Last updated 8/20/24

 See the VHDL Types notes for a complete description of the 'types' available in VHDL

 These slides review the acceptable VHDL signal types for synthesis

- Acceptable Signal Types for Synthesis std_logic_1164
 - Used for wires
 - Used for busses that are treated as a collection of wires
 - 2 types
 - std_logic
 - std_logic_vector

Value	Definition	Synthesizable
'0'	Forcing 0	Y
'1'	Forcing 1	Y
'Z'	High Impedance	Y

- Operators
 - Comparison*: =, /=
 - Shifting: srl, sll, rol, ror
 - Boolean: not, and, or, nand, nor, xor, xnor
 - Concatenation: &

* Comparison of std_logic_vectors can return unexpected results Limited to = and /=

- Acceptable Signal Types for Synthesis numeric_std
 - Used for busses that are treated as a signal collectively
 - 2 types
 - signed array of std_logic (analogous to a std_logic_vector)
 - unsigned array of std_logic (analogous to a std_logic_vector)
 - Values
 - signed is interpreted as 2's complement (positive and negative)
 - unsigned is interpreted as unsigned magnitude (always positive)
 - Physical implementation
 - Signed and unsigned signals are implemented identically as a group of wires
 - Synthesis
 - Different logic solutions may be created for signed and unsigned signals due to their interpretation as signed or unsigned values

- Acceptable Signal Types for Synthesis numeric_std
 - Operators
 - Comparison: =, /=, <, <=, >, >=
 - Shifting: srl, sll, rol, ror
 - Boolean: not⁺, and, or, nand, nor, xor, xnor
 - Concatenation: &
 - Arithmetic⁺⁺:
 - _ +++
 - abs ⁺⁺⁺
 - +, -
 - *,/ ++++
 - mod, rem
 - ** ⁺⁺⁺⁺⁺
 - [†] negation of 2's complement most negative value will return the most negative value
 - ⁺⁺ arithmetic operators other than multiplication preserve the length of the result vector i.e. wrap
 - *** signed only
 - **** * and / will create large logical solutions
 - ***** only use with a base of 2

© ti

- Acceptable Signal Types for Synthesis numeric_std
 - Functions
 - resize resize unsigned using zero extension
 - shift_right()

resize signed using sign extension unsigned using zero extension

signed using sign extension

- shift_left() uses zero extension for signed and unsigned
- rotate_right() more robust solution for signed and unsigned signals
 - rotate_left() more robust solution for signed and unsigned signals



- Signal type conversion examples
 - std_logic_vector to signed signed_sig <= signed(slv_sig); sum_sig <= (signed(slv_sig1) + signed(slv_sig2));

type conversion function call

- unsigned to std_logic_vector
 slv_sig <= std_logic_vector(unsigned_sig);
 slv_sig <= std_logic_vector(unsigned_sig1 unsigned_sig2);
- integer to signed
 signed_sig <= to_signed(int_val, num_bits); -- set signed_sig to int_val using numbits
- unsigned to integer wire_val <= slv_sig(to_integer(addr_sig)); -- choose addr_sig wire in slv_sig vector
- std_logic_vector to integer wire_val <= slv_sig(to_integer(signed(slv_sig2))); -- must covert to signed or unsigned
- integer to std_logic_vector
 slv_sig <= std_logic_vector(to_signed(int_val, num_bits)); -- must covert to signed or
 unsigned