



# 1164 PACKAGES QUICK REFERENCE CARD

## REVISION 1.0

( ) Grouping [ ] Optional  
 { } Repeated | Alternative  
**bold** As is CAPS User Identifier

b ::= BIT  
 u/l ::= STD\_ULOGIC/STD\_LOGIC  
 bv ::= BIT\_VECTOR  
 uv ::= STD\_ULOGIC\_VECTOR  
 lv ::= STD\_LOGIC\_VECTOR  
 un ::= UNSIGNED  
 sg ::= SIGNED  
 na ::= NATURAL  
 in ::= INTEGER  
 sm ::= SMALL\_INT  
 (subtype INTEGER range 0 to 1)  
 c ::= commutative

### 1. IEEE's STD\_LOGIC\_1164

#### 1.1. LOGIC VALUES

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

#### 1.2. PREDEFINED TYPES

**STD\_ULOGIC** Base type  
 Subtypes:  
**STD\_LOGIC** Resolved STD\_ULOGIC  
**X01** Resolved X, 0 & 1  
**X01Z** Resolved X, 0, 1 & Z  
**UX01** Resolved U, X, 0 & 1  
**UX01Z** Resolved U, X, 0, 1 & Z

**STD\_ULOGIC\_VECTOR**(na to | downto na)  
 Array of STD\_ULOGIC  
**STD\_LOGIC\_VECTOR**(na to | downto na)  
 Array of STD\_LOGIC

### 1.3. OVERLOADED OPERATORS

Description	Left	Operator	Right
bitwise-and	u/l,uv,lv	<b>and</b>	u/l,uv,lv
bitwise-or	u/l,uv,lv	<b>or</b>	u/l,uv,lv
bitwise-xor	u/l,uv,lv	<b>xor</b>	u/l,uv,lv
bitwise-not		<b>not</b>	u/l,uv,lv

### 1.4. CONVERSION FUNCTIONS

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

### 1.5. PREDICATES

**RISING\_EDGE**(SIGID) Rise edge on signal ?  
**FALLING\_EDGE**(SIGID) Fall edge on signal ?  
**IS\_X**(OBJID) Object contains 'X' ?

### 2. IEEE's NUMERIC\_STD

#### 2.1. PREDEFINED TYPES

**UNSIGNED**(na to | downto na)  
**SIGNED**(na to | downto na)  
 Arrays of STD\_LOGIC

#### 2.2. OVERLOADED OPERATORS

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

#### 2.3. PREDEFINED FUNCTIONS

**SHIFT\_LEFT**(un, na) un  
**SHIFT\_RIGHT**(un, na) un  
**SHIFT\_LEFT**(sg, na) sg  
**SHIFT\_RIGHT**(sg, na) sg  
**ROTATE\_LEFT**(un, na) un  
**ROTATE\_RIGHT**(un, na) un  
**ROTATE\_LEFT**(sg, na) sg  
**ROTATE\_RIGHT**(sg, na) sg  
**RESIZE**(sg, na) sg  
**RESIZE**(un, na) un

### 2.4. CONVERSION FUNCTIONS

From	To	Function
un,lv	sg	<b>SIGNED</b> (from)
sg,lv	un	<b>UNSIGNED</b> (from)
un,sg	lv	<b>STD_LOGIC_VECTOR</b> (from)
un,sg	in	<b>TO_INTEGER</b> (from)
na	un	<b>TO_UNSIGNED</b> (from)
in	sg	<b>TO_SIGNED</b> (from)

### 3. IEEE's NUMERIC\_BIT

#### 3.1. PREDEFINED TYPES

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

#### 3.2. OVERLOADED OPERATORS

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

#### 3.3. PREDEFINED FUNCTIONS

**SHIFT\_LEFT**(un, na) un  
**SHIFT\_RIGHT**(un, na) un  
**SHIFT\_LEFT**(sg, na) sg  
**SHIFT\_RIGHT**(sg, na) sg  
**ROTATE\_LEFT**(un, na) un  
**ROTATE\_RIGHT**(un, na) un  
**ROTATE\_LEFT**(sg, na) sg  
**ROTATE\_RIGHT**(sg, na) sg  
**RESIZE**(sg, na) sg  
**RESIZE**(un, na) un

#### 3.4. CONVERSION FUNCTIONS

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

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See reverse side for additional information.

