# Revision History

The following table shows the revision history for this document:

<table>
<thead>
<tr>
<th>Date</th>
<th>Version</th>
<th>Revision</th>
</tr>
</thead>
<tbody>
<tr>
<td>06/06/2014</td>
<td>2014.2</td>
<td>Fixed broken link and applied enhancements for Localization.</td>
</tr>
<tr>
<td>06/04/2014</td>
<td>2014.2</td>
<td>Added a &quot;none&quot; value to FSM_ENCODING <a href="#">FSM_ENCODING, page 39</a> and FSM Components, page 153. Removed “clock” from IO_BUFF_TYPE in IO_BUFFER_TYPE, page 42. Added a readme to the ug901-code-examples.zip. Changed the description and figure in Viewing Reports, page 29 to match the reports available after running synthesis only.</td>
</tr>
</tbody>
</table>

---

[FSM\_ENCODING, page 39](#): Refer to page 39 of the FSM\_ENCODING section for more information.

[FSM Components, page 153](#): Refer to page 153 of the FSM Components section for more information.

[IO\_BUFF\_TYPE, page 42](#): Refer to page 42 of the IO\_BUFF\_TYPE section for more information.

[Viewing Reports, page 29](#): Refer to page 29 of the Viewing Reports section for more information.
# Table of Contents

**Revision History** ................................................. 2

**Chapter 1: Vivado Synthesis**

- Introduction .................................................. 5
- Synthesis Methodology ....................................... 6
- Using Synthesis ............................................... 6
- Setting Synthesis Inputs .................................... 12
- Viewing Reports .............................................. 29
- Exploring the Logic ......................................... 29
- Running Synthesis with Tcl ................................. 31

**Chapter 2: Synthesis Attributes**

- Introduction .................................................. 35
- Supported Attributes ........................................ 35

**Chapter 3: SystemVerilog Support**

- Introduction .................................................. 52
- Targeting SystemVerilog for a Specific File ............ 52
- Data Types .................................................... 52
- Processes ....................................................... 57
- Procedural Programming Assignments ................... 59
- Tasks and Functions ....................................... 61
- Modules and Hierarchy .................................... 62
- Interfaces ..................................................... 63

**Chapter 4: HDL Coding Techniques**

- Introduction .................................................. 67
- Advantages of VHDL .......................................... 67
- Advantages of Verilog ....................................... 67
- Advantages of SystemVerilog .............................. 68
- Flip-Flops, Registers, and Latches ....................... 68
- Latches ......................................................... 72
- 3-states ......................................................... 74
<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shift Registers</td>
<td>78</td>
</tr>
<tr>
<td>Dynamic Shift Registers</td>
<td>82</td>
</tr>
<tr>
<td>Multipliers</td>
<td>85</td>
</tr>
<tr>
<td>FIR Filters</td>
<td>93</td>
</tr>
<tr>
<td>RAM HDL Coding Techniques</td>
<td>95</td>
</tr>
<tr>
<td>RAM HDL Coding Guidelines</td>
<td>97</td>
</tr>
<tr>
<td>Black Boxes</td>
<td>151</td>
</tr>
<tr>
<td>FSM Components</td>
<td>153</td>
</tr>
<tr>
<td>ROM HDL Coding Techniques</td>
<td>157</td>
</tr>
</tbody>
</table>

**Appendix A: Additional Resources and Legal Notices**

<table>
<thead>
<tr>
<th>Resource</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Xilinx Resources</td>
<td>161</td>
</tr>
<tr>
<td>Solution Centers</td>
<td>161</td>
</tr>
<tr>
<td>Vivado Documentation</td>
<td>161</td>
</tr>
<tr>
<td>Please Read: Important Legal Notices</td>
<td>162</td>
</tr>
</tbody>
</table>
Vivado Synthesis

Introduction

Synthesis is the process of transforming an RTL-specified design into a gate-level representation. Vivado® synthesis is timing-driven and optimized for memory usage and performance. Vivado synthesis supports a synthesizeable subset of:

- SystemVerilog
- Verilog
  IEEE Standard for Verilog Hardware Description Language (IEEE Std 1364-2005)
- VHDL
- Mixed languages
  Vivado can also support a mix of VHDL, Verilog, and SystemVerilog.

The Vivado tools also support Xilinx® Design Constraints (XDC), which is based on the industry-standard Synopsys Design Constraints (SDC).

**IMPORTANT:** Vivado synthesis does not support UCF constraints. Migrate UCF constraints to XDC constraints. For more information, see the "UCF to XDC Constraints Conversion" in the Vivado Design Suite Migration Methodology Guide (UG911) [Ref 6].

There are two ways to setup and run synthesis:

- Use **Project Mode**.
- Use **Non-Project Mode**, applying Tool Command Language (Tcl) commands or scripts, and controlling your own design files.

See the Vivado Design Suite User Guide: Design Flows Overview (UG892) [Ref 7] for more information about operation modes. This chapter covers both modes in separate subsections.
Synthesis Methodology

The Vivado IDE includes a synthesis and implementation environment that facilitates a push button flow with synthesis and implementation runs. The tool manages the run data automatically, allowing repeated run attempts with varying Register Transfer Level (RTL) source versions, target devices, synthesis or implementation options, and physical or timing constraints.

Within the Vivado IDE, you can do the following:

- Create and save strategies. Strategies are configurations of command options, that you can apply to design runs for synthesis or implementation. See Creating Run Strategies, page 11.
- Queue the synthesis and implementation runs to launch sequentially or simultaneously with multi-processor machines. See Running Synthesis, page 16.
- Monitor synthesis or implementation progress, view log reports, and cancel runs. See Monitoring the Synthesis Run, page 25.

Using Synthesis

This section describes using the Vivado Integrated Design Environment (IDE) to set up and run Vivado synthesis. The corresponding Tcl Console commands follow each Vivado IDE procedure.

See the following guides for more information regarding Tcl commands, and using Tcl:

- Vivado Design Suite Tcl Command Reference Guide (UG835) [Ref 3]
- Vivado Design Suite User Guide: Using Tcl Scripting (UG894) [Ref 4]
Using Synthesis Settings

To set the synthesis options for the design, from the **Synthesis** section of the Flow Navigator:

1. Click the **Synthesis Settings** button, as shown in Figure 1-1.

![Figure 1-1: Flow Navigator: Synthesis](image)

The Project Settings dialog box opens, as shown in Figure 1-2.

![Figure 1-2: Project Settings Dialog Box](image)
2. From the Project Setting dialog box, select:
   a. From Synthesis **Constraints**: Select the **Default Constraint Set** as the active constraint set. A constraint set is a set of files containing design constraints captured in Xilinx Design Constraints (XDC) files that you can apply to your design. The two types of design constraints are:
      - Physical constraints define pin placement, and absolute, or relative, placement of cells such as block RAMs, LUTs, Flip-Flops, and device configuration settings.
      - Timing constraints define the frequency requirements for the design. Without timing constraints, the Vivado Design Suite optimizes the design solely for wire length and placement congestion.

   ![Vivado Synthesis Default Constraints](image)

   **Figure 1-3:  Vivado Synthesis Default Constraints**


   New runs use the selected constraint set, and the Vivado synthesis targets this constraint set for design changes.

   - **Tcl Command**: Target Constraints Set
     ```tcl
     -constrset <arg>
     ```

   b. From the **Options** area: Select a **Strategy** from the drop-down menu where you can view and select a predefined synthesis strategy to use for the synthesis run.

   You can also define your own strategy. When you select a synthesis strategy, available Vivado strategy displays in the dialog box. You can override synthesis strategy settings by changing the option values as described in **Creating Run Strategies**, page 11.

   Table 1-1 lists the Run Strategy options, their default settings, and other options. Following the table is a full description of the option.

<table>
<thead>
<tr>
<th>Options</th>
<th>Default</th>
<th>Flow_RunTimeOptimized</th>
</tr>
</thead>
<tbody>
<tr>
<td>–flatten_hierarchy</td>
<td>rebuilt</td>
<td>none</td>
</tr>
<tr>
<td>–gated_clock_conversion</td>
<td>off</td>
<td>off</td>
</tr>
<tr>
<td>–bufg</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>–fanout_limit</td>
<td>10,000</td>
<td>10,000</td>
</tr>
</tbody>
</table>
c. Select from the displayed **Options**, which are:

The **tcl.pre** and **tcl.post** options are hooks for Tcl files that run immediately before and after synthesis.

*Note:* Paths in the **tcl.pre** and **tcl.post** scripts are relative to the associated run directory of the current project: `<project>/<project.runs>/<run_name>`.

See the *Vivado Design Suite User Guide: Using Tcl Scripting* (UG894) [Ref 4] for more information about Tcl scripting.

You can use the **DIRECTORY** property of the current project or current run to define the relative paths in your scripts:

- **Tcl Commands** to Get Property:
  - `get_property DIRECTORY [current_project]`
  - `get_property DIRECTORY [current_run]`

  **--flatten_hierarchy**: Determines how Vivado synthesis controls hierarchy.

  *none*: Instructs the synthesis tool to never flatten the hierarchy. The output of synthesis has the same hierarchy as the original RTL.

  *full*: Instructs the tool to fully flatten the hierarchy leaving only the top level.

  *rebuilt*: When set, **rebuilt** allows the synthesis tool to flatten the hierarchy, perform synthesis, and then rebuild the hierarchy based on the original RTL. This value allows the QoR benefit of cross-boundary optimizations, with a final hierarchy that is similar to the RTL for ease of analysis.

  **--gated_clock_conversion**: Turns on and off the ability of the synthesis tool to convert the clocked logic with enables.
The use of gated clock conversion also requires the use of an RTL attribute to work. See GATED_CLOCK, page 40, for more information.

–bufg: Controls how many BUFGs the tool infers in the design. The Vivado design tools use this option when other BUFGs in the design netlists are not visible to the synthesis process.

The tool infers up to the amount specified, and tracks how many BUFGs are instantiated in the RTL. For example, if the –bufg option is set to 12 and there are three BUFGs instantiated in the RTL, the tool infers up to nine more BUFGs.

–fanout_limit: Specifies the number of loads a signal must drive before it starts replicating logic. This global limit is a general guide, and when the tool determines it is necessary, it can ignore the option. If a hard limit is required, see the MAX_FANOUT option described in the Chapter 2, Synthesis Attributes.

Note: The –fanout_limit switch does not impact control signals (such as set, reset, clock enable): use MAX_FANOUT to replicate these signals if needed.

–directive: Replaces the effort_level option. When specified, this option runs Vivado synthesis with different optimizations. Values are Default and RuntimeOptimized, which runs synthesis quickly and with less optimization.

–fsm_extraction: Controls how synthesis extracts and maps finite state machines. The FSM_ENCODING, page 39 and FSM Description, page 153 describe the options in more detail.

-keep Equivalent_registers: Prevents merging of registers with the same input logic. See KEEP, page 42 for more information.

-resource_sharing: Sets the sharing of arithmetic operators between different signals. The values are auto, on and off.

The auto value sets performing resource sharing to depend on the timing of the design: on means that it is always on, and off means that it is always off.

-control_set_opt_threshold: Sets the threshold for clock enable optimization to the lower number of control sets. The default is 1.

The given value is the number of fanouts necessary for the tool to move the control sets into the D logic of a register. If the fanout is higher than the value, the tool attempts to have that signal drive the control_set_pin on that register.

-no_lc: When checked, this option turns off LUT combining.

TIP: Register merging can be prevented using the KEEP attribute, which prevents optimizations where signals are either optimized or absorbed into logic blocks. This attribute instructs the synthesis tool to
keep the signal it was placed on, and that signal is placed in the netlist. See KEEP, page 42 for more information.

-shreg_min_size: Is the threshold for inference of SRLs. The default setting is 3. This sets the number of sequential elements that would result in the inference of an SRL for fixed delay chains (static SRL). See SHREG_EXTRACT, page 48 for more information.

-max_bram: Describes the maximum number of block RAM allowed in the design. Often this is used when there are black boxes or third party netlists in the design and allow the designer to save room for these netlists.

Note: The default setting of -1 indicates that the tool will choose the maximum number allowed for the specified part.

-max_dsp: Describes the maximum number of block DSP allowed in the design. Often this is used when there are black boxes or third-party netlists in the design, and lets you save room for these netlists.

Note: The default setting of -1 indicates that the tool will choose the maximum number allowed for the specified part.

Creating Run Strategies

A strategy is a set of switches to the tools, which are defined in a pre-configured set of options for the synthesis application or the various utilities and programs that run during implementation. Strategies are tool- and version-specific. Each major release has version-specific options.

- To see the current strategies for the flow, select Tools > Options and click the Strategies button to open the strategies window.
- In the Flow drop-down, select Vivado Synthesis. The options on the right are the same as those shown in the Synthesis Project Settings dialog box.
- Click the Add Sources button under the flow options to open the New Strategy dialog box.
- From the New Strategy dialog box, enter a Name, Type, the Tool Version, and Description.
Set the options, click **OK**.

---

### Setting Synthesis Inputs

Vivado synthesis allows two input types: RTL source code and timing constraints.

To add RTL or constraint files to the run, in the Flow Navigator, select the **Add Sources** command to open the Add Sources wizard, shown in **Figure 1-5** and **Figure 1-6**.

---

![New Strategy Dialog Box](image1.png)

**Figure 1-4:** New Strategy Dialog Box

![Add Sources Dialog Box](image2.png)

**Figure 1-5:** Add Sources Dialog Box
Chapter 1: Vivado Synthesis

Add constraint, RTL, or other project files. See the Vivado Design Suite User Guide: Using the Vivado IDE (UG893) [Ref 2] for more information about the Add Source wizard.

The Vivado synthesis tool reads the subset of files that can be synthesized in VHDL, Verilog, or SystemVerilog options supported in the Xilinx tools. Chapter 3, SystemVerilog Support, provides details on the supported SystemVerilog constructs.

Vivado synthesis also supports several RTL attributes that control synthesis behavior. Chapter 2, Synthesis Attributes describes these attributes.

Vivado synthesis uses the XDC file for timing constraints.

**IMPORTANT:** Vivado Design Suite does not support the UCF format. See the Vivado Design Suite Migration Methodology Guide (UG911) [Ref 6] for the UCF to XDC conversion procedure.

## Controlling File Compilation Order

A specific compile order is necessary when one file has a declaration and another file depends upon that declaration. The Vivado IDE controls RTL source files compilation from the top of the graphical hierarchy shown in the Sources window Compile Order window to the bottom.

The Vivado tools automatically identify and sets the best top-module candidate, and automatically manage the compile order. The top-module file and all sources that are under the active hierarchy are passed to synthesis and simulation in the correct order.
In the Sources window, a popup menu provides the **Hierarchy Update** command. The options provided specify to the Vivado IDE how to handle changes to the top module and to the source files in the design.

The default setting, **Automatic Update and Compile Order**, specifies that the tool does the following:

- Manages the compilation order as shown in the Compilation Order window
- Shows which modules are used and where they are in the hierarchy tree in the Hierarchy window

The compilation order updates automatically as you change source files.

To modify the compile order before synthesis:

1. Set **Hierarchy Update > Automatic Update, Manual Compile Order** so that the Vivado IDE automatically determines the best top module for the design and allows manual specification of the compilation order.
2. From the Sources window popup menu, drag and drop files in the **Compile Order** window to arrange the compilation order, or use the menu **Move Up** or **Move Down** commands.

See the *Vivado Design Suite User Guide: Using the Vivado IDE* (UG893) [Ref 2] for information about the Sources window.

### Defining Global Include Files

The Vivado IDE supports designating one of more Verilog or Verilog Header source files as global `include` files and processes those files before any other sources.

Verilog typically requires that you place an `include` statement at the top of any Verilog source file that references content from a another Verilog or header file. Designs that use common header files might require multiple `include` statements to be repeated across multiple Verilog sources used in the design.
**TIP:** In Verilog, reference header files that are specifically applied to a single Verilog source (for example; a particular `define macro), with an `include statement instead of marking it as a global `include file.

To designate a Verilog or Verilog header file as a global `include file:

1. In the Sources window, select the file and open the popup menu.
2. Select the **Set Global Include** command, or use the **Global Include** checkbox in the Source File Properties window, as shown in Figure 1-7, page 15.
See the *Vivado Design Suite User Guide: Using the Vivado IDE* (UG893) [Ref 2], for information about the Sources window.

**Running Synthesis**

A *run* defines and configures aspects of the design that are used during synthesis. A synthesis run defines the:

- Xilinx device to target during synthesis
- Constraint set to apply
- Options to launch single or multiple synthesis runs
- Options to control the results of the synthesis engine

To define a run of the RTL source files and the constraints:

1. From the main menu, select **Flow > Create Runs** to open the Create New Runs wizard.

   The Create New Runs dialog box opens, as shown in **Figure 1-8**.

   ![Create New Runs Dialog Box](image)

   **Figure 1-8:** Create New Runs Dialog Box

   The Configure Synthesis Runs dialog box opens, as shown in **Figure 1-9, page 17**.
Configure the synthesis run with the Name, Constraints Set, Part, Strategy, and check Make Active, if you want this run to be the active run.

The Launch Options dialog box opens, as shown in Figure 1-10, page 17.

2. In the Launch Options dialog box, set the options, as follows, then click Next.
   - In the Launch Directory drop-down menu, browse to, and select the directory from which to launch the run.
In the **Options** area, choose one of the following:

- **Launch Runs on Local Host**: Lets you run the options from the machine on which you are working. The **Number of jobs** drop-down lets you specify how many runs to launch.

- **Launch Runs on Remote Hosts**: Lets you launch the runs on a remote host (Linux only) and configure that host.

See "Appendix A" of the *Vivado Design Suite User Guide: Implementation (UG904)* [Ref 5], for more information about launching runs on remote hosts in Linux. The **Configure Hosts** button lets you configure the hosts from this dialog box.

- **Generate scripts only**: Lets you generate scripts to run later. Use `runme.bat` (Windows) or `runme.sh` (Linux) to start the run.

- **Do not launch now**: Lets you save the settings that you defined in the previous dialog boxes and launch the runs at a later time.

The Choose Synthesis Strategies dialog box opens. To create your own run strategy, see [Creating Run Strategies, page 11](#).

After setting the Create New Runs wizard option and starting a run, you can see the results in the Design Runs window, as shown in the following figure.

![Design Runs Window](Figure 1-11: Design Runs Window)
Chapter 1: Vivado Synthesis

Using the Design Runs Window

The Design Runs window displays the synthesis and implementation runs created in a project and provides commands to configure, manage, and launch the runs.

If the Design Runs window is not already displayed, select **Window > Design Runs** to open the Design Runs window.

A synthesis run can have multiple implementation runs. To expand and collapse synthesis runs, use the tree widgets in the window.

The Design Runs window reports the run status, (when the run is not started, is in progress, is complete, or is out-of-date).

Runs become out-of-date when you modify source files, constraints, or project settings. To reset or delete specific runs, right-click the run and select the appropriate command.

Setting the Active Run

Only one synthesis run and one implementation run can be active in the Vivado IDE at any time. All the reports and tab views display the information for the active run. The Project Summary window only displays compilations, resource, and summary information for the active run.

To make a run active, select the run in the Design Runs window and use the **Make Active** command from the popup menu to set it as the active run.

Launching a Synthesis Run

To launch a synthesis run, do one of the following:

- From the Flow Navigator section, click the **Run Synthesis** command.
- From the main menu, select the **Flow > Run Synthesis** command.
- In the Design Runs window, right-click the run, and select **Launch Runs**.

The first two options start the active synthesis run. The third option opens the Launch Selected Runs window. Here, you can select to run on local host, run on a remote host, or generate the scripts to be run.

See "Appendix A" of the *Vivado Design Suite User Guide: Implementation (UG904)* [Ref 5], for more information about using remote hosts.

**TIP:** Each time a run is launched, Vivado synthesis spawns a separate process. Be aware of this when examining messages, which are process-specific.
Setting a Bottom-Up Flow Using the Out-of-Context Flow

You can set a bottom-up flow by selecting any HDL object to run as a separate Out-of-Context module as follows:

1. Right-click the object, and select Set as Out-of-Context Module, as shown in the following figure.

![Figure 1-12: Set As Out-of-Context Option](image1)

2. In the Set as Out-of-Context Module dialog box, do the following:
   a. In the Block File Set Name field, enter a name for the out-of-context run.
   b. Optionally, use the **Use auto-generated blackbox stub for top level synthesis** option to create a stub file for use with the synthesis run that instantiates the out-of-context module.

   **Note:** The stub file shows the inputs and outputs for the black-box attribute set. By default, this option is selected. If you deselect this option, you must create your own stub file or component statement for the run.

![Figure 1-13: Set as Out-Of-Context Module Dialog Box](image2)

3. When you set a flow to Out-of-Context, a new run is set up in the tool. To run the option, right-click and select Launch Runs, as described in Launching a Synthesis Run, page 19. Figure 1-14, shows the Launch Runs option.
This action sets the lower-level as a top module and runs synthesis on that module without creating I/O buffers. The run saves the netlist from synthesis and creates a stub file for later use. The stub file is the lower-level with inputs and outputs and the black-box attribute set. When you run the top-level module again, the bottom-up synthesis inserts the stub file into the flow and compiles the lower-level as a black box. The implementation run inserts the lower-level netlist, thus completing the design.

**Note:** This flow cannot be used when there are IP in the lower-levels of the OOC module. This will lead to errors later in the flow. Also, do not use this flow when there are parameters on the OOC module, or the ports of the OOC module are user-defined types. Those circumstances cause errors later in the flow.

Alternatively, use the **Synthesis Settings > More Options -mode to out_of_context**, as shown in **Figure 1-14**. This setting ensures that synthesis does not insert I/O buffers into that module.
Setting up constraints in an OOC flow

By default there are no XDC constraints associated with the new file set created. Constraints are not inherited from the top level.

To associate timing constraints with lower-level OOC flows, start by creating a new constraint set.

Do do so:

1. Press the **Add Sources** button and select **Add or Create Constraints**.

2. From the Add Sources window in the Specify constraint set window, select **Create Constraint Set** and name your constraint set `<block file set name>_constraints`. 
Chapter 1: Vivado Synthesis

After setting the constraints, you can either create a new file or add an existing file.

Because this constraint set becomes associated with the OOC module, signals and ports listed in the XDC file reference signals from that module.

3. After you create the file and add it to the project, you must associate it with the OOC block. Use the following Tcl commands to create the association.

**IMPORTANT:** The following required steps must be performed in the Tcl Console.

- **Tcl command to Associate Constraint Set to OOC Block**
  
  ```
  add_files -fileset <block file set name> [get_files <name>.xdc]
  ```

4. Finally you must configure the XDC file to be used only during the OOC flow. Use the following Tcl command to configure the XDC file.

- **Tcl command to Specify use of XDC File During OOC Flow**
  
  ```
  set_property USED_IN {out_of_context synthesis implementation} \
  [get_files <name>.xdc]
  ```

*Figure 1-16: Setting an OOC Constraint*
Setting Up a Manual Bottom-Up Flow and/or Importing Netlists from Third Party Synthesis Tools

To manually run a bottom-up flow, instantiate a lower-level netlist or third-party netlist as a black box, and the Vivado tools fit that black box into the full design after synthesis completes. The following sections describe the process.

Creating a Lower-Level Netlist

To create a lower-level netlist, set up a project with that netlist as the top-level module. Before you run synthesis, set the Out-Of-Context mode as shown in Figure 1-15, page 22. After you run synthesis, open the Synthesized Design, and in the Tcl Console, type the following Tcl command.

- **Tcl Command** to Create a Lower-Level Netlist:
  ```
  write_edif <design_name>.edf
  ```

Instantiating the Lower-Level Netlist in a Design

To run the top-level design with the lower-level netlist or third party netlist, instantiate the lower-level as a black box. To do so, you must provide a description of the port in lower-level to the Vivado tool.

**IMPORTANT:** The port names provided to the Vivado tool, and the netlist port names must match.

In VHDL, describe the ports with a component statement, as shown in the following code snippet:

```python
component <name>
  port (in1, in2 : in std_logic;
        out1 : out std_logic);
end component;
```

Because Verilog does not have an equivalent of a component, use a wrapper file to communicate the ports to the Vivado tool. The wrapper file looks like a typical Verilog file, but contains only the ports list, as shown in the following code snippet:

```verilog
module <name> (in1, in2, out1);
  input in1, in2;
  output out1;
endmodule
```

Putting Together the Manual Bottom-Up Components

After you create the lower-level netlist and instantiate the top-level netlists correctly, you can either add the lower-level netlists to the Vivado project in Project mode, or you can use the `read_edif` or `read_verilog` command in Non-Project mode.
In both modes, the Vivado tool merges the netlist after synthesis.

