

# ***Circuit Design with VHDL***

3rd Edition

*Volnei A. Pedroni*

MIT Press, 2020

Slides Chapter 5

*Introduction to VHDL*

Revision 1

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2. Review of Combinational Circuits
3. Review of State Machines
4. Review of FPGAs

## Part II: VHDL

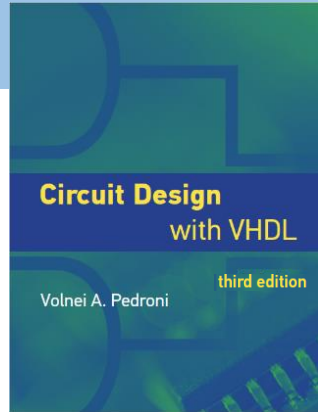
5. Introduction to VHDL
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7. Predefined Data Types
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9. Operators and Attributes
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## VHDL for Synthesis Slides

Chapter	Title
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6	Code Structure and Composition
7	Predefined Data Types
8	User-Defined Data Types
9	Operators and Attributes
10	Concurrent Code
11	Concurrent Code – Practice
12	Sequential Code
13	Sequential Code – Practice
14	Packages and Subprograms

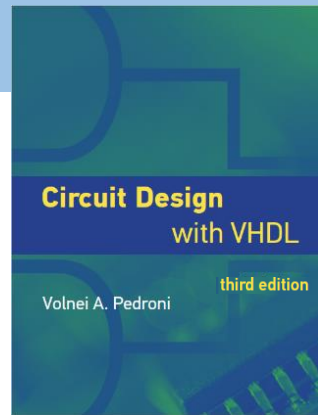


## Chapter 5

# Introduction to VHDL

1. Versions and purposes
2. Simplified design flow
3. Simulation types
4. Concurrent versus sequential statements
5. A special data type: *std\_ulogic*
6. Lexical elements of VHDL
7. Choosing good names for your design

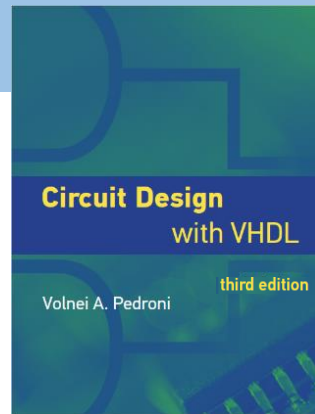
### 1. Versions and purposes



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**VHDL** = VHSIC Hardware Description Language

(VHSIC = Very High Speed ICs, USA Dept. of Defense, 1980s)



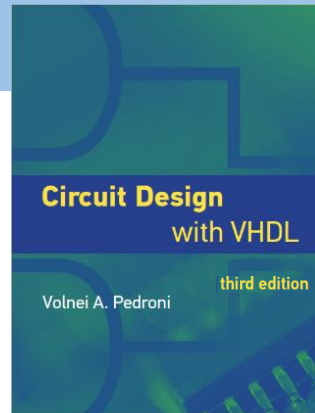
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**Versions:**

- VHDL-87
- VHDL-93
- (VHDL-2000)
- VHDL-2002
- VHDL-2008



### 1. Versions and purposes

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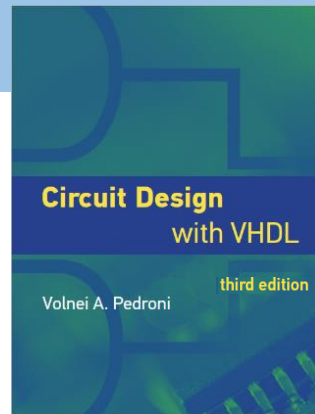
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#### Versions:

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#### Purposes:

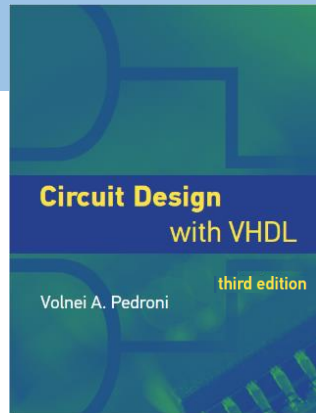
- FPGA programming
- Digital ASIC design/fabrication (masks generation)





