Basic Language Constructs of VHDL

Outline

1. Basic VHDL program
2. Lexical elements and program format
3. Objects
4. Data type and operators

1. Basic VHDL program

Design unit

- Building blocks in a VHDL program
- Each design unit is analyzed and stored independently
- Types of design unit:
  - entity declaration
  - architecture body
  - package declaration
  - package body
  - configuration

Entity declaration

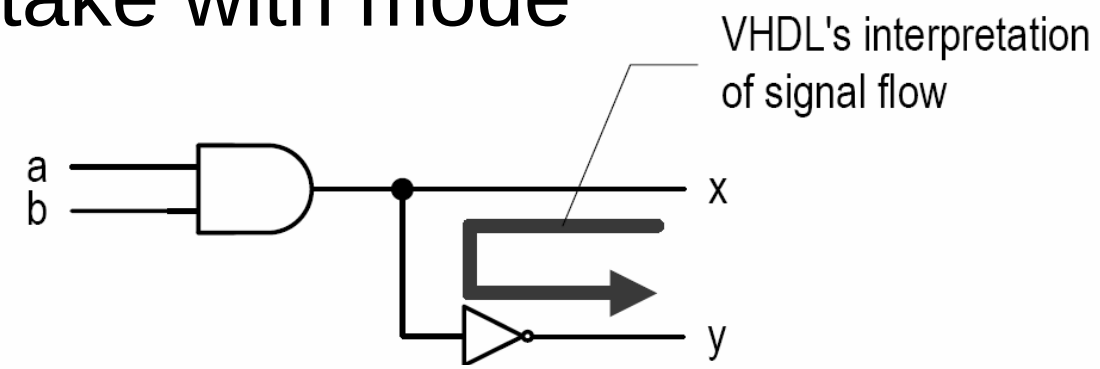
- Simplified syntax

```
entity entity_name is
    port(
        port_names: mode data_type;
        port_names: mode data_type;
        ...
        port_names: mode data_type
    );
end entity_name;
```

- mode:
  - in: flow into the circuit
  - out: flow out of the circuit
  - inout: bi-directional
- E.g.

```
entity even_detector is
   port(
      a: in std_logic_vector(2 downto 0);
      even: out std_logic);
end even_detector;
```

- A common mistake with mode




```
library ieee;
use ieee.std_logic_1164.all;
entity mode_demo is
   port(
      a, b: in std_logic;
      x, y: out std_logic);
end mode_demo;
architecture wrong_arch of mode_demo is
begin
      x <= a and b;
      y <= not x;
end wrong_arch;
```

- Fix: use an internal signal

```
architecture ok_arch of mode_demo is
    signal ab: std_logic;
begin
    ab <= a and b;
    x <= ab;
    y <= not ab;
end ok_arch ;
```

Architecture body

- Simplified syntax

```
architecture arch_name of entity_name is
    declarations;
begin
    concurrent statement;
    concurrent statement;
    concurrent statement;
    . . .
end arch_name;
```

- An entity declaration can be associated with multiple architecture bodies

E.g.

```
architecture sop_arch of even_detector is
   signal p1, p2, p3, p4 : std_logic;
begin
   even <= (p1 or p2) or (p3 or p4);
   p1 <= (not a(0)) and (not a(1)) and (not a(2));
   p2 <= (not a(0)) and a(1) and a(2);
   p3 <= a(0) and (not a(1)) and a(2);
   p4 <= a(0) and a(1) and (not a(2));
end sop_arch ;
```

Other design units

- Package declaration/body:
  - collection of commonly used items, such as data types, subprograms and components
- Configuration:
  - specify which architecture body is to be bound with the entity declaration

VHDL Library

- A place to store the analyzed design units
- Normally mapped to a directory in host computer
- Software define the mapping between the symbolic library and physical location
- Default library: “work”
- Library “ieee” is used for many ieee packages

- E.g.

```
library ieee;
use ieee.std_logic_1164.all;
```

- Line 1: invoke a library named ieee
- Line 2: makes std_logic_1164 package visible to the subsequent design units
- The package is normally needed for the std_logic/std_logic_vector data type

