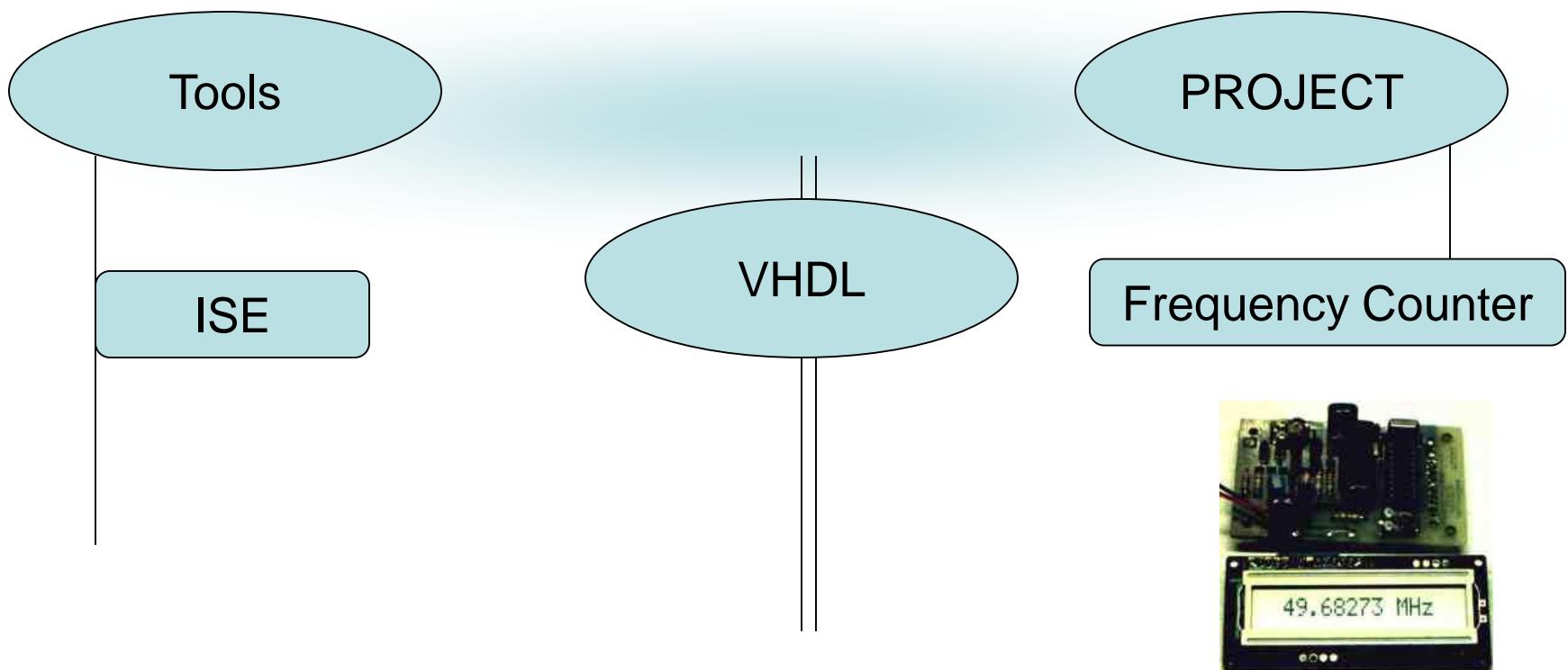


# *Introduction to*

# *VHDL*

By: Dr. M. SHIPLE

# Overview

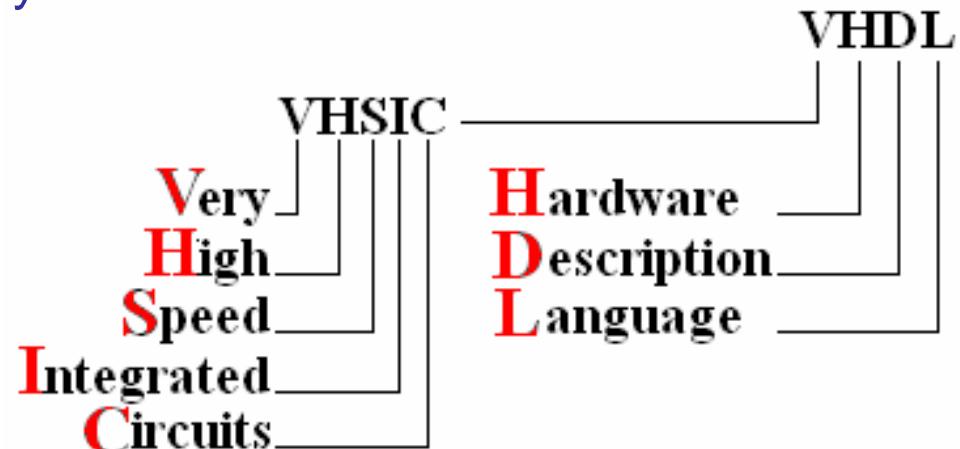


# Eyes on VHDL History

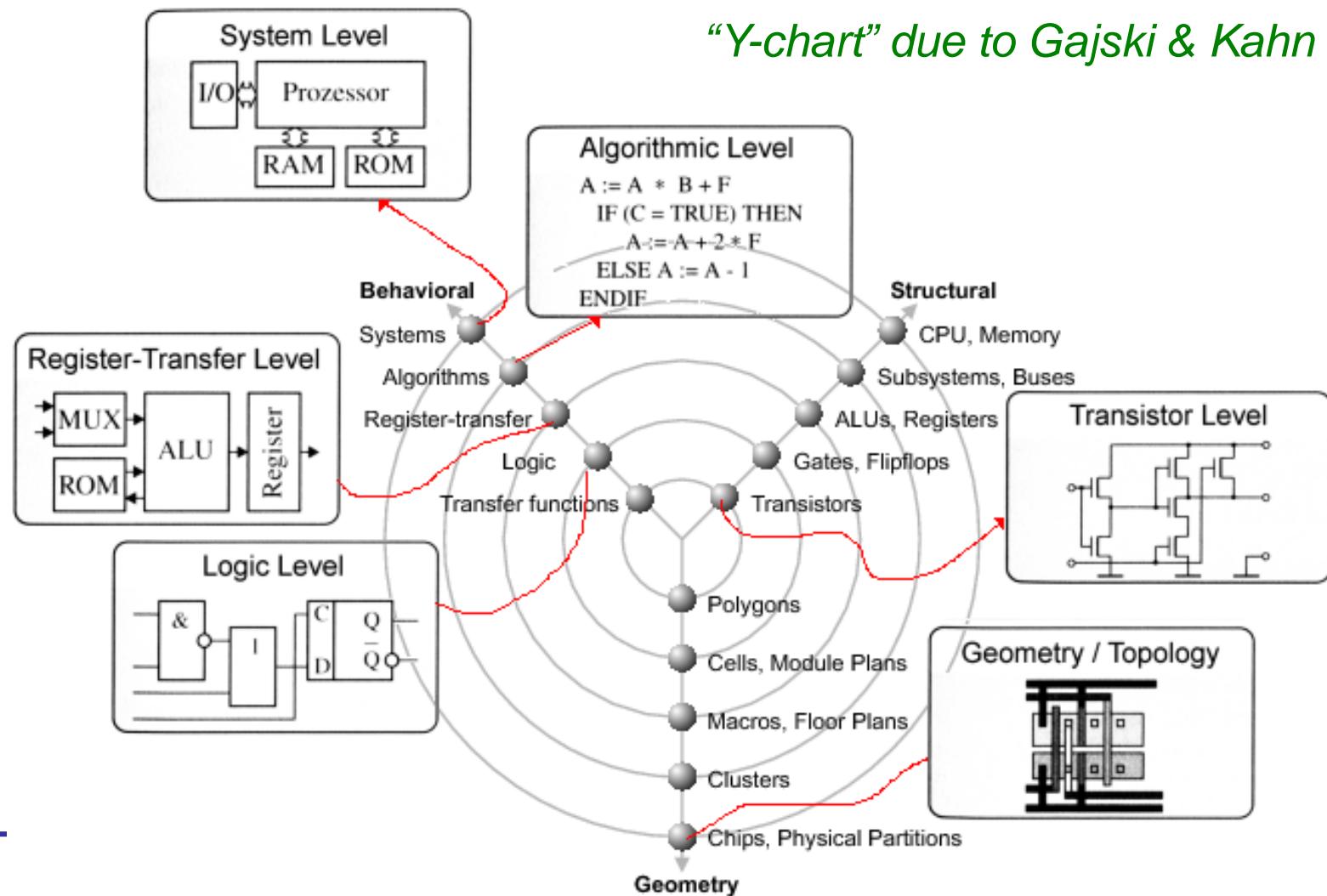
- VHDL is a hardware description language that can be used to model a digital system.
