

INTERNATIONAL STANDARD

IEC
61691-3-3

First edition
2001-06

Behavioural languages –

**Part 3-3:
Synthesis in VHDL**



Reference number
IEC 61691-3-3:2001(E)

Publication numbering

As from 1 January 1997 all IEC publications are issued with a designation in the 60000 series. For example, IEC 34-1 is now referred to as IEC 60034-1.

Consolidated editions

The IEC is now publishing consolidated versions of its publications. For example, edition numbers 1.0, 1.1 and 1.2 refer, respectively, to the base publication, the base publication incorporating amendment 1 and the base publication incorporating amendments 1 and 2.

Further information on IEC publications

The technical content of IEC publications is kept under constant review by the IEC, thus ensuring that the content reflects current technology. Information relating to this publication, including its validity, is available in the IEC Catalogue of publications (see below) in addition to new editions, amendments and corrigenda. Information on the subjects under consideration and work in progress undertaken by the technical committee which has prepared this publication, as well as the list of publications issued, is also available from the following:

- **IEC Web Site** (www.iec.ch)
- **Catalogue of IEC publications**
The on-line catalogue on the IEC web site (www.iec.ch/catlg-e.htm) enables you to search by a variety of criteria including text searches, technical committees and date of publication. On-line information is also available on recently issued publications, withdrawn and replaced publications, as well as corrigenda.
- **IEC Just Published**
This summary of recently issued publications (www.iec.ch/JP.htm) is also available by email. Please contact the Customer Service Centre (see below) for further information.
- **Customer Service Centre**
If you have any questions regarding this publication or need further assistance, please contact the Customer Service Centre:

Email: custserv@iec.ch
Tel: +41 22 919 02 11
Fax: +41 22 919 03 00

INTERNATIONAL STANDARD

IEC
61691-3-3

First edition
2001-06

Behavioural languages –

Part 3-3: Synthesis in VHDL

© IEC 2001 — Copyright - all rights reserved

No part of this publication may be reproduced or utilized in any form or by any means, electronic or mechanical, including photocopying and microfilm, without permission in writing from the publisher.

International Electrotechnical Commission 3, rue de Varembé Geneva, Switzerland
Telefax: +41 22 919 0300 e-mail: inmail@iec.ch IEC web site <http://www.iec.ch>



Commission Electrotechnique Internationale
International Electrotechnical Commission
Международная Электротехническая Комиссия

PRICE CODE

X

For price, see current catalogue

INTERNATIONAL ELECTROTECHNICAL COMMISSION

BEHAVIOURAL LANGUAGES –

Part 3-3: Synthesis in VHDL

FOREWORD

- 1) The IEC (International Electrotechnical Commission) is a worldwide organization for standardization comprising all national electrotechnical committees (IEC National Committees). The object of the IEC is to promote international co-operation on all questions concerning standardization in the electrical and electronic fields. To this end and in addition to other activities, the IEC publishes International Standards. Their preparation is entrusted to technical committees; any IEC National Committee interested in the subject dealt with may participate in this preparatory work. International, governmental and non-governmental organizations liaising with the IEC also participate in this preparation. The IEC collaborates closely with the International Organization for Standardization (ISO) in accordance with conditions determined by agreement between the two organizations.
- 2) The formal decisions or agreements of the IEC on technical matters express, as nearly as possible, an international consensus of opinion on the relevant subjects since each technical committee has representation from all interested National Committees.
- 3) The documents produced have the form of recommendations for international use and are published in the form of standards, technical specifications, technical reports or guides and they are accepted by the National Committees in that sense.
- 4) In order to promote international unification, IEC National Committees undertake to apply IEC International Standards transparently to the maximum extent possible in their national and regional standards. Any divergence between the IEC Standard and the corresponding national or regional standard shall be clearly indicated in the latter.
- 5) The IEC provides no marking procedure to indicate its approval and cannot be rendered responsible for any equipment declared to be in conformity with one of its standards.
- 6) Attention is drawn to the possibility that some of the elements of this International Standard may be the subject of patent rights. The IEC shall not be held responsible for identifying any or all such patent rights.

International Standard IEC 61691-2-3 has been prepared by IEC technical committee 93: Design automation.

This standard is based on IEEE Std 1076-3 (1997: *Synthesis packages*)

The text of this standard is based on the following documents:

FDIS	Report on voting
93/132/FDIS	93/142/RVD

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

This standard does not follow the rules for the structure of international standards given in Part 3 of the ISO/IEC Directives.

IEC 61691 consists of the following parts, under the general title: *Behavioural languages*:

IEC 61691-1:1997, VHDL language reference manual ¹⁾

IEC 61691-2:2001, Part 2: VHDL multilogic system for model interoperability

¹⁾ The edition 2 with the title: VHSIC hardware description language VHDL (1076a) (under consideration) will replace it.

IEC 61691-3-1, Part 3-1: Analog description in VHDL (under consideration)

IEC 61691-3-2:2001, Part 3-2: Mathematical operation in VHDL

IEC 61691-3-3:2001, Part 3-3: Synthesis in VHDL

IEC 61691-3-4, Part 3-4: Timing expressions in VHDL (under consideration)

IEC 61691-3-5, Part 3-5: Library utilities in VHDL (under consideration)

The committee has decided that the contents of this publication will remain unchanged until 2004. At this date, the publication will be

- reconfirmed;
- withdrawn;
- replaced by a revised edition, or
- amended.

INTRODUCTION

This standard, 61691-3-3, supports the synthesis and verification of hardware designs, by defining vector types for representing signed or unsigned integer values and providing standard interpretations of widely used scalar VHDL values.

This standard includes package bodies, as described in annex A, which are available in electronic format either on a diskette affixed to the back cover, or as a downloadable file from the IEC Web Store.

BEHAVIOURAL LANGUAGES - Part 3-3: Synthesis in VHDL

1. Overview

1.1 Scope

This standard defines standard practices for synthesizing binary digital electronic circuits from VHDL source code. It includes the following:

- a) The hardware interpretation of values belonging to the BIT and BOOLEAN types defined by IEEE Std 1076-1993¹ and to the STD_ULOGIC type defined by IEEE Std 1164-1993.
- b) A function (STD_MATCH) that provides “don’t care” or “wild card” testing of values based on the STD_ULOGIC type.
- c) Standard functions for representing sensitivity to the edge of a signal.
- d) Two packages that define vector types for representing signed and unsigned arithmetic values, and that define arithmetic, shift, and type conversion operations on those types.

This standard is designed for use with IEEE Std 1076-1993. Modifications that may be made to the packages for use with the previous edition, IEEE Std 1076-1987, are described in 7.2.

1.2 Terminology

The word *shall* indicates mandatory requirements strictly to be followed in order to conform to the standard and from which no deviation is permitted (*shall* equals *is required to*). The word *should* is used to indicate that a certain course of action is preferred but not necessarily required; or that (in the negative form) a certain course of action is deprecated but not prohibited (*should* equals *is recommended that*). The word *may* indicates a course of action permissible within the limits of the standard (*may* equals *is permitted*).

A synthesis tool is said to *accept* a VHDL construct if it allows that construct to be legal input; it is said to *interpret* the construct (or to provide an *interpretation* of the construct) by producing something that represents the construct. A synthesis tool is not required to provide an interpretation for every construct that it accepts, but only for those for which an interpretation is specified by this standard.

¹Information on references can be found in Clause 2.

1.3 Conventions

This standard uses the following conventions:

- a) The body of the text of this standard uses boldface to denote VHDL reserved words (such as **downto**) and upper case to denote all other VHDL identifiers (such as REVERSE_RANGE or FOO).
- b) The text of the VHDL packages defined by this standard, as well as the text of VHDL examples and code fragments, is represented in a fixed-width font. All such text represents VHDL reserved words as lower case text and all other VHDL identifiers as upper case text.
- c) In the body of the text, italics denote words or phrases that are being defined by the paragraph in which they occur.
- d) VHDL code fragments not supported by this standard are denoted by an italic fixed-width font.

2. References

This standard shall be used in conjunction with the following publications. When the following standards are superseded by an approved revision, the revision shall apply.

IEEE Std 1076-1993, IEEE Standard VHDL Language Reference Manual (ANSI).²

IEEE Std 1164-1993, IEEE Standard Multivalued Logic System for VHDL Model Interoperability (Std_logic_1164) (ANSI).

3. Definitions

Terms used in this standard, but not defined in this clause, are assumed to be from IEEE Std 1076-1993 and IEEE Std 1164-1993.

3.1 argument: An expression occurring as the actual value in a function call or procedure call.

3.2 arithmetic operation: An operation for which the VHDL operator is +, -, *, /, **mod**, **rem**, **abs**, or ******.

3.3 assignment reference: The occurrence of a literal or other expression as the waveform element of a signal assignment statement or as the right-hand side expression of a variable assignment statement.

3.4 don't care value: The enumeration literal '-' of the type STD_ULOGIC defined by IEEE Std 1164-1993.

3.5 equality relation: A VHDL relational expression in which the relational operator is =.

3.6 high-impedance value: The enumeration literal 'Z' of the type STD_ULOGIC defined by IEEE Std 1164-1993.

