

## VHDL for sequential circuit design

By

**K. Vasu**

Senior Application Engineer

VLSI & EH group

**Unistring Tech Solutions Pvt. Ltd**

# D10, 5th Floor, Eureka court, Beside Image hospitals, Ameerpet,  
Hyderabad, ph:040-23732798, 09440318188  
[www.unistring.com](http://www.unistring.com)

**String Technologies**

#309, Vederi complex, opp Dilshuk Nagar bus Depot, Dilshuk nagar, Hyderabad,  
ph: 040 - 24151900  
[www.stringtechnologies.net](http://www.stringtechnologies.net)



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1

1. VHDL code is inherently concurrent
2. Process, function and Procedure are only three methods to write sequential statements.
3. Sequential code can be used for realizing sequential logic and also the combinational logic.
4. Sequential code is also called behavioral code
5. IF, WAIT, CASE and LOOP are sequential statements and can be used only inside a function, procedure or Process.



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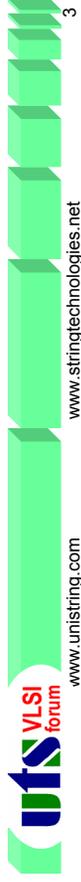
2

6. Variable is allowed only inside the sequential code only, so its scope is always local (signals scope is global)

7. The template of Process is given below

```
[label:] PROCESS (sensitivity list)
[VARIABLE name type [range] [:= initial_value;]]
BEGIN
(sequential code)
END PROCESS [label];
```

**A process must have a sensitivity list or a wait statement**



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3

## IF statement

```
IF conditions THEN assignments;
ELSIF conditions THEN assignments;
...
ELSE assignments;
END IF;
```

Example:

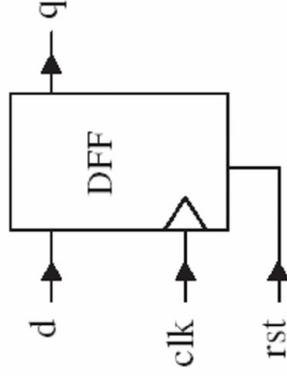
```
IF (x<y) THEN temp:="11111111";
ELSIF (x=y AND w='0') THEN
temp:="11110000";
ELSE temp:=(OTHERS =>'0');
```



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4

### Example : DFF with asynchronous reset (behavioral modeling)



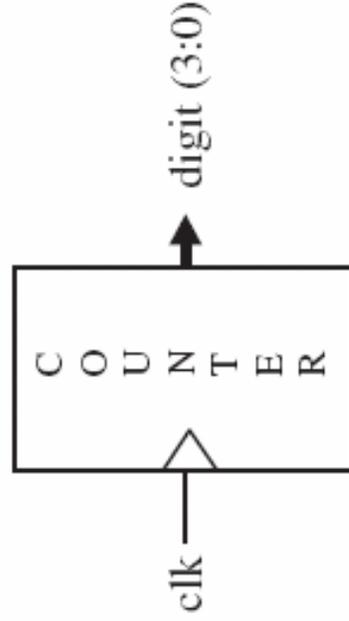
**Figure**  
DFF with asynchronous reset.

```

-----
LIBRARY ieee;
USE ieee.std_logic_1164.all;
-----
ENTITY dff IS
    PORT ( d, clk, rst: IN STD_LOGIC;
          q: OUT STD_LOGIC);
END dff;
-----
ARCHITECTURE behavior OF dff IS
BEGIN
    PROCESS (rst, clk)
    BEGIN
        IF (rst='1') THEN
            q <= '0';
        ELSIF (clk'EVENT AND clk='1') THEN
            q <= d;
        END IF;
    END PROCESS;
END behavior;
-----

