

# IEEE Standard VHDL Analog and Mixed-Signal Extensions

Sponsor

**Design Automation Standards Committee  
of the  
IEEE Computer Society**

Approved 18 March 1999

**IEEE-SA Standards Board**

**Abstract:** This standard defines the IEEE 1076.1 language, a hardware description language for the description and the simulation of analog, digital, and mixed-signal systems. The language, also informally known as VHDL-AMS, is built on IEEE Std 1076-1993 (VHDL) and extends it with additions and changes to provide capabilities of writing and simulating analog and mixed-signal models.

**Keywords:** analog design, computer, computer languages, hardware design, mixed-signal design, VHDL

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# Introduction

(This introduction is not part of IEEE Std 1076.1-1999, IEEE Standard VHDL Analog and Mixed-Signal Extensions.)

The IEEE 1076.1 language, informally known as VHDL-AMS, is a superset of IEEE Std 1076-1993 (VHDL) that provides capabilities for describing and simulating analog and mixed-signal systems with conservative and nonconservative semantics for the analog portion of the system. The language supports many abstraction levels in electrical and nonelectrical energy domains. The modeled analog systems are lumped systems that can be described by ordinary differential equations and algebraic equations. The language does not specify any particular technique to solve the equations, but it rather defines the results that must be achieved. The solution of the equations may include discontinuities. Interaction between the digital part of a model and its analog part is supported in a flexible and efficient manner. Finally, support for frequency domain small-signal and noise simulation is provided.

The extension of VHDL to support analog and mixed-signal systems began in 1989, as part of the second revision of IEEE Std 1076 targeted for a 1993 release. A large number of requirements to support analog and mixed-signal systems were submitted, and it soon became apparent that the complexity of the topic required the formation of a separate working group. The design of the IEEE 1076.1 language formally began in 1993, when the IEEE 1076.1 Working Group was formed under the auspices of the Design Automation Standards Committee of the IEEE Computer Society, under Project Authorization Request (PAR) 1076.1. Its charter was to extend the IEEE 1076 (VHDL) language to support the requirements for the description and simulation of analog and mixed-signal systems. The IEEE 1076.1 Working Group approved the draft standard in June 1997. The first release of the draft of IEEE Std 1076.1-1999 was approved by the IEEE Standards Board on 18 March 1999.

The development of the IEEE 1076.1 language has been supported by the European ESPRIT Project 8370 ESIP (EDA Standards Integration and Promotion), the U.S. Air Force Rome Laboratory (contract No. F30602-93-C-0209), the U.S. Air Force Wright Patterson Laboratory (contract No. F33615-96-C-1908), and the employers of participating engineers. The IEEE 1076.1 Working Group was led by an executive committee whose members were: Jean-Michel Bergé (chair until June 1996), Ernst Christen (vice chair), and Alain Vachoux (secretary, and also chair since June 1996). In addition, several subcommittees were formed to handle the various phases of the language development:

- The Requirements and Objectives Committee was chaired by Hazem El-Tahawy and Dan Fitzpatrick. Kevin Nolan, Mart Altmae, Hazem El-Tahawy, Jean-Michel Bergé, Denis Rouquier, and Dominique Rodriguez consolidated the requirements from North America and Europe. Hazem El-Tahawy, Robert Cottrell, Richard Shi, Dan Fitzpatrick, and Alain Vachoux developed the Design Objective Document (DOD) that was the base for the design of the IEEE 1076.1 language.
- The Language Design Committee was chaired by Ernst Christen. Ken Bakalar and Ernst Christen were the main architects of the extended language. They developed a series of white papers that constituted the base for writing the draft of IEEE Std 1076.1-1999. Consistency with IEEE Std 1076-1993 (VHDL) was ensured by VHDL experts Doug Dunlop, Paul Menchini, and John Willis.
- The Documentation Committee was initially chaired by David Smith and later by Dave Barton. Its charter was to coordinate the writing of IEEE Std 1076.1-1999. Dave Barton also wrote the draft of IEEE Std 1076.1-1999, and carefully managed the development of the document to satisfy the differing needs of both the IEEE balloting process and the end user.
- The Ballot Resolution Committee managed the various IEEE ballots required to achieve IEEE approval. It was responsible for resolving the comments and suggestions submitted during the balloting process, and to update the draft of IEEE Std 1076.1-1999 accordingly. The Ballot Resolution Committee was chaired by Alain Vachoux. Ernst Christen and Ken Bakalar were the technical experts and Serge Garcia-Sabiro, Ken Kundert, and Richard Shi acted as reviewers for the resolutions. Last, but not least, Dave Barton carefully integrated the changes into the draft of IEEE Std 1076.1-1999.

The IEEE 1076.1 Working Group is continuing to maintain the IEEE 1076.1 language, and information on the effort may be found at the following URL:

<http://www.eda.org/vhdl-ams>

The following individuals contributed to the design of the IEEE 1076.1 language:

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# IEEE Standard VHDL Analog and Mixed-Signal Extensions

## 0. Overview

This clause describes the purpose, scope, and organization of this standard.

### 0.1 Purpose and scope

This standard defines the IEEE 1076.1 language, a hardware description language for the description and the simulation of analog, digital, and mixed-signal systems. The language, also informally known as VHDL-AMS, is built on the IEEE Std 1076-1993 (VHDL) language, and extends it to provide capabilities of writing and simulating analog and mixed-signal models.

This document contains the complete reference of the IEEE 1076.1 VHDL language, including the unchanged portions of the base language and the extensions. Formally, IEEE Std 1076.1-1999 defines the extensions only, and portions of text marked with change bars are either exclusively part of IEEE Std 1076.1-1999, or define changes compared to IEEE Std 1076-1993. Portions of text not marked with change bars are identical in this document and in IEEE Std 1076-1993.

The primary audience of this document are implementors of tools supporting the language and advanced users of the language. The document is not intended to provide any introductory or tutorial information. It rather provides formal definitions of language elements and language constructs.

The IEEE 1076.1 language is a superset of the IEEE 1076 language (VHDL). As such, any legal IEEE Std 1076-1993 model is a legal IEEE Std 1076.1-1999 model, and any IEEE 1076.1 tool must provide the same simulation results as obtained with an IEEE 1076 tool. IEEE Std 1076-1993 and IEEE Std 1076.1-1999 will remain separate standards. This means that when IEEE Std 1076-1993 is revised, IEEE Std 1076.1-1993 will not be automatically revised accordingly. A separate effort will be required to keep both standards synchronized and to avoid inconsistencies.

### 0.2 Standards used as references

This standard is dependent upon IEEE Std 1076-1993. In addition, certain definitions in this document depend upon IEEE Std 1076.2-1996, which describes via standard packages and definitions mathematical functions that can be used within VHDL design units.

IEEE Std 1076-1993, IEEE Standard VHDL Language Reference Model.<sup>1</sup>

IEEE Std 1076.2-1996, IEEE Standard VHDL Mathematical Packages.

<sup>1</sup>IEEE publications are available from the Institute of Electrical and Electronics Engineers, 445 Hoes Lane, P.O. Box 1331, Piscataway, NJ 08855-1331, USA (<http://standards.ieee.org/>).

### 0.3 Structure and terminology of this document

This standard is organized into clauses, each of which focuses on some particular area of the language. Within each clause, individual constructs or concepts are discussed.

Each clause that describes a specific construct begins with an introductory paragraph. Next, the syntax of the construct is described using one or more grammatical “productions.” A set of paragraphs describing the meaning and restrictions of the construct in narrative form then follow.

Unlike many other IEEE standards that use the verb “shall” to indicate mandatory requirements of the standard and “may” to indicate optional features, the verb “is” is used uniformly throughout this document. In all cases, “is” is to be interpreted as having mandatory weight. Additionally, the word “must” is used to indicate mandatory weight. This word is preferred over the more common “shall,” as “must” denotes a different meaning to different readers of this standard, as described by the following:

- a) To the developer of tools that process VHDL, “must” denotes a requirement that the standard imposes. The resulting implementation is required to enforce the requirement and to issue an error if the requirement is not met by some VHDL source text.
- b) To the VHDL model developer, “must” denotes that the characteristics of VHDL are natural consequences of the language definition. The model developer is required to adhere to the constraint implied by the characteristic.
- c) To the VHDL model user, “must” denotes that the characteristics of the models are natural consequences of the language definition. The model user can depend on the characteristics of the model implied by its VHDL source text.

Finally, each clause may end with examples, notes, and references to other pertinent clauses.

#### 0.3.1 Syntactic description

The form of a VHDL description is described by means of context-free syntax, using a simple variant of backus naur form; in particular:

- a) Lowercased words in roman font, some containing embedded underlines, are used to denote syntactic categories. For example:

`formal_port_list`

Whenever the name of a syntactic category is used, apart from the syntax rules themselves, spaces take the place of underlines (thus, “formal port list” would appear in the narrative description when referring to the above syntactic category).

- b) Boldface words are used to denote reserved words. For example:

**array**

Reserved words must be used only in those places indicated by the syntax.

- c) A production consists of a left-hand side, the symbol “::=” (which is read as “can be replaced by”), and a right-hand side. The left-hand side of a production is always a syntactic category; the right-hand side is a replacement rule.

The meaning of a production is a textual-replacement rule: any occurrence of the left-hand side may be replaced by an instance of the right-hand side.

- d) A vertical bar separates alternative items on the right-hand side of a production unless it occurs immediately after an opening brace, in which case it stands for itself:

```
letter_or_digit ::= letter | digit

choices ::= choice { | choice }
```

In the first instance, an occurrence of “letter\_or\_digit” can be replaced by either “letter” or “digit.” In the second case, “choices” can be replaced by a list of “choice,” separated by vertical bars (see item f) for the meaning of braces).

- e) Square brackets enclose optional items on the right-hand side of a production; thus the two following productions are equivalent:

```
return_statement ::= return [ expression ] ;

return_statement ::= return ; | return expression ;
```

Note, however, that the initial and terminal square brackets in the right-hand side of the production for signatures (in 2.3.2) are part of the syntax of signatures and do not indicate that the entire right-hand side is optional.

- f) Braces enclose a repeated item or items on the right-hand side of a production. The items may appear zero or more times; the repetitions occur from left to right as with an equivalent left-recursive rule. Thus, the following two productions are equivalent:

```
term ::= factor { multiplying_operator factor }

term ::= factor | term multiplying_operator factor
```

- g) If the name of any syntactic category starts with an italicized part, it is equivalent to the category name without the italicized part. The italicized part is intended to convey some semantic information. For example, *type\_name* and *subtype\_name* are both syntactically equivalent to *name* alone.
- h) The term *simple\_name* is used for any occurrence of an identifier that already denotes some declared entity.

### 0.3.2 Semantic description

The meaning and restrictions of a particular construct are described with a set of narrative rules immediately following the syntactic productions. In these rules, an italicized term indicates the definition of that term, and identifiers appearing entirely in uppercase refer to definitions in package STANDARD (see 14.2).

The following terms are used in these semantic descriptions with the following meaning:

**erroneous:** The condition thus described represents an ill-formed description; however, implementations are not required to detect and report this condition. Conditions are deemed erroneous only when it is impossible in general to detect the condition during the processing of the language.

**error:** The condition thus described represents an ill-formed description; implementations are required to detect the condition and report an error to the user of the tool. *Synonym:* **illegal**.

**illegal:** *See:* **error**.

**legal:** The condition thus described represents a well-formed description.

### **0.3.3 Front matter, examples, notes, references, and annexes**

Prior to this clause are several pieces of introductory material; following the final clause are five annexes and an index. The front matter, annexes, and index serve to orient and otherwise aid the user of this manual but are not part of the definition of VHDL.

Some clauses of this standard contain examples, notes, and cross-references to other clauses of the manual; these parts always appear at the end of a clause. Examples are meant to illustrate the possible forms of the construct described. Illegal examples are italicized. Notes are meant to emphasize consequences of the rules described in the clause or elsewhere. In order to distinguish notes from the other narrative portions of this standard, notes are set as enumerated paragraphs in a font smaller than the rest of the text. Cross-references are meant to guide the user to other relevant clauses of the manual. Examples, notes, and cross-references are not part of the definition of VHDL.

## 1. Design entities and configurations

The *design entity* is the primary hardware abstraction in VHDL. It represents a portion of a hardware design that has well-defined inputs and outputs and performs a well-defined function. A design entity may represent an entire system, a subsystem, a board, a chip, a macro-cell, a logic gate, or any level of abstraction in between. A *configuration* can be used to describe how design entities are put together to form a complete design.

A design entity may be described in terms of a hierarchy of *blocks*, each of which represents a portion of the whole design. The top-level block in such a hierarchy is the design entity itself; such a block is an *external* block that resides in a library and may be used as a component of other designs. Nested blocks in the hierarchy are *internal* blocks, defined by block statements (see 9.1).

A design entity may also be described in terms of interconnected components. Each component of a design entity may be bound to a lower-level design entity in order to define the structure or behavior of that component. Successive decomposition of a design entity into components, and binding those components to other design entities that may be decomposed in like manner, results in a hierarchy of design entities representing a complete design. Such a collection of design entities is called a *design hierarchy*. The bindings necessary to identify a design hierarchy can be specified in a configuration of the top-level entity in the hierarchy.

This clause describes the way in which design entities and configurations are defined. A design entity is defined by an *entity declaration* together with a corresponding *architecture body*. A configuration is defined by a *configuration declaration*.

### 1.1 Entity declarations

An entity declaration defines the interface between a given design entity and the environment in which it is used. It may also specify declarations and statements that are part of the design entity. A given entity declaration may be shared by many design entities, each of which has a different architecture. Thus, an entity declaration can potentially represent a class of design entities, each with the same interface.

```
entity_declaration ::=
    entity identifier is
        entity_header
        entity_declarative_part
    [ begin
        entity_statement_part ]
    end [ entity ] [ entity_simple_name ] ;
```

The entity header and entity declarative part consist of declarative items that pertain to each design entity whose interface is defined by the entity declaration. The entity statement part, if present, consists of concurrent statements that are present in each such design entity.

If a simple name appears at the end of an entity declaration, it must repeat the identifier of the entity declaration.

#### 1.1.1 Entity header

The entity header declares objects used for communication between a design entity and its environment.

```
entity_header ::=
    [ formal_generic_clause ]
    [ formal_port_clause ]
```

```
generic_clause ::=
    generic ( generic_list ) ;
port_clause ::=
    port ( port_list ) ;
```

The generic list in the formal generic clause defines generic constants whose values may be determined by the environment. The port list in the formal port clause defines the ports of the design entity, and their direction, if any.

In certain circumstances, the names of generic constants and ports declared in the entity header become visible outside of the design entity (see 10.2 and 10.3).

Examples:

- An entity declaration with port declarations only:
 

```
entity Full_Adder is
    port ( X, Y, Cin: in Bit; Cout, Sum: out Bit ) ;
end Full_Adder ;
```
- An entity declaration with generic declarations also:
 

```
entity AndGate is
    generic
      ( N: Natural := 2 );
    port
      ( Inputs: in Bit_Vector ( 1 to N );
        Result: out Bit ) ;
end entity AndGate ;
```
- An entity declaration with neither:
 

```
entity TestBench is
end TestBench ;
```
- An entity with both signal and quantity declarations:
 

```
entity Multiplier is
    generic ( Bound: REAL );
    port ( quantity Input1, Input2: in REAL;
          quantity Output: out REAL;
          signal OutOfBound: out BOOLEAN );
end entity multiplier;
```

### 1.1.1.1 Generics

Generics provide a channel for static information to be communicated to a block from its environment. The following applies to both external blocks defined by design entities and to internal blocks defined by block statements.

```
generic_list ::= generic_interface_list
```

The generics of a block are defined by a generic interface list; interface lists are described in 4.3.2.1. Each interface element in such a generic interface list declares a formal generic.

The value of a generic constant may be specified by the corresponding actual in a generic association list. If no such actual is specified for a given formal generic (either because the formal generic is unassociated or because the actual is **open**), and if a default expression is specified for that generic, the value of this expression is the value of the generic. It is an error if no actual is specified for a given formal generic and no default

expression is present in the corresponding interface element. It is an error if some of the subelements of a composite formal generic are connected and others are either unconnected or unassociated.

NOTE—Generics may be used to control structural, dataflow, or behavioral characteristics of a block, or may simply be used as documentation. In particular, generics may be used to specify the size of ports; the number of subcomponents within a block; the timing characteristics of a block; or even the physical characteristics of a design such as temperature, capacitance, location, etc.

### 1.1.1.2 Ports

Ports provide channels for dynamic communication between a block and its environment. The following applies to both external blocks defined by design entities and to internal blocks defined by block statements, including those equivalent to component instantiation statements and generate statements (see 9.7).

```
port_list ::= port_interface_list
```

The ports of a block are defined by a port interface list; interface lists are described in 4.3.2.1. Each interface element in the port interface list declares a formal port. A formal port may be a signal port, a quantity port or a terminal port.

To communicate with other blocks, the signal ports, terminal ports, or quantity ports of a block can be associated with signals, terminals, or quantities, respectively, in the environment in which the block is used. Moreover, the signal ports and quantity ports of a block may be associated with an expression in order to provide these ports with constant driving values; such ports must be of mode **in**. A signal port is itself a signal (see 4.3.1.2); a terminal port is itself a terminal (see 4.3.1.5); and a quantity port is itself a quantity (see 4.3.1.6); thus, a formal port of a block may be associated as an actual with a formal port of an inner block. The port, signal, quantity, terminal, or expression associated with a given formal port is called the *actual* corresponding to the formal port (see 4.3.2.2). The actual, if not an expression, must be denoted by a static name (see 6.1). The actual, if an expression, must be a globally static expression (see 7.4). Terminal ports may not be associated with an expression.

After a given description is completely elaborated (see Clause 12), if a formal port is associated with an actual that is itself a port, then the following restrictions apply depending upon the mode (see 4.3.2), if any, of the formal port:

- a) For a formal port of mode **in**,
  - If the formal port is a signal port, the associated actual may only be a signal port of mode **in**, **inout**, or **buffer**.
  - If the formal port is a quantity port, the associated actual may only be a quantity port of mode **in** or **out**.
- b) For a formal port of mode **out**,
  - If the formal port is a signal port, the associated actual may only be a signal port of mode **out**, or **inout**.
  - If the formal port is a quantity port, the associated actual may only be a quantity port of mode **out**.
- c) For a formal port of mode **inout**, the associated actual may only be a port of mode **inout**.
- d) For a formal port of mode **buffer**, the associated actual may only be a port of mode **buffer**.
- e) For a formal port of mode **linkage**, the associated actual may be a port of any mode.

A buffer port may have at most one source (see 4.3.1.2 and 4.3.2). Furthermore, after a description is completely elaborated (see Clause 12), any actual associated with a formal buffer port may have at most one source.

If a formal port is associated with an actual port, signal, terminal, quantity, or expression, then the formal port is said to be *connected*. If a formal port is instead associated with the reserved word **open**, then the formal is said to be *unconnected*. A signal port or quantity port of mode **in** may be unconnected or unassociated (see 4.3.2.2) only if its declaration includes a default expression (see 4.3.2). A signal port or quantity port of any mode other than **in** may be unconnected or unassociated as long as its type is not an unconstrained array type. A terminal port may be unconnected or unassociated as long as its nature is not an unconstrained array nature. It is an error if some of the subelements of a composite formal port are connected and others are either unconnected or unassociated. It is an error if any quantity is associated as an actual with more than one formal of mode **out**.

### 1.1.2 Entity declarative part

The entity declarative part of a given entity declaration declares items that are common to all design entities whose interfaces are defined by the given entity declaration.

```
entity_declarative_part ::=
    { entity_declarative_item }
entity_declarative_item ::=
    subprogram_declaration
  | subprogram_body
  | type_declaration
  | subtype_declaration
  | constant_declaration
  | signal_declaration
  | shared_variable_declaration
  | file_declaration
  | alias_declaration
  | attribute_declaration
  | attribute_specification
  | disconnection_specification
  | step_limit_specification
  | use_clause
  | group_template_declaration
  | group_declaration
  | nature_declaration
  | subnature_declaration
  | quantity_declaration
  | terminal_declaration
```

Names declared by declarative items in the entity declarative part of a given entity declaration are visible within the bodies of corresponding design entities, as well as within certain portions of a corresponding configuration declaration.

Example:

- An entity declaration with entity declarative items:

```
entity ROM is
  port (      Addr: in      Word;
          Data:  out     Word;
          Sel:   in      Bit);
  type      Instruction is array (1 to 5) of Natural;
  type      Program is array (Natural range <>) of Instruction;
  use Work.OpCodes.all, Work.RegisterNames.all;
```

```

constant ROM_Code: Program :=
  (
    (STM, R14, R12, 12, R13),
    (LD, R7, 32, 0, R1 ),
    (BAL, R14, 0, 0, R7 ),
    •
    •      -- etc.
    •
  );
end ROM;

```

NOTE—The entity declarative part of a design entity whose corresponding architecture is decorated with the 'FOREIGN' attribute is subject to special elaboration rules. See 12.3.

### 1.1.3 Entity statement part

The entity statement part contains concurrent statements that are common to each design entity with this interface.

```

entity_statement_part ::=
  { entity_statement }

entity_statement ::=
  concurrent_assertion_statement
  | passive_concurrent_procedure_call
  | passive_process_statement

```

Only concurrent assertion statements, concurrent procedure call statements, or process statements may appear in the entity statement part. All such statements must be passive (see 9.2). Such statements may be used to monitor the operating conditions or characteristics of a design entity.

Example:

- An entity declaration with statements:

```

entity Latch is
  port (      Din:  in    Word;
          Dout:  out    Word;
          Load:  in    Bit;
          Clk:   in    Bit );
  constant Setup: Time := 12 ns;
  constant PulseWidth: Time := 50 ns;
  use Work.TimingMonitors.all;
begin
  assert Clk='1' or Clk'Delayed'Stable (PulseWidth);
  CheckTiming (Setup, Din, Load, Clk);
end ;

```

NOTE—The entity statement part of a design entity whose corresponding architecture is decorated with the 'FOREIGN' attribute is subject to special elaboration rules. See 12.4.

## 1.2 Architecture bodies

An architecture body defines the body of a design entity. It specifies the relationships between the inputs, outputs, quantities, and terminals of a design entity and may be expressed in terms of structure, dataflow, equations, or behavior. Such specifications may be partial or complete.

```
architecture_body ::=  
    architecture identifier of entity_name is  
        architecture_declarative_part  
    begin  
        architecture_statement_part  
    end [ architecture ] [ architecture_simple_name ] ;
```

The identifier defines the simple name of the architecture body; this simple name distinguishes architecture bodies associated with the same entity declaration.

The entity name identifies the name of the entity declaration that defines the interface of this design entity. For a given design entity, both the entity declaration and the associated architecture body must reside in the same library.

If a simple name appears at the end of an architecture body, it must repeat the identifier of the architecture body.

More than one architecture body may exist corresponding to a given entity declaration. Each declares a different body with the same interface; thus, each together with the entity declaration represents a different design entity with the same interface.

NOTE—Two architecture bodies that are associated with different entity declarations may have the same simple name, even if both architecture bodies (and the corresponding entity declarations) reside in the same library.

### 1.2.1 Architecture declarative part

The architecture declarative part contains declarations of items that are available for use within the block defined by the design entity.

```
architecture_declarative_part ::=  
    { block_declarative_item }  
block_declarative_item ::=  
    subprogram_declaration  
    | subprogram_body  
    | type_declaration  
    | subtype_declaration  
    | constant_declaration  
    | signal_declaration  
    | shared_variable_declaration  
    | file_declaration  
    | alias_declaration  
    | component_declaration  
    | attribute_declaration  
    | attribute_specification  
    | configuration_specification  
    | disconnection_specification  
    | step_limit_specification  
    | use_clause
```

```

| group_template_declaration
| group_declaration
| nature_declaration
| subnature_declaration
| quantity_declaration
| terminal_declaration

```

The various kinds of declaration are described in Clause 4, and the various kinds of specification are described in Clause 5. The use clause, which makes externally defined names visible within the block, is described in Clause 10.

NOTE—The declarative part of an architecture decorated with the 'FOREIGN' attribute is subject to special elaboration rules. See 12.3.

### 1.2.2 Architecture statement part

The architecture statement part contains statements that describe the internal organization and/or operation of the block defined by the design entity.

```

architecture_statement_part ::=
    { architecture_statement }
architecture_statement ::= simultaneous_statement | concurrent_statement

```

All of the statements in the architecture statement part are either concurrent or simultaneous statements, which execute asynchronously with respect to one another. The various kinds of concurrent statements are described in Clause 9; the various kinds of simultaneous statements are described in Clause 15.

Examples:

- A body of entity Full\_Adder:
 

```

architecture DataFlow of Full_Adder is
    signal A,B: Bit;
begin
    A <= X xor Y;
    B <= A and Cin;
    Sum <= A xor Cin;
    Cout <= B or (X and Y);
end architecture DataFlow ;

```
- A body of entity TestBench:
 

```

library Test;
use Test.Components.all;
architecture Structure of TestBench is
    component Full_Adder
      port (X, Y, Cin: Bit; Cout, Sum: out Bit);
    end component;
    signal A,B,C,D,E,F,G: Bit;
    signal OK: Boolean;
begin
    UUT:      Full_Adder      port map (A,B,C,D,E);
    Generator: AdderTest      port map (A,B,C,F,G);
    Comparator: AdderCheck    port map (D,E,F,G,OK);
end Structure;

```

- A body of entity AndGate:
 

```

architecture Behavior of AndGate is
begin
  process (Inputs)
    variable Temp: Bit;
  begin
    Temp := '1';
    for i in Inputs'Range loop
      if Inputs(i) = '0' then
        Temp := '0';
      exit;
      end if;
    end loop;
    Result <= Temp after 10 ns;
  end process;
end Behavior;
      
```
- A body of entity Multiplier:
 

```

architecture Sample of Multiplier is
begin
  Output == Input1 * Input2;
  OutOfBound <= Output'Above(Bound) or not Output'Above(-Bound);
end architecture Sample;
      
```

NOTE—The statement part of an architecture decorated with the 'FOREIGN' attribute is subject to special elaboration rules. See 12.4.

### 1.3 Configuration declarations

The binding of component instances to design entities is performed by configuration specifications (see 5.2); such specifications appear in the declarative part of the block in which the corresponding component instances are created. In certain cases, however, it may be appropriate to leave unspecified the binding of component instances in a given block and to defer such specification until later. A configuration declaration provides the mechanism for specifying such deferred bindings.

```

configuration_declaration ::=
  configuration identifier of entity_name is
    configuration_declarative_part
    block_configuration
  end [ configuration ] [ configuration_simple_name ] ;

configuration_declarative_part ::=
  { configuration_declarative_item }

configuration_declarative_item ::=
  use_clause
  | attribute_specification
  | group_declaration
      
```

The entity name identifies the name of the entity declaration that defines the design entity at the apex of the design hierarchy. For a configuration of a given design entity, both the configuration declaration and the corresponding entity declaration must reside in the same library.

If a simple name appears at the end of a configuration declaration, it must repeat the identifier of the configuration declaration.

#### NOTES

1—A configuration declaration achieves its effect entirely through elaboration (see Clause 12). There are no behavioral semantics associated with a configuration declaration.

2—A given configuration may be used in the definition of another, more complex configuration.

Examples:

- An architecture of a microprocessor:
 

```

architecture Structure_View of Processor is
  component ALU port ( ... ); end component;
  component MUX port ( ... ); end component;
  component Latch port ( ... ); end component;
begin
  A1: ALU port map ( ... );
  M1: MUX port map ( ... );
  M2: MUX port map ( ... );
  M3: MUX port map ( ... );
  L1: Latch port map ( ... );
  L2: Latch port map ( ... );
end Structure_View ;
      
```
- A configuration of the microprocessor:
 

```

library TTL, Work ;
configuration V4_27_87 of Processor is
  use Work.all ;
  for Structure_View
    for A1: ALU
      use configuration TTL.SN74LS181 ;
    end for ;
    for M1,M2,M3: MUX
      use entity Multiplex4 (Behavior) ;
    end for ;
    for all: Latch
      — use defaults
    end for ;
  end for ;
end configuration V4_27_87 ;
      
```

### 1.3.1 Block configuration

A block configuration defines the configuration of a block. Such a block may be either an internal block defined by a block statement or an external block defined by a design entity. If the block is an internal block, the defining block statement may be either an explicit block statement or an implicit block statement that is itself defined by a generate statement.

```

block_configuration ::=
  for block_specification
  { use_clause }
  { configuration_item }
      
```

```
end for ;  
block_specification ::=  
    architecture_name  
    | block_statement_label  
    | generate_statement_label [ ( index_specification ) ]  
index_specification ::=  
    discrete_range  
    | static_expression  
configuration_item ::=  
    block_configuration  
    | component_configuration
```

The block specification identifies the internal or external block to which this block configuration applies.

If a block configuration appears immediately within a configuration declaration, then the block specification of that block configuration must be an architecture name, and that architecture name must denote a design entity body whose interface is defined by the entity declaration denoted by the entity name of the enclosing configuration declaration.

If a block configuration appears immediately within a component configuration, then the corresponding components must be fully bound (see 5.2.1.1), the block specification of that block configuration must be an architecture name, and that architecture name must denote the same architecture body as that to which the corresponding components are bound.

If a block configuration appears immediately within another block configuration, then the block specification of the contained block configuration must be a block statement or generate statement label, and the label must denote a block statement or generate statement that is contained immediately within the block denoted by the block specification of the containing block configuration.

If the scope of a declaration (see 10.2) includes the end of the declarative part of a block corresponding to a given block configuration, then the scope of that declaration extends to each configuration item contained in that block configuration, with the exception of block configurations that configure external blocks. Similarly, if a declaration is visible (either directly or by selection) at the end of the declarative part of a block corresponding to a given block configuration, then the declaration is visible in each configuration item contained in that block configuration, with the exception of block configurations that configure external blocks. Additionally, if a given declaration is a homograph of a declaration that a use clause in the block configuration makes potentially directly visible, then the given declaration is not directly visible in the block configuration or any of its configuration items. See 10.3 for more information.

For any name that is the label of a block statement appearing immediately within a given block, a corresponding block configuration may appear as a configuration item immediately within a block configuration corresponding to the given block. For any collection of names that are labels of instances of the same component appearing immediately within a given block, a corresponding component configuration may appear as a configuration item immediately within a block configuration corresponding to the given block.

For any name that is the label of a generate statement immediately within a given block, one or more corresponding block configurations may appear as configuration items immediately within a block configuration corresponding to the given block. Such block configurations apply to implicit blocks generated by that generate statement. If such a block configuration contains an index specification that is a discrete range, then the block configuration applies to those implicit block statements that are generated for the specified range of values of the corresponding generate parameter; the discrete range has no significance other than to define the set of generate statement parameter values implied by the discrete range. If such a block configuration contains an index specification that is a static expression, then the block configuration applies only to the implicit block statement generated for the specified value of the corresponding generate parameter. If no



```

-- Configuration items
-- for blocks and components
-- within ShiftRegStruct.
end for ;

```

- A block configuration for a block statement:
 

```

for B1                                -- A block label.
  -- Configuration items
  -- for blocks and components
  -- within block B1.
end for ;

```

### 1.3.2 Component configuration

A component configuration defines the configuration of one or more component instances in a corresponding block.

```

component_configuration ::=
  for component_specification
    [ binding_indication ; ]
    [ block_configuration ]
  end for ;

```

The component specification (see 5.2) identifies the component instances to which this component configuration applies. A component configuration that appears immediately within a given block configuration applies to component instances that appear immediately within the corresponding block.

It is an error if two component configurations apply to the same component instance.

If the component configuration contains a binding indication (see 5.2.1), then the component configuration implies a configuration specification for the component instances to which it applies. This implicit configuration specification has the same component specification and binding indication as that of the component configuration.

If a given component instance is unbound in the corresponding block, then any explicit component configuration for that instance that does not contain an explicit binding indication will contain an implicit, default binding indication (see 5.2.2). Similarly, if a given component instance is unbound in the corresponding block, then any implicit component configuration for that instance will contain an implicit, default binding indication.

It is an error if a component configuration contains an explicit block configuration and the component configuration does not bind all identified component instances to the same design entity.

Within a given component configuration, whether implicit or explicit, an implicit block configuration is assumed for the design entity to which the corresponding component instance is bound, if no explicit block configuration appears and if the corresponding component instance is fully bound.

Examples:

- A component configuration with binding indication:
 

```

for all: IOPort
  use entity StdCells.PadTriState4 (DataFlow)
  port map (Pout=>A, Pin=>B, IO=>Dir, Vdd=>Pwr, Gnd=>Gnd) ;
end for ;

```

- A component configuration containing block configurations:
  - for** D1: DSP
    - for** DSP\_STRUCTURE
      - Binding specified in design entity or else defaults.
      - for** Filterer
        - Configuration items for filtering components.
      - end for** ;
      - for** Processor
        - Configuration items for processing components.
      - end for** ;
    - end for** ;
  - end for** ;

NOTE—The requirement that all component instances corresponding to a block configuration be bound to the same design entity makes the following configuration illegal:

```

architecture A of E is
  component C is end component C;
  for L1: C use entity E1(X);
  for L2: C use entity E2(X);
begin
  L1: C;
  L2: C;
end architecture A;

```

```

configuration Illegal of Work.E is
  for A
    for all: C
      for X -- Does not apply to the same design entity in all instances of C.
        ...
      end for; -- X
    end for; -- C
  end for; -- A
end configuration Illegal ;

```

## 2. Subprograms and packages

Subprograms define algorithms for computing values or exhibiting behavior. They may be used as computational resources to convert between values of different types, to define the resolution of output values driving a common signal, or to define portions of a process. Packages provide a means of defining these and other resources in a way that allows different design units to share the same declarations.

There are two forms of subprograms: procedures and functions. A procedure call is a statement; a function call is an expression and returns a value. Certain functions, designated *pure* functions, return the same value each time they are called with the same values as actual parameters; the remainder, *impure* functions, may return a different value each time they are called, even when multiple calls have the same actual parameter values. In addition, impure functions can update objects outside of their scope and can access a broader class of values than can pure functions. The definition of a subprogram can be given in two parts: a subprogram declaration defining its calling conventions, and a subprogram body defining its execution.

Packages may also be defined in two parts. A package declaration defines the visible contents of a package; a package body provides hidden details. In particular, a package body contains the bodies of any subprograms declared in the package declaration.

### 2.1 Subprogram declarations

A subprogram declaration declares a procedure or a function, as indicated by the appropriate reserved word.

```
subprogram_declaration ::=
    subprogram_specification ;

subprogram_specification ::=
    procedure designator [ ( formal_parameter_list ) ]
    | [ pure | impure ] function designator [ ( formal_parameter_list ) ]
      return type_mark

designator ::= identifier | operator_symbol

operator_symbol ::= string_literal
```

The specification of a procedure specifies its designator and its formal parameters (if any). The specification of a function specifies its designator, its formal parameters (if any), the subtype of the returned value (the *result subtype*), and whether or not the function is pure. A function is *impure* if its specification contains the reserved word **impure**; otherwise, it is said to be *pure*. A procedure designator is always an identifier. A function designator is either an identifier or an operator symbol. A designator that is an operator symbol is used for the overloading of an operator (see 2.3.1). The sequence of characters represented by an operator symbol must be an operator belonging to one of the classes of operators defined in 7.2. Extra spaces are not allowed in an operator symbol, and the case of letters is not significant.

NOTE—All subprograms can be called recursively.

#### 2.1.1 Formal parameters

The formal parameter list in a subprogram specification defines the formal parameters of the subprogram.

```
formal_parameter_list ::= parameter_interface_list
```

Formal parameters of subprograms may be constants, variables, signals, or files. In the first three cases, the mode of a parameter determines how a given formal parameter may be accessed within the subprogram. The mode of a formal parameter, together with its class, may also determine how such access is implemented. In the fourth case, that of files, the parameters have no mode.

For those parameters with modes, the only modes that are allowed for formal parameters of a procedure are **in**, **inout**, and **out**. If the mode is **in** and no object class is explicitly specified, **constant** is assumed. If the mode is **inout** or **out**, and no object class is explicitly specified, **variable** is assumed.

For those parameters with modes, the only mode that is allowed for formal parameters of a function is the mode **in** (whether this mode is specified explicitly or implicitly). The object class must be **constant**, **signal**, or **file**. If no object class is explicitly given, **constant** is assumed.

In a subprogram call, the actual designator (see 4.3.2.2) associated with a formal parameter of class **signal** must be a signal. The actual designator associated with a formal of class **variable** must be a variable. The actual designator associated with a formal of class **constant** must be an expression. The actual designator associated with a formal of class **file** must be a file.

NOTE—Attributes of an actual are never passed into a subprogram: references to an attribute of a formal parameter are legal only if that formal has such an attribute. Such references retrieve the value of the attribute associated with the formal.

#### 2.1.1.1 Constant and variable parameters

For parameters of class **constant** or **variable**, only the values of the actual or formal are transferred into or out of the subprogram call. The manner of such transfers, and the accompanying access privileges that are granted for constant and variable parameters, are described in this subclause.

For a nonforeign subprogram having a parameter of a scalar type or an access type, the parameter is passed by copy. At the start of each call, if the mode is **in** or **inout**, the value of the actual parameter is copied into the associated formal parameter; it is an error if, after applying any conversion function or type conversion present in the actual part of the applicable association element (see 4.3.2.2), the value of the actual parameter does not belong to the subtype denoted by the subtype indication of the formal. After completion of the subprogram body, if the mode is **inout** or **out**, the value of the formal parameter is copied back into the associated actual parameter; it is similarly an error if, after applying any conversion function or type conversion present in the formal part of the applicable association element, the value of the formal parameter does not belong to the subtype denoted by the subtype indication of the actual.

For a nonforeign subprogram having a parameter whose type is an array or record, an implementation may pass parameter values by copy, as for scalar types. If a parameter of mode **out** is passed by copy, then the range of each index position of the actual parameter is copied in, and likewise for its subelements or slices. Alternatively, an implementation may achieve these effects by reference; that is, by arranging that every use of the formal parameter (to read or update its value) be treated as a use of the associated actual parameter throughout the execution of the subprogram call. The language does not define which of these two mechanisms is to be adopted for parameter passing, nor whether different calls to the same subprogram are to use the same mechanism. The execution of a subprogram is erroneous if its effect depends on which mechanism is selected by the implementation.

For a formal parameter of a constrained array subtype of mode **in** or **inout**, it is an error if the value of the associated actual parameter (after application of any conversion function or type conversion present in the actual part) does not contain a matching element for each element of the formal. For a formal parameter whose declaration contains a subtype indication denoting an unconstrained array type, the subtype of the formal in any call to the subprogram is taken from the actual associated with that formal in the call to the subprogram. It is also an error if, in either case, the value of each element of the actual array (after applying

any conversion function or type conversion present in the actual part) does not belong to the element subtype of the formal. If the formal parameter is of mode **out** or **inout**, it is also an error if, at the end of the subprogram call, the value of each element of the formal (after applying any conversion function or type conversion present in the formal part) does not belong to the element subtype of the actual.

## NOTES

1—For parameters of array and record types, the parameter passing rules imply that if no actual parameter of such a type is accessible by more than one path, then the effect of a subprogram call is the same whether or not the implementation uses copying for parameter passing. If, however, there are multiple access paths to such a parameter (for example, if another formal parameter is associated with the same actual parameter), then the value of the formal is undefined after updating the actual other than by updating the formal. A description using such an undefined value is erroneous.

2—As a consequence of the parameter passing conventions for variables, if a procedure is called with a shared variable (see 4.3.1.3) as an actual to a formal variable parameter of modes **inout** or **out**, the shared variable may not be updated until the procedure completes its execution. Furthermore, a formal variable parameter with modes **in** or **inout** may not reflect updates made to a shared variable associated with it as an actual during the execution of the subprogram, including updates made to the actual during the execution of a wait statement within a procedure.

### 2.1.1.2 Signal parameters

For a formal parameter of class **signal**, references to the signal, the driver of the signal, or both, are passed into the subprogram call.

For a signal parameter of mode **in** or **inout**, the actual signal is associated with the corresponding formal signal parameter at the start of each call. Thereafter, during the execution of the subprogram body, a reference to the formal signal parameter within an expression is equivalent to a reference to the actual signal.

It is an error if signal-valued attributes 'STABLE, 'QUIET, 'TRANSACTION, and 'DELAYED of formal signal parameters of any mode are read within a subprogram; similarly, it is an error if quantity-valued attributes 'RAMP or 'SLEW are read within a subprogram.

A process statement contains a driver for each actual signal associated with a formal signal parameter of mode **out** or **inout** in a subprogram call. Similarly, a subprogram contains a driver for each formal signal parameter of mode **out** or **inout** declared in its subprogram specification.

For a signal parameter of mode **inout** or **out**, the driver of an actual signal is associated with the corresponding driver of the formal signal parameter at the start of each call. Thereafter, during the execution of the subprogram body, an assignment to the driver of a formal signal parameter is equivalent to an assignment to the driver of the actual signal.

If an actual signal is associated with a signal parameter of any mode, the actual must be denoted by a static signal name. It is an error if a conversion function or type conversion appears in either the formal part or the actual part of an association element that associates an actual signal with a formal signal parameter.

If an actual signal is associated with a signal parameter of any mode, and if the type of the formal is a scalar type, then it is an error if the bounds and direction of the subtype denoted by the subtype indication of the formal are not identical to the bounds and direction of the subtype denoted by the subtype indication of the actual.

If an actual signal is associated with a formal signal parameter, and if the formal is of a constrained array subtype, then it is an error if the actual does not contain a matching element for each element of the formal. If an actual signal is associated with a formal signal parameter, and if the subtype denoted by the subtype indication of the declaration of the formal is an unconstrained array type, then the subtype of the formal in any call to the subprogram is taken from the actual associated with that formal in the call to the subprogram.

It is also an error if the mode of the formal is **in** or **inout** and if the value of each element of the actual array does not belong to the element subtype of the formal.

A formal signal parameter is a guarded signal if and only if it is associated with an actual signal that is a guarded signal. It is an error if the declaration of a formal signal parameter includes the reserved word **bus** (see 4.3.2).

NOTE—It is a consequence of the preceding rules that a procedure with an **out** or **inout** signal parameter called by a process does not have to complete in order for any assignments to that signal parameter within the procedure to take effect. Assignments to the driver of a formal signal parameter are equivalent to assignments directly to the actual driver contained in the process calling the procedure.

### 2.1.1.3 File parameters

For parameters of class **file**, references to the actual file are passed into the subprogram. No particular parameter-passing mechanism is defined by the language, but a reference to the formal parameter must be equivalent to a reference to the actual parameter. It is an error if an association element associates an actual with a formal parameter of a file type and that association element contains a conversion function or type conversion. It is also an error if a formal of a file type is associated with an actual that is not of a file type.

At the beginning of a given subprogram call, a file parameter is open (see 3.4.1) if and only if the actual file object associated with the given parameter in a given subprogram call is also open. Similarly, at the beginning of a given subprogram call, both the access mode of and external file associated with (see 3.4.1) an open file parameter are the same as, respectively, the access mode of and the external file associated with the actual file object associated with the given parameter in the subprogram call.

At the completion of the execution of a given subprogram call, the actual file object associated with a given file parameter is open if and only if the formal parameter is also open. Similarly, at the completion of the execution of a given subprogram call, the access mode of and the external file associated with an open actual file object associated with a given file parameter are the same as, respectively, the access mode of and the external file associated with the associated formal parameter.

## 2.2 Subprogram bodies

A subprogram body specifies the execution of a subprogram.

```
subprogram_body ::=
    subprogram_specification is
        subprogram_declarative_part
    begin
        subprogram_statement_part
    end [ subprogram_kind ] [ designator ] ;
```

```
subprogram_declarative_part ::=
    { subprogram_declarative_item }
```

```
subprogram_declarative_item ::=
    subprogram_declaration
    | subprogram_body
    | type_declaration
    | subtype_declaration
    | constant_declaration
    | variable_declaration
    | file_declaration
```

```
| alias_declaration  
| attribute_declaration  
| attribute_specification  
| use_clause  
| group_template_declaration  
| group_declaration
```

```
subprogram_statement_part ::=  
    { sequential_statement }
```

```
subprogram_kind ::= procedure | function
```

The declaration of a subprogram is optional. In the absence of such a declaration, the subprogram specification of the subprogram body acts as the declaration. For each subprogram declaration, there must be a corresponding body. If both a declaration and a body are given, the subprogram specification of the body must conform (see 2.7) to the subprogram specification of the declaration. Furthermore, both the declaration and the body must occur immediately within the same declarative region (see 10.1).

If a subprogram kind appears at the end of a subprogram body, it must repeat the reserved word given in the subprogram specification. If a designator appears at the end of a subprogram body, it must repeat the designator of the subprogram.

It is an error if a variable declaration in a subprogram declarative part declares a shared variable. (See 4.3.1.3 and 8.1.4.)

A *foreign subprogram* is one that is decorated with the attribute 'FOREIGN, defined in package STANDARD (see 14.2). The STRING value of the attribute may specify implementation-dependent information about the foreign subprogram. Foreign subprograms may have non-VHDL implementations. An implementation may place restrictions on the allowable modes, classes, and types of the formal parameters to a foreign subprogram; such restrictions may include restrictions on the number and allowable order of the parameters.

Excepting foreign subprograms, the algorithm performed by a subprogram is defined by the sequence of statements that appears in the subprogram statement part. For a foreign subprogram, the algorithm performed is implementation defined.

The execution of a subprogram body is invoked by a subprogram call. For this execution, after establishing the association between the formal and actual parameters, the sequence of statements of the body is executed if the subprogram is not a foreign subprogram; otherwise, an implementation-defined action occurs. Upon completion of the body or implementation-dependent action, return is made to the caller (and any necessary copying back of formal to actual parameters occurs).

A process or a subprogram is said to be a *parent* of a given subprogram S if that process or subprogram contains a procedure call or function call for S or for a parent of S.

An *explicit signal* is a signal other than an implicit signal GUARD or other than one of the implicit signals defined by the predefined attributes 'ABOVE, 'DELAYED, 'STABLE, 'QUIET, or 'TRANSACTION. The *explicit ancestor* of an implicit signal is found as follows. All implicit GUARD signals and any signal defined by the predefined attribute 'ABOVE have no explicit ancestor. An explicit ancestor of an implicit signal defined by the predefined attributes 'DELAYED, 'STABLE, 'QUIET, or 'TRANSACTION is the signal found by recursively examining the prefix of the attribute. If the prefix denotes an explicit signal, a slice, or a member (see Clause 3) of an explicit signal, then that is the explicit ancestor of the implicit signal. Otherwise, if the prefix is one of the implicit signals defined by the predefined attributes 'DELAYED, 'STABLE, 'QUIET, or 'TRANSACTION, this rule is recursively applied. If the prefix is an implicit signal GUARD, or a signal defined by the predefined attribute 'ABOVE, then the signal has no explicit ancestor.

If a pure function subprogram is a parent of a given procedure and if that procedure contains a reference to an explicitly declared signal or variable object, or a slice or subelement (or slice thereof) of an explicit signal, then that object must be declared within the declarative region formed by the function (see 10.1) or within the declarative region formed by the procedure; this rule also holds for the explicit ancestor, if any, of an implicit signal and also for the implicit signal GUARD. If a pure function is the parent of a given procedure, then that procedure must not contain a reference to an explicitly declared file object (see 4.3.1.4) or to a shared variable (see 4.3.1.3).

Similarly, if a pure function subprogram contains a reference to an explicitly declared signal or variable object, or a slice or subelement (or slice thereof) of an explicit signal, then that object must be declared within the declarative region formed by the function; this rule also holds for the explicit ancestor, if any, of an implicit signal and also for the implicit signal GUARD. A pure function must not contain a reference to an explicitly declared file object.

A pure function must not be the parent of an impure function.

The rules of the preceding four paragraphs apply to all pure function subprograms. For pure functions that are not foreign subprograms, violations of any of these rules are errors. However, since implementations cannot in general check that such rules hold for pure function subprograms that are foreign subprograms, a description calling pure foreign function subprograms not adhering to these rules is erroneous.

Example:

— The declaration of a foreign function subprogram:  
**package P is**  
     **function F return INTEGER;**  
     **attribute FOREIGN of F: function is "implementation-dependent information";**  
**end package P;**

#### NOTES

1—It follows from the visibility rules that a subprogram declaration must be given if a call of the subprogram occurs textually before the subprogram body, and that such a declaration must occur before the call itself.

2—The preceding rules concerning pure function subprograms, together with the fact that function parameters may only be of mode **in**, imply that a pure function has no effect other than the computation of the returned value. Thus, a pure function invoked explicitly as part of the elaboration of a declaration, or one invoked implicitly as part of the simulation cycle, is guaranteed to have no effect on other objects in the description.

3—VHDL does not define the parameter-passing mechanisms for foreign subprograms.

4—The declarative parts and statement parts of subprograms decorated with the 'FOREIGN attribute are subject to special elaboration rules. See 12.3 and 12.4.5. A pure function subprogram may not reference a shared variable. This prohibition exists because a shared variable may not be declared in a subprogram declarative part and a pure function may not reference any variable declared outside of its declarative region.

## 2.3 Subprogram overloading

Two formal parameter lists are said to have the same *parameter type profile* if and only if they have the same number of parameters, and if at each parameter position the corresponding parameters have the same base type. Two subprograms are said to have the same *parameter and result type profile* if and only if both have the same parameter type profile, and if either both are functions with the same result base type or neither of the two is a function.

A given subprogram designator can be used in several subprogram specifications. The subprogram designator is then said to be overloaded; the designated subprograms are also said to be overloaded and to overload each other. If two subprograms overload each other, one of them can hide the other only if both subprograms have the same parameter and result type profile.

A call to an overloaded subprogram is ambiguous (and therefore is an error) if the name of the subprogram, the number of parameter associations, the types and order of the actual parameters, the names of the formal parameters (if named associations are used), and the result type (for functions) are not sufficient to identify exactly one (overloaded) subprogram specification.

Similarly, a reference to an overloaded resolution function name in a subtype indication is ambiguous (and is therefore an error) if the name of the function, the number of formal parameters, the result type, and the relationships between the result type and the types of the formal parameters (as defined in 2.4) are not sufficient to identify exactly one (overloaded) subprogram specification.

Examples:

- Declarations of overloaded subprograms:  
**procedure** Dump(F: **inout** Text; Value: Integer);  
**procedure** Dump(F: **inout** Text; Value: String);  
  
**procedure** Check (Setup: Time; **signal** D: Data; **signal** C: Clock);  
**procedure** Check (Hold: Time; **signal** C: Clock; **signal** D: Data);
- Calls to overloaded subprograms:  
Dump (Sys\_Output, 12) ;  
Dump (Sys\_Error, "Actual output does not match expected output") ;  
  
Check (Setup=>10 ns, D=>DataBus, C=>Clk1);  
Check (Hold=>5 ns, D=>DataBus, C=>Clk2);  
Check (15 ns, DataBus, Clk) ;  
-- Ambiguous if the base type of DataBus is the same type as the base type of Clk.

## NOTES

1—The notion of parameter and result type profile does not include parameter names, parameter classes, parameter modes, parameter subtypes, or default expressions or their presence or absence.

2—Ambiguities may (but need not) arise when actual parameters of the call of an overloaded subprogram are themselves overloaded function calls, literals, or aggregates. Ambiguities may also (but need not) arise when several overloaded subprograms belonging to different packages are visible. These ambiguities can usually be solved in two ways: qualified expressions can be used for some or all actual parameters and for the result, if any; or the name of the subprogram can be expressed more explicitly as an expanded name (see 6.3).

### 2.3.1 Operator overloading

The declaration of a function whose designator is an operator symbol is used to overload an operator. The sequence of characters of the operator symbol must be one of the operators in the operator classes defined in 7.2.

The subprogram specification of a unary operator must have a single parameter. The subprogram specification of a binary operator must have two parameters; for each use of this operator, the first parameter is associated with the left operand, and the second parameter is associated with the right operand.

For each of the operators “+” and “-”, overloading is allowed both as a unary operator and as a binary operator.

#### NOTES

1—Overloading of the equality operator does not affect the selection of choices in a case statement in a selected signal assignment statement, nor does it have an affect on the propagation of signal values.

2—A user-defined operator that has the same designator as a short-circuit operator (that is, that overloads the short-circuit operator) is not invoked in a short-circuit manner. Specifically, calls to the user-defined operator always evaluate both arguments prior to the execution of the function.

3—Functions that overload operator symbols may also be called using function call notation rather than operator notation. This statement is also true of the predefined operators themselves.

Examples:

```
type MVL is ('0', '1', 'Z', 'X') ;
function "and" (Left, Right: MVL) return MVL ;
function "or" (Left, Right: MVL) return MVL ;
function "not" (Value: MVL) return MVL ;
```

```
signal Q,R,S: MVL ;
```

```
Q <= 'X' or '1';
R <= "or" ('0','Z');
S <= (Q and R) or not S;
```

### 2.3.2 Signatures

A signature distinguishes between overloaded subprograms and overloaded enumeration literals based on their parameter and result type profiles. A signature can be used in an attribute name, entity designator, or alias declaration.

```
signature ::= [ [ type_mark { , type_mark } ] [ return type_mark ] ]
```

(Note that the initial and terminal brackets are part of the syntax of signatures and do not indicate that the entire right-hand side of the production is optional.) A signature is said to match the parameter and result type profile of a given subprogram if and only if all of the following conditions hold:

- The number of type marks prior to the reserved word **return**, if any, matches the number of formal parameters of the subprogram.
- At each parameter position, the base type denoted by the type mark of the signature is the same as the base type of the corresponding formal parameter of the subprogram.
- If the reserved word **return** is present, the subprogram is a function and the base type of the type mark following the reserved word in the signature is the same as the base type of the return type of the function, or the reserved word **return** is absent and the subprogram is a procedure.

Similarly, a signature is said to match the parameter and result type profile of a given enumeration literal if the signature matches the parameter and result type profile of the subprogram equivalent to the enumeration literal defined in 3.1.1.

Example:

```
attribute BuiltIn of "or" [MVL, MVL return MVL]: function is TRUE;  
  -- Because of the presence of the signature, this attribute specification  
  -- decorates only the "or" function defined in the previous clause.  
attribute Mapping of JMP [return OpCode] : literal is "001";
```

## 2.4 Resolution functions

A resolution function is a function that defines how the values of multiple sources of a given signal are to be resolved into a single value for that signal. Resolution functions are associated with signals that require resolution by including the name of the resolution function in the declaration of the signal or in the declaration of the subtype of the signal. A signal with an associated resolution function is called a resolved signal (see 4.3.1.2).

A resolution function must be a pure function (see 2.1); moreover, it must have a single input parameter of class **constant** that is a one-dimensional, unconstrained array whose element type is that of the resolved signal. The type of the return value of the function must also be that of the signal. Errors occur at the place of the subtype indication containing the name of the resolution function if any of these checks fail (see 4.2).

The resolution function associated with a resolved signal determines the *resolved value* of the signal as a function of the collection of inputs from its multiple sources. If a resolved signal is of a composite type, and if subelements of that type also have associated resolution functions, such resolution functions have no effect on the process of determining the resolved value of the signal. It is an error if a resolved signal has more connected sources than the number of elements in the index type of the unconstrained array type used to define the parameter of the corresponding resolution function.

Resolution functions are implicitly invoked during each simulation cycle in which corresponding resolved signals are active (see 12.6.1). Each time a resolution function is invoked, it is passed an array value, each element of which is determined by a corresponding source of the resolved signal, but excluding those sources that are drivers whose values are determined by null transactions (see 8.4.1). Such drivers are said to be *off*. For certain invocations (specifically, those involving the resolution of sources of a signal declared with the signal kind **bus**), a resolution function may thus be invoked with an input parameter that is a null array; this occurs when all sources of the bus are drivers, and they are all off. In such a case, the resolution function returns a value representing the value of the bus when no source is driving it.

Example:

```
function WIRED_OR (Inputs: BIT_VECTOR) return BIT is  
  constant FloatValue: BIT := '0';  
  begin  
    if Inputs'Length = 0 then  
      -- This is a bus whose drivers are all off.  
      return FloatValue;  
    else  
      for I in Inputs'Range loop  
        if Inputs(I) = '1' then  
          return '1';  
        end if;  
      end loop;  
      return '0';  
    end if;  
  end function WIRED_OR;
```

## 2.5 Package declarations

A package declaration defines the interface to a package. The scope of a declaration within a package can be extended to other design units.

```
package_declaration ::=
    package identifier is
        package_declarative_part
    end [ package ] [ package_simple_name ] ;
```

```
package_declarative_part ::=
    { package_declarative_item }
```

```
package_declarative_item ::=
    subprogram_declaration
  | type_declaration
  | subtype_declaration
  | constant_declaration
  | signal_declaration
  | shared_variable_declaration
  | file_declaration
  | alias_declaration
  | component_declaration
  | attribute_declaration
  | attribute_specification
  | disconnection_specification
  | use_clause
  | group_template_declaration
  | group_declaration
  | nature_declaration
  | subnature_declaration
  | terminal_declaration
```

If a simple name appears at the end of the package declaration, it must repeat the identifier of the package declaration.

Items declared immediately within a package declaration become visible by selection within a given design unit wherever the name of that package is visible in the given unit. Such items may also be made directly visible by an appropriate use clause (see 10.4).

NOTE—Not all packages will have a package body. In particular, a package body is unnecessary if no subprograms or deferred constants are declared in the package declaration.

Examples:

— A package declaration that needs no package body:

```
package TimeConstants is
    constant tPLH :           Time := 10 ns;
    constant tPHL :           Time := 12 ns;
    constant tPLZ :           Time := 7 ns;
    constant tPZL :           Time := 8 ns;
    constant tPHZ :           Time := 8 ns;
    constant tPZH :           Time := 9 ns;
end TimeConstants ;
```

— A package declaration that needs a package body:

```
package TriState is  
    type Tri is ('0', '1', 'Z', 'E');  
    function BitVal (Value: Tri) return Bit ;  
    function TriVal (Value: Bit) return Tri;  
    type TriVector is array (Natural range <>) of Tri ;  
    function Resolve (Sources: TriVector) return Tri ;  
end package TriState ;
```

## 2.6 Package bodies

A package body defines the bodies of subprograms and the values of deferred constants declared in the interface to the package.

```
package_body ::=  
    package body package_simple_name is  
        package_body_declarative_part  
    end [ package body ] [ package_simple_name ] ;
```

```
package_body_declarative_part ::=  
    { package_body_declarative_item }
```

```
package_body_declarative_item ::=  
    subprogram_declaration  
    | subprogram_body  
    | type_declaration  
    | subtype_declaration  
    | constant_declaration  
    | shared_variable_declaration  
    | file_declaration  
    | alias_declaration  
    | use_clause  
    | group_template_declaration  
    | group_declaration
```

The simple name at the start of a package body must repeat the package identifier. If a simple name appears at the end of the package body, it must be the same as the identifier in the package declaration.

In addition to subprogram body and constant declarative items, a package body may contain certain other declarative items to facilitate the definition of the bodies of subprograms declared in the interface. Items declared in the body of a package cannot be made visible outside of the package body.

If a given package declaration contains a deferred constant declaration (see 4.3.1.1), then a constant declaration with the same identifier must appear as a declarative item in the corresponding package body. This object declaration is called the *full* declaration of the deferred constant. The subtype indication given in the full declaration must conform to that given in the deferred constant declaration.

Within a package declaration that contains the declaration of a deferred constant, and within the body of that package (before the end of the corresponding full declaration), the use of a name that denotes the deferred constant is only allowed in the default expression for a local generic, local port, or formal parameter. The result of evaluating an expression that references a deferred constant before the elaboration of the corresponding full declaration is not defined by the language.

Example:

```

package body TriState is
  function BitVal (Value: Tri) return Bit is
    constant Bits : Bit_Vector := "0100";
  begin
    return Bits(Tri'Pos(Value));
  end;
  function TriVal (Value: Bit) return Tri is
  begin
    return Tri'Val(Bit'Pos(Value));
  end;

  function Resolve (Sources: TriVector) return Tri is
    variable V: Tri := 'Z';
  begin
    for i in Sources'Range loop
      if Sources(i) /= 'Z' then
        if V = 'Z' then
          V := Sources(i);
        else
          return 'E';
        end if;
      end if;
    end loop;
    return V;
  end;
end package body TriState ;

```

## 2.7 Conformance rules

Whenever the language rules either require or allow the specification of a given subprogram to be provided in more than one place, the following variations are allowed at each place:

- A numeric literal can be replaced by a different numeric literal if and only if both have the same value.
- A simple name can be replaced by an expanded name in which this simple name is the selector if and only if at both places the meaning of the simple name is given by the same declaration.

Two subprogram specifications are said to *conform* if, apart from comments and the above allowed variations, both specifications are formed by the same sequence of lexical elements and if corresponding lexical elements are given the same meaning by the visibility rules.

Conformance is likewise defined for subtype indications in deferred constant declarations.

### NOTES

1—A simple name can be replaced by an expanded name even if the simple name is itself the prefix of a selected name. For example, Q.R can be replaced by P.Q.R if Q is declared immediately within P.

2—The subprogram specification of an impure function is never conformant to a subprogram specification of a pure function.

3—The following specifications do not conform since they are not formed by the same sequence of lexical elements:

```

procedure P (X,Y : INTEGER)
procedure P (X: INTEGER; Y : INTEGER)
procedure P (X,Y : in INTEGER)

```

### 3. Types and natures

This clause describes the various categories of types and natures that are provided by the language as well as those specific types that are predefined. The declarations of all predefined types are contained in package STANDARD, the declaration of which appears in Clause 14.

A type is characterized by a set of values and a set of operations. The set of operations of a type includes the explicitly declared subprograms that have a parameter or result of the type. The remaining operations of a type are the basic operations and the predefined operators (see 7.2). These operations are each implicitly declared for a given type declaration immediately after the type declaration and before the next explicit declaration, if any.