- 1981: the U.S. Department of Defense and the IEEE initiated HDL project.

The standard revised every five years:

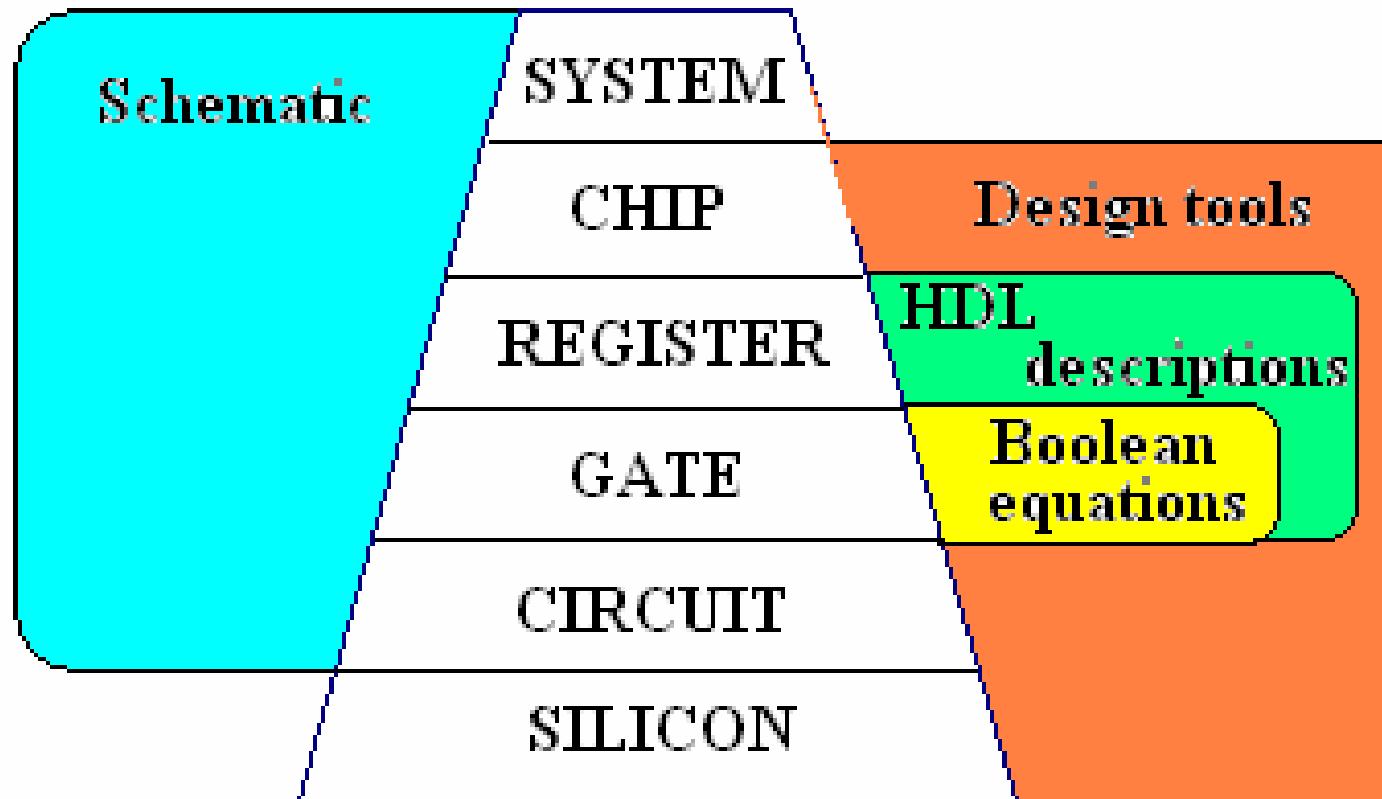
- IEEE Std 1076-1987
- IEEE Std 1076-1993
- IEEE Std 1164-1993



