Objects, Types, and Operations

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Outline

- Objects
- Object Classes
- Class Types
- Operations on Types of Classes

Objects

- Object: Anything That Has a Name and Is of a Specified Type

- Four Classes of Objects
  - Constants
  - Variables
  - Signals (discussion deferred to later)
  - Files (discussion deferred to later)

Objects

- Classes of Objects Can Be of Different Types

Object Declaration

- Before an Object Can Be Used, It Must Be Declared

- Declarations
  - Specify a unique identifier
  - Define the type
  - May specify initial (default) value

Constants

- Initialized to a Value That Cannot Change
  - If not initialized, called a deferred constant
  - May only appear in package declaration
- Insures a Value has a Type

Constant Syntax

constant *identifier_list* **:** *subtype_indication* **[:=**
expression **] ;**

where

identifier_list <= *identifier* **{ , . . . }**

Constant Declaration, *e.g.*,

```
constant PI : real := 3.1415926535897 ;
constant BUS_WIDTH : integer := 32 ;
constant
     INTENSITY_DYNAMIC_RANGE :
     real := 16 # FF . F ;
constant START_TIME_MINUTES :
     integer := 00 ;
```

Variables

- Variable: an Object Whose Value May be Changed After Creation

- Initialization Value is Optional, if not Initialized the Default for Scalar Types is
  - The first in the list of an enumeration type
  - The lowest in an ascending range
  - The highest in a descending range

Variables Syntax

- Only Declare where it can be Accessed by One Process

```
variable identifier_list :
  subtype_indication [ := expression ] ;
```

Variable Declaration, *e.g.*,

```
variable ControlValue : real := 3 . 68 ;
```

```
variable MinTemp, MaxTemp, MeanTemp :
  real := 0 . 0 ;
```

Variable Declaration, *e.g.*,

```
variable ImageWidth, ImageHeight :
     integer := 256 ;

variable DiskSize, MemUsed, MemLeft :
     integer ;

variable MBus : bit_vector
     ( 31 downto 0 ) ;
```

Variable Assignment Syntax

- Immediately Overwrites Variable with New Value Unlike the way a Signal Does

  := Replacement Operator for Variables

  <= Replacement Operator for Signals

  [*label* :] *identifier* := *expression* ;

Variable Assignment, *e.g.*,

```
MinTemp   :=   0 . 0 ;

ImageWidth := 128 ;

MainBus : = 16 # ffff_ffff ;

MainBus : = x " FFFF_FFFF " ;
```

Types

- The Type of a Data Object
  - Defines the set of values an object can take on
  - Defines operations which can be performed on object
- Scalar Type
  - Consists of a set of single, indivisible values

Types

- Composite Type
- Many Predefined Types

Type Syntax

- Type Qualification Is Used to Avoid Type Ambiguity in Overloaded Enumeration Literals

type_name ` (*expression*)

  - Only states type of value

Type Syntax

- Type Conversion Can Be Used to Perform Mixed Arithmetic

```
New_Type ( Value_of_Old_Type )
```

- *e.g.*,

```
real ( 238 )
positive ( My_Integer_Value )
```

  - Rounds to nearest integer
  - Changes type of value

Type Declaration Syntax

```
type identifier is type_definition ;
```

type_definition <=

scalar_type_definition

| *composite_type_definition*

| *access_type_definition*

| *file_type_definition*

Type Declaration, *e.g.*

- Identical Type Declarations Are Distinct

```
type MidTermGrades is range 0 to 100 ;

type FinalGrades is range 0 to 100 ;
```

Scalar Type Declaration

- Scalar Type
  - Number types
  - Enumerated list
  - Physical quantities

Scalar Type Declaration Syntax

scalar_type_definition <=

enumeration_type_definition

| *integer_type_definition*

| *floating_type_definition*

| *physical_type_definition*

Predefined Integer Type

- Integer Type
  - A range of integer values within a specified range including the endpoints
- Integer Type Range
  - minimum range $(-2^{31} + 1)$ to $(+2^{31} - 1)$

Operations on Integer Types

Highest precedence:	**	**abs**	**not**			
	*	/	**mod**	**rem**		
	+ (sign)	– (sign)				
	+	–	&			
	=	/=	<	<=	>	>=
Lowest precedence:	**and**	**or**	**nand**	**nor**	**xor**	

Table 7-1. Operators and precedence.