### 1. Versions and purposes

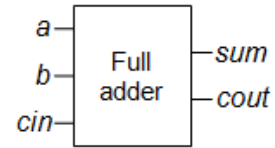
General  
concept



# 1. Versions and purposes

General  
concept

Desired  
functionality



<i>a</i>	<i>b</i>	<i>cin</i>	<i>sum</i>	<i>cout</i>
0	0	0	0	0
0	1	0	1	0
1	0	0	1	0
1	1	0	0	1
0	0	1	1	0
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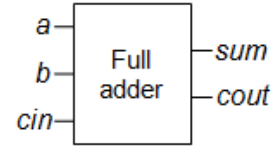
Output	Equation
<i>sum</i>	$a \oplus b \oplus cin$
<i>cout</i>	$a \cdot b + a \cdot cin + b \cdot cin$

Circuit Design  
with VHDL

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third edition

## 1. Versions and purposes

General  
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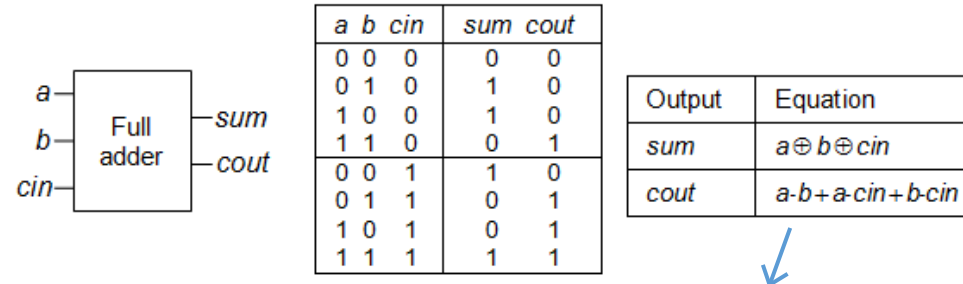
Output	Equation
sum	$a \oplus b \oplus cin$
cout	$a \cdot b + a \cdot cin + b \cdot cin$

VHDL code

```

entity full_adder_unit is
  port (
    a, b, cin: in bit;
    sum, cout: out bit);
end entity full_adder_unit;
-----
architecture boolean_equations of full_adder_unit is
begin
  sum <= a xor b xor cin;
  cout <= (a and b) or (a and cin) or (b and cin);
end architecture boolean_equations;
  
```

## 1. Versions and purposes

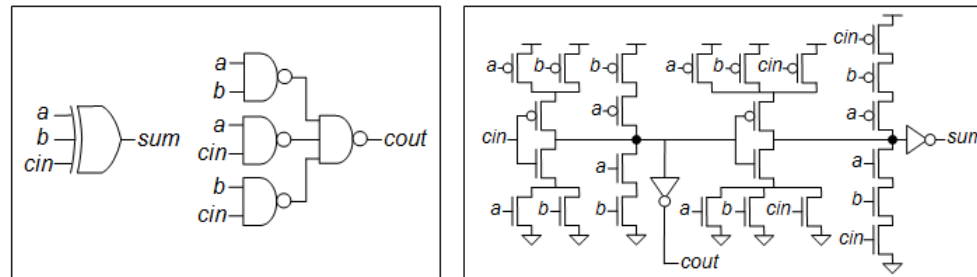
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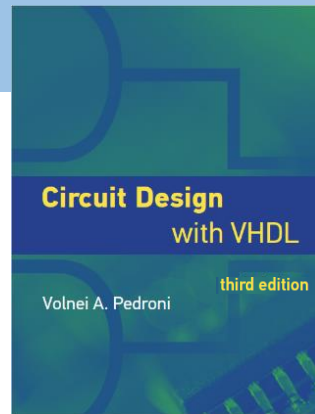
Compliant  
circuit

