



# The FHDL System

## Simulation and Specification

**FHDL**

**F**lorida

**H**ardware

**D**esign

**L**anguage

# Components

## ❖ Gate-Level Simulation

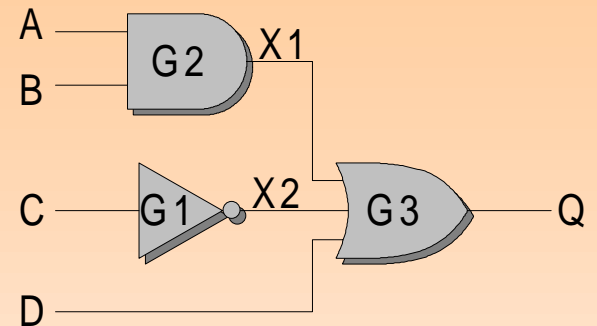
- Simple Gates
- Functional Blocks
- Rudimentary ROM & PLA Support
- Hierarchical Circuits
- Basic State Machine Support

## ❖ High-Level ROM Specifications

## ❖ High-Level PLA Specifications

## ❖ Macros

# Gate-Level Specifications



Example: circuit

inputs      A,B,C,D

outputs     Q

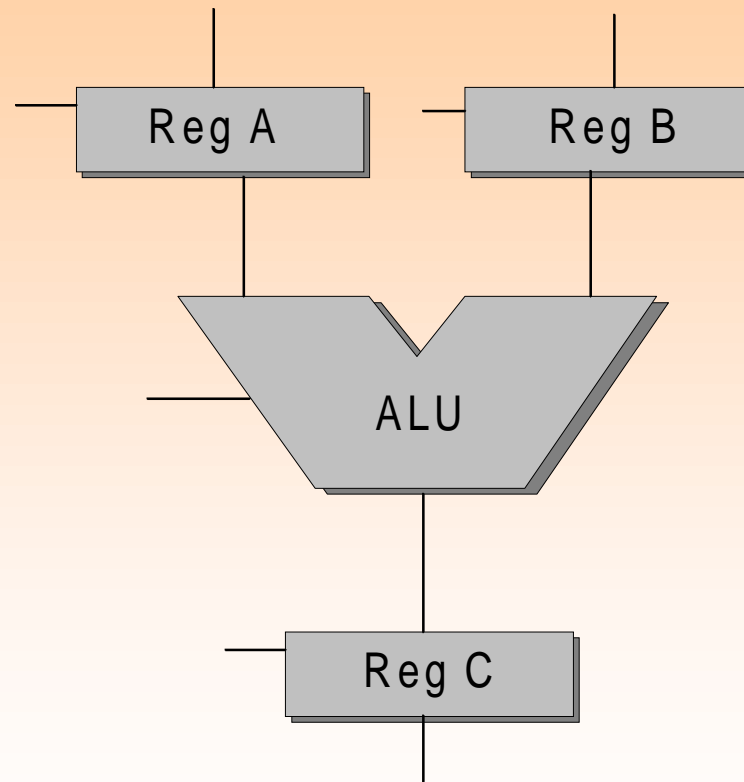
G1:          and      (A,B),X1

G2:          not      C,X2

G3          or        (X1,X2,D),Q

endcircuit

# Functional Blocks: Diagram



# Functional Blocks: FHDL

```
Sample: circuit
        inputs  InputA,LoadA,InputB,LoadB,ALUControl,LoadC,Clock
        outputs OutputC

RegA:   register (InputA,LoadA,Clock),(ALULeft),clock=yes
        wire     InputA,width=32
        wire     ALULeft,width=32

RegB:   register (InputB,LoadB,Clock),(ALURight),clock=yes
        wire     InputB,width=32
        wire     ALURight,width=32

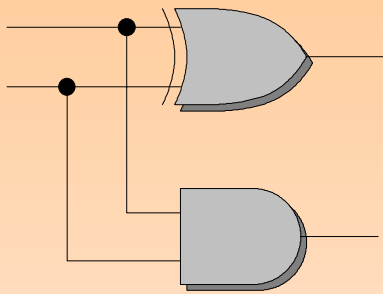
MainALU:alu (ALULeft,ALURight,ALUControl),(InputC),
            control=(carryin,cenable),
            function=(0,and,4,or,8,xor)

        wire     ALUControl,width=6

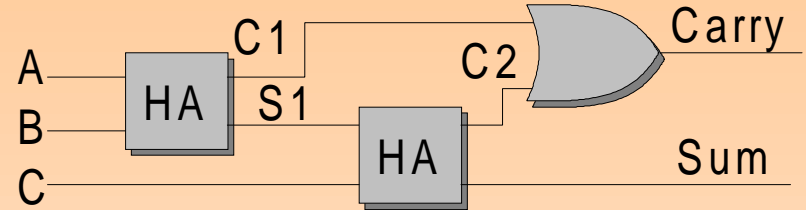
RegC:   register (InputC,LoadC,Clock),(OutputC),clock=yes
        wire     InputC,width=32
        wire     OutputC,width=32

endcircuit
```

