Sequential Statements

Outline

1. VHDL process
2. Sequential signal assignment statement
3. Variable assignment statement
4. If statement
5. Case statement
6. Simple for loop statement

1. VHDL Process

- Contains a set of sequential statements to be executed sequentially
- The whole process is a concurrent statement
- Can be interpreted as a circuit part enclosed inside of a black box
- May or may not be able to be mapped to physical hardware

- Two types of process
  - A process with a sensitivity list
  - A process with wait statement

A process with a sensitivity list

- Syntax

process(sensitivity_list)
    declarations;
begin
    sequential statement;
    sequential statement;
   . . .
end process;

- A process is like a circuit part, which can be
  - active (known *activated*)
  - inactive (known as *suspended*).
- A process is activated when a signal in the sensitivity list changes its value
- Its statements will be executed sequentially until the end of the process

- E.g, 3-input and circuit

```
signal a,b,c,y: std_logic;
process(a,b,c)
begin
  y <= a and b and c;
end process;
```

- How to interpret this:

```
process(a)
begin
  y <= a and b and c;
end process;
```

- For a combinational circuit, all input should be included in the sensitivity list

A process with wait statement

- Process has no sensitivity list
- Process continues the execution until a wait statement is reached and then suspended
- Forms of wait statement:
  - **wait on** signals;
  - **wait until** boolean_expression;
  - **wait for** time_expression;

- E.g, 3-input and circuit

```
process
begin
   y <= a and b and c;
  wait on a, b, c;
 end process;
```

- A process can has multiple wait statements
- Process with sensitivity list is preferred for synthesis

2. Sequential signal assignment statement

- Syntax

  signal_name <= value_expression;

- Syntax is identical to the simple concurrent signal assignment
- Caution:
  - Inside a process, a signal can be assigned multiple times, but only the last assignment takes effect

- E.g.,

```
process(a,b,c,d)
begin                          -- y_entry := y
   y <= a or c;                -- y_exit := a or c;
   y <= a and b;               -- y_exit := a and b;
   y <= c and d;               -- y_exit := c and d;
end process;                   -- y <= y_exit
```

- It is same as

```
process(a,b,c,d)
begin
   y <= c and d;
end process;
```

- What happens if the 3 statements are concurrent statements?

3. Varible assignment statement

- Syntax

  variable_name := value_expression;

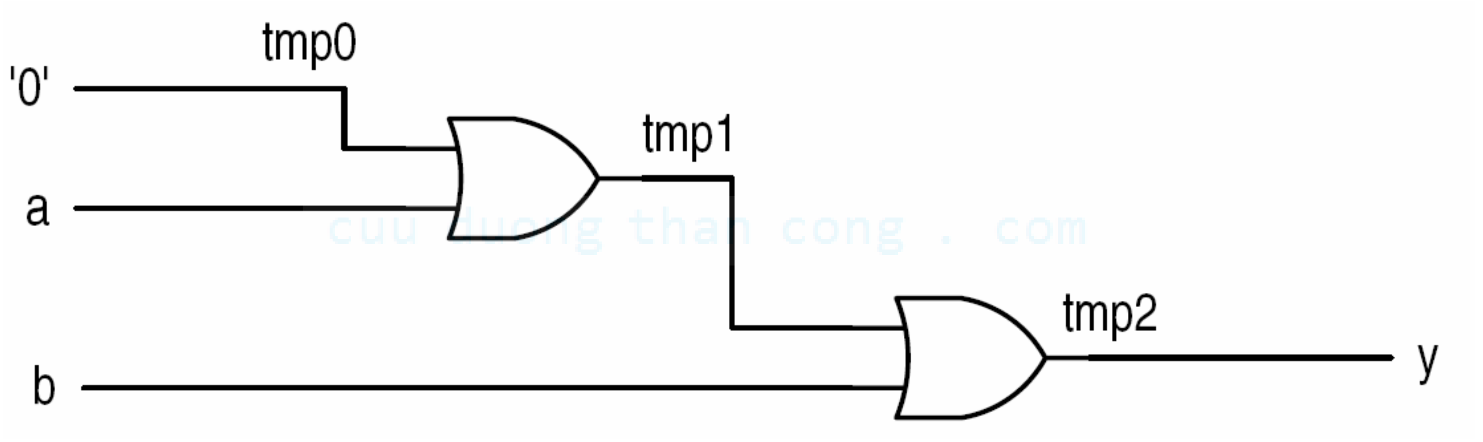
- Assignment takes effect immediately
- No time dimension (i.e., no delay)
- Behave like variables in C
- Difficult to map to hardware (depending on context)

- E.g.,

```
process(a,b,c)
  variable tmp: std_logic;
begin
   tmp := '0';
   tmp := tmp or a;
   tmp := tmp or b;
   y <= tmp;
end process;
```

- interpretation:

```
process(a,b,c)
  variable tmp0, tmp1, tmp2: std_logic;
begin
   tmp0 := '0';
   tmp1 := tmp0 or a;
   tmp2 := tmp1 or b;
   y <= tmp2;
end process;
```



- What happens if signal is used?

```
process(a,b,c,tmp)
begin                         -- tmp_entry := tmp
   tmp <= '0';                -- tmp_exit := '0';
   tmp <= tmp or a;           -- tmp_exit := tmp_entry or a;
   tmp <= tmp or b;           -- tmp_exit := tmp_entry or b;
end process;                  -- tmp <= tmp_exit
```

