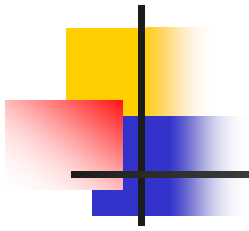




# Introduction to VHDL

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Prepared By :  
Eng./ M.Ismail

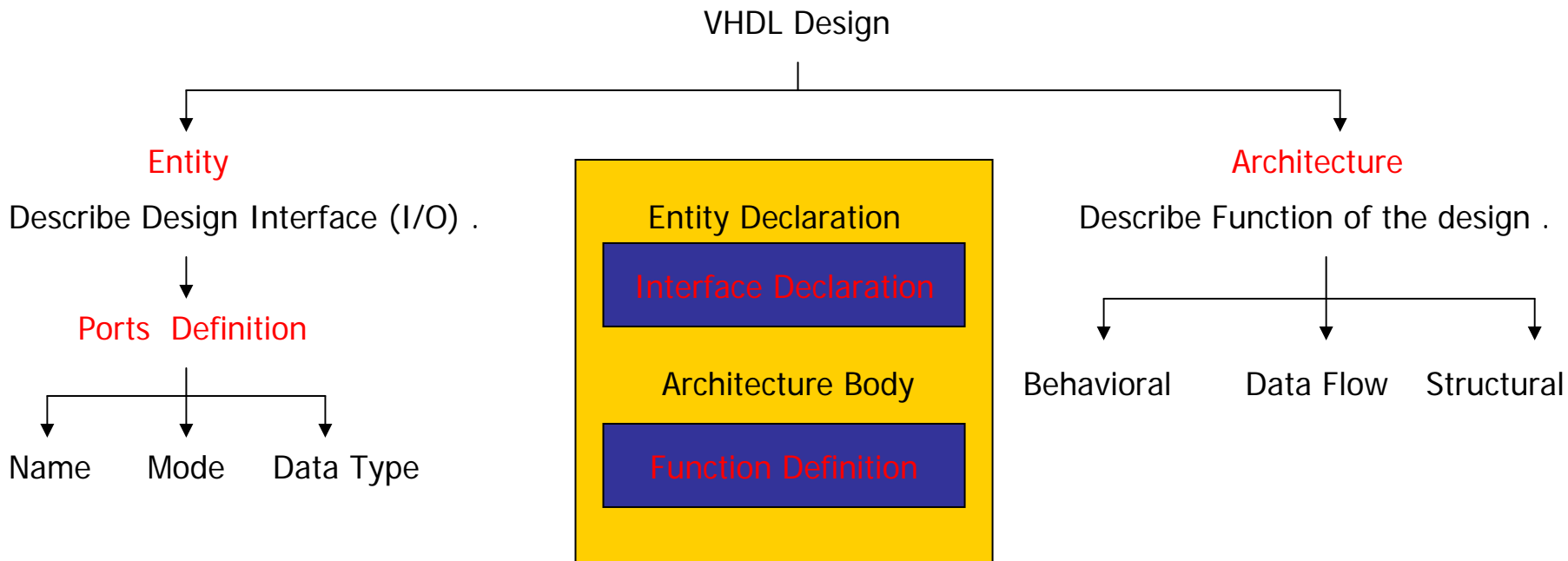


## Part (1) : VHDL Code

# 1. Introduction

VHDL → Very high speed integrated circuit Hardware Description Language .

Used in testing using simulation for digital systems .



# 2.Entity Declaration

Ex : D-FF :



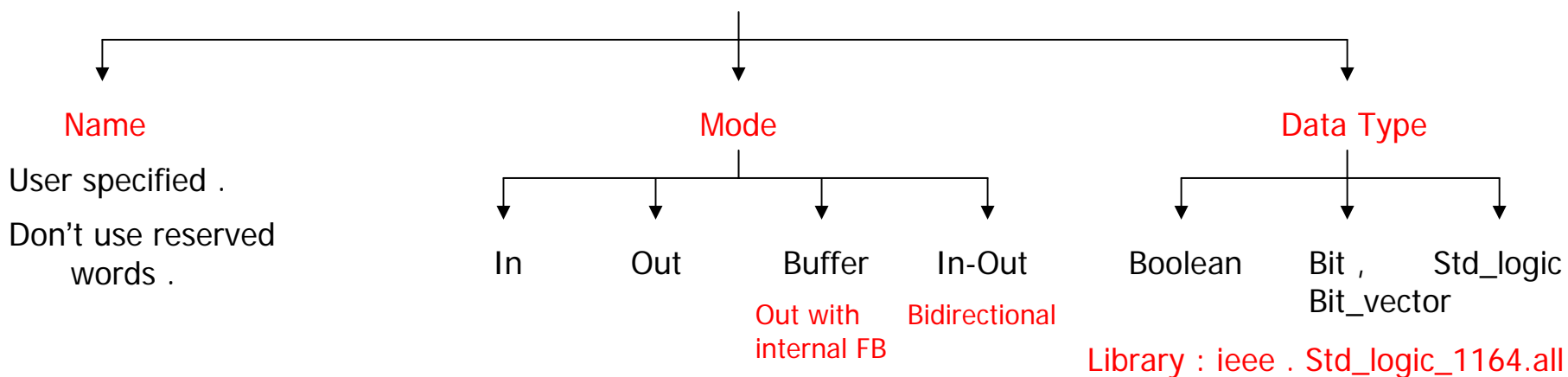
**Port** ( D , Clk : **in std\_logic** ;

Q , Q' : **out std\_logic** ) ;

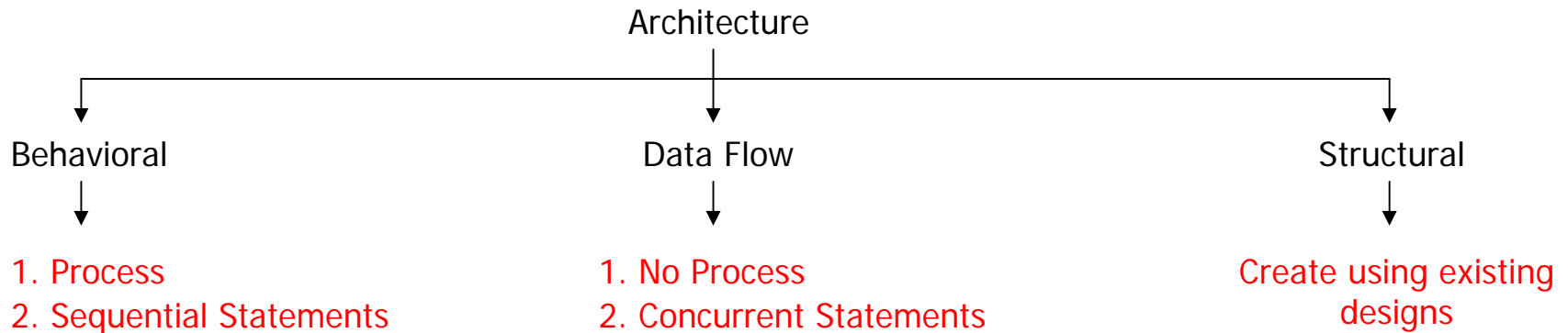
**end** DFF ;

Red bold words → Reserved words .

Port Definition



# 3. Architecture Bodies



**Sequential Statements** : Used inside a process , ordering of statements is important , because each statement is executed in order in which it appears .

**Concurrent Statements** : Executed simultaneously .

**Statements inside a process are sequential , processes are concurrent**

**Process Sensitivity List** : Identifies which signals will cause the process to execute “ a change in sensitivity list would trigger the process “.

