

How To Read VHDL

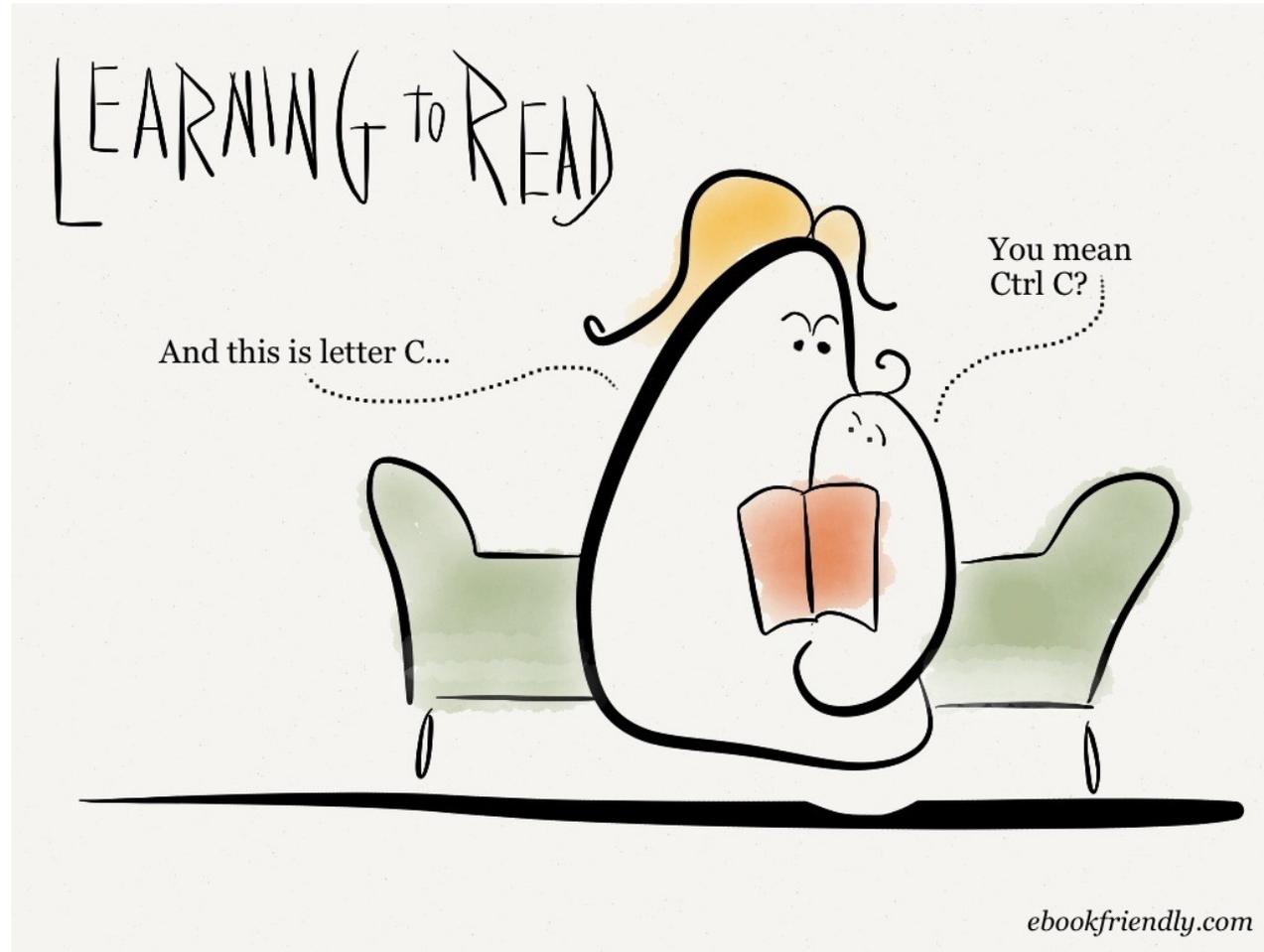


Image credit: Piotr Kowalczyk

by Iain Waugh

Key VHDL Structure

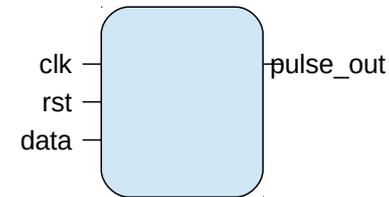
```
-- The outline of VHDL files
```

```
library ieee;  
use ieee.std_logic_1164.all;
```

