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Design automation –
Part 1:
VHDL language reference manual

Automatisation de la conception –

Partie 1:
Manuel de référence du langage VHDL

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- IEC 60878: *Graphical symbols for electromedical equipment in medical practice*.

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The attention of readers is drawn to the end pages of this publication which list the IEC publications issued by the technical committee which has prepared the present publication.

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CONTENTS

	Page
FOREWORD.....	7
Clause	
Section 0: General	8
0.1 Scope and object.....	8
0.2 Structure and terminology	8
0.2.1 Syntactic description	9
0.2.2 Semantic description	10
0.2.3 Front matter, examples, notes, references, and annexes	10
0.2.4 Normative reference.....	11
Section 1: Design entities and configurations.....	11
1.1 Entity declarations	11
1.1.1 Entity header	12
1.1.1.1 Generics.....	12
1.1.1.2 Ports.....	13
1.1.2 Entity declarative part	14
1.1.3 Entity statement part	15
1.2 Architecture bodies.....	15
1.2.1 Architecture declarative part	16
1.2.2 Architecture statement part	16
1.3 Configuration declarations.....	18
1.3.1 Block configuration.....	19
1.3.2 Component configuration	21
Section 2: Subprograms and packages	23
2.1 Subprogram declarations	23
2.1.1 Formal parameters.....	24
2.1.1.1 Constant and variable parameters.....	24
2.1.1.2 Signal parameters	25
2.1.1.3 File parameters	26
2.2 Subprogram bodies	26
2.3 Subprogram overloading	29
2.3.1 Operator overloading	30
2.3.2 Signatures.....	30
2.4 Resolution functions	31
2.5 Package declarations.....	32
2.6 Package bodies	33
2.7 Conformance rules.....	34
Section 3: Types	35
3.1 Scalar Types	36
3.1.1 Enumeration types.....	37
3.1.1.1 Predefined enumeration types	38

3.1.2	Integer types	38
3.1.2.1	Predefined integer types	39
3.1.3	Physical types	39
3.1.3.1	Predefined physical types	41
3.1.4	Floating point types	41
3.1.4.1	Predefined floating point types	42
3.2	Composite types	42
3.2.1	Array types	42
3.2.1.1	Index constraints and discrete ranges	44
3.2.1.2	Predefined array types	47
3.2.2	Record types	47
3.3	Access types	48
3.3.1	Incomplete type declarations	48
3.3.2	Allocation and deallocation of objects	49
3.4	File types	50
3.4.1	File operations	50
Section 4: Declarations	52
4.1	Type declarations	53
4.2	Subtype declarations	54
4.3	Objects	55
4.3.1	Object declarations	55
4.3.1.1	Constant declarations	56
4.3.1.2	Signal declarations	56
4.3.1.3	Variable declarations	58
4.3.1.4	File declarations	59
4.3.2	Interface declarations	60
4.3.2.1	Interface lists	62
4.3.2.2	Association lists	63
4.3.3	Alias declarations	65
4.3.3.1	Object aliases	66
4.3.3.2	Nonobject aliases	67
4.4	Attribute declarations	68
4.5	Component declarations	69
4.6	Group template declarations	69
4.7	Group declarations	70
Section 5: Specifications	71
5.1	Attribute specification	71
5.2	Configuration specification	73
5.2.1	Binding indication	74
5.2.1.1	Entity aspect	76
5.2.1.2	Generic map and port map aspects	77
5.2.2	Default binding indication	79
5.3	Disconnection specification	80

