

# Signals & Variables (2A)

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## Inertial & Transport Delay Models

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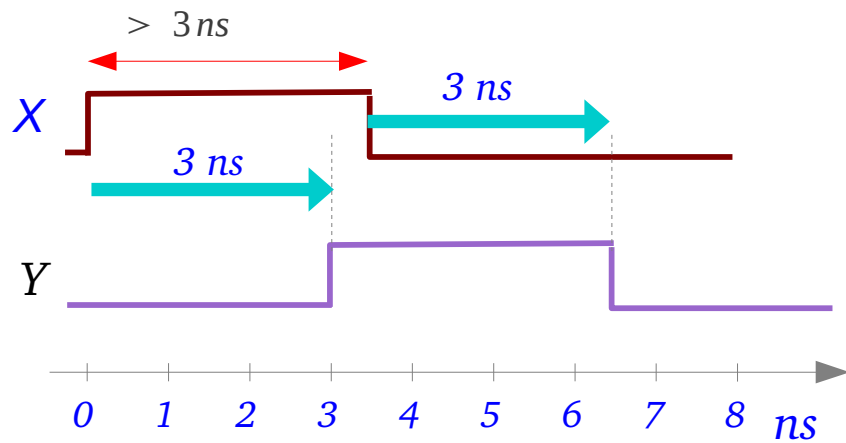
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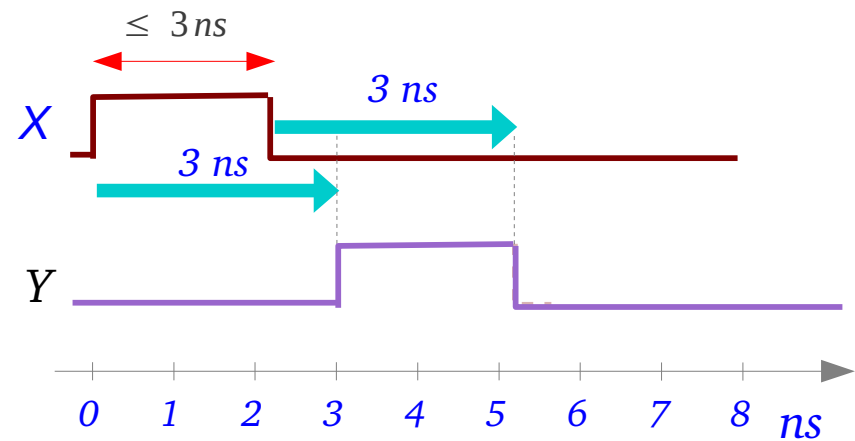
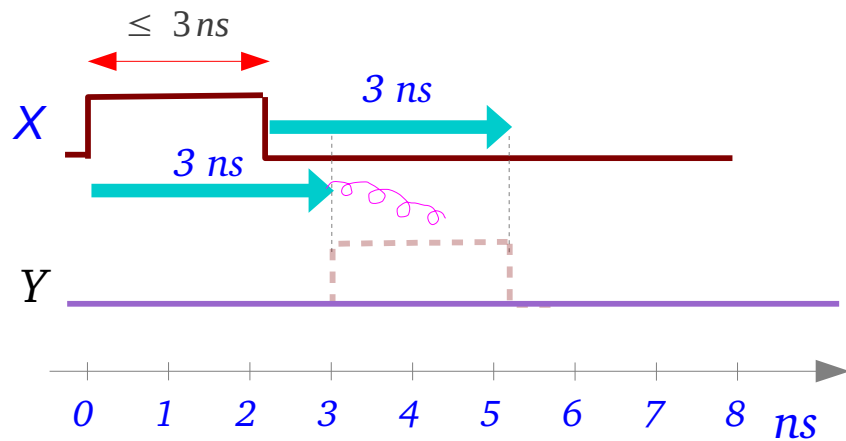
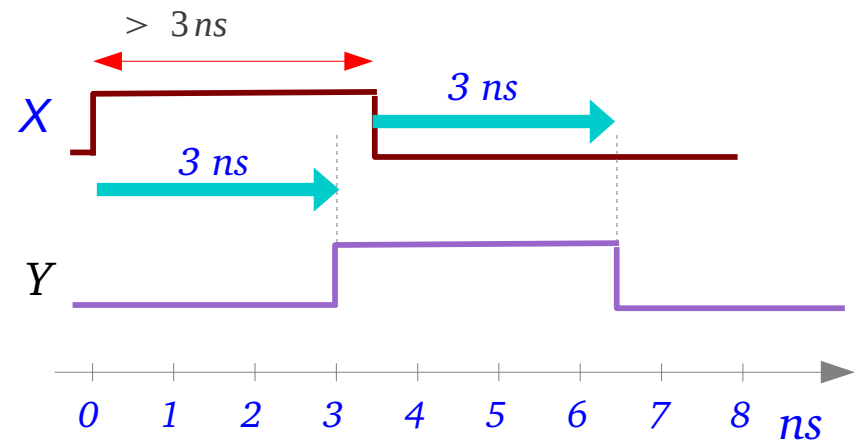
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# Inertial Delay & Transport Delay

