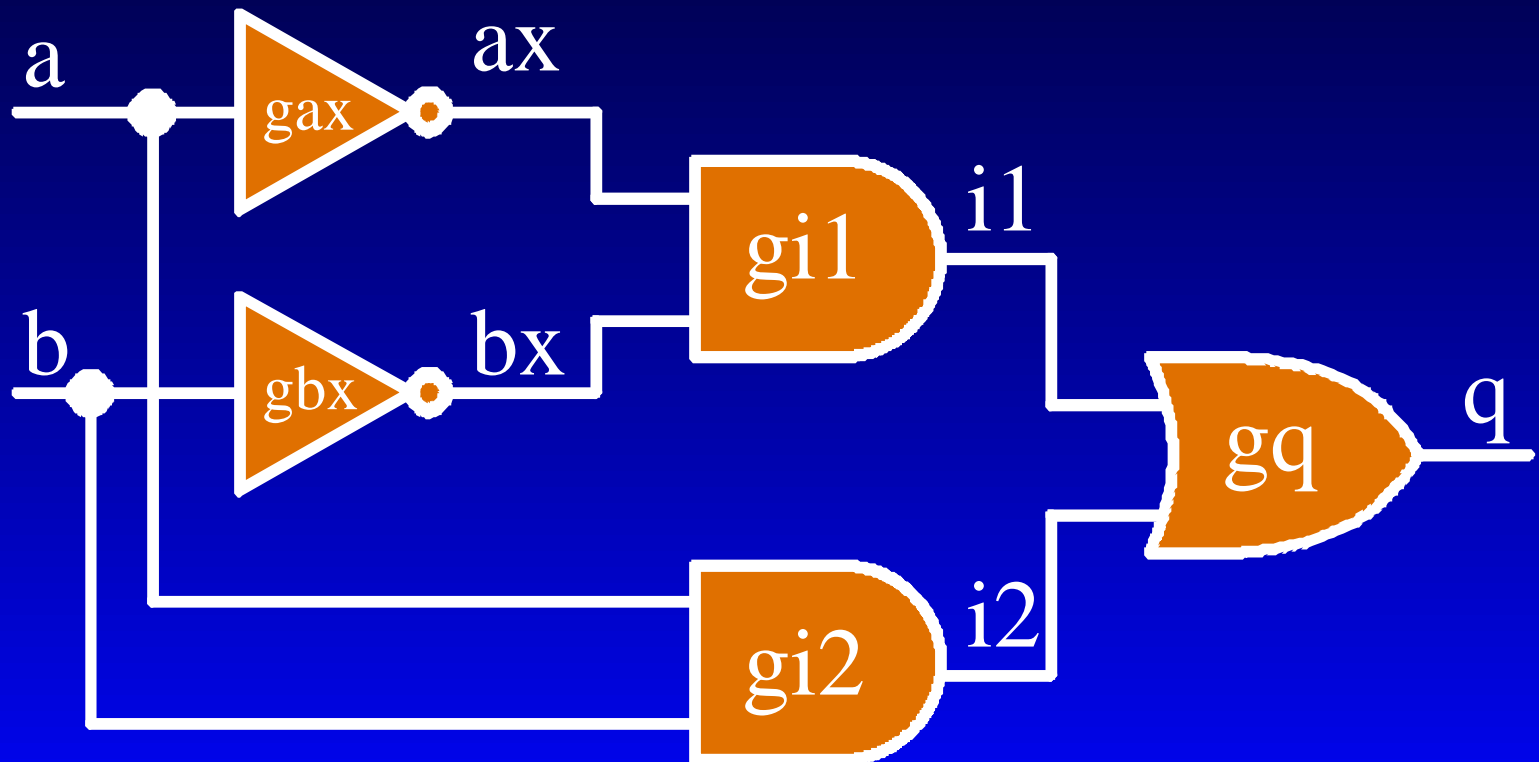




# *Introduction to FHDL*



# *A Sample Circuit*





# *Equivalent FHDL*

**Test1: circuit**

**inputs a,b**

**outputs q**

**gq: or (i1,i2),q**

**gi2 and (a,b),i2**

**gi1: and (ax,bx),i1**

**gax: not a,ax**

**gbx: not b,bx**

**endcircuit**





# *Coding Rules*

- ◆ Statements have the form:  
    <NAME> : <OP-CODE> <OPERANDS>
  - <OP-CODE> must be surrounded by spaces
  - <NAME>: is sometimes optional
- ◆ Circuits must begin with:  
    <NAME>: circuit
- ◆ Circuits must end with:  
    endcircuit





# *Coding Rules II*

- ◆ Primary Inputs must be declared using the statement:

inputs <NAME 1>,<NAME 2>, ...

- ◆ Primary Outputs must be declared using the statement:

outputs <NAME 1>,<NAME 2>, ...





# *Coding Rules III*

- ◆ The Remainder of the Circuit is Gate Specifications of the form:  
    <Name>: <GateType> (<Inputs>),( <Outputs>)
- ◆ If <Inputs> or <Outputs> is a single name, Omit the Parenthesis
- ◆ Nets are declared implicitly
- ◆ The “wire” statement can alter net properties





# *Circuit Must Be Parsed*

- ◆ Internal Tables are Constructed from Specifications
- ◆ Circuit-Processing programs use Parsed form of Circuit
- ◆ Many Different Structuring Techniques can be Used





# *Possible Result of Parsing Gates*

## Gate Table

<i>Index</i>	<i>Name</i>	<i>Type</i>	<i>Inputs</i>	<i>Outputs</i>
0	gq	or	3,4	2
1	gi2	and	0,1	4
2	gi1	and	5,6	3
3	gaprime	not	0	5
4	gbprime	not	1	6

