

DAT093

Comments after lab 1

VHDL basics cont.

Basic VHDL structures

Conditional signal assignment

In concurrent code we have two structures for conditional signal assignment.

The first one, the **WHEN** statement, is simular to what we know as an IF statement from software programming

Example

```
SIGNAL a_signal:STD_LOGIC;  
SIGNAL y_signal:STD_LOGIC;  
.....  
y_signal <= '1' WHEN (a_signal='0') ELSE  
'0';
```

The parentheses are not necessary but
increase the readability

The signal must be assigned a value under all conditions
which means that the else clause is necessary

VHDL basics cont.

Basic VHDL structures

WHEN statement cont.

The statement could be expanded

Example

```
SIGNAL y_signal:STD_LOGIC;
SIGNAL a_signal:STD_LOGIC_VECTOR(1 DOWNTO 0);
-----
y_signal <= '1' WHEN (a_signal="00") ELSE
'1' WHEN (a_signal="01") ELSE
'0';
```

This could also be rewritten as

```
y_signal <= '1' WHEN ((a_signal="00") OR
(a_signal="01")) ELSE
'0';
```

I think this is less readable though

VHDL basics cont.

Basic VHDL structures

WHEN statement cont.

Observe that there is nothing to say that the selection condition must be of the same type in all clauses

Example

```
SIGNAL a_signal:STD_LOGIC;
SIGNAL y_signal:STD_LOGIC;
SIGNAL b_signal:STD_LOGIC_VECTOR(1 DOWNTO 0);
-----
y_signal <= '1' WHEN (a_signal='1') ELSE
'1' WHEN (b_signal="01") ELSE
'0';
```

This kind of coding is very confusing and **should not be used**

VHDL basics cont.

Basic VHDL structures

WITH statement

The other concurrent conditional signal assignment is the **WITH** statement.
It has similarities with the CASE statement in software programming

Example

We repeat our first WHEN example using the WITH statement

```
SIGNAL x_signal:STD_LOGIC;
SIGNAL y_signal:STD_LOGIC;
.....
WITH x_signal SELECT
    y_signal <= '1' WHEN '0',
    '0' WHEN '1';
```

condition signal

This code won't compile though it is formally correct and we have covered both the high and the low signal values.

Why?

VHDL basics cont.

Basic VHDL structures

WITH statement cont.

In the statement all possible values of the selector, here `x_signal`, has to be covered and the `std_logic` variable `x_signal` has nine (9) possible values (`U`, `X`, `0`, `1`, `Z`, `W`, `L`, `H`, `-`) that must be handled

VHDL basics cont.

Basic VHDL structures

WITH statement cont.

We rewrite the code

```
WITH x_signal SELECT
    y_signal <= '1' WHEN '0',
    '0' WHEN OTHERS;
```

The **OTHERS** clause covers all cases when $x \neq '0'$

Since the synthesized code only has values 0 and 1 (and Z, but not as an input value), this covers all cases.

The code gets somewhat clearer if we rewrite it as

```
WITH x SELECT
    y_signal <= '1' WHEN '0',
    '0' WHEN '1',
    '0' WHEN OTHERS;
```

The synthesized result will be the same though

VHDL basics cont.

Basic VHDL structures

WITH statement cont.

Let's rewrite the other WHEN statement, the one with the vector

```
WITH a_signal SELECT
    y_signal <= '1' WHEN "00",
    '1' WHEN "01",
    '0' WHEN OTHERS;
```

In the WITH statement we can only have one selector so we can not have the mixed condition of the scalar a and vector b that we had in the WITH case.

The two cases that give the same result could be combined

```
WITH a_signal SELECT
    y_signal <= '1' WHEN "00" | "01", ← OR statement
    '0' WHEN OTHERS;
```

For enumerated types we can also give ranges using TO or DOWNT0

We'll see this for the CASE statement later on

VHDL basics cont.

Basic VHDL structures

Conditional signal assignment in sequential code

The WHEN and WITH statements used in concurrent code can not be used in sequential code.

We have a couple of replacements

VHDL basics cont.