Processing of VHDL code

- Analysis
  - Performed on “design unit” basis
  - Check the syntax and translate the unit into an intermediate form
  - Store it in a library
- Elaboration
  - Bind architecture body with entity
  - Substitute the instantiated components with architecture description
  - Create a “flattened”' description
- Execution
  - Simulation or synthesis

2. Lexical elements and program format

Lexical elements

- Lexical element:
  - Basic syntactical units in a VHDL program
- Types of Lexical elements:
  - Comments
  - Identifiers
  - Reserved words
  - Numbers
  - Characters
  - Strings

Comments

- Starts with - -
- Just for clarity
- e.g.,

```
--*************************************************
-- example to show the caveat of the out mode
--*************************************************
architecture arch of mode_demo is
   signal ab: std_logic; -- ab is the internal signal
begin
   ab <= a and b;
   x <= ab;                    -- ab connected to the x output
   y <= not ab;
end eg_arch ;
```

Identifier

- Identifier is the name of an object
- Basic rules:
  - Can only contain alphabetic letters, decimal digits and underscore
  - The first character must be a letter
  - The last character cannot be an underscore
  - Two successive underscores are not allowed

- Valid examples:

  A10, next_state, NextState, mem_addr_enable

- Invalid examples:

  sig#3, _X10, 7segment, X10_, hi_ _there

- VHDL is case insensitive:
  - Following identifiers are the same: nextstate, NextState, NEXTSTATE, nEXTsTATE

Reserved words

abs access after alias all and architecture array assert attribute begin block body buffer bus case component configuration constant disconnect downto else elsif end entity exit file for function generate generic guarded if impure in inertial inout is label library linkage literal loop map mod nand new next nor not null of on open or others out package port postponed procedure process pure range record register reject rem report return rol ror select severity signal shared sla sll sra srl subtype then to transport type unaffected units until use variable wait when while with xnor xor

Numbers, characters and strings

- Number:
  - Integer: 0, 1234, 98E7
  - Real: 0.0, 1.23456 or 9.87E6
  - Base 2: 2#101101#
- Character:
  - ‘A’, ‘Z’, ‘1’
- Strings
  - “Hello”, “101101”
- Note
  - 0 and ‘0’ are different
  - 2#101101# and “101101” are different

Program format

- VHDL is “free-format”: blank space, tab, new-line can be freely inserted
- e.g., the following are the same

```
library ieee; use ieee.std_logic_1164.all;entity
even_detector is port(a: in std_logic_vector(2
downto 0);even: out std_logic);end even_detector;
architecture eg_arch of even_detector is signal p1,
p2, p3, p4: std_logic; begin even <= (p1 or p2) or
(p3 or p4); p1 <= (not a(0)) and (not a(1)) and
(not a(2)); p2 <= (not a(0)) and a(1) and a(2);
p3 <= a(0) and (not a(1)) and a(2); p4 <= a(0) and
a(1) and (not a(2)); end eg_arch;
```

```
library ieee;
use ieee.std_logic_1164.all;
entity even_detector is
    port(
        a: in std_logic_vector(2 downto 0);
        even: out std_logic);
end even_detector;

architecture eg_arch of even_detector is
    signal p1, p2, p3, p4 : std_logic;
begin
    even <= (p1 or p2) or (p3 or p4);
    p1 <= (not a(0)) and (not a(1)) and (not a(2));
    p2 <= (not a(0)) and a(1) and a(2);
    p3 <= a(0) and (not a(1)) and a(2);
    p4 <= a(0) and a(1) and (not a(2));
end eg_arch ;
```

- A good "header"

```
--*****************************************************
--
-- Author: p chu
--
-- File: even_det.vhd
--
-- Design units:
--     entity even_detector
--         function: check even # of 1s from input
--         input: a
--         output: even
--     architecture sop_arch:
--         truth-table based sum-of-products
--         implementation
--
-- Library/package:
--     ieee.std_logic_1164: to use std_logic
--
-- Synthesis and verification:
--     Synthesis software: . . .
--     Options/script: . . .
--     Target technology: . . .
--     Test bench: even_detector_tb
--
-- Revision history
--    Version 1.0:
--    Date: 9/2005
--    Comments: Original
--
--*****************************************************
```

3. Objects

Objects

- A named item that hold a value of specific data type
- Four kinds of objects
  - Signal
  - Variable
  - Constant
  - File (cannot be synthesized)
- Related construct
  - Alias

Signal

- Declared in the architecture body's declaration section
- Signal declaration:
  signal signal_name, signal_name, ... : data_type
- Signal assignment:
  signal_name <= projected_waveform;
- Ports in entity declaration are considered as signals
- Can be interpreted as wires or “wires with memory” (i.e., FFs, latches etc.)