**Note:** If your design is only from third-party netlists, and no other RTL files are meant to be part of the project, you can either create a project with just those netlists, or you can use the `read_edif` and `read_verilog` Tcl commands along with the `link_design` Tcl command if you are running in Non-Project mode.

## Using Third-Party Synthesis Tools with Vivado IP

Xilinx IP that is available in the Vivado IP Catalog is designed, constrained, and validated with the Vivado Design Suite synthesis. Most IP that Xilinx delivers has HDL that is encrypted with IEEE P1735, and no support is available for third-party synthesis tools.

To instantiate Xilinx IP that is delivered with the Vivado IDE inside of a third-party synthesis tool, the following flow is recommended:

1. Create the IP customization in a managed IP project.
2. Generate the output products for the IP including the synthesis Design Checkpoint (DCP).
   
   The Vivado IDE creates a stub HDL file, which is to be used in third-party synthesis tools to infer a black box for the IP (`_stub.v` | `.vhd`).
   
   The stub file contains Synopsys® Synplify Pro directives to prevent I/O buffers from being inferred; you might need to modify these files to support other synthesis tool directives.
3. Synthesize the design with the stub files for the Xilinx IP.
4. Use the netlist produced by the third-party synthesis tool, and the DCP files for the Xilinx IP, then run Vivado implementation.

For more information, see the *Vivado Design Suite User Guide: Designing with IP* (UG896) [Ref 18].

## Moving Processes to the Background

As the Vivado IDE initiates the process to run synthesis or implementation, an option in the dialog box lets you put the process into the background. When you put the run in the background, it releases the Vivado IDE to perform other functions, such as viewing reports.

## Monitoring the Synthesis Run

Monitor the status of a synthesis run from the Log window, shown in Figure 1-17, page 26. The messages that show in this window during synthesis are also the messages included in the synthesis log file.
Chapter 1: Vivado Synthesis

Following Synthesis

After the run is complete, the Synthesis Completed dialog box opens, as shown in the following figure.

Select an option:

- **Run Implementation**: Launches implementation with the current Implementation Project Settings.
Chapter 1: Vivado Synthesis

- **Open Synthesized Design**: Opens the synthesized netlist, the active constraint set, and the target device into Synthesized Design environment, so you can perform I/O pin planning, design analysis, and floorplanning.

- **View Reports**: Opens the Reports window so you can view reports.

  Use the **Don’t show this dialog again** checkbox to stop this dialog box display.

**TIP:** You can revert to having the dialog box present by selecting **Tools > Options > Windows Behavior**.

Analyzing Synthesis Results

After synthesis completes, you can view the reports, and open, analyze, and use the synthesized design. The Reports window contains a list of reports provided by various synthesis and implementation tools in the Vivado IDE.

Open the **Reports** view, as shown in the following figure, and select a report for a specific run to see details of the run.

![Synthesis Reports View](image)

**Figure 1-19: Synthesis Reports View**

Using the Synthesized Design Environment

The Vivado IDE provides an environment to analyze the design from several different perspectives. When you open a synthesized design, the software loads the synthesized netlist, the active constraint set, and the target device.
See the following for more information:

- *Vivado Design Suite Tutorial: Design Analysis and Closure Techniques* (UG938) [Ref 10]

To open a synthesized design, from the *Synthesis* section of the *Flow Navigator*, select **Open Synthesized Design**.

You can also open a design from the main menu, by selecting **Flow > Open Synthesized Design**.

With a synthesized design open, the Vivado IDE opens a Device window, as shown in the following figure.

![Figure 1-20: Device Window](image)

From this perspective, you can examine the design logic and hierarchy, view the resource utilization and timing estimates, or run Design Rule Checks (DRCs).
Viewing Reports

After you run Vivado synthesis, a Vivado Synthesis Report and a Utilization report are available from the Reports tab, as shown in the following figure.

![Figure 1-21: Reports Tab Listings after Synthesis](image)

Exploring the Logic

The Vivado IDE provides several logic exploration perspectives: All windows cross probe to present the most useful information:

- The Netlist and Hierarchy windows contain a navigable hierarchical tree-style view.
- The Schematic window allows selective logic expansion and hierarchical display.
- The Device window provides a graphical view of the device, placed logic objects, and connectivity.

Exploring the Logic Hierarchy

The Netlist window displays the logic hierarchy of the synthesized design. You can expand and select any logic instance or net within the netlist.

As you select logic objects in other windows, the Netlist window expands automatically to display the selected logic objects, and the information about instances or nets displays in the Instance or Net Properties windows.

The Synthesized Design window displays a graphical representation of the RTL logic hierarchy. Each module is sized in relative proportion to the others, so you can determine the size and location of any selected module.
To open the Hierarchy window:

1. In the Netlist window, right-click to bring up the context menu.
2. Select **Show Hierarchy**, as shown in the following figure. You can also press **F6** to open the Hierarchy window.

![Show Hierarchy Option](image)

*Figure 1-22: Show Hierarchy Option*

**Exploring the Logical Schematic**

The Schematic window allows selective expansion and exploration of the logical design. You must select at least one logic object to open and display the Schematic window.

In the Schematic window, view and select any logic. You can display groups of timing paths to show all of the instances on the paths. This aids floorplanning because it helps you visualize where the timing critical modules are in the design.

To open the Schematic window:

1. Select one or more instances, nets, or timing paths.
2. Select **Schematic** from the window toolbar or the right-click menu, or press the **F4** key.

The window opens with the selected logic displayed, as shown in the following figure.

![Schematic Window](image)

*Figure 1-23: Schematic Window*

You can then select and expand the logic for any pin, instance, or hierarchical module.
Running Timing Analysis

Timing analysis of the synthesized design is useful to ensure that paths have the necessary constraints for effective implementation. The Vivado synthesis is timing-driven and adjusts the outputs based on provided constraints.

As more physical constraints, such as Pblocks and LOC constraints, are assigned in the design, the results of the timing analysis become more accurate, although these results still contain some estimation of path delay. The synthesized design uses an estimate of routing delay to perform analysis.

You can run timing analysis at this level to ensure that the correct paths are covered and for a more general idea of timing paths.

**IMPORTANT:** Only timing analysis after implementation (place and route) includes the actual delays for routing. Running timing analysis on the synthesized design is not as accurate as running timing analysis on an implemented design.

Running Synthesis with Tcl

The Tcl command to run synthesis is `synth_design`. Typically, this command is run with multiple options, for example:

```
 synth_design -part xc7k30tfbg484-2 -top my_top
```

In this example, `synth_design` is run with the `–part` option and the `–top` option.

In the Tcl Console, you can set synthesis options and run synthesis using Tcl command options. To retrieve a list of options, type `synth_design --help` in the Tcl Console. The following snippet is an example of the `-help` output:

```
Syntax:
synth_design [–name <arg>] [–part <arg>] [–constrset <arg>] [–top <arg>]
[–include_dirs <args>] [–generic <args>] [–verilog_define <args>]
[–fsm_extraction <arg>] [–keep_equivalent_registers] [–resource_sharing <arg>]
[–control_set_opt_threshold <arg>] [–max_bram <arg>] [–max_dsp <arg>] [–quiet]
[–verbose]
Returns:
design object
```

Usage:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[-name]</td>
<td>Design name</td>
</tr>
<tr>
<td>[-part]</td>
<td>Target part</td>
</tr>
<tr>
<td>[-constrset]</td>
<td>Constraint files set to use</td>
</tr>
<tr>
<td>[-top]</td>
<td>Specify the top module name</td>
</tr>
</tbody>
</table>
[-include_dirs] Specify verilog search directories

[-generic] Specify generic parameters. Syntax: -generic
<name>=<value> -generic <name>=<value> ...

[-verilog_define] Specify verilog defines. Syntax:
-verilog_define <macro_name>[=<macro_value>]
-verilog_define <macro_name>[=<macro_text>]

[-flatten_hierarchy] Flatten hierarchy during LUT mapping. Values: full, none, rebuilt
Default: rebuilt

[-gated_clock_conversion] Convert clock gating logic to flop enable.
Values: off, on, auto
Default: off

[-directive] Synthesis directive. Values: default, runtimeoptimized
Default: default

[-rtl] Elaborate and open an rtl design

[-bufg] Max number of global clock buffers used by
synthesis. Default: 12

[-no_lc] Disable LUT combining. Do not allow combining
LUT pairs into single dual output LUTs.

[-fanout_limit] Fanout limit
Default: 10000

[-shreg_min_size] Minimum length for chain of registers to be
mapped onto SRL. Default: 3

[-mode] The design mode. Values: default, out_of_context
Default: default

[-fsm_extraction] FSM Extraction Encoding. Values: off,
one_hot, sequential, johnson, gray, auto
Default: auto Default: auto

[-keep_equivalent_registers] Prevents registers sourced by the same logic
from being merged. (Note that the merging can
otherwise be prevented using the synthesis
KEEP attribute)

[-resource_sharing] Sharing arithmetic operators. Value: auto, on, off
Default: auto

[-control_set_opt_threshold] Threshold for synchronous control set
optimization to lower number of control sets.
Default: 4

[-max_bram] Maximum number of block RAM allowed in
design. (Note -1 means that the tool will
choose the max number allowed for the part in
question. Default: -1

[-max_dsp] Maximum number of block DSP allowed in
design. (Note -1 means that the tool will
choose the max number allowed for the part in
question. Default: -1

[-quiet] Ignore command errors

[-verbose] Suspend message limits during command
execution

For the -generic option, special handling needs to happen with VHDL boolean and
std_logic vector type because those type do not exist in other formats. Instead of TRUE,
FALSE, or 0010, for example, Verilog standards should be given.
For boolean, the value for FALSE is as follows:

-generic my_gen=1'b0

For std_logic vector the value for 0010 is:

-generic my_gen=4'b0010

**IMPORTANT:** Overriding string generics or parameters is not supported.

A verbose version of the help is available in the Vivado Design Suite: Tcl Command Reference Guide (UG835) [Ref 3]. To determine any Tcl equivalent to a Vivado IDE action, run the command in the Vivado IDE and review the content in the TCL Console or the log file.

**Tcl Script Example**

The following is an example `synth_design` Tcl script:

```tcl
# Setup design sources and constraints
read_vhdl -library bftLib [ glob ./Sources/hdl/bftLib/*.vhdl ]
read_vhdl ./Sources/hdl/bft.vhdl
read_verilog [ glob ./Sources/hdl/*.v ]
read_xdc ./Sources/bft_full.xdc
# Run synthesis
synth_design -top bft -part xc7k70tfbg484-2 -flatten_hierarchy rebuilt
# Write design checkpoint
write_checkpoint -force $outputDir/post_synth
# Write report utilization and timing estimates
report_utilization -file utilization.txt
report_timing > timing.txt
```
Chapter 1: Vivado Synthesis

Setting Constraints

The following table shows the supported Tcl commands for Vivado timing constraints.

Table 1-2: Supported Synthesis Tcl Commands

<table>
<thead>
<tr>
<th>Command Type</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timing Constraints</td>
<td>create_clock, create_generate_clock, set_false_path, set_input_delay, set_output_delay, set_max_delay, set_multicycle_path, set_clock_latency, set_clock_groups, set_disable_timing</td>
</tr>
<tr>
<td>Object Access</td>
<td>all_clocks, all_inputs, all_outputs, get_cells, get_clocks, get_nets, get_pins, get_ports</td>
</tr>
</tbody>
</table>

For details on these commands, see the following documents:

- Vivado Design Suite Tcl Command Reference Guide (UG835) [Ref 3]
- Vivado Design Suite User Guide: Using Constraints (UG903) [Ref 8]
- Vivado Design Suite User Guide: Design Analysis and Closure Techniques (UG906) [Ref 9]
- Vivado Design Suite Tutorial: Design Analysis and Closure Techniques (UG938) [Ref 10]
- Vivado Design Suite Tutorial: Using Constraints (UG945) [Ref 11]
Introduction

In the Vivado® Design Suite, Vivado synthesis is able to synthesis attributes of several types. In most cases, these attributes have the same syntax and the same behavior.

- If Vivado synthesis supports the attribute, it uses the attribute, and creates logic that reflects the used attribute.
- If the specified attribute is not recognized by the tool, the Vivado synthesis passes the attribute and its value to the generated netlist.

It is assumed that a tool down stream in the flow can use the attribute. For example, the LOC constraint is not used by synthesis, but the constraint is used by the Vivado placer, and is forwarded by Vivado synthesis.

Supported Attributes

ASYNC_REG

The ASYNC_REG is an attribute that affects many processes in the Vivado tools flow. The purpose of this attribute is to inform the tool that a register is capable of receiving asynchronous data in the D input pin relative to the source clock, or that the register is a synchronizing register within a synchronization chain.

The Vivado synthesis, when encountering this attribute treats it as a DONT_TOUCH attribute and pushes the ASYNC_REG property forward in the netlist. This process ensures that the object with the ASYNC_REG property is not optimized out, and that tools later in the flow receive the property to handle it correctly.

For information on how other Vivado tools handle this attribute, see Vivado Design Suite Properties Reference Guide (UG912) [Ref 12].

You can place this attribute on any register; values are FALSE (default) and TRUE. This attribute can be set in the RTL or the XDC.
**ASYNC_REG Verilog Example**

(* ASYNC_REG = "TRUE" *) reg [2:0] sync_regs;

**ASYNC_REG VHDL Example**

attribute ASYNC_REG : string;
attribute ASYNC_REG of sync_regs : signal is "TRUE";

**BLACK_BOX**

The BLACK_BOX attribute is a useful debugging attribute that can turn a whole level of hierarchy off and enable synthesis to create a black box for that module or entity. When the attribute is found, even if there is valid logic for a module or entity, Vivado synthesis creates a black box for that level. This attribute can be placed on a module, entity, or component. Because this attribute affects the synthesis compiler, it can only be set in the RTL.

**BLACK_BOX Verilog Example**

(* black_box *) module test(in1, in2, clk, out1);

**IMPORTANT:** In the Verilog example, no value is needed. The presence of the attribute creates the black box.

**BLACK_BOX VHDL Example**

attribute black_box  : string;
attribute black_box  of beh : architecture is "yes";

For more information regarding coding style for Black Boxes, see Black Boxes, page 151.

**CLOCK_BUFFER_TYPE**

Apply CLOCK_BUFFER_TYPE on an input clock to describe what type of clock buffer to use. By default, Vivado synthesis uses BUFGs for clocks buffers.

Supported values are “BUFG”, “BUFH”, “BUFIO”, “BUFMR”, “BUFR” or “none”.

**Note:** These values do not instruct the tool to not infer any type of buffer for the clocks.

The CLOCK_BUFFER_TYPE attribute can be placed on any top-level clock port. It can be set only in the RTL. It is not supported in XDC.

**CLOCK_BUFFER_TYPE Verilog Example**

(* clock_buffer_type = "none" *) input clk1;
**CLOCK_BUFFER_TYPE VHDL Example**

```vhdl
entity test is port(
in1 : std_logic_vector (8 downto 0);
clk : std_logic;
out1 : std_logic_vector(8 downto 0));
attribute clock_buffer_type : string;
attribute clock_buffer_type of clk: signal is "BUFR";
end test;
```

**DONT_TOUCH**

Use the DONT_TOUCH attribute in place of KEEP or KEEP_HIERARCHY. The DONT_TOUCH works in the same way as KEEP or KEEP_HIERARCHY attributes; however, unlike KEEP and KEEP_HIERARCHY, DONT_TOUCH is forward-annotated to place and route to prevent logic optimization.

![CAUTION!](https://www.xilinx.com/images/caution.png) *Like KEEP and KEEP_HIERARCHY, be careful when using DONT_TOUCH. In cases where other attributes are in conflict with DONT_TOUCH, the DONT_TOUCH attribute takes precedence.*

The values for DONT_TOUCH are TRUE/FALSE or yes/no. You can place this attribute on any signal, module, entity, or component.

**Note:** The DONT_TOUCH attribute is not supported on the port of a module or entity. If specific ports are needed to be kept, either use the `-flatten_hierachy = none` setting, or put a DONT_TOUCH on the module/entity itself.

**RECOMMENDED:** Set this attribute in the RTL only. Signals that need to be kept are often optimized before the XDC file is read. Therefore, setting this attribute in the RTL ensures that the attribute is used.

**DONT_TOUCH Verilog Examples**

**Verilog Wire Example**

```verilog
(* dont_touch = "true" *) wire sig1;
assign sig1 = in1 & in2;
assign out1 = sig1 & in2;
```

**Verilog Module Example**

```verilog
(* DONT_TOUCH = "true|yes" *)
module example_dt_ver
(clk, 
In1,
```
Chapter 2: Synthesis Attributes

Verilog Instance Example

(* DONT_TOUCH = "true|yes" *) example_dt_ver U0 (.clk(clk),
    .in1(a),
    .in2(b),
    out1(c));

DONT_TOUCH VHDL Examples

VHDL Signal Example

signal sig1 : std_logic
attribute dont_touch : string;
attribute dont_touch of sig1 : signal is "true";
....
....
sig1 <= in1 and in2;
out1 <= sig1 and in3;

VHDL Entity Example

entity example_dt_vhd is
port (clk : in std_logic;
In1 : in std_logic;
In2 : in std_logic;
out1 : out std_logic);
attribute dont_touch : string;
attribute dont_touch of example_dt_vhd : entity is "true|yes";
end example_dt_vhd;

VHDL Component Example

entity rtl of test is
attribute dont_touch : string;
component my_comp
port (in1 : in std_logic;
out1 : out std_logic);
end component;
attribute dont_touch of my_comp : component is "yes";

VHDL Example on Architecture

entity rtl of test is
  attribute dont_touch : string;
  attribute dont_touch of rtl : architecture is "yes";

FSM_ENCODING

FSM_ENCODING controls encoding on the state machine. Typically, the Vivado tools choose an encoding protocol for state machines based on heuristics that do the best for the most designs. Certain design types work better with a specific encoding protocol.

FSM_ENCODING can be placed on the state machine registers. The legal values for this are "one_hot", "sequential", "johnson", "gray", "auto" and "none". The "auto" value is the default, and allows the tool to determine best encoding. This attribute can be set in the RTL or the XDC.

FSM_ENCODING Verilog Example

(* fsm_encoding = "one_hot" *) reg [7:0] my_state;

FSM_ENCODING VHDL Example

type count_state is (zero, one, two, three, four, five, six, seven);
signal my_state : count_state;
attribute fsm_encoding : string;
attribute fsm_encoding of my_state : signal is "sequential";

FSM_SAFE_STATE

FSM_SAFE_STATE instructs Vivado synthesis to insert logic into the state machine that detects if a there is an illegal state, then puts it into a known, good state on the next clock cycle. For example, if there were a state machine with a "onehot" encode, and that is in a "0101" state (which is an illegal for "onehot"), the state machine would be able to recover. Place the FSM_SAFE_STATE attribute on the state machine registers. You can set this attribute in either the RTL or in the XDC.

The legal values for FSM_SAFE_STATE are:

- "auto": Uses Hamming-3 encoding for auto-correction for one bit/flip.
- "reset_state": Forces the state machine into the reset state using Hamming-2 encoding detection for one bit/flip.
Chapter 2: Synthesis Attributes

- "power_on_state": Forces the state machine into the power-on state using Hamming-2 encoding detection for one bit/flip.
- "default_state": Forces the state machine into the state that is specified with the default state in RTL, even if that state is unreachable, using Hamming-2 encoding detection for one bit/flip.

**FSM_SAFE_STATE Verilog Example**

```verilog
(* fsm_safe_state = "reset_state" *) reg [7:0] my_state;
```

**FSM_SAFE_STATE VHDL Example**

```vhdl
type count_state is (zero, one, two, three, four, five, six, seven);
signal my_state : count_state;
attribute fsm_safe_state : string;
attribute fsm_safe_state of my_state : signal is "power_on_state";
```

**FULL_CASE (Verilog Only)**

FULL_CASE indicates that all possible case values are specified in a `case`, `casex`, or `casez` statement. If case values are specified, extra logic for case values is not created by Vivado synthesis. This attribute is placed on the `case` statement. Because this attribute affects the compiler and can change the logical behavior of the design, it can be set in the RTL only.

**FULL_CASE Example (Verilog)**

```verilog
(* full_case *)
case select
3'b100 : sig = val1;
3'b010 : sig = val2;
3'b001 : sig = val3;
endcase
```

**GATED_CLOCK**

Vivado synthesis allows the conversion of gated clocks. To perform this conversion, use:

- A switch in the Vivado GUI that instructs the tool to attempt the conversion.
- The RTL attribute that instructs the tool about which signal in the gated logic is the clock.

Place this attribute on the signal or port that is the clock.
To control the switch:

1. In the Flow Navigator, go to **Synthesis Settings**.

2. In the Options window, set the `-gated_clock_conversion` option to one of the following values:
   - **off**: Disables the gated clock conversion.
   - **on**: Gated clock conversion occurs if the `gated_clock` attribute is set in the RTL code. This option gives you more control of the outcome.
   - **auto**: Gated clock conversion occurs if either of the following events are **TRUE**:
     - the `gated_clock` attribute is set to **TRUE**.
     - the Vivado synthesis can detect the gate and there is a valid clock constraint set. This option lets the tool make decisions.

**GATED_CLOCK Verilog Example**

```verilog
(* gated_clock = "true" *) input clk;
```

**GATED_CLOCK VHDL Example**

```vhdl
entity test is port (
  in1, in2 : in std_logic_vector(9 downto 0);
  en : in std_logic;
  clk : in std_logic;
  out1 : out std_logic_vector( 9 downto 0));
attribute gated_clock : string;
attribute gated_clock of clk : signal is "true";
end test;
```

**IOB**

The IOB is not a synthesis attribute; it is used downstream by Vivado implementation. This attribute indicates if a register should go into the I/O buffer. The values are **TRUE** or **FALSE**. Place this attribute on the register that you want in the I/O buffer. This attribute can be set in the RTL or the XDC.

**IOB Verilog Example**

```verilog
(* IOB = "true" *) reg sig1;
```
**IOB VHDL Example**

```vhdl
signal sig1:
std_logic attribute
IOB: string
attribute IOB of sig1 : signal is "true";
```

**IO_BUFFER_TYPE**

Apply the `IO_BUFFER_TYPE` attribute on any top-level port to instruct the tool to not use buffers. Add the property with a value of "NONE" to disable the automatic inference of buffers on the input or output buffers, which is the default behavior of Vivado synthesis. It can be set only in the RTL. It is not supported in XDC.

**IO_BUFFER_TYPE Verilog Example**

```verilog
(* io_buffer_type = "none" *) input in1;
```

**IO_BUFFER_TYPE VHDL Example**

```vhdl
entity test is port(
in1 : std_logic_vector (8 downto 0);
clk : std_logic;
out1 : std_logic_vector(8 downto 0));
attribute io_buffer_type : string;
attribute io_buffer_type of out1: signal is "none";
end test;
```

**KEEP**

Use the `KEEP` attribute to prevent optimizations where signals are either optimized or absorbed into logic blocks. This attribute instructs the synthesis tool to keep the signal it was placed on, and that signal is placed in the netlist.

For example, if a signal is an output of a 2 bit AND gate, and it drives another AND gate, the `KEEP` attribute can be used to prevent that signal from being merged into a larger LUT that encompasses both AND gates.

`KEEP` is also commonly used in conjunction with timing constraints. If there is a timing constraint on a signal that would normally be optimized, `KEEP` prevents that and allows the correct timing rules to be used.

**Note:** The `KEEP` attribute is not supported on the port of a module or entity. If specific ports are needed to be kept, either use the `-flatten_hierarchy = "none"` setting, or put a `DONT_TOUCH` on the module or entity itself.
CAUTION! Take care with the KEEP attribute on signals that are not used in the RTL later. Synthesis keeps those signals, but they do not drive anything. This could cause issues later in the flow.

CAUTION! Be careful when using KEEP with other attributes. In cases where other attributes are in conflict with KEEP, the KEEP attribute usually takes precedence.

Examples are:

- When you have a MAX_FANOUT attribute on one signal and a KEEP attribute on a second signal that is driven by the first; the KEEP attribute on the second signal would not allow fanout replication.
- With a RAM STYLE="block", when there is a KEEP on the register that would need to become part of the RAM, the KEEP attribute prevents the block RAM from being inferred.

The supported KEEP values are:

- TRUE: Keeps the signal.
- FALSE: Allows the Vivado synthesis to optimize, if the tool makes that determination. The FALSE value does not force the tool to remove the signal. The default value is FALSE.

You can place this attribute on any signal, register, or wire.