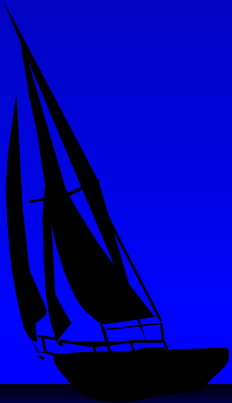




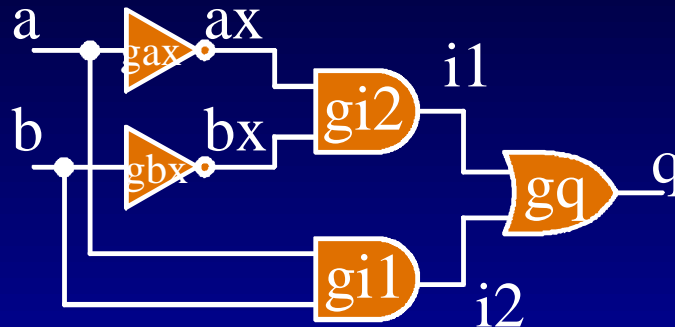


# *Possible Result of Parsing Nets*

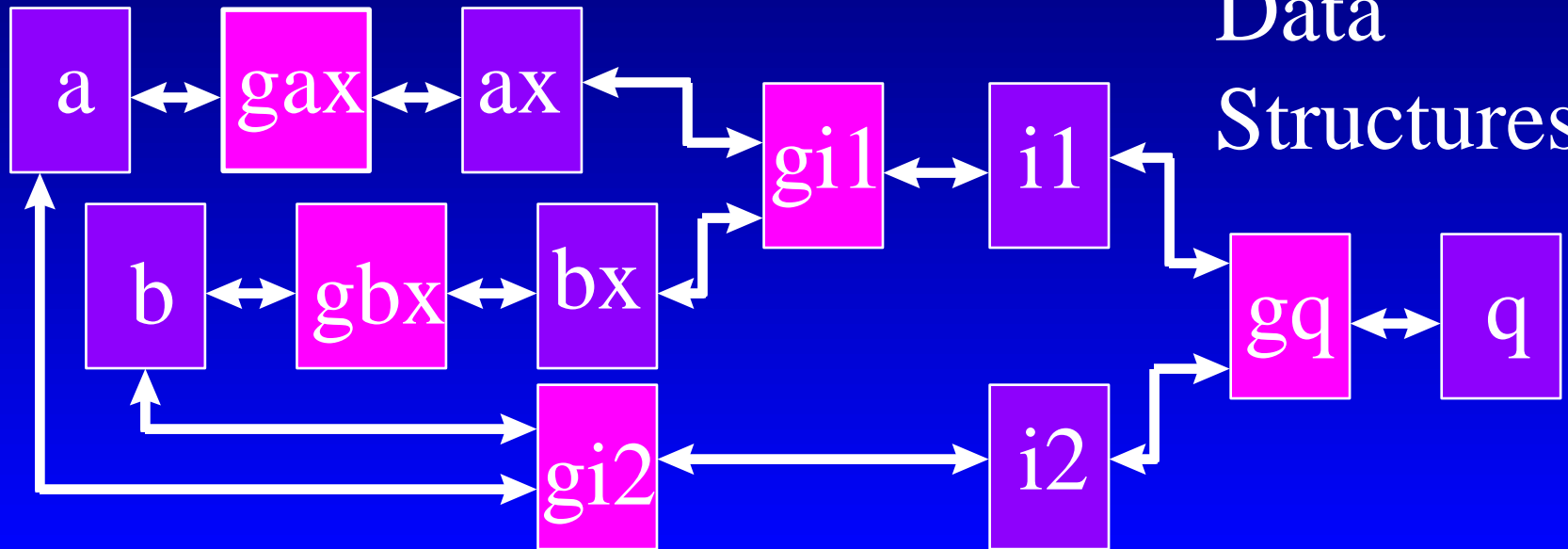
Net Table				
<i>Index</i>	<i>Name</i>	<i>Type</i>	<i>Fanout</i>	<i>Value</i>
0	a	PI	1,3	0
1	b	PI	1,4	0
2	q	PO		0
3	i1		0	0
4	i2		0	0
5	aprime		2	0
6	bprime		2	0