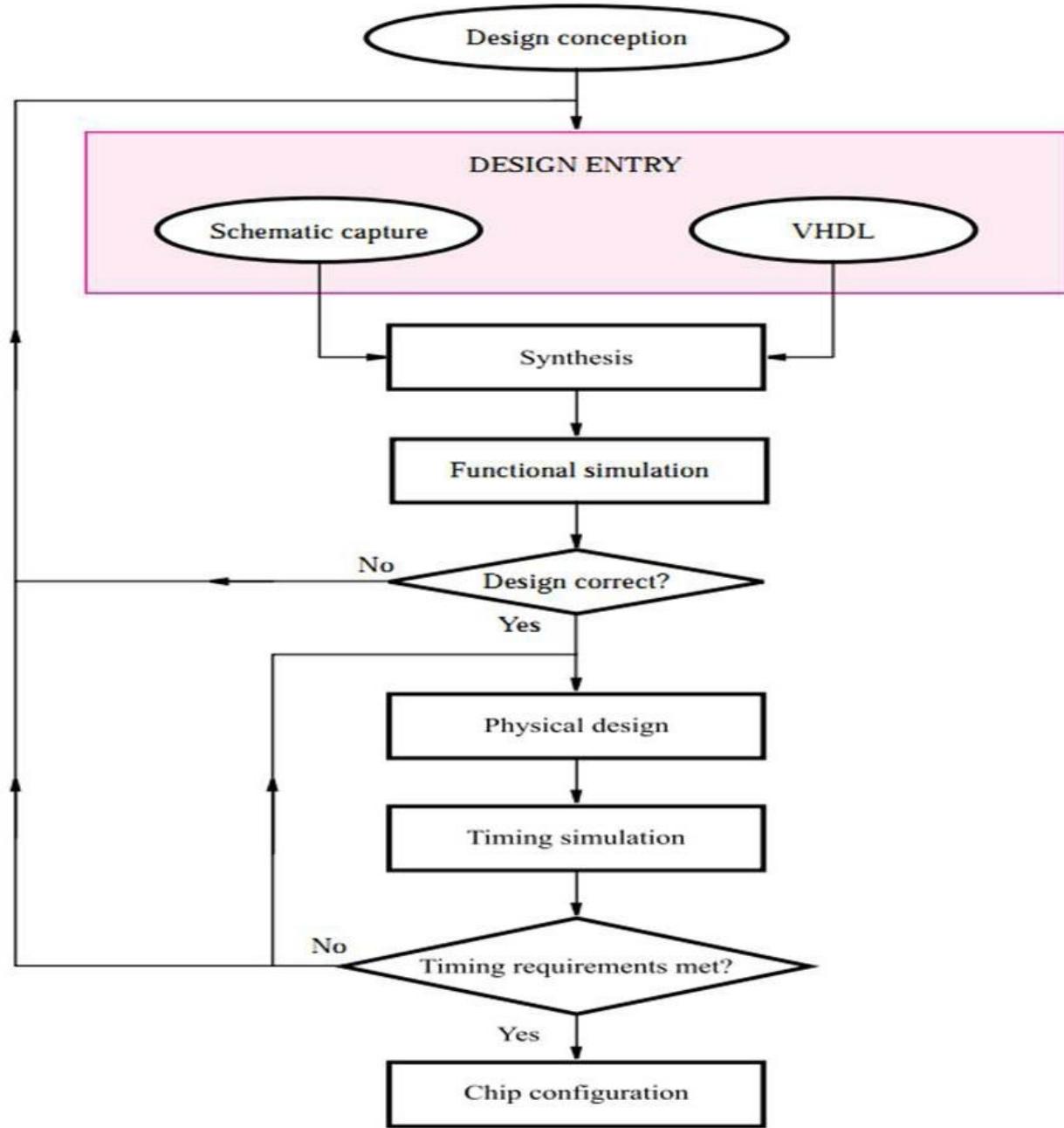
# Different Description Levels



# Available tools



# Design Flow



# Hardware Abstraction



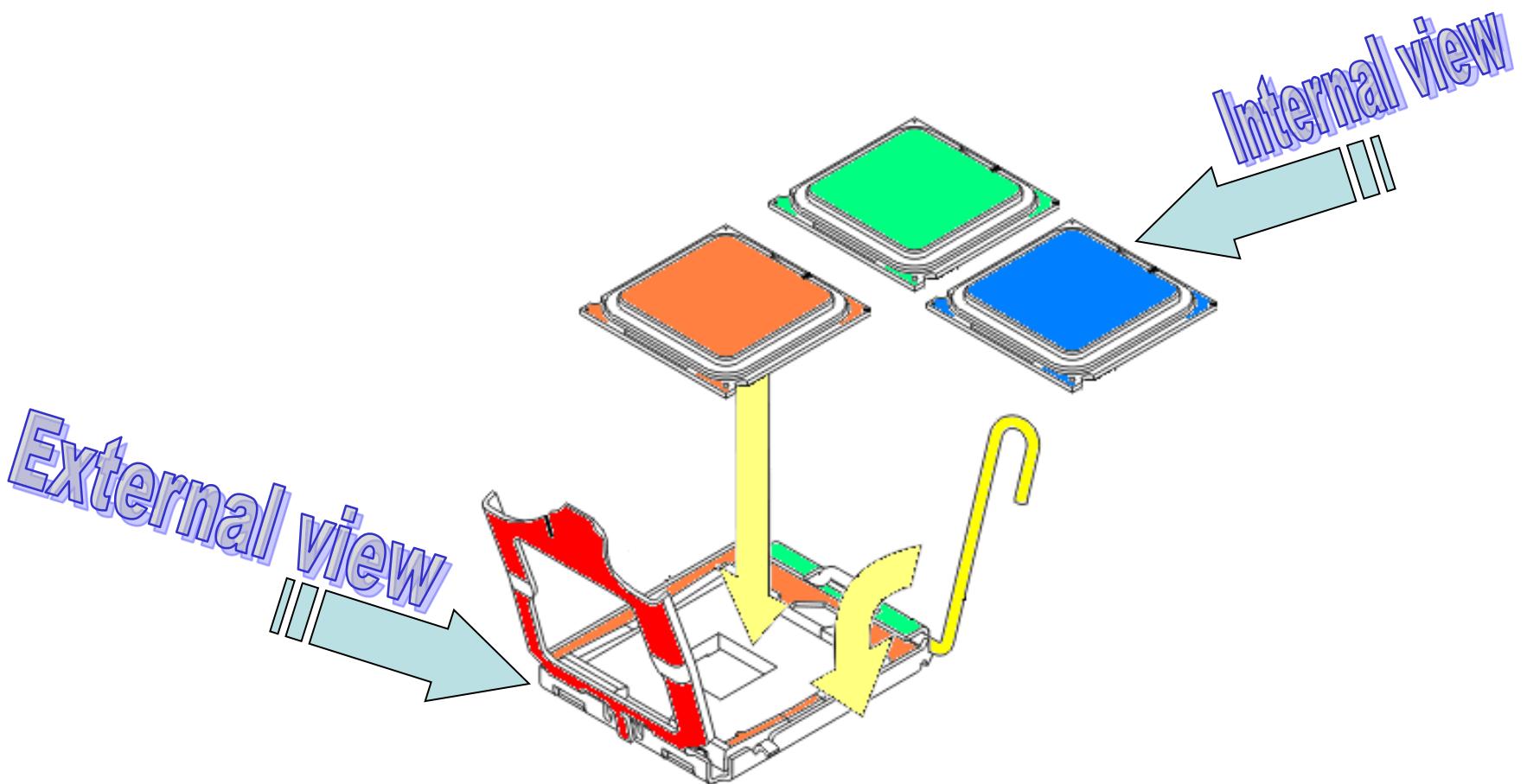
External view

HDL



