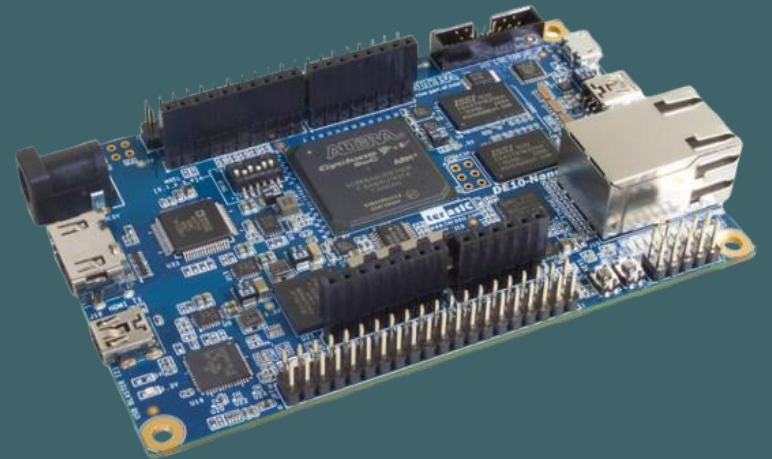


Intro to VHDL & Hardware Design

by Leeza Stetsenko the VP
10/6/2025

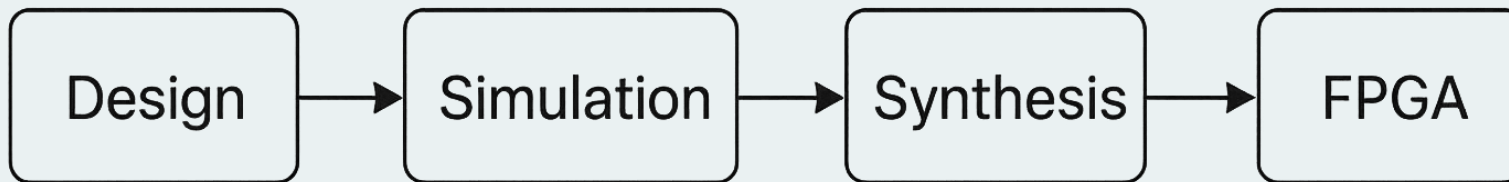


Agenda

- Introduction to VHDL
- VHDL Design Structure
- Concurrent vs. Sequential

Motivation

- Very High Speed Integrated Circuit Hardware Description Language (VHDL)
- Allows for simulation, synthesis, and hardware implementation
- Key abstraction: RTL – Register-Transfer Level
- Used to describe registers, datapaths, FSMs, and control logic



VHDL vs Verilog

- Both used to describe digital hardware

VHDL	Verilog
Strongly typed, more explicit -> fewer synthesis mistakes	Loosely typed, faster for prototyping
Allows for multiple architectures per entity	Need to make new module for different functionality
Case insensitive	Case Sensitive
Non-blocking signal assignment: <= Variable / blocking assignment: :=	Nonblocking assignment: <= Blocking assignment: =

VHDL Design Structure

- Every VHDL file has architecture + entity
 - Entity -> defines I/O ports
 - Architecture -> defines internal behavior
- Multiple architectures can be written for the same entity