3.7 inequality relation: A VHDL relational expression in which the relational operator is /=.

3.8 logical operation: An operation for which the VHDL operator is **and**, **or**, **nand**, **nor**, **xor**, **xnor**, or **not**.

3.9 metalogical value: One of the enumeration literals 'U', 'X', 'W', or '-' of the type STD_ULOGIC defined by IEEE Std 1164-1993.

²IEEE publications are available from the Institute of Electrical and Electronics Engineers, 445 Hoes Lane, P.O. Box 1331, Piscataway, NJ 08855-1331, USA.

3.10 ordering relation: A VHDL relational expression in which the relational operator is `<`, `<=`, `>`, or `>=`.

3.11 shift operation: An operation for which the VHDL operator is `sll`, `srl`, `sla`, `sra`, `rol`, or `ror`.

3.12 standard logic type: The type `STD_ULOGIC` defined by IEEE Std 1164-1993, or any type derived from it, including, in particular, one-dimensional arrays of `STD_ULOGIC` or of one of its subtypes.

3.13 synthesis tool: Any system, process, or tool that interprets VHDL source code as a description of an electronic circuit in accordance with the terms of this standard and derives an alternate description of that circuit.

3.14 user: A person, system, process, or tool that generates the VHDL source code that a synthesis tool processes.

3.15 vector: A one-dimensional array.

3.16 well-defined: Containing no metalogical or high-impedance element values.

4. Interpretation of the standard logic types

This clause defines how a synthesis tool shall interpret values of the standard logic types defined by IEEE Std 1164-1993 and of the `BIT` and `BOOLEAN` types defined by IEEE Std 1076-1993. Simulation tools, however, shall continue to interpret these values according to the standards in which the values are defined.

4.1 The `STD_LOGIC_1164` values

IEEE Std 1164-1993 defines the standard logic type:

```
type STD_ULOGIC is ( 'U', -- Uninitialized
                    'X', -- Forcing Unknown
                    '0', -- Forcing 0
                    '1', -- Forcing 1
                    'Z', -- High Impedance
                    'W', -- Weak Unknown
                    'L', -- Weak 0
                    'H', -- Weak 1
                    '-' -- Don't care
                  );
```

The *logical values* `'1'`, `'H'`, `'0'`, and `'L'` are interpreted as representing one of two logic levels, where each logic level represents one of two distinct voltage ranges in the circuit to be synthesized.

IEEE Std 1164-1993 also defines a resolution function named `RESOLVED` and a subtype `STD_LOGIC` that is derived from `STD_ULOGIC` by using `RESOLVED`. The resolution function `RESOLVED` treats the values `'0'` and `'1'` as *forcing values* that override the *weak values* `'L'` and `'H'` when multiple sources drive the same signal.

The values `'U'`, `'X'`, `'W'`, and `'-'` are *metalogical values*; they define the behavior of the model itself rather than the behavior of the hardware being synthesized. The value `'U'` represents the value of an object before it is explicitly assigned a value during simulation; the values `'X'` and `'W'` represent forcing and weak values, respectively, for which the model is not able to distinguish between logic levels.

The value `'-'` is also called the *don't care value*. This standard treats it in the same way as the other metalogical values except when it is furnished as an argument to the `STD_MATCH` functions in the

IEEE.NUMERIC_STD package. The STD_MATCH functions use '-' to implement a "match all" or "wild card" matching.

The value 'Z' is called the *high-impedance value*, and represents the condition of a signal source when that source makes no effective contribution to the resolved value of the signal.

4.2 Static constant values

Wherever a synthesis tool accepts a reference to a locally static or globally static named constant, it shall treat that constant as the equivalent of the associated static expression.

4.3 Interpretation of logic values

This subclause describes the interpretations of logic values occurring as literals (or in literals) after a synthesis tool has replaced named constants by their corresponding values.

4.3.1 Interpretation of the forcing and weak values ('0', '1', 'L', 'H', FALSE, TRUE)

A synthesis tool shall interpret the following values as representing a logic value 0:

- The BIT value '0'.
- The BOOLEAN value FALSE.
- The STD_ULOGIC values '0' and 'L'.

It shall interpret the following values as representing a logic value 1:

- The BIT value '1'.
- The BOOLEAN value TRUE.
- The STD_ULOGIC value '1' and 'H'.

This standard makes no restriction as to the interpretation of the relative strength of values.

4.3.2 Interpretation of the metalogical values ('U', 'W', 'X', '-')

4.3.2.1 Metalogical values in relational expressions

If the VHDL source code includes an equality relation (=) for which one operand is a static metalogical value and for which the other operand is not a static value, a synthesis tool shall interpret the equality relation as equivalent to the BOOLEAN value FALSE. If one operand of an equality relation is a vector, and one element of that vector is a static metalogical value, a synthesis tool shall interpret the entire equality relation as equivalent to the BOOLEAN value FALSE.

A synthesis tool shall interpret an inequality relation (/=) for which one operand is or contains a static metalogical value, and for which the other operand is not a static value, as equivalent to the BOOLEAN value TRUE.

A synthesis tool shall treat an ordering relation for which at least one operand is or contains a static metalogical value as an error.

4.3.2.2 Metalogical values as a choice in a case statement

If a metalogical value occurs as a choice, or as an element of a choice, in a case statement that is interpreted by a synthesis tool, the synthesis tool shall interpret the choice as one that can never occur. That is, the inter-

pretation that is generated is not required to contain any constructs corresponding to the presence or absence of the sequence of statements associated with the choice.

Whenever a synthesis tool interprets a case statement alternative that associates multiple choices with a single sequence of statements, it shall produce an interpretation consistent with associating the sequence of statements with each choice individually.

Whenever a synthesis tool interprets a selected signal assignment statement, it shall interpret the selected signal assignment statement as if it were the case statement in the equivalent process as defined by IEEE Std 1076-1993.

4.3.2.3 Metalogical values in logical, arithmetic, and shift operations

When a static metalogical value occurs as all of, or one element of, an operand to a logical, arithmetic, or shift operation, and when the other operand to the operation is not a static value, a synthesis tool shall treat the operation as an error.

4.3.2.4 Metalogical values in concatenate operations

If a static metalogical value occurs as all of, or as one element of, an operand to the concatenate (&) operator, a synthesis tool shall treat it as if it had occurred as the corresponding element of the expression formed by the concatenate operation.

4.3.2.5 Metalogical values in type conversion and sign-extension functions

If a static metalogical value occurs as all of, or as one element of, the value argument to a type conversion or sign-extension function, a synthesis tool shall treat it as if it had occurred as the corresponding element of the expression formed by the function call.

4.3.2.6 Metalogical values used in assignment references

A synthesis tool shall accept a static metalogical value used as all of, or as one element of, an assignment reference, but is not required to provide any particular interpretation of that metalogical value.

4.3.3 Interpretation of the high-impedance value ('Z')

If the static value 'Z' occurs as an assignment reference in a signal assignment statement, a synthesis tool shall interpret the assignment as implying the equivalent of a three-state buffer that is disabled when the conditions under which the assignment occurs is true. The output of the three-state buffer is the target of the assignment. The input of the three-state buffer is the logic network that represents the value of the target apart from any assignments to 'Z'.

If the 'Z' occurs as one or more elements of an assignment reference in a signal assignment statement, a synthesis tool shall interpret each such occurrence as implying the equivalent of a three-state buffer in the manner defined by the preceding paragraph.

This standard does not specify an interpretation when a static value 'Z' occurs as all of, or one bit of, an assignment reference in a variable assignment statement.

Whenever a static high-impedance value occurs in any context other than an assignment reference, a synthesis tool shall treat it as equivalent to a static metalogical value.

NOTE—A signal assignment statement that assigns one or more bits of a signal to 'Z' unconditionally implies the equivalent of a three-state buffer that is always disabled. A synthesis tool may choose to ignore such assignments.

5. The STD_MATCH function

The NUMERIC_STD package defined by this standard defines functions named STD_MATCH to provide wild card matching for the don't care value. Whenever the STD_MATCH function compares two arguments which are STD_ULOGIC values, it returns TRUE if and only if:

- Both values are well-defined and the values are the same, or
- One value is '0' and the other is 'L', or
- One value is '1' and the other is 'H', or
- At least one of the values is the don't care value ('-').

Whenever the STD_MATCH function compares two arguments which are vectors whose elements belong to the STD_ULOGIC type or to one of its subtypes, it returns TRUE if and only if:

- a) The operands have the same length, and
- b) STD_MATCH applied to each pair of matching elements returns TRUE.

When one of the arguments to the STD_MATCH function is a static value and the other is not, a synthesis tool shall interpret the call to the STD_MATCH function as equivalent to an equality test on matching elements of the arguments, excepting those elements of the static value which are equal to '-'.

NOTE—If any argument value passed to STD_MATCH is or contains a metalogical or high-impedance value other than '-', the function returns FALSE.

6. Signal edge detection

Wherever a synthesis tool interprets a particular expression as the edge of a signal, it shall also interpret the function RISING_EDGE as representing a rising edge and the function FALLING_EDGE as representing a falling edge, where RISING_EDGE and FALLING_EDGE are the functions declared either by the package STD_LOGIC_1164 of IEEE Std 1164-1993 or by the NUMERIC_BIT package of this standard.