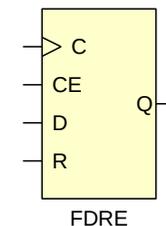
```
entity outline is  
  generic (  
    -- Some synthesis-time parameters  
  );  
  port(  
    -- Interface definition  
  );  
end outline;
```

```
architecture outline_rtl of outline is  
  -- Internal signals  
  
begin -- outline_rtl  
  -- Core functionality  
  
end outline_rtl;
```

- Header
- Included libraries
- Generics and I/O ports



- Architecture (the guts)
- May be in a separate file



How To Read VHDL

```
library ieee;
use ieee.std_logic_1164.all;

entity prbs7_gen_1bit is
  port(
    -- Clock, Reset and Enable signals
    clk : in std_logic;
    rst : in std_logic;
    en  : in std_logic;          -- '1' = Enabled

    o_prbs7 : out std_logic
  );
end prbs7_gen_1bit;

architecture prbs7_gen_1bit_rtl of prbs7_gen_1bit is
  signal sreg : std_logic_vector(6 downto 0);

begin -- prbs7_gen_1bit
  -----
  -- Description:
  -- Generate a PRBS7 data stream
  process (clk, rst)
  begin
    if (rst = '1') then
      o_prbs7 <= '0';
      sreg    <= (others => '1');

    elsif (clk'event and clk = '1') then
      if (en = '1') then

        if (sreg = "0000000") then
          -- Prevent an all '0's pattern from locking up the generator
          sreg <= (others => '1');
        else
          -- Generate the next bit in the stream
          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
        o_prbs7 <= not sreg(6);

      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```

- Here's a PRBS 7 generator
- It generates a random-looking sequence of 0's and 1's
- (see Xilinx XAPP052 for more)



Here's the Entity Name

```
library ieee;
use ieee.std_logic_1164.all;

entity prbs7_gen_1bit is
  port(
    -- Clock, Reset and Enable signals
    clk : in std_logic;
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    en  : in std_logic;           -- '1' = Enabled

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  );
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architecture prbs7_gen_1bit_rtl of prbs7_gen_1bit is
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          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
        o_prbs7 <= not sreg(6);

      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```

- With luck, it's the same as the filename



Here's the Architecture Name

```
library ieee;
use ieee.std_logic_1164.all;

entity prbs7_gen_1bit is
  port(
    -- Clock, Reset and Enable signals
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  );
end prbs7_gen_1bit;

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        if (sreg = "0000000") then
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        else
          -- Generate the next bit in the stream
          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
        o_prbs7 <= not sreg(6);

      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```

- Some people just write 'rtl', 'arch' or 'beh'

'rtl' = functional

'arch' = connectivity

'beh' = sim model

(these are very, very
loose conventions)



You Can Trace The Inputs...

```
library ieee;
use ieee.std_logic_1164.all;

entity prbs7_gen_1bit is
  port(
    -- Clock, Reset and Enable signals
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        else
          -- Generate the next bit in the stream
          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
        o_prbs7 <= not sreg(6);

      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```



Or Trace The Outputs

```
library ieee;
use ieee.std_logic_1164.all;

entity prbs7_gen_1bit is
  port(
    -- Clock, Reset and Enable signals
    clk : in std_logic;
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    en  : in std_logic;           -- '1' = Enabled

    o_prbs7 : out std_logic
  );
end prbs7_gen_1bit;

architecture prbs7_gen_1bit_rtl of prbs7_gen_1bit is
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          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
        o_prbs7 <= not sreg(6);

      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```



Synthesise It In Your Head

```
library ieee;
use ieee.std_logic_1164.all;

entity prbs7_gen_1bit is
  port(
    -- Clock, Reset and Enable signals
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          -- Generate the next bit in the stream
          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
        o_prbs7 <= not sreg(6);

      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```

- Being able to do this makes you a better HDL coder
- Think in terms of the physical hardware blocks, not software functions like “if”, “class”, “procedure”, etc.