Variable

- Declared and used inside a process
- Variable declaration:
  variable variable_name, ... : data_type
- Variable assignment:
  variable_name := value_expression;
- Contains no “timing info” (immediate assignment)
- Used as in traditional PL: a “symbolic memory location” where a value can be stored and modified
- No direct hardware counterpart

Constant

- Value cannot be changed
- Constant declaration:
  constant const_name, ... : data_type := value_expression
- Used to enhance readability
  - E.g.,

```
constant BUS_WIDTH: integer := 32;
constant BUS_BYTES: integer := BUS_WIDTH / 8;
```

- It is a good idea to avoid “hard literals”

```
architecture beh1_arch of even_detector is
   signal odd: std_logic;
begin
   . . .
   tmp := '0';
   for i in 2 downto 0 loop
      tmp := tmp xor a(i);
   end loop;
   . . .
```

```
architecture beh1_arch of even_detector is
   signal odd: std_logic;
   constant BUS_WIDTH: integer := 3;
begin
   . . .
   tmp := '0';
   for i in (BUS_WIDTH-1) downto 0 loop
   tmp := tmp xor a(i);
   end loop;
```

Alias

- Not a object
- Alternative name for an object
- Used to enhance readability
  - E.g.,

```
signal: word: std_logic_vector(15 downto 0);
alias op: std_logic_vector(6 downto 0) is word(15 downto 9);
alias reg1: std_logic_vector(2 downto 0) is word(8 downto 6);
alias reg2: std_logic_vector(2 downto 0) is word(5 downto 3);
alias reg3: std_logic_vector(2 downto 0) is word(2 downto 0);
```

4. Data type and operators

- Standard VHDL
- IEEE1164_std_logic package
- IEEE numeric_std package

Data type

- Definition of data type
  - A set of values that an object can assume.
  - A set of operations that can be performed on objects of this data type.
- VHDL is a strongly-typed language
  - an object can only be assigned with a value of its type
  - only the operations defined with the data type can be performed on the object

Data types in standard VHDL

- integer:
  - Minimal range: -(2^31-1) to 2^31-1
  - Two subtypes: natural, positive
- boolean: (false, true)
- bit: ('0', '1')
  - Not capable enough
- bit_vector: a one-dimensional array of bit

Operators in standard VHDL

operator	description	data type of operand a	data type of operand b	data type of result
`a ** b`	exponentiation	`integer`	`integer`	`integer`
`abs` `a`	absolute value	`integer`		`integer`
`not` `a`	negation	`boolean`, `bit`, `bit_vector`		`boolean`, `bit`, `bit_vector`
`a * b`	multiplication	`integer`	`integer`	`integer`
`a / b`	division			
`a` **`mod`** `b`	modulo			
`a` **`rem`** `b`	remainder			
`+ a`	identity	`integer`		`integer`
`- a`	negation			
`a + b`	addition	`integer`	`integer`	`integer`
`a - b`	subtraction			
`a & b`	concatenation	1-D array, element	1-D array, element	1-D array

a **sll** b	shift left logical	bit_vector	integer	bit_vector
a **srl** b	shift right logical			
a **sla** b	shift left arithmetic			
a **srl** b	shift right arithmetic			
a **rol** b	rotate left			
a **ror** b	rotate right			
a = b	equal to	any	same as a	boolean
a /= b	not equal to			
a < b	less than	scalar or 1-D array	same as a	boolean
a <= b	less than or equal to			
a > b	greater than			
a >= b	greater than or equal to			
a **and** b	and	boolean, bit, bit_vector	same as a	boolean, bit, bit_vector
a **or** b	or			
a **xor** b	xor			
a **nand** b	nand			
a **nor** b	nor			
a **xnor** b	xnor			

IEEE std_logic_1164 package

- What's wrong with bit?
- New data type: std_logic, std_logic_vector
- std_logic:
  - 9 values: ('U', 'X', '0', '1', 'Z', 'W', 'L', 'H', '-')
    - '0', '1': forcing logic 0' and forcing logic 1
    - 'Z': high-impedance, as in a tri-state buffer.
    - 'L' , 'H': weak logic 0 and weak logic 1, as in wired-logic
    - 'X', 'W': "unknown" and "weak unknown"
    - 'U': for uninitialized
    - '-': don't-care.

