



VHDL QUICK REFERENCE CARD

Revision 2.1

()	Grouping	[]	Optional
{}	Repeated		Alternative
bold	As is	CAPS	User Identifier
<i>italic</i>	VHDL-1993		

1. LIBRARY UNITS

```

{{use_clause}}
entity ID is
  [[generic ( {ID : TYPEID := expr; } )];]
  [[port ( {ID : in | out | inout TYPEID := expr; } )];]
  {{declaration}}
begin
  {{parallel_statement}}
end [entity] ENTITYID;

{{use_clause}}
architecture ID of ENTITYID is
  {{declaration}}
begin
  {{parallel_statement}}
end [architecture] ARCHID;

{{use_clause}}
package ID is
  {{declaration}}
end [package] PACKID;

{{use_clause}}
package body ID is
  {{declaration}}
end [package body] PACKID;

{{use_clause}}
configuration ID of ENTITYID is
for ARCHID
  {{(block_config | comp_config)}}
end for;
end [configuration] CONFID;

use_clause ::=
  library ID;
  {{(use LIBID.PKGID[. all | DECLID];)}}

```

```

block_config ::=
for LABELID
  {{(block_config | comp_config)}}
end for;

comp_config ::=
for all | LABELID : COMPID
  (use entity [LIBID.]ENTITYID [( ARCHID )]
  [[generic map ( {GENID => expr, } )]
  port map ( {PORTID => SIGID | expr, } )];
  [for ARCHID
  {{(block_config | comp_config)}}
  end for;]
end for; |
  (use configuration [LIBID.]CONFID
  [[generic map ( {GENID => expr, } )]
  port map ( {PORTID => SIGID | expr, } )];)
end for;

```

2. DECLARATIONS

2.1. TYPE DECLARATIONS

```

type ID is ( {ID, } );
type ID is range number downto | to number;
type ID is array ( {range | TYPEID, } ) of TYPEID;
type ID is record
  {ID : TYPEID;}
end record;
type ID is access TYPEID;
type ID is file of TYPEID;
subtype ID is SCALARTYPID range range;
subtype ID is ARRAYTYPID( {range,} );
subtype ID is RESOLVFTCID TYPEID;
range ::=
  (integer | ENUMID to | downto integer | ENUMID) |
  (OBJID'[reverse_range] | (TYPEID range <>))

```

2.2. OTHER DECLARATIONS

```

constant ID : TYPEID := expr;
[shared] variable ID : TYPEID := expr;
signal ID : TYPEID := expr;
file ID : TYPEID (is in | out string;) |
  (open read_mode | write_mode |
  append_mode is string;)
alias ID : TYPEID is OBJID;
attribute ID : TYPEID;
attribute ATTRID of OBJID | others | all : class is expr;
class ::=
  entity | architecture | configuration |
  procedure | function | package | type |
  subtype | constant | signal | variable |
  component | label

```

```

component ID [is]
  [[generic ( {ID : TYPEID := expr; } )];]
  [[port ( {ID : in | out | inout TYPEID := expr; } )];]
end component [COMPID];

[impure | pure] function ID
  [[ ( {constant | variable | signal | file ID :
  in | out | inout TYPEID := expr; } )];]
  return TYPEID [is]
begin
  {{sequential_statement}}
end [function] ID;

procedure ID ( {constant | variable | signal} ID :
  in | out | inout TYPEID := expr; )];

[is begin]
  {{sequential_statement}}
end [procedure] ID;

for LABELID | others | all : COMPID use
  (entity [LIBID.]ENTITYID [( ARCHID )] |
  (configuration [LIBID.]CONFID)
  [[generic map ( {GENID => expr, } )]
  port map ( {PORTID => SIGID | expr, } )];)

```

3. EXPRESSIONS

```

expression ::=
  (relation and relation) | (relation nand relation) |
  (relation or relation) | (relation nor relation) |
  (relation xor relation) | (relation xnor relation)

relation ::=
  shexpr [relop shexpr]
shexpr ::=
  sexpr [shop sexpr]
sexpr ::=
  [+|-] term {addop term}
term ::=
  factor {mulop factor}
factor ::=
  (prim [** prim]) | (abs prim) | (not prim)
prim ::=
  literal | OBJID | OBJID'ATTRID | OBJID'({expr,})
  | OBJID(range) | ({{choice [ { choice } ] => } expr,})
  | FCTID ( {PARID => } expr, ) | TYPEID' (expr) |
  TYPEID (expr) | new TYPEID' (expr) | ( expr )

choice ::=
  sexpr | range | RECFID | others