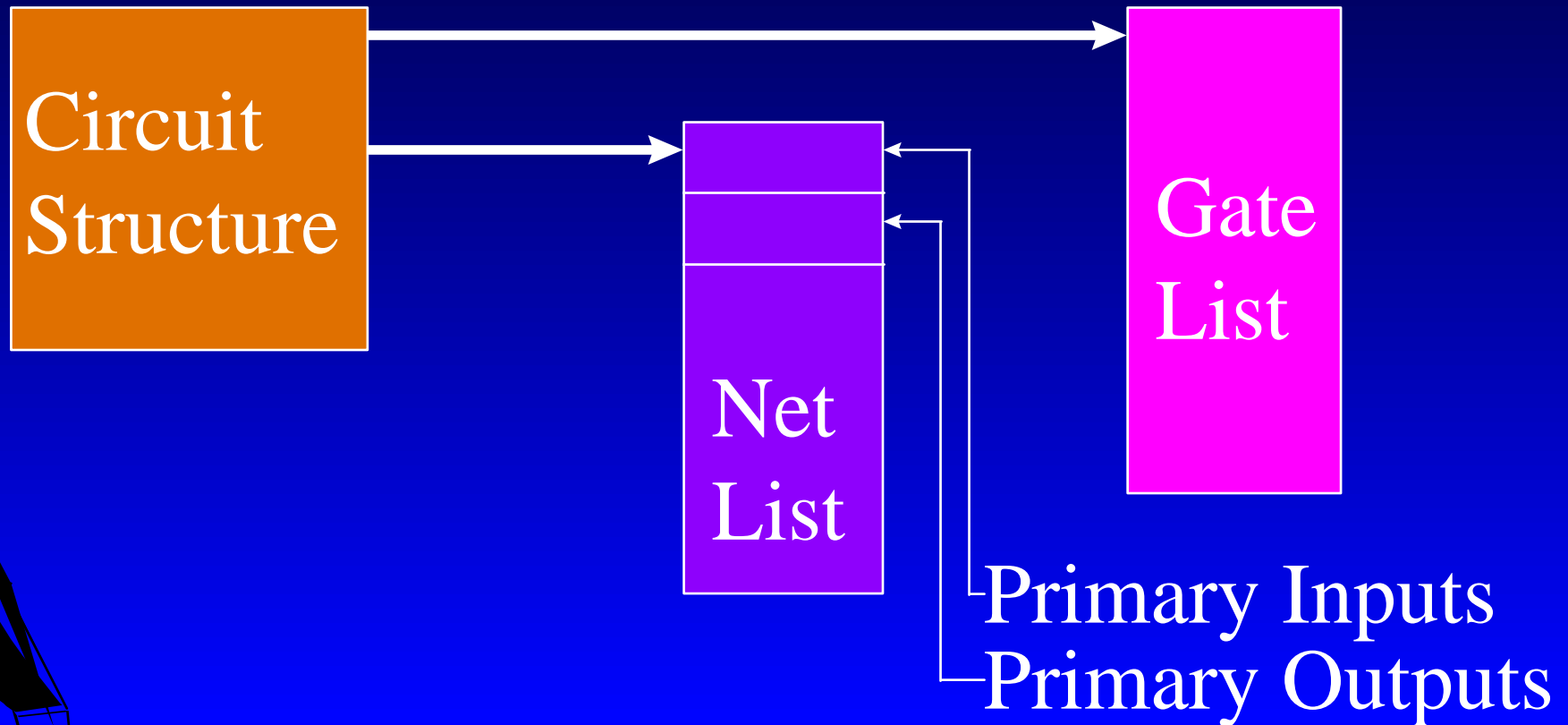
# WINFHDL Style



Linked  
Data  
Structures

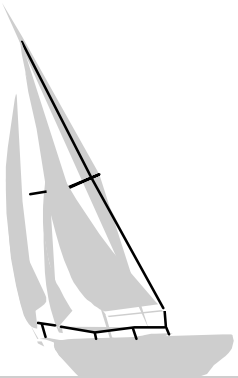


# *Access to Structures*

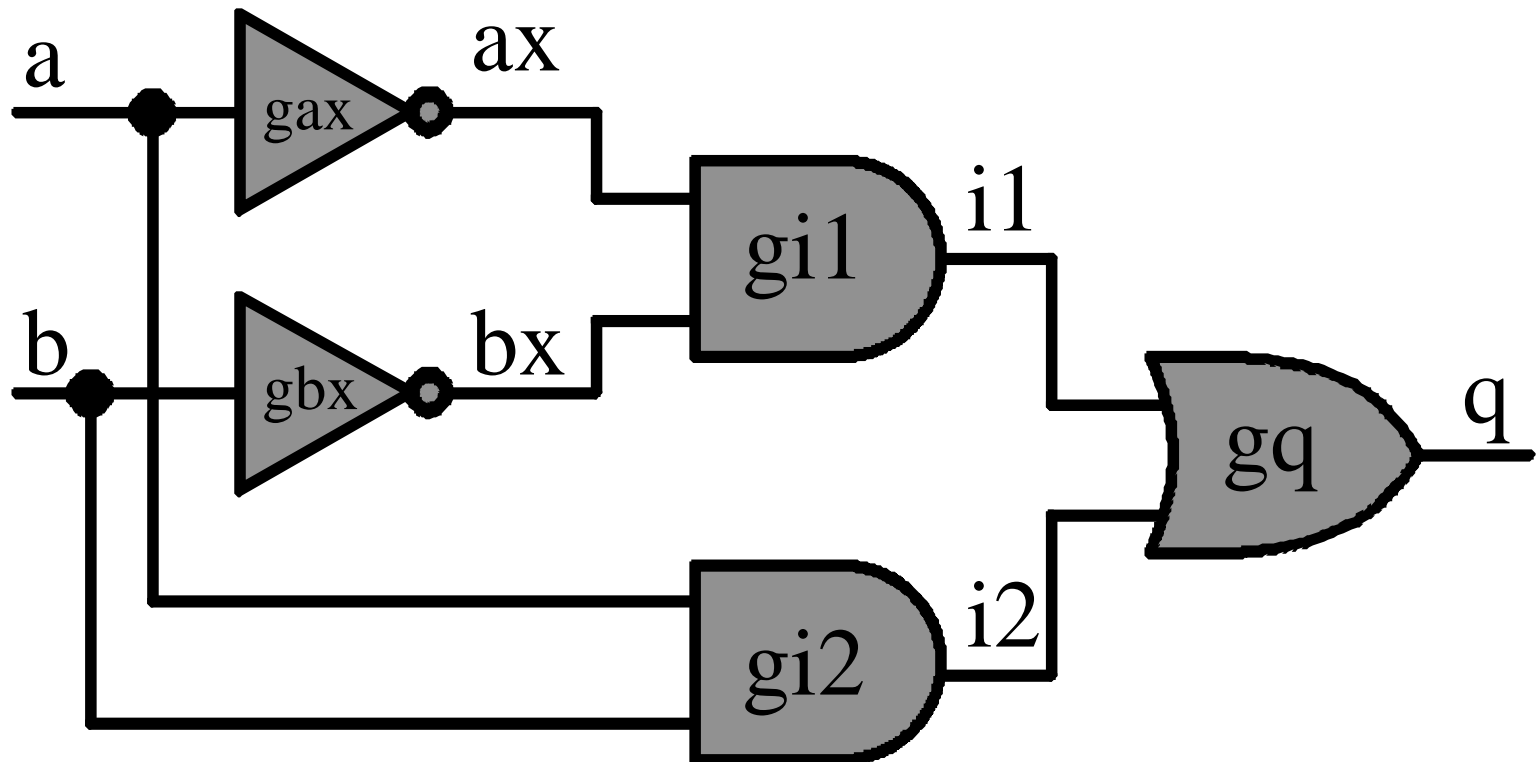




# *Introduction to FHDL*



# *A Sample Circuit*





# *Equivalent FHDL*

**Test1: circuit**

**inputs a,b**