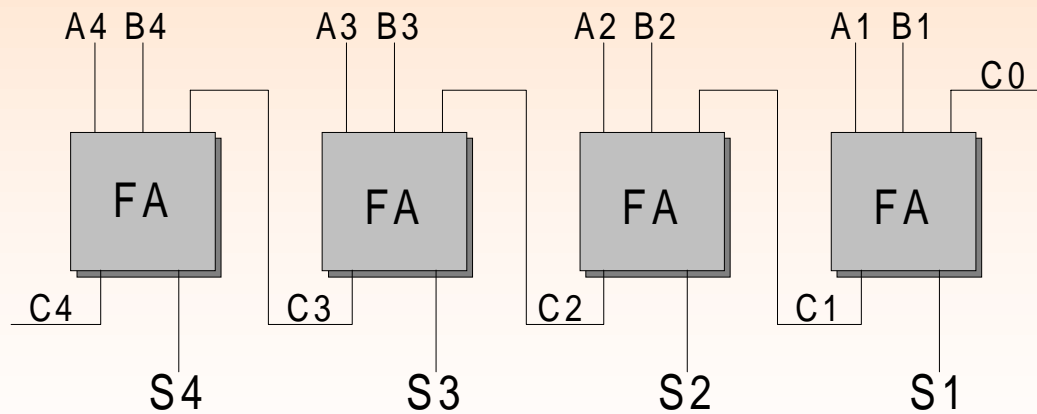
# Hierarchical Specifications



Half Adder



Full Adder



Four-Bit Adder

# Hierarchical FHDL

HalfAdder: circuit

	Inputs	A,B
	Outputs	S,C
G1:	xor	(A,B),S
G2:	and	(A,B),C
	endcircuit	

FullAdder: circuit

	Inputs	A,B,C
	Outputs	Sum,Carry
SS1:	HalfAdder	(A,B),(S1,C1)
SS2:	HalfAdder	(C,S1),(Sum,C2)
G3:	or	(C1,C2),Carry
	endcircuit	

FourBit: circuit

	Inputs	A4,A3,A2,A1,B4,B3,B2,B1,C0
	Outputs	S4,S3,S2,S1,C4
SS1:	FullAdder	(A1,B1,C0),(S1,C1)
SS2:	FullAdder	(A2,B2,C1),(S2,C2)
SS3:	FullAdder	(A3,B3,C2),(S3,C3)
SS4:	FullAdder	(A4,B4,C3),(S4,C4)
	endcircuit	

# High-Level ROM Code

```
start:      cont    loadr,loadd,loadq,loadl,clrlast,muxin
            cont    0->ovflval,loadovfl,loadctr
            cjump   hibit0,setovfl
repeat:     cont    shift
            cont    decr
            cont    loadr,loadl,loadlast
            cjump   ctrnz,repeat
            cjump   lastz,halt
            cont    loadr
            jump    halt
setovfl:    cont    1->ovflval,loadovfl
halt:       jump    halt,jobdone
```

# High-Level PLA Code

```
abx:  pla
i1:    field  type=input,position=0,width=3
i2:    field  type=input,position=3,width=1
a:     field  position=0,width=3
i1=2:  word   7->a
i1=3&i2=1: word 6->a
i1=1|i1=5: word    2->a
i2=0:  word   3->a
      endpla
```