# 3.1. Behavioral

Ex : 4 bit comparator :



## Note :

1. Process sensitivity list  $\rightarrow$  a , b .
2. If statements are sequential .

**entity** eqcomp4 **is**

**Port** ( a , b : **in bit\_vector (3downto 0)** ;  
equals : **out bit** ) ;

**end** eqcomp4 ;

**architecture** behavioral **of** eqcomp4 **is**

**begin**

Comp : **Process** ( a , b )

**begin**

**if** a = b **then** equals <= '1' ;

**else** equals <= '0' ;

**end if**

**end process** comp ;

**end** behavioral ;



## 3.2.Data Flow

---

For the 4 bit comparator entity in previous ex :

**architecture** dataflow **of** eqcomp4 **is**

**begin**

equals <= '1' **when** ( a = b ) **else** '0' ;

**end** dataflow ;

**Note :**

1. No process is defined .
2. Concurrent statements are used “ no sequential statements “ .



## 3.3.Structural

---

Using existed designs → wire between components using reserved word **Portmap**

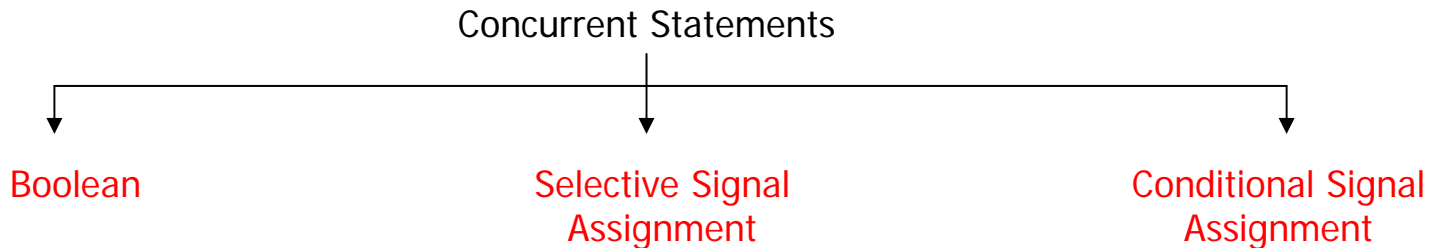
Ex :

```
U0 : xnor2 portmap ( a , b , X ) ;
```

We will make a structural design using existing components and generate its structural description code “ using simulator “ .



# 4. Concurrent Statements



1. Boolean Equations : Mux example :

```
architecture archmux of mux is  
begin  
X <= ( a and not (S(1)) and not (S(0)))  
    or ( b and not (S(1)) and S(0) )  
    or ( c and (S(1)) and not (S(0))  
    or ( d and (S(1)) and S(0) ) ;  
end archmux ;
```

2. Selective Signal Assignment :

```
architecture archmux of mux is  
begin  
with S select  
X <= a when '00' ;  
    b when '01' ;  
    c when '10' ;  
    d when others ;  
end archmux ;
```



# 4. Concurrent Statements

---

## 3. Conditional Signal Assignment :

**architecture** archmux **of** mux **is**

**begin**

**when** S = '00' **then** X <= a

**else when** S = '01' **then** X <= b

**else when** S = '10' **then** X <= c

**else** X <= d

**end** archmux ;

Note :

In all concurrent statements  
no processes where defined .

# 5. Sequential Statements

## Sequential Statements

IF

```
if S = '00' then X <= a ;  
else if S = '01' then X <= b ;  
else if S = '10' then X <= c ;  
else X <= d ;  
end if ;
```

Case

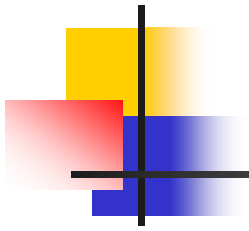
```
case S is  
when '00' => X <= a ; Sequential statement  
when '01' => X <= b ;  
when '10' => X <= c ;  
when others => X <= d ;  
end case ;
```

For Loop

```
For variable in init. to final loop  
Sequential statement  
end loop ;
```

Wait

```
Wait for specific time ;  
Wait on signal ;  
Wait until condition ;  
Wait ;
```

