

# Hardware Modeling [VU] (191.011)

## – WS25 –

### VHDL Delay Mechanisms

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WS 2025/26

# Introduction

HWMOD  
WS25

Delay Mech.

Delay Types

Pure

Inertial

Comparison

VHDL

- Previously: `after` for delaying the assignments of signals

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  - Why is this needed? ⇒ Delays exist in real hardware

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- Previously: `after` for delaying the assignments of signals
  - Why is this needed? ⇒ Delays exist in real hardware
- Two types of delay
  - *Pure* delay: finite signal propagation speed
  - *Inertial* delay: (dis)charging of capacitance

# Pure Delay

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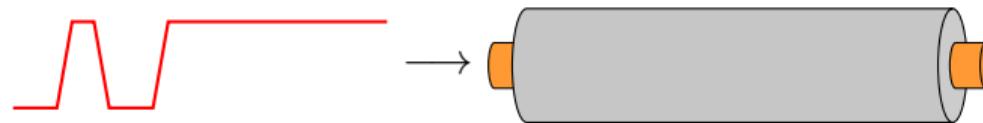
VHDL



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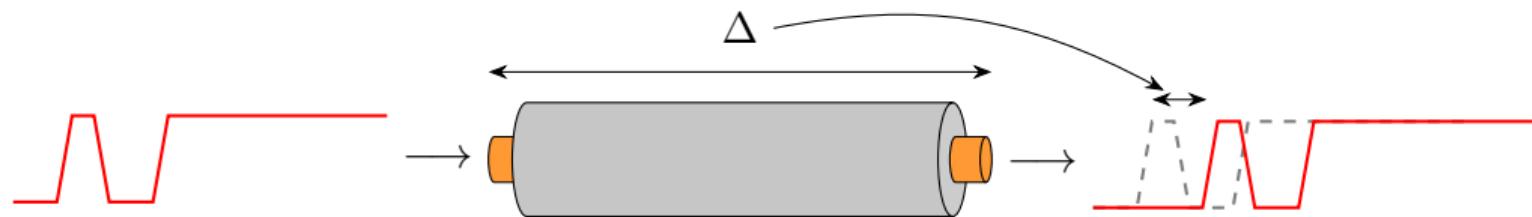
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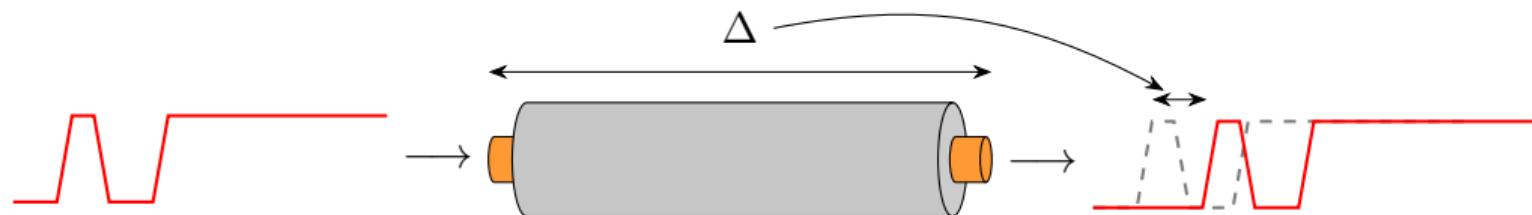
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# Inertial Delay