# Winfhdl

- ❖ **Interactive, Runs on MS Windows 3.1**
- ❖ **Runs on Windows 95**
- ❖ **Full-Featured Text Editor**
- ❖ **Graphical Schematic Editor**
- ❖ **Based on VBX FHDL Components**
- ❖ **Easily Expandable**
- ❖ **Latest User Interface Do-Dads**
- ❖ **Full Driver Language Support**

# WinFHDL Teaching Techniques

- **Use the “Include” feature of ROM language**
  - Define your own microprogramming language
  - Automatically include your sequencer
- **Use the Standard Cell Libraries**
  - Define your own standard cells: e.g. MSI Comp.
  - Define macros for more complex cells
  - Define graphical cells for schematic capture
- **Save as VHDL for other tools**



# **The FHDL System**

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## **Simulation and Specification**

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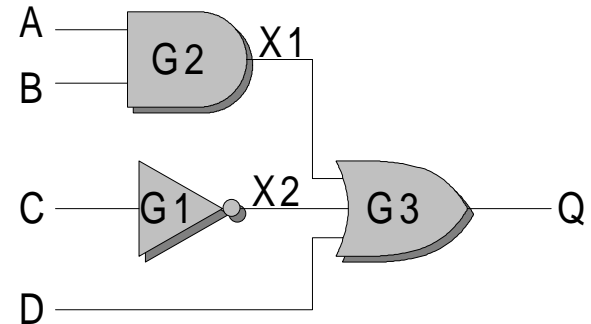
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**L**anguage

# **Components**

- **Gate-Level Simulation**
  - **Simple Gates**
  - **Functional Blocks**
  - **Rudimentary ROM & PLA Support**
  - **Hierarchical Circuits**
  - **Basic State Machine Support**
- **High-Level ROM Specifications**
- **High-Level PLA Specifications**
- **Macros**

# Gate-Level Specifications



Example: circuit

inputs      A,B,C,D

outputs     Q

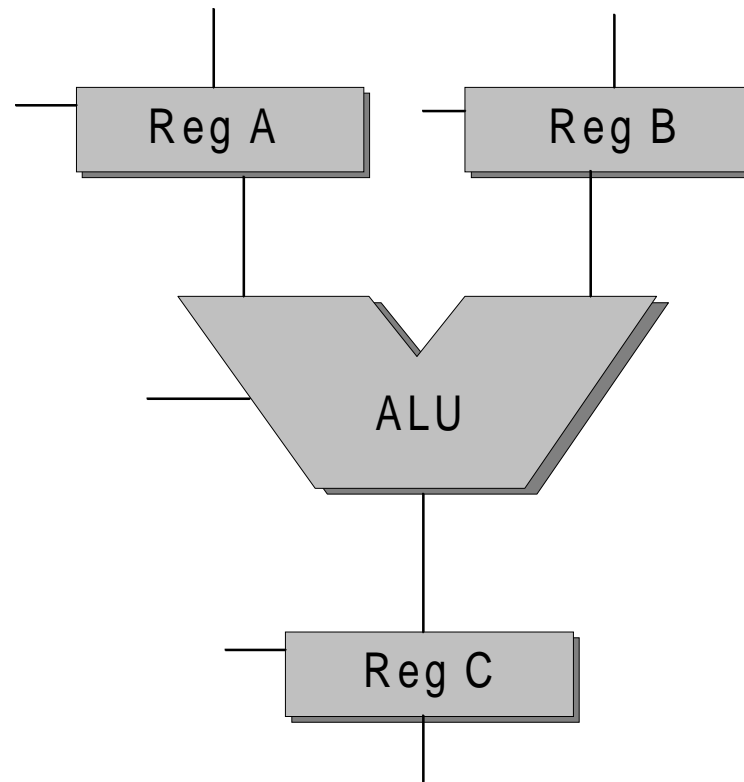
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endcircuit

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# Functional Blocks: FHDL

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Sample:  circuit
         inputs  InputA,LoadA,InputB,LoadB,ALUControl,LoadC,Clock
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         wire      InputA,width=32
         wire      ALULeft,width=32