Section 6: Names.....	82
6.1 Names	82
6.2 Simple names.....	84
6.3 Selected names	84
6.4 Indexed names	87
6.5 Slice names	87
6.6 Attribute names.....	88
Section 7: Expressions.....	88
7.1 Expressions.....	88
7.2 Operators	90
7.2.1 Logical operators.....	90
7.2.2 Relational operators	91
7.2.3 Shift operators	92
7.2.4 Adding operators.....	94
7.2.5 Sign operators	96
7.2.6 Multiplying operators.....	96
7.2.7 Miscellaneous operators.....	98
7.3 Operands.....	99
7.3.1 Literals	99
7.3.2 Aggregates	100
7.3.2.1 Record aggregates	100
7.3.2.2 Array aggregates.....	101
7.3.3 Function calls	102
7.3.4 Qualified expressions.....	102
7.3.5 Type conversions	103
7.3.6 Allocators	104
7.4 Static expressions.....	105
7.4.1 Locally static primaries.....	105
7.4.2 Globally static primaries	106
7.5 Universal expressions	107
Section 8: Sequential statements.....	108
8.1 Wait statement	109
8.2 Assertion statement.....	111
8.3 Report statement	111
8.4 Signal assignment statement.....	112
8.4.1 Updating a projected output waveform.....	114
8.5 Variable assignment statement	117
8.5.1 Array variable assignments	117
8.6 Procedure call statement.....	118
8.7 If statement	118
8.8 Case statement	119
8.9 Loop statement	120
8.10 Next statement	121
8.11 Exit statement	121
8.12 Return statement	121
8.13 Null statement.....	122

Section 9: Concurrent statements	122
9.1 Block statement	123
9.2 Process statement.....	124
9.3 Concurrent procedure call statements.....	125
9.4 Concurrent assertion statements	126
9.5 Concurrent signal assignment statements	127
9.5.1 Conditional signal assignments.....	129
9.5.2 Selected signal assignments	130
9.6 Component instantiation statements	131
9.6.1 Instantiation of a component.....	132
9.6.2 Instantiation of a design entity	134
9.7 Generate statements	137
Section 10: Scope and visibility	138
10.1 Declarative region.....	138
10.2 Scope of declarations.....	139
10.3 Visibility	140
10.4 Use clauses	143
10.5 The context of overload resolution.....	144
Section 11: Design units and their analysis	145
11.1 Design units	145
11.2 Design libraries.....	145
11.3 Context clauses	146
11.4 Order of analysis.....	147
Section 12: Elaboration and execution	147
12.1 Elaboration of a design hierarchy.....	148
12.2 Elaboration of a block header.....	149
12.2.1 The generic clause.....	149
12.2.2 The generic map aspect.....	150
12.2.3 The port clause	150
12.2.4 The port map aspect	150
12.3 Elaboration of a declarative part.....	151
12.3.1 Elaboration of a declaration	151
12.3.1.1 Subprogram declarations and bodies.....	152
12.3.1.2 Type declarations.....	152
12.3.1.3 Subtype declarations.....	152
12.3.1.4 Object declarations	153
12.3.1.5 Alias declarations	153
12.3.1.6 Attribute declarations	153
12.3.1.7 Component declarations	153
12.3.2 Elaboration of a specification.....	153
12.3.2.1 Attribute specifications.....	154
12.3.2.2 Configuration specifications.....	154
12.3.2.3 Disconnection specifications	154

12.4 Elaboration of a statement part	155
12.4.1 Block statements	155
12.4.2 Generate statements	155
12.4.3 Component instantiation statements.....	157
12.4.4 Other concurrent statements.....	157
12.5 Dynamic elaboration.....	157
12.6 Execution of a model.....	158
12.6.1 Drivers.....	158
12.6.2 Propagation of signal values	159
12.6.3 Updating implicit signals	162
12.6.4 The simulation cycle	163
Section 13: Lexical elements.....	164
13.1 Character set	164
13.2 Lexical elements, separators, and delimiters	166
13.3 Identifiers.....	167
13.3.1 Basic identifiers.....	167
13.3.2 Extended identifiers	168
13.4 Abstract literals.....	168
13.4.1 Decimal literals	168
13.4.2 Based literals	169
13.5 Character literals	169
13.6 String literals	170
13.7 Bit string literals	170
13.8 Comments	172
13.9 Reserved words	172
13.10 Allowable replacements of characters.....	173
Section 14: Predefined language environment.....	173
14.1 Predefined attributes.....	173
14.2 Package STANDARD	187
14.3 Package TEXTIO	194
Annex A – Syntax summary	199
Annex B – Glossary	216
Annex C – Potentially nonportable constructs	233
Annex D – Changes from IEEE Std 1076-1987	235
Annex E – Related standards	236
Index.....	237