RECOMMENDED: Set this attribute in the RTL only. Because signals that need to be kept are often optimized before the XDC file is read, setting this attribute in the RTL ensures that the attribute is used.

Note: The KEEP attribute does not force the place and route to keep the signal. Instead, this is accomplished using the DONT_TOUCH attribute.

KEEP Verilog Example

```verilog
(* keep = "true" *) wire sig1;
assign sig1 = in1 & in2;
assign out1 = sig1 & in2;
```

KEEP VHDL Example

```vhdl
signal sig1 : std_logic;
attribute keep : string;
attribute keep of sig1 : signal is "true";

....
....
sig1 <= in1 and in2;
out1 <= sig1 and in3;
```
**KEEP_HIERARCHY**

*KEEP_HIERARCHY* is used to prevent optimizations along the hierarchy boundaries. The Vivado synthesis tool attempts to keep the same general hierarchies specified in the RTL, but for QoR reasons it can flatten or modify them.

If *KEEP_HIERARCHY* is placed on the instance, the synthesis tool keeps the boundary on that level static.

This can affect QoR and also should not be used on modules that describe the control logic of 3-state outputs and I/O buffers. The *KEEP_HIERARCHY* can be placed in the module or architecture level or the instance. This attribute can only be set in the RTL.

**KEEP_HIERARCHY Verilog Example**

On Module:

```verilog
(* keep_hierarchy = "yes" *) module bottom (in1, in2, in3, in4, out1, out2);
```

On Instance:

```verilog
(* keep_hierarchy = "yes" *) bottom u0 (.in1(in1), .in2(in2), .out1(temp1));
```

**KEEP_HIERARCHY VHDL Example**

On Module:

```vhdl
attribute keep_hierarchy : string;
attribute keep_hierarchy of beh : architecture is "yes";
```

On Instance:

```vhdl
attribute keep_hierarchy : string;
attribute keep_hierarchy of u0 : label is "yes";
```

**MARK_DEBUG**

*MARK_DEBUG* specifies that a net should be debugged using the Vivado Lab tools. This can prevent optimization that might have otherwise occurred to that signal. However, it provides an easy means to later observe the values on this signal during FPGA operation.

This attribute is applicable to net objects (*get_nets*): any net accessible to the internal array.

*Note:* Some nets can have dedicated connectivity or other aspects that prohibit visibility for debug purposes.
The MARK_DEBUG values are: TRUE or FALSE.

**Syntax**

**Verilog Syntax**

To set this attribute, place the proper Verilog attribute syntax before the top-level output port declaration:

```verilog
(* MARK_DEBUG = "{TRUE|FALSE}" *)
```

**Verilog Syntax Example**

```verilog
// Marks an internal wire for debug
(* MARK_DEBUG = "TRUE" *) wire debug_wire,
```

**VHDL Syntax**

To set this attribute, place the proper VHDL attribute syntax before the top-level output port declaration.

Declare the VHDL attribute as follows:

```vhdl
attribute MARK_DEBUG : string;
```

Specify the VHDL attribute as follows:

```vhdl
attribute MARK_DEBUG of signal_name : signal is "{TRUE|FALSE}";
```

Where `signal_name` is an internal signal.

**VHDL Syntax Example**

```vhdl
signal debug_wire : std_logic;
attribute MARK_DEBUG : string;
-- Marks an internal wire for debug
attribute MARK_DEBUG of debug_wire : signal is "TRUE";
```

**XDC Syntax**

```xdc
set_property MARK_DEBUG value [get_nets net_name]
```

Where `net_name` is a signal name.

**XDC Syntax Example**

```xdc
# Marks an internal wire for debug
set_property MARK_DEBUG TRUE [get_nets debug_wire]
```
MAX_FANOUT

MAX_FANOUT instructs Vivado synthesis on the fanout limits for registers and signals. You can specify this either in RTL or as an input to the project. The value is an integer.

This attribute only works on registers and combinatorial signals. To achieve the fanout, it replicates the register or the driver that drives the combinatorial signal. This attribute can be set in the RTL or the XDC.

MAX_FANOUT overrides the default value of the synthesis global option -fanout_limit. You can set that overall design default limit for a design through Project Settings > Synthesis or using the -fanout_limit command line option in synth_design.

The MAX_FANOUT attribute is enforced whereas the -fanout_limit constitutes only a guideline for the tool, not a strict command. When strict fanout control is required, use MAX_FANOUT. Also, unlike the -fanout_limit switch, MAX_FANOUT can impact control signals. The -fanout_limit switch does not impact control signals (such as set, reset, clock enable), use MAX_FANOUT to replicate these signals if needed.

Note: Inputs, black boxes, EDIF (EDF), and Native Generic Circuit (NGC) files are not supported.

MAX_FANOUT Verilog Examples

On Signal:

    (* max_fanout = 50 *) reg sig1;

MAX_FANOUT VHDL Example

    signal sig1 : std_logic;
    attribute max_fanout : integer;
    attribute max_fanout of sig1 : signal is 50;

Note: In VHDL, max_fanout is an integer.

PARALLEL_CASE (Verilog Only)

PARALLEL_CASE specifies that the case statement must be built as a parallel structure. Logic is not created for an if -elsif structure. Because this attribute affects the compiler and the logical behavior of the design, it can be set in the RTL only.

    (* parallel_case *) case select
    3’b100 : sig = val1;
    3’b010 : sig = val2;
    3’b001 : sig = val3;
    endcase
**IMPORTANT:** This attribute can only be controlled through the Verilog RTL.

## RAM_STYLE

RAM_STYLE instructs the Vivado synthesis tool on how to infer memory. Accepted values accepted are:

- **block**: Instructs the tool to infer RAMB type components
- **distributed**: Instructs the tool to infer the LUT RAMs.

By default, the tool selects which RAM to infer, based upon heuristics that give the best results for most designs. Place this attribute on the array that is declared for the RAM. This can be set in the RTL or the XDC.

### RAM_STYLE Verilog Example

```verilog
(* ram_style = "distributed" *) reg [data_size-1:0] myram [2**addr_size-1:0];
```

### RAM_STYLE VHDL Example

```vhdl
attribute ram_style : string;
attribute ram_style of myram : signal is "distributed";
```

For more information about RAM coding styles, see [RAM HDL Coding Guidelines, page 97](#).

## ROM_STYLE

ROM_STYLE instructs the synthesis tool how to infer ROM memory. Accepted values are:

- **block**: Instructs the tool to infer RAMB type components
- **distributed**: Instructs the tool to infer the LUT ROMs. By default, the tool selects which ROM to infer based on heuristics that give the best results for the most designs.

This can be set in the RTL and the XDC.

### ROM_STYLE Verilog Example

```verilog
(* rom_style = "distributed" *) reg [data_size-1:0] myrom [2**addr_size-1:0];
```

### ROM_STYLE VHDL Example

```vhdl
attribute rom_style : string;
attribute rom_style of myrom : signal is "distributed";
```

For information about coding for ROM, see [RAM HDL Coding Guidelines, page 97](#).
SHREG_EXTRACT

SHREG_EXTRACT instructs the synthesis tool on whether to infer SRL structures. Accepted values are:

- **YES**: The tool infers SRL structures.
- **NO**: The does not infer SRLs and instead creates registers.

Place **SHREG_EXTRACT** on the signal declared for SRL or the module/entity with the SRL. It can be set in the RTL or the XDC.

**SHREG_EXTRACT Verilog Example**

```
(* shreg_extract = "no" *) reg [16:0] my_srl;
```

**SHREG_EXTRACT VHDL Example**

```
attribute shreg_extract : string;
attribute shreg_extract of my_srl : signal is "no";
```

SRL_STYLE

SRL_STYLE tells the synthesis tool how to infer SRLs that are found in the design. Accepted values are:

- **register**: The tool does not infer an SRL, but instead only uses registers.
- **srl**: The tool infers an SRL without any registers before or after.
- **srl_reg**: The tool infers an SRL and leaves one register after the SRL.
- **reg_srl**: The tool infers an SRL and leaves one register before the SRL.
- **reg_srl_reg**: The tool infers an SRL and leaves one register before and one register after the SRL.

Place **SRL_STYLE** on the signal declared for SRL. This attribute can be set in RTL only. It is not currently supported in the XDC. In addition, this attribute can only be used on static SRLs. The indexing logic for dynamic SRLs is located within the SRL component itself. Therefore, the logic cannot be created around the SRL component to look up addresses outside of the component.

**CAUTION!** Use care when using the **SRL_STYLE** attribute with the **SHREG_EXTRACT** attribute or the **shreg_min_size** command line switch. Both take priority over the **SRL_STYLE** attribute. For example, if **SHREG_EXTRACT** is set to **NO**, and **SRL_STYLE** is set to **srl_reg**, the **SHREG_EXTRACT** takes precedence, and only registers are used.
**SRL_STYLE Verilog Examples**

(* srl_style = "register" *) reg [16:0] my_srl;

**SRL_STYLE VHDL Examples**

attribute srl_style : string;
attribute srl_style of my_srl : signal is "reg_srl_reg";

**TRANSLATE_OFF/TRANSLATE_ON**

TRANSLATE_OFF and TRANSLATE_ON instruct the Synthesis tool to ignore blocks of code. These attributes are given within a comment in RTL. The comment should start with one of the following keywords:

- synthesis
- synopsys
- pragma

TRANSLATE_OFF starts the ignore, and it ends with TRANSLATE_ON. These commands cannot be nested.

This attribute can only be set in the RTL.

**TRANSLATE_OFF/TRANSLATE_ON Verilog Example**

// synthesis translate_off
Code....
// synthesis translate_on

**TRANSLATE_OFF/TRANSLATE_ON VHDL Example**

-- synthesis translate_off
Code...
-- synthesis translate_on

**CAUTION!** Be careful with the types of code that are included between the translate statements. If it is code that affects the behavior of the design, a simulator could use that code, and create a simulation mismatch.

**USE_DSP48**

USE_DSP48 instructs the synthesis tool how to deal with synthesis arithmetic structures. By default, mults, mult-add, mult-sub, mult-accumulate type structures go into DSP48 blocks.
Adders, subtractors, and accumulators can go into these blocks also but by default, are implemented with the fabric instead of with DSP48 blocks. The USE_DSP48 attribute overrides the default behavior and force these structures into DSP48 blocks.

Accepted values are yes and no. This attribute can be placed in the RTL on signals, architectures and components, entities and modules. The priority is as follows:

1. Signals
2. Architectures and components
3. Modules and entities

If the attribute is not specified, the default behavior is for Vivado synthesis to determine the correct behavior.

This attribute can be set in the RTL or the XDC.

**USE_DSP48 Verilog Example**

(* use_dsp48 = "yes" *) module test(clk, in1, in2, out1);

**USE_DSP48 VHDL Example**

attribute use_dsp48 : string;

attribute use_dsp48 of P_reg : signal is "no"

**Using Synthesis Attributes in XDC files**

Some synthesis attributes can also be set from an XDC file as well as the original RTL file. In general, attributes that are used in the end stages of synthesis and describe how synthesis-created logic is allowed in the XDC file. Attributes that are used towards the beginning of synthesis and affect the compiler are not allowed in the XDC.

For example, the KEEP and DONT_TOUCH attributes are not allowed in the XDC. This is because, at the time the attribute is read from the XDC file, components that have the KEEP or DONT_TOUCH attribute might have already been optimized and would therefore not exist at the time the attribute is read. For that reason, those attributes must always be set in the RTL code. For more information on where to set specific attributes, see the individual attribute descriptions in this chapter.

To specify synthesis attributes in XDC, use the following syntax:

```
set_property <attribute> <value> <target>
```

For example:

```
set_property MAX_FANOUT 15 [get_cells in1_int_reg]
```
In addition, you can set these attributes in the elaborated design as follows:

1. Open the elaborated design (Figure 2-1), and select the item on which to place an attribute, using either of the following methods:
   - Click the item in the schematic.
   - Select the item in the RTL Netlist view.

![Figure 2-1: Adding an XDC Property from the Elaborated Design View](image)

2. In the Cell Properties window, click the Properties tab, and do one of the following:
   - Modify the property.
   - If the property does not exist, right-click, select Add Properties, and select the property from the window that appears, or click the + sign.

3. After the properties are set, select File > Save Constraints.

This saves the attributes to your current constraint file or creates a new constraint file if one does not exist.
SystemVerilog Support

Introduction

Vivado® synthesis supports the subset of SystemVerilog RTL that can be synthesized. These data types are described in the following sections.

Targeting SystemVerilog for a Specific File

By default, the Vivado synthesis tool compiles *.v files with the Verilog 2005 syntax and *.sv files with the SystemVerilog syntax.

To target SystemVerilog for a specific *.v file in the Vivado IDE:

1. Right-click the file, and select Source File Properties.
2. In the Source File Properties window, change the Type from Verilog to SystemVerilog, and click Apply.

- **Tcl Command** to Set Properties:
  
  Alternatively, you can use the following Tcl command in the Tcl Console:

  ```tcl
  set_property file_type SystemVerilog [get_files <filename>.v]
  ```

The following sections describe the supported SystemVerilog types in the Vivado IDE.

Data Types

The following data types are supported, as well as the mechanisms to control them.

Declaration

Declare variables in the RTL as follows:

```verilog
[var] [DataType] name;
```
Where:

- Var is optional and implied if not in the declaration.
- DataTypes is one of the following:
  - integer_vector_type: bit, logic, or reg
  - integer_atom_type: byte, shortint, int, longint, integer, or time
  - non_integer_type: shortreal, real, or realtime
  - struct
  - enum

**Integer Data Types**

SystemVerilog supports the following integer types:

- shortint: 2-state 16-bit signed integer
- int: 2-state 32-bit signed integer
- longint: 2-state 64-bit signed integer
- byte: 2-state 8-bit signed integer
- bit: 2-state, user defined vector size
- logic: 4-state user defined vector size
- reg: 4-state user-defined vector size
- integer: 4-state 32-bit signed integer
- time: 4-state 64-bit unsigned integer

4-state and 2-state refer to the values that can be assigned to those types, as follows:

- 2-state allows 0s and 1s.
- 4-state also allows X and Z states.

X and Z states cannot always be synthesized; therefore, items that are 2-state and 4-state are synthesized in the same way.

**CAUTION!** Take care when using 4-state variables: RTL versus simulation mismatches could occur.

- The types byte, shortint, int, integer, and longint default to signed values.
- The types bit, reg, and logic default to unsigned values.
Chapter 3: SystemVerilog Support

Real Numbers
Synthesis supports real numbers; however, they cannot be used for behavior. They can be used as parameter values. The SystemVerilog-supported real types are:

- real
- shortreal
- realtime

Void Data Type
The void data type is only supported for functions that have no return value.

User-Defined Types
Vivado synthesis supports user-defined types, which are defined using the typedef keyword. Use the following syntax:

```
typedef data_type type_identifier {size};
```
or

```
typedef [enum, struct, union] type_identifier;
```

Enum Types
Enumerated types can be declared with the following syntax:

```
enum [type] {enum_name1, enum_name2...enum_namex} identifier
```
If no type is specified, the enum defaults to int. Following is an example:

```
enum {sun, mon, tues, wed, thurs, fri, sat} day_of_week;
```
This code generates an enum of int with seven values. The values that are given to these names start with 0 and increment, so that, sun = 0 and sat = 6.

To override the default values, use code as in the following example:

```
enum {sun=1, mon, tues, wed, thurs, fri, sat} day_of_week;
```
In this case, sun is 1 and sat is 7.

The following is another example how to override defaults:

```
enum {sun, mon=3, tues, wed, thurs=10, fri=12, sat} day_of_week;
```
In this case, sun=0, mon=3, tues=4, wed=5, thurs=10, fri=12, and sat=13.
Enumerated types can also be used with the `typedef` keyword.

```plaintext
typedef enum {sun,mon,tues,wed,thurs,fri,sat} day_of_week;
day_of_week my_day;
```

The preceding example defines a signal called `my_day` that is of type `day_of_week`. You can also specify a range of enums. For example, the preceding example can be specified as:

```plaintext
enum {day[7]} day_of_week;
```

This creates an enumerated type called `day_of_week` with seven elements called `day0`, `day1...day6`.

Following are other ways to use this:

```plaintext
enum {day[1:7]} day_of_week; // creates day1,day2...day7
enum {day[7] = 5} day_of_week; // creates day0=5, day1=6... day6=11
```

### Constants

SystemVerilog gives three types of elaboration-time constants:

- **parameter**: Is the same as the original Verilog standard and can be used in the same way.
- **localparam**: Is similar to `parameter` but cannot be overridden by upper-level modules.
- **specparam**: Is used for specifying delay and timing values; consequently, this value is **not supported** in Vivado synthesis.

There is also a run-time constant declaration called `const`.

### Type Operator

The type operator allows parameters to be specified as data types, which allows modules to have different types of parameters for different instances.

### Casting

Assigning a value of one data type to a different data type is illegal in SystemVerilog. However, a workaround is to use the cast operator (`'`). The cast operator converts the data type when assigning between different types. The usage is:

```plaintext
casting_type'(expression)
```

The `casting_type` is one of the following:

- `integer_type`
- `non_integer_type`
real_type
- constant unsigned number
- user-created signing value type

Aggregate Data Types

In aggregate data types there are structures and unions, which are described in the following subsections.

Structures

A structure is a collection of data that can be referenced as one value, or the individual members of the structure. This is similar to the VHDL concept of a record. The format for specifying a structure is:

```verilog
struct {struct_member1; struct_member2;...struct_memberx;}
structure_name;
```

Unions

A union is a data type comprising multiple data types. Only one data type is used. This is useful in cases where the data type changes depending on how it is used. The following code snippet is an example:

```verilog
typedef union {int i; logic [7:0] j} my_union;
my_union sig1;
my_union sig2;
sig1.i = 32;  //sig1 will get the int format
sig2.j = 8’b00001111;  //sig2 will get the 8bit logic format.
```

Packed and Unpacked Arrays

Vivado synthesis supports both packed and unpacked arrays:

```verilog
logic [5:0] sig1;  //packed array
logic sig2 [5:0]; //unpacked array
```

Data types with predetermined widths do not need the packed dimensions declared:

```verilog
integer sig3;  //equivalent to logic signed [31:0] sig3
```
Processes

Always Procedures

There are four always procedures:

- always
- always_comb
- always_latch
- always_ff

The procedure always_comb describes combinational logic. A sensitivity list is inferred by the logic driving the always_comb statement.

For always you must provide the sensitivity list. The following examples use a sensitivity list of in1 and in2:

```verilog
always@(in1 or in2)
  out1 = in1 & in2;
always_comb out1 = in1 & in2;
```

The procedure always_latch provides a quick way to create a latch. Like always_comb, a sensitivity list is inferred, but you must specify a control signal for the latch enable, as in the following example:

```verilog
always_latch
  if(gate_en) q <= d;
```

The procedure always_ff is a way to create flip-flops. Again, you must specify a sensitivity list:

```verilog
always_ff@(posedge clk)
  out1 <= in1;
```
Block Statements

Block statements provide a mechanism to group sets of statements together. Sequential blocks have a `begin` and `end` around the statement. The block can declare its own variables, and those variables are specific to that block. The sequential block can also have a name associated with that block. The format is as follows:

```
begin [: block name]
[declarations]
[statements]
end [: block name]
```

```
begin : my_block
logic temp;
temp = in1 & in2;
out1 = temp;
end : my_block
```

In the previous example, the block name is also specified after the `end` statement. This makes the code more readable, but it is not required.

**Note:** Parallel blocks (or fork join blocks) are not supported in Vivado synthesis.

Procedural Timing Controls

SystemVerilog has two types of timing controls:

- **Delay control**: Specifies the amount of time between the statement its execution. This is not useful for synthesis, and Vivado synthesis ignores the time statement while still creating logic for the assignment.

- **Event control**: Makes the assignment occur with a specific event; for example, `always@(posedge clk)`. This is standard with Verilog, but SystemVerilog includes extra functions.

The logical `or` operator is an ability to give any number of events so that any one of them will trigger the execution of the statement. To do this, use either a specific `or`, or separate with commas in the sensitivity list. For example, the following two statements are the same:

```
always@(a or b or c)
always@(a,b,c)
```

SystemVerilog also supports the implicit `event_expression @*`. This helps to eliminate simulation mismatches caused because of incorrect sensitivity lists, for example:
Logic always@* begin

Operators

Vivado synthesis supports the following SystemVerilog operators:

- **Assignment operators**
  \( (\, =, \, +=, \, -=, \, *=, \, /=, \, %=, \, &=, \, | =, \, ^=, \, <==, \, >=, \, <<=, \, >>>=) \)

- **Unary operators**
  \( (+, \, -, \, !, \, ~, \, \&, \, &&, \, |, \, \|^, \, ^~, \, ^\sim) \)

- **Increment/decrement operators**
  \( (++, \, --) \)

- **Binary operators**
  \( (+, \, -, \, *, \, /, \, \%, \, ==, \, ~=, \, ===, \, \sim==, \, &&, \, ||, \, ^*, \, <, \, <=, \, >, \, >=, \, \&, \, |, \, ^, \, ^\sim, \, ^\sim, \, >>, \, <<, \, >>>, \, <<<) \)

  **Note:** \( A^{\ast\ast}B \) is supported if \( A \) is a power of 2 or \( B \) is a constant.

- **Conditional operator** \( (?, :) \)

- **Concatenation operator** \( (... \) \)

Signed Expressions

Vivado synthesis supports both signed and unsigned operations. Signals can be declared as unsigned or signed. For example:

```
logic [5:0] reg1;
logic signed [5:0] reg2;
```

Procedural Programming Assignments

Conditional if-else Statement

The syntax for a conditional if-else statement is:

```
if (expression)
  command1;
else
  command2;
```

The else is optional and assumes a latch or flip-flop depending on whether or not there was a clock statement. Code with multiple if and else entries can also be supported, as shown in the following example:

```
If (expression1)
  Command1;
else if (expression2)
  command2;
else if (expression3)
```
command3;
else
command4;

This example is synthesized as a priority if statement.

- If the first expression is found to be TRUE, the others are not evaluated.
- If unique or priority if-else statements are used, Vivado synthesis treats those as parallel_case and full_case, respectively.

**Case Statement**

The syntax for a case statement is:

```verilog
case (expression)
  value1: statement1;
  value2: statement2;
  value3: statement3;
  default: statement4;
endcase
```

The default statement inside a case statement is optional. The values are evaluated in order, so if both value1 and value3 are true, statement1 is performed.

In addition to case, there are also the casex and casez statements. These let you handle don’t cares in the values (casex) or 3-state conditions in the values (casez).

If unique or priority case statements are used, Vivado synthesis treats those as parallel_case and full_case respectively.

**Loop Statements**

Several types of loops that are supported in Vivado synthesis and SystemVerilog. One of the most common is the for loop. Following is the syntax:

```verilog
for (initialization; expression; step)
  statement;
```

A for loop starts with the initialization, then evaluates the expression. If the expression evaluates to 0, it stops, else if the expression evaluates to 1, it continues with the statement. When it is done with the statement, it executes the step function.

- A repeat loop works by performing a function a stated number of times. Following is the syntax:

  ```verilog
  repeat (expression)
  statement;
  ```
This syntax evaluates the expression to a number, then executes the statement the specified number of times.

- The **for-each** loop executes a statement for each element in an array.
- The **while** loop takes an expression and a statement and executes the statement until the expression is false.
- The **do-while** loop performs the same function as the while loop, but instead it tests the expression after the statement.
- The **forever** loop executes all the time. To avoid infinite loops, use it with the break statement to get out of the loop.

## Tasks and Functions

### Tasks

The syntax for a **task** declaration is:

```plaintext
task name (ports);
[optional declarations];
statements;
endtask
```

Following are the two types of tasks:

- **Static task**: Declarations retain their previous values the next time the task is called.
- **Automatic task**: Declarations do not retain previous values.

**CAUTION!** Be careful when using these tasks; Vivado synthesis treats all tasks as automatic.

Many simulators default to static tasks if the static or automatic is not specified, so there is a chance of simulation mismatches. The way to specify a task as automatic or static is the following:

```plaintext
task automatic my_mult... //or
task static my_mult ...
```

### Functions (Automatic and Static)

Functions are similar to tasks, but return a value. The format for a function is:

```plaintext
function data_type function_name(inputs);
declarations;
statements;
```
The final function_name is optional but does make the code easier to read. Because the function returns a value, it must either have a return statement or specifically state the function name:

    function_name = ....

Like tasks, functions can also be automatic or static.

**CAUTION!** Vivado synthesis treats all functions as automatic. However, some simulators might behave differently. Be careful when using these functions with third-party simulators.

