Last updated 1/7/25

- 2 primary types of conversions
 - Vector conversions
 - Fully synthesizable all about interpretation

<->

- Similar to a type cast in programming
- std_logic_vector
- std_logic_vector <->
- signed <->

unsigned unsigned

signed

- Integer conversions
 - Not synthesizable
 - compile time calculations
 - simulations
 - Requires a function to make the conversion

<->

- signed <-> integer
- unsigned

integer

- Vector conversions
 - SLV to signed

my_4bit_signed <= signed(my_4bit_slv);</pre>

SLV to unsigned

my_4bit_unsigned <= unsigned(my_4bit_slv);</pre>

signed to SLV

my_6bit_slv <= std_logic_vector(my_6bit_signed);</pre>

- unsigned to SLV
 my_8bit_slv <= std_logic_vector(my_8bit_unsigned);
- unsigned to signed my_12bit_signed <= signed(my_12bit_unsigned);
- signed to unsigned my_16bit_unsigned <= unsigned(my_16bit_signed);

- Integer conversions
 - Integers can only convert to/from signed/unsigned
 - SLV has no numerical interpretation
 - Vector to integer conversions
 - signed to int my_comparison_int <= to_integer(my_12bit_signed);
 - unsigned to int my_limit_int <= to_integer(my_16bit_unsigned);
 - Integer to vector conversions require the number of bits to use in the vector
 - integer to signed my_8bit_signed_sim_input <= to_signed(22, 8);
 - integer to unsigned

my_4bit_unsigned_sim_input <= to_unsigned(11, 4);</pre>