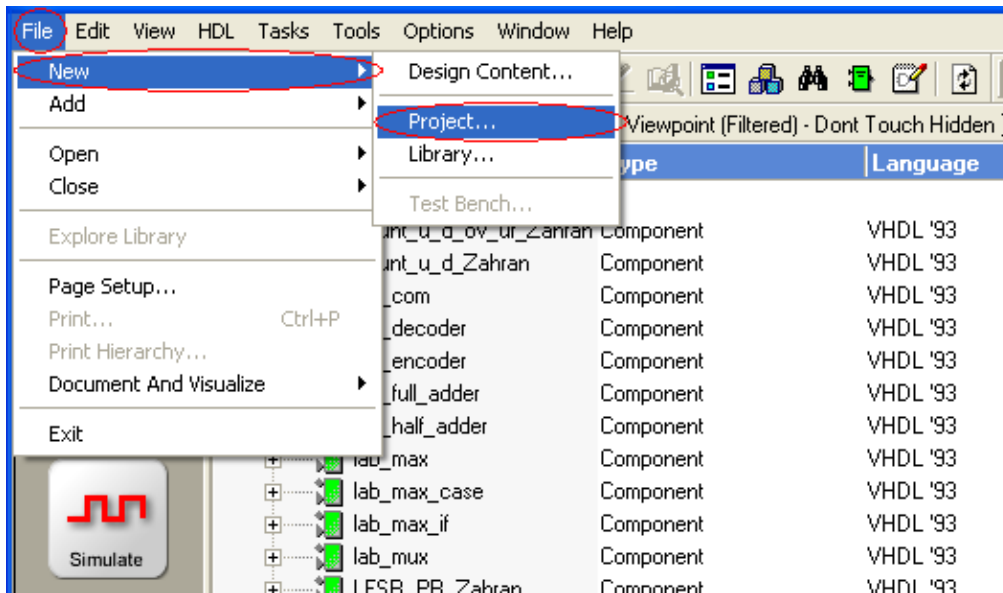


## Part (2) : Simulation

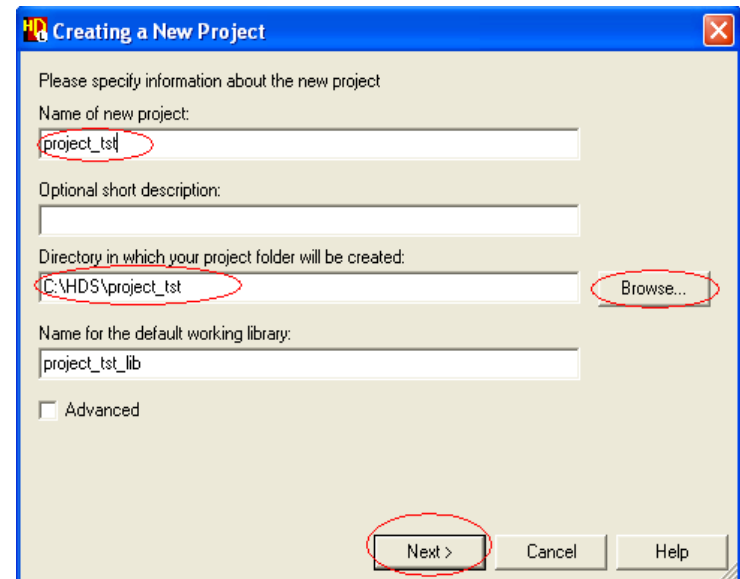
# 1. Create New Project

Open HDL designer

File > New > Project



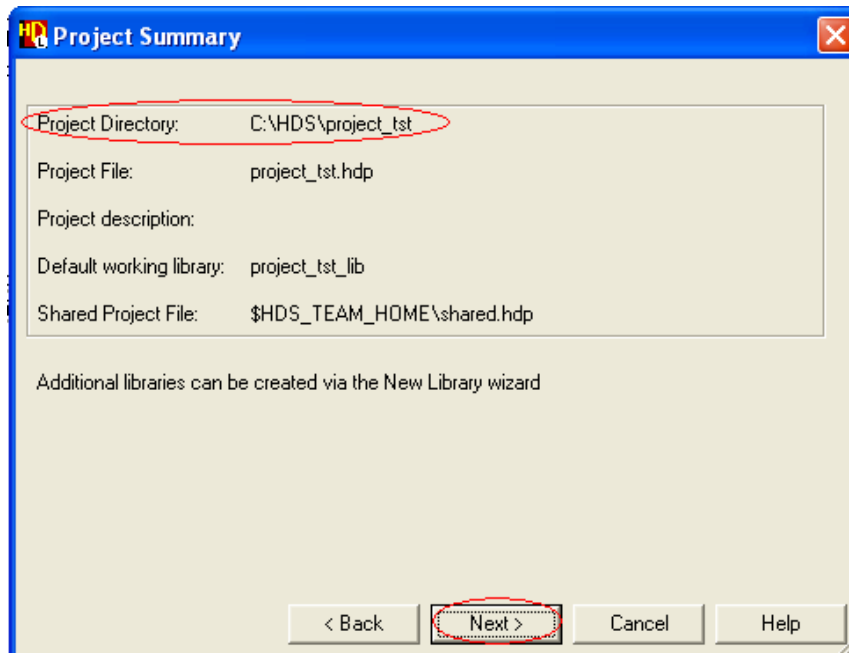
Specify Project name & Location



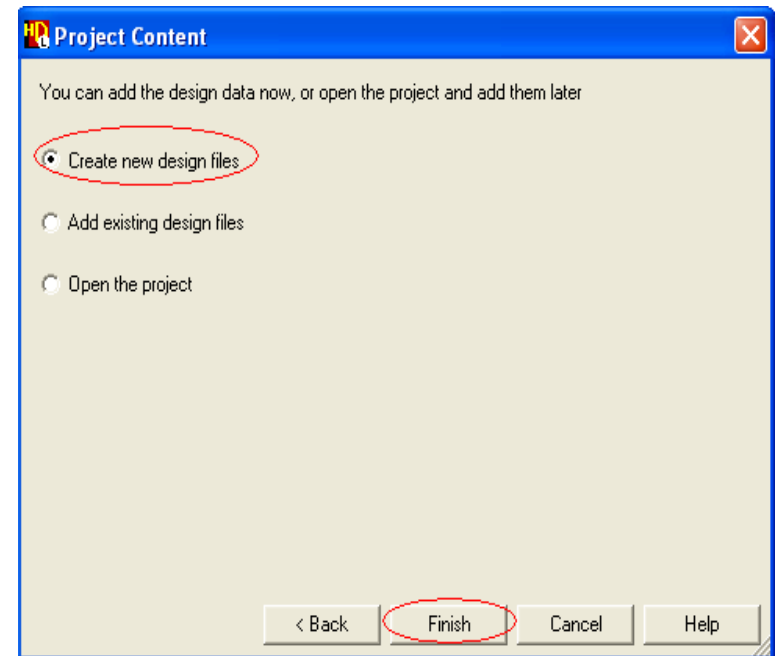
Press Next

# 1. Create New Project Cont.

Project summary → Press Next



Create New Design Files

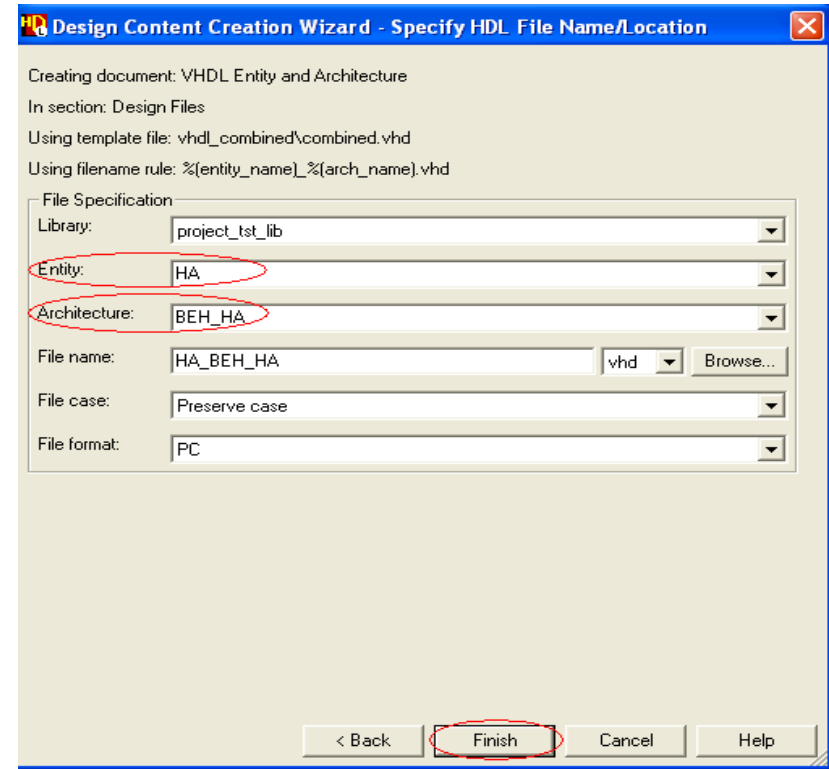
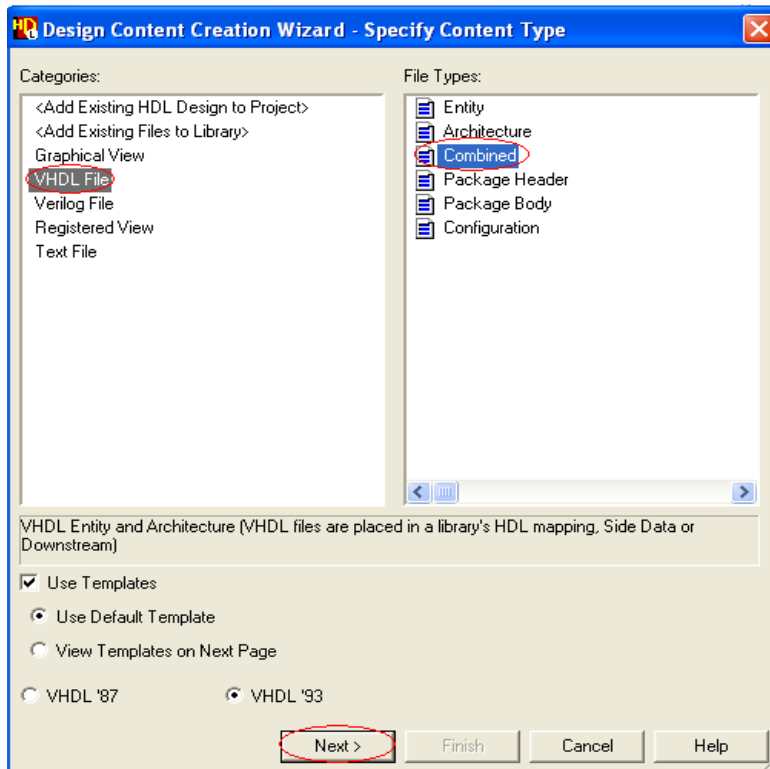


Press Finish

# 1. Create New Project Cont.

Choose : VHDL File → Combined

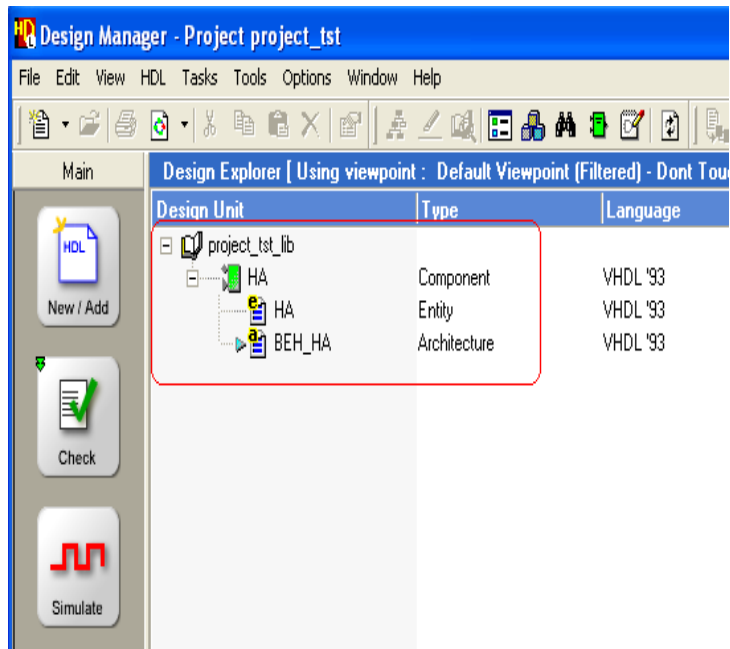
Specify : Entity , Architecture name



Press Finish

# 1. Create New Project Cont.

In the design manager , you 'll find your entity & architecture



```
1  --
2  -- VHDL Architecture project_tst_lib.HA.BEH_HA
3  --
4  -- Created:
5  --       by - student.UNKNOWM (LAB332_23)
6  --       at - 14:10:52 05/ 8/2008
7  --
8  -- using Mentor Graphics HDL Designer(TM) 2006.1 (Build 72)
9  --
10 LIBRARY ieee;
11 USE ieee.std_logic_1164.all;
12 USE ieee.std_logic_arith.all;
13
14 ENTITY HA IS
15 END ENTITY HA;
16
17
18 ARCHITECTURE BEH_HA OF HA IS
19 BEGIN
20 END ARCHITECTURE BEH_HA;
21
22
```

Annotations in the code block:

- Line 10: `LIBRARY ieee;` is circled in red with the annotation "ieee library include".
- Line 11: `USE ieee.std_logic_1164.all;` is circled in red with the annotation "Std\_logic libraries include".
- Line 12: `USE ieee.std_logic_arith.all;` is circled in red with the annotation "Std\_logic libraries include".
- Line 14: `ENTITY HA IS` is circled in red with the annotation "Write your Entity Here".
- Line 15: `END ENTITY HA;` is circled in red with the annotation "Write your Entity Here".
- Line 18: `ARCHITECTURE BEH_HA OF HA IS` is circled in red with the annotation "Write Your Architecture Here".
- Line 19: `BEGIN` is circled in red with the annotation "Write Your Architecture Here".
- Line 20: `END ARCHITECTURE BEH_HA;` is circled in red with the annotation "Write Your Architecture Here".