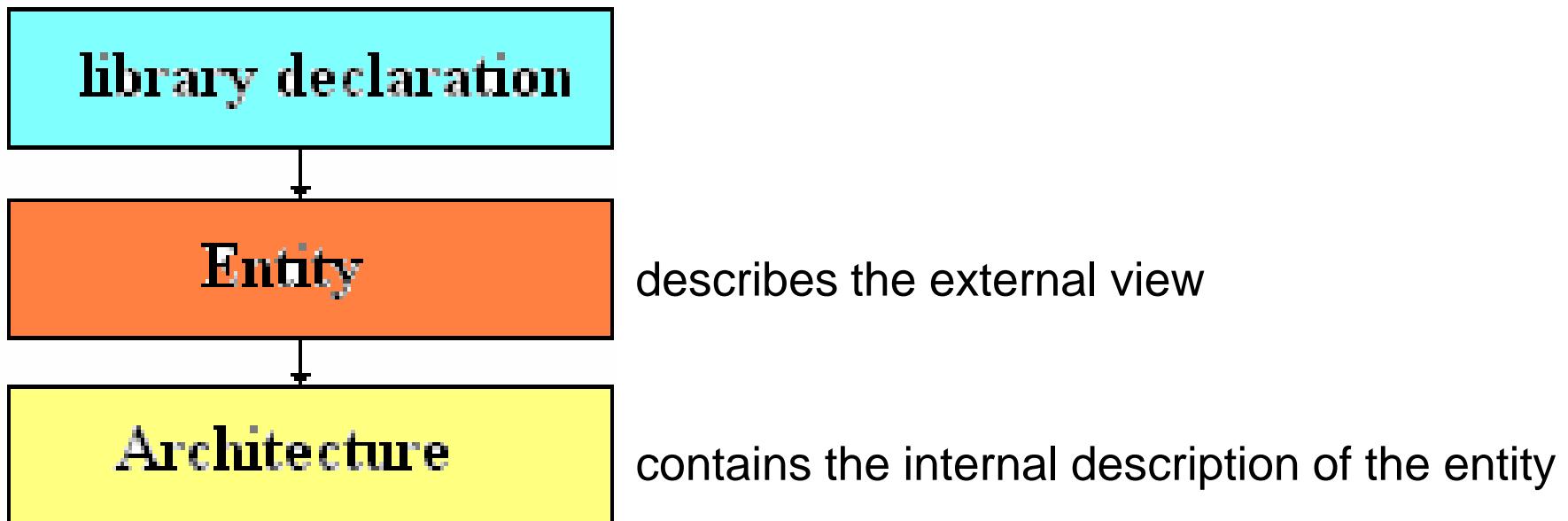
Internal view

# Multiple Architecture



# VHDL structure

- VHDL used to **model digital systems**



---

# Library

---

Libraries provide a set of packages, components, and functions