#### Sistemas Digitais I LESI - 2° ano

Lesson 5 - VHDL

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#### 5. VHDL - Introduction -

- VHDL was developed, in the mid-1980s, by DoD and IEEE.
- VHDL stands for VHSIC Hardware Description Language; VHSIC stands for Very High Speed Integrated Circuit.
- VHDL has the following features:
  - Designs may be decomposed hierarchically.
  - Each design element has both an interface and a behavioural specification.
  - Behavioural specifications can use either an algorithm or a structure to define the element's operation.
  - Concurrency, timing, and clocking can all be modelled.
  - The logical operation and timing behaviour of a design can be simulated.

# 5. VHDL - Design flow -

- VHDL started out as a <u>documentation and modelling</u> language, allowing the behaviour of designs to be specified and simulated.
- <u>Synthesis tools</u> are also commercially available. A synthesis tool can create logic-circuit structures directly from VHDL specifications.



## 5. VHDL - Entities and Architectures (1) -

- VHDL was designed with the principles of structured programming.
- Pascal and Ada influenced the design of VHDL.
- An interface defines the boundaries of a hardware module, while hiding its internal details.
- A VHDL <u>entity</u> is a declaration of a module's inputs and outputs.
- A VHDL <u>architecture</u> is a detailed description of the module's internal structure or behaviour.



# - Entities and Architectures (2) -

- An architecture may use other entities.
- A high-level architecture may use a lower-level entity multiple times.
- Multiple top-level architectures may use the same lower-level entity.
- This forms the basis for <u>hierarchical system design</u>.



## 5. VHDL - Entities and Architectures (3) -

 In the text file of a VHDL program, the <u>entity</u> <u>declaration</u> and the <u>architecture definition</u> are separated.

```
entity Inhibit is
   port (X,Y: in BIT;
        Z: out BIT);
end Inhibit;
architecture Inhibit_arch of Inhibit is
begin
   Z <= '1' when X='1' and Y='0' else '0';
end Inhibit_arch;</pre>
```



- The language is not case sensitive.
- Comments begin with 2 hyphens (--) and finish at the end of the line.
- VHDL defines many reserved words (port, is, in, out, begin, end, entity, architecture, if, case, ...).

# 5. VHDL - Entity declaration syntax -

• Syntax of an entity declaration:

entity entity-name is
 port(signal-names : mode signal-type;
 signal-names : mode signal-type;
 signal-names : mode signal-type);
end entity-name;

- mode specifies the signal direction:
  - in: input to the entity
  - out: output of the entity
  - buffer: output of the entity (value can be read inside the architecture)
  - inout: input and output of the entity.
- signal-type is a built-in or user-defined signal type.

# 5. VHDL - Architecture definition syntax -

• Syntax of an architecture definition:

architecture architecture-name of entity-name is
type declarations
signal declarations
constant declarations
function definitions
procedure definitions
component declarations
begin
concurrent-statement
end architecture-name;

- The declarations can appear in any order.
- In signal declarations, internal signals to the architecture are defined: signal signal-names : signal-type;

# 5. VHDL - Types (1) -

- All signals, variables, and constants must have an associated type.
- A <u>type</u> specifies the set of valid values for the object and also the operators that can be applied it  $\Rightarrow$  ADT.
- VHDL is a strongly typed language.
- VHDL has the following pre-defined types:

bit	character	<pre>severity_level</pre>
bit_vector	integer	string
boolean	real	time

- integer includes the range -2 147 483 647 through +2 147 483 647.
- boolean has two values, true and false.
- character includes the characters in the ISO 8-bit character set.

