# **Introduction to VHDL in Xilinx ISE 10.1**

## **Objectives**

- Learn VHDL with Xilinx package
- Create projects
  - 1. Create VHDL source
  - 2. Enter VHDL code
- 3. Synthesize VHDL code
- Simulate a Module Using ISE Simulator
  - 1. Create test bench for simulation
  - 2. Simulate behavioral model by using ISE Simulator

Xilinx ISE means Xilinx® Integrated Software Environment (ISE). This Xilinx® design software suite allows you to take your design from design entry through Xilinx device programming. The ISE Project Navigator manages and processes your design through several steps in the ISE design flow. These steps are Design Entry, Synthesis, Implementation, Simulation/Verification, and Device Configuration.

In this lab, you are going to see how to create a counter in the Xilinx ISE and how to simulate it with ISE Simulator. You will create a test bench waveform containing input stimulus you can use to simulate the counter module. This test bench waveform is a graphical view of a test bench.

## **Open Xilinx ISE 10.1**

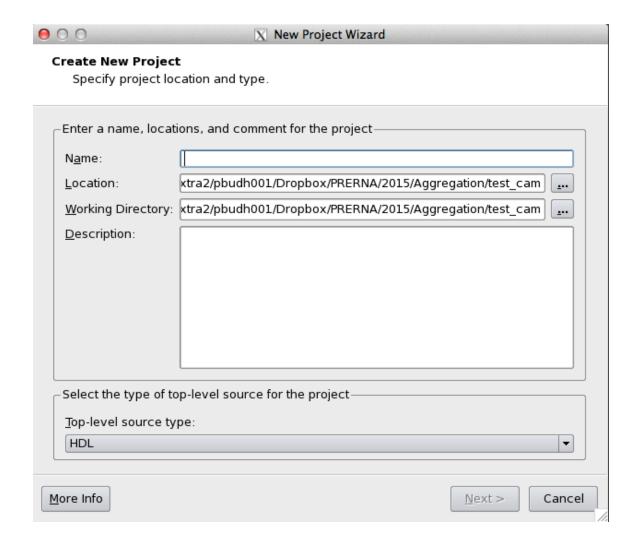
To open the Xilinx ISE 10.1, type 'ise' on terminal (without quotes).

#### Create a project

In this section, you will create a new ISE project. A project is a collection of all files nesessary to create and to download a design to a selected FPGA or CPLD device.

- 1. Select File -> New Project. The New Project Wizard appears.
- 2. First, enter a location (directory path) for the new project, then give a name for the project. For example, we name it Counter01.

Here is a picture to illustrate the idea.



Select the Evaluation Development Board, if known.

(I.E. Spartan-3E Starter Board)

Otherwise, you will have to look at the FPGA physical board chip or product documentation for the Family, Device, Package, and Speed.

Other settings are shown below.

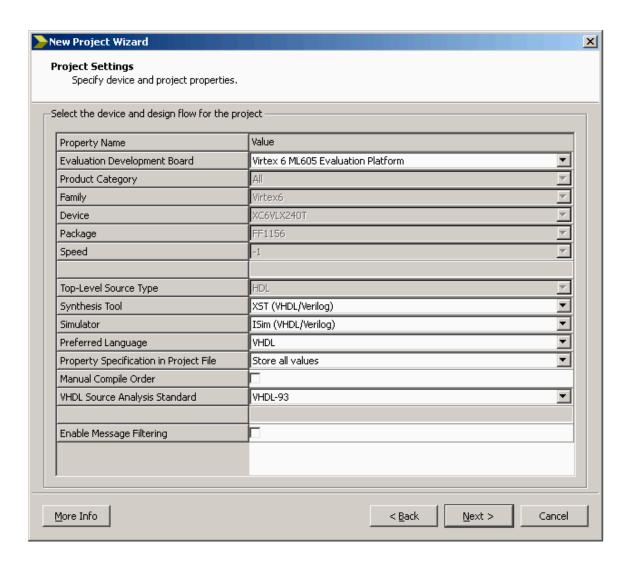
Synthesis Tool: XST (VHDL/Verilog)
Simulator: ISim (VHDL/Verilog)