**outputs q**

**gq: or (i1,i2),q**

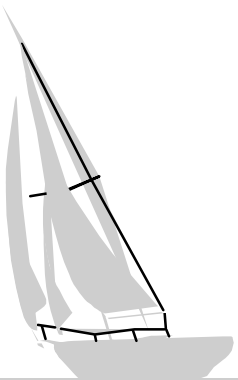
**gi2 and (a,b),i2**

**gi1: and (ax,bx),i1**

**gax: not a,ax**

**gbx: not b,bx**

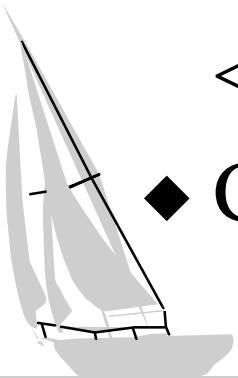
**endcircuit**





# *Coding Rules*

- ◆ Statements have the form:  
    <NAME> : <OP-CODE> <OPERANDS>
  - <OP-CODE> must be surrounded by spaces
  - <NAME>: is sometimes optional
- ◆ Circuits must begin with:  
    <NAME>: circuit
- ◆ Circuits must end with:  
    endcircuit





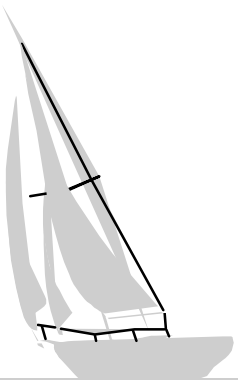
# *Coding Rules II*

- ◆ Primary Inputs must be declared using the statement:

inputs <NAME 1>,<NAME 2>, ...

