

# VHDL Flip-Flop Template

Last updated 1/8/25

# VHDL Flip-Flop Template

- VHDL has no code-keyword or defined structure to create a flip-flop
  - Flip-Flop templates were developed by the synthesis tool developers
  - While most are essentially the same – it is not guaranteed

# VHDL Flip-Flop Template

- Registers (Flip-Flops) are recognized by a pre-defined template
- Provided by the synthesis/simulation tool developer

```
process (clock signal)
begin
  if(clock edge detection) then
    actions
  end if;
end process;
```

note:

- here the else is not required because the synthesizer recognizes the edge detection
- you can include an else for clarity

```
process (i_clk)
begin
  if(clk'event and i_clk = 1) then
    q <= d;
  end if;
end process;
```

```
process (i_clk)
begin
  if(rising_edge(i_clk)) then
    q <= d;
  end if;
end process;
```

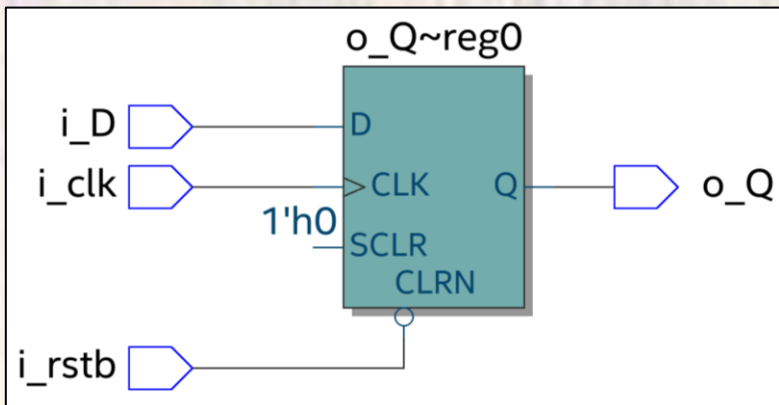
2008 release

# VHDL Flip-Flop Template

- Base D-FF with reset

```
--  
-- ff_d.vhdl  
--  
-- by: johnsontimoj  
--  
-- created: 12/31/24  
--  
-- version: 0.0  
--  
-----  
--  
-- standard d-ff with rstb  
-- inputs: clk, rstb, d  
--  
-- outputs: q  
--  
-----  
library ieee;  
use ieee.std_logic_1164.all;  
  
entity ff_d is  
  port(  
    i_clk:   in std_logic;  
    i_rstb:  in std_logic;  
    i_D:     in std_logic;  
  
    o_Q:     out std_logic  
  );  
end entity;
```

```
architecture behavioral of ff_d is  
begin  
  process (i_clk, i_rstb)  
  begin  
    if (i_rstb = '0') then  
      o_Q <= '0';  
    elsif (rising_edge(i_clk)) then  
      o_Q <= i_D;  
    end if;  
  end process;  
end architecture;
```



Note – the template may include additional inputs

# VHDL Flip-flop

All asynchronous inputs +  
clk should be in the  
process sensitivity list

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-- standard d-ff with rstb
-- inputs: clk, rstb, d
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-- outputs: q
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library ieee;
use ieee.std_logic_1164.all;

entity ff_d is
  port(
    i_clk: in std_logic;
    i_rstb: in std_logic;
    i_D : in std_logic;

    o_Q : out std_logic
  );
end entity;
```

```
architecture behavioral
begin
  process (i_clk, i_rstb)
  begin
    if (i_rstb = '0') then
      o_Q <= '0';
    elsif (rising_edge(i_clk)) then
      o_Q <= i_D;
    end if;
  end process;
end architecture;
```

Asynchronous  
elements go before  
the rising\_edge

Synchronous  
elements go inside  
the rising\_edge

Only 1 rising\_edge  
in a process

Most of our designs will  
use DFFs with an  
asynchronous reset BAR

# VHDL Flip-Flop Template

- **Warning – Warning – Warning**
  - The FF template is an exception to the **if/else** and **case** rules for creating latches
  - Outside the FF construct:
    - If you do not complete an **if-else** with an **else**, a latch will be created
    - If you do not cover all cases in a **case** statement, a latch will be created
    - All paths/cases must be covered
    - The compiler will always warn you it created a latch

**We do not want latches - EVER**

I can see a latch in an RTL diagram from a mile away