



# VHDL QUICK REFERENCE CARD

## REVISION 1.1

()	Grouping	[]	Optional
{}	Repeated		Alternative
<b>bold</b>	As is	CAPS	User Identifier
<i>italic</i>	VHDL-1993		

## 1. LIBRARY UNITS

```
[(use_clause)]
entity ID is
  [generic ({ID : TYPEID := expr;});]
  [port ({ID : in | out | inout TYPEID := expr;});]
  [(declaration)]
begin
  {parallel_statement}
end [entity] ENTITYID;

[(use_clause)]
architecture ID of ENTITYID is
  [(declaration)]
begin
  {(parallel_statement)}
end [architecture] ARCHID;

[(use_clause)]
package ID is
  [(declaration)]
end [package] PACKID;

[(use_clause)]
package body ID is
  [(declaration)]
end [package body] PACKID;

[(use_clause)]
configuration ID of ENTITYID is
for ARCHID
  [(block_config | comp_config)]
end for;
end [configuration] CONFID;

use_clause ::=
  library ID;
  [(use LIBID.PKGID.all;)]

block_config ::=
  for LABELID
    [(block_config | comp_config)]
  end for;
```

```
comp_config ::=
  for all | LABELID : COMPID
    (use entity [LIBID.]ENTITYID [( ARCHID )]
      [[generic map ( {GENID => expr, } )]
        port map ({PORTID => SIGID | expr, });]
    [for ARCHID
      [(block_config | comp_config)]
    end for;]
  end for; |
  (use configuration [LIBID.]CONFID
    [[generic map ({GENID => expr, })]
      port map ({PORTID => SIGID | expr, });]
  end for;
```

## 2. DECLARATIONS

### 2.1. TYPE DECLARATIONS

```
type ID is ( {ID,} );
type ID is range number downto | to number;
type ID is array ( {range | TYPEID,}
  of TYPEID | SUBTYPID;

type ID is record
  {ID : TYPEID; }
end record;
type ID is access TYPEID;
type ID is file of TYPEID;
subtype ID is SCALARTYPID range range;
subtype ID is ARRAYTYPID( {range,})
subtype ID is RESOLVFCTID TYPEID;

range ::=
  (integer | ENUMID to | downto
  integer | ENUMID) | (OBJID[reverse_]range) |
  (TYPEID range <=>)
```

### 2.2. OTHER DECLARATIONS

```
constant ID : TYPEID := expr;
[shared] variable ID : TYPEID := expr;
signal ID : TYPEID := expr;
file ID : TYPEID (is in | out string;) |
  (open read_mode | write_mode
  | append_mode is string;)
alias ID : TYPEID is OBJID;
attribute ID : TYPEID;
attribute ATTRID of OBJID | others | all : class
  is expr;

class ::=
  entity | architecture | configuration |
  procedure | function | package | type |
  subtype | constant | signal | variable |
  component | label
```

```
component ID [is]
  [generic ( {ID : TYPEID := expr; } );]
  [port ({ID : in | out | inout TYPEID := expr;});]
end component [COMPID];

[impure] function ID
  [( {constant | variable | signal} ID :
  in | out | inout TYPEID := expr; ) ]
  return TYPEID [is]
begin
  {sequential_statement}
end [function] ID;

procedure ID[( {constant | variable | signal} ID :
  in | out | inout TYPEID := expr; ) ]

[is begin
  {(sequential_statement)}
end [procedure] ID];

for LABELID | others | all : COMPID use
  (entity [LIBID.]ENTITYID [( ARCHID )]) |
  (configuration [LIBID.]CONFID
    [[generic map ( {GENID => expr, } )]
      port map ( {PORTID => SIGID | expr, } )];
```

## 3. EXPRESSIONS

```
expression ::=
  (relation and relation) |
  (relation or relation) |
  (relation xor relation)

relation ::=
  shexpr [relop shexpr]

shexpr ::=
  sexpr [shop sexpr]

sexpr ::=
  [+|-] term {addop term}

term ::=
  factor {mulop factor}

factor ::=
  (prim [** prim]) | (abs prim) | (not prim)

prim ::=
  literal | OBJID | OBJID'ATTRID | OBJID({expr,})
  | OBJID(range) | ({choice [{choice}] =>} expr,)
  | FCTID(({PARID =>} expr,) | TYPEID'(expr) |
  TYPEID(expr) | new TYPEID['(expr)] | ( expr )

choice ::=
  sexpr | range | RECFID | others
```

### 3.1. OPERATORS, INCREASING PRECEDENCE

logop	<b>and</b>   <b>or</b>   <b>xor</b>
relop	<b>=</b>   <b>/=</b>   <b>&lt;</b>   <b>&lt;=</b>   <b>&gt;</b>   <b>&gt;=</b>
shop	<b>sl</b>   <b>srl</b>   <b>sla</b>   <b>sra</b>   <b>rol</b>   <b>rор</b>
addop	<b>+</b>   <b>-</b>   <b>&amp;</b>
mulop	<b>*</b>   <b>/</b>   <b>mod</b>   <b>rem</b>
miscop	<b>**</b>   <b>abs</b>   <b>not</b>

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See reverse side for additional information.