that simplify the task of designing hardware

**LIBRARY** library\_name;

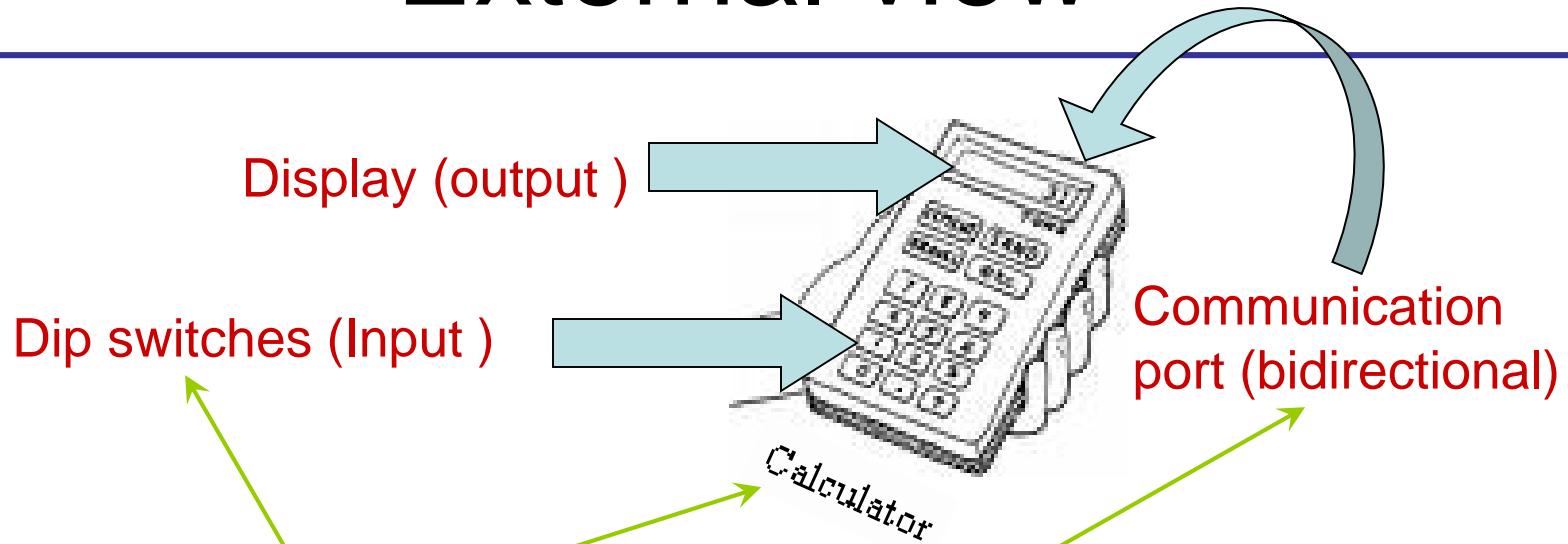
**USE** library\_name.package\_name.package\_parts;

library IEEE;

use IEEE.STD\_LOGIC\_1164.all;