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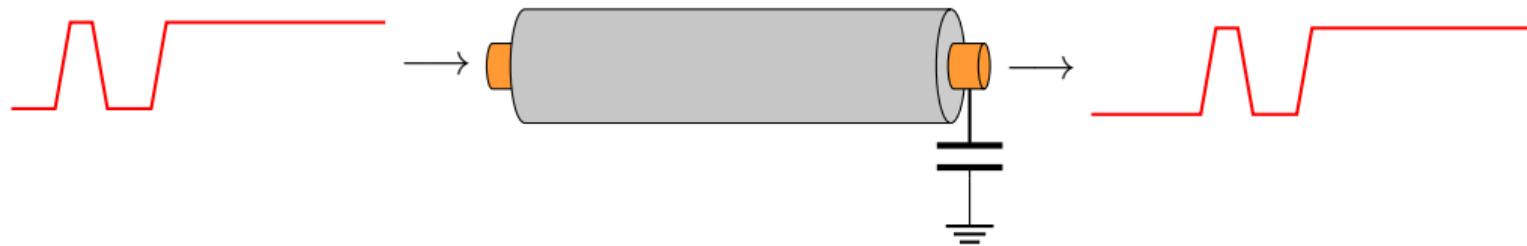
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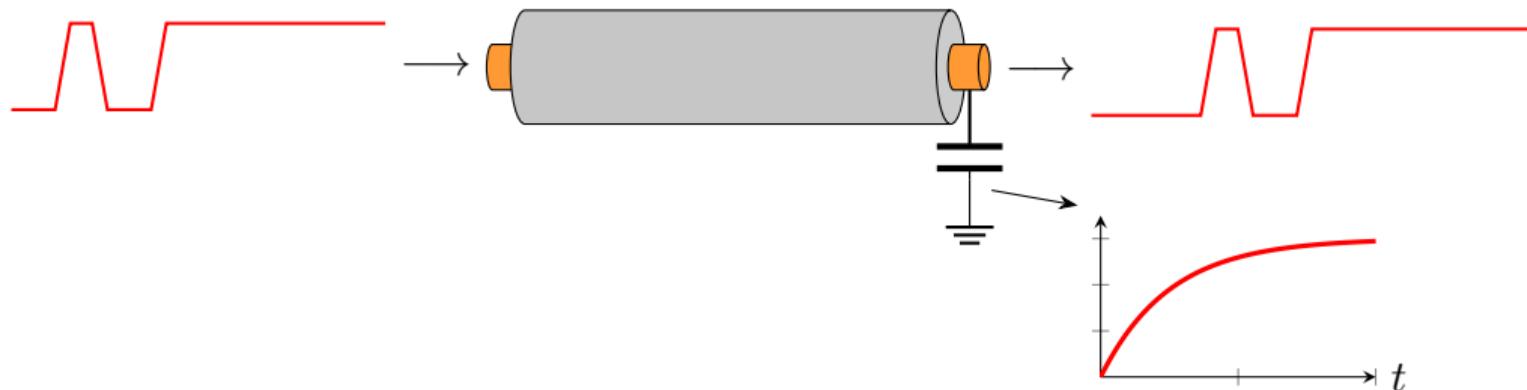
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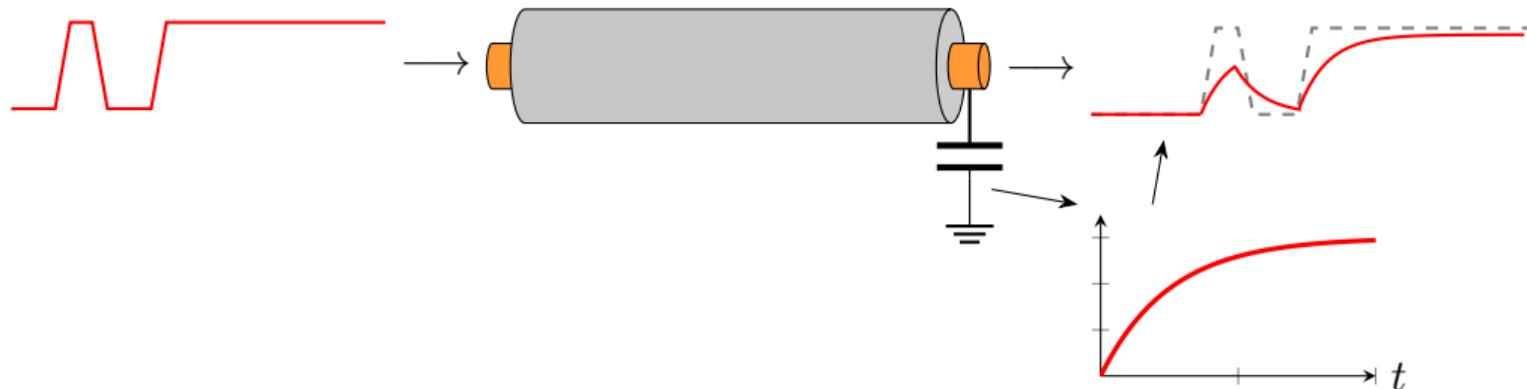