---

### Modules and Hierarchy

Using modules in SystemVerilog is very similar to Verilog, and includes additional features as described in the following subsections.

#### Connecting Modules

There are three main ways to instantiate and connect modules:

- The first two are by ordered list and by name, as in Verilog.
- The third is by named ports.

If the names of the ports of a module match the names and types of signals in an instantiating module, the lower-level module can by hooked up by name. For example:

```verilog
module lower (  
    output [4:0] myout;  
    input clk;  
    input my_in;  
    input [1:0] my_in2;  
    ...  
    endmodule  
endmodule  
//in the instantiating level.  
lower my_inst (.myout, .clk, .my_in, .my_in2);
```
Connecting Modules with Wildcard Ports

You can use wildcards when connecting modules. For example, from the previous example:

```
// in the instantiating module
lower my_inst (.*);
```

This connects the entire instance, as long as the upper-level module has the correct names and types.

In addition, these can be mixed and matched. For example:

```
lower my_inst (.myout(my_sig), .my_in(din), .*);
```

This connects the `myout` port to a signal called `my_sig`, the `my_in` port to a signal called `din` and `clk` and `my_in2` is hooked up to the `clk` and `my_in2` signals.

Interfaces

Interfaces provide a way to specify communication between blocks. An interface is a group of nets and variables that are grouped together for the purpose of making connections between modules easier to write.

The syntax for a basic interface is:

```
interface interface_name;
parameters and ports;
items;
endinterface : interface_name
```

The `interface_name` at the end is optional but makes the code easier to read. For an example, see the following code:

```
module bottom1 (input clk,
               input [9:0] d1,d2,
               input s1,
               input [9:0] result,
               output logic sel,
               output logic [9:0] data1, data2,
               output logic equal);
```

//logic//
module bottom2 (input clk, input sel, input [9:0] data1, data2, output logic [9:0] result);

//logic/
endmodule

module top (input clk, input s1, input [9:0] d1, d2, output equal);

logic [9:0] data1, data2, result;
logic sel;

bottom1 u0 (clk, d1, d2, s1, result, sel, data1, data2, equal);
bottom2 u1 (clk, sel, data1, data2, result);
endmodule

The previous code snippet instantiates two lower-level modules with some signals that are common to both.

These common signals can all be specified with an interface:

interface my_int
logic sel;
logic [9:0] data1, data2, result;
endinterface : my_int
Then, in the two bottom-level modules, you can change to:

```verbatim
module bottom1 (  
  my_int int1,  
  input clk,  
  input [9:0] d1, d2,  
  input s1,  
  output logic equal);  
and:
module bottom2 (  
  my_int int1,  
  input clk);
```

Inside the modules, you can also change how you access sel, data1, data2, and result. This is because, according to the module, there are no ports of these names.

Instead, there is a port called my_int. This requires the following change:

```verbatim
if (sel)  
  result <= data1;  
to:  
if (int1.sel)  
  int1.result <= int1.data1;
```

Finally, in the top-level module, the interface must be instantiated, and the instances reference the interface:

```verbatim
module top(  
  input clk,  
  input s1,  
  input [9:0] d1, d2,  
  output equal);  
my_int int3();  //instantiation
```

```verbatim
bottom1 u0 (int3, clk, d1, d2, s1, equal);  
bottom2 u1 (int3, clk);  
endmodule
```

**Modports**

In the previous example, the signals inside the interface are no longer expressed as inputs or outputs. Before the interface was added, the port sel was an output for bottom1 and an input for bottom2.
After the interface is added, that is no longer clear. In fact, the Vivado synthesis engine does not issue a warning that these are now considered bidirectional ports, and in the netlist generated with hierarchy, these are defined as *inouts*. This is not an issue with the generated logic, but it can be confusing.

To specify the direction, use the `modport` keyword, as shown in the following code snippet:

```verilog
interface my_int;
    logic sel;
    logic [9:0] data1, data2, result;

    modport b1 (input result, output sel, data1, data2);
    modport b2 (input sel, data1, data2, output result);
endinterface : my_int
```

Then, in the bottom modules, use when declared:

```verilog
module bottom1 (my_int.b1 int1,
my_int.b2 int2,
```

This correctly associates the inputs and outputs.

### Miscellaneous Interface Features

In addition to signals, there can also be tasks and functions inside the interface. This lets you create tasks specific to that interface. Interfaces can be parameterized. In the example above, `data1` and `data2` were both 10-bit vectors, but you can modify those interfaces to be any size depending on a parameter that is set.

### Packages

Packages provide an additional way to share different constructs. They have similar behavior to VHDL packages. Packages can contain functions, tasks, types, and enums. The syntax for a package is:

```verilog
package package_name;
    items
endpackage : package_name
```

The final `package_name` is not required, but it makes code easier to read. Packages are then referenced in other modules by the `import` command.

Following is the syntax:

```verilog
import package_name::item or *
```

The `import` command must include items from the package to import or must specify the whole package.
Chapter 4

HDL Coding Techniques

Introduction

Hardware Description Language (HDL) coding techniques let you:

- Describe the most common functionality found in digital logic circuits.
- Take advantage of the architectural features of Xilinx® devices.
- Templates are available from the Vivado® Integrated Design Environment (IDE). To access the templates, in the Window Menu, select Language Templates.

Coding examples are included in this chapter. You can also find the coding example files at https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

Advantages of VHDL

- Enforces stricter rules, in particular strongly typed, less permissive and error-prone
- Initialization of RAM components in the HDL source code is easier (Verilog initial blocks are less convenient)
- Package support
- Custom types
- Enumerated types
- No reg versus wire confusion

Advantages of Verilog

- C-like syntax
- More compact code
- Block commenting
- No heavy component instantiation as in VHDL
Advantages of SystemVerilog

- More compact code compared to Verilog
- Structures, Unions, enumerated types for better scalability
- Interfaces for higher level of abstraction
- Supported in Vivado synthesis

Flip-Flops, Registers, and Latches

Vivado synthesis recognizes Flip-Flops, Registers with the following control signals:

- Rising or falling-edge clocks
- Asynchronous Set/Reset
- Synchronous Set/Reset
- Clock Enable

Flip-Flops, Registers and Latches are described with:

- sequential process (VHDL)
- always block (Verilog)
- always_ff for Flip Flops, always_latch for Latches (SystemVerilog)

The process or always block sensitivity list should list:

- The clock signal
- All asynchronous control signals

Flip-Flops and Registers Control Signals

Flip-Flops and Registers control signals include:

- Clocks
- Asynchronous and synchronous set and reset signals
- Clock enable
Coding Guidelines

- Do not set or reset Registers asynchronously.
  - Control set remapping becomes impossible.
  - Sequential functionality in device resources such as block RAM components and DSP blocks can be set or reset synchronously only.
  - You will be unable to leverage device resources, or they will be configured sub-optimally.
- Do not describe Flip-Flops with both a set and a reset.
  - No Flip-Flop primitives feature both a set and a reset, whether synchronous or asynchronous.
  - Flip-Flop primitives featuring both a set and a reset may adversely affect area and performance.
- Avoid operational set/reset logic whenever possible. There may be other, less expensive, ways to achieve the desired effect, such as taking advantage of the circuit global reset by defining an initial content.
- Always describe the clock enable, set, and reset control inputs of Flip-Flop primitives as active-High. If they are described as active-Low, the resulting inverter logic will penalize circuit performance.

Flip-Flops and Registers Inference

Vivado synthesis infers four types of register primitives depending on how the hdl code is written:

- FDCE: D-Flip Flop with Clock Enable and Asynchronous Clear
- FDPE: D Flip Flop with Clock Enable and Asynchronous Preset
- FDSE: D Flip flop with Clock Enable and Synchronous Set
- FDRE: D Flip flop with Clock Enable and Synchronous Reset

Flip-Flops and Registers Initialization

To initialize the content of a Register at circuit power-up, specify a default value for the signal during declaration.
Flip-Flops and Registers Reporting

- Registers are inferred and reported during HDL synthesis.
- The number of Registers inferred during HDL synthesis might not precisely equal the number of Flip-Flop primitives in the Design Summary section.
- The number of Flip-Flop primitives depends on the following processes:
  - Absorption of Registers into DSP blocks or block RAM components
  - Register duplication
  - Removal of constant or equivalent Flip-Flops

Flip-Flops and Registers Reporting Example

-----------------------------------------------------------------------------------
RTL Component Statistics
-----------------------------------------------------------------------------------
Detailed RTL Component Info :
  +---Registers :
        8 Bit    Registers := 1

Report Cell Usage:
  --------------
     |Cell|Count
  --------------
        3  |FDCE|  8
  --------------

Flip-Flops and Registers Coding Examples

The following subsections provide VHDL and Verilog examples of coding for Flip-Flops and registers.

You can also find the coding example files at https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip
Chapter 4: HDL Coding Techniques

Flip-Flops and Registers VHDL Coding Example

-- Flip-Flop with
-- Rising-edge Clock
-- Active-high Synchronous Clear
-- Active-high Clock Enable
-- File: HDL_Coding_Techniques/registers/registers_1.vhd
library IEEE;
use IEEE.std_logic_1164.all;

entity top is
  port (  
    clr, ce, clk : in  std_logic;
    d_in         : in std_logic_vector(7 downto 0);
    dout             : out std_logic_vector(7 downto 0));
end entity top;
architecture rtl of top is
begin
  process (clk) is
  begin
    if clr = '1' then 
      dout <= "00000000";
    elsif rising_edge(clk) then
      if ce = '1' then
        dout <= d_in;
      end if;
    end if;
  end process;
end architecture rtl;

Flip-Flops and Registers Verilog Coding Example

//
// 8-bit Register with
// Rising-edge Clock
// Active-high Synchronous Clear
// Active-high Clock Enable
// File: HDL_Coding_Techniques/registers/registers_1.v
//
module top(d_in,ce,clk,clr,dout);
  input [7:0] d_in;
  input ce;
  input clk;
  input clr;
  output [7:0] dout;
  reg [7:0] d_reg;

  always @ (posedge clk)
  begin

if(clr)
    d_reg <= 8'b0;
else if(ce)
    d_reg <= d_in;
end
assign dout = d_reg;
endmodule

---

Latches

Code examples are located at: Latches Reporting

- The Vivado log file reports the type and size of recognized Latches.
- Inferred Latches are often the result of HDL coding mistakes, such as incomplete if or case statements.
- Vivado synthesis issues a warning for the instance shown in the reporting example below. This warning allows you to verify that the inferred Latch functionality was intended.

**Latches Reporting Example**

```
==================================================================================================
*                     Vivado.log                                        *
==================================================================================================
WARNING: [Synth 8-327] inferring latch for variable 'Q_reg'
```

**Latches Coding Examples**

The following subsections provide VHDL and Verilog coding examples for latches with positive gates and asynchronous resets.
Latch With Positive Gate and Asynchronous Reset VHDL Coding Example

-- Latch with Positive Gate and Asynchronous Reset
-- File: HDL_Coding_Techniques/latches/latches.vhd
library ieee;
use ieee.std_logic_1164.all;

entity latches is
port(G, D, CLR : in std_logic;
Q : out std_logic);
end latches;

architecture archi of latches is begin
process (CLR, D, G)
begin
  if (CLR='1') then
    Q <= '0';
  elsif (G='1') then
    Q <= D;
  end if;
end process;
end archi;
3-states

• 3-state buffers are usually modeled by:
  ° A signal
  ° An if-else construct
• This applies whether the buffer drives:
  ° An internal bus, or
  ° An external bus on the board on which the device resides
• The signal is assigned a high impedance value in one branch of the if-else

You can also find the coding example files at https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

3-states Implementation

Inferred 3-state buffers are implemented with different device primitives when driving an:

• Internal bus (BUFT)
  ° A BUFT inferred is converted automatically to a logic realized in LUTs by Vivado synthesis
  ° When an internal Bus inferring a BUFT is driving an output of the top module Vivado synthesis is inferring an OBUF
• External pin of the circuit (OBUFT)
3-states Reporting

3-state buffers are inferred and reported during synthesis.

3-state Reporting Example

=========================================================================
|                          Vivado log file                             |
=========================================================================
Report Cell Usage:

<table>
<thead>
<tr>
<th>Cell</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBUFT</td>
<td>1</td>
</tr>
</tbody>
</table>

=========================================================================

3-states Coding Examples

The following subsections provide VHDL and Verilog coding examples for 3-state.

You can also find the coding example files at

3-state Description Using Concurrent Assignment

-- Tristate Description Using Concurrent Assignment
-- File: HDL_Coding_Techniques/tristates/tristates_2.vhd
library ieee;
use ieee.std_logic_1164.all;

entity three_st_2 is
   port(T : in  std_logic;
        I : in  std_logic;
        O : out std_logic);
end three_st_2;

architecture archi of three_st_2 is
begin
   O <= I when (T='0') else 'Z';
end archi;
3-state Description using Combinatorial Process Implemented with OBUF

-- Tristate Description Using Combinatorial Process
-- Implemented with an OBUF (internal buffer)
--
-- File: HDL_Coding_Techniques/tristates/tristates_3.vhd

library ieee;
use ieee.std_logic_1164.all;

entity example is
  generic (    
    WIDTH : integer := 8
  );
  port (    
    T  : in  std_logic;
    I  : in  std_logic_vector(WIDTH-1 downto 0);
    O  : out std_logic_vector(WIDTH-1 downto 0));
end example;

architecture archi of example is

  signal S : std_logic_vector(WIDTH-1 downto 0);

begin

  process (I, T)
  begin
    if (T = '1') then
      S <= I;
    else
      S <= (others => 'Z');
    end if;
  end process;

  O <= not(S);

end archi;
3-state Description Using Combinatorial Process VHDL Coding Example

--
-- Tristate Description Using Combinatorial Process
-- Implemented with an OBUFT (IO buffer)
--
-- File: HDL_Coding_Techniques/tristates/tristates_1.vhd
--
library ieee;
use ieee.std_logic_1164.all;

entity three_st_1 is
  port(T : in  std_logic;
       I : in  std_logic;
       O : out std_logic);
end three_st_1;

architecture archi of three_st_1 is

  process (I, T)
  begin
    if (T='0') then
      O <= I;
    else
      O <= 'Z';
    end if;
  end process;

end archi;

3-state Description Using Combinatorial Always Block Verilog Coding Example

```
//
// Tristate Description Using Combinatorial Always Block
//
// File: HDL_Coding_Techniques/tristates/tristates_1.v
//
module v_three_st_1 (T, I, O);
  input  T, I;
  output O;
  reg    O;

  always @(T or I)
    begin
      if (~T)
        O = I;
      else
        O = 1'bZ;
    end
endmodule
```

Shift Registers

A Shift Register is a chain of Flip-Flops allowing propagation of data across a fixed (static) number of latency stages. In contrast, in Dynamic Shift Registers, the length of the propagation chain varies dynamically during circuit operation.

You can also find the coding example files at


Static Shift Register Elements

A static Shift Register usually involves:

- A clock
- An optional clock enable
- A serial data input
- A serial data output
Shift Registers SRL-Based Implementation

Vivado synthesis implements inferred Shift Registers on SRL-type resources such as:

- SRL16E
- SRLC32E

Depending on the length of the Shift Register, Vivado synthesis does one of the following:

- Implements it on a single SRL-type primitive
- Takes advantage of the cascading capability of SRLC-type primitives
- Attempts to take advantage of this cascading capability if the rest of the design uses some intermediate positions of the Shift Register

Shift Registers Coding Examples

The following subsections provide VHDL and Verilog coding examples for shift registers.

32-Bit Shift Register VHDL Coding Example One

This coding example uses the concatenation coding style.

```vhdl
--  32-bit Shift Register
--  Rising edge clock
--  Active high clock enable
--  Concatenation-based template
--  File: 
HDL_Coding_Techniques/shift_registers/shift_registers_0.vhd

library ieee;
use ieee.std_logic_1164.all;
entity shift_registers_0 is
generic (DEPTH : integer := 32);
port (clk: in std_logic;
clken : in std_logic;
SI: in std_logic;
SO: out std_logic);
end shift_registers_0;
architecture archi of shift_registers_0 is
signal shreg: std_logic_vector(DEPTH-1 downto 0);
begin
```
process (clk) 
begin 
    if rising_edge(clk) then 
        if clken = '1' then 
            shreg <= shreg(DEPTH-2 downto 0) & SI; 
        end if; 
    end if; 
end process; 
SO <= shreg(DEPTH-1); 
end archi;

32-Bit Shift Register VHDL Coding Example Two

The same functionality can also be described as follows:

-- 32-bit Shift Register
-- Rising edge clock
-- Active high clock enable
-- for loop-based template
-- File:
HDL_Coding_Techniques/shift_registers/shift_registers_1.vhd

library ieee;
use ieee.std_logic_1164.all;
entity shift_registers_1 is
    generic ( 
        DEPTH : integer := 32 
    );
    port ( 
        clk: in std_logic;
        clken : in std_logic;
        SI: in std_logic;
        SO: out std_logic 
    );
end shift_registers_1;

architecture archi of shift_registers_1 is
signal shreg: std_logic_vector(DEPTH-1 downto 0);
begin
process (clk)
begin
    if rising_edge(clk) then 
        if clken = '1' then 
            for i in 0 to DEPTH-2 loop 
                shreg(i+1) <= shreg(i);
            end loop;
            shreg(0) <= SI;
        end if;
    end if;
end process;
SO <= shreg(DEPTH-1); 
end archi;
32-Bit Shift Register Verilog Coding Example One

This coding example uses a concatenation to describe the Register chain.

```verilog
// 8-bit Shift Register
// Rising edge clock
// Active high clock enable
// Concatenation-based template
//
// File: HDL_Coding_Techniques/shift_registers/shift_registers-0.v

module v_shift_registers_0 (clk, clken, SI, SO);
parameter WIDTH = 32;
input clk, clken, SI;
output SO;
reg[WIDTH-1:0] shreg;

always @(posedge clk)
begin
    if (clken)
        shreg = {shreg[WIDTH-2:0], SI};
end

assign SO = shreg[WIDTH-1];
endmodule
```

8-Bit Shift Register Verilog Coding Example Two

```verilog
// 32-bit Shift Register
// Rising edge clock
// Active high clock enable
// For-loop based template
// Download:
// File: HDL_Coding_Techniques/shift_registers/shift_registers_1.v

module v_shift_registers_1 (clk, clken, SI, SO);
parameter WIDTH = 32;
input clk, clken, SI;
output SO;
reg[WIDTH-1:0] shreg;
```
integer i;
always @(posedge clk)
begin
  if (clken)
  begin
    for (i = 0; i < WIDTH-1; i = i+1)
      shreg[i+1] <= shreg[i];
    shreg[0] <= SI;
  end
end
assign SO = shreg[WIDTH-1];
endmodule

SRL Based Shift Registers Reporting

<table>
<thead>
<tr>
<th>Cell</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRLC32E</td>
<td>1</td>
</tr>
</tbody>
</table>

Dynamic Shift Registers

A Dynamic Shift Register is a Shift Register the length of which can vary dynamically during circuit operation.

A Dynamic Shift Register can be seen as:

- A chain of Flip-Flops of the maximum length that it can accept during circuit operation.
- A Multiplexer that selects, in a given clock cycle, the stage at which data is to be extracted from the propagation chain.

The Vivado synthesis tool can infer Dynamic Shift Registers of any maximal length.
Vivado synthesis tool can implement Dynamic Shift Registers optimally using the SRL-type primitives available in the device family.

Dynamic Shift Registers

The following subsections provide VHDL and Verilog coding examples for dynamic shift registers. You can also find the coding example files at https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

32-Bit Dynamic Shift Registers VHDL Coding Example

```vhdl
-- 32-bit dynamic shift register.
-- File:
HDL_Coding_Techniques/dynamic_shift_registers/dynamic_shift_registers_1.vhd
-- 32-bit dynamic shift register.
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_unsigned.all;

entity dynamic_shift_register is

    generic (  
        DEPTH : integer := 32;
        SEL_WIDTH : integer := 5
    );
```
port(
    CLK : in std_logic;
    SI  : in std_logic;
    CE  : in std_logic;
    A   : in std_logic_vector(SEL_WIDTH-1 downto 0);
    DO  : out std_logic
);

end dynamic_shift_register;

architecture rtl of dynamic_shift_register is

    type SRL_ARRAY is array (DEPTH-1 downto 0) of std_logic;
    signal SRL_SIG : SRL_ARRAY;

begin
    process (CLK)
    begin
        if rising_edge(CLK) then
            if CE = '1' then
                SRL_SIG <= SRL_SIG(DEPTH-2 downto 0) & SI;
            end if;
        end if;
    end process;

    DO <= SRL_SIG(conv_integer(A));

end rtl;

**32-Bit Dynamic Shift Registers Verilog Coding Example**

// 32-bit dynamic shift register.
// Download:
// File:
// HDL_Coding_Techniques/dynamic_shift_registers/dynamic_shift_registers_1.v

module dynamic_shift_register (CLK, CE, SEL, SI, DO);
parameter SELWIDTH = 5;
inputCLK, CE, SI;
input[SELWIDTH-1:0] SEL;
outputDO;

localparam DATAWIDTH = 2**SELWIDTH;
reg [DATAWIDTH-1:0] data;

assign DO = data[SEL];

always @(posedge CLK)
begin
  if (CE == 1'b1)
    data <= {data[DATAWIDTH-2:0], SI};
  end
endmodule

---

**Multipliers**

Vivado synthesis infers Multiplier macros from multiplication operators in the source code.

- The resulting signal width equals the sum of the two operand sizes. For example, multiplying a 16-bit signal by an 8-bit signal produces a result of 24 bits.

---

**RECOMMENDED:** If you do not intend to use all most significant bits of a device, Xilinx recommends that you reduce the size of operands to the minimum needed, especially if the Multiplier macro is implemented on slice logic.

---

**Multipliers Implementation**

Multiplier macros can be implemented on:

- Slice logic
- DSP blocks

The implementation choice is:

- Driven by the size of operands
- Aimed at maximizing performance

To force implementation of a Multiplier to slice logic or DSP block, set `USE_DSP48` attribute on the appropriate signal, entity, or module to either:

- no (slice logic)
- yes (DSP block)

**DSP Block Implementation**

When implementing a Multiplier in a single DSP block, Vivado synthesis tries to take advantage of the pipelining capabilities of DSP blocks. Vivado synthesis pulls up to two levels of Registers present:

- On the multiplication operands
- After the multiplication
When a Multiplier does not fit on a single DSP block, Vivado synthesis decomposes the macro to implement it. In that case, Vivado synthesis uses either of the following:

- Several DSP blocks
- A hybrid solution involving both DSP blocks and slice logic

Use the `KEEP` attribute to restrict absorption of Registers into DSP blocks. For example, if a Register is present on an operand of the multiplier, place `KEEP` on the output of the Register to prevent the Register from being absorbed into the DSP block. For more information on the `KEEP` attribute, see `KEEP`, page 42.

**Multipliers Coding Examples**

You can also find the coding example files at https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

**Unsigned 16x16-Bit Multiplier VHDL Coding Example**

```vhdl
-- Unsigned 16x16-bit Multiplier
-- File: HDL_Coding_Techniques/multipliers/multipliers1.vhd
--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity multipliers1 is generic (WIDTHA : integer := 16; WIDTHB : integer := 16);
port(
  A: in std_logic_vector(WIDTHA-1 downto 0);
  B: in std_logic_vector(WIDTHB-1 downto 0);
  RES : out std_logic_vector(WIDTHA+WIDTHB-1 downto 0));
end multipliers1;

architecture beh of multipliers1 is begin
  RES <= A * B;
end beh;
```
Unsigned 16x24-Bit Multiplier Verilog Coding Example

//
// Unsigned 16x24-bit Multiplier
// 1 latency stage on operands
// 3 latency stage after the multiplication
// File: HDL_Coding_Techniques/multipliers/multipliers2.v
//
module multipliers2 (clk, A, B, RES);

parameter WIDTHA = 16;
parameter WIDTHB = 24;
input clk;
input[WIDTHA-1:0] A;
input[WIDTHB-1:0] B;
output [WIDTHA+WIDTHB-1:0] RES;

reg[WIDTHA-1:0] rA;
reg[WIDTHB-1:0] rB;
reg[WIDTHA+WIDTHB-1:0] M [3:0];

integer i;
always @(posedge clk)
begin
    rA <= A;
    rB <= B;
    M[0] <= rA * rB;
    for (i = 0; i < 3; i = i+1)
        M[i+1] <= M[i];
end

assign RES = M[3];
endmodule

Multiply-Add and Multiply-Accumulate

The following macros are inferred:

- Multiply-Add
- Multiply-Sub
- Multiply-Add/Sub
- Multiply-Accumulate
The macros are inferred by aggregation of:

- A Multiplier
- An Adder/Subtractor
- Registers

**Multiply-Add and Multiply-Accumulate Implementation**

During Multiply-Add and Multiply-Accumulate implementation:

- Vivado synthesis can implement an inferred Multiply-Add or Multiply-Accumulate macro on DSP block resources.
- Vivado synthesis attempts to take advantage of the pipelining capabilities of DSP blocks.
- Vivado synthesis pulls up to:
  - Two register stages present on the multiplication operands.
  - One register stage present after the multiplication.
  - One register stage found after the Adder, Subtractor, or Adder/Subtractor.
  - One register stage on the add/sub selection signal.
  - One register stage on the Adder optional carry input.
- Vivado synthesis can implement a Multiply Accumulate in a DSP48 block if its implementation requires only a single DSP48 resource.
- If the macro exceeds the limits of a single DSP48:
  - Vivado synthesis processes it as two separate Multiplier and Accumulate macros.
  - Vivado synthesis makes independent decisions on each macro.