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3
4  entity mux_2x1 is
5      port(
6          in0    : in  std_logic;
7          in1    : in  std_logic;
8          sel    : in  std_logic;
9          output : out std_logic);
10 end mux_2x1;
11
12 architecture case_statement of mux_2x1 is
13 begin
14     process(in0, in1, sel)
15     begin
16         case sel is
17             when '0' =>
18                 output <= in0;
19             when others =>
20                 output <= in1;
21         end case;
22     end process;
23 end case_statement;
```

Data Types and Operators

- Common libraries
 - `ieee.std_logic_1164.all`
 - `ieee.numeric_std.all`
- Important data types
 - `std_logic`, `std_logic_vector`, `signed`, `unsigned`, `bit`, `Boolean`, `integer`
- Special Logic values
 - `'0'`, `'1'`, `'Z'`, `'X'`, `'-'`
- Arithmetic requires casting with `unsigned()` or `signed()`
 - Eg. `sum <= std_logic_vector(unsigned(a) + unsigned(b))`

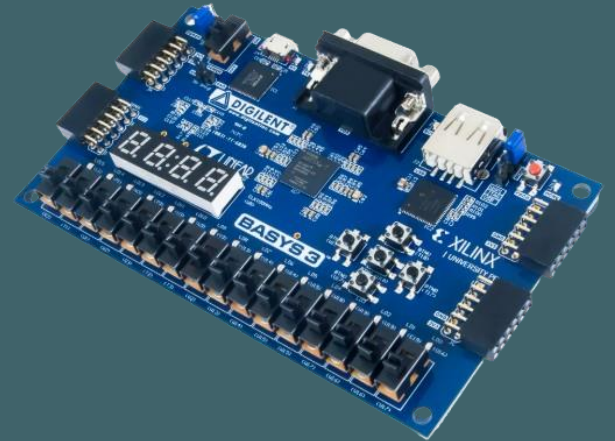
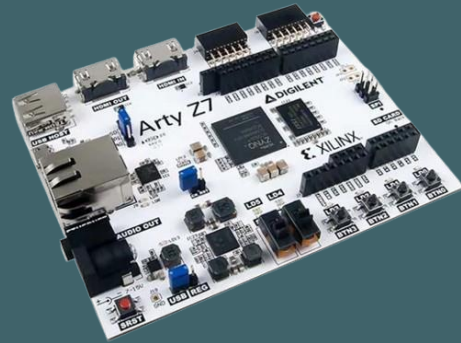
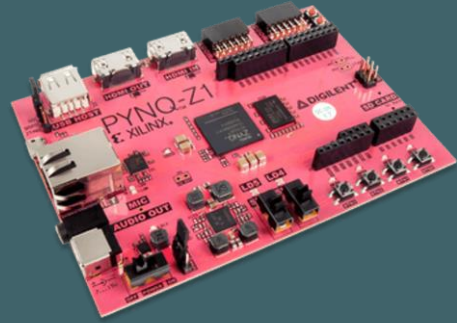
Concurrent vs Sequential Statements

- Concurrent
 - Outside of a process
 - Executes simultaneously
 - Eg. with select, when else, direct assignments
- Sequential
 - Inside of a process
 - Executes in sequential order
 - Eg. If, case, loop
- Process triggers on changes in sensitivity list