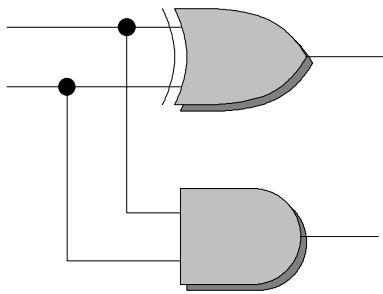
RegB:    register (InputB,LoadB,Clock),(ALURight),clock=yes
         wire      InputB,width=32
         wire      ALURight,width=32

MainALU: alu      (ALULeft,ALURight,ALUControl),(InputC),
                  control=(carryin,cenable),
                  function=(0,and,4,or,8,xor)
         wire      ALUControl,width=6

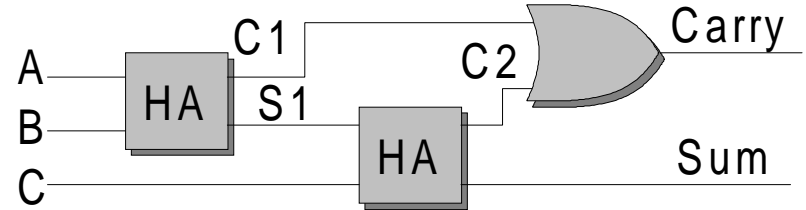
RegC:    register (InputC,LoadC,Clock),(OutputC),clock=yes
         wire      InputC,width=32
         wire      OutputC,width=32

         endcircuit
```

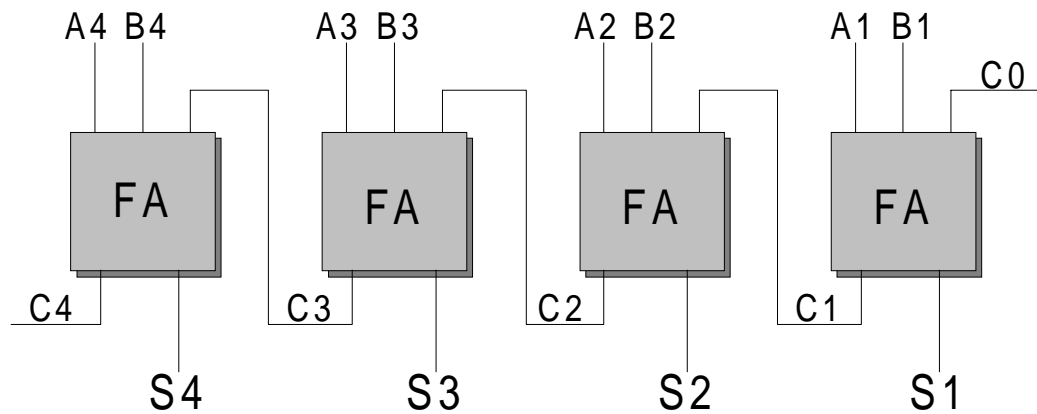
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Full Adder



Four-Bit Adder

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	Inputs	A,B,C
	Outputs	Sum,Carry
SS1:	HalfAdder	(A,B),(S1,C1)
SS2:	HalfAdder	(C,S1),(Sum,C2)
G3:	or	(C1,C2),Carry
	endcircuit	

FourBit: circuit

	Inputs	A4,A3,A2,A1,B4,B3,B2,B1,C0
	Outputs	S4,S3,S2,S1,C4
SS1:	FullAdder	(A1,B1,C0),(S1,C1)
SS2:	FullAdder	(A2,B2,C1),(S2,C2)
SS3:	FullAdder	(A3,B3,C2),(S3,C3)
SS4:	FullAdder	(A4,B4,C3),(S4,C4)
	endcircuit	

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start:    cont    loadr,loadd,loadq,loadl,clrlast,muxin
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          cjump   hibit0,setovfl
repeat:   cont    shift
          cont    decr
          cont    loadr,loadl,loadlast
          cjump   ctrnz,repeat
          cjump   lastz,halt
          cont    loadr
          jump    halt
setovfl:  cont    1->ovflval,loadovfl
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abx:  pla
i1:    field  type=input,position=0,width=3
i2:    field  type=input,position=3,width=1
a:     field  position=0,width=3
i1=2:  word   7->a
i1=3&i2=1: word 6->a
i1=1|i1=5: word    2->a
i2=0:  word   3->a
      endpla
```

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