# 5. VHDL - Types (2) -

• Built-in operators for integer and boolean types.

integer <b>Operators</b>		boolean <b>Operators</b>	
+	addition	and	AND
-	subtraction	or	OR
*	multiplication	nand	NAND
1	division	nor	NOR
mod	modulo division	xor	Exclusive OR
rem	modulo remainder	xnor	Exclusive NOR
abs **	absolute value exponentiation	not	complementation

# 5. VHDL - Types (3) -

- <u>User-defined types</u> are common in VHDL programs.
- Enumerated types are defined by listing the allowed values.

type type-name is (value-list);	type STD_ULOGIC is (		
<pre>subtype subtype name is type name start to end; subtype subtype name is type name start downto end; constant constant-name: type name := value;</pre>	'U', Uninitialized 'X', Forcing Unknown 'O', Forcing O '1', Forcing 1 'Z', High Impedance 'N', Weak Unknown 'L', Weak O		
	'H', Weak 1 '-'); Don't care subtype STD_LOGIC is resolved STD_ULOGIC;		

- type traffic\_light is (reset, stop, start, go);
- subtype bitnum is integer range 31 downto 0;
- onstant BUS\_SIZE: integer := 32;

#### 5. VHDL - Types (4) -

<u>Array types</u> are also user-defined.

type type-name is array(start to end) of element-type; type type-name is array(start downto end) of element-type; type type-name is array(range-type) of element-type; type type-name is array(range-type range start to end) of element-type; type type-name is array(range-type range start downto end) of element-type;

```
type monthly_count is array (1 to 12) of integer;
type byte is array (7 downto 0) of STD_LOGIC;
constant WORD_LEN: integer := 32;
type word is array (WORD_LEN-1 downto 0) of STD_LOGIC;
constant NUM_REGS: integer := 8;
type reg_file is array (1 to NUM_REGS) of word;
type statecount is array (traffic_light_state) of integer;
```

# 5. VHDL - Types (5) -

- Array literals can be specified by listing the values in parentheses:
   xyz := ('1','1','0','1','1','0','0','0','1');
   abc := (0=>'0', 3=>'0', 9=>'0', others=>'1');
- Strings can be used for STD\_LOGIC arrays:
   xyz := "11011001";
   abc := "0110111110111111";
- Array slices can be specified:
   xyz(2 to 4)
   abc(9 downto 0)
- Arrays and array elements can be combined with the concatenation operator (&):

```
'0'&'1'&"1z" is equivalent to "011z".
```

B(6 downto 0)&B(7) represents a 1-bit left rotate of the B array.

# 5. VHDL

- Functions and Procedures (1) -

- A <u>function</u> accepts a set of arguments and returns a result.
- The arguments and the result must have a type.
- Syntax of a function definition.

```
function function-name(
                                    architecture Inhibit_archf of Inhibit is
     signal-names : signal-type;
     signal-names : signal-type;
                                    function ButNot (A, B: bit) return bit is
                                    begin
                                      if B = '0' then return A;
     signal-names : signal-type
                                      else return '0';
) return return-type is
  type declarations
                                      end if;
  constant declarations
                                    end ButNot;
  variable declarations
 function definitions
                                    begin
  procedure definitions
                                      Z <= ButNot(X,Y);</pre>
                                    end Inhibit_archf;
begin
  sequential-statement
  ...
  sequential-statement
end function-name;
```

#### 5. VHDL - Functions and Procedures (2) -

- It is often necessary to convert a signal from one type to another.
- Assume that the following <u>unconstrained array type</u> is defined:
   type STD\_LOGIC\_VECTOR is array (natural range <>) of STD\_LOGIC;
- Conversion from std\_logic\_vector into integer.

```
function CONV_INTEGER (X: STD_LOGIC_VECTOR) return INTEGER is
variable RESULT: INTEGER;
begin
RESULT := 0;
for i in X'range loop
RESULT := RESULT * 2;
case X(i) is
when '0' | 'L' => null;
when '0' | 'L' => null;
when '1' | 'H' => RESULT := RESULT + 1;
when others => null;
end case;
end loop;
return RESULT;
end CONV_INTEGER;
```

#### **5. VHDL** - Functions and Procedures (3) -

- A <u>procedure</u> is similar to a function, but it does not return a result.
- Whereas a function call can be used in the place of an expression, a procedure call can be used in the place of a statement.
- Procedures allow their arguments to be specified with mode out or inout, so it is possible for a procedure to "return" a result.