Basic VHDL structures

IF statement

The IF statement has similarities to the WHEN statement

The structure is

```
[IF_label:]  
IF condition THEN  
    sequential code;  
[ELSIF condition THEN  
    sequential code;]  
[ELSE  
    sequential code;]  
END IF [IF_label];
```

The IF label is optional but it might enhance the readability of the code

VHDL basics cont.

Basic VHDL structures

IF statement cont.

Examples

```
IF (a='0') THEN
    y <= '1';
END IF;
```

Since the behavior at all values of a is not declared a memory element must be used

```
IF (a='0') THEN
    y <= '1';
ELSE
    y <= '0';
END IF;
```

IF structure with complete assignment.
When all possibilities are fully declared
no memory element is needed

[Use this instead!](#)

VHDL basics cont.

Basic VHDL structures

Examples cont.

```
compare_ab:
IF ((a='1') AND (b='0')) THEN
    a_high <= '1';
    b_high <= '0';
    equal <= '0';
ELSIF ((a='0') AND (b='1')) THEN
    a_high <= '0';
    b_high <= '1';
    equal <= '0';
ELSIF ...
.
ELSE
    a_high <= '0';
    b_high <= '0';
    equal <= '1';
END IF compare_ab;
```

The IF clause is evaluated first

The ELSIF clause is only evaluated if the IF clause is false

The ELSE clause is only evaluated if the IF and the ELSIF clause(s) are false

We have a priority-encoded structure with dominance for the first IF statement

[Try using ELSIF instead of separate IF statements](#)

VHDL basics cont.

Basic VHDL structures

CASE statement

The **CASE** statement has similarities to the **WITH** statement.

The structure is

```
[CASE_label:]<
CASE selectorSignal IS
    WHEN value1 =>
        sequential code;
    WHEN value2 =>
        sequential code;
    WHEN value2 =>
        sequential code;]
    WHEN others =>
        sequential code;]
END CASE [CASE_label];
```

The CASE label is optional but it might enhance the readability of the code

If the WHEN cases don't cover all of the possible values for selectorSignal we **must** include the OTHERS clause. It could actually be there even when it is not needed so make it a habit to include it

All cases have the same priority and they may not overlap

VHDL basics cont.

Basic VHDL structures

CASE statement cont.

```
[Case_label:]>
CASE selectorSignal IS
    WHEN value1 =>
        sequential code;
    WHEN value2 =>
        sequential code;
    WHEN value2 =>
        sequential code;]
    WHEN others =>
        sequential code;]
END CASE [Case_label];
```

selectorSignal is an input port, a signal or a variable.

The valueX could be one single value of selectorSignal.

It could also be more than one value if we combine them using the OR symbol |

or it could be a range of values if we use TO or DOWNTO

VHDL basics cont.

Basic VHDL structures

CASE statement cont.

Examples

```

SIGNAL tal_signal:INTEGER RANGE 0 TO 20;
SIGNAL output_signal:STD_LOGIC_VECTOR(3 DOWNTO 0);

selector: tal_signal IS
CASE tal_signal IS
    WHEN 1=> output_signal <= "0001"; selector values
    WHEN 2=> output_signal <= "0010";
    WHEN OTHERS => output_signal <= "0000";
END CASE selector;

```

VHDL basics cont.

Basic VHDL structures

Examples cont.

```

SIGNAL tal_signal:INTEGER RANGE 0 TO 20;
SIGNAL output_signal:STD_LOGIC_VECTOR(3 DOWNTO 0);

CASE tal_signal IS
    WHEN 1=> output_signal <= "0001"; Single selector value
    WHEN 2 TO 4=> output_signal <= "0011"; Range of selector values
    WHEN 5 | 9=> output_signal <= "0101"; Group of selector values
    WHEN OTHERS => output_signal <= "0000";
END CASE;

```

VHDL basics cont.

Basic VHDL structures

LOOP statement

We have one sequential statement that has no concurrent correspondance, the **LOOP** statement.

The statement has a number of forms

- Infinite loop
- WHILE loop
- FOR loop

The FOR loop is the only LOOP statement that is synthesizable and only under some circumstances that we will get back to

VHDL basics cont.