## Chapter 5

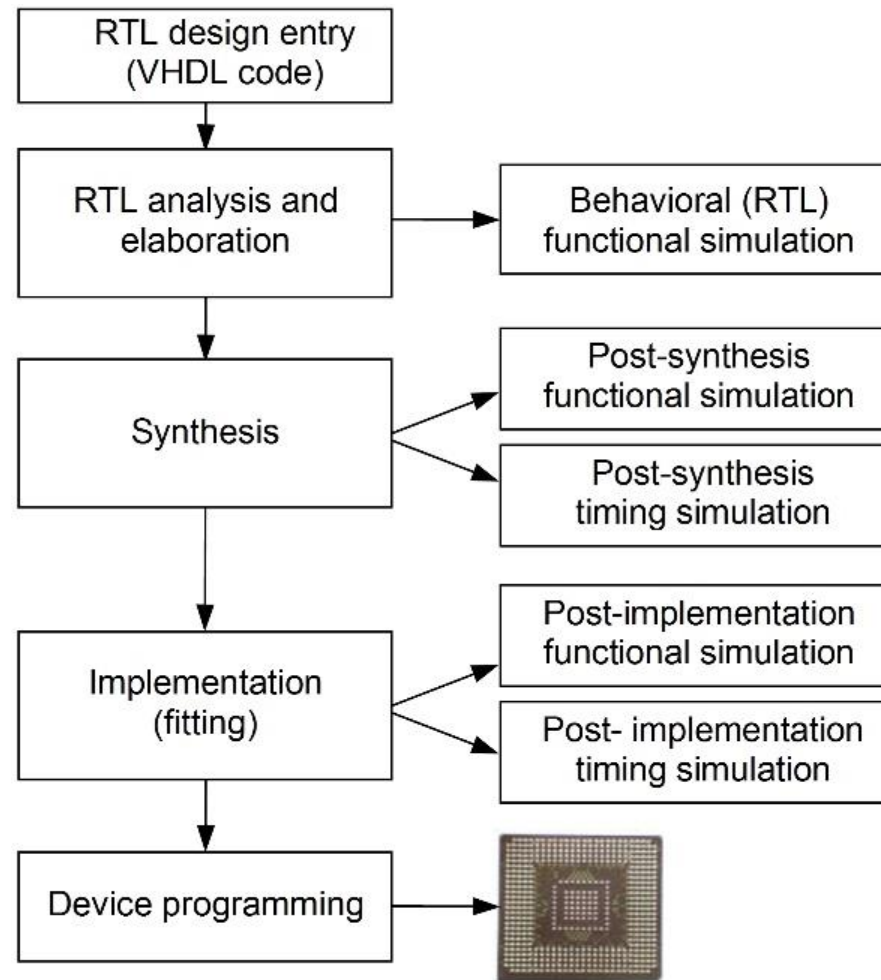
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- ➔ 2. Simplified design flow
3. Simulation types
4. Concurrent versus sequential statements
5. A special data type: *std\_ulogic*
6. Lexical elements of VHDL
7. Choosing good names for your design

### 2. Simplified design flow



## 2. Simplified design flow



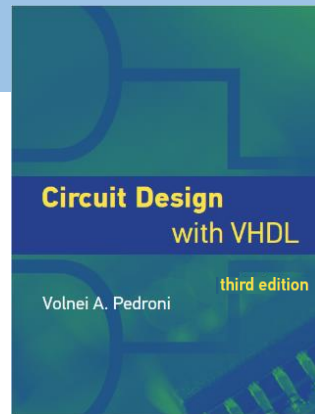
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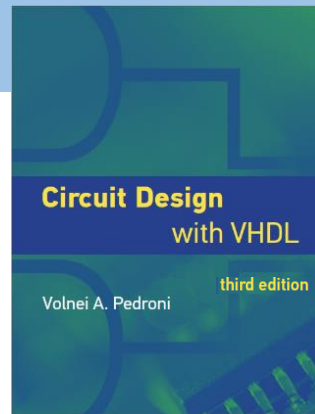


### 3. Simulation types



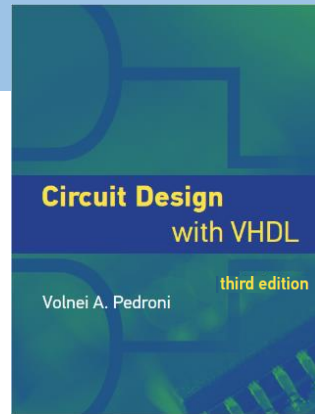
### 3. Simulation types

- Functional simulation: ?
- Timing simulation: ?