# **5. VHDL** - Libraries and Packages (1) -

- A <u>library</u> is a place where the VHDL compiler stores information about a particular design project.
- For any design, the compiler creates and uses the work library.
- A design may have multiple files, each containing different units.
- When a file is compiled, the results are placed in the work library.
- Not all information needed in a design must be in the work library. A designer may rely on common definitions or functions across a family of different projects.
- A project can refer libraries containing shared definitions: library ieee;

## **5. VHDL** - Libraries and Packages (2) -

- Specifying a library gives access to any previously analysed entities and architectures, but does not give access to types and the like.
- A <u>package</u> is a file with definitions of objects (signals, types, constants, functions, procedures, component declarations) to be used by other programs.
- A design can use a package:
   use ieee.std\_logic\_1164.all;
- Within the ieee library, the definitions are on file std\_logic\_1164.

package package-name is type declarations signal declarations constant declarations component declarations function declarations procedure declarations end package-name; package body package-name is type declarations constant declarations function definitions procedure definitions end package-name;

# 5. VHDL - Structural Design (1) -

- The body of an architecture is a series of concurrent statements.
- Each concurrent statement executes simultaneously with the other concurrent statements in the same architecture body.
- Concurrent statements are necessary to simulate the behaviour of hardware.
- The most basic concurrent statement is the component statement.

label: component-name port map (signal1, signal2, ..., signaln);

label: component-name port map (port l=>signal l, port2=>signal 2, ..., portn=>signal n);

- component-name is the name of a previously defined entity.
- One instance of the entity is created for each component statement.

#### 5. VHDL - Structural Design (2) -

- Before being instantiated, a component must be declared in the component declaration in the architecture's definition.
- A component declaration is essentially the same as the port declaration part of an entity declaration.

```
component component-name
   port(signal-names : mode signal-type;
        signal-names : mode signal-type;
        signal-names : mode signal-type);
end component;
```

• The components used in an architecture may be those previously defined as part of a design, or they may be part of a library.

#### 5. VHDL - Structural Design (3) -

```
library IEEE;
use IEEE.std_logic_1164.all;
entity prime is
    port ( N: in STD LOGIC VECTOR (3 downto 0); F: out STD LOGIC );
end prime;
architecture primel_arch of prime is
signal N3 L, N2 L, N1 L: STD LOGIC;
signal N3L_N0, N3L_N2L_N1, N2L_N1_N0, N2_N1L_N0: STD_LOGIC;
component INV port (I: in STD LOGIC; O: out STD LOGIC); end component;
component AND2 port (I0, I1: in STD_LOGIC; 0: out STD_LOGIC); end component;
component AND3 port (I0, I1, I2: in STD_LOGIC; 0: out STD_LOGIC); end component;
component OR4 port (I0, I1, I2, I3: in STD LOGIC; 0:out STD LOGIC); end component;
begin
 U1: INV port map (N(3), N3_L);
 U2: INV port map (N(2), N2_L);
 U3: INV port map (N(1), N1_L);
  U4: AND2 port map (N3_L, N(0), N3L_N0);
 U5: AND3 port map (N3_L, N2_L, N(1), N3L_N2L_N1);
 U6: AND3 port map (N2_L, N(1), N(0), N2L_N1_N0);
  U7: AND3 port map (N(2), N1_L, N(0), N2_N1L_N0);
  U8: OR4 port map (N3L_N0, N3L_N2L_N1, N2L_N1_N0, N2_N1L_N0, F);
end prime1_arch;
```

#### 5. VHDL - Structural Design (4) -

- An architecture that uses components is a <u>structural description</u>, since it describes the structure of signals and entities that realise the entity.
- The generate statement allows repetitive structures to be created.

```
library IEEE;
use IEEE.std_logic_1164.all;
entity inv8 is
    port ( X: in STD_LOGIC_VECTOR (1 to 8);
        Y: out STD_LOGIC_VECTOR (1 to 8) );
end inv8;
architecture inv8_arch of inv8 is
component INV port (I: in STD_LOGIC; O: out STD_LOGIC); end component;
begin
    g1: for b in 1 to 8 generate
        U1: INV port map (X(b), Y(b));
        end generate;
end inv8_arch;
```

# 5. VHDL - Structural Design (5) -

- Generic constants can be defined in an entity declaration.