7. Standard arithmetic packages

Two VHDL packages are defined by this standard. The NUMERIC_BIT package is based on the VHDL type BIT, while the second package, NUMERIC_STD, is based on the subtype STD_LOGIC of the type STD_ULOGIC. Simulations based on the subprograms of the NUMERIC_BIT package ordinarily require less execution time, because the subprograms do not have to deal with operands containing metalogical or high-impedance values. Use of the subprograms of the NUMERIC_STD package allow simulation to detect the propagation or generation of metalogical values.

Each package defines a vector type named SIGNED and a vector type named UNSIGNED. The type UNSIGNED represents an unsigned binary integer with the most significant bit on the left, while the type SIGNED represents a two's-complement binary integer with the most significant bit on the left. In particular, a one-element SIGNED vector represents the integer values -1 and 0.

The two packages are mutually incompatible, and only one shall be used in any given design unit. To facilitate changing from one package to the other, most of the subprograms declared in one package are also declared for corresponding arguments in the other. Exceptions are when:

- a) The NUMERIC_BIT package declares the functions RISING_EDGE and FALLING_EDGE; the corresponding functions for STD_ULOGIC are declared by the STD_LOGIC_1164 package.

- b) The NUMERIC_STD package declares the STD_MATCH functions, which give special treatment to the don't care value, whereas the BIT-based types of the NUMERIC_BIT package have no don't care values.
- c) The NUMERIC_STD package declares the TO_01 functions, which may be applied to SIGNED and UNSIGNED vector values, and which map the element values of the vectors to the STD_ULOGIC values '0' and '1' and to a third value representing metalogical or high-impedance values.

Table 1 shows the order of the function declarations within the package declarations.

Table 1—Order of functions within packages

Function Id(s)	NUMERIC_BIT	NUMERIC_STD
A.1 A.2	abs unary –	abs unary –
A.3–A.8 A.9–A.14 A.15–A.20 A.21–A.26 A.27–A.32 A.33–A.38	binary + binary – * / rem mod	binary + binary – * / rem mod
C.1–C.6 C.7–C.12 C.13–C.18 C.19–C.24 C.25–C.30 C.31–C.36	> < <= >= = /=	> < <= >= = /=
S.1, S.3 S.2, S.4 S.5, S.7 S.6, S.8	SHIFT_LEFT SHIFT_RIGHT ROTATE_LEFT ROTATE_RIGHT	SHIFT_LEFT SHIFT_RIGHT ROTATE_LEFT ROTATE_RIGHT
S.9, S.10 S.11, S.12 S.13, S.14 S.15, S.16	(predefined in VHDL)	sl srl rol ror
R.1–R.2	RESIZE	RESIZE
D.1–2 D.3 D.4	TO_INTEGER TO_UNSIGNED TO_SIGNED	TO_INTEGER TO_UNSIGNED TO_SIGNED
E.1 E.2	RISING_EDGE FALLING_EDGE	(defined by the STD_LOGIC_1164 package)
L.1, L.8 L.2, L.9 L.3, L.10 L.4, L.11 L.5, L.12 L.6, L.13 L.7, L.14	not and or nand nor xor xnor	not and or nand nor xor xnor
M.1–M.5		STD_MATCH
T.1–T.2		TO_01

If a null array is furnished as an input argument to any subprogram declared by NUMERIC_BIT or NUMERIC_STD, a synthesis tool shall treat it as an error.

All vector return values that are not null array values are normalized so that the direction of the index range is **downto** and the right bound is 0. A vector return value that is a null array has the index range “0 **downto** 1”.

The package declarations use the following format to declare each function:

```
-- Id: <id_nr>
function <designator> (<formal_parameter_list>) return <type_mark>;
-- Result Subtype: <subtype_indication>
-- Result: <description of function>
```

The elements of this format have the following meanings:

<id_nr>

A unique identifier of the form *letter.number*. A corresponding identifier appears at the beginning of the corresponding function body in the package body for the same package.

<designator>

The function designator as defined by IEEE Std 1076-1993.

<formal_parameter_list>

The formal parameter list for the function as defined by IEEE Std 1076-1993.

<type_mark>

A type mark denoting the result subtype of the function as defined by IEEE Std 1076-1993.

<subtype_indication>

The subtype of the value returned by the function. If the result subtype of the function denotes an unconstrained vector subtype, <subtype_indication> also includes an index constraint defining the index range of the returned value in terms of sizes and values of the input parameters. <subtype_indication> is syntactically a subtype indication as defined by IEEE Std 1076-1993.

<description of function>

An English language description of the operation performed by the function.

Both packages shall be analyzed into the library symbolically named IEEE.

7.1 Allowable modifications

Vendors of tools conforming to this standard shall not modify the package declarations for NUMERIC_BIT or NUMERIC_STD. However, a vendor may provide package bodies for either or both packages in which subprograms are rewritten for more efficient simulation or synthesis, provided that the behavior of the rewritten subprograms remains the same under simulation. The behavior of the original and rewritten subprograms are the same if, for any combination of input values, they return the same return values. The text of messages associated with assertions may differ in the rewritten subprogram.

The package bodies for both packages declare a constant named NO_WARNING that has the value FALSE. A user may set NO_WARNING to TRUE and reanalyze the package body to suppress warning messages generated by calls to the functions in these packages. For this reason:

- A tool vendor who rewrites the package body shall preserve the declaration of the NO_WARNING constant to allow a user to suppress warnings by editing and reanalyzing the package body.
- A simulation tool vendor who provides a preanalyzed version of the package body should also provide a mechanism for suppressing warning messages generated by the package functions.

7.2 Compatibility with IEEE Std 1076-1987

The following functions from the NUMERIC_STD package are compatible with IEEE Std 1076-1993 but not with the previous edition, IEEE Std 1076-1987:

- a) "xnor"
- b) "sll"
- c) "srl"
- d) "rol"
- e) "ror"

To use these functions with a VHDL-based system that has not yet been upgraded to be compatible with IEEE Std 1076-1993, a user or vendor may comment out the subprogram declarations and subprogram bodies.

In addition, IEEE Std 1076-1993 supports a character set that includes the copyright symbol (©). However, IEEE Std 1076-1987 does not support this same character set. Therefore, in order to use the NUMERIC_BIT and NUMERIC_STD packages with a system that has not yet been upgraded to be compatible with IEEE Std 1076-1993, a user or vendor may replace the copyright symbol within the sources of those packages by a left parenthesis, a lowercase "c," and a right parenthesis.

7.3 The package texts

The texts of the NUMERIC_BIT and NUMERIC_STD packages (both package declarations and package bodies) are on the diskette that is included with this standard. Those texts are an official part of this standard. For the convenience of users, the package declarations are also included in the printed form of the standard. Please consult the diskette for the contents of the package bodies.

7.3.1 Package declaration for NUMERIC_BIT

```

-----
--
-- Copyright © 1997 by IEEE. All rights reserved.
--
-- This source file is an essential part of IEEE Std 1076.3-1997,
-- IEEE Standard VHDL Synthesis Packages. This source file may not be
-- copied, sold, or included with software that is sold without written
-- permission from the IEEE Standards Department. This source file may
-- be used to implement this standard and may be distributed in compiled
-- form in any manner so long as the compiled form does not allow direct
-- decompilation of the original source file. This source file may be
-- copied for individual use between licensed users. This source file is
-- provided on an AS IS basis. The IEEE disclaims ANY WARRANTY EXPRESS OR
-- IMPLIED INCLUDING ANY WARRANTY OF MERCHANTABILITY AND FITNESS FOR USE
-- FOR A PARTICULAR PURPOSE. The user of the source file shall indemnify
-- and hold IEEE harmless from any damages or liability arising out of the
-- use thereof.
--
-- This package may be modified to include additional data required by tools,
-- but it must in no way change the external interfaces or simulation behavior
-- of the description. It is permissible to add comments and/or attributes to
-- the package declarations, but not to change or delete any original lines of
-- the package declaration. The package body may be changed only in accordance
-- with the terms of 7.1 and 7.2 of this standard.
--
-- Title      : Standard VHDL Synthesis Packages (IEEE Std 1076.3-1997,
NUMERIC_BIT)
--
-- Library    : This package shall be compiled into a library symbolically
--              : named IEEE.
--
-- Developers : IEEE DASC Synthesis Working Group.
--
-- Purpose    : This package defines numeric types and arithmetic functions
--              : for use with synthesis tools. Two numeric types are defined:
--              : -- > UNSIGNED: represents an UNSIGNED number in vector form
--              : -- > SIGNED: represents a SIGNED number in vector form
--              : The base element type is type BIT.
--              : The leftmost bit is treated as the most significant bit.
--              : Signed vectors are represented in two's complement form.
--              : This package contains overloaded arithmetic operators on
--              : the SIGNED and UNSIGNED types. The package also contains
--              : useful type conversions functions, clock detection
--              : functions, and other utility functions.
--              :
--              : If any argument to a function is a null array, a null array is
--              : returned (exceptions, if any, are noted individually).
--
-- Note       : No declarations or definitions shall be included in, or
--              : excluded from, this package. The "package declaration" defines
--              : the types, subtypes, and declarations of NUMERIC_BIT. The
--              : NUMERIC_BIT package body shall be considered the formal
--              : definition of the semantics of this package. Tool developers
--              : may choose to implement the package body in the most efficient
--              : manner available to them.
--              :
-----
-- Version    : 2.4
-- Date       : 12 April 1995