Preferred Language: VHDL Property Specification in Project File: Store all Values

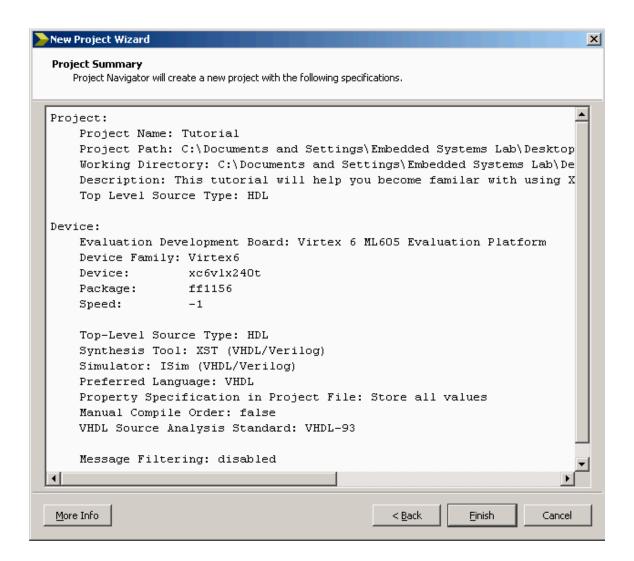
Manual Compile Order: Unselected

VHDL Source Analysis Standard: VHDL-93

Enable Message Filtering: Unselected

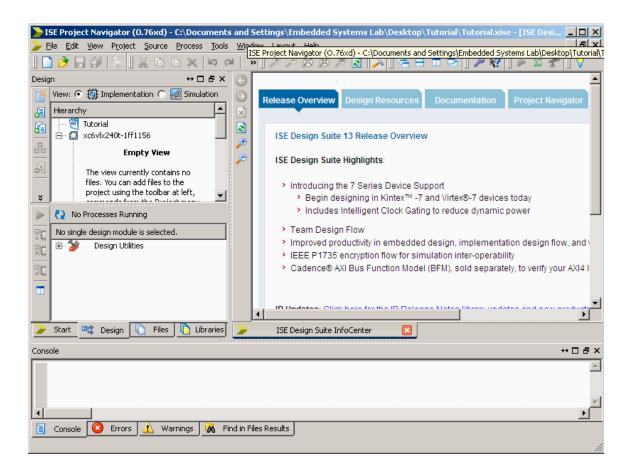


A Project Summary will then be shown. Review the content for correctness and select Finish if correct, otherwise repeat the previous steps.