A *basic operation* is an operation that is inherent in one of the following:

- An assignment (in assignment statements and initializations)
- An allocator
- A selected name, an indexed name, or a slice name
- A qualification (in a qualified expression), an explicit type conversion, a formal or actual part in the form of a type conversion, or an implicit type conversion of a value of type *universal\_integer* or *universal\_real* to the corresponding value of another numeric type
- A numeric literal (for a universal type), the literal **null** (for an access type), a string literal, a bit string literal, an aggregate, or a predefined attribute

There are four classes of types. *Scalar* types are integer types, floating point types, physical types, and types defined by an enumeration of their values; values of these types have no elements. *Composite* types are array and record types; values of these types consist of element values. *Access* types provide access to objects of a given type. *File* types provide access to objects that contain a sequence of values of a given type.

The set of possible values for an object of a given type can be subjected to a condition that is called a *constraint* (the case where the constraint imposes no restriction is also included); a value is said to satisfy a constraint if it satisfies the corresponding condition. A *subtype* is a type together with a constraint. A value is said to *belong to a subtype* of a given type if it belongs to the type and satisfies the constraint; the given type is called the *base type* of the subtype. A type is a subtype of itself; such a subtype is said to be *unconstrained* (it corresponds to a condition that imposes no restriction). The base type of a type is the type itself.

The set of operations defined for a subtype of a given type includes the operations defined for the type; however, the assignment operation to an object having a given subtype only assigns values that belong to the subtype. Additional operations, such as qualification (in a qualified expression) are implicitly defined by a subtype declaration.

The term *subelement* is used in this manual in place of the term element to indicate either an element, or an element of another element or subelement. Where other subelements are excluded, the term *element* is used instead.

A given type must not have a subelement whose type is the given type itself. Similarly, a given nature must not have a subelement whose nature is the given nature itself. Natures are introduced in 3.5.

A *member* of an object is either

- A slice of the object,
- A subelement of the object, or
- A slice of a subelement of the object.

The name of a class of types or natures is used in this manual as a qualifier for objects and values that have a type or nature of the class considered. For example, the term *array object* is used for an object whose type is an array type, or whose nature is an array nature; similarly, the term *access value* is used for a value of an access type.

NOTE—The set of values of a subtype is a subset of the values of the base type. This subset need not be a proper subset.

### 3.1 Scalar Types

Scalar types consist of *enumeration types*, *integer types*, *physical types*, and floating point types. Enumeration types and integer types are called *discrete* types. Integer types, floating point types, and physical types are called *numeric* types. All scalar types are ordered; that is, all relational operators are predefined for their values. Each value of a discrete or physical type has a position number that is an integer value.

```

scalar_type_definition ::=
    enumeration_type_definition | integer_type_definition
    | floating_type_definition | physical_type_definition
range_constraint ::= range range
range ::=
    range_attribute_name
    | simple_expression direction simple_expression
direction ::= to | downto

```

A range specifies a subset of values of a scalar type. A range is said to be a *null* range if the specified subset is empty.

The range **L to R** is called an *ascending* range; if  $L > R$ , then the range is a null range. The range **L downto R** is called a *descending* range; if  $L < R$ , then the range is a null range. The smaller of L and R is called the *lower bound*, and the larger, the *upper bound*, of the range. The value V is said to *belong to the range* if the relations ( $lower\ bound \leq V$ ) and ( $V \leq upper\ bound$ ) are both true and the range is not a null range. The operators  $>$ ,  $<$ , and  $\leq$  in the preceding definitions are the predefined operators of the applicable scalar type.

For values of discrete or physical types, a value V1 is said to be *to the left of* a value V2 within a given range if both V1 and V2 belong to the range and either the range is an ascending range and V2 is the successor of V1 or the range is a descending range and V2 is the predecessor of V1. A list of values of a given range is in *left to right order* if each value in the list is to the left of the next value in the list within that range, except for the last value in the list.

If a range constraint is used in a subtype indication, the type of the expressions (likewise, of the bounds of a range attribute) must be the same as the base type of the type mark of the subtype indication. A range constraint is *compatible* with a subtype if each bound of the range belongs to the subtype or if the range constraint defines a null range. Otherwise, the range constraint is not compatible with the subtype.

The direction of a range constraint is the same as the direction of its range.

NOTE—Indexing and iteration rules use values of discrete types.

#### 3.1.1 Enumeration types

An enumeration type definition defines an enumeration type.

```

enumeration_type_definition ::=
    ( enumeration_literal { , enumeration_literal } )
enumeration_literal ::= identifier | character_literal

```

The identifiers and character literals listed by an enumeration type definition must be distinct within the enumeration type definition. Each enumeration literal is the declaration of the corresponding enumeration literal; for the purpose of determining the parameter and result type profile of an enumeration literal, this declaration is equivalent to the declaration of a parameterless function whose designator is the same as the enumeration literal and whose result type is the same as the enumeration type.

An enumeration type is said to be a *character type* if at least one of its enumeration literals is a character literal.

Each enumeration literal yields a different enumeration value. The predefined order relations between enumeration values follow the order of corresponding position numbers. The position number of the value of the first listed enumeration literal is zero; the position number for each additional enumeration literal is one more than that of its predecessor in the list.

If the same identifier or character literal is specified in more than one enumeration type definition, the corresponding literals are said to be *overloaded*. At any place where an overloaded enumeration literal occurs in the text of a program, the type of the enumeration literal is determined according to the rules for overloaded subprograms (see 2.3).

Each enumeration type definition defines an ascending range.

Examples:

```
type MULTI_LEVEL_LOGIC is (LOW, HIGH, RISING, FALLING, AMBIGUOUS) ;
```

```
type BIT is ('0','1') ;
```

```
type SWITCH_LEVEL is ('0','1','X') ;           -- Overloads '0' and '1'
```

### 3.1.1.1 Predefined enumeration types

The predefined enumeration types are CHARACTER, BIT, BOOLEAN, SEVERITY\_LEVEL, FILE\_OPEN\_KIND, and FILE\_OPEN\_STATUS.

The predefined type CHARACTER is a character type whose values are the 256 characters of the ISO 8859-1: 1997 [B4]<sup>2</sup> character set. Each of the 191 graphic characters of this character set is denoted by the corresponding character literal.

The declarations of the predefined types CHARACTER, BIT, BOOLEAN, SEVERITY\_LEVEL, FILE\_OPEN\_KIND, and FILE\_OPEN\_STATUS appear in package STANDARD in Clause 14.

#### NOTES

1—The first 17 nongraphic elements of the predefined type CHARACTER (from NUL through DEL) are the ASCII abbreviations for the nonprinting characters in the ASCII set (except for those noted in Clause 14). The ASCII names are chosen as ISO 8859-1: 1987 [B4] does not assign them abbreviations. The next 16 (C128 through C159) are also not assigned abbreviations, so names unique to VHDL are assigned.

2—Type BOOLEAN can be used to model either active high or active low logic depending on the particular conversion functions chosen to and from type BIT.

### 3.1.2 Integer types

An integer type definition defines an integer type whose set of values includes those of the specified range.

---

<sup>2</sup>The numbers in brackets correspond to those of the bibliography in Annex E.

```
integer_type_definition ::= range_constraint
```

An integer type definition defines both a type and a subtype of that type. The type is an anonymous type, the range of which is selected by the implementation; this range must be such that it wholly contains the range given in the integer type definition. The subtype is a named subtype of this anonymous base type, where the name of the subtype is that given by the corresponding type declaration and the range of the subtype is the given range.

Each bound of a range constraint that is used in an integer type definition must be a locally static expression of some integer type, but the two bounds need not have the same integer type. (Negative bounds are allowed.)

Integer literals are the literals of an anonymous predefined type that is called *universal\_integer* in this standard. Other integer types have no literals. However, for each integer type there exists an implicit conversion that converts a value of type *universal\_integer* into the corresponding value (if any) of the integer type (see 7.3.5).

The position number of an integer value is the corresponding value of the type *universal\_integer*.

The same arithmetic operators are predefined for all integer types (see 7.2). It is an error if the execution of such an operation (in particular, an implicit conversion) cannot deliver the correct result (that is, if the value corresponding to the mathematical result is not a value of the integer type).

An implementation may restrict the bounds of the range constraint of integer types other than type *universal\_integer*. However, an implementation must allow the declaration of any integer type whose range is wholly contained within the bounds  $-2147483647$  and  $+2147483647$  inclusive.

Examples:

```
type TWOS_COMPLEMENT_INTEGER is range  $-32768$  to  $32767$ ;  
type BYTE_LENGTH_INTEGER is range  $0$  to  $255$ ;  
type WORD_INDEX is range  $31$  downto  $0$ ;  
subtype HIGH_BIT_LOW is BYTE_LENGTH_INTEGER range  $0$  to  $127$ ;
```

### 3.1.2.1 Predefined integer types

The only predefined integer type is the type INTEGER. The range of INTEGER is implementation dependent, but it is guaranteed to include the range  $-2147483647$  to  $+2147483647$ . It is defined with an ascending range.

NOTE—The range of INTEGER in a particular implementation may be determined from the 'LOW and 'HIGH attributes.

### 3.1.3 Physical types

Values of a physical type represent measurements of some quantity. Any value of a physical type is an integral multiple of the primary unit of measurement for that type.

```
physical_type_definition ::=  
    range_constraint  
    units  
        primary_unit_declaration  
        { secondary_unit_declaration }  
    end units [ physical_type_simple_name ]
```

```
primary_unit_declaration ::= identifier

secondary_unit_declaration ::= identifier = physical_literal ;

physical_literal ::= [ abstract_literal ] unit_name
```

A physical type definition defines both a type and a subtype of that type. The type is an anonymous type, the range of which is selected by the implementation; this range must be such that it wholly contains the range given in the physical type definition. The subtype is a named subtype of this anonymous base type, where the name of the subtype is that given by the corresponding type declaration and the range of the subtype is the given range.

Each bound of a range constraint that is used in a physical type definition must be a locally static expression of some integer type, but the two bounds need not have the same integer type. (Negative bounds are allowed.)

Each unit declaration (either the primary unit declaration or a secondary unit declaration) defines a *unit name*. Unit names declared in secondary unit declarations must be directly or indirectly defined in terms of integral multiples of the primary unit of the type declaration in which they appear. The position numbers of unit names need not lie within the range specified by the range constraint.

If a simple name appears at the end of a physical type declaration, it must repeat the identifier of the type declaration in which the physical type definition is included.

The abstract literal portion (if present) of a physical literal appearing in a secondary unit declaration must be an integer literal.

A physical literal consisting solely of a unit name is equivalent to the integer 1 followed by the unit name.

There is a position number corresponding to each value of a physical type. The position number of the value corresponding to a unit name is the number of primary units represented by that unit name. The position number of the value corresponding to a physical literal with an abstract literal part is the largest integer that is not greater than the product of the value of the abstract literal and the position number of the accompanying unit name.

The same arithmetic operators are predefined for all physical types (see 7.2). It is an error if the execution of such an operation cannot deliver the correct result (that is, if the value corresponding to the mathematical result is not a value of the physical type).

An implementation may restrict the bounds of the range constraint of a physical type. However, an implementation must allow the declaration of any physical type whose range is wholly contained within the bounds  $-2147483647$  and  $+2147483647$  inclusive.

Examples:

```
type DURATION is range -1E18 to 1E18
units
  fs;                -- femtosecond
  ps = 1000 fs;     -- picosecond
  ns = 1000 ps;     -- nanosecond
  us = 1000 ns;     -- microsecond
  ms = 1000 us;     -- millisecond
  sec = 1000 ms;    -- second
```

```

    min = 60 sec;           -- minute
end units;

```

**type** DISTANCE is range 0 to 1E16

```

units
-- primary unit:
    A;                       -- angstrom

-- metric lengths:
    nm = 10 A;               -- nanometer
    um = 1000 nm;           -- micrometer (or micron)
    mm = 1000 um;           -- millimeter
    cm = 10 mm;              -- centimeter
    m  = 1000 mm;           -- meter
    km = 1000 m;             -- kilometer

-- English lengths:
    mil = 254000 A;         -- mil
    inch = 1000 mil;        -- inch
    ft  = 12 inch;          -- foot
    yd  = 3 ft;              -- yard
    fm  = 6 ft;              -- fathom
    mi  = 5280 ft;          -- mile
    lg  = 3 mi;              -- league
end units DISTANCE;

```

variable x: distance; variable y: duration; variable z: integer;

```

x := 5 A + 13 ft - 27 inch;
y := 3 ns + 5 min;
z := ns / ps;
x := z * mi;
y := y/10;
z := 39.34 inch / m;

```

## NOTES

1— The 'POS and 'VAL attributes may be used to convert between abstract values and physical values.

2— The value of a physical literal whose abstract literal is either the integer value zero or the floating point value zero is the same value (specifically zero primary units) no matter what unit name follows the abstract literal.

### 3.1.3.1 Predefined physical types

The only predefined physical type is type TIME. The range of TIME is implementation dependent, but it is guaranteed to include the range  $-2147483647$  to  $+2147483647$ . It is defined with an ascending range. All specifications of delays and pulse rejection limits must be of type TIME. The declaration of type TIME appears in package STANDARD in Clause 14.

By default, the primary unit of type TIME (1 femtosecond) is the *resolution limit* for type TIME. Any TIME value whose absolute value is smaller than this limit is truncated to zero (0) time units. An implementation may allow a given execution of a model (see 12.6) to select a secondary unit of type TIME as the resolution limit. Furthermore, an implementation may restrict the precision of the representation of values of type TIME and the results of expressions of type TIME, provided that values as small as the resolution limit are representable within those restrictions. It is an error if a given unit of type TIME appears anywhere within

the design hierarchy defining a model to be executed, and if the position number of that unit is less than that of the secondary unit selected as the resolution limit for type TIME during the execution of the model.

NOTE—By selecting a secondary unit of type TIME as the resolution limit for type TIME, it may be possible to simulate for a longer period of simulated time, with reduced accuracy, or to simulate with greater accuracy for a shorter period of simulated time.

*Cross-references:* Delay and rejection limit in a signal assignment, 8.4; disconnection, delay of a guarded signal, 5.3; function NOW, 14.2; predefined attributes, functions of TIME, 14.1; simulation time, 12.6.2 and 12.6.3; type TIME, 14.2; Updating a projected waveform, 8.4.1; wait statements, timeout clause in, 8.1.

### 3.1.4 Floating point types

Floating point types provide approximations to the real numbers. Floating point types are useful for models in which the precise characterization of a floating point calculation is not important or not determined.

floating\_type\_definition ::= range\_constraint

A floating type definition defines both a type and a subtype of that type. The type is an anonymous type, the range of which is selected by the implementation; this range must be such that it wholly contains the range given in the floating type definition. The subtype is a named subtype of this anonymous base type, where the name of the subtype is that given by the corresponding type declaration and the range of the subtype is the given range. The tolerance group of the subtype (see 4.2) is a value of type STRING equal to an empty string literal.

Each bound of a range constraint that is used in a floating type definition must be a locally static expression of some floating point type, but the two bounds need not have the same floating point type. (Negative bounds are allowed.)

Floating point literals are the literals of an anonymous predefined type that is called *universal\_real* in this standard. Other floating point types have no literals. However, for each floating point type there exists an implicit conversion that converts a value of type *universal\_real* into the corresponding value (if any) of the floating point type (see 7.3.5).

The same arithmetic operations are predefined for all floating point types (see 7.2). A design is erroneous if the execution of such an operation cannot deliver the correct result (that is, if the value corresponding to the mathematical result is not a value of the floating point type).

An implementation may restrict the bounds of the range constraint of floating point types other than type *universal\_real*. However, an implementation must allow the declaration of any floating point type whose range is wholly contained within the bounds  $-1.0E38$  and  $+1.0E38$  inclusive. The representation of floating point types must include a minimum of six decimal digits of precision.

NOTE—An implementation is not required to detect errors in the execution of a predefined floating point arithmetic operation, since the detection of overflow conditions resulting from such operations may not be easily accomplished on many host systems.

#### 3.1.4.1 Predefined floating point types

The only predefined floating point type is the type REAL. The range of REAL is host-dependent, but it is guaranteed to include the range  $-1.0E38$  to  $+1.0E38$  inclusive. It is defined with an ascending range.

NOTE—The range of REAL in a particular implementation may be determined from the 'LOW and 'HIGH attributes.

## 3.2 Composite types

Composite types are used to define collections of values. These include both arrays of values (collections of values of a homogeneous type) and records of values (collections of values of potentially heterogeneous types).

```
composite_type_definition ::=
    array_type_definition
    | record_type_definition
```

An object of a composite type represents a collection of objects, one for each element of the composite object. A composite type may only contain elements that are of scalar, composite, or access types; elements of file types are not allowed in a composite type. Thus an object of a composite type ultimately represents a collection of objects of scalar or access types, one for each noncomposite subelement of the composite object.

### 3.2.1 Array types

An array object is a composite object consisting of elements that have the same subtype. The name for an element of an array uses one or more index values belonging to specified discrete types. The value of an array object is a composite value consisting of the values of its elements.

```
array_type_definition ::=
    unconstrained_array_definition | constrained_array_definition
unconstrained_array_definition ::=
    array ( index_subtype_definition { , index_subtype_definition } )
    of element_subtype_indication

constrained_array_definition ::=
    array index_constraint of element_subtype_indication

index_subtype_definition ::= type_mark range <>

index_constraint ::= ( discrete_range { , discrete_range } )

discrete_range ::= discrete_subtype_indication | range
```

An array object is characterized by the number of indices (the dimensionality of the array); the type, position, and range of each index; and the type and possible constraints of the elements. The order of the indices is significant.

A one-dimensional array has a distinct element for each possible index value. A multidimensional array has a distinct element for each possible sequence of index values that can be formed by selecting one value for each index (in the given order). The possible values for a given index are all the values that belong to the corresponding range; this range of values is called the *index range*.

An unconstrained array definition defines an array type and a name denoting that type. For each object that has the array type, the number of indices, the type and position of each index, and the subtype of the elements are as in the type definition. The *index subtype* for a given index position is, by definition, the subtype denoted by the type mark of the corresponding index subtype definition. The values of the left and right bounds of each index range are not defined but must belong to the corresponding index subtype; similarly, the direction of each index range is not defined. The symbol <> (called a *box*) in an index subtype definition stands for an undefined range (different objects of the type need not have the same bounds and direction).

A constrained array definition defines both an array type and a subtype of this type:

- The array type is an implicitly declared anonymous type; this type is defined by an (implicit) unconstrained array definition, in which the element subtype indication is that of the constrained array definition and in which the type mark of each index subtype definition denotes the subtype defined by the corresponding discrete range.
- The array subtype is the subtype obtained by imposition of the index constraint on the array type.

If a constrained array definition is given for a type declaration, the simple name declared by this declaration denotes the array subtype.

The direction of a discrete range is the same as the direction of the range or the discrete subtype indication that defines the discrete range. If a subtype indication appears as a discrete range, the subtype indication must not contain a resolution function.

Examples:

- Examples of constrained array declarations:

```
type MY_WORD is array (0 to 31) of BIT ;
```

-- A memory word type with an ascending range.

```
type DATA_IN is array (7 downto 0) of FIVE_LEVEL_LOGIC ;
```

-- An input port type with a descending range.

- Example of unconstrained array declarations:

```
type MEMORY is array (INTEGER range <>) of MY_WORD ;
```

-- A memory array type.

- Examples of array object declarations:

```
signal DATA_LINE : DATA_IN ;
```

-- Defines a data input line.

```
variable MY_MEMORY : MEMORY (0 to 2**n-1) ;
```

-- Defines a memory of 2<sup>n</sup> 32-bit words.

NOTE—The rules concerning constrained type declarations mean that a type declaration with a constrained array definition such as

```
type T is array (POSITIVE range MINIMUM to MAX) of ELEMENT;
```

is equivalent to the sequence of declarations

```
subtype index_subtype is POSITIVE range MINIMUM to MAX;
```

```
type array_type is array (index_subtype range <>) of ELEMENT;
```

```
subtype T is array_type (index_subtype);
```

where *index\_subtype* and *array\_type* are both anonymous. Consequently, T is the name of a subtype and all objects declared with this type mark are arrays that have the same index range.

### 3.2.1.1 Index constraints and discrete ranges

An index constraint determines the index range for every index of an array type and, thereby, the corresponding array bounds.

For a discrete range used in a constrained array definition and defined by a range, an implicit conversion to the predefined type INTEGER is assumed if each bound is either a numeric literal or an attribute, and if the type of both bounds (prior to the implicit conversion) is the type *universal\_integer*. Otherwise, both bounds must be of the same discrete type, other than *universal\_integer*; this type must be determined independently of the context, but using the fact that the type must be discrete and that both bounds must have the same type. These rules apply also to a discrete range used in an iteration scheme (see 8.9) or a generation scheme (see 9.7).

If an index constraint appears after a type mark in a subtype indication, then the type or subtype denoted by the type mark must not already impose an index constraint. The type mark must denote either an unconstrained array type or an access type whose designated type is such an array type. In either case, the index constraint must provide a discrete range for each index of the array type, and the type of each discrete range must be the same as that of the corresponding index.

An index constraint is *compatible* with the type denoted by the type mark if and only if the constraint defined by each discrete range is compatible with the corresponding index subtype. If any of the discrete ranges defines a null range, any array thus constrained is a *null array*, having no components. An array value *satisfies* an index constraint if at each index position the array value and the index constraint have the same index range. (Note, however, that assignment and certain other operations on arrays involve an implicit subtype conversion.)

The index range for each index of an array object is determined as follows:

- For a variable, signal, or quantity declared by an object declaration, the subtype indication of the corresponding object declaration must define a constrained array subtype (and thereby, the index range for each index of the object). The same requirement exists for the subtype indication of an element declaration, if the type of the record element is an array type, and for the element subtype indication of an array type definition, if the type of the array element is itself an array type.
- For a terminal declared by an object declaration, the subnature indication of the corresponding object declaration must define a constrained array subnature (and thereby, the index range for each index of the object). The same requirement exists for the subnature indication of an element declaration, if the nature of the record element is an array nature, and for the element subnature indication of an array nature definition, if the nature of the array element is itself an array nature.
- For a constant declared by an object declaration, the index ranges are defined by the initial value, if the subtype of the constant is unconstrained; otherwise, they are defined by this subtype (in which case the initial value is the result of an implicit subtype conversion).
- For an attribute whose value is specified by an attribute specification, the index ranges are defined by the expression given in the specification, if the subtype of the attribute is unconstrained; otherwise, they are defined by this subtype (in which case the value of the attribute is the result of an implicit subtype conversion).
- For an array object designated by an access value, the index ranges are defined by the allocator that creates the array object (see 7.3.6).
- For an interface object declared with a subtype or subnature indication that defines a constrained array subtype or subnature, the index ranges are defined by that subtype or subnature.
- For a formal parameter of a subprogram that is of an unconstrained array type and that is associated in whole (see 4.3.2.2), the index ranges are obtained from the corresponding association element in the applicable subprogram call.
- For a formal parameter of a subprogram that is of an unconstrained array type and whose subelements are associated individually (see 4.3.2.2), the index ranges are obtained as follows: The directions of the index ranges of the formal parameter are that of the type of the formal; the high and low bounds of the index ranges are respectively determined from the maximum and minimum values of the indices given in the association elements corresponding to the formal.

- For a formal generic or a formal port of a design entity or of a block statement that is of an unconstrained array type and that is associated in whole, the index ranges are obtained from the corresponding association element in the generic map aspect (in the case of a formal generic) or port map aspect (in the case of a formal port) of the applicable (implicit or explicit) binding indication.
- For a formal generic or a formal port of a design entity or of a block statement that is of an unconstrained array type and whose subelements are associated individually, the index ranges are obtained as follows: The directions of the index ranges of the formal generic or formal port are that of the type of the formal; the high and low bounds of the index ranges are respectively determined from the maximum and minimum values of the indices given in the association elements corresponding to the formal.
- For a local generic or a local port of a component that is of an unconstrained array type and that is associated in whole, the index ranges are obtained from the corresponding association element in the generic map aspect (in the case of a local generic) or port map aspect (in the case of a local port) of the applicable component instantiation statement.
- For a local generic or a local port of a component that is of an unconstrained array type and whose subelements are associated individually, the index ranges are obtained as follows: The directions of the index ranges of the local generic or local port are that of the type of the local; the high and low bounds of the index ranges are respectively determined from the maximum and minimum values of the indices given in the association elements corresponding to the local.

If the index ranges for an interface object or member of an interface object are obtained from the corresponding association element (when associating in whole) or elements (when associating individually), then they are determined either by the actual part(s) or by the formal part(s) of the association element(s), depending upon the mode of the interface object, as follows:

- For an interface object or member of an interface object whose mode is **in**, **inout**, or **linkage**, if the actual part includes a conversion function or a type conversion, then the result type of that function or the type mark of the type conversion must be a constrained array subtype, and the index ranges are obtained from this constrained subtype; otherwise, the index ranges are obtained from the object or value denoted by the actual designator(s).
- For an interface object or member of an interface object whose mode is **out**, **buffer**, **inout**, or **linkage**, if the formal part includes a conversion function or a type conversion, then the parameter subtype of that function or the type mark of the type conversion must be a constrained array subtype, and the index ranges are obtained from this constrained subtype; otherwise, the index ranges are obtained from the object denoted by the actual designator(s).

For an interface object of mode **inout** or **linkage**, the index ranges determined by the first rule must be identical to the index ranges determined by the second rule.

Examples:

```
type Word is array (NATURAL range <>) of BIT;
type Memory is array (NATURAL range <>) of Word (31 downto 0);
```

```
constant A_Word: Word := "10011";
-- The index range of A_Word is 0 to 4
```

```
entity E is
  generic (ROM: Memory);
  port (Op1, Op2: in Word; Result: out Word);
end entity E;
-- The index ranges of the generic and the ports are defined by the actuals associated
-- with an instance bound to E; these index ranges are accessible via the predefined
```

-- array attributes (see 14.1).

**signal** A, B: Word (1 to 4);  
**signal** C: Word (5 downto 0);

Instance: **entity** E

**generic map** ((1 to 2) => (others => '0'))  
**port map** (A, Op2(3 to 4) => B (1 to 2), Op2(2) => B (3), Result => C (3 downto 1));  
-- In this instance, the index range of ROM is 1 to 2 (matching that of the actual),  
-- The index range of Op1 is 1 to 4 (matching the index range of A), the index range  
-- of Op2 is 2 to 4, and the index range of Result is (3 downto 1)  
-- (again matching the index range of the actual).

### 3.2.1.2 Predefined array types

The predefined array types are STRING, REAL\_VECTOR, and BIT\_VECTOR, defined in package STANDARD in Clause 14.

The values of the predefined type STRING are one-dimensional arrays of the predefined type CHARACTER, indexed by values of the predefined subtype POSITIVE:

**subtype** POSITIVE is INTEGER range 1 to INTEGER'HIGH ;  
**type** STRING is array (POSITIVE range <>) of CHARACTER ;

The values of the predefined type BIT\_VECTOR and REAL\_VECTOR are one-dimensional arrays of the predefined type BIT and REAL, respectively, indexed by values of the predefined subtype NATURAL:

**subtype** NATURAL is INTEGER range 0 to INTEGER'HIGH ;  
**type** BIT\_VECTOR is array (NATURAL range <>) of BIT ;  
**type** REAL\_VECTOR is array (NATURAL range <>) of REAL ;

Examples:

**variable** MESSAGE : STRING(1 to 17) := "THIS IS A MESSAGE" ;  
**signal** LOW\_BYTE : BIT\_VECTOR (0 to 7) ;

### 3.2.2 Record types

A record type is a composite type, objects of which consist of named elements. The value of a record object is a composite value consisting of the values of its elements.

```
record_type_definition ::=
    record
        element_declaration
        { element_declaration }
    end record [ record_type_simple_name ]

element_declaration ::=
    identifier_list : element_subtype_definition ;

identifier_list ::= identifier { , identifier }

element_subtype_definition ::= subtype_indication
```

Each element declaration declares an element of the record type. The identifiers of all elements of a record type must be distinct. The use of a name that denotes a record element is not allowed within the record type definition that declares the element.

An element declaration with several identifiers is equivalent to a sequence of single element declarations. Each single element declaration declares a record element whose subtype is specified by the element subtype definition.

If a simple name appears at the end of a record type declaration, it must repeat the identifier of the type declaration in which the record type definition is included.

A record type definition creates a record type; it consists of the element declarations in the order in which they appear in the type definition.

Example:

```
type DATE is  
  record  
    DAY      : INTEGER range 1 to 31;  
    MONTH    : MONTH_NAME;  
    YEAR      : INTEGER range 0 to 4000;  
  end record;
```

### 3.3 Access types

An object declared by an object declaration is created by the elaboration of the object declaration and is denoted by a simple name or by some other form of name. In contrast, objects that are created by the evaluation of allocators (see 7.3.6) have no simple name. Access to such an object is achieved by an *access value* returned by an allocator; the access value is said to *designate* the object.

```
access_type_definition ::= access subtype_indication
```

For each access type, there is a literal **null** that has a null access value designating no object at all. The null value of an access type is the default initial value of the type. Other values of an access type are obtained by evaluation of a special operation of the type, called an *allocator*. Each such access value designates an object of the subtype defined by the subtype indication of the access type definition. This subtype is called the *designated subtype* and the base type of this subtype is called the *designated type*. The designated type must not be a file type.

An object declared to be of an access type must be an object of class variable. An object designated by an access value is always an object of class variable.

The only form of constraint that is allowed after the name of an access type in a subtype indication is an index constraint. An access value belongs to a corresponding subtype of an access type either if the access value is the null value or if the value of the designated object satisfies the constraint.

Examples:

```
type ADDRESS is access MEMORY;  
type BUFFER_PTR is access TEMP_BUFFER;
```

## NOTES

1—An access value delivered by an allocator can be assigned to several variables of the corresponding access type. Hence, it is possible for an object created by an allocator to be designated by more than one variable of the access type. An access value can only designate an object created by an allocator; in particular, it cannot designate an object declared by an object declaration.

2—If the type of the object designated by the access value is an array type, this object is constrained with the array bounds supplied implicitly or explicitly for the corresponding allocator.

**3.3.1 Incomplete type declarations**

The designated type of an access type can be of any type except a file type (see 3.3). In particular, the type of an element of the designated type can be another access type or even the same access type. This permits mutually dependent and recursive access types. Declarations of such types require a prior incomplete type declaration for one or more types.

```
incomplete_type_declaration ::= type identifier ;
```

For each incomplete type declaration there must be a corresponding full type declaration with the same identifier. This full type declaration must occur later and immediately within the same declarative part as the incomplete type declaration to which it corresponds.

Prior to the end of the corresponding full type declaration, the only allowed use of a name that denotes a type declared by an incomplete type declaration is as the type mark in the subtype indication of an access type definition; no constraints are allowed in this subtype indication.

Example of a recursive type:

```
type CELL;                                -- An incomplete type declaration.

type LINK is access CELL;

type CELL is
  record
    VALUE      : INTEGER;
    SUCC       : LINK;
    PRED       : LINK;
  end record CELL;
variable HEAD : LINK := new CELL'(0, null, null);
variable : LINK := HEAD.SUCC;
```

Examples of mutually dependent access types:

```
type PART;                                -- Incomplete type declarations.
type WIRE;

type PART_PTR is access PART;
type WIRE_PTR is access WIRE;

type PART_LIST is array (POSITIVE range <>) of PART_PTR;
type WIRE_LIST is array (POSITIVE range <>) of WIRE_PTR;

type PART_LIST_PTR is access PART_LIST;
type WIRE_LIST_PTR is access WIRE_LIST;
```

```
type PART is  
  record  
    PART_NAME      : STRING (1 to MAX_STRING_LEN);  
    CONNECTIONS: WIRE_LIST_PTR;  
  end record;
```

```
type WIRE is  
  record  
    WIRE_NAME: STRING (1 to MAX_STRING_LEN);  
    CONNECTS : PART_LIST_PTR;  
  end record;
```

### 3.3.2 Allocation and deallocation of objects

An object designated by an access value is allocated by an allocator for that type. An allocator is a primary of an expression; allocators are described in 7.3.6. For each access type, a deallocation operation is implicitly declared immediately following the full type declaration for the type. This deallocation operation makes it possible to deallocate explicitly the storage occupied by a designated object.

Given the following access type declaration:

```
type AT is access T;
```

the following operation is implicitly declared immediately following the access type declaration:

```
procedure DEALLOCATE (P: inout AT) ;
```

Procedure DEALLOCATE takes as its single parameter a variable of the specified access type. If the value of that variable is the null value for the specified access type, then the operation has no effect. If the value of that variable is an access value that designates an object, the storage occupied by that object is returned to the system and may then be reused for subsequent object creation through the invocation of an allocator. The access parameter P is set to the null value for the specified type.

NOTE—If a pointer is copied to a second variable and is then deallocated, the second variable is *not* set to null and thus references invalid storage.

### 3.4 File types

A file type definition defines a file type. File types are used to define objects representing files in the host system environment. The value of a file object is the sequence of values contained in the host system file.

```
file_type_definition ::= file of type_mark
```

The type mark in a file type definition defines the subtype of the values contained in the file. The type mark may denote either a constrained or an unconstrained subtype. The base type of this subtype must not be a file type nor an access type. If the base type is a composite type, it must not contain a subelement of an access type. If the base type is an array type, it must be a one-dimensional array type.

Examples:

```
file of STRING      -- Defines a file type that can contain  
                   -- an indefinite number of strings of arbitrary length.  
file of NATURAL    -- Defines a file type that can contain  
                   -- only nonnegative integer values.
```

### 3.4.1 File operations

The language implicitly defines the operations for objects of a file type. Given the following file type declaration:

```
type FT is file of TM;
```

where type mark TM denotes a scalar type, a record type, or a constrained array subtype, the following operations are implicitly declared immediately following the file type declaration:

```
procedure FILE_OPEN (file F: FT;  
    External_Name: in STRING;  
    Open_Kind: in FILE_OPEN_KIND := READ_MODE);
```

```
procedure FILE_OPEN (Status: out FILE_OPEN_STATUS;  
    file F: FT;  
    External_Name: in STRING;  
    Open_Kind: in FILE_OPEN_KIND := READ_MODE);
```

```
procedure FILE_CLOSE (file F: FT);
```

```
procedure READ (file F: FT; VALUE: out TM);
```

```
procedure WRITE (file F: FT; VALUE: in TM);
```

```
function ENDFILE (file F: FT) return BOOLEAN;
```

The FILE\_OPEN procedures open an external file specified by the External\_Name parameter and associate it with the file object F. If the call to FILE\_OPEN is successful (see below), the file object is said to be *open* and the file object has an *access mode* dependent on the value supplied to the Open\_Kind parameter (see 14.2).

- If the value supplied to the Open\_Kind parameter is READ\_MODE, the access mode of the file object is *read-only*. In addition, the file object is initialized so that a subsequent READ will return the first value in the external file. Values are read from the file object in the order that they appear in the external file.
- If the value supplied to the Open\_Kind parameter is WRITE\_MODE, the access mode of the file object is *write-only*. In addition, the external file is made initially empty. Values written to the file object are placed in the external file in the order in which they are written.
- If the value supplied to the Open\_Kind parameter is APPEND\_MODE, the access mode of the file object is *write-only*. In addition, the file object is initialized so that values written to it will be added to the end of the external file in the order in which they are written.

In the second form of FILE\_OPEN, the value returned through the Status parameter indicates the results of the procedure call:

- A value of OPEN\_OK indicates that the call to FILE\_OPEN was successful. If the call to FILE\_OPEN specifies an external file that does not exist at the beginning of the call, and if the access mode of the file object passed to the call is write-only, then the external file is created.
- A value of STATUS\_ERROR indicates that the file object already has an external file associated with it.

- A value of `NAME_ERROR` indicates that the external file does not exist (in the case of an attempt to read from the external file) or the external file cannot be created (in the case of an attempt to write or append to an external file that does not exist). This value is also returned if the external file cannot be associated with the file object for any reason.
- A value of `MODE_ERROR` indicates that the external file cannot be opened with the requested `Open_Kind`.

The first form of `FILE_OPEN` causes an error to occur if the second form of `FILE_OPEN`, when called under identical conditions, would return a Status value other than `OPEN_OK`.

A call to `FILE_OPEN` of the first form is *successful* if and only if the call does not cause an error to occur. Similarly, a call to `FILE_OPEN` of the second form is successful if and only if it returns a Status value of `OPEN_OK`.

If a file object `F` is associated with an external file, procedure `FILE_CLOSE` terminates access to the external file associated with `F` and closes the external file. If `F` is not associated with an external file, then `FILE_CLOSE` has no effect. In either case, the file object is no longer open after a call to `FILE_CLOSE` that associates the file object with the formal parameter `F`.

An implicit call to `FILE_CLOSE` exists in a subprogram body for every file object declared in the corresponding subprogram declarative part. Each such call associates a unique file object with the formal parameter `F` and is called whenever the corresponding subprogram completes its execution.

Procedure `READ` retrieves the next value from a file; it is an error if the access mode of the file object is write-only or if the file object is not open. Procedure `WRITE` appends a value to a file; it is similarly an error if the access mode of the file object is read-only or if the file is not open. Function `ENDFILE` returns `FALSE` if a subsequent `READ` operation on an open file object whose access mode is read-only can retrieve another value from the file; otherwise, it returns `TRUE`. Function `ENDFILE` always returns `TRUE` for an open file object whose access mode is write-only. It is an error if `ENDFILE` is called on a file object that is not open.

For a file type declaration in which the type mark denotes an unconstrained array type, the same operations are implicitly declared, except that the `READ` operation is declared as follows:

**procedure** `READ` (**file** `F`: `FT`; **VALUE**: **out** `TM`; **LENGTH**: **out** `Natural`);

The `READ` operation for such a type performs the same function as the `READ` operation for other types, but in addition it returns a value in parameter `LENGTH` that specifies the actual length of the array value read by the operation. If the object associated with formal parameter `VALUE` is shorter than this length, then only that portion of the array value read by the operation that can be contained in the object is returned by the `READ` operation, and the rest of the value is lost. If the object associated with formal parameter `VALUE` is longer than this length, then the entire value is returned and remaining elements of the object are unaffected by the `READ` operation.

An error will occur when a `READ` operation is performed on file `F` if `ENDFILE(F)` would return `TRUE` at that point.

**NOTE**—Predefined package `TEXTIO` is provided to support formatted human-readable I/O. It defines type `TEXT` (a file type representing files of variable-length text strings) and type `LINE` (an access type that designates such strings). `READ` and `WRITE` operations are provided in package `TEXTIO` that append or extract data from a single line. Additional operations are provided to read or write entire lines and to determine the status of the current line or of the file itself. Package `TEXTIO` is defined in Clause 14.

### 3.5 Natures

A *nature* defines values that may be accessed through the attributes of a terminal. These attributes include its compatibility with other terminals, the *reference terminal* of the nature, and its *across type* and *through type* (together, the *branch types* of the nature), which are used indirectly to define the types of branch quantities. Only terminals may be declared as being of a given nature. Natures may be scalar or composite.

#### 3.5.1 Scalar Natures

A scalar nature definition defines a *scalar nature*, its branch types, and the name of its reference terminal.

```
scalar_nature_definition ::=
    type_mark across
    type_mark through
    identifier reference
```

The two type marks define, respectively, the across type and through type of the scalar nature. The type marks must denote floating point types. The *simple nature* of a scalar nature is the nature itself.

Examples:

A nature declaration for electrical systems

```
subtype Voltage is REAL tolerance "voltage";
subtype Current is REAL tolerance "current";
nature Electrical is
    Voltage across           -- across type is Voltage
    Current through         -- through type is Current
    Ground reference;       -- reference terminal is named Ground
```

A nature declaration for thermal systems

```
subtype Temperature is REAL tolerance "temp";
subtype Heatflow is REAL tolerance "heat";
nature thermal is
    Temperature across     -- across type is Temperature
    Heatflow through       -- through type is Heatflow
    Th_ref reference;      -- reference terminal is named Th_ref
```

#### 3.5.2 Composite Natures

Composite natures are used to define collections of terminals. These include arrays of terminals and records of terminals.

```
composite_nature_definition ::=
    array_nature_definition | record_nature_definition
```

A terminal of a composite nature represents a collection of scalar terminals, one for each scalar subelement of the composite nature. The scalar subelements of a composite nature must all have the same simple nature, which is also the simple nature of the composite nature.

### 3.5.2.1 Array Natures

An array nature is a composite nature. Terminal objects of an array nature consist of identical elements, each associated with some index value. The branch types defined by an array nature definition are array types. A terminal object of an array nature is referred to as an array object, just as is an object of an array type.

```
array_nature_definition ::=
    unconstrained_nature_definition | constrained_nature_definition

unconstrained_nature_definition ::=
    array ( index_subtype_definition { , index_subtype_definition } )
    of subnature_indication

constrained_nature_definition ::=
    array index_constraint of subnature_indication
```

The across type defined by an unconstrained nature definition is equivalent to a type defined by an unconstrained array definition. The list of index subtype definitions of the unconstrained array definition is the list of index subtype definitions of the unconstrained nature definition. The across type defined by a constrained nature definition is equivalent to the type defined by a constrained type definition. The index constraint of the constrained type definition is the index constraint of the constrained nature definition. In each case, the element subtype indication of the equivalent type definition is that of the across type defined by the nature of the subnature indication, together with the index constraint of the subnature indication.

The through type defined by an unconstrained nature definition is equivalent to a type defined by an unconstrained array definition. The list of index subtype definitions of the unconstrained array definition is the list of index subtype definitions of the unconstrained nature definition. The through type defined by a constrained nature definition is equivalent to the type defined by a constrained type definition. The index constraint of the constrained type definition is the index constraint of the constrained nature definition. In each case, the element subtype indication of the equivalent type definition is that of the through type defined by the nature of the subnature indication, together with the index constraint of the subnature indication.

Example:

A one-dimensional array nature:

```
nature Electrical_vector is array (NATURAL range <>) of Electrical;
```

### 3.5.2.2 Record Natures

A record nature is a composite nature. Terminal objects of a record nature consist of named terminals. The branch types defined by a record nature definition are record types.

```
record_nature_definition ::=
    record
        nature_element_declaration
        { nature_element_declaration }
    end record [ record_nature_simple_name ]

nature_element_declaration ::=
    identifier_list : element_subnature_definition

element_subnature_definition ::=
    subnature_indication
```

Each nature element declaration declares an element of the record nature. All elements must have the same simple nature. The identifiers of all elements of a record nature must be distinct. The use of a name that denotes a record element is not allowed within the record nature definition itself.

A nature element declaration with several identifiers is equivalent to a sequence of single nature element declarations. Each single nature element declaration declares a record element whose subnature is specified by the element subnature definition.

The across type defined by a record nature definition is equivalent to the type defined by a record type definition in which there is a matching element declaration for each nature element declaration. For each element declaration of the record type definition, the identifier list is the same as the identifier list of the matching nature element declaration, and the subtype indication of the element subtype definition is the across type defined by the nature of the subnature indication of the nature element declaration, together with the index constraint of the subnature indication of the nature element declaration.

The through type defined by a record nature definition is equivalent to the type defined by a record type definition in which there is a matching element declaration for each nature element declaration. For each element declaration of the record type definition, the identifier list is the same as the identifier list of the matching nature element declaration, and the subtype indication of the element subtype definition is the through type defined by the nature of the subnature indication of the nature element declaration, together with the index constraint of the subnature indication of the nature element declaration.

Examples:

A record nature

```
nature Electrical_bus is
  record
    Strobe: Electrical;
    Databus: Electrical_vector (0 to 7);
  end record;
```

A mixed record nature

```
nature mixed is
  record
    ElJunction: Electrical;
    ThJunction: Thermal;
  end record;
```

-- *Illegal*: Thermal and Electrical do not have the same  
-- simple nature.

## 4. Declarations

The language defines several kinds of entities that are declared explicitly or implicitly by declarations.

```
declaration ::=
    type_declaration
  | subtype_declaration
  | object_declaration
  | interface_declaration
  | alias_declaration
  | attribute_declaration
  | component_declaration
  | group_template_declaration
  | group_declaration
  | entity_declaration
  | configuration_declaration
  | subprogram_declaration
  | package_declaration
  | nature_declaration
  | subnature_declaration
  | quantity_declaration
  | terminal_declaration
```

For each form of declaration, the language rules define a certain region of text called the *scope* of the declaration (see 10.2). Each form of declaration associates an identifier with a named entity. Only within its scope, there are places where it is possible to use the identifier to refer to the associated declared entity; these places are defined by the visibility rules (see 10.3). At such places the identifier is said to be a *name* of the entity; the name is said to *denote* the associated entity.

This clause describes type and subtype declarations, nature and subnature declarations, the various kinds of object declarations, alias declarations, attribute declarations, component declarations, and group and group template declarations. The other kinds of declarations are described in Clause 1 and Clause 2.

A declaration takes effect through the process of elaboration. Elaboration of declarations is discussed in Clause 12.

### 4.1 Type declarations

A type declaration declares a type.

```
type_declaration ::=
    full_type_declaration
  | incomplete_type_declaration

full_type_declaration ::=
    type identifier is type_definition ;

type_definition ::=
    scalar_type_definition
  | composite_type_definition
  | access_type_definition
  | file_type_definition
```

The types created by the elaboration of distinct type definitions are distinct types. The elaboration of the type definition for a scalar type or a constrained array type creates both a base type and a subtype of the base type.

The simple name declared by a type declaration denotes the declared type, unless the type declaration declares both a base type and a subtype of the base type, in which case the simple name denotes the subtype and the base type is anonymous. A type is said to be *anonymous* if it has no simple name. For explanatory purposes, this standard sometimes refers to an anonymous type by a pseudo-name, written in italics, and uses such pseudo-names at places where the syntax normally requires an identifier.

#### NOTES

1—Two type definitions always define two distinct types, even if they are lexically identical. Thus, the type definitions in the following two integer type declarations define distinct types:

```
type A is range 1 to 10;
type B is range 1 to 10;
```

This applies to type declarations for other classes of types as well.

2—The various forms of type definition are described in Clause 3. Examples of type declarations are also given in that clause.

## 4.2 Subtype declarations

A subtype declaration declares a subtype.

```
subtype_declaration ::=
    subtype identifier is subtype_indication ;

subtype_indication ::=
    [ resolution_function_name ] type_mark [ constraint ] [ tolerance_aspect ]

type_mark ::=
    type_name
    | subtype_name

constraint ::=
    range_constraint
    | index_constraint

tolerance_aspect ::=
    tolerance string_expression
```

A type mark denotes a type or a subtype. If a type mark is the name of a type, the type mark denotes this type and also the corresponding unconstrained subtype. The base type of a type mark is, by definition, the base type of the type or subtype denoted by the type mark.

A subtype indication defines a subtype of the base type of the type mark.

If a subtype indication includes a resolution function name, then any signal declared to be of that subtype will be resolved, if necessary, by the named function (see 2.4); for an overloaded function name, the meaning of the function name is determined by context (see 2.3 and 10.5). It is an error if the function does not meet the requirements of a resolution function (see 2.4). The presence of a resolution function name has no effect on the declarations of objects other than signals or on the declarations of files, aliases, attributes, or other subtypes.

If the subtype indication does not include a constraint, the subtype is the same as that denoted by the type mark. The condition imposed by a constraint is the condition obtained after evaluation of the expressions and ranges forming the constraint. The rules defining compatibility are given for each form of constraint in the appropriate clause. These rules are such that if a constraint is compatible with a subtype or subnature, then the condition imposed by the constraint cannot contradict any condition already imposed by the subtype or subnature on its values. An error occurs if any check of compatibility fails.

If the subtype indication includes a tolerance aspect, then the string expression of the tolerance aspect must be a static expression, and the tolerance group of each scalar subelement of the subtype is the value of the string expression of the tolerance aspect. It is an error if in this case the subtype is not a nature type (see 4.3.1.6 for the definition of a nature type). If a subtype indication does not include a tolerance aspect, and the base type of the subtype is a nature type, then the tolerance group of each scalar subelement of the subtype is the same as that of the matching scalar subelement of the type denoted by the type mark.

The direction of a discrete subtype indication is the same as the direction of the range constraint that appears as the constraint of the subtype indication. If no constraint is present, and the type mark denotes a subtype, the direction of the subtype indication is the same as that of the denoted subtype. If no constraint is present, and the type mark denotes a type, the direction of the subtype indication is the same as that of the range used to define the denoted type. The direction of a discrete subtype is the same as the direction of its subtype indication.

A subtype indication denoting an access type or a file type may not contain a resolution function. Furthermore, the only allowable constraint on a subtype indication denoting an access type is an index constraint (and then only if the designated type is an array type).

#### NOTES

1—A subtype declaration does not define a new type.

2—The tolerance group of a subtype is a string value that may be used by a model to group quantities that have similar requirements concerning the accuracy and tolerance of the quantity values.

### 4.3 Objects

An *object* is a named entity that is a terminal or that contains (has) a value of a type. An object is one of the following:

- An object declared by an object declaration (see 4.3.1)
- A loop or generate parameter (see 8.9 and 9.7)
- A formal parameter of a subprogram (see 2.1.1)
- A formal port (see 1.1.1.2 and 9.1)
- A formal generic (see 1.1.1.1 and 9.1)
- A local port (see 4.5)
- A local generic (see 4.5)
- An implicit signal GUARD defined by the guard expression of a block statement (see 9.1)

In addition, the following are objects, but are not named entities:

- An implicit signal defined by any of the predefined attributes 'ABOVE, 'DELAYED, 'STABLE, 'QUIET, and 'TRANSACTION (see 14.1)
- An implicit quantity defined by any of the predefined attributes 'DOT, 'INTEG, 'DELAYED, 'ZOH, 'LTF, 'ZTF, 'REFERENCE, 'CONTRIBUTION, 'RAMP, and 'SLEW (see 14.1)

- An element or slice of another object (see 6.3, 6.4, and 6.5)
- An object designated by a value of an access type (see 3.3)

There are six classes of objects: constants, signals, variables, quantities, terminals, and files. The variable class of objects also has an additional subclass: shared variables. The class of an explicitly declared object is specified by the reserved word that must or may appear at the beginning of the declaration of that object. For a given object of a composite type or nature, each subelement of that object is itself an object of the same class and subclass, if any, as the given object. The value (if any) of a composite object is the aggregation of the values of its subelements.

Objects declared by object declarations are available for use within blocks, processes, subprograms, or packages. Loop and generate parameters are implicitly declared by the corresponding statement and are available for use only within that statement. Other objects, declared by interface declarations, create channels for the communication of values between independent parts of a description.

### 4.3.1 Object declarations

An object declaration declares an object of a specified type. Such an object is called an *explicitly declared object*.

```
object_declaration ::=
    constant_declaration
    | signal_declaration
    | variable_declaration
    | file_declaration
    | terminal_declaration
    | quantity_declaration
```

An object declaration other than a branch quantity declaration is called a *single-object declaration* if its identifier list has a single identifier; it is called a *multiple-object declaration* if the identifier list has two or more identifiers. A multiple-object declaration is equivalent to a sequence of the corresponding number of single-object declarations. For each identifier of the list, the equivalent sequence has a single-object declaration formed by this identifier, followed by a colon and by whatever appears at the right of the colon in the multiple-object declaration; the equivalent sequence is in the same order as the identifier list. A branch quantity declaration can be a multiple object declaration; however, it is not governed by the transformation in this paragraph (see 4.3.1.6 for the rules governing the creation of objects by a branch quantity declaration).

A similar equivalence applies also for interface object declarations (see 4.3.2).

NOTE—The subelements of a composite, declared object are not declared objects.

#### 4.3.1.1 Constant declarations

A constant declaration declares a *constant* of the specified type. Such a constant is an *explicitly declared constant*.

```
constant_declaration ::=
    constant identifier_list : subtype_indication [ := expression ] ;
```

If the assignment symbol ":= " followed by an expression is present in a constant declaration, the expression specifies the value of the constant; the type of the expression must be that of the constant. The value of a constant cannot be modified after the declaration is elaborated.

If the assignment symbol ":= " followed by an expression is not present in a constant declaration, then the declaration declares a deferred constant. Such a constant declaration may only appear in a package declaration. The corresponding full constant declaration, which defines the value of the constant, must appear in the body of the package (see 2.6).

Formal parameters of subprograms that are of mode **in** may be constants, and local and formal generics are always constants; the declarations of such objects are discussed in 4.3.2. A loop parameter is a constant within the corresponding loop (see 8.9); similarly, a generate parameter is a constant within the corresponding generate statement (see 9.7). A subelement or slice of a constant is a constant.

It is an error if a constant declaration declares a constant that is of a file type, an access type, or a composite type that has a subelement that is a file type or an access type.

NOTE—The subelements of a composite, declared constant are not declared constants.

Examples:

```
constant TOLER : DISTANCE := 1.5 nm;  
constant PI : REAL := 3.141592 ;  
constant CYCLE_TIME : TIME := 100 ns;  
constant Propagation_Delay : DELAY_LENGTH;           -- A deferred constant.
```

#### 4.3.1.2 Signal declarations

A signal declaration declares a *signal* of the specified type. Such a signal is an *explicitly declared signal*.

```
signal_declaration ::=  
    signal identifier_list : subtype_indication [ signal_kind ] [ := expression ] ;  
  
signal_kind ::= register | bus
```

If the name of a resolution function appears in the declaration of a signal or in the declaration of the subtype used to declare the signal, then that resolution function is associated with the declared signal. Such a signal is called a *resolved signal*.

If a signal kind appears in a signal declaration, then the signals so declared are *guarded* signals of the kind indicated. For a guarded signal that is of a composite type, each subelement is likewise a guarded signal. For a guarded signal that is of an array type, each slice (see 6.5) is likewise a guarded signal. A guarded signal may be assigned values under the control of Boolean-valued *guard expressions* (or *guards*). When a given guard becomes False, the drivers of the corresponding guarded signals are implicitly assigned a null transaction (see 8.4.1) to cause those drivers to turn off. A disconnection specification (see 5.3) is used to specify the time required for those drivers to turn off.

If the signal declaration includes the assignment symbol followed by an expression, it must be of the same type as the signal. Such an expression is said to be a *default expression*. The default expression defines a *default value* associated with the signal or, for a composite signal, with each scalar subelement thereof. For a signal declared to be of a scalar subtype, the value of the default expression is the default value of the signal. For a signal declared to be of a composite subtype, each scalar subelement of the value of the default expression is the default value of the corresponding subelement of the signal.

In the absence of an explicit default expression, an implicit default value is assumed for a signal of a scalar subtype or for each scalar subelement of a composite signal, each of which is itself a signal of a scalar subtype. The implicit default value for a signal of a scalar subtype T is defined to be that given by T'LEFT.

It is an error if a signal declaration declares a signal that is of a file type or an access type. It is also an error if a guarded signal of a scalar type is neither a resolved signal nor a subelement of a resolved signal.

A signal may have one or more *sources*. For a signal of a scalar type, each source is either a driver (see 12.6.1) or an **out**, **inout**, **buffer**, or **linkage** port of a component instance or of a block statement with which the signal is associated. For a signal of a composite type, each composite source is a collection of scalar sources, one for each scalar subelement of the signal. It is an error if, after the elaboration of a description, a signal has multiple sources and it is not a resolved signal. It is also an error if, after the elaboration of a description, a resolved signal has more sources than the number of elements in the index range of the type of the formal parameter of the resolution function associated with the resolved signal.

If a subelement or slice of a resolved signal of composite type is associated as an actual in a port map aspect (either in a component instantiation statement or in a binding indication), and if the corresponding formal is of mode **out**, **inout**, **buffer**, or **linkage**, then every scalar subelement of that signal must be associated exactly once with such a formal in the same port map aspect, and the collection of the corresponding formal parts taken together constitute one source of the signal. If a resolved signal of composite type is associated as an actual in a port map aspect, that is equivalent to each of its subelements being associated in the same port map aspect.

If a subelement of a resolved signal of composite type has a driver in a given process, then every scalar subelement of that signal must have a driver in the same process, and the collection of all of those drivers taken together constitute one source of the signal.

The default value associated with a scalar signal defines the value component of a transaction that is the initial contents of each driver (if any) of that signal. The time component of the transaction is not defined, but the transaction is understood to have already occurred by the start of simulation.

Examples:

```
signal S : STANDARD.BIT_VECTOR (1 to 10) ;
signal CLK1, CLK2 : TIME ;
signal OUTPUT : WIRED_OR MULTI_VALUED_LOGIC;
```

#### NOTES

1—Signal ports of any mode are also signals. The term *signal* is used in this standard to refer to objects declared either by signal declarations or by signal port declarations (or to subelements, slices, or aliases of such objects). It also refers to the implicit signal GUARD (see 9.1), and to implicit signals defined by the predefined attributes 'ABOVE, 'DELAYED, 'STABLE, 'QUIET, and 'TRANSACTION. The term *signal port* is used to refer to objects declared by port declarations only.

2—Signals are given initial values by initializing their drivers. The initial values of drivers are then propagated through the corresponding net to determine the initial values of the signals that make up the net (see 12.6.3).

3—The value of a signal may be indirectly modified by a signal assignment statement (see 8.4); such assignments affect the future values of the signal.

4—The subelements of a composite, declared signal are not declared signals.

*Cross-references:* disconnection specifications, 5.3; disconnection statements, 9.5; guarded assignment, 9.5; guarded blocks, 9.1; guarded targets, 9.5; signal guard, 9.1.

### 4.3.1.3 Variable declarations

A variable declaration declares a *variable* of the specified type. Such a variable is an *explicitly declared variable*.

```
variable_declaration ::=
    [ shared ] variable identifier_list : subtype_indication [ := expression ] ;
```

A variable declaration that includes the reserved word **shared** is a *shared variable declaration*. A shared variable declaration declares a *shared variable*. Shared variables are a subclass of the variable class of objects. More than one process may access a given shared variable; however, if more than one process accesses a given shared variable during the same simulation cycle (see 12.6.4), neither the value of the shared variable after the access nor the value read from the shared variable is defined by the language. A description is erroneous if it depends on whether or how an implementation sequentializes access to shared variables.

If the variable declaration includes the assignment symbol followed by an expression, the expression specifies an initial value for the declared variable; the type of the expression must be that of the variable. Such an expression is said to be an *initial value expression*.

If an initial value expression appears in the declaration of a variable, then the initial value of the variable is determined by that expression each time the variable declaration is elaborated. In the absence of an initial value expression, a default initial value applies. The default initial value for a variable of a scalar subtype T is defined to be the value given by T'LEFT. The default initial value of a variable of a composite type is defined to be the aggregate of the default initial values of all of its scalar subelements, each of which is itself a variable of a scalar subtype. The default initial value of a variable of an access type is defined to be the value **null** for that type.

#### NOTES

1—The value of a variable may be modified by a variable assignment statement (see 8.5); such assignments take effect immediately.

2—The variables declared within a given procedure persist until that procedure completes and returns to the caller. For procedures that contain wait statements, a variable may therefore persist from one point in simulation time to another, and the value in the variable is thus maintained over time. For processes, which never complete, all variables persist from the beginning of simulation until the end of simulation.

3—The subelements of a composite, declared variable are not declared variables.

4—Since the language does not guarantee the synchronization of accesses to shared variables by multiple processes in the same simulation cycle, the use of shared variables in this manner is nonportable and nondeterministic. For example, consider the following architecture:

```
architecture UseSharedVariables of SomeEntity is
    subtype ShortRange is INTEGER range 0 to 1;
    shared variable Counter: ShortRange := 0;

begin
    PROC1: process
        begin
            Counter := Counter + 1;           -- The subtype check may or may not fail.
            wait;
        end process PROC1;

    PROC2: process
        begin
```

```

        Counter := Counter - 1;           -- The subtype check may or may not fail.
    wait;
end process PROC2;
end architecture UseSharedVariables;

```

In particular, the value of Counter after the execution of both processes is not guaranteed to be either 0 or 1, even if Counter is declared to be of type INTEGER.

5—Variables declared immediately within entity declarations, architecture bodies, packages, package bodies, and blocks must be shared variables. Variables declared immediately within subprograms and processes must not be shared variables.

Examples:

```

variable INDEX : INTEGER range 0 to 99 := 0 ;
    -- Initial value is determined by the initial value expression
variable COUNT : POSITIVE ;
    -- Initial value is POSITIVE'LEFT; that is, 1.
variable MEMORY : BIT_MATRIX (0 to 7, 0 to 1023) ;
    -- Initial value is the aggregate of the initial values of each element

```

#### 4.3.1.4 File declarations

A file declaration declares a *file* of the specified type. Such a file is an *explicitly declared file*.

```

file_declaration ::=
    file identifier_list : subtype_indication [ file_open_information ] ;

file_open_information ::= [ open file_open_kind_expression ] is file_logical_name
file_logical_name ::= string_expression

```

The subtype indication of a file declaration must define a file subtype.

If file open information is included in a given file declaration, then the file declared by the declaration is opened (see 3.4.1) with an implicit call to FILE\_OPEN when the file declaration is elaborated (see 12.3.1.4). This implicit call is to the FILE\_OPEN procedure of the first form, and it associates the identifier with the file parameter F, the file logical name with the External\_Name parameter, and the file open kind expression with the Open\_Kind parameter. If a file open kind expression is not included in the file open information of a given file declaration, then the default value of READ\_MODE is used during elaboration of the file declaration.

If file open information is not included in a given file declaration, then the file declared by the declaration is not opened when the file declaration is elaborated.

The file logical name must be an expression of predefined type STRING. The value of this expression is interpreted as a logical name for a file in the host system environment. An implementation must provide some mechanism to associate a file logical name with a host-dependent file. Such a mechanism is not defined by the language.

The file logical name identifies an external file in the host file system that is associated with the file object. This association provides a mechanism for either importing data contained in an external file into the design during simulation or exporting data generated during simulation to an external file.