***Ashenden, VHDL cookbook**

Integer Type Definition Syntax

range *simple_expression* **(to** | **downto)**
simple_expression

to : left to right from smallest value to largest

downto : left to right from largest value to smallest

Integer Type Definition , *e.g.*,

```
type StreetNumbers is range 10107 to 12568 ;

type ImagingSensors is range 0 to 5 ;

type Celsius is range 100 downto 0 ;

type PointSpread is range 14 downto 0 ;
```

Pre-defined Floating-Point Type Definition

- Floating-Point Type
  - A range of real values within a specified range including the endpoints
- Real
  - Minimum range (-1.0E+38) to (+1.0E+38)
  - 6-digits minimum precision
  - Corresponds to IEEE 32-bit representation
  - Floating-point type

Ops on Floating-Point Types

- Binary Operators

+	Add
-	Subtraction
*	Multiplication
/	Division
**	Exponentiation

Ops on Floating-Point Types

- Unary Operators

-	Negation
+	Identity
abs	Absolute value

Floating-Point Type Syntax

range *simple_expression* (**to** | **downto**)
simple_expression

to : left to right from smallest value to largest

downto : left to right from largest value to smallest

Floating-Point Type, *e.g.*,

```
type StreetPosition is range
     101 . 07 to 125 . 68 ;

type ImagingSensorSensitivity is range
     0 . 0 to 5 . 0 ;
```

Floating-Point Type, *e.g.*,

```
type Celsius is range 100.0 downto 0 . 0 ;

type PointSpread is range 15.0 downto 0 . 0 ;
```

Physical Type Definition

- *identifier* Is the Primary Unit With the Smallest Unit Represented
- *identifier-n* Secondary Units Defined in Terms of Primary Unit

Operations on Physical Types

- Binary Operators
  - * Multiplication by an integer or float
  - / Division by an integer or float
  - » Division by objects of same physical type yields an integer

Operations on Physical Types

- Unary Operators
  - `-` negation
  - `+` identity

Physical Type Definition Syntax

```
range simple_expression ( to | downto )
                          simple_expression
  units
    identifier ;
      { identifier-n = physical_literal ; }
  end units [ identifier ] ;
```

Operations on Physical Types

- Multiplication or Division of Different Physical Types Not Allowed

- If Required,
  - Convert to integers
  - Perform operation
  - Convert result to correct type

Predefined Physical Type, *e.g.*,

```
type time is range implementation defined
  units
     fs ;
     ps = 1000 fs ;          ns = 1000 ps ;
     us = 1000  ns ;         ms = 1000 us ;
     sec = 1000 ms ;         min = 60 sec ;
     hr = 60 min ;
  end units ; [ time ]
```

Simulation Time Resolution Limit

- The Resolution Limit Determines the Precision to Which Time Values Are Represented.
- Values of Time Smaller Than the Resolution Limit Round Down to Zero.
- fs Is the Normal Resolution Limit During Model Simulation.

Simulation Time Resolution Limit

- Larger Values of Time Can Be Used As a Secondary Time Resolution Limit
  - Units of all physical literals involving time must not be smaller than the secondary resolution limit

Physical Type Definition, *e.g.*,

```
type capacitance is range 0 to 1e12
  units
      picofarad ;
      nanofarad      = 1000 picofarad ;
      microfarad     = 1000 nanofarad ;
      farad          = 1e6 microfarad ;
  end units capacitance ;
```

Physical Type Resolution

- `47 picofarad`
- `10.6 nanofarad`
- `4.7 picofarad`
  - rounds DOWN to 4 picofarads since pf is smallest unit
  - can only have integer value of base unit

Enumeration Type Definition

- Enumeration Type
  - An ordered set of identifiers or characters
  - The identifiers and characters within a single enumeration type must be unique.
  - Identifiers and characters may be reused in different enumeration types.

