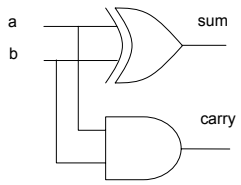
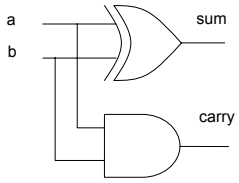
Basic Language Concepts

Describing Design Entities



- Primary programming abstraction is a *design entity*
  - Register, logic block, chip, board, or system
- What aspects of a digital system do we want to describe?
  - Interface: how do we connect to it
  - Function: what does it do?
- VHDL 1993 vs. VHDL 1987

Describing the Interface: The Entity Construct



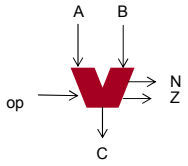

```
case insensitive
entity half_ADder is
port ( a, b : in bit;
        sum, carry :out bit);
end entity half_adder;
VHDL 1993
```

- The interface is a collection of *ports*
  - Ports are a new programming object: *signal*
  - Ports have a type, e.g., bit
  - Ports have a mode: in, out, inout (bidirectional)

The Signal Object Type

- VHDL supports four basic objects: variables, constants, signals and file types (1993)
- Variable and constant types
  - Follow traditional concepts
- The signal object type is motivated by digital system modeling
  - Distinct from variable types in the association of time with values
  - Implementation of a signal is a sequence of time-value pairs!
    - Referred to as the driver for the signal

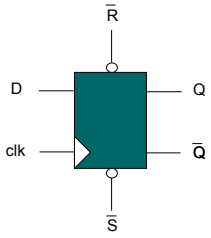
Example Entity Descriptions




```
entity ALU32 is
port(       A, B: in bit_vector (31 downto 0);
            C : out bit_vector (31 downto 0);
            Op: in bit_vector (5 downto 0);
            N, Z: out bit);
end entity ALU32;
```

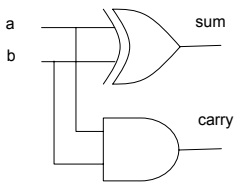
MSB

LSB




```
entity D_ff is
port(       D, Q, Clk, R, S: in bit;
            Q, Qbar : out bit);
end entity D_ff;
```


Describing Behavior: The Architecture Construct



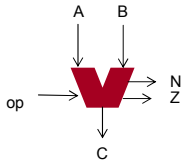

```
entity half_adder is
port (a, b : in bit;
       sum, carry :out bit);
end entity half_adder;

architecture behavioral of half_adder is
begin
sum <= (a xor b) after 5 ns;
carry <= (a and b) after 5 ns;
end architecture behavior;
```

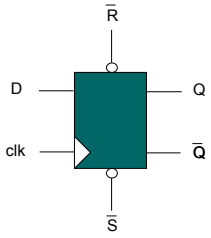
VHDL 1993

- Description of events on output signals in terms of events on input signals: the *signal assignment* statement
- Specification of propagation delays
- Type **bit** is not powerful enough for realistic simulation: use the IEEE 1164 value system

Example Entity Descriptions: IEEE 1164

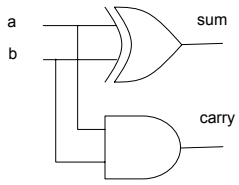



```
entity ALU32 is
port(       A, B: in std_ulogic_vector (31 downto 0);
            C : out std_ulogic_vector (31 downto 0);
            Op: in std_ulogic_vector (5 downto 0);
            N, Z: out std_logic);
end entity ALU32;
```




```
entity D_ff is
port(       D, Q, Clk, R, S: in std_ulogic;
            Q, Qbar : out std_ulogic);
end entity D_ff;
```


Describing Behavior: The Architecture Construct




```
library IEEE;
use IEEE.std_logic_1164.all;
```

Declarations for a design entity

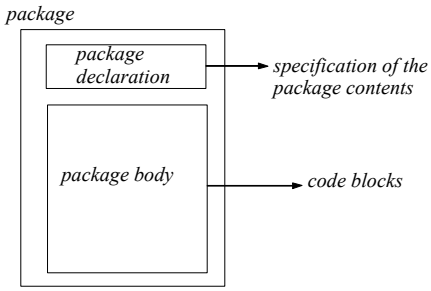
```
entity half_adder is
port (a, b : in std_ulogic;
sum, carry :out std_ulogic);
end entity half_adder;

architecture behavioral of half_adder is
begin
sum <= (a xor b) after 5 ns;
carry <= (a and b) after 5 ns;
end architecture behavioral;
```