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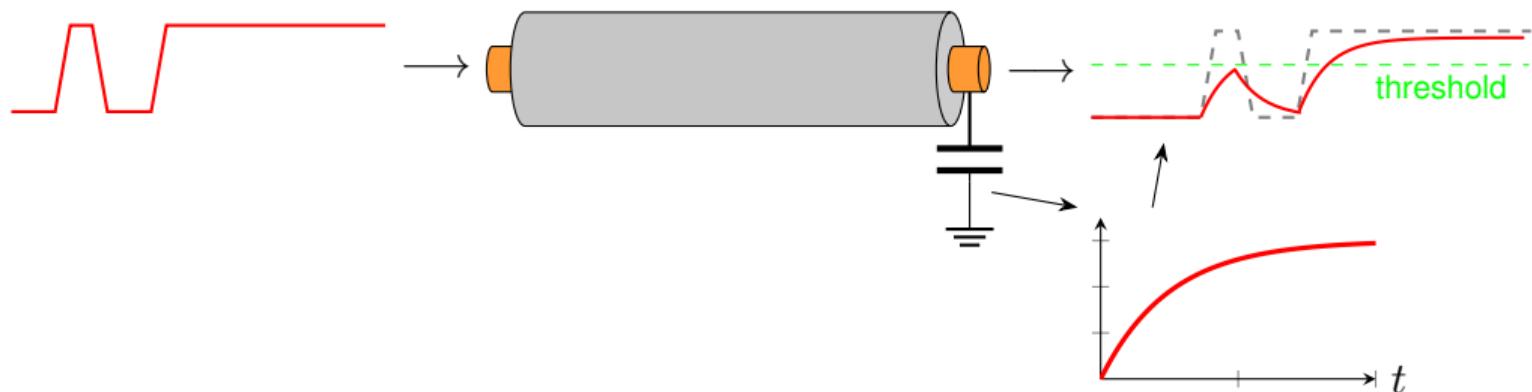
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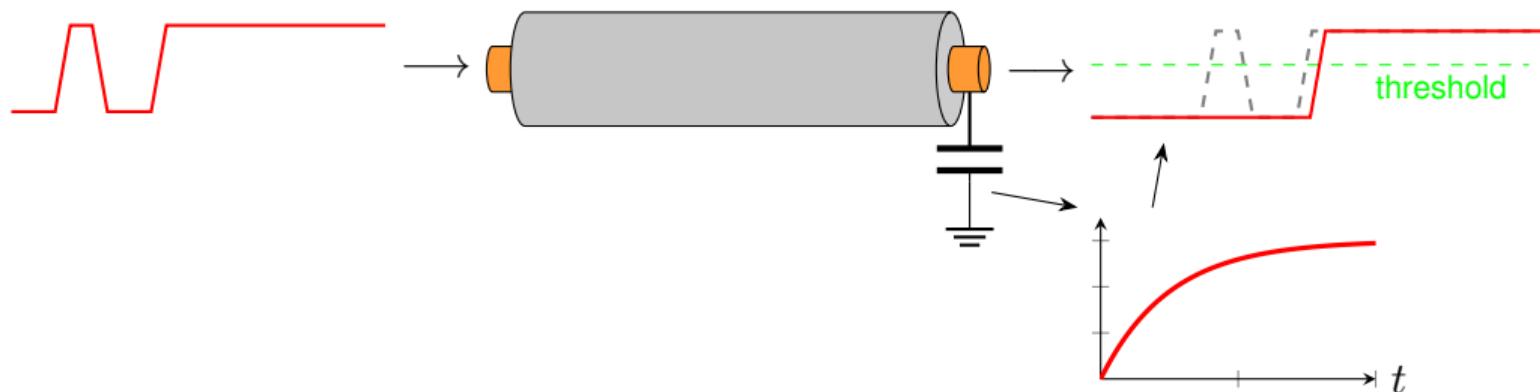
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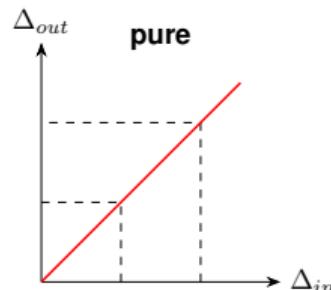
# Pure vs. Inertial Delay