- ◆ Primary Outputs must be declared using the statement:

outputs <NAME 1>,<NAME 2>, ...







# *Coding Rules III*

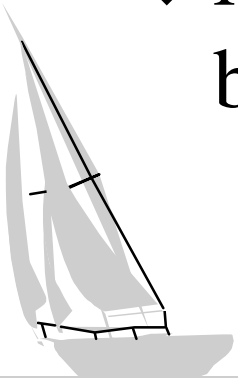
- ◆ The Remainder of the Circuit is Gate Specifications of the form:  
    <Name>: <GateType> (<Inputs>),( <Outputs>)
- ◆ If <Inputs> or <Outputs> is a single name, Omit the Parenthesis
- ◆ Nets are declared implicitly
- ◆ The “wire” statement can alter net properties





# *Circuit Must Be Parsed*

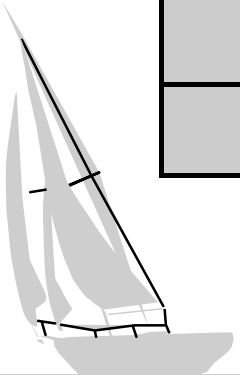
- ◆ Internal Tables are Constructed from Specifications
- ◆ Circuit-Processing programs use Parsed form of Circuit
- ◆ Many Different Structuring Techniques can be Used






# *Possible Result of Parsing Gates*

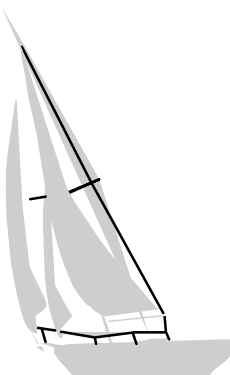
<b>Gate Table</b>				
<i><b>Index</b></i>	<i><b>Name</b></i>	<i><b>Type</b></i>	<i><b>Inputs</b></i>	<i><b>Outputs</b></i>
<b>0</b>	<b>gq</b>	<b>or</b>	<b>3,4</b>	<b>2</b>
<b>1</b>	<b>gi2</b>	<b>and</b>	<b>0,1</b>	<b>4</b>
<b>2</b>	<b>gi1</b>	<b>and</b>	<b>5,6</b>	<b>3</b>
<b>3</b>	<b>gaprime</b>	<b>not</b>	<b>0</b>	<b>5</b>
<b>4</b>	<b>gbprime</b>	<b>not</b>	<b>1</b>	<b>6</b>