### 3. Simulation types

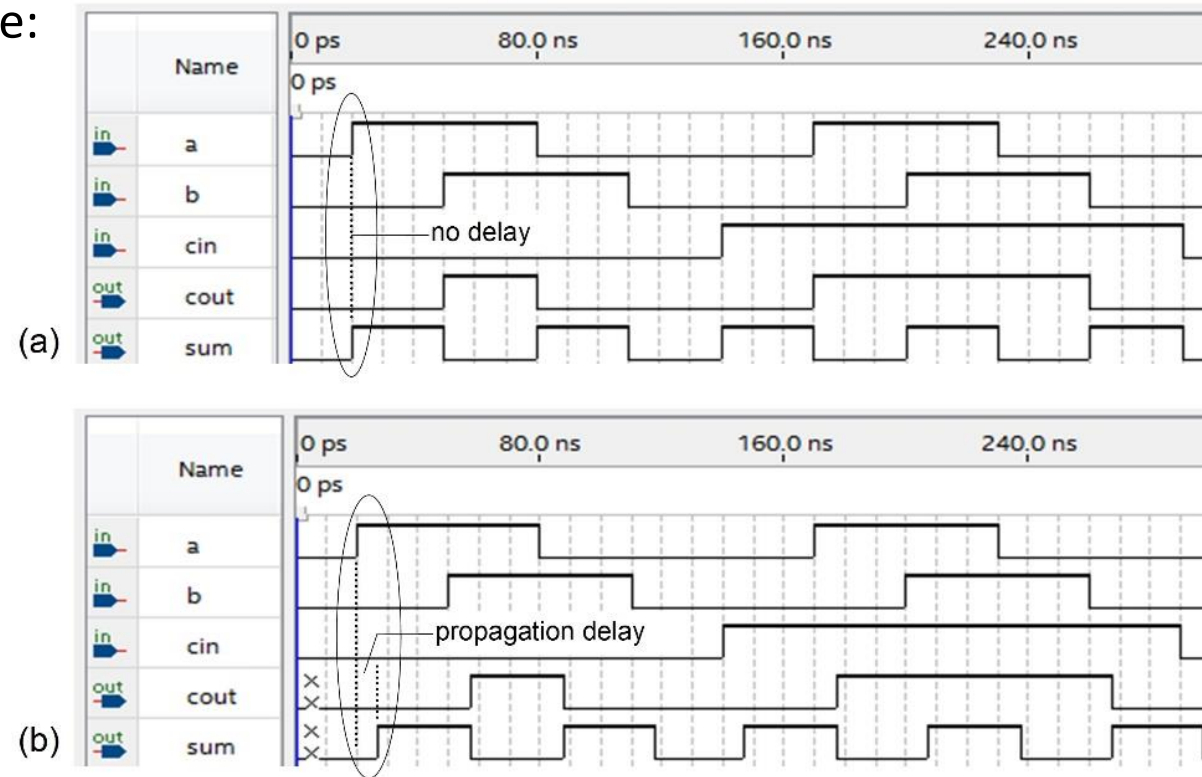
- **Functional simulation:** Logic behavior only
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### 3. Simulation types

- **Functional simulation:** Logic behavior only
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Example:

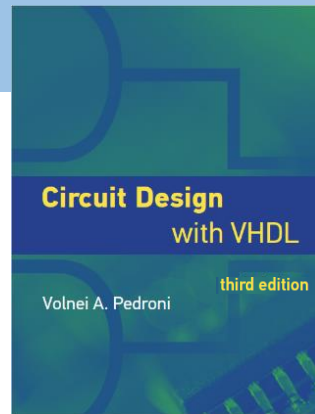


## Chapter 5

# Introduction to VHDL

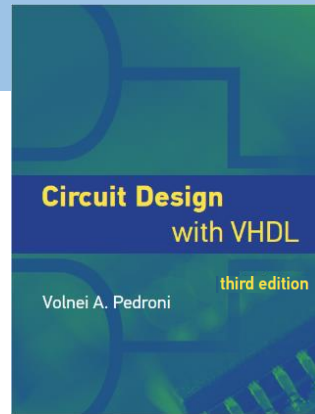
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### 4. Concurrent versus sequential statements



