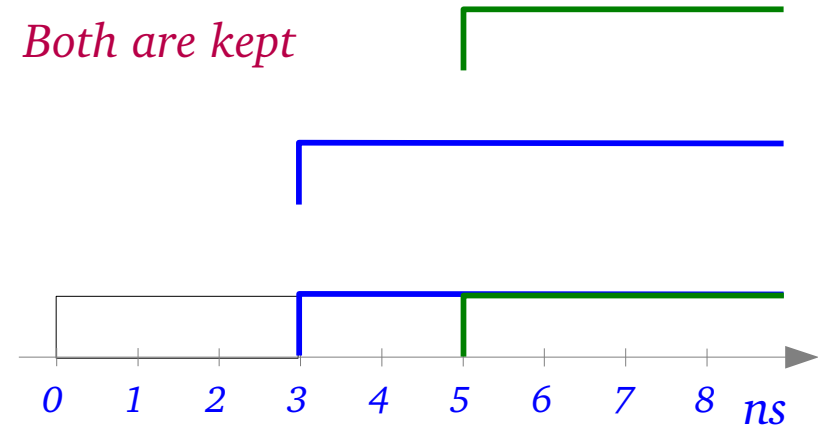
```
process (...)  
begin  
  
    X2 <= '1' after 3 ns;  
    X2 <= '0' after 5 ns;  
  
end process;
```



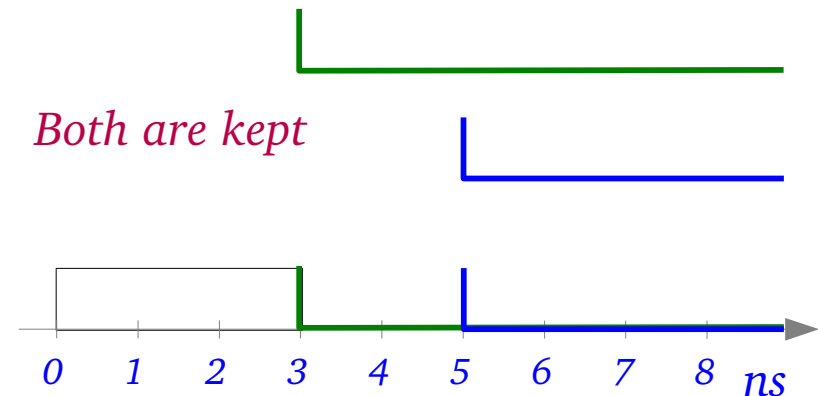
Inertial Delay (2)

Multiple Sequential Assignments

```
process (...)  
begin  
  
    X2 <= '1' after 5 ns;  
    X2 <= '1' after 3 ns;  
  
end process;
```



```
process (...)  
begin  
  
    X2 <= '0' after 3 ns;  
    X2 <= '0' after 5 ns;  
  
end process;
```



Transport Delay

Multiple Sequential Assignments

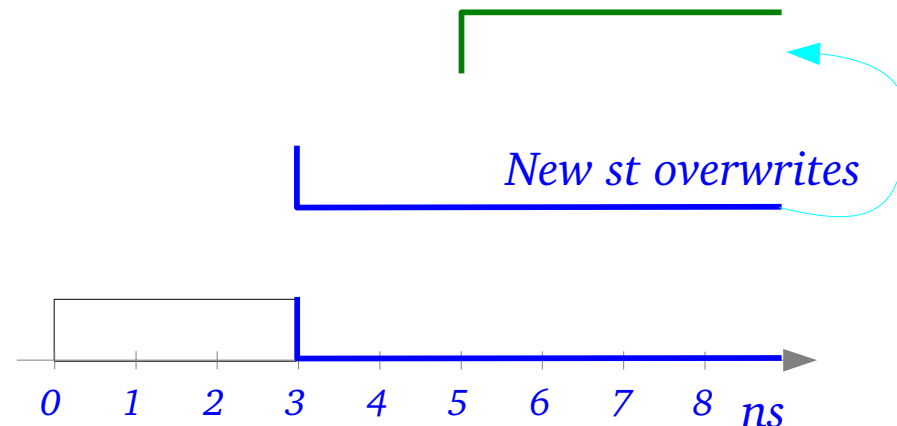
```
process (...)
```

```
begin
```

```
    X2 <= transport '1' after 5 ns;
```

```
    X2 <= transport '0' after 3 ns;
```

```
end process;
```