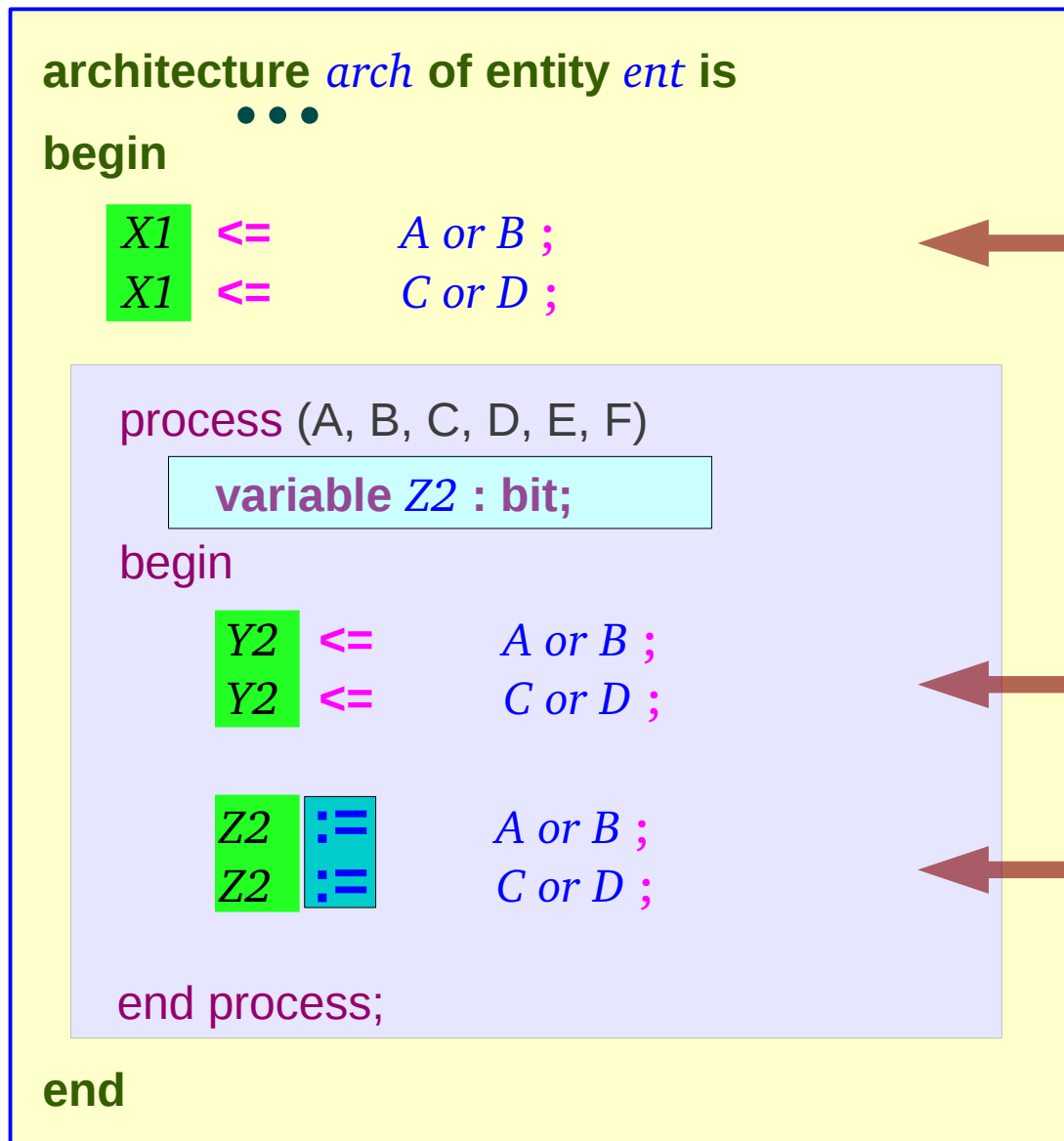
```
Y <= X after 3 ns;
```



```
Y <= transport X after 3 ns;
```



# Multiple Assignments to the Same Target



## Multiple Concurrent Assignments

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

(wire-and, wire-or)