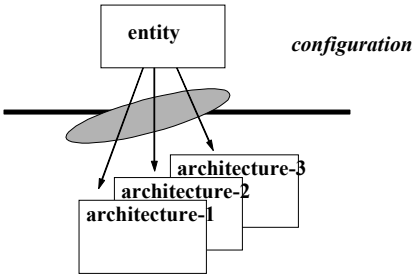
- Use of the IEEE 1164 value system requires inclusion of the library and package declaration statements

Libraries and Packages

- Libraries are logical units that are mapped to physical directories
- Packages are repositories for type definitions, procedures, and functions
  - User defined vs. system packages



Configurations



- Separate the specification of the interface from that of the implementation
  - An entity may have multiple architectures
- Configurations associate an entity with an architecture
  - Binding rules: default and explicit
- Use configurations (more later!)

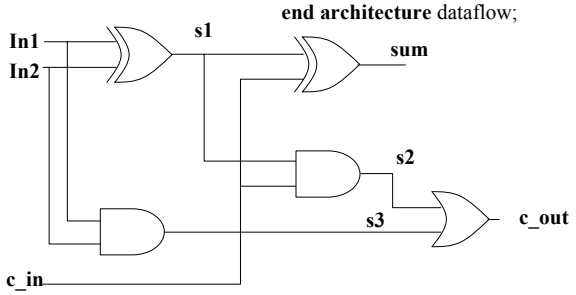
Design Units

- *Primary* design units
  - Entity
  - Configuration
  - Package Declaration
  - These are not dependent on other design units
- *Secondary* design units
  - Package body
  - Architecture
- Design units are created in design files
- Now you know the layout of a VHDL program!

Simple Signal Assignment

```
library IEEE;
use IEEE.std_logic_1164.all;
entity full_adder is
port (in1, in2, c_in: in std_ulogic;
      sum, c_out: out std_ulogic);
end entity full_adder;
```

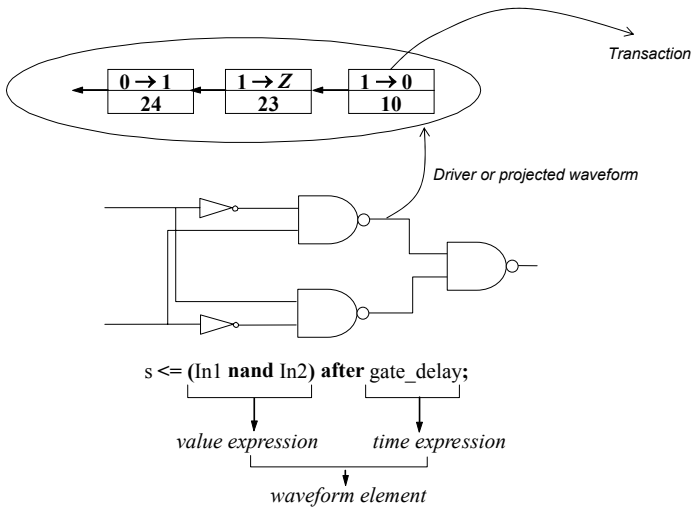
```
architecture dataflow of full_adder is
signal s1, s2, s3 : std_ulogic;          } Declarations
constant gate_delay: Time:= 5 ns;
begin
L1: s1 <= (In1 xor In2) after gate_delay;
L2: s2 <= (c_in and s1) after gate_delay;
L3: s3 <= (In1 and In2) after gate_delay;
L4: sum <= (s1 xor c_in) after gate_delay;
L5: c_out <= (s2 or s3) after gate_delay;
end architecture dataflow;
```



Simple Signal Assignment Statement

- The *constant* programming object
  - Values cannot be changed
- Use of *signals* in the architecture
  - Internal signals connect components
- A statement is executed when an event takes place on a signal in the RHS of an expression
  - 1-1 correspondence between signal assignment statements and signals in the circuit
  - Order of statement execution follows propagation of events in the circuit
  - Textual order **does not** imply execution order

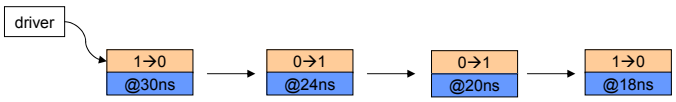
Implementation of Signals



Implementation of Signals (cont.)

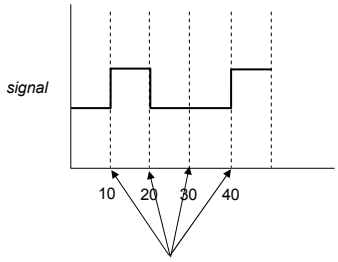
- In the absence of initialization, default values are determined by signal type
- Waveform elements describe time-value pairs
- *Transactions* are internal representations of signal value assignments
  - Events correspond to new signal values
  - A transaction may lead to the same signal value

Implementation of Signals (cont.)