**Macro Implementation on DSP Block Resources**

Macro implementation on DSP block resources is inferred by default in Vivado synthesis.

- In default mode, Vivado synthesis:
  - Implements Multiply-Add and Multiply-Accumulate Macros.
  - Takes into account DSP block resources availability in the targeted device.
  - uses all available DSP resources.
  - Attempts to maximize circuit performance by leveraging all the pipelining capabilities of DSP blocks.
  - Scans for opportunities to absorb Registers into a Multiply-Add or Multiply-Accumulate macro.
Use the `KEEP` attribute to restrict absorption of Registers into DSP blocks. For example, to exclude a register present on an operand of the Multiplier from absorption into the DSP block, apply `KEEP` on the output of the register. For more information about the `KEEP` attribute, see `KEEP`, page 42.

**Multiply-Add and Multiply-Accumulate Coding Examples**

The following subsections provide VHDL and Verilog coding examples for multiply add and multiply accumulate functions.

You can also find the coding example files at [https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip](https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip)

**Fully Pipelined Streaming Multiply Accumulate VHDL Coding Example**

```vhdl
-- Signed 40-bit streaming accumulator with 16-bit inputs
-- File: HDL_Coding_Techniques/multipliers/multipliers3.vhd
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity macc is
  generic (SIZEIN  : natural := 16;
            SIZEOUT : natural := 40);
  port (clk, ce, sload : in  std_logic;
        a, b           : in  signed (SIZEIN-1 downto 0);
        accum_out      : out signed (SIZEOUT-1 downto 0));
end entity;

architecture rtl of macc is
  -- Declare registers for intermediate values
  signal a_reg, b_reg          : signed (SIZEIN-1 downto 0);
  signal sload_reg             : std_logic;
  signal mult_reg              : signed (2*SIZEIN-1 downto 0);
  signal adder_out, old_result : signed (SIZEOUT-1 downto 0);
begin
  process (adder_out, sload_reg)
  begin
    if sload_reg = '1' then
      old_result <= (others => '0');
    else
      -- 'sload' is now active (=low) and opens the accumulation loop.
      -- The accumulator takes the next multiplier output in
      -- the same cycle.
      old_result <= adder_out;
    end if;
  end process;

  process (clk, ce)
  begin
    if ce = '1' then
      a_reg <= a;
      b_reg <= b;
      sload_reg <= '0';
      mult_reg <= (a * b);
    end if;
  end process;

  process (adder_out, sload_reg)
  begin
    if sload_reg = '1' then
      old_result <= (others => '0');
    else
      -- 'sload' is now active (=low) and opens the accumulation loop.
      -- The accumulator takes the next multiplier output in
      -- the same cycle.
      old_result <= adder_out;
    end if;
  end process;

  process (sload_reg)
  begin
    if sload_reg = '1' then
      adder_out <= (a_reg * b_reg);
      old_result <= (others => '0');
      mult_reg <= (a_reg * b_reg);
    else
      adder_out <= (old_result + mult_reg);
    end if;
  end process;

  process (sload_reg)
  begin
    if sload_reg = '1' then
      adder_out <= (old_result + mult_reg);
      old_result <= (others => '0');
      mult_reg <= (a_reg * b_reg);
    else
      adder_out <= (old_result + mult_reg);
    end if;
  end process;
end architecture;
```


process (clk)
begin
    if rising_edge(clk) then
        if ce = '1' then
            a_reg <= a;
            b_reg <= b;
            mult_reg <= a_reg * b_reg;
            sload_reg <= sload;
            -- Store accumulation result into a register
            adder_out <= old_result + mult_reg;
        end if;
    end if;
end process;

-- Output accumulation result
accum_out <= adder_out;
end rtl;

Fully Pipelined Streaming Multiply Accumulate Verilog Coding Example

// Signed 40-bit streaming accumulator with 16-bit inputs
// File: HDL_Coding_Techniques/multipliers/multipliers4.v
module macc  # (parameter SIZEIN = 16, SIZEOUT = 40)
    (input clk, ce, sload,
     input signed [SIZEIN-1:0]  a, b,
     output signed [SIZEOUT-1:0] accum_out);

    // Declare registers for intermediate values
    reg signed [SIZEIN-1:0]  a_reg, b_reg;
    reg                      sload_reg;
    reg signed [2*SIZEIN:0]  mult_reg;
    reg signed [SIZEOUT-1:0] adder_out, old_result;

    always @(adder_out or sload_reg)
    if (sload_reg)
        old_result <= 0;
    else
        // 'sload' is now active (=low) and opens the accumulation loop.
        // The accumulator takes the next multiplier output in
        // the same cycle.
        old_result <= adder_out;

    always @(posedge clk)
    if (ce)
        begin


a_reg <= a;
b_reg <= b;
mult_reg <= a_reg * b_reg;
sload_reg <= sload;
// Store accumulation result into a register
adder_out <= old_result + mult_reg;
end

// Output accumulation result
assign accum_out = adder_out;
endmodule // macc

Complex Multiplier Example - VHDL

Fully pipelined complex multiplier using 3 DSP48 blocks.

You can also find the coding example files at
https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=
RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

-- Complex Multiplier (pr+i.pi) = (ar+i.ai)*(br+i.bi)
-- File: HDL_Coding_Techniques/multipliers/complex_multipliers1.vhd
--

library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity cmult is
  generic (AWIDTH : natural := 16;
            BWIDTH : natural := 16);
  port (clk    : in  std_logic;
         ar, ai : in  std_logic_vector(AWIDTH-1 downto 0);
         br, bi : in  std_logic_vector(BWIDTH-1 downto 0);
         pr, pi : out std_logic_vector(AWIDTH+BWIDTH downto 0));
end cmult;

architecture rtl of cmult is

  signal ai_d, ai_dd, ai_ddd, ai_dddd             : signed(AWIDTH-1
downto 0);
signal ar_d, ar_dd, ar_ddd, ar_dddd             : signed(AWIDTH-1
downto 0);
signal bi_d, bi_dd, bi_ddd, br_d, br_dd, br_dddd : signed(BWIDTH-1
downto 0);
signal addcommon                                : signed(AWIDTH
downto 0);


```vhdl
signal addr, addi : signed(BWIDTH downto 0);
signal mult0, multr, multi, pr_int, pi_int : signed(AWIDTH+BWIDTH downto 0);
signal common, commonr1, commonr2 : signed(AWIDTH+BWIDTH downto 0);

begin

process(clk)
begin
if rising_edge(clk) then
  ar_d   <= signed(ar);
  ar_dd  <= signed(ar_d);
  ai_d   <= signed(ai);
  ai_dd  <= signed(ai_d);
  br_d   <= signed(br);
  br_dd  <= signed(br_d);
  br_ddd <= signed(br_dd);
  bi_d   <= signed(bi);
  bi_dd  <= signed(bi_d);
  bi_ddd <= signed(bi_dd);
end if;
end process;

-- Common factor (ar - ai) x bi, shared for the calculations -- of the real and imaginary final products.

-- process(clk)
begin
if rising_edge(clk) then
  addcommon <= resize(ar_d, AWIDTH+1) - resize(ai_d, AWIDTH+1);
  mult0     <= addcommon * bi_dd;
  common    <= mult0;
end if;
end process;

-- Real product

-- process(clk)
begin
if rising_edge(clk) then
  ar_ddd   <= ar_dd;
  ar_dddd  <= ar_ddd;
  addr     <= resize(br_ddd, BWIDTH+1) - resize(bi_ddd, BWIDTH+1);
  multr    <= addr * ar_dddd;
  commonr1 <= common;
  pr_int   <= multr + commonr1;
end if;
end process;
```

-- Imaginary product
--
process(clk)
begin
  if rising_edge(clk) then
    ai_ddd <= ai_dd;
    ai_dddd <= ai_ddd;
    addi <= resize(br_ddd, BWIDTH+1) + resize(bi_ddd, BWIDTH+1);
    multi <= addi * ai_dddd;
    commonr2 <= common;
    pi_int <= multi + commonr2;
  end if;
end process;

--
-- VHDL type conversion for output
--
pr <= std_logic_vector(pr_int);
pi <= std_logic_vector(pi_int);

end rtl;

FIR Filters

Vivado synthesis infers cascades of multiply-add to compose FIR filters directly from RTL.

There are several possible implementations of such filters; one example is the systolic filter described in the 7 Series DSP48E1 Slice User Guide (UG479) [Ref 13] and shown in the "8-Tap Even Symmetric Systolic FIR" (Figure 3-6).

You can also find the coding example files at https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

8-Tap Even Symmetric Systolic FIR (Verilog - top -)

sfir_even_symmetric_systolic_top.v
module top #(parameter nbtap = 4, dsize = 16, psize = 2*dsize)
  (input clk, input signed [dsize-1:0] datain, output signed [2*dsize-1:0] firout);

  wire signed [dsize-1:0] h [nbtap-1:0];
  wire signed [dsize-1:0] arraydata [nbtap-1:0];
  wire signed [psize-1:0] arrayprod [nbtap-1:0];

  wire signed [dsize-1:0] shifterout;
reg signed [dsize-1:0] dataz [nbtap-1:0];

assign h[0] = 7;
assign h[1] = 14;
assign h[2] = -138;
assign h[3] = 129;

assign firout = arrayprod[nbtap-1]; // Connect last product to output

sfir_shifter #(dsize, nbtap) shifter_inst0 (clk, datain, shifterout);

generate
  genvar I;
  for (I=0; I<nbtap; I=I+1)
    if (I==0)
      sfir_even_symmetric_systolic_element #(dsize) fte_inst0
        (clk, h[I], datain, shifterout, {32{1'b0}}, arraydata[I], arrayprod[I]);
    else
      sfir_even_symmetric_systolic_element #(dsize) fte_inst
        (clk, h[I], arraydata[I-1], shifterout, arrayprod[I-1],
         arraydata[I], arrayprod[I]);
  endgenerate

dendmodule // top

8-Tap Even Symmetric Systolic FIR (Verilog - shifter -)

//sfir_shifter
(* dont_touch = "yes" *)
module sfir_shifter #(parameter dsize = 16, nbtap = 4)
  (input clk, [dsize-1:0] datain, output [dsize-1:0] dataout);

  (* srl_style = "srl_register" *) reg [dsize-1:0] tmp [0:2*nbtap-1];
  integer i;

  always @(posedge clk)
    begin
      tmp[0] <= datain;
      for (i=0; i<=2*nbtap-2; i=i+1)
        tmp[i+1] <= tmp[i];
    end

  assign dataout = tmp[2*nbtap-1];

dendmodule  // sfir_shifter
RAM HDL Coding Techniques

Vivado synthesis can interpret various ram coding styles, and maps them into Distributed RAMs or Block RAMs. This action:

- Makes it unnecessary to manually instantiate RAM primitives
- Saves time
- Keeps HDL source code portable and scalable

You can also find the coding example files at
Choosing Between Distributed RAM and Dedicated Block RAM

Data is written synchronously into the RAM for both types. The primary difference between distributed RAM and dedicated block RAM lies in the way data is read from the RAM. See the following table.

Table 4-1: Distributed RAM versus Dedicated Block RAM

<table>
<thead>
<tr>
<th>Action</th>
<th>Distributed RAM</th>
<th>Dedicated Block RAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Write</td>
<td>Synchronous</td>
<td>Synchronous</td>
</tr>
<tr>
<td>Read</td>
<td>Asynchronous</td>
<td>Synchronous</td>
</tr>
</tbody>
</table>

Whether to use distributed RAM or dedicated block RAM can depend upon:

- The characteristics of the RAM you have described in the HDL source code
- Whether you have forced a specific implementation style using `ram_style` attribute. See `RAM_STYLE, page 47.` for more information.
- Availability of block RAM resources

Memory Inference Capabilities

Memory inference capabilities include the following.

- Support for any size and data width. Vivado synthesis maps the memory description to one or several RAM primitives
- Single-port, simple-dual port, true dual port
- Up to two write ports
- Multiple read ports

Provided that only one write port is described, Vivado synthesis can identify RAM descriptions with two or more read ports that access the RAM contents at addresses different from the write address.

- Write enable
- RAM enable (block RAM)
- Data output reset (block RAM)
- Optional output register (block RAM)
- Byte write enable (block RAM)
- Each RAM port can be controlled by its distinct clock, port enable, write enable, and data output reset
- Initial contents specification
• Vivado synthesis can use parity bits as regular data bits in order to accommodate the
described data widths

Note: For more information on parity bits see the user guide for the device you are targeting.

---

RAM HDL Coding Guidelines

RAM HDL coding guidelines include:

• Block RAM Read and Write Synchronization modes
• Distributed RAM examples
• Single port ram coding example
  • Read first mode
  • Write first mode
  • No change mode
• Simple Dual port ram coding example
  • Single clock
  • Dual clock
• True Dual port ram coding example
  • Single clock
  • Dual clock
• Byte wide write enable coding example

Block RAM Read/Write Synchronization Modes

You can configure Block RAM resources to provide the following synchronization modes for
a given read/write port:

• Read-first: Old content is read before new content is loaded
• Write-first: New content is immediately made available for reading Write-first is also
  known as read-through
• No-change: Data output does not change as new content is loaded into RAM

Vivado synthesis provides inference support for all of these synchronization modes. You can
describe a different synchronization mode for each port of the RAM.
Distributed RAM Examples

The following sections provide VHDL and Verilog coding examples for distributed RAM.

You can also find the coding example files at https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

**Single-Port RAM with Asynchronous Read VHDL Coding Example**

```vhdl
-- Single-Port RAM with Asynchronous Read (Distributed RAM)
--
-- File: HDL_Coding_Techniques/rams/rams_04.vhd
--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity rams_04 is
    port (clk : in std_logic;
        we : in std_logic;
        a: in std_logic_vector(5 downto 0);
        di : in std_logic_vector(15 downto 0);
        do : out std_logic_vector(15 downto 0));
end rams_04;

architecture syn of rams_04 is
    type ram_type is array (63 downto 0) of std_logic_vector (15 downto 0);
    signal RAM : ram_type;
begin
    process (clk)
    begin
        if (clk'event and clk = '1') then
            if (we = '1') then
                RAM(conv_integer(a)) <= di;
            end if;
        end if;
    end process;
    do <= RAM(conv_integer(a));
end syn;
```
Dual-Port RAM with Asynchronous Read Verilog Coding Example

// Dual-Port RAM with Asynchronous Read (Distributed RAM)
// File: HDL_Coding_Techniques/rams/rams_09.v

module v_rams_09 (clk, we, a, dpra, di, spo, dpo);

input clk;
input we;
input [5:0] a;
input [5:0] dpra;
input [15:0] di;
output [15:0] spo;
output [15:0] dpo;
reg[15:0] ram[63:0];

always @(posedge clk) begin if (we)
    ram[a] <= di;
end

assign spo = ram[a];
assign dpo = ram[dpra];
endmodule

Single-Port Block RAMs

Single-Port Block RAM Read-First Mode VHDL Coding Example

-- Single-Port RAM with Asynchronous Read (Distributed RAM)
-- File: HDL_Coding_Techniques/rams/rams_04.vhd
--

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity rams_04 is
port (clk : in std_logic;
    we : in std_logic;
    a : in std_logic_vector(5 downto 0);
    di : in std_logic_vector(15 downto 0);
    do : out std_logic_vector(15 downto 0));
end rams_04;
architecture syn of rams_04 is
  type ram_type is array (63 downto 0) of std_logic_vector (15 downto 0);
  signal RAM : ram_type;
begin

  process (clk)
  begin
    if (clk'event and clk = '1') then
      if (we = '1') then
        RAM(conv_integer(a)) <= di;
      end if;
    end if;
  end process;

  do <= RAM(conv_integer(a));
end syn;

**Single-Port Block RAM Write-First Mode VHDL Coding Example**

```
-- Single-Port Block RAM Write-First Mode (recommended template)
--
-- File: HDL_Coding_Techniques/rams/rams_02.vhd
--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity rams_02a is
  port (clk : in std_logic;
        we: in std_logic;
        en: in std_logic;
        addr : in std_logic_vector(9 downto 0);
        di: in std_logic_vector(15 downto 0);
        do: out std_logic_vector(15 downto 0));
end rams_02a;

architecture syn of rams_02 is
  type ram_type is array (1023 downto 0) of std_logic_vector (15 downto 0);
  signal RAM : ram_type;
begin
  process (clk)
  begin
    if clk'event and clk = '1' then
      if en = '1' then
        if we = '1' then
          RAM(conv_integer(addr)) <= di;
        end if;
      end if;
    end if;
  end process;

  do <= RAM(conv_integer(addr));
end syn;
```
do <= di;
else
  do <= RAM(conv_integer(addr));
end if;
end if;
end if;
end process;
end syn;

Single-Port Block RAM Write-First Mode Verilog Coding Example

// Single-Port Block RAM Write-First Mode (recommended template)
//
// File: HDL_Coding_Techniques/rams/rams_02a.v
//
module v_rams_02a (clk, we, en, addr, di, do);

input clk;
input we;
input en;
input [9:0] addr;
input [15:0] di;
output [15:0] do;
reg[15:0] RAM [1023:0];
reg[15:0] do;

always @(posedge clk)
begin
  if (en)
  begin
    if (we)
    begin
      RAM[addr] <= di;
      do <= di;
    end
    else
      do <= RAM[addr];
  end
end
endmodule
Single-Port Block RAM No-Change Mode VHDL Coding Example

```vhdl
-- Single-Port Block RAM No-Change Mode
-- File: HDL_Coding_Techniques/rams/rams_03.vhd
--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity rams_03 is
  port (clk : in std_logic;
         we: in std_logic;
         en: in std_logic;
         addr : in std_logic_vector(9 downto 0);
         di: in std_logic_vector(15 downto 0);
         do: out std_logic_vector(15 downto 0));
end rams_03;

architecture syn of rams_03 is
  type ram_type is array (1023 downto 0) of std_logic_vector (15 downto 0);
  signal RAM : ram_type;
begin
  process (clk)
  begin
    if clk'event and clk = '1' then
      if en = '1' then
        if we = '1' then
          RAM(conv_integer(addr)) <= di;
        else
          do <= RAM(conv_integer(addr));
        end if;
      end if;
    end if;
  end process;
end syn;
```
Single-Port Block RAM No-Change Mode Verilog Coding Example

// Single-Port Block RAM No-Change Mode
// // File: HDL_Coding_Techniques/rams/rams_03.v
//
module v_rams_03 (clk, we, en, addr, di, do);

input clk;
input we;
input en;
input [9:0] addr;
inout [15:0] di;
output [15:0] do;

reg[15:0] RAM [1023:0];
reg[15:0] do;

always @(posedge clk)
begin
  if (en)
    begin
      if (we)
        RAM[addr] <= di;
      else
        do <= RAM[addr];
    end
end
endmodule

Simple Dual-Port Block RAM Examples

Simple Dual-Port Block RAM with Single Clock VHDL Coding Example

-- Simple Dual-Port Block RAM with Single Clock
-- Correct Modelization with a Shared Variable
-- -- File: HDL_Coding_Techniques/rams/simple_dual_one_clock.vhd
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_unsigned.all;

entity simple_dual_one_clock is
  port(clk : in std_logic;
en_a: in std_logic;
en_b: in std_logic;
...
wea: in std_logic;
addra : in std_logic_vector(9 downto 0);
addrb : in std_logic_vector(9 downto 0);
dia: in std_logic_vector(15 downto 0);
dob: out std_logic_vector(15 downto 0));
end simple_dual_one_clock;

architecture syn of simple_dual_one_clock is
type ram_type is array (1023 downto 0) of std_logic_vector(15 downto 0);
shared variable RAM : ram_type;
begin

process (clk)
begin
if clk'event and clk = '1' then
if ena = '1' then
if wea = '1' then
  RAM(conv_integer(addra)) := dia;
end if;
end if;
end if;
end process;

process (clk)
begin
if clk'event and clk = '1' then
if enb = '1' then
  dob <= RAM(conv_integer(addrb));
end if;
end if;
end process;
end syn;

Simple Dual-Port Block RAM with Single Clock Verilog Coding Example

// Simple Dual-Port Block RAM with One Clock
//
// File: HDL_Coding_Techniques/rams/simple_dual_one_clock.v
//
module simple_dual_one_clock (clk,ena,enb,wea,addra,addrb,dia,dob);

input clk,ena,enb,wea;
input [9:0] addra,addrb;
input [15:0] dia;
output [15:0] dob;
reg[15:0] ram [1023:0];
reg[15:0] doa,dob;
always @(posedge clk) begin
  if (ena) begin
    if (wea)
      ram[addra] <= dia;
  end
end

always @(posedge clk) begin
  if (enb)
    dob <= ram[addrb];
end
endmodule

**Simple Dual-Port Block RAM with Dual Clocks VHDL Coding Example**

-- Simple Dual-Port Block RAM with Two Clocks
-- Correct Modelization with a Shared Variable
--
-- File: HDL_Coding_Techniques/rams/simple_dual_two_clocks.vhd
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_unsigned.all;

entity simple_dual_two_clocks is
  port(clka : in std_logic;
       clkb : in std_logic;
       ena: in std_logic;
       enb: in std_logic;
       wea: in std_logic;
       addra : in std_logic_vector(9 downto 0);
       addrb : in std_logic_vector(9 downto 0);
       dia : in std_logic_vector(15 downto 0);
       dob: out std_logic_vector(15 downto 0));
end simple_dual_two_clocks;

architecture syn of simple_dual_two_clocks is
  type ram_type is array (1023 downto 0) of std_logic_vector(15 downto 0);
  shared variable RAM : ram_type;
begin
  process (clka)
  begin
    if clka'event and clka = '1' then
      if ena = '1' then
        if wea = '1' then
          RAM(conv_integer(addra)) := dia;
        end if
      end if
    end if
  end process
end
end if;
end if;
end if;
end process;

process (clkb)
begin
if clkb'event and clkb = '1' then
  if enb = '1' then
    dob <= RAM(conv_integer(addrb));
  end if;
end if;
end process;

end syn;
Simple Dual-Port Block RAM with Dual Clocks Verilog Coding Example

// Simple Dual-Port Block RAM with Two Clocks
// File: HDL_Coding_Techniques/rams/simple_dual_two_clocks.v
module simple_dual_two_clocks
(clka, clkb, ena, enb, wea, addra, addrb, dia, dob);

input clka, clkb, ena, enb, wea;
input [9:0] addra, addrb;
input [15:0] dia;
output [15:0] dob;
reg[15:0] ram[1023:0];
reg[15:0] dob;

always @(posedge clka) begin if (ena)
    begin
        if (wea)
            ram[addra] <= dia;
        end
    end
always @(posedge clkb) begin if (enb)
    begin
        dob <= ram[addrb];
    end
endmodule