```
1  --Mux Architecture with Sequential statements
2  architecture if_statement of mux_2x1 is
3  begin
4      process(in0, in1, sel)
5      begin
6          if (sel = '0') then
7              output <= in0;
8          else
9              output <= in1;
10         end if;
11     end process;
12 end if_statement;
13
14 --Mux architecture with concurrent statements
15 architecture when_else of mux_2x1 is
16 begin
17     output <= in0 when sel = '0' else in1;
18 end when_else;
```

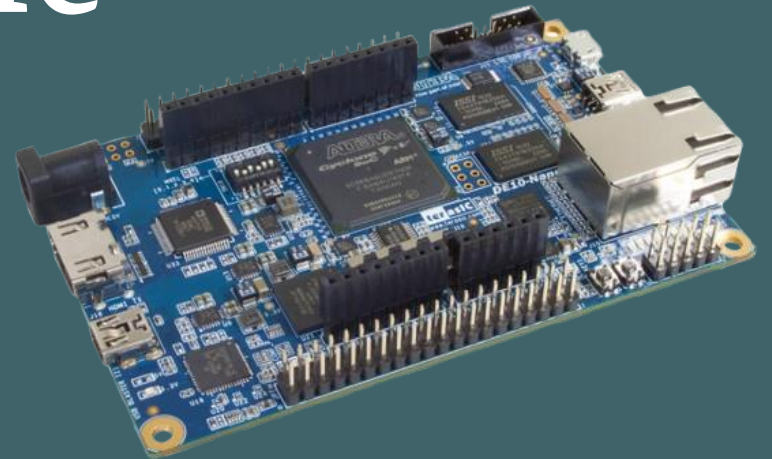
Combinational Logic Examples

- All inputs must be in sensitivity list