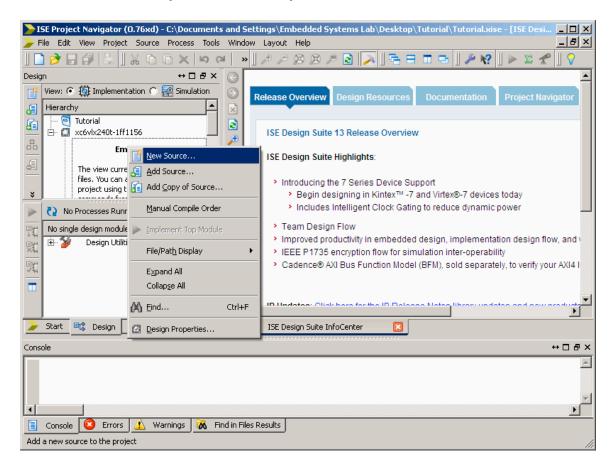


Step 2: Entity Setup

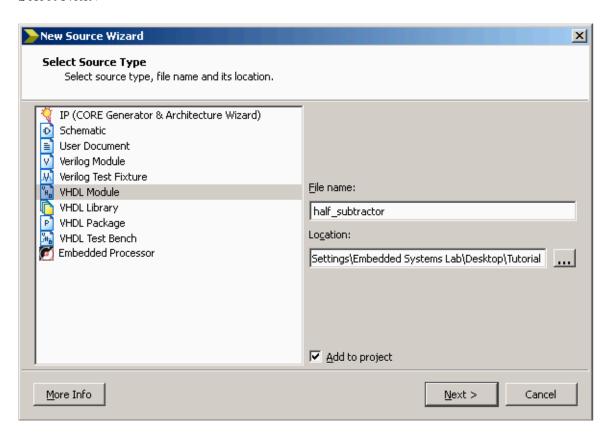
You are now viewing the Project Navigator. The Sources in the Project section will automatically organize your VHDL module tree (Top Left). The Processes for Source pane will allow you to perform various processes such as synthesis or device programming, view reports, and access useful tools (Middle Left). The bottom pane contains console output - notice the Console, Errors, Warnings tabs; these are useful in debugging (bottom section). The right are is used to display any files or documents you have opened.



Now you will create a new VHDL entity. Right-Click on the chip icon and select New Source. Take note that you can add already created sources.

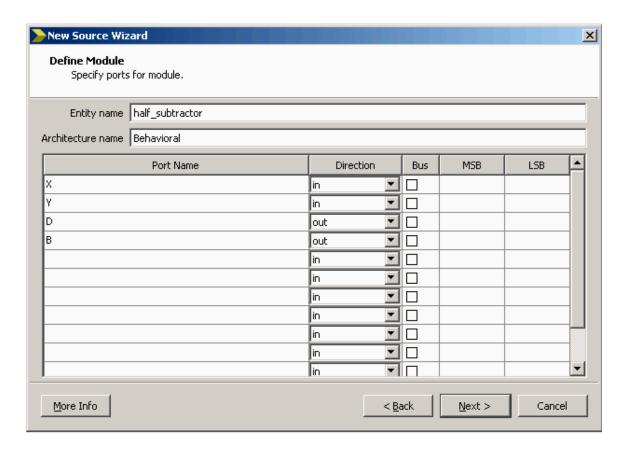


Select VHDL Module Give the module a name. (I.E. Pass\_thru) Select Next >

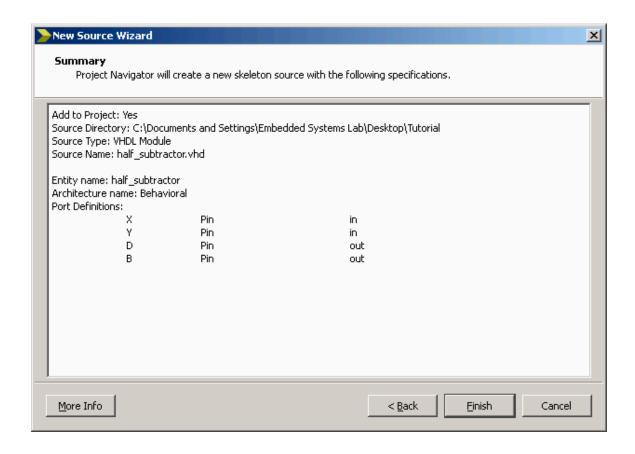


The Entity name will near in its text box. The Architecture name can also be changed in its text box as well, for this example we are describing a Behavioral. In the first Port Name text box give the port a name.

Select Next >



• Review the summary of the entity then Select Finish.