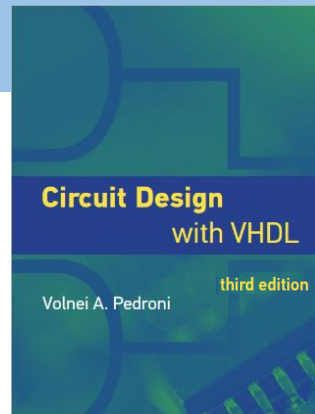
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- **Concurrency** is a major feature of VHDL (or any other HDL)
- So VHDL is a **code**, not a program
- And it has **statements**, not “instructions”

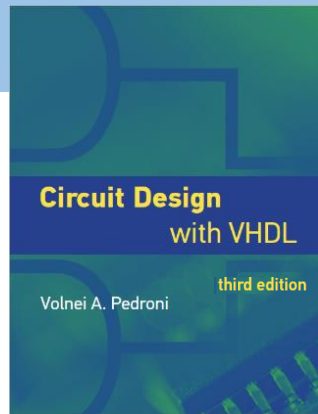


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- But a process, as a whole, is still **concurrent** with respect to all other statements







## 4. Concurrent versus sequential statements

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- But a process, as a whole, is still **concurrent** with respect to all other statements

Examples:

These 3 pairs of statements are equivalent:

```
total <= a1 + a2*a3;
flag <= '1' when total > LIMIT else '0';

flag <= '1' when total > LIMIT else '0';
total <= a1 + a2*a3;

total <= a1 + a2*a3;
flag <= '1' when a1 + a2*a3 > LIMIT else '0';
```

Illegal:

```
sum <= 0;
...
sum <= a + b;
```

OK (last value prevails):

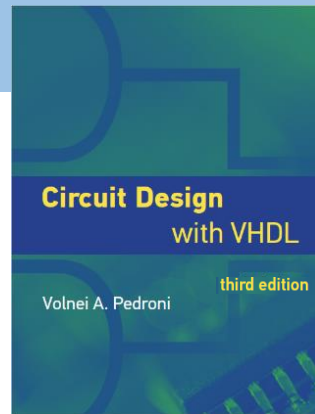
```
process (all)
begin
    sum <= 0;
    ...
    sum <= a + b;
end process;
```

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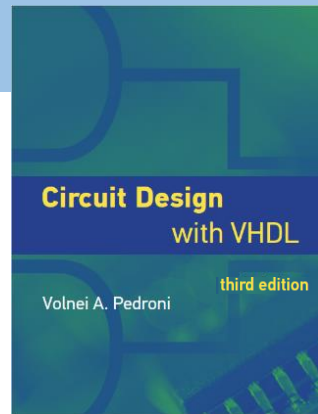
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Before (1<sup>st</sup> VHDL version):

Type <i>bit</i>	
'0'	Logic 0
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Type <i>bit</i>	
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After (2<sup>nd</sup> VHDL version on):

Type <i>std_ulogic</i>	
'U'	Uninitialized
'X'	Forcing unknown
'0'	Forcing 0
'1'	Forcing 1
'Z'	High impedance
'W'	Weak unknown
'L'	Weak 0
'H'	Weak 1
'_'	Don't care

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Synthesis tools:

'L' = ?  
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Synthesis tools:

'L' = '0'  
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**Good design practice:**

- 1) Use only ...**???**... for inputs
- 2) Use only ...**???**... for outputs
- 3) Use only ...**???**... for arithmetic circuits (inputs and outputs)



## 5. A special data type: *std\_ulogic*

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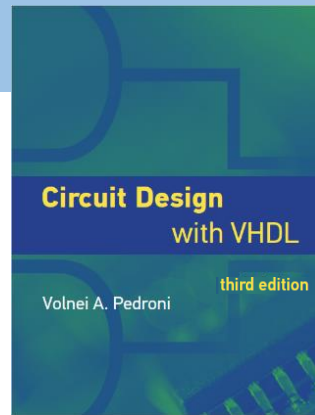
- 1) Use only '0', '1', '-' for inputs
- 2) Use only '0', '1', '-', 'Z' for outputs
- 3) Use only '0', '1' for arithmetic circuits (inputs and outputs)