True Dual-Port Block RAM Examples

You can also find the coding example files at

Dual-Port Block RAM with Two Write Ports VHDL Coding Example

-- Dual-Port Block RAM with Two Write Ports
-- Correct Modelization with a Shared Variable
--
-- File: HDL_Coding_Techniques/rams/rams_16b.vhd
library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_unsigned.all;

entity rams_16b is
port(clka : in std_logic;
clkb : in std_logic;

ena: in std_logic;
enb: in std_logic;
wea: in std_logic;
web: in std_logic;
addra : in std_logic_vector(9 downto 0);
addrb : in std_logic_vector(9 downto 0);
dia: in std_logic_vector(15 downto 0);
dib: in std_logic_vector(15 downto 0);
doa: out std_logic_vector(15 downto 0);
dob: out std_logic_vector(15 downto 0));
end rams_16b;

architecture syn of rams_16b is
  type ram_type is array (1023 downto 0) of std_logic_vector(15 downto 0);
  shared variable RAM : ram_type;
begin

process (CLKA)
beg
if CLKA'event and CLKA = '1' then
  if ENA = '1' then
    DOA <= RAM(conv_integer(ADDRA));
    if WEA = '1' then
      RAM(conv_integer(ADDRA)) := DIA;
    end if;
  end if;
end if;
end process;

process (CLKB)
beg
if CLKB'event and CLKB = '1' then
  if ENB = '1' then
    DOB <= RAM(conv_integer(ADDRB));
    if WEB = '1' then
      RAM(conv_integer(ADDRB)) := DIB;
    end if;
  end if;
end if;
end process;

end syn;
Chapter 4: HDL Coding Techniques

Dual-Port Block RAM with Two Write Ports Verilog Coding Example

// Dual-Port Block RAM with Two Write Ports
// File: HDL_Coding_Techniques/rams/rams_16.v
module v_rams_16
(clka, clkb, ena, enb, wea, web, addra, addrb, dia, dib, doa, dob);

input clka, clkb, ena, enb, wea, web;
input [9:0] addra, addrb;
input [15:0] dia, dib;
output [15:0] doa, dob;
reg[15:0] ram [1023:0];
reg[15:0] doa, dob;

always @(posedge clka) begin if (ena)
    begin
        if (wea)
            ram[addra] <= dia;
            doa <= ram[addra];
    end
end

always @(posedge clkb) begin if (enb)
    begin
        if (web)
            ram[addrb] <= dib;
            dob <= ram[addrb];
    end
end
endmodule

Block RAM with Resettable Data Output VHDL Coding Example

-- Block RAM with Resettable Data Output
-- File: HDL_Coding_Techniques/rams/rams_18.vhd
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity rams_18 is
    port (clk : in std_logic;
    en: in std_logic;
    we: in std_logic;
    rst : in std_logic;
    addr : in std_logic_vector(9 downto 0);
    di: in std_logic_vector(15 downto 0);
    do: out std_logic_vector(15 downto 0));
end rams_18;
architecture syn of rams_18 is
  type ram_type is array (1023 downto 0) of std_logic_vector (15 downto 0);
signal ram : ram_type;
begins
  process (clk)
  begin
    if clk'event and clk = '1' then
      if en = '1' then -- optional enable
        if we = '1' then -- write enable
          ram(conv_integer(addr)) <= di;
        end if;
      if rst = '1' then -- optional reset
        do <= (others => '0');
      else
        do <= ram(conv_integer(addr));
      end if;
    end if;
  end if;
end process;
end syn;

Block RAM with Resettable Data Output Verilog Coding Example

// Block RAM with Resettable Data Output
// // File: HDL_Coding_Techniques/rams/rams_18.v
module v_rams_18 (clk, en, we, rst, addr, di, do);
input clk;
input en;
input we;
input rst;
input [9:0] addr;
input [15:0] di;
output [15:0] do;

reg[15:0] ram [1023:0];
reg[15:0] do;

always @(posedge clk)
begin
  if (en) //optional enable
    begin
      if (we) //write enable
        ram[addr] <= di;
if (rst) //optional reset
    do <= 0;
else
    do <= ram[addr];
end
end

Block RAM with Optional Output Registers VHDL Coding Example

-- Block RAM with Optional Output Registers
-- File: HDL_Coding_Techniques/rams/rams_19.vhd
library IEEE;
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

entity rams_19 is
port (clk1, clk2: in std_logic;
we, en1, en2 : in std_logic;
addr1: in std_logic_vector(9 downto 0);
addr2: in std_logic_vector(9 downto 0);
di: in std_logic_vector(15 downto 0);
res1: out std_logic_vector(15 downto 0);
res2: out std_logic_vector(15 downto 0));
end rams_19;

architecture beh of rams_19 is
begin
process (clk1)
begin
if rising_edge(clk1) then
    if we = '1' then
        ram(conv_integer(addr1)) <= di;
    end if;
    do1 <= ram(conv_integer(addr1));
end if;
end process;

process (clk2)
begin
if rising_edge(clk2) then
do2 <= ram(conv_integer(addr2));
end if;
end process;

process (clk1)
begin
if rising_edge(clk1) then
  if en1 = '1' then
    res1 <= do1;
  end if;
end if;
end process;

process (clk2)
begin
if rising_edge(clk2) then
  if en2 = '1' then
    res2 <= do2;
  end if;
end if;
end process;
end beh;

### Block RAM with Optional Output Registers Verilog Coding Example

// Block RAM with Optional Output Registers
// File: HDL_Coding_Techniques/rams/rams_19.v
module vrams_19 (clk1, clk2, we, en1, en2, addr1, addr2, di, res1, res2);

input clk1;
input clk2;
input we, en1, en2;
input [9:0] addr1;
input [9:0] addr2;
input [15:0] di;
output [15:0] res1;
output [15:0] res2;
reg[15:0] res1;
reg[15:0] res2;
reg[15:0] RAM [1023:0];
reg[15:0] do1;
reg[15:0] do2;

always @(posedge clk1)
begin
  if (we == 1'b1)
    RAM[addr1] <= di;
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

Byte Write Enable (Block RAM)

Xilinx supports byte write enable in block RAM.

Use byte write enable in block RAM to:

- Exercise advanced control over writing data into RAM
- Separately specify the writeable portions of 8 bits of an addressed memory

From the standpoint of HDL modeling and inference, the concept is best described as a column-based write:

- The RAM is seen as a collection of equal size columns
- During a write cycle, you separately control writing into each of these columns

Vivado synthesis inference lets you take advantage of the block RAM byte write enable feature. The described RAM is implemented on block RAM resources, using the byte write enable capability, provided that the following requirements are met:

- Write columns of equal widths
- Allowed write column widths: 8-bit, 9-bit, 16-bit, 18-bit (multiple of 8-bit or 9-bit)

For other write column widths, such as 5-bit or 12-bit (non multiple of 8-bit or 9-bit), Vivado synthesis uses separate rams for each column:

- Number of write columns: any
- Supported read-write synchronizations: read-first, write-first, no-change
**Single-Port Block RAM with Byte Write Enable VHDL Coding Example**

This coding example uses generics and a `for-loop` construct for a compact and easily changeable configuration of the desired number and width of write columns.

You can also find the coding example files at [https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip](https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=RefDesLicense&filename=ug901-vivado-synthesis-examples.zip)

```vhdl
-- Single-Port BRAM with Byte Write Enable
-- 2x8-bit write
-- Read-First mode
-- Single-process description
-- Compact description of the write with a for-loop statement
-- Column width and number of columns easily configurable
-- File: HDL_Coding_Techniques/rams/bytewrite_ram_1b.vhd
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity bytewrite_ram_1b is generic (
  SIZE: integer := 1024;
  ADDR_WIDTH : integer := 10;
  COL_WIDTH : integer := 8;
  NB_COL: integer := 4);
port (  
  clk : in std_logic;
  we: in std_logic_vector(NB_COL-1 downto 0);
  addr : in std_logic_vector(ADDR_WIDTH-1 downto 0);
  di: in std_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
  do: out std_logic_vector(NB_COL*COL_WIDTH-1 downto 0)));
end bytewrite_ram_1b;
architecture behavioral of bytewrite_ram_1b is type ram_type is
  array (SIZE-1 downto 0)
of std_logic_vector (NB_COL*COL_WIDTH-1 downto 0);
signal RAM : ram_type := (others => (others => '0'));
beginn
process (clk)
begin
if rising_edge(clk) then
  do <= RAM(conv_integer(addr));
  for i in 0 to NB_COL-1 loop
    if we(i) = '1' then
      RAM(conv_integer(addr))(i*COL_WIDTH downto i*COL_WIDTH) <= di((i+1)*COL_WIDTH-1 downto i*COL_WIDTH);
    end if;
end if;
end process;
end behavioral;
end loop;
end if;
end process;

end behavioral;

**Single-Port Block RAM with Byte Write Enable Verilog Coding Example**

This coding example uses parameters and a generate-for construct.

```verilog
// Single-Port BRAM with Byte-wide Write Enable
// 4x9-bit write
// Read-First mode
// Single-process description
// Compact description of the write with a generate-for statement
// Column width and number of columns easily configurable
//
// File: HDL_Coding_Techniques/rams/bytewrite_ram_1b.v
//
module v_bytewrite_ram_1b (clk, we, addr, di, do);

parameter SIZE = 1024;
parameter ADDR_WIDTH = 10;
parameter COL_WIDTH = 8;
parameter NB_COL = 4;

input clk;
input[NB_COL-1:0]we;
input[ADDR_WIDTH-1:0]addr;
input[NB_COL*COL_WIDTH-1:0] di;
output reg [NB_COL*COL_WIDTH-1:0] do;

reg[NB_COL*COL_WIDTH-1:0] RAM [SIZE-1:0];

always @(posedge clk)
begin
  do <= RAM[addr];
end

generate genvar i;
for (i = 0; i < NB_COL; i = i+1)
begin
  always @(posedge clk)
  begin
    if (we[i])
      RAM[addr][(i+1)*COL_WIDTH-1:i*COL_WIDTH] <= di[(i+1)*COL_WIDTH-1:i*COL_WIDTH];
  end
end
```
end module

True-Dual-Port BRAM with Byte Write Enable Examples

Byte Write Enable—READ_FIRST Mode VHDL

--
-- True-Dual-Port BRAM with Byte-wide Write Enable
-- Read First mode
-- File: HDL_Coding_Techniques/rams/bytewrite_tdp_ram_rf.vhd
--

-- READ_FIRST ByteWide WriteEnable Block RAM Template
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity BWWE_RAMB_RF_TDP is
  generic (  
    SIZE : integer := 1024;
    ADDR_WIDTH : integer := 10;
    COL_WIDTH: integer := 9;
    NB_COL : integer := 4
  );

  port (  
    clka: instd_logic;
    ena : instd_logic;
    wea : instd_logic_vector(NB_COL-1 downto 0);
    addra : instd_logic_vector(ADDR_WIDTH-1 downto 0);
    dia : instd_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
    doa : out std_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
    clkb: instd_logic;
    enb : instd_logic;
    web : instd_logic_vector(NB_COL-1 downto 0);
    addrb : instd_logic_vector(ADDR_WIDTH-1 downto 0);
    dib : instd_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
    dob : out std_logic_vector(NB_COL*COL_WIDTH-1 downto 0)
  );

end BWWE_RAMB_RF_TDP;
architecture byte_wr_ram_rf of BWWE_RAMB_RF_TDP is

    type ram_type is array (0 to SIZE-1) of std_logic_vector (NB_COL*COL_WIDTH-1 downto 0);
    shared variable RAM : ram_type := (others => (others => '0'));

begin

------- Port A-------
    process (clka)
    begin
        if rising_edge(clka) then
            if ena = '1' then
                doa <= RAM(conv_integer(addra));
                for i in 0 to NB_COL-1 loop
                    if wea(i) = '1' then
                        RAM(conv_integer(addra))((i+1)*COL_WIDTH-1 downto i*COL_WIDTH) := dia((i+1)*COL_WIDTH-1 downto i*COL_WIDTH);
                    end if;
                end loop;
            end if;
        end if;
    end process;

------- Port B-------
    process (clkb)
    begin
        if rising_edge(clkb) then
            if enb = '1' then
                dob <= RAM(conv_integer(addrb));
                for i in 0 to NB_COL-1 loop
                    if web(i) = '1' then
                        RAM(conv_integer(addrb))((i+1)*COL_WIDTH-1 downto i*COL_WIDTH) := dib((i+1)*COL_WIDTH-1 downto i*COL_WIDTH);
                    end if;
                end loop;
            end if;
        end if;
    end process;
end byte_wr_ram_rf;
//
// True-Dual-Port BRAM with Byte-wide Write Enable
//  Read-First mode
// File: HDL_Coding_Techniques/rams/bytewrite_tdp_ram_rf.v
//
module v_bytewrite_tdp_ram_readfirst
  #(
    //---------------------------------------
    parameter NUM_COL                   = 4,
    parameter COL_WIDTH                 = 8,
    parameter ADDR_WIDTH                = 10, // Addr Width in bits
    : 2**ADDR_WIDTH = RAM Depth
     parameter DATA_WIDTH                = NUM_COL*COL_WIDTH // Data Width in bits
    //---------------------------------------
    )
  (input clkA,
   input enaA,
   input [NUM_COL-1:0] weA,
   input [ADDR_WIDTH-1:0] addrA,
   input [DATA_WIDTH-1:0] dinA,
   output reg [DATA_WIDTH-1:0] doutA,
   input clkB,
   input enaB,
   input [NUM_COL-1:0] weB,
   input [ADDR_WIDTH-1:0] addrB,
   input [DATA_WIDTH-1:0] dinB,
   output reg [DATA_WIDTH-1:0] doutB
  );

  // Core Memory
  reg [DATA_WIDTH-1:0]          ram_block [((2**ADDR_WIDTH)-1:0)];
  integer                   i;
  // Port-A Operation
  always @ (posedge clkA) begin
    if(enaA) begin
      for(i=0;i<NUM_COL;i=i+1) begin
        if(weA[i]) begin
          ram_block[addrA][i*COL_WIDTH +: COL_WIDTH] <=
          // Byte Write Enable—READ_FIRST Mode Verilog
          //
          // True-Dual-Port BRAM with Byte-wide Write Enable
          //  Read-First mode
          // File: HDL_Coding_Techniques/rams/bytewrite_tdpram_rf.v
          //
          module v_bytewrite_tdpram_readfirst
            #(
              //---------------------------------------
              parameter NUM_COL                   = 4,
              parameter COL_WIDTH                 = 8,
              parameter ADDR_WIDTH                = 10, // Addr Width in bits
              : 2**ADDR_WIDTH = RAM Depth
               parameter DATA_WIDTH                = NUM_COL*COL_WIDTH // Data Width in bits
              //---------------------------------------
              )
            (input clkA,
             input enaA,
             input [NUM_COL-1:0] weA,
             input [ADDR_WIDTH-1:0] addrA,
             input [DATA_WIDTH-1:0] dinA,
             output reg [DATA_WIDTH-1:0] doutA,
             input clkB,
             input enaB,
             input [NUM_COL-1:0] weB,
             input [ADDR_WIDTH-1:0] addrB,
             input [DATA_WIDTH-1:0] dinB,
             output reg [DATA_WIDTH-1:0] doutB
            );

            // Core Memory
            reg [DATA_WIDTH-1:0]          ram_block [((2**ADDR_WIDTH)-1:0)];
            integer                   i;
            // Port-A Operation
            always @ (posedge clkA) begin
              if(enaA) begin
                for(i=0;i<NUM_COL;i=i+1) begin
                  if(weA[i]) begin
                    ram_block[addrA][i*COL_WIDTH +: COL_WIDTH] <=
                    // Byte Write Enable—READ_FIRST Mode Verilog
                    //
                    // True-Dual-Port BRAM with Byte-wide Write Enable
                    //  Read-First mode
                    // File: HDL_Coding_Techniques/rams/bytewrite_tdpram_rf.v
                    //
                    module v_bytewrite_tdpram_readfirst
                      #(
                        //---------------------------------------
                        parameter NUM_COL                   = 4,
                        parameter COL_WIDTH                 = 8,
                        parameter ADDR_WIDTH                = 10, // Addr Width in bits
                        : 2**ADDR_WIDTH = RAM Depth
                         parameter DATA_WIDTH                = NUM_COL*COL_WIDTH // Data Width in bits
                        //---------------------------------------
                        )
                      (input clkA,
                       input enaA,
                       input [NUM_COL-1:0] weA,
                       input [ADDR_WIDTH-1:0] addrA,
                       input [DATA_WIDTH-1:0] dinA,
                       output reg [DATA_WIDTH-1:0] doutA,
                       input clkB,
                       input enaB,
                       input [NUM_COL-1:0] weB,
                       input [ADDR_WIDTH-1:0] addrB,
                       input [DATA_WIDTH-1:0] dinB,
                       output reg [DATA_WIDTH-1:0] doutB
                      );

                      // Core Memory
                      reg [DATA_WIDTH-1:0]          ram_block [((2**ADDR_WIDTH)-1:0)];
                      integer                   i;
                      // Port-A Operation
                      always @ (posedge clkA) begin
                        if(enaA) begin
                          for(i=0;i<NUM_COL;i=i+1) begin
                            if(weA[i]) begin
                              ram_block[addrA][i*COL_WIDTH +: COL_WIDTH] <=
dinA[i*COL_WIDTH +: COL_WIDTH];
end
end
doutA <= ram_block[addrA];
end
end

// Port-B Operation:
always @ (posedge clkB) begin
if(enaB) begin
for(i=0;i<NUM_COL;i=i+1) begin
if(weB[i]) begin
ram_block[addrB][i*COL_WIDTH +: COL_WIDTH] <=
dinB[i*COL_WIDTH +: COL_WIDTH];
end
end

doutB <= ram_block[addrB];
end
end
endmodule // v_bytewrite_tdp_ram_readfirst

**Byte Write Enable—WRITE_FIRST Mode VHDL**

--
-- True-Dual-Port BRAM with Byte-wide Write Enable
-- Write First mode
--
-- File: HDL_Coding_Techniques/rams/bytewrite_tdp_ram_wf.vhd
--

-- WRITE_FIRST ByteWide WriteEnable Block RAM Template

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity BWWE_RAMB WF_TDP is
generic (  
  SIZE : integer := 1024;  
  ADDR_WIDTH : integer := 10;  
  COL_WIDTH: integer := 9;  
  NB_COL : integer := 4  
);

port (  
  clka: instd_logic;  
  ena : instd_logic;  

Chapter 4: HDL Coding Techniques

wea : instd_logic_vector(NB_COL-1 downto 0);
addra : instd_logic_vector(ADDR_WIDTH-1 downto 0);
dia : instd_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
doa : out std_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
clkb: instd_logic;
enb : instd_logic;
web : instd_logic_vector(NB_COL-1 downto 0);
addrb : instd_logic_vector(ADDR_WIDTH-1 downto 0);
dib : instd_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
dob : out std_logic_vector(NB_COL*COL_WIDTH-1 downto 0)
);

end BWWE_RAMB_WF_TDP;

architecture byte_wr_ram_wf of BWWE_RAMB_WF_TDP is

  type ram_type is array (0 to SIZE-1) of std_logic_vector
  (NB_COL*COL_WIDTH-1 downto 0);
  shared variable RAM : ram_type := (others => (others => '0'));

begin

    ------- Port A-------
    process (clka)
    begin
      if rising_edge(clka) then
        if ena = '1' then
          for i in 0 to NB_COL-1 loop
            if wea(i) = '1' then
              RAM(conv_integer(addra))((i+1)*COL_WIDTH-1 downto
              i*COL_WIDTH) := dia((i+1)*COL_WIDTH-1 downto i*COL_WIDTH);
              end if;
            end loop;
            doa <= RAM(conv_integer(addra));
            end if;
        end if;
    end process;

    ------- Port B-------
    process (clkb)
    begin
      if rising_edge(clkb) then
        if enb = '1' then
          for i in 0 to NB_COL-1 loop
            if web(i) = '1' then
              RAM(conv_integer(addrb))((i+1)*COL_WIDTH-1 downto
              i*COL_WIDTH) := dib((i+1)*COL_WIDTH-1 downto i*COL_WIDTH);
              end if;
            end loop;
        end if;
    end process;
dob <= RAM(conv_integer(addrb));
end if;
end if;
end process;
end byte_wr_ram_wf;

**Byte Write Enable—WRITE_FIRST Mode Verilog**

```verilog
//
// True-Dual-Port BRAM with Byte-wide Write Enable
// Write-First mode
// File: HDL_Coding_Techniques/rams/bytewrite_tdp_ram_wf.v
//
// ByteWide Write Enable, - WRITE_FIRST mode template - Vivado recomended
module v_bytewrite_tdp_ram_writefirst
  #(
      // Core Memory
```
reg [DATA_WIDTH-1:0] ram_block [(2**ADDR_WIDTH)-1:0];

// Port-A Operation
generate
  genvar i;
  for(i=0;i<NUM_COL;i=i+1) begin
    always @ (posedge clkA) begin
      if(enaA) begin
        if(weA[i]) begin
          ram_block[addrA][i*COL_WIDTH +: COL_WIDTH] <=
          dinA[i*COL_WIDTH +: COL_WIDTH];
          doutA[i*COL_WIDTH +: COL_WIDTH] <=
          dinA[i*COL_WIDTH +: COL_WIDTH];
        end else begin
          doutA[i*COL_WIDTH +: COL_WIDTH] <=
          ram_block[addrA][i*COL_WIDTH +: COL_WIDTH];
        end
      end
    end
  end
endgenerate

// Port-B Operation:
generate
  for(i=0;i<NUM_COL;i=i+1) begin
    always @ (posedge clkB) begin
      if(enaB) begin
        if(weB[i]) begin
          ram_block[addrB][i*COL_WIDTH +: COL_WIDTH] <=
          dinB[i*COL_WIDTH +: COL_WIDTH];
          doutB[i*COL_WIDTH +: COL_WIDTH] <=
          dinB[i*COL_WIDTH +: COL_WIDTH];
        end else begin
          doutB[i*COL_WIDTH +: COL_WIDTH] <=
          ram_block[addrB][i*COL_WIDTH +: COL_WIDTH];
        end
      end
    end
  end
endgenerate
endmodule // v_bytewrite_tdp_ram_writefirst
-- True-Dual-Port BRAM with Byte-wide Write Enable
-- No change mode
-- File: HDL_Coding_Techniques/rams/bytewrite_tdp_ram_nc.vhd

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity BWWE_RAMB_NC_TDP is
  generic (
    SIZE : integer := 1024;
    ADDR_WIDTH : integer := 10;
    COL_WIDTH: integer := 9;
    NB_COL : integer := 4
  );

  port (
    clka: instd_logic;
    ena : instd_logic;
    wea : instd_logic_vector(NB_COL-1 downto 0);
    addra : instd_logic_vector(ADDR_WIDTH-1 downto 0);
    dia : instd_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
    doa : out std_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
    clkb: instd_logic;
    enb : instd_logic;
    web : instd_logic_vector(NB_COL-1 downto 0);
    addrb : instd_logic_vector(ADDR_WIDTH-1 downto 0);
    dib : instd_logic_vector(NB_COL*COL_WIDTH-1 downto 0);
    dob : out std_logic_vector(NB_COL*COL_WIDTH-1 downto 0)
  );

end BWWE_RAMB_NC_TDP;

architecture byte_wr_ram_nc of BWWE_RAMB_NC_TDP is

  type ram_type is array (0 to SIZE-1) of std_logic_vector
  (NB_COL*COL_WIDTH-1 downto 0);
  shared variable RAM : ram_type := (others => (others => '0'));

begin
------- Port A-------

process (clka)
begin
  if rising_edge(clka) then
    if ena = '1' then
      if ( wea = (wea'range => '0')) then
        doa <= RAM(conv_integer(addra));
      end if;
      for i in 0 to NB_COL-1 loop
        if wea(i) = '1' then
          RAM(conv_integer(addra))((i+1)*COL_WIDTH-1 downto i*COL_WIDTH) := dia((i+1)*COL_WIDTH-1 downto i*COL_WIDTH);
        end if;
      end loop;
    end if;
  end if;
end process;

------- Port B-------

process (clkb)
begin
  if rising_edge(clkb) then
    if enb = '1' then
      if (web = (web'range => '0')) then
        dob <= RAM(conv_integer(addrb));
      end if;
      for i in 0 to NB_COL-1 loop
        if web(i) = '1' then
          RAM(conv_integer(addrb))((i+1)*COL_WIDTH-1 downto i*COL_WIDTH) := dib((i+1)*COL_WIDTH-1 downto i*COL_WIDTH);
        end if;
      end loop;
    end if;
  end if;
end process;

end byte_wr_ram_nc;
Byte Write Enable—NO_CHANGE Mode Verilog

```verilog
//
// True-Dual-Port BRAM with Byte-wide Write Enable
// No-Change mode
// File: HDL_Coding_Techniques/rams/bytewrite_tdp_ram_nc.v
// ByteWide Write Enable, - NO_CHANGE mode template - Vivado recomended
module v_bytewrite_tdp_ram_nochange
  #(
    parameter   NUM_COL                 =   4,
    parameter   COL_WIDTH               =   8,
    parameter   ADDR_WIDTH              =  10, // Addr Width in bits
    parameter   DATA_WIDTH              =  NUM_COL*COL_WIDTH  // Data Width in bits
  )
  (input clkA,
   input enaA,
   input [NUM_COL-1:0] weA,
   input [ADDR_WIDTH-1:0] addrA,
   input [DATA_WIDTH-1:0] dinA,
   output reg [DATA_WIDTH-1:0] doutA,
   input clkB,
   input enaB,
   input [NUM_COL-1:0] weB,
   input [ADDR_WIDTH-1:0] addrB,
   input [DATA_WIDTH-1:0] dinB,
   output reg [DATA_WIDTH-1:0] doutB
  );