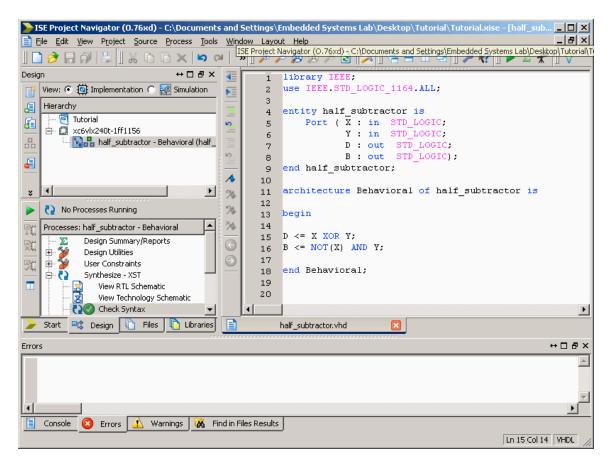


Step 3: Synthesis

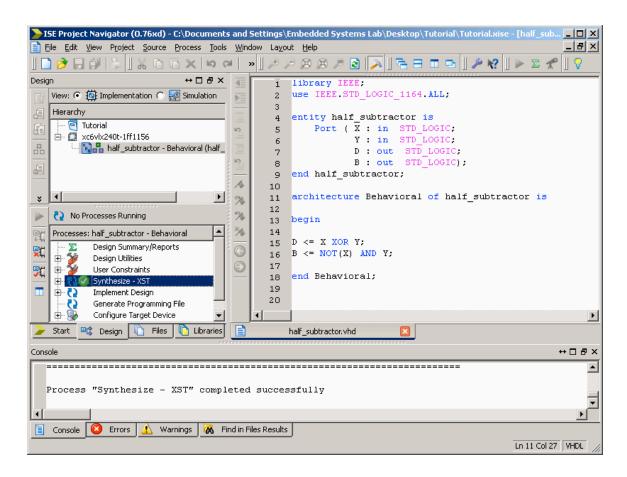
• Enter the following code.

```
library IEEE; use IEEE.STD_LOGIC_1164.ALL;
entity half_subtractor is
Port ( X : in STD_LOGIC;
        Y : in STD_LOGIC;
        D : out STD_LOGIC;
        B : out STD_LOGIC);
end half_subtractor;
architecture Behavioral of half_subtractor is begin
    D <= X XOR Y; B <= NOT(X) AND Y;
end Behavioral;</pre>
```

Once Entered, now we need to check if the VHDL syntax is correct. Expand the **Synthesize - XST** tree and double click **Check Syntax**.

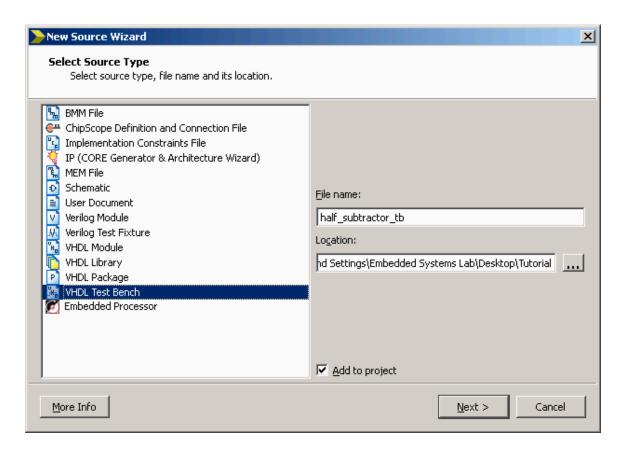


If correct, then close tree and select **Synthesize - XST** to check to make sure the code is synthesizable; there should not be warnings or errors.