- Same as:

```
process(a,b,c,tmp)
begin
   tmp <= tmp or b;
end process;
```

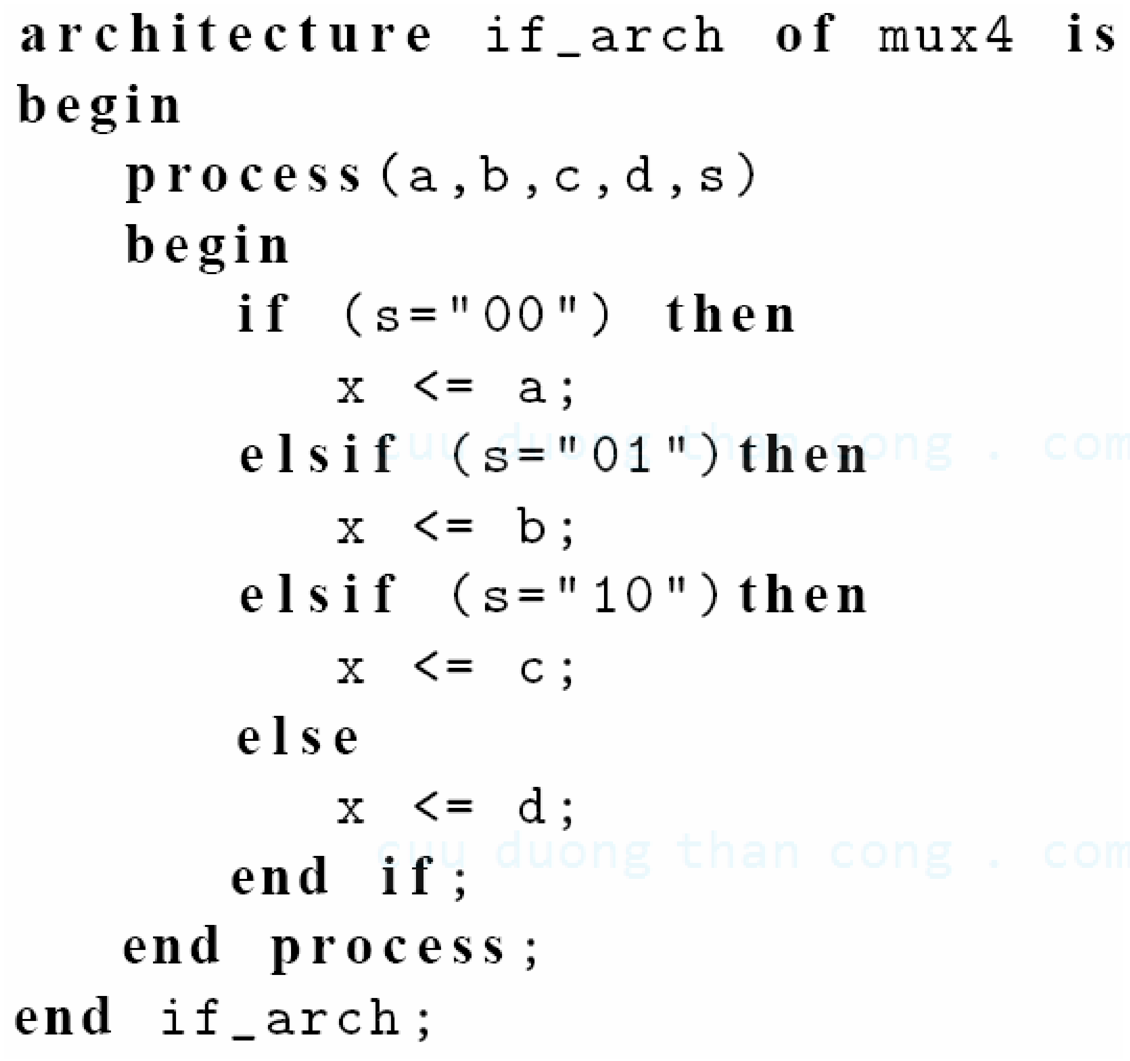
4. IF statement

- Syntax
- Examples
- Comparison to conditional signal assignment
- Incomplete branch and incomplete signal assignment
- Conceptual Implementation

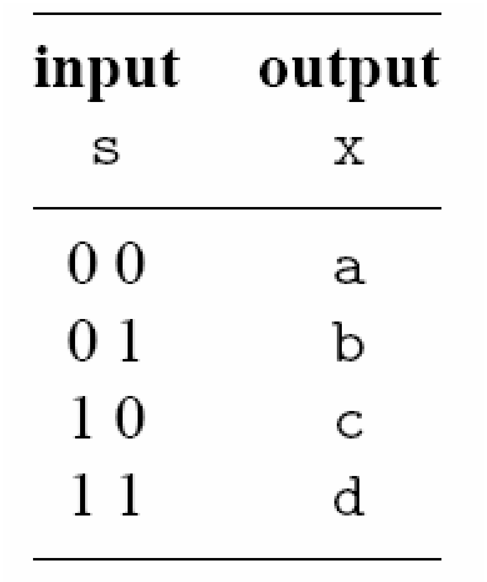
Syntax

```
if boolean_expr_1 then
   sequential_statements;
elsif boolean_expr_2 then
   sequential_statements;
elsif boolean_expr_3 then
   sequential_statements;
. . .
else
   sequential_statements;
end if;
```

E.g., 4-to-1 mux



```
architecture if_arch of mux4 is
begin
   process(a,b,c,d,s)
   begin
      if (s="00") then
         x <= a;
      elsif (s="01")then
         x <= b;
      elsif (s="10")then
         x <= c;
      else
         x <= d;
      end if;
   end process;
end if_arch;
```



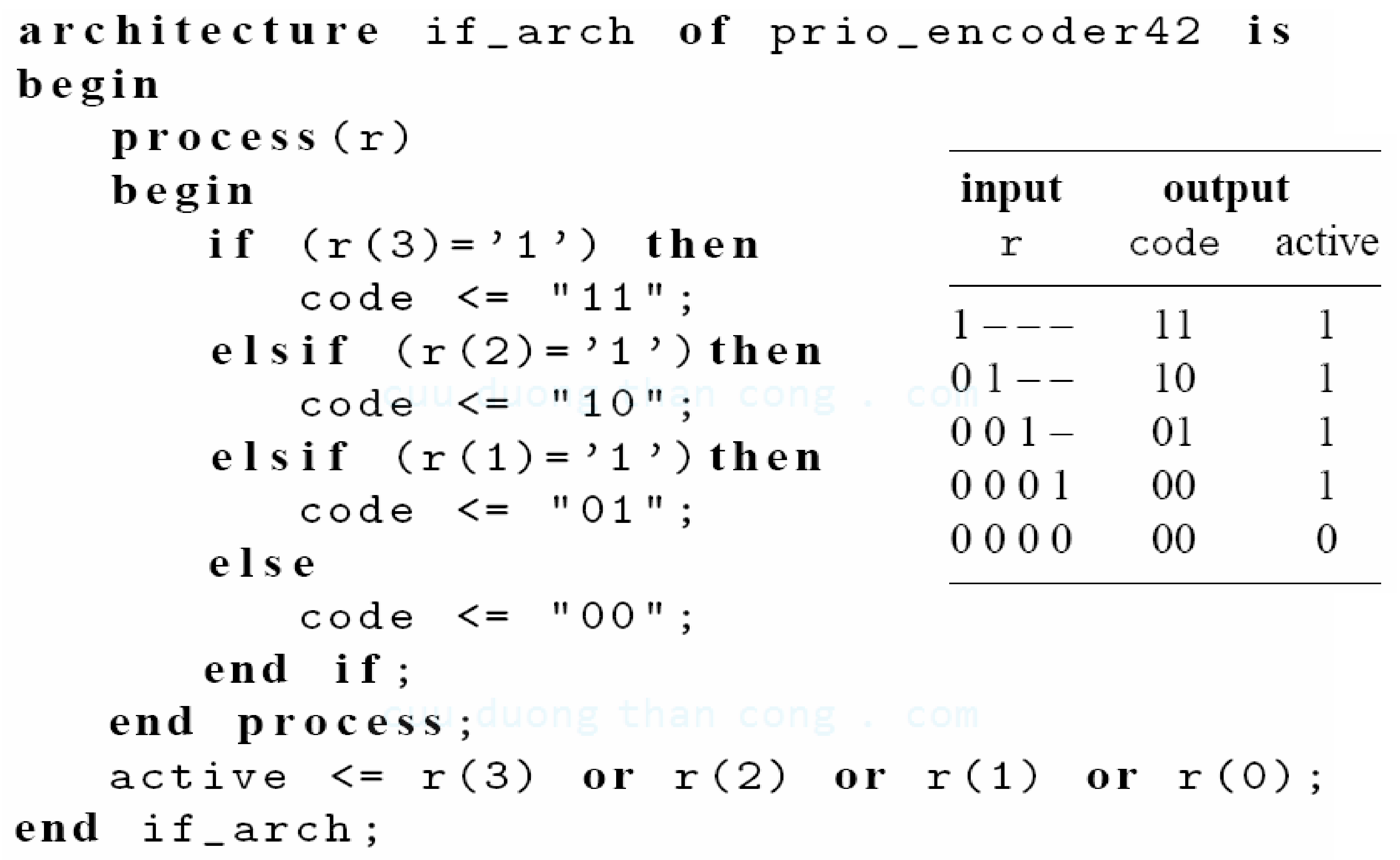
input s	output x
0 0	a
0 1	b
1 0	c
1 1	d

E.g., 2-to-2^2 binary decoder

```
architecture if_arch of decoder4 is
begin
   process(s)
   begin
      if (s="00") then
         x <= "0001";
      elsif (s="01")then
         x <= "0010";
      elsif (s="10")then
         x <= "0100";
      else
         x <= "1000";
      end if;
   end process;
end if_arch;
```

input s	output x
0 0	0001
0 1	0010
1 0	0100
1 1	1000

E.g., 4-to-2 priority encoder



```
architecture if_arch of prio_encoder42 is
begin
   process(r)
   begin
      if (r(3)='1') then
         code <= "11";
      elsif (r(2)='1')then
         code <= "10";
      elsif (r(1)='1')then
         code <= "01";
      else
         code <= "00";
      end if;
   end process;
   active <= r(3) or r(2) or r(1) or r(0);
end if_arch;
```

input	output	
r	code	active
1 – – –	11	1
0 1 – –	10	1
0 0 1 –	01	1
0 0 0 1	00	1
0 0 0 0	00	0