## Multiple Sequential Assignments

- Overwrite
- Append
- Keep

## Multiple Variable Assignments

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

# Multiple Sequential Assignments

```
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 Assignments

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

(wire-and, wire-or)

## Multiple Sequential Assignments

- Overwrite
- Append
- Keep

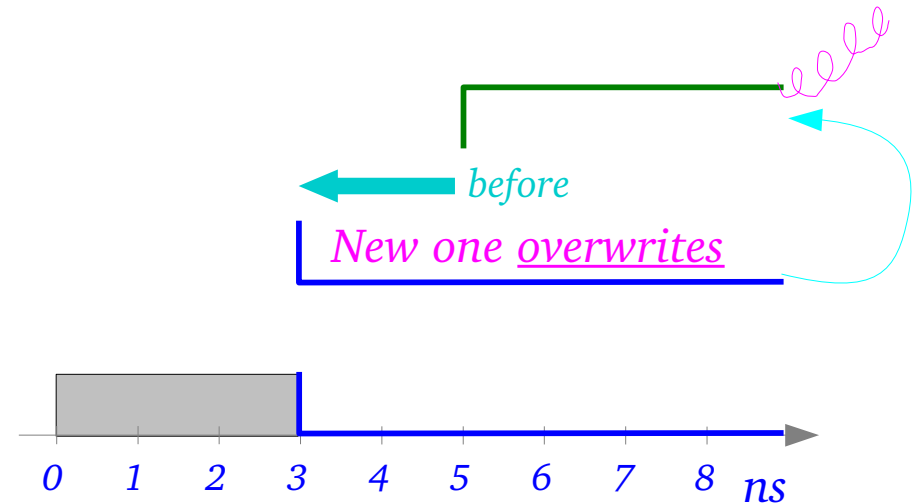
## Multiple Variable Assignments

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

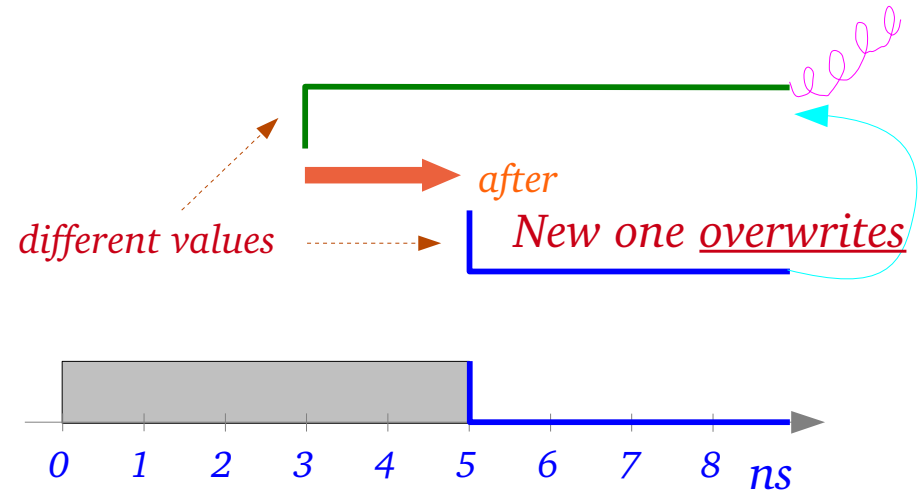
# Inertial Delay (1)

## Multiple Sequential Assignments

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



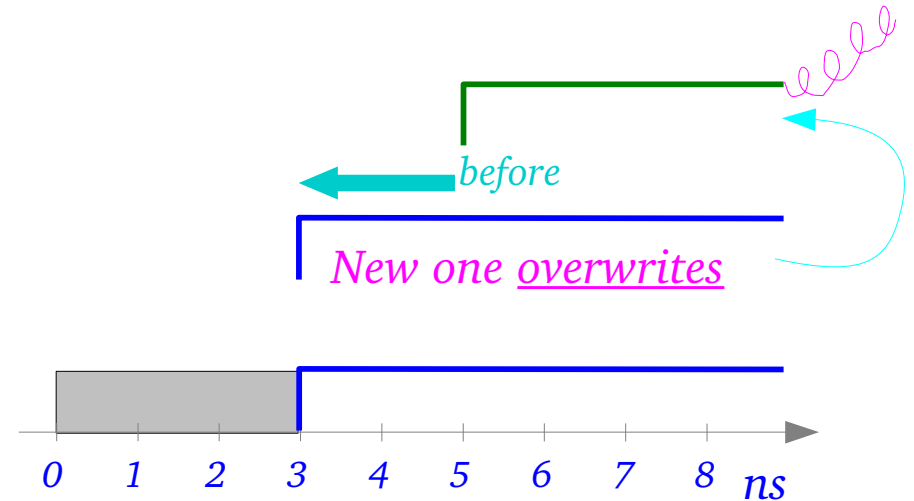
```
process (...)  
begin  
  
    X2 <= '1' after 3 ns;  
    X2 <= '0' after 5 ns;  
  
end process;
```



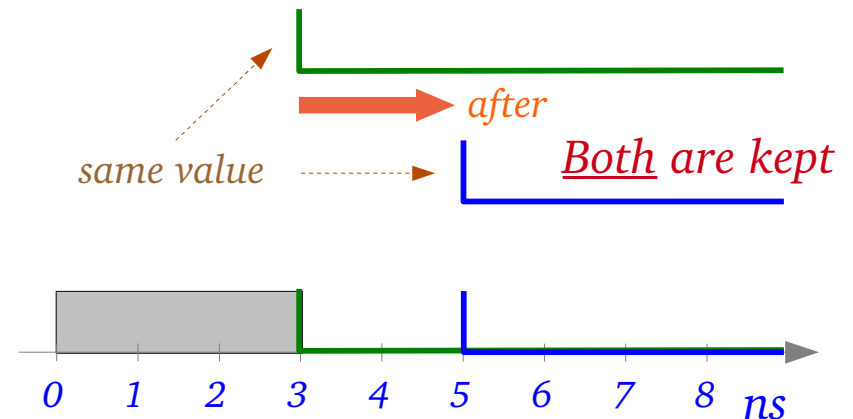
# Inertial Delay (2)

## Multiple Sequential Assignments

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



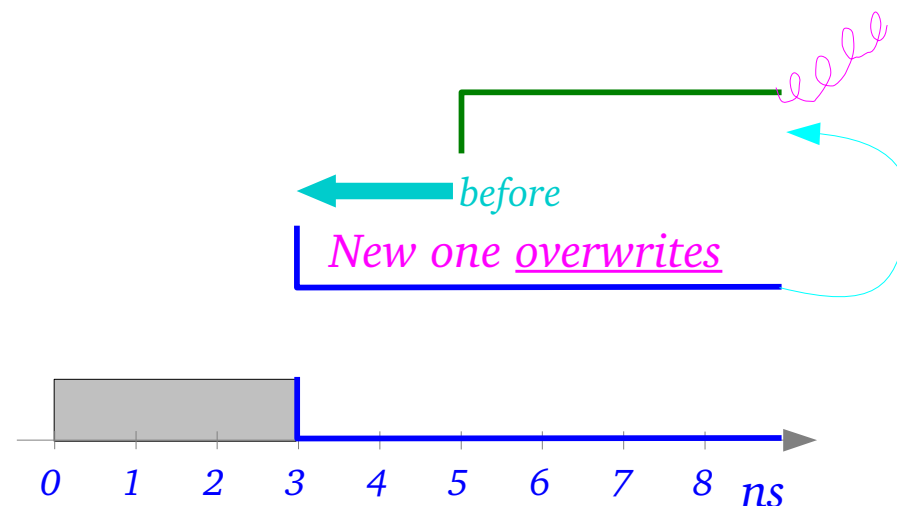
```
process (...)  
begin  
  