## 4. SYNOPSIS' STD\_LOGIC\_ARITH

### 4.1. PREDEFINED TYPES

**UNSIGNED**(na to | downto na)  
**SIGNED**(na to | downto na)  
 Arrays of STD\_LOGIC  
**SMALL\_INT** Integer, 0 or 1

### 4.2. OVERLOADED OPERATORS

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

### 4.3. PREDEFINED FUNCTIONS

<b>SHL</b> (un, un)	un	
<b>SHR</b> (un, un)	un	
<b>SHL</b> (sg, un)	sg	
<b>SHR</b> (sg, un)	sg	
<b>EXT</b> (lv, in)	lv	zero-extend
<b>SEXT</b> (lv, in)	lv	sign-exten

### 4.4. CONVERSION FUNCTIONS

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

## 5. SYNOPSIS' STD\_LOGIC\_MISC

### 5.1. PREDEFINED FUNCTIONS

<b>AND_REDUCE</b> (lv   uv)	u/l
<b>OR_REDUCE</b> (lv   uv)	u/l
<b>XOR_REDUCE</b> (lv   uv)	u/l

## 6. SYNOPSIS' STD\_LOGIC\_UNSIGNED

### 6.1. OVERLOADED OPERATORS

Left	Op	Right	Return
	<b>+</b>	lv	lv
lv	<b>+,*,</b>	lv	lv
lv	<b>+,*c</b>	in	lv
lv	<b>+,*c</b>	u/l	lv
lv	<b>&lt;,&gt;,&lt;=,&gt;=,/=</b>	lv	bool
lv	<b>&lt;,&gt;,&lt;=,&gt;=,/=c</b>	in	bool

### 6.2. CONVERSION FUNCTIONS

From	To	Function
lv	in	<b>CONV_INTEGER</b> (from)

## 7. SYNOPSIS' STD\_LOGIC\_SIGNED

### 7.1. OVERLOADED OPERATORS

Left	Op	Right	Return
	<b>abs</b>	lv	lv
	<b>+,-</b>	lv	lv
lv	<b>+,*,</b>	lv	lv
lv	<b>+,*c</b>	in	lv
lv	<b>+,*c</b>	u/l	lv
lv	<b>&lt;,&gt;,&lt;=,&gt;=,/=</b>	lv	bool
lv	<b>&lt;,&gt;,&lt;=,&gt;=,/=c</b>	in	bool

### 7.2. CONVERSION FUNCTIONS

From	To	Function
lv	in	<b>CONV_INTEGER</b> (from)

## 8. SYNOPSIS' STD\_LOGIC\_TEXTIO

Read/write binary values

```

READ(line, u/l, [good]);
READ(line, uv, [good]);
READ(line, lv, [good]);
WRITE(line, u/l, [justify], [width]);
WRITE(line, uv, [justify], [width]);
WRITE(line, lv, [justify], [width]);
    
```

Read/write octal values

```

OREAD(line, uv, [good]);
OREAD(line, lv, [good]);
OWRITE(line, uv, [justify], [width]);
OWRITE(line, lv, [justify], [width]);
    
```

Read/write hexadecimal values

```

HREAD(line, uv, [good]);
HREAD(line, lv, [good]);
HWRITE(line, uv, [justify], [width]);
HWRITE(line, lv, [justify], [width]);
    
```

## 9. CADENCE'S STD\_LOGIC\_ARITH

### 9.1. OVERLOADED OPERATORS

Left	Op	Right	Return
	<b>+</b>	uv	uv
	<b>+</b>	lv	lv
u/l	<b>+,*,/</b>	u/l	u/l
lv	<b>+,*,/</b>	lv	lv
lv	<b>+,*,/c</b>	u/l	lv
lv	<b>+,*c</b>	in	lv
uv	<b>+,*,</b>	uv	uv
uv	<b>+,*,*c</b>	u/l	uv
uv	<b>+,*c</b>	in	uv
lv	<b>&lt;,&gt;,&lt;=,&gt;=,/=c</b>	in	bool
uv	<b>&lt;,&gt;,&lt;=,&gt;=,/=c</b>	in	bool

### 9.2. PREDEFINED FUNCTIONS

C-like ?: replacements:

<b>COND_OP</b> (bool, lv, lv)	lv
<b>COND_OP</b> (bool, uv, uv)	uv
<b>COND</b> (bool, u/l, u/l)	u/l

Shift operations:

<b>SH_LEFT</b> (lv, na)	lv
<b>SH_LEFT</b> (uv, na)	uv
<b>SH_RIGHT</b> (lv, na)	lv
<b>SH_RIGHT</b> (uv, na)	uv

Resize functions:

<b>ALIGN_SIZE</b> (lv, na)	lv
<b>ALIGN_SIZE</b> (uv, na)	uv
<b>ALIGN_SIZE</b> (u/l, na)	lv
<b>ALIGN_SIZE</b> (u/l, na)	uv

### 9.3. CONVERSION FUNCTIONS

From	To	Function
lv,uv,u/l	in	<b>TO_INTEGER</b> (from)
in	lv	<b>TO_STDLOGICVECTOR</b> (from, size)
in	uv	<b>TO_STDULOGICVECTOR</b> (from, size)

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