Comparison to conditional signal assignment

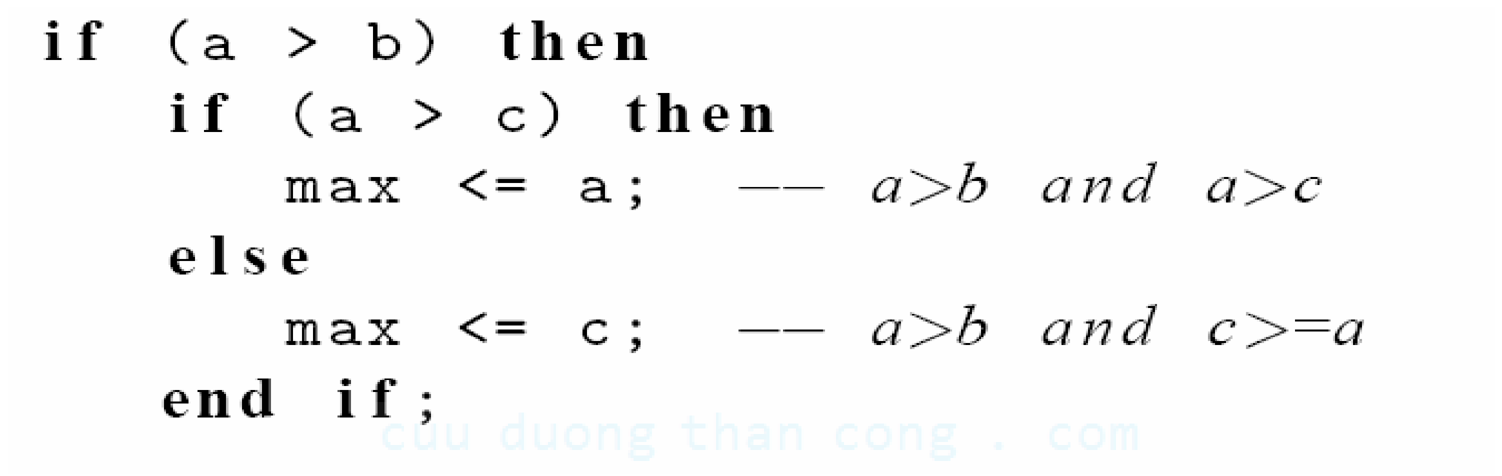
- Two statements are the same if there is only one output signal in if statement
- If statement is more flexible
- Sequential statement<u>s</u> can be used in then, elsif and else branches:
  - Multiple statements
  - Nested if statements

```
sig <= value_expr_1 when boolean_expr_1 else
       value_expr_2 when boolean_expr_2 else
       value_expr_3 when boolean_expr_3 else
         . . .
       value_expr_n;
```

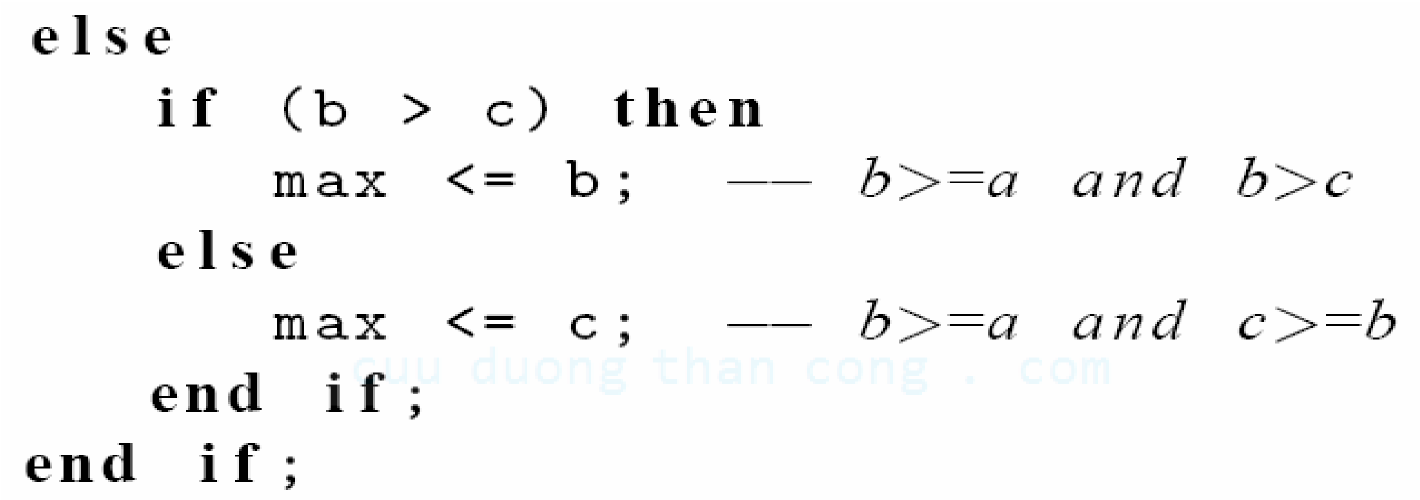
It can be written as

```
process(...)
   if boolean_expr_1 then
      sig <= value_expr_1;
   elsif boolean_expr_2 then
      sig <= value_expr_2;
   elsif boolean_expr_3 then
      sig <= value_expr_3;
   . . .
   else
      sig <= value_expr_n;
   end if;
end process
```

e.g., find the max of a, b, c



```
if (a > b) then
   if (a > c) then
      max <= a;   -- a>b and a>c
   else
      max <= c;   -- a>b and c>=a
   end if;
```



```
else
   if (b > c) then
      max <= b;   -- b>=a and b>c
   else
      max <= c;   -- b>=a and c>=b
   end if;
end if;
```

e.g., 2 conditional sig assignment codes

```
signal ac_max, bc_max: std_logic;
. . .
ac_max <= a when (a > c) else c;
bc_max <= b when (b > c) else c;
max <= ac_max when (a > b) else bc_max;
```

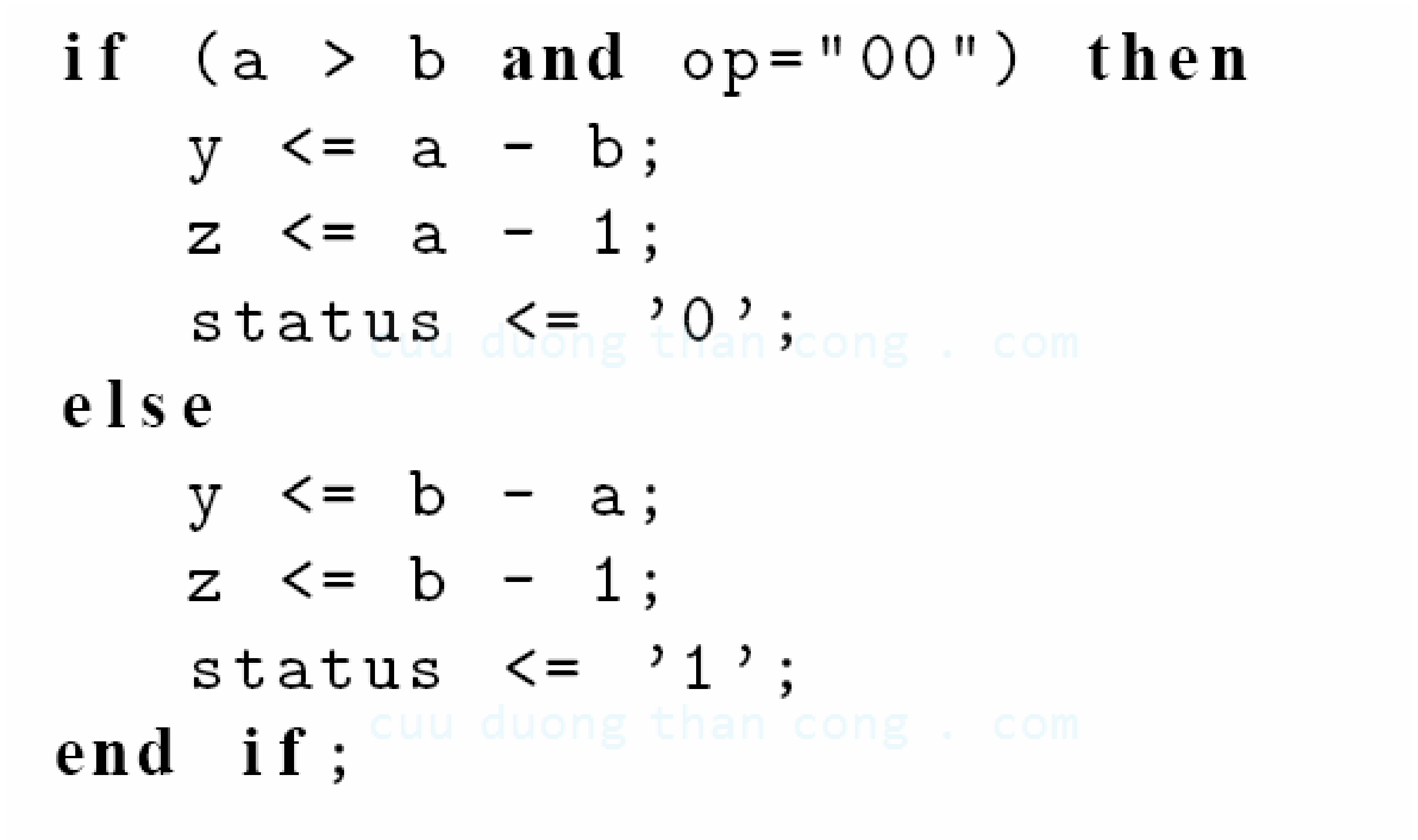
```
max <= a when ((a > b) and (a > c)) else
       c when (a > b) else
       b when (b > c) else
       c;
```