    X2 <= '0' after 3 ns;  
    X2 <= '0' after 5 ns;  
  
end process;
```



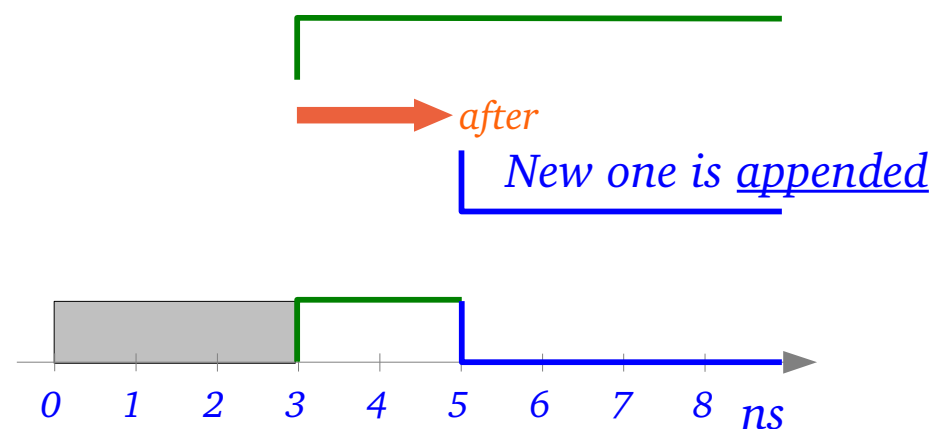
# Transport Delay (1)

## 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;
```

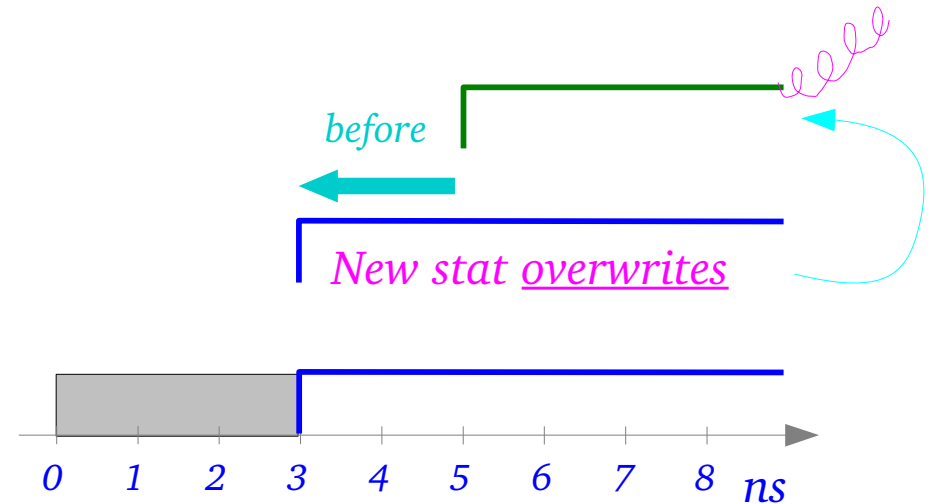




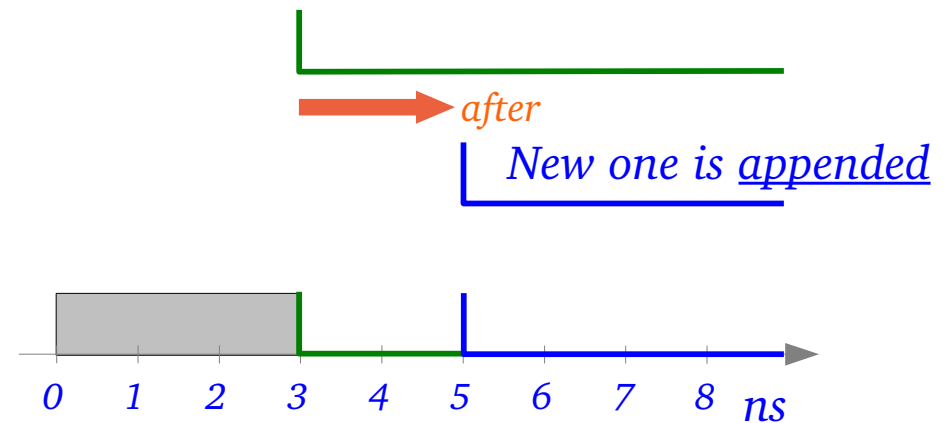
# Transport Delay (2)

