## Accellera VHDL-2006-D3.0

By

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## Accellera VHDL-2006-D3.0

- IEEE VASG VHDL-200X effort
  - Started in 2003 and made good technical progress
  - However, no \$\$\$ for LRM editing
- Accellera VHDL TSC
  - Took over in 2005,
  - Funded the technical editing,
  - Users reviewed and prioritized proposals,
  - Did super-human work to finalize it for July 2006

#### \* Accellera VHDL-2006-D3.0 \*

- Approved in July 2006 by Accellera board
- Ready for industry adoption

#### Accellera VHDL-2006

- PSL
- IP Protection via Encryption
- VHDL Procedural Interface VHPI
- Type Generics
- Generics on Packages
- Arrays with unconstrained arrays
- Records with unconstrained arrays
- Fixed Point Packages
- Floating Point Packages
- Hierarchical references of signals
- Process(all)
- Simplified Case Statements
- Don't Care in a Case Statement
- Conditional Expression Updates

- Expressions in port maps
- Read out ports
- Conditional and Selected assignment in sequential code
- hwrite, owrite, ... hread, oread
- to\_string, to\_hstring, ...
- Sized bit string literals
- Unary Reduction Operators
- Array/Scalar Logic Operators
- Slices in array aggregates
- Stop and Finish
- Context Declarations
- Std\_logic\_1164 Updates
- Numeric Std Updates
- Numeric\_Std\_Unsigned

Many of VHDL's cumbersome syntax issues were fixed

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## **PSL**

- PSL will be incorporated directly into VHDL
- Implications
  - PSL Vunit, Vmode, Vprop are a VHDL Design Unit
  - PSL declarations (properties) can go in:
    - Packages
    - Declarative regions of entity, architecture, and block.
  - PSL directives (assert, cover, ...) are VHDL statements
    - Can be placed in any concurrent statement part.

Note: PSL code will not need to be placed in comments

## IP Protection and Encryption

- A pragma-based approach
- Allows IP authors to mark specific areas of VHDL code for encryption using standard algorithms.
- The proposal:
  - Defines constructs to demarcate protected envelopes in VHDL source code.
  - Defines keywords to specify algorithms and keys.
- Tools that work with encrypted IP must not reveal any details through any interface or output it generates.
  - For example, a synthesis tool should generate an encrypted netlist for any portion of a design that is encrypted.

5

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## VHDL Procedural Interface - VHPI

- Standardized Procedural Programming Interface to VHDL
- Gives access to information about a VHDL model during analysis, elaboration, and execution.
  - For add-in tools such as linters, profilers, code coverage, timing and power analyzers, and
  - For connecting in external models
- Object-oriented C model.
  - Gives direct access as well as callback functions for when an event occurs.

## Formal Generics Types + Generics on Packages

```
package MuxPkg is
  generic( type array_type) ;
  function Mux4 (
    Sel : std_logic_vector(1 downto 0);
    A : array_type ;
    B : array_type ;
    C : array_type ;
    D : array_type
) return array_type ;
end MuxPkg ;
package body MuxPkg is
    . . .
end MuxPkg ;
```

7

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## Formal Generics Types + Generics on Packages SynthWorks

 Making the Mux4 function available for both std\_logic\_vector and unsigned.

```
library ieee ;
package MuxPkg_slv is new work.MuxPkg
  Generic map (
    array_type => ieee.std_logic_1164.std_logic_vector
  );

library ieee ;
package MuxPkg_unsigned is new work.MuxPkg
  Generic map (
    array_type => ieee.numeric_std.unsigned
  );
```

## Arrays of Unconstrained Arrays

```
type std_logic_matrix is array (natural range <>)
   of std_logic_vector;

-- constraining in declaration
signal A : std_logic_matrix(7 downto 0) (5 downto 0);
entity e is
port (
   A : std_logic_matrix(7 downto 0) (5 downto 0);
   . . .
);
```

9

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## Records of Unconstrained Arrays

```
type complex is record
  a : std_logic ;
  re : signed ;
  im : signed ;
end record ;

-- constraining in declaration
signal B : complex (re(7 downto 0), im(7 downto 0));
```