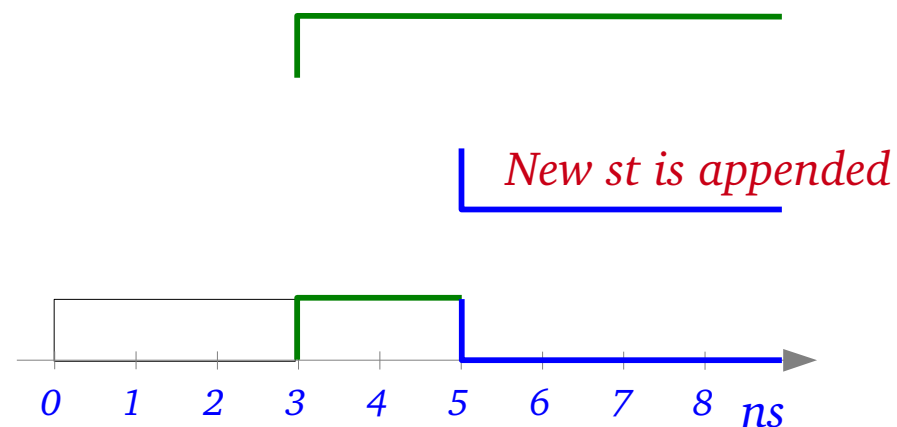
```
process (...)
```

```
begin
```

```
    X2 <= transport '1' after 3 ns;
```

```
    X2 <= transport '0' after 5 ns;
```

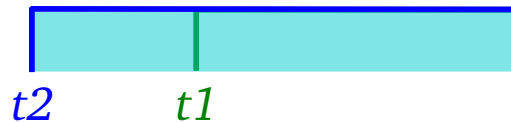
```
end process;
```



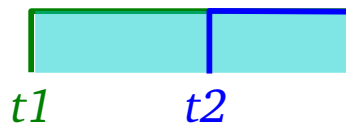
Inertial Delay

Multiple Sequential Assignments

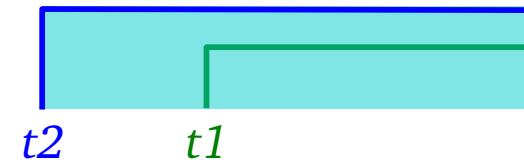
```
process (...)  
begin  
  
    X2 <= v1 after t1 ns;  
    X2 <= v2 after t2 ns;  
  
end process;
```



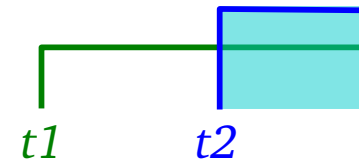
$t2 < t1$ Both are kept
 $v2 = v1$



$t1 < t2$ Both are kept
 $v1 = v2$



$t2 < t1$ New st overwrites
 $v2 \neq v1$

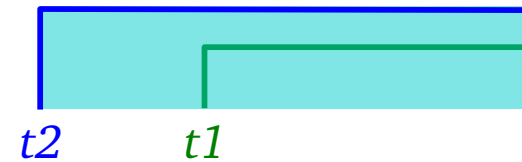


$t1 < t2$ New st overwrites
 $v1 \neq v2$

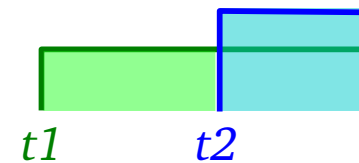
Transport Delay

Multiple Sequential Assignments

```
process (...)  
begin  
  
    X2 <= transport v1 after t1 ns;  
    X2 <= transport v2 after t2 ns;  
  
end process;
```



$t_2 < t_1$ *New st overwrites*



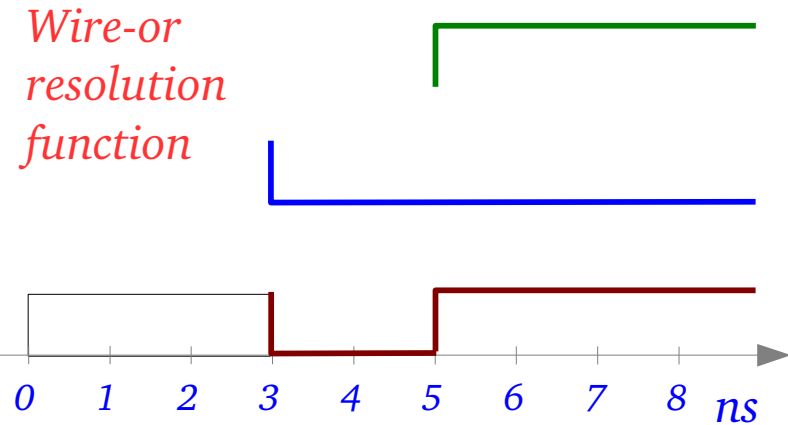
$t_1 < t_2$ *New st is appended*

Inertial Delay

Multiple Concurrent Assignments

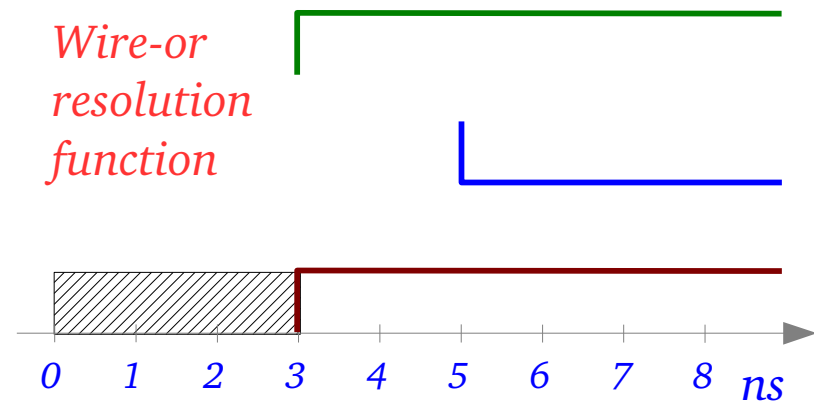
```
X2 <= '1' after 5 ns;  
X2 <= '0' after 3 ns;
```

```
process (...)  
begin  
  ● ● ●  
end process;
```



```
X2 <= '1' after 5 ns;  
X2 <= '0' after 3 ns;
```