## Multiple Sequential Assignments

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



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



# Inertial Delay

## Multiple Sequential Assignments - Inertial Delay

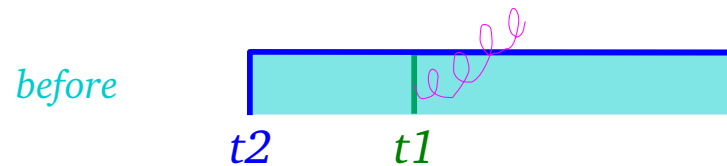
```
process (...)  
begin  
  
    X2 <= v1 after t1 ns;  
    X2 <= v2 after t2 ns;  
  
end process;
```

$t2 < t1$   $v2 = v1$  *New one overwrites*

$v2 \neq v1$  *New one overwrites*

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

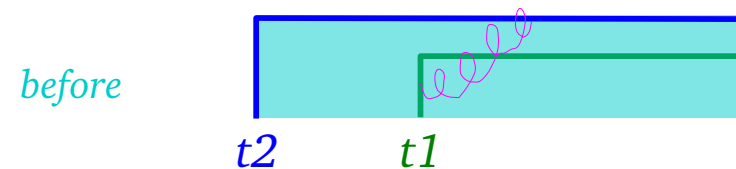
$v1 \neq v2$  *New one overwrites*



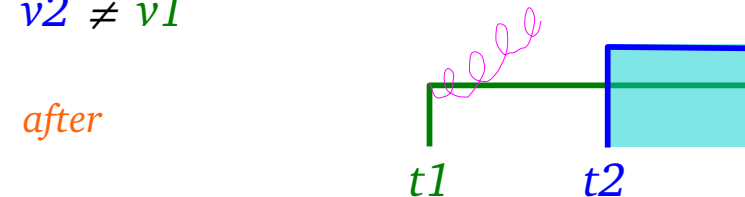
$t2 < t1$  *New one overwrites*  
 $v2 = v1$



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



$t2 < t1$  *New one overwrites*  
 $v2 \neq v1$



$t1 < t2$  *New one overwrites*  
 $v1 \neq v2$

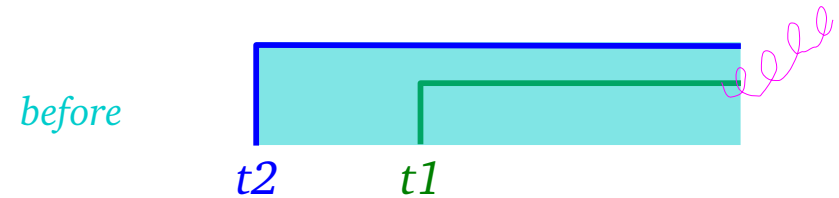
# Transport Delay

## Multiple Sequential Assignments - Transport Delay

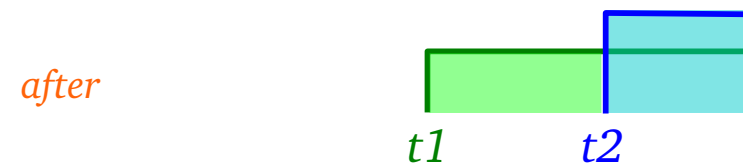
```
process (...)  
begin  
  
    X2 <= transport v1 after t1 ns;  
    X2 <= transport v2 after t2 ns;  
  
end process;
```

$t2 < t1$     *New stat overwrites*

$t1 < t2$     *New stat is appended*



$t2 < t1$     *New one overwrites*



$t1 < t2$     *New one is appended*

# Inertial & Transport Delay Model (1)

## Inertial Delay

The simulation time of a new event	
Before the time of an old one	
New one <u>overwrites</u>	
After the time of an old one	
For the <b>same</b> value	Both are kept
For <b>different</b> values	New one overwrites

$t2 < t1$	$v2 = v1$ New one overwrites
	$v2 \neq v1$ New one overwrites
$t1 < t2$	$v1 = v2$ Both are kept
	$v1 \neq v2$ New one overwrites

## Transport Delay

The simulation time of a new event	
Before the time of an old one	
New one <u>overwrites</u>	
After the time of an old one	
New stat is <u>appended</u>	

