# Delta Delay

- An infinitesimally small delay.
- Not a real delay. Simulation time does not advance.
- Allows for ordering of events.
- Why is it needed?
  - Real signals never change instantaneously.
  - Describe hardware without *ambiguities* of zerodelay models. Ex. cross coupled latch.

#### Delta delay example

entity RS\_latch is

port (R, S : in bit := '1'; Q : buffer bit := '1'; Qbar : buffer bit); end RS\_latch;

	<u>Time</u>	<u>Delta</u>	<u>S</u>	<u>R</u>	<u>Q</u>	<u>Qbar</u>
architecture delta of RS_latch is						
begin						
Qbar <= R nand Q;						
Q <= S nand Qbar;						
end delta;						
configuration RS_cfg of RS_latch is						
for delta						
end for;						
end RS_cfg;						

#### Entity - Port modes

in: right side of signal or variable assignment.

out: left side of signal assignment.

**inout**: both of above (for bidirectional signals)

**buffer**: similar to inout, but can only have 1 source. (Better - use internal signal for feedback; assign it to out mode port.)

### Simulation - Initialization phase

Each signal is given an initial value.
 Explicitly or implicitly defined.
 (I.e. default for bit = '0', std\_logic = 'U')

2. Each process is executed until it suspends.
Sensitivity list ignored first time.
Each concurrent statement is executed.

## Simulation cycle

- event-driven: signal changing value = event
- simulation time advances to next event.
   (I.e. scheduled signal change)
- Scheduled signal changes take place.
- All processes (and concurrent signals) sensitive to those signals execute until they reach a wait statement. Future events scheduled. Cycle repeats until no more events

#### **Signals Assignment vs. Variables Assignment** from p. 5-10 Mazor, A Guide to VHDL

- Signal values are scheduled.
- Signal values are updated only after wait is executed (can be implicit wait). I.e. updated in next simulation cycle.
- Signal assignments can have a delay.

- Variable values are not scheduled.
- Variable values are updated immediately.
- Variable assignment are specified without a delay.

## Signals vs. Variables

- VHDL fundamentally a collection of processes communicating through signals.
- Signals similar to wires in circuit.
- Variables temporary storage / intermediate value within process

### **VHDL** Functions

- Execute in zero time. (cannot have wait)
- Access only locally declared objects.
- Cannot directly update signals.
- Returns a single value.
- Parameters of **input** mode.
- Parameters passed as constant by default.

**Using Functions** process begin loop1: for j in 1 to 9 loop  $X \leq Xarray(j);$  $Y \leq Yarray(j);$  $Z \le add4 (X, Y, '0');$ wait for 50 ns; -- Will this process -- work as expected?? end loop loop1; end process;

## Solutions

- Put Z <= add4 (X, Y, '0') outside process.</li>
  (I.e. make it a concurrent statement)
  Example hex\_7seg use in updown counter.
- Put a wait for 0 ns after assignment to Y.
- Pass variables to add4 rather than signals. No delta delay.

# Signal Drivers

- Every signal assignment creates a signal driver.
- Each process creates only *one* driver or source for a signal, regardless of the number of times the signal is assigned within the process.
- A signal with more than one driver (source) must have a resolution function associated with it; Otherwise it is an error.