- 2 conditional sig assign implementations

```
signal ac_max, bc_max: std_logic;
. . .
ac_max <= a when (a > c) else c;
bc_max <= b when (b > c) else c;
max <= ac_max when (a > b) else bc_max;
```

```
max <= a when ((a > b) and (a > c)) else
       c when (a > b) else
       b when (b > c) else
       c;
```

e.g., “sharing” boolean condition



```
if (a > b and op="00") then
   y <= a - b;
   z <= a - 1;
   status <= '0';
else
   y <= b - a;
   z <= b - 1;
   status <= '1';
end if;
```

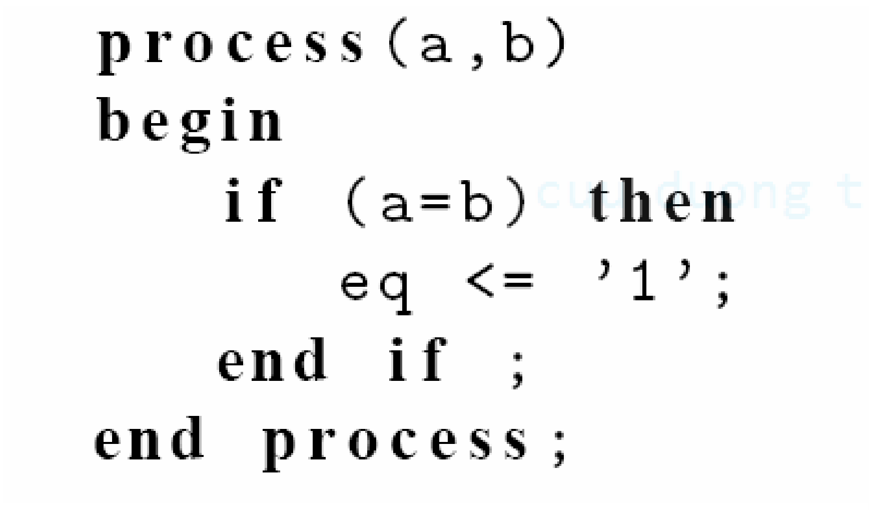
```
y <= a-b when (a > b and op="00") else
     b-a;
z <= a-1 when (a > b and op="00") else
     b-1;
status <= '0' when (a > b and op="00") else
          '1';
```

Incomplete branch and incomplete signal assignment

- According to VHDL definition:
  - Only the “then” branch is required; “elsif” and “else” branches are optional
  - Signals do not need to be assigned in all branch
  - When a signal is unassigned due to omission, it keeps the “previous value” (implying “memory”)

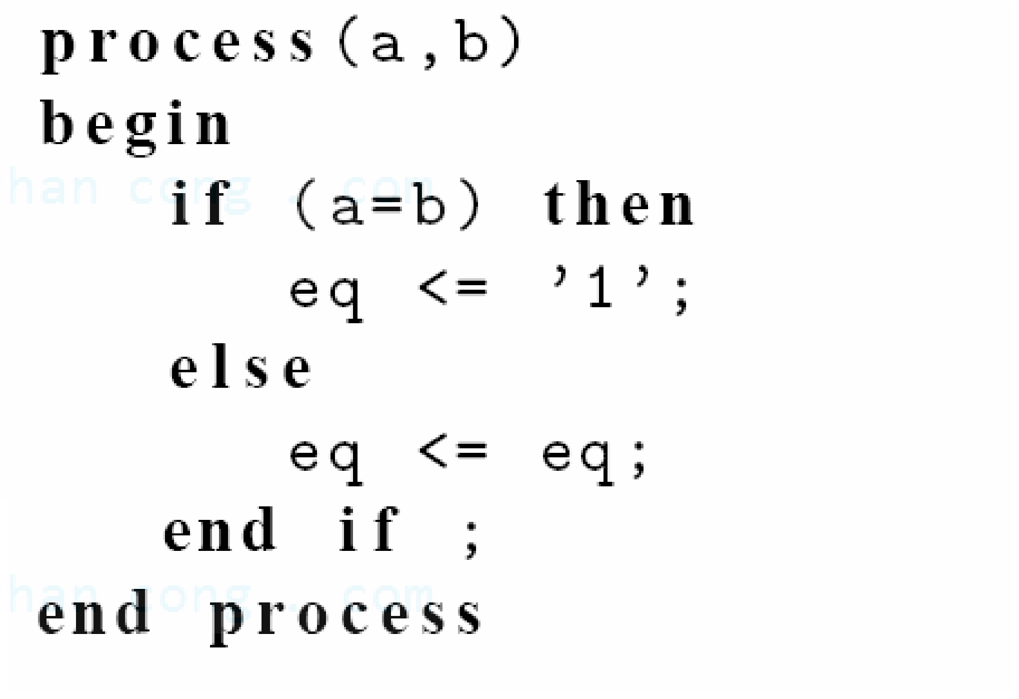
Incomplete branch

- E.g.,



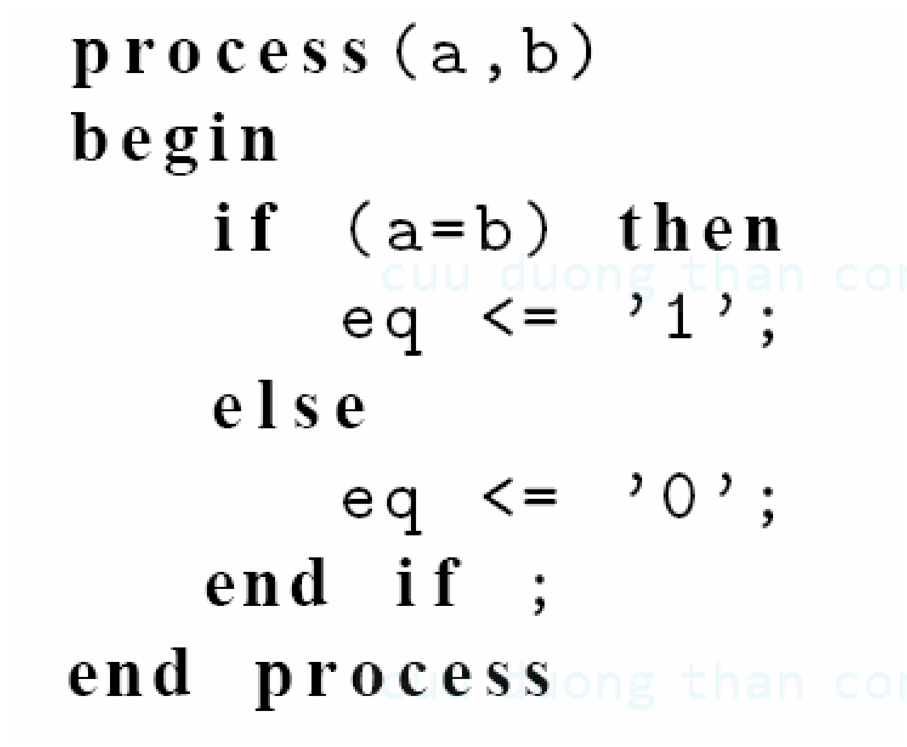
```
process(a,b)
begin
   if (a=b) then
      eq <= '1';
   end if ;
end process;
```