## 4. SEQUENTIAL STATEMENTS

```
wait [on {SIGID,}] [until expr] [for time];

assert expr
  [report string] [severity note | warning |
                    error | failure];

report string
  [severity note | warning | error |
   failure];

SIGID <= [transport] | [reject TIME inertial]
  {expr [after time]};

VARID := expr;

PROCEDUREID([({PARID =>} expr,));

[LABEL:] if expr then
  {sequential_statement}
[elseif expr then
  {sequential_statement}]
[else
  {sequential_statement}]
end if [LABEL];

[LABEL:] case expr is
{when choice [{ choice}] =>
  {sequential_statement}}
end case [LABEL];

[LABEL:] [while expr] loop
  {sequential_statement}
end loop [LABEL];

[LABEL:] for ID in range loop
  {sequential_statement}
end loop [LABEL];

next [LOOPLBL] [when expr];
exit [LOOPLBL] [when expr];
return [expression];
null;
```

## 5. PARALLEL STATEMENTS

```
[LABEL:] block [/s]
  [generic ( {ID : TYPEID;} );]
  [generic map ( {GENID => expr,} );]]
  [port ( {ID : in | out | inout TYPEID } );]
  [port map ( {PORTID => SIGID | expr,} );]]
  [{declaration}]
begin
  [{parallel_statement}]
end block [LABEL];

[LABEL:] [postponed] process [( {SIGID,} )]
  [{declaration}]
begin
  [{sequential_statement}]
end [postponed] process [LABEL];

[LBL:] [postponed] PROCID([({PARID =>} expr,));
```

```
[LABEL:] [postponed] assert expr
  [report string] [severity note | warning |
                  error | failure];

[LABEL:] [postponed] SIGID <=
  [transport] | [reject TIME inertial]
  [{expr [after time]} / unaffected when expr
   else] {expr [after time]} | unaffected;

[LABEL:] [postponed] with expr select
  SIGID <= [transport] | [reject TIME inertial]
  [{expr [after time]} |
   unaffected when choice [{ choice}]];

LABEL: COMPID
  [[generic map ( {GENID => expr,} )]
   port map ( {PORTID => SIGID,} )];

LABEL: entity [LIBID.]ENTITYID [(ARCHID)]
  [[generic map ( {GENID => expr,} )]
   port map ( {PORTID => SIGID,} )];

LABEL: configuration [LIBID.]CONFID
  [[generic map ( {GENID => expr,} )]
   port map ( {PORTID => SIGID,} )];

LABEL: if expr generate
  [{parallel_statement}]
end generate [LABEL];

LABEL: for ID in range generate
  [{parallel_statement}]
end generate [LABEL];
```

## 6. PREDEFINED ATTRIBUTES

TYPID'base	Base type
TYPID'left	Left bound value
TYPID'right	Right-bound value
TYPID'high	Upper-bound value
TYPID'low	Lower-bound value
TYPID'pos(expr)	Position within type
TYPID'val(expr)	Value at position
TYPID'succ(expr)	Next value in order
TYPID'prec(expr)	Previous value in order
TYPID'leftof(expr)	Value to the left in order
TYPID'rightof(expr)	Value to the right in order
TYPID'ascending	Ascending type predicate
TYPID'image(expr)	String image of value
TYPID'value(string)	Value of string image
ARYID'left[(expr)]	Left-bound of [nth] index
ARYID'right[(expr)]	Right-bound of [nth] index
ARYID'high[(expr)]	Upper-bound of [nth] index
ARYID'low[(expr)]	Lower-bound of [nth] index
ARYID'range[(expr)]	'left down/to 'right
ARYID'reverse_range[(expr)]	'right down/to 'left
ARYID'length[(expr)]	Length of [nth] dimension
ARYID'ascending[(expr)]	'right >= 'left ?
SIGID'delayed[(expr)]	Delayed copy of signal
SIGID'stable[(expr)]	Signals event on signal
SIGID'quiet[(expr)]	Signals activity on signal

SIGID'transaction[(expr)]