$t2 < t1$	New stat <u>overwrites</u>
$t1 < t2$	New stat is <u>appended</u>

# Inertial & Transport Delay Model (2)

## Inertial Delay

The simulation time of a new event

Before the time of an old one

New one overwrites

After the time of an old one

For the **same** value

Both are kept

For **different** values

New one overwrites

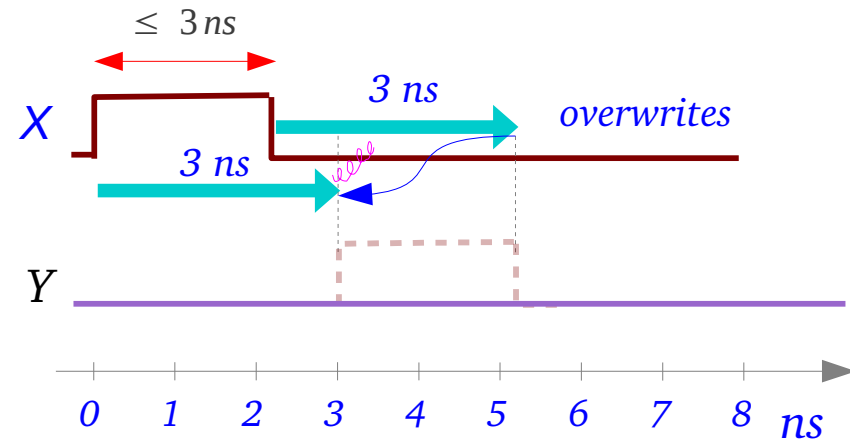
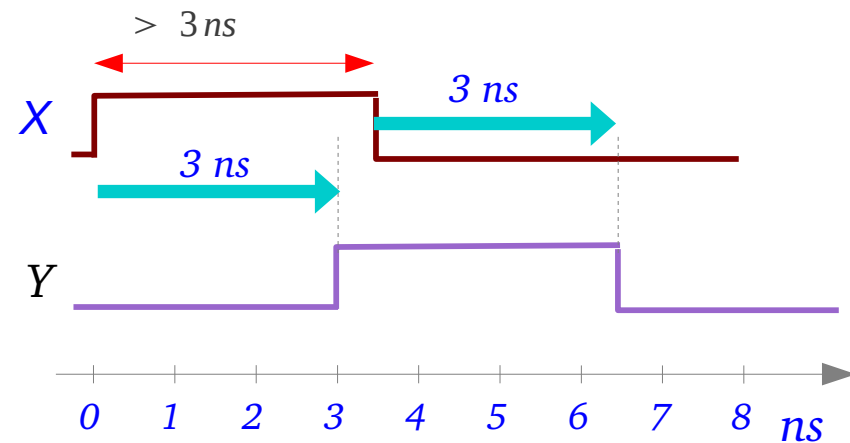
$t2 < t1$   $v2 = v1$  New one overwrites

$v2 \neq v1$  New one overwrites

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

$v1 \neq v2$  New one overwrites

$Y \leq X$  after 3 ns;



# Inertial & Transport Delay Model (3)

## Transport Delay

The simulation time of a new event

Before the time of an old one

New one overwrites

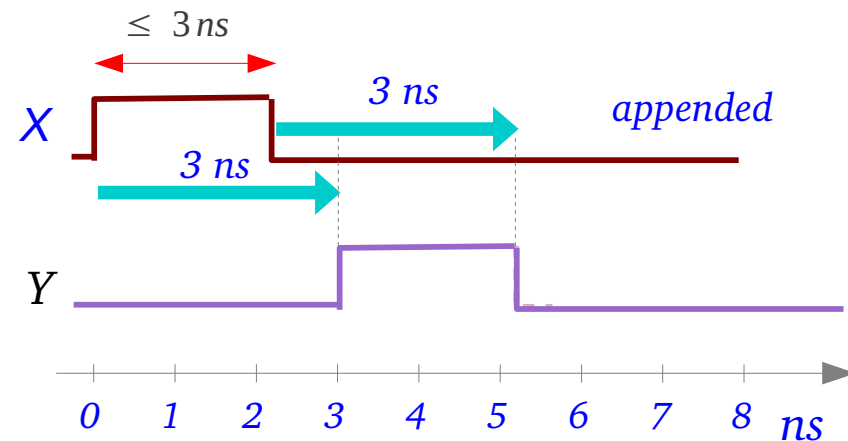
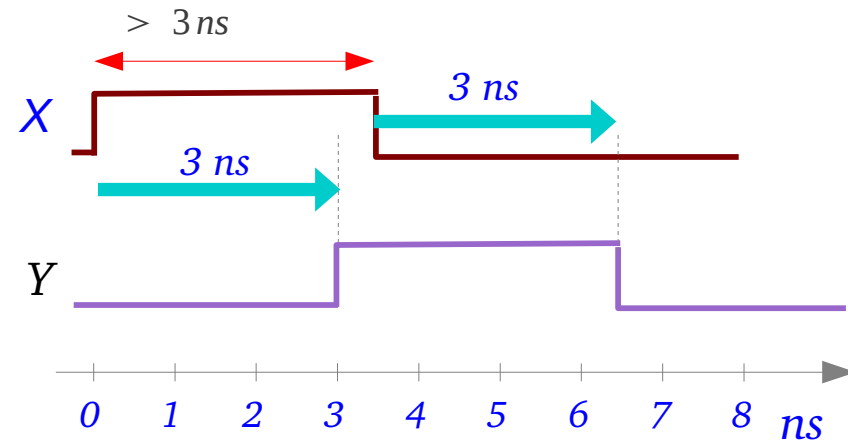
After the time of an old one

New stat is appended

$t_2 < t_1$  New stat overwrites

$t_1 < t_2$  New stat is appended

```
Y <= transport X after 3 ns;
```



# Multiple Concurrent Assignments

```
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 Assignments

Multiple Concurrent Assignment is legal only when a resolution function is defined.  
(wire-and, wire-or)

## Multiple Sequential Assignments

- Overwrite
- Append
- Keep

## Multiple Variable Assignments

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
```