- Outputs must be assigned on all paths -> avoids latches
- Implement logic in multiple ways
 - If statement
 - Case statement
 - When else
 - With select

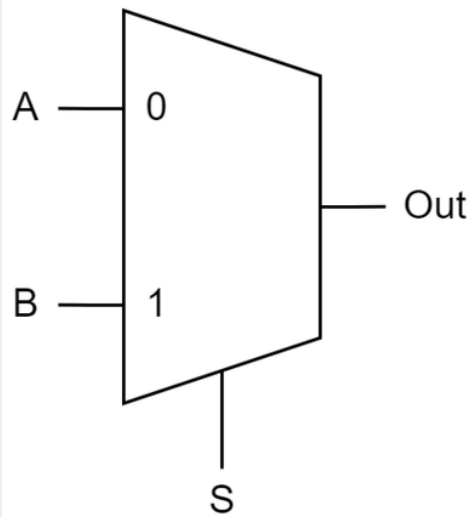


Combinational Logic Live Demo

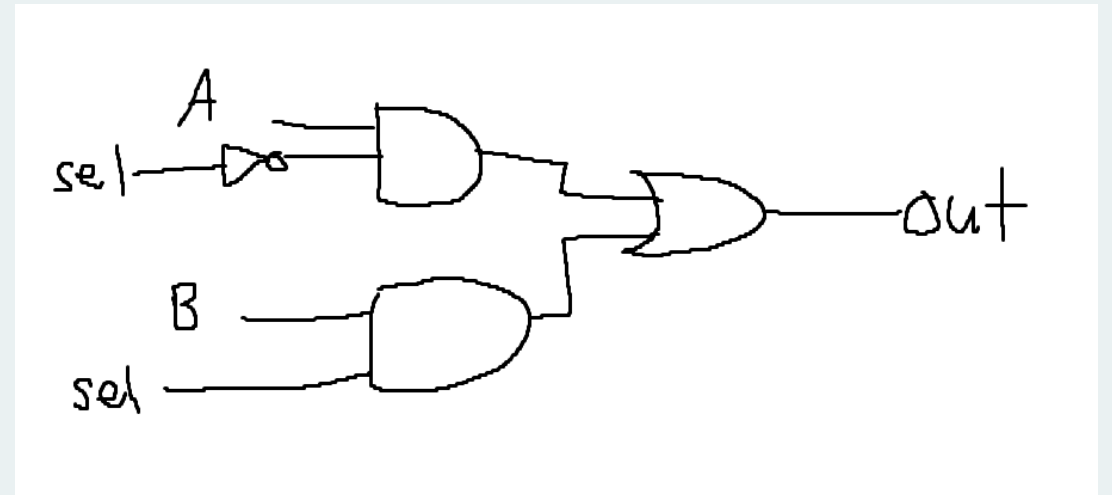
by Antonio Marrero-Acosta
10/23/2025



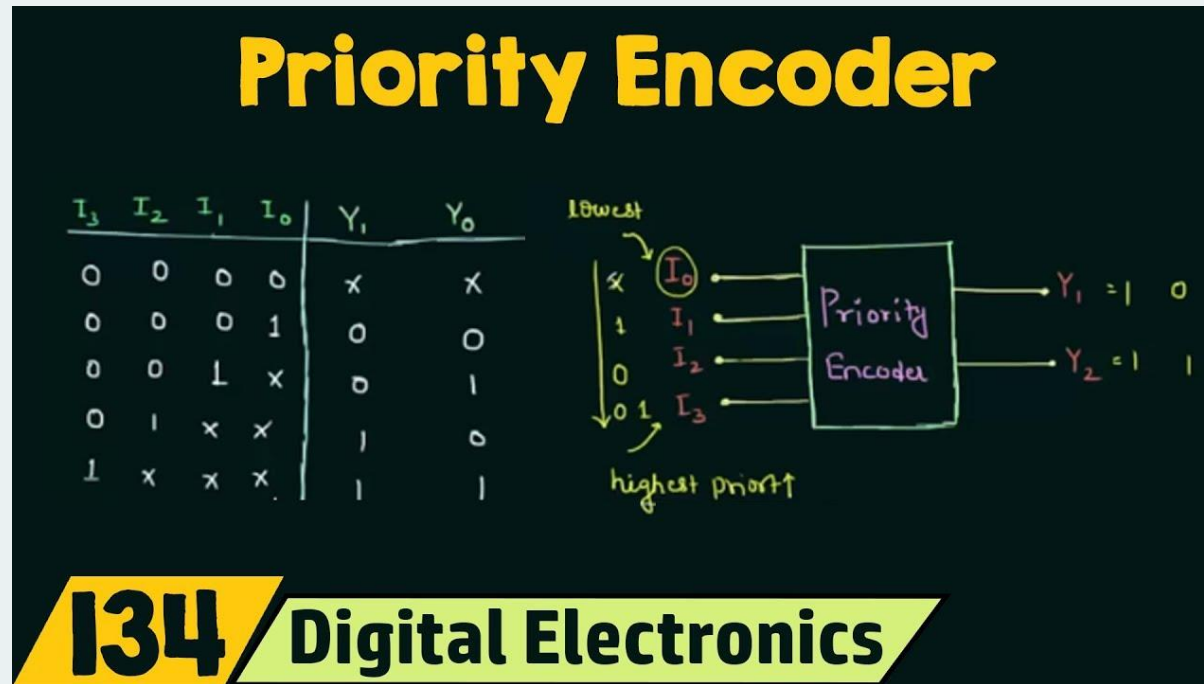
Multiplexer



S	A	B	Out
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1



Priority Encoder

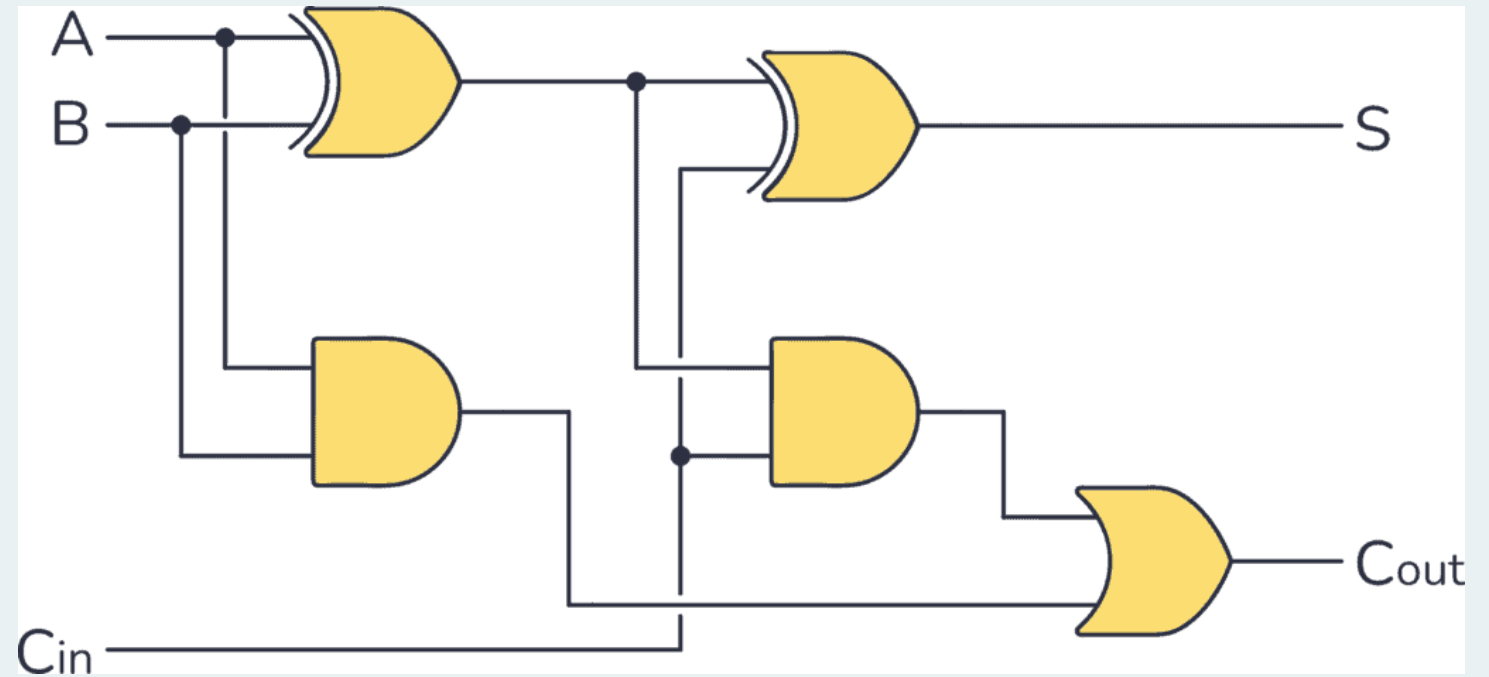


<https://youtube.com/playlist?list=PLBlnK6fEyqRjMH3mWf6kwqiTbT798eAOm&si=Ats4DwNcolX47nsB>

Adder

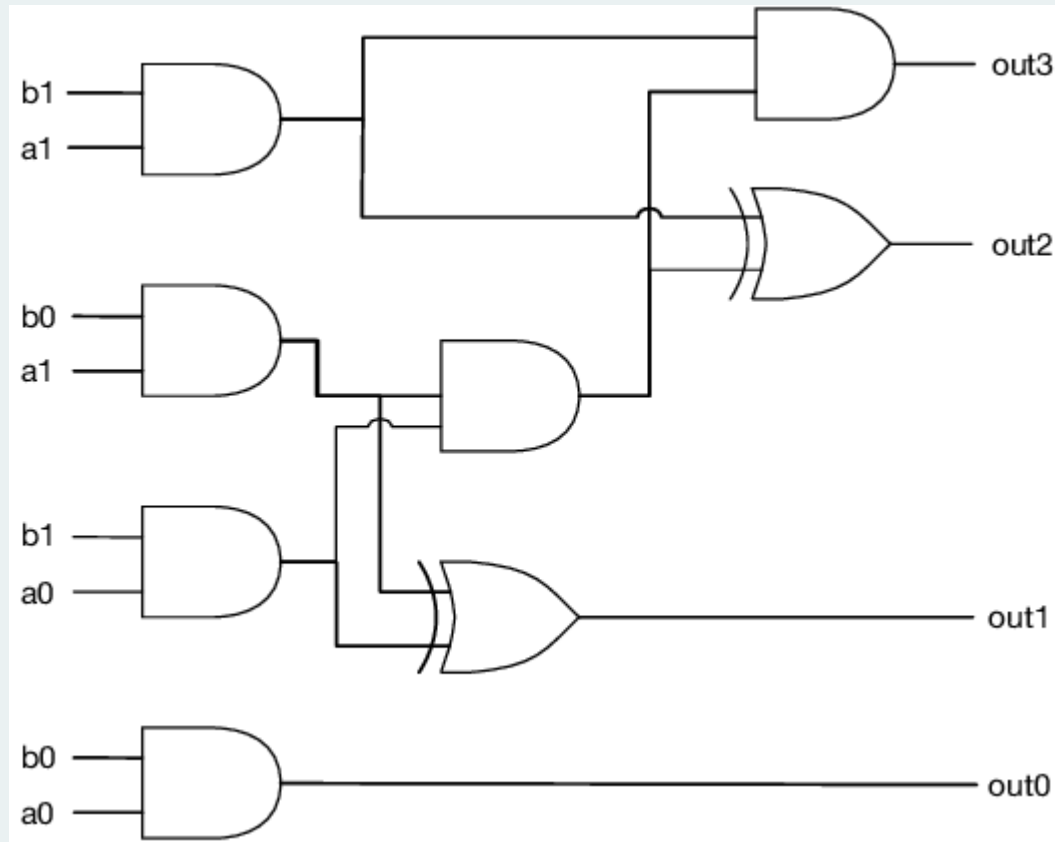


$$A + B$$



Full Adder

Multiplier



2-bit multiplier

$A \times B$

ALU

- Too long to do here
- Left as an exercise to the reader
- Testbench will be provided if people want to do it on their own time

```
entity alu1 is
  generic (
    WIDTH : positive := 8);
  port (
    in0    : in  std_logic_vector(WIDTH-1 downto 0);
    in1    : in  std_logic_vector(WIDTH-1 downto 0);
    sel    : in  std_logic_vector(1 downto 0);
    neg    : out std_logic;
    pos    : out std_logic;
    zero    : out std_logic;
    output : out std_logic_vector(WIDTH-1 downto 0));
end alu1;
```

sel[1:0]

00	→	add
01	→	sub
10	→	and
11	→	or

Thanks!