	Toggles if signal active
SIGID'event	Event on signal ?
SIGID'active	Activity on signal ?
SIGID'last_event	Time since last event
SIGID'last_active	Time since last active
SIGID'last_value	Value before last event
SIGID'driving	Active driver predicate
SIGID'driving_value	Value of driver
OBJID'simple_name	Name of object
OBJID'instance_name	Pathname of object
OBJID'path_name	Pathname to object

## 7. PREDEFINED TYPES

BOOLEAN	True or false
INTEGER	32 or 64 bits
NATURAL	Integers >= 0
POSITIVE	Integers > 0
REAL	Floating-point
BIT	'0', '1'
BIT_VECTOR(NATURAL)	Array of bits
CHARACTER	7-bit ASCII
STRING(POSITIVE)	Array of characters
TIME	hr, min, sec, ms, us, ns, ps, fs
DELAY_LENGTH	Time => 0

## 8. PREDEFINED FUNCTIONS

**NOW** Returns current simulation time

**DEALLOCATE(ACCESSTYPEOBJ)**  
Deallocate dynamic object

**FILE\_OPEN([status], FILEID, string, mode)**  
Open file

**FILE\_CLOSE(FILEID)** Close file

## 9. LEXICAL ELEMENTS

Identifier ::= letter { [underline] alphanumeric }

decimal literal ::= integer [ . integer ] [E[+|-] integer]

based literal ::= integer # hexint [ . hexint ] # [E[+|-] integer]

bit string literal ::= B[O]X " hexint "

comment ::= -- comment text

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# 1164 PACKAGES QUICK REFERENCE CARD

REVISION 1.0

() Grouping [ ] Optional  
{ } Repeated | Alternative  
**bold** 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  
(subtype INTEGER range 0 to 1)  
c ::= 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

**STD\_ULOGIC** Base type  
Subtypes:  
**STD\_LOGIC** 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

**STD\_ULOGIC\_VECTOR**(na to | downto na)  
Array of STD\_ULOGIC  
**STD\_LOGIC\_VECTOR**(na to | downto na)  
Array of STD\_LOGIC

## 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_STDULOGIC</b> (from)
bv,ul	lv	<b>TO_STDLOGICVECTOR</b> (from)
bv,lv	uv	<b>TO_STDULOGICVECTOR</b> (from)

## 1.5. PREDICATES

**RISING\_EDGE**(SIGID) Rise edge on signal ?  
**FALLING\_EDGE**(SIGID) Fall edge on signal ?  
**IS\_X**(OBJID) Object contains 'X' ?

## 2. IEEE's NUMERIC\_STD

### 2.1. PREDEFINED TYPES

**UNSIGNED**(na to | downto na)  
**SIGNED**(na to | downto na)  
Arrays of STD\_LOGIC

### 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>c</sub>	na	un
sg	+, -, *, /, rem, mod <sub>c</sub>	in	sg
un	<, >, <=, >=, =, /=	un	bool
sg	<, >, <=, >=, =, /=	sg	bool
un	<, >, <=, >=, =, /= <sub>c</sub>	na	bool
sg	<, >, <=, >=, =, /= <sub>c</sub>	in	bool

### 2.3. PREDEFINED FUNCTIONS

**SHIFT\_LEFT**(un, na) un  
**SHIFT\_RIGHT**(un, na) un  
**SHIFT\_LEFT**(sg, na) sg  
**SHIFT\_RIGHT**(sg, na) sg  
**ROTATE\_LEFT**(un, na) un  
**ROTATE\_RIGHT**(un, na) un  
**ROTATE\_LEFT**(sg, na) sg  
**ROTATE\_RIGHT**(sg, na) sg  
**RESIZE**(sg, na) sg  
**RESIZE**(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

**UNSIGNED**(na to | downto na) Array of BIT  
**SIGNED**(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>c</sub>	na	un
sg	+, -, *, /, rem, mod <sub>c</sub>	in	sg
un	<, >, <=, >=, =, /=	un	bool
sg	<, >, <=, >=, =, /=	sg	bool
un	<, >, <=, >=, =, /= <sub>c</sub>	na	bool
sg	<, >, <=, >=, =, /= <sub>c</sub>	in	bool

### 3.3. PREDEFINED FUNCTIONS

**SHIFT\_LEFT**(un, na) un  
**SHIFT\_RIGHT**(un, na) un  
**SHIFT\_LEFT**(sg, na) sg  
**SHIFT\_RIGHT**(sg, na) sg  
**ROTATE\_LEFT**(un, na) un  
**ROTATE\_RIGHT**(un, na) un  
**ROTATE\_LEFT**(sg, na) sg  
**ROTATE\_RIGHT**(sg, na) sg  
**RESIZE**(sg, na) sg  
**RESIZE**(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)

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