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WP231_12_112105. ENABLE <= IN1 and IN2 and LOAD; process begin if (rising_edge(CLOCK)) then if (ENABLE = '1') then DOUT <= DATA; end if; end if; end process; assign ENABLE = (IN1 & IN2 & LOAD); always @(posedge CLOCK) begin if (ENABLE) DOUT <= DATA; end VHDL Verilog. 20 www.xilinx.com WP231 (1.1) January 6, 2006.

Xilinx, HDL Coding Practices to Accelerate Design ...
Although VHDL is sometimes considered to be self-documenting code, it requires liberal comments to clarify intent, as any VHDL user can verify." - Xilinx When people describe VHDL as 'self documenting', generally they are talking about understanding that a signal assignment has occurred, not understanding the idea behind the assignment. As far as understanding reasoning for signal assignments, VHDL alone cannot possibly fully describe what is going on without comments.

VHDL Coding Style Guidelines
Learn how to describe primary coding techniques for FPGAs, including basic design guidelines that successful FPGA designers follow and explain proper coding techniques for combinatorial and registered logic, describe primary coding techniques...

Basic HDL Coding Techniques - Xilinx
VHDL code must be indented zMuch easier to read Indentation is fixed inside a project zComment lines are indented like regular code In (X)Emacs VHDL mode, use zCtrl-c Ctrl-b to beautify buffer zCtrl-c ctrl-a Ctrl-b to align buffer Maximum length of a line is 76 characters zIn VHDL language it is very easy to divide lines

VHDL Coding Rules - tuni.fi
2.2 Coding Style Requirements The VHDL coding style and methodology that abide by these VHDL rules stresses the following requirements, [10, 11]: Code must abide by the VHDL language rules, Code should have a common look in order to enhance code familiarity between different models, Code should be easy to read and maintain by the author as well as by others, Code must yield expected results whether the description is behavioral or synthesizable, Obsolete or outdated VHDL should be avoided ...

VHDL coding style guidelines and synthesis
Bookmark File PDF Xilinx Vhdl Coding Guidelines. VHDL Training explains the use of VHDL language in logic design and its code structure. ... the techniques of managing designs using ModelSIM and Xilinx, and distinguish coding between primitive, data flow, behavioral and structural programming.

Xilinx Vhdl Coding Guidelines - rmapi.youthmanual.com
Synthesis www.xilinx.com113. UG901 (v2014.1) May 1, 2014. Chapter 4: HDL Coding Techniques. do1 <= RAM[addr1]; end always @(posedge clk2) begin do2 <= RAM[addr2]; end always @(posedge clk1) begin if (en1 == 1'b1) res1 <= do1; end always @(posedge clk2) begin if (en2 == 1'b1) res2 <= do2; end endmodule.

Vivado Design Suite User Guide - Xilinx
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200 www.xilinx.com UG687 (v 14.5) March 20, 2013 Send Feedback. ... HDL Coding Techniques RAM HDL Coding Guidelines RAMHDLcodingguidelinesinclude: • RAMModeling ... Block RAM Read/Write Synchronization VHDL Coding Example Five Todescribearead-rst synchronization,reordertheprocessbody. process (clk)

RAM HDL Coding Techniques - USF
Coding Style Guidelines www.xilinx.com 13 -9 1-877-XLX-CLAS Indentation Proper indentation ensures readability and reuse. Therefore, a consistent style is warranted. Many text editors are VHDL-aware, automatically indenting for “ blocks ” of code, providing consistent indentation. coding guidelines 013003 - Cal Poly CHAPTER 2.

Xilinx Vhdl Coding Guidelines - wallet.guapcoin.com
FSM Coding Guidelines – .Describes the guidelines and recommendations for using one or more procedural blocks when coding a finite state machine. {Lecture} Vivado Simulator and Race Conditions in VHDL – Introduces the Vivado simulator simulation environment. Race conditions are also discussed. {Lecture}

FPGA Prototyping Using Verilog Examples will provide you with a hands-on introduction to Verilog synthesis and FPGA programming through a “ learn by doing ” approach. By following the clear, easy-to-understand templates for code development and the numerous practical examples, you can quickly develop and simulate a sophisticated digital circuit, realize it on a prototyping device, and verify the operation of its physical implementation. This introductory text that will provide you with a solid foundation, instill confidence with rigorous examples for complex systems and prepare you for future development tasks.