```

3.1. OPERATORS, INCREASING PRECEDENCE

```

logop      and | or | xor | nand | nor | xnor
relop      = | /= | < | <= | > | >=
shop       slf | srl | sla | sra | rol | ror
addop      + | - | &
mulop      * | / | mod | rem
miscop     ** | abs | not

```

4. SEQUENTIAL STATEMENTS

```
wait [on {SIGID,}] [until expr] [for time];
assert expr
  [report string]
  [severity note | warning | error | failure];
report string
  [severity note | warning | error | failure];
SIGID <= [transport] | [[reject TIME] inertial]
  {expr [after time],};
```

```
VARID := expr;
```

```
PROCEDUREID([[PARID =>] expr,]);
```

```
[LABEL:] if expr then
  {sequential_statement}
```

```
[[elseif expr then
  {sequential_statement}]]
```

```
else
  {sequential_statement}
```

```
end if [LABEL];
```

```
[LABEL:] case expr is
  when choice [{ choice}] =>
  {sequential_statement}
```

```
end case [LABEL];
```

```
[LABEL:] while expr loop
  {sequential_statement}
```

```
end loop [LABEL];
```

```
[LABEL:] for ID in range loop
  {sequential_statement}
```

```
end loop [LABEL];
```

```
next [LOOPLBL] when expr;
```

```
exit [LOOPLBL] when expr;
```

```
return [expression];
```

```
null;
```

5. PARALLEL STATEMENTS

```
LABEL: block [fs]
  [generic ( {ID : TYPEID;} );]
  [generic map ( {[GENID =>] expr,} );]
  [port ( {ID : in | out | inout TYPEID } );]
  [port map ( {[PORTID =>] SIGID | expr,} );];
  [[declaration]]
```

```
begin
  [[parallel_statement]]
```

```
end block [LABEL];
```

```
[LABEL:] [postponed] process ([{SIGID,} ])
  [[declaration]]
```

```
begin
  [[sequential_statement]]
```

```
end [postponed] process [LABEL];
```

```
[LBL:] [postponed] PROCID([[PARID =>] expr,));
```

```
[LABEL:] [postponed] assert expr
  [report string]
  [severity note | warning | error | failure];
```

```
[LABEL:] [postponed] SIGID <=
  [transport] | [[reject TIME] inertial]
  [[{expr [after TIME,]} | unaffected when expr else];]
  {expr [after TIME,]} | unaffected;
```

```
[LABEL:] [postponed] with expr select
  SIGID <= [transport] | [[reject TIME] inertial]
  {{expr [after TIME,]} | unaffected
  when choice [{ choice}];}
```

```
LABEL: COMPID
  [[generic map ( {GENID => expr,} )]
  port map ( {[PORTID =>] SIGID | expr,} );];
```

```
LABEL: entity [LIBID.]ENTITYID ([ARCHID])
  [[generic map ( {GENID => expr,} )]
  port map ( {[PORTID =>] SIGID | expr,} );];
```

```
LABEL: configuration [LIBID.]CONFID
  [[generic map ( {GENID => expr,} )]
  port map ( {[PORTID =>] SIGID | expr,} );];
```

```
LABEL: if expr generate
  [[parallel_statement]]
```

```
end generate [LABEL];
```

```
LABEL: for ID in range generate
  [[parallel_statement]]
```

```
end generate [LABEL];
```

6. PREDEFINED ATTRIBUTES

TYPID'base	Base type
TYPID'left	Left bound value
TYPID'right	Right-bound value
TYPID'high	Upper-bound value
TYPID'low	Lower-bound value
TYPID'pos(expr)	Position within type
TYPID'val(expr)	Value at position
TYPID'succ(expr)	Next value in order
TYPID'pred(expr)	Previous value in order
TYPID'leftof(expr)	Value to the left in order
TYPID'rightof(expr)	Value to the right in order
TYPID'ascending	Ascending type predicate
TYPID'image(expr)	String image of value
TYPID'value(string)	Value of string image
ARYID'left[(expr)]	Left-bound of [nth] index
ARYID'right[(expr)]	Right-bound of [nth] index
ARYID'high[(expr)]	Upper-bound of [nth] index
ARYID'low[(expr)]	Lower-bound of [nth] index
ARYID'range[(expr)]	'left down/to 'right
ARYID'reverse_range[(expr)]	'right down/to 'left
ARYID'length[(expr)]	Length of [nth] dimension
ARYID'ascending[(expr)]	'right >= 'left ?
SIGID'delayed[(TIME)]	Delayed copy of signal
SIGID'stable[(TIME)]	Signals event on signal
SIGID'quiet[(TIME)]	Signals activity on signal
SIGID'transaction	Toggles if signal active
SIGID'event	Event on signal ?
SIGID'active	Activity on signal ?
SIGID'last_event	Time since last event
SIGID'last_active	Time since last active
SIGID'last_value	Value before last event