If multiple file objects are associated with the same external file, and each file object has an access mode that is read-only (see 3.4.1), then values read from each file object are read from the external file associated with



Each attribute name T'Reference, where T is a terminal name, denotes the *reference quantity* of terminal T. T'Reference is an across quantity of the across type implied by T whose plus terminal is T and whose minus terminal is the reference terminal of the simple nature of T. If T is composite, then each scalar subelement of T'Reference is the reference quantity of the matching scalar subelement of T.

Each attribute name T'Contribution, where T is a terminal name, denotes the *contribution quantity* of terminal T. T'Contribution is a through quantity of the through type implied by T. If T is composite, then each scalar subelement of T'Contribution is the contribution quantity of the matching scalar subelement of T. See 12.4.1 for more information on expressions of the form T'Contribution.

Examples:

**terminal** Anode, Cathode: Electrical;

**terminal** T3, T4: Electrical\_bus;

#### 4.3.1.6 Quantity Declaration

A quantity declaration declares one or more quantities.

```

quantity_declaration ::=
    free_quantity_declaration
    | branch_quantity_declaration
    | source_quantity_declaration

free_quantity_declaration ::=
    quantity identifier_list : subtype_indication [ := expression ] ;

branch_quantity_declaration ::=
    quantity [ across_aspect ] [ through_aspect ] terminal_aspect ;

source_quantity_declaration ::=
    quantity identifier_list : subtype_indication source_aspect ;

across_aspect ::=
    identifier_list [ tolerance_aspect ] [ := expression ] across

through_aspect ::=
    identifier_list [ tolerance_aspect ] [ := expression ] through

terminal_aspect ::=
    plus_terminal_name [ to minus_terminal_name ]

source_aspect ::=
    spectrum magnitude_simple_expression , phase_simple_expression
    | noise power_simple_expression

```

Each quantity of a scalar type and each scalar subelement of a quantity of composite type is a *scalar quantity*.

A free quantity declaration declares one or more quantities of the specified type. Similarly, a branch quantity declaration declares one or more quantities whose type(s) are determined by the rules given below. A *nature type* is a floating-point type or a composite type whose elements are of a nature type. The type of a quantity must be a nature type.

It is an error if a branch quantity declaration includes neither an across aspect nor a through aspect.

A terminal aspect that does not include an explicit minus terminal name is equivalent to a terminal aspect with the given plus terminal name and the name of the reference terminal of the simple nature of its nature as the minus terminal name.

If the terminals denoted by the terminal names of a terminal aspect are both of composite natures, then they must be of the same nature, and for each element of the plus terminal there must be a matching element of the minus terminal. If one terminal is a terminal of a composite nature and the other of a scalar nature, then the scalar nature must be the nature of the scalar subelements of the composite terminal. If both terminals are of a scalar nature then they must be of the same scalar nature.

A quantity named in an across aspect is an *across quantity*, and similarly a quantity named in a through aspect is a *through quantity*. A *branch quantity* is either an across quantity or a through quantity.

The type of an across quantity is determined as follows. If both terminals denoted by the terminal aspect are of a scalar nature, then the type is the across type implied by the plus terminal name. If only one terminal denoted by the terminal aspect is of a composite nature, then the type is the across type implied by that terminal name. If both terminals denoted by the terminal aspect are of composite natures, then the type is the across type implied by the plus terminal name.

The type of a through quantity is determined as follows. If both terminals denoted by the terminal aspect are of a scalar nature, then the type is the through type implied by the plus terminal name. If only one terminal denoted by the terminal aspect is of a composite nature, then the type is the through type implied by that terminal name. If both terminals denoted by the terminal aspect are of composite natures, then the type is the through type implied by the plus terminal name.

The *plus terminal* and the *minus terminal* of a branch quantity are determined as follows:

- a) If both terminals of the terminal aspect are scalar, then the plus and minus terminals of the quantity are, respectively, the plus and minus terminals of the terminal aspect.
- b) If both terminals of the terminal aspect are composite, then the plus and minus terminals of each scalar subelement of the quantity are, respectively, the matching scalar subelements of the plus and minus terminals of the terminal aspect.
- c) If the plus terminal is composite and the minus terminal is scalar, then the plus and minus terminals of each scalar subelement of the quantity are, respectively, the matching scalar subelement of the plus terminal and the scalar minus terminal of the terminal aspect.
- d) If the plus terminal is scalar and the minus terminal is composite, then the plus and minus terminals of each scalar subelement of the composite quantity are, respectively, the scalar plus terminal and the matching scalar subelement of the minus terminal of the terminal aspect.

A source quantity declaration declares one or more source quantities. A source quantity whose source aspect includes the reserved word **spectrum** is a *spectral source quantity*. A source quantity whose source aspect includes the reserved word **noise** is a *noise source quantity*. The type of the magnitude simple expression, phase simple expression, and power simple expression in a source aspect must be that of the source quantity. It is an error if the name of a source quantity appears in an expression in a source aspect.

If the quantity declaration includes the assignment symbol followed by an expression, the expression is said to be an initial value expression. The expression specifies an initial value for the declared quantity. The type of the expression must be that of the quantity. The initial value of the quantity is determined by the expression when the quantity is elaborated. In the absence of an initial value expression, a default initial value applies. The default initial value for a quantity of a scalar type T is the value of the expression T(0.0). The default initial value of a quantity of composite type is the aggregate of the initial values of its scalar subelements.

The tolerance group of a scalar free quantity or a scalar source quantity is the tolerance group of its subtype. The tolerance group of a scalar across or through quantity is the tolerance group of its subtype or, if the across or through aspect respectively includes a tolerance aspect, the value of the string expression of the tolerance aspect.

Examples:

```

quantity Isense: Current; -- a free quantity
quantity Power: REAL tolerance "power"; -- a free quantity
    -- whose tolerance group is "power"
quantity Vd across Id, Ic through Anode to Cathode; -- a scalar
    -- across quantity and two scalar through quantities
    -- with plus terminal Anode and minus terminal Cathode.
    -- The type of Vd is Voltage, the type of Id and Ic
    -- is Current
quantity V2 across T3 to T4; -- a composite across
    -- quantity with plus terminal T3 and minus terminal
    -- T4. Its type is Electrical_bus'Across, its
    -- elements are V2.Strobe and V2.Databus
quantity I3 through T4; -- a composite through
    -- quantity with plus terminal T4 and minus terminal
    -- Ground. Its type is Electrical_bus'Through. Its
    -- elements are I3.Strobe and I3.Databus
quantity Ac: Voltage spectrum 1.0, 0.0; -- a spectral source
    -- quantity of type Voltage whose magnitude is 1.0
    -- and whose phase is 0.0 radians
constant Kf: REAL := 1.0e-14;
quantity Flns: REAL noise Kf*Id/FREQUENCY; -- a noise source
    -- quantity describing flicker noise in a diode

```

#### 4.3.2 Interface declarations

An interface declaration declares an *interface object* of a specified type. Interface objects include *interface constants* that appear as generics of a design entity, a component, or a block, or as constant parameters of subprograms; *interface signals* that appear as signal ports of a design entity, component, or block, or as signal parameters of subprograms; *interface variables* that appear as variable parameters of subprograms; *interface files* that appear as file parameters of subprograms; and *interface terminals* and *interface quantities* that appear as ports of a design entity, a component, or a block.

```

interface_declaration ::=
    interface_constant_declaration
    | interface_signal_declaration
    | interface_variable_declaration
    | interface_file_declaration
    | interface_terminal_declaration
    | interface_quantity_declaration

interface_constant_declaration ::=
    [constant] identifier_list : [ in ] subtype_indication [ := static_expression ]

interface_signal_declaration ::=
    [signal] identifier_list : [ mode ] subtype_indication [ bus ] [ := static_expression ]

interface_variable_declaration ::=
    [variable] identifier_list : [ mode ] subtype_indication [ := static_expression ]

interface_file_declaration ::=
    file identifier_list : subtype_indication

```

mode ::= **in** | **out** | **inout** | **buffer** | **linkage**

interface\_terminal\_declaration ::=  
    **terminal** identifier\_list : subnature\_indication

interface\_quantity\_declaration ::=  
    **quantity** identifier\_list : [ **in** | **out** ] subtype\_indication [ := *static\_expression* ]

If no mode is explicitly given in an interface declaration other than an interface file declaration, mode **in** is assumed.

For an interface constant declaration or an interface signal declaration, the subtype indication must define a subtype that is neither a file type nor an access type.

For an interface file declaration, it is an error if the subtype indication does not denote a subtype of a file type.

For an interface quantity declaration, the subtype indication must define a subtype whose base type denotes a nature subtype. See 12.6.6 for a discussion of the effect of modes **in** and **out** in an interface quantity declaration.

If an interface signal declaration includes the reserved word **bus**, then the signal declared by that interface declaration is a guarded signal of signal kind **bus**.

If an interface declaration contains a "==" symbol followed by an expression, the expression is said to be the *default expression* of the interface object. The type of a default expression must be that of the corresponding interface object. It is an error if a default expression appears in an interface declaration and any of the following conditions hold:

- The mode is **linkage**
- The interface object is a formal signal parameter
- The interface object is a formal variable parameter of mode other than **in**

In an interface signal declaration appearing in a port list, the default expression defines the default value(s) associated with the interface signal or its subelements. In the absence of a default expression, an implicit default value is assumed for the signal or for each scalar subelement, as defined for signal declarations (see 4.3.1.2). The value, whether implicitly or explicitly provided, is used to determine the initial contents of drivers, if any, of the interface signal as specified for signal declarations.

An interface object provides a channel of communication between the environment and a particular portion of a description. The value of an interface object may be determined by the value of an associated object or expression in the environment; similarly, the value of an object in the environment may be determined by the value of an associated interface object. The manner in which such associations are made is described in 4.3.2.2.

The value of an object is said to be *read* when one of the following conditions is satisfied:

- When the object is evaluated, and also (indirectly) when the object is associated with an interface object of the modes **in**, **inout**, or **linkage**
- When the object is a signal and a name denoting the object appears in a sensitivity list in a wait statement or a process statement
- When the object is a signal and the value of any of its predefined attributes 'SLEW, 'RAMP, 'STABLE, 'QUIET, 'DELAYED, 'TRANSACTION, 'EVENT, 'ACTIVE, 'LAST\_EVENT, 'LAST\_ACTIVE, or 'LAST\_VALUE is read

- When the object is a quantity and its predefined attribute 'ABOVE is read
- When one of its subelements is read
- When the object is a file and a READ operation is performed on the file

The value of an object is said to be *updated* when one of the following conditions is satisfied:

- When it is the target of an assignment, and also (indirectly) when the object is associated with an interface object of the modes **out**, **buffer**, **inout**, or **linkage**
- When one of its subelements is updated
- When the object is a file and a WRITE operation is performed on the file
- When the object is a quantity and the analog solver determines an analog solution point

Only signal, variable, quantity, or file objects may be updated.

An interface object of class signal, variable, or constant has one of the following modes:

**in.** The value of the interface object may only be read. In addition, any attributes of the interface object may be read, except that attributes 'STABLE, 'QUIET, 'DELAYED, 'RAMP, 'SLEW, and 'TRANSACTION of a subprogram signal parameter may not be read within the corresponding subprogram. For a file object, operation ENDFILE is allowed.

**out.** The value of the interface object may be updated. Reading the attributes of the interface element, other than the predefined attributes 'STABLE, 'QUIET, 'DELAYED, 'RAMP, 'SLEW, 'TRANSACTION, 'EVENT, 'ACTIVE, 'LAST\_EVENT, 'LAST\_ACTIVE, and 'LAST\_VALUE, is allowed. No other reading is allowed.

**inout.** The value of the interface object may be both read and updated. Reading the attributes of the interface object, other than the attributes 'STABLE, 'QUIET, 'DELAYED, 'RAMP, 'SLEW, and 'TRANSACTION of a signal parameter, is also permitted. For a file object, all file operations (see 3.4.1) are allowed.

**buffer.** The value of the interface object may be both read and updated. Reading the attributes of the interface object is also permitted.

**linkage.** The value of the interface object may be read or updated, but only by appearing as an actual corresponding to an interface object of mode linkage. No other reading or updating is permitted.

## NOTES

1—Although signals of modes **inout** and **buffer** have the same characteristics with respect to whether they may be read or updated, a signal of mode **inout** may be updated by zero or more sources, whereas a signal of mode **buffer** must be updated by at most one source (see 1.1.1.2).

2—A subprogram parameter that is of a file type must be declared as a file parameter.

3—Since shared variables are a subclass of variables, a shared variable may be associated as an actual with a formal of class variable.

### 4.3.2.1 Interface lists

An interface list contains the declarations of the interface objects required by a subprogram, a component, a design entity, or a block statement.

```
interface_list ::=
    interface_element { ; interface_element }
```

```
interface_element ::= interface_declaration
```

A *generic* interface list consists entirely of interface constant declarations. A *port* interface list consists entirely of interface signal declarations, interface terminal declarations, interface quantity declarations, or any combination thereof. A *parameter* interface list may contain interface constant declarations, interface signal declarations, interface variable declarations, interface file declarations, or any combination thereof.

A name that denotes an interface object may not appear in any interface declaration within the interface list containing the denoted interface object except to declare this object.

NOTE—The above restriction makes the following three interface lists illegal:

```
entity E is
  generic      (G1:  INTEGER;      G2:  INTEGER := G1);      -- Illegal
  port        (P1:  STRING;       P2:  STRING(P1'RANGE));      -- Illegal
  procedure X (Y1, Y2: INTEGER;    Y3:  INTEGER range Y1 to Y2); -- Illegal
end E;
```

However, the following interface lists are legal:

```
entity E is
  generic      (G1, G2, G3, G4:    INTEGER);
  port        (P1, P2:            STRING (G1 to G2));
  procedure X (Y3:                INTEGER range G3 to G4);
end E;
```

#### 4.3.2.2 Association lists

An association list establishes correspondences between formal or local generic, port, or parameter names on the one hand and local or actual names or expressions on the other.

```
association_list ::=
  association_element { , association_element }
```

```
association_element ::=
  [ formal_part => ] actual_part
```

```
formal_part ::=
  formal_designator
  | function_name ( formal_designator )
  | type_mark ( formal_designator )
```

```
formal_designator ::=
  generic_name
  | port_name
  | parameter_name
```

```
actual_part ::=
  actual_designator
  | function_name ( actual_designator )
  | type_mark ( actual_designator )
```

```
actual_designator ::=
  expression
  | signal_name
  | variable_name
```

```

| file_name
| terminal_name
| quantity_name
| open

```

Each association element in an association list associates one actual designator with the corresponding interface element in the interface list of a subprogram declaration, component declaration, entity declaration, or block statement. The corresponding interface element is determined either by position or by name.

An association element is said to be *named* if the formal designator appears explicitly; otherwise, it is said to be *positional*. For a positional association, an actual designator at a given position in an association list corresponds to the interface element at the same position in the interface list.

Named associations can be given in any order, but if both positional and named associations appear in the same association list, then all positional associations must occur first at their normal position. Hence once a named association is used, the rest of the association list must use only named associations.

In the following, the term actual refers to an actual designator, and the term formal refers to a formal designator.

The formal part of a named element association may be in the form of a function call, where the single argument of the function is the formal designator itself, if and only if the mode of the formal is **out**, **inout**, **buffer**, or **linkage**, and if the actual is not **open**. In this case, the function name must denote a function whose single parameter is of the type of the formal and whose result is the type of the corresponding actual. Such a *conversion function* provides for type conversion in the event that data flows from the formal to the actual.

Alternatively, the formal part of a named element association may be in the form of a type conversion, where the expression to be converted is the formal designator itself, if and only if the mode of the formal is **out**, **inout**, **buffer**, or **linkage**, and if the actual is not **open**. In this case, the base type denoted by the type mark must be the same as the base type of the corresponding actual. Such a type conversion provides for type conversion in the event that data flows from the formal to the actual. It is an error if the type of the formal is not closely related to the type of the actual. (See 7.3.5.)

Similarly, the actual part of a (named or positional) element association may be in the form of a function call, where the single argument of the function is the actual designator itself, if and only if the mode of the formal is **in**, **inout**, or **linkage**, and if the actual is not **open**. In this case, the function name must denote a function whose single parameter is of the type of the actual, and whose result is the type of the corresponding formal. In addition, the formal must not be of class **constant** for this interpretation to hold (the actual is interpreted as an expression that is a function call if the class of the formal is **constant**). Such a conversion function provides for type conversion in the event that data flows from the actual to the formal.

Alternatively, the actual part of a (named or positional) element association may be in the form of a type conversion, where the expression to be type converted is the actual designator itself, if and only if the mode of the formal is **in**, **inout**, or **linkage**, and if the actual is not **open**. In this case, the base type denoted by the type mark must be the same as the base type of the corresponding formal. Such a type conversion provides for type conversion in the event that data flows from the actual to the formal. It is an error if the type of the actual is not closely related to the type of the formal.

The type of the actual (after applying the conversion function or type conversion, if present in the actual part) must be the same as the type of the corresponding formal, if the mode of the formal is **in**, **inout**, or **linkage**, and if the actual is not **open**. Similarly, if the mode of the formal is **out**, **inout**, **buffer**, or **linkage**, and if the actual is not **open**, then the type of the formal (after applying the conversion function or type conversion, if present in the formal part) must be the same as the corresponding actual.

If the formal designator of a formal part is a terminal name, then the formal part must be the formal designator itself (neither a type conversion function nor a conversion is allowed). Similarly, if the actual designator of an actual part is a terminal name, then the actual part must be the actual designator itself.

The association of terminals is allowed only if the formal and actual are of the same nature or if the actual is **open**. The association of a formal of a given composite nature with an actual of the same nature is equivalent to the association of each scalar subelement of the formal with the matching scalar subelement of the actual.

For the association of quantities with corresponding formal quantity ports, association of a formal of a given composite type with an actual of the same type is equivalent to the association of each scalar subelement of the formal with the matching subelement of the actual.

If a quantity interface element in an interface list includes a default expression, then any corresponding association list need not include an association element for that interface element. Its value is determined as given below.

For the association of signals with corresponding formal ports, association of a formal of a given composite type with an actual of the same type is equivalent to the association of each scalar subelement of the formal with the matching subelement of the actual, provided that no conversion function or type conversion is present in either the actual part or the formal part of the association element. If a conversion function or type conversion is present, then the entire formal is considered to be associated with the entire actual.

Similarly, for the association of actuals with corresponding formal subprogram parameters, association of a formal parameter of a given composite type with an actual of the same type is equivalent to the association of each scalar subelement of the formal parameter with the matching subelement of the actual. Different parameter passing mechanisms may be required in each case, but in both cases the associations will have an equivalent effect. This equivalence applies provided that no actual is accessible by more than one path (see 2.1.1.1).

A formal may be either an explicitly declared interface object or member (see Clause 3) of such an interface object. In the former case, such a formal is said to be *associated in whole*. In the latter cases, named association must be used to associate the formal and actual; the subelements of such a formal are said to be *associated individually*. Furthermore, every scalar subelement of the explicitly declared interface object must be associated exactly once with an actual (or subelement thereof) in the same association list, and all such associations must appear in a contiguous sequence within that association list. Each association element that associates a slice or subelement (or slice thereof) of an interface object must identify the formal with a locally static name.

If an interface element in an interface list includes a default expression for a formal generic, for a formal signal port of any mode other than **linkage**, or for a formal variable or constant parameter of mode **in**, then any corresponding association list need not include an association element for that interface element. If the association element is not included in the association list, or if the actual is **open**, then the value of the default expression is used as the actual expression or signal value in an implicit association element for that interface element. If a quantity port of mode **in** has a default expression and the association element is not included in the association list, or if the actual is **open**, then the value of the default expression is used as the value of the quantity; this is equivalent to a simple simultaneous statement setting the quantity port to the value of the default expression.

It is an error if an actual of **open** is associated with a formal that is associated individually. An actual of **open** counts as the single association allowed for the corresponding formal but does not supply a constant, signal, or variable (as is appropriate to the object class of the formal) to the formal.

## NOTES

1—It is a consequence of these rules that, if an association element is omitted from an association list in order to make use of the default expression on the corresponding interface element, all subsequent association elements in that association list must be named associations.

2—In the case of a port of kind **signal**, although a default expression can appear in an interface element that declares a (local or formal) port, such a default expression is not interpreted as the value of an implicit association element for that port. Instead, the value of the expression is used to determine the effective value of that port during simulation if the port is left unconnected (see 12.6.2).

3—Named association may not be used when invoking implicitly defined operations, since the formal parameters of these operators are not named (see 7.2).

4—Since information flows only from the actual to the formal when the mode of the formal is in, and since a function call is itself an expression, the actual associated with a formal of object class **constant** is never interpreted as a conversion function or a type conversion converting an actual designator that is an expression. Thus, the following association element is legal:

Param => F (**open**)

under the conditions that Param is a constant formal and F is a function returning the same base type as that of Param and having one or more parameters, all of which may be defaulted.

5—No conversion function or type conversion may appear in the actual part when the actual designator is **open**.

### 4.3.3 Alias declarations

An alias declaration declares an alternate name for an existing named entity.

alias\_declaration ::=  
**alias** alias\_designator [ : alias\_indication ] **is** name [ signature ] ;

alias\_designator ::= identifier | character\_literal | operator\_symbol

alias\_indication ::= subtype\_indication | subnature\_indication

An *object alias* is an alias whose alias designator denotes an object (that is, a constant, a variable, a signal, a quantity, a terminal, or a file). A *nonobject alias* is an alias whose alias designator denotes some named entity other than an object. An alias can be declared for all named entities except for labels, loop parameters, and generate parameters.

The alias designator in an alias declaration denotes the named entity specified by the name and, if present, the signature in the alias declaration. An alias of a signal denotes a signal; an alias of a variable denotes a variable; an alias of a constant denotes a constant; an alias of a quantity denotes a quantity; an alias of a terminal denotes a terminal; and an alias of a file denotes a file. Similarly, an alias of a subprogram (including an operator) denotes a subprogram, an alias of an enumeration literal denotes an enumeration literal, and so forth.

## NOTES

1—Since, for example, the alias of a variable is a variable, every reference within this document to a designator (a name, character literal, or operator symbol) that requires the designator to denote a named entity with certain characteristics (for example, to be a variable) allows the designator to denote an alias, so long as the aliased name denotes a named entity having the required characteristics. This situation holds except where aliases are specifically prohibited.

2—The alias of an overloadable object is itself overloadable.

### 4.3.3.1 Object aliases

The following rules apply to object aliases:

- a) A signature may not appear in a declaration of an object alias.
- b) The name must be a static name (see 6.1) that denotes an object. The base type of the name specified in an alias declaration must be the same as the base type of the type mark in the subtype indication (if the subtype indication is present); this type must not be a multidimensional array type. When the object denoted by the name is referenced via the alias defined by the alias declaration, the following rules apply:
  - 1) If the subtype indication is absent or if it is present and denotes an unconstrained array type:
    - If the alias designator denotes a slice of an object, then the subtype of the object is viewed as if it were of the subtype specified by the slice.
    - Otherwise, the object is viewed as if it were of the subtype specified in the declaration of the object denoted by the name.
  - 2) If the subtype indication is present and denotes a constrained array subtype, then the object is viewed as if it were of the subtype specified by the subtype indication; moreover, the subtype denoted by the subtype indication must include a matching element (see 7.2.2) for each element of the object denoted by the name;
  - 3) If the subtype indication denotes a scalar subtype, then the object is viewed as if it were of the subtype specified by the subtype indication; moreover, it is an error if this subtype does not have the same bounds and direction as the subtype denoted by the object name.
- c) The same applies to attribute references where the prefix of the attribute name denotes the alias.
- d) A reference to an element of an object alias is implicitly a reference to the matching element of the object denoted by the alias. A reference to a slice of an object alias consisting of the elements  $e_1, e_2, \dots, e_n$  is implicitly a reference to a slice of the object denoted by the alias consisting of the matching elements corresponding to each of  $e_1$  through  $e_n$ .

The preceding rules apply to object aliases for terminals as well, with appropriate substitutions of nature for type, and subnature for subtype, respectively.

### 4.3.3.2 Nonobject aliases

The following rules apply to nonobject aliases:

- a) An alias indication may not appear in a nonobject alias.
- b) A signature is required if the name denotes a subprogram (including an operator) or enumeration literal. In this case, the signature is required to match (see 2.3) the parameter and result type profile of exactly one of the subprograms or enumeration literals denoted by the name.
- c) If the name denotes an enumeration type, then one implicit alias declaration for each of the literals of the type immediately follows the alias declaration for the enumeration type; each such implicit declaration has, as its alias designator, the simple name or character literal of the literal and has, as its name, a name constructed by taking the name of the alias for the enumeration type and substituting the simple name or character literal being aliased for the simple name of the type. Each implicit alias has a signature that matches the parameter and result type profile of the literal being aliased.
- d) Alternatively, if the name denotes a physical type, then one implicit alias declaration for each of the units of the type immediately follows the alias declaration for the physical type; each such implicit declaration has, as its name, a name constructed by taking the name of the alias for the physical type and substituting the simple name of the unit being aliased for the simple name of the type.

- e) Finally, if the name denotes a type, then implicit alias declarations for each predefined operator for the type immediately follow the explicit alias declaration for the type and, if present, any implicit alias declarations for literals or units of the type. Each implicit alias has a signature that matches the parameter and result type profile of the implicit operator being aliased.

Examples:

```

variable REAL_NUMBER : BIT_VECTOR (0 to 31);

alias SIGN : BIT is REAL_NUMBER (0);
    -- SIGN is now a scalar (BIT) value

alias MANTISSA : BIT_VECTOR (23 downto 0) is REAL_NUMBER (8 to 31);
    -- MANTISSA is a 24b value whose range is 23 downto 0.
    -- Note that the ranges of MANTISSA and REAL_NUMBER (8 to 31)
    -- have opposite directions. A reference to MANTISSA (23 downto 18)
    -- is equivalent to a reference to REAL_NUMBER (8 to 13).

alias EXPONENT : BIT_VECTOR (1 to 7) is REAL_NUMBER (1 to 7);
    -- EXPONENT is a 7-bit value whose range is 1 to 7.

alias STD_BIT      is STD.STANDARD.BIT; -- explicit alias
-- alias '0'        is STD.STANDARD.'0' -- implicit aliases ...
--
--                [return STD.STANDARD.BIT];

-- alias '1'        is STD.STANDARD.'1'
--
--                [return STD.STANDARD.BIT];
-- alias "and"      is STD.STANDARD."and"
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BIT];
-- alias "or"       is STD.STANDARD."or"
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BIT];
-- alias "nand"     is STD.STANDARD."nand"
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BIT];
-- alias "nor"      is STD.STANDARD."nor"
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BIT];
-- alias "xor"      is STD.STANDARD."xor"
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BIT];
-- alias "xnor"     is STD.STANDARD."xnor"
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BIT];
-- alias "not"      is STD.STANDARD."not"
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BIT];
-- alias "="        is STD.STANDARD."="
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BOOLEAN];
-- alias "/="       is STD.STANDARD."/="
--
--                [STD.STANDARD.BIT, STD.STANDARD.BIT
--                return STD.STANDARD.BOOLEAN];

```

```

-- alias "<"          is STD.STANDARD."<"
--                    [STD.STANDARD.BIT, STD.STANDARD.BIT
--                      return STD.STANDARD.BOOLEAN];
-- alias "<="        is STD.STANDARD."<="
--                    [STD.STANDARD.BIT, STD.STANDARD.BIT
--                      return STD.STANDARD.BOOLEAN];
-- alias ">"          is STD.STANDARD.">"
--                    [STD.STANDARD.BIT, STD.STANDARD.BIT
--                      return STD.STANDARD.BOOLEAN];
-- alias ">="        is STD.STANDARD.">="
--                    [STD.STANDARD.BIT, STD.STANDARD.BIT
--                      return STD.STANDARD.BOOLEAN];

```

NOTE—An alias of an explicitly declared object is not an explicitly declared object, nor is the alias of a subelement or slice of an explicitly declared object an explicitly declared object.

#### 4.4 Attribute declarations

An attribute is a value, function, type, range, signal, quantity, or constant that may be associated with one or more named entities in a description. There are two categories of attributes: predefined attributes and user-defined attributes. Predefined attributes provide information about named entities in a description. Clause 14 contains the definition of all predefined attributes. Predefined attributes that are signals may not be updated.

User-defined attributes are constants of arbitrary type. Such attributes are defined by an attribute declaration.

```

attribute_declaration ::=
    attribute identifier: type_mark ;

```

The identifier is said to be the *designator* of the attribute. An attribute may be associated with an entity declaration, an architecture, a configuration, a procedure, a function, a package, a type, a subtype, a nature, a subnature, a constant, a signal, a variable, a quantity, a terminal, a component, a label, a literal, a unit, a group, or a file.

The type mark must denote a subtype that is neither an access type nor a file type. The subtype need not be constrained.

Examples:

```

type COORDINATE is record X,Y: INTEGER; end record;
subtype POSITIVE is INTEGER range 1 to INTEGER'HIGH;
attribute LOCATION: COORDINATE;
attribute PIN_NO: POSITIVE;

```

## NOTES

1—A given named entity E will be decorated with the user-defined attribute A if and only if an attribute specification for the value of attribute A exists in the same declarative part as the declaration of E. In the absence of such a specification, an attribute name of the form E'A is illegal.

2—A user-defined attribute is associated with the named entity denoted by the name specified in a declaration, not with the name itself. Hence, an attribute of an object can be referenced by using an alias for that object rather than the declared name of the object as the prefix of the attribute name, and the attribute referenced in such a way is the same attribute (and therefore has the same value) as the attribute referenced by using the declared name of the object as the prefix.

3—A user-defined attribute of a port, signal, variable, quantity, terminal, or constant of some composite type or nature is an attribute of the entire port, signal, variable, quantity, terminal, or constant, not of its elements. If it is necessary to associate an attribute with each element of some composite object, then the attribute itself can be declared to be of a composite type such that for each element of the object, there is a corresponding element of the attribute.

## 4.5 Component declarations

A component declaration declares a virtual design entity interface that may be used in a component instantiation statement. A component configuration or a configuration specification can be used to associate a component instance with a design entity that resides in a library.

```
component_declaration ::=
    component identifier [ is ]
        [ local_generic_clause ]
        [ local_port_clause ]
    end component [ component_simple_name ] ;
```

Each interface object in the local generic clause declares a local generic. Each interface object in the local port clause declares a local port.

If a simple name appears at the end of a component declaration, it must repeat the identifier of the component declaration.

## 4.6 Group template declarations

A group template declaration declares a *group template*, which defines the allowable classes of named entities that can appear in a group.

```
group_template_declaration ::=
    group identifier is ( entity_class_entry_list ) ;

entity_class_entry_list ::=
    entity_class_entry { , entity_class_entry }

entity_class_entry ::= entity_class [ <> ]
```

A group template is characterized by the number of entity class entries and the entity class at each position. Entity classes are described in 5.1.

An entity class entry that is an entity class defines the entity class that may appear at that position in the group type. An entity class entry that includes a box (<>) allows zero or more group constituents to appear in this position in the corresponding group declaration; such an entity class entry must be the last one within the entity class entry list.

Examples:

```

group PIN2PIN is (signal, signal);           -- Groups of this type consist of two signals.

group RESOURCE is (label <>);              -- Groups of this type consist of any number
                                                -- of labels.

group DIFF_CYCLES is (group <>);          -- A group of groups.

```

## 4.7 Group declarations

A group declaration declares a *group*, a named collection of named entities. Named entities are described in 5.1.

```

group_declaration ::=
    group identifier : group_template_name ( group_constituent_list ) ;

group_constituent_list ::= group_constituent { , group_constituent }

group_constituent ::= name | character_literal

```

It is an error if the class of any group constituent in the group constituent list is not the same as the class specified by the corresponding entity class entry in the entity class entry list of the group template.

A name that is a group constituent may not be an attribute name (see 6.6), nor, if it contains a prefix, may that prefix be a function call.

If a group declaration appears within a package body, and a group constituent within that group declaration is the same as the simple name of the package body, then the group constituent denotes the package declaration and not the package body. The same rule holds for group declarations appearing within subprogram bodies containing group constituents with the same designator as that of the enclosing subprogram body.

If a group declaration contains a group constituent that denotes a variable of an access type, the group declaration declares a group incorporating the variable itself, and not the designated object, if any.

Examples:

```

group G1: RESOURCE (L1, L2);                 -- A group of two labels.

group G2: RESOURCE (L3, L4, L5);             -- A group of three labels.

group C2Q: PIN2PIN (PROJECT.GLOBALS.CK, Q); -- Groups may associate named
                                                -- entities in different declarative
                                                -- parts (and regions).

group CONSTRAINT1: DIFF_CYCLES (G1, G3);     -- A group of groups.

```

## 4.8 Nature declaration

A nature declaration declares a nature and defines the across and through types of the nature. A scalar nature declaration also declares the reference terminal of its simple nature denoted by the identifier of its scalar nature definition.

```

nature_declaration ::=
    nature identifier is nature_definition ;

nature_definition ::=
    scalar_nature_definition | composite_nature_definition

subnature_declaration ::=
    subnature identifier is subnature_indication ;

subnature_indication ::=
    nature_mark [ index_constraint ]
    [ tolerance string_expression across string_expression through ]
nature_mark ::=
    nature_name | subnature_name

```

For any nature name N an attribute name of the form N'Across denotes the across type of the nature denoted by N, and an attribute name of the form N'Through denotes the through type of the nature denoted by N.

The natures created by the elaboration of distinct nature definitions are distinct natures. The elaboration of the nature definition for a scalar nature or a constrained array nature creates both a nature and a subnature of the nature.

The simple name declared by a nature declaration denotes the declared nature, unless the nature declaration declares both a nature and a subnature of the nature, in which case the simple name denotes the subnature and the nature is anonymous.

A subnature declaration declares a subnature. A condition imposed by an index constraint is said to be *compatible* with a nature if it is compatible with the across and through types of the nature. The condition imposed by the index constraint of a subnature indication must be compatible with the nature denoted by the nature mark. If a subnature indication does not include a constraint, the subnature is the same as that denoted by the nature mark.

If a subnature indication includes a tolerance specification, then the tolerance group of the across type of the subnature is the value of the string expression preceding the reserved word **across**. Similarly, the tolerance group of the through type of the subnature is the value of the string expression preceding the reserved word **through**. Both string expressions in the tolerance specification must be static expressions.

If the subnature indication does not include an index constraint, the subnature is the same as that denoted by the nature mark. The condition imposed by an index constraint is the condition obtained after the evaluation of the expressions and ranges forming the constraint. The rules defining compatibility are given in 3.2.1.1. These rules are such that if an index constraint is compatible with a subnature, then the condition imposed by the index constraint cannot contradict any condition already imposed by the subnature. An error occurs if any check for compatibility fails.

## 5. Specifications

This clause describes *specifications*, which may be used to associate additional information with a VHDL description. A specification associates additional information with a named entity that has been previously declared. There are four kinds of specifications: attribute specifications, configuration specifications, disconnection specifications, and step limit specifications.

A specification always relates to named entities that already exist; thus a given specification must either follow or (in certain cases) be contained within the declaration of the entity to which it relates. Furthermore, a

specification must always appear either immediately within the same declarative part as that in which the declaration of the named entity appears, or (in the case of specifications that relate to design units or the interface objects of design units, subprograms, or block statements) immediately within the declarative part associated with the declaration of the design unit, subprogram body, or block statement.

## 5.1 Attribute specification

An attribute specification associates a user-defined attribute with one or more named entities and defines the value of that attribute for those entities. The attribute specification is said to *decorate* the named entity.

```
attribute_specification ::=
    attribute attribute_designator of entity_specification is expression ;
```

```
entity_specification ::=
    entity_name_list : entity_class
```

```
entity_class ::=
    entity           | architecture | configuration
    | procedure      | function       | package
    | type           | subtype       | constant
    | signal        | variable     | component
    | label         | literal       | units
    | group         | file          | nature
    | subnature     | quantity     | terminal
```

```
entity_name_list ::=
    entity_designator { , entity_designator }
    | others
    | all
```

```
entity_designator ::= entity_tag [ signature ]
entity_tag ::= simple_name | character_literal | operator_symbol
```

The attribute designator must denote an attribute. The entity name list identifies those named entities, both implicitly and explicitly defined, that inherit the attribute, as described below:

- If a list of entity designators is supplied, then the attribute specification applies to the named entities denoted by those designators. It is an error if the class of those names is not the same as that denoted by the entity class.
- If the reserved word **others** is supplied, then the attribute specification applies to named entities of the specified class that are declared in the immediately enclosing declarative part, provided that each such entity is not explicitly named in the entity name list of a previous attribute specification for the given attribute.
- If the reserved word **all** is supplied, then the attribute specification applies to all named entities of the specified class that are declared in the immediately enclosing declarative part.

An attribute specification with the entity name list **others** or **all** for a given entity class that appears in a declarative part must be the last such specification for the given attribute for the given entity class in that declarative part. No named entity in the specified entity class may be declared in a given declarative part following such an attribute specification.

If a name in an entity name list denotes a subprogram or package, it denotes the subprogram declaration or package declaration. Subprogram and package bodies cannot be attributed.

An entity designator that denotes an alias of an object is required to denote the entire object, not a member of an object.

The entity tag of an entity designator containing a signature must denote the name of one or more subprograms or enumeration literals. In this case, the signature must match (see 2.3.2) the parameter and result type profile of exactly one subprogram or enumeration literal in the current declarative part; the enclosing attribute specification then decorates that subprogram or enumeration literal.

The expression specifies the value of this attribute for each of the named entities inheriting the attribute as a result of this attribute specification. The type of the expression in the attribute specification must be the same as (or implicitly convertible to) the type mark in the corresponding attribute declaration. If the entity name list denotes an entity interface, architecture body, or configuration declaration, then the expression is required to be locally static (see 7.4).

An attribute specification for an attribute of a design unit (i.e., an entity interface, an architecture, a configuration, or a package) must appear immediately within the declarative part of that design unit. Similarly, an attribute specification for an attribute of an interface object of a design unit, subprogram, or block statement must appear immediately within the declarative part of that design unit, subprogram, or block statement. An attribute specification for an attribute of a procedure, a function, a type, a subtype, a nature, a subnature, an object (i.e., a constant, a file, a signal, a quantity, a terminal, or a variable), a component, literal, unit name, group, or a labeled entity must appear within the declarative part in which that procedure, function, type, subtype, nature, subnature, object, component, literal, unit name, group, or label, respectively, is explicitly or implicitly declared.

For a given named entity, the value of a user-defined attribute of that entity is the value specified in an attribute specification for that attribute of that entity.

It is an error if a given attribute is associated more than once with a given named entity. Similarly, it is an error if two different attributes with the same simple name (whether predefined or user-defined) are both associated with a given named entity. The single exception to this is the predefined attribute `LAST_EVENT`, where the two different attributes are disambiguated by the return type of the attribute.

An entity designator that is a character literal is used to associate an attribute with one or more character literals. An entity designator that is an operator symbol is used to associate an attribute with one or more overloaded operators.

The decoration of a named entity that can be overloaded attributes all named entities matching the specification already declared in the current declarative part.

If an attribute specification appears, it must follow the declaration of the named entity with which the attribute is associated, and it must precede all references to that attribute of that named entity. Attribute specifications are allowed for all user-defined attributes, but are not allowed for predefined attributes.

An attribute specification may reference a named entity by using an alias for that entity in the entity name list, but such a reference counts as the single attribute specification that is allowed for a given attribute and therefore prohibits a subsequent specification that uses the declared name of the entity (or any other alias) as the entity designator.

An attribute specification whose entity designator contains no signature and identifies an overloaded subprogram has the effect of associating that attribute with each of the designated overloaded subprograms declared within that declarative part.

Examples:

**attribute PIN\_NO of CIN: signal is 10;**

**attribute** PIN\_NO of COUT: **signal is** 5;  
**attribute** LOCATION of ADDER1: **label is** (10,15);  
**attribute** LOCATION of others: **label is** (25,77);  
**attribute** CAPACITANCE of all: **signal is** 15 pF;  
**attribute** IMPLEMENTATION of G1: **group is** "74LS152";  
**attribute** RISING\_DELAY of C2Q: **group is** 7.2 ns;

## NOTES

1—User-defined attributes represent local information only and cannot be used to pass information from one description to another. For instance, assume some signal X in an architecture body has some attribute A. Further, assume that X is associated with some local port L of component C. C in turn is associated with some design entity E(B), and L is associated with E's formal port P. Neither L nor P has attributes with the simple name A, unless such attributes are supplied via other attribute specifications; in this latter case, the values of P'A and X'A are not related in any way.

2—The local ports and generics of a component declaration cannot be attributed, since component declarations lack a declarative part.

3—If an attribute specification applies to an overloadable named entity, then declarations of additional named entities with the same simple name are allowed to occur in the current declarative part unless the aforementioned attribute specification has as its entity name list either of the reserved words **others** or **all**.

4—Attribute specifications supplying either of the reserved words **others** or **all** never apply to the interface objects of design units, block statements, or subprograms.

5—An attribute specification supplying either of the reserved words **others** or **all** may apply to none of the named entities in the current declarative part, in the event that none of the named entities in the current declarative part meet all of the requirements of the attribute specification.

## 5.2 Configuration specification

A configuration specification associates binding information with component labels representing instances of a given component declaration.

```
configuration_specification ::=
    for component_specification binding_indication;

component_specification ::=
    instantiation_list : component_name

instantiation_list ::=
    instantiation_label { , instantiation_label }
    | others
    | all
```

The instantiation list identifies those component instances with which binding information is to be associated, as defined below:

- If a list of instantiation labels is supplied, then the configuration specification applies to the corresponding component instances. Such labels must be (implicitly) declared within the immediately enclosing declarative part. It is an error if these component instances are not instances of the component declaration named in the component specification. It is also an error if any of the labels denote a component instantiation statement whose corresponding instantiated unit does not name a component.
- If the reserved word **others** is supplied, then the configuration specification applies to instances of the specified component declaration whose labels are (implicitly) declared in the immediately enclosing declarative part, provided that each such component instance is not explicitly named in the

instantiation list of a previous configuration specification. This rule applies only to those component instantiation statements whose corresponding instantiated units name components.

- If the reserved word **all** is supplied, then the configuration specification applies to all instances of the specified component declaration whose labels are (implicitly) declared in the immediately enclosing declarative part. This rule applies only to those component instantiation statements whose corresponding instantiated units name components.

A configuration specification with the instantiation list **others** or **all** for a given component name that appears in a declarative part must be the last such specification for the given component name in that declarative part.

The elaboration of a configuration specification results in the association of binding information with the labels identified by the instantiation list. A label that has binding information associated with it is said to be *bound*. It is an error if the elaboration of a configuration specification results in the association of binding information with a component label that is already bound.

NOTE—A configuration specification supplying either of the reserved words **others** or **all** may apply to none of the component instances in the current declarative part. This is the case when none of the component instances in the current declarative part meet all of the requirements of the given configuration specification.

### 5.2.1 Binding indication

A binding indication associates instances of a component declaration with a particular design entity. It may also associate actuals with formals declared in the entity interface.

```
binding_indication ::=
    [ use_entity_aspect ]
    [ generic_map_aspect ]
    [ port_map_aspect ]
```

The entity aspect of a binding indication, if present, identifies the design entity with which the instances of a component are associated. If present, the generic map aspect of a binding indication identifies the expressions to be associated with formal generics in the design entity interface. Similarly, the port map aspect of a binding indication identifies the signals, terminals, quantities, or values to be associated with formal ports in the design entity interface.

When a binding indication is used in a configuration specification, it is an error if the entity aspect is absent.

A binding indication appearing in a component configuration need not have an entity aspect under the following condition: The block corresponding to the block configuration in which the given component configuration appears is required to have one or more configuration specifications that together configure all component instances denoted in the given component configuration. Under this circumstance, these binding indications are the *primary binding indications*. It is an error if a binding indication appearing in a component configuration does not have an entity aspect and there are no primary binding indications. It is also an error if, under these circumstances, the binding indication has neither a generic map aspect nor a port map aspect. This form of binding indication is the *incremental binding indication*, and it is used to *incrementally rebind* the ports and generics of the denoted instance(s) under the following conditions:

- For each formal generic appearing in the generic map aspect of the incremental binding indication and denoting a formal generic that is unassociated or associated with **open** in any of the primary binding indications, the given formal generic is bound to the actual with which it is associated in the generic map aspect of the incremental binding indication.
- For each formal generic appearing in the generic map aspect of the incremental binding indication and denoting a formal generic that is associated with an actual other than **open** in one of the primary

binding indications, the given formal generic is *rebound* to the actual with which it is associated in the generic map aspect of the incremental binding indication. That is, the association given in the primary binding indication has no effect for the given instance.

- For each formal port appearing in the port map aspect of the incremental binding indication and denoting a formal port that is unassociated or associated with **open** in any of the primary binding indications, the given formal port is bound to the actual with which it is associated in the port map aspect of the incremental binding indication.
- It is an error if a formal port appears in the port map aspect of the incremental binding indication and it is a formal port that is associated with an actual other than **open** in one of the primary binding indications.

If the generic map aspect or port map aspect of a binding indication is not present, then the default rules as described in 5.2.2 apply.

Examples:

```

entity AND_GATE is
  generic (I1toO, I2toO: DELAY_LENGTH := 4 ns);
  port      (I1, I2: in BIT;   O: out BIT);
end entity AND_GATE;

entity XOR_GATE is
  generic (I1toO, I2toO : DELAY_LENGTH := 4 ns);
  port      (I1, I2: in BIT;   O : out BIT);
end entity XOR_GATE;

package MY_GATES is
  component AND_GATE is
    generic (I1toO, I2toO: DELAY_LENGTH := 4 ns);
    port      (I1, I2: in BIT;   O: out BIT);
  end component AND_GATE;

  component XOR_GATE is
    generic (I1toO, I2toO: DELAY_LENGTH := 4 ns);
    port      (I1, I2: in BIT;   O : out BIT);
  end component XOR_GATE;
end package MY_GATES;

entity Half_Adder is
  port (X, Y: in BIT;
        Sum, Carry: out BIT);
end entity Half_Adder;

use WORK.MY_GATES.all;
architecture Structure of Half_Adder is
  for L1: XOR_GATE use
    entity WORK.XOR_GATE(Behavior)           -- The primary binding indication
    generic map (3 ns, 3 ns)                -- for instance L1.
    port map (I1 => I1, I2 => I2, O => O);

  for L2: AND_GATE use
    entity WORK.AND_GATE(Behavior)          -- The primary binding indication
    generic map (3 ns, 4 ns)                -- for instance L2.

```

```

    port map (I1, open, O);

begin
    L1: XOR_GATE      port map (X, Y, Sum);
    L2: AND_GATE      port map (X, Y, Carry);
end architecture Structure;

use WORK.GLOBAL_SIGNALS.all;
configuration Different of Half_Adder is
    for Structure
        for L1: XOR_GATE
            generic map (2.9 ns, 3.6 ns);           -- The incremental binding
        end for;                                   -- indication of L1; rebinds its generics.

        for L2: AND_GATE
            generic map (2.8 ns, 3.25 ns)           -- The incremental binding
            port map (I2 => Tied_High);             -- indication L2; rebinds its generics
        end for;                                   -- and binds its open port.
        end for;
    end configuration Different;

```

### 5.2.1.1 Entity aspect

An entity aspect identifies a particular design entity to be associated with instances of a component. An entity aspect may also specify that such a binding is to be deferred.

```

entity_aspect ::=
    entity entity_name [ ( architecture_identifier ) ]
    | configuration configuration_name
    | open

```

The first form of entity aspect identifies a particular entity declaration and (optionally) a corresponding architecture body. If no architecture identifier appears, then the immediately enclosing binding indication is said to *imply* the design entity whose interface is defined by the entity declaration denoted by the entity name and whose body is defined by the default binding rules for architecture identifiers (see 5.2.2). If an architecture identifier appears, then the immediately enclosing binding indication is said to *imply* the design entity consisting of the entity declaration denoted by the entity name together with an architecture body associated with the entity declaration; the architecture identifier defines a simple name that is used during the elaboration of a design hierarchy to select the appropriate architecture body. In either case, the corresponding component instances are said to be *fully bound*.

At the time of the analysis of an entity aspect of the first form, the library unit corresponding to the entity declaration denoted by the entity name is required to exist; moreover, the design unit containing the entity aspect depends on the denoted entity declaration. If the architecture identifier is also present, the library unit corresponding to the architecture identifier is required to exist only if the binding indication is part of a component configuration containing explicit block configurations or explicit component configurations; only in this case does the design unit containing the entity aspect also depend on the denoted architecture body. In any case, the library unit corresponding to the architecture identifier is required to exist at the time that the design entity implied by the enclosing binding indication is bound to the component instance denoted by the component configuration or configuration specification containing the binding indication; if the library unit corresponding to the architecture identifier was required to exist during analysis, it is an error if the architecture identifier does not denote the same library unit as that denoted during analysis. The library unit corresponding to the architecture identifier, if it exists, must be an architecture body associated with the entity declaration denoted by the entity name.

The second form of entity aspect identifies a design entity indirectly by identifying a configuration. In this case, the entity aspect is said to *imply* the design entity at the apex of the design hierarchy that is defined by the configuration denoted by the configuration name.

At the time of the analysis of an entity aspect of the second form, the library unit corresponding to the configuration name is required to exist. The design unit containing the entity aspect depends on the configuration denoted by the configuration name.

The third form of entity aspect is used to specify that the identification of the design entity is to be deferred. In this case, the immediately enclosing binding indication is said to *not imply* any design entity. Furthermore, the immediately enclosing binding indication must not include a generic map aspect or a port map aspect.

### 5.2.1.2 Generic map and port map aspects

A generic map aspect associates values with the formal generics of a block. Similarly, a port map aspect associates signals, quantities, terminals, or values with the formal ports of a block. The following applies to both external blocks defined by design entities and to internal blocks defined by block statements.

```
generic_map_aspect ::=  
    generic map ( generic_association_list )  
  
port_map_aspect ::=  
    port map ( port_association_list )
```

Both named and positional association are allowed in a port or generic association list.

The following definitions are used in the remainder of this subclause:

- The term *actual* refers to an actual designator that appears either in an association element of a port association list or in an association element of a generic association list.
- The term *formal* refers to a formal designator that appears either in an association element of a port association list or in an association element of a generic association list.

The purpose of port and generic map aspects is as follows:

- Generic map aspects and port map aspects appearing immediately within a binding indication associate actuals with the formals of the design entity interface implied by the immediately enclosing binding indication. No scalar formal may be associated with more than one actual. No scalar subelement of any composite formal may be associated more than once in the same association list.  

Each scalar subelement of every local port of the component instances to which an enclosing configuration specification or component configuration applies must be associated as an actual with at least one formal or with a scalar subelement thereof. The actuals of these associations for a given local port may be the entire local port or any slice or subelement (or slice thereof) of the local port. The actuals in these associations must be locally static names.
- Generic map aspects and port map aspects appearing immediately within a component instantiation statement associate actuals with the formals of the component instantiated by the statement. No scalar formal may be associated with more than one actual. No scalar subelement of any composite formal may be associated with more than one scalar subelement of an actual.
- Generic map aspects and port map aspects appearing immediately within a block header associate actuals with the formals defined by the same block header. No scalar formal may be associated with

more than one actual. No scalar subelement of any composite formal may be associated with more than one actual or with a scalar subelement thereof.

An actual associated with a formal generic in a generic map aspect must be an expression or the reserved word **open**; an actual associated with a formal port in a port map aspect must be a signal, a quantity, a terminal, an expression, or the reserved word **open**.

Certain restrictions apply to the actual associated with a formal port in a port map aspect; these restrictions are described in 1.1.1.2.

A formal that is not associated with an actual is said to be an *unassociated* formal.

NOTE—A generic map aspect appearing immediately within a binding indication need not associate every formal generic with an actual. These formals may be left unbound so that, for example, a component configuration within a configuration declaration may subsequently bind them.

Example:

```

entity Buf is
  generic (Buf_Delay: TIME := 0 ns);
  port (Input_pin: in Bit; Output_pin: out Bit);
end Buf;

architecture DataFlow of Buf is
begin
  Output_pin <= Input_pin after Buf_Delay;
end DataFlow;

entity Test_Bench is
end Test_Bench;

architecture Structure of Test_Bench is
  component Buf is
    generic (Comp_Buf_Delay: TIME);
    port (Comp_I: in Bit; Comp_O: out Bit);
  end component;

  -- A binding indication; generic and port map aspects within a binding indication
  -- associate actuals (Comp_I, etc.) with formals of the design entity interface
  -- (Input_pin, etc.):
  for UUT: Buf
    use entity Work.Buf(DataFlow)
    generic map (Buf_Delay => Comp_Buf_Delay)
    port map (Input_pin => Comp_I, Output_pin=> Comp_O);

  signal S1,S2: Bit;
begin

  -- A component instantiation statement; generic and port map aspects within a
  -- component instantiation statement associate actuals (S1, etc.) with the
  -- formals of a component (Comp_I, etc.):
  UUT: Buf
    generic map(Comp_Buf_Delay => 50 ns)
    port map(Comp_I => S1, Comp_O => S2);

```

```
-- A block statement; generic and port map aspects within the block header of a block
-- statement associate actuals (4, etc.) with the formals defined in the block header:
B: block
    generic (G: INTEGER);
    generic map(G => 4);
begin
    end block;
end Structure;
```

NOTE—A local generic (from a component declaration) or formal generic (from a block statement or from the entity declaration of the enclosing design entity) may appear as an actual in a generic map aspect. Similarly, a local port (from a component declaration) or formal port (from a block statement or from the entity declaration of the enclosing design entity) may appear as an actual in a port map aspect.

### 5.2.2 Default binding indication

In certain circumstances, a default binding indication will apply in the absence of an explicit binding indication. The default binding indication consists of a default entity aspect, together with a default generic map aspect and a default port map aspect, as appropriate.

If no visible entity declaration has the same simple name as that of the instantiated component, then the default entity aspect is **open**. A *visible entity declaration* is either

- a) An entity declaration that has the same simple name as that of the instantiated component and that is directly visible (see 10.3), or
- b) An entity declaration that has the same simple name as that of the instantiated component and that would be directly visible in the absence of a directly visible (see 10.3) component declaration with the same simple name as that of the entity declaration.

These visibility checks are made at the point of the absent explicit binding indication that causes the default binding indication to apply.

Otherwise, the default entity aspect is of the form

```
entity entity_name ( architecture_identifier )
```

where the entity name is the simple name of the instantiated component, and the architecture identifier is the same as the simple name of the most recently analyzed architecture body associated with the entity declaration. If this rule is applied either to a binding indication contained within a configuration specification or to a component configuration that does not contain an explicit inner block configuration, then the architecture identifier is determined during elaboration of the design hierarchy containing the binding indication. Likewise, if a component instantiation statement contains an instantiated unit containing the reserved word **entity** but does not contain an explicitly specified architecture identifier, this rule is applied during the elaboration of the design hierarchy containing a component instantiation statement. In all other cases, this rule is applied during analysis of the binding indication.

It is an error if there is no architecture body associated with the entity interface denoted by an entity name that is the simple name of the instantiated component.

The default binding indication includes a default generic map aspect if the design entity implied by the entity aspect contains formal generics. The default generic map aspect associates each local generic in the corresponding component instantiation (if any) with a formal of the same simple name. It is an error if such a for-

mal does not exist or if its mode and type are not appropriate for such an association. Any remaining unassociated formals are associated with the actual designator **open**.

The default binding indication includes a default port map aspect if the design entity implied by the entity aspect contains formal ports. The default port map aspect associates each local port in the corresponding component instantiation (if any) with a formal of the same simple name. It is an error if such a formal does not exist or if its mode and type are not appropriate for such an association. Any remaining unassociated formals are associated with the actual designator **open**.

If an explicit binding indication lacks a generic map aspect, and if the design entity implied by the entity aspect contains formal generics, then the default generic map aspect is assumed within that binding indication. Similarly, if an explicit binding indication lacks a port map aspect, and the design entity implied by the entity aspect contains formal ports, then the default port map aspect is assumed within that binding indication.

### 5.3 Disconnection specification

A disconnection specification defines the time delay to be used in the implicit disconnection of drivers of a guarded signal within a guarded signal assignment.

```
disconnection_specification ::=
    disconnect guarded_signal_specification after time_expression;
```

```
guarded_signal_specification ::=
    guarded_signal_list : type_mark
```

```
signal_list ::=
    signal_name { , signal_name }
    | others
    | all
```

Each signal name in a signal list in a guarded signal specification must be a locally static name that denotes a guarded signal (see 4.3.1.2). Each guarded signal must be an explicitly declared signal or member of such a signal.

If the guarded signal is a declared signal or a slice thereof, the type mark must be the same as the type mark indicated in the guarded signal specification (see 4.3.1.2). If the guarded signal is an array element of an explicitly declared signal, the type mark must be the same as the element subtype indication in the (explicit or implicit) array type declaration that declares the base type of the explicitly declared signal. If the guarded signal is a record element of an explicitly declared signal, then the type mark must be the same as the type mark in the element subtype definition of the record type declaration that declares the type of the explicitly declared signal. Each signal must be declared in the declarative part enclosing the disconnection specification.

Subject to the aforementioned rules, a disconnection specification *applies* to the drivers of a guarded signal S of whose type mark denotes the type T under the following circumstances:

- For a scalar signal S, if an explicit or implicit disconnection specification of the form
 

```
disconnect S: T after time_expression;
```

 exists, then this disconnection specification applies to the drivers of S.
- For a composite signal S, an explicit or implicit disconnection specification of the form

**disconnect S: T after** *time\_expression*;

is equivalent to a series of implicit disconnection specifications, one for each scalar subelement of the signal *S*. Each disconnection specification in the series is created as follows: it has, as its single signal name in its signal list, a unique scalar subelement of *S*. Its type mark is the same as the type of the same scalar subelement of *S*. Its time expression is the same as that of the original disconnection specification.

The characteristics of the disconnection specification must be such that each implicit disconnection specification in the series is a legal disconnection specification.

- If the signal list in an explicit or implicit disconnection specification contains more than one signal name, the disconnection specification is equivalent to a series of disconnection specifications, one for each signal name in the signal list. Each disconnection specification in the series is created as follows: It has, as its single signal name in its signal list, a unique member of the signal list from the original disconnection specification. Its type mark and time expression are the same as those in the original disconnection specification.

The characteristics of the disconnection specification must be such that each implicit disconnection specification in the series is a legal disconnection specification.

- An explicit disconnection specification of the form

**disconnect others: T after** *time\_expression*;

is equivalent to an implicit disconnection specification where the reserved word *others* is replaced with a signal list comprised of the simple names of those guarded signals that are declared signals declared in the enclosing declarative part, whose type mark is the same as *T*, and that do not otherwise have an explicit disconnection specification applicable to its drivers; the remainder of the disconnection specification is otherwise unchanged. If there are no guarded signals in the enclosing declarative part whose type mark is the same as *T* and that do not otherwise have an explicit disconnection specification applicable to its drivers, then the above disconnection specification has no effect.

The characteristics of the explicit disconnection specification must be such that the implicit disconnection specification, if any, is a legal disconnection specification.

- An explicit disconnection specification of the form

**disconnect all: T after** *time\_expression*;

is equivalent to an implicit disconnection specification where the reserved word **all** is replaced with a signal list comprised of the simple names of those guarded signals that are declared signals declared in the enclosing declarative part and whose type mark is the same as *T*; the remainder of the disconnection specification is otherwise unchanged. If there are no guarded signals in the enclosing declarative part whose type mark is the same as *T*, then the above disconnection specification has no effect.

The characteristics of the explicit disconnection specification must be such that the implicit disconnection specification, if any, is a legal disconnection specification.

A disconnection specification with the signal list **others** or **all** for a given type that appears in a declarative part must be the last such specification for the given type in that declarative part. No guarded signal of the given type may be declared in a given declarative part following such a disconnection specification.

The time expression in a disconnection specification must be static and must evaluate to a non-negative value.

It is an error if more than one disconnection specification applies to drivers of the same signal.

If, by the aforementioned rules, no disconnection specification applies to the drivers of a guarded, scalar signal *S* whose type mark is *T* (including a scalar subelement of a composite signal), then the following default disconnection specification is implicitly assumed:

**disconnect** *S* : *T* **after** 0 ns;

A disconnection specification that applies to the drivers of a guarded signal *S* is the *applicable disconnection specification* for the signal *S*.

Thus the implicit disconnection delay for any guarded signal is always defined, either by an explicit disconnection specification or by an implicit one.

#### NOTES

1—A disconnection specification supplying either the reserved words **others** or **all** may apply to none of the guarded signals in the current declarative part, in the event that none of the guarded signals in the current declarative part meet all of the requirements of the disconnection specification.

2—Since disconnection specifications are based on declarative parts, not on declarative regions, ports declared in an entity interface cannot be referenced by a disconnection specification in a corresponding architecture body.

*Cross-references:* disconnection statements, 9.5; guarded assignment, 9.5; guarded blocks, 9.1; guarded signals, 4.3.1.2; guarded targets, 9.5; signal guard, 9.1.

## 5.4 Step limit specification

A step limit specification specifies a maximum amount of time that is permitted to elapse between the determination of the values of a quantity and the next determination of the value of that quantity.

```

step_limit_specification ::=
    limit quantity_specification with real_expression ;

quantity_specification ::=
    quantity_list : type_mark

quantity_list ::=
    quantity_name { , quantity_name }
    | others
    | all

```

Each quantity name in a quantity list in a step limit specification must be a locally static name that denotes a quantity. Each quantity must be an explicitly declared quantity or a member of such a quantity.

If the quantity is a declared quantity or a slice thereof, the type mark must be the same as the type mark indicated in the quantity declaration for that quantity. If the quantity is an array element of an explicitly declared quantity, the type mark must be the same as the element subtype indication in the (explicit or implicit) array type declaration that declares the base type of the explicitly declared quantity. If the quantity is a record element of an explicitly declared quantity, then the type mark must be the same as the type mark in the element subtype definition of the record type declaration that declares the type of the explicitly declared quantity. Each quantity must be declared in the declarative part enclosing the step limit specification.

