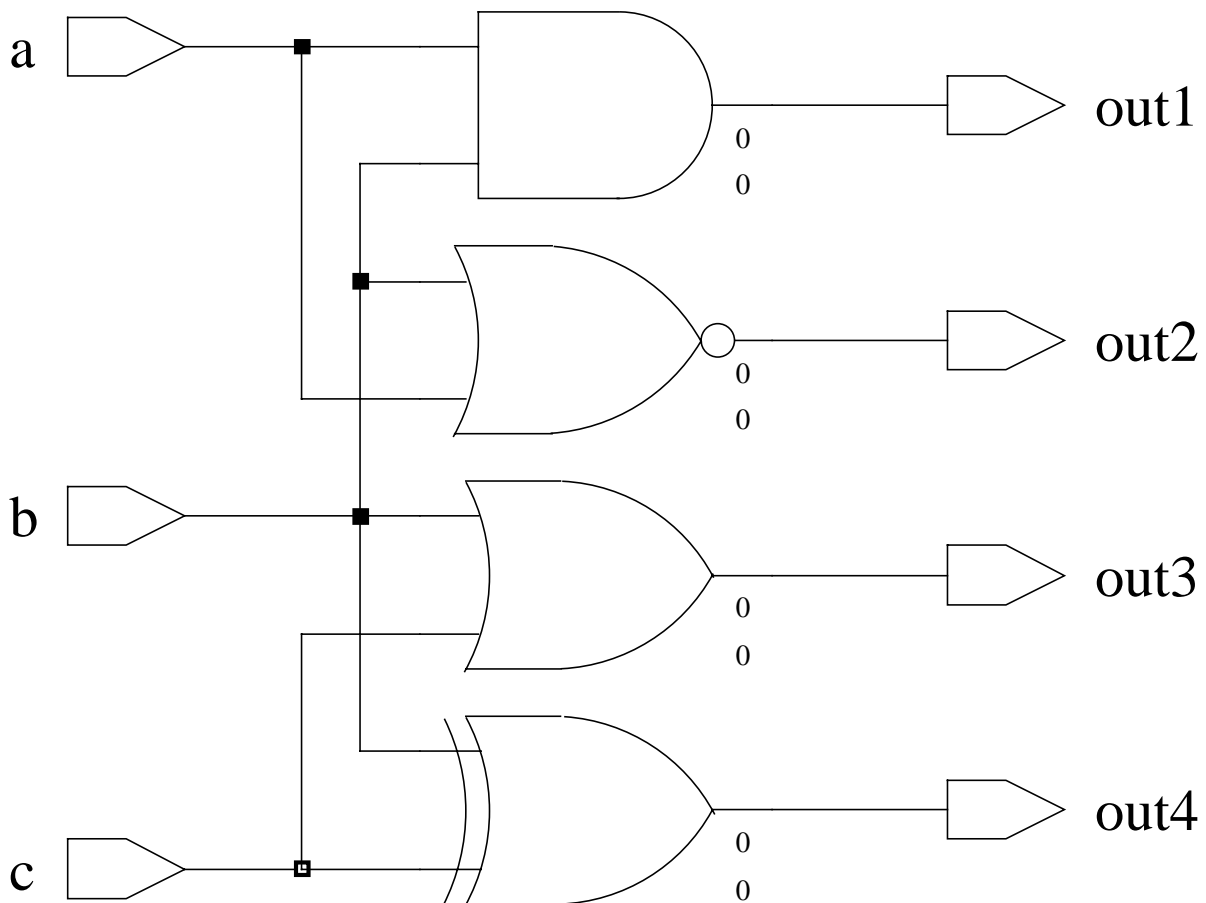


# Concurrency

To model reality, VHDL processes certain statements concurrently.

Example:



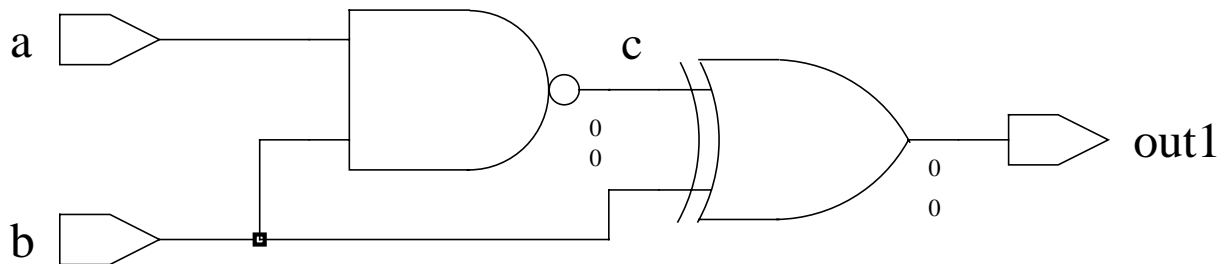
```
ARCHITETURE example of concurrent IS
BEGIN
  out1 <= a AND b;
  out2 <= a NOR b;
  out3 <= b OR c;
  out4 <= b XOR c;
END example;
```

# Statement Activation

**Signals connect concurrent statements.**

**Concurrent statements activate or “fire” when there is an event on a signal “entering” the statement.**

**Example:**



```
ARCHITECTURE example OF concurrent IS
  SIGNAL c : std_logic;
  BEGIN
    c      <= a NAND b; --nand gate
    out1 <= c XOR b;  --xor gate
  END example;
```

**The NAND statement is activated by a change on either the a or b inputs.**

**The XOR statement is activated by a change on either the b input or signal c.**

**Note that additional signals (those not defined in the PORT clause) are defined in the architecture’s declarative area.**

# Concurrency Again

**VHDL is inherently a concurrent language.**

**All VHDL processes execute concurrently.**

**Basic granularity of concurrency is the *process*.**

**Concurrent signal assignments as actually one-line processes.**

```
c      <= a NAND b;  --"one line process"  
out1 <= c XOR b;   --"one line process"
```

**VHDL statements execute sequentially *within a process*.**

```
ARCHITECTURE example OF concurrency IS  
  BEGIN  
    hmmm: PROCESS (a,b,c)  
      BEGIN  
        c      <= a NAND b;  --"do sequentially"  
        out1 <= c XOR b;   --"do sequentially"  
      END PROCESS hmmm;
```

**How much time did it take to do the stuff in the process statement?**

# Concurrency

**The body of the ARCHITECTURE area is composed of one or more concurrent statements. The concurrent statements we will use are:**

- **Process - the basic unit of concurrency**
- **Assertion - a reporting mechanism**
- **Signal Assignment - communication between processes**
- **Component Instantiations - creating instances**
- **Generate Statements - creating structures**

**Only concurrent statements may be in the body of the architecture area.**

```
ARCHITECTURE showoff OF concurrency_stmts IS
BEGIN
-----concurrent club members only-----
--BLOCK
--PROCESS
--ASSERT
--a <= NOT b;
--PROCEDURE
--U1:nand1 PORT MAP(x,y,z);  --instantiation
--GENERATE
-----concurrent club members only-----
END showoff;
```