

# VHDL 101

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## 1 Introduction

Things this session is intended to wet your appetite to the world of FPGAs, so that if you choose to you can start having a play in your own time. This session is:

1. A brief overview of VHDL
2. A chance to get hands on with some Hardware
3. A chance to make a 'hello world' in Hardware

Things this session is not:

1. An introduction to Digital Design
2. A comprehensive deep dive into VHDL
3. Likely to finish on time

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## 2 Why Should I Care?

FPGAs enable Low Latency processing <sup>1</sup>, so performing a transform on data coming in and getting the result output can be much faster than in a traditional CPU based approach. They also provide far more IO configurability than the traditional approach; the IO logic, and the pin it's connected to are totally configurable in code and constraints files. Say a requirement changes from an 8 bit UART bus to a proprietary 11 bit UART bus - this would require a whole new microcontroller in a traditional approach however with an FPGA this might only require a change to a `generic` and a recompile.

For the reasons stated above, typical uses include signal processing such as filtering <sup>2</sup>, and High Speed IO such as devices produced by SpeedGoat <sup>3</sup>.

## 3 How to use this guide

Coloured boxes for step by step instructions. Not expected to follow it step by step but just reference it to work at own pace.

### 3.1 Terminology

HDL Entity Module Architecture Dataflow RTL Synthesise

### 3.2 Toolchain

Vivade vs Quartus. Others - yosys, ghdl etc

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<sup>1</sup><https://blog.esciencecenter.nl/why-use-an-fpga-instead-of-a-cpu-or-gpu-b234cd4f309c>

<sup>2</sup><https://digital-library.theiet.org/content/journals/10.1049/iet-cdt.2016.0067>

<sup>3</sup><https://www.speedgoat.com/products/simulink-programmable-fpgas-fpga-io-modules-io334>

## **4 Important things to remember**

It's not software it's hardware

## **5 Finally lets get to doing some VHDL**

### **5.1 Reference Project**

This will be an overview of the reference project

### **5.2 How to see output from our VHDL**

#### **5.2.1 Simulation**

How to interpret the waveforms

#### **5.2.2 On the hardware itself**

How to load onto the board