Subject to the aforementioned rules, a step limit specification *applies* to a quantity *Q* whose type mark denotes the type *T* under the following circumstances:

- For a scalar quantity *Q*, if an explicit or implicit step limit specification of the form  
**limit** *Q*: *T* **with** *real\_expression*;  
exists, then this step limit specification applies to *Q*.
- For a composite quantity *Q*, an explicit or implicit step limit specification of the form  
**limit** *Q*: *T* **with** *real\_expression*;  
is equivalent to a series of implicit step limit specifications, one for each scalar subelement of the quantity *Q*. Each step limit specification in the series is created as follows: it has, as its single quantity name in its quantity list, a unique scalar subelement of *Q*. Its type mark is the same as the type of the same scalar subelement of *Q*. Its real expression is the same as that of the original step limit specification.  
  
The characteristics of the step limit specification must be such that each implicit step limit specification in the series is a legal step limit specification.
- If the quantity list in an explicit or implicit step limit specification contains more than one quantity name, the step limit specification is equivalent to a series of step limit specifications, one for each quantity name in the quantity list. Each step limit specification in the series is created as follows: It has, as its single quantity name in its quantity list, a unique member of the quantity list from the original step limit specification. Its type mark and time expression are the same as those in the original step limit specification.  
  
The characteristics of the step limit specification must be such that each implicit step limit specification in the series is a legal step limit specification.
- An explicit step limit specification of the form  
**limit others**: *T* **with** *real\_expression*;  
is equivalent to an implicit step limit specification where the reserved word **others** is replaced with a quantity list comprised of the simple names of those quantities that are declared quantities declared in the enclosing declarative part, whose type mark is the same as *T*, and that do not otherwise have an explicit step limit specification applicable to it; the remainder of the step limit specification is otherwise unchanged. If there are no quantities in the enclosing declarative part whose type mark is the same as *T* and that do not otherwise have an explicit step limit specification applicable to them, then the above step limit specification has no effect.  
  
The characteristics of the explicit step limit specification must be such that the implicit step limit specification, if any, is a legal step limit specification.
- An explicit step limit specification of the form  
**limit all**: *T* **with** *real\_expression*;  
is equivalent to an implicit step limit specification where the reserved word **all** is replaced with a quantity list comprised of the simple names of those quantities that are declared quantities declared in the enclosing declarative part and whose type mark is the same as *T*; the remainder of the step limit specification is otherwise unchanged. If there are no quantities in the enclosing declarative part whose type mark is the same as *T*, then the above step limit specification has no effect.  
  
The characteristics of the explicit step limit specification must be such that the implicit step limit specification, if any, is a legal step limit specification.

A step limit specification with the quantity list **others** or **all** for a given type that appears in a declarative part must be the last such specification for the given type in that declarative part. No quantity of the given type may be declared in a given declarative part following such a step limit specification.

It is an error if more than one step limit specification applies to the same quantity.

If, by the aforementioned rules, no step limit specification applies to a scalar quantity  $Q$  whose type mark is  $T$  (including a scalar subelement of a composite quantity), then the following default step limit specification is implicitly assumed:

**limit**  $Q : T$  **with**  $X$ ;

where  $X$  is the universal time corresponding to  $REAL'HIGH$ .

Thus the step limit expression for any quantity is always defined, either by an explicit step limit specification or by an implicit one. If the value of a quantity is determined at time  $T$ , it is an error if the value of that quantity is next determined at a time greater than the value of  $T$  plus the value of the step limit expression evaluated at time  $T$  (see 12.6.6 for the process by which the analog solver determines the values of quantities, and 12.6.4 for the role that the analog solver plays in the simulation cycle).

Example:

```

library IEEE;
use Ieee.Math_real.all;
entity source is
    generic (Amplitude: REAL; Freq: REAL);
    port (quantity Sine: out REAL);
end entity source;

architecture Sinusoid of source is
    limit Sine: REAL with 0.05/Freq;           -- ensures that there are at least 20 analog
                                                    -- solution points per period of the sine wave
begin
    Sine == Amplitude * sin ( Math_2_pi * Freq * NOW );
end architecture Sinusoid;

```

#### NOTES

1—A step limit specification supplying either the reserved words **others** or **all** may apply to none of quantities in the current declarative part, in the event that none of the quantities in the current declarative part meet all of the requirements of the step limit specification.

2—Since step limit specifications are based on declarative parts, not on declarative regions, quantity ports declared in an entity interface cannot be referenced by a step limit specification in a corresponding architecture body.

*Cross-references:* quantity declarations, 4.3.1.6; the analog solver, 12.6.6.

## 6. Names

The rules applicable to the various forms of name are described in this clause.

### 6.1 Names

Names can denote declared entities, whether declared explicitly or implicitly. Names can also denote

- Objects denoted by access values
- Subelements of composite objects
- Subelements of composite values
- Slices of composite objects
- Slices of composite values
- Attributes of any named entity

name ::=

```
simple_name  
| operator_symbol  
| selected_name  
| indexed_name  
| slice_name  
| attribute_name
```

prefix ::=

```
name  
| function_call
```

Certain forms of name (indexed and selected names, slices, and attribute names) include a *prefix* that is a name or a function call. If the prefix of a name is a function call, then the name denotes an element, a slice, or an attribute, either of the result of the function call, or (if the result is an access value) of the object designated by the result. Function calls are defined in 7.3.3.

If the type of a prefix is an access type, then the prefix must not be a name that denotes a formal parameter of mode **out** or a member thereof.

A prefix is said to be *appropriate* for a type or nature in either of the following cases:

- The type or nature of the prefix is the type or nature considered
- The type of the prefix is an access type whose designated type is the type considered

The evaluation of a name determines the named entity denoted by the name. The evaluation of a name that has a prefix includes the evaluation of the prefix, that is, of the corresponding name or function call. If the type of the prefix is an access type, the evaluation of the prefix includes the determination of the object designated by the corresponding access value. In such a case, it is an error if the value of the prefix is a null access value. It is an error if, after all type analysis (including overload resolution) the name is ambiguous.

A name is said to be a *static name* if and only if one of the following conditions holds:

- The name is a simple name or selected name (including those that are expanded names) that does not denote a function call or an object or value of an access type and (in the case of a selected name) whose prefix is a static name.
- The name is an indexed name whose prefix is a static name, and every expression that appears as part of the name is a static expression.
- The name is a slice name whose prefix is a static name and whose discrete range is a static discrete range.

Furthermore, a name is said to be a *locally static name* if and only if one of the following conditions hold:

- The name is a simple name or selected name (including those that are expanded names) that is not an alias and that does not denote a function call or an object or a value of an access type and (in the case of a selected name) whose prefix is a locally static name.
- The name is a simple name or selected name (including those that are expanded names) that is an alias, and that the aliased name given in the corresponding alias declaration (see 4.3.3) is a locally static name, and (in the case of a selected name) whose prefix is a locally static name.
- The name is an indexed name whose prefix is a locally static name, and every expression that appears as part of the name is a locally static expression.
- The name is a slice name whose prefix is a locally static name and whose discrete range is a locally static discrete range.

A *static signal name* is a static name that denotes a signal. The *longest static prefix* of a signal name is the name itself, if the name is a static signal name; otherwise, it is the longest prefix of the name that is a static signal name. Similarly, a *static variable name* is a static name that denotes a variable, and the longest static prefix of a variable name is the name itself, if the name is a static variable name; otherwise, it is the longest prefix of the name that is a static variable name. The terms *static quantity name* and its longest static prefix, and *static terminal name* and its longest static prefix are defined similarly.

Examples:

|            |   |
|------------|---|
| S(C,2)     | --A static name: C is a static constant.        |
| R(J to 16) | --A nonstatic name: J is a signal.              |
|            | --R is the longest static prefix of R(J to 16). |
| T(n)       | --A static name; n is a generic constant.       |
| T(2)       | --A locally static name.                        |

## 6.2 Simple names

A simple name for a named entity is either the identifier associated with the entity by its declaration, or another identifier associated with the entity by an alias declaration. In particular, the simple name for an entity interface, a configuration, a package, a procedure, or a function is the identifier that appears in the corresponding entity declaration, configuration declaration, package declaration, procedure declaration, or function declaration, respectively. The simple name of an architecture is that defined by the identifier of the architecture body.

```
simple_name ::= identifier
```

The evaluation of a simple name has no other effect than to determine the named entity denoted by the name.

### 6.3 Selected names

A selected name is used to denote a named entity whose declaration appears either within the declaration of another named entity or within a design library.

```
selected_name ::= prefix . suffix
```

```
suffix ::=  
    simple_name  
    | character_literal  
    | operator_symbol  
    | all
```

A selected name may be used to denote an element of a record, an object designated by an access value, or a named entity whose declaration is contained within another named entity, particularly within a library or a package. Furthermore, a selected name may be used to denote all named entities whose declarations are contained within a library or a package.

For a selected name that is used to denote a record element, the suffix must be a simple name denoting an element of a record object or value. The prefix must be appropriate for the type or nature of this object or value.

For a selected name that is used to denote the object designated by an access value, the suffix must be the reserved word **all**. The prefix must belong to an access type.

The remaining forms of selected names are called *expanded names*. The prefix of an expanded name may not be a function call.

An expanded name denotes a primary unit contained in a design library if the prefix denotes the library and the suffix is the simple name of a primary unit whose declaration is contained in that library. An expanded name denotes all primary units contained in a library if the prefix denotes the library and the suffix is the reserved word **all**. An expanded name is not allowed for a secondary unit, particularly for an architecture body.

An expanded name denotes a named entity declared in a package if the prefix denotes the package and the suffix is the simple name, character literal, or operator symbol of a named entity whose declaration occurs immediately within that package. An expanded name denotes all named entities declared in a package if the prefix denotes the package and the suffix is the reserved word **all**.

An expanded name denotes a named entity declared immediately within a named construct if the prefix denotes a construct that is an entity interface, an architecture, a subprogram, a block statement, a process statement, a simultaneous procedural statement, a generate statement, or a loop statement, and the suffix is the simple name, character literal, or operator symbol of a named entity whose declaration occurs immediately within that construct. This form of expanded name is only allowed within the construct itself.

If, according to the visibility rules, there is at least one possible interpretation of the prefix of a selected name as the name of an enclosing entity interface, architecture, subprogram, block statement, process statement, simultaneous procedural statement, generate statement, or loop statement, then the only interpretations considered are those of the immediately preceding paragraph. In this case, the selected name is always interpreted as an expanded name. In particular, no interpretations of the prefix as a function call are considered.

Examples:

```
-- Given the following declarations:
```

```

type INSTR_TYPE is
    record
        OPCODE: OPCODE_TYPE;
    end record;
signal INSTRUCTION: INSTR_TYPE;

```

-- The name "INSTRUCTION.OPCODE" is the name of a record element.

-- Given the following declarations:

```

type INSTR_PTR is access INSTR_TYPE;
variable PTR: INSTR_PTR;

```

-- The name "PTR.all" is the name of the object designated by PTR.

-- Given the following library clause:

```

library TTL, CMOS;

```

-- The name "TTL.SN74LS221" is the name of a design unit contained in a library  
 -- and the name "CMOS.all" denotes all design units contained in a library.

-- Given the following declaration and use clause:

```

library MKS;
use MKS.MEASUREMENTS, STD.STANDARD;

```

-- The name "MEASUREMENTS.VOLTAGE" denotes a named entity declared in a  
 -- package and the name "STANDARD.all" denotes all named entities declared in a  
 -- package.

-- Given the following process label and declarative part:

```

P: process
    variable DATA: INTEGER;
begin
    -- Within process P, the name "P.DATA" denotes a named entity declared in process P.
end process;

```

## NOTES

1—The object denoted by an access value is accessed differently depending on whether the entire object or a subelement of the object is desired. If the entire object is desired, a selected name whose prefix denotes the access value and whose suffix is the reserved word **all** is used. In this case, the access value is not automatically dereferenced, since it is necessary to distinguish an access value from the object denoted by an access value.

If a subelement of the object is desired, a selected name whose prefix denotes the access value is again used; however, the suffix in this case denotes the subelement. In this case, the access value is automatically dereferenced.

These two cases are shown in the following example:

```

type rec;

type recptr is access rec;

type rec is

```

```

record
  value          : INTEGER;
  \next\        : recptr;
end record;

```

```

variable list1, list2: recptr;
variable recobj: rec;

```

```

list2 := list1;           -- Access values are copied;
                        -- list1 and list2 now denote the same object.
list2 := list1.\next\;   -- list2 denotes the same object as list1.\next\.
                        -- list1.\next\ is the same as list1.all.\next\.
                        -- An implicit dereference of the access value occurs before the
                        -- "\next\" field is selected.
recobj := list2.all;-- An explicit dereference is needed here.

```

2—Overload resolution may be used to disambiguate selected names. See rules 1 and 3 of 10.5.

3—If, according to the rules of this clause and of 10.5, there is not exactly one interpretation of a selected name that satisfies these rules, then the selected name is ambiguous.

## 6.4 Indexed names

An indexed name denotes an element of an array.

```

indexed_name ::= prefix ( expression { , expression } )

```

The prefix of an indexed name must be appropriate for an array type or nature. The expressions specify the index values for the element; there must be one such expression for each index position of the array, and each expression must be of the type of the corresponding index. For the evaluation of an indexed name, the prefix and the expressions are evaluated. It is an error if an index value does not belong to the range of the corresponding index range of the array.

Examples:

```

REGISTER_ARRAY(5)      --An element of a one-dimensional array.
MEMORY_CELL(1024,7)   --An element of a two-dimensional array.

```

NOTE—If a name (including one used as a prefix) has an interpretation both as an indexed name and as a function call, then the innermost complete context is used to disambiguate the name. If, after applying this rule, there is not exactly one interpretation of the name, then the name is ambiguous. See 10.5.

## 6.5 Slice names

A slice name denotes a one-dimensional array composed of a sequence of consecutive elements of another one-dimensional array. A slice of a signal is a signal; a slice of a variable is a variable; a slice of a constant is a constant; a slice of a value is a value; a slice of a quantity is a quantity; a slice of a terminal is a terminal.

```

slice_name ::= prefix ( discrete_range )

```

The prefix of a slice must be appropriate for a one-dimensional array object. The base type or nature of this array type or nature is the type or nature of the slice.

The bounds of the discrete range define those of the slice and must be of the type of the index of the array. The slice is a *null slice* if the discrete range is a null range. It is an error if the direction of the discrete range is not the same as that of the index range of the array denoted by the prefix of the slice name.

For the evaluation of a name that is a slice, the prefix and the discrete range are evaluated. It is an error if either of the bounds of the discrete range does not belong to the index range of the prefixing array, unless the slice is a null slice. (The bounds of a null slice need not belong to the subtype of the index.)

Examples:

```

signal R15: BIT_VECTOR (0 to 31) ;
constant DATA: BIT_VECTOR (31 downto 0) ;

R15(0 to 7)           -- A slice with an ascending range.
DATA(24 downto 1)    -- A slice with a descending range.
DATA(1 downto 24)    -- A null slice.
DATA(24 to 25)       -- An error.

```

NOTE—If A is a one-dimensional array of objects, the name A(N to N) or A(N downto N) is a slice that contains one element; its type is the base type of A. On the other hand, A(N) is an element of the array A and has the corresponding element type.

## 6.6 Attribute names

An attribute name denotes a value, function, type, range, signal, quantity, or constant associated with a named entity.

```

attribute_name ::=
  prefix [ signature ] ' attribute_designator [ ( expression { , expression } ) ]

```

```

attribute_designator ::= attribute_simple_name

```

The applicable attribute designators depend on the prefix plus the signature, if any. The meaning of the prefix of an attribute must be determinable independently of the attribute designator and independently of the fact that it is the prefix of an attribute.

A signature may follow the prefix if and only if the prefix denotes a subprogram or enumeration literal, or an alias thereof. In this case, the signature is required to match (see 2.3.2) the parameter and result type profile of exactly one visible subprogram or enumeration literal, as is appropriate to the prefix.

If the attribute designator denotes a predefined attribute, the expressions either must or may appear, depending upon the definition of that attribute (see Clause 14); otherwise, they must not be present.

If the prefix of an attribute name denotes an alias, then the attribute name denotes an attribute of the aliased name and not the alias itself, except when the attribute designator denotes any of the predefined attributes 'SIMPLE\_NAME, 'PATH\_NAME, or 'INSTANCE\_NAME. If the prefix of an attribute name denotes an alias and the attribute designator denotes any of the predefined attributes SIMPLE\_NAME, 'PATH\_NAME, or 'INSTANCE\_NAME, then the attribute name denotes the attribute of the alias and not of the aliased name.

If the attribute designator denotes a user-defined attribute, the prefix cannot denote a subelement or a slice of an object.

Examples:

```

REG'LEFT(1)           --The leftmost index bound of array REG.
INPUT_PIN'PATH_NAME   --The hierarchical path name of the port INPUT_PIN.
CLK'DELAYED(5 ns)     --The signal CLK delayed by 5 ns.

```

## 7. Expressions

The rules applicable to the different forms of expression, and to their evaluation, are given in this clause.

### 7.1 Rules for expressions

An expression is a formula that defines the computation of a value.

```
expression ::=
    relation { and relation }
    | relation { or relation }
    | relation { xor relation }
    | relation [ nand relation ]
    | relation [ nor relation ]
    | relation { xnor relation }
relation ::=
    shift_expression [ relational_operator shift_expression ]
shift_expression ::=
    simple_expression [ shift_operator simple_expression ]
simple_expression ::=
    [ sign ] term { adding_operator term }
term ::=
    factor { multiplying_operator factor }
factor ::=
    primary [ ** primary ]
    | abs primary
    | not primary
primary ::=
    name
    | literal
    | aggregate
    | function_call
    | qualified_expression
    | type_conversion
    | allocator
    | ( expression )
```

Each primary has a value and a type. The only names allowed as primaries are attributes that yield values and names denoting objects (except terminals; the name of a terminal is not allowed as a primary) or values. In the case of names denoting objects, the value of the primary is the value of the object.

The type of an expression depends only upon the types of its operands and on the operators applied; for an overloaded operand or operator, the determination of the operand type, or the identification of the overloaded operator, depends on the context (see 10.5). For each predefined operator, the operand and result types are given in the following clause.

NOTE—The syntax for an expression involving logical operators allows a sequence of **and**, **or**, **xor**, or **xnor** operators (whether predefined or user-defined), since the corresponding predefined operations are associative. For the operators **nand** and **nor** (whether predefined or user-defined), however, such a sequence is not allowed, since the corresponding predefined operations are not associative.

## 7.2 Operators

The operators that may be used in expressions are defined below. Each operator belongs to a class of operators, all of which have the same precedence level; the classes of operators are listed in order of increasing precedence.

|                        |     |            |  |            |  |             |  |            |  |            |  |             |
|------------------------|-----|------------|--|------------|--|-------------|--|------------|--|------------|--|-------------|
| logical_operator       | ::= | <b>and</b> |  | <b>or</b>  |  | <b>nand</b> |  | <b>nor</b> |  | <b>xor</b> |  | <b>xnor</b> |
| relational_operator    | ::= | =          |  | /=         |  | <           |  | <=         |  | >          |  | >=          |
| shift_operator         | ::= | <b>sll</b> |  | <b>srl</b> |  | <b>sla</b>  |  | <b>sra</b> |  | <b>rol</b> |  | <b>ror</b>  |
| adding_operator        | ::= | +          |  | -          |  | &           |  |            |  |            |  |             |
| sign                   | ::= | +          |  | -          |  |             |  |            |  |            |  |             |
| multiplying_operator   | ::= | *          |  | /          |  | <b>mod</b>  |  | <b>rem</b> |  |            |  |             |
| miscellaneous_operator | ::= | **         |  | <b>abs</b> |  | <b>not</b>  |  |            |  |            |  |             |

Operators of higher precedence are associated with their operands before operators of lower precedence. Where the language allows a sequence of operators, operators with the same precedence level are associated with their operands in textual order, from left to right. The precedence of an operator is fixed and may not be changed by the user, but parentheses can be used to control the association of operators and operands.

In general, operands in an expression are evaluated before being associated with operators. For certain operations, however, the right-hand operand is evaluated if and only if the left-hand operand has a certain value. These operations are called *short-circuit* operations. The logical operations **and**, **or**, **nand**, and **nor** defined for operands of types BIT and BOOLEAN are all short-circuit operations; furthermore, these are the only short-circuit operations.

Every predefined operator is a pure function (see 2.1). No predefined operators have named formal parameters; therefore, named association (see 4.3.2.2) may not be used when invoking a predefined operation.

### NOTES

1—The predefined operators for the standard types are declared in package STANDARD as shown in 14.2.

2—The operator **not** is classified as a miscellaneous operator for the purposes of defining precedence, but is otherwise classified as a logical operator.

### 7.2.1 Logical operators

The logical operators **and**, **or**, **nand**, **nor**, **xor**, **xnor**, and **not** are defined for predefined types BIT and BOOLEAN. They are also defined for any one-dimensional array type whose element type is BIT or BOOLEAN. For the binary operators **and**, **or**, **nand**, **nor**, **xor**, and **xnor**, the operands must be of the same base type. Moreover, for the binary operators **and**, **or**, **nand**, **nor**, **xor**, and **xnor** defined on one-dimensional array types, the operands must be arrays of the same length, the operation is performed on matching elements of the arrays, and the result is an array with the same index range as the left operand. For the unary operator **not** defined on one-dimensional array types, the operation is performed on each element of the operand, and the result is an array with the same index range as the operand.

The effects of the logical operators are defined in the following tables. The symbol T represents TRUE for type BOOLEAN, '1' for type BIT; the symbol F represents FALSE for type BOOLEAN, '0' for type BIT.

|          |          |                |          |          |               |          |          |                |
|----------|----------|----------------|----------|----------|---------------|----------|----------|----------------|
| <u>A</u> | <u>B</u> | <u>A and B</u> | <u>A</u> | <u>B</u> | <u>A or B</u> | <u>A</u> | <u>B</u> | <u>A xor B</u> |
| T        | T        | T              | T        | T        | T             | T        | T        | F              |
| T        | F        | F              | T        | F        | T             | T        | F        | T              |
| F        | T        | F              | F        | T        | T             | F        | T        | T              |
| F        | F        | F              | F        | F        | F             | F        | F        | F              |

|          |          |                 |          |          |                |          |          |                 |
|----------|----------|-----------------|----------|----------|----------------|----------|----------|-----------------|
| <u>A</u> | <u>B</u> | <u>A nand B</u> | <u>A</u> | <u>B</u> | <u>A nor B</u> | <u>A</u> | <u>B</u> | <u>A xnor B</u> |
| T        | T        | F               | T        | T        | F              | T        | T        | T               |
| T        | F        | T               | T        | F        | F              | T        | F        | F               |
| F        | T        | T               | F        | T        | F              | F        | T        | F               |
| F        | F        | T               | F        | F        | T              | F        | F        | T               |

|          |              |
|----------|--------------|
| <u>A</u> | <u>not A</u> |
| T        | F            |
| F        | T            |

For the short-circuit operations **and**, **or**, **nand**, and **nor** on types BIT and BOOLEAN, the right operand is evaluated only if the value of the left operand is not sufficient to determine the result of the operation. For operations **and** and **nand**, the right operand is evaluated only if the value of the left operand is T; for operations **or** and **nor**, the right operand is evaluated only if the value of the left operand is F.

NOTE—All of the binary logical operators belong to the class of operators with the lowest precedence. The unary logical operator **not** belongs to the class of operators with the highest precedence.

### 7.2.2 Relational operators

Relational operators include tests for equality, inequality, and ordering of operands. The operands of each relational operator must be of the same type. The result type of each relational operator is the predefined type BOOLEAN.

| Operator           | Operation  | Operand type                              | Result type |
|--------------------|------------|---|-------------|
| =                  | Equality   | Any type                                  | BOOLEAN     |
| /=                 | Inequality | Any type                                  | BOOLEAN     |
| <<br><=<br>><br>>= | Ordering   | Any scalar type or<br>discrete array type | BOOLEAN     |

The equality and inequality operators (= and /=) are defined for all types other than file types. The equality operator returns the value TRUE if the two operands are equal and returns the value FALSE otherwise. The inequality operator returns the value FALSE if the two operands are equal and returns the value TRUE otherwise.

Two scalar values of the same type are equal if and only if the values are the same. Two composite values of the same type are equal if and only if for each element of the left operand there is a *matching element* of the right operand and vice versa, and the values of matching elements are equal, as given by the predefined equality operator for the element type. In particular, two null arrays of the same type are always equal. Two values of an access type are equal if and only if they both designate the same object or they both are equal to the null value for the access type.

For two record values, matching elements are those that have the same element identifier. For two one-dimensional array values, matching elements are those (if any) whose index values match in the following sense: the left bounds of the index ranges are defined to match; if two elements match, the elements immediately to their right are also defined to match. For two multidimensional array values, matching elements are those whose indices match in successive positions.

The ordering operators are defined for any scalar type and for any discrete array type. A *discrete array* is a one-dimensional array whose elements are of a discrete type. Each operator returns TRUE if the corresponding relation is satisfied; otherwise, the operator returns FALSE.

For scalar types, ordering is defined in terms of the relative values. For discrete array types, the relation < (less than) is defined such that the left operand is less than the right operand if and only if

- a) The left operand is a null array and the right operand is a nonnull array; otherwise,
- b) Both operands are nonnull arrays, and one of the following conditions is satisfied:
  - 1) The leftmost element of the left operand is less than that of the right; or
  - 2) The leftmost element of the left operand is equal to that of the right, and the tail of the left operand is less than that of the right (the tail consists of the remaining elements to the right of the leftmost element and can be null).

The relation <= (less than or equal) for discrete array types is defined to be the inclusive disjunction of the results of the < and = operators for the same two operands. The relations > (greater than) and >= (greater than or equal) are defined to be the complements of the <= and < operators, respectively, for the same two operands.

### 7.2.3 Shift operators

The shift operators **sll**, **srl**, **sla**, **sra**, **rol**, and **ror** are defined for any one-dimensional array type whose element type is either of the predefined types BIT or BOOLEAN.

|            | Operation              | Left operand type   | Right operand type | Result type  |
|------------|------------------------|---|--------------------|--------------|
| <b>sll</b> | Shift left logical     | Any one-dimensional array type whose element type is BIT or BOOLEAN | INTEGER            | Same as left |
| <b>srl</b> | Shift right logical    | Any one-dimensional array type whose element type is BIT or BOOLEAN | INTEGER            | Same as left |
| <b>sla</b> | Shift left arithmetic  | Any one-dimensional array type whose element type is BIT or BOOLEAN | INTEGER            | Same as left |
| <b>sra</b> | Shift right arithmetic | Any one-dimensional array type whose element type is BIT or BOOLEAN | INTEGER            | Same as left |
| <b>rol</b> | Rotate left logical    | Any one-dimensional array type whose element type is BIT or BOOLEAN | INTEGER            | Same as left |
| <b>ror</b> | Rotate right logical   | Any one-dimensional array type whose element type is BIT or BOOLEAN | INTEGER            | Same as left |

The index subtypes of the return values of all shift operators are the same as the index subtypes of their left arguments.

The values returned by the shift operators are defined as follows. In the remainder of this clause, the values of their leftmost arguments are referred to as L and the values of their rightmost arguments are referred to as R.

- The **sll** operator returns a value that is L logically shifted left by R index positions. That is, if R is 0 or if L is a null array, the return value is L. Otherwise, a basic shift operation replaces L with a value that is the result of a concatenation whose left argument is the rightmost (L'Length – 1) elements of L and whose right argument is T'Left, where T is the element type of L. If R is positive, this basic shift operation is repeated R times to form the result. If R is negative, then the return value is the value of the expression **L srl –R**.
- The **srl** operator returns a value that is L logically shifted right by R index positions. That is, if R is 0 or if L is a null array, the return value is L. Otherwise, a basic shift operation replaces L with a value that is the result of a concatenation whose right argument is the leftmost (L'Length – 1) elements of L and whose left argument is T'Left, where T is the element type of L. If R is positive, this basic shift operation is repeated R times to form the result. If R is negative, then the return value is the value of the expression **L sll –R**.
- The **sla** operator returns a value that is L arithmetically shifted left by R index positions. That is, if R is 0 or if L is a null array, the return value is L. Otherwise, a basic shift operation replaces L with a value that is the result of a concatenation whose left argument is the rightmost (L'Length – 1) elements of L and whose right argument is L(L'Right). If R is positive, this basic shift operation is repeated R times to form the result. If R is negative, then the return value is the value of the expression **L sra –R**.
- The **sra** operator returns a value that is L arithmetically shifted right by R index positions. That is, if R is 0 or if L is a null array, the return value is L. Otherwise, a basic shift operation replaces L with a value that is the result of a concatenation whose right argument is the leftmost (L'Length – 1) elements of L and whose left argument is L(L'Left). If R is positive, this basic shift operation is repeated R times to form the result. If R is negative, then the return value is the value of the expression **L sla –R**.
- The **rol** operator returns a value that is L rotated left by R index positions. That is, if R is 0 or if L is a null array, the return value is L. Otherwise, a basic rotate operation replaces L with a value that is the result of a concatenation whose left argument is the rightmost (L'Length – 1) elements of L and whose right argument is L(L'Left). If R is positive, this basic rotate operation is repeated R times to form the result. If R is negative, then the return value is the value of the expression **L ror –R**.
- The **ror** operator returns a value that is L rotated right by R index positions. That is, if R is 0 or if L is a null array, the return value is L. Otherwise, a basic rotate operation replaces L with a value that is the result of a concatenation whose right argument is the leftmost (L'Length – 1) elements of L and whose left argument is L(L'Right). If R is positive, this basic rotate operation is repeated R times to form the result. If R is negative, then the return value is the value of the expression **L rol –R**.

#### NOTES

1—The logical operators may be overloaded, for example, to disallow negative integers as the second argument.

2—The subtype of the result of a shift operator is the same as that of the left operand.

### 7.2.4 Adding operators

The adding operators + and – are predefined for any numeric type and have their conventional mathematical meaning. The concatenation operator & is predefined for any one-dimensional array type.

| Operator | Operation     | Left operand type | Right operand type | Result type     |
|----------|---------------|-------------------|--------------------|-----------------|
| +        | Addition      | Any numeric type  | Same type          | Same type       |
| -        | Subtraction   | Any numeric type  | Same type          | Same type       |
| &        | Concatenation | Any array type    | Same array type    | Same array type |
|          |               | Any array type    | The element type   | Same array type |
|          |               | The element type  | Any array type     | Same array type |
|          |               | The element type  | The element type   | Any array type  |

For concatenation, there are three mutually exclusive cases:

- a) If both operands are one-dimensional arrays of the same type, the result of the concatenation is a one-dimensional array of this same type whose length is the sum of the lengths of its operands, and whose elements consist of the elements of the left operand (in left-to-right order) followed by the elements of the right operand (in left-to-right order). The direction of the result is the direction of the left operand, unless the left operand is a null array, in which case the direction of the result is that of the right operand.

If both operands are null arrays, then the result of the concatenation is the right operand. Otherwise, the direction and bounds of the result are determined as follows: Let *S* be the index subtype of the base type of the result. The direction of the result of the concatenation is the direction of *S*, and the left bound of the result is *S*'LEFT.

- b) If one of the operands is a one-dimensional array and the type of the other operand is the element type of this aforementioned one-dimensional array, the result of the concatenation is given by the rules in case a, using in place of the other operand an implicit array having this operand as its only element.
- c) If both operands are of the same type and it is the element type of some one-dimensional array type, the type of the result must be known from the context and is this one-dimensional array type. In this case, each operand is treated as the one element of an implicit array, and the result of the concatenation is determined as in case a) above.

In all cases, it is an error if either bound of the index subtype of the result does not belong to the index subtype of the type of the result, unless the result is a null array. It is also an error if any element of the result does not belong to the element subtype of the type of the result.

Examples:

```
subtype BYTE is BIT_VECTOR (7 downto 0);
```

```
type MEMORY is array (Natural range <>) of BYTE;
```

```
-- The following concatenation accepts two BIT_VECTORS and returns a BIT_VECTOR
-- (case a):
```

```
constant ZERO: BYTE := "0000" & "0000";
```

```
-- The next two examples show that the same expression can represent either case a or
-- case c, depending on the context of the expression.
```

```
-- The following concatenation accepts two BIT_VECTORS and returns a BIT_VECTOR
-- (case a):
```

```

constant C1: BIT_VECTOR := ZERO & ZERO;
-- The following concatenation accepts two BIT_VECTORS and returns a MEMORY
-- (case c):

constant C2: MEMORY := ZERO & ZERO;
-- The following concatenation accepts a BIT_VECTOR and a MEMORY, returning a
-- MEMORY (case b):

constant C3: MEMORY := ZERO & C2;
-- The following concatenation accepts a MEMORY and a BIT_VECTOR, returning a
-- MEMORY (case b):

constant C4: MEMORY := C2 & ZERO;
-- The following concatenation accepts two MEMORIES and returns a MEMORY (case a):

constant C5: MEMORY := C2 & C3;

type R1 is 0 to 7;
type R2 is 7 downto 0;

type T1 is array (R1 range <>) of Bit;
type T2 is array (R2 range <>) of Bit;

subtype S1 is T1(R1);
subtype S2 is T2(R2);

constant K1: S1 := (others => '0');
constant K2: T1 := K1(1 to 3) & K1(3 to 4);           -- K2'Left = 0 and K2'Right = 4
constant K3: T1 := K1(5 to 7) & K1(1 to 2);         -- K3'Left = 0 and K3'Right = 4
constant K4: T1 := K1(2 to 1) & K1(1 to 2);         -- K4'Left = 0 and K4'Right = 1

constant K5: S2 := (others => '0');
constant K6: T2 := K5(3 downto 1) & K5(4 downto 3); -- K6'Left = 7 and K6'Right = 3
constant K7: T2 := K5(7 downto 5) & K5(2 downto 1); -- K7'Left = 7 and K7'Right = 3
constant K8: T2 := K5(1 downto 2) & K5(2 downto 1); -- K8'Left = 7 and K8'Right = 6

```

#### NOTES

1—For a given concatenation whose operands are of the same type, there may be visible more than one array type that could be the result type according to the rules of case c. The concatenation is ambiguous and therefore an error if, using the overload resolution rules of 2.3 and 10.5, the type of the result is not uniquely determined.

2—Additionally, for a given concatenation, there may be visible array types that allow both case a and case c to apply. The concatenation is again ambiguous and therefore an error if the overload resolution rules cannot be used to determine a result type uniquely.

## 7.2.5 Sign operators

Signs + and – are predefined for any numeric type and have their conventional mathematical meaning: they respectively represent the identity and negation functions. For each of these unary operators, the operand and the result have the same type.

| Operator | Operation | Operand type     | Result type |
|----------|-----------|------------------|-------------|
| +        | Identity  | Any numeric type | Same type   |
| –        | Negation  | Any numeric type | Same type   |

NOTE—Because of the relative precedence of signs + and – in the grammar for expressions, a signed operand must not follow a multiplying operator, the exponentiating operator \*\*, or the operators **abs** and **not**. For example, the syntax does not allow the following expressions:

$A/+B$                       -- *An illegal expression*  
 $A**_B$                       -- *An illegal expression*

However, these expressions may be rewritten legally as follows:

$A/(+B)$                     -- A legal expression  
 $A ** (-B)$                 -- A legal expression

## 7.2.6 Multiplying operators

The operators \* and / are predefined for any integer and any floating point type and have their conventional mathematical meaning; the operators **mod** and **rem** are predefined for any integer type. For each of these operators, the operands and the result are of the same type.

| Operator   | Operation      | Left operand type       | Right operand type | Result type |
|------------|----------------|-------------------------|--------------------|-------------|
| *          | Multiplication | Any integer type        | Same type          | Same type   |
|            |                | Any floating point type | Same type          | Same type   |
| /          | Division       | Any integer type        | Same type          | Same type   |
|            |                | Any floating point type | Same type          | Same type   |
| <b>mod</b> | Modulus        | Any integer type        | Same type          | Same type   |
| <b>rem</b> | Remainder      | Any integer type        | Same type          | Same type   |

Integer division and remainder are defined by the following relation:

$$A = (A/B) * B + (A \text{ rem } B)$$

where  $(A \text{ rem } B)$  has the sign of A and an absolute value less than the absolute value of B. Integer division satisfies the following identity:

$$(_A)/B = _(A/B) = A/(_B)$$

The result of the modulus operation is such that ( $A \bmod B$ ) has the sign of B and an absolute value less than the absolute value of B; in addition, for some integer value N, this result must satisfy the relation:

$$A = B*N + (A \bmod B)$$

In addition to the above table, the operators \* and / are predefined for any physical type.

| Operator | Operation      | Left operand type | Right operand type | Result type       |
|----------|----------------|-------------------|--------------------|-------------------|
| *        | Multiplication | Any physical type | INTEGER            | Same as left      |
|          |                | Any physical type | REAL               | Same as left      |
|          |                | INTEGER           | Any physical type  | Same as right     |
|          |                | REAL              | Any physical type  | Same as right     |
| /        | Division       | Any physical type | INTEGER            | Same as left      |
|          |                | Any physical type | REAL               | Same as left      |
|          |                | Any physical type | The same type      | Universal integer |

Multiplication of a value P of a physical type  $T_p$  by a value I of type INTEGER is equivalent to the following computation:

$$T_p'Val(T_p'Pos(P) * I)$$

Multiplication of a value P of a physical type  $T_p$  by a value F of type REAL is equivalent to the following computation:

$$T_p'Val(INTEGER(REAL(T_p'Pos(P)) * F))$$

Division of a value P of a physical type  $T_p$  by a value I of type INTEGER is equivalent to the following computation:

$$T_p'Val(T_p'Pos(P) / I)$$

Division of a value P of a physical type  $T_p$  by a value F of type REAL is equivalent to the following computation:

$$T_p'Val(INTEGER(REAL(T_p'Pos(P)) / F))$$

Division of a value P of a physical type  $T_p$  by a value P2 of the same physical type is equivalent to the following computation:

$$T_p'Pos(P) / T_p'Pos(P2)$$

Examples:

$$5 \text{ rem } 3 = 2$$

```

5  mod   3  =  2
(-5) rem  3  = -2
(-5) mod  3  =  1
(-5) rem (-3) = -2
(-5) mod (-3) = -2
  5  rem (-3) =  2
  5  mod (-3) = -1

```

NOTE—Because of the precedence rules (see 7.2), the expression “`-5 rem 2`” is interpreted as “`-(5 rem 2)`” and not as “`(-5) rem 2`”.

### 7.2.7 Miscellaneous operators

The unary operator **abs** is predefined for any numeric type.

| Operator   | Operation      | Operand type     | Result type       |
|------------|----------------|------------------|-------------------|
| <b>abs</b> | Absolute value | Any numeric type | Same numeric type |

The *exponentiating* operator **\*\*** is predefined for each integer type and for each floating point type. In either case the right operand, called the exponent, is of the predefined type INTEGER.

| Operator  | Operation      | Left operand type       | Right operand type | Result type  |
|-----------|----------------|-------------------------|--------------------|--------------|
| <b>**</b> | Exponentiation | Any integer type        | INTEGER            | Same as left |
|           |                | Any floating point type | INTEGER            | Same as left |

Exponentiation with an integer exponent is equivalent to repeated multiplication of the left operand by itself for a number of times indicated by the absolute value of the exponent and from left to right; if the exponent is negative, then the result is the reciprocal of that obtained with the absolute value of the exponent. Exponentiation with a negative exponent is only allowed for a left operand of a floating point type. Exponentiation by a zero exponent results in the value one. Exponentiation of a value of a floating point type is approximate.

## 7.3 Operands

The operands in an expression include names (that denote objects, values, or attributes that result in a value), literals, aggregates, function calls, qualified expressions, type conversions, and allocators. In addition, an expression enclosed in parentheses may be an operand in an expression. Names are defined in 6.1; the other kinds of operands are defined in the following subclauses.

### 7.3.1 Literals

A literal is either a numeric literal, an enumeration literal, a string literal, a bit string literal, or the literal **null**.

```

literal ::=
    numeric_literal

```

```

| enumeration_literal
| string_literal
| bit_string_literal
| null

```

```

numeric_literal ::=
  abstract_literal
| physical_literal

```

Numeric literals include literals of the abstract types *universal\_integer* and *universal\_real*, as well as literals of physical types. Abstract literals are defined in 13.4; physical literals are defined in 3.1.3.

Enumeration literals are literals of enumeration types. They include both identifiers and character literals. Enumeration literals are defined in 3.1.1.

String and bit string literals are representations of one-dimensional arrays of characters. The type of a string or bit string literal must be determinable solely from the context in which the literal appears, excluding the literal itself but using the fact that the type of the literal must be a one-dimensional array of a character type. The lexical structure of string and bit string literals is defined in Clause 13.

For a nonnull array value represented by either a string or bit-string literal, the direction and bounds of the array value are determined according to the rules for positional array aggregates, where the number of elements in the aggregate is equal to the length (see 13.6 and 13.7) of the string or bit string literal. For a null array value represented by either a string or bit-string literal, the direction and leftmost bound of the array value are determined as in the non-null case. If the direction is ascending, then the rightmost bound is the predecessor (as given by the 'PRED attribute) of the leftmost bound; otherwise the rightmost bound is the successor (as given by the 'SUCC attribute) of the leftmost bound.

The character literals corresponding to the graphic characters contained within a string literal or a bit string literal must be visible at the place of the string literal.

The literal **null** represents the null access value for any access type.

Evaluation of a literal yields the corresponding value.

Examples:

```

3.14159_26536      -- A literal of type universal_real.
5280               -- A literal of type universal_integer.
10.7 ns           -- A literal of a physical type.
O"4777"           -- A bit-string literal.
"54LS281"         -- A string literal.
""                -- A string literal representing a null array.

```

### 7.3.2 Aggregates

An aggregate is a basic operation (see the introduction to Clause 3) that combines one or more values into a composite value of a record or array type.

```

aggregate ::=
  ( element_association { , element_association } )

```

```

element_association ::=
  [ choices => ] expression

```

```
choices ::= choice { | choice }
```

```
choice ::=
    simple_expression
  | discrete_range
  | element_simple_name
  | others
```

Each element association associates an expression with elements (possibly none). An element association is said to be *named* if the elements are specified explicitly by choices; otherwise, it is said to be *positional*. For a positional association, each element is implicitly specified by position in the textual order of the elements in the corresponding type declaration.

Both named and positional associations can be used in the same aggregate, with all positional associations appearing first (in textual order) and all named associations appearing next (in any order, except that no associations may follow an **others** association). Aggregates containing a single element association must always be specified using named association in order to distinguish them from parenthesized expressions.

An element association with a choice that is an element simple name is only allowed in a record aggregate. An element association with a choice that is a simple expression or a discrete range is only allowed in an array aggregate: a simple expression specifies the element at the corresponding index value, whereas a discrete range specifies the elements at each of the index values in the range. The discrete range has no significance other than to define the set of choices implied by the discrete range. In particular, the direction specified or implied by the discrete range has no significance. An element association with the choice **others** is allowed in either an array aggregate or a record aggregate if the association appears last and has this single choice; it specifies all remaining elements, if any.

Each element of the value defined by an aggregate must be represented once and only once in the aggregate.

The type of an aggregate must be determinable solely from the context in which the aggregate appears, excluding the aggregate itself but using the fact that the type of the aggregate must be a composite type. The type of an aggregate in turn determines the required type for each of its elements.

### 7.3.2.1 Record aggregates

If the type of an aggregate is a record type, the element names given as choices must denote elements of that record type. If the choice **others** is given as a choice of a record aggregate, it must represent at least one element. An element association with more than one choice, or with the choice **others**, is only allowed if the elements specified are all of the same type. The expression of an element association must have the type of the associated record elements.

A record aggregate is evaluated as follows. The expressions given in the element associations are evaluated in an order (or lack thereof) not defined by the language. The expression of a named association is evaluated once for each associated element. A check is made that the value of each element of the aggregate belongs to the subtype of this element. It is an error if this check fails.

### 7.3.2.2 Array aggregates

For an aggregate of a one-dimensional array type, each choice must specify values of the index type, and the expression of each element association must be of the element type. An aggregate of an  $n$ -dimensional array type, where  $n$  is greater than 1, is written as a one-dimensional aggregate in which the index subtype of the aggregate is given by the first index position of the array type, and the expression specified for each element association is an  $(n-1)$ -dimensional array or array aggregate, which is called a *subaggregate*. A string or bit string literal is allowed as a subaggregate in the place of any aggregate of a one-dimensional array of a character type.

Apart from a final element association with the single choice **others**, the rest (if any) of the element associations of an array aggregate must be either all positional or all named. A named association of an array aggregate is allowed to have a choice that is not locally static, or likewise a choice that is a null range, only if the aggregate includes a single element association and this element association has a single choice. An **others** choice is locally static if the applicable index constraint is locally static.

The subtype of an array aggregate that has an **others** choice must be determinable from the context. That is, an array aggregate with an **others** choice may only appear

- a) As an actual associated with a formal parameter or formal generic declared to be of a constrained array subtype (or subelement thereof)
- b) As the default expression defining the default initial value of a port declared to be of a constrained array subtype
- c) As the result expression of a function, where the corresponding function result type is a constrained array subtype
- d) As a value expression in an assignment statement, where the target is a declared object, and the subtype of the target is a constrained array subtype (or subelement of such a declared object)
- e) As the expression defining the initial value of a constant or variable object, where that object is declared to be of a constrained array subtype
- f) As the expression defining the default values of signals in a signal declaration, where the corresponding subtype is a constrained array subtype
- g) As the expression defining the value of an attribute in an attribute specification, where that attribute is declared to be of a constrained array subtype
- h) As the operand of a qualified expression whose type mark denotes a constrained array subtype
- i) As a subaggregate nested within an aggregate, where that aggregate itself appears in one of these contexts

The bounds of an array that does not have an **others** choice are determined as follows. If the aggregate appears in one of the contexts in the preceding list, then the direction of the index subtype of the aggregate is that of the corresponding constrained array subtype; otherwise, the direction of the index subtype of the aggregate is that of the index subtype of the base type of the aggregate. For an aggregate that has named associations, the leftmost and rightmost bounds are determined by the direction of the index subtype of the aggregate and the smallest and largest choices given. For a positional aggregate, the leftmost bound is determined by the applicable index constraint if the aggregate appears in one of the contexts in the preceding list; otherwise, the leftmost bound is given by S'LEFT where S is the index subtype of the base type of the array. In either case, the rightmost bound is determined by the direction of the index subtype and the number of elements.

The evaluation of an array aggregate that is not a subaggregate proceeds in two steps. First, the choices of this aggregate and of its subaggregates, if any, are evaluated in some order (or lack thereof) that is not defined by the language. Second, the expressions of the element associations of the array aggregate are evaluated in some order that is not defined by the language; the expression of a named association is evaluated once for each associated element. The evaluation of a subaggregate consists of this second step (the first step is omitted since the choices have already been evaluated).

For the evaluation of an aggregate that is not a null array, a check is made that the index values defined by choices belong to the corresponding index subtypes, and also that the value of each element of the aggregate belongs to the subtype of this element. For a multidimensional aggregate of dimension  $n$ , a check is made that all  $(n-1)$ -dimensional subaggregates have the same bounds. It is an error if any one of these checks fails.

### 7.3.3 Function calls

A function call invokes the execution of a function body. The call specifies the name of the function to be invoked and specifies the actual parameters, if any, to be associated with the formal parameters of the function. Execution of the function body results in a value of the type declared to be the result type in the declaration of the invoked function.

```
function_call ::=
    function_name [ ( actual_parameter_part ) ]

actual_parameter_part ::= parameter_association_list
```

For each formal parameter of a function, a function call must specify exactly one corresponding actual parameter. This actual parameter is specified either explicitly, by an association element (other than the actual part **open**) in the association list, or in the absence of such an association element, by a default expression (see 4.3.2).

Evaluation of a function call includes evaluation of the actual parameter expressions specified in the call and evaluation of the default expressions associated with formal parameters of the function that do not have actual parameters associated with them. In both cases, the resulting value must belong to the subtype of the associated formal parameter. (If the formal parameter is of an unconstrained array type, then the formal parameter takes on the subtype of the actual parameter.) The function body is executed using the actual parameter values and default expression values as the values of the corresponding formal parameters.

NOTE—If a name (including one used as a prefix) has an interpretation both as a function call and an indexed name, then the innermost complete context is used to disambiguate the name. If, after applying this rule, there is not exactly one interpretation of the name, then the name is ambiguous. See 10.5.

### 7.3.4 Qualified expressions

A qualified expression is a basic operation (see the introduction to Clause 3) that is used to explicitly state the type, and possibly the subtype, of an operand that is an expression or an aggregate.

```
qualified_expression ::=
    type_mark ' ( expression )
    | type_mark ' aggregate
```

The operand must have the same type as the base type of the type mark. The value of a qualified expression is the value of the operand. The evaluation of a qualified expression evaluates the operand and checks that its value belongs to the subtype denoted by the type mark.

NOTE—Whenever the type of an enumeration literal or aggregate is not known from the context, a qualified expression can be used to state the type explicitly.

### 7.3.5 Type conversions

A type conversion provides for explicit conversion between closely related types.

```
type_conversion ::= type_mark ( expression )
```

The target type of a type conversion is the base type of the type mark. The type of the operand of a type conversion must be determinable independent of the context (in particular, independent of the target type). Furthermore, the operand of a type conversion is not allowed to be the literal **null**, an allocator, an aggregate, or a string literal. An expression enclosed by parentheses is allowed as the operand of a type conversion only if the expression alone is allowed.

If the type mark denotes a subtype, conversion consists of conversion to the target type followed by a check that the result of the conversion belongs to the subtype.

Explicit type conversions are allowed between *closely related types*. In particular, a type is closely related to itself. Other types are closely related only under the following conditions:

- a) *Abstract Numeric Types*—Any abstract numeric type is closely related to any other abstract numeric type. In an explicit type conversion where the type mark denotes an abstract numeric type, the operand can be of any integer or floating point type. The value of the operand is converted to the target type, which must also be an integer or floating point type. The conversion of a floating point value to an integer type rounds to the nearest integer; if the value is halfway between two integers, rounding may be up or down.
- b) *Array Types*—Two array types are closely related if and only if
  - The types have the same dimensionality;
  - For each index position, the index types are either the same or are closely related; and
  - The element types are the same.

In an explicit type conversion where the type mark denotes an array type, the following rules apply: if the type mark denotes an unconstrained array type and if the operand is not a null array, then, for each index position, the bounds of the result are obtained by converting the bounds of the operand to the corresponding index type of the target type. If the type mark denotes a constrained array subtype, then the bounds of the result are those imposed by the type mark. In either case, the value of each element of the result is that of the matching element of the operand (see 7.2.2).

No other types are closely related.

In the case of conversions between numeric types, it is an error if the result of the conversion fails to satisfy a constraint imposed by the type mark.

In the case of conversions between array types, a check is made that any constraint on the element subtype is the same for the operand array type as for the target array type. If the type mark denotes an unconstrained array type, then, for each index position, a check is made that the bounds of the result belong to the corresponding index subtype of the target type. If the type mark denotes a constrained array subtype, a check is made that for each element of the operand there is a matching element of the target subtype, and vice versa. It is an error if any of these checks fail.

In certain cases, an implicit type conversion will be performed. An implicit conversion of an operand of type *universal\_integer* to another integer type, or of an operand of type *universal\_real* to another floating point type, can only be applied if the operand is either a numeric literal or an attribute, or if the operand is an expression consisting of the division of a value of a physical type by a value of the same type; such an operand is called a *convertible* universal operand. An implicit conversion of a convertible universal operand is applied if and only if the innermost complete context determines a unique (numeric) target type for the implicit conversion, and there is no legal interpretation of this context without this conversion.

NOTE—Two array types may be closely related even if corresponding index positions have different directions.

### 7.3.6 Allocators

The evaluation of an allocator creates an object and yields an access value that designates the object.

```
allocator ::=  
    new subtype_indication  
    | new qualified_expression
```

The type of the object created by an allocator is the base type of the type mark given in either the subtype indication or the qualified expression. For an allocator with a subtype indication, the initial value of the created object is the same as the default initial value for an explicitly declared variable of the designated subtype. For an allocator with a qualified expression, this expression defines the initial value of the created object.

The type of the access value returned by an allocator must be determinable solely from the context, but using the fact that the value returned is of an access type having the named designated type.

The only allowed form of constraint in the subtype indication of an allocator is an index constraint. If an allocator includes a subtype indication and if the type of the object created is an array type, then the subtype indication must either denote a constrained subtype or include an explicit index constraint. A subtype indication that is part of an allocator must not include a resolution function.

If the type of the created object is an array type, then the created object is always constrained. If the allocator includes a subtype indication, the created object is constrained by the subtype. If the allocator includes a qualified expression, the created object is constrained by the bounds of the initial value defined by that expression. For other types, the subtype of the created object is the subtype defined by the subtype of the access type definition.

For the evaluation of an allocator, the elaboration of the subtype indication or the evaluation of the qualified expression is first performed. The new object is then created, and the object is then assigned its initial value. Finally, an access value that designates the created object is returned.

In the absence of explicit deallocation, an implementation must guarantee that any object created by the evaluation of an allocator remains allocated for as long as this object or one of its subelements is accessible directly or indirectly; that is, as long as it can be denoted by some name.

## NOTES

1—Procedure `deallocate` is implicitly declared for each access type. This procedure provides a mechanism for explicitly deallocating the storage occupied by an object created by an allocator.

2—An implementation may (but need not) deallocate the storage occupied by an object created by an allocator, once this object has become inaccessible.

Examples:

|   |   |
|---|---|
| <b>new</b> NODE                           | -- Takes on default initial value.      |
| <b>new</b> NODE'(15 ns, <b>null</b> )     | -- Initial value is specified.          |
| <b>new</b> NODE'(Delay => 5 ns, => Stack) | -- Initial value is specified.          |
| <b>new</b> BIT_VECTOR('00110110')         | -- Constrained by initial value.        |
| <b>new</b> STRING (1 to 10)               | -- Constrained by index constraint.     |
| <b>new</b> STRING                         | -- <i>Illegal: must be constrained.</i> |

## 7.4 Static expressions

Certain expressions are said to be *static*. Similarly, certain discrete ranges are said to be static, and the type marks of certain subtypes are said to denote static subtypes.

There are two categories of static expression. Certain forms of expression can be evaluated during the analysis of the design unit in which they appear; such an expression is said to be *locally static*. Certain forms of expression can be evaluated as soon as the design hierarchy in which they appear is elaborated; such an expression is said to be *globally static*.

### 7.4.1 Locally static primaries

An expression is said to be locally static if and only if every operator in the expression denotes an implicitly defined operator whose operands and result are scalar and if every primary in the expression is a *locally static primary*, where a locally static primary is defined to be one of the following:

- a) A literal of any type other than type TIME
- b) A constant (other than a deferred constant) explicitly declared by a constant declaration and initialized with a locally static expression
- c) An alias whose aliased name (given in the corresponding alias declaration) is a locally static primary
- d) A function call whose function name denotes an implicitly defined operator, and whose actual parameters are each locally static expressions
- e) A predefined attribute that is a value, other than the predefined attribute 'PATH\_NAME, and whose prefix is either a locally static subtype or is an object name that is of a locally static subtype
- f) A predefined attribute that is a function, other than the predefined attributes 'EVENT, 'ACTIVE, 'LAST\_EVENT, 'LAST\_ACTIVE, 'LAST\_VALUE, 'DRIVING, and 'DRIVING\_VALUE, whose prefix is either a locally static subtype or is an object that is of a locally static subtype, and whose actual parameter (if any) is a locally static expression
- g) A user-defined attribute whose value is defined by a locally static expression
- h) A qualified expression whose operand is a locally static expression
- i) A type conversion whose expression is a locally static expression
- j) A locally static expression enclosed in parentheses

A locally static range is either a range of the second form (see 3.1) whose bounds are locally static expressions, or a range of the first form whose prefix denotes either a locally static subtype or an object that is of a locally static subtype. A locally static range constraint is a range constraint whose range is locally static. A locally static scalar subtype is either a scalar base type or a scalar subtype formed by imposing on a locally static subtype a locally static range constraint. A locally static discrete range is either a locally static subtype or a locally static range.

A locally static index constraint is an index constraint for which each index subtype of the corresponding array type is locally static and in which each discrete range is locally static. A locally static array subtype is a constrained array subtype formed by imposing on an unconstrained array type a locally static index constraint. A locally static record subtype is a record type whose fields are all of locally static subtypes. A locally static access subtype is a subtype denoting an access type. A locally static file subtype is a subtype denoting a file type.

A locally static subtype is either a locally static scalar subtype, a locally static array subtype, a locally static record subtype, a locally static access subtype, or a locally static file subtype.

### 7.4.2 Globally static primaries

An expression is said to be globally static if and only if every operator in the expression denotes a pure function and every primary in the expression is a *globally static primary*, where a globally static primary is a primary that, if it denotes an object or a function, does not denote a dynamically elaborated named entity (see 12.5) and is one of the following:

- a) A literal of type TIME
- b) A locally static primary
- c) A generic constant
- d) A generate parameter

- e) A constant (including a deferred constant)
- f) An alias whose aliased name (given in the corresponding alias declaration) is a globally static primary
- g) An array aggregate, if and only if
  - 1) All expressions in its element associations are globally static expressions, and
  - 2) All ranges in its element associations are globally static ranges
- h) A record aggregate, if and only if all expressions in its element associations are globally static expressions
- i) A function call whose function name denotes a pure function and whose actual parameters are each globally static expressions
- j) A predefined attribute that is a value and whose prefix is either a globally static subtype or is an object or function call that is of a globally static subtype
- k) A predefined attribute that is a function, other than the predefined attributes 'EVENT, 'ACTIVE, 'LAST\_EVENT, 'LAST\_ACTIVE, 'LAST\_VALUE, 'DRIVING, and 'DRIVING\_VALUE, whose prefix is either a globally static subtype or is an object or function call that is of a globally static subtype, and whose actual parameter (if any) is a globally static expression
- l) A user-defined attribute whose value is defined by a globally static expression
- m) A qualified expression whose operand is a globally static expression
- n) A type conversion whose expression is a globally static expression
- o) An allocator of the first form (see 7.3.6) whose subtype indication denotes a globally static subtype
- p) An allocator of the second form whose qualified expression is a globally static expression
- q) A globally static expression enclosed in parentheses
- r) A subelement or a slice of a globally static primary, provided that any index expressions are globally static expressions and any discrete ranges used in slice names are globally static discrete ranges

A globally static range is either a range of the second form (see 3.1) whose bounds are globally static expressions, or a range of the first form whose prefix denotes either a globally static subtype or an object that is of a globally static subtype. A globally static range constraint is a range constraint whose range is globally static. A globally static scalar subtype is either a scalar base type or a scalar subtype formed by imposing on a globally static subtype a globally static range constraint. A globally static discrete range is either a globally static subtype or a globally static range.

A globally static index constraint is an index constraint for which each index subtype of the corresponding array type is globally static and in which each discrete range is globally static. A globally static array subtype is a constrained array subtype formed by imposing on an unconstrained array type a globally static index constraint. A globally static record subtype is a record type whose fields are all of globally static subtypes. A globally static access subtype is a subtype denoting an access type. A globally static file subtype is a subtype denoting a file type.

A globally static subtype is either a globally static scalar subtype, a globally static array subtype, a globally static record subtype, a globally static access subtype, or a globally static file subtype.

## NOTES

1—An expression that is required to be a static expression may either be a locally static expression or a globally static expression. Similarly, a range, a range constraint, a scalar subtype, a discrete range, an index constraint, or an array subtype that is required to be static may either be locally static or globally static.

2—The rules for locally and globally static expressions imply that a declared constant or a generic may be initialized with an expression that is neither globally nor locally static; for example, with a call to an impure function. The resulting constant value may be globally or locally static, even though its subtype or its initial value expression is neither. Only interface constant, variable, and signal declarations require that their initial value expressions be static expressions.

## 7.5 Universal expressions

A *universal\_expression* is either an expression that delivers a result of type *universal\_integer* or one that delivers a result of type *universal\_real*.

The same operations are predefined for the type *universal\_integer* as for any integer type. The same operations are predefined for the type *universal\_real* as for any floating point type. In addition, these operations include the following multiplication and division operators:

| Operator | Operation      | Left operand type        | Right operand type       | Result type           |
|----------|----------------|--------------------------|--------------------------|-----------------------|
| *        | Multiplication | <i>Universal real</i>    | <i>Universal integer</i> | <i>Universal real</i> |
|          |                | <i>Universal integer</i> | <i>Universal real</i>    | <i>Universal real</i> |
| /        | Division       | <i>Universal real</i>    | <i>Universal integer</i> | <i>Universal real</i> |

The accuracy of the evaluation of a universal expression of type *universal\_real* is at least as good as the accuracy of evaluation of expressions of the most precise predefined floating point type supported by the implementation, apart from *universal\_real* itself.

For the evaluation of an operation of a universal expression, the following rules apply. If the result is of type *universal\_integer*, then the values of the operands and the result must lie within the range of the integer type with the widest range provided by the implementation, excluding type *universal\_integer* itself. If the result is of type *universal\_real*, then the values of the operands and the result must lie within the range of the floating point type with the widest range provided by the implementation, excluding type *universal\_real* itself.

NOTE—The predefined operators for the universal types are declared in package STANDARD as shown in 14.2.

## 7.6 Linear Forms

A name appears in an expression if it is textually contained in the expression and:

- If a primary is a simple name of an object, the name appears in the expression.
- If a selected name whose prefix denotes a value bearing object is a primary, the longest static prefix of the name is said to appear in the expression.
- If an expanded name whose prefix denotes a value bearing object is a primary, the longest static prefix of the name is said to appear in the expression.
- If an indexed name whose prefix denotes a value bearing object is a primary, the longest static prefix of the name is said to appear in the expression. In this case, all names that appear in all expressions of the indexed name as defined by this rule are also said to appear in the expression containing the indexed name.
- If a slice name whose prefix denotes a value bearing object is a primary, the longest static prefix of the name is said to appear in the expression. In this case, all names that appear in all expressions in the slice name as defined by this rule are also said to appear in the expression containing the slice name.
- If an attribute name is a primary and the designator denotes a value, the longest static prefix of the attribute name is said to appear in the expression.