- Each constant can be used within the respective architecture and the value is deferred until the entity is instantiated in another architecture, using a component statement.
- Within the component statement, values are assigned to the generic constants using a generic map clause.

#### 5. VHDL - Structural Design (6) -

```
library IEEE;
use IEEE.std_logic_1164.all;
entity businv is
  generic (WIDTH: positive);
   port ( X: in STD_LOGIC_VECTOR (WIDTH-1 downto 0);
        Y: out STD_LOGIC_VECTOR (WIDTH-1 downto 0) );
end businv;
architecture businv_arch of businv is
component INV port (I: in STD_LOGIC; O: out STD_LOGIC); end component;
begin
  gl: for b in WID-1 downto 0 generate
        U1: INV port map (X(b), Y(b));
        end generate;
end businv_arch;
```

#### 5. VHDL - Structural Design (7) -

```
library IEEE;
use IEEE.std logic 1164.all;
entity businy example is
    port ( IN8: in STD LOGIC VECTOR (7 downto 0);
           OUT8: out STD_LOGIC_VECTOR (7 downto 0);
           IN16: in STD LOGIC VECTOR (15 downto 0);
           OUT16: out STD LOGIC VECTOR (15 downto 0);
           IN32: in STD LOGIC VECTOR (31 downto 0);
           OUT32: out STD LOGIC_VECTOR (31 downto 0) );
end businv_example;
architecture businv_ex_arch of businv_example is
component businv
    generic (WIDTH: positive);
    port ( X: in STD_LOGIC_VECTOR (WIDTH-1 downto 0);
           Y: out STD LOGIC VECTOR (WIDTH-1 downto 0) );
end component;
begin
U1: businv generic map (WIDTH=>8) port map (IN8, OUT8);
U2: businv generic map (WIDTH=>16) port map (IN16, OUT16);
U3: businv generic map (WIDTH=>32) port map (IN32, OUT32);
end businv_ex_arch;
```

#### 5. VHDL - Dataflow Design (1) -

- Other concurrent statements allow circuits to be described in terms of the flow of data and operations on it within the circuit.
- This gives origin to the <u>dataflow description</u> style.
- Syntax of concurrent signal assignments statements.

```
signal-name <= expression;
signal-name <= expression when boolean-expression else
expression when boolean-expression else
expression when boolean-expression else
expression;
```

#### 5. VHDL - Dataflow Design (2) -

```
architecture prime3_arch of prime is
signal N3L_N0, N3L_N2L_N1, N2L_N1_N0, N2_N1L_N0: STD_LOGIC;
begin
N3L_N0 <= '1' when N(3)='0' and N(0)='1' else '0';
N3L_N2L_N1 <= '1' when N(3)='0' and N(2)='0' and N(1)='1' else '0';
N2L_N1_N0 <= '1' when N(2)='0' and N(1)='1' and N(0)='1' else '0';
N2_N1L_N0 <= '1' when N(2)='1' and N(1)='0' and N(0)='1' else '0';
F <= N3L_N0 or N3L_N2L_N1 or N2L_N1_N0 or N2_N1L_N0;
end prime3_arch;
```

# 5. VHDL - Dataflow Design (3) -

- Another concurrent statement is the <u>selected signal assignment</u>, which is similar to a typical CASE constructor.
- Syntax of selected signal assignments.

```
with expression select.
                              signal-name <= signal-value when choices,
                                           signal-value when choices,
                                           signal-value when choices;
architecture prime4_arch of prime is
                                                  architecture prime5_arch of prime is
begin
                                                  begin
  with N select
                                                     with CONV_INTEGER(N) select
    E <= '1' when "0001",
                                                       F <= '1' when 1 | 2 | 3 | 5 | 7 | 11 | 13,</pre>
          '1' when "0010",
                                                             '0' when others;
          '1' when "0011" |
                              "0101" | "0111",
                                                  end prime5 arch;
          '1' when "1011" |
                              "1101",
          '0' when others;
end prime4 arch;
```