Fill in your entity & architecture



# 2. Write VHDL Code

Fill in your Half Adder VHDL code

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;
USE ieee.std_logic_arith.all;

ENTITY HA IS
    port(a,b:in std_logic;
         sum,carry:out std_logic);
END ENTITY HA;

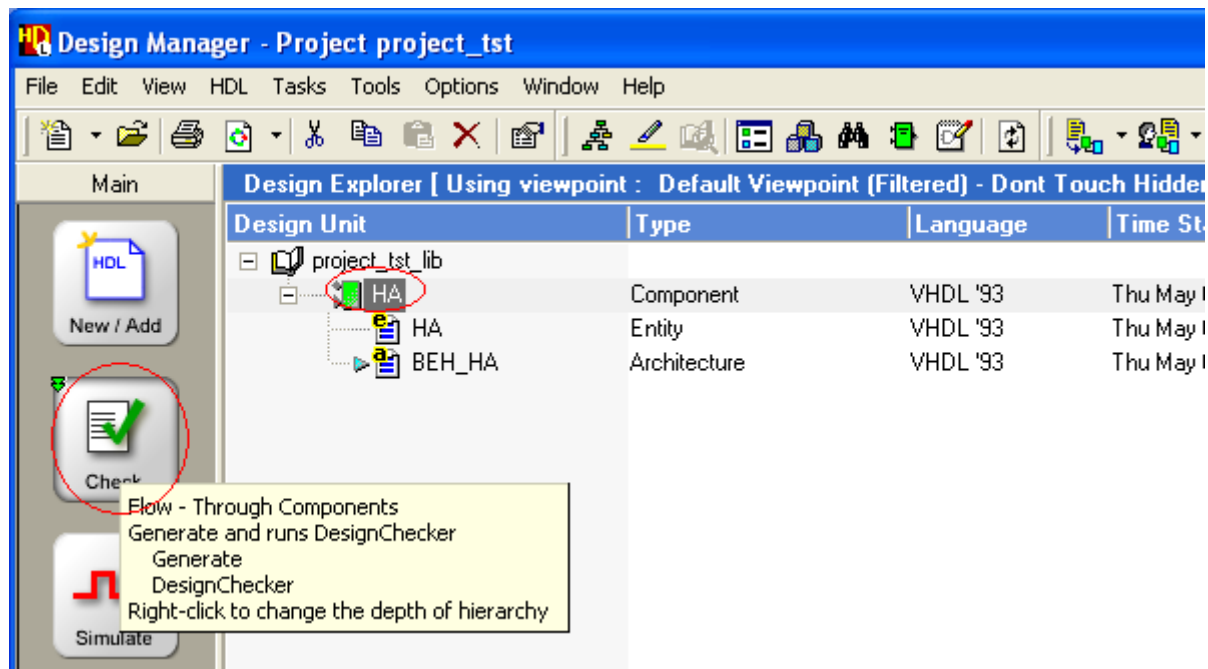
--
ARCHITECTURE BEH_HA OF HA IS
|
BEGIN
process (a,b)
begin
sum<=a xor b;
carry<=a and b;
end process;
END ARCHITECTURE BEH_HA;
```

Port definition

Function description

# 3. Check Errors

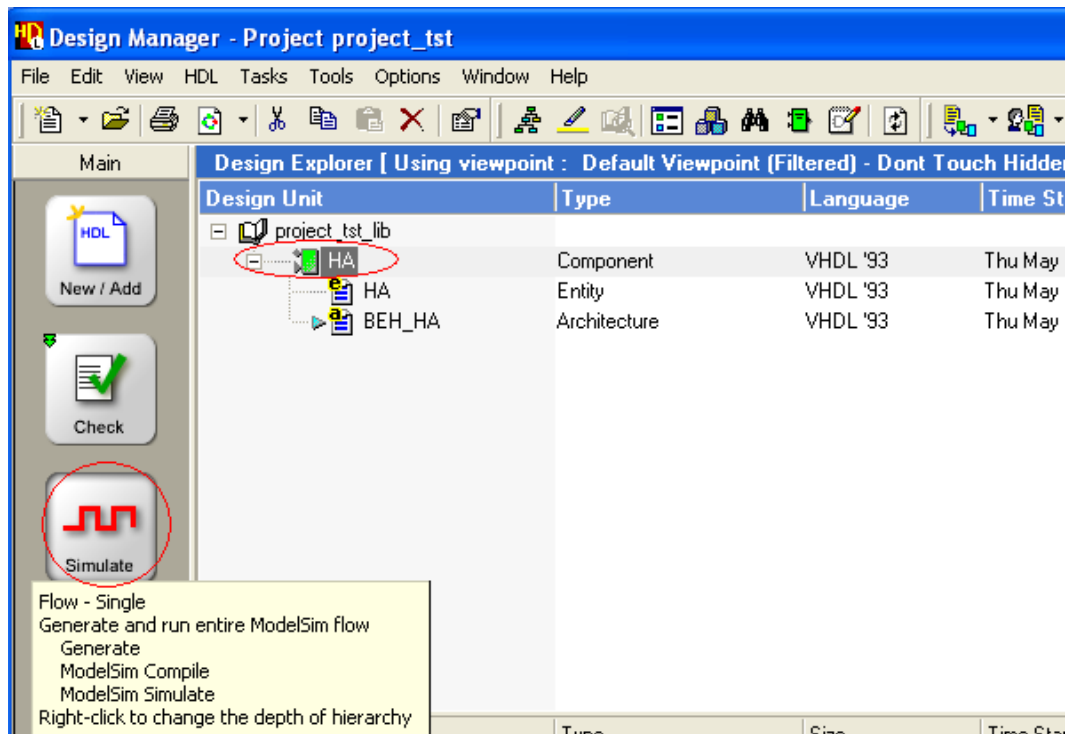
Check your code for errors



Activate your component > Select Check

# 4. Start ModelSim

Compile your code & Simulate



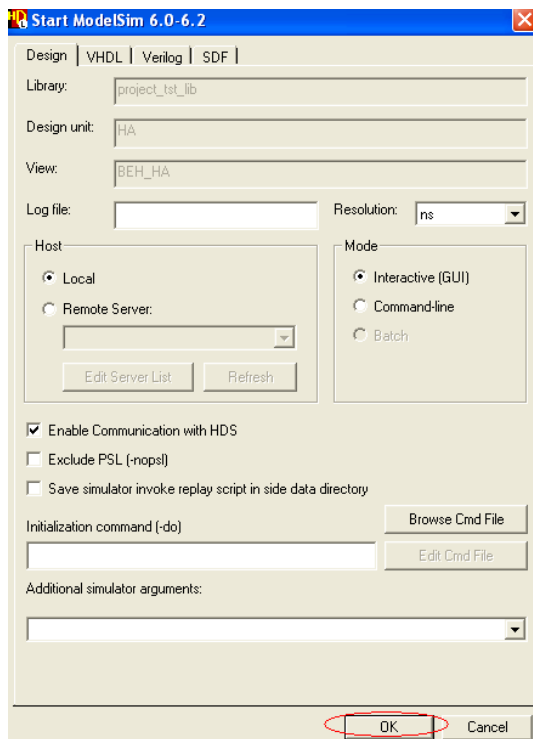
Activate your component

Select Simulate

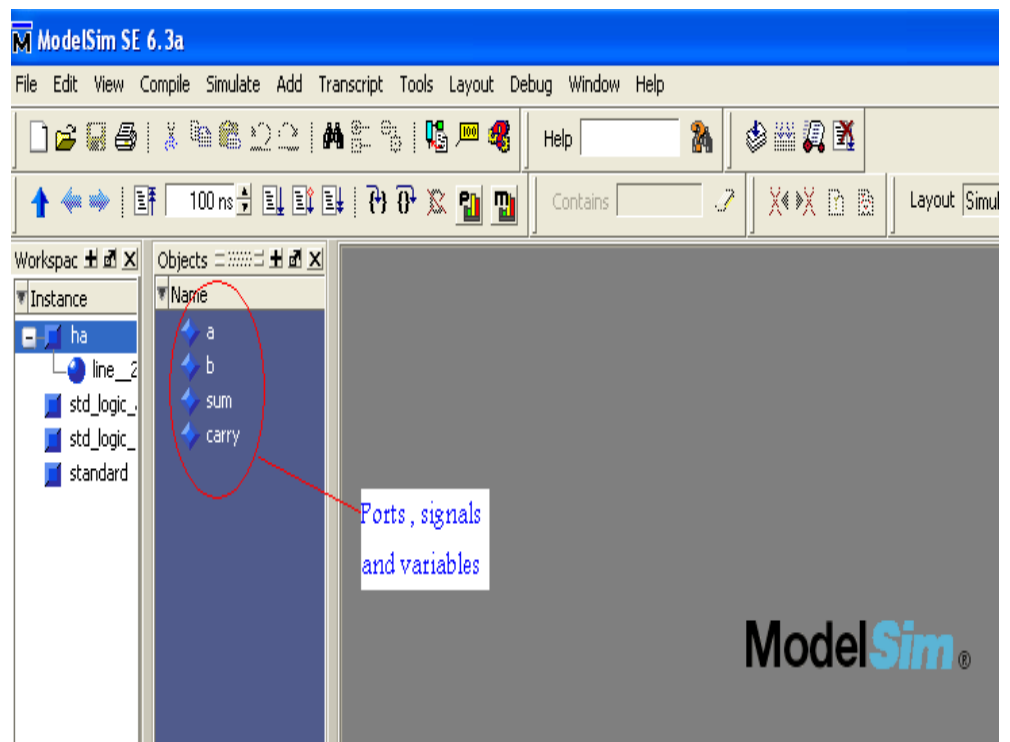
This opens ModelSim

# 4. Start ModelSim

ModelSim Starts > Press OK

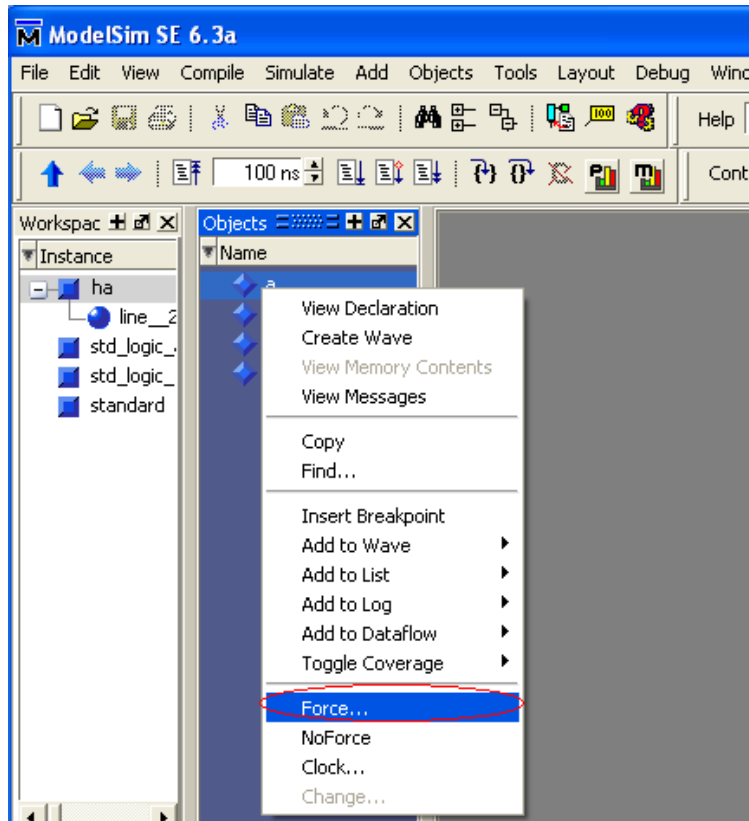