```



```

-----
package NUMERIC_BIT is
  constant CopyRightNotice: STRING
    := "Copyright © 1997 IEEE. All rights reserved.";

-----
-- Numeric Array Type Definitions
-----

type UNSIGNED is array (NATURAL range <> ) of BIT;
type SIGNED is array (NATURAL range <> ) of BIT;

-----
-- Arithmetic Operators:
-----

-- Id: A.1
function "abs" (ARG: SIGNED) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Returns the absolute value of a SIGNED vector ARG.

-- Id: A.2
function "-" (ARG: SIGNED) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Returns the value of the unary minus operation on a
--         SIGNED vector ARG.

-----

-- Id: A.3
function "+" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
-- Result: Adds two UNSIGNED vectors that may be of different lengths.

-- Id: A.4
function "+" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
-- Result: Adds two SIGNED vectors that may be of different lengths.

-- Id: A.5
function "+" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Adds an UNSIGNED vector, L, with a nonnegative INTEGER, R.

-- Id: A.6
function "+" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Adds a nonnegative INTEGER, L, with an UNSIGNED vector, R.

-- Id: A.7
function "+" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Adds an INTEGER, L(may be positive or negative), to a SIGNED
-- vector, R.

-- Id: A.8
function "+" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Adds a SIGNED vector, L, to an INTEGER, R.

```

```

=====
-- Id: A.9
function "-" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
-- Result: Subtracts two UNSIGNED vectors that may be of different lengths.

-- Id: A.10
function "-" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
-- Result: Subtracts a SIGNED vector, R, from another SIGNED vector, L,
--         that may possibly be of different lengths.

-- Id: A.11
function "-" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Subtracts a nonnegative INTEGER, R, from an UNSIGNED vector, L.

-- Id: A.12
function "-" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Subtracts an UNSIGNED vector, R, from a nonnegative INTEGER, L.

-- Id: A.13
function "-" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Subtracts an INTEGER, R, from a SIGNED vector, L.

-- Id: A.14
function "-" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Subtracts a SIGNED vector, R, from an INTEGER, L.

=====
-- Id: A.15
function "*" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED((L'LENGTH+R'LENGTH-1) downto 0)
-- Result: Performs the multiplication operation on two UNSIGNED vectors
--         that may possibly be of different lengths.

-- Id: A.16
function "*" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED((L'LENGTH+R'LENGTH-1) downto 0)
-- Result: Multiplies two SIGNED vectors that may possibly be of
--         different lengths.

-- Id: A.17
function "*" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED((L'LENGTH+R'LENGTH-1) downto 0)
-- Result: Multiplies an UNSIGNED vector, L, with a nonnegative
--         INTEGER, R. R is converted to an UNSIGNED vector of
--         size L'LENGTH before multiplication.

-- Id: A.18
function "*" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED((L'LENGTH+R'LENGTH-1) downto 0)
-- Result: Multiplies an UNSIGNED vector, R, with a nonnegative
--         INTEGER, L. L is converted to an UNSIGNED vector of
--         size R'LENGTH before multiplication.

```

```

-- Id: A.19
function "*" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED((L'LENGTH+L'LENGTH-1) downto 0)
-- Result: Multiplies a SIGNED vector, L, with an INTEGER, R. R is
--         converted to a SIGNED vector of size L'LENGTH before
--         multiplication.

-- Id: A.20
function "/" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED((R'LENGTH+R'LENGTH-1) downto 0)
-- Result: Multiplies a SIGNED vector, R, with an INTEGER, L. L is
--         converted to a SIGNED vector of size R'LENGTH before
--         multiplication.

-----
--
-- NOTE: If second argument is zero for "/" operator, a severity level
--       of ERROR is issued.

-- Id: A.21
function "/" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Divides an UNSIGNED vector, L, by another UNSIGNED vector, R.

-- Id: A.22
function "/" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Divides an SIGNED vector, L, by another SIGNED vector, R.

-- Id: A.23
function "/" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Divides an UNSIGNED vector, L, by a nonnegative INTEGER, R.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.24
function "/" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Divides a nonnegative INTEGER, L, by an UNSIGNED vector, R.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

-- Id: A.25
function "/" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Divides a SIGNED vector, L, by an INTEGER, R.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.26
function "/" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Divides an INTEGER, L, by a SIGNED vector, R.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

-----
--
-- NOTE: If second argument is zero for "rem" operator, a severity level
--       of ERROR is issued.

-- Id: A.27
function "rem" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)

```

```
-- Result: Computes "L rem R" where L and R are UNSIGNED vectors.

-- Id: A.28
function "rem" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where L and R are SIGNED vectors.

-- Id: A.29
function "rem" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where L is an UNSIGNED vector and R is a
--         nonnegative INTEGER.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.30
function "rem" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where R is an UNSIGNED vector and L is a
--         nonnegative INTEGER.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

-- Id: A.31
function "rem" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where L is SIGNED vector and R is an INTEGER.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.32
function "rem" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where R is SIGNED vector and L is an INTEGER.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

=====
--
-- NOTE: If second argument is zero for "mod" operator, a severity level
--       of ERROR is issued.

-- Id: A.33
function "mod" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L and R are UNSIGNED vectors.

-- Id: A.34
function "mod" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L and R are SIGNED vectors.

-- Id: A.35
function "mod" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L is an UNSIGNED vector and R
--         is a nonnegative INTEGER.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.36
function "mod" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where R is an UNSIGNED vector and L
--         is a nonnegative INTEGER.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.
```

```

-- Id: A.37
function "mod" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L is a SIGNED vector and
--         R is an INTEGER.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.38
function "mod" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L is an INTEGER and
--         R is a SIGNED vector.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

=====
-- Comparison Operators
=====

-- Id: C.1
function ">" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L and R are UNSIGNED vectors possibly
--         of different lengths.

-- Id: C.2
function ">" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L and R are SIGNED vectors possibly
--         of different lengths.

-- Id: C.3
function ">" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.4
function ">" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is a INTEGER and
--         R is a SIGNED vector.

-- Id: C.5
function ">" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.6
function ">" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is a SIGNED vector and
--         R is a INTEGER.

=====

-- Id: C.7
function "<" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L and R are UNSIGNED vectors possibly

```

```
--      of different lengths.

-- Id: C.8
function "<" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L and R are SIGNED vectors possibly
--      of different lengths.

-- Id: C.9
function "<" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is a nonnegative INTEGER and
--      R is an UNSIGNED vector.

-- Id: C.10
function "<" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is an INTEGER and
--      R is a SIGNED vector.

-- Id: C.11
function "<" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is an UNSIGNED vector and
--      R is a nonnegative INTEGER.

-- Id: C.12
function "<" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is a SIGNED vector and
--      R is an INTEGER.

=====

-- Id: C.13
function "<=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L and R are UNSIGNED vectors possibly
--      of different lengths.

-- Id: C.14
function "<=" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L and R are SIGNED vectors possibly
--      of different lengths.

-- Id: C.15
function "<=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L is a nonnegative INTEGER and
--      R is an UNSIGNED vector.

-- Id: C.16
function "<=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L is an INTEGER and
--      R is a SIGNED vector.

-- Id: C.17
function "<=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
```

```

-- Result: Computes "L <= R" where L is an UNSIGNED vector and
--           R is a nonnegative INTEGER.

-- Id: C.18
function "<=" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L is a SIGNED vector and
--           R is an INTEGER.

=====

-- Id: C.19
function ">=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L and R are UNSIGNED vectors possibly
--           of different lengths.

-- Id: C.20
function ">=" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L and R are SIGNED vectors possibly
--           of different lengths.

-- Id: C.21
function ">=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is a nonnegative INTEGER and
--           R is an UNSIGNED vector.

-- Id: C.22
function ">=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is an INTEGER and
--           R is a SIGNED vector.

-- Id: C.23
function ">=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is an UNSIGNED vector and
--           R is a nonnegative INTEGER.

-- Id: C.24
function ">=" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is a SIGNED vector and
--           R is an INTEGER.

=====

-- Id: C.25
function "=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L and R are UNSIGNED vectors possibly
--           of different lengths.

-- Id: C.26
function "=" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L and R are SIGNED vectors possibly
--           of different lengths.