## Fixed Point Types

Definitions in package, ieee.fixed\_pkg.all

```
type ufixed is array (integer range <>) of std_logic;
type sfixed is array (integer range <>) of std_logic;
```

• For downto range, whole number is on the left and includes 0.

```
constant A : ufixed (3 downto -3) := "0110100" ;
3210 -3
IIIIFFF
0110100 = 0110.100 = 6.5
```

Math is full precision math:

```
signal A, B : ufixed (3 downto -3) ;
signal Y : ufixed (4 downto -3) ;
. . .
Y <= A + B ;</pre>
```

11

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## Floating Point Types

Definitions in package, ieee.float\_pkg.all

```
type float is array (integer range <>) of std_logic;
```

Format is Sign Bit, Exponent, Fraction

## Hierarchical Reference

Direct hierarchical reference:

```
A <= <<signal .top_ent.u_comp1.my_sig : std_logic_vector >>;
```

- Specifies object class (signal, shared variable, constant)
- path (in this case from top level design)
- type (constraint not required)
- Using an alias to create a local short hand:

```
Alias u1_my_sig is <<signal u1.my_sig : std_logic_vector >>;
```

- Path in this case refers to component instance u1 (subblock of current block).
- Can also go up from current level of hierarchy using "^"

13

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## Force and Release

Forcing a port or signal:

```
A <= force '1' ;
```

- For in ports and signals this forces the effective value
- For out and inout ports this forces the driving value
- Forcing the effective value of an out or inout:

```
A <= force in '1' ; -- driving value, effects output
```

- Can also specify "in" with in ports and "out" with out ports, but this is the default behavior.
- Can force via hierarchical reference.
- Normal driver resolution occurs at levels above force level.

## Force and Release

• Releasing a signal:

```
A <= release ;
```

15

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## Process (all)

Creates a sensitivity list with all signals on sensitivity list

• Benefit: Reduce mismatches between simulation and synthesis

#### Simplified Case Statement

- Allow locally static expressions to contain:
  - implicitly defined operators that produce composite results
  - operators and functions defined in std\_logic\_1164, numeric\_std, and numeric\_unsigned.

```
constant ONE1 : unsigned := "11" ;
constant CHOICE2 : unsigned := "00" & ONE1 ;
signal A, B : unsigned (3 downto 0) ;
. . . .

process (A, B)
begin
  case A xor B is
  when "0000" => Y <= "00" ;
  when CHOICE2 => Y <= "01" ;
  when "0110" => Y <= "10" ;
  when ONE1 & "00" => Y <= "11" ;
  when others => Y <= "XX" ;
end case ;
end process ;</pre>
```

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## Simplified Case Statement

 Although concatenation is specifically allowed, some cases will still require a type qualifier.

```
signal A, B, C, D : std_logic ;
. . .

process (A, B, C, D)
begin
  case std_logic_vector'(A & B & C & D) is
   when "0000" => Y <= "00";
   when "0011" => Y <= "01";
   when "0110" => Y <= "10";
   when "1100" => Y <= "11";
   when others => Y <= "XX";
   end case;
end process;</pre>
```

## Case With Don't Care

• Allow use of '-' in targets provided targets are non-overlapping

```
-- Priority Encoder
process (Request)
begin
    case? Request is
    when "1---" => Grant <= "1000";
    when "01--" => Grant <= "0100";
    when "001-" => Grant <= "0010";
    when "0001" => Grant <= "0001";
    when others => Grant <= "0000";
    end case;
end process;
```

**Note:** Only '-' in the case target is treated as a don't care. A '-' in the case? Expression will not be treated as a don't care.

19

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## Simplified Conditional Expressions

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Current VHDL syntax:

```
if (Cs1='1' and nCs2='0' and Addr=X"A5") then
if nWe = '0' then
```

• New: Allow top level of condition to be std ulogic or bit:

```
if (Cs1 and not nCs2 and Cs3) then
if (not nWe) then
```

 Create special comparison operators that return std\_ulogic (?=, ?/=, ?>, ?>=, ?<, ?<=)</li>

```
if (Cs1 and not nCs2 and Addr?=X"A5") then
DevSel1 <= Cs1 and not nCs2 and Addr?=X"A5" ;</pre>
```

Does not mask 'X'

