

ES 4 VHDL reference sheet

r.2019.02.19

GRAY_ITALICS represent user-defined names or operations

keywords

www.ece.tufts.edu/es/4

Purple constructs are only available in VHDL 2008.

literals (constants)

```
-- This is a comment
/* Multi-line comment
   (VHDL 2008 only) */
```

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

} You almost always need these libraries;
just put this at the top of every file.

```
entity ENTITY_NAME is
  port(
    PORT_NAME : in std_logic; -- Single bit input
    ANOTHER   : out std_logic_vector(3 downto 0) -- 4-bit output
  );
end;
```

No semicolon on the last one!
Don't forget these semicolons!

```
architecture ARCH_NAME of ENTITY_NAME is
  -- Component declarations, if using submodules
  component SUB_ENTITY is
    port(
      -- Port list for the entity you're including
    );
  end component;

  -- Signal declarations, if using intermediate signals
  signal NAME : TYPE;
begin
  -- Architecture definition goes here
end;
```

Just replace `entity` with `component`
and put `end component` at the end.

Instantiate a submodule

```
INSTANCE_NAME : MODULE_NAME
  generic map (
    GENERIC => CONSTANT,
  );
  port map(
    PORT => VALUE,
    ANOTHER => LOCAL_SIGNAL
  );
```

Continuous assignments

`RESULT_SIGNAL <= SIGNAL1 and SIGNAL2;` Also works for or, not, nand, nor, xor

`RESULT_SIGNAL <= '1' when (SIGNAL1 = x"5") else '0';` Note '=' for comparison (not '==')

`HIGHEST_BIT <= EIGHT_BIT_VEC(7);` Extract a single bit (7 is MSB, 0 is LSB)

`TWO_BIT_VEC <= EIGHT_BIT_VEC(3 downto 2);` Extract multiple bits

`SIX_BIT_VEC <= "000" & EIGHT_BIT_VEC(3 downto 2) & SINGLE_BYTE;` Concatenate

Types

`std_logic` Basic logic type, can take values 0, 1, X, Z (and others)

`std_logic_vector (n downto m)` Ordered group of `std_logic`

`unsigned (n downto m)` Like `std_logic_vector`, but preferred for numerically meaningful signals

`signed (n downto m)`

`integer` Can't be synthesized, but constants are integers by default

Literals

'0', '1', 'X', 'Z'

"00001010", x"0c" 8-bit binary, hex

9x"101" 3b"101" 7d"101"

9-bit hex 3-bit binary 7-bit decimal

5, 38, 2e10

Type conversion

`to_unsigned(INTEGER, WIDTH)` Use `to_unsigned` for unsigned constants before VHDL 2008.

`unsigned(LOGIC_VECTOR)` (Same things for signed)

`std_logic_vector(UNSIGNED)`

Process blocks

```
process (SENSITIVITY) is
begin
  -- if/case/print go here
end process;
```

If sensitivity includes:

all↓ → Combinational logic

clk↑ → Flip-flop / register

clk↑ + data↓ → Latch

Nothing → Testbench (repeated evaluation)

Something else → Bad things you probably didn't want

Specify all signals by name prior to VHDL 2008

Reporting stuff

assert *CONDITION* report "MESSAGE" severity error; Print message if condition is false

report "MESSAGE" severity error; Severity can be NOTE, WARNING, ERROR, FATAL
"FATAL" ends the simulation

report "A is " & to_string(a); Use image function prior to VHDL 2008

```
report "A in hex is " & to_hstring(a);
      concatenation  ↗  ↘ conversion to string
```

Writing to files (or stdout)

variable *BUF* : line; Declare buffer in process block

write(*BUF*, string'("MESSAGE")); Append message to buffer

writeline(output, *BUF*); Write buffer to stdout (like report, but just the text)

file *RESULTS* : text; Declare file handle in process block

file_open(*RESULTS*, "FILENAME", WRITE_MODE);

writeline(*RESULTS*, *BUF*);

If/else

```
if CONDITION then
  SIGNAL <= VALUE1;
elsif OTHER_CONDITION then
  SIGNAL <= VALUE2; Note spelling of "elsif"!
else
  SIGNAL <= VALUE3;
end if;
```

Case

```
case INPUT_SIGNAL is
  when VALUE1 => OPERATION1;
  when VALUE2 => OPERATION2;
  when others => DEFAULT;
end case;
```

Sequential logic

```
process (CLOCK) is
begin
  if rising_edge(CLOCK) then
    -- Clocked assignments go here
  end if;
end process;
```

For loop

```
for INDEXVAR in MIN to MAX loop
  -- loop body here
end loop;
```

To count down:

```
for INDEXVAR in MAX downto MIN loop
```

Enumerated types

```
type TYPENAME is (VAL1, VAL2, VAL3);
```

```
signal NAME : TYPENAME; Just like any other type
```