```

```
-- Id: C.27
function "=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.28
function "=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is an INTEGER and
--         R is a SIGNED vector.

-- Id: C.29
function "=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.30
function "=" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is a SIGNED vector and
--         R is an INTEGER.

=====

-- Id: C.31
function "/=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L and R are UNSIGNED vectors possibly
--         of different lengths.

-- Id: C.32
function "/=" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L and R are SIGNED vectors possibly
--         of different lengths.

-- Id: C.33
function "/=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.34
function "/=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is an INTEGER and
--         R is a SIGNED vector.

-- Id: C.35
function "/=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.36
function "/=" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is a SIGNED vector and
--         R is an INTEGER.
```



```

=====
-- Shift and Rotate Functions
=====

-- Id: S.1
function SHIFT_LEFT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-left on an UNSIGNED vector COUNT times.
--         The vacated positions are filled with Bit '0'.
--         The COUNT leftmost bits are lost.

-- Id: S.2
function SHIFT_RIGHT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-right on an UNSIGNED vector COUNT times.
--         The vacated positions are filled with Bit '0'.
--         The COUNT rightmost bits are lost.

-- Id: S.3
function SHIFT_LEFT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-left on a SIGNED vector COUNT times.
--         The vacated positions are filled with Bit '0'.
--         The COUNT leftmost bits are lost.

-- Id: S.4
function SHIFT_RIGHT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-right on a SIGNED vector COUNT times.
--         The vacated positions are filled with the leftmost bit, ARG'LEFT.
--         The COUNT rightmost bits are lost.

=====

-- Id: S.5
function ROTATE_LEFT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a rotate-left of an UNSIGNED vector COUNT times.

-- Id: S.6
function ROTATE_RIGHT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a rotate-right of an UNSIGNED vector COUNT times.

-- Id: S.7
function ROTATE_LEFT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a logical rotate-left of a SIGNED vector COUNT times.

-- Id: S.8
function ROTATE_RIGHT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a logical rotate-right of a SIGNED vector COUNT times.

=====

-- Note: Function S.9 is not compatible with IEEE Std 1076-1987. Comment

```

```
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.9
function "sll" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: SHIFT_LEFT(ARG, COUNT)

-----

-- Note: Function S.10 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.10
function "sll" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: SHIFT_LEFT(ARG, COUNT)

-----

-- Note: Function S.11 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.11
function "srl" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: SHIFT_RIGHT(ARG, COUNT)

-----

-- Note: Function S.12 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.12
function "srl" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: SIGNED(SHIFT_RIGHT(UNSIGNED(ARG), COUNT))

-----

-- Note: Function S.13 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.13
function "rol" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_LEFT(ARG, COUNT)

-----

-- Note: Function S.14 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.14
function "rol" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_LEFT(ARG, COUNT)

-----

-- Note: Function S.15 is not compatible with IEEE Std 1076-1987. Comment
```

```

-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.15
function "ror" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_RIGHT(ARG, COUNT)

-----

-- Note: Function S.16 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.16
function "ror" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_RIGHT(ARG, COUNT)

-----

-- RESIZE Functions
-----

-- Id: R.1
function RESIZE (ARG: SIGNED; NEW_SIZE: NATURAL) return SIGNED;
-- Result subtype: SIGNED(NEW_SIZE-1 downto 0)
-- Result: Resizes the SIGNED vector ARG to the specified size.
--       To create a larger vector, the new [leftmost] bit positions
--       are filled with the sign bit (ARG'LEFT). When truncating,
--       the sign bit is retained along with the rightmost part.

-- Id: R.2
function RESIZE (ARG: UNSIGNED; NEW_SIZE: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(NEW_SIZE-1 downto 0)
-- Result: Resizes the UNSIGNED vector ARG to the specified size.
--       To create a larger vector, the new [leftmost] bit positions
--       are filled with '0'. When truncating, the leftmost bits
--       are dropped.

-----

-- Conversion Functions
-----

-- Id: D.1
function TO_INTEGER (ARG: UNSIGNED) return NATURAL;
-- Result subtype: NATURAL. Value cannot be negative since parameter is an
--       UNSIGNED vector.
-- Result: Converts the UNSIGNED vector to an INTEGER.

-- Id: D.2
function TO_INTEGER (ARG: SIGNED) return INTEGER;
-- Result subtype: INTEGER
-- Result: Converts a SIGNED vector to an INTEGER.

-- Id: D.3
function TO_UNSIGNED (ARG, SIZE: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(SIZE-1 downto 0)
-- Result: Converts a nonnegative INTEGER to an UNSIGNED vector with
--       the specified size.

-- Id: D.4
function TO_SIGNED (ARG: INTEGER; SIZE: NATURAL) return SIGNED;

```

```
-- Result subtype: SIGNED(SIZE-1 downto 0)
-- Result: Converts an INTEGER to a SIGNED vector of the specified size.

=====
-- Logical Operators
=====

-- Id: L.1
function "not" (L: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Termwise inversion

-- Id: L.2
function "and" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector AND operation

-- Id: L.3
function "or" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector OR operation

-- Id: L.4
function "nand" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NAND operation

-- Id: L.5
function "nor" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NOR operation

-- Id: L.6
function "xor" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XOR operation

-----
-- Note: Function L.7 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----

-- Id: L.7
function "xnor" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XNOR operation

-- Id: L.8
function "not" (L: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Termwise inversion

-- Id: L.9
function "and" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector AND operation

-- Id: L.10
function "or" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector OR operation
```

```

-- Id: L.11
function "nand" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NAND operation

-- Id: L.12
function "nor" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NOR operation

-- Id: L.13
function "xor" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XOR operation

-----
-- Note: Function L.14 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----

-- Id: L.14
function "xnor" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XNOR operation

=====
-- Edge Detection Functions
=====

-- Id: E.1
function RISING_EDGE (signal S: BIT) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Returns TRUE if an event is detected on signal S and the
--         value changed from a '0' to a '1'.

-- Id: E.2
function FALLING_EDGE (signal S: BIT) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Returns TRUE if an event is detected on signal S and the
--         value changed from a '1' to a '0'.

end NUMERIC_BIT;

```

7.3.2 Package declaration for NUMERIC_STD

```

-----
--
-- Copyright © 1997 by IEEE. All rights reserved.
--
-- This source file is an essential part of IEEE Std 1076.3-1997,
-- IEEE Standard VHDL Synthesis Packages. This source file may not be
-- copied, sold, or included with software that is sold without written
-- permission from the IEEE Standards Department. This source file may
-- be used to implement this standard and may be distributed in compiled
-- form in any manner so long as the compiled form does not allow direct
-- decompilation of the original source file. This source file may be
-- copied for individual use between licensed users. This source file is
-- provided on an AS IS basis. The IEEE disclaims ANY WARRANTY EXPRESS OR
-- IMPLIED INCLUDING ANY WARRANTY OF MERCHANTABILITY AND FITNESS FOR USE
-- FOR A PARTICULAR PURPOSE. The user of the source file shall indemnify
-- and hold IEEE harmless from any damages or liability arising out of the
-- use thereof.
--
-- This package may be modified to include additional data required by tools,
-- but it must in no way change the external interfaces or simulation behavior
-- of the description. It is permissible to add comments and/or attributes to
-- the package declarations, but not to change or delete any original lines of
-- the package declaration. The package body may be changed only in accordance
-- with the terms of 7.1 and 7.2 of this standard.
--
-- Title      : Standard VHDL Synthesis Packages (IEEE Std 1076.3-1997,
NUMERIC_STD)
--
-- Library    : This package shall be compiled into a library symbolically
--              : named IEEE.
--
-- Developers : IEEE DASC Synthesis Working Group.
--
-- Purpose    : This package defines numeric types and arithmetic functions
--              : for use with synthesis tools. Two numeric types are defined:
--              : -- > UNSIGNED: represents UNSIGNED number in vector form
--              : -- > SIGNED: represents a SIGNED number in vector form
--              : The base element type is type STD_LOGIC.
--              : The leftmost bit is treated as the most significant bit.
--              : Signed vectors are represented in two's complement form.
--              : This package contains overloaded arithmetic operators on
--              : the SIGNED and UNSIGNED types. The package also contains
--              : useful type conversions functions.
--              :
--              : If any argument to a function is a null array, a null array is
--              : returned (exceptions, if any, are noted individually).
--
-- Note       : No declarations or definitions shall be included in, or
--              : excluded from this package. The "package declaration" defines
--              : the types, subtypes and declarations of NUMERIC_STD. The
--              : NUMERIC_STD package body shall be considered the formal
--              : definition of the semantics of this package. Tool developers
--              : may choose to implement the package body in the most efficient
--              : manner available to them.
--
-----
-- Modification History :
--
-----
-- Version: 2.4

```

```

-- Date      : 12 April 1995
-----
library IEEE;
use IEEE.STD_LOGIC_1164.all;

package NUMERIC_STD is
  constant CopyrightNotice: STRING
    := "Copyright © 1997 IEEE. All rights reserved.";

  =====
  -- Numeric Array Type Definitions
  =====

  type UNSIGNED is array (NATURAL range <>) of STD_LOGIC;
  type SIGNED is array (NATURAL range <>) of STD_LOGIC;

  =====
  -- Arithmetic Operators:
  =====

  -- Id: A.1
  function "abs" (ARG: SIGNED) return SIGNED;
  -- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
  -- Result: Returns the absolute value of a SIGNED vector ARG.

  -- Id: A.2
  function "-" (ARG: SIGNED) return SIGNED;
  -- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
  -- Result: Returns the value of the unary minus operation on a
  --         SIGNED vector ARG.

  =====

  -- Id: A.3
  function "+" (L, R: UNSIGNED) return UNSIGNED;
  -- Result subtype: UNSIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
  -- Result: Adds two UNSIGNED vectors that may be of different lengths.

  -- Id: A.4
  function "+" (L, R: SIGNED) return SIGNED;
  -- Result subtype: SIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
  -- Result: Adds two SIGNED vectors that may be of different lengths.

  -- Id: A.5
  function "+" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
  -- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
  -- Result: Adds an UNSIGNED vector, L, with a nonnegative INTEGER, R.

  -- Id: A.6
  function "+" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
  -- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
  -- Result: Adds a nonnegative INTEGER, L, with an UNSIGNED vector, R.

  -- Id: A.7
  function "+" (L: INTEGER; R: SIGNED) return SIGNED;
  -- Result subtype: SIGNED(R'LENGTH-1 downto 0)
  -- Result: Adds an INTEGER, L(may be positive or negative), to a SIGNED
  --         vector, R.

  -- Id: A.8
  function "+" (L: SIGNED; R: INTEGER) return SIGNED;