### Hwrite, Hread, Owrite, Oread

Support Hex and Octal read & write for all bit based array types

```
procedure hwrite (
     Buf
                     : inout Line ;
     VALUE
                     : in bit vector ;
     JUSTIFIED
                    : in SIDE := RIGHT;
                    : in WIDTH := 0
     FIELD
  ) ;
procedure hread (
                    : inout Line ;
     Buf
     VALUE
                    : out bit vector ;
     Good
                   : out boolean
procedure oread ( . . . ) ;
procedure owrite ( . . . ) ;
```

- No new packages. Supported in base package
  - For backward compatibility, std\_logic\_textio will be empty

21

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## To String, To HString, To OString

- Create to\_string for all types.
- Create hex and octal functions for all bit based array types

Formatting Output with Write (not write from TextIO):

```
write(Output, "%%%ERROR data value miscompare." &
  LF & " Actual value = " & to_hstring (Data) &
  LF & " Expected value = " & to_hstring (ExpData) &
  LF & " at time: " & to_string (now, right, 12));
```

## Sized Bit String Literals

Currently hex bit string literals are a multiple of 4 in size

```
X"AA" = "10101010"
```

Allow specification of size (and decimal bit string literals):

```
7x"7F" = "1111111"
7D"127" = "1111111"
```

Allow specification of signed vs unsigned (extension of value):

```
      9UX"F" = "000001111"
      Unsigned 0 fill

      9SX"F" = "111111111"
      Signed: left bit = sign

      9X"F" = "000001111"
      Defaults to unsigned
```

Allow Replication of X and Z

```
7x"xx" = "xxxxxxx"
7x"zz" = "zzzzzzz"
```

23

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## Signal Expressions in Port Maps

```
U_UUT : UUT
port map ( A, Y and C, B) ;
```

- Needed to avoid extra signal assignments with OVL
- If expression is not a single signal, constant, or does not qualify as a conversion function, then
  - convert it to an equivalent concurrent signal assignment
  - and it will incur a delta cycle delay

## Read Output Ports

- Read output ports
  - Value read will be locally driven value
- Assertions need to be able to read output ports

25

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# Allow Conditional Assignments for Signals and Variables in Sequential Code

Statemachine code:

```
if (FP = '1') then
   NextState <= FLASH ;
else
   NextState <= IDLE ;
end if ;</pre>
```

Simplification (new part is that this is in a process):

```
NextState <= FLASH when (FP = '1') else IDLE ;</pre>
```

• Also support conditional variable assignment:

```
NextState := FLASH when (FP = '1') else IDLE ;
```

## Allow Selected Assignments for Signals and Variables in Sequential Code

```
signal A, B, C, D, Y : std logic ;
signal MuxSel : std logic vector(1 downto 0) ;
Process(clk)
begin
  wait until Clk = '1' ;
  with MuxSel select
    Mux :=
      A when "00",
      B when "01",
      C when "10",
      D when "11",
     'X' when others ;
  Yreg <= nReset and Mux ;
end process ;
                        Z 7
```

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## <u>Unary Reduction Operators</u>

Define unary AND, OR, XOR, NAND, NOR, XNOR

```
function "and"
                ( anonymous: BIT VECTOR) return BIT;
function "or"
                ( anonymous: BIT VECTOR) return BIT;
function "nand" ( anonymous: BIT VECTOR) return BIT;
function "nor"
                ( anonymous: BIT VECTOR) return BIT;
function "xor"
                ( anonymous: BIT VECTOR) return BIT;
function "xnor" ( anonymous: BIT VECTOR) return BIT;
```

Calculating Parity with reduction operators:

```
Parity <= xor Data ;
```

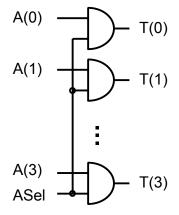
Calculating Parity without reduction operators:

```
Parity <= Data(7) xor Data(6) xor Data(5) xor
          Data(4) xor Data(3) xor Data(2) xor
          Data(1) xor Data(0) ;
```

## Array / Scalar Logic Operators

Overload logic operators to allow:

```
signal ASel : std_logic ;
signal T, A : std_logic_vector(3 downto 0) ;
. . .
T <= (A and ASel) ;</pre>
```