This book helps readers to implement their designs on Xilinx® FPGAs. The authors demonstrate how to get the greatest impact from using the Vivado® Design Suite, which delivers a SoC-strength, IP-centric and system-centric, next generation development environment that has been built from the ground up to address the productivity bottlenecks in system-level integration and implementation. This book is a hands-on guide for both users who are new to FPGA designs, as well as those currently using the legacy Xilinx tool set (ISE) but are now moving to Vivado. Throughout the presentation, the authors focus on key concepts, major mechanisms for design entry, and methods to realize the most efficient implementation of the target design, with the least number of iterations.

A hands-on introduction to FPGA prototyping and SoC design This Second Edition of the popular book follows the same “learning-by-doing” approach to teach the fundamentals and practices of VHDL synthesis and FPGA prototyping. It uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow strict design guidelines and coding practices used for large, complex digital systems. The new edition is completely updated. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software “programmability” and develop complex and interesting embedded system projects. The revised edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelop generator. Expands the original video controller into a complete stream-based video subsystem that incorporates a video synchronization circuit, a test pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Introduces basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Introduces basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. The FPGA Prototyping by VHDL Examples, Second Edition makes a natural companion text for introductory and advanced digital design courses and embedded system course. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

The skills and guidance needed to master RTL hardware design This book teaches readers how to systematically design efficient,portable, and scalable Register Transfer Level (RTL) digitalcircuits using the VHDL hardware description language and synthesissoftware. Focusing on the module-level design, which is composed offunctional units, routing circuit, and storage, the bookillustrates the relationship between the VHDL constructs and theunderlying hardware components, and shows how to develop codes thatfaithfully reflect the module-level design and can be synthesizedinto efficient gate-level implementation. Several unique features distinguish the book: * Coding style that shows a clear relationship between VHDLconstructs and hardware components * Conceptual diagrams that illustrate the realization of VHDLcodes * Emphasis on the code reuse * Practical examples that demonstrate and reinforce designconcepts, procedures, and techniques * Two chapters on realizing sequential algorithms in hardware * Two chapters on scalable and parameterized designs andcoding * One chapter covering the synchronization and interface betweenmultiple clock domains Although the focus of the book is RTL synthesis, it also examinesthe synthesis task from the perspective of the overall developmentprocess. Readers learn good design practices and guidelines toensure that an RTL design can accommodate future simulation,verification, and testing needs, and can be easily incorporatedinto a larger system or reused. Discussion is independent oftechnology and can be applied to both ASIC and FPGA devices. With a balanced presentation of fundamentals and practicalexamples, this is an excellent textbook for upper-levelundergraduate or graduate courses in advanced digital logic.Engineers who need to make effective use of today's synthesissoftware and FPGA devices should also refer to this book.

This book uses a "learn by doing" approach to introduce the concepts and techniques of VHDL and FPGA to designers through a series of hands-on experiments. FPGA Prototyping by VHDL Examples provides a collection of clear, easy-to-follow templates for quick code development; a large number of practical examples to illustrate and reinforce the concepts and design techniques; realistic projects that can be implemented and tested on a Xilinx prototyping board; and a thorough exploration of the Xilinx PicoBlaze soft-core microcontroller.

A hands-on introduction to FPGA prototyping and SoC design This is the successor edition of the popular FPGA Prototyping by Verilog Examples text. It follows the same “ learning-by-doing ” approach to teach the fundamentals and practices of HDL synthesis and FPGA prototyping. The new edition uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow the strict design guidelines and coding practices used for large, complex digital systems. The book is completely updated and uses the SystemVerilog language, which “ absorbs ” the Verilog language. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software “ programmability ” and develop complex and interesting embedded system projects. The new edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelope generator. Expands the original video controller into a complete stream based video subsystem that incorporates a video synchronization circuit, a test-pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Provides a detailed discussion on blocking and nonblocking statements and coding styles. Describes basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Presents basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. FPGA Prototyping by SystemVerilog Examples makes a natural companion text for introductory and advanced digital design courses and embedded system courses. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