Synthesise It In Your Head

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    if (rst = '1') then
      o_prbs7 <= '0';
      sreg    <= (others => '1');

    elsif (clk'event and clk = '1') then
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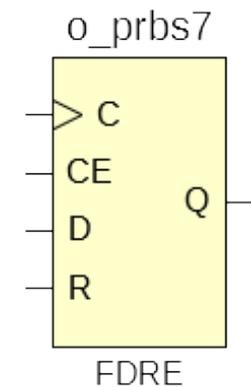
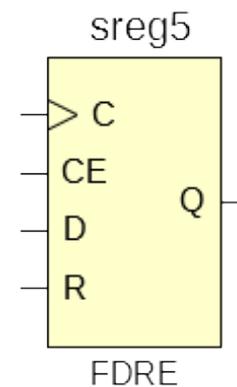
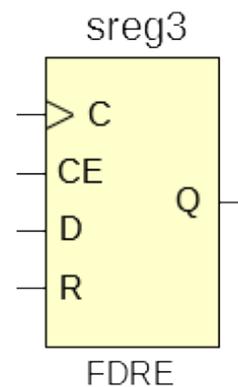
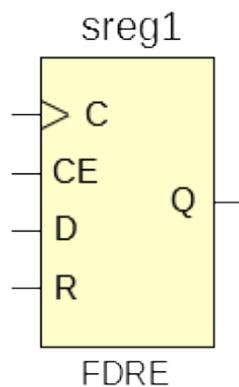
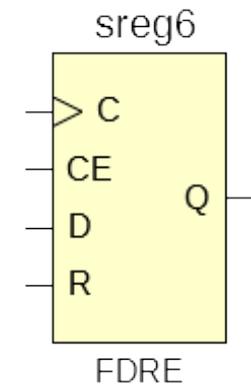
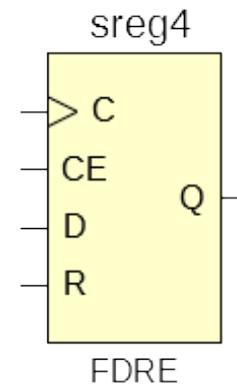
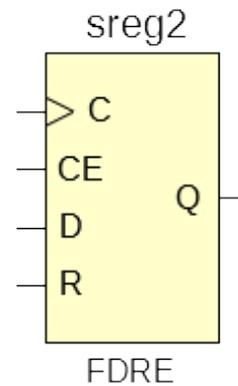
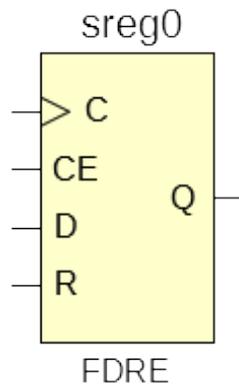
        if (sreg = "0000000") then
          -- Prevent an all '0's pattern from locking up the generator
          sreg <= (others => '1');
        else
          -- Generate the next bit in the stream
          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
        o_prbs7 <= not sreg(6);

      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```

- Each bit of each clocked thing gets a flip-flop (FF)
- Clocked things are to the left of the "<=" operator (in a clocked process)
- Everything that is clocked is in the blue box
- Count them