((*identifier* | *character_literal*) { , ... })

Enumeration Type, *e.g.*,

```
type Buffer_Direction is ( in , out ,
  tri_state ) ;

type FF_Type is
     ( Toggle , Set_Reset , Data , JK ) ;
```

Enumeration Type, *e.g.*,

```
type MemoryType is ( Read_Only ,
                     Write_Only ,
                     RW ) ;

type GateType is ( AND , OR , INVERT ) ;
```

Predefined Enumeration Types

```
type severity_level is ( note , warning ,
                         error , failure ) ;

type Boolean is ( false , true ) ;
```

- Used to model abstract conditions

```
type bit is ( ' 0 ', ' 1 '  ) ;
```

- Used to model hardware logic levels

Predefined Enumeration Types

```
type file_open_status is
 ( open_ok , status_error , name_error ,
  mode_error ) ;

type character is ( NUL , SOH , ... ) ;
```

- All characters in ISO 8-bit character set

- IEEE std_logic_1164 Accounts for Electrical Properties

Subtypes

- Subtype
  - Values which may be taken on by an object and
  - are a subset of some base type, and,
  - may include all values.

Subtypes

- Subtypes Mixed in Expressions
  - Computations done in base type
  - Assignment fails if result is not within range of result variable (sub)type

Subtype Syntax

```
subtype identifier is subtype_indication ;
```

subtype_indication <=

```
    identifier [ range simple_expression ( to |
    downto ) simple_expression ]
```

Subtype Cases

- A Subtype May Constrain Values From a Scalar Type to Be Within a Specified Range

```
subtype Pin_Count is integer range 0 to
  400;

subtype Octal_Digits is character
     range ' 0 ' to ' 7 ' ;
```

Subtype Cases

- A Subtype May Constrain an Otherwise Unconstrained Array Type by Specifying Bounds for the Indices

```
subtype id is string ( 1 to 20 ) ;

subtype MyBus is bit_vector ( 8 downto 0 ) ;
```

Predefined Numeric Subtypes

```
subtype natural is integer range 0 to
  highest_integer ;

subtype positive is integer range 1 to
  highest_integer ;

subtype delay_length is time range 0 fs
  to highest_time ;
```

Scalar Type Attributes

- Predefined Attributes Associated With Each Type

Type_Name ' *Attribute_Name*

All Scalar Type Attributes

T'left	leftmost value in T
T'right	rightmost value in T
T'low	least value in T
T'high	greatest value in T
T'ascending	True if ascending range, else false
T'image(x)	a string representing x
T'value(s)	the value in T that is represented by s

Discrete and Physical Scalar Type Attributes

T'pos(x)	position number of x in T
T'val(n)	value in T at position n
T'succ(x)	value in T at position one greater than that of x
T'pred(x)	value in T at position one less than that of x
T'leftof(x)	value in T at position one to the left of x
T'rightof(x)	value in T at position one to the right of x

Operators

- "Short-Circuit" Operators
  - Behavior with binary operators
    - » Evaluate left operand
    - » If value of operand determines the value of expression, set result
    - » Else evaluate right operand

Operators

- Left operand can be used to prevent right operand from causing arithmetic error such as divide by zero
- Reduces computation time by eliminating redundant calculations

- Logic Operators

  AND , OR , NAND , NOR

Operators

- Relational Operators

  = , /= , < , <= , > , >=

  - Operands must be of the same type
  - Yield Boolean results
- Equality, Inequality Operators

  = , /=

  - Operands of any type

Operators

- Concatenation Operator

  &

  – Operates on one-dimensional arrays to form a new array

- Arithmetic

  * , /

  – Operate on integer, floating point and physical types types.

Operators

- Modulo, Remainder

  mod , rem

  – Operate only on integer types.

- Absolute Value

  abs

  – Operates on any numeric type

Operators

- Exponentiation

  **

  - Integer or floating point left operand
  - Integer right operand required
  - Negative right operand requires floating point left operand

End of Leture