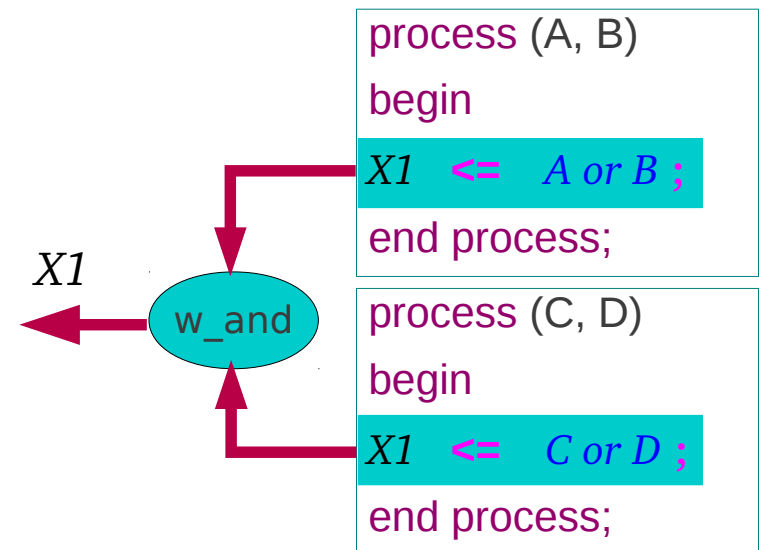
```
    ...
```

```
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) ;
```

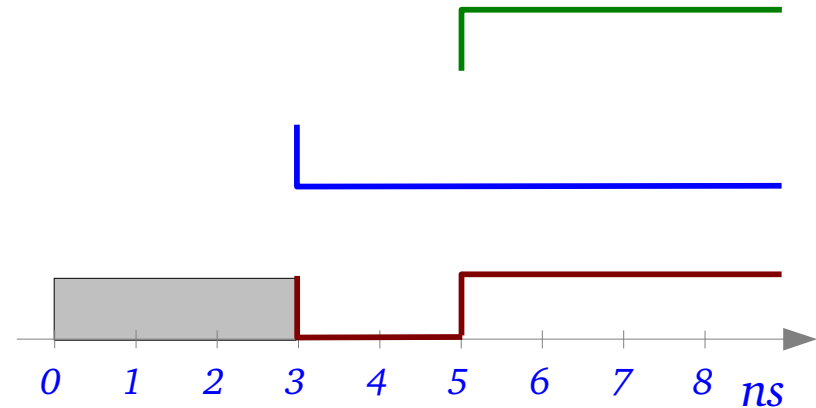



# Inertial Delay

## Multiple Concurrent Assignments

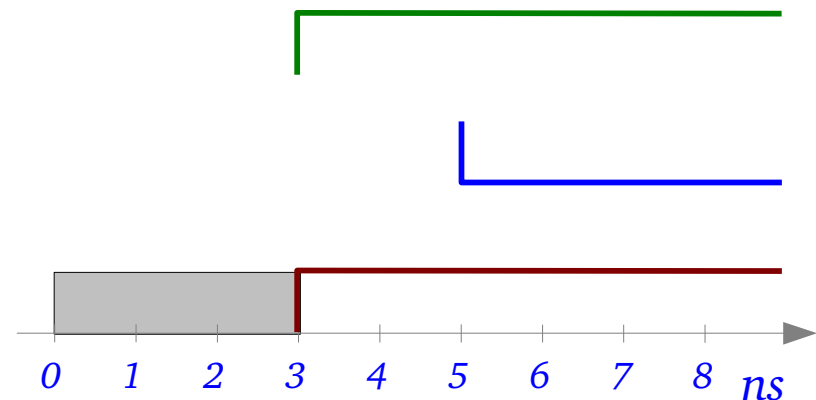
 X2 <= '1' after 5 ns; Wire-or resolution function  
X2 <= '0' after 3 ns; resolution function

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



 X2 <= '1' after 3 ns; Wire-or resolution function  
X2 <= '0' after 5 ns; resolution function