// Core Memory
reg [DATA_WIDTH-1:0] ram_block [(2**ADDR_WIDTH)-1:0];

// Port-A Operation
generate
  genvar i;
  for(i=0;i<NUM_COL;i=i+1) begin
    always @(posedge clkA) begin
      // Core Memory
      ram_block[(addrA+i*8):32-1] <= dinA;
      // Port-A Operation
      doutA[i] <= weA[i];
    end
  end
endgenerate
```
if(enaA) begin
    if(weA[i]) begin
        ram_block[addrA][i*COL_WIDTH +: COL_WIDTH] <=
        dinA[i*COL_WIDTH +: COL_WIDTH];
    end
    end
end
generate

always @ (posedge clkA) begin
    if(enaA) begin
        if (~|weA)
            doutA <= ram_block[addrA];
    end
end

// Port-B Operation:
generate
    for(i=0;i<NUM_COL;i=i+1) begin
        always @ (posedge clkB) begin
            if(enaB) begin
                if(weB[i]) begin
                    ram_block[addrB][i*COL_WIDTH +: COL_WIDTH] <=
                    dinB[i*COL_WIDTH +: COL_WIDTH];
                end
            end
        end
    end
generate
always @ (posedge clkB) begin
    if(enaB) begin
        if (~|weB)
            doutB <= ram_block[addrB];
    end
end
endmodule // v_bytewrite_tdp_ram_nochange

Asymmetric RAMs

You can also find the coding example files at
https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=
RefDesLicense&filename=ug901-vivado-synthesis-examples.zip
Simple Dual-Port Asymmetric Ram When Read is Wider than Write - VHDL

-- Asymmetric port RAM
-- Read Wider than Write
-- File: HDL_Coding_Techniques/rams/asym_ram_sdp_read_wider.vhd

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;

entity asym_ram_sdp is
  generic (  
    WIDTHA : integer := 4;  
    SIZEA : integer := 1024;  
    ADDRWIDTHA : integer := 10;  
    WIDTHB : integer := 16;  
    SIZEB : integer := 256;  
    ADDRWIDTHB : integer := 8  
  );

  port (  
    clkA : in  std_logic;  
    clkB : in  std_logic;  
    enA : in  std_logic;  
    enB : in  std_logic;  
    weA : in  std_logic;  
    addrA : in  std_logic_vector(ADDRWIDTHA-1 downto 0);  
    addrB : in  std_logic_vector(ADDRWIDTHB-1 downto 0);  
    diA : in  std_logic_vector(WIDTHA-1 downto 0);  
    doB : out std_logic_vector(WIDTHB-1 downto 0)  
  );

end asym_ram_sdp;

architecture behavioral of asym_ram_sdp is

function max(L, R: INTEGER) return INTEGER is
begin
  if L > R then
    return L;
  else
    return R;
  end if;
end;

function min(L, R: INTEGER) return INTEGER is
begin

end;
if L < R then
    return L;
else
    return R;
end if;
end;

function log2 (val: INTEGER) return natural is
    variable res : natural;
begin
    for i in 0 to 31 loop
        if (val <= (2**i)) then
            res := i;
            exit;
        end if;
    end loop;
    return res;
end function Log2;

constant minWIDTH : integer := min(WIDTHA,WIDTHB);
constant maxWIDTH : integer := max(WIDTHA,WIDTHB);
constant maxSIZE  : integer := max(SIZEA,SIZEB);
constant RATIO : integer := maxWIDTH / minWIDTH;

-- An asymmetric RAM is modeled in a similar way as a symmetric RAM, with an
-- array of array object. Its aspect ratio corresponds to the port
-- with the
-- lower data width (larger depth)
type ramType is array (0 to maxSIZE-1) of
std_logic_vector(minWIDTH-1 downto 0);

signal my_ram : ramType := (others => (others => '0'));
signal readB : std_logic_vector(WIDTHB-1 downto 0):= (others =>
'0');
signal regA  : std_logic_vector(WIDTHA-1 downto 0):= (others =>
'0');
signal regB  : std_logic_vector(WIDTHB-1 downto 0):= (others =>
'0');

begin

-- Write process
process (clkA)
begin
    if rising_edge(clkA) then
        if enA = '1' then
            if weA = '1' then


my_ram(conv_integer(addrA)) <= diA;
end if;
end if;
end if;
end process;

-- Read process
process (clkB)
begin
if rising_edge(clkB) then
for i in 0 to RATIO-1 loop
if enB = '1' then
readB((i+1)*minWIDTH-1 downto i*minWIDTH) <= my_ram(conv_integer(addrB &
conv_std_logic_vector(i,log2(RATIO))));
end if;
end loop;
regB <= readB;
end if;
end process;
doB <= regB;
end process;
doB <= regB;
end behavioral;

---

**Simple Dual-Port Asymmetric Ram When Read is Wider than Write - Verilog**

// Asymmetric port RAM
// Read Wider than Write. Read Statement in loop
// File: HDL_Coding_Techniques/rams/asym_ram_sdpa_read_wider.v

module asym_ram_sdpa (clkA, clkB, enaA, weA, enaB, addrA, addrB, diA, doB);
parameter WIDTHA = 4;
parameter SIZEA = 1024;
parameter ADDRWIDTHA = 10;

parameter WIDTHB = 16;
parameter SIZEB = 256;
parameter ADDRWIDTHB = 8;
input clkA;
input clkB;
input weA;
input enaA, enaB;
input [ADDRWIDTHA-1:0] addrA;
input [ADDRWIDTHB-1:0] addrB;
input [WIDTHA-1:0] diA;
output [WIDTHB-1:0] doB;
`define max(a,b) {(a) > (b) ? (a) : (b)}
`define min(a,b) {(a) < (b) ? (a) : (b)}

function integer log2;
input integer value;
reg [31:0] shifted;
integer res;
beginn
if (value < 2)
log2 = value;
else
begin
shifted = value-1;
for (res=0; shifted>0; res=res+1)
shifted = shifted>>1;
log2 = res;
end
end
endfunction

localparam maxSIZE = `max(SIZEA, SIZEB);
localparam maxWIDTH = `max(WIDTHA, WIDTHB);
localparam minWIDTH = `min(WIDTHA, WIDTHB);

localparam RATIO = maxWIDTH / minWIDTH;
localparam log2RATIO = log2(RATIO);

reg [minWIDTH-1:0] RAM [0:maxSIZE-1];
reg [WIDTHB-1:0] readB;

always @(posedge clkA)
begin
if (enaA) begin
if (weA)
RAM[addrA] <= diA;
end
end

always @(posedge clkB)
begin : ramread
integer i;
reg [log2RATIO-1:0] lsbaddr;
if (enaB) begin
for (i = 0; i < RATIO; i = i+1) begin
lsbaddr = i;
readB[(i+1)*minWIDTH-1 -: minWIDTH] <= RAM[(addrB, lsbaddr)];
end
end
end
end
assigndoB = readB;
endmodule

Simple Dual-Port Asymmetric Ram When Write is Wider than Read- VHDL

You can also find the coding example files at

-- Asymmetric port RAM
-- Write Wider than Read
-- File: HDL_Coding_Techniques/rams/asym_ram_sdp_write_wider.vhd

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;

entity asym_ram_sdp is

  generic (  
    WIDTHA    : integer := 4;
    SIZEA     : integer := 1024;
    ADDRWIDTHA : integer := 10;
    WIDTHB    : integer := 16;
    SIZEB     : integer := 256;
    ADDRWIDTHB : integer := 8
  );

  port (  
    clkA      : in  std_logic;
    clkB      : in  std_logic;
    enA       : in  std_logic;
    enB       : in  std_logic;
    weB       : in  std_logic;
    addrA     : in  std_logic_vector(ADDRWIDTHA-1 downto 0);
    addrB     : in  std_logic_vector(ADDRWIDTHB-1 downto 0);
    diB       : in  std_logic_vector(WIDTHB-1 downto 0);
    doA       : out std_logic_vector(WIDTHA-1 downto 0)
  );

end asym_ram_sdp;
architecture behavioral of asym_ram_sdp is

function max(L, R: INTEGER) return INTEGER is
begin
  if L > R then
    return L;
  else
    return R;
  end if;
end;

function min(L, R: INTEGER) return INTEGER is
begin
  if L < R then
    return L;
  else
    return R;
  end if;
end;

function log2 (val: INTEGER) return natural is
  variable res : natural;
begin
  for i in 0 to 31 loop
    if (val <= (2**i)) then
      res := i;
      exit;
    end if;
  end loop;
  return res;
end function log2;

constant minWIDTH : integer := min(WIDTHA, WIDTHB);
constant maxWIDTH : integer := max(WIDTHA, WIDTHB);
constant maxSIZE  : integer := max(SIZEA, SIZEB);
constant RATIO : integer := maxWIDTH / minWIDTH;

-- An asymmetric RAM is modeled in a similar way as a symmetric RAM, with an
-- array of array object. Its aspect ratio corresponds to the port with the
-- lower data width (larger depth)
type ramType is array (0 to maxSIZE-1) of
std_logic_vector(minWIDTH-1 downto 0);

signal my_ram : ramType := (others => (others => '0'));

signal readA : std_logic_vector(WIDTHA-1 downto 0) := (others => '0');
signal readB : std_logic_vector(WIDTHB-1 downto 0):= (others => '0');
signal regA  : std_logic_vector(WIDTHA-1 downto 0):= (others => '0');
signal regB  : std_logic_vector(WIDTHB-1 downto 0):= (others => '0');

begin

-- read process
process (clkA)
begin
if rising_edge(clkA) then
if enA = '1' then
readA <= my_ram(conv_integer(addrA));
end if;
regA <= readA;
end if;
end process;

-- Write process
process (clkB)
begin
if rising_edge(clkB) then
for i in 0 to RATIO-1 loop
if enB = '1' then
if weB = '1' then
my_ram(conv_integer(addrB &
conv_std_logic_vector(i,log2(RATIO))))
<= diB((i+1)*minWIDTH-1 downto i*minWIDTH);
end if;
end if;
end loop;
regB <= readB;
end if;
end process;

doA <= regA;

end behavioral;
Simple Dual-Port Asymmetric Ram When Write is Wider than Read - Verilog

-- Asymmetric port RAM
-- Write Wider than Read
-- File: HDL_Coding_Techniques/rams/asym_ram_sdp_write_wider.vhd

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;

entity asym_ram_sdp is

    generic (
        WIDTHA      : integer := 4;
        SIZEA       : integer := 1024;
        ADDRWIDTHA  : integer := 10;
        WIDTHB      : integer := 16;
        SIZEB       : integer := 256;
        ADDRWIDTHB  : integer := 8
    );

    port ( 
        clkA   : in  std_logic;
        clkB   : in  std_logic;
        enA    : in  std_logic;
        enB    : in  std_logic;
        weB    : in  std_logic;
        addrA  : in  std_logic_vector(ADDRWIDTHA-1 downto 0);
        addrB  : in  std_logic_vector(ADDRWIDTHB-1 downto 0);
        diB    : in  std_logic_vector(WIDTHB-1 downto 0);
        doA    : out std_logic_vector(WIDTHA-1 downto 0)
    );

end asym_ram_sdp;

architecture behavioral of asym_ram_sdp is

    function max(L, R: INTEGER) return INTEGER is
        begin
            if L > R then
                return L;
            else
                return R;
            end if;
        end;

    function min(L, R: INTEGER) return INTEGER is


begin
    if L < R then
        return L;
    else
        return R;
    end if;
end;

function log2 (val: INTEGER) return natural is
    variable res : natural;
begin
    for i in 0 to 31 loop
        if (val <= (2**i)) then
            res := i;
            exit;
        end if;
    end loop;
    return res;
end function Log2;

constant minWIDTH : integer := min(WIDTHA,WIDTHB);
constant maxWIDTH : integer := max(WIDTHA,WIDTHB);
constant maxSIZE  : integer := max(SIZEA,SIZEB);
constant RATIO : integer := maxWIDTH / minWIDTH;

-- An asymmetric RAM is modeled in a similar way as a symmetric RAM, with an
-- array of array object. Its aspect ratio corresponds to the port with the
-- lower data width (larger depth)
type ramType is array (0 to maxSIZE-1) of
    std_logic_vector(minWIDTH-1 downto 0);

signal my_ram : ramType := (others => (others => '0'));
signal readA : std_logic_vector(WIDTHA-1 downto 0):= (others => '0');
signal readB : std_logic_vector(WIDTHB-1 downto 0):= (others => '0');
signal regA  : std_logic_vector(WIDTHA-1 downto 0):= (others => '0');
signal regB  : std_logic_vector(WIDTHB-1 downto 0):= (others => '0');
begin
    -- read process
    process (clkA)
    begin
        if rising_edge(clkA) then

        end if;
    end process;
end;

if enA = '1' then
    readA <= my_ram(conv_integer(addrA));
end if;
regA <= readA;
end if;
end process;

-- Write process
process (clkB)
begin
    if rising_edge(clkB) then
        for i in 0 to RATIO-1 loop
            if enB = '1' then
                if weB = '1' then
                    my_ram(conv_integer(addrB &
                        conv_std_logic_vector(i,log2(RATIO))))
                    <= diB((i+1)*minWIDTH-1 downto i*minWIDTH);
                end if;
            end if;
        end loop;
        regB <= readB;
    end if;
end process;
doA <= regA;
end behavioral;

**True Dual-Port Asymmetric Ram Read First VHDL**

-- asymmetric port RAM
-- True Dual port read first
-- File: HDL_Coding_Techniques/rams/asym_ram_tdp_read_first.vhd

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;

entity asym_ram_tdp is

    generic (    WIDTHA      : integer := 4;
                SIZEA       : integer := 1024;
                ADDRWIDTHA  : integer := 10;
                WIDTHB      : integer := 16;
                SIZEB       : integer := 256;
                ADDRWIDTHB  : integer := 8

    )

    port (        clkA    : in  std_logic;
                  enA     : in  std_logic;
                  addrA   : in  std_logic_VECTOR(ADDRWIDTHA-1 downto 0);
                  diA     : in  std_logic_VECTOR(WIDTHA-1 downto 0);
                  doA     : out std_logic_VECTOR(WIDTHA-1 downto 0);
                  regA    : out std_logic;

                  clkB    : in  std_logic;
                  enB     : in  std_logic;
                  addrB   : in  std_logic_VECTOR(ADDRWIDTHB-1 downto 0);
                  diB     : in  std_logic_VECTOR(WIDTHB-1 downto 0);
                  doB     : out std_logic_VECTOR(WIDTHB-1 downto 0);
                  regB    : out std_logic;

                );

end entity asym_ram_tdp;
end asym_ram_tdp;

architecture behavioral of asym_ram_tdp is

function max(L, R: INTEGER) return INTEGER is
begin
    if L > R then
        return L;
    else
        return R;
    end if;
end;

function min(L, R: INTEGER) return INTEGER is
begin
    if L < R then
        return L;
    else
        return R;
    end if;
end;

function log2 (val: INTEGER) return natural is
    variable res : natural;
    begin
        for i in 0 to 31 loop
            if (val <= (2**i)) then
                res := i;
                exit;
            end if;
        end loop;
        return res;
    end function Log2;

constant minWIDTH : integer := min(WIDTHA, WIDTHB);
constant maxWIDTH : integer := max(WIDTHA, WIDTHB);
constant maxSIZE : integer := max(SIZEA, SIZEB);
constant RATIO : integer := maxWIDTH / minWIDTH;

-- An asymmetric RAM is modeled in a similar way as a symmetric RAM, with an
-- array of array object. Its aspect ratio corresponds to the port
-- with the
-- lower data width (larger depth)
type ramType is array (0 to maxSIZE-1) of
std_logic_vector(minWIDTH-1 downto 0);

signal my_ram : ramType := (others => (others => '0'));

signal readA : std_logic_vector(WIDTHA-1 downto 0):= (others =>
'0');
signal readB : std_logic_vector(WIDTHB-1 downto 0):= (others =>
'0');
signal regA  : std_logic_vector(WIDTHA-1 downto 0):= (others =>
'0');
signal regB  : std_logic_vector(WIDTHB-1 downto 0):= (others =>
'0');
begin

process (clkA)
begin
if rising_edge(clkA) then
  if enA = '1' then
    readA <= my_ram(conv_integer(addrA));
    if weA = '1' then
      my_ram(conv_integer(addrA)) <= diA;
    end if;
    end if;
  regA <= readA;
end if;
end process;

process (clkB)
begin
  if rising_edge(clkB) then
    for i in 0 to RATIO-1 loop
      if enB = '1' then
        readB((i+1)*minWIDTH-1 downto i*minWIDTH)
        <= my_ram(conv_integer(addrB &
        conv_std_logic_vector(i, log2(RATIO))));
        if weB = '1' then
        end loop;
      end if;
    end if;
  end process;

end;

Chapter 4: HDL Coding Techniques
Chapter 4: HDL Coding Techniques

my_ram(conv_integer(addrB &
    conv_std_logic_vector(i,log2(RATIO)))
    <= diB((i+1)*minWIDTH-1 downto i*minWIDTH);
end if;
end if;
end loop;
regB <= readB;
end if;
end process;

doA <= regA;
doB <= regB;
end behavioral;

True Dual-Port Asymmetric Ram Read First Verilog

You can also find the coding example files at
https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=
RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

// Asymetric RAM - TDP
// READ_FIRST MODE.
// File: HDL_Coding_Techniques/rams/asym_ram_tdp_read_first.v

module asym_ram_tdp (clkA, clkB, enaA, weA, enaB, weB, addrA, addrB,
diA, doA, diB, doB);
parameter WIDTHB = 4;
parameter SIZEB = 1024;
parameter ADDRWIDTHB = 10;
parameter WIDTHA = 16;
parameter SIZEA = 256;
parameter ADDRWIDTHA = 8;
input clkA;
input clkB;
input weA, weB;
input enaA, enaB;

input [ADDRWIDTHA-1:0] addrA;
input [ADDRWIDTHB-1:0] addrB;
input [WIDTHA-1:0] diA;
input [WIDTHB-1:0] diB;

output [WIDTHA-1:0] doA;
output [WIDTHB-1:0] doB;
`define max(a,b) {((a) > (b)) ? (a) : (b)}
`define min(a,b) {((a) < (b)) ? (a) : (b)}

function integer log2;
input integer value;
reg [31:0] shifted;
integer res;
begin
  if (value < 2)
    log2 = value;
  else
    begin
      shifted = value-1;
      for (res=0; shifted>0; res=res+1)
        shifted = shifted>>1;
      log2 = res;
    end
end
endfunction

localparam maxSIZE = `max(SIZEA, SIZEB);
localparam maxWIDTH = `max(WIDTHA, WIDTHB);
localparam minWIDTH = `min(WIDTHA, WIDTHB);

localparam RATIO = maxWIDTH / minWIDTH;
localparam log2RATIO = log2(RATIO);

reg [minWIDTH-1:0] RAM [0:maxSIZE-1];
reg [WIDTHA-1:0] readA;
reg [WIDTHB-1:0] readB;

always @(posedge clkB)
begin
  if (enaB) begin
    readB <= RAM[addrB] ;
    if (weB)
      RAM[addrB] <= diB;
  end
end

always @(posedge clkA)
begin : portA
  integer i;
  reg [log2RATIO-1:0] lsbaddr ;
  for (i=0; i< RATIO; i= i+ 1) begin
    lsbaddr = i;
    if (enaA) begin
      readA[(i+1)*minWIDTH -1 -: minWIDTH] <= RAM[{addrA, lsbaddr}];
    end
  end
end
if (weA)
    RAM[{addrA, lsbaddr}] <= diA[(i+1)*minWIDTH-1 -: minWIDTH];
end
end
end

assign doA = readA;
assign doB = readB;

endmodule

**True Dual-Port Asymmetric Ram Write First VHDL**

You can also find the coding example files at
https://secure.xilinx.com/webreg/clickthrough.do?cid=358920&license=
RefDesLicense&filename=ug901-vivado-synthesis-examples.zip

-- Asymmetric port RAM
-- Write Wider than Read
-- File: HDL_Coding_Techniques/rams/asym_ram_sdp_write_wider.vhd

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;

entity asym_ram_sdp is

  generic (    
    WIDTHA      : integer := 4;
    SIZEA       : integer := 1024;
    ADDRWIDTHA  : integer := 10;
    WIDTHB      : integer := 16;
    SIZEB       : integer := 256;
    ADDRWIDTHB  : integer := 8
  );

  port (    
    clkA   : in  std_logic;
    clkB   : in  std_logic;
    enA    : in  std_logic;
    enB    : in  std_logic;
    weB    : in  std_logic;
    addrA : in  std_logic_vector(ADDRWIDTHA-1 downto 0);
    addrB : in  std_logic_vector(ADDRWIDTHB-1 downto 0);
    diB    : in  std_logic_vector(WIDTHB-1 downto 0);
  );
doA    : out std_logic_vector(WIDTHA-1 downto 0)
end asym_ram_sdp;

architecture behavioral of asym_ram_sdp is

function max(L, R: INTEGER) return INTEGER is
begin
if L > R then
    return L;
else
    return R;
end if;
end;

function min(L, R: INTEGER) return INTEGER is
begin
if L < R then
    return L;
else
    return R;
end if;
end;

function log2 (val: INTEGER) return natural is
variable res : natural;
beg
for i in 0 to 31 loop
    if (val <= (2**i)) then
        res := i;
        exit;
    end if;
end loop;
return res;
end function Log2;

constant minWIDTH : integer := min(WIDTHA,WIDTHB);
constant maxWIDTH : integer := max(WIDTHA,WIDTHB);
constant maxSIZE  : integer := max(SIZEA,SIZEB);
constant RATIO : integer := maxWIDTH / minWIDTH;

-- An asymmetric RAM is modeled in a similar way as a symmetric RAM, with an
-- array of array object. Its aspect ratio corresponds to the port with the
-- lower data width (larger depth)
type ramType is array (0 to maxSIZE-1) of
std_logic_vector(minWIDTH-1 downto 0);
signal my_ram : ramType := (others => (others => '0'));

signal readA : std_logic_vector(WIDTHA-1 downto 0):= (others => '0');
signal readB : std_logic_vector(WIDTHB-1 downto 0):= (others => '0');
signal regA  : std_logic_vector(WIDTHA-1 downto 0):= (others => '0');
signal regB  : std_logic_vector(WIDTHB-1 downto 0):= (others => '0');

begin

-- read process
process (clkA)
begin
  if rising_edge(clkA) then
    if enA = '1' then
      readA <= my_ram(conv_integer(addrA));
    end if;
    regA <= readA;
  end if;
end process;

-- Write process
process (clkB)
begin
  if rising_edge(clkB) then
    for i in 0 to RATIO-1 loop
      if enB = '1' then
        if weB = '1' then
          my_ram(conv_integer(addrB &
          conv_std_logic_vector(i,log2(RATIO))))
          <= diB((i+1)*minWIDTH-1 downto i*minWIDTH);
        end if;
      end if;
      end loop;
    regB <= readB;
  end if;
end process;

doA <= regA;

end behavioral;
True Dual-Port Asymmetric Ram Write First Verilog

// Asymmetric port RAM - TDP
// WRITE_FIRST MODE.
// File: HDL_Coding_Techniques/rams/asym_ram_tdp_write_first.v

module asym_ram_tdp (clkA, clkB, enaA, weA, enaB, weB, addrA, addrB, diA, doA, diB, doB);
parameter WIDTHB = 4;
parameter SIZEB = 1024;
parameter ADDRWIDTHB = 10;
parameter WIDTHA = 16;
parameter SIZEA = 256;
parameter ADDRWIDTHA = 8;
input clkA;
input clkB;
input weA, weB;
input enaA, enaB;
input [ADDRWIDTHA-1:0] addrA;
input [ADDRWIDTHB-1:0] addrB;
input [WIDTHA-1:0] diA;
input [WIDTHB-1:0] diB;
output [WIDTHA-1:0] doA;
output [WIDTHB-1:0] doB;

`define max(a,b) {((a) > (b) ? (a) : (b))
`define min(a,b) {((a) < (b) ? (a) : (b))

function integer log2;
in integer value;
reg [31:0] shifted;
in integer res;
begin
if (value < 2)
    log2 = value;
else
    begin
        shifted = value-1;
        for (res=0; shifted>0; res=res+1)
            shifted = shifted>>1;
        log2 = res;
    end
end
endfunction

localparam maxSIZE = `max(SIZEA, SIZEB);

```
localparam maxWIDTH = `max(WIDTHA, WIDTHB);
localparam minWIDTH = `min(WIDTHA, WIDTHB);

localparam RATIO = maxWIDTH / minWIDTH;
localparam log2RATIO = log2(RATIO);

reg [minWIDTH-1:0] RAM [0:maxSIZE-1];
reg [WIDTHA-1:0] readA;
reg [WIDTHB-1:0] readB;

always @(posedge clkB)
begin
  if (enaB) begin
    if (weB)
      RAM[addrB] = diB;
    readB = RAM[addrB];
  end
end

always @(posedge clkA)
begin : portA
  integer i;
  reg [log2RATIO-1:0] lsbaddr ;
  for (i=0; i< RATIO; i= i+ 1) begin
    lsbaddr = i;
    if (enaA) begin
      if (weA)
        RAM[{addrA, lsbaddr}] = diA[(i+1)*minWIDTH-1 -: minWIDTH];

        readA[(i+1)*minWIDTH -1 -: minWIDTH] = RAM[{addrA, lsbaddr}];
      end
    end
  assign doA = readA;
  assign doB = readB;
endmodule
**RAM Initial Contents**

RAM can be initialized in the following ways:

- **Specifying RAM Initial Contents in the HDL Source Code**
- **Specifying RAM Initial Contents in an External Data File**

**Specifying RAM Initial Contents in the HDL Source Code**

Use the signal default value mechanism to describe initial RAM contents directly in the HDL source code.