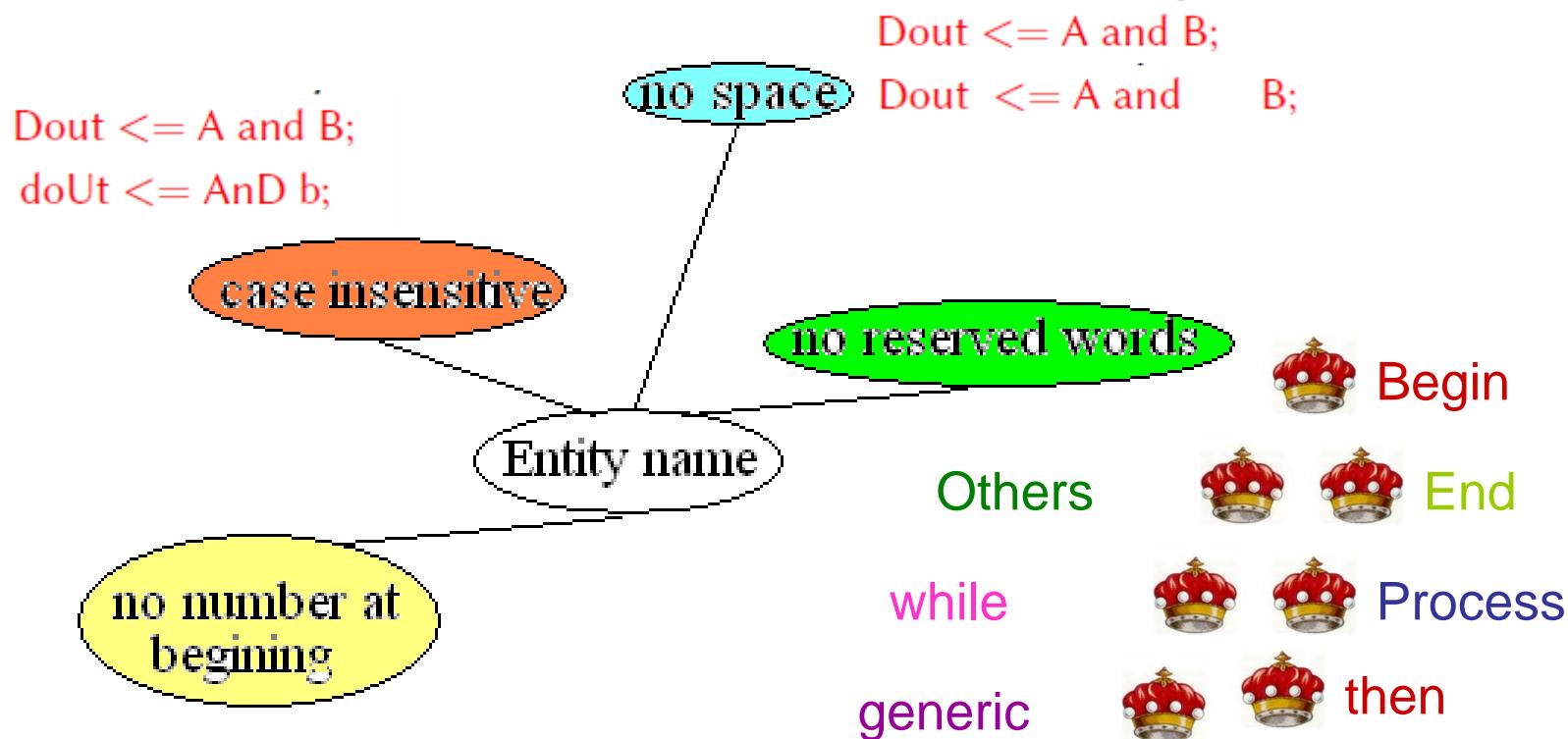
---

# External view



```
ENTITY some_entity IS
PORT (
    port_name1 : port_mode signltype;
    port_name1 : port_mode signltype
);
END some_entity;
```

# Reserved words



# VHDL Invariants

---

- **Comments** : Comments in VHDL begin with - - (two consecutive dashes).

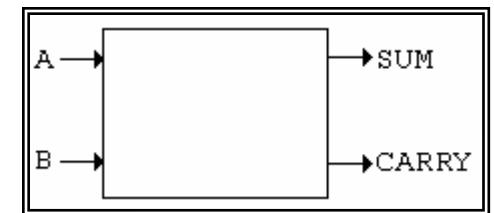
Dout <= A and B; - - first step

- **Parenthesis** : Use of parenthesis for the reader to understands the purpose the code.

Dout <= A and B or C; may be Dout <= A and (B or C);  
Dout <= A and B or C; may be Dout <= (A and B) or C;

- **VHDL Statements** : Every VHDL statement is terminated with a semicolon.
-

# Entity Example



*port names*

*entity name*

*port mode (direction)*

*port type*

**entity** HALFADD **is**

**port** (A,B

: in

std\_logic ;

SUM, CARRY : out

std\_logic );