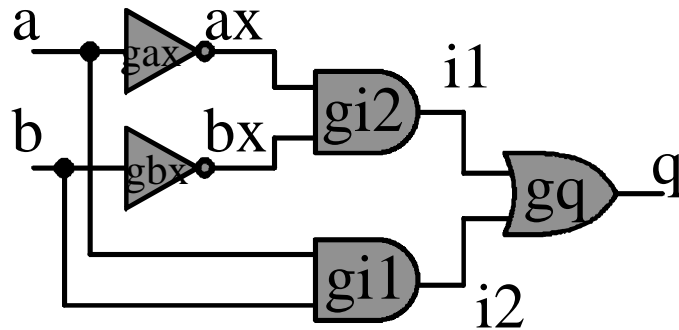
# *Possible Result of Parsing Nets*

<b>Net Table</b>				
<i><b>Index</b></i>	<i><b>Name</b></i>	<i><b>Type</b></i>	<i><b>Fanout</b></i>	<i><b>Value</b></i>
<b>0</b>	<b>a</b>	<b>PI</b>	<b>1,3</b>	<b>0</b>
<b>1</b>	<b>b</b>	<b>PI</b>	<b>1,4</b>	<b>0</b>
<b>2</b>	<b>q</b>	<b>PO</b>		<b>0</b>
<b>3</b>	<b>i1</b>		<b>0</b>	<b>0</b>
<b>4</b>	<b>i2</b>		<b>0</b>	<b>0</b>
<b>5</b>	<b>aprime</b>		<b>2</b>	<b>0</b>
<b>6</b>	<b>bprime</b>		<b>2</b>	<b>0</b>

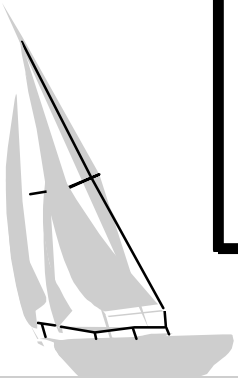
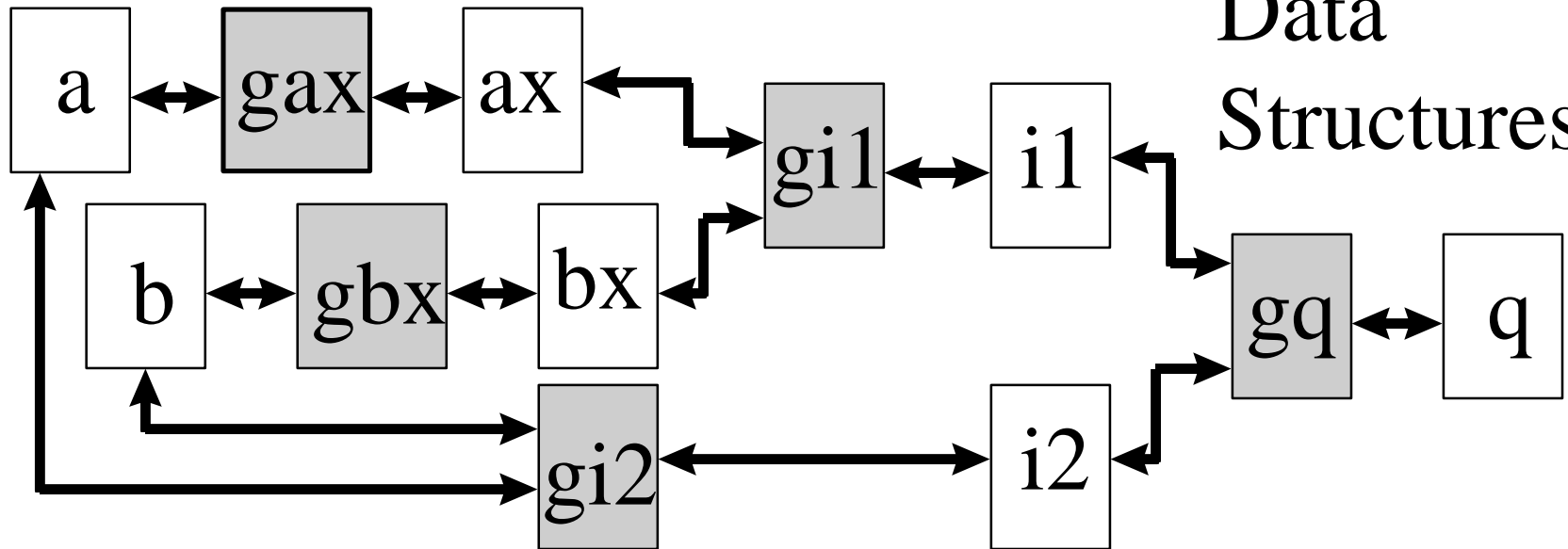




# WINFHDL Style



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# *Access to Structures*