```

```
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Adds a SIGNED vector, L, to an INTEGER, R.

=====

-- Id: A.9
function "-" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
-- Result: Subtracts two UNSIGNED vectors that may be of different lengths.

-- Id: A.10
function "-" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(MAX(L'LENGTH, R'LENGTH)-1 downto 0)
-- Result: Subtracts a SIGNED vector, R, from another SIGNED vector, L,
--         that may possibly be of different lengths.

-- Id: A.11
function "-" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Subtracts a nonnegative INTEGER, R, from an UNSIGNED vector, L.

-- Id: A.12
function "-" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Subtracts an UNSIGNED vector, R, from a nonnegative INTEGER, L.

-- Id: A.13
function "-" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Subtracts an INTEGER, R, from a SIGNED vector, L.

-- Id: A.14
function "-" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Subtracts a SIGNED vector, R, from an INTEGER, L.

=====

-- Id: A.15
function "*" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED((L'LENGTH+R'LENGTH-1) downto 0)
-- Result: Performs the multiplication operation on two UNSIGNED vectors
--         that may possibly be of different lengths.

-- Id: A.16
function "*" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED((L'LENGTH+R'LENGTH-1) downto 0)
-- Result: Multiplies two SIGNED vectors that may possibly be of
--         different lengths.

-- Id: A.17
function "*" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED((L'LENGTH+L'LENGTH-1) downto 0)
-- Result: Multiplies an UNSIGNED vector, L, with a nonnegative
--         INTEGER, R. R is converted to an UNSIGNED vector of
--         SIZE L'LENGTH before multiplication.

-- Id: A.18
function "*" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED((R'LENGTH+R'LENGTH-1) downto 0)
-- Result: Multiplies an UNSIGNED vector, R, with a nonnegative
```



```

--      INTEGER, L. L is converted to an UNSIGNED vector of
--      SIZE R'LENGTH before multiplication.

-- Id: A.19
function "*" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED((L'LENGTH+L'LENGTH-1) downto 0)
-- Result: Multiplies a SIGNED vector, L, with an INTEGER, R. R is
--      converted to a SIGNED vector of SIZE L'LENGTH before
--      multiplication.

-- Id: A.20
function "*" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED((R'LENGTH+R'LENGTH-1) downto 0)
-- Result: Multiplies a SIGNED vector, R, with an INTEGER, L. L is
--      converted to a SIGNED vector of SIZE R'LENGTH before
--      multiplication.

=====
--
-- NOTE: If second argument is zero for "/" operator, a severity level
--      of ERROR is issued.

-- Id: A.21
function "/" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Divides an UNSIGNED vector, L, by another UNSIGNED vector, R.

-- Id: A.22
function "/" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Divides an SIGNED vector, L, by another SIGNED vector, R.

-- Id: A.23
function "/" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Divides an UNSIGNED vector, L, by a nonnegative INTEGER, R.
--      If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.24
function "/" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Divides a nonnegative INTEGER, L, by an UNSIGNED vector, R.
--      If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

-- Id: A.25
function "/" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Divides a SIGNED vector, L, by an INTEGER, R.
--      If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.26
function "/" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Divides an INTEGER, L, by a SIGNED vector, R.
--      If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

=====
--
-- NOTE: If second argument is zero for "rem" operator, a severity level
--      of ERROR is issued.

```

```
-- Id: A.27
function "rem" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where L and R are UNSIGNED vectors.

-- Id: A.28
function "rem" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where L and R are SIGNED vectors.

-- Id: A.29
function "rem" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where L is an UNSIGNED vector and R is a
--         nonnegative INTEGER.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.30
function "rem" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where R is an UNSIGNED vector and L is a
--         nonnegative INTEGER.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

-- Id: A.31
function "rem" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where L is SIGNED vector and R is an INTEGER.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.32
function "rem" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L rem R" where R is SIGNED vector and L is an INTEGER.
--         If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

=====
--
-- NOTE: If second argument is zero for "mod" operator, a severity level
--       of ERROR is issued.

-- Id: A.33
function "mod" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L and R are UNSIGNED vectors.

-- Id: A.34
function "mod" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L and R are SIGNED vectors.

-- Id: A.35
function "mod" (L: UNSIGNED; R: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L is an UNSIGNED vector and R
--         is a nonnegative INTEGER.
--         If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.36
function "mod" (L: NATURAL; R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(R'LENGTH-1 downto 0)
```

```

-- Result: Computes "L mod R" where R is an UNSIGNED vector and L
--           is a nonnegative INTEGER.
--           If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

-- Id: A.37
function "mod" (L: SIGNED; R: INTEGER) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L is a SIGNED vector and
--           R is an INTEGER.
--           If NO_OF_BITS(R) > L'LENGTH, result is truncated to L'LENGTH.

-- Id: A.38
function "mod" (L: INTEGER; R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(R'LENGTH-1 downto 0)
-- Result: Computes "L mod R" where L is an INTEGER and
--           R is a SIGNED vector.
--           If NO_OF_BITS(L) > R'LENGTH, result is truncated to R'LENGTH.

=====
-- Comparison Operators
=====

-- Id: C.1
function ">" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L and R are UNSIGNED vectors possibly
--           of different lengths.

-- Id: C.2
function ">" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L and R are SIGNED vectors possibly
--           of different lengths.

-- Id: C.3
function ">" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is a nonnegative INTEGER and
--           R is an UNSIGNED vector.

-- Id: C.4
function ">" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is a INTEGER and
--           R is a SIGNED vector.

-- Id: C.5
function ">" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is an UNSIGNED vector and
--           R is a nonnegative INTEGER.

-- Id: C.6
function ">" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L > R" where L is a SIGNED vector and
--           R is a INTEGER.

=====

```

```
-- Id: C.7
function "<" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L and R are UNSIGNED vectors possibly
--         of different lengths.

-- Id: C.8
function "<" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L and R are SIGNED vectors possibly
--         of different lengths.

-- Id: C.9
function "<" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.10
function "<" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is an INTEGER and
--         R is a SIGNED vector.

-- Id: C.11
function "<" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.12
function "<" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L < R" where L is a SIGNED vector and
--         R is an INTEGER.

=====

-- Id: C.13
function "<=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L and R are UNSIGNED vectors possibly
--         of different lengths.

-- Id: C.14
function "<=" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L and R are SIGNED vectors possibly
--         of different lengths.

-- Id: C.15
function "<=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.16
function "<=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L is an INTEGER and
--         R is a SIGNED vector.
```

```

-- Id: C.17
function "<=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.18
function "<=" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L <= R" where L is a SIGNED vector and
--         R is an INTEGER.

=====

-- Id: C.19
function ">=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L and R are UNSIGNED vectors possibly
--         of different lengths.

-- Id: C.20
function ">=" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L and R are SIGNED vectors possibly
--         of different lengths.

-- Id: C.21
function ">=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.22
function ">=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is an INTEGER and
--         R is a SIGNED vector.

-- Id: C.23
function ">=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.24
function ">=" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L >= R" where L is a SIGNED vector and
--         R is an INTEGER.

=====

-- Id: C.25
function "=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L and R are UNSIGNED vectors possibly
--         of different lengths.

-- Id: C.26
function "=" (L, R: SIGNED) return BOOLEAN;