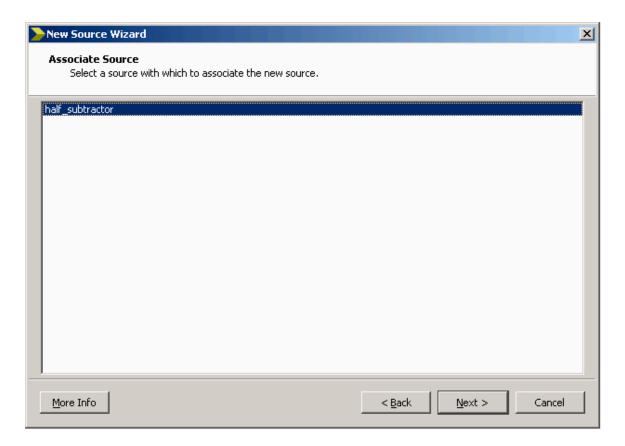


#### Step 4: Testbench

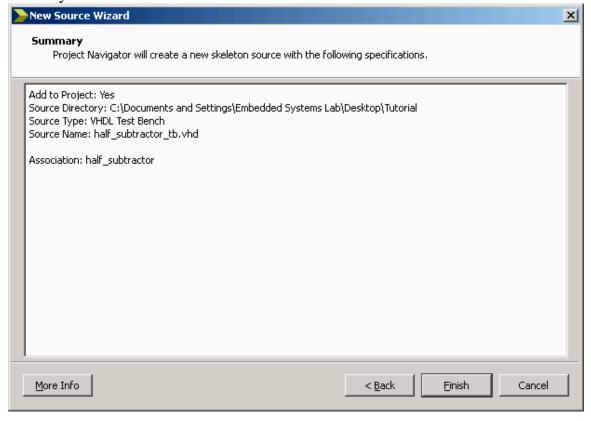
- Add a new source.
- Select VHDL Test Bench File name: pass\_thru\_tb
- Select Next >



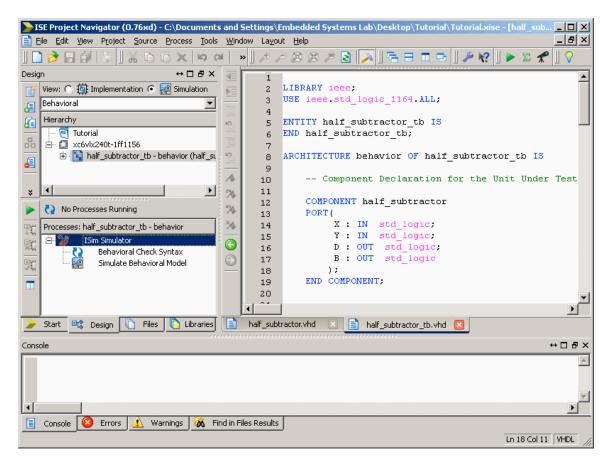
- Select pass\_thru for the associate source.
- Select Next >



Review the Summary and select Finish.



Select the Simulation on the view button above the VHDL module tree to see the testbench and simulation tree.



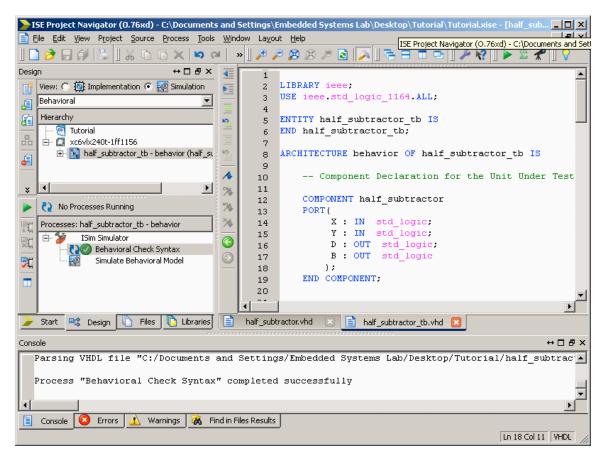
Enter the code

```
LIBRARY ieee;
USE ieee.std logic 1164.ALL;
ENTITY half subtractor tb IS
END half subtractor tb;
ARCHITECTURE behavior OF half subtractor tb IS
    -- Component Declaration for the Unit Under Test (UUT)
    COMPONENT half subtractor
    PORT (
                 std logic;
         X: IN
         Y: IN
                 std logic;
                  std logic;
         D : OUT
         В
          : OUT
                  std logic
        );
    END COMPONENT;
```