INTERNATIONAL ELECTROTECHNICAL COMMISSION

DESIGN AUTOMATION –

Part 1: VHDL language reference manual

FOREWORD

- 1) The IEC (International Electrotechnical Commission) is a worldwide organization for standardization comprising all national electrotechnical committees (IEC National Committees). The object of the IEC is to promote international co-operation on all questions concerning standardization in the electrical and electronic fields. To this end and in addition to other activities, the IEC publishes International Standards. Their preparation is entrusted to technical committees; any IEC National Committee interested in the subject dealt with may participate in this preparatory work. International, governmental and non-governmental organizations liaising with the IEC also participate in this preparation. The IEC collaborates closely with the International Organization for Standardization (ISO) in accordance with conditions determined by agreement between the two organizations.
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International Standard IEC 61691-1 has been prepared by IEC technical committee 93: Design automation. *IEC 61691-1:1997*

This standard is based on IEEE Std 1076: *IEEE Standard VHDL language Reference Manual* (1993).

IEC 61691 consists of the following parts, under the general title *Design automation*:

- Part 1: 1997, *VHDL language reference manual*
- Part 2, – *Multivalue logic system for VHDL model interoperability*¹⁾

This standard does not follow the rules for the structure of international standards given in Part 3 of the ISO/IEC Directives.

The text of this standard is based on the following documents:

FDIS	Report on voting
93/42/FDIS	93/45/RVD

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

Annexes A, B, C, D, and E are for information only.

¹⁾ To be published

Design automation – VHDL language reference manual

Section 0: General

This section describes the purpose and organization of this International Standard, Very High Speed Integrated Circuit (VHSIC) Hardware Description Language (VHDL) language reference manual.

0.1 Scope and object

The object of this international standard is to define VHDL accurately. Its primary audiences are the implementors of tools supporting the language and the advanced users of the language. Other users are encouraged to use commercially available books, tutorials, and classes to learn the language in some detail prior to reading this standard. These resources generally focus on how to use the language, rather than how a VHDL-compliant tool is required to behave.

At the time of its publication, this standard was the authoritative definition of VHDL. From time to time, it may become necessary to correct and/or clarify portions of this standard. Such corrections and clarifications may be published in separate standards. These modify this standard at the time of their publication and remain in effect until superseded by subsequent standards, or until the standard is officially revised.

0.2 Structure and terminology

This standard is organized into sections, each of which focuses on some particular area of the language. Within each section, individual constructs or concepts are discussed in each clause.

Each clause describing a specific construct begins with an introductory paragraph. Next, the syntax of the construct is described using one or more grammatical “productions.”

A set of paragraphs describing the meaning and restrictions of the construct in narrative form then follow. Unlike many other IEEE standards, which use the verb “shall” to indicate mandatory requirements of the standard and “may” to indicate optional features, the verb “is” is used uniformly throughout this standard. In all cases, “is” is to be interpreted as having mandatory weight.

Additionally, the word “must” is used to indicate mandatory weight. This word is preferred over the more common “shall,” as “must” denotes a different meaning to different readers of this standard.

- a) To the developer of tools that process VHDL, “must” denotes a requirement that the standard imposes. The resulting implementation is required to enforce the requirement and to issue an error if the requirement is not met by some VHDL source text.
- b) To the VHDL model developer, “must” denotes that the characteristics of VHDL are natural consequences of the language definition. The model developer is required to adhere to the constraint implied by the characteristic.
- c) To the VHDL model user, “must” denotes that the characteristics of the models are natural consequences of the language definition. The model user can depend on the characteristics of the model implied by its VHDL source text.