- std_logic_vector
  - an array of elements with std_logic data type
  - Imply a bus
  - E.g.,
    signal a: std_logic_vector(7 **downto** 0);
  - Another form (less desired)
    signal a: std_logic_vector(0 **to** 7);
- Need to invoke package to use the data type:

  library ieee;

  use ieee.std_logic_1164.**all**;

Overloaded operator IEEE std_logic_1164 package

- Which standard VHDL operators can be applied to std_logic and std_logic_vector?
- Overloading: same operator of different data types
- Overloaded operators in std_logic_1164 package

overloaded operator	data type of operand a	data type of operand b	data type of result
not a	std_logic_vector std_logic		same as a
a **and** b a **or** b a **xor** b a **nand** b a **nor** b a **xnor** b	std_logic_vector std_logic	same as a	same as a

- Type conversion function in std_logic_1164 package:

function	data type of operand a	data type of result
to_bit(a)	std_logic	bit
to_stdulogic(a)	bit	std_logic
to_bit_vector(a)	std_logic_vector	bit_vector
to_stdlogicvector(a)	bit_vector	std_logic_vector

- E.g.,

```
signal s1, s2, s3: std_logic_vector(7 downto 0);
signal b1, b2: bit_vector(7 downto 0);
```

The following statements are wrong because of data type mismatch:

```
s1 <= b1;          -- bit_vector assigned to std_logic_vector
b2 <= s1 and s2;   -- std_logic_vector assigned to bit_vector
s3 <= b1 or s2;    -- or is undefined between bit_vector
                   -- and std_logic_vector
```

We can use the conversion functions to correct these problems:

```
s1 <= to_stdlogicvector(b1);
b2 <= to_bitvector(s1 and s2);
s3 <= to_stdlogicvector(b1) or s2;
```

The last statement can also be written as:

```
s3 <= to_stdlogicvector(b1 or to_bitvector(s2));
```

Operators over an array data type

- Relational operators for array
  - operands must have the same element type but their lengths may differ
  - Two arrays are compared element by element, form the left most element
  - All following returns true
    - "011"="011", "011">"010", "011">"00010", "0110">"011"

- Concatenation operator (&)
- e.g.,

```
y <= "00" & a(7 downto 2);
y <= a(7) & a(7) & a(7 downto 2);
y <= a(1 downto 0) & a(7 downto 2);
```

Array aggregate

- Aggregate is a VHDL construct to assign a value to an array-typed object
- E.g.,

```
a <= "10100000";
a <= (7=>'1', 6=>'0', 0=>'0', 1=>'0', 5=>'1',
      4=>'0', 3=>'0', 2=>'1');
a <= (7|5=>'1', 6|4|3|2|1|0=>'0');
a <= (7|5=>'1', others=>'0');
```

- E.g.,

```
a <= "00000000"
a <= (others=>'0');
```

IEEE numeric_std package

- How to infer arithmetic operators?
- In standard VHDL:

  signal a, b, sum: integer;

  . . .

  sum <= a + b;
- What's wrong with integer data type?

- IEEE numeric_std package: define integer as a an array of elements of std_logic
- Two new data types: unsigned, signed
- The array interpreted as an unsigned or signed binary number
- E.g.,

  signal x, y: signed(15 **downto** 0);
- Need invoke package to use the data type

  library ieee;

  use ieee.std_logic_1164.**all**;

  use ieee.numeric_std.**all**;