You 'll find in ModelSim your ports , Force an IP and check OP

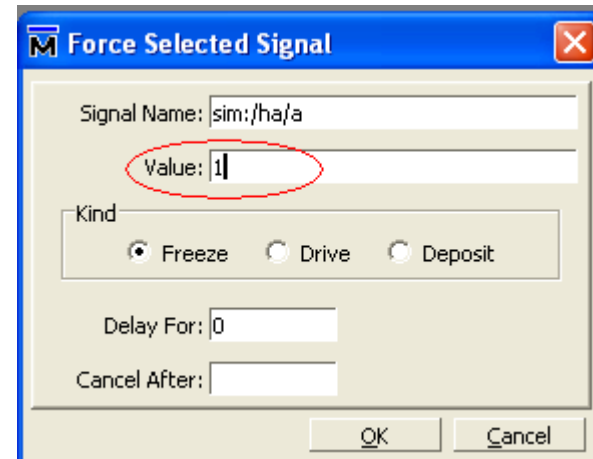


# 5. Apply IP = Force

To Force a const. IP :

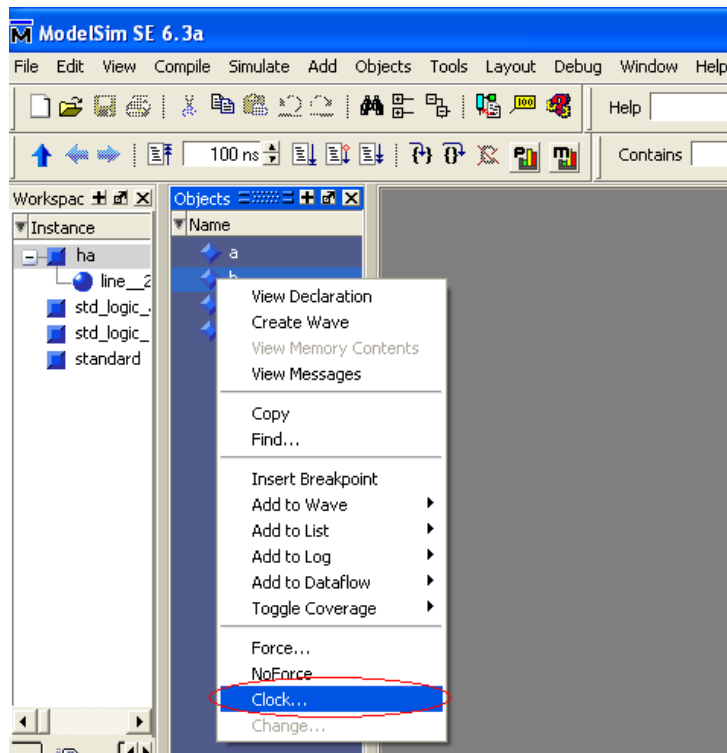


Right click on Port a  
Select Force  
Fill in Value = 1

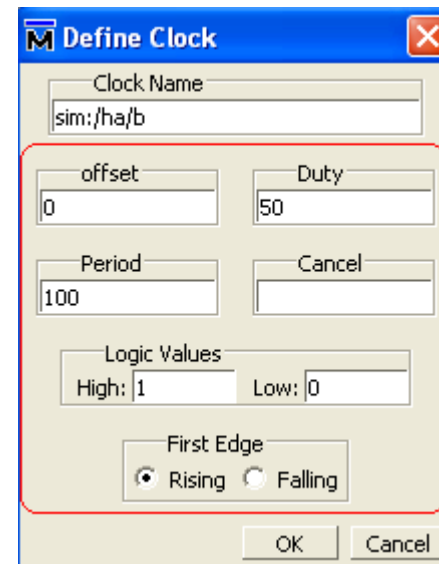


# 5. Apply IP = Clock

Force an IP clock :

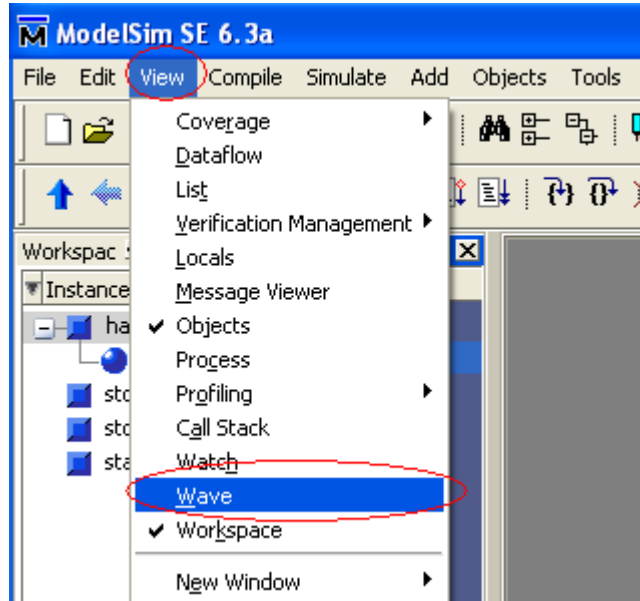


Specify Clock values

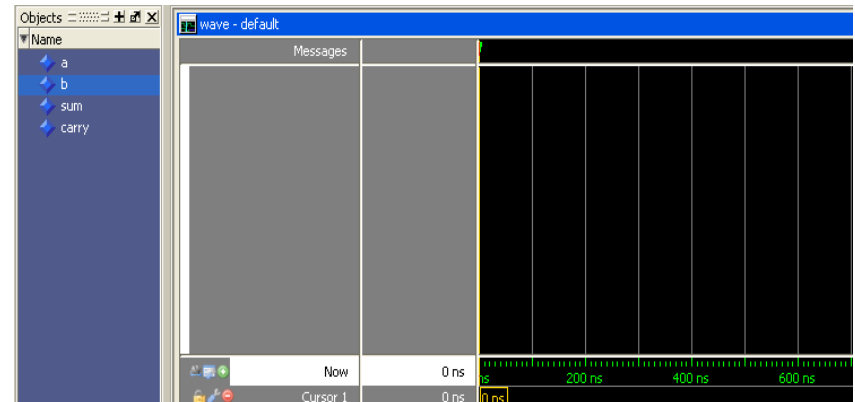


# 6. Wave Display

Select View > Wave



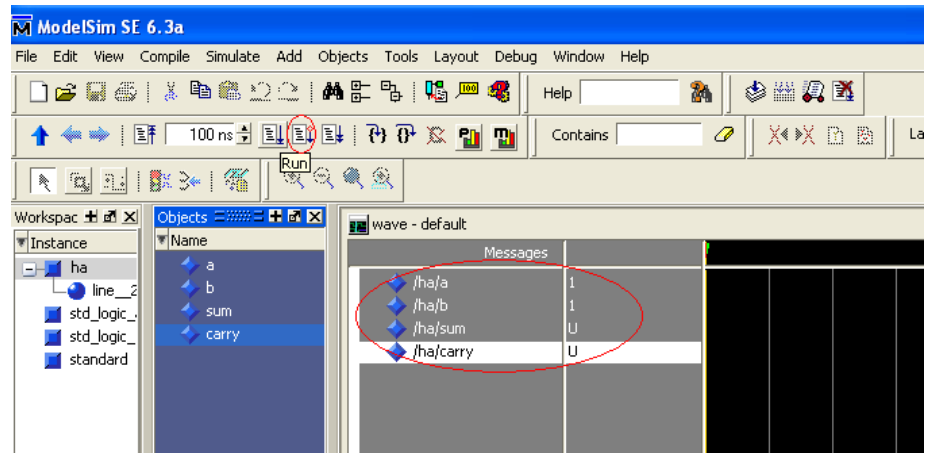
Wave Display Region Appears



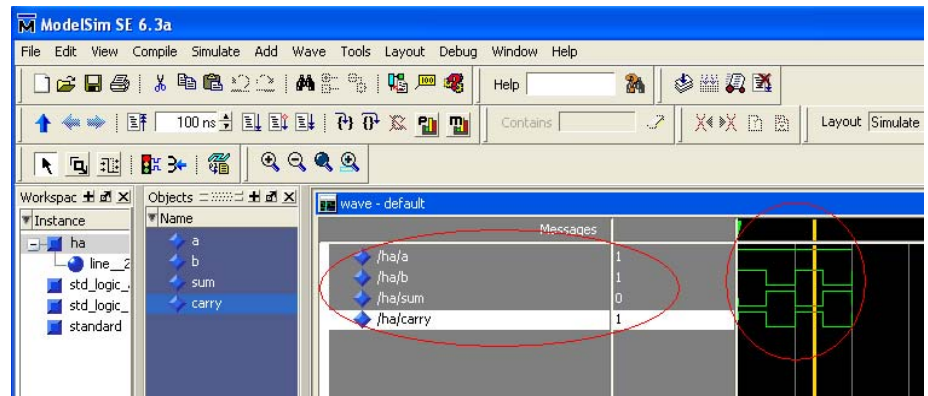
# 6. Wave Display Cont.

Drag Signals from object view list  
to wave view list

Press Run



Use Cursor to display signal  
values at certain instant

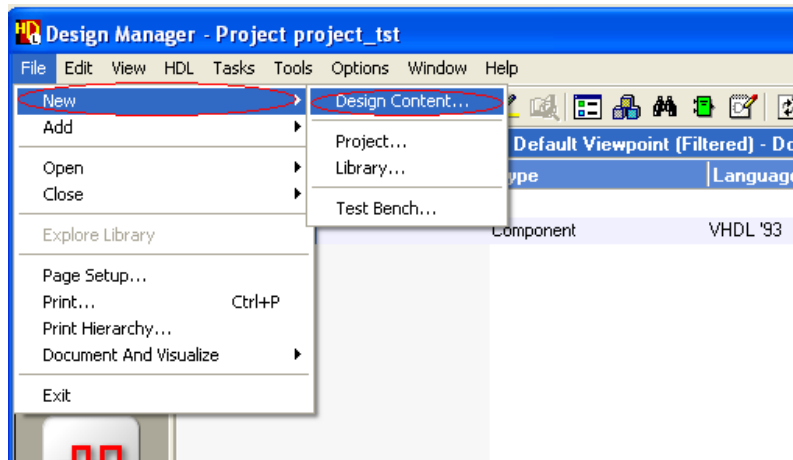




# 7. Working With Blocks

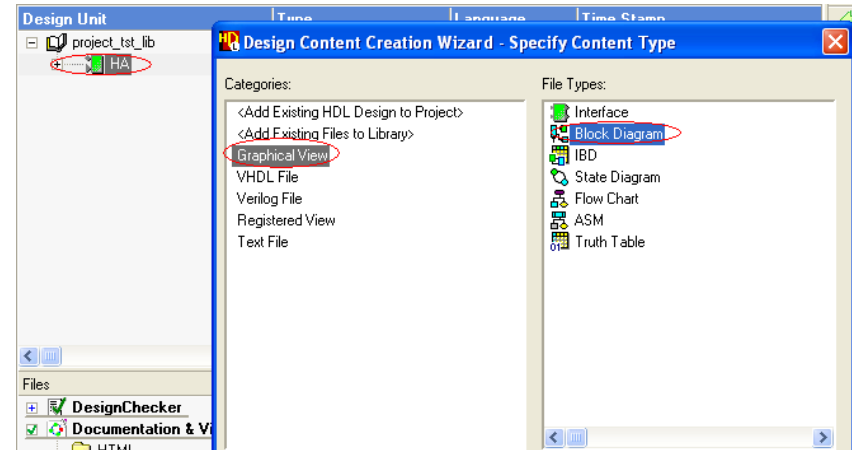