```

```
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L and R are SIGNED vectors possibly
--         of different lengths.

-- Id: C.27
function "=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.28
function "=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is an INTEGER and
--         R is a SIGNED vector.

-- Id: C.29
function "=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.30
function "=" (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L = R" where L is a SIGNED vector and
--         R is an INTEGER.

=====

-- Id: C.31
function "/=" (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L and R are UNSIGNED vectors possibly
--         of different lengths.

-- Id: C.32
function "/=" (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L and R are SIGNED vectors possibly
--         of different lengths.

-- Id: C.33
function "/=" (L: NATURAL; R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is a nonnegative INTEGER and
--         R is an UNSIGNED vector.

-- Id: C.34
function "/=" (L: INTEGER; R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is an INTEGER and
--         R is a SIGNED vector.

-- Id: C.35
function "/=" (L: UNSIGNED; R: NATURAL) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is an UNSIGNED vector and
--         R is a nonnegative INTEGER.

-- Id: C.36
```

```

function "/"= (L: SIGNED; R: INTEGER) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: Computes "L /= R" where L is a SIGNED vector and
--         R is an INTEGER.

=====
-- Shift and Rotate Functions
=====

-- Id: S.1
function SHIFT_LEFT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-left on an UNSIGNED vector COUNT times.
--         The vacated positions are filled with '0'.
--         The COUNT leftmost elements are lost.

-- Id: S.2
function SHIFT_RIGHT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-right on an UNSIGNED vector COUNT times.
--         The vacated positions are filled with '0'.
--         The COUNT rightmost elements are lost.

-- Id: S.3
function SHIFT_LEFT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-left on a SIGNED vector COUNT times.
--         The vacated positions are filled with '0'.
--         The COUNT leftmost elements are lost.

-- Id: S.4
function SHIFT_RIGHT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a shift-right on a SIGNED vector COUNT times.
--         The vacated positions are filled with the leftmost
--         element, ARG'LEFT. The COUNT rightmost elements are lost.

=====

-- Id: S.5
function ROTATE_LEFT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a rotate-left of an UNSIGNED vector COUNT times.

-- Id: S.6
function ROTATE_RIGHT (ARG: UNSIGNED; COUNT: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a rotate-right of an UNSIGNED vector COUNT times.

-- Id: S.7
function ROTATE_LEFT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a logical rotate-left of a SIGNED
--         vector COUNT times.

-- Id: S.8
function ROTATE_RIGHT (ARG: SIGNED; COUNT: NATURAL) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: Performs a logical rotate-right of a SIGNED
--         vector COUNT times.

```

```

=====
-----
-----
-- Note: Function S.9 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987 compatibility.
-----
-- Id: S.9
function "sll" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: SHIFT_LEFT(ARG, COUNT)

-----
-- Note: Function S.10 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987 compatibility.
-----
-- Id: S.10
function "sll" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: SHIFT_LEFT(ARG, COUNT)

-----
-- Note: Function S.11 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987 compatibility.
-----
-- Id: S.11
function "srl" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: SHIFT_RIGHT(ARG, COUNT)

-----
-- Note: Function S.12 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987 compatibility.
-----
-- Id: S.12
function "srl" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: SIGNED(SHIFT_RIGHT(UNSIGNED(ARG), COUNT))

-----
-- Note: Function S.13 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-----
-- Id: S.13
function "rol" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_LEFT(ARG, COUNT)

-----
-- Note: Function S.14 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987 compatibility.
-----
-- Id: S.14
function "rol" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_LEFT(ARG, COUNT)

-----
-- Note: Function S.15 is not compatible with IEEE Std 1076-1987. Comment

```



```

-- out the function (declaration and body) for IEEE Std 1076-1987 compatibility.
-----
-- Id: S.15
function "ror" (ARG: UNSIGNED; COUNT: INTEGER) return UNSIGNED;
-- Result subtype: UNSIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_RIGHT(ARG, COUNT)

-----
-- Note: Function S.16 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987 compatibility.
-----
-- Id: S.16
function "ror" (ARG: SIGNED; COUNT: INTEGER) return SIGNED;
-- Result subtype: SIGNED(ARG'LENGTH-1 downto 0)
-- Result: ROTATE_RIGHT(ARG, COUNT)

=====
-- RESIZE Functions
=====

-- Id: R.1
function RESIZE (ARG: SIGNED; NEW_SIZE: NATURAL) return SIGNED;
-- Result subtype: SIGNED(NEW_SIZE-1 downto 0)
-- Result: Resizes the SIGNED vector ARG to the specified size.
--         To create a larger vector, the new [leftmost] bit positions
--         are filled with the sign bit (ARG'LEFT). When truncating,
--         the sign bit is retained along with the rightmost part.

-- Id: R.2
function RESIZE (ARG: UNSIGNED; NEW_SIZE: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(NEW_SIZE-1 downto 0)
-- Result: Resizes the SIGNED vector ARG to the specified size.
--         To create a larger vector, the new [leftmost] bit positions
--         are filled with '0'. When truncating, the leftmost bits
--         are dropped.

=====
-- Conversion Functions
=====

-- Id: D.1
function TO_INTEGER (ARG: UNSIGNED) return NATURAL;
-- Result subtype: NATURAL. Value cannot be negative since parameter is an
--         UNSIGNED vector.
-- Result: Converts the UNSIGNED vector to an INTEGER.

-- Id: D.2
function TO_INTEGER (ARG: SIGNED) return INTEGER;
-- Result subtype: INTEGER
-- Result: Converts a SIGNED vector to an INTEGER.

-- Id: D.3
function TO_UNSIGNED (ARG, SIZE: NATURAL) return UNSIGNED;
-- Result subtype: UNSIGNED(SIZE-1 downto 0)
-- Result: Converts a nonnegative INTEGER to an UNSIGNED vector with
--         the specified SIZE.

-- Id: D.4
function TO_SIGNED (ARG: INTEGER; SIZE: NATURAL) return SIGNED;
-- Result subtype: SIGNED(SIZE-1 downto 0)
-- Result: Converts an INTEGER to a SIGNED vector of the specified SIZE.

```

```

=====
-- Logical Operators
=====

-- Id: L.1
function "not" (L: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Termwise inversion

-- Id: L.2
function "and" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector AND operation

-- Id: L.3
function "or" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector OR operation

-- Id: L.4
function "nand" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NAND operation

-- Id: L.5
function "nor" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NOR operation

-- Id: L.6
function "xor" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XOR operation

-- -----
-- Note: Function L.7 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-- -----

-- Id: L.7
function "xnor" (L, R: UNSIGNED) return UNSIGNED;
-- Result subtype: UNSIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XNOR operation

-- Id: L.8
function "not" (L: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Termwise inversion

-- Id: L.9
function "and" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector AND operation

-- Id: L.10
function "or" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector OR operation

-- Id: L.11

```

```

function "nand" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NAND operation

-- Id: L.12
function "nor" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector NOR operation

-- Id: L.13
function "xor" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XOR operation

-- -----
-- Note: Function L.14 is not compatible with IEEE Std 1076-1987. Comment
-- out the function (declaration and body) for IEEE Std 1076-1987
compatibility.
-- -----

-- Id: L.14
function "xnor" (L, R: SIGNED) return SIGNED;
-- Result subtype: SIGNED(L'LENGTH-1 downto 0)
-- Result: Vector XNOR operation

-- =====
-- Match Functions
-- =====

-- Id: M.1
function STD_MATCH (L, R: STD_ULONGIC) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: terms compared per STD_LOGIC_1164 intent

-- Id: M.2
function STD_MATCH (L, R: UNSIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: terms compared per STD_LOGIC_1164 intent

-- Id: M.3
function STD_MATCH (L, R: SIGNED) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: terms compared per STD_LOGIC_1164 intent

-- Id: M.4
function STD_MATCH (L, R: STD_LOGIC_VECTOR) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: terms compared per STD_LOGIC_1164 intent

-- Id: M.5
function STD_MATCH (L, R: STD_ULONGIC_VECTOR) return BOOLEAN;
-- Result subtype: BOOLEAN
-- Result: terms compared per STD_LOGIC_1164 intent

-- =====
-- Translation Functions
-- =====

-- Id: T.1
function TO_01 (S: UNSIGNED; XMAP: STD_LOGIC := '0') return UNSIGNED;
-- Result subtype: UNSIGNED(S'RANGE)
-- Result: Termwise, 'H' is translated to '1', and 'L' is translated

```

```
--      to '0'. If a value other than '0' | '1' | 'H' | 'L' is found,
--      the array is set to (others => XMAP), and a warning is
--      issued.

-- Id: T.2
function TO_01 (S: SIGNED; XMAP: STD_LOGIC := '0') return SIGNED;
-- Result subtype: SIGNED(S'RANGE)
-- Result: Termwise, 'H' is translated to '1', and 'L' is translated
--      to '0'. If a value other than '0' | '1' | 'H' | 'L' is found,
--      the array is set to (others => XMAP), and a warning is
--      issued.

end NUMERIC_STD;
```

Annex A

(informative)

Notes on the package functions

This annex provides notes on functions included in the NUMERIC_BIT and NUMERIC_STD packages.

The appearance of a code fragment in this annex does not require a synthesis tool conforming to this standard to accept the construct represented by that fragment.

A.1 General considerations

A.1.1 Mixing SIGNED and UNSIGNED operands

The NUMERIC_BIT and NUMERIC_STD packages do not provide functions for mixing SIGNED and UNSIGNED operands. To do so would make it necessary to use qualified expressions to disambiguate commonly occurring forms. For example, with the declarations

```
variable S: SIGNED (3 downto 0);
variable U: UNSIGNED (4 downto 0);
```

if the arithmetic and relational functions allowed mixing of SIGNED and UNSIGNED operands, it would be necessary to rewrite the expressions

```
S >= "0000"
```

and

```
U + "1"
```

as

```
S >= SIGNED'("0000")
```

and

```
U + UNSIGNED'("1")
```

To apply a binary operation from the NUMERIC_BIT or NUMERIC_STD package to a combination of SIGNED and UNSIGNED operands, the user must explicitly convert one of the operands to the other type (see A.5.2).