- It implies



```
process(a,b)
begin
   if (a=b) then
      eq <= '1';
   else
      eq <= eq;
   end if ;
end process
```

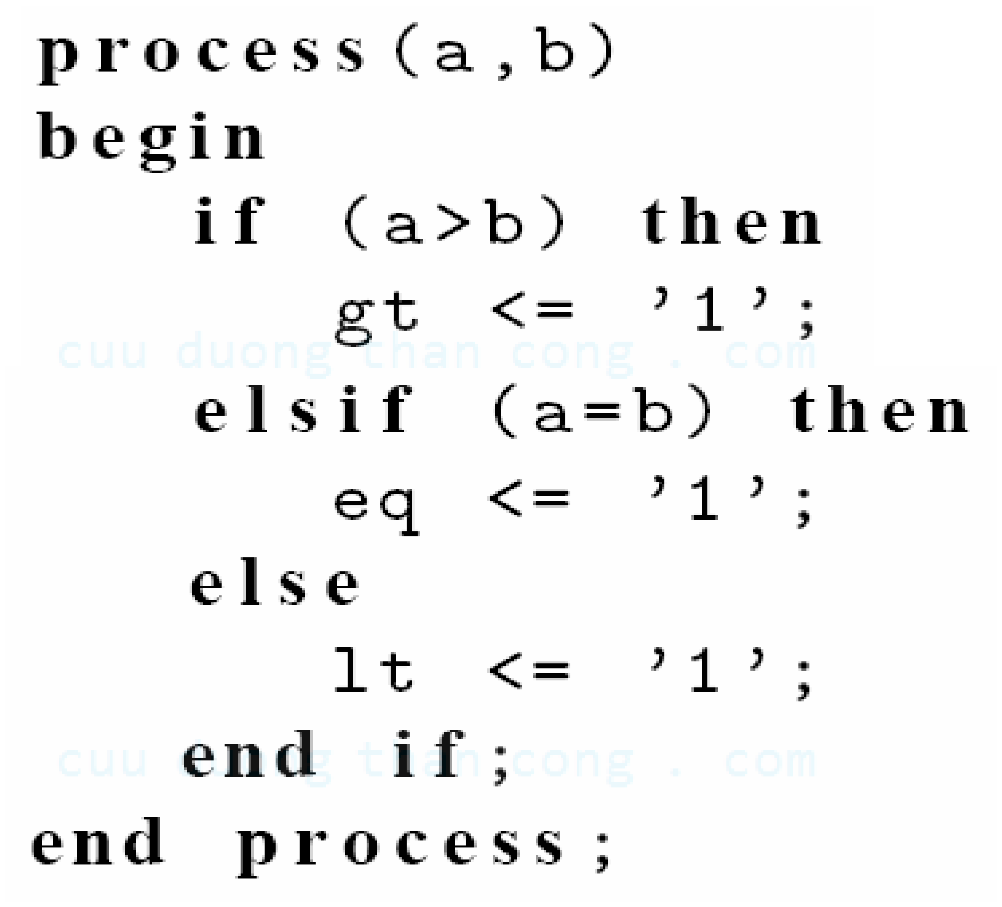
- fix



```
process(a,b)
begin
    if (a=b) then
        eq <= '1';
    else
        eq <= '0';
    end if ;
end process
```

Incomplete signal assignment

- E.g.,



```
process(a,b)
begin
   if (a>b) then
      gt <= '1';
   elsif (a=b) then
      eq <= '1';
   else
      lt <= '1';
   end if;
end process;
```

- Fix #1:

```
process(a,b)
begin
   if (a>b) then
      gt <= ’1’;
      eq <= ’0’;
      lt <= ’0’;
   elsif (a=b) then
      gt <= ’0’;
      eq <= ’1’;
      lt <= ’0’;
   else
      gt <= ’0’;
      eq <= ’0’;
      lt <= ’1’;
   end if;
end process;
```

- Fix #2

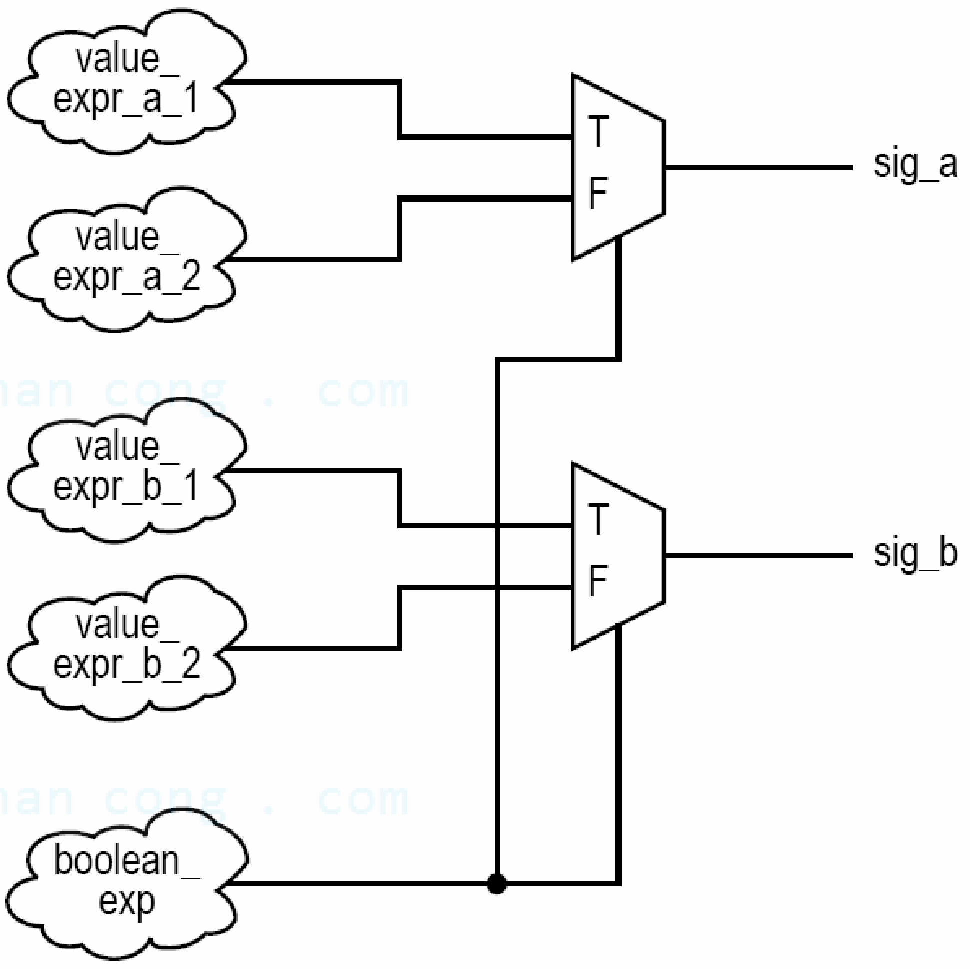
```
process(a,b)
begin
   gt <= ’0’;
   eq <= ’0’;
   lt <= ’0’;
   if (a>b) then
      gt <= ’1’;
   elsif (a=b) then
      eq <= ’1’;
   else
      lt <= ’1’;
   end if;
end process;
```