**end** HALFADD;

*Semicolon*

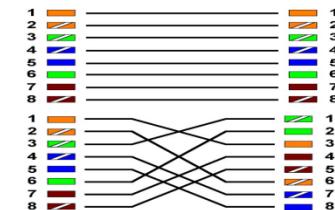
*punctuation*

# Definitions

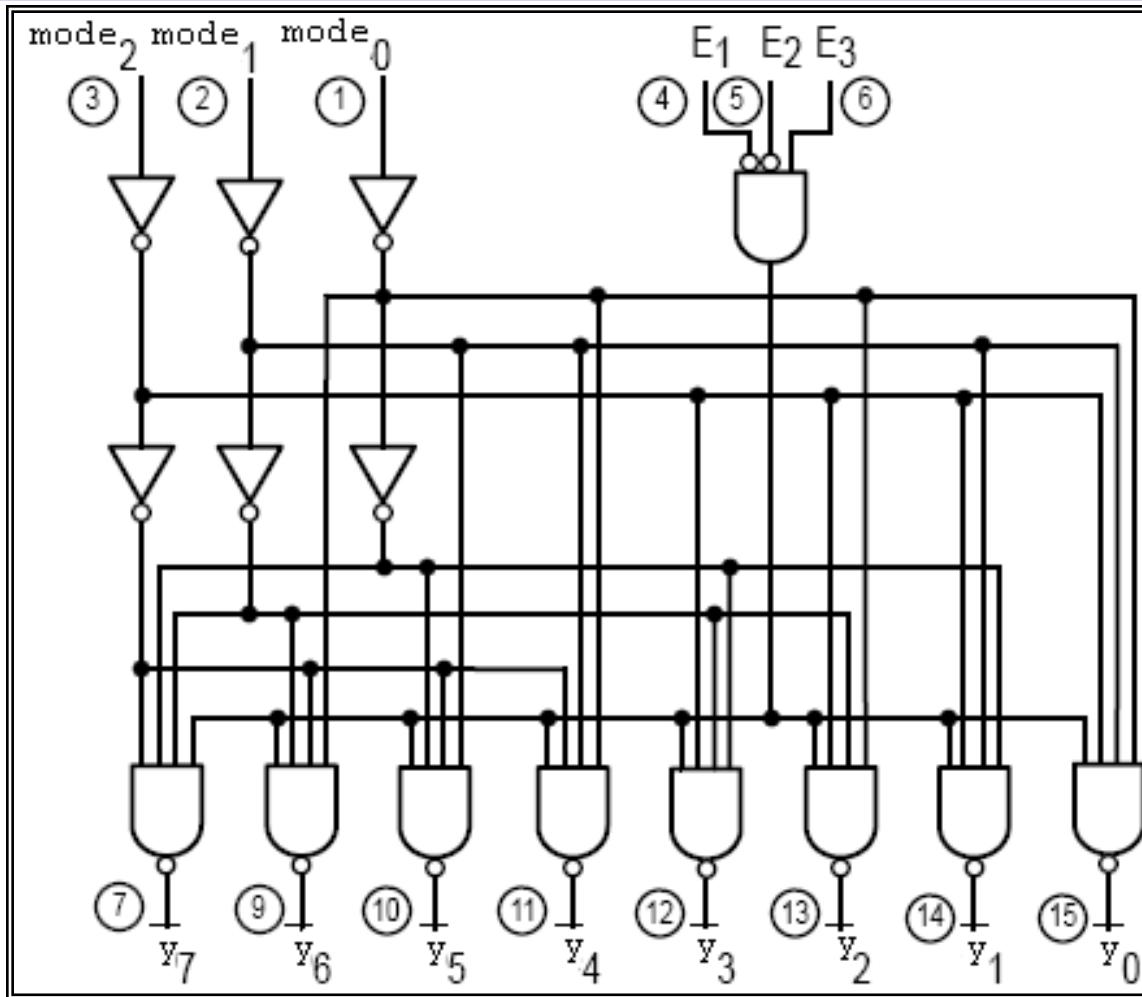
```
entity HALFADD is
port (A,B : in std_logic ;
      SUM, CARRY : out std_logic );
end HALFADD;
```

In                          Std\_logic  
Out                        Std\_logic\_vector (7 downto 0)  
Inout                      Std\_logic\_vector (0 to 7)

Buffer



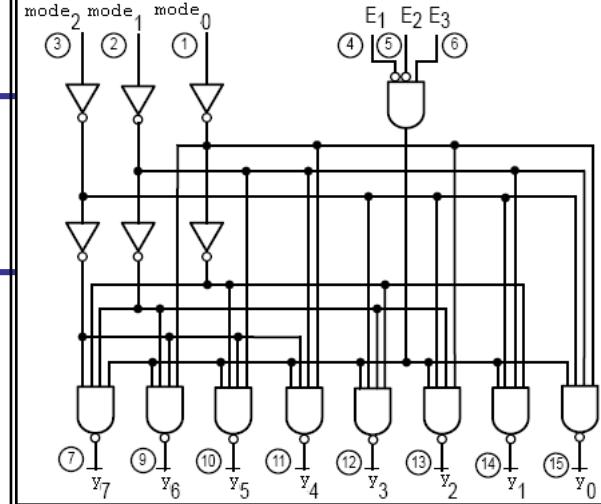
# Exercise



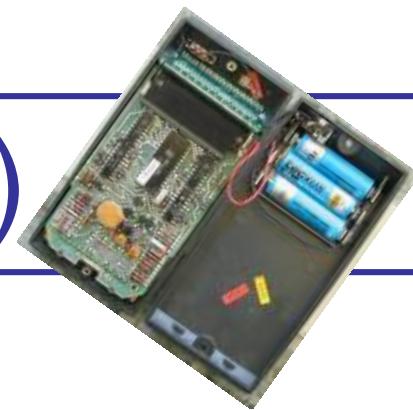


# Exercise

```
LIBRARY IEEE;  
USE IEEE.STD_LOGIC_1164.ALL;  
ENTITY 74ls138 IS  
PORT (    y   : out std_logic_vector (7 DOWNTO 0) ;  
          mode : IN  std_logic_vector (2 DOWNTO 0) ;  
          E1  : IN  std_logic;  
          E2  : IN  std_logic;  
          E3  : IN  std_logic) ;  
END ENTITY 74ls138 ;
```



# Architecture (internal view)

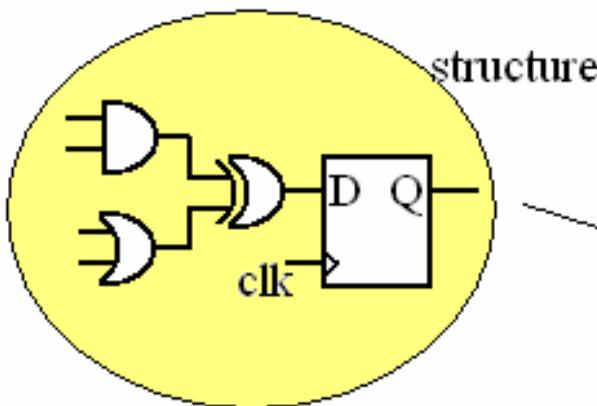


*Architecture name*

*entity name*

```
ARCHITECTURE architecture_name OF entity_name IS
[declarations]
BEGIN           ←
                  (code)
END architecture_name;   ←   Semicolon
```