- *Driver* is set of future signal values: current signal value is provided by the transaction at the head of the list
- We can specify multiple waveform elements in a single assignment statement
  - Specifying multiple future values for a signal
- Rules for maintaining the driver
  - Conflicting transactions

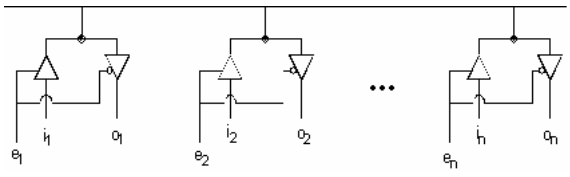
Example: Waveform Generation



signal <= ‘0’,‘1’ **after** 10 **ns**,‘0’ **after** 20 **ns**,‘1’ **after** 40 **ns**;

- Multiple waveform elements can be specified in a single signal assignment statement
- Describe the signal transitions at future point in time
  - Each transition is specified as a waveform element

Resolved Signal Types



- At any point in time what is the value of the bus signal?
- We need to “resolve” the value
  - Take the value at the head of all drivers
  - Select one of the values according to a resolution function
- Predefined IEEE 1164 resolved types are std_logic and std_logic_vector

Conditional Signal Assignment

```
library IEEE;
use IEEE.std_logic_1164.all;
entity mux4 is
port ( In0, In1, In2, In3 : in std_logic_vector (7 downto 0);
Sel: in std_logic_vector(1 downto 0);
Z : out std_logic_vector (7 downto 0));
end entity mux4;
architecture behavioral of mux4 is
begin
Z <=    In0 after 5 ns when Sel = "00" else
        In1 after 5 ns when Sel = "01" else
        In2 after 5 ns when Sel = "10" else
        In3 after 5 ns when Sel = "11" else
        "00000000" after 5 ns;
end architecture behavioral;
```

note type

Evaluation Order is important!

- First true conditional expression determines the output value

Unaffected Signals

```
library IEEE;
use IEEE.std_logic_1164.all;

entity pr_encoder is
port (S0, S1,S2,S3: in std_logic;
Z : out std_logic_vector (1 downto 0));
end entity pr_encoder;

architecture behavioral of pr_encoder is
begin
Z <=    "00" after 5 ns when S0 = '1' else
        "01" after 5 ns when S1 = '1' else
        unaffected when S2 = '1' else
        "11" after 5 ns when S3 = '1' else
        "00" after 5 ns;
end architecture behavioral;
```

- Value of the signal is not changed
- VHDL 1993 only!

Selected Signal Assignment Statement

```
library IEEE;
use IEEE.std_logic_1164.all;

entity mux4 is
port ( In0, In1, In2, In3 : in std_logic_vector (7 downto 0);
Sel: in std_logic_vector(1 downto 0);
Z : out std_logic_vector (7 downto 0));
end entity mux4;

architecture behavioral-2 of mux4 is
begin
with Sel select
Z <=    (In0 after 5 ns) when "00",
        (In1 after 5 ns) when "01",
        (In2 after 5 ns) when "10",
        (In3 after 5 ns) when "11"
        (In3 after 5 ns) when others;
end architecture behavioral;
```

All options must be covered and only one must be true!

- The "when others" clause can be used to ensure that all options are covered
- The "unaffected" clause may also be used here

A VHDL Model Template

```
library library-name-1, library-name-2;
use library-name-1.package-name.all;
use library-name-2.package-name.all;
```

Declare external libraries and visible components

```
entity entity_name is
port(       input signals : in type;
            output signals : out type);
end entity entity_name;
```

Define the interface

```
architecture arch_name of entity_name is
-- declare internal signals
-- you may have multiple signals of different types
signal internal-signal-1 : type := initialization;
signal internal-signal-2 : type := initialization;
begin
-- specify value of each signal as a function of other signals
internal-signal-1 <= simple, conditional, or selected CSA;
internal-signal-2 <= simple, conditional, or selected CSA;

output-signal-1   <= simple, conditional, or selected CSA;
output-signal-2   <= simple, conditional, or selected CSA;
end architecture arch_name;
```

Declare signals used to connect components

Definition of how & when ***internal*** signal values are computed

Definition of how & when ***external*** signal values are computed

Summary

- Primary unit of abstraction is a design entity
- Design units include
  - Primary design units
    - entity, configuration, package declaration
  - Secondary design units
    - architecture, package body
- Concurrent signal assignment statements
  - Simple, selected, conditional
  - Can be coalesced to form models of combinational circuits