- If an aggregate is a primary in the expression, then all names that appear in each expression occurring after the choices and the => as defined by this rule are said to appear in the expression.
- If a function call is a primary in an expression, then all names that appear in each actual designator in every parameter association, as defined by this rule, are said to appear in the expression containing the function call. This does not apply to an actual designator of **open**. In addition, for any formal of the corresponding function declaration for which a parameter association does not exist in the function call, all names in the static expression of the interface declaration of that parameter are said to appear in the expression containing the function call.
- If a qualified expression is a primary in the expression, then all names that appear in each expression or aggregate qualified by the type mark, as defined by this rule, are said to appear in the expression containing the qualified expression.
- If a type conversion is a primary expression, then every name that appears in the expression type converted by the type mark, as defined by this rule, is said to appear in the expression containing the type conversion.
- If a parenthesized expression is a primary in the expression, then all names that appear in the expression enclosed within the parentheses are said to appear in the expression containing the parenthesized expression.

The equivalent function  $E_f$  of an expression  $E$  with respect to the name  $N$  of a value bearing object that appears in  $E$  is defined as follows:

```
function  $E_f$  ( $N$ : <typeof $N$ >) return <typeof $E$ > is
begin
  return  $E$ ;
end  $E_f$ ;
```

where  $E_f$  is a name unique to the expression and the name, <typeof $N$ > is the type of the value denoted by the name  $N$ , and <typeof $E$ > is the type of expression  $E$ . Given an expression  $E$  of a nature type, an increment function  $Incf$  is defined with respect to the name  $N$  of a value bearing object in  $E$  as follows:

```
function  $Incf$  ( $N$ ,  $V$ : <typeof $N$ >) return <typeof $E$ > is
  definition of  $E_f$ ;
begin
  return  $E_f(N) - E_f(V)$ ;
end  $Incf$ ;
```

where  $V$  is any value and other names are as given above. The partial derivative function,  $Pdf$ , of an expression  $E$  with respect to the name  $N$  of a value bearing object in expression  $E$ , evaluated at  $V$ , is defined as follows:

```
function  $Pdf$  ( $N, V$ : <typeof $N$ >) return <typeof $E$ > is
  definition of  $Incf$ ;
begin
  implement  $Pdf$ ;
end  $Pdf$ ;
```

where "implement  $Pdf$ " is any reasonable numerical algorithm that returns the limit of the following expression:

$$Incf(N, V) / (N - V)$$

as the value of  $N$  approaches the value of  $V$ ,  $Incf$  is formed from the expression as above, and other names are as above.

The *linearized form* of any expression with respect to the quantity names  $N_0, \dots, N_m$  in that expression evaluated at values  $V_0, \dots, V_m$  is the following expression:

$$\text{Pdf}_0(N_0, V_0) * N_0 + \text{Pdf}_1(N_1, V_1) * N_1 + \dots + \text{Pdf}_m(N_m, V_m) * N_m$$

where the Pdf's for each name in the expression is constructed as above.

In all the expressions given above, if the type of the expression is a composite type, the definitions of +, -, /, and \* must apply to the matching scalar subelements of each operand. In all cases, the definitions of +, /, -, and \* used are those implicitly defined for the floating point type of the scalar subelement.

NOTES:

1—An expression E is said to be linear with respect to the name N of a value bearing object in E if the value of Pdf(N,V) is the same for any value of N in its subtype. An expression is linear in a set of names if it is linear with respect to each name in the set.

2—An expression is independent of a name if the value of the expression does not change regardless of the value of the name.

3—The linearized form of an expression E is linear with respect to each quantity whose name appears in E.

## 8. Sequential statements

The various forms of sequential statements are described in this clause. Sequential statements are used to define algorithms for the execution of a subprogram or process; they execute in the order in which they appear.

```
sequence_of_statements ::=
    { sequential_statement }

sequential_statement ::=
    wait_statement
  | assertion_statement
  | report_statement
  | signal_assignment_statement
  | variable_assignment_statement
  | procedure_call_statement
  | if_statement
  | case_statement
  | loop_statement
  | next_statement
  | exit_statement
  | return_statement
  | null_statement
  | break_statement
```

All sequential statements may be labeled. Such labels are implicitly declared at the beginning of the declarative part of the innermost enclosing process statement, simultaneous procedural statement, or subprogram body.

### 8.1 Wait statement

The wait statement causes the suspension of a process statement or a procedure.

```
wait_statement ::=
    [ label : ] wait [ sensitivity_clause ] [ condition_clause ] [ timeout_clause ] ;

sensitivity_clause ::= on sensitivity_list

sensitivity_list ::= signal_name { , signal_name }

condition_clause ::= until condition

condition ::= boolean_expression

timeout_clause ::= for time_or_real_expression
```

The sensitivity clause defines the *sensitivity set* of the wait statement, which is the set of signals to which the wait statement is sensitive. Each signal name in the sensitivity list identifies a given signal as a member of the sensitivity set. Each signal name in the sensitivity list must be a static signal name, and each name must denote a signal for which reading is permitted. If no sensitivity clause appears, the sensitivity set is constructed according to the following (recursive) rule:

The sensitivity set is initially empty. For each primary in the condition of the condition clause, if the primary is

- A simple name that denotes a signal, add the longest static prefix of the name to the sensitivity set

- A selected name whose prefix denotes a signal, add the longest static prefix of the name to the sensitivity set
- An expanded name whose prefix denotes a signal, add the longest static prefix of the name to the sensitivity set
- An indexed name whose prefix denotes a signal, add the longest static prefix of the name to the sensitivity set and apply this rule to all expressions in the indexed name
- A slice name whose prefix denotes a signal, add the longest static prefix of the name to the sensitivity set and apply this rule to any expressions appearing in the discrete range of the slice name
- An attribute name, if the designator denotes a signal attribute, add the longest static prefix of the name of the implicit signal denoted by the attribute name to the sensitivity set; otherwise, apply this rule to the prefix of the attribute name
- An aggregate, apply this rule to every expression appearing after the choices and the =>, if any, in every element association
- A function call, apply this rule to every actual designator in every parameter association
- An actual designator of **open** in a parameter association, do not add to the sensitivity set
- A qualified expression, apply this rule to the expression or aggregate qualified by the type mark, as appropriate
- A type conversion, apply this rule to the expression type converted by the type mark
- A parenthesized expression, apply this rule to the expression enclosed within the parentheses
- Otherwise, do not add to the sensitivity set

This rule is also used to construct the sensitivity sets of the wait statements in the equivalent process statements for concurrent procedure call statements (9.3), concurrent assertion statements (9.4), concurrent signal assignment statements (9.5), and concurrent break statements (9.8).

If a signal name that denotes a signal of a composite type appears in a sensitivity list, the effect is as if the name of each scalar subelement of that signal appears in the list.

The condition clause specifies a condition that must be met for the process to continue execution. If no condition clause appears, the condition clause **until** TRUE is assumed.

The timeout clause specifies the maximum amount of time the process will remain suspended at this wait statement. If no timeout clause appears, the timeout clause **for** (STD.STANDARD.TIME'HIGH – STD.STANDARD.NOW) is assumed. It is an error if the time or real expression in the timeout clause evaluates to a negative value.

The execution of a wait statement causes the time or real expression to be evaluated to determine the *timeout interval*; the type of the expression must be determinable independent of the context. It also causes the execution of the corresponding process statement to be suspended, where the corresponding process statement is the one that either contains the wait statement or is the parent (see 2.2) of the procedure that contains the wait statement. The suspended process will resume, at the latest, at the greater of: 1) the current time, and 2) the universal time corresponding to: a) if the type of the expression in the timeout clause is TIME, the sum of the current discrete time and the value of the timeout interval, or b) if the type of the expression in the timeout clause is REAL, the sum of the current time and the value of the timeout interval.

The suspended process may also resume as a result of an event occurring on any signal in the sensitivity set of the wait statement. If such an event occurs, the condition in the condition clause is evaluated. If the value of the condition is TRUE, the process will resume. If the value of the condition is FALSE, the process will resuspend. Such resuspension does not involve the recalculation of the timeout interval.

It is an error if a wait statement appears in a function subprogram or in a procedure that has a parent that is a function subprogram. Furthermore, it is an error if a wait statement appears in an explicit process statement that includes a sensitivity list or in a procedure that has a parent that is such a process statement.

Example:

```
type Arr is array (1 to 5) of BOOLEAN;
function F (P: BOOLEAN) return BOOLEAN;
signal S: Arr;
signal l, r: INTEGER range 1 to 5;
```

-- The following two wait statements have the same meaning:

```
wait until F(S(3)) and (S(l) or S(r));
wait on S(3), S, l, r until F(S(3)) and (S(l) or S(r));
```

## NOTES

1—The wait statement **wait until** Clk = '1'; has semantics identical to

```
loop
  wait on Clk;
  exit when Clk = '1';
end loop;
```

because of the rules for the construction of the default sensitivity clause. These same rules imply that wait until True; has semantics identical to wait;

2—The conditions that cause a wait statement to resume execution of its enclosing process may no longer hold at the time the process resumes execution if the enclosing process is a postponed process.

3—The rule for the construction of the default sensitivity set implies that if a function call appears in a condition clause and the called function is an impure function, then any signals that are accessed by the function but that are not passed through the association list of the call are not added to the default sensitivity set for the condition by virtue of the appearance of the function call in the condition.

## 8.2 Assertion statement

An assertion statement checks that a specified condition is true and reports an error if it is not.

```
assertion_statement ::= [ label : ] assertion ;
```

```
assertion ::=
  assert condition
  [ report expression ]
  [ severity expression ]
```

If the **report** clause is present, it must include an expression of predefined type STRING that specifies a message to be reported. If the **severity** clause is present, it must specify an expression of predefined type SEVERITY\_LEVEL that specifies the severity level of the assertion.

The **report** clause specifies a message string to be included in error messages generated by the assertion. In the absence of a **report** clause for a given assertion, the string "Assertion violation." is the default value for the message string. The **severity** clause specifies a severity level associated with the assertion. In the absence of a **severity** clause for a given assertion, the default value of the severity level is ERROR.

Evaluation of an assertion statement consists of evaluation of the Boolean expression specifying the condition. If the expression results in the value FALSE, then an *assertion violation* is said to occur. When an assertion violation occurs, the **report** and **severity** clause expressions of the corresponding assertion, if present, are evaluated. The specified message string and severity level (or the corresponding default values, if not specified) are then used to construct an error message.

The error message consists of at least

- a) An indication that this message is from an assertion
- b) The value of the severity level
- c) The value of the message string
- d) The name of the design unit (see 11.1) containing the assertion

### 8.3 Report statement

A report statement displays a message.

```
report_statement ::=
    [ label : ]
    report expression
    [ severity expression ] ;
```

The **report** statement expression must be of the predefined type STRING. The string value of this expression is included in the message generated by the report statement. If the **severity** clause is present, it must specify an expression of predefined type SEVERITY\_LEVEL. The severity clause specifies a severity level associated with the report. In the absence of a **severity** clause for a given report, the default value of the severity level is NOTE.

The evaluation of a report statement consists of the evaluation of the report expression and severity clause expression, if present. The specified message string and severity level (or corresponding default, if the severity level is not specified) are then used to construct a report message.

The report message consists of at least

- a) An indication that this message is from a report statement
- b) The value of the severity level
- c) The value of the message string
- d) The name of the design unit containing the report statement

Example:

```
report "Entering process P";           -- A report statement
                                     -- with default severity NOTE.

report "Setup or Hold violation; outputs driven to 'X'"
severity WARNING;                   -- Another report statement;
                                     -- severity is specified.
```

### 8.4 Signal assignment statement

A signal assignment statement modifies the projected output waveforms contained in the drivers of one or more signals (see 12.6.1).

```
signal_assignment_statement ::=
```

```

    [ label : ] target <= [ delay_mechanism ] waveform ;

delay_mechanism ::=
    transport
    | [ reject time_expression ] inertial

target ::=
    name
    | aggregate

waveform ::=
    waveform_element { , waveform_element }
    | unaffected

```

If the target of the signal assignment statement is a name, then the name must denote a signal, and the base type of the value component of each transaction produced by a waveform element on the right-hand side must be the same as the base type of the signal denoted by that name. This form of signal assignment assigns right-hand side values to the drivers associated with a single (scalar or composite) signal.

If the target of the signal assignment statement is in the form of an aggregate, then the type of the aggregate must be determinable from the context, excluding the aggregate itself but including the fact that the type of the aggregate must be a composite type. The base type of the value component of each transaction produced by a waveform element on the right-hand side must be the same as the base type of the aggregate. Furthermore, the expression in each element association of the aggregate must be a locally static name that denotes a signal. This form of signal assignment assigns slices or subelements of the right-hand side values to the drivers associated with the signal named as the corresponding slice or subelement of the aggregate.

If the target of a signal assignment statement is in the form of an aggregate, and if the expression in an element association of that aggregate is a signal name that denotes a given signal, then the given signal and each subelement thereof (if any) are said to be *identified* by that element association as targets of the assignment statement. It is an error if a given signal or any subelement thereof is identified as a target by more than one element association in such an aggregate. Furthermore, it is an error if an element association in such an aggregate contains an **others** choice or a choice that is a discrete range.

The right-hand side of a signal assignment may optionally specify a delay mechanism. A delay mechanism consisting of the reserved word **transport** specifies that the delay associated with the first waveform element is to be construed as *transport* delay. Transport delay is characteristic of hardware devices (such as transmission lines) that exhibit nearly infinite frequency response: any pulse is transmitted, no matter how short its duration. If no delay mechanism is present, or if a delay mechanism including the reserved word **inertial** is present, the delay is construed to be *inertial* delay. Inertial delay is characteristic of switching circuits: a pulse whose duration is shorter than the switching time of the circuit will not be transmitted, or in the case that a pulse rejection limit is specified, a pulse whose duration is shorter than that limit will not be transmitted.

Every inertially delayed signal assignment has a *pulse rejection limit*. If the delay mechanism specifies inertial delay, and if the reserved word **reject** followed by a time expression is present, then the time expression specifies the pulse rejection limit. In all other cases, the pulse rejection limit is specified by the time expression associated with the first waveform element.

It is an error if the pulse rejection limit for any inertially delayed signal assignment statement is either negative or greater than the time expression associated with the first waveform element.

It is an error if the reserved word **unaffected** appears as a waveform in a (sequential) signal assignment statement.

NOTE—The reserved word **unaffected** may only appear as a waveform in concurrent signal assignment statements. See 9.5.1.

Examples:

- Assignments using inertial delay:
- The following three assignments are equivalent to each other:

```
Output_pin <= Input_pin after 10 ns;
Output_pin <= inertial Input_pin after 10 ns;
Output_pin <= reject 10 ns inertial Input_pin after 10 ns;
```

- Assignments with a *pulse rejection limit* less than the time expression:

```
Output_pin <= reject 5 ns inertial Input_pin after 10 ns;
Output_pin <= reject 5 ns inertial Input_pin after 10 ns, not Input_pin after 20 ns;
```

- Assignments using transport delay:

```
Output_pin <= transport Input_pin after 10 ns;
Output_pin <= transport Input_pin after 10 ns, not Input_pin after 20 ns;
```

- Their equivalent assignments:

```
Output_pin <= reject 0 ns inertial Input_pin after 10 ns;
Output_pin <= reject 0 ns inertial Input_pin after 10 ns, not Input_pin after 10 ns;
```

NOTE—If a right-hand side value expression is either a numeric literal or an attribute that yields a result of type *universal\_integer* or *universal\_real*, then an implicit type conversion is performed.

#### 8.4.1 Updating a projected output waveform

The effect of execution of a signal assignment statement is defined in terms of its effect upon the projected output waveforms (see 12.6.1) representing the current and future values of drivers of signals.

```
waveform_element ::=
    value_expression [ after time_expression ]
  | null [ after time_expression ]
```

The future behavior of the driver(s) for a given target is defined by transactions produced by the evaluation of waveform elements in the waveform of a signal assignment statement. The first form of waveform element is used to specify that the driver is to assign a particular value to the target at the specified time. The second form of waveform element is used to specify that the driver of the signal is to be turned off, so that it (at least temporarily) stops contributing to the value of the target. This form of waveform element is called a *null waveform element*. It is an error if the target of a signal assignment statement containing a null waveform element is not a guarded signal or an aggregate of guarded signals.

The base type of the time expression in each waveform element must be the predefined physical type **TIME** as defined in package **STANDARD**. If the **after** clause of a waveform element is not present, then an implicit "**after 0 ns**" is assumed. It is an error if the time expression in a waveform element evaluates to a negative value.

Evaluation of a waveform element produces a single transaction. The time component of the transaction is the greater of: 1) the current time, and 2) the universal time corresponding to the sum of the current discrete time and the value of the time expression in the waveform element. For the first form of waveform element, the value component of the transaction is determined by the value expression in the waveform element. For

the second form of waveform element, the value component is not defined by the language, but it is defined to be of the type of the target. A transaction produced by the evaluation of the second form of waveform element is called a *null transaction*.

For the execution of a signal assignment statement whose target is of a scalar type, the waveform on its right-hand side is first evaluated. Evaluation of a waveform consists of the evaluation of each waveform element in the waveform. Thus, the evaluation of a waveform results in a sequence of transactions, where each transaction corresponds to one waveform element in the waveform. These transactions are called *new* transactions. It is an error if the sequence of new transactions is not in ascending order with respect to time.

The sequence of transactions is then used to update the projected output waveform representing the current and future values of the driver associated with the signal assignment statement. Updating a projected output waveform consists of the deletion of zero or more previously computed transactions (called *old* transactions) from the projected output waveform and the addition of the new transactions, as follows:

- All old transactions that are projected to occur at or after the time at which the earliest new transaction is projected to occur are deleted from the projected output waveform.
- The new transactions are then appended to the projected output waveform in the order of their projected occurrence.

If the initial delay is inertial delay according to the definitions of 8.4, the projected output waveform is further modified as follows:

- a) All of the new transactions are marked
- b) An old transaction is marked if the time at which it is projected to occur is less than the time at which the first new transaction is projected to occur minus the pulse rejection limit
- c) For each remaining unmarked, old transaction, the old transaction is marked if it immediately precedes a marked transaction and its value component is the same as that of the marked transaction
- d) The transaction that determines the current value of the driver is marked
- e) All unmarked transactions (all of which are old transactions) are deleted from the projected output waveform

For the purposes of marking transactions, any two successive null transactions in a projected output waveform are considered to have the same value component.

The execution of a signal assignment statement whose target is of a composite type proceeds in a similar fashion, except that the evaluation of the waveform results in one sequence of transactions for each scalar subelement of the type of the target. Each such sequence consists of transactions whose value portions are determined by the values of the same scalar subelement of the value expressions in the waveform, and whose time portion is determined by the time expression corresponding to that value expression. Each such sequence is then used to update the projected output waveform of the driver of the matching subelement of the target. This applies both to a target that is the name of a signal of a composite type and to a target that is in the form of an aggregate.

If a given procedure is declared by a declarative item that is not contained within a process statement, and if a signal assignment statement appears in that procedure, then the target of the assignment statement must be a formal parameter of the given procedure or of a parent of that procedure, or an aggregate of such formal parameters. Similarly, if a given procedure is declared by a declarative item that is not contained within a process statement, and if a signal is associated with an **inout** or **out** mode signal parameter in a subprogram call within that procedure, then the signal so associated must be a formal parameter of the given procedure or of a parent of that procedure.

NOTES

1—These rules guarantee that the driver affected by a signal assignment statement is always statically determinable if the signal assignment appears within a given process (including the case in which it appears within a procedure that is declared within the given process). In this case, the affected driver is the one defined by the process; otherwise, the signal assignment must appear within a procedure, and the affected driver is the one passed to the procedure along with a signal parameter of that procedure.

2—Overloading the operator "=" has no effect on the updating of a projected output waveform.

3—Consider a signal assignment statement of the form

$T \leq \text{reject } t_r \text{ inertial } e_1 \text{ after } t_1 \{ , e_i \text{ after } t_i \} ;$

The following relations hold:

$$0 \text{ ns} \leq t_r \leq t_1$$

and

$$0 \text{ ns} \leq t_i < t_{i+1}$$

Note that, if  $t_r = 0 \text{ ns}$ , then the waveform editing is identical to that for transport-delayed assignment, and if  $t_r = t_1$ , the waveform is identical to that for the statement

$T \leq e_1 \text{ after } t_1 \{ , e_i \text{ after } t_i \} ;$

4—Consider the following signal assignment in some process:

$S \leq \text{reject } 15 \text{ ns inertial } 12 \text{ after } 20 \text{ ns, } 18 \text{ after } 41 \text{ ns;}$

where S is a signal of some integer type. Assume that at the time this signal assignment is executed, the driver of S in the process has the following contents (the first entry is the current driving value):

|     |       |        |        |        |        |
|-----|-------|--------|--------|--------|--------|
| 1   | 2     | 2      | 12     | 5      | 8      |
| NOW | +3 ns | +12 ns | +13 ns | +20 ns | +42 ns |

(The times given are relative to the current time.) The updating of the projected output waveform proceeds as follows:

a) The driver is truncated at 20 ns. The driver now contains the following pending transactions:

|     |       |        |        |
|-----|-------|--------|--------|
| 1   | 2     | 2      | 12     |
| NOW | +3 ns | +12 ns | +13 ns |

b) The new waveforms are added to the driver. The driver now contains the following pending transactions:

|     |       |        |        |        |        |
|-----|-------|--------|--------|--------|--------|
| 1   | 2     | 2      | 12     | 12     | 18     |
| NOW | +3 ns | +12 ns | +13 ns | +20 ns | +41 ns |

- c) All new transactions are marked, as well as those old transactions that occur at less than the time of the first new waveform (20 ns) less the rejection limit (15 ns). The driver now contains the following pending transactions marked transactions are emboldened):

|     |              |               |        |        |               |
|-----|--------------|---------------|--------|--------|---------------|
| 1   | <b>2</b>     | <b>2</b>      | 12     | 12     | <b>18</b>     |
| NOW | <b>+3 ns</b> | <b>+12 ns</b> | +13 ns | +20 ns | <b>+41 ns</b> |

- d) Each remaining unmarked transaction is marked if it immediately precedes a marked transaction and has the same value as the marked transaction. The driver now contains the following pending transactions:

|     |              |        |               |               |               |
|-----|--------------|--------|---------------|---------------|---------------|
| 1   | <b>2</b>     | 2      | <b>12</b>     | <b>12</b>     | <b>18</b>     |
| NOW | <b>+3 ns</b> | +12 ns | <b>+13 ns</b> | <b>+20 ns</b> | <b>+41 ns</b> |

- e) The transaction that determines the current value of the driver is marked, and all unmarked transactions are then deleted. The final driver contents are then as follows, after clearing the markings:

|     |       |        |        |        |
|-----|-------|--------|--------|--------|
| 1   | 2     | 12     | 12     | 18     |
| NOW | +3 ns | +13 ns | +20 ns | +41 ns |

5—No subtype check is performed on the value component of a new transaction when it is added to a driver. Instead, a subtype check that the value component of a transaction belongs to the subtype of the signal driven by the driver is made when the driver takes on that value. See 12.6.1.

## 8.5 Variable assignment statement

A variable assignment statement replaces the current value of a variable with a new value specified by an expression. The named variable and the right-hand side expression must be of the same type.

```
variable_assignment_statement ::=
    [ label : ] target := expression ;
```

If the target of the variable assignment statement is a name, then the name must denote a variable, and the base type of the expression on the right-hand side must be the same as the base type of the variable denoted by that name. This form of variable assignment assigns the right-hand side value to a single (scalar or composite) variable.

If the target of the variable assignment statement is in the form of an aggregate, then the type of the aggregate must be determinable from the context, excluding the aggregate itself but including the fact that the type of the aggregate must be a composite type. The base type of the expression on the right-hand side must be the same as the base type of the aggregate. Furthermore, the expression in each element association of the aggregate must be a locally static name that denotes a variable. This form of variable assignment assigns each subelement or slice of the right-hand side value to the variable named as the corresponding subelement or slice of the aggregate.

If the target of a variable assignment statement is in the form of an aggregate, and if the locally static name in an element association of that aggregate denotes a given variable or denotes another variable of which the given variable is a subelement or slice, then the element association is said to *identify* the given variable as a target of the assignment statement. It is an error if a given variable is identified as a target by more than one element association in such an aggregate.

For the execution of a variable assignment whose target is a variable name, the variable name and the expression are first evaluated. A check is then made that the value of the expression belongs to the subtype of the variable, except in the case of a variable that is an array (in which case the assignment involves a subtype conversion). Finally, the value of the expression becomes the new value of the variable. A design is erroneous if it depends on the order of evaluation of the target and source expressions of an assignment statement.

The execution of a variable assignment whose target is in the form of an aggregate proceeds in a similar fashion, except that each of the names in the aggregate is evaluated, and a subtype check is performed for each subelement or slice of the right-hand side value that corresponds to one of the names in the aggregate. The value of the subelement or slice of the right-hand side value then becomes the new value of the variable denoted by the corresponding name.

An error occurs if the aforementioned subtype checks fail.

The determination of the type of the target of a variable assignment statement may require determination of the type of the expression if the target is a name that can be interpreted as the name of a variable designated by the access value returned by a function call, and similarly, as an element or slice of such a variable.

NOTE—If the right-hand side is either a numeric literal or an attribute that yields a result of type universal integer or universal real, then an implicit type conversion is performed.

### 8.5.1 Array variable assignments

If the target of an assignment statement is a name denoting an array variable (including a slice), the value assigned to the target is implicitly converted to the subtype of the array variable; the result of this subtype conversion becomes the new value of the array variable.

This means that the new value of each element of the array variable is specified by the matching element (see 7.2.2) in the corresponding array value obtained by evaluation of the expression. The subtype conversion checks that for each element of the array variable there is a matching element in the array value, and vice versa. An error occurs if this check fails.

NOTE—The implicit subtype conversion described for assignment to an array variable is performed only for the value of the right-hand side expression as a whole; it is not performed for subelements or slices that are array values.

## 8.6 Procedure call statement

A procedure call invokes the execution of a procedure body.

```
procedure_call_statement ::= [ label : ] procedure_call ;  
  
procedure_call ::= procedure_name [ ( actual_parameter_part ) ]
```

The procedure name specifies the procedure body to be invoked. The actual parameter part, if present, specifies the association of actual parameters with formal parameters of the procedure.

For each formal parameter of a procedure, a procedure call must specify exactly one corresponding actual parameter. This actual parameter is specified either explicitly, by an association element (other than the actual **open**) in the association list or, in the absence of such an association element, by a default expression (see 4.3.2).

Execution of a procedure call includes evaluation of the actual parameter expressions specified in the call and evaluation of the default expressions associated with formal parameters of the procedure that do not have actual parameters associated with them. In both cases, the resulting value must belong to the subtype of

the associated formal parameter. (If the formal parameter is of an unconstrained array type, then the formal parameter takes on the subtype of the actual parameter.) The procedure body is executed using the actual parameter values and default expression values as the values of the corresponding formal parameters.

## 8.7 If statement

An if statement selects for execution one or none of the enclosed sequences of statements, depending on the value of one or more corresponding conditions.

```

if_statement ::=
    [ if_label : ]
    if condition then
        sequence_of_statements
    { elsif condition then
        sequence_of_statements }
    [ else
        sequence_of_statements ]
    end if [ if_label ] ;

```

If a label appears at the end of an if statement, it must repeat the if label.

For the execution of an if statement, the condition specified after **if**, and any conditions specified after **elsif**, are evaluated in succession (treating a final **else** as **elsif TRUE then**) until one evaluates to TRUE or all conditions are evaluated and yield FALSE. If one condition evaluates to TRUE, then the corresponding sequence of statements is executed; otherwise, none of the sequences of statements is executed.

## 8.8 Case statement

A case statement selects for execution one of a number of alternative sequences of statements; the chosen alternative is defined by the value of an expression.

```

case_statement ::=
    [ case_label : ]
    case expression is
        case_statement_alternative
    { case_statement_alternative }
    end case [ case_label ] ;

case_statement_alternative ::=
    when choices =>
        sequence_of_statements

```

The expression must be of a discrete type, or of a one-dimensional array type whose element base type is a character type. This type must be determinable independently of the context in which the expression occurs, but using the fact that the expression must be of a discrete type or a one-dimensional character array type. Each choice in a case statement alternative must be of the same type as the expression; the list of choices specifies for which values of the expression the alternative is chosen.

If the expression is the name of an object whose subtype is locally static, whether a scalar type or an array type, then each value of the subtype must be represented once and only once in the set of choices of the case statement, and no other value is allowed; this rule is likewise applied if the expression is a qualified expression or type conversion whose type mark denotes a locally static subtype, or if the expression is a call to a function whose return type mark denotes a locally static subtype.

If the expression is of a one-dimensional character array type, then the expression must be one of the following:

- The name of an object whose subtype is locally static
- An indexed name whose prefix is one of the members of this list and whose indexing expressions are locally static expressions
- A slice name whose prefix is one of the members of this list and whose discrete range is a locally static discrete range
- A function call whose return type mark denotes a locally static subtype
- A qualified expression or type conversion whose type mark denotes a locally static subtype

In such a case, each choice appearing in any of the case statement alternatives must be a locally static expression whose value is of the same length as that of the case expression. It is an error if the element subtype of the one-dimensional character array type is not a locally static subtype.

For other forms of expression, each value of the (base) type of the expression must be represented once and only once in the set of choices, and no other value is allowed.

The simple expression and discrete ranges given as choices in a case statement must be locally static. A choice defined by a discrete range stands for all values in the corresponding range. The choice **others** is only allowed for the last alternative and as its only choice; it stands for all values (possibly none) not given in the choices of previous alternatives. An element simple name (see 7.3.2) is not allowed as a choice of a case statement alternative.

If a label appears at the end of a case statement, it must repeat the case label.

The execution of a case statement consists of the evaluation of the expression followed by the execution of the chosen sequence of statements.

#### NOTES

1—The execution of a case statement chooses one and only one alternative, since the choices are exhaustive and mutually exclusive. A qualified expression whose type mark denotes a locally static subtype can often be used as the expression of a case statement to limit the number of choices that need be explicitly specified.

2—An **others** choice is required in a case statement if the type of the expression is the type *universal\_integer* (for example, if the expression is an integer literal), since this is the only way to cover all values of the type *universal\_integer*.

3—Overloading the operator “=” has no effect on the semantics of case statement execution.

## 8.9 Loop statement

A loop statement includes a sequence of statements that is to be executed repeatedly, zero or more times.

```
loop_statement ::=
    [ loop_label : ]
    [ iteration_scheme ] loop
    sequence_of_statements
    end loop [ loop_label ] ;

iteration_scheme ::=
    while condition
    | for loop_parameter_specification
```

```
parameter_specification ::=
    identifier in discrete_range
```

If a label appears at the end of a loop statement, it must repeat the label at the beginning of the loop statement.

Execution of a loop statement is complete when the loop is left as a consequence of the completion of the iteration scheme (see below), if any, or the execution of a next statement, an exit statement, or a return statement.

A loop statement without an iteration scheme specifies repeated execution of the sequence of statements.

For a loop statement with a **while** iteration scheme, the condition is evaluated before each execution of the sequence of statements; if the value of the condition is TRUE, the sequence of statements is executed; if FALSE, the iteration scheme is said to be *complete* and the execution of the loop statement is complete.

For a loop statement with a **for** iteration scheme, the loop parameter specification is the declaration of the *loop parameter* with the given identifier. The loop parameter is an object whose type is the base type of the discrete range. Within the sequence of statements, the loop parameter is a constant. Hence, a loop parameter is not allowed as the target of an assignment statement. Similarly, the loop parameter must not be given as an actual corresponding to a formal of mode **out** or **inout** in an association list.

For the execution of a loop with a **for** iteration scheme, the discrete range is first evaluated. If the discrete range is a null range, the iteration scheme is said to be *complete* and the execution of the loop statement is therefore complete; otherwise, the sequence of statements is executed once for each value of the discrete range (subject to the loop not being left as a consequence of the execution of a next statement, an exit statement, or a return statement), after which the iteration scheme is said to be *complete*. Prior to each such iteration, the corresponding value of the discrete range is assigned to the loop parameter. These values are assigned in left-to-right order.

NOTE—A loop may be left as the result of the execution of a next statement if the loop is nested inside of an outer loop and the next statement has a loop label that denotes the outer loop.

## 8.10 Next statement

A next statement is used to complete the execution of one of the iterations of an enclosing loop statement (called “loop” in the following text). The completion is conditional if the statement includes a condition.

```
next_statement ::=
    [ label : ] next [ loop_label ] [ when condition ] ;
```

A next statement with a loop label is only allowed within the labeled loop and applies to that loop; a next statement without a loop label is only allowed within a loop and applies only to the innermost enclosing loop (whether labeled or not).

For the execution of a next statement, the condition, if present, is first evaluated. The current iteration of the loop is terminated if the value of the condition is TRUE or if there is no condition.

## 8.11 Exit statement

An exit statement is used to complete the execution of an enclosing loop statement (called “loop” in the following text). The completion is conditional if the statement includes a condition.

```
exit_statement ::=  
    [ label : ] exit [ loop_label ] [ when condition ] ;
```

An exit statement with a loop label is only allowed within the labeled loop and applies to that loop; an exit statement without a loop label is only allowed within a loop and applies only to the innermost enclosing loop (whether labeled or not).

For the execution of an exit statement, the condition, if present, is first evaluated. Exit from the loop then takes place if the value of the condition is TRUE or if there is no condition.

## 8.12 Return statement

A return statement is used to complete the execution of the innermost enclosing function or procedure body.

```
return_statement ::=  
    [ label : ] return [ expression ] ;
```

A return statement is only allowed within the body of a function or procedure, and it applies to the innermost enclosing function or procedure.

A return statement appearing in a procedure body must not have an expression. A return statement appearing in a function body must have an expression.

The value of the expression defines the result returned by the function. The type of this expression must be the base type of the type mark given after the reserved word **return** in the specification of the function. It is an error if execution of a function completes by any means other than the execution of a return statement.

For the execution of a return statement, the expression (if any) is first evaluated and a check is made that the value belongs to the result subtype. The execution of the return statement is thereby completed if the check succeeds; so also is the execution of the enclosing subprogram. An error occurs at the place of the return statement if the check fails.

### NOTES

1—If the expression is either a numeric literal, or an attribute that yields a result of type *universal\_integer* or *universal\_real*, then an implicit conversion of the result is performed.

2—If the return type mark of a function denotes a constrained array subtype, then no implicit subtype conversions are performed on the values of the expressions of the return statements within the subprogram body of that function. Thus, for each index position of each value, the bounds of the discrete range must be the same as the discrete range of the return subtype, and the directions must be the same.

## 8.13 Null statement

A null statement performs no action.

```
null_statement ::=  
    [ label : ] null ;
```

The execution of the null statement has no effect other than to pass on to the next statement.

NOTE—The null statement can be used to specify explicitly that no action is to be performed when certain conditions are true, although it is never mandatory for this (or any other) purpose. This is particularly useful in conjunction with the case statement, in which all possible values of the case expression must be covered by choices: for certain choices, it may be that no action is required.

## 8.14 Break statement

The execution of a **break** statement notifies the analog solver that it must determine the discontinuity augmentation set for the next analog solution point. It may also specify reset values for quantities. The effect is conditional if the statement includes a condition.

```
break_statement ::=
    [ label : ] break [ break_list ] [ when condition ] ;

break_list ::= break_element { , break_element }

break_element ::= [ break_selector_clause ] quantity_name => expression

break_selector_clause ::= for quantity_name use
```

In each break element the quantity denoted by the quantity name is the *break quantity* of the break element. If the break selector clause is present, then the quantity name in the break selector clause is the *selector quantity* of the break element; otherwise the selector quantity is the same as the break quantity. The break quantity, the selector quantity and the expression must have the same type, and the selector quantity must be either the prefix Q of a quantity of the form Q'Dot that appears in the text of the model, or a quantity of the form Q'Integ.

For the execution of a break statement the condition, if present, is first evaluated. A break is indicated if the value of the condition is TRUE or if there is no condition. If a break is indicated, the break flag is set and then each break element is evaluated in the order in which the elements appear.

For the evaluation of a break element, the selector quantity, the break quantity and the expression are first evaluated. A model is erroneous if it depends on the order of this evaluation. Then the triple consisting of the selector quantity, the break quantity and the value of the expression is added to the break set for the current simulation cycle (see 12.6.4 and 12.6.6.1).

NOTE—It is a consequence of these definitions that in the absence of a selector clause in a break element the corresponding break quantity must be either the prefix Q of a quantity of the form Q'Dot that appears in the text of the model, or a quantity of the form Q'Integ.

## 9. Concurrent statements

The various forms of concurrent statements are described in this clause. Concurrent statements are used to define interconnected blocks and processes that jointly with simultaneous statements describe the overall behavior or structure of a design. Concurrent statements execute asynchronously with respect to each other.

```
concurrent_statement ::=
    block_statement
  | process_statement
  | concurrent_procedure_call_statement
  | concurrent_assertion_statement
  | concurrent_signal_assignment_statement
  | component_instantiation_statement
  | generate_statement
  | concurrent_break_statement
```

The primary concurrent statements are the block statement, which groups together other architecture statements, and the process statement, which represents a single independent sequential process. Additional concurrent statements provide convenient syntax for representing simple, commonly occurring forms of processes, as well as for representing structural decomposition and regular descriptions.

Within a given simulation cycle, an implementation may execute concurrent statements in parallel or in some order. The language does not define the order, if any, in which such statements will be executed. A description that depends upon a particular order of execution of concurrent statements is erroneous.

All concurrent statements may be labeled. Such labels are implicitly declared at the beginning of the declarative part of the innermost enclosing entity declaration, architecture body, block statement, or generate statement.

### 9.1 Block statement

A block statement defines an internal block representing a portion of a design. Blocks may be hierarchically nested to support design decomposition.

```
block_statement ::=
    block_label :
        block [ ( guard_expression ) ] [ is ]
            block_header
            block_declarative_part
        begin
            block_statement_part
        end block [ block_label ] ;
```

```
block_header ::=
    [ generic_clause
    [ generic_map_aspect ; ] ]
    [ port_clause
    [ port_map_aspect ; ] ]
```

```
block_declarative_part ::=
    { block_declarative_item }
```

```
block_statement_part ::=
    { architecture_statement }
```

If a guard expression appears after the reserved word **block**, then a signal with the simple name **GUARD** of predefined type **BOOLEAN** is implicitly declared at the beginning of the declarative part of the block, and the guard expression defines the value of that signal at any given time (see 12.6.4). The type of the guard expression must be type **BOOLEAN**. Signal **GUARD** may be used to control the operation of certain statements within the block (see 9.5).

The implicit signal **GUARD** must not have a source.

If a block header appears in a block statement, it explicitly identifies certain values, quantities, terminals, or signals that are to be imported from the enclosing environment into the block and associated with formal generics or ports. The generic and port clauses define the formal generics and formal ports of the block (see 1.1.1.1 and 1.1.1.2); the generic map and port map aspects define the association of actuals with those formals (see 5.2.1.2). Such actuals are evaluated in the context of the enclosing declarative region.

If a label appears at the end of a block statement, it must repeat the block label.

#### NOTES

1—The value of signal **GUARD** is always defined within the scope of a given block, and it does not implicitly extend to design entities bound to components instantiated within the given block. However, the signal **GUARD** may be explicitly passed as an actual signal in a component instantiation in order to extend its value to lower-level components.

2—An actual appearing in a port association list of a given block can never denote a formal port of the same block.

## 9.2 Process statement

A process statement defines an independent sequential process representing the behavior of some portion of the design.

```
process_statement ::=
    [ process_label : ]
    [ postponed ] process [ ( sensitivity_list ) ] [ is ]
    process_declarative_part
    begin
    process_statement_part
    end [ postponed ] process [ process_label ] ;
```

```
process_declarative_part ::=
    { process_declarative_item }
```

```
process_declarative_item ::=
    subprogram_declaration
    | subprogram_body
    | type_declaration
    | subtype_declaration
    | constant_declaration
    | variable_declaration
    | file_declaration
    | alias_declaration
    | attribute_declaration
    | attribute_specification
    | use_clause
    | group_type_declaration
    | group_declaration
```

```
process_statement_part ::=
    { sequential_statement }
```

If the reserved word **postponed** precedes the initial reserved word **process**, the process statement defines a *postponed process*; otherwise, the process statement defines a *nonpostponed process*.

If a sensitivity list appears following the reserved word **process**, then the process statement is assumed to contain an implicit wait statement as the last statement of the process statement part; this implicit wait statement is of the form

```
wait on sensitivity_list ;
```

where the sensitivity list of the wait statement is that following the reserved word **process**. Such a process statement must not contain an explicit wait statement. Similarly, if such a process statement is a parent of a procedure, then that procedure may not contain a wait statement.

Only static signal names (see 6.1) for which reading is permitted may appear in the sensitivity list of a process statement.

If the reserved word **postponed** appears at the end of a process statement, the process must be a postponed process. If a label appears at the end of a process statement, the label must repeat the process label.

It is an error if a variable declaration in a process declarative part declares a shared variable.

The execution of a process statement consists of the repetitive execution of its sequence of statements. After the last statement in the sequence of statements of a process statement is executed, execution will immediately continue with the first statement in the sequence of statements.

A process statement is said to be a *passive process* if neither the process itself, nor any procedure of which the process is a parent, contains a signal assignment statement. Such a process, or any concurrent statement equivalent to such a process, may appear in the entity statement part of an entity declaration.

## NOTES

1—The above rules imply that a process that has an explicit sensitivity list always has exactly one (implicit) wait statement in it, and that wait statement appears at the end of the sequence of statements in the process statement part. Thus, a process with a sensitivity list always waits at the end of its statement part; any event on a signal named in the sensitivity list will cause such a process to execute from the beginning of its statement part down to the end, where it will wait again. Such a process executes once through at the beginning of simulation, suspending for the first time when it executes the implicit wait statement.

2—The time at which a process executes after being resumed by a wait statement (see 8.1) differs depending on whether the process is postponed or nonpostponed. When a nonpostponed process is resumed, it executes in the current simulation cycle (see 2.6.4). When a postponed process is resumed, it does not execute until a simulation cycle occurs in which the next simulation cycle is not a delta cycle. In this way, a postponed process accesses the values of signals that are the “final” values at the current simulated time.

3—The conditions that cause a process to resume execution may no longer hold at the time the process resumes execution if the process is a postponed process.

## 9.3 Concurrent procedure call statements

A concurrent procedure call statement represents a process containing the corresponding sequential procedure call statement.

```
concurrent_procedure_call_statement ::=
    [ label : ] [ postponed ] procedure_call ;
```

For any concurrent procedure call statement, there is an equivalent process statement. The equivalent process statement is a postponed process if and only if the concurrent procedure call statement includes the reserved word **postponed**. The equivalent process statement has a label if and only if the concurrent procedure call statement has a label; if the equivalent process statement has a label, it is the same as that of the concurrent procedure call statement. The equivalent process statement also has no sensitivity list, an empty declarative part, and a statement part that consists of a procedure call statement followed by a wait statement.

The procedure call statement consists of the same procedure name and actual parameter part that appear in the concurrent procedure call statement.

If there exists a name that denotes a signal in the actual part of any association element in the concurrent procedure call statement, and that actual is associated with a formal parameter of mode **in** or **inout**, then the equivalent process statement includes a final wait statement with a sensitivity clause that is constructed by taking the union of the sets constructed by applying the rule of 8.1 to each actual part associated with a formal parameter.

Execution of a concurrent procedure call statement is equivalent to execution of the equivalent process statement.

Example:

```
CheckTiming (tPLH, tPHL, Clk, D, Q);           -- A concurrent procedure call statement.

process -- The equivalent process.
begin
    CheckTiming (tPLH, tPHL, Clk, D, Q);
    wait on Clk, D, Q;
end process;
```

#### NOTES

1—Concurrent procedure call statements make it possible to declare procedures representing commonly used processes and to create such processes easily by merely calling the procedure as a concurrent statement. The wait statement at the end of the statement part of the equivalent process statement allows a procedure to be called without having it loop interminably, even if the procedure is not necessarily intended for use as a process (i.e., it contains no wait statement). Such a procedure may persist over time (and thus the values of its variables may retain state over time) if its outermost statement is a loop statement and the loop contains a wait statement. Similarly, such a procedure may be guaranteed to execute only once, at the beginning of simulation, if its last statement is a wait statement that has no sensitivity clause, condition clause, or timeout clause.

2—The value of an implicitly declared signal **GUARD** has no effect on evaluation of a concurrent procedure call unless it is explicitly referenced in one of the actual parts of the actual parameter part of the concurrent procedure call statement.

## 9.4 Concurrent assertion statements

A concurrent assertion statement represents a passive process statement containing the specified assertion statement.

```
concurrent_assertion_statement ::=
    [ label : ] [ postponed ] assertion ;
```

For any concurrent assertion statement, there is an equivalent process statement. The equivalent process statement is a postponed process if and only if the concurrent assertion statement includes the reserved word **postponed**. The equivalent process statement has a label if and only if the concurrent assertion statement has a label; if the equivalent process statement has a label, it is the same as that of the concurrent assertion statement. The equivalent process statement also has no sensitivity list, an empty declarative part, and a statement part that consists of an assertion statement followed by a wait statement.

The assertion statement consists of the same condition, **report** clause, and **severity** clause that appear in the concurrent assertion statement.

If there exists a name that denotes a signal in the Boolean expression that defines the condition of the assertion, then the equivalent process statement includes a final wait statement with a sensitivity clause that is constructed by applying the rule of 8.1 to that expression; otherwise, the equivalent process statement contains a final wait statement that has no explicit sensitivity clause, condition clause, or timeout clause.

Execution of a concurrent assertion statement is equivalent to execution of the equivalent process statement.

#### NOTES

1—Since a concurrent assertion statement represents a passive process statement, such a process has no outputs. Therefore, the execution of a concurrent assertion statement will never cause an event to occur. However, if the assertion is false, then the specified error message will be sent to the simulation report.

2—The value of an implicitly declared signal GUARD has no effect on evaluation of the assertion unless it is explicitly referenced in one of the expressions of that assertion.

3—A concurrent assertion statement whose condition is defined by a static expression is equivalent to a process statement that ends in a wait statement that has no sensitivity clause; such a process will execute once through at the beginning of simulation and then wait indefinitely.

## 9.5 Concurrent signal assignment statements

A concurrent signal assignment statement represents an equivalent process statement that assigns values to signals.

```
concurrent_signal_assignment_statement ::=
    [ label : ] [ postponed ] conditional_signal_assignment
  | [ label : ] [ postponed ] selected_signal_assignment

options ::= [ guarded ] [ delay_mechanism ]
```

There are two forms of the concurrent signal assignment statement. For each form, the characteristics that distinguish it are discussed in the following paragraphs.

Each form may include one or both of the two options **guarded** and a delay mechanism (see 8.4 for the delay mechanism, 9.5.1 for the conditional signal assignment statement, and 9.5.2 for the selected signal assignment statement). The option **guarded** specifies that the signal assignment statement is executed when a signal GUARD changes from FALSE to TRUE, or when that signal has been TRUE and an event occurs on one of the signal assignment statement's inputs. (The signal GUARD may be one of the implicitly declared GUARD signals associated with block statements that have guard expressions, or it may be an explicitly declared signal of type Boolean that is visible at the point of the concurrent signal assignment statement.) The delay mechanism option specifies the pulse rejection characteristics of the signal assignment statement.

If the target of a concurrent signal assignment is a name that denotes a guarded signal (see 4.3.1.2), or if it is in the form of an aggregate and the expression in each element association of the aggregate is a static signal

name denoting a guarded signal, then the target is said to be a *guarded target*. If the target of a concurrent signal assignment is a name that denotes a signal that is not a guarded signal, or if it is in the form of an aggregate and the expression in each element association of the aggregate is a static signal name denoting a signal that is not a guarded signal, then the target is said to be an *unguarded target*. It is an error if the target of a concurrent signal assignment is neither a guarded target nor an unguarded target.

For any concurrent signal assignment statement, there is an equivalent process statement with the same meaning. The process statement equivalent to a concurrent signal assignment statement whose target is a signal name is constructed as follows:

- a) If a label appears on the concurrent signal assignment statement, then the same label appears on the process statement.
- b) The equivalent process statement is a postponed process if and only if the concurrent signal assignment statement includes the reserved word **postponed**.
- c) If the delay mechanism option appears in the concurrent signal assignment, then the same delay mechanism appears in every signal assignment statement in the process statement; otherwise, it appears in no signal assignment statement in the process statement.
- d) The statement part of the equivalent process statement consists of a statement transform (described below).
- e) If the option **guarded** appears in the concurrent signal assignment statement, then the concurrent signal assignment is called a *guarded assignment*. If the concurrent signal assignment statement is a guarded assignment, and if the target of the concurrent signal assignment is a guarded target, then the statement transform is as follows:

```

if GUARD then
    signal_transform
else
    disconnection_statements
end if ;

```

Otherwise, if the concurrent signal assignment statement is a guarded assignment, but if the target of the concurrent signal assignment is *not* a guarded target, then the statement transform is as follows:

```

if GUARD then
    signal_transform
end if ;

```

Finally, if the concurrent signal assignment statement is *not* a guarded assignment, and if the target of the concurrent signal assignment is *not* a guarded target, then the statement transform is as follows:

```

signal_transform

```

It is an error if a concurrent signal assignment is not a guarded assignment and the target of the concurrent signal assignment is a guarded target.

A *signal transform* is either a sequential signal assignment statement, an if statement, a case statement, or a null statement. If the signal transform is an if statement or a case statement, then it contains either sequential signal assignment statements or null statements, one for each of the alternative waveforms. The signal transform determines which of the alternative waveforms is to be assigned to the output signals.

- f) If the concurrent signal assignment statement is a guarded assignment, or if any expression (other than a time expression) within the concurrent signal assignment statement references a signal, then the process statement contains a final wait statement with an explicit sensitivity clause. The sensitivity clause is constructed by taking the union of the sets constructed by applying the rule of 8.1 to each of the aforementioned expressions. Furthermore, if the concurrent signal assignment statement

is a guarded assignment, then the sensitivity clause also contains the simple name **GUARD**. (The signals identified by these names are called the *inputs* of the signal assignment statement.) Otherwise, the process statement contains a final wait statement that has no explicit sensitivity clause, condition clause, or timeout clause.

Under certain conditions (see above) the equivalent process statement may contain a sequence of disconnection statements. A *disconnection statement* is a sequential signal assignment statement that assigns a null transaction to its target. If a sequence of disconnection statements is present in the equivalent process statement, the sequence consists of one sequential signal assignment for each scalar subelement of the target of the concurrent signal assignment statement. For each such sequential signal assignment, the target of the assignment is the corresponding scalar subelement of the target of the concurrent signal assignment, and the waveform of the assignment is a null waveform element whose time expression is given by the applicable disconnection specification (see 5.3).

If the target of a concurrent signal assignment statement is in the form of an aggregate, then the same transformation applies. Such a target may only contain locally static signal names, and a signal may not be identified by more than one signal name.

It is an error if a null waveform element appears in a waveform of a concurrent signal assignment statement.

Execution of a concurrent signal assignment statement is equivalent to execution of the equivalent process statement.

#### NOTES

1—A concurrent signal assignment statement whose waveforms and target contain only static expressions is equivalent to a process statement whose final wait statement has no explicit sensitivity clause, so it will execute once through at the beginning of simulation and then suspend permanently.

2—A concurrent signal assignment statement whose waveforms are all the reserved word **unaffected** has no drivers for the target, since every waveform in the concurrent signal assignment statement is transformed to the statement

**null;**

in the equivalent process statement. See 9.5.1.

### 9.5.1 Conditional signal assignments

The conditional signal assignment represents a process statement in which the signal transform is an if statement.

```
conditional_signal_assignment ::=
    target <= options conditional_waveforms ;

conditional_waveforms ::=
    { waveform when condition else }
    waveform [ when condition ]
```

The options for a conditional signal assignment statement are discussed in 9.5.

For a given conditional signal assignment, there is an equivalent process statement corresponding to it as defined for any concurrent signal assignment statement. If the conditional signal assignment is of the form

```
target <= options waveform1 when condition1 else
    waveform2 when condition2 else
    .
    .
    .
```

```

    waveformN-1 when conditionN-1 else
    waveformN when conditionN;

```

then the signal transform in the corresponding process statement is of the form

```

if condition1 then
    wave_transform1
elsif condition2 then
    wave_transform2
    •
    •
    •
elsif conditionN-1 then
    wave_transformN-1
elsif conditionN then
    wave_transformN
end if ;

```

If the conditional waveform is only a single waveform, the signal transform in the corresponding process statement is of the form

```

    wave_transform

```

For any waveform, there is a corresponding wave transform. If the waveform is of the form

```

    waveform_element1, waveform_element2, ..., waveform_elementN

```

then the wave transform in the corresponding process statement is of the form

```

    target <= [ delay_mechanism ] waveform_element1, waveform_element2, ...,
    waveform_elementN;

```

If the waveform is of the form

```

unaffected

```

then the wave transform in the corresponding process statement is of the form

```

null;

```

In this example, the final **null** causes the driver to be unchanged, rather than disconnected. (This is the null statement—not a null waveform element).

The characteristics of the waveforms and conditions in the conditional assignment statement must be such that the if statement in the equivalent process statement is a legal statement.

Example:

```

    S <= unaffected when Input_pin = S'DrivingValue else
    Input_pin after Buffer_Delay;

```

NOTE—The wave transform of a waveform of the form **unaffected** is the null statement, not the null transaction.

## 9.5.2 Selected signal assignments

The selected signal assignment represents a process statement in which the signal transform is a case statement.

```

selected_signal_assignment ::=
  with expression select
    target <= options selected_waveforms ;

selected_waveforms ::=
  { waveform when choices , }
  waveform when choices

```

The options for a selected signal assignment statement are discussed in 9.5.

For a given selected signal assignment, there is an equivalent process statement corresponding to it as defined for any concurrent signal assignment statement. If the selected signal assignment is of the form

```

with expression select
  target <= options      waveform1      when choice_list1 ,
                        waveform2      when choice_list2 ,
                        •
                        •
                        •
                        waveformN-1    when choice_listN-1,
                        waveformN      when choice_listN ;

```

then the signal transform in the corresponding process statement is of the form

```

case expression is
  when choice_list1 =>
    wave_transform1
  when choice_list2 =>
    wave_transform2
    •
    •
    •
  when choice_listN-1 =>
    wave_transformN-1
  when choice_listN =>
    wave_transformN
end case ;

```

Wave transforms are defined in 9.5.1.

The characteristics of the select expression, the waveforms, and the choices in the selected assignment statement must be such that the case statement in the equivalent process statement is a legal statement.

## 9.6 Component instantiation statements

A component instantiation statement defines a subcomponent of the design entity in which it appears, associates signals, quantities, terminals, or values with the ports of that subcomponent, and associates values

with generics of that subcomponent. This subcomponent is one instance of a class of components defined by a corresponding component declaration, design entity, or configuration declaration.

```

component_instantiation_statement ::=
    instantiation_label :
        instantiated_unit
            [ generic_map_aspect ]
            [ port_map_aspect ] ;

instantiated_unit ::=
    [ component ] component_name
    | entity entity_name [ ( architecture_identifier ) ]
    | configuration configuration_name

```

The component name, if present, must be the name of a component declared in a component declaration. The entity name, if present, must be the name of a previously analyzed entity interface; if an architecture identifier appears in the instantiated unit, then that identifier must be the same as the simple name of an architecture body associated with the entity declaration denoted by the corresponding entity name. The architecture identifier defines a simple name that is used during the elaboration of a design hierarchy to select the appropriate architecture body. The configuration name, if present, must be the name of a previously analyzed configuration declaration. The generic map aspect, if present, optionally associates a single actual with each local generic (or member thereof) in the corresponding component declaration or entity interface. Each local generic (or member thereof) must be associated at most once. Similarly, the port map aspect, if present, optionally associates a single actual with each local port (or member thereof) in the corresponding component declaration or entity interface. Each local port (or member thereof) must be associated at most once. The generic map and port map aspects are described in 5.2.1.2.

If an instantiated unit containing the reserved word **entity** does not contain an explicitly specified architecture identifier, then the architecture identifier is implicitly specified according to the rules given in 5.2.2. The architecture identifier defines a simple name that is used during the elaboration of a design hierarchy to select the appropriate architecture body.

A component instantiation statement and a corresponding configuration specification, if any, taken together, imply that the block hierarchy within the design entity containing the component instantiation is to be extended with a unique copy of the block defined by another design entity. The generic map and port map aspects in the component instantiation statement and in the binding indication of the configuration specification identify the connections that are to be made in order to accomplish the extension.

## NOTES

1—A configuration specification can be used to bind a particular instance of a component to a design entity and to associate the local generics and local ports of the component with the formal generics and formal ports of that design entity. A configuration specification may apply to a component instantiation statement only if the name in the instantiated unit of the component instantiation statement denotes a component declaration. See 5.2.

2—The component instantiation statement may be used to imply a structural organization for a hardware design. By using component declarations, signals, quantities, terminals, and component instantiation statements, a given (internal or external) block may be described in terms of subcomponents that are interconnected by signals, quantities, and terminals.

3—Component instantiation provides a way of structuring the logical decomposition of a design. The precise structural or behavioral characteristics of a given subcomponent may be described later, provided that the instantiated unit is a component declaration. Component instantiation also provides a mechanism for reusing existing designs in a design library. A configuration specification can bind a given component instance to an existing design entity, even if the generics and ports of the entity declaration do not precisely match those of the component (provided that the instantiated unit is a component declaration); if the generics or ports of the entity declaration do not match those of the component, the

configuration specification must contain a generic map or port map, as appropriate, to map the generics and ports of the entity declaration to those of the component.

### 9.6.1 Instantiation of a component

A component instantiation statement whose instantiated unit contains a name denoting a component is equivalent to a pair of nested block statements that couple the block hierarchy in the containing design unit to a unique copy of the block hierarchy contained in another design unit (i.e., the subcomponent). The outer block represents the component declaration; the inner block represents the design entity to which the component is bound. Each is defined by a block statement.

The header of the block statement corresponding to the component declaration consists of the generic and port clauses (if present) that appear in the component declaration, followed by the generic map and port map aspects (if present) that appear in the corresponding component instantiation statement. The meaning of any identifier appearing in the header of this block statement is associated with the corresponding occurrence of the identifier in the generic clause, port clause, generic map aspect, or port map aspect, respectively. The statement part of the block statement corresponding to the component declaration consists of a nested block statement corresponding to the design entity.

The header of the block statement corresponding to the design entity consists of the generic and port clauses (if present) that appear in the entity declaration that defines the interface to the design entity, followed by the generic map and port map aspects (if present) that appear in the binding indication that binds the component instance to that design entity. The declarative part of the block statement corresponding to the design entity consists of the declarative items from the entity declarative part, followed by the declarative items from the declarative part of the corresponding architecture body. The statement part of the block statement corresponding to the design entity consists of the concurrent statements from the entity statement part, followed by the architecture statements from the statement part of the corresponding architecture body. The meaning of any identifier appearing anywhere in this block statement is that associated with the corresponding occurrence of the identifier in the entity declaration or architecture body, respectively.

For example, consider the following component declaration, instantiation, and corresponding configuration specification:

```
component
  COMP port (A,B : inout BIT);
end component;

for C: COMP use
  entity X(Y)
  port map (P1 => A, P2 => B) ;
  .
  .
  .
C:   COMP port map (A => S1, B => S2);
```

Given the following entity declaration and architecture declaration:

```
entity X is
  port (P1, P2 : inout BIT);
  constant Delay: Time := 1 ms;
begin
  CheckTiming (P1, P2, 2*Delay);
end X ;
architecture Y of X is
```

```

    signal P3: Bit;
begin
    P3 <= P1 after Delay;
    P2 <= P3 after Delay;
    B: block
        .
        .
        .
        begin
            .
            .
            .
        end block;
end Y;

```

then the following block statements implement the coupling between the block hierarchy in which component instantiation statement C appears and the block hierarchy contained in design entity X(Y):

```

C: block -- Component block.
    port (A,B : inout BIT); -- Local ports.
    port map (A => S1, B => S2); -- Actual/local binding.
begin
    X: block -- Design entity block.
        port (P1, P2 : inout BIT); -- Formal ports.
        port map (P1 => A, P2 => B); -- Local/formal binding.
        constant Delay: Time := 1 ms; -- Entity declarative item.
        signal P3: Bit; -- Architecture declarative item.
        begin
            CheckTiming (P1, P2, 2*Delay); -- Entity statement.
            P3 <= P1 after Delay; -- Architecture statements.
            P2 <= P3 after Delay;
            B: block -- Internal block hierarchy.
                .
                .
                .
            begin
                .
                .
                .
            end block;
        end block X ;
    end block C;

```

The block hierarchy extensions implied by component instantiation statements that are bound to design entities are accomplished during the elaboration of a design hierarchy (see Clause 12).

### 9.6.2 Instantiation of a design entity

A component instantiation statement whose instantiated unit denotes either a design entity or a configuration declaration is equivalent to a pair of nested block statements that couple the block hierarchy in the containing design unit to a unique copy of the block hierarchy contained in another design unit (i.e., the sub-component). The outer block represents the component instantiation statement; the inner block represents the design entity to which the instance is bound. Each is defined by a block statement.

The header of the block statement corresponding to the component instantiation statement is empty, as is the declarative part of this block statement. The statement part of the block statement corresponding to the component declaration consists of a nested block statement corresponding to the design entity.