## 5. VHDL - Behavioural Design (1) -

- The main behavioural construct is the <u>process</u> which is a collection of sequential statements that executes in parallel with other concurrent statements and processes.
- A process simulates in zero time.
- A VHDL process is a concurrent statement, with the syntax:

```
process (signal-name, signal-name, ..., signal-name)
type declarations
variable declarations
constant declarations
function definitions
procedure definitions
begin
sequential-statement
...
sequential-statement
end process;
```

# 5. VHDL - Behavioural Design (2) -

- A process can not declare signals, only variables, which are used to keep track of the process state.
- The syntax for defining a variable is:
   variable variable-names : variable-type;
- A VHDL process is either running or suspended.
- The list of signals in the process definition (<u>sensitivity list</u>) determines when the process runs.
- A process is initially suspended. When a sensitivity list's signal changes value, the process resumes, starting at the 1st statement until the end.
- If any signal in the sensitivity list change value as a result of running the process, it runs again.

# 5. VHDL - Behavioural Design (3) -

- This continues until the process runs without any of these signals changing value.
- In simulation, this happens in zero simulation time.
- Upon resumption, a properly written process will suspend after a couple of runs.
- It is possible to write an incorrect process that never suspends.
- Consider a process with just one sequential statement "x <= not x;" and a sensitivity list of "(x)".
- Since X changes on every pass, the process will run forever in zero simulated time.
- In practice, simulators can detect such behaviour, to end the simulation.

#### 5. VHDL - Behavioural Design (4) -

- The <u>sequential signal assignment</u> statement has the same syntax as the concurrent version (but it occurs within the body of a process): signal-name <= expression;</li>
- The <u>variable assignment</u> statement has the following syntax: variable-name := expression;

```
architecture prime6_arch of prime6 is
begin
 process (N)
   variable N3L_N0, N3L_N2L_N1, N2L_N1_N0, N2_N1L_N0: STD_LOGIC;
  begin
   N3L NO
            := not N(3)
                                                   and N(0);
   N3L_N2L_N1 := not N(3) and not N(2) and N(1)
   N2L_N1_N0 :=
                           not N(2) and
                                              N(1) and N(0);
   N2 N1L N0 :=
                                  N(2) and not N(1) and N(0);
   F <= N3L NO or N3L N2L N1 or N2L N1 N0 or N2 N1L N0;
  end process;
end prime6_arch;
```

#### 5. VHDL - Behavioural Design (5) -

 Other sequential statements include popular constructs, such as if, case, loop, for, and while.

if boolean-expression then sequential-statement case expression is end if; when choices => sequential-statements when choices => sequential-statements if boolean-expression then sequential-statement else seguential-statement end case; end if; for identifier in range loop loop if boolean-expression then sequential-statement sequential-statement sequential-statement elsif boolean-expression then sequential-statement ... sequential-statement elsif boolean-expression then sequential-statement sequential-statement end loop; end if; end loop; if boolean-expression then sequential-statement elsif boolean-expression then sequential-statement while boolean-expression loop sequential-statement elsif boolean-expression then sequential-statement sequential-statement else sequential-statement end if; end loop;

#### 5. VHDL - Behavioural Design (6) -

```
architecture prime7_arch of prime is
                                              architecture prime8_arch of prime is
begin
                                              begin
 process(N)
                                               process(N)
   variable NI: INTEGER;
                                                begin
                                                  case CONV_INTEGER(N) is
  begin
   NI := CONV_INTEGER(N);
                                                    when 1 => E <= '1';
                                                    when 2 => E <= '1';
   if NI=1 or NI=2 then E <= '1';
    elsif NI=3 or NI=5 or NI=7 or NI=11 or
                                                    when 3 | 5 | 7 | 11 | 13 => E <= '1';
                                                    when others => E <= '0';
          NI=13 then E <= '1';
                                                  end case;
    else E <= '0';
    end if;
                                                end process;
                                              end prime8_arch;
  end process;
end prime7_arch;
```