In the following we shall create a full adder from half adder :

To create new design within same library



File > New > Design content

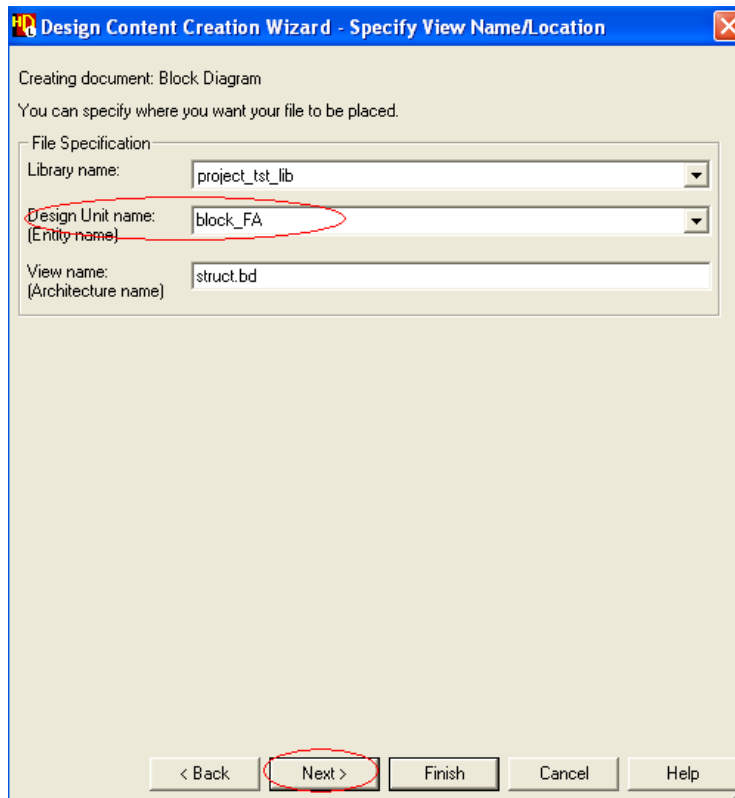
We'll create FA from HA using block diagrams



Select Graphical view → Block diagram

# 7. Working With Blocks Cont.

Fill in entity name ONLY



Design Content Creation Wizard - Specify View Name/Location

Creating document: Block Diagram

You can specify where you want your file to be placed.

File Specification

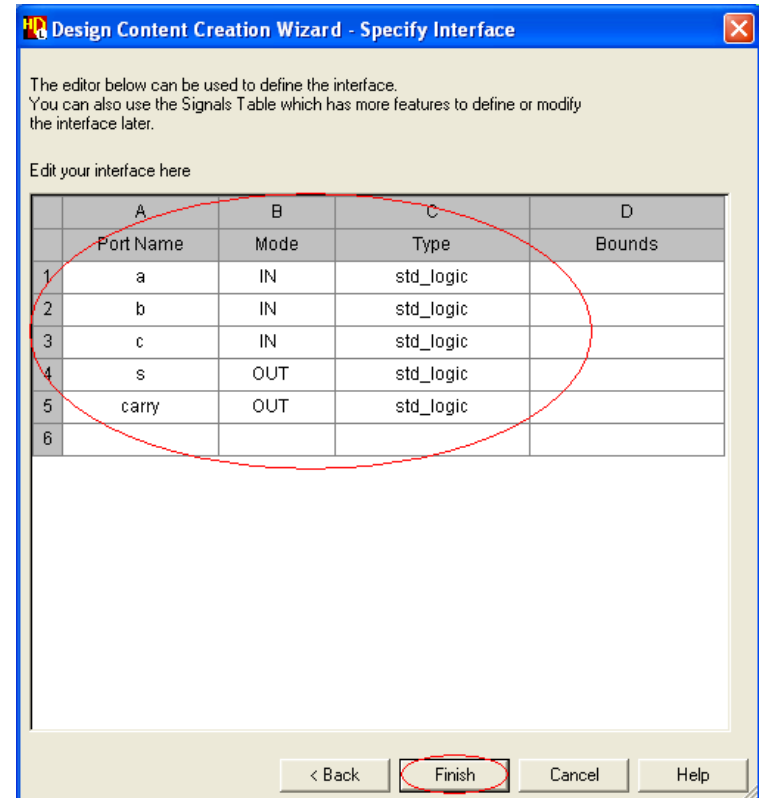
Library name: project\_tst\_lib

Design Unit name: block\_FA  
(Entity name)

View name: struct.bd  
(Architecture name)

< Back Next > Finish Cancel Help

Fill in Port names for FA , specify Mode & type as shown



Design Content Creation Wizard - Specify Interface

The editor below can be used to define the interface.  