The header of the block statement corresponding to the design entity consists of the generic and port clauses (if present) that appear in the entity declaration that defines the interface to the design entity, followed by the generic map and port map aspects (if present) that appear in the component instantiation statement that binds the component instance to a copy of that design entity. The declarative part of the block statement corresponding to the design entity consists of the declarative items from the entity declarative part, followed by the declarative items from the declarative part of the corresponding architecture body. The statement part of the block statement corresponding to the design entity consists of the concurrent statements from the entity statement part, followed by the architecture statements from the statement part of the corresponding architecture body. The meaning of any identifier appearing anywhere in this block statement is that associated with the corresponding occurrence of the identifier in the entity declaration or architecture body, respectively.

For example, consider the following design entity:

```

entity X is
  port (P1, P2: inout BIT);
  constant Delay: DELAY_LENGTH := 1 ms;
  use WORK.TimingChecks.all;
begin
  CheckTiming (P1, P2, 2*Delay);
end entity X;

architecture Y of X is
  signal P3: BIT;
begin
  P3 <= P1 after Delay;
  P2 <= P3 after Delay;
  B: block
    •
    •
    •
  begin
    •
    •
    •
  end block B;
end architecture Y;

```

This design entity is instantiated by the following component instantiation statement:

```

C: entity Work.X (Y) port map (P1 => S1, P2 => S2);

```

The following block statements implement the coupling between the block hierarchy in which component instantiation statement C appears and the block hierarchy contained in design entity X(Y):

```

C: block          -- Instance block.
begin
  X: block       -- Design entity block.
    port (P1, P2: inout BIT);          -- Entity interface ports.
    port map (P1 => S1, P2 => S2);      -- Instantiation statement port map.
    constant Delay: DELAY_LENGTH := 1 ms; -- Entity declarative items.

```

```

        use WORK.TimingChecks.all;
        signal P3: BIT;
    begin
        CheckTiming (P1, P2, 2*Delay);
        P3 <= P1 after Delay;
        P2 <= P3 after Delay;
        B: block
            .
            .
            .
            begin
                .
                .
                .
            end block B;
        end block X;
    end block C;

```

-- Architecture declarative item.  
-- Entity statement.  
-- Architecture statements.

Moreover, consider the following design entity, which is followed by an associated configuration declaration and component instantiation:

```

entity X is
    port (P1, P2: inout BIT);
    constant Delay: DELAY_LENGTH := 1 ms;
    use WORK.TimingChecks.all;
begin
    CheckTiming (P1, P2, 2*Delay);
end entity X;

architecture Y of X is
    signal P3: BIT;
begin
    P3 <= P1 after Delay;
    P2 <= P3 after Delay;
    B: block
        .
        .
        .
        begin
            .
            .
            .
        end block B;
    end architecture Y;

```

The configuration declaration is

```

configuration Alpha of X is
    for Y
        .
        .
        .
    end for;
end configuration Alpha;

```

The component instantiation is

**C: configuration** Work.Alpha **port map** (P1 => S1, P2 => S2);

The following block statements implement the coupling between the block hierarchy in which component instantiation statement C appears and the block hierarchy contained in design entity X(Y):

```

C: block           -- Instance block.
begin
  X: block         -- Design entity block.
    port (P1, P2: inout BIT);           -- Entity interface ports.
    port map (P1 => S1, P2 => S2);       -- Instantiation statement port map.
    constant Delay: DELAY_LENGTH := 1 ms; -- Entity declarative items.
    use WORK.TimingChecks.all;
    signal P3: BIT;                       -- Architecture declarative item.
  begin
    CheckTiming (P1, P2, 2*Delay);       -- Entity statement.
    P3 <= P1 after Delay;                -- Architecture statements.
    P2 <= P3 after Delay;
    B: block
      .
      .
      .
    begin
      .
      .
      .
    end block B;
  end block X;
end block C;

```

The block hierarchy extensions implied by component instantiation statements that are bound to design entities occur during the elaboration of a design hierarchy (see Clause 12).

## 9.7 Generate statements

A generate statement provides a mechanism for iterative or conditional elaboration of a portion of a description.

```

generate_statement ::=
  generate_label :
    generation_scheme generate
      [ { block_declarative_item }
    begin ]
    { architecture_statement }
  end generate [ generate_label ] ;

generation_scheme ::=
  for generate_parameter_specification
  | if condition

label ::= identifier

```

If a label appears at the end of a generate statement, it must repeat the generate label.

For a generate statement with a **for** generation scheme, the generate parameter specification is the declaration of the *generate parameter* with the given identifier. The generate parameter is a constant object whose type is the base type of the discrete range of the generate parameter specification.

The discrete range in a generation scheme of the first form must be a static discrete range; similarly, the condition in a generation scheme of the second form must be a static expression.

The elaboration of a generate statement is described in 12.4.2.

Example:

```

Gen: block
  begin
    L1: CELL port map (Top, Bottom, A(0), B(0)) ;
      L2: for I in 1 to 3 generate
        L3: for J in 1 to 3 generate
          L4: if I+J>4 generate
            L5: CELL port map (A(I-1),B(J-1),A(I),B(J)) ;
          end generate ;
        end generate ;
      end generate ;

    L6: for I in 1 to 3 generate
      L7: for J in 1 to 3 generate
        L8: if I+J<4 generate
          L9: CELL port map (A(I+1),B(J+1),A(I),B(J)) ;
        end generate ;
      end generate ;
    end generate ;
  end block Gen;

```

## 9.8 Concurrent break statement

The concurrent break statement represents a process containing a break statement.

```

concurrent_break_statement ::=
  [ label : ] break [ break_list ] [ sensitivity_clause ] [ when condition ] ;

```

For any concurrent break statement there is an equivalent process statement. The equivalent process statement has a label if and only if the concurrent break statement has a label; if the equivalent process statement has a label it is the same as that of the concurrent break statement. The equivalent process statement does not include the reserved word **postponed**, has no sensitivity list, an empty declarative part, and a statement part that consists of a break statement followed by a wait statement.

If the concurrent break statement includes a condition, then the break statement of the equivalent process statement contains a when clause with the same condition as the concurrent break statement; otherwise the break statement does not contain a when clause. If the concurrent break statement includes a break list, then the break statement contains the same break list; otherwise the break statement does not contain a break list.

If the concurrent break statement has a sensitivity clause then, the wait statement of the equivalent process statement contains the same sensitivity clause; otherwise, if a name that denotes a signal appears in the

Boolean expression that defines the condition of the break, then the wait statement includes a sensitivity clause that is constructed by applying the rule of 8.1 to that expression; otherwise the wait statement contains no sensitivity clause. The wait statement does not contain a condition clause or a timeout clause.

## 10. Scope and visibility

The rules defining the scope of declarations and the rules defining which identifiers are visible at various points in the text of the description are presented in this clause. The formulation of these rules uses the notion of a declarative region.

### 10.1 Declarative region

A declarative region is a portion of the text of the description. A single declarative region is formed by the text of each of the following:

- a) An entity declaration together with a corresponding architecture body
- b) A configuration declaration
- c) A subprogram declaration, together with the corresponding subprogram body
- d) A package declaration together with the corresponding body (if any)
- e) A record type declaration
- f) A component declaration
- g) A block statement
- h) A process statement
- i) A simultaneous procedural statement
- j) A loop statement
- k) A block configuration
- l) A component configuration
- m) A generate statement

In each of these cases, the declarative region is said to be *associated* with the corresponding declaration or statement. A declaration is said to occur *immediately within* a declarative region if this region is the innermost region that encloses the declaration, not counting the declarative region (if any) associated with the declaration itself.

Certain declarative regions include disjoint parts. Each declarative region is nevertheless considered as a (logically) continuous portion of the description text. Hence, if any rule defines a portion of text as the text that *extends* from some specific point of a declarative region to the end of this region, then this portion is the corresponding subset of the declarative region (thus, it does not include intermediate declarative items between the interface declaration and a corresponding body declaration).

### 10.2 Scope of declarations

For each form of declaration, the language rules define a certain portion of the description text called the *scope of the declaration*. The scope of a declaration is also called the scope of any named entity declared by the declaration. Furthermore, if the declaration associates some notation (either an identifier, a character literal, or an operator symbol) with the named entity, this portion of the text is also called the scope of this notation. Within the scope of a named entity, and only there, there are places where it is legal to use the associated notation in order to refer to the named entity. These places are defined by the rules of visibility and overloading.

The scope of a declaration that occurs immediately within a declarative region extends from the beginning of the declaration to the end of the declarative region; this part of the scope of a declaration is called the *immediate scope*. Furthermore, for any of the declarations in the following list, the scope of the declaration extends beyond the immediate scope:

- a) A declaration that occurs immediately within a package declaration

- b) An element declaration in a record type declaration
- c) A formal parameter declaration in a subprogram declaration
- d) A local generic declaration in a component declaration
- e) A local port declaration in a component declaration
- f) A formal generic declaration in an entity declaration
- g) A formal port declaration in an entity declaration

In the absence of a separate subprogram declaration, the subprogram specification given in the subprogram body acts as the declaration, and rule c) applies also in such a case. In each of these cases, the given declaration occurs immediately within some enclosing declaration, and the scope of the given declaration extends to the end of the scope of the enclosing declaration.

In addition to the above rules, the scope of any declaration that includes the end of the declarative part of a given block (whether it be an external block defined by a design entity or an internal block defined by a block statement) extends into a configuration declaration that configures the given block.

If a component configuration appears as a configuration item immediately within a block configuration that configures a given block, and if the scope of a given declaration includes the end of the declarative part of that block, then the scope of the given declaration extends from the beginning to the end of the declarative region associated with the given component configuration. A similar rule applies to a block configuration that appears as a configuration item immediately within another block configuration, provided that the contained block configuration configures an internal block. Furthermore, the scope of a use clause is similarly extended. Finally, the scope of a library unit contained within a design library is extended along with the scope of the logical library name corresponding to that design library.

NOTE—These scope rules apply to all forms of declaration. In particular, they apply also to implicit declarations.

### 10.3 Visibility

The meaning of the occurrence of an identifier at a given place in the text is defined by the visibility rules and also, in the case of overloaded declarations, by the overloading rules. The identifiers considered in this clause include any identifier other than a reserved word or attribute designator that denotes a predefined attribute. The places considered in this clause are those where a lexical element (such as an identifier) occurs. The overloaded declarations considered in this clause are those for subprograms and enumeration literals.

For each identifier and at each place in the text, the visibility rules determine a set of declarations (with this identifier) that define the possible meanings of an occurrence of the identifier. A declaration is said to be *visible* at a given place in the text when, according to the visibility rules, the declaration defines a possible meaning of this occurrence. Two cases may arise in determining the meaning of such a declaration:

- The visibility rules determine *at most one* possible meaning. In such a case, the visibility rules are sufficient to determine the declaration defining the meaning of the occurrence of the identifier, or in the absence of such a declaration, to determine that the occurrence is not legal at the given point.
- The visibility rules determine *more than one* possible meaning. In such a case, the occurrence of the identifier is legal at this point if and only if *exactly one* visible declaration is acceptable for the overloading rules in the given context.

A declaration is only visible within a certain part of its scope; this part starts at the end of the declaration except in the declaration of a design unit, in which case it starts immediately after the reserved word is occurring after the identifier of the design unit. This rule applies to both explicit and implicit declarations.

Visibility is either by selection or direct. A declaration is visible *by selection* at places that are defined as follows:

- a) For a primary unit contained in a library: at the place of the suffix in a selected name whose prefix denotes the library.
- b) For an architecture body associated with a given entity declaration: at the place of the block specification in a block configuration for an external block whose interface is defined by that entity declaration.
- c) For an architecture body associated with a given entity declaration: at the place of an architecture identifier (between the parentheses) in the first form of an entity aspect in a binding indication.
- d) For a declaration given in a package declaration: at the place of the suffix in a selected name whose prefix denotes the package.
- e) For an element declaration of a given record type or nature declaration: at the place of the suffix in a selected name whose prefix is appropriate for the type or nature; also at the place of a choice (before the compound delimiter =>) in a named element association of an aggregate of the type or nature.
- f) For a user-defined attribute: at the place of the attribute designator (after the delimiter ') in an attribute name whose prefix denotes a named entity with which that attribute has been associated.
- g) For a formal parameter declaration of a given subprogram declaration: at the place of the formal designator in a formal part (before the compound delimiter =>) of a named parameter association element of a corresponding subprogram call.
- h) For a local generic declaration of a given component declaration: at the place of the formal designator in a formal part (before the compound delimiter =>) of a named generic association element of a corresponding component instantiation statement; similarly, at the place of the actual designator in an actual part (after the compound delimiter =>, if any) of a generic association element of a corresponding binding indication.
- i) For a local port declaration of a given component declaration: at the place of the formal designator in a formal part (before the compound delimiter =>) of a named port association element of a corresponding component instantiation statement; similarly, at the place of the actual designator in an actual part (after the compound delimiter =>, if any) of a port association element of a corresponding binding indication.
- j) For a formal generic declaration of a given entity declaration: at the place of the formal designator in a formal part (before the compound delimiter =>) of a named generic association element of a corresponding binding indication; similarly, at the place of the formal designator in a formal part (before the compound delimiter =>) of a generic association element of a corresponding component instantiation statement when the instantiated unit is a design entity or a configuration declaration.
- k) For a formal port declaration of a given entity declaration: at the place of the formal designator in a formal part (before the compound delimiter =>) of a named port association element of a corresponding binding specification; similarly, at the place of the formal designator in a formal part (before the compound delimiter =>) of a port association element of a corresponding component instantiation statement when the instantiated unit is a design entity or a configuration declaration.
- l) For a formal generic declaration or a formal port declaration of a given block statement: at the place of the formal designator in a formal part (before the compound delimiter =>) of a named association element of a corresponding generic or port map aspect.

Finally, within the declarative region associated with a construct other than a record type or nature declaration, any declaration that occurs immediately within the region and that also occurs textually within the construct is visible by selection at the place of the suffix of an expanded name whose prefix denotes the construct.

Where it is not visible by selection, a visible declaration is said to be *directly visible*. A declaration is said to be directly visible within a certain part of its immediate scope; this part extends to the end of the immediate

scope of the declaration but excludes places where the declaration is hidden as explained in the following paragraphs. In addition, a declaration occurring immediately within the visible part of a package can be made directly visible by means of a use clause according to the rules described in 10.4.

A declaration is said to be *hidden* within (part of) an inner declarative region if the inner region contains a homograph of this declaration; the outer declaration is then hidden within the immediate scope of the inner homograph. Each of two declarations is said to be a *homograph* of the other if both declarations have the same identifier, operator symbol, or character literal, and if overloading is allowed for at most one of the two. If overloading is allowed for both declarations, then each of the two is a homograph of the other if they have the same identifier, operator symbol, or character literal, as well as the same parameter and result type profile (see 3.1.1).

Within the specification of a subprogram, every declaration with the same designator as the subprogram is hidden. Where hidden in this manner, a declaration is visible neither by selection nor directly.

Two declarations that occur immediately within the same declarative region must not be homographs, unless exactly one of them is the implicit declaration of a predefined operation. In such cases, a predefined operation is always hidden by the other homograph. Where hidden in this manner, an implicit declaration is hidden within the entire scope of the other declaration (regardless of which declaration occurs first); the implicit declaration is visible neither by selection nor directly.

Whenever a declaration with a certain identifier is visible from a given point, the identifier and the named entity (if any) are also said to be visible from that point. Direct visibility and visibility by selection are likewise defined for character literals and operator symbols. An operator is directly visible if and only if the corresponding operator declaration is directly visible.

In addition to the aforementioned rules, any declaration that is visible by selection at the end of the declarative part of a given (external or internal) block is visible by selection in a configuration declaration that configures the given block.

In addition, any declaration that is directly visible at the end of the declarative part of a given block is directly visible in a block configuration that configures the given block. This rule holds unless a use clause that makes a homograph of the declaration potentially visible (see 10.4) appears in the corresponding configuration declaration, and if the scope of that use clause encompasses all or part of those configuration items. If such a use clause appears, then the declaration will be directly visible within the corresponding configuration items, except at those places that fall within the scope of the additional use clause. At such places, neither name will be directly visible.

If a component configuration appears as a configuration item immediately within a block configuration that configures a given block, and if a given declaration is visible by selection at the end of the declarative part of that block, then the given declaration is visible by selection from the beginning to the end of the declarative region associated with the given component configuration. A similar rule applies to a block configuration that appears as a configuration item immediately within another block configuration, provided that the contained block configuration configures an internal block.

If a component configuration appears as a configuration item immediately within a block configuration that configures a given block, and if a given declaration is directly visible at the end of the declarative part of that block, then the given declaration is visible by selection from the beginning to the end of the declarative region associated with the given component configuration. A similar rule applies to a block configuration that appears as a configuration item immediately within another block configuration, provided that the contained block configuration configures an internal block. Furthermore, the visibility of declarations made directly visible by a use clause within a block is similarly extended. Finally, the visibility of a logical library name corresponding to a design library directly visible at the end of a block is similarly extended. The rules of this paragraph hold unless a use clause that makes a homograph of the declaration potentially visible appears in the corresponding block configuration, and if the scope of that use clause encompasses all or part

of those configuration items. If such a use clause appears, then the declaration will be directly visible within the corresponding configuration items, except at those places that fall within the scope of the additional use clause. At such places, neither name will be directly visible.

## NOTES

1—The same identifier, character literal, or operator symbol may occur in different declarations and may thus be associated with different named entities, even if the scopes of these declarations overlap. Overlap of the scopes of declarations with the same identifier, character literal, or operator symbol can result from overloading of subprograms and of enumeration literals. Such overlaps can also occur for named entities declared in the visible parts of packages and for formal generics and ports, record elements, and formal parameters, where there is overlap of the scopes of the enclosing package declarations, entity interfaces, record type declarations, or subprogram declarations. Finally, overlapping scopes can result from nesting.

2—The rules defining immediate scope, hiding, and visibility imply that a reference to an identifier, character literal, or operator symbol within its own declaration is illegal (except for design units). The identifier, character literal, or operator symbol hides outer homographs within its immediate scope—that is, from the start of the declaration. On the other hand, the identifier, character literal, or operator symbol is visible only after the end of the declaration (again, except for design units). For this reason, all but the last of the following declarations are illegal:

```
constant K: INTEGER := K*K;           -- Illegal
constant T: T;                       -- Illegal
procedure P (X: P);                   -- Illegal
function Q (X: REAL := Q) return Q;   -- Illegal
procedure R (R: REAL);                -- Legal (although perhaps confusing)
```

Example:

```
L1: block
    signal A,B: Bit ;
    begin
    L2: block
        signal B: Bit ;           -- An inner homograph of B.
        begin
            A <= B after 5 ns;    -- Means L1.A <= L2.B
            B <= L1.B after 10 ns; -- Means L2.B <= L1.B
        end block ;
        B <= A after 15 ns;      -- Means L1.B <= L1.A
    end block ;
```

## 10.4 Use clauses

A use clause achieves direct visibility of declarations that are visible by selection.

```
use_clause ::=
    use selected_name { , selected_name } ;
```

Each selected name in a use clause identifies one or more declarations that will potentially become directly visible. If the suffix of the selected name is a simple name, character literal, or operator symbol, then the selected name identifies only the declaration(s) of that simple name, character literal, or operator symbol contained within the package or library denoted by the prefix of the selected name. If the suffix is the reserved word **all**, then the selected name identifies all declarations that are contained within the package or library denoted by the prefix of the selected name.

For each use clause, there is a certain region of text called the *scope* of the use clause. This region starts immediately after the use clause. If a use clause is a declarative item of some declarative region, the scope of the clause extends to the end of the declarative region. If a use clause occurs within the context clause of a

design unit, the scope of the use clause extends to the end of the declarative region associated with the design unit. The scope of a use clause may additionally extend into a configuration declaration (see 10.2).

In order to determine which declarations are made directly visible at a given place by use clauses, consider the set of declarations identified by all use clauses whose scopes enclose this place. Any declaration in this set is a potentially visible declaration. A potentially visible declaration is actually made directly visible except in the following two cases:

- a) A potentially visible declaration is not made directly visible if the place considered is within the immediate scope of a homograph of the declaration.
- b) Potentially visible declarations that have the same designator are not made directly visible unless each of them is either an enumeration literal specification or the declaration of a subprogram (either by a subprogram declaration or by an implicit declaration).

#### NOTES

1—These rules guarantee that a declaration that is made directly visible by a use clause cannot hide an otherwise directly visible declaration.

2—If a named entity X declared in package P is made potentially visible within a package Q (e.g., by the inclusion of the clause "use P.X;" in the context clause of package Q), and the context clause for design unit R includes the clause "use Q.all;", this does not imply that X will be potentially visible in R. Only those named entities that are actually declared in package Q will be potentially visible in design unit R (in the absence of any other use clauses).

### 10.5 The context of overload resolution

Overloading is defined for names, subprograms, and enumeration literals.

For overloaded entities, overload resolution determines the actual meaning that an occurrence of an identifier or a character literal has whenever the visibility rules have determined that more than one meaning is acceptable at the place of this occurrence; overload resolution likewise determines the actual meaning of an occurrence of an operator or basic operation (see the introduction to Clause 3).

At such a place, all visible declarations are considered. The occurrence is only legal if there is exactly one interpretation of each constituent of the innermost complete context; a *complete context* is either a declaration, a specification, or a statement.

When considering possible interpretations of a complete context, the only rules considered are the syntax rules, the scope and visibility rules, and the rules of the form described below.

- a) Any rule that requires a name or expression to have a certain type or to have the same type as another name or expression.
- b) Any rule that requires the type of a name or expression to be a type of a certain class; similarly, any rule that requires a certain type to be a discrete, integer, floating point, physical, universal, character, or Boolean type.
- c) Any rule that requires a prefix to be appropriate for a certain type.
- d) The rules that require the type of an aggregate or string literal to be determinable solely from the enclosing complete context. Similarly, the rules that require the type of the prefix of an attribute, the type of the expression of a case statement, or the type of the operand of a type conversion to be determinable independently of the context.
- e) The rules given for the resolution of overloaded subprogram calls; for the implicit conversions of universal expressions; for the interpretation of discrete ranges with bounds having a universal type; and for the interpretation of an expanded name whose prefix denotes a subprogram.
- f) The rules given for the requirements on the return type, the number of formal parameters, and the types of the formal parameters of the subprogram denoted by the resolution function name (see 2.4).

## NOTES

1—If there is only one possible interpretation of an occurrence of an identifier, character literal, operator symbol, or string, that occurrence denotes the corresponding named entity. However, this condition does not mean that the occurrence is necessarily legal since other requirements exist that are not considered for overload resolution: for example, the fact that the expression is static, the parameter modes, conformance rules, the use of named association in an indexed name, the use of **open** in an indexed name, the use of a slice as an actual to a function call, and so forth.

2—A loop parameter specification is a declaration, and hence a complete context.

3—Rules that require certain constructs to have the same parameter and result type profile fall under category a) above. The same holds for rules that require conformance of two constructs, since conformance requires that corresponding names be given the same meaning by the visibility and overloading rules.

## 11. Design units and their analysis

The overall organization of descriptions, as well as their analysis and subsequent definition in a design library, are discussed in this clause.

### 11.1 Design units

Certain constructs may be independently analyzed and inserted into a design library; these constructs are called *design units*. One or more design units in sequence comprise a *design file*.

```
design_file ::= design_unit { design_unit }
```

```
design_unit ::= context_clause library_unit
```

```
library_unit ::=  
    primary_unit  
    | secondary_unit
```

```
primary_unit ::=  
    entity_declaration  
    | configuration_declaration  
    | package_declaration
```

```
secondary_unit ::=  
    architecture_body  
    | package_body
```

Design units in a design file are analyzed in the textual order of their appearance in the design file. Analysis of a design unit defines the corresponding library unit in a design library. A *library unit* is either a primary unit or a secondary unit. A secondary unit is a separately analyzed body of a primary unit resulting from a previous analysis.

The name of a primary unit is given by the first identifier after the initial reserved word of that unit. Of the secondary units, only architecture bodies are named; the name of an architecture body is given by the identifier following the reserved word **architecture**. Each primary unit in a given library must have a simple name that is unique within the given library, and each architecture body associated with a given entity declaration must have a simple name that is unique within the set of names of the architecture bodies associated with that entity declaration.

Entity declarations, architecture bodies, and configuration declarations are discussed in Clause 1. Package declarations and package bodies are discussed in Clause 2.

### 11.2 Design libraries

A *design library* is an implementation-dependent storage facility for previously analyzed design units. A given implementation is required to support any number of design libraries.

```
library_clause ::= library logical_name_list ;  
logical_name_list ::= logical_name { , logical_name }  
logical_name ::= identifier
```

A library clause defines logical names for design libraries in the host environment. A library clause appears as part of a context clause at the beginning of a design unit. There is a certain region of text called the *scope* of a library clause; this region starts immediately after the library clause, and it extends to the end of the declarative region associated with the design unit in which the library clause appears. Within this scope each logical name defined by the library clause is directly visible, except where hidden in an inner declarative region by a homograph of the logical name according to the rules of 10.3.

If two or more logical names having the same identifier (see 13.3) appear in library clauses in the same context clause, the second and subsequent occurrences of the logical name have no effect. The same is true of logical names appearing both in the context clause of a primary unit and in the context clause of a corresponding secondary unit.

Each logical name defined by the library clause denotes a design library in the host environment.

For a given library logical name, the actual name of the corresponding design libraries in the host environment may or may not be the same. A given implementation must provide some mechanism to associate a library logical name with a host-dependent library. Such a mechanism is not defined by the language.

There are two classes of design libraries: working libraries and resource libraries. A *working library* is the library into which the library unit resulting from the analysis of a design unit is placed. A *resource library* is a library containing library units that are referenced within the design unit being analyzed. Only one library may be the working library during the analysis of any given design unit; in contrast, any number of libraries (including the working library itself) may be resource libraries during such an analysis.

Every design unit except package STANDARD is assumed to contain the following implicit context items as part of its context clause:

**library** STD, WORK ; **use** STD.STANDARD.all ;

Library logical name STD denotes the design library in which package STANDARD and package TEXTIO reside; these are the only standard packages defined by the language (see Clause 14). (The use clause makes all declarations within package STANDARD directly visible within the corresponding design unit; see 10.4). Library logical name WORK denotes the current working library during a given analysis.

The library denoted by the library logical name STD contains no library units other than package STANDARD and package TEXTIO.

A secondary unit corresponding to a given primary unit may only be placed into the design library in which the primary unit resides.

NOTE—The design of the language assumes that the contents of resource libraries named in all library clauses in the context clause of a design unit will remain unchanged during the analysis of that unit (with the possible exception of the updating of the library unit corresponding to the analyzed design unit within the working library, if that library is also a resource library).

### 11.3 Context clauses

A context clause defines the initial name environment in which a design unit is analyzed.

```
context_clause ::= { context_item }
```

```
context_item ::=
    library_clause
  | use_clause
```

A library clause defines library logical names that may be referenced in the design unit; library clauses are described in 11.2. A use clause makes certain declarations directly visible within the design unit; use clauses are described in 10.4.

NOTE—The rules given for use clauses are such that the same effect is obtained whether the name of a library unit is mentioned once or more than once by the applicable use clauses, or even within a given use clause.

## 11.4 Order of analysis

The rules defining the order in which design units can be analyzed are direct consequences of the visibility rules. In particular:

- a) A primary unit whose name is referenced within a given design unit must be analyzed prior to the analysis of the given design unit.
- b) A primary unit must be analyzed prior to the analysis of any corresponding secondary unit.

In each case, the second unit *depends* on the first unit.

The order in which design units are analyzed must be consistent with the partial ordering defined by the above rules.

If any error is detected while attempting to analyze a design unit, then the attempted analysis is rejected and has no effect whatsoever on the current working library.

A given library unit is potentially affected by a change in any library unit whose name is referenced within the given library unit. A secondary unit is potentially affected by a change in its corresponding primary unit. If a library unit is changed (e.g., by reanalysis of the corresponding design unit), then all library units that are potentially affected by such a change become obsolete and must be reanalyzed before they can be used again.

## 12. Elaboration and execution

The process by which a declaration achieves its effect is called the *elaboration* of the declaration. After its elaboration, a declaration is said to be elaborated. Prior to the completion of its elaboration (including before the elaboration), the declaration is not yet elaborated.

Elaboration is also defined for design hierarchies, declarative parts, statement parts (containing architecture statements), simultaneous statements, and concurrent statements. Elaboration of such constructs is necessary in order ultimately to elaborate declarative items that are declared within those constructs.

In order to execute a model, the design hierarchy defining the model must first be elaborated. Initialization of nets and quantities (see 12.6.2) in the model then occurs. Finally, simulation of the model proceeds. Simulation consists of the repetitive execution of the *simulation cycle*, during which processes are executed, the analog solver invoked, and nets and quantities updated.

### 12.1 Elaboration of a design hierarchy

The elaboration of a design hierarchy creates a collection of processes interconnected by nets and certain *characteristic expressions* that are an implicit consequence of the declaration and association of quantities and terminals; these characteristic expressions are said to be in the *structural set* of characteristic expressions. The behavior of the design can be simulated by executing the collection of processes and nets and determining the values of the quantities using the structural set of characteristic expressions, an explicit set of characteristic expressions (see 15) and an augmentation set (see 12.6.5).

A design hierarchy may be defined by a design entity. Elaboration of a design hierarchy defined in this manner consists of the elaboration of the block statement equivalent to the external block defined by the design entity. The architecture of this design entity is assumed to contain an implicit configuration specification (see 5.2) for each component instance that is unbound in this architecture; each configuration specification has an entity aspect denoting an anonymous configuration declaration identifying the visible entity declaration (see 5.2) and supplying an implicit block configuration (see 1.3.1) that binds and configures a design entity identified according to the rules of 5.2.2. The equivalent block statement is defined in 9.6.2. Elaboration of a block statement is defined in 12.4.1.

A design hierarchy may also be defined by a configuration. Elaboration of a configuration consists of the elaboration of the block statement equivalent to the external block defined by the design entity configured by the configuration. The configuration contains an implicit component configuration (see 1.3.2) for each unbound component instance contained within the external block and an implicit block configuration (see 1.3.1) for each internal block contained within the external block.

An implementation may allow, but is not required to allow, a design entity at the root of a design hierarchy to have generics and ports. If an implementation allows these *top-level* interface objects, it may restrict their allowed types and modes in an implementation-defined manner. Similarly, the means by which top-level interface objects are associated with the external environment of the hierarchy are also defined by an implementation supporting top-level interface objects.

Elaboration of a block statement involves first elaborating each not-yet-elaborated package containing declarations referenced by the block. Similarly, elaboration of a given package involves first elaborating each not-yet-elaborated package containing declarations referenced by the given package. Elaboration of a package additionally consists of the

- a) Elaboration of the declarative part of the package declaration, eventually followed by
- b) Elaboration of the declarative part of the corresponding package body, if the package has a corresponding package body

Step b) above, the elaboration of a package body, may be deferred until the declarative parts of other packages have been elaborated, if necessary, because of the dependencies created between packages by their interpackage references.

Elaboration of a declarative part is defined in 12.3.

Examples:

```
-- In the following example, because of the dependencies between the packages, the
-- elaboration of either package body must follow the elaboration of both package
-- declarations.
```

```
package P1 is
    constant C1: INTEGER := 42;
    constant C2: INTEGER;
end package P1;
```

```
package P2 is
    constant C1: INTEGER := 17;
    constant C2: INTEGER;
end package P2;
```

```
package body P1 is
    constant C2: INTEGER := Work.P2.C1;
end package body P1;
```

```
package body P2 is
    constant C2: INTEGER := Work.P1.C1;
end package body P2;
```

```
-- If a design hierarchy is described by the following design entity:
```

```
entity E is end;
architecture A of E is
    component comp
        port (...);
    end component;
begin
C:  comp port map (...);
B:  block
    ...
    begin
    ...
    end block B;
end architecture A;
```

```
-- then its architecture contains the following implicit configuration specification at the
-- end of its declarative part:
```

```
    for C: comp use configuration anonymous;
-- and the following configuration declaration is assumed to exist when E(A) is
-- elaborated:
```

```
configuration anonymous of L.E is
    for A
        ...
    end for;
end configuration anonymous;
```

-- L is the library in which E(A) is found.  
-- The most recently analyzed architecture  
-- of L.E.

## 12.2 Elaboration of a block header

Elaboration of a block header consists of the elaboration of the generic clause, the generic map aspect, the port clause, and the port map aspect, in that order.

### 12.2.1 The generic clause

Elaboration of a generic clause consists of the elaboration of each of the equivalent single generic declarations contained in the clause, in the order given. The elaboration of a generic declaration consists of elaborating the subtype indication and then creating a generic constant of that subtype.

The value of a generic constant is not defined until a subsequent generic map aspect is evaluated or, in the absence of a generic map aspect, until the default expression associated with the generic constant is evaluated to determine the value of the constant.

### 12.2.2 The generic map aspect

Elaboration of a generic map aspect consists of elaborating the generic association list. The generic association list contains an implicit association element for each generic constant that is not explicitly associated with an actual or that is associated with the reserved word **open**; the actual part of such an implicit association element is the default expression appearing in the declaration of that generic constant.

Elaboration of a generic association list consists of the elaboration of each generic association element in the association list. Elaboration of a generic association element consists of the elaboration of the formal part and the evaluation of the actual part. The generic constant or subelement or slice thereof designated by the formal part is then initialized with the value resulting from the evaluation of the corresponding actual part. It is an error if the value of the actual does not belong to the subtype denoted by the subtype indication of the formal. If the subtype denoted by the subtype indication of the declaration of the formal is a constrained array subtype, then an implicit subtype conversion is performed prior to this check. It is also an error if the type of the formal is an array type and the value of each element of the actual does not belong to the element subtype of the formal.

### 12.2.3 The port clause

Elaboration of a port clause consists of the elaboration of each of the equivalent single port declarations contained in the clause, in the order given. The elaboration of a port declaration consists of elaborating the subtype or subnature indication and then creating a port of that subtype or subnature.

### 12.2.4 The port map aspect

Elaboration of a port map aspect consists of elaborating the port association list.

Elaboration of a port association list consists of the elaboration of each port association element in the association list whose actual is not the reserved word **open**. Elaboration of a port association element consists of the elaboration of the formal part; the port or subelement or slice thereof designated by the formal part is then associated with the signal, expression, terminal, or quantity designated by the actual part. This association involves a check that the restrictions on port associations (see 1.1.1.2) are met. It is an error if this check fails.

If a given port is a quantity port or a terminal port, the association of the formal and the actual consists of the creation of characteristic expressions. If the port is a quantity port, the difference between each scalar subelement of the formal and the corresponding scalar subelement of the actual is a characteristic expression of the structural set. Its tolerance group is the tolerance group of the corresponding scalar subelement of the formal. Similarly, if the port is a terminal port, the difference between each scalar subelement of the reference quantity of the formal and the corresponding scalar subelement of the reference quantity of the actual is

a characteristic expression of the structural set. Its tolerance group is the tolerance group of the corresponding scalar subelement of the reference quantity of the formal. Additionally, if the port is a terminal port, the contribution expression of each scalar subelement of the actual is replaced by a simple expression that consists of a + operator whose left operand is the contribution expression of the scalar subelement of the actual and whose right operand is the contribution expression of the matching scalar subelement of the formal.

If a given port is a port of mode **in** whose declaration includes a default expression, and if no association element associates a signal, quantity, or expression with that port, then the default expression is evaluated and the effective value of the port and the driving value of the port (if the port is a signal port) is set to the value of the default expression. Similarly, if a given port of mode **in** is associated with an expression, that expression is evaluated and the effective and driving value of the port (if the port is a signal port) is set to the value of the expression. In the event that the value of a port is derived from an expression in either fashion, references to the predefined attributes of the port whose kind is signal return values indicating that the port has the given driving value with no activity at any time (see 12.6.3). For a quantity port, the appropriate attributes will reflect a constant value.

If an actual signal or quantity is associated with a port of any mode, and if the type of the formal is a scalar type, then it is an error if (after applying any conversion function or type conversion expression present in the actual part) the bounds and direction of the subtype denoted by the subtype indication of the formal are not identical to the bounds and direction of the subtype denoted by the subtype indication of the actual. If an actual expression is associated with a formal port (of mode **in**), and if the type of the formal is a scalar type, then it is an error if the value of the expression does not belong to the subtype denoted by the subtype indication of the declaration of the formal. If an actual terminal is associated with a port, and if the nature of the formal is a scalar nature, then it is an error if the subnature denoted by the subnature indication of the formal is different from the subnature denoted by the subnature indication of the actual.

If an actual signal, quantity, terminal, or expression is associated with a formal port, and if the formal is of a constrained array subtype or subnature, then it is an error if the actual does not contain a matching element for each element of the formal. In the case of an actual signal or quantity, this check is made after applying any conversion function or type conversion that is present in the actual part. If an actual signal, terminal, quantity, or expression is associated with a formal port, and if the subtype or subnature denoted by the subtype or subnature indication of the declaration of the formal is an unconstrained array type or nature, then the subtype or subnature of the formal is taken from the actual associated with that formal. It is also an error if the mode of the formal is **in** or **inout** and the value of each element of the actual array (after applying any conversion function or type conversion present in the actual part) does not belong to the element subtype of the formal. If the formal port is of mode **out**, **inout**, or **buffer**, it is also an error if the value of each element of the formal (after applying any conversion function or type conversion present in the formal part) does not belong to the element subtype of the actual.

If an actual signal, quantity, terminal, or expression is associated with a formal port, and if the formal is of a record subtype or subnature, then it is an error if the rules of the preceding three paragraphs do not apply to each element of the record subtype or subnature. In the case of an actual signal or quantity, these checks are made after applying any conversion function or type conversion that is present in the actual part.

### 12.3 Elaboration of a declarative part

The elaboration of a declarative part consists of the elaboration of the declarative items, if any, in the order in which they are given in the declarative part. This rule holds for all declarative parts, with three exceptions:

- a) The entity declarative part of a design entity whose corresponding architecture is decorated with the 'FOREIGN' attribute defined in package STANDARD (see 5.1 and 14.2).
- b) The architecture declarative part of a design entity whose architecture is decorated with the 'FOREIGN' attribute defined in package STANDARD.

- c) A subprogram declarative part whose subprogram is decorated with the 'FOREIGN' attribute defined in package STANDARD.

For these cases, the declarative items are not elaborated; instead, the design entity or subprogram is subject to implementation-dependent elaboration.

In certain cases, the elaboration of a declarative item involves the evaluation of expressions that appear within the declarative item. The value of any object denoted by a primary in such an expression must be defined at the time the primary is read (see 4.3.2). In addition, if a primary in such an expression is a function call, then the value of any object denoted by or appearing as a part of an actual designator in the function call must be defined at the time the expression is evaluated.

**NOTE**—It is a consequence of this rule that the name of a signal or quantity declared within a block cannot be referenced in expressions appearing in declarative items other than source quantity declarations and step limit specifications within that block, an inner block, simultaneous procedural statement, or process statement; nor can it be passed as a parameter to a function called during the elaboration of the block. These restrictions exist because the value of a signal is not defined until after the design hierarchy is elaborated. However, a signal parameter name may be used within expressions in declarative items within a subprogram declarative part, provided that the subprogram is only called after simulation begins, because the value of every signal will be defined by that time.

### 12.3.1 Elaboration of a declaration

Elaboration of a declaration has the effect of creating the declared item.

For each declaration, the language rules (in particular scope and visibility rules) are such that it is either impossible or illegal to use a given item before the elaboration of its corresponding declaration. For example, it is not possible to use the name of a type for an object declaration before the corresponding type declaration is elaborated. Similarly, it is illegal to call a subprogram before its corresponding body is elaborated.

#### 12.3.1.1 Subprogram declarations and bodies

Elaboration of a subprogram declaration involves the elaboration of the parameter interface list of the subprogram declaration; this in turn involves the elaboration of the subtype indication of each interface element to determine the subtype of each formal parameter of the subprogram.

Elaboration of a subprogram body has no effect other than to establish that the body can, from then on, be used for the execution of calls of the subprogram.

#### 12.3.1.2 Type declarations

Elaboration of a type declaration generally consists of the elaboration of the definition of the type and the creation of that type. For a constrained array type declaration, however, elaboration consists of the elaboration of the equivalent anonymous unconstrained array type followed by the elaboration of the named subtype of that unconstrained type.

Elaboration of an enumeration type definition has no effect other than the creation of the corresponding type.

Elaboration of an integer, floating point, or physical type definition consists of the elaboration of the corresponding range constraint. For a physical type definition, each unit declaration in the definition is also elaborated. Elaboration of a physical unit declaration has no effect other than to create the unit defined by the unit declaration.

Elaboration of an unconstrained array type definition consists of the elaboration of the element subtype indication of the array type.

Elaboration of a record type definition consists of the elaboration of the equivalent single element declarations in the given order. Elaboration of an element declaration consists of elaboration of the element subtype indication.

Elaboration of an access type definition consists of the elaboration of the corresponding subtype indication.

### 12.3.1.3 Subtype declarations

Elaboration of a subtype declaration consists of the elaboration of the subtype indication. The elaboration of a subtype indication creates a subtype. If the subtype does not include a constraint, then the subtype is the same as that denoted by the type mark. The elaboration of a subtype indication that includes a constraint proceeds as follows:

- a) The constraint is first elaborated.
- b) A check is then made that the constraint is compatible with the type or subtype denoted by the type mark (see 3.1 and 3.2.1.1).

Elaboration of a range constraint consists of the evaluation of the range. The evaluation of a range defines the bounds and direction of the range. Elaboration of an index constraint consists of the elaboration of each of the discrete ranges in the index constraint in some order that is not defined by the language.

If the subtype indication includes a tolerance aspect, then the tolerance group is the value of the string expression of the tolerance aspect.

### 12.3.1.4 Object declarations

Elaboration of an object declaration that declares an object other than a file object proceeds as follows:

- a) The subtype indication is first elaborated. This establishes the subtype of the object.
- b) If the object declaration includes an explicit initialization expression, then the initial value of the object is obtained by evaluating the expression. It is an error if the value of the expression does not belong to the subtype of the object; if the object is an array object, then an implicit subtype conversion is first performed on the value unless the object is a constant whose subtype indication denotes an unconstrained array type. Otherwise, any implicit initial value for the object is determined.
- c) The object is created.
- d) Any initial value is assigned to the object.

The initialization of such an object (either the declared object or one of its subelements) involves a check that the initial value belongs to the subtype of the object. For an array object declared by an object declaration, an implicit subtype conversion is first applied as for an assignment statement, unless the object is a constant whose subtype is an unconstrained array type.

The elaboration of a terminal declaration also includes the creation of a *contribution expression* corresponding to each scalar subelement of the terminal. The contribution expression is initialized to the literal 0.0; it may be modified by other steps of the elaboration process. Similarly, the elaboration of an across quantity declaration includes the creation, for each scalar subelement  $q$  of the across quantity, of the expression  $(q \text{ minus the reference quantity of the plus terminal of } q \text{ plus the reference quantity of the minus terminal of } q)$ . This expression is a characteristic expression of the structural set. Its tolerance group is the tolerance group of  $q$ . Finally, if the object is a through quantity, then for each scalar subelement  $q$  of the through quantity the contribution expression of the plus terminal of  $q$  is replaced by a simple expression that consists of a + operator whose left operand is the contribution expression of the plus terminal of  $q$  and whose right operand is a primary that denotes  $q$ . Similarly, the contribution expression of the minus terminal of  $q$  is replaced

by a simple expression that consists of a - operator whose left operand is the contribution expression of the minus terminal of q and whose right operand is a primary that denotes q.

The elaboration of a file object declaration consists of the elaboration of the subtype indication followed by the creation of the object. If the file object declaration contains file open information, then the implicit call to FILE\_OPEN is then executed (see 4.3.1.4).

#### NOTES

1—These rules apply to all object declarations other than port and generic declarations, which are elaborated as outlined in 12.2.1 through 12.2.4.

2—The expression initializing a constant object need not be a static expression.

#### 12.3.1.5 Alias declarations

Elaboration of an alias declaration consists of the elaboration of the subtype indication to establish the subtype associated with the alias, followed by the creation of the alias as an alternative name for the named entity. The creation of an alias for an array object involves a check that the subtype associated with the alias includes a matching element for each element of the named object. It is an error if this check fails.

#### 12.3.1.6 Attribute declarations

Elaboration of an attribute declaration has no effect other than to create a template for defining attributes of items.

#### 12.3.1.7 Component declarations

Elaboration of a component declaration has no effect other than to create a template for instantiating component instances.

#### 12.3.1.8 Nature and subnature declarations

Elaboration of a nature declaration consists of associating the type declarations in the nature declaration with the nature, and setting the values of the predeclared attributes of the nature accordingly. The elaboration of a nature declaration that declares a scalar nature also creates the reference terminal of the simple nature of that scalar nature. Elaboration of a subnature declaration proceeds analogously to the elaboration of a subtype declaration; the subnature indication is elaborated, the constraint is elaborated, and then checked.

### 12.3.2 Elaboration of a specification

Elaboration of a specification has the effect of associating additional information with a previously declared item.

#### 12.3.2.1 Attribute specifications

Elaboration of an attribute specification proceeds as follows:

- a) The entity specification is elaborated in order to determine which items are affected by the attribute specification.
- b) The expression is evaluated to determine the value of the attribute. It is an error if the value of the expression does not belong to the subtype of the attribute; if the attribute is of an array type, then an implicit subtype conversion is first performed on the value, unless the subtype indication of the attribute denotes an unconstrained array type.

- c) A new instance of the designated attribute is created and associated with each of the affected items.
- d) Each new attribute instance is assigned the value of the expression.

The assignment of a value to an instance of a given attribute involves a check that the value belongs to the subtype of the designated attribute. For an attribute of a constrained array type, an implicit subtype conversion is first applied as for an assignment statement. No such conversion is necessary for an attribute of an unconstrained array type; the constraints on the value determine the constraints on the attribute.

NOTE—The expression in an attribute specification need not be a static expression.

### 12.3.2.2 Configuration specifications

Elaboration of a configuration specification proceeds as follows:

- a) The component specification is elaborated in order to determine which component instances are affected by the configuration specification.
- b) The binding indication is elaborated to identify the design entity to which the affected component instances will be bound.
- c) The binding information is associated with each affected component instance label for later use in instantiating those component instances.

As part of this elaboration process, a check is made that both the entity declaration and the corresponding architecture body implied by the binding indication exist within the specified library. It is an error if this check fails.

### 12.3.2.3 Disconnection specifications

Elaboration of a disconnection specification proceeds as follows:

- a) The guarded signal specification is elaborated in order to identify the signals affected by the disconnection specification.
- b) The time expression is evaluated to determine the disconnection time for drivers of the affected signals.
- c) The disconnection time is associated with each affected signal for later use in constructing disconnection statements in the equivalent processes for guarded assignments to the affected signals.

### 12.3.2.4 Step Limit specifications

Elaboration of a step limit specification proceeds as follows:

- a) The quantity specification is elaborated in order to identify the quantities affected by the step limit specification.
- b) The real expression is associated with each affected quantity for later use by the analog solver.

## 12.4 Elaboration of a statement part

Architecture statements appearing in the statement part of a block must be elaborated before execution begins. Elaboration of the statement part of a block consists of the elaboration of each architecture statement in the order given. This rule holds for all block statement parts except for those blocks equivalent to a design entity whose corresponding architecture is decorated with the 'FOREIGN' attribute defined in package STANDARD (see 14.2).

For this case, the statements are not elaborated; instead, the design entity is subject to implementation-dependent elaboration.

#### 12.4.1 Block statements

Elaboration of a block statement consists of the elaboration of the block header, if present, followed by the elaboration of the block declarative part, followed by the elaboration of the block statement part, followed by the creation of certain characteristic expressions of the structural set.

Elaboration of a block statement may occur under the control of a configuration declaration. In particular, a block configuration, whether implicit or explicit, within a configuration declaration may supply a sequence of additional implicit configuration specifications to be applied during the elaboration of the corresponding block statement. If a block statement is being elaborated under the control of a configuration declaration, then the sequence of implicit configuration specifications supplied by the block configuration is elaborated as part of the block declarative part, following all other declarative items in that part.

The sequence of implicit configuration specifications supplied by a block configuration, whether implicit or explicit, consists of each of the configuration specifications implied by component configurations (see 1.3.2) occurring immediately within the block configuration, in the order in which the component configurations themselves appear.

A scalar terminal is a *root terminal* if it is not a reference terminal or a connected terminal. The contribution expression of each scalar subelement of any root terminal of the block is a characteristic expression of the structural set. Its tolerance group is the tolerance group implied by the through type of the nature of the terminal. In addition, the difference between each scalar subelement of each quantity TContribution and the contribution expression of the corresponding scalar subelement of terminal T is a characteristic expression of the structural set. Its tolerance group is the tolerance group of the scalar subelement of TContribution.

#### 12.4.2 Generate statements

Elaboration of a generate statement consists of the replacement of the generate statement with zero or more copies of a block statement whose declarative part consists of the declarative items contained within the generate statement and whose statement part consists of the concurrent statements contained within the generate statement. These block statements are said to be *represented* by the generate statement. Each block statement is then elaborated.

For a generate statement with a for generation scheme, elaboration consists of the elaboration of the discrete range, followed by the generation of one block statement for each value in the range. The block statements all have the following form:

- a) The label of the block statement is the same as the label of the generate statement.
- b) The block declarative part has, as its first item, a single constant declaration that declares a constant with the same simple name as that of the applicable generate parameter; the value of the constant is the value of the generate parameter for the generation of this particular block statement. The type of this declaration is determined by the base type of the discrete range of the generate parameter. The remainder of the block declarative part consists of a copy of the declarative items contained within the generate statement.
- c) The block statement part consists of a copy of the concurrent statements contained within the generate statement.

For a generate statement with an if generation scheme, elaboration consists of the evaluation of the Boolean expression, followed by the generation of exactly one block statement if the expression evaluates to TRUE, and no block statement otherwise. If generated, the block statement has the following form:

- The block label is the same as the label of the generate statement.
- The block declarative part consists of a copy of the declarative items contained within the generate statement.
- The block statement part consists of a copy of the concurrent statements contained within the generate statement.

Examples:

-- The following generate statement:

```
LABL : for I in 1 to 2 generate
      signal s1 : INTEGER;
begin
      s1 <= p1;
      Inst1 : and_gate port map (s1, p2(I), p3);
end generate LABL;
```

-- is equivalent to the following two block statements:

```
LABL : block
      constant I : INTEGER := 1;
      signal s1 : INTEGER;
begin
      s1 <= p1;
      Inst1 : and_gate port map (s1, p2(I), p3);
end block LABL;
```

LABL : **block**

```
      constant I : INTEGER := 2;
      signal s1 : INTEGER;
begin
      s1 <= p1;
      Inst1 : and_gate port map (s1, p2(I), p3);
end block LABL;
```

-- The following generate statement:

```
LABL : if (g1 = g2) generate
      signal s1 : INTEGER;
begin
      s1 <= p1;
      Inst1 : and_gate port map (s1, p4, p3);
end generate LABL;
```

- is equivalent to the following statement if g1 = g2;
- otherwise, it is equivalent to no statement at all:

```
LABL : block
      signal s1 : INTEGER;
begin
      s1 <= p1;
      Inst1 : and_gate port map (s1, p4, p3);
end block LABL;
```

NOTE—The repetition of the block labels in the case of a for generation scheme does not produce multiple declarations of the label on the generate statement. The multiple block statements represented by the generate statement constitute multiple references to the same implicitly declared label.

### 12.4.3 Component instantiation statements

Elaboration of a component instantiation statement that instantiates a component declaration has no effect unless the component instance is either fully bound to a design entity defined by an entity declaration and architecture body or bound to a configuration of such a design entity. If a component instance is so bound, then elaboration of the corresponding component instantiation statement consists of the elaboration of the implied block statement representing the component instance and (within that block) the implied block statement representing the design entity to which the component instance is bound. The implied block statements are defined in 9.6.1.

Elaboration of a component instantiation statement whose instantiated unit denotes either a design entity or a configuration declaration consists of the elaboration of the implied block statement representing the component instantiation statement and (within that block) the implied block statement representing the design entity to which the component instance is bound. The implied block statements are defined in 9.6.2.

### 12.4.4 Other concurrent statements

All other concurrent statements are either process statements or are statements for which there is an equivalent process statement.

Elaboration of a process statement proceeds as follows:

- a) The process declarative part is elaborated.
- b) The drivers required by the process statement are created.
- c) The initial transaction defined by the default value associated with each scalar signal driven by the process statement is inserted into the corresponding driver.

Elaboration of all concurrent signal assignment statements and concurrent assertion statements consists of the construction of the equivalent process statement followed by the elaboration of the equivalent process statement.

### 12.4.5 Simultaneous statements

The elaboration of a simple simultaneous statement consists of the evaluation of the string expression that determines the tolerance group of its characteristic expressions. The elaboration of a simultaneous procedural statement consists of creating the type declaration, the subprogram body and the simple simultaneous statement implied by the simultaneous procedural statement, and elaborating each in turn. The elaboration of any other simultaneous statement has no effect.

## 12.5 Dynamic elaboration

The execution of certain constructs that involve sequential statements rather than concurrent statements also involves elaboration. Such elaboration occurs during the execution of the model.

There are three particular instances in which elaboration occurs dynamically during simulation. These are as follows:

- a) Execution of a loop statement with a for iteration scheme involves the elaboration of the loop parameter specification prior to the execution of the statements enclosed by the loop (see 8.9). This elaboration creates the loop parameter and evaluates the discrete range.
- b) Execution of a subprogram call involves the elaboration of the parameter interface list of the corresponding subprogram declaration; this involves the elaboration of each interface declaration to create the corresponding formal parameters. Actual parameters are then associated with formal parameters. Finally, if the designator of the subprogram is not decorated with the 'FOREIGN attribute defined in package STANDARD, the declarative part of the corresponding subprogram body is elaborated and the sequence of statements in the subprogram body is executed. If the designator of the subprogram is decorated with the 'FOREIGN attribute defined in package STANDARD, then the subprogram body is subject to implementation-dependent elaboration and execution.
- c) Evaluation of an allocator that contains a subtype indication involves the elaboration of the subtype indication prior to the allocation of the created object.

NOTE—It is a consequence of these rules that declarative items appearing within the declarative part of a subprogram body are elaborated each time the corresponding subprogram is called; thus, successive elaborations of a given declarative item appearing in such a place may create items with different characteristics. For example, successive elaborations of the same subtype declaration appearing in a subprogram body may create subtypes with different constraints.

## 12.6 Execution of a model

The elaboration of a design hierarchy produces a *model* that can be executed in order to simulate the design represented by the model. Simulation involves the execution of user-defined processes that interact with each other and with the environment, and the invocation of the analog solver to determine the values of quantities within the model.

The *kernel process* is a conceptual representation of the agent that coordinates the activity of user-defined processes during a simulation. This agent causes the propagation of signal values to occur and causes the values of implicit signals [such as S'Stable(T)] to be updated. Furthermore, this process is responsible for detecting events that occur and for causing the appropriate processes to execute in response to those events.

For any given signal that is explicitly declared within a model, the kernel process contains a variable representing the current value of that signal. Any evaluation of a name denoting a given signal retrieves the current value of the corresponding variable in the kernel process. Similarly, for any given quantity that is explicitly or implicitly declared within a model, the kernel process contains a similar variable, and any evaluation of a name denoting the quantity returns the current value of the corresponding variable. During simulation, the kernel process updates these variables from time to time, based upon the current values of sources of the corresponding signal and the results of the analog solver.

In addition, the kernel process contains a variable representing the current value of any implicitly declared GUARD signal resulting from the appearance of a guard expression on a given block statement. Furthermore, the kernel process contains both a driver for, and a variable representing the current value of, any signal S'Stable(T), for any prefix S and any time T, that is referenced within the model; likewise, for any signal S'Quiet(T) or S'Transaction, and likewise, for each textual occurrence of any name of the form Q'Above(E). Finally, the kernel process contains a driver for the DOMAIN signal of type DOMAIN\_TYPE.

The *analog solver* is a conceptual representation of the agent that updates the values of the quantities of a model. The analog solver also updates the driver of each implicit signal Q'Above(E) of the model. The analog solver is said to determine an *analog solution point* when it determines these values.

NOTE—Since the kernel process contains a driver for the DOMAIN signal, and since the type of the DOMAIN signal is an unresolved type, the model may not contain a source for the DOMAIN signal.

### 12.6.1 Drivers

Every signal assignment statement in a process statement defines a set of *drivers* for certain scalar signals. There is a single driver for a given scalar signal *S* in a process statement, provided that there is at least one signal assignment statement in that process statement and that the longest static prefix of the target signal of that signal assignment statement denotes *S* or denotes a composite signal of which *S* is a subelement. Each such signal assignment statement is said to be *associated* with that driver. Execution of a signal assignment statement affects only the associated driver(s).

A driver for a scalar signal is represented by a *projected output waveform*. A projected output waveform consists of a sequence of one or more *transactions*, where each transaction is a pair consisting of a value component and a time component. For a given transaction, the value component represents a value that the driver of the signal is to assume at some point in time, and the time component specifies which point in time. These transactions are ordered with respect to their time components.

A driver always contains at least one transaction. The initial contents of a driver associated with a given signal are defined by the default value associated with the signal (see 4.3.1.2).

For any driver, there is exactly one transaction whose time component is not greater than the current simulation time. The *current value* of the driver is the value component of this transaction. If, as the result of the advance of time, the current time becomes equal to the time component of the next transaction, then the first transaction is deleted from the projected output waveform and the next becomes the current value of the driver.

### 12.6.2 Propagation of signal values

As simulation time advances, the transactions in the projected output waveform of a given driver (see 12.6.1) will each, in succession, become the value of the driver. When a driver acquires a new value in this way, regardless of whether the new value is different from the previous value, that driver is said to be *active* during that simulation cycle. For the purposes of defining driver activity, a driver acquiring a value from a null transaction is assumed to have acquired a new value. A signal is said to be *active* during a given simulation cycle if

- One of its sources is active
- One of its subelements is active
- The signal is named in the formal part of an association element in a port association list and the corresponding actual is active
- The signal is a subelement of a resolved signal and the resolved signal is active

If a signal of a given composite type has a source that is of a different type (and therefore a conversion function or type conversion appears in the corresponding association element), then each scalar subelement of that signal is considered to be active if the source itself is active. Similarly, if a port of a given composite type is associated with a signal that is of a different type (and therefore a conversion function or type conversion appears in the corresponding association element), then each scalar subelement of that port is considered to be active if the actual signal itself is active.

In addition to the preceding information, an implicit signal is said to be active during a given simulation cycle if the kernel process updates that implicit signal within the given cycle.

If a signal is not active during a given simulation cycle, then the signal is said to be *quiet* during that simulation cycle.

The kernel process determines two values for certain signals during any given simulation cycle. The *driving value* of a given signal is the value that signal provides as a source of other signals. The *effective value* of a given signal is the value obtainable by evaluating a reference to the signal within an expression. The driving value and the effective value of a signal are not always the same, especially when resolution functions and conversion functions or type conversions are involved in the propagation of signal values.

A *basic signal* is a signal that has all of the following properties:

- It is either a scalar signal or a resolved signal (see 4.3.1.2);
- It is not a subelement of a resolved signal;
- Is not an implicit signal of the form S'Stable(T), S'Quiet(T), S'Transaction, or Q'Above(E) (see 14.1); and
- It is not an implicit signal GUARD (see 9.1).

Basic signals are those that determine the driving values for all other signals.

The driving value of any basic signal S is determined as follows:

- If S has no source, then the driving value of S is given by the default value associated with S (see 4.3.1.2).
- If S has one source that is a driver and S is not a resolved signal (see 4.3.1.2), then the driving value of S is the value of that driver.
- If S has one source that is a port and S is not a resolved signal, then the driving value of S is the driving value of the formal part of the association element that associates S with that port (see 4.3.2.2). The driving value of a formal part is obtained by evaluating the formal part as follows: If no conversion function or type conversion is present in the formal part, then the driving value of the formal part is the driving value of the signal denoted by the formal designator. Otherwise, the driving value of the formal part is the value obtained by applying either the conversion function or type conversion (whichever is contained in the formal part) to the driving value of the signal denoted by the formal designator.
- If S is a resolved signal and has one or more sources, then the driving values of the sources of S are examined. It is an error if any of these driving values is a composite where one or more subelement values are determined by the null transaction (see 8.4.1) and one or more subelement values are not determined by the null transaction. If S is of signal kind **register** and all the sources of S have values determined by the null transaction, then the driving value of S is unchanged from its previous value. Otherwise, the driving value of S is obtained by executing the resolution function associated with S, where that function is called with an input parameter consisting of the concatenation of the driving values of the sources of S, with the exception of the value of any source of S whose current value is determined by the null transaction.

The driving value of any signal S that is not a basic signal is determined as follows:

- If S is a subelement of a resolved signal R, the driving value of S is the corresponding subelement value of the driving value of R.
- Otherwise (S is a nonresolved, composite signal), the driving value of S is equal to the aggregate of the driving values of each of the basic signals that are the subelements of S.

For a scalar signal S, the *effective value* of S is determined in the following manner:

- If S is a signal declared by a signal declaration, a port of mode **buffer**, or an unconnected port of mode **inout**, then the effective value of S is the same as the driving value of S.

- If *S* is a connected port of mode **in** or **inout**, then the effective value of *S* is the same as the effective value of the actual part of the association element that associates an actual with *S* (see 4.3.2.2). The effective value of an actual part is obtained by evaluating the actual part, using the effective value of the signal denoted by the actual designator in place of the actual designator.
- If *S* is an unconnected port of mode **in**, the effective value of *S* is given by the default value associated with *S* (see 4.3.1.2).

For a composite signal *R*, the effective value of *R* is the aggregate of the effective values of each of the subelements of *R*.

For a scalar signal *S*, both the driving and effective values must belong to the subtype of the signal. For a composite signal *R*, an implicit subtype conversion is performed to the subtype of *R*; for each element of *R*, there must be a matching element in both the driving and the resolved value, and vice versa.