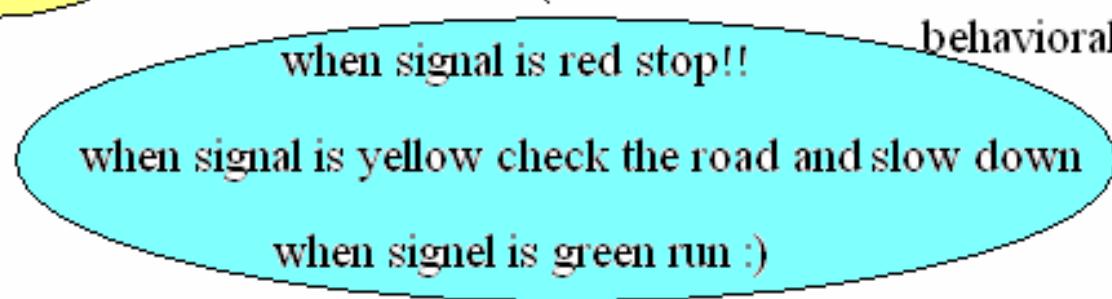
# Architecture language



structure

```
ARCHITECTURE architecture_name OF entity_name IS  
[declarations]  
BEGIN  
  (code)  
END architecture_name;
```

ARCHITECTURE



behavioral



# Structural mode

```
architecture struct of HALFADD is  
begin
```

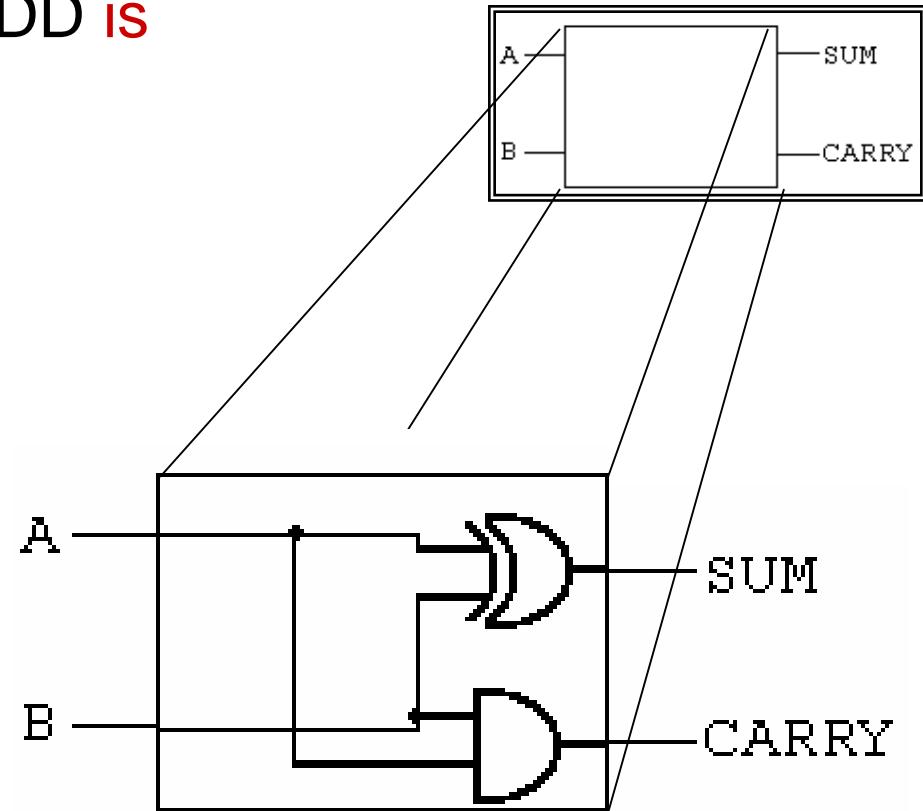
```
    SUM  <= (A XOR B);
```

```
    CARRY  <= A AND B ;
```

```
end struct ;
```

**NOTE:**

The keyword AND denotes  
the use of an AND gate.

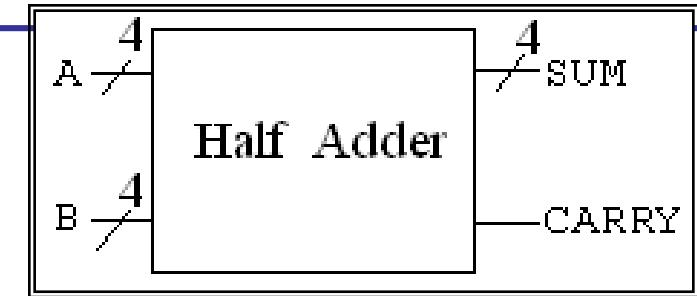




# Exercise

```
LIBRARY IEEE;  
USE IEEE.STD_LOGIC_1164.ALL;
```

```
entity HALFADD is  
port (  
        A,B : in  std_logic_vector (3 downto 0) ;  
        SUM : out std_logic_vector (3 downto 0) ;  
        CARRY : out std_logic );  
end HALFADD;
```



```
architecture struct of HALFADD is  
begin  
    SUM  <= (A XOR B);  
    CARRY <=  AAND B ; -- is it correct??  
end struct;
```

The background of the image is a photograph of a dense forest. Sunlight filters through the leaves of tall trees, creating bright highlights and deep shadows. The overall atmosphere is hazy and ethereal.

*END*