A.1.2 Mixing vector and element operands

The NUMERIC_BIT and NUMERIC_STD do not declare functions that combine a vector with an operand that belongs to the element type of the vector. For example, with the declarations

```
signal A, B, S: SIGNED(3 downto 0);
signal C: BIT;
```

a user may not write

```
S <= A + B(4);
```

or

```
S <= A - C;
```

or

```
S <= A / '1';
```

For the first and third example, a user may write instead

```
S <= A + B(3 downto 3);
```

and

```
S <= A / "1";
```

For the second example, the user may concatenate C with a 0-length vector

```
S <= A - (C & "");
```

A.2 Arithmetic operator functions

A.2.1 Overflow of maximum negative value

When the SIGNED operand to an **abs** (function A.1) or unary - (function A.2) function from either package has the maximum negative value for the number of elements that it has, the result is the maximum negative value of the same size. This means, for example, that

```
- SIGNED'("1000")
```

evaluates to

```
"1000"
```

Similarly, in functions A.22 and A.25, when the first operand to the “/” operator has the maximum negative value for the number of elements that it has, and when the second operand is either an INTEGER with the value -1 or a SIGNED operand with a value equivalent to -1, the result is the same as the first operand, rather than its complement:

```
SIGNED'("1000") / "1111" evaluates to "1000"
SIGNED'("10000") / (- 1) evaluates to "10000"
```

To prevent overflow, a user may add an extra bit to the representation. For example, with the declarations

```
variable DIVIDEND: SIGNED (4 downto 0);
variable DIVISOR: INTEGER range -8 to 7;
variable QUOTIENT: SIGNED (5 downto 0);
```

one may write

```
QUOTIENT := (DIVIDEND(4) & DIVIDEND) / DIVISOR;
```

A.2.2 Lack of carry and borrow

When both operands to a binary arithmetic functions + or - are either SIGNED or UNSIGNED, the function returns a value with the same number of elements (bits) as the larger of the two operands. If one operand is SIGNED or UNSIGNED and the other is INTEGER or NATURAL, the function returns a value with the same number of elements as the vector operand. Thus, these functions do not return an extra bit to represent a carry, borrow, or overflow value, nor do they generate a warning if a carry, borrow, or overflow occurs.

The choice not to generate a carry or borrow (and not to generate a warning) makes it easier to represent counter operations in the VHDL source code via assignments such as

```
A := A + 1;
```

or

```
B <= B - "1";
```

To obtain the appropriate carry, borrow, or overflow value, a user may add an extra bit to the vector operand. For example, with the declarations

```
signal U: UNSIGNED (4 downto 0);
signal S: SIGNED (5 downto 0);
signal SUM: UNSIGNED (5 downto 0);
signal DIFFERENCE: SIGNED (6 downto 0);
```

one may write

```
SUM <= ('0' & U) + 1;
DIFFERENCE <= (S(5) & S) - "1";
```

A.2.3 Return value for metalogical and high-impedance operands

If an operand to a NUMERIC_STD arithmetic function contains a metalogical or high-impedance value, the function returns a vector in which every element has the value 'X'. The function does not report a warning or error.

A.3 Relational operator functions

A.3.1 Justification of vector operands

The relational operator functions for the SIGNED and UNSIGNED types in both packages have a behavior different from the default behavior defined by IEEE Std 1076-1993 for vector types. The default behavior compares the vector elements left to right after the operands are left-justified, whereas the relational operator functions for SIGNED and UNSIGNED treat their operands as representing binary integers.

Table A.1 compares results for relational operators when both operands are BIT_VECTORs, SIGNED values, or UNSIGNED values.

Table A.1—Relational operators examples

Expression	Value when both operands are ...		
	BIT_VECTOR	UNSIGNED	SIGNED
"001" = "00001"	FALSE	TRUE	TRUE
"001" > "00001"	TRUE	FALSE	FALSE
"100" < "01000"	FALSE	TRUE	TRUE
"010" < "10000"	TRUE	TRUE	FALSE
"100" < "00100"	FALSE	FALSE	TRUE

A.3.2 Expansion of vector operands compared to integers

When a relational operator compares a SIGNED or UNSIGNED argument value with an INTEGER or NATURAL value, the function has the effect of converting the SIGNED or UNSIGNED argument to its equivalent universal integer value and then doing the corresponding comparison of integer values. For example

```
(SIGNED'("111") > -8) = TRUE
```

and

```
(UNSIGNED'("111") < 8) = TRUE
```

That is, the INTEGER value may be larger in magnitude than any value that can be represented by the number of elements in the SIGNED or UNSIGNED value.

A.3.3 Return value for metalogical and high-impedance operands

If an operand to any of the NUMERIC_STD relational operator functions for =, <, <=, >, or >= contains a metalogical or high-impedance value, the function returns the value FALSE. If an operand to the NUMERIC_STD relational operator function /= contains a metalogical or high-impedance value, the function returns the value TRUE.

A.4 Shift functions

A.4.1 Multiplication by a power of 2 with remaindering

The SHIFT_LEFT function for an UNSIGNED argument provides for multiplication by a power of 2 remaindered by the maximum size of the vector argument. In particular, if ARG is UNSIGNED and is well-defined, and if the integer values fall within the range allowed for INTEGERS,

```
TO_INTEGER(SHIFT_LEFT(ARG, COUNT)) =  
TO_INTEGER(ARG) * (2 ** COUNT) rem (2 ** ARG'LENGTH)
```

A.4.2 Division by a power of 2

The SHIFT_RIGHT function for an UNSIGNED argument provides for division by a power of 2. That is, if ARG is UNSIGNED and is well-defined, and if the integer values fall within the range allowed for INTEGERS,

```
TO_INTEGER(SHIFT_RIGHT(ARG, COUNT) = TO_INTEGER(ARG) / (2 ** COUNT)
```

A.5 Type conversion functions

A.5.1 Overflow in conversion to INTEGER

The TO_INTEGER function does not contain code to check that the SIGNED or UNSIGNED argument has an equivalent universal integer value that belongs to the range defined for the INTEGER or NATURAL subtypes. If TO_INTEGER is called with an argument value that is too large, the simulation tool may therefore detect an overflow. A user should avoid applying TO_INTEGER to argument subtypes for which the num-

ber of elements is greater than the number of bits used to represent INTEGERS in the user's simulation and synthesis tools.

A.5.2 Conversion between SIGNED and UNSIGNED

The packages do not provide functions for converting directly between the SIGNED and UNSIGNED types. Such conversions must be performed by the user. There are several ways to convert between SIGNED and UNSIGNED types. In performing such conversions, a user must determine how to handle any possible differences in the ranges supported by SIGNED and UNSIGNED objects having the same number of elements. For example, suppose the VHDL source code contains the declarations

```
signal S: SIGNED(3 downto 0);
signal BIG_S: SIGNED(4 downto 0);
signal U: UNSIGNED(3 downto 0);
constant S1: SIGNED(3 downto 0) := "1000"; -- equivalent to -8
constant U1: UNSIGNED(3 downto 0) := "1100"; -- equivalent to +12
```

- a) A user can use a VHDL type conversion to convert one form to another:

```
S <= SIGNED(U1); -- U1 (= +12) gets converted to S (= -4)
U <= UNSIGNED(S1); -- S1 (= -8) gets converted to U (= +8)
```

- b) A user can add an extra bit to represent the sign when converting from UNSIGNED to SIGNED:

```
BIG_S <= SIGNED('0' & U1); -- U1 (= +12) gets converted to BIG_S (= +12)
```

- c) Finally, a user can generate an error or warning when the value of one cannot be represented in the number of elements available in the other:

```
assert S >= "0000" report "Cannot convert negative value."
    severity WARNING;
U <= UNSIGNED(S);
```

A.6 Logical operator functions

A.6.1 Application to SIGNED and UNSIGNED

The functions that define the application of the logical operators **and**, **or**, **nand**, **nor**, **xor**, and **xnor** to SIGNED and UNSIGNED argument values are equivalent to functions that apply the same logical operators to STD_LOGIC_VECTOR (or STD_ULOGIC_VECTOR) arguments. This equivalence includes the handling of metalogical and high-impedance element values. That is, for example, if S1 and S2 are SIGNED values of equal length,

```
S1 nand S2 = SIGNED(STD_LOGIC_VECTOR(S1) nand STD_LOGIC_VECTOR(S2))
```

A.6.2 Index range of return values

For the functions **and**, **or**, **nand**, **nor**, **xor**, and **xnor** defined in the NUMERIC_STD package, the index range for the return values has the form " $n - 1$ downto 0," where n is the number of elements in the return value.

In the NUMERIC_BIT package, the corresponding functions are defined implicitly by the type declarations for the SIGNED and UNSIGNED types, so that the index range of the return values is as defined by IEEE Std 1076-1993.

A.7 The STD_MATCH function

The behavior of the STD_MATCH functions in the NUMERIC_STD package differs from that of the = functions for the same types of arguments. The STD_MATCH function compares its arguments element by

element, and treats the value '-' as matching any other STD_ULONGIC value. The = function interprets its operands, however, as representing the equivalent integer values, and returns TRUE if the equivalent integer values are equal.

ISBN 2-8318-5839-9



9 782831 858395

ICS 35.240.50