In order to update a signal during a given simulation cycle, the kernel process first determines the driving and effective values of that signal. The kernel process then updates the variable containing the current value of the signal with the newly determined effective value, as follows:

- a) If *S* is a signal of some type that is not an array type, the effective value of *S* is used to update the current value of *S*. A check is made that the effective value of *S* belongs to the subtype of *S*. An error occurs if this subtype check fails. Finally, the effective value of *S* is assigned to the variable representing the current value of the signal.
- b) If *S* is an array signal (including a slice of an array), the effective value of *S* is implicitly converted to the subtype of *S*. The subtype conversion checks that for each element of *S* there is a matching element in the effective value and vice versa. An error occurs if this check fails. The result of this subtype conversion is then assigned to the variable representing the current value of *S*.

If updating a signal causes the current value of that signal to change, then an *event* is said to have occurred on the signal. This definition applies to any updating of a signal, whether such updating occurs according to the above rules or according to the rules for updating implicit signals given in 12.6.3. The occurrence of an event may cause the resumption and subsequent execution of certain processes during the simulation cycle in which the event occurs.

For any signal other than one declared with the signal kind **register**, the driving and effective values of the signal are determined and the current value of that signal is updated as described above in every simulation cycle. A signal declared with the signal kind **register** is updated in the same fashion during every simulation cycle except those in which all of its sources have current values that are determined by null transactions.

A *net* is a collection of drivers, signals (including ports and implicit signals), conversion functions, and resolution functions that, taken together, determine the effective and driving values of every signal on the net.

Implicit signals **GUARD**, **S'Stable(T)**, **S'Quiet(T)**, and **S'Transaction**, for any prefix *S* and any time *T*, **Q'Above(E)** for any prefix *Q* and expression *E* are not updated according to the above rules; such signals are updated according to the rules described in 12.6.3.

## NOTES

1—In a simulation cycle, a subelement of a composite signal may be quiet, but the signal itself may be active.

2—The rules concerning association of actuals with formals (see 4.3.2.2) imply that, if a composite signal is associated with a composite port of mode **out**, **inout**, or **buffer**, and if no conversion function or type conversion appears in either the actual or formal part of the association element, then each scalar subelement of the formal is a source of the matching subelement of the actual. In such a case, a given subelement of the actual will be active if and only if the matching subelement of the formal is active.

3—The algorithm for computing the driving value of a scalar signal *S* is recursive. For example, if *S* is a local signal appearing as an actual in a port association list whose formal is of mode **out** or **inout**, the driving value of *S* can only be obtained after the driving value of the corresponding formal part is computed. This computation may involve multiple executions of the above algorithm.

4—Similarly, the algorithm for computing the effective value of a signal *S* is recursive. For example, if a formal port *S* of mode **in** corresponds to an actual *A*, the effective value of *A* must be computed before the effective value of *S* can be computed. The actual *A* may itself appear as a formal port in a port association list.

5—No effective value is specified for **out** and **linkage** ports, since these ports may not be read.

6—Overloading the operator “=” has no effect on the propagation of signal values.

7—A signal of kind **register** may be active even if its associated resolution function does not execute in the current simulation cycle if the values of all of its drivers are determined by the null transaction and at least one of its drivers is also active.

8—The definition of the driving value of a basic signal exhausts all cases, with the exception of a non-resolved signal with more than one source. This condition is defined as an error in 4.3.1.2.

### 12.6.3 Updating implicit signals

The kernel process updates the value of each implicit signal **GUARD** associated with a block statement that has a guard expression. Similarly, the kernel process updates the values of each implicit signal **S'Stable(T)**, **S'Quiet(T)**, or **S'Transaction** for any prefix *S* and any time *T*; this also involves updating the drivers of **S'Stable(T)** and **S'Quiet(T)**. In addition, the kernel process updates the values of each signal **Q'Above(E)**.

If the driver of any implicit signal **Q'Above(E)** is active, then the kernel updates **Q'Above(E)** by assigning the current value of the driver to the variable representing the current value of **Q'Above(E)**.

For any implicit signal **GUARD**, the current value of the signal is modified if and only if the corresponding guard expression contains a reference to a signal *S* and if *S* is active during the current simulation cycle. In such a case, the implicit signal **GUARD** is updated by evaluating the corresponding guard expression and assigning the result of that evaluation to the variable representing the current value of the signal.

For any implicit signal **S'Stable(T)**, the current value of the signal (and likewise the current state of the corresponding driver) is modified if and only if one of the following statements is true:

- An event has occurred on *S* in this simulation cycle
- The driver of **S'Stable(T)** is active

If an event has occurred on signal *S*, then **S'Stable(T)** is updated by assigning the value **FALSE** to the variable representing the current value of **S'Stable(T)**, and the driver of **S'Stable(T)** is assigned the waveform **TRUE** **after** *T*. Otherwise, if the driver of **S'Stable(T)** is active, then **S'Stable(T)** is updated by assigning the current value of the driver to the variable representing the current value of **S'Stable(T)**. Otherwise, neither the variable nor the driver is modified.

Similarly, for any implicit signal **S'Quiet(T)**, the current value of the signal (and likewise the current state of the corresponding driver) is modified if and only if one of the following statements is true:

- *S* is active
- The driver of **S'Quiet(T)** is active

If signal *S* is active, then **S'Quiet(T)** is updated by assigning the value **FALSE** to the variable representing the current value of **S'Quiet(T)**, and the driver of **S'Quiet(T)** is assigned the waveform **TRUE** **after** *T*. Otherwise, if the driver of **S'Quiet(T)** is active, then **S'Quiet(T)** is updated by assigning the current value of the driver to the variable representing the current value of **S'Quiet(T)**. Otherwise, neither the variable nor the driver is modified.

Finally, for any implicit signal  $S'$ Transaction, the current value of the signal is modified if and only if  $S$  is active. If signal  $S$  is active, then  $S'$ Transaction is updated by assigning the value of the expression (**not**  $S'$ Transaction) to the variable representing the current value of  $S'$ Transaction. At most one such assignment will occur during any given simulation cycle.

For any implicit signal  $S'$ Delayed( $T$ ), the signal is not updated by the kernel process. Instead, it is updated by constructing an equivalent process (see 14.1) and executing that process.

The current value of a given implicit signal denoted by  $R$  is said to *depend* upon the current value of another signal  $S$  if one of the following statements is true:

- $R$  denotes an implicit GUARD signal and  $S$  is any other implicit signal named within the guard expression that defines the current value of  $R$ .
- $R$  denotes an implicit signal  $S'$ Stable( $T$ ).
- $R$  denotes an implicit signal  $S'$ Quiet( $T$ ).
- $R$  denotes an implicit signal  $S'$ Transaction.
- $R$  denotes an implicit signal  $S'$ Delayed( $T$ ).

These rules define a partial ordering on all signals within a model. The updating of implicit signals by the kernel process is guaranteed to proceed in such a manner that, if a given implicit signal  $R$  depends upon the current value of another signal  $S$ , then the current value of  $S$  will be updated during a particular simulation cycle prior to the updating of the current value of  $R$ .

NOTE—These rules imply that, if the driver of  $S'$ Stable( $T$ ) is active, then the new current value of that driver is the value TRUE. Furthermore, these rules imply that, if an event occurs on  $S$  during a given simulation cycle, and if the driver of  $S'$ Stable( $T$ ) becomes active during the same cycle, the variable representing the current value of  $S'$ Stable( $T$ ) will be assigned the value FALSE, and the current value of the driver of  $S'$ Stable( $T$ ) during the given cycle will never be assigned to that signal.

#### 12.6.4 The simulation cycle

The execution of a model consists of an initialization phase followed by the repetitive execution of process statements in the description of that model. Each such repetition is said to be a simulation cycle. In each cycle, the values of all signals and quantities in the description are computed. If as a result of this computation an event occurs on a given signal, process statements that are sensitive to that signal will resume and will be executed as part of the simulation cycle.

At the beginning of initialization, the current time,  $T_c$ , is assumed to be 0.0, the simulation frequency is assumed to be 0.0, the break set is assumed to be empty, and the break flag is assumed to be cleared.

The initialization phase consists of the following steps:

- 1) The driving value and the effective value of each explicitly declared signal are computed, and the current value of the signal is set to the effective value. This value is assumed to have been the value of the signal for an infinite length of time prior to the start of simulation.
- 2) The value of each implicit signal of the form  $S'$ Stable( $T$ ) or  $S'$ Quiet( $T$ ) is set to True. The value of each implicit signal of the form  $S'$ Delayed( $T$ ) is set to the initial value of its prefix,  $S$ . The value of each implicit signal of the form  $Q'$ Above( $E$ ) is set to the value of the boolean expression  $Q > E$ . The value of each implicit quantity of the form  $T'$ Reference,  $T'$ Contribution,  $Q'$ Dot,  $Q'$ Integ,  $Q'$ Zoh( $T$ , Initial\_delay),  $Q'$ Ltf( $Num$ ,  $Den$ ),  $Q'$ Ztf( $Num$ ,  $Den$ ,  $T$ , Initial\_delay) is set to 0.0. The value of each implicit quantity of the form  $Q'$ Delayed( $T$ ) or  $Q'$ Slew(max\_rising\_slope, max\_falling\_slope) is set to the initial value of its prefix,  $Q$ . The value of each implicit quantity of the form  $S'$ Ramp( $tr$ ,  $tf$ ) or  $S'$ Slew(max\_rising\_slope, max\_falling\_slope) is set to the initial value of its prefix,  $S$ .

- 3) The value of each implicit GUARD signal is set to the result of evaluating the corresponding guard expression.
- 4) Each nonpostponed process in the model is executed until it suspends.
- 5) Each postponed process in the model is executed until it suspends.
- 6) The quiescent state augmentation set is determined.
- 7) The break set is applied to the quiescent state augmentation set.
- 8) The time of the next simulation cycle (which in this case is the first simulation cycle),  $T_n$ , is set to 0.0.

A simulation cycle consists of the following steps:

- a) The analog solver is executed.
- b) The current time,  $T_c$  is set equal to  $T_n$ . Simulation is complete when  $T_n$  is equal to the universal time corresponding to TIME'HIGH and there are no active drivers or process resumptions at  $T_n$ .
- c) Each active explicit signal in the model is updated. (Events may occur on signals as a result.)
- d) Each implicit signal in the model is updated. (Events may occur on signals as a result.)
- e) For each process P, if P is currently sensitive to a signal S and if an event has occurred on S in this simulation cycle, then P resumes.
- f) Each nonpostponed process that has resumed in the current simulation cycle is executed until it suspends.
- g) If the break flag is set, the time of the next simulation cycle,  $T_n$ , is set to  $T_c$ . Otherwise,  $T_n$  is determined by setting it to the earliest of:
  - The value of type universal\_time corresponding to TIME'HIGH,
  - The next time at which a driver becomes active, or
  - The next time at which a process resumes.If  $T_n = T_c$ , then the next simulation cycle (if any) will be a *delta cycle*.
- h) If the value of the DOMAIN signal is TIME\_DOMAIN, or if  $T_n = 0.0$ , the remainder of this step is skipped. Otherwise, the driver of the DOMAIN signal is assigned one of the following waveforms:
  - FREQUENCY\_DOMAIN **after** 0 ns if the simulation cycle is executed as described in 12.8
  - TIME\_DOMAIN **after** 0 ns otherwise.Then,  $T_n$  is reset to 0.0. The next simulation cycle will be a delta cycle.
- i) If the next simulation cycle will be a delta cycle, the remainder of this step is skipped. Otherwise, each postponed process that has resumed but has not been executed since its last resumption is executed until it suspends. Then  $T_n$  is recalculated according to the rules of step g). It is an error if the execution of any postponed process causes a delta cycle to occur immediately after the current simulation cycle.

The model is said to be at a *quiescent point* when the value returned by the function DOMAIN'EVENT is True after step d).

#### NOTES

1—The initial value of any implicit signal of the form S"Transaction is not defined.

2—Updating of explicit signals is described in 12.6.2; updating of implicit signals is described in 12.6.3.

3—When a process resumes, it is added to one of two sets of processes to be executed (the set of postponed processes and the set of nonpostponed processes). However, no process actually begins to execute until all signals have been

updated and all executable processes for this simulation cycle have been identified. Nonpostponed processes are always executed during step f) of every simulation cycle, while postponed processes are executed during step i) of every simulation cycle that does not immediately precede a delta cycle.

4—The second and third steps of the initialization phase and steps c and d of the simulation cycle may occur in interleaved fashion. This interleaving may occur because the implicit signal GUARD may be used as the prefix of another implicit signal; moreover, implicit signals may be associated as actuals with explicit signals, making the value of an explicit signal a function of an implicit signal.

5—There are two quiescent points that differ in the value of the DOMAIN signal.

### 12.6.5 Augmentation Sets

An *augmentation set* is a set of characteristic expressions, each corresponding to a scalar subelement of a source quantity or a scalar subelement of an implicit quantity of the form Q'DOT, Q'INTEG, and Q'DELAYED(T). The corresponding scalar subelement is said to be the *tag* of the characteristic expression. The tolerance group of the characteristic expression is the tolerance group of the tag.

There are five different augmentation sets. The *current augmentation set*, together with the structural set and an explicit set, is used by the analog solver to determine the values of the quantities. The determination of an augmentation set consists of the creation of the corresponding characteristic expressions and the determination of their tag and their tolerance group, and it makes the augmentation set the current augmentation set.

#### 12.6.5.1 Quiescent state augmentation set

The quiescent state augmentation set is the collection of characteristic expressions that, when combined with the structural set and an explicit set, allows the analog solver to determine the quiescent or “DC” values of the quantities of the model.

Each scalar subelement of each source quantity is a characteristic expression of the quiescent state augmentation set.

Each scalar subelement of each quantity of the form Q'DOT is a characteristic expression of the quiescent state augmentation set.

Each scalar subelement of the prefix Q of each quantity of the form Q'INTEG is a characteristic expression of the quiescent state augmentation set.

The difference between each scalar subelement of each quantity of the form Q'DELAYED(T) and the corresponding scalar subelement of its prefix Q is a characteristic expression of the quiescent state augmentation set.

#### 12.6.5.2 Time domain augmentation set

The time domain augmentation set is the collection of characteristic expressions that, when combined with the structural set and an explicit set, allows the analog solver to determine the values of the quantities of the model over time.

Each scalar subelement of each source quantity is a characteristic expression of the time domain augmentation set.

The difference between each scalar subelement of each quantity of the form Q'DOT and the derivative with respect to time of the corresponding scalar subelement of its prefix Q is a characteristic expression of the time domain augmentation set.

The difference between each scalar subelement of each quantity of the form Q'INTEG and the integral over time from 0.0 to  $T_c$ , the current time, of the corresponding scalar subelement of its prefix Q is a characteristic expression of the time domain augmentation set.

For quantities of the form Q'DELAYED(T) the following rules apply:

- If  $T = 0.0$ , the difference between each scalar subelement of Q'DELAYED(T) and the corresponding scalar subelement of its prefix Q is a characteristic expression of the time domain augmentation set.
- If  $T > 0.0$  and  $T_c \leq T$ , the difference between each scalar subelement of Q'DELAYED(T) and the value of the corresponding scalar subelement of its prefix Q at the quiescent point is a characteristic expression of the time domain augmentation set.
- If  $T > 0.0$  and  $T_c > T$ , the difference between each scalar subelement of Q'DELAYED(T) and the value of the corresponding scalar subelement of its prefix Q at time  $T_c - T$  is a characteristic expression of the time domain augmentation set.

The derivative with respect to time and the integral over time have their conventional mathematical meaning.

### 12.6.5.3 Discontinuity augmentation set

The discontinuity augmentation set is the collection of characteristic expressions that, when combined with the structural set and an explicit set, defines initial conditions following a discontinuity that express the conservation of charge and flux in electrical systems (or their equivalents in other natures).

Each scalar subelement of each source quantity is a characteristic expression of the discontinuity augmentation set.

The difference between each scalar subelement of the prefix Q of each quantity of the form Q'DOT and the numeric value of that scalar subelement of Q when the discontinuity augmentation set is determined is a characteristic expression of the discontinuity augmentation set.

The difference between each scalar subelement of each quantity of the form Q'INTEG and the numeric value of that scalar subelement when the discontinuity augmentation set is determined is a characteristic expression of the discontinuity augmentation set.

The difference between each scalar subelement of each quantity of the form Q'DELAYED(T) and the numeric value of that scalar subelement when the discontinuity augmentation set is determined is a characteristic expression of the discontinuity augmentation set.

### 12.6.5.4 Frequency domain augmentation set

The frequency domain augmentation set is the collection of characteristic expressions that, when combined with the structural set and the linearized form of an explicit set, allows the values of the quantities of the model at a specified frequency to be calculated.

The difference between each scalar subelement of each spectral source quantity and the value of the expression ( $\text{magnitude} * (\text{ieee.math\_real.cos}(\text{phase}) + \text{ieee.math\_complex.cbase\_j} * \text{ieee.math\_real.sin}(\text{phase}))$ ), where magnitude and phase denote the corresponding scalar subelements of the magnitude simple expression and phase simple expression from the declaration of the spectral source quantity, is a characteristic expression of the frequency domain augmentation set.

Each scalar subelement of each noise source quantity is a characteristic expression of the frequency domain augmentation set.

The difference between each scalar subelement of each quantity of the form Q'DOT and the corresponding scalar subelement of its prefix Q multiplied by the value of the expression (ieee.math\_complex.math\_cbase\_j \* ieee.math\_real.math\_2\_pi \* FREQUENCY) is a characteristic expression of the frequency domain augmentation set.

The difference between each scalar subelement of each quantity of the form Q'INTEG and the corresponding scalar subelement of its prefix Q divided by the value of the expression (ieee.math\_complex.math\_cbase\_j \* ieee.math\_real.math\_2\_pi \* FREQUENCY) is a characteristic expression of the frequency domain augmentation set.

The difference between each scalar subelement of each quantity of the form Q'DELAYED(T) and the corresponding scalar subelement of its prefix Q multiplied by the value of the expression

$$(ieee.math_real.cos(ieee.math_real.math_2_pi * T * FREQUENCY) - ieee.math_complex.math_cbase_j * ieee.math_real.sin(ieee.math_real.math_2_pi * T * FREQUENCY))$$

is a characteristic expression of the frequency domain augmentation set.

NOTE—The definitions above prefixed by the ieee.math\_real and ieee\_math\_complex package names are defined in IEEE Std 1076.2-1996.

### 12.6.5.5 Noise augmentation set

The noise augmentation set is the collection of characteristic expressions that, when combined with the structural set and the linearized form of an explicit set, allows the noise values of the quantities of the model at a specified frequency to be calculated (see 12.8).

Each scalar subelement of each source quantity is a characteristic expression of the noise augmentation set.

The difference between each scalar subelement of each quantity of the form Q'DOT and the corresponding scalar subelement of its prefix Q multiplied by the value of the expression (ieee.math\_complex.math\_cbase\_j \* ieee.math\_real.math\_2\_pi \* FREQUENCY) is a characteristic expression of the noise augmentation set.

The difference between each scalar subelement of each quantity of the form Q'INTEG and the corresponding scalar subelement of its prefix Q divided by the value of the expression (ieee.math\_complex.math\_cbase\_j \* ieee.math\_real.math\_2\_pi \* FREQUENCY) is a characteristic expression of the noise augmentation set.

The difference between each scalar subelement of each quantity of the form Q'DELAYED(T) and the corresponding scalar subelement of its prefix Q multiplied by the value of the expression

$$(ieee.math_real.cos(ieee.math_real.math_2_pi * T * FREQUENCY) - ieee.math_complex.math_cbase_j * ieee.math_real.sin(ieee.math_real.math_2_pi * T * FREQUENCY))$$

is a characteristic expression of the noise augmentation set.

NOTE—The definitions above prefixed by the ieee.math\_complex package name are defined in IEEE Std 1076.2-1996.

### 12.6.6 The analog solver

The analog solver is said to determine an *explicit set* of characteristic expressions when it evaluates the simultaneous statements appearing in the statement part of each block in the model.

The *characteristic number* of an external block is the number of scalar free quantities, scalar through quantities, and scalar interface quantities of mode **out** declared in the block, its entity, or its internal blocks, minus the number of scalar quantities associated with formal quantities of mode **out** in the external block.

It is an error if the number of characteristic expressions obtained by the evaluation of the simultaneous statements appearing in all statement parts of an external block and its internal blocks is not equal to the characteristic number of the external block or its internal blocks.

The analog solver has successfully determined an analog solution point when it has determined an explicit set of characteristic expressions and a value for each quantity such that another determination of an explicit set will yield the same explicit set and the evaluation of each characteristic expression of the model will yield a value sufficiently close to zero. Upon such a determination, the analog solver updates the kernel variable corresponding to each quantity with the determined value. A model is erroneous if, for any analog solution point, no such values for the quantities exist, or if the values are not unique.

During the determination of an analog solution point, the analog solver may evaluate any characteristic expression a number of times, where each evaluation may provide different values for the quantities that appear in the characteristic expression (see 7.6 for a definition of what it means for a quantity name to appear in an expression). Any expression that evaluates to the same value each time it is evaluated during the determination of the same analog solution point with identical values for all of the quantities that appear in the expression, regardless of the number of times it is evaluated or the order in which the characteristic expressions in general are evaluated, is called *cycle pure*. A model is erroneous if any characteristic expression is not cycle pure. An implicit signal Q'Above (E) is said to be *contradictory* when Q-E is sufficiently greater than 0.0 and Q'Above(E)= FALSE, or when Q-E is sufficiently less than 0.0 and Q'Above(E)=TRUE.

When the analog solver resumes at time  $T_c$ , if the break flag is set, the following steps occur:

- 1) The current augmentation set (which may have been modified by the application of a break set) is saved
- 2) If the value of the predefined DOMAIN signal is TIME\_DOMAIN, the discontinuity augmentation set is determined
- 3) The break set is applied to the current augmentation set
- 4) The analog solver determines an analog solution point
- 5) The analog solver evaluates the expression in each step limit specification in the model. It is an error if any such expression has a non-positive value
- 6) The augmentation set saved in step 1) is restored and becomes the current augmentation set
- 7) The break flag is cleared

Otherwise, when the analog solver resumes at time  $T_c$  it simultaneously resets  $T_n$  to a new value  $T_n'$  and determines a sequence of times  $T_i$  in the interval  $[T_c, T_n']$ .  $T_n'$  is the lesser of  $T_n$  and the least value in the interval  $[T_c, T_n]$  at which any signal Q'Above(E) becomes contradictory. The times  $T_i$  must include  $T_n'$ . At each time  $T_i$  the following steps occur:

- 1) If the value of the predefined DOMAIN signal is TIME\_DOMAIN, the time domain augmentation set is determined.
- 2) The analog solver determines an analog solution point.
- 3) The analog solver evaluates the expression in each step limit specification in the model. It is an error if any such expression has a nonpositive value.

Next, the analog solver assigns the waveform “**not** Q'Above(E) **after** 0 sec” to the driver of each contradictory signal Q'Above(E). Finally, the analog solver suspends.

## NOTES

1—Each evaluation of the simultaneous statements appearing in all statement parts of a model may yield a different explicit set of characteristic expressions.

2—The times  $T_i$  are not specified by the language. They are determined by the analog solver, typically based on the solution accuracy requested by the user. However, step limit specifications place an upper limit on the distance between two times  $T_i$  and  $T_{i+1}$ .

3—The criteria determining sufficiency (as used in the phrases “sufficiently close to,” “sufficiently greater than” and so on) are intended to be implementation-dependent and may vary from time to time and quantity to quantity to effect tradeoffs between simulation time and accuracy of the result.

4—Mode **out** on an interface quantity of a block indicates that this block provides one characteristic value corresponding to the quantity set of which this interface quantity is a member.

5—If none of the formals in a quantity set has mode **out**, then a characteristic value must be provided in the declarative region where the free quantity or unassociated interface quantity has been declared.

### 12.6.6.1 Application of the break set

The *break set* is a set of triples, each consisting of a selector quantity, a break quantity, and a value. It is formed by the execution of sequential **break** statements in each simulation cycle. The application of the break set modifies the current augmentation set.

For each triple in the break set, the difference between each scalar subelement of the break quantity and the corresponding scalar subelement of the value is a characteristic expression that replaces one of the following characteristic expressions in the current augmentation set:

- If the selector quantity is of the form Q'Integ, the characteristic expression whose tag is the corresponding scalar subelement of Q'Integ is replaced.
- If the selector quantity is of the form Q, the characteristic expression whose tag is the corresponding scalar subelement of Q'Dot is replaced.

Each characteristic expression formed from an element of the break set retains the tag and the tolerance group of the characteristic expression it replaces. It is an error if any scalar subelement of any quantity is selected more than once by any selector quantity in a break set.

After application, the break set is empty.

## 12.7 Time and the analog solver

The anonymous predefined floating point type that is called `Universal_Time` in this standard is the representation for simulation time used by the analog solver.

The following four anonymous functions involving `Universal_Time` are called by their corresponding names in this standard:

```
function universal_to_physical_time (U: Universal_Time) return TIME;
function universal_to_real_time (U: Universal_Time) return REAL;
function physical_to_universal_time (N: TIME) return Universal_Time;
function real_to_universal_time (R: REAL) return Universal_Time;
```

The bounds and precision of `Universal_Time` must be chosen and the implementations of the four functions on `Universal_Time` must be defined so as to have the following characteristics. For  $U_0$ ,  $U_1$ ,  $U_2$  of type

Universal\_Time, N, N<sub>0</sub> of type STD.Standard.TIME, and R, R<sub>0</sub> of type STD.Standard.REAL, all non-negative:

- $\text{universal\_to\_physical\_time}(\text{physical\_to\_universal\_time}(N)) = N.$
- $\text{universal\_to\_real\_time}(\text{real\_to\_universal\_time}(R)) = R.$
- $\text{physical\_to\_universal\_time}(0 \text{ sec}) = \text{real\_to\_universal\_time}(0.0).$
- $\text{physical\_to\_universal\_time}(1 \text{ sec}) = \text{real\_to\_universal\_time}(1.0).$
- If N<sub>0</sub> is that value of type TIME equal to one resolution limit unit then
 
$$0.0 \leq \text{universal\_to\_physical\_time}(U_1+U_2) - \text{universal\_to\_physical\_time}(U_1) - \text{universal\_to\_physical\_time}(U_2) \leq N_0.$$
- If U<sub>0</sub> is the smallest positive value of type Universal\_Time such that
 
$$R_0 = \text{universal\_to\_real\_time}(U_0+U_1+U_2) - \text{universal\_to\_real\_time}(U_1+U_2) > 0.0,$$
 then
 
$$0.0 \leq \text{universal\_to\_real\_time}(U_1+U_2) - \text{universal\_to\_real\_time}(U_1) - \text{universal\_to\_real\_time}(U_2) \leq R_0.$$

The kernel process variables T<sub>c</sub> and T<sub>n</sub> are objects of the type Universal\_Time. The functions denoted STD.Standard.NOW is equivalent to  $\text{universal\_to\_physical\_time}(T_c)$  (where it returns a value of type DELAY\_LENGTH) and  $\text{universal\_to\_real\_time}(T_c)$  (where it returns a value of type REAL).

A value of U of type Universal\_Time is said to *correspond to* or be the universal time *corresponding to* a value of N of type TIME if  $\text{physical\_to\_universal\_time}(N) = U$ . The value of STD.Standard.NOW that returns a value of type DELAY\_LENGTH is said to be the *current discrete time*.

## 12.8 Frequency and noise calculation

The *small-signal model* is a set of characteristic expressions obtained by linearizing certain characteristic expressions of the model about a quiescent point.

Frequency domain and noise calculation consists of the determination of the small-signal model followed by the calculation of the frequency domain value or the noise value for each quantity at a particular frequency. This calculation involves complex values rather than real values.

The determination of the small-signal model involves the following steps:

- a) The model is executed until it is at a quiescent point and the value of the DOMAIN signal is FREQUENCY\_DOMAIN.
- b) The analog solver determines an explicit set of characteristic expressions.
- c) Each characteristic expression in the explicit set and in the structural set is replaced by its linearized form (see 7.6) with respect to all quantities whose names appear in the characteristic expression, evaluated at the values obtained in step a).

To calculate the frequency domain value for each quantity at a frequency F, the simulation frequency is first set to F. Then, the frequency domain augmentation set is determined. Finally, the value of each quantity is determined such that the evaluation of each characteristic expression yields a value sufficiently close to 0.0.

The calculation of the noise values for each quantity at frequency F involves the following steps:

- 1) The simulation frequency is set to F.
- 2) The noise augmentation set is determined.
- 3) For each noise source quantity in the model, the power simple expression is evaluated.

- 4) For each scalar quantity in the model, one variable of the base type of the corresponding quantity is created in the noise kernel, and initialized to 0.0.
- 5) For each scalar subelement Q of each noise source quantity in the model:
  - a) The characteristic expression whose tag is Q is replaced by the expression "Q – IEEE.math\_real.sqrt(power)", where power is the value of the corresponding scalar subelement of the power simple expression of the noise source quantity evaluated in step 3).
  - b) The value of each quantity is determined such that the evaluation of each characteristic expression yields a value sufficiently close to 0.0.
  - c) The original characteristic expression replaced in step 5a) is restored.
  - d) For each scalar quantity in the model the square of the magnitude of its value is added to its corresponding variable.
- 6) The value of each scalar quantity is set to the square root of its corresponding variable.

The predefined function FREQUENCY returns the value of the simulation frequency. It is an error if a function call whose function name denotes the predefined function FREQUENCY appears in an expression that is not part of a source aspect.

## 13. Lexical elements

The text of a description consists of one or more design files. The text of a design file is a sequence of lexical elements, each composed of characters; the rules of composition are given in this clause.

### 13.1 Character set

The only characters allowed in the text of a VHDL description are the graphic characters and format effectors. Each graphic character corresponds to a unique code of the ISO eight-bit coded character set (ISO 8859-1: 1987 [B4]) and is represented (visually) by a graphical symbol.

```
basic_graphic_character ::=
    upper_case_letter | digit | special_character | space_character

graphic_character ::=
    basic_graphic_character | lower_case_letter | other_special_character

basic_character ::=
    basic_graphic_character | format_effector
```

The basic character set is sufficient for writing any description. The characters included in each of the categories of basic graphic characters are defined as follows:

- a) Uppercase letters  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï Ð Ñ Ò Ó Ô Õ Ö Ø Ù Ú Û Ü Ý Þ
- b) Digits  
0 1 2 3 4 5 6 7 8 9
- c) Special characters  
" # & ' ( ) \* + , - . / : ; < = > [ ] \_ |
- d) The space characters  
SPACE<sup>3</sup> NBS<sup>4</sup>

Format effectors are the ISO (and ASCII) characters called horizontal tabulation, vertical tabulation, carriage return, line feed, and form feed.

The characters included in each of the remaining categories of graphic characters are defined as follows:

- e) Lowercase letters  
a b c d e f g h i j k l m n o p q r s t u v w x y z ß à á â ã ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ø ù ú û ü ý þ ÿ
- f) Other special characters  
! \$ % & ' ^ ` { } ~ ¡ ¢ £ ¤ ¥ § ¨ © ª « ¬ ® ¯ ° ± ² ³ ´ µ ¶ · ¸ ¹ º » ¼ ½ ¾ ¿ • ¶ - (soft hyphen)

<sup>3</sup>The visual representation of the space is the absence of a graphic symbol. It may be interpreted as a graphic character, a control character, or both.

<sup>4</sup>The visual representation of the nonbreaking space is the absence of a graphic symbol. It is used when a line break is to be prevented in the text as presented.

Allowable replacements for the special characters vertical line (|), number sign (#), and quotation mark (") are defined in 13.10.

#### NOTES

1—The font design of graphical symbols (for example, whether they are in italic or bold typeface) is not part of ISO 8859-1:1987 [B4].

2—The meanings of the acronyms used in this clause are as follows: ASCII stands for American Standard Code for Information Interchange, ISO stands for International Organization for Standardization.

3—There are no uppercase equivalents for the characters ß and ÿ.

4—The following names are used when referring to special characters:

| Character | Name                          |
|-----------|-------------------------------|
| "         | Quotation mark                |
| #         | Number sign                   |
| &         | Ampersand                     |
| '         | Apostrophe, tick              |
| (         | Left parenthesis              |
| )         | Right parenthesis             |
| *         | Asterisk, multiply            |
| +         | Plus sign                     |
| ,         | Comma                         |
| -         | Hyphen, minus sign            |
| .         | Dot, point, period, full stop |
| /         | Slash, divide, solidus        |
| :         | Colon                         |
| ;         | Semicolon                     |
| <         | Less-than sign                |
| =         | Equals sign                   |
| >         | Greater-than sign             |
| _         | Underline, low line           |
|           | Vertical line, vertical bar   |
| !         | Exclamation mark              |
| \$        | Dollar sign                   |
| %         | Percent sign                  |
| ?         | Question mark                 |

| Character    | Name                        |
|--------------|-----------------------------|
| @            | Commercial at               |
| [            | Left square bracket         |
| \            | Backslash, reverse solidus  |
| ]            | Right square bracket        |
| ^            | Circumflex accent           |
| `            | Grave accent                |
| {            | Left curly bracket          |
| }            | Right curly bracket         |
| ~            | Tilde                       |
| !            | Inverted exclamation mark   |
| ¢            | Cent sign                   |
| £            | Pound sign                  |
| ¤            | Currency sign               |
| ¥            | Yen sign                    |
|              | Broken bar                  |
| §            | Paragraph sign, clause sign |
| ¨            | Diaeresis                   |
| ©            | Copyright sign              |
| <sup>a</sup> | Feminine ordinal indicator  |
| «            | Left angle quotation mark   |
| ¬            | Not sign                    |
| -            | Soft hyphen <sup>*</sup>    |
| ®            | Registered trade mark sign  |
| ˉ            | Macron                      |
| °            | Ring above, degree sign     |
| ±            | Plus-minus sign             |
| <sup>2</sup> | superscript two             |
| <sup>3</sup> | Superscript three           |
| ´            | Acute accent                |
| μ            | Micro sign                  |
| ¶            | Pilcrow sign                |
| •            | Middle dot                  |

| Character | Name                           |
|-----------|--------------------------------|
| ¸         | Cedilla                        |
| ¹         | Superscript one                |
| º         | Masculine ordinal indicator    |
| »         | Right angle quotation mark     |
| ¼         | Vulgar fraction one quarter    |
| ½         | Vulgar fraction one half       |
| ¾         | Vulgar fraction three quarters |
| ¿         | Inverted question mark         |
| •         | Multiplication sign            |
| ÷         | Division sign                  |

\*The soft hyphen is a graphic character that is represented by a graphic symbol identical with, or similar to, that representing a hyphen, for use when a line break has been established within a work.

## 13.2 Lexical elements, separators, and delimiters

The text of each design unit is a sequence of separate lexical elements. Each lexical element is either a delimiter, an identifier (which may be a reserved word), an abstract literal, a character literal, a string literal, a bit string literal, or a comment.

In some cases an explicit separator is required to separate adjacent lexical elements (namely when, without separation, interpretation as a single lexical element is possible). A separator is either a space character (SPACE or NBSP), a format effector, or the end of a line. A space character (SPACE or NBSP) is a separator except within a comment, a string literal, or a space character literal.

The end of a line is always a separator. The language does not define what causes the end of a line. However if, for a given implementation, the end of a line is signified by one or more characters, then these characters must be format effectors other than horizontal tabulation. In any case, a sequence of one or more format effectors other than horizontal tabulation must cause at least one end-of-line.

One or more separators are allowed between any two adjacent lexical elements, before the first of each design unit or after the last lexical element of a design file. At least one separator is required between an identifier or an abstract literal and an adjacent identifier or abstract literal.

A delimiter is either one of the following special characters (in the basic character set):

& ' ( ) \* + , - . / : ; < = > | [ ]

or one of the following compound delimiters, each composed of two adjacent special characters:

=> \*\* := /= >= <= <>

Each of the special characters listed for single character delimiters is a single delimiter except if this character is used as a character of a compound delimiter or as a character of a comment, string literal, character literal, or abstract literal.

The remaining forms of lexical elements are described in other clauses of this clause.

#### NOTES

1—Each lexical element must fit on one line, since the end of a line is a separator. The quotation mark, number sign, and underline characters, likewise two adjacent hyphens, are not delimiters, but may form part of other lexical elements.

2—The following names are used when referring to compound delimiters:

| Delimiter | Name                                  |
|-----------|---------------------------------------|
| =>        | Arrow                                 |
| **        | Double star, exponentiate             |
| :=        | Variable assignment                   |
| /=        | Inequality (pronounced “not equal”)   |
| >=        | Greater than or equal                 |
| <=        | Less than or equal; signal assignment |
| <>        | Box                                   |

### 13.3 Identifiers

Identifiers are used as names and also as reserved words.

identifier ::= basic\_identifier | extended\_identifier

#### 13.3.1 Basic identifiers

A basic identifier consists only of letters, digits, and underlines.

basic\_identifier ::=  
letter { [ underline ] letter\_or\_digit }

letter\_or\_digit ::= letter | digit

letter ::= upper\_case\_letter | lower\_case\_letter

All characters of a basic identifier are significant, including any underline character inserted between a letter or digit and an adjacent letter or digit. Basic identifiers differing only in the use of corresponding uppercase and lowercase letters are considered the same.

Examples:

|       |    |           |                 |         |
|-------|----|-----------|-----------------|---------|
| COUNT | X  | c_out     | FFT             | Decoder |
| VHSIC | X1 | PageCount | STORE_NEXT_ITEM |         |

NOTE—No space (SPACE or NBSP) is allowed within a basic identifier, since a space is a separator.

### 13.3.2 Extended identifiers

Extended identifiers may contain any graphic character.

```
extended_identifier ::=
    graphic_character { graphic_character } \
```

If a backslash is to be used as one of the graphic characters of an extended literal, it must be doubled. All characters of an extended identifier are significant (a doubled backslash counting as one character). Extended identifiers differing only in the use of corresponding uppercase and lowercase letters are distinct. Moreover, every extended identifier is distinct from any basic identifier.

Examples:

```
\BUS    \bus\           -- Two different identifiers, neither of which is
                        -- the reserved word bus.

\a\\b\           -- An identifier containing three characters.
VHDL    \VHDL\    \vhdl\  -- Three distinct identifiers.
```

### 13.4 Abstract literals

There are two classes of abstract literals: real literals and integer literals. A real literal is an abstract literal that includes a point; an integer literal is an abstract literal without a point. Real literals are the literals of the type *universal\_real*. Integer literals are the literals of the type *universal\_integer*.

```
abstract_literal ::= decimal_literal | based_literal
```

#### 13.4.1 Decimal literals

A decimal literal is an abstract literal expressed in the conventional decimal notation (that is, the base is implicitly ten).

```
decimal_literal ::= integer [ . integer ] [ exponent ]
integer ::= digit { [ underline ] digit }
exponent ::= E [ + ] integer | E - integer
```

An underline character inserted between adjacent digits of a decimal literal does not affect the value of this abstract literal. The letter E of the exponent, if any, can be written either in lowercase or in uppercase, with the same meaning.

An exponent indicates the power of ten by which the value of the decimal literal without the exponent is to be multiplied to obtain the value of the decimal literal with the exponent. An exponent for an integer literal must not have a minus sign.

Examples:

```
12      0      1E6      123_456      -- Integer literals.
12.0    0.0    0.456    3.14159_26    -- Real literals.
1.34E-12 1.0E+6 6.023E+24 -- Real literals with exponents.
```

NOTE—Leading zeros are allowed. No space (SPACE or NBSP) is allowed in an abstract literal, not even between constituents of the exponent, since a space is a separator. A zero exponent is allowed for an integer literal.

### 13.4.2 Based literals

A based literal is an abstract literal expressed in a form that specifies the base explicitly. The base must be at least two and at most sixteen.

```
based_literal ::=  
    base # based_integer [ . based_integer ] # [ exponent ]
```

```
base ::= integer
```

```
based_integer ::=  
    extended_digit { [ underline ] extended_digit }
```

```
extended_digit ::= digit | letter
```

An underline character inserted between adjacent digits of a based literal does not affect the value of this abstract literal. The base and the exponent, if any, are in decimal notation. The only letters allowed as extended digits are the letters A through F for the digits ten through fifteen. A letter in a based literal (either an extended digit or the letter E of an exponent) can be written either in lowercase or in uppercase, with the same meaning.

The conventional meaning of based notation is assumed; in particular the value of each extended digit of a based literal must be less than the base. An exponent indicates the power of the base by which the value of the based literal without the exponent is to be multiplied to obtain the value of the based literal with the exponent. An exponent for a based integer literal must not have a minus sign.

Examples:

```
-- Integer literals of value 255:  
    2#1111_1111#           16#FF#           016#0FF#  
  
-- Integer literals of value 224:  
    16#E#E1           2#1110_0000#  
  
-- Real literals of value 4095.0:  
    16#F.FF#E+2           2#1.1111_1111_111#E11
```

### 13.5 Character literals

A character literal is formed by enclosing one of the 191 graphic characters (including the space and non-breaking space characters) between two apostrophe characters. A character literal has a value that belongs to a character type.

```
character_literal ::= ' graphic_character '
```

Examples:

```
'A' '*' ' ' ''
```

### 13.6 String literals

A string literal is formed by a sequence of graphic characters (possibly none) enclosed between two quotation marks used as string brackets.

```
string_literal ::= " { graphic_character } "
```

A string literal has a value that is a sequence of character values corresponding to the graphic characters of the string literal apart from the quotation mark itself. If a quotation-mark value is to be represented in the sequence of character values, then a pair of adjacent quotation marks must be written at the corresponding place within the string literal. (This means that a string literal that includes two adjacent quotation marks is never interpreted as two adjacent string literals.)

The length of a string literal is the number of character values in the sequence represented. (Each doubled quotation mark is counted as a single character.)

Examples:

```
"Setup time is too short"           -- An error message.
""                                   -- An empty string literal.
" "   "A"   """"                   -- Three string literals of length 1.
"Characters such as $, %, and } are allowed in string literals."
```

NOTE—A string literal must fit on one line, since it is a lexical element (see 13.2). Longer sequences of graphic character values can be obtained by concatenation of string literals. The concatenation operation may also be used to obtain string literals containing nongraphic character values. The predefined type CHARACTER in package STANDARD specifies the enumeration literals denoting both graphic and nongraphic characters. Examples of such uses of concatenation are

```
"FIRST PART OF A SEQUENCE OF CHARACTERS " &
"THAT CONTINUES ON THE NEXT LINE"

"Sequence that includes the" & ACK & "control character"
```

### 13.7 Bit string literals

A bit string literal is formed by a sequence of extended digits (possibly none) enclosed between two quotations used as bit string brackets, preceded by a base specifier.

```
bit_string_literal ::= base_specifier " [ bit_value ] "
bit_value ::= extended_digit { [ underline ] extended_digit }
base_specifier ::= B | O | X
```

An underline character inserted between adjacent digits of a bit string literal does not affect the value of this literal. The only letters allowed as extended digits are the letters A through F for the digits ten through fifteen. A letter in a bit string literal (either an extended digit or the base specifier) can be written either in lowercase or in uppercase, with the same meaning.

If the base specifier is 'B', the extended digits in the bit value are restricted to 0 and 1. If the base specifier is 'O', the extended digits in the bit value are restricted to legal digits in the octal number system, i.e., the digits 0 through 7. If the base specifier is 'X', the extended digits are all digits together with the letters A through F.

A bit string literal has a value that is a string literal consisting of the character literals '0' and '1'. If the base specifier is 'B', the value of the bit string literal is the sequence given explicitly by the bit value itself after any underlines have been removed.

If the base specifier is 'O' (respectively 'X'), the value of the bit string literal is the sequence obtained by replacing each extended digit in the bit\_value by a sequence consisting of the three (respectively four) values representing that extended digit taken from the character literals '0' and '1'; as in the case of the base specifier 'B', underlines are first removed. Each extended digit is replaced as follows:

| Extended digit | Replacement when the base specifier is 'O' | Replacement when the base specifier is 'X' |
|----------------|--|--|
| 0              | 000  | 0000                                       |
| 1              | 001  | 0001                                       |
| 2              | 010  | 0010                                       |
| 3              | 011  | 0011                                       |
| 4              | 100  | 0100                                       |
| 5              | 101  | 0101                                       |
| 6              | 110  | 0110                                       |
| 7              | 111  | 0111                                       |
| 8              | (illegal)                                  | 1000                                       |
| 9              | (illegal)                                  | 1001                                       |
| A              | (illegal)                                  | 1010                                       |
| B              | (illegal)                                  | 1011                                       |
| C              | (illegal)                                  | 1100                                       |
| D              | (illegal)                                  | 1101                                       |
| E              | (illegal)                                  | 1110                                       |
| F              | (illegal)                                  | 1111                                       |

The *length* of a bit string literal is the length of its string literal value.

Example:

```

B"1111_1111_1111"      -- Equivalent to the string literal "111111111111".
X"FFF"                 -- Equivalent to B"1111_1111_1111".
O"777"                 -- Equivalent to B"111_111_111".
X"777"                 -- Equivalent to B"0111_0111_0111".
constant c1: STRING := B"1111_1111_1111";

constant c2: BIT_VECTOR := X"FFF";

type MVL is ('X', '0', '1', 'Z');
type MVL_VECTOR is array (NATURAL range <>) of MVL;
constant c3: MVL_VECTOR := O"777";

assert    c1'LENGTH = 12 and
           c2'LENGTH = 12 and
           c3 = "1111111111";

```

### 13.8 Comments

A comment starts with two adjacent hyphens and extends up to the end of the line. A comment can appear on any line of a VHDL description. The presence or absence of comments has no influence on whether a



### 13.9 Reserved words

The identifiers listed below are called *reserved words* and are reserved for significance in the language. For readability of this manual, the reserved words appear in lowercase boldface.

|                      |                 |                   |                   |
|----------------------|-----------------|-------------------|-------------------|
| <b>abs</b>           | <b>file</b>     | <b>of</b>         | <b>select</b>     |
| <b>access</b>        | <b>for</b>      | <b>on</b>         | <b>severity</b>   |
| <b>across</b>        | <b>function</b> | <b>open</b>       | <b>signal</b>     |
| <b>after</b>         |                 | <b>or</b>         | <b>shared</b>     |
| <b>alias</b>         | <b>generate</b> | <b>others</b>     | <b>sla</b>        |
| <b>all</b>           | <b>generic</b>  | <b>out</b>        | <b>sll</b>        |
| <b>and</b>           | <b>group</b>    |                   | <b>spectrum</b>   |
| <b>architecture</b>  | <b>guarded</b>  | <b>package</b>    | <b>sra</b>        |
| <b>array</b>         |                 | <b>port</b>       | <b>srl</b>        |
| <b>assert</b>        | <b>if</b>       | <b>postponed</b>  | <b>subnature</b>  |
| <b>attribute</b>     | <b>impure</b>   | <b>procedural</b> | <b>subtype</b>    |
|                      | <b>in</b>       | <b>procedure</b>  |                   |
| <b>begin</b>         | <b>inertial</b> | <b>process</b>    | <b>terminal</b>   |
| <b>block</b>         | <b>inout</b>    | <b>pure</b>       | <b>then</b>       |
| <b>body</b>          | <b>is</b>       |                   | <b>through</b>    |
| <b>break</b>         |                 | <b>quantity</b>   | <b>to</b>         |
| <b>buffer</b>        | <b>label</b>    |                   | <b>tolerance</b>  |
| <b>bus</b>           | <b>library</b>  | <b>range</b>      | <b>transport</b>  |
|                      | <b>limit</b>    | <b>record</b>     | <b>type</b>       |
| <b>case</b>          | <b>linkage</b>  | <b>reference</b>  |                   |
| <b>component</b>     | <b>literal</b>  | <b>register</b>   | <b>unaffected</b> |
| <b>configuration</b> | <b>loop</b>     | <b>reject</b>     | <b>units</b>      |
| <b>constant</b>      |                 | <b>rem</b>        | <b>until</b>      |
|                      | <b>map</b>      | <b>report</b>     | <b>use</b>        |
| <b>disconnect</b>    | <b>mod</b>      | <b>return</b>     |                   |
| <b>downto</b>        |                 | <b>rol</b>        | <b>variable</b>   |
|                      | <b>nand</b>     | <b>ror</b>        |                   |
| <b>else</b>          | <b>nature</b>   |                   | <b>wait</b>       |
| <b>elsif</b>         | <b>new</b>      |                   | <b>when</b>       |
| <b>end</b>           | <b>next</b>     |                   | <b>while</b>      |
| <b>entity</b>        | <b>noise</b>    |                   | <b>with</b>       |
| <b>exit</b>          | <b>nor</b>      |                   |                   |
|                      | <b>not</b>      |                   | <b>xnor</b>       |
|                      | <b>null</b>     |                   | <b>xor</b>        |

A reserved word must not be used as an explicitly declared identifier.

#### NOTES

1—Reserved words differing only in the use of corresponding uppercase and lowercase letters are considered as the same (see 13.3.1). The reserved word **range** is also used as the name of a predefined attribute.

2—An extended identifier whose sequence of characters inside the leading and trailing backslashes is identical to a reserved word is not a reserved word. For example, `\is` is a legal (extended) identifier and is not the reserved word **next**.

### 13.10 Allowable replacements of characters

The following replacements are allowed for the vertical line, number sign, and quotation mark basic characters:

- A vertical line (|) can be replaced by an exclamation mark (!) where used as a delimiter.
- The number sign (#) of a based literal can be replaced by colons (:), provided that the replacement is done for both occurrences.
- The quotation marks (") used as string brackets at both ends of a string literal can be replaced by percent signs (%), provided that the enclosed sequence of characters contains no quotation marks, and provided that both string brackets are replaced. Any percent sign within the sequence of characters must then be doubled, and each such doubled percent sign is interpreted as a single percent sign value. The same replacement is allowed for a bit string literal, provided that both bit string brackets are replaced.

These replacements do not change the meaning of the description.

#### NOTES

1—It is recommended that use of the replacements for the vertical line, number sign, and quotation marks be restricted to cases where the corresponding graphical symbols are not available. Note that the vertical line appears as a broken line on some equipment; replacement is not recommended in this case.

2—The rules given for identifiers and abstract literals are such that lowercase and uppercase letters can be used indifferently; these lexical elements can thus be written using only characters of the basic character set.

## 14. Predefined language environment

This clause describes the predefined attributes of VHDL and the packages that all VHDL implementations must provide.

### 14.1 Predefined attributes

Predefined attributes denote values, functions, types, and ranges associated with various kinds of named entities. These attributes are described below. For each attribute, the following information is provided:

- The kind of attribute: value, type, range, function, signal, or quantity.
- The prefixes for which the attribute is defined.
- A description of the parameters or arguments, if they exist.
- The result of evaluating the attribute, and the result type (if applicable).
- If applicable, an equivalent block that defines the result of evaluating the attribute more precisely.
- Any further restrictions or comments that apply.

#### T'BASE

|               |  |
|---------------|--|
| Kind:         | Type.  |
| Prefix:       | Any type or subtype T.   |
| Result:       | The base type of T.  |
| Restrictions: | This attribute is allowed only as the prefix of the name of another attribute; for example, T'BASE'LEFT. |

#### T'LEFT

|              |                               |
|--------------|-------------------------------|
| Kind:        | Value.                        |
| Prefix:      | Any scalar type or subtype T. |
| Result Type: | Same type as T.               |
| Result:      | The left bound of T.          |

#### T'RIGHT

|              |                               |
|--------------|-------------------------------|
| Kind:        | Value.                        |
| Prefix:      | Any scalar type or subtype T. |
| Result Type: | Same type as T.               |
| Result:      | The right bound of T.         |

#### T'HIGH

|              |                               |
|--------------|-------------------------------|
| Kind:        | Value.                        |
| Prefix:      | Any scalar type or subtype T. |
| Result Type: | Same type as T.               |
| Result:      | The upper bound of T.         |

#### T'LOW

|              |                               |
|--------------|-------------------------------|
| Kind:        | Value.                        |
| Prefix:      | Any scalar type or subtype T. |
| Result Type: | Same type as T.               |
| Result:      | The lower bound of T.         |

#### T'ASCENDING

|              |                               |
|--------------|-------------------------------|
| Kind:        | Value.                        |
| Prefix:      | Any scalar type or subtype T. |
| Result Type: | Type Boolean                  |

Result: It is TRUE if T is defined with an ascending range; FALSE otherwise.

## T'IMAGE(X)

Kind: Function.  
 Prefix: Any scalar type or subtype T.  
 Parameter: An expression whose type is the base type of T.  
 Result Type: Type String.  
 Result: The string representation of the parameter value, without leading or trailing whitespace. If T is an enumeration type or subtype and the parameter value is either an extended identifier or a character literal, the result is expressed with both a leading and trailing reverse solidus (backslash) (in the case of an extended identifier) or apostrophe (in the case of a character literal); in the case of an extended identifier that has a backslash, the backslash is doubled in the string representation. If T is an enumeration type or subtype and the parameter value is a basic identifier, then the result is expressed in lowercase characters. If T is a numeric type or subtype, the result is expressed as the decimal representation of the parameter value without underlines or leading or trailing zeros (except as necessary to form the image of a legal literal with the proper value); moreover, an exponent may (but is not required to) be present and the language does not define under what conditions it is or is not present. If the exponent is present, the “e” is expressed as a lowercase character. If T is a physical type or subtype, the result is expressed in terms of the primary unit of T unless the base type of T is TIME, in which case the result is expressed in terms of the resolution limit (see 3.1.3.1); in either case, if the unit is a basic identifier, the image of the unit is expressed in lowercase characters. If T is a floating point type or subtype, the number of digits to the right of the decimal point corresponds to the standard form generated when the DIGITS parameter to TextIO. Write for type REAL is set to 0 (see 14.3). The result never contains the replacement characters described in 13.10.

Restrictions: It is an error if the parameter value does not belong to the subtype implied by the prefix.

## T'VALUE(X)

Kind: Function.  
 Prefix: Any scalar type or subtype T.  
 Parameter: An expression of type String.  
 Result Type: The base type of T.  
 Result: The value of T whose string representation (as defined in Clause 13) is given by the parameter. Leading and trailing whitespace is allowed and ignored. If T is a numeric type or subtype, the parameter may be expressed either as a decimal literal or as a based literal. If T is a physical type or subtype, the parameter may be expressed using a string representation of any of the unit names of T, with or without a leading abstract literal. The parameter must have whitespace between any

abstract literal and the unit name. The replacement characters of 13.10 are allowed in the parameter.

Restrictions: It is an error if the parameter is not a valid string representation of a literal of type T or if the result does not belong to the subtype implied by T.

#### T'POS(X)

Kind: Function.  
Prefix: Any discrete or physical type or subtype T.  
Parameter: An expression whose type is the base type of T.  
Result Type: *universal\_integer*.  
Result: The position number of the value of the parameter.

#### T'VAL(X)

Kind: Function.  
Prefix: Any discrete or physical type or subtype T.  
Parameter: An expression of any integer type.  
Result Type: The base type of T.  
Result: The value whose position number is the *universal\_integer* value corresponding to X.  
Restrictions: It is an error if the result does not belong to the range T'LOW to T'HIGH.

#### T'SUCC(X)

Kind: Function.  
Prefix: Any discrete or physical type or subtype T.  
Parameter: An expression whose type is the base type of T.  
Result Type: The base type of T.  
Result: The value whose position number is one greater than that of the parameter.  
Restrictions: An error occurs if X equals T'HIGH or if X does not belong to the range T'LOW to T'HIGH.

#### T'PRED(X)

Kind: Function.  
Prefix: Any discrete or physical type or subtype T.  
Parameter: An expression whose type is the base type of T.  
Result Type: The base type of T.  
Result: The value whose position number is one less than that of the parameter.  
Restrictions: An error occurs if X equals T'LOW or if X does not belong to the range T'LOW to T'HIGH.

#### T'LEFTOF(X)

Kind: Function.  
Prefix: Any discrete or physical type or subtype T.  
Parameter: An expression whose type is the base type of T.  
Result Type: The base type of T.  
Result: The value that is to the left of the parameter in the range of T.  
Restrictions: An error occurs if X equals T'LEFT or if X does not belong to the range T'LOW to T'HIGH.

#### T'RIGHTOF(X)

Kind: Function.  
Prefix: Any discrete or physical type or subtype T.

Parameter: An expression whose type is the base type of T.  
 Result Type: The base type of T.  
 Result: The value that is to the right of the parameter in the range of T.  
 Restrictions: An error occurs if X equals T'RIGHT or if X does not belong to the range T'LOW to T'HIGH.

**A'LEFT [(N)]**

Kind: Function.  
 Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.  
 Parameter: A locally static expression of type *universal\_integer*, the value of which must not exceed the dimensionality of A. If omitted, it defaults to 1.  
 Result Type: Type of the left bound of the Nth index range of A.  
 Result: Left bound of the Nth index range of A. (If A is an alias for an array object, then the result is the left bound of the Nth index range from the declaration of A, not that of the object.)

**A'RIGHT [(N)]**

Kind: Function.  
 Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.  
 Parameter: A locally static expression of type *universal\_integer*, the value of which must not exceed the dimensionality of A. If omitted, it defaults to 1.  
 Result Type: Type of the Nth index range of A.  
 Result: Right bound of the Nth index range of A. (If A is an alias for an array object, then the result is the right bound of the Nth index range from the declaration of A, not that of the object.)

**A'HIGH [(N)]**

Kind: Function.  
 Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.  
 Parameter: A locally static expression of type *universal\_integer*, the value of which must not exceed the dimensionality of A. If omitted, it defaults to 1.  
 Result Type: Type of the Nth index range of A.  
 Result: Upper bound of the Nth index range of A. (If A is an alias for an array object, then the result is the upper bound of the Nth index range from the declaration of A, not that of the object.)

**A'LOW [(N)]**

Kind: Function.  
 Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.  
 Parameter: A locally static expression of type *universal\_integer*, the value of which must not exceed the dimensionality of A. If omitted, it defaults to 1.  
 Result Type: Type of the Nth index range of A.

Result: Lower bound of the Nth index range of A. (If A is an alias for an array object, then the result is the lower bound of the Nth index range from the declaration of A, not that of the object.)

A'RANGE [(N)]

Kind: Range.  
Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.

Parameter: A locally static expression of type *universal\_integer*, the value of which must not exceed the dimensionality of A. If omitted, it defaults to 1.

Result Type: The type of the Nth index range of A.

Result: The range A'LEFT(N) **to** A'RIGHT(N) if the Nth index range of A is ascending, or the range A'LEFT(N) **downto** A'RIGHT(N) if the Nth index range of A is descending. (If A is an alias for an array object, then the result is determined by the Nth index range from the declaration of A, not that of the object.)

A'REVERSE\_RANGE [(N)]

Kind: Range.  
Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.

Parameter: A locally static expression of type *universal\_integer*, the value of which must not exceed the dimensionality of A. If omitted, it defaults to 1.

Result Type: The type of the Nth index range of A.

Result: The range A'RIGHT(N) **downto** A'LEFT(N) if the Nth index range of A is ascending, or the range A'RIGHT(N) **to** A'LEFT(N) if the Nth index range of A is descending. (If A is an alias for an array object, then the result is determined by the Nth index range from the declaration of A, not that of the object.)

A'LENGTH [(N)]

Kind: Value.  
Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.

Parameter: A locally static expression of type *universal\_integer*, the value of which must not exceed the dimensionality of A. If omitted, it defaults to 1.

Result Type: *universal\_integer*.

Result: Number of values in the Nth index range; i.e., if the Nth index range of A is a null range, then the result is 0. Otherwise, the result is the value of T'POS(A'HIGH(N)) - T'POS(A'LOW(N)) + 1, where T is the subtype or subnature of the Nth index of A.

A'ASCENDING [(N)]

Kind: Value.  
Prefix: Any prefix A that is appropriate for an array object, or an alias thereof, or that denotes a constrained array subtype or subnature.

|              |  |
|--------------|--|
| Parameter:   | A locally static expression of type <i>universal integer</i> , the value of which must be greater than zero and must not exceed the dimensionality of A. If omitted, it defaults to 1. |
| Result Type: | Type Boolean.  |
| Result:      | TRUE if the Nth index range of A is defined with an ascending range; FALSE otherwise.  |

**S'DELAYED [(T)]**

|              |  |
|--------------|--|
| Kind:        | Signal.  |
| Prefix:      | Any signal denoted by the static signal name S.  |
| Parameter:   | A static expression of type TIME that evaluates to a nonnegative value. If omitted, it defaults to 0 ns. |
| Result Type: | The base type of S.  |
| Result:      | A signal equivalent to signal S delayed T units of time.   |

NOTE—Let R be of the same subtype as S, let  $T \geq 0$  ns, and let P be a process statement of the form

```
P: process (S)
  begin
    R <= transport S after T;
  end process ;
```

Assuming that the initial value of R is the same as the initial value of S, then the attribute 'DELAYED is defined such that S'DELAYED(T) = R for any T.

**S'STABLE [(T)]**

|              |  |
|--------------|--|
| Kind:        | Signal.  |
| Prefix:      | Any signal denoted by the static signal name S.  |
| Parameter:   | A static expression of type TIME that evaluates to a nonnegative value. If omitted, it defaults to 0 ns.   |
| Result Type: | Type Boolean.  |
| Result:      | A signal that has the value TRUE when the universal time of the last event on S is less than the universal time corresponding to NOW – T, and the value FALSE otherwise. (See 12.6.2.) |

**S'QUIET [(T)]**

|              |  |
|--------------|--|
| Kind:        | Signal.  |
| Prefix:      | Any signal denoted by the static signal name S.  |
| Parameter:   | A static expression of type TIME that evaluates to a nonnegative value. If omitted, it defaults to 0 ns.   |
| Result Type: | Type Boolean.  |
| Result:      | A signal that has the value TRUE when the universal time of the last transaction on S is less than the universal time corresponding to NOW – T, and the value FALSE otherwise. (See 12.6.2.) |

**S'TRANSACTION**

|              |  |
|--------------|--|
| Kind:        | Signal.  |
| Prefix:      | Any signal denoted by the static signal name S.  |
| Result Type: | Type Bit.  |
| Result:      | A signal whose value toggles to the inverse of its previous value in each simulation cycle in which signal S becomes active. |
| Restriction: | A description is erroneous if it depends on the initial value of S'Transaction.  |

### S'EVENT

Kind: Function.  
Prefix: Any signal denoted by the static signal name S.  
Result Type: Type Boolean.  
Result: A value that indicates whether an event has just occurred on signal S. Specifically:

For a scalar signal S, S'EVENT returns the value TRUE if an event has occurred on S during the current simulation cycle; otherwise, it returns the value FALSE.