SIGID'driving	Active driver predicate
SIGID'driving_value	Value of driver
OBJID'simple_name	Name of object
OBJID'instance_name	Pathname of object
OBJID'path_name	Pathname to object

7. PREDEFINED TYPES

BOOLEAN	True or false
INTEGER	32 or 64 bits
NATURAL	Integers >= 0
POSITIVE	Integers > 0
REAL	Floating-point
BIT	'0', '1'
BIT_VECTOR(NATURAL)	Array of bits
CHARACTER	7-bit ASCII
STRING(POSITIVE)	Array of characters
TIME	hr, min, sec, ms, us, ns, ps, fs
DELAY_LENGTH	Time >= 0

8. PREDEFINED FUNCTIONS

NOW	Returns current simulation time
DEALLOCATE(ACCESS_TYPOBJ)	Deallocate dynamic object
FILE_OPEN([status], FILEID, string, mode)	Open file
FILE_CLOSE(FILEID)	Close file

9. LEXICAL ELEMENTS

Identifier ::=	letter { [underline] alphanumeric }
decimal literal ::=	integer [. integer] [E[+ -] integer]
based literal ::=	integer # hexint [. hexint] # [E[+ -] integer]
bit string literal ::=	B O X " hexint "
comment ::=	-- comment text



1164 PACKAGES QUICK REFERENCE CARD

Revision 2.2

()	Grouping	[]	Optional
{ }	Repeated		Alternative
bold	As is	CAPS	User Identifier
<i>italic</i>	VHDL-93	c	commutative
b	::= BIT		
bv	::= BIT_VECTOR		
u/l	::= STD_ULOGIC/STD_LOGIC		
uv	::= STD_ULOGIC_VECTOR		
lv	::= STD_LOGIC_VECTOR		
un	::= UNSIGNED		
sg	::= SIGNED		
in	::= INTEGER		
na	::= NATURAL		
sm	::= SMALL_INT (subtype INTEGER range 0 to 1)		

1. IEEE's STD_LOGIC_1164

1.1 LOGIC VALUES

'U'	Uninitialized
'X'/'W'	Strong/Weak unknown
'0'/'L'	Strong/Weak 0
'1'/'H'	Strong/Weak 1
'Z'	High Impedance
'-'	Don't care

1.2 PREDEFINED TYPES

STD_ULOGIC	Base type
Subtypes:	
STD_LOGIC	Resolved STD_ULOGIC
X01	Resolved X, 0 & 1
X01Z	Resolved X, 0, 1 & Z
UX01	Resolved U, X, 0 & 1
UX01Z	Resolved U, X, 0, 1 & Z

STD_ULOGIC_VECTOR(na to | downto na)
Array of STD_ULOGIC

STD_LOGIC_VECTOR(na to | downto na)
Array of STD_LOGIC

1.3 OVERLOADED OPERATORS

Description	Left	Operator	Right
bitwise-and	u/l,uv,lv	and, nand	u/l,uv,lv
bitwise-or	u/l,uv,lv	or, nor	u/l,uv,lv
bitwise-xor	u/l,uv,lv	xor, xnor	u/l,uv,lv
bitwise-not		not	u/l,uv,lv

1.4 CONVERSION FUNCTIONS

From	To	Function
u/l	b	TO_BIT (from[, xmap])
uv,lv	bv	TO_BITVECTOR (from[, xmap])
b	u/l	TO_STDULOGIC (from)
bv,uv	lv	TO_STDLOGICVECTOR (from)
bv,lv	uv	TO_STDULOGICVECTOR (from)

2. IEEE's NUMERIC_STD

2.1 PREDEFINED TYPES

UNSIGNED (na to downto na)	Array of STD_LOGIC
SIGNED (na to downto na)	Array of STD_LOGIC

2.2 OVERLOADED OPERATORS

Left	Op	Right	Return
	abs	sg	sg
	-	sg	sg
un	+, -, *, /, rem, mod	un	un
sg	+, -, *, /, rem, mod	sg	sg
un	+, -, *, /, rem, mod c	na	un
sg	+, -, *, /, rem, mod c	in	sg
un	<, >, <=, >=, =, /=	un	bool
sg	<, >, <=, >=, =, /=	sg	bool
un	<, >, <=, >=, =, /= c	na	bool
sg	<, >, <=, >=, =, /= c	in	bool