Conceptual implementation

- Same as conditional signal assignment statement if the if statement consists of
  - One output signal
  - One sequential signal assignment in each branch
- Multiple sequential statements can be constructed recursively

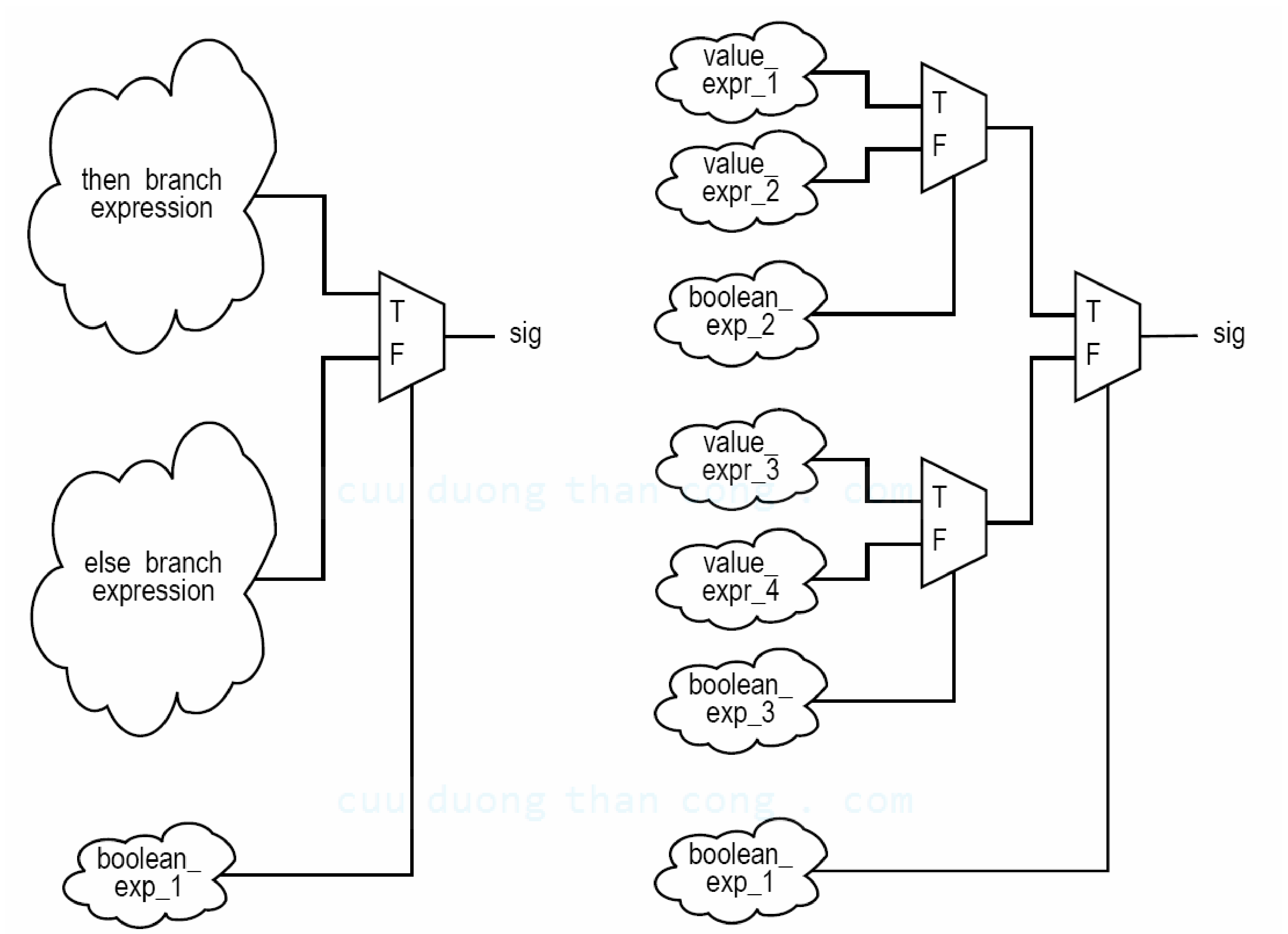
e.g.

```
if boolean_expr then
   sig_a <= value_expr_a_1;
   sig_b <= value_expr_b_1
else
   sig_a <= value_expr_a_2;
   sig_b <= value_expr_b_2;
end if;
```



e.g.

```
if boolean_expr_1 then
   if boolean_expr_2 then
      signal_a <= value_expr_1;
   else
      signal_a <= value_expr_2;
   end if;
else
   if boolean_expr_3 then
      signal_a <= value_expr_3;
   else
      signal_a <= value_expr_4;
   end if;
end if;
```


then branch expression
else branch expression
boolean_ exp_1
T
F
sig
value_ expr_1
value_ expr_2
boolean_ exp_2
value_ expr_3
value_ expr_4
boolean_ exp_3
boolean_ exp_1
T
F
sig

5. Case statement

- Syntax
- Examples
- Comparison to selected signal assignment statement
- Incomplete signal assignment
- Conceptual Implementation

Syntax

```
case case_expression is
   when choice_1 =>
      sequential statements;
   when choice_2 =>
      sequential statements;
   . . .
   when choice_n =>
      sequential statements;
end case;
```

E.g., 4-to-1 mux

```
architecture case_arch of mux4 is
begin
   process(a,b,c,d,s)
   begin
      case s is
         when "00" =>
            x <= a;
         when "01" =>
             x <= b;
         when "10" =>
             x <= c;
         when others =>
             x <= d;
      end case;
   end process;
end case_arch;
```

input s	output x
00	a
01	b
10	c
11	d

E.g., 2-to-2^2 binary decoder

```
architecture case_arch of decoder4 is
begin
   proc1:
   process(s)
   begin
      case s is
         when "00" =>
            x <= "0001";
         when "01" =>
            x <= "0010";
         when "10" =>
            x <= "0100";
         when others =>
            x <= "1000";
      end case;
   end process;
END case_arch;
```

input s	output x
0 0	0001
0 1	0010
1 0	0100
1 1	1000

E.g., 4-to-2 priority encoder

```
architecture case_arch of prio_encoder42 is
begin
   process(r)
   begin
      case r is
         when "1000"|"1001"|"1010"|"1011"|
              "1100"|"1101"|"1110"|"1111" =>
            code <= "11";
         when "0100"|"0101"|"0110"|"0111" =>
            code <= "10";
         when "0010"|"0011" =>
            code <= "01";
         when others =>
            code <= "00";
      end case;
   end process;
   active <= r(3) or r(2) or r(1) or r(0);
end case_arch;
```

input	output	
r	code	active
1 – – –	11	1
0 1 – –	10	1
0 0 1 –	01	1
0 0 0 1	00	1
0 0 0 0	00	0

Comparison to selected signal assignment

- Two statements are the same if there is only one output signal in case statement
- Case statement is more flexible
- Sequential statements can be used in choice branches

```
with sel_exp select
   sig <= value_expr_1 when choice_1,
          value_expr_2 when choice_2,
          value_expr_3 when choice_3,
          . . .
          value_expr_n when choice_n;
```

It can be rewritten as:

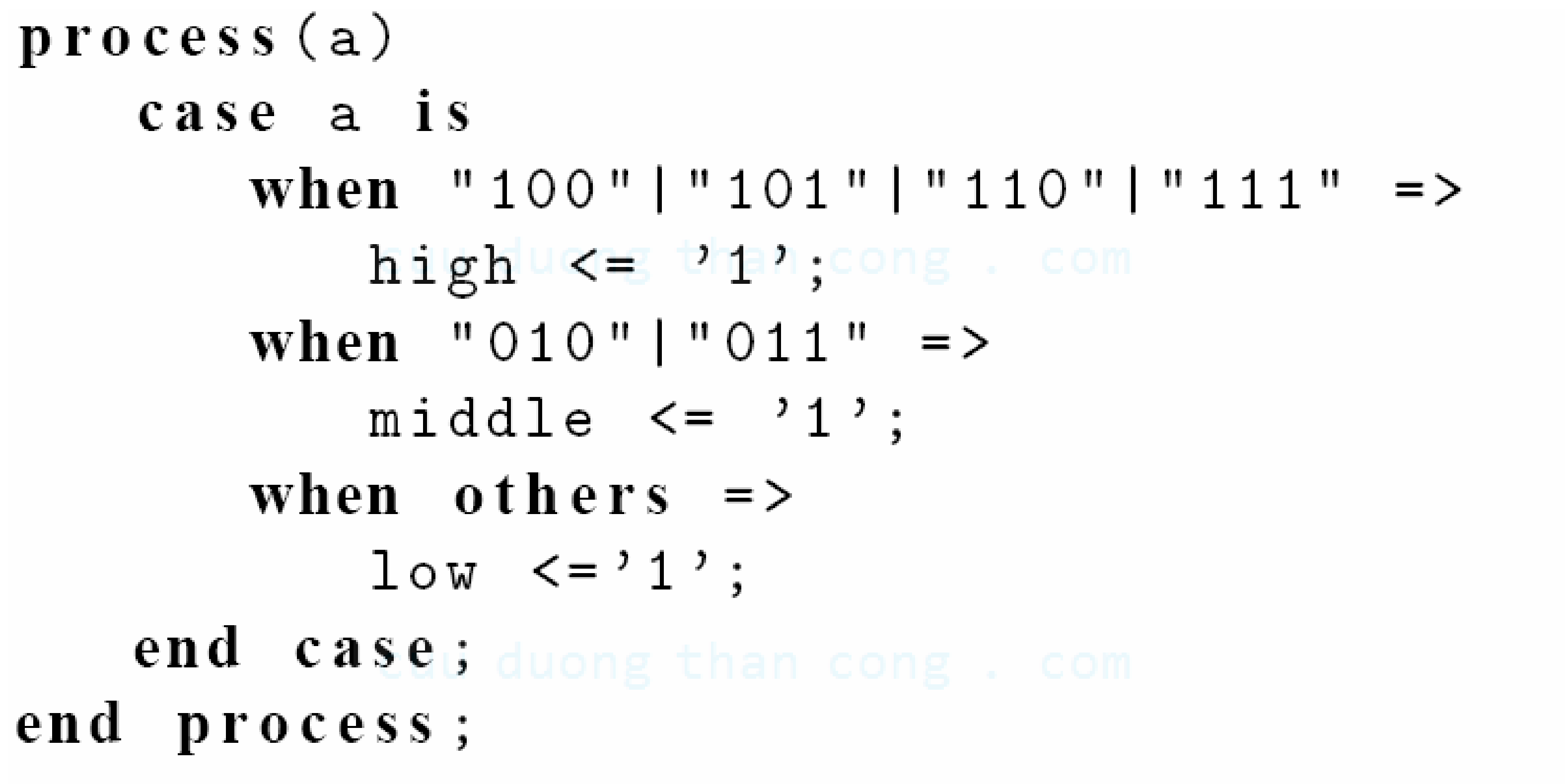
```
case sel_exp is
   when choice_1 =>
      sig <= value_expr_1;
   when choice_2 =>
      sig <= value_expr_2;
   when choice_3 =>
      sig <= value_expr_3;
   . . .
   when choice_n =>
      sig <= value_expr_n;
end case;
```

Incomplete signal assignment

- According to VHDL definition:
  - Signals do not need to be assigned in all choice branch
  - When a signal is unassigned, it keeps the "previous value" (implying "memory")

Incomplete signal assignment

- E.g.,



```
process(a)
   case a is
      when "100"|"101"|"110"|"111" =>
         high <= '1';
      when "010"|"011" =>
         middle <= '1';
      when others =>
         low <='1';
   end case;
end process;
```

- Fix #1:

```
process(a)
  case a is
    when "100"|"101"|"110"|"111" =>
      high <= '1';
      middle <= '0';
      low <= '0';
    when "010"|"011" =>
      high <= '0';
      middle <= '1';
      low <= '0';
    when others =>
      high <= '0';
      middle <= '0';
      low <= '1';
  end case;
end process;
```

• Fix #2:

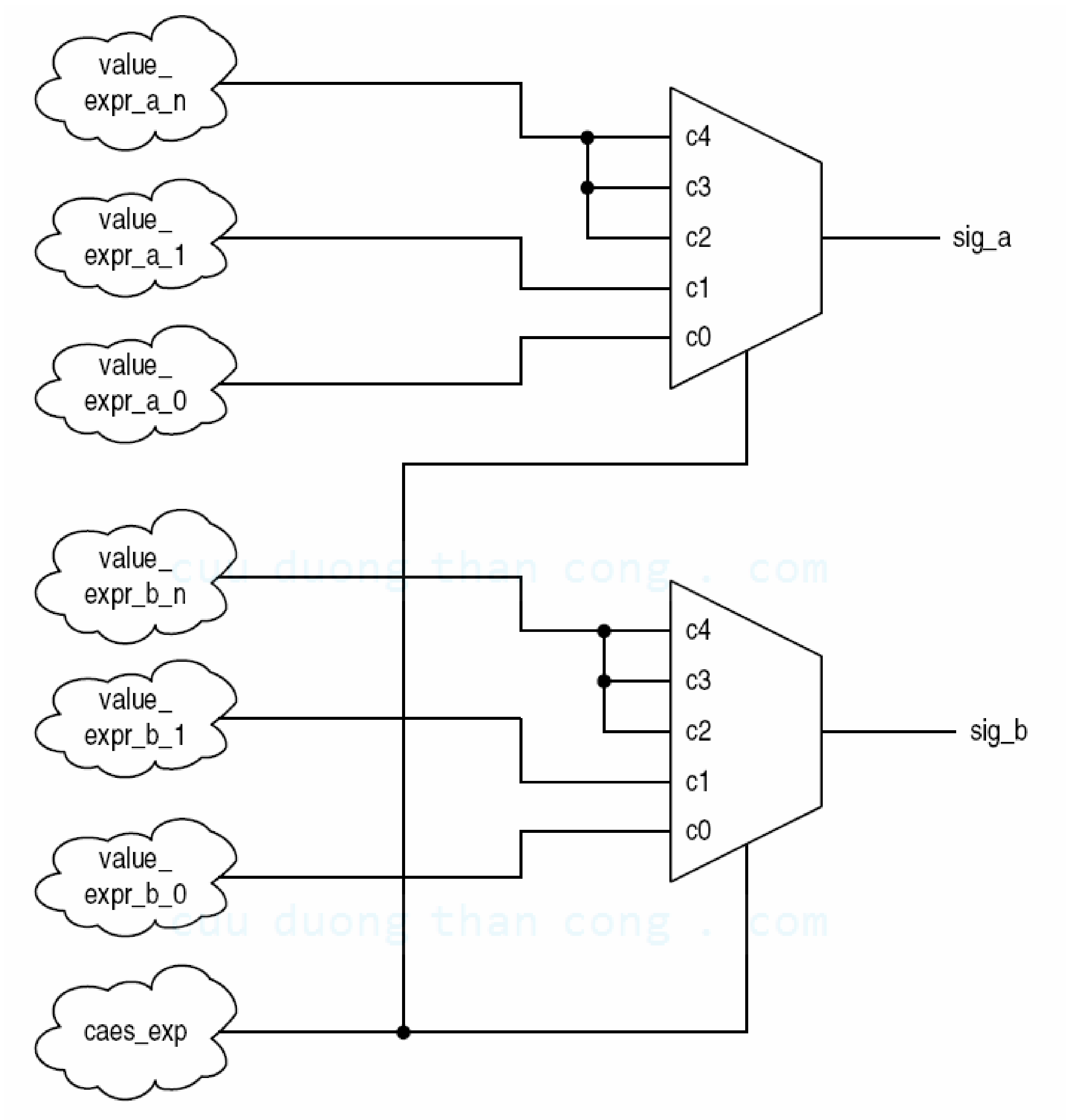
```
process(a)
   high <= '0';
   middle <= '0';
   low <= '0';
   case a is
      when "100"|"101"|"110"|"111" =>
         high <= '1';
      when "010"|"011" =>
         middle <= '1';
      when others =>
         low <='1';
   end case;
end process;
```