The value of ASel will replicated to form an array.

```
When ASel = '0', value expands to "0000" When ASel = '1', value expands to "1111"
```

29

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## Array / Scalar Logic Operators

Common application: Data read back logic

## Slices in Array Aggregates

Allow slices in an Array Aggregate

```
Signal A, B, Y : unsigned (7 downto 0) ;
signal CarryOut : std_logic ;
. . .
(CarryOut, Y) <= ('0' & A) + ('0' & B) ;</pre>
```

Currently, this would have to be written as:

```
(CarryOut,Y(7),Y(6),Y(5),Y(4),Y(3),Y(2),Y(1),Y(0))
<= ('0' & A) + ('0' & B) ;
```

31

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## Stop and Finish

- STOP Stop like breakpoint
- FINISH Stop and not able to continue
- Defined in package ENV in library STD

```
package ENV is
  procedure STOP ( STATUS: INTEGER );
  procedure FINISH ( STATUS: INTEGER );
    . . .
end package ENV;
```

Usage:

```
use std.env.all ;
. . .
TestProc : process begin
. . .
Stop(0) ;
end process TestProc ;
```

## Context Declaration = Primary Design Unit

Allows a group of packages to be referenced by a single name

```
Context project1_Ctx is
  library ieee, YYY_math_lib ;
  use std.textio.all ;
  use ieee.std_logic_1164.all;
  use ieee.numeric_std.all ;
  use YYY_math_lib.ZZZ_fixed_pkg.all ;
end ;
```

Reference the named context unit

```
Library Lib_P1 ;
context Lib_P1.project1_ctx ;
```

- Benefit increases as additional standard packages are created
  - Fixed Point, Floating Point, Assertion Libraries, . . .

33

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## Std Logic 1164 Updates

- Goals: Enhance current std\_logic\_1164 package
- A few items on the list are:
  - std\_logic\_vector is now subtype of std\_ulogic\_vector
  - Uncomment xnor operators
  - Add logical shift operators for vector types
  - Add logical reduction operators
  - Add array/scalar logical operators
  - Added text I/O read, oread, hread, write, owrite, hwrite

## Numeric Std Updates

- Goals:
  - Enhance current numeric\_std package.
  - Unsigned math with std\_logic\_vector/std\_ulogic\_vector
- A few items on the numeric\_std list are:
  - Array / scalar addition operators
  - TO\_X01, IS\_X for unsigned and signed
  - Logic reduction operators
  - Array / scalar logic operators
  - TextIO for numeric\_std

35

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## Numeric Std Unsigned

- Overloads for std\_ulogic\_vector to have all of the operators defined for ieee.numeric\_std.unsigned
- Replacement for std\_logic\_unsigned that is consistent with numeric\_std

## Resulting Operator Overloading

Operator Logic	<u>Left</u> TypeA	Right TypeA	Result TypeA
Numeric	Array Array Integer	_	Array*
Logic, Addition	_	Std_ulogic Array	<del>-</del>
Logic Reduction		Array	Std_ulogic
<pre>Notes: Array = std_ulogic_vector, std_logic_vector, bit_vector      unsigned, signed,</pre>			
TypeA = boolean, std_logic, std_ulogic, Array			
For Array and TypeA, arguments must be the same.			
* for comparison operators the result is boolean			

37

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# Accellera VHDL-2006-D3.0: Summary

#### Accellera VHDL-2006-D3.0 is done and ready for adoption

- Tell your vendors about features you want supported.
  - Be specific and prioritize your requests
- Help us with the next revision ...
  - Participate! Don't sit on the bench and wait and watch.
    - Join Us
    - You do not need to be an working group member to participate
  - Ask your colleagues and vendors to participate
  - Help fund the effort
    - Goto http://www.eda.org/vasg

## SynthWorks & VHDL Standards

- At SynthWorks, we are committed to see that VHDL is updated to incorporate the good features/concepts from other HDL/HVL languages such as SystemVerilog, E (specman), and Vera.
- At SynthWorks, we invest 100's of hours each year working on VHDL's standards
- Support VHDL's standards efforts by:
  - Encouraging your EDA vendor(s) to support VHDL standards,
  - Participating in VHDL standards working groups, and / or
  - Purchasing your VHDL training from SynthWorks

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## SynthWorks VHDL Training

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