You can also use the Signals Table which has more features to define or modify the interface later.

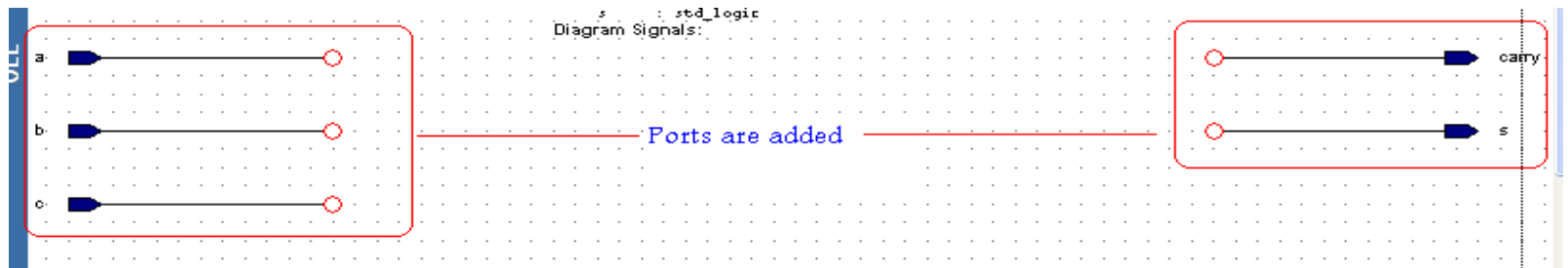
Edit your interface here

	A	B	C	D
	Port Name	Mode	Type	Bounds
1	a	IN	std_logic	
2	b	IN	std_logic	
3	c	IN	std_logic	
4	s	OUT	std_logic	
5	carry	OUT	std_logic	
6				

< Back Finish Cancel Help

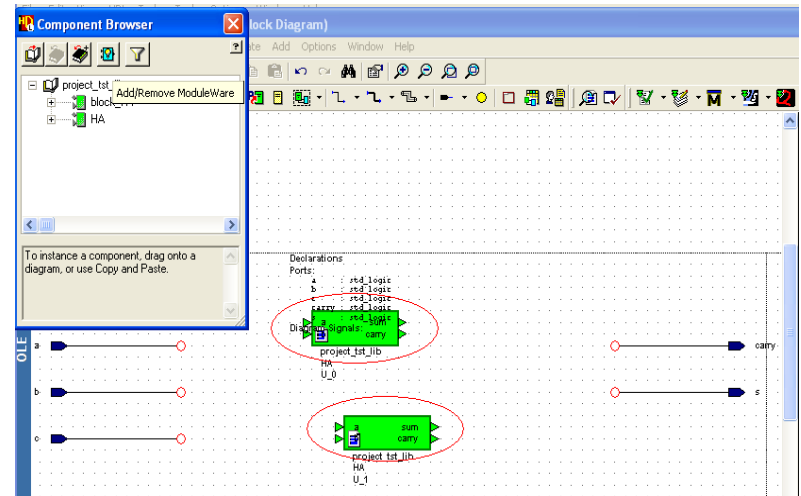
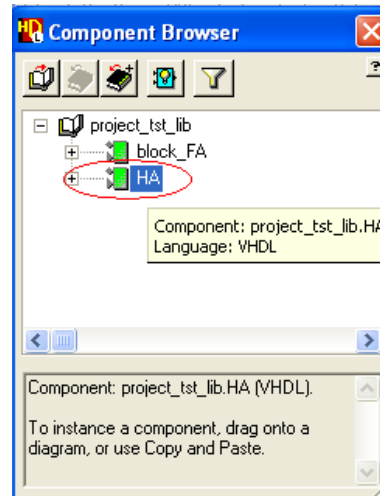
# 7. Working With Blocks Cont.

The ports you specified are added :



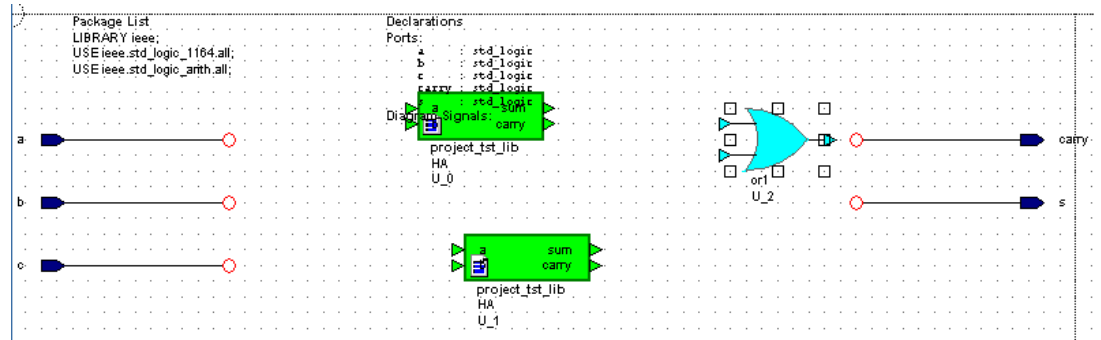
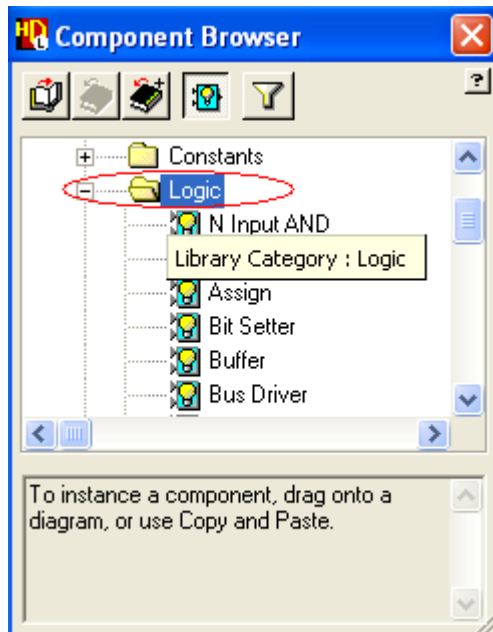
Select Add Component  
from upper toolbar

Drag two blocks of HA  
to create your FA

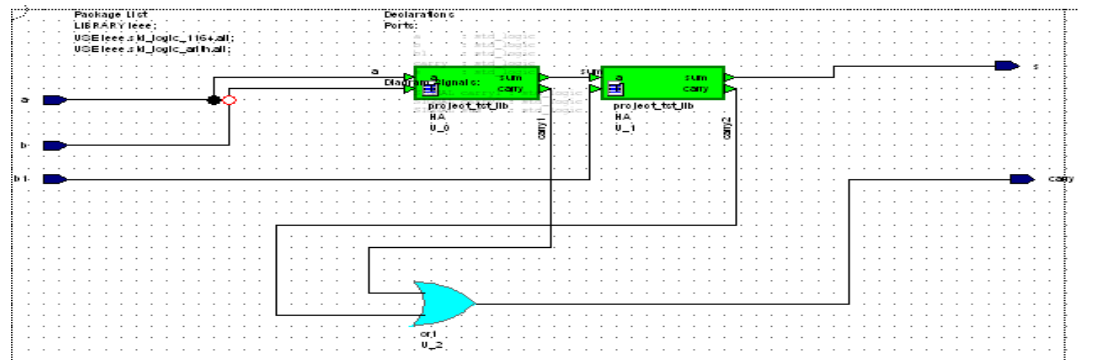


# 7. Working With Blocks Cont.

From component browser  
choose logic > gated OR

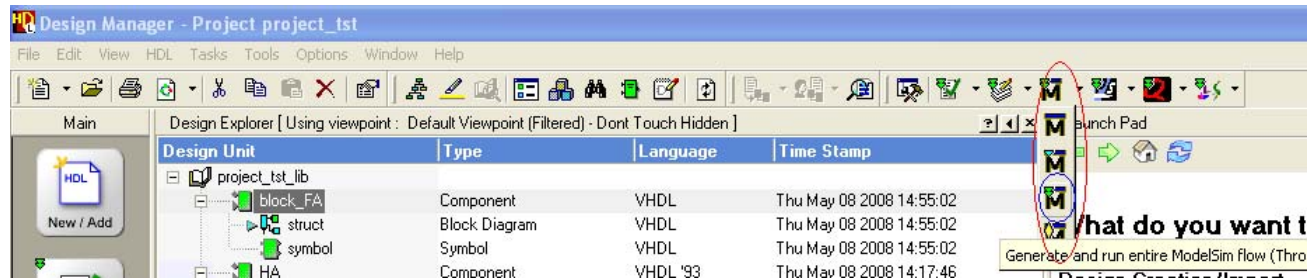


Wire all components together

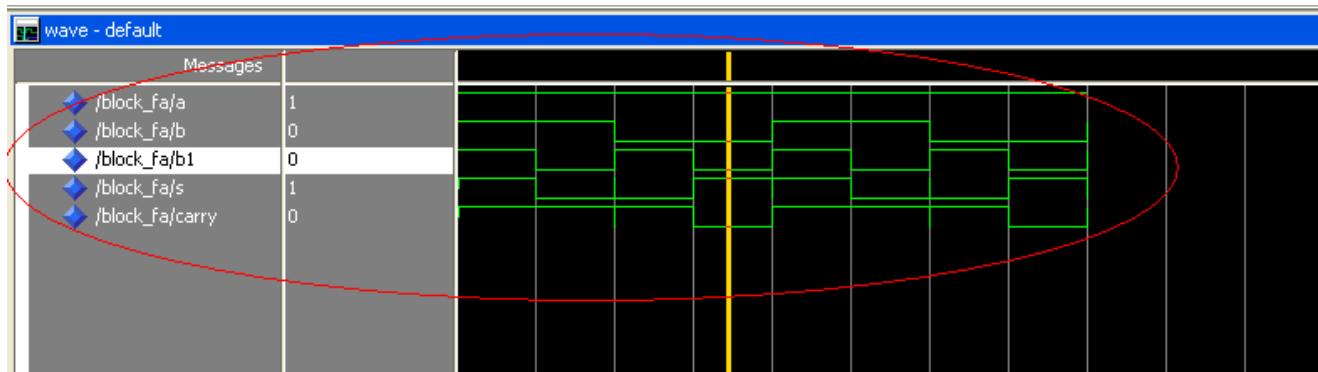