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## ■ Pure delay

- Output wave is input wave “shifted backward” in time
- Arbitrary small pulses are propagated
- Use where capacitance negligible

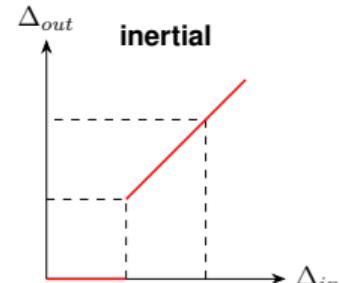
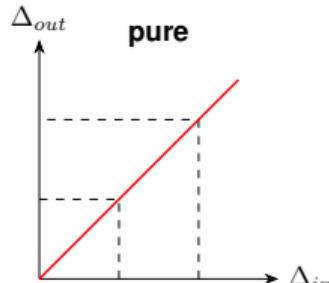


# Pure vs. Inertial Delay

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- Pure delay
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- Inertial delay
  - Output wave is input wave “shifted backward” in time plus pulse-width filter
  - Only pulses above a certain width propagate
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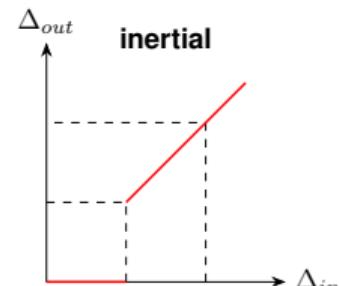
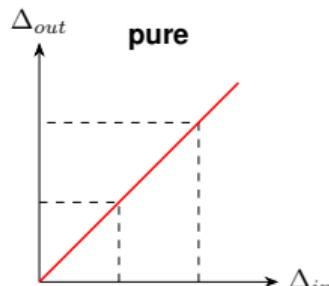


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  - Output wave is input wave “shifted backward” in time plus pulse-width filter
  - Only pulses above a certain width propagate
  - Use where capacitance relevant
- Further, more specialized, models exist



- VHDL contains support for delays

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  transport  
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  - Supports pure delay via *transport*

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- Both presented delay models are supported

  - Supports pure delay via `transport`

  - Supports inertial delay via `reject` and `inertial`

```
delay_mechanism ::=  
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- Keyword `transport` before the `waveform` in an assignment

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target <= transport waveform
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# Pure Delay in VHDL

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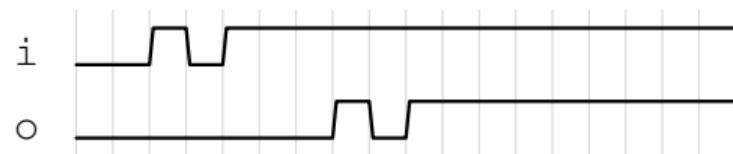
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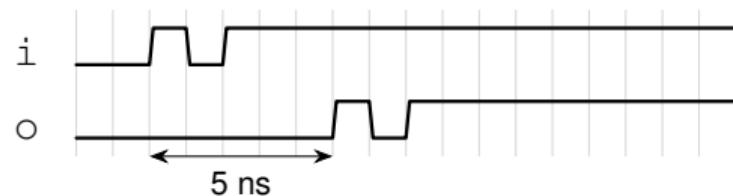
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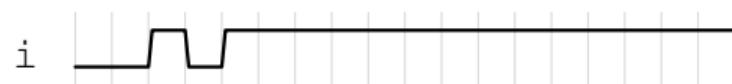
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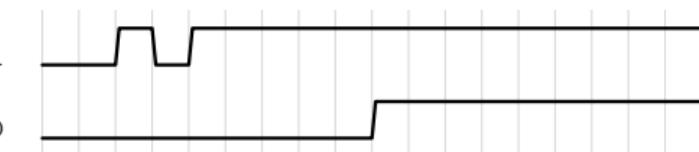
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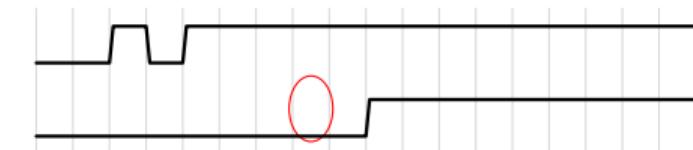
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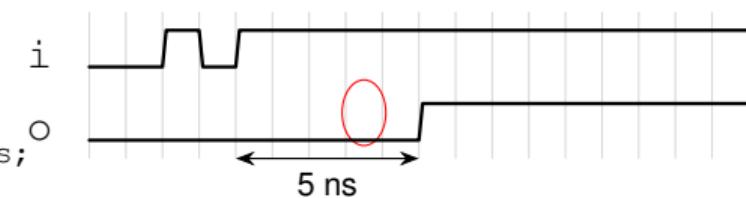
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- *Any pulse shorter than the limit is rejected*

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- Any pulse shorter than the limit is rejected
- Pure delay: can convert to equivalent `inertial` delay

- `<= transport i after 10 ns;`
  - `<= reject 0 ns inertial i after 10 ns;`

# Lecture Complete!