VHDL Coding Styles and Methodologies was originally written as a teaching tool for a VHDL training course. The author began writing the book because he could not find a practical and easy to read book that gave in depth coverage of both, the language and coding methodologies. This book is intended for: 1. College students. It is organized in 13 chapters, each covering a separate aspect of the language, with complete examples. All VHDL code described in the book is on a companion 3.5" PC disk. Students can compile and simulate the examples to get a greater understanding of the language. Each chapter includes a series of exercises to reinforce the concepts. 2. Engineers. It is written by an aerospace engineer who has 26 years of hardware, software, computer architecture and simulation experience. It covers practical applications ofVHDL with coding styles and methodologies that represent what is current in the industry. VHDL synthesizable constructs are identified. Guidelines for testbench designs are provided. Also included is a project for the design of a synthesizable Universal Asynchronous Receiver Transmitter (UART), and a testbench to verify proper operation of the UART in a realistic environment, with CPU interfaces and transmission line jitter. An introduction to VHDL Initiative Toward ASIC Libraries (VITAL) is also provided. The book emphasizes VHDL 1987 standard but provides guidelines for features implemented in VHDL 1993.

Are you an RTL or system designer that is currently using, moving, or planning to move to an HLS design environment? Finally, a comprehensive guide for designing hardware using C++ is here. Michael Fingeroff's High-Level Synthesis Blue Book presents the most effective C++ synthesis coding style for achieving high quality RTL. Master a totally new design methodology for coding increasingly complex designs! This book provides a step-by-step approach to using C++ as a hardware design language, including an introduction to the basics of HLS using concepts familiar to RTL designers. Each chapter provides easy-to-understand C++ examples, along with hardware and timing diagrams where appropriate. The book progresses from simple concepts such as sequential logic design to more complicated topics such as memory architecture and hierarchical sub-system design. Later chapters bring together many of the earlier HLS design concepts through their application in simplified design examples. These examples illustrate the fundamental principles behind C++ hardware design, which will translate to much larger designs. Although this book focuses primarily on C and C++ to present the basics of C++ synthesis, all of the concepts are equally applicable to SystemC when describing the core algorithmic part of a design. On completion of this book, readers should be well on their way to becoming experts in high-level synthesis.

Starts with an overview of today's FPGA technology, devices, and tools for designing state-of-the-art DSP systems. A case study in the first chapter is the basis for more than 30 design examples throughout. The following chapters deal with computer arithmetic concepts, theory and the implementation of FIR and IIR filters, multirate digital signal processing systems, DFT and FFT algorithms, and advanced algorithms with high future potential. Each chapter contains exercises. The VERILOG source code and a glossary are given in the appendices, while the accompanying CD-ROM contains the examples in VHDL and Verilog code as well as the newest Altera "Baseline" software. This edition has a new chapter on adaptive filters, new sections on division and floating point arithmetics, an up-date to the current Altera software, and some new exercises.

The push to move products to market as quickly and cheaply as possible is fiercer than ever, and accordingly, engineers are always looking for new ways to provide their companies with the edge over the competition. Field-Programmable Gate Arrays (FPGAs), which are faster, denser, and more cost-effective than traditional programmable logic devices (PLDs), are quickly becoming one of the most widespread tools that embedded engineers can utilize in order to gain that needed edge. FPGAs are especially popular for prototyping designs, due to their superior speed and efficiency. This book hones in on that rapid prototyping aspect of FPGA use, showing designers exactly how they can cut time off production cycles and save their companies money drained by costly mistakes, via prototyping designs with FPGAs first. Reading it will take a designer with a basic knowledge of implementing FPGAs to the “ next-level of FPGA use because unlike broad beginner books on FPGAs, this book presents the required design skills in a focused, practical, example-oriented manner. In-the-trenches expert authors assure the most applicable advice to practicing engineers Dual focus on successfully making critical decisions and avoiding common pitfalls appeals to engineers pressured for speed and perfection Hardware and software are both covered, in order to address the growing trend toward "cross-pollination" of engineering expertise