# 7. Working With Blocks Cont.

From tool bar > ModelSim Icon > Simulate through components

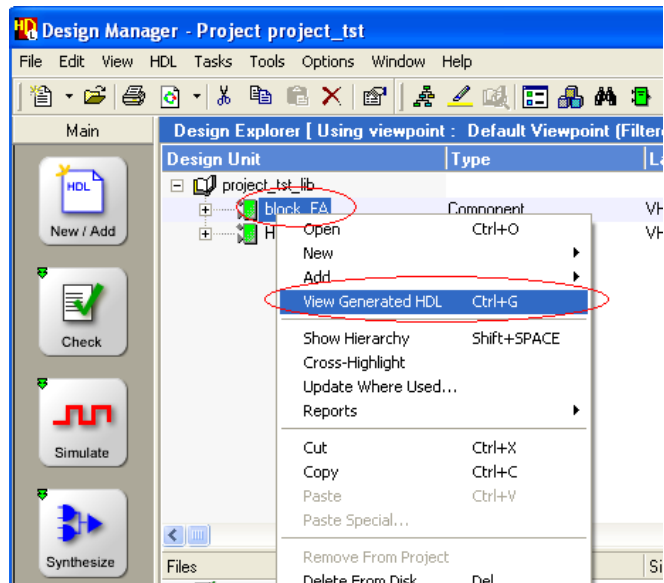


Simulation Results :



# 7. Working With Blocks Cont.

To display the FA structural code :



View Generated HDL

```
57     sum    : OUT    std_logic
58   );
59   END COMPONENT;
60
61   -- Optional embedded configurations
62   -- pragma synthesis_off
63   FOR ALL : HA USE ENTITY project_tst_lib.HA;
64   -- pragma synthesis_on
65
66
67 BEGIN
68
69   -- ModuleWare code(v1.8) for instance 'U_2' of 'or1'
70   carry <= carry2 OR carry1;
71
72   -- Instance port mappings.
73   U_0 : HA
74     PORT MAP (
75       a    => a,
76       b    => b,
77       sum  => sum,
78       carry => carry1
79     );
80   U_1 : HA
81     PORT MAP (
82       a    => sum,
83       b    => b1,
84       sum  => s,
85       carry => carry2
86     );
87
88 END struct;
```