Overloaded operators in IEEE numeric_std package

overloaded operator	description	data type of operand a	data type of operand b	data type of result
abs a - a	absolute value negation	signed		signed
a * b a / b a **mod** b a **rem** b a + b a - b	arithmetic operation	unsigned unsigned, natural signed signed, integer	unsigned, natural unsigned signed, integer signed	unsigned unsigned signed signed
a = b a /= b a < b a <= b a > b a >= b	relational operation	unsigned unsigned, natural signed signed, integer	unsigned, natural unsigned signed, integer signed	boolean boolean boolean boolean

- E.g.,

```
signal a, b, c, d: unsigned(7 downto 0);
. . .
a <= b + c;
d <= b + 1;
e <= (5 + a + b) - c;
```

New functions in IEEE numeric_std package

function	description	data type of operand a	data type of operand b	data type of result
shift_left(a,b) shift_right(a,b) rotate_left(a,b) rotate_right(a,b)	shift left shift right rotate left rotate right	unsigned, signed	natural	same as a
resize(a,b) std_match(a,b)	resize array compare '-'	unsigned, signed unsigned, signed std_logic_vector, std_logic	natural same as a	same as a boolean
to_integer(a) to_unsigned(a,b) to_signed(a,b)	data type conversion	unsigned, signed natural integer	 natural natural	integer unsigned signed

Type conversion

- Std_logic_vector, unsigned, signed are defined as an array of element of std_logic
- They considered as three different data types in VHDL
- Type conversion between data types:
  - type conversion function
  - Type casting (for “closely related” data types)

Type conversion between number-related data types

data type of a	to data type	conversion function / type casting
unsigned, signed	std_logic_vector	std_logic_vector(a)
unsigned, std_logic_vector	unsigned	unsigned(a)
unsigned, signed	std_logic_vector	std_logic_vector(a)
unsigned, signed	integer	to_integer(a)
natural	unsigned	to_unsigned(a, size)
integer	signed	to_signed(a, size)

- E.g.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
. . .
signal s1, s2, s3, s4, s5, s6: std_logic_vector(3 downto 0);
signal u1, u2, u3, u4, u6, u7: unsigned(3 downto 0);
signal sg: signed(3 downto 0);
```

- E.g.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
. . .
signal s1, s2, s3, s4, s5, s6: std_logic_vector(3 downto 0);
signal u1, u2, u3, u4, u6, u7: unsigned(3 downto 0);
signal sg: signed(3 downto 0);
```

– Ok

```
u3 <= u2 + u1;  --- ok, both operands unsigned
u4 <= u2 + 1;   --- ok, operands unsigned and natural
```

– Wrong

```
u5 <= sg;  -- type mismatch
u6 <= 5;   -- type mismatch
```

– Fix

```
u5 <= unsigned(sg);     -- type casting
u6 <= to_unsigned(5,4); -- conversion function
```

– Wrong

```
u7 <= sg + u1;   -- + undefined over the types
```

– Fix

```
u7 <= unsigned(sg) + u1; -- ok, but be careful
```

– Wrong

```
s3 <= u3;  -- type mismatch
s4 <= 5;   -- type mismatch
```

– Fix

```
s3 <= std_logic_vector(u3); -- type casting
s4 <= std_logic_vector(to_unsigned(5,4));
```

– Wrong

```
s5 <= s2 + s1; + undefined over std_logic_vector
s6 <= s2 + 1; + undefined
```

– Fix

```
s5 <= std_logic_vector(unsigned(s2) + unsigned(s1));
s6 <= std_logic_vector(unsigned(s2) + 1);
```

Non-IEEE package

- Packagea by Synopsys
- std_logic_arith:
  - Similar to numeric_std
  - New data types: unsigned, signed
  - Details are different
- std_logic_unsigned/ std_logic_signed
  - Treat std_logic_vector as unsigned and signed numbers
  - i.e., overload std_logic_vector with arith operations

- Software vendors frequently store them in ieee library:
- E.g.,

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_arith_unsigned.all;
. . .
signal s1, s2, s3, s4, s5, s6: std_logic_vector(3 downto 0);
. . .
s5 <= s2 + s1; -- ok, + overloaded with std_logic_vector
s6 <= s2 + 1;  -- ok, + overloaded with std_logic_vector
```

- Only one of the std_logic_unsigned and std_logic_signed packages can be used
- The std_logic_unsigned/std_logic_signed packages beat the motivation behind a strongly-typed language
- Numeric_std is preferred