Finally, each clause may end with examples, notes, and references to other pertinent clauses.

0.2.1 Syntactic description

The form of a VHDL description is described by means of context-free syntax, using a simple variant of Backus-Naur form; in particular:

- a) Lowercased words in roman font, some containing embedded underlines, are used to denote syntactic categories, for example:

`formal_port_list`

Whenever the name of a syntactic category is used, apart from the syntax rules themselves, spaces take the place of underlines (thus, “formal port list” would appear in the narrative description when referring to the above syntactic category).

- b) Boldface words are used to denote reserved words, for example:

array

Reserved words must be used only in those places indicated by the syntax.

- c) A *production* consists of a *left-hand side*, the symbol “`::=`” (which is read as “can be replaced by”), and a *right-hand side*. The left-hand side of a production is always a syntactic category; the right-hand side is a replacement rule.

The meaning of a production is a textual-replacement rule: any occurrence of the left-hand side may be replaced by an instance of the right-hand side.

- d) A vertical bar separates alternative items on the right-hand side of a production unless it occurs immediately after an opening brace, in which case it stands for itself:

`letter_or_digit ::= letter | digit`

`choices ::= choice { | choice }`

In the first instance, an occurrence of “`letter_or_digit`” can be replaced by either “`letter`” or “`digit`.” In the second case, “`choices`” can be replaced by a list of “`choice`,” separated by vertical bars [see item f) for the meaning of braces].

- e) Square brackets enclose optional items on the right-hand side of a production; thus the two following productions are equivalent:

`return_statement ::= return [expression] ;`

`return_statement ::= return ; | return expression ;`

Note, however, that the initial and terminal square brackets in the right-hand side of the production for signatures (in 2.3.2) are part of the syntax of signatures and do not indicate that the entire right-hand side is optional.

- f) Braces enclose a repeated item or items on the right-hand side of a production. The items may appear zero or more times; the repetitions occur from left to right as with an equivalent left-recursive rule. Thus, the following two productions are equivalent:

```
term ::= factor { multiplying_operator factor }
term ::= factor | term multiplying_operator factor
```

- g) If the name of any syntactic category starts with an italicized part, it is equivalent to the category name without the italicized part. The italicized part is intended to convey some semantic information. For example, *type_name* and *subtype_name* are both syntactically equivalent to *name* alone.
- h) The term *simple_name* is used for any occurrence of an identifier that already denotes some declared entity.

0.2.2 Semantic description

The meaning and restrictions of a particular construct are described with a set of narrative rules immediately following the syntactic productions. In these rules, an italicized term indicates the definition of that term and identifiers appearing entirely in uppercase refer to definitions in package STANDARD (see clause 14.2).

The following terms are used in these semantic descriptions with the following meaning:

erroneous: The condition described represents an ill-formed description; however, implementations are not required to detect and report this condition.

Conditions are deemed erroneous only when it is impossible in general to detect the condition during the processing of the language.

error: The condition described represents an ill-formed description; implementations are required to detect the condition and report an error to the user of the tool.

illegal: A synonym for “error.”

legal: The condition described represents a well-formed description.

0.2.3 Front matter, examples, notes, references, and annexes

Some clauses of this standard contain examples, notes, and cross-references to other clauses of the standard; these parts always appear at the end of a clause. Examples are meant to illustrate the possible forms of the construct described. Illegal examples are italicized. Notes are meant to emphasize consequences of the rules described in the clause or elsewhere. In order to distinguish notes from the other narrative portions of this standard, notes are in a type smaller than the rest of the text. Cross-references are meant to guide the user to other relevant clauses of the standard. Examples, notes, and cross-references are not part of the definition of the language.