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- ➔ 6. Lexical elements of VHDL
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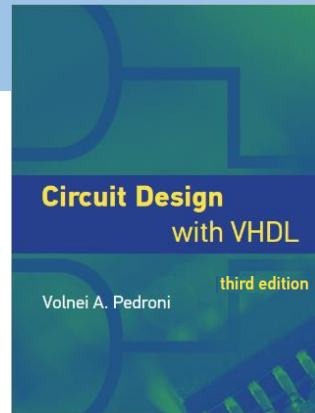
### 6. Lexical elements of VHDL



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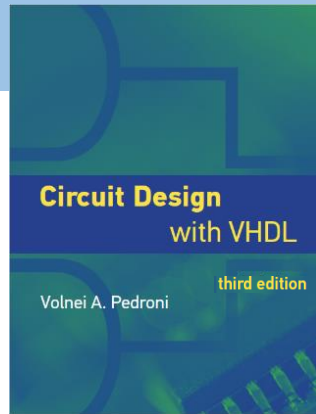
#### How to write:

- Bit and bit strings
- Integers
- Character and character string
- Assignment symbols
- Comments
- Identifiers
- Delimiters
- Reserved VHDL words



### 6. Lexical elements of VHDL

#### a) Bit and bit string

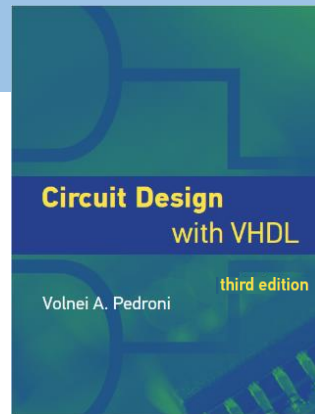


### 6. Lexical elements of VHDL

#### a) Bit and bit string

- Single quotes for single bit

Examples: '0', '1'



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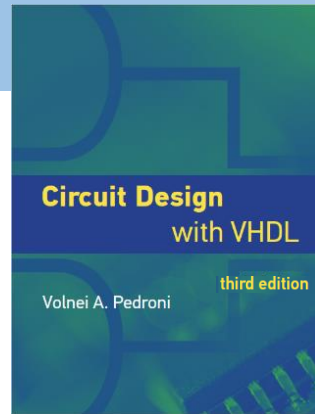
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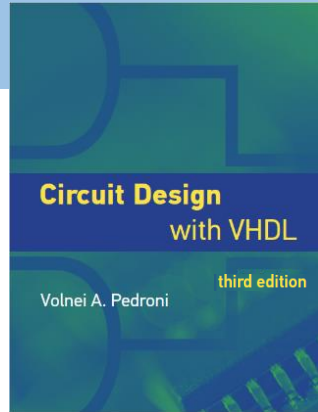
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- Double quotes for multiple bits

Examples: "0111", b"0111", B"0111" (prefix optional for **binary**)

x"C2F", X"C2F" (prefix mandatory for **hexadecimal** and other bases)





## 6. Lexical elements of VHDL

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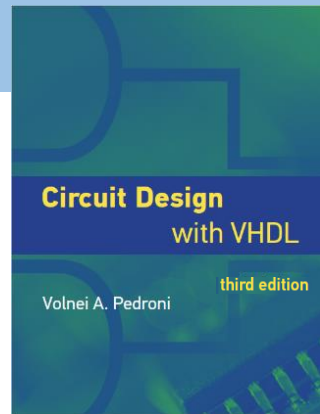
- Double quotes for multiple bits

Examples: "0111", b"0111", B"0111" (prefix optional for **binary**)  
x"C2F", X"C2F" (prefix mandatory for **hexadecimal** and other bases)

- Underline character requires prefix, except for **integers**

Examples: "10\_0010" (illegal), b"10\_0010" (legal), 10\_0010 (legal; an integer)





## 6. Lexical elements of VHDL

### a) Bit and bit string

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Examples: '0', '1'

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- Underline character requires prefix, except for **integers**

Examples: "10\_0010" (illegal), b"10\_0010" (legal), 10\_0010 (legal; an integer)