2.3 PREDEFINED FUNCTIONS

SHIFT_LEFT (un, na)	un
SHIFT_RIGHT (un, na)	un
SHIFT_LEFT (sg, na)	sg
SHIFT_RIGHT (sg, na)	sg
ROTATE_LEFT (un, na)	un
ROTATE_RIGHT (un, na)	un
ROTATE_LEFT (sg, na)	sg
ROTATE_RIGHT (sg, na)	sg
RESIZE (sg, na)	sg
RESIZE (un, na)	un
STD_MATCH (u/l, u/l)	bool
STD_MATCH (uv, uv)	bool
STD_MATCH (lv, lv)	bool
STD_MATCH (un, un)	bool
STD_MATCH (sg, sg)	bool

2.4 CONVERSION FUNCTIONS

From	To	Function
un,lv	sg	SIGNED (from)
sg,lv	un	UNSIGNED (from)
un,sg	lv	STD_LOGIC_VECTOR (from)
un,sg	in	TO_INTEGER (from)
na	un	TO_UNSIGNED (from, size)
in	sg	TO_SIGNED (from, size)

3. IEEE's NUMERIC_BIT

3.1 PREDEFINED TYPES

UNSIGNED (na to downto na)	Array of BIT
SIGNED (na to downto na)	Array of BIT

3.2 OVERLOADED OPERATORS

Left	Op	Right	Return
	abs	sg	sg
	-	sg	sg
un	+, -, *, /, rem, mod	un	un
sg	+, -, *, /, rem, mod	sg	sg
un	+, -, *, /, rem, mod c	na	un
sg	+, -, *, /, rem, mod c	in	sg
un	<, >, <=, >=, =, /=	un	bool
sg	<, >, <=, >=, =, /=	sg	bool
un	<, >, <=, >=, =, /= c	na	bool
sg	<, >, <=, >=, =, /= c	in	bool

3.3 PREDEFINED FUNCTIONS

SHIFT_LEFT (un, na)	un
SHIFT_RIGHT (un, na)	un
SHIFT_LEFT (sg, na)	sg
SHIFT_RIGHT (sg, na)	sg
ROTATE_LEFT (un, na)	un
ROTATE_RIGHT (un, na)	un
ROTATE_LEFT (sg, na)	sg
ROTATE_RIGHT (sg, na)	sg
RESIZE (sg, na)	sg
RESIZE (un, na)	un

3.4 CONVERSION FUNCTIONS

From	To	Function
un,bv	sg	SIGNED (from)
sg,bv	un	UNSIGNED (from)
un,sg	bv	BIT_VECTOR (from)
un,sg	in	TO_INTEGER (from)
na	un	TO_UNSIGNED (from)
in	sg	TO_SIGNED (from)

4. SYNOPSIS' STD_LOGIC_ARITH

4.1 PREDEFINED TYPES

UNSIGNED (na to downto na)	Array of STD_LOGIC
SIGNED (na to downto na)	Array of STD_LOGIC
SMALL_INT	Integer subtype, 0 or 1

4.2 OVERLOADED OPERATORS

Left	Op	Right	Return
	abs	sg	sg,lv
	-	sg	sg,lv
un	+, -, *	un	un,lv
sg	+, -, *	sg	sg,lv
sg	+, -, *	un	sg,lv
un	+, -c	in	un,lv
sg	+, -c	in	sg,lv
un	+, -c	u/l	un,lv
sg	+, -c	u/l	sg,lv
un	<, >, <=, >=, =, /=	un	bool
sg	<, >, <=, >=, =, /=	sg	bool
un	<, >, <=, >=, =, /=c	in	bool
sg	<, >, <=, >=, =, /=c	in	bool

4.3 PREDEFINED FUNCTIONS

SHL (un, un)	un	SHR (un, un)	un
SHL (sg, un)	sg	SHR (sg, un)	sg
EXT (lv, in)	lv	zero-extend	
SEXT (lv, in)	lv	sign-extend	

4.4 CONVERSION FUNCTIONS

From	To	Function
un,lv	sg	SIGNED (from)
sg,lv	un	UNSIGNED (from)
sg,un	lv	STD_LOGIC_VECTOR (from)
un,sg	in	CONV_INTEGER (from)
in,un,sg,u	un	CONV_UNSIGNED (from, size)
in,un,sg,u	sg	CONV_SIGNED (from, size)
in,un,sg,u	lv	CONV_STD_LOGIC_VECTOR (from, size)