```

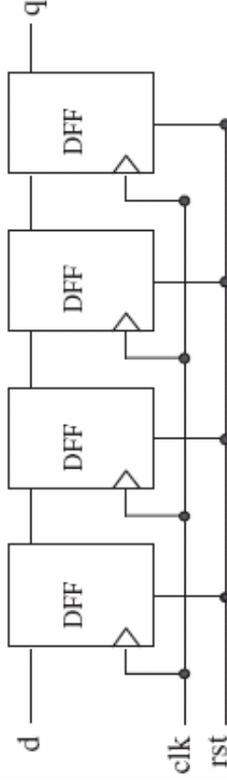
### Example : One digit counter



```

ENTITY counter IS
    PORT (clk : IN STD_LOGIC;
          digit : OUT INTEGER RANGE 0 TO 9);
END counter;
-----
ARCHITECTURE counter OF counter IS
BEGIN
    count: PROCESS(clk)
        VARIABLE temp : INTEGER RANGE 0 TO 10;
    BEGIN
        IF (clk'EVENT AND clk='1') THEN
            temp := temp + 1;
            IF (temp=10) THEN temp := 0;
            END IF;
        END IF;
        digit <= temp;
    END PROCESS count;
END counter;
-----

```



```

ENTITY shiftreg IS
  GENERIC (n: INTEGER := 4); -- # of stages
  PORT (d, clk, rst: IN STD_LOGIC;
        q: OUT STD_LOGIC);
END shiftreg;
-----
ARCHITECTURE behavior OF shiftreg IS
  SIGNAL internal: STD_LOGIC_VECTOR (n-1 DOWNTO 0);
BEGIN
  PROCESS (clk, rst)
  BEGIN
    IF (rst='1') THEN
      internal <= (OTHERS => '0');
    ELSIF (clk'EVENT AND clk='1') THEN
      internal <= d & internal(internal'LEFT DOWNTO 1);
    END IF;
  END PROCESS;
  q <= internal(0);
END behavior;

```

### Three forms of WAIT statement

```
WAIT UNTIL signal_condition;
```

```
WAIT ON signal1 [, signal2, ... ];
```

```
WAIT FOR time;
```

### WAIT UNTIL can accept only one statement

Example: 8-bit register with synchronous reset.

```

PROCESS -- no sensitivity list
BEGIN
  WAIT UNTIL (clk'EVENT AND clk='1');
  IF (rst='1') THEN
    output <= "00000000";
  ELSIF (clk'EVENT AND clk='1') THEN
    output <= input;
  END IF;
END PROCESS;

```

## WAIT ON can consists of multiple signals.

```
ENTITY dff IS
PORT (d, clk, rst: IN STD_LOGIC;
      q: OUT STD_LOGIC);
END dff;
-----
ARCHITECTURE dff OF dff IS
BEGIN
PROCESS
BEGIN
    WAIT ON rst, clk;
    IF (rst='1') THEN
        q <= '0';
    ELSIF (clk'EVENT AND clk='1') THEN
        q <= d;
    END IF;
END PROCESS;
END dff;
```

**WAIT FOR** is intended for simulation only.  
This statement is useful for generating the test benches.

## WAIT ON can consists of multiple signals.

```
ENTITY dff IS
PORT (d, clk, rst: IN STD_LOGIC;
      q: OUT STD_LOGIC);
END dff;
-----
ARCHITECTURE dff OF dff IS
BEGIN
PROCESS
BEGIN
    WAIT ON rst, clk;
    IF (rst='1') THEN
        q <= '0';
    ELSIF (clk'EVENT AND clk='1') THEN
        q <= d;
    END IF;
END PROCESS;
END dff;
```

## CASE statement

```
CASE identifier IS
    WHEN value => assignments;
    WHEN value => assignments;
    ...
END CASE;
```

Example:

```
CASE control IS
    WHEN "00" => x<=a; y<=b;
    WHEN "01" => x<=b; y<=c;
    WHEN OTHERS => x<="0000"; y<="ZZZZ";
END CASE;
```

## LOOP statement

**FOR / LOOP:** The loop is repeated a fixed number of times.

```
[label:] FOR identifier IN range LOOP
    (sequential statements)
END LOOP [label];
```

**WHILE / LOOP:** The loop is repeated until a condition no longer holds.

```
[label:] WHILE condition LOOP
    (sequential statements)
END LOOP [label];
```

**EXIT:** Used for ending the loop.

```
[label:] EXIT [label] [WHEN condition];
```

**NEXT:** Used for skipping loop steps.

```
[label:] NEXT [loop_label] [WHEN condition];
```

Thank you