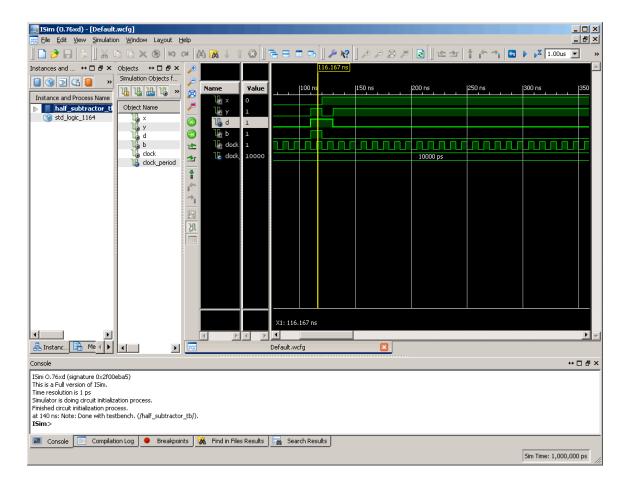
```
--Inputs
   signal X : std logic := '0';
   signal Y : std logic := '0';
     --Outputs
   signal D : std logic;
   signal B : std logic;
     --Clock
     signal clock : std_logic;
   constant clock period : time := 10 ns;
BEGIN
     -- Instantiate the Unit Under Test (UUT)
   uut: half subtractor PORT MAP (
          X => X
          Y => Y
          D \Rightarrow D
          B => B
        );
   -- Clock process definitions
   clock process :process
   begin
          clock <= '0';
          wait for clock period/2;
          clock <= '1';
          wait for clock period/2;
   end process;
   -- Stimulus process
   stim_proc: process
   begin
          --Hold reset state
            X <= '0';
            Y <= '0';
      wait for clock period*10;
      -- insert stimulus here
            --Cases
            X <= '0';
            Y <= '0';
            wait for clock_period;
            Assert ( D = '0' and B = '0' )
```

```
Report "Case 0"
               Severity ERROR;
         X <= '0';
         Y <= '1';
         wait for clock_period;
         Assert ( D = '1' and B = '1' )
               Report "Case 1"
               Severity ERROR;
                 X <= '1';
         Y <= '0';
         wait for clock_period;
         Assert ( D = '\overline{1}' and B = '0' )
               Report "Case 2"
               Severity ERROR;
                 X <= '1';
         Y <= '1';
         wait for clock period;
         Assert ( D = 0 and B = 0 )
               Report "Case 3"
               Severity ERROR;
       Report "Done with testbench." severity NOTE;
  wait;
end process;
       END;
```

In the Processes for Source pane expand the ISim Simulator and double click the Behavioral Check Syntax. If correct then there will be no errors.



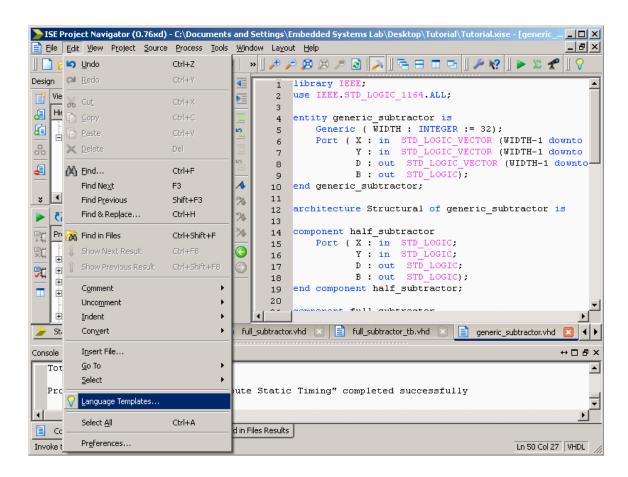
In the Processes for Source pane double click the Simulate Behavior Model. A new window will appear showing the simulation. If the test bench completes with no errors in the command prompt then simulation was successful for the tested cases. You might have to zoom out to view the signals in ns. Zoom out by pressing F7 and zoom in by pressing F8 or use the shortcuts on the top bar. **Note:** the testbench does not necessarily run to the final wait statement. You might need to run the test until you get the message "Note: Done with testbench".



- You can also select the signals and change the display format from binary to hexadecimal by selecting radix hexadecimal. Other functionality includes: being able to add signals to the test bench from internal signals, by dragging signals/variables from the center pane to the right most pane. Other components can be explored by expanding and selecting object in the left most pane.
- Switch back to implementation view to continue editing.
- Repeat the processes above to add the full subtractor.

#### Step 6: VHDL templates

• Templates are a very useful resource for engineers. Unlike many other programming languages, only a subset of VHDL can be synthesized to hardware implementation. To access the language templates: go to Edit --> Language Templates.



In viewing the template look only at VHDL > Synthesis Constructs > Coding Examples when design hardware. These templates will give you an intuition for how to create hardware structures.