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

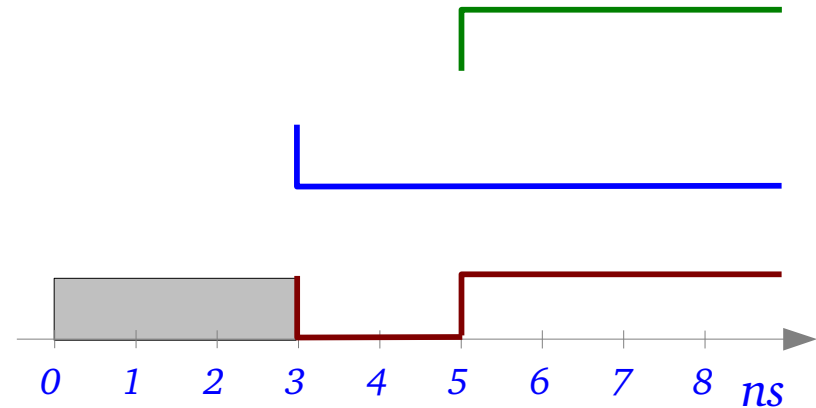


# Transport Delay

## Multiple Concurrent Assignments

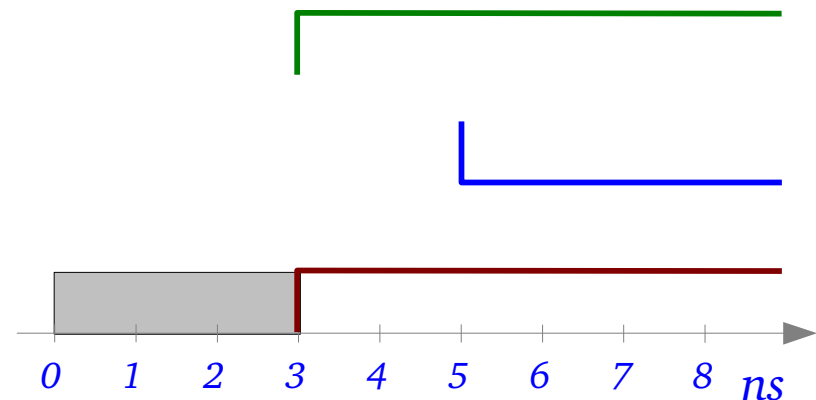
```
X2 <= transport '1' after 5 ns;  
X2 <= transport '0' after 3 ns;  
  
process (...)  
begin  
    ...  
end process;
```

*Wire-or resolution function*




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

*Wire-or resolution function*



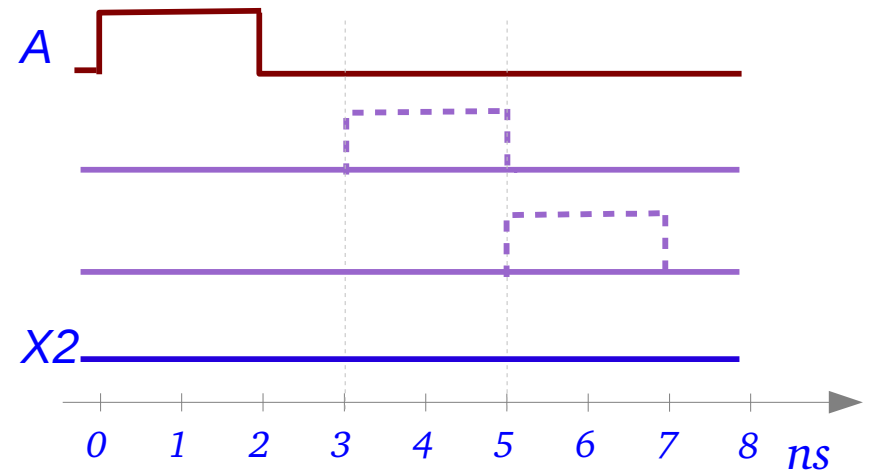
# Inertial Delay


## Multiple Concurrent Assignments

 `X2 <= A after 5 ns;` *Wire-or resolution function*

`X2 <= A after 3 ns;` *Wire-or resolution function*

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




 `X2 <= A after 3 ns;` *Wire-or resolution function*

`X2 <= A after 5 ns;` *Wire-or resolution function*

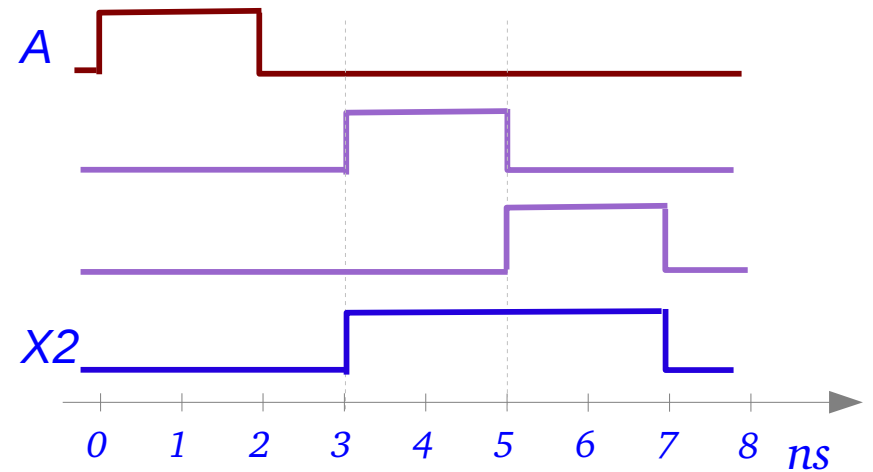
```
process (...)  
begin  
    ...  
end process;
```


# Transport Delay

## Multiple Concurrent Assignments

 `X2 <= A after 5 ns;` *Wire-or resolution function*  
`X2 <= B after 3 ns;` *resolution function*

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



 `X2 <= A after 3 ns;` *Wire-or resolution function*  
`X2 <= B after 5 ns;` *resolution function*

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

## References

- [1] <http://en.wikipedia.org/>
- [2] J. V. Spiegel, VHDL Tutorial,  
[http://www.seas.upenn.edu/~ese171/vhdl/vhdl\\_primer.html](http://www.seas.upenn.edu/~ese171/vhdl/vhdl_primer.html)
- [3] J. R. Armstrong, F. G. Gray, Structured Logic Design with VHDL
- [4] Z. Navabi, VHDL Analysis and Modeling of Digital Systems
- [5] D. Smith, HDL Chip Design
- [6] <http://www.csee.umbc.edu/portal/help/VHDL/stdpkg.html>
- [7] VHDL Tutorial - VHDL online [www.vhdl-online.de/tutorial/](http://www.vhdl-online.de/tutorial/)