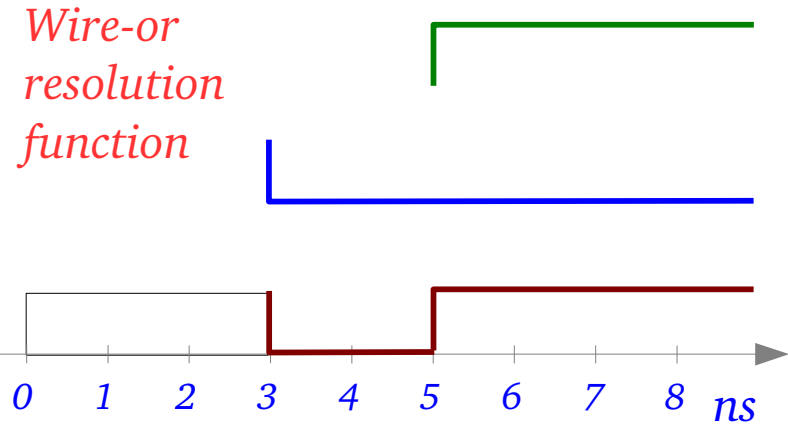
```
process (...)  
begin  
  ● ● ●  
end process;
```



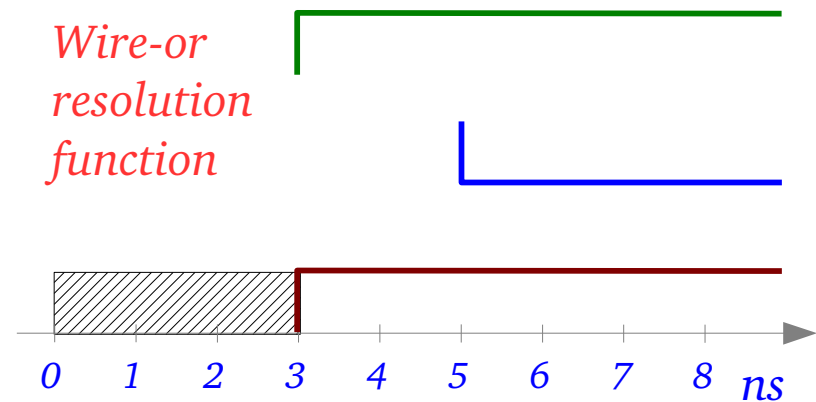
Transport Delay

Multiple Concurrent Assignments

```
X2 <= transport '1' after 5 ns;  
X2 <= transport '0' after 3 ns;  
process (...)  
begin  
end process;
```



```
X2 <= transport '1' after 3 ns;  
X2 <= transport '0' after 5 ns;  
process (...)  
begin  
end process;
```



Signals & Variable Assignment Example 1

process (A, B, C)

variable V1, V2 : bit;

begin

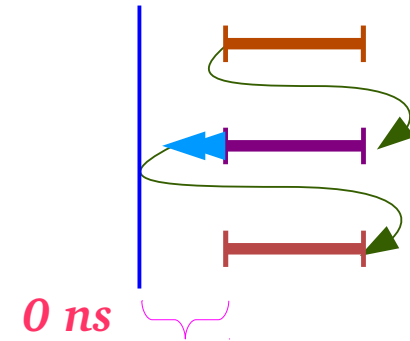
V1 \leftarrow A or B ;

Y1 \leftarrow V2 ;

V2 \leftarrow V1 or C ;

end process;

Δ time Evaluation



Y1 \leftarrow A or B ;

process (A, B, C)

variable V1, V2 : bit;

begin

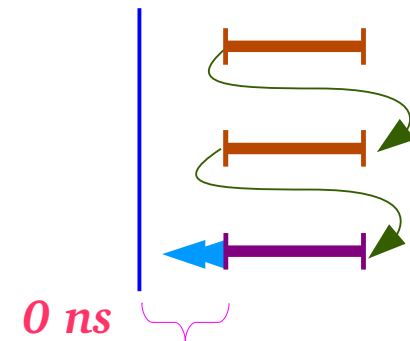
V1 \leftarrow A or B ;

V2 \leftarrow V1 or C ;

Y1 \leftarrow V2 ;

end process;

Δ time Evaluation



Y1 \leftarrow A or B or C ;

References

- [1] <http://en.wikipedia.org/>
- [2]