- Negative values are represented in **two's complement** format (except floating-point)

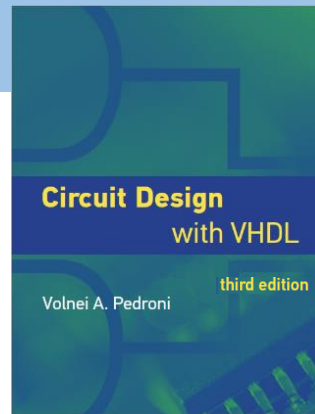
Examples:

Unsigned system: "0111" (7), "1000" (8), "00000000" (= 0), "11111111" (= 255)

Signed system: "0111" (7), "1000" (−8), "00000000" (= 0), "11111111" (= −1)

### 6. Lexical elements of VHDL

#### b) Integers

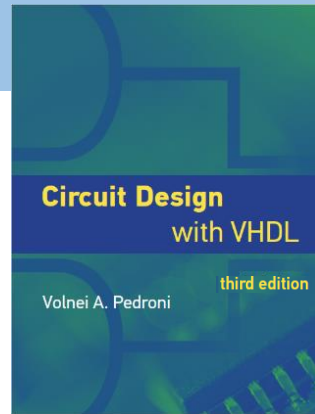


### 6. Lexical elements of VHDL

#### b) Integers

- Default = 32 bits (so don't forget to specify range)
- Max range =  $-2^{31}$  to  $2^{31}-1$

Examples: 5, -32, 3250, 3\_250, 3E2 (=300), 52e3 (=52\_000)



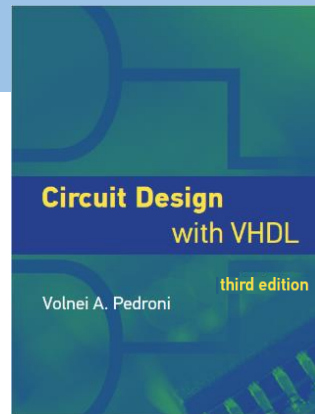
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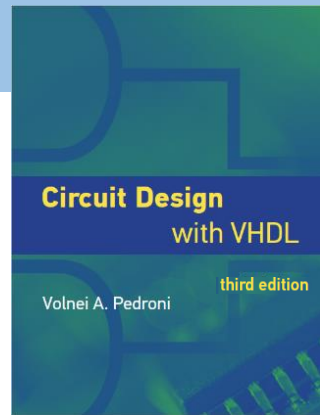
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#### c) Character and character string





### 6. Lexical elements of VHDL

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Examples: 5, -32, 3250, 3\_250, 3E2 (=300), 52e3 (=52\_000)

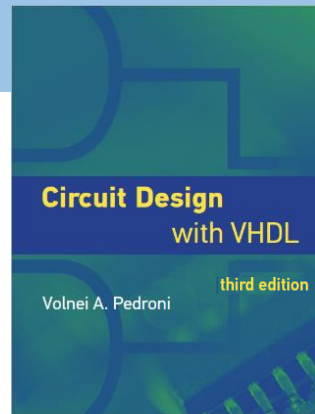
#### c) Character and character string

- 256-character ISO 8859-1 standard
- Single quotes for single character
- Double quotes for multiple characters

Examples: 'a', 'A', "timed\_out"