5. SYNOPSIS' STD_LOGIC_UNSIGNED

5.1 OVERLOADED OPERATORS

Left	Op	Right	Return
	+	lv	lv
lv	+, -, *	lv	lv
lv	+, -c	in	lv
lv	+, -c	u/l	lv
lv	<, >, <=, >=, =, /=	lv	bool
lv	<, >, <=, >=, =, /=c	in	bool

5.2 CONVERSION FUNCTIONS

From	To	Function
lv	in	CONV_INTEGER (from)

6. SYNOPSIS' STD_LOGIC_SIGNED

6.1 OVERLOADED OPERATORS

Left	Op	Right	Return
	abs	lv	lv
	+, -	lv	lv
lv	+, -, *	lv	lv
lv	+, -c	in	lv
lv	+, -c	u/l	lv
lv	<, >, <=, >=, =, /=	lv	bool
lv	<, >, <=, >=, =, /=c	in	bool

6.2 CONVERSION FUNCTIONS

From	To	Function
lv	in	CONV_INTEGER (from)

7. SYNOPSIS' STD_LOGIC_MISC

7.1 PREDEFINED FUNCTIONS

AND_REDUCE (lv uv)	u/l
[X]OR_REDUCE (lv uv)	u/l
[N]AND_REDUCE (lv uv)	UX01
OR_REDUCE (lv uv)	UX01
NOR_REDUCE (lv uv)	UX01
XOR_REDUCE (lv uv)	UX01
XNOR_REDUCE (lv uv)	UX01

8. EXEMPLAR'S STD_LOGIC_ARITH

8.1 OVERLOADED OPERATORS

Left	Op	Right	Return
	+, -, *	u/l	u/l
	abs	u/l	u/l

8.2 PREDEFINED FUNCTIONS

sl (u/l, in)	u/l
sl2 (u/l, in)	u/l
sr (u/l, in)	u/l
sr2 (u/l, in)	u/l
add (u/l)	u/l
add2 (u/l)	u/l
sub (u/l)	u/l
sub2 (u/l)	u/l
mult (u/l)	u/l
mult2 (u/l)	u/l
extend (u/l, in)	u/l
extend2 (u/l, in)	u/l
comp2 (u/l)	u/l

8.3 CONVERSION FUNCTIONS

From	To	Function
bool	uv	bool2elb
uv	bool	elb2bool
u/l	na	evect2int
in	u/l	int2evect (size)
uv	na	elb2int

9. MENTOR'S STD_LOGIC_ARITH

9.1 PREDEFINED TYPES

UNSIGNED (na to downto na)	Array of STD_LOGIC
SIGNED (na to downto na)	Array of STD_LOGIC

9.2 OVERLOADED OPERATORS

Left	Op	Right	Return
	abs	sg	sg
	-	sg	sg
u/l	+, -	u/l	u/l
uv	+, -, *, /, mod, rem, **	uv	uv
lv	+, -, *, /, mod, rem, **	lv	lv
un	+, -, *, /, mod, rem, **	un	un
sg	+, -, *, /, mod, rem, **	sg	sg
un	<, >, <=, >=, =, /=	un	bool
sg	<, >, <=, >=, =, /=	sg	bool
	not	un	un
	not	sg	sg
un	and, nand, or, nor, xor	un	un
sg	and, nand, or, nor, xor, xnor	sg	sg
uv	sla, sra, sll, srl, rol, ror	uv	uv
lv	sla, sra, sll, srl, rol, ror	lv	lv
un	sla, sra, sll, srl, rol, ror	un	un
sg	sla, sra, sll, srl, rol, ror	sg	sg

9.3 PREDEFINED FUNCTIONS

ZERO_EXTEND (uv lv un, na)	same
ZERO_EXTEND (u/l, na)	lv
SIGN_EXTEND (sg, na)	sg
AND_REDUCE (uv lv un sg)	u/l
OR_REDUCE (uv lv un sg)	u/l
XOR_REDUCE (uv lv un sg)	u/l

9.4 CONVERSION FUNCTIONS

From	To	Function
u/l, uv, lv, un, sg	in	TO_INTEGER (from)
u/l, uv, lv, un, sg	in	CONV_INTEGER (from)
bool	u/l	TO_STDLOGIC (from)
na	un	TO_UNSIGNED (from, size)
na	un	CONV_UNSIGNED (from, size)
in	sg	TO_SIGNED (from, size)
in	sg	CONV_SIGNED (from, size)
na	lv	TO_STDLOGICVECTOR (from, size)
na	uv	TO_STDLOGICVECTOR (from, size)