#### 5. VHDL - Behavioural Design (7) -

```
architecture prime9_arch of prime9 is
begin
  process(N)
  variable NI: INTEGER;
  variable prime: boolean;
  begin
   NI := CONV INTEGER (N) ;
   prime := true;
   if NI=1 or NI=2 then null; -- boundary cases
    else for i in 2 to 253 loop
           if NI mod i = 0 then
             prime := false; exit;
           end if;
         end loop;
    end if;
    if prime then E <= '1'; else E <= '0'; end if;
  end process;
end prime9_arch;
```

# 5. VHDL - Time Dimension (1) -

- None of the previous examples deal with the time dimension of circuit operation: everything happens in zero simulated time.
- VHDL has excellent facilities for modelling the time.
- VHDL allows a time delay to be specified by using the keyword after in any signal-assignment statement.
- Z <= `1' after 4ns when X=`1' else `0' after 3ns;
- This models a gate that has 4ns of delay on a 0-to-1 output transition and only 3ns on a 1-to-0 transition.
- With these values, a VHDL simulator can predict the approximate timing behaviour of a circuit.

# 5. VHDL

- Time Dimension (2) -

- Another way to invoke the time dimension is with wait.
- This sequential statement can be used to suspend a process for a specified time period.
- A wait statement can be used to create simulated input waveforms to test the operation of a circuit.

```
entity InhibitTestBench is
end InhibitTestBench;
architecture InhibitTB_arch of InhibitTestBench is
component Inhibit port (X,Y: in BIT; Z: out BIT); end component;
signal XT, YT, ZT: BIT;
begin
  Ul: Inhibit port map (XT, YT, ZT);
  process
  begin
   XT <= '0'; YT <= '0';
   wait for 10 ns;
   XT <= '0'; YT <= '1';
   wait for 10 ns;
   XT <= '1'; YT <= '0';
   wait for 10 ns;
   XT <= '1'; YT <= '1';
    wait; -- this suspends the process indefinitely
  end process;
end InhibitTB_arch;
```

# 5. VHDL - Simulation (1) -

- Once we have a VHDL program whose syntax and semantics are correct, a simulator can be used to observe its operation.
- Simulator operation begin at <u>simulation time</u> of zero.
- At this time, the simulator initialises all signals to a default value.
- It also initialises any signals and variables for which initial values have been explicitly declared.
- Next, the simulator begins the execution of all processes (and concurrent statements) in the design.
- The simulator uses a time-based event list and a signal-sensitivity matrix to simulate the execution of all the processes.

# 5. VHDL - Simulation (2) -

- At simulation time zero, all processes are scheduled for execution.
- One of them is selected and all of its sequential statements are executed, including any looping behaviour that is specified.
- When the execution of this process is completed, another one is selected, and so on, until all processes have been executed.
- This completes one <u>simulation cycle</u>.
- During its execution, a process may assign new values to signals.
- The new values are not assigned immediately. They are placed on the event list and scheduled to become effective at a certain time.

# 5. VHDL - Simulation (3) -

- If the assignment has an explicit simulation time (after clause), then it is scheduled on the event list to occur at that time.
- Otherwise, it is supposed to occur "immediately".
- It is actually scheduled to occur at the current simulation time plus one delta delay.
- The <u>delta delay</u> is an infinitesimally short time, such that the current simulation time plus any number of delta delays still equals the current simulation time.
- The delta delay concept allows processes to execute multiple times (if necessary) in zero simulated time.
- After a simulation cycle completes, the event list is scanned for the signals that change at the next earliest time on the list.

# 5. VHDL - Simulation (4) -

- This may be as little as one delta delay, or it may be a real delay, in which case the simulation time is advanced.
- In any case, the scheduled signal changes are made.
- Some processes may be sensitive to the changing signals.
- All the processes that are sensitive to a signal that just changed are scheduled for execution in the next simulation cycle (begins now).
- The simulator's operation goes on indefinitely until the list is empty.
- The event list mechanism makes it possible to simulate the operation of concurrent processes in a uni-processor system.
- The delta delay mechanism ensures correct operation even though a set of processes may require multiple executions.