### 6. Lexical elements of VHDL

#### d) Assignment symbols

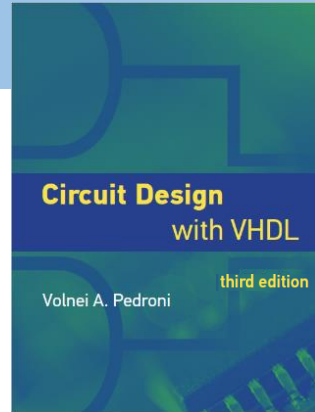


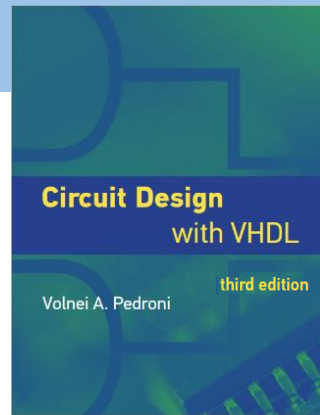
### 6. Lexical elements of VHDL

#### d) Assignment symbols

- For signals: `<=`
- For variables, constants, and initial/default values: `:=`

Examples: `sig <= "00000000";`  
`var := 255;`





### 6. Lexical elements of VHDL

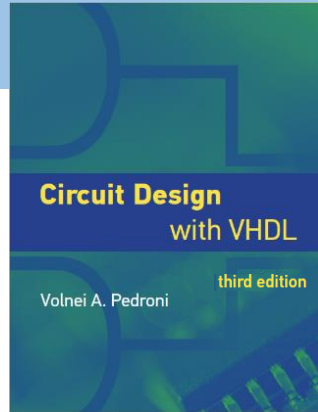
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#### e) Comments





## 6. Lexical elements of VHDL

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- For signals: `<=`
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Examples: `sig <= "00000000";`  
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### e) Comments

- Up to the end of the line: `--`
- Enclosed region (in one or multiple lines): `/* */`

Examples: `data_out <= data_in when ena else 'Z'; --tri-state buffer`

```
/*
... (commented-out region)
*/
```

### 6. Lexical elements of VHDL

f) Identifiers (names of VHDL entities)

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### f) Identifiers (names of VHDL entities)

- Can contain only letters (a to z, A to Z), decimal digits (0 to 9), and underline character
- Must start with a letter
- Must not have two adjacent underline characters or end with an underline character
- Must not be a reserved VHDL word
- VHDL is **not** case sensitive

## 6. Lexical elements of VHDL

### f) Identifiers (names of VHDL entities)

- Can contain only letters (a to z, A to Z), decimal digits (0 to 9), and underline character
- Must start with a letter
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Examples:

Legal names: `clk`, `clk_5MHz`, `data_ready`, `NUMBER_OF_BITS`

Illegal names: `!rst`, `ena_`, `4input_nand`, `return`

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### g) Delimiters and reserved words

See sections 5.7.7 and 5.7.8

## Chapter 5

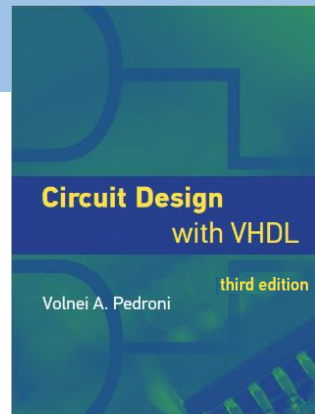
# Introduction to VHDL

1. Versions and purposes
2. Simplified design flow
3. Simulation types
4. Concurrent versus sequential statements
5. A special data type: *std\_ulogic*
6. Lexical elements of VHDL



7. Choosing good names for your design

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Read section 5.8:

5.8.1 Naming an **Entity Declaration** (“The design”)

5.8.2 Naming an **Architecture Body**

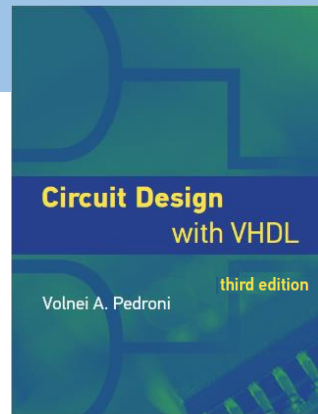
5.8.3 Naming **Constants**

5.8.4 Naming **Signals and Variables**

5.8.5 Naming **Functions and Procedures**

5.8.6 Naming **Types**

5.8.7 Naming **Files**





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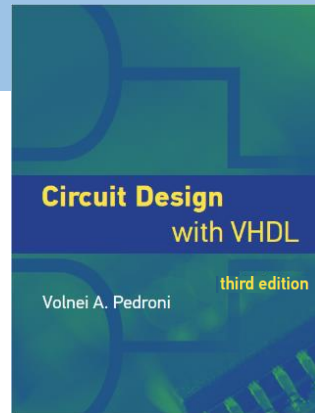
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5.8.7 Naming **Files**

**This is very important and will affect your grade!**



# End of Chapter 5