**VHDL Coding Examples**

```vhdl
type ram_type is array (0 to 31) of std_logic_vector(19 downto 0);
signal RAM : ram_type :=
  (X"0200A", X"00300", X"08101", X"04000", X"08601", X"0233A", X"00300",
   X"08602", X"02310", X"0203B", X"08300", X"04002", X"08201", X"00500",
   X"04001", X"02500", X"00340", X"00241", X"04002", X"08300", X"08201",
   X"00500", X"08101", X"00602", X"04003", X"0241E", X"00301", X"00102",
   X"02122", X"02021", X"0030D", X"08201"
);
```

All bit positions are initialized to the same value.

```vhdl
type ram_type is array (0 to 127) of std_logic_vector (15 downto 0);
signal RAM : ram_type := (others => (others => '0'));
```

**Verilog Coding Examples**

All addressable words are initialized to the same value.

```verilog
reg [DATA_WIDTH-1:0] ram [DEPTH-1:0];
iconteger i;
initial for (i=0; i<DEPTH; i=i+1) ram[i] = 0;
end
```

**Specifying RAM Initial Contents in an External Data File**

Use the file read function in the HDL source code to load the RAM initial contents from an external data file.

- The external data file is an ASCII text file with any name.
- Each line in the external data file describes the initial content at an address position in the RAM.
• There must be as many lines in the external data file as there are rows in the RAM array. An insufficient number of lines is flagged.

• The addressable position related to a given line is defined by the direction of the primary range of the signal modeling the RAM.

• You can represent RAM content in either binary or hexadecimal. You cannot mix both.

• The external data file cannot contain any other content, such as comments.

• The following external data file initializes an 8 x 32-bit RAM with binary values:

```
00001111000011110000111100001111
01001010001000001100000010000100
000000000111110000000001000001
11111101010000011100010000100100
00011111000111100000011100001111
01001010001000001100000010000100
000000000011111000000001000001
11111101010000011100010000100100
```

**VHDL Coding Example**

Load the data as follows:

```vhdl
type RamType is array(0 to 7) of bit_vector(31 downto 0);

impure function InitRamFromFile (RamFileName : in string) return RamType is
  FILE RamFile : text is in RamFileName;
  variable RamFileLine : line;
  variable RAM : RamType;
  begin
    for I in RamType'range loop
      readline (RamFile, RamFileLine);
      read (RamFileLine, RAM(I));
    end loop;
    return RAM;
  end function;

signal RAM : RamType := InitRamFromFile("rams_20c.data");
```

**Verilog Coding Example**

Use a `$readmemb` or `$readmemh` system task to load respectively binary-formatted or hexadecimal data.

```verilog
reg [31:0] ram [0:63];

initial begin
  $readmemb("rams_20c.data", ram, 0, 63);
end
```
Initializing Block RAM VHDL Coding Example

-- Initializing Block RAM (Single-Port Block RAM)

-- File: HDL_Coding_Techniques/rams/rams_20a.vhd
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity rams_20a is
port (clk : in std_logic;
we: in std_logic;
addr : in std_logic_vector(5 downto 0);
di: in std_logic_vector(19 downto 0);
do: out std_logic_vector(19 downto 0));
end rams_20a;

architecture syn of rams_20a is

type ram_type is array (63 downto 0) of std_logic_vector (19 downto 0);
signal RAM : ram_type:= (X"0200A", X"00300", X"08101", X"04000",
X"08601", X"0233A",
X"00300", X"08602", X"02310", X"0203B", X"08300", X"04002",
X"08201", X"00500", X"04001", X"02500", X"00340", X"00241",
X"04002", X"08300", X"08201", X"00500", X"08101", X"00602",
X"04003", X"0241E", X"00301", X"00102", X"02122", X"02021",
X"00301", X"00102", X"02222", X"04001", X"00342", X"0232B",
X"00900", X"00302", X"00102", X"04002", X"00900", X"08201",
X"02023", X"00303", X"02433", X"00301", X"04004", X"00301",
X"00102", X"02137", X"02036", X"00301", X"00102", X"02237",
X"04004", X"00304", X"04040", X"02500", X"02500", X"02500",
X"0030D", X"02341", X"08201", X"0400D");

begin

process (clk)
begnin
if rising_edge(clk) then
if we = '1' then
    RAM(conv_integer(addr)) <= di;
end if;
do <= RAM(conv_integer(addr));
end if;
end process;
end syn;
Initializing Block RAM Verilog Coding Example

```verilog
// Initializing Block RAM (Single-Port Block RAM)
//
// File: HDL_Coding_Techniques/rams/rams_20a.v
module v_rams_20a (clk, we, addr, di, do);
input clk;
input we;
input [5:0] addr;
input [19:0] di;
output [19:0] do;

reg [19:0] ram [63:0];
reg [19:0] do;

initial
begin
  ram[63] = 20'h0200A; ram[62] = 20'h00300; ram[61] = 20'h08101;
  ram[60] = 20'h04000; ram[59] = 20'h08601; ram[58] = 20'h0233A;
  ram[57] = 20'h00300; ram[56] = 20'h08602; ram[55] = 20'h02310;
  ram[54] = 20'h0203B; ram[53] = 20'h08300; ram[52] = 20'h04002;
  ram[51] = 20'h08201; ram[50] = 20'h00500; ram[49] = 20'h04001;
  ram[48] = 20'h02500; ram[47] = 20'h00340; ram[46] = 20'h0241;
  ram[45] = 20'h04002; ram[44] = 20'h08300; ram[43] = 20'h08201;
  ram[42] = 20'h00500; ram[41] = 20'h08101; ram[40] = 20'h00602;
  ram[39] = 20'h04003; ram[38] = 20'h0241E; ram[37] = 20'h00301;
  ram[36] = 20'h00102; ram[35] = 20'h02122; ram[34] = 20'h02021;
  ram[33] = 20'h00301; ram[32] = 20'h00102; ram[31] = 20'h02222;
  ram[30] = 20'h04001; ram[29] = 20'h00342; ram[28] = 20'h0232B;
  ram[27] = 20'h00900; ram[26] = 20'h00302; ram[25] = 20'h00102;
  ram[24] = 20'h04002; ram[23] = 20'h00900; ram[22] = 20'h08201;
  ram[18] = 20'h00301; ram[17] = 20'h04004; ram[16] = 20'h00301;
  ram[0]  = 20'h0400D;
end

always @(posedge clk)
begin
  if (we)
    ram[addr] <= di;
  do <= ram[addr];
end
endmodule
```
Initializing Block RAM From an External Data File VHDL Coding Example

```vhdl
-- Initializing Block RAM from external data file
--
-- Download:
-- File: HDL_Coding_Techniques/rams/rams_20c.vhd
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use std.textio.all;

entity rams_20c is
  port(clk : in std_logic;
       we: in std_logic;
       addr : in std_logic_vector(5 downto 0);
       din : in std_logic_vector(31 downto 0);
       dout : out std_logic_vector(31 downto 0));
end rams_20c;

architecture syn of rams_20c is

  type RamType is array(0 to 63) of bit_vector(31 downto 0);

  impure function InitRamFromFile (RamFileName : in string) return
    RamType is
    FILE RamFile: text is in RamFileName;
    variable RamFileLine : line;
    variable RAM: RamType;
    begin
      for I in RamType'range loop
        readline (RamFile, RamFileLine);
        read (RamFileLine, RAM(I));
      end loop;
      return RAM;
    end function;

  signal RAM : RamType := InitRamFromFile("rams_20c.data");
  begin
    process (clk)
    begin
      if clk'event and clk = '1' then
        if we = '1' then
          RAM(conv_integer(addr)) <= to_bitvector(din);
        end if;
        dout <= to_stdlogicvector(RAM(conv_integer(addr)));
      end if;
    end process;
  end syn;
```

Chapter 4: HDL Coding Techniques

Initializing Block RAM From an External Data File Verilog Coding Example

```verilog
// Initializing Block RAM from external data file
// Binary data
// File: HDL_Coding_Techniques/rams/rams_20c.v
//
module v_rams_20c (clk, we, addr, din, dout);
input clk;
input we;
input [5:0] addr;
input [19:0] din;
output [19:0] dout;

reg [19:0] ram [0:63];
reg [19:0] dout;

initial begin
$readmemh("v_rams_20c.data",ram);
end

always @(posedge clk)
begin
  if (we)
    ram[addr] <= din;
  dout <= ram[addr];
end
endmodule
```

Black Boxes

A design can contain EDIF or NGC files generated by:

- Synthesis tools
- Schematic text editors
- Any other design entry mechanism

These modules must be instantiated to be connected to the rest of the design.

Use **BLACK_BOX** instantiation in the HDL source code.

**Vivado synthesis** lets you apply specific constraints to these **BLACK_BOX** instantiations.

After you make a design a **BLACK_BOX**, each instance of that design is a **BLACK_BOX**.

**BLACK_BOX Verilog Example**

```verilog
// Black Box
// File: HDL_Coding_Techniques/black_box/black_box_1.v
//
module black_box1 (in1, in2, dout);
  input in1, in2;
  output dout;
endmodule

module test_black_box (DI_1, DI_2, DOUT);
  input DI_1, DI_2;
  output DOUT;

  black_box1 U1 ( .in1(DI_1), .in2(DI_2), .dout(DOUT));
endmodule
```

**BLACK_BOX VHDL Example**

```vhdl
-- Black Box
-- File: HDL_Coding_Techniques/black_box/black_box_1.vhd
library ieee;
use ieee.std_logic_1164.all;

entity test_black_box is
  port(DI_1, DI_2 : in std_logic;
       DOUT : out std_logic);
end test_black_box;

architecture rtl of test_black_box is
  component black_box1
    port (I1 : in std_logic;
          I2 : in std_logic;
          O : out std_logic);
  end component;

  attribute black_box : string;
  attribute black_box of black_box1 : component is "yes";

  begin
    U1: black_box1 port map (I1=>DI_1, I2=>DI_2, O=>DOUT);
  end rtl;
```

Send Feedback

Send Feedback
Chapter 4: HDL Coding Techniques

FSM Components

Vivado Synthesis Features

• Specific inference capabilities for synchronous Finite State Machine (FSM) components.
• Built-in FSM encoding strategies to accommodate your optimization goals.
• FSM extraction is enabled by default.
• Use -fsm_extraction off to disable FSM extraction.

FSM Description

Vivado synthesis supports specification of Finite State Machine (FSM) in both Moore and Mealy form. An FSM consists of the following:

• A state register
• A next state function
• An outputs function

FSM Diagrams

The following diagram shows an FSM representation that incorporates Mealy and Moore machines.

![Figure 4-3: FSM Representation Incorporating Mealy and Moore Machines Diagram](image)

The following diagram shows an FSM diagram with three processes.

![Figure 4-4: FSM With Three Processes Diagram](image)
FSM Registers

- Specify a reset or power-up state for Vivado synthesis to identify a Finite State Machine (FSM) or set the value of $\text{FSM}\_\text{ENCODING}$ to "none".
- The State Register can be asynchronously or synchronously reset to a particular state.

**RECOMMENDED:** *Use synchronous reset logic over asynchronous reset logic for an FSM.*

Auto State Encoding

When $\text{FSM}\_\text{ENCODING}$ is set to "auto", the Vivado synthesis attempts to select the best-suited encoding method for a given FSM.

One-Hot State Encoding

One-Hot State encoding has the following attributes:

- Is the default encoding scheme for a state machine, up to 32 states.
- Is usually a good choice for optimizing speed or reducing power dissipation.
- Assigns a distinct bit of code to each FSM state.
- Implements the State Register with one flip-flop for each state.
- In a given clock cycle during operation, only one bit of the State Register is asserted.
- Only two bits toggle during a transition between two states.

Gray State Encoding

Gray State encoding has the following attributes:

- Guarantees that only one bit switches between two consecutive states.
- Is appropriate for controllers exhibiting long paths without branching.
- Minimizes hazards and glitches.
- Can be used to minimize power dissipation.

Johnson State Encoding

Johnson State encoding is beneficial when using state machines containing long paths with no branching (as in Gray State Encoding).
Sequential State Encoding

Sequential State encoding has the following attributes:

- Identifies long paths
- Applies successive radix two codes to the states on these paths.
- Minimizes next state equations.

FSM Verilog Example

```
// State Machine with single sequential block
// File: HDL_Coding_Techniques/statemachines/fsm_1.v
module fsm_test(clk, reset, flag, sm_out);
input clk, reset, flag;
output reg sm_out;

parameter s1 = 3'b000;
parameter s2 = 3'b001;
parameter s3 = 3'b010;
parameter s4 = 3'b011;
parameter s5 = 3'b111;

reg [2:0] state;

always@(posedge clk)
begin
    if(reset)
        begin
            state <= s1;
            sm_out <= 1'b1;
        end
    else
        begin
            case(state)
                s1: if(flag)
                    begin
                        state <= s2;
                        sm_out <= 1'b1;
                    end
                endelse begin
                    state <= s3;
                    sm_out <= 1'b0;
                end
                s2: begin state <= s4; sm_out <= 1'b0; end
                s3: begin state <= s4; sm_out <= 1'b0; end
                s4: begin state <= s5; sm_out <= 1'b1; end
            endcase
        end
endmodule
```
s5: begin state <= s1; sm_out <= 1'b1; end
dendcode
end
endcode
endmodule

**FSM VHDL Example**

**State Machine with Single Sequential Block - VHDL example**

```vhdl
-- State Machine with single sequential block
-- File: HDL_Coding_Techniques/statemachines/fsm_1.vhd
library IEEE;
use IEEE.std_logic_1164.all;

entity fsm_test is
port ( clk, reset, flag : IN std_logic;
sm_out: OUT std_logic);
end entity;

architecture behavioral of fsm_test is type state_type is
(s1,s2,s3,s4,s5); signal state : state_type ;
begine process (clk)
begin
if rising_edge(clk) then
if (reset = '1') then
state <= s1;
sm_out <= '1';
else
case state is
when s1 => if flag='1' then
state <= s2;
sm_out <= '1';
else
state <= s3;
sm_out <= '0';
case state is
when s2 => state <= s4; sm_out <= '0';
when s3 => state <= s4; sm_out <= '0';
when s4 => state <= s5; sm_out <= '1';
```
when s5 => state <= s1; sm_out <= '1';
end case;
end if;
end if;
end process;
end behavioral;

**FSM Reporting**

The Vivado synthesis flags INFO messages in the log file, giving information about Finite State Machine (FSM) components and their encoding. The following are example messages:

INFO: [Synth 8-802] inferred FSM for state register 'state_reg' in module 'fsm_test'
INFO: [Synth 8-3354] encoded FSM with state register 'state_reg' using encoding 'sequential' in module 'fsm_test'

---

**ROM HDL Coding Techniques**

Read-Only Memory (ROM) closely resembles Random Access Memory (RAM) with respect to HDL modeling and implementation. Use the `ROM_STYLE` attribute to implement a properly-registered ROM on block RAM resources. See `ROM_STYLE`, page 47 for more information.

**ROM Coding Examples**

*Description of a ROM with a VHDL Constant Coding Example*

```vhdl
-- ROM Inference on array
-- File: HDL_Coding_Techniques/rams/roms_1.vhd
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity roms_1 is
  port (clk: in std_logic;
        en    : in std_logic;
        addr    : in std_logic_vector(5 downto 0);
        data    : out std_logic_vector(19 downto 0));
end roms_1;

architecture behavioral of roms_1 is

  type rom_type is array (63 downto 0) of std_logic_vector (19 downto 0);

```
signal ROM : rom_type:= (X'0200A", X'00300", X'08101", X'04000",
X'08601", X'0233A",
X'00300", X'08602", X'02310", X'0203B", X'08300", X'04002",
X'08201", X'00500", X'04001", X'02500", X'00340", X'00241",
X'04002", X'08300", X'08201", X'00500", X'08101", X'00602",
X'04003", X'0241E", X'00301", X'00102", X'02122", X'02021",
X'00301", X'00102", X'02222", X'04001", X'00342", X'0232B",
X'00900", X'00302", X'00102", X'04002", X'00900", X'08201",
X'02023", X'00303", X'02433", X'00301", X'04004", X'00301",
X'00102", X'02137", X'02036", X'00301", X'00102", X'02237",
X'04004", X'00304", X'04040", X'02500", X'02500", X'02500",
X'0030D", X'02341", X'08201", X'0400D")
attribute rom_style : string;
attribute rom_style of ROM : signal is "block";
begin
process (clk)
begin
if rising_edge(clk) then
if (en = '1') then
   data <= ROM(conv_integer(addr));
end if;
end if;
end process;
end behavioral;

ROM Using Block RAM Resources Verilog Coding Example

// ROMs Using Block RAM Resources.
// Verilog code for a ROM with registered output (template 1)
// File: HDL_Coding_Techniques/rams/rams_21a.v
//
module v_rams_21a (clk, en, addr, do);
input clk;
input en;
input[5:0] addr;
output [19:0] do;

(*rom_style = "block" *) reg [19:0] data;
always @(posedge clk) begin if (en)
   case(addr)
   6'b000000: data <= 20'h0200A;6'b100000: data <= 20'h02222;
   6'b000001: data <= 20'h00300;6'b100001: data <= 20'h04001;
6'b000010: data <= 20'h08101;6'b100010: data <= 20'h00342;
6'b000011: data <= 20'h04000;6'b100011: data <= 20'h0232B;
6'b000100: data <= 20'h08601;6'b100100: data <= 20'h00900;
6'b000101: data <= 20'h0233A;6'b100101: data <= 20'h00302;
6'b000110: data <= 20'h02310;6'b100110: data <= 20'h00102;
6'b000111: data <= 20'h08602;6'b100111: data <= 20'h04002;
6'b001000: data <= 20'h02310;6'b101000: data <= 20'h00900;
6'b001001: data <= 20'h0203B;6'b101001: data <= 20'h08201;
6'b001010: data <= 20'h008300;6'b101010: data <= 20'h02023;
6'b001011: data <= 20'h008201;6'b101011: data <= 20'h00303;
6'b001100: data <= 20'h008201;6'b101100: data <= 20'h02433;
6'b001101: data <= 20'h00500;6'b101101: data <= 20'h00301;
6'b001110: data <= 20'h08201;6'b101110: data <= 20'h00102;
6'b001111: data <= 20'h00500;6'b101111: data <= 20'h00301;
6'b010000: data <= 20'h0241E;6'b110000: data <= 20'h0030D;
6'b010001: data <= 20'h0241E;6'b110001: data <= 20'h02341;
6'b010010: data <= 20'h00340;6'b110010: data <= 20'h00102;
6'b010011: data <= 20'h00340;6'b110011: data <= 20'h00102;
6'b010100: data <= 20'h00340;6'b110100: data <= 20'h00102;
6'b010101: data <= 20'h00340;6'b110101: data <= 20'h00102;
6'b010110: data <= 20'h00340;6'b110110: data <= 20'h00102;
6'b010111: data <= 20'h00340;6'b110111: data <= 20'h00102;
6'b011000: data <= 20'h00340;6'b111000: data <= 20'h00102;
6'b011001: data <= 20'h00340;6'b111001: data <= 20'h00102;
6'b011010: data <= 20'h00340;6'b111010: data <= 20'h00102;
6'b011011: data <= 20'h00340;6'b111011: data <= 20'h00102;
6'b011100: data <= 20'h00340;6'b111100: data <= 20'h00102;
6'b011101: data <= 20'h00340;6'b111101: data <= 20'h00102;
6'b011110: data <= 20'h00340;6'b111110: data <= 20'h00102;
6'b011111: data <= 20'h00340;6'b111111: data <= 20'h00102;
endcase
end

assign do = data;
endmodule

**Dual-Port ROM VHDL Coding Example**

```
-- ROM Inference on array
-- File: HDL_Coding_Techniques/rams/roms_1.vhd
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

type std_logic_vector is array (natural range <>) of std_logic;

entity roms_1 is
port (clk: in std_logic;
en : in std_logic;
addr : in std_logic_vector(5 downto 0);
data : in std_logic_vector(19 downto 0));
data : out std_logic_vector(19 downto 0)
end roms_1;

architecture behavioral of roms_1 is
```
type rom_type is array (63 downto 0) of std_logic_vector (19 downto 0);
    attribute rom_style : string;
    attribute rom_style of ROM : signal is "block";

begin

    process (clk)
    begin

        if rising_edge(clk) then
            if (en = '1') then
                data <= ROM(conv_integer(addr));
            end if;
        end if;
    end process;

end behavioral;
Appendix A

Additional Resources and Legal Notices

Xilinx Resources

For support resources such as Answers, Documentation, Downloads, and Forums, see the Xilinx® Support website at: www.xilinx.com/support.

Solution Centers

See the Xilinx Solution Centers for support on devices, software tools, and intellectual property at all stages of the design cycle. Topics include design assistance, advisories, and troubleshooting tips.

Vivado Documentation

10. Vivado Design Suite Tutorial: Design Analysis and Closure Techniques (UG938)
Appendix A: Additional Resources and Legal Notices

13. 7 Series DSP48E1 Slice User Guide (UG479)

Coding example files are located at:

Vivado Design Suite QuickTake Video Tutorials
Vivado Design Suite Documentation

Please Read: Important Legal Notices

The information disclosed to you hereunder (the “Materials”) is provided solely for the selection and use of Xilinx products. To the maximum extent permitted by applicable law: (1) Materials are made available “AS IS” and with all faults, Xilinx hereby DISCLAIMS ALL WARRANTIES AND CONDITIONS, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING BUT NOT LIMITED TO WARRANTIES OF MERCHANTABILITY, NON-INFRINGEMENT, OR FITNESS FOR ANY PARTICULAR PURPOSE; and (2) Xilinx shall not be liable (whether in contract or tort, including negligence, or under any other theory of liability) for any loss or damage of any kind or nature related to, arising under, or in connection with, the Materials (including your use of the Materials), including for any direct, indirect, special, incidental, or consequential loss or damage (including loss of data, profits, goodwill, or any type of loss or damage suffered as a result of any action brought by a third party) even if such damage or loss was reasonably foreseeable or Xilinx had been advised of the possibility of the same. Xilinx assumes no obligation to correct any errors contained in the Materials or to notify you of updates to the Materials or to product specifications. You may not reproduce, modify, distribute, or publicly display the Materials without prior written consent. Certain products are subject to the terms and conditions of Xilinx's limited warranty, please refer to Xilinx’s Terms of Sale which can be viewed at http://www.xilinx.com/legal.htm#tos; IP cores may be subject to warranty and support terms contained in a license issued to you by Xilinx. Xilinx products are not designed or intended to be fail-safe or for use in any application requiring fail-safe performance; you assume sole risk and liability for use of Xilinx products in such critical applications, please refer to Xilinx's Terms of Sale which can be viewed at http://www.xilinx.com/legal.htm#tos.

© Copyright 2012-2014 Xilinx, Inc. Xilinx, the Xilinx logo, Artix, ISE, Kintex, Spartan, Virtex, Vivado, Zynq, and other designated brands included herein are trademarks of Xilinx in the United States and other countries. All other trademarks are the property of their respective owners.