Conceptual implementation

- Same as selected signal assignment statement if the case statement consists of
  - One output signal
  - One sequential signal assignment in each branch
- Multiple sequential statements can be constructed recursively

e.g.

```
case case_exp is
   when c0 =>
      sig_a <= value_expr_a_0;
      sig_b <= value_expr_b_0;
   when c1 =>
      sig_a <= value_expr_a_1;
      sig_b <= value_expr_b_1;
   when others =>
      sig_a <= value_expr_a_n;
      sig_b <= value_expr_b_n;
end case;
```


value_ expr_a_n
value_ expr_a_1
value_ expr_a_0
c4
c3
c2
c1
c0
sig_a
value_ expr_b_n
value_ expr_b_1
value_ expr_b_0
c4
c3
c2
c1
c0
sig_b
caes_exp

6. Simple for loop statement

- Syntax
- Examples
- Conceptual Implementation

- VHDL provides a variety of loop constructs
- Only a restricted form of loop can be synthesized
- Syntax of simple for loop:

```
for index in loop_range loop
   sequential statements;
end loop;
```

- loop_range must be static
- Index assumes value of loop_range from left to right

- E.g., bit-wide xor

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

entity wide_xor is
   port(
      a, b: in std_logic_vector(3 downto 0);
      y: out std_logic_vector(3 downto 0)
   );
end wide_xor;

architecture demo_arch of wide_xor  is
   constant WIDTH: integer := 4;
begin
   process(a, b)
   begin
      for i in (WIDTH-1) downto 0 loop
         y(i) <= a(i) xor b(i);
      end loop;
   end process;
end demo_arch;
```

• E.g., reduced-xor

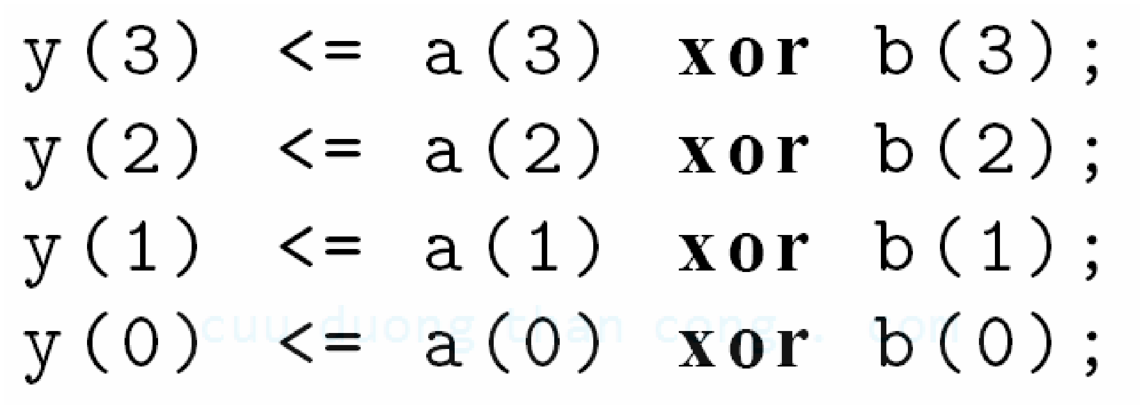
```
library ieee;
use ieee.std_logic_1164.all;

entity reduced_xor_demo is
   port(
      a: in std_logic_vector(3 downto 0);
      y: out std_logic
   );
end reduced_xor_demo;

architecture demo_arch of reduced_xor_demo is
   constant WIDTH: integer := 4;
   signal tmp: std_logic_vector(WIDTH-1 downto 0);
begin
   process(a,tmp)
   begin
      tmp(0) <= a(0);   -- boundary bit
      for i in 1 to (WIDTH-1) loop
         tmp(i) <= a(i) xor tmp(i-1);
      end loop;
   end process;
   y <= tmp(WIDTH-1);
end demo_arch;
```

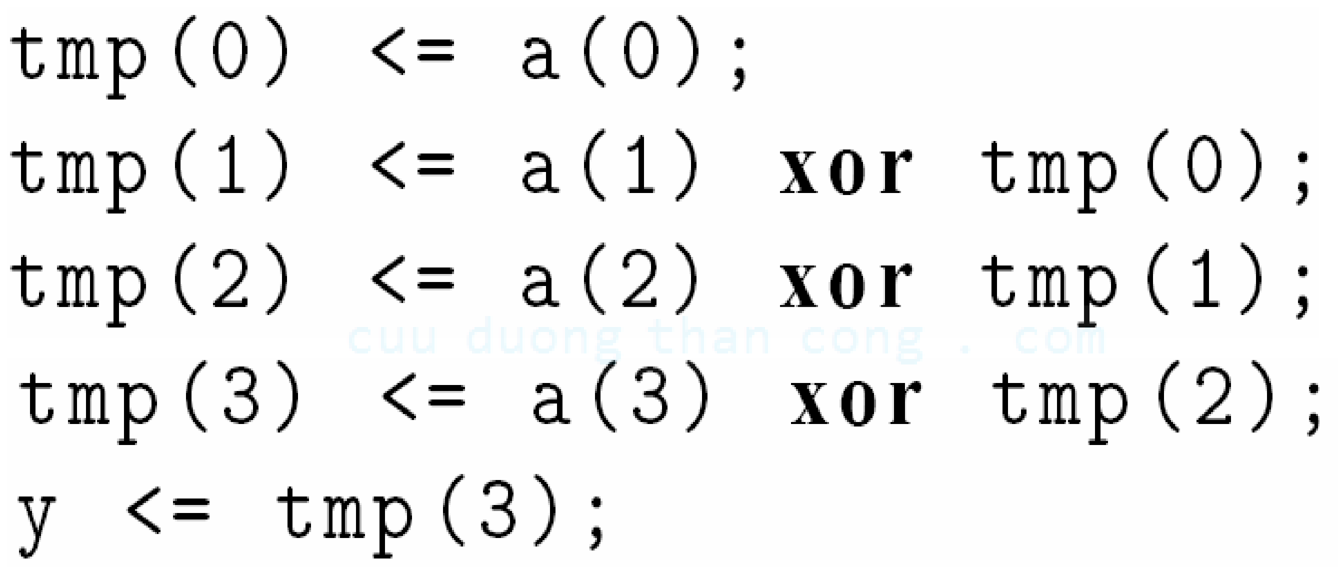
Conceptual implementation

- “Unroll” the loop
- For loop should be treated as “shorthand” for repetitive statements
- E.g., bit-wise xor



```
y(3) <= a(3) xor b(3);
y(2) <= a(2) xor b(2);
y(1) <= a(1) xor b(1);
y(0) <= a(0) xor b(0);
```

- E.g., reduced-xor



```
tmp(0) <= a(0);
tmp(1) <= a(1) xor tmp(0);
tmp(2) <= a(2) xor tmp(1);
tmp(3) <= a(3) xor tmp(2);
y <= tmp(3);
```

Synthesis of sequential statements

- Concurrent statements
  - – Modeled after hardware
  - – Have clear, direct mapping to physical structures
- Sequential statements
  - – Intended to describe “behavior”
  - – Flexible and versatile
  - – Can be difficult to be realized in hardware
  - – Can be easily abused

- Think hardware
- Designing hardware is not converting a C program to a VHDL program