0.2.4 Normative reference

The following normative document contains provisions which, through reference in this text, constitute provisions of this International Standard. At the time of publication, the edition indicated was valid. All normative documents are subject to revision, and parties to agreements based on this International Standard are encouraged to investigate the possibility of applying the most recent edition of the normative document indicated below. Members of IEC and ISO maintain registers of currently valid International Standards.

ISO 8859-1: 1987, *Information processing – 8-bit single-byte coded graphic character sets – Part 1: Latin alphabet No. 1*

Section 1: Design entities and configurations

The design entity is the primary hardware abstraction in VHDL. It represents a portion of a hardware design that has well-defined inputs and outputs and performs a well-defined function. A design entity may represent an entire system, a subsystem, a board, a chip, a macro-cell, a logic gate, or any level of abstraction in between. A configuration can be used to describe how design entities are put together to form a complete design.

A design entity may be described in terms of a hierarchy of blocks, each of which represents a portion of the whole design. The top-level block in such a hierarchy is the design entity itself; such a block is an external block that resides in a library and may be used as a component of other designs. Nested blocks in the hierarchy are internal blocks, defined by block statements (see clause 9.1).

A design entity may also be described in terms of interconnected components. Each component of a design entity may be bound to a lower-level design entity in order to define the structure or behaviour of that component. Successive decomposition of a design entity into components, and binding those components to other design entities that may be decomposed in like manner, results in a hierarchy of design entities representing a complete design. Such a collection of design entities is called a design hierarchy. The bindings necessary to identify a design hierarchy can be specified in a configuration of the top-level entity in the hierarchy.

This section describes the way in which design entities and configurations are defined. A design entity is defined by an entity declaration together with a corresponding architecture body. A configuration is defined by a configuration declaration.

1.1 Entity declarations

An entity declaration defines the interface between a given design entity and the environment in which it is used. It may also specify declarations and statements that are part of the design entity. A given entity declaration may be shared by many design entities, each of which has a different architecture. Thus, an entity declaration can potentially represent a class of design entities, each with the same interface.

```
entity_declaration ::=  
  entity identifier is  
    entity_header  
    entity_declarative_part  
    [ begin  
      entity_statement_part ]  
    end [ entity ] [ entity_simple_name ] ;
```

The entity header and entity declarative part consist of declarative items that pertain to each design entity whose interface is defined by the entity declaration. The entity statement part, if present, consists of concurrent statements that are present in each such design entity.

If a simple name appears at the end of an entity declaration, it must repeat the identifier of the entity declaration.

1.1.1 Entity header

The entity header declares objects used for communication between a design entity and its environment.

```
entity_header ::=  
  [ formal_generic_clause ]  
  [ formal_port_clause ]  
  
generic_clause ::=  
  generic ( generic_list );  
  
port_clause ::=  
  port ( port_list );
```

The generic list in the formal generic clause defines generic constants whose values may be determined by the environment. The port list in the formal port clause defines the input and output ports of the design entity.

In certain circumstances, the names of generic constants and ports declared in the entity header become visible outside the design entity (see clauses 10.2 and 10.3).

Examples:

—An entity declaration with port declarations only:

```
entity Full_Adder is  
  port (X, Y, Cin: in Bit; Cout, Sum: out Bit);  
end Full_Adder;
```

—An entity declaration with generic declarations also:

```
entity AndGate is  
  generic  
    (N: Natural := 2);  
  port  
    (Inputs: in Bit_Vector (1 to N);  
     Result: out Bit);  
end entity AndGate;
```

—An entity declaration with neither:

```
entity TestBench is  
end TestBench;
```

1.1.1.1 Generics

Generics provide a channel for static information to be communicated to a block from its environment. The following applies to both external blocks defined by design entities and to internal blocks defined by block statements.

```
generic_list ::= generic_interface_list
```

The generics of a block are defined by a generic interface list; interface lists are described in 4.3.2.1. Each interface element in such a generic interface list declares a formal generic.