Basic VHDL structures

Infinite LOOP statement NOTICE! This is not synthesizable

As the name suggests this loop goes on forever

The structure is

```
[LOOP_label:] <-- The LOOP label is optional but it might
LOOP                                enhance the readability of the code
    sequential code;
END LOOP [LOOP_label];
```

Example

```
VARIABLE counter_variable:NATURAL;
.....
count_variable:=0;
counter12:LOOP <-- Triggered every clock cycle
    WAIT UNTIL rising_edge(clk);
    count_variable:=
        (count_variable+1) MOD 12; <-- The counter counts from 0
    END LOOP counter12; <-- to 11 on the rising edge of
                           clk and then restarts
```

VHDL basics cont.

Basic VHDL structures

WHILE LOOP statement **NOTICE! This is not synthesizable**

The WHILE LOOP goes on while some condition is true

The structure is

```
[LOOP_label:] <----- The LOOP label is optional but it might
WHILE condition LOOP
    sequential code; <----- enhance the readability of the code
END LOOP [LOOP_label];
```

Example

```
VARIABLE sum_variable:NATURAL:=0;
.....
add_loop:
WHILE (sum_variable < 100) LOOP
    sum_variable:=sum_variable + 3;
END LOOP add_loop;
```

VHDL basics cont.

Basic VHDL structures

FOR LOOP statement

This loop goes on for some range of an identifier

The structure is

```
[Loop_label:] <----- Parentheses not allowed
FOR identifier IN discrete_range LOOP
    sequential code; <----- The LOOP label is optional
END LOOP [Loop_label]; <----- but it might enhance the
                           readability of the code
```

Example

To be synthesizable these must be constant values

```
one_fill:
FOR index IN 15 DOWNTO 0 LOOP
    vector(index)<='1';
END LOOP one_fill;
```

A way to fill the vector with ones.

Could be replaced by

```
vector <= (OTHERS=>'1');
```

VHDL basics cont.

Basic VHDL structures

LOOP control

We have a couple of functions to control the loop

With the **EXIT** statement we can break out of the loop and leave it.

The basic form is

```
IF condition THEN
    EXIT;
END IF;
```

The code could be shortened to

```
EXIT WHEN condition;
```

VHDL basics cont.

Basic VHDL structures

EXIT statement cont.

Example

```
VARIABLE count_variable:NATURAL;
.....
count_variable:=0;                                Start value for the count
LOOP
    WAIT UNTIL ((clk='1') OR (reset='1'));
    EXIT WHEN (reset='1');
    count_variable:=
        (count_variable+1) MOD 12;                Leave the loop and start
                                                all over again when
                                                reset is activated
END LOOP;
```

The process continuously counts from 0 to 11 on positive edge of the clock signal and is restarted when `reset` is one (1)

VHDL basics cont.

Basic VHDL structures

Creating a clock for simulation

Example

```
clk_proc:
  PROCESS
  BEGIN
    WAIT FOR 50 ns;
    clk_tb_signal<=NOT(clk_tb_signal);

  END PROCESS clk_proc;
```

This will create a clock with a period time of 100 ns

This will not be synthesizable but it can be used
in a test bench to create a clock for simulation

Something is missing though. What?

VHDL basics cont.

Basic VHDL structures

Creating a clock for simulation

Example cont.

We must set a initial value for the clock signal and we
do this in the signal declaration

```
SIGNAL clk_tb_signal:STD_LOGIC:='0';
```

Setting initial values this way won't transfer to synthesis but
this clock is just used for simulation so it will work

```
clk_proc:
  PROCESS
  BEGIN
    WAIT FOR 50 ns;
    clk_tb_signal<=NOT(clk_tb_signal);

  END PROCESS clk_proc;
```

VHDL basics cont.

Basic VHDL structures

NEXT statement

The **NEXT** statement breaks the current loop round and moves on to the next round

The basic form is

```
IF condition THEN
    NEXT;
END IF;
```

The code could be shortened to

```
NEXT WHEN condition;
```

VHDL basics cont.

Basic VHDL structures

NEXT statement cont.

Example

```
ones_variable:=0;
FOR index IN WIDTH-1 DOWNTO 0 LOOP
    NEXT WHEN vector(index)='0'; ←
    ones_variable:=ones_variable+1;
END LOOP;
```

Move to the next bit in the vector when the current bit is zero

The code counts the number of ones (1) in vector

Also look at the **Accessing a component from a process** document in the **Reading** folder