You Should Expect These FF's



Synthesise It In Your Head

```
library ieee;
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entity prbs7_gen_1bit is
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  begin
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      sreg    <= (others => '1');

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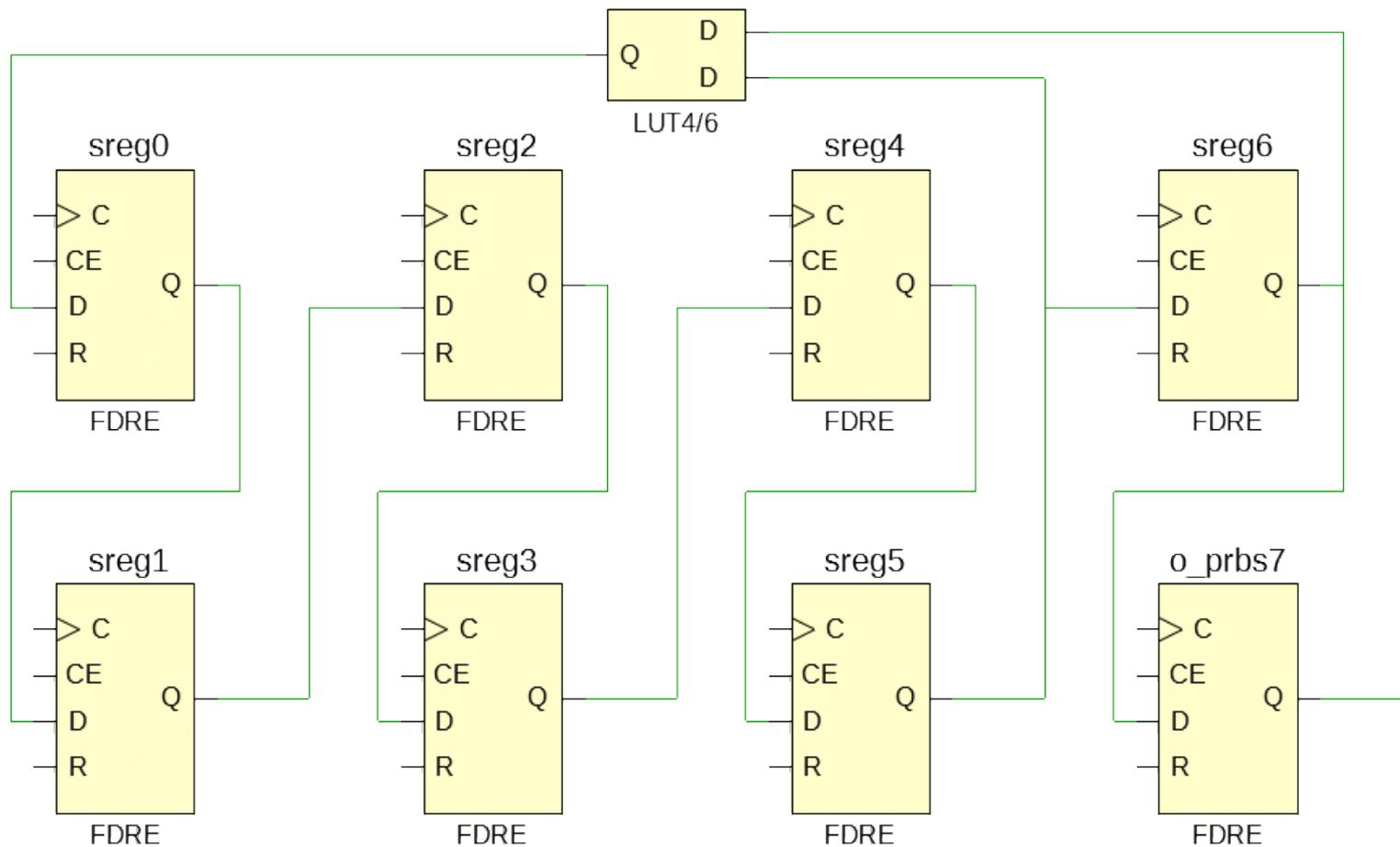
        if (sreg = "0000000") then
          -- Prevent an all '0's pattern from locking up the generator
          sreg <= (others => '1');
        else
          -- Generate the next bit in the stream
          sreg <= sreg(5 downto 0) & (sreg(6) xor sreg(5));
        end if;
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      end if; -- Enabled
    end if;
  end process;
end prbs7_gen_1bit_rtl;
```

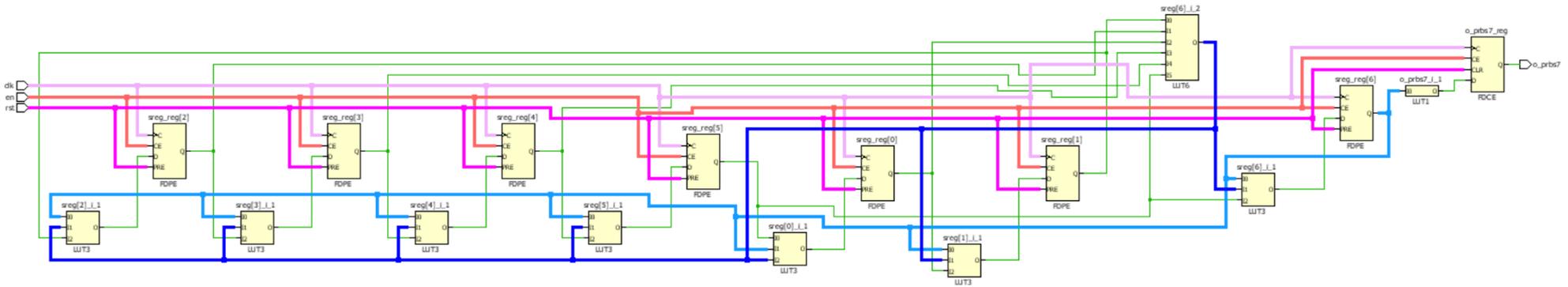
- Next, look at what affects each clocked thing.
- What affects 'o_prbs7'?
 - = 'sreg(6)', 'en', 'clk', 'rst'
- What affects 'sreg(6)'?
 - = 'sreg(5)', 'en', 'clk', 'rst'
- etc.
- What affects 'sreg(0)'?
 - = 'sreg(6)', 'sreg(5)', 'en', 'clk', 'rst'



Expected Result (Just Datapath)



Actual Result (Xilinx)



- Oops, forgot the “all zero's” check (dark blue)
`if (sreg = "0000000") then`
- Got the correct number of FF's, though

