

# 1164 PACKAGES QUICK REFERENCE CARD

## REVISION 1.0

()	Grouping	[ ]	Optional
{ }	Repeated		Alternative
<b>bold</b>	As is	CAPS	User Identifier
b	::=	BIT	
u/l	::=	STD_ULOGIC/STD_LOGIC	
bv	::=	BIT_VECTOR	
uv	::=	STD_ULOGIC_VECTOR	
lv	::=	STD_LOGIC_VECTOR	
un	::=	UNSIGNED	
sg	::=	SIGNED	
na	::=	NATURAL	
in	::=	INTEGER	
sm	::=	SMALL_INT	
o	::=	(subtype INTEGER range 0 to 1)	
		commutative	

## 1. IEEE's STD\_LOGIC\_1164

### 1.1. LOGIC VALUES

'U'	Uninitialized
'X','W'	Strong/Weak unknown
'0','L'	Strong/Weak 0
'1','H'	Strong/Weak 1
'Z'	High Impedance
'.'	Don't care

### 1.2. PREDEFINED TYPES

<b>STD_ULOGIC</b>	Base type
Subtypes:	
<b>STD_LOGIC</b>	Resolved STD_ULOGIC
X01	Resolved X, 0 & 1
X01Z	Resolved X, 0, 1 & Z
UX01	Resolved U, X, 0 & 1
UX01Z	Resolved U, X, 0, 1 & Z
<b>STD_ULOGIC_VECTOR</b> (na to   downto na)	Array of STD_ULOGIC
<b>STD_LOGIC_VECTOR</b> (na to   downto na)	Array of STD_ULOGIC

## 1.3. OVERLOADED OPERATORS

Description	Left	Operator	Right
bitwise-and	u/l,uv,lv	<b>and</b>	u/l,uv,lv
bitwise-or	u/l,uv,lv	<b>or</b>	u/l,uv,lv
bitwise-xor	u/l,uv,lv	<b>xor</b>	u/l,uv,lv
bitwise-not		<b>not</b>	u/l,uv,lv

## 1.4. CONVERSION FUNCTIONS

From	To	Function
u/l	b	<b>TO_BIT</b> (from, [xmap])
uv,lv	bv	<b>TO_BITVECTOR</b> (from, [xmap])
b	u/l	<b>TO_STDLOGIC</b> (from)
bv,ul	lv	<b>TO_STDLOGICVECTOR</b> (from)
bv,lv	uv	<b>TO_STDLOGICVECTOR</b> (from)

## 1.5. PREDICATES

<b>RISING_EDGE</b> (S(GID))	Rise edge on signal ?
<b>FALLING_EDGE</b> (S(GID))	Fall edge on signal ?
<b>IS_X</b> (OBJID)	Object contains 'X' ?

## 2. IEEE's NUMERIC\_STD

### 2.1. PREDEFINED TYPES

<b>UNSIGNED</b> (na to   downto na)	Arrays of STD_LOGIC
<b>SIGNED</b> (na to   downto na)	

### 2.2. OVERLOADED OPERATORS

Left	Op	Right	Return
<b>abs</b>		sg	sg
-		sg	sg
un	+,*/,rem,mod	un	un
sg	+,*/,rem,mod	sg	sg
un	+,*/,rem,mod <sub>e</sub>	na	un
sg	+,*/,rem,mod <sub>e</sub>	in	sg
un	<,>,<=,>=,/=	un	bool
sg	<,>,<=,>=,/=	sg	bool
un	<,>,<=,>=,/= <sub>e</sub>	na	bool
sg	<,>,<=,>=,/= <sub>e</sub>	in	bool

### 2.3. PREDEFINED FUNCTIONS

<b>SHIFT_LEFT</b> (un, na)	un
<b>SHIFT_RIGHT</b> (un, na)	un
<b>SHIFT_LEFT</b> (sg, na)	sg
<b>SHIFT_RIGHT</b> (sg, na)	sg
<b>ROTATE_LEFT</b> (un, na)	un
<b>ROTATE_RIGHT</b> (un, na)	un
<b>ROTATE_LEFT</b> (sg, na)	sg
<b>ROTATE_RIGHT</b> (sg, na)	sg
<b>RESIZE</b> (sg, na)	sg
<b>RESIZE</b> (un, na)	un

## 2.4. CONVERSION FUNCTIONS

From	To	Function
un,lv	sg	<b>SIGNED</b> (from)
sg,lv	un	<b>UNSIGNED</b> (from)
un,sg	lv	<b>STD_LOGIC_VECTOR</b> (from)
un,sg	in	<b>TO_INTEGER</b> (from)
na	un	<b>TO_UNSIGNED</b> (from)
in	sg	<b>TO_SIGNED</b> (from)

## 3. IEEE's NUMERIC\_BIT

### 3.1. PREDEFINED TYPES

<b>UNSIGNED</b> (na to   downto na)	Array of BIT
<b>SIGNED</b> (na to   downto na)	Array of BIT

### 3.2. OVERLOADED OPERATORS

Left	Op	Right	Return
<b>abs</b>		sg	sg
-		sg	sg
un	+,*/,rem,mod	un	un
sg	+,*/,rem,mod	sg	sg
un	+,*/,rem,mod <sub>e</sub>	na	un
sg	+,*/,rem,mod <sub>e</sub>	in	sg
un	<,>,<=,>=,/=	un	bool
sg	<,>,<=,>=,/=	sg	bool
un	<,>,<=,>=,/= <sub>e</sub>	na	bool
sg	<,>,<=,>=,/= <sub>e</sub>	in	bool

### 3.3. PREDEFINED FUNCTIONS

<b>SHIFT_LEFT</b> (un, na)	un
<b>SHIFT_RIGHT</b> (un, na)	un
<b>SHIFT_LEFT</b> (sg, na)	sg
<b>SHIFT_RIGHT</b> (sg, na)	sg
<b>ROTATE_LEFT</b> (un, na)	un
<b>ROTATE_RIGHT</b> (un, na)	un
<b>ROTATE_LEFT</b> (sg, na)	sg
<b>ROTATE_RIGHT</b> (sg, na)	sg
<b>RESIZE</b> (sg, na)	sg
<b>RESIZE</b> (un, na)	un

### 3.4. CONVERSION FUNCTIONS

From	To	Function
un,bv	sg	<b>SIGNED</b> (from)
sg,bv	un	<b>UNSIGNED</b> (from)
un,sg	bv	<b>BIT_VECTOR</b> (from)
un,sg	in	<b>TO_INTEGER</b> (from)
na	un	<b>TO_UNSIGNED</b> (from)
in	sg	<b>TO_SIGNED</b> (from)