For a composite signal S, S'EVENT returns TRUE if an event has occurred on any scalar subelement of S during the current simulation cycle; otherwise, it returns FALSE.

### S'ACTIVE

Kind: Function.  
Prefix: Any signal denoted by the static signal name S.  
Result Type: Type Boolean.  
Result: A value that indicates whether signal S is active. Specifically:

For a scalar signal S, S'ACTIVE returns the value TRUE if signal S is active during the current simulation cycle; otherwise, it returns the value FALSE.

For a composite signal S, S'ACTIVE returns TRUE if any scalar subelement of S is active during the current simulation cycle; otherwise, it returns FALSE.

### S'LAST\_EVENT

Kind: Function.  
Prefix: Any signal denoted by the static signal name S.  
Result Type: Type Time.  
Result: The amount of time that has elapsed since the last event occurred on signal S. Specifically:

For a signal S, S'LAST\_EVENT returns the smallest value T of type TIME such that S'EVENT = True during any simulation cycle at time NOW - T, if such a value exists; otherwise, it returns TIME'HIGH.

### S'LAST\_EVENT

Kind: Function.  
Prefix: Any signal denoted by the static signal name S.  
Result Type: Type Real.  
Result: The amount of time that has elapsed since the last event occurred on signal S. Specifically:

For a signal S, S'LAST\_EVENT returns the smallest value T of type REAL such that S'EVENT = True during any simulation cycle at time NOW - T, if such value exists it returns `universal_to_real_time(U)` where U is the universal time corresponding to TIME'HIGH.

### S'LAST\_ACTIVE

Kind: Function.  
Prefix: Any signal denoted by the static signal name S.  
Result Type: Type Time.  
Result: The amount of time that has elapsed since the last time at which signal S was active. Specifically:

For a signal *S*, *S'LAST\_ACTIVE* returns the smallest value *T* of type *TIME* such that *S'ACTIVE* = True during any simulation cycle at time *NOW \_ T*, if such value exists; otherwise, it returns *TIME'HIGH*.

**S'LAST\_VALUE**

Kind: Function.  
 Prefix: Any signal denoted by the static signal name *S*.  
 Result Type: The base type of *S*.  
 Result: The previous value of *S*, immediately before the last change of *S*.

**S'DRIVING**

Kind: Function.  
 Prefix: Any signal denoted by the static signal name *S*.  
 Result Type: Type Boolean.  
 Result: If the prefix denotes a scalar signal, the result is False if the current value of the driver for *S* in the current process is determined by the null transaction; True otherwise. If the prefix denotes a composite signal, the result is True if and only if *R'DRIVING* is True for every scalar subelement *R* of *S*; False otherwise. If the prefix denotes a null slice of a signal, the result is True.

Restrictions: This attribute is available only from within a process, a concurrent statement with an equivalent process, or a subprogram. If the prefix denotes a port, it is an error if the port does not have a mode of **inout**, **out**, or **buffer**. It is also an error if the attribute name appears in a subprogram body that is not a declarative item contained within a process statement and the prefix is not a formal parameter of the given subprogram or of a parent of that subprogram. Finally, it is an error if the prefix denotes a subprogram formal parameter whose mode is not **inout** or **out**.

**S'DRIVING\_VALUE**

Kind: Function.  
 Prefix: Any signal denoted by the static signal name *S*.  
 Result Type: The base type of *S*.  
 Result: If *S* is a scalar signal *S*, the result is the current value of the driver for *S* in the current process. If *S* is a composite signal, the result is the aggregate of the values of *R'DRIVING\_VALUE* for each element *R* of *S*. If *S* is a null slice, the result is a null slice.

Restrictions: This attribute is available only from within a process, a concurrent statement with an equivalent process, or a subprogram. If the prefix denotes a port, it is an error if the port does not have a mode of **inout**, **out**, or **buffer**. It is also an error if the attribute name appears in a subprogram body that is not a declarative item contained within a process statement and the prefix is not a formal parameter of the given subprogram or of a parent of that subprogram. Finally, it is an error if the prefix denotes a subprogram formal parameter whose mode is not **inout** or **out**, or if *S'DRIVING* is False at the time of the evaluation of *S'DRIVING\_VALUE*.

E/SIMPLE\_NAME

|              |  |
|--------------|--|
| Kind:        | Value.   |
| Prefix:      | Any named entity as defined in 5.1.  |
| Result Type: | Type String.   |
| Result:      | The simple name, character literal, or operator symbol of the named entity, without leading or trailing whitespace or quotation marks but with apostrophes (in the case of a character literal) and both a leading and trailing reverse solidus (backslash) (in the case of an extended identifier). In the case of a simple name or operator symbol, the characters are converted to their lowercase equivalents. In the case of an extended identifier, the case of the identifier is preserved, and any reverse solidus characters appearing as part of the identifier are represented with two consecutive reverse solidus characters. |

E/INSTANCE\_NAME

|              |   |
|--------------|---|
| Kind:        | Value.  |
| Prefix:      | Any named entity other than the local ports and generics of a component declaration.  |
| Result Type: | Type String.  |
| Result:      | A string describing the hierarchical path starting at the root of the design hierarchy and descending to the named entity, including the names of instantiated design entities. Specifically: |

The result string has the following syntax:

`instance_name ::= package_based_path | full_instance_based_path`

`package_based_path ::=`

`leader library_logical_name leader package_simple_name leader  
[ local_item_name ]`

`full_instance_based_path ::= leader full_path_to_instance [ local_item_name ]`

`full_path_to_instance ::= { full_path_instance_element leader }`

`local_item_name ::=`

`simple_name  
character_literal  
operator_symbol`

`full_path_instance_element ::=`

`[ component_instantiation_label @ ]  
entity_simple_name ( architecture_simple_name )  
| block_label  
| generate_label  
| process_label  
| procedural_label  
| loop_label  
| subprogram_simple_name`

`generate_label ::= generate_label [ ( literal ) ]`

`process_label ::= [ process_label ]`

`leader ::= :`

Package-based paths identify items declared within packages. Full-instance-based paths identify items within an elaborated design hierarchy.

A library logical name denotes a library (see 11.2). Since multiple logical names may denote the same library, the library logical name may not be unique.

There is one full path instance element for each component instantiation, block statement, generate statement, process statement, simultaneous procedural statement, or subprogram body in the design hierarchy between the top design entity and the named entity denoted by the prefix.

In a full path instance element, the architecture simple name must denote an architecture associated with the entity interface designated by the entity simple name; furthermore, the component instantiation label (and the commercial at following it) are required unless the entity simple name and the architecture simple name together denote the root design entity.

The literal in a generate label is required if the label denotes a generate statement with a for generation scheme; the literal must denote one of the values of the generate parameter.

A process statement with no label is denoted by an empty process label.

All characters in basic identifiers appearing in the result are converted to their lowercase equivalents. Both a leading and trailing reverse solidus surround an extended identifier appearing in the result; any reverse solidus characters appearing as part of the identifier are represented with two consecutive reverse solidus characters.

#### E'PATH\_NAME

|              |  |
|--------------|--|
| Kind:        | Value.   |
| Prefix:      | Any named entity other than the local ports and generics of a component declaration.   |
| Result Type: | Type String.   |
| Result:      | A string describing the hierarchical path starting at the root of the design hierarchy and descending to the named entity, excluding the name of instantiated design entities. Specifically: |

The result string has the following syntax:

```
path_name ::= package_based_path | instance_based_path
```

```
instance_based_path ::=
  leader path_to_instance [ local_item_name ]
```

```
path_to_instance ::= { path_instance_element leader }
```

```
path_instance_element ::=
  component_instantiation_label
  | entity_simple_name
  | block_label
  | generate_label
  | process_label
  | procedural_label
  | subprogram_simple_name
```

Package-based paths identify items declared within packages. Instance-based paths identify items within an elaborated design hierarchy.

There is one path instance element for each component instantiation, block statement, generate statement, process statement, simultaneous procedural statement, or subprogram body in the design hierarchy between the root design entity and the named entity denoted by the prefix.

Examples:

```

library Lib;
package P is
    procedure Proc (F: inout INTEGER);
    constant C: INTEGER := 42;
end package P;

package body P is
    procedure Proc (F: inout INTEGER) is
        variable x: INTEGER;
    begin
        .
        .
        .
    end;
end;

library Lib;
use Lib.P.all;
entity E is
    generic (G: INTEGER);
    port (P: in INTEGER);
end entity E;

architecture A of E is
    signal S: BIT_VECTOR (1 to G);
    procedure Proc1 (signal sp1: NATURAL; C: out INTEGER) is
        variable max: DELAY_LENGTH;

    begin
        max := sp1 * ns;
        wait on sp1 for max;
        c := sp1;
    end procedure Proc1;

begin
    p1: process

```

```

-- All design units are in this library:
-- P'PATH_NAME = ".lib:p:"
-- P'INSTANCE_NAME = ".lib:p:"
-- Proc'PATH_NAME = ".lib:p:proc"
-- Proc'INSTANCE_NAME = ".lib:p:proc"
-- C'PATH_NAME = ".lib:p:c"
-- C'INSTANCE_NAME = ".lib:p:c"

-- x'PATH_NAME = ".lib:p:proc:x"
-- x'INSTANCE_NAME = ".lib:p:proc:x"

-- Assume that E is in Lib and
-- E is the top-level design entity:
-- E'PATH_NAME = ".e:"
-- E'INSTANCE_NAME = ".e(a):"
-- G'PATH_NAME = ".e:g"
-- G'INSTANCE_NAME = ".e(a):g"
-- P'PATH_NAME = ".e:p"
-- P'INSTANCE_NAME = ".e(a):p"

-- S'PATH_NAME = ".e:s"
-- S'INSTANCE_NAME = ".e(a):s"
-- Proc1'PATH_NAME = ".e:proc1:"
-- Proc1'INSTANCE_NAME = ".e(a):proc1:"
-- C'PATH_NAME = ".e:proc1:c"
-- C'INSTANCE_NAME = ".e(a):proc1:c"
-- max'PATH_NAME = ".e:proc1:max"
-- max'INSTANCE_NAME =
-- ".e(a):proc1:max"

```

```

        variable T: INTEGER := 12;                -- T'PATH_NAME = ":e;p1:t"
    begin                                        -- T'INSTANCE_NAME = ":e(a);p1:t"
        •
        •
        •
    end process p1;

    process
        variable T: INTEGER := 12;                -- T'PATH_NAME = ":e::t"
    begin                                        -- T'INSTANCE_NAME = ":e(a)::t"
        •
        •
        •
    end process ;
end architecture;

entity Bottom is
    generic(GBottom : INTEGER);
    port    (PBottom : INTEGER);
end entity Bottom;

architecture BottomArch of Bottom is
    signal SBottom : INTEGER;
begin
    ProcessBottom : process
        variable V : INTEGER;
    begin
        if GBottom = 4 then
            assert V'Simple_Name = "v"
                and V'Path_Name = ":top:b1:b2:g1(4):b3:l1:processbottom:v"
                and V'Instance_Name =
                    ":top(top):b1:b2:g1(4):b3:l1 @bottom(bottomarch):processbottom:v";
            assert GBottom'Simple_Name = "bottom"
                and GBottom'Path_Name = ":top:b1:b2:g1(4):b3:l1:gbottom"
                and GBottom'Instance_Name =
                    ":top(top):b1:b2:g1(4):b3:l1 @bottom(bottomarch):gbottom";

        elsif GBottom = -1 then
            assert V'Simple_Name = "v"
                and V'Path_Name = ":top:l2:processbottom:v"
                and V'Instance_Name =
                    ":top(top):l2 @bottom(bottomarch):processbottom:v";
            assert GBottom'Simple_Name = "gbottom"
                and GBottom'Path_Name = "top:l2:gbottom"
                and GBottom'Instance_Name =
                    ":top(top):l2 @bottom(bottomarch):gbottom";

        end if;
    wait;
    end process ProcessBottom;
end architecture BottomArch;

entity Top is end Top;

architecture Top of Top is

```

```

component BComp is
  generic      (GComp : INTEGER)
  port         (PComp : INTEGER);
end component BComp;

signal S : INTEGER;

begin
  B1 : block
    signal S : INTEGER;

    begin
      B2 : block
        signal S : INTEGER;

        begin
          G1 : for I in 1 to 10 generate
            B3 : block
              signal S : INTEGER;
              for L1 : BComp use entity Work.Bottom(BottomArch)
                generic map      (GBottom => GComp)
                port map        (PBottom => PComp);

                begin
                  L1 : BComp generic map (I) port map (S);
                  P1 : process
                    variable V : INTEGER;

                    begin
                      if I = 7 then
                        assert V'Simple_Name = "v"
                          and V'Path_Name = ":top:b1:b2:g1(7):b3:p1:v"
                        and V'Instance_Name = ":top(top):b1:b2:g1(7):b3:p1:v";
                        assert P1'Simple_Name = "p1"
                          and P1'Path_Name = ":top:b1:b2:g1(7):b3:p1:"
                        and P1'Instance_Name = ":top(top):b1:b2:g1(7):b3:p1:";
                        assert S'Simple_Name = "s"
                          and S'Path_Name = ":top:b1:b2:g1(7):b3:s"
                          and S'Instance_Name = ":top(top):b1:b2:g1(7):b3:s";
                        assert B1.S'Simple_Name = "s"
                          and B1.S'Path_Name = ":top:b1:s"
                          and B1.S'Instance_Name = ":top(top):b1:s";
                      end if;

                      wait;
                    end process P1;
                end block B3;
            end generate;
          end block B2;
        end block B1;
      L2 : BComp generic map (-1) port map (S);
    end architecture Top;

configuration TopConf of Top is
  for Top
    for L2 : BComp use
      entity Work.Bottom(BottomArch)
        generic map      (GBottom => GComp)

```

**port map** (PBottom => PComp);

**end for;**  
**end for;**  
**end configuration** TopConf;

**N'ACROSS**

Kind: Type.  
Prefix: Any nature N.  
Result: The across type of the nature denoted by N.

**N'THROUGH**

Kind: Type.  
Prefix: Any nature N.  
Result: The through type of the nature denoted by N.

**T'REFERENCE**

Kind: Quantity.  
Prefix: Any terminal T.  
Result Type: The across type of the nature of terminal T.  
Result: The across quantity whose plus terminal is T and whose minus terminal is the reference terminal of the nature of T.

**T'CONTRIBUTION**

Kind: Quantity.  
Prefix: Any terminal T.  
Result Type: The through type of the nature of terminal T.  
Result: The contribution quantity of terminal T.

**T'TOLERANCE**

Kind: Value.  
Prefix: Any floating point type or subtype T.  
Result Type: Type String.  
Result: The tolerance group of T.

**Q'TOLERANCE**

Kind: Value.  
Prefix: Any scalar quantity denoted by the static name Q.  
Result Type: Type String.  
Result: The tolerance group of Q.

**Q'DOT**

Kind: Quantity.  
Prefix: Any quantity denoted by the static name Q.  
Result Type: The same type as Q.  
Result: The derivative with respect to time of Q at the time the attribute is evaluated.

**Q'INTEG**

Kind: Quantity.  
Prefix: Any quantity denoted by the static name Q.  
Result Type: The same type as Q.  
Result: The time integral of Q from time 0 to the time the attribute is evaluated.

|                     |   |
|---------------------|---|
| <b>Q'DELAYED(T)</b> |   |
| Kind:               | Quantity.   |
| Prefix:             | Any quantity denoted by the static name Q.  |
| Parameter:          | A static expression of type REAL that evaluates to a non-negative number. If omitted, defaults to 0.0.                        |
| Result Type:        | The same type as Q.   |
| Result:             | A quantity equal to Q delayed by T.   |
| <br>                |   |
| <b>Q'ABOVE(E)</b>   |   |
| Kind:               | Signal.   |
| Prefix:             | Any scalar quantity denoted by the static name Q.   |
| Parameter:          | An expression of the same type as Q. Any quantity appearing in the expression must be denoted by a static name.               |
| Result Type:        | Type Boolean.   |
| Result:             | TRUE if Q - E is sufficiently larger than 0.0, FALSE if Q - E is sufficiently smaller than 0.0, Q'ABOVE(E)'DELAYED otherwise. |

NOTE—Although the name of any quantity appearing in the expression E in Q'ABOVE(E) must be a static name, the expression is not required to be static. This is different from any other attribute names whose parameters, if present, must be static expressions.

|                                 |  |
|---------------------------------|--|
| <b>Q'ZOH(T[,INITIAL_DELAY])</b> |  |
| Kind:                           | Quantity.  |
| Prefix:                         | Any quantity denoted by static name Q.   |
| Parameter:                      | T: A static expression of type REAL that evaluates to a positive value. This is the sampling period.<br>INITIAL_DELAY: A static expression of type REAL that evaluates to a non-negative value. The first sampling will occur after INITIAL_DELAY seconds. If omitted, it defaults to 0.0. |
| Result Type:                    | The base type of Q.  |
| Result:                         | A quantity where the value of each scalar subelement is set to the value of the corresponding scalar subelement of Q at the sampling times INITIAL_DELAY + k*T (where k is any non-negative integer) and held constant till the next sampling time.  |

Suppose that QZOH is an alias for any scalar subelement of the attribute name, that QTYPE designates its type, that QELEM is an alias for the corresponding scalar subelement of Q, and that T and INITIAL\_DELAY designate the actual or defaulted values of the parameters with the same names. Then the behavior of each scalar subelement of Q'ZOH is formally described by the value of QZOH produced by the following equivalent block:

```

use IEEE.math_real.all;
block
  generic(t: REAL; initial_delay: REAL);
  generic map (t => real(T), initial_delay =>real(INITIAL_DELAY));
  port (  quantity q: in REAL; quantity zoh: out REAL);
  port map (q => real(QELEM), QTYPE(zoh) =>QZOH);
  constant pi_t: REAL := math_pi * t;
  signal s: REAL := 0.0;
begin
  process

```

```

begin
    wait on DOMAIN;
    if initial_delay > 0.0 then
        wait for initial_delay;
    end if;
    loop
        s <= q;
        wait for t;
    end loop;
end process;
break on s when s /= q;
if DOMAIN = FREQUENCY_DOMAIN use
    if FREQUENCY = 0.0 use
        zoh == q;
    else
zoh == q'Delayed(0.5 * t)*
sin(FREQUENCY*pi_t)/(FREQUENCY*pi_t); end use;
    elsif DOMAIN'DELAYED = QUIESCENT_DOMAIN use
        if initial_delay = 0.0 use
            zoh == q;
        else
            zoh == 0.0;
        end use;
    else
        zoh == s;
    end use;
end block;

```

NOTE—This is not a legal VHDL 1076.1 description although it uses VHDL 1076.1 syntax. The predefined FREQUENCY function cannot be called in a simultaneous statement.

#### Q'LTF(NUM,DEN)

|              |  |
|--------------|--|
| Kind:        | Quantity.  |
| Prefix:      | Any scalar quantity denoted by the static name Q.  |
| Parameters:  | NUM: A static expression of type REAL_VECTOR that contains the numerator coefficients.<br>DEN: A static expression of type REAL_VECTOR that contains the denominator coefficients. |
| Result Type: | The base type of Q.  |
| Result:      | The Laplace transfer function of each scalar subelement of Q with NUM as the numerator and DEN as the denominator polynomials.   |

Suppose that QLTF is an alias for any scalar subelement of the attribute name, that QTYPE designates its type, that QELEM is an alias for the corresponding scalar subelement of Q, and that NUM and DEN designate the actual values of the parameters with the same names. Then the behavior of each scalar subelement of Q'LTF is formally described by the value of QLTF produced by the following equivalent block:

```

use IEEE.math_real.all;
block
    generic (num, den: REAL_VECTOR);

```

```

generic map (num => NUM, den => DEN);
port (quantity q: in REAL;
       quantity ltf: out REAL);
port map (q=>real(QELEM), QTYPE(ltf)=>QLTF);
constant nnum: INTEGER := num'LENGTH - 1;
constant nden: INTEGER := den'LENGTH - 1;
alias snum: REAL_VECTOR(0 to nnum) is num;
alias sden: REAL_VECTOR(0 to nden) is den;
quantity qin: REAL_VECTOR(0 to nnum);
quantity qout: REAL_VECTOR(0 to nden);
function "*" (v1, v2: REAL_VECTOR) return REAL is
    variable result: REAL := 0.0;
begin
    for i in v1'RANGE loop
        result = result + v1(i) * v2(i);
    end loop;
    return result;
end function "*";
begin
    q == qin(0);
    qin(1 to nnum) == qin(0 to nnum-1)'DOT;
    ltf == qout(0);
    qout(1 to nden) == qout(0 to nden-1)'DOT;
    qout(0) == (qin * snum - qout(1 to nden) * sden(1 to nden))/sden(0);
end block;

```

Restrictions: The first scalar subelement of DEN must not be 0.0.

Q'ZTF(NUM,DEN,T[,INITIAL\_DELAY])

|              |   |
|--------------|---|
| Kind:        | Quantity.   |
| Prefix:      | Any scalar quantity denoted by the static name Q.   |
| Parameters:  | NUM: a static expression of type REAL_VECTOR with the numerator coefficients.<br>DEN: a static expression of type REAL_VECTOR with the denominator coefficients.<br>T: A static expression of type REAL that evaluates to a positive value, which is the sampling period.<br>INITIAL_DELAY: A static expression of type REAL that evaluates to a non-negative value, which is the time of the first sampling. If omitted, it defaults to 0.0. |
| Result Type: | The type of Q.  |
| Result:      | The Z-domain transfer function of each scalar subelement of Q with NUM as the numerator and DEN as the denominator polynomials, T as the sampling frequency, and INITIAL_DELAY as the time of the first sampling.   |

Suppose that QZTF is an alias for any scalar subelement of the attribute name, that QTYPE designates its type, that QELEM is an alias for the corresponding scalar subelement of Q, and that NUM, DEN, T and INITIAL\_DELAY designate the actual or defaulted values of the parameters with the same names. Then the behavior of each scalar subelement of Q'ZTF is formally described by the value of QZTF produced by the following equivalent block:

```

use IEEE.math_real.all;
block
  generic (num, den: REAL_VECTOR; t, initial_delay: REAL);
  generic map (num => NUM, den => DEN, t=>T,
    partial_delay=>INITIAL_DELAY);
  port (quantity q: in REAL;
    quantity ztf: out REAL);
  port map (q => real(QELEM), QTYPE(ztf) => QZTF);
  constant nnum: INTEGER := num'LENGTH - 1;
  constant nden: INTEGER := den'LENGTH - 1;
  alias snum: REAL_VECTOR(0 to nnum) is num;
  alias sden: REAL_VECTOR(0 to nden) is den;
  quantity qin: REAL_VECTOR(0 to nnum);
  quantity qout: REAL_VECTOR(0 to nden);
  function "*" (v1, v2: REAL_VECTOR) return REAL is
    variable result: REAL := 0.0;
  begin
    for i in v1'RANGE loop
      result = result + v1(i) * v2(i);
    end loop;
    return result;
  end function "*";
begin
  qin(0) == q'ZOH(t,initial_delay);
  qin(1 to nnum) == qin(0 to nnum-1)'DELAYED(t);
  ztf == qout(0);
  qout(1 to nden) == qout(0 to nden-1)'DELAYED(t);
  qout(0) == (qin * snum - qout(1 to nden) * sden(1 to nden))/sden(0);
end block;

```

Restrictions: The first scalar subelement of DEN must not be 0.0.

S'RAMP[(TRISE [,TFALL])]

Kind: Quantity.

Prefix: Any signal denoted by the static name S whose scalar subelements are of a floating point type.

Parameters: TRISE: a static expression of a floating point type that evaluates to a nonnegative value. If omitted, it defaults to 0.0.  
TFALL: a static expression of a floating point type that evaluates to a nonnegative value. If omitted, it defaults to the value of TRISE.

Result Type: The base type of S.

Result: A quantity where each scalar subelement follows the corresponding scalar subelement of S. If the value of any parameter is greater than 0.0, the corresponding value change is linear from the current value of the scalar subelement of S to its new value, whenever that subelement has an event.

Suppose that SRAMP is an alias for any scalar subelement of the attribute name, that STYPE designates its type, that SELEM is an alias for the corresponding scalar subelement of S, and that TRISE and TFALL designate the actual or defaulted values of the parameters with the same names. Then the behav-

ior of each scalar subelement of S'RAMP is formally described by the value of SRAMP produced by the following equivalent block:

```

block
  generic (trise, tfall: REAL);
  generic map (trise => REAL(TRISE), tfall => REAL(TFALL));
  port (signal s: in REAL; quantity sramp: out REAL);
  port map (s => REAL(SELEM); S'TYPE(sramp) => SRAMP);
  signal slope, tt: REAL := 0.0;
begin
  assert trise >= 0.0 and tfall >= 0.0;
  sramp == s'DELAYED - slope * (tt - s'DELAYED'LAST_EVENT);
  break on s'DELAYED, slope;           -- Start or end of ramp
  process
  begin
    wait on DOMAIN;
    loop
      wait on s;
      while s'EVENT loop
        if s > sramp and trise > 0.0 then
          tt <= trise;
          slope <= (s-sramp)/trise;
          wait on s for trise;
        elsif s < sramp and tfall > 0.0 then
          tt <= tfall;
          slope <= (s-sramp)/tfall;
          wait on s for tfall;
        else
          wait on s for 0.0;
        end if;
      end loop;
      slope <= 0.0;
    end loop;
  end process;
end block;

```

S'SLEW[(RISING\_SLOPE [,FALLING\_SLOPE])]

|              |  |
|--------------|--|
| Kind:        | Quantity.  |
| Prefix:      | Any signal denoted by the static name S whose scalar subelements are of a floating point type.   |
|              | Parameters: RISING_SLOPE: a static expression of type REAL that evaluates to a positive value. If omitted, it defaults to REAL'HIGH, which is interpreted as an infinite slope.  |
|              | FALLING_SLOPE: a static expression of type REAL that evaluates to a negative value. If omitted, it defaults to the negative of RISING_SLOPE. The value REAL'LOW is interpreted as a negative infinite slope.   |
| Result Type: | The base type of S.  |
| Result:      | A quantity where each scalar subelement follows the corresponding scalar subelement of S. If the value of RISING_SLOPE is less than REAL'HIGH, or if the value of FALLING_SLOPE is greater than REAL'LOW, the corresponding value change is linear from the current value of the |

scalar subelement of S to its new value, whenever that subelement has an event.

Suppose that SSLEW is an alias for any scalar subelement of the attribute name, that STYPE designates its type, that SELEM is an alias for the corresponding scalar subelement of S, and that RISING\_SLOPE and FALLING\_SLOPE designate the actual or defaulted values of the parameters with the same names. Then the behavior of each scalar subelement of S'SLEW is formally described by the value of SSLEW produced by the following equivalent block:

```

block
  generic (rising_slope, falling_slope: REAL);
  generic map (rising_slope => RISING_SLOPE, falling_slope =>
              FALLING_SLOPE);
  port (signal s: in REAL; quantity sslew: out REAL);
  port map (s => REAL(SELEM); STYPE(sslew) => SSLEW);
  signal slope, tt: REAL := 0.0;
begin
  assert rising_slope > 0.0 and falling_slope < 0.0;
  sslew == s'DELAYED - slope * (tt - s'DELAYED'LAST_EVENT);
  break on s'DELAYED, slope;           -- Start or end of ramp
  process
    variable ttv: REAL;
    begin
      wait on DOMAIN;
      loop
        wait on s;
        while s'EVENT loop
          if s > sslew and rising_slope /= REAL'HIGH then
            ttv := (s-sslew)/rising_slope;
            slope <= rising_slope;
          elsif s < sslew and falling_slope /= REAL'LOW then
            ttv := (s-sslew)/falling_slope;
            slope <= falling_slope;
          else
            ttv := 0.0;
          end if;
          tt <= ttv;
          wait on s for ttv;
        end loop;
        slope <= 0.0;
      end loop;
    end process;
  end block;

```

Q'SLEW[(MAX\_RISING\_SLOPE [,MAX\_FALLING\_SLOPE])]

Kind: Quantity.  
 Prefix: Any quantity denoted by the static name Q.  
 Parameters: MAX\_RISING\_SLOPE: a static expression of type REAL that evaluates to a positive value. If omitted, it defaults to REAL'HIGH, which is interpreted as an infinite slope.  
 MAX\_FALLING\_SLOPE: a static expression of type REAL that evaluates to a negative value. If omitted, it defaults to the negative of MAX\_RISING\_SLOPE. The value REAL'LOW is interpreted as a negative infinite slope.

**Result Type:** The base type of Q.  
**Result:** A quantity where each scalar subelement follows the corresponding scalar subelement of Q, but its derivative w.r.t. time is limited by the specified slopes.

Suppose that QSLEW is an alias for any scalar subelement of the attribute name, that QTYPE designates its type, that QELEM is an alias for the corresponding scalar subelement of S, and that MAX\_RISING\_SLOPE and MAX\_FALLING\_SLOPE designate the actual or defaulted values of the parameters with the same names. Then the behavior of each scalar subelement of Q'SLEW is formally described by the value of QSLEW produced by the following equivalent block:

```

block
  generic (max_rising_slope, max_falling_slope: REAL);
  generic map (max_rising_slope => MAX_RISING_SLOPE,
               max_falling_slope => MAX_FALLING_SLOPE);
  port (quantity q: in REAL; quantity qslew: out REAL);
  port map (q => REAL(QELEM); QTYPE(qslew) => QSLEW);
  type slewstate is (falling, none, rising);
  signal slewing; slewstate := none;
begin
  assert max_rising_slope > 0.0 and max_falling_slope < 0.0;
  case slewing use
    when rising => qslew'DOT == max_rising_slope;
    when none => qslew == q;
    when falling => qslew'DOT == max_falling_slope;
  end case;
  break on slewing when slewing'DELAYED /= none;
  process
  begin
    if q'DOT > max_rising_slope then
      slewing <= rising;
      wait on q'ABOVE(qslew);
    elsif q'DOT < max_falling_slope then
      slewing <= falling;
      wait on q'ABOVE(qslew);
    else
      slewing <= none;
      wait on q'DOT'ABOVE(max_rising_slope),
              q'DOT'ABOVE(max_falling_slope);
    end if;
  end process;
end block;

```

#### NOTES

1—The relationship between the values of the LEFT, RIGHT, LOW, and HIGH attributes is expressed as follows:

|         |   | Ascending range | Descending range |
|---------|---|-----------------|------------------|
| T'LEFT  | = | T'LOW           | T'HIGH           |
| T'RIGHT | = | T'HIGH          | T'LOW            |

2—Since the attributes S'EVENT, S'ACTIVE, S'LAST\_EVENT, S'LAST\_ACTIVE, and S'LAST\_VALUE are functions, not signals, they cannot cause the execution of a process, even though the value returned by such a function may change dynamically. It is thus recommended that the equivalent signal-valued attributes S'STABLE and S'QUIET, or expressions involving those attributes, be used in concurrent contexts such as guard expressions or concurrent signal assignments. Similarly, function STANDARD.NOW should not be used in concurrent contexts.

3—S'DELAYED(0 ns) is not equal to S during any simulation cycle where S'EVENT is true.

4—S'STABLE(0 ns) = (S'DELAYED(0 ns) = S), and S'STABLE(0 ns) is FALSE only during a simulation cycle in which S has had a transaction.

5—For a given simulation cycle, S'QUIET(0 ns) is TRUE if and only if S is quiet for that simulation cycle.

6—If S'STABLE(T) is FALSE, then, by definition, for some  $t$  where  $0 \text{ ns} \leq t \leq T$ , S'DELAYED( $t$ )  $\neq$  S.

7—If  $T_s$  is the smallest value such that S'STABLE( $T_s$ ) is FALSE, then for all  $t$  where  $0 \text{ ns} < t < T_s$ , S'DELAYED( $t$ ) = S.

8—S'EVENT should not be used within a postponed process (or a concurrent statement that has an equivalent postponed process) to determine if the prefix signal S caused the process to resume. However, S'LAST\_EVENT = 0 ns can be used for this purpose.

9—The values of E'PATH\_NAME and E'INSTANCE\_NAME are not unique. Specifically, named entities in two different, unlabelled processes may have the same path names or instance names. Overloaded subprograms, and named entities within them, may also have the same path names or instance names.

10—If the prefix to the attributes 'SIMPLE\_NAME, 'PATH\_NAME, or 'INSTANCE\_NAME denotes an alias, the result is respectively the simple name, path name or instance name of the alias. See 6.6.

11—For all values V of any scalar type T except a real type, the following relation holds:

$$V = T'Value(T'Image(V))$$

## 14.2 Package STANDARD

Package STANDARD predefines a number of types, subtypes, and functions. An implicit context clause naming this package is assumed to exist at the beginning of each design unit. Package STANDARD may not be modified by the user.

The operators that are predefined for the types declared for package STANDARD are given in comments since they are implicitly declared. Italics are used for pseudo-names of anonymous types (such as *universal\_integer*), formal parameters, and undefined information (such as *implementation\_defined*).

### package STANDARD is

-- Predefined enumeration types:

**type** BOOLEAN is (FALSE, TRUE);

-- The predefined operators for this type are as follows:

-- **function** "and" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "or" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "nand" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "nor" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "xor" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "xnor" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "not" (*anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "=" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "/=" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "<" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** "<=" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** ">" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;  
 -- **function** ">=" (*anonymous, anonymous*: BOOLEAN) **return** BOOLEAN;

**type BIT is** ('0', '1');

-- The predefined operators for this type are as follows:  
-- **function** "and" (anonymous, anonymous: BIT) **return** BIT;  
-- **function** "or" (anonymous, anonymous: BIT) **return** BIT;  
-- **function** "nand" (anonymous, anonymous: BIT) **return** BIT;  
-- **function** "nor" (anonymous, anonymous: BIT) **return** BIT;  
-- **function** "xor" (anonymous, anonymous: BIT) **return** BIT;  
-- **function** "xnor" (anonymous, anonymous: BIT) **return** BIT;  
-- **function** "not" (anonymous: BIT) **return** BIT;  
-- **function** "=" (anonymous, anonymous: BIT) **return** BOOLEAN;  
-- **function** "/=" (anonymous, anonymous: BIT) **return** BOOLEAN;  
-- **function** "<" (anonymous, anonymous: BIT) **return** BOOLEAN;  
-- **function** "<=" (anonymous, anonymous: BIT) **return** BOOLEAN;  
-- **function** ">" (anonymous, anonymous: BIT) **return** BOOLEAN;  
-- **function** ">=" (anonymous, anonymous: BIT) **return** BOOLEAN;

**type CHARACTER is** (

|       |       |       |       |        |       |       |        |
|-------|-------|-------|-------|--------|-------|-------|--------|
| NUL,  | SOH,  | STX,  | ETX,  | EOT,   | ENQ,  | ACK,  | BEL,   |
| BS,   | HT,   | LF,   | VT,   | FF,    | CR,   | SO,   | SI,    |
| DLE,  | DC1,  | DC2,  | DC3,  | DC4,   | NAK,  | SYN,  | ETB,   |
| CAN,  | EM,   | SUB,  | ESC,  | FSP,   | GSP,  | RSP,  | USP,   |
| '\;', | '\!', | '\"'  | '\#'  | '\\$', | '\%'  | '\&'  | '\"'   |
| '\(', | '\)'  | '\*'  | '\+'  | '\;'   | '\:'  | '\:'  | '\/'   |
| '\0'  | '\1'  | '\2'  | '\3'  | '\4'   | '\5'  | '\6'  | '\7'   |
| '\8'  | '\9'  | '\:'  | '\:'  | '\<'   | '\='  | '\>'  | '\?'   |
| '\@'  | '\A'  | '\B'  | '\C'  | '\D'   | '\E'  | '\F'  | '\G'   |
| '\H'  | '\I'  | '\J'  | '\K'  | '\L'   | '\M'  | '\N'  | '\O'   |
| '\P'  | '\Q'  | '\R'  | '\S'  | '\T'   | '\U'  | '\V'  | '\W'   |
| '\X'  | '\Y'  | '\Z'  | '\['  | '\\'   | '\]'  | '\^'  | '\_'   |
| '\`'  | '\a'  | '\b'  | '\c'  | '\d'   | '\e'  | '\f'  | '\g'   |
| '\h'  | '\i'  | '\j'  | '\k'  | '\l'   | '\m'  | '\n'  | '\o'   |
| '\p'  | '\q'  | '\r'  | '\s'  | '\t'   | '\u'  | '\v'  | '\w'   |
| '\x'  | '\y'  | '\z'  | '\{'  | '\ '   | '\}'  | '\~'  | DEL,   |
| C128, | C129, | C130, | C131, | C132,  | C133, | C134, | C135,  |
| C136, | C137, | C138, | C139, | C140,  | C141, | C142, | C143,  |
| C144, | C145, | C146, | C147, | C148,  | C149, | C150, | C151,  |
| C152, | C153, | C154, | C155, | C156,  | C157, | C158, | C159,  |
| '\,'* | '\i'  | '\ç'  | '\£'  | '\¤'   | '\¥'  | '\¦'  | '\§'   |
| '\¨'  | '\©'  | '\ª'  | '\«'  | '\¬'   | '\­'  | '\®'  | '\¯'   |
| '\°'  | '\±'  | '\²'  | '\³'  | '\´'   | '\µ'  | '\¶'  | '\¸'   |
| '\¹'  | '\º'  | '\»'  | '\¼'  | '\½'   | '\¾'  | '\¿'  | '\À'   |
| '\Á'  | '\Â'  | '\Ã'  | '\Ä'  | '\Å'   | '\Æ'  | '\Ç'  | '\È'   |
| '\É'  | '\Ê'  | '\Ë'  | '\Ì'  | '\Í'   | '\Î'  | '\Ï'  | '\Ð'   |
| '\Ñ'  | '\Ò'  | '\Ó'  | '\Ô'  | '\Õ'   | '\Ö'  | '\Ø'  | '\¹'   |
| '\²'  | '\³'  | '\´'  | '\µ'  | '\¶'   | '\·'  | '\¸'  | '\¹'   |
| '\²'  | '\á'  | '\â'  | '\ã'  | '\ä'   | '\å'  | '\æ'  | '\ç'   |
| '\è'  | '\é'  | '\ê'  | '\ë'  | '\ì'   | '\í'  | '\î'  | '\ï'   |
| '\ð'  | '\ñ'  | '\ò'  | '\ó'  | '\ô'   | '\õ'  | '\ö'  | '\÷'   |
| '\ø'  | '\ù'  | '\ú'  | '\û'  | '\ü'   | '\ý'  | '\þ'  | '\ÿ'); |

-- The predefined operators for this type are as follows:  
-- **function** "=" (anonymous, anonymous: CHARACTER) **return** BOOLEAN;  
-- **function** "/=" (anonymous, anonymous: CHARACTER) **return** BOOLEAN;  
-- **function** "<" (anonymous, anonymous: CHARACTER) **return** BOOLEAN;  
-- **function** "<=" (anonymous, anonymous: CHARACTER) **return** BOOLEAN;

```

-- function ">"          (anonymous, anonymous: CHARACTER) return BOOLEAN;
-- function ">="        (anonymous, anonymous: CHARACTER) return BOOLEAN;

type SEVERITY_LEVEL is (NOTE, WARNING, ERROR, FAILURE);
-- The predefined operators for this type are as follows:
-- function "="          (anonymous, anonymous: SEVERITY_LEVEL) return BOOLEAN;
-- function "/="         (anonymous, anonymous: SEVERITY_LEVEL) return BOOLEAN;
-- function "<"          (anonymous, anonymous: SEVERITY_LEVEL) return BOOLEAN;
-- function "<="        (anonymous, anonymous: SEVERITY_LEVEL) return BOOLEAN;
-- function ">"          (anonymous, anonymous: SEVERITY_LEVEL) return BOOLEAN;
-- function ">="        (anonymous, anonymous: SEVERITY_LEVEL) return BOOLEAN;

-- type universal_integer is range implementation_defined;
-- The predefined operators for this type are as follows:
-- function "="          (anonymous, anonymous: universal_integer) return BOOLEAN;
-- function "/="         (anonymous, anonymous: universal_integer) return BOOLEAN;
-- function "<"          (anonymous, anonymous: universal_integer) return BOOLEAN;
-- function "<="        (anonymous, anonymous: universal_integer) return BOOLEAN;
-- function ">"          (anonymous, anonymous: universal_integer) return BOOLEAN;
-- function ">="        (anonymous, anonymous: universal_integer) return BOOLEAN;
-- function "+"          (anonymous: universal_integer) return universal_integer;
-- function "-"          (anonymous: universal_integer) return universal_integer;
-- function "abs"        (anonymous: universal_integer) return universal_integer;
-- function "+"          (anonymous, anonymous: universal_integer) return universal_integer;
-- function "-"          (anonymous, anonymous: universal_integer) return universal_integer;
-- function "*"          (anonymous, anonymous: universal_integer) return universal_integer;
-- function "/"          (anonymous, anonymous: universal_integer) return universal_integer;
-- function "mod"        (anonymous, anonymous: universal_integer) return universal_integer;
-- function "rem"        (anonymous, anonymous: universal_integer) return universal_integer;

-- type universal_real is range implementation_defined;
-- The predefined operators for this type are as follows:
-- function "="          (anonymous, anonymous: universal_real) return BOOLEAN;
-- function "/="         (anonymous, anonymous: universal_real) return BOOLEAN;
-- function "<"          (anonymous, anonymous: universal_real) return BOOLEAN;
-- function "<="        (anonymous, anonymous: universal_real) return BOOLEAN;
-- function ">"          (anonymous, anonymous: universal_real) return BOOLEAN;
-- function ">="        (anonymous, anonymous: universal_real) return BOOLEAN;
-- function "+"          (anonymous: universal_real) return universal_real;
-- function "-"          (anonymous: universal_real) return universal_real;
-- function "abs"        (anonymous: universal_real) return universal_real;
-- function "+"          (anonymous, anonymous: universal_real) return universal_real;
-- function "-"          (anonymous, anonymous: universal_real) return universal_real;
-- function "*"          (anonymous, anonymous: universal_real) return universal_real;
-- function "/"          (anonymous, anonymous: universal_real) return universal_real;
-- function "**"          (anonymous: universal_real; anonymous: universal_integer)
--                        return universal_real;
-- function "**"          (anonymous: universal_integer; anonymous: universal_real)
--                        return universal_real;
-- function "/"          (anonymous: universal_real; anonymous: universal_integer)
--                        return universal_real;
--
-- Predefined numeric types:
type INTEGER is range implementation_defined;
-- The predefined operators for this type are as follows:

```

```

-- function "***"      (anonymous: universal_integer; anonymous: INTEGER)
--                    return universal_integer;
-- function "***"      (anonymous: universal_real; anonymous: INTEGER)
--                    return universal_real;
-- function "="        (anonymous, anonymous: INTEGER) return BOOLEAN;
-- function "/="       (anonymous, anonymous: INTEGER) return BOOLEAN;
-- function "<"        (anonymous, anonymous: INTEGER) return BOOLEAN;
-- function "<="       (anonymous, anonymous: INTEGER) return BOOLEAN;
-- function ">"        (anonymous, anonymous: INTEGER) return BOOLEAN;
-- function ">="       (anonymous, anonymous: INTEGER) return BOOLEAN;
-- function "+"        (anonymous: INTEGER) return INTEGER;
-- function "-"        (anonymous: INTEGER) return INTEGER;
-- function "abs"      (anonymous: INTEGER) return INTEGER;
-- function "+"        (anonymous, anonymous: INTEGER) return INTEGER;
-- function "-"        (anonymous, anonymous: INTEGER) return INTEGER;
-- function "*"        (anonymous, anonymous: INTEGER) return INTEGER;
-- function "/"        (anonymous, anonymous: INTEGER) return INTEGER;
-- function "mod"      (anonymous, anonymous: INTEGER) return INTEGER;
-- function "rem"      (anonymous, anonymous: INTEGER) return INTEGER;
-- function "***"      (anonymous: INTEGER; anonymous: INTEGER) return INTEGER;

```

**type** REAL **is range** *implementation\_defined*;

-- The predefined operators for this type are as follows:

```

-- function "="        (anonymous, anonymous: REAL) return BOOLEAN;
-- function "/="       (anonymous, anonymous: REAL) return BOOLEAN;
-- function "<"        (anonymous, anonymous: REAL) return BOOLEAN;
-- function "<="       (anonymous, anonymous: REAL) return BOOLEAN;
-- function ">"        (anonymous, anonymous: REAL) return BOOLEAN;
-- function ">="       (anonymous, anonymous: REAL) return BOOLEAN;
-- function "+"        (anonymous: REAL) return REAL;
-- function "-"        (anonymous: REAL) return REAL;
-- function "abs"      (anonymous: REAL) return REAL;
-- function "+"        (anonymous, anonymous: REAL) return REAL;
-- function "-"        (anonymous, anonymous: REAL) return REAL;
-- function "*"        (anonymous, anonymous: REAL) return REAL;
-- function "/"        (anonymous, anonymous: REAL) return REAL;
-- function "***"      (anonymous: REAL; anonymous: INTEGER) return REAL;

```

-- Predefined type TIME:

**type** TIME **is range** *implementation\_defined*

**units**

```

    fs;                -- femtosecond
    ps = 1000 fs;     -- picosecond
    ns = 1000 ps;     -- nanosecond
    us = 1000 ns;     -- microsecond
    ms = 1000 us;     -- millisecond
    sec = 1000 ms;    -- second
    min = 60 sec;     -- minute
    hr = 60 min;      -- hour

```

**end units;**

-- The predefined operators for this type are as follows:

```

-- function "="        (anonymous, anonymous: TIME) return BOOLEAN;
-- function "/="       (anonymous, anonymous: TIME) return BOOLEAN;

```

```

-- function "<"      (anonymous, anonymous: TIME) return BOOLEAN;
-- function "<="     (anonymous, anonymous: TIME) return BOOLEAN;
-- function ">"      (anonymous, anonymous: TIME) return BOOLEAN;
-- function ">="     (anonymous, anonymous: TIME) return BOOLEAN;
-- function "+"      (anonymous: TIME) return TIME;
-- function "-"      (anonymous: TIME) return TIME;
-- function "abs"    (anonymous: TIME) return TIME;
-- function "+"      (anonymous, anonymous: TIME) return TIME;
-- function "-"      (anonymous, anonymous: TIME) return TIME;
-- function "*"      (anonymous: TIME; anonymous: INTEGER) return TIME;
-- function "*"      (anonymous: TIME; anonymous: REAL) return TIME;
-- function "*"      (anonymous: INTEGER; anonymous: TIME) return TIME;
-- function "*"      (anonymous: REAL; anonymous: TIME) return TIME;
-- function "/"      (anonymous: TIME; anonymous: INTEGER) return TIME;
-- function "/"      (anonymous: TIME; anonymous: REAL) return TIME;
-- function "/"      (anonymous, anonymous: TIME) return universal_integer;

```

**type** DOMAIN\_TYPE is (QUIESCENT\_DOMAIN, TIME\_DOMAIN, FREQUENCY\_DOMAIN);

-- The predefined operators for this type are as follows:

```

-- function "="      (anonymous, anonymous: DOMAIN_TYPE) return BOOLEAN;
-- function "/="     (anonymous, anonymous: DOMAIN_TYPE) return BOOLEAN;
-- function "<"      (anonymous, anonymous: DOMAIN_TYPE) return BOOLEAN;
-- function "<="     (anonymous, anonymous: DOMAIN_TYPE) return BOOLEAN;
-- function ">"      (anonymous, anonymous: DOMAIN_TYPE) return BOOLEAN;
-- function ">="     (anonymous, anonymous: DOMAIN_TYPE) return BOOLEAN;

```

**signal** DOMAIN: DOMAIN\_TYPE := QUIESCENT\_DOMAIN;

**subtype** DELAY\_LENGTH is TIME **range** 0 fs **to** TIME'HIGH;

-- A function that returns *universal\_to\_physical\_time*( $T_c$ ), (see 12.6.4 and 12.7):

**impure function** NOW **return** DELAY\_LENGTH;

-- A function that returns *universal\_to\_real\_time*( $T_c$ ),

-- (see 12.6.4 and 12.7; it is an error if this value is not in the range of REAL):

**impure function** NOW **return** REAL;

-- A function that returns the current simulation frequency (see 12.8):

**function** FREQUENCY **return** REAL;

-- Predefined numeric subtypes:

**subtype** NATURAL is INTEGER **range** 0 **to** INTEGER'HIGH;

**subtype** POSITIVE is INTEGER **range** 1 **to** INTEGER'HIGH;

-- Predefined array types:

**type** REAL\_VECTOR is **array** (NATURAL **range** <>) **of** REAL;

**type** STRING is **array** (POSITIVE **range** <>) **of** CHARACTER;

-- The predefined operators for these types are as follows:

```

-- function "="      (anonymous, anonymous: STRING) return BOOLEAN;
-- function "/="     (anonymous, anonymous: STRING) return BOOLEAN;
-- function "<"      (anonymous, anonymous: STRING) return BOOLEAN;
-- function "<="     (anonymous, anonymous: STRING) return BOOLEAN;
-- function ">"      (anonymous, anonymous: STRING) return BOOLEAN;
-- function ">="     (anonymous, anonymous: STRING) return BOOLEAN;
-- function "&"      (anonymous: STRING; anonymous: STRING)

```

```

--                                     return STRING;
-- function "&"      (anonymous: STRING;      anonymous: CHARACTER)
--                                     return STRING;
-- function "&"      (anonymous: CHARACTER;   anonymous: STRING)
--                                     return STRING;
-- function "&"      (anonymous: CHARACTER;   anonymous: CHARACTER)
--                                     return STRING;

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

-- The predefined operators for this type are as follows:
-- function "and"    (anonymous, anonymous: BIT_VECTOR) return BIT_VECTOR;
-- function "or"     (anonymous, anonymous: BIT_VECTOR) return BIT_VECTOR;
-- function "nand"   (anonymous, anonymous: BIT_VECTOR) return BIT_VECTOR;
-- function "nor"    (anonymous, anonymous: BIT_VECTOR) return BIT_VECTOR;
-- function "xor"    (anonymous, anonymous: BIT_VECTOR) return BIT_VECTOR;
-- function "xnor"   (anonymous, anonymous: BIT_VECTOR) return BIT_VECTOR;
-- function "not"    (anonymous: BIT_VECTOR) return BIT_VECTOR;
-- function "sll"    (anonymous: BIT_VECTOR; anonymous: INTEGER)
-- return BIT_VECTOR;
-- function "srl"    (anonymous: BIT_VECTOR; anonymous: INTEGER)
-- return BIT_VECTOR;
-- function "sla"    (anonymous: BIT_VECTOR; anonymous: INTEGER)
-- return BIT_VECTOR;
-- function "sra"    (anonymous: BIT_VECTOR; anonymous: INTEGER)
-- return BIT_VECTOR;
-- function "rol"    (anonymous: BIT_VECTOR; anonymous: INTEGER)
-- return BIT_VECTOR;
-- function "ror"    (anonymous: BIT_VECTOR; anonymous: INTEGER)
-- return BIT_VECTOR;
-- function "="      (anonymous, anonymous: BIT_VECTOR) return BOOLEAN;
-- function "/="     (anonymous, anonymous: BIT_VECTOR) return BOOLEAN;
-- function "<"      (anonymous, anonymous: BIT_VECTOR) return BOOLEAN;
-- function "<="     (anonymous, anonymous: BIT_VECTOR) return BOOLEAN;
-- function ">"      (anonymous, anonymous: BIT_VECTOR) return BOOLEAN;
-- function ">="     (anonymous, anonymous: BIT_VECTOR) return BOOLEAN;
-- function "&"      (anonymous: BIT_VECTOR;      anonymous: BIT_VECTOR)
-- return BIT_VECTOR;
-- function "&"      (anonymous: BIT_VECTOR;      anonymous: BIT)
-- return BIT_VECTOR;
-- function "&"      (anonymous: BIT;            anonymous: BIT_VECTOR)
-- return BIT_VECTOR;
-- function "&"      (anonymous: BIT;            anonymous: BIT)
-- return BIT_VECTOR;

-- The predefined types for opening files:
type FILE_OPEN_KIND is (
    READ_MODE,          -- Resulting access mode is read-only.
    WRITE_MODE,        -- Resulting access mode is write-only.
    APPEND_MODE);      -- Resulting access mode is write-only; information
                        -- is appended to the end of the existing file.

-- The predefined operators for this type are as follows:
-- function "="      (anonymous, anonymous: FILE_OPEN_KIND) return BOOLEAN;
-- function "/="     (anonymous, anonymous: FILE_OPEN_KIND) return BOOLEAN;
-- function "<"      (anonymous, anonymous: FILE_OPEN_KIND) return BOOLEAN;

```

```

-- function "<="(anonymous, anonymous: FILE_OPEN_KIND) return BOOLEAN;
-- function ">"      (anonymous, anonymous: FILE_OPEN_KIND) return BOOLEAN;
-- function ">="(anonymous, anonymous: FILE_OPEN_KIND) return BOOLEAN;

type FILE_OPEN_STATUS is (
    OPEN_OK,           -- File open was successful.
    STATUS_ERROR,     -- File object was already open.
    NAME_ERROR,       -- External file not found or inaccessible.
    MODE_ERROR);      -- Could not open file with requested access mode.
-- The predefined operators for this type are as follows:
-- function "="      (anonymous, anonymous: FILE_OPEN_STATUS)
return BOOLEAN;
-- function "/="     (anonymous, anonymous: FILE_OPEN_STATUS)
return BOOLEAN;
-- function "<"      (anonymous, anonymous: FILE_OPEN_STATUS)
return BOOLEAN;
-- function "<="    (anonymous, anonymous: FILE_OPEN_STATUS)
return BOOLEAN;
-- function ">"      (anonymous, anonymous: FILE_OPEN_STATUS)
return BOOLEAN;
-- function ">="    (anonymous, anonymous: FILE_OPEN_STATUS)
return BOOLEAN;

-- The 'FOREIGN' attribute:
attribute FOREIGN: STRING;
end STANDARD;

```

The 'FOREIGN' attribute may be associated only with architectures (see 1.2) or with subprograms. In the latter case, the attribute specification must appear in the declarative part in which the subprogram is declared (see 2.1).

#### NOTES

1—The ASCII mnemonics for file separator (FS), group separator (GS), record separator (RS), and unit separator (US) are represented by FSP, GSP, RSP, and USP, respectively, in type CHARACTER in order to avoid conflict with the units of type TIME.

2—The declarative parts and statement parts of design entities whose corresponding architectures are decorated with the 'FOREIGN' attribute and subprograms that are likewise decorated are subject to special elaboration rules. See 12.3 and 12.4.

### 14.3 Package TEXTIO

Package TEXTIO contains declarations of types and subprograms that support formatted I/O operations on text files.

```

package TEXTIO is
    -- Type definitions for text I/O:
    type LINE is access STRING;           -- A LINE is a pointer to a STRING value.
    type TEXT is file of STRING;         -- A file of variable-length ASCII records.
    type SIDE is (RIGHT, LEFT);         -- For justifying output data within fields.
    subtype WIDTH is NATURAL;          -- For specifying widths of output fields.

    -- Standard text files:
    file INPUT:      TEXT open READ_MODE   is "STD_INPUT";
    file OUTPUT:    TEXT open WRITE_MODE  is "STD_OUTPUT";

```

```
-- Input routines for standard types:
procedure READLINE (file F: TEXT; L: out LINE);
procedure READ (L: inout LINE;      VALUE: out BIT;           GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out BIT);
procedure READ (L: inout LINE;      VALUE: out BIT_VECTOR;     GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out BIT_VECTOR);
procedure READ (L: inout LINE;      VALUE: out BOOLEAN;       GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out CHARACTER;     GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out CHARACTER);
procedure READ (L: inout LINE;      VALUE: out INTEGER;       GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out INTEGER);
procedure READ (L: inout LINE;      VALUE: out REAL;          GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out REAL);
procedure READ (L: inout LINE;      VALUE: out STRING;        GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out STRING);
procedure READ (L: inout LINE;      VALUE: out TIME;          GOOD: out BOOLEAN);
procedure READ (L: inout LINE;      VALUE: out TIME);

-- Output routines for standard types:
procedure WRITELINE (file F: TEXT; L: inout LINE);
procedure WRITE (L: inout LINE;VALUE: in BIT;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0);
procedure WRITE (L: inout LINE;VALUE: in BIT_VECTOR;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0);
procedure WRITE (L: inout LINE;VALUE: in BOOLEAN;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0);
procedure WRITE (L: inout LINE;VALUE: in CHARACTER;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0);
procedure WRITE (L: inout LINE;VALUE: in INTEGER;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0);
procedure WRITE (L: inout LINE;VALUE: in REAL;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0;
    DIGITS: in NATURAL:= 0);
procedure WRITE (L: inout LINE;VALUE: in STRING;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0);
procedure WRITE (L: inout LINE;VALUE: in TIME;
    JUSTIFIED: in SIDE:= RIGHT; FIELD: in WIDTH := 0;
    UNIT: in TIME:= ns);

-- File position predicate:
-- function ENDFILE (file F: TEXT) return BOOLEAN;
end TEXTIO;
```

Procedures READLINE and WRITELINE declared in package TEXTIO read and write entire lines of a file of type TEXT. Procedure READLINE causes the next line to be read from the file and returns as the value of parameter L an access value that designates an object representing that line. If parameter L contains a non-null access value at the start of the call, the object designated by that value is deallocated before the new object is created. The representation of the line does not contain the representation of the end of the line. It is an error if the file specified in a call to READLINE is not open or, if open, the file has an access mode other than read-only (see 3.4.1). Procedure WRITELINE causes the current line designated by parameter L to be written to the file and returns with the value of parameter L designating a null string. If parameter L contains a null access value at the start of the call, then a null string is written to the file. It is an error if the file specified in a call to WRITELINE is not open or, if open, the file has an access mode other than write-only.

The language does not define the representation of the end of a line. An implementation must allow all possible values of types CHARACTER and STRING to be written to a file. However, as an implementation is permitted to use certain values of types CHARACTER and STRING as line delimiters, it may not be possible to read these values from a TEXT file.

Each READ procedure declared in package TEXTIO extracts data from the beginning of the string value designated by parameter L and modifies the value so that it designates the remaining portion of the line on exit.

The READ procedures defined for a given type other than CHARACTER and STRING begin by skipping leading *whitespace characters*. A whitespace character is defined as a space, a nonbreaking space, or a horizontal tabulation character (SP, NBSP, or HT). For all READ procedures, characters are then removed from L and composed into a string representation of the value of the specified type. Character removal and string composition stops when a character is encountered that cannot be part of the value according to the lexical rules of 13.2; this character is not removed from L and is not added to the string representation of the value. The READ procedures for types INTEGER and REAL also accept a leading sign; additionally, there can be no space between the sign and the remainder of the literal. The READ procedures for types STRING and BIT\_VECTOR also terminate acceptance when VALUE'LENGTH characters have been accepted. Again using the rules of 13.2, the accepted characters are then interpreted as a string representation of the specified type. The READ does not succeed if the sequence of characters removed from L is not a valid string representation of a value of the specified type or, in the case of types STRING and BIT\_VECTOR, if the sequence does not contain VALUE'LENGTH characters.

The definitions of the string representation of the value for each data type are as follows:

- The representation of a BIT value is formed by a single character, either 1 or 0. No leading or trailing quotation characters are present.
- The representation of a BIT\_VECTOR value is formed by a sequence of characters, either 1 or 0. No leading or trailing quotation characters are present.
- The representation of a BOOLEAN value is formed by an identifier, either FALSE or TRUE.
- The representation of a CHARACTER value is formed by a single character.
- The representation of both INTEGER and REAL values is that of a decimal literal (see 13.4.1), with the addition of an optional leading sign. The sign is never written if the value is nonnegative, but it is accepted during a read even if the value is nonnegative. No spaces can occur between the sign and the remainder of the value. The decimal point is absent in the case of an INTEGER literal and present in the case of a REAL literal. An exponent may optionally be present; moreover, the language does not define under what conditions it is or is not present. However, if the exponent is present, the “e” is written as a lowercase character. Leading and trailing zeroes are written as necessary to meet the requirements of the FIELD and DIGITS parameters, and they are accepted during a read.
- The representation of a STRING value is formed by a sequence of characters, one for each element of the string. No leading or trailing quotation characters are present.
- The representation of a TIME value is formed by an optional decimal literal composed following the rules for INTEGER and REAL literals described above, one or more blanks, and an identifier that is a unit of type TIME, as defined in package STANDARD (see 14.2). When read, the identifier can be expressed with characters of either case; when written, the identifier is expressed in lowercase characters.

Each WRITE procedure similarly appends data to the end of the string value designated by parameter L; in this case, however, L continues to designate the entire line after the value is appended. The format of the appended data is defined by the string representations defined above for the READ procedures.

The READ and WRITE procedures for the types BIT\_VECTOR and STRING respectively read and write the element values in left-to-right order.

For each predefined data type there are two READ procedures declared in package TEXTIO. The first has three parameters: L, the line to read from; VALUE, the value read from the line; and GOOD, a Boolean flag that indicates whether the read operation succeeded or not. For example, the operation READ (L, IntVal, OK) would return with OK set to FALSE, L unchanged, and IntVal undefined if IntVal is a variable of type INTEGER and L designates the line "ABC". The success indication returned via parameter GOOD allows a process to recover gracefully from unexpected discrepancies in input format. The second form of read operation has only the parameters L and VALUE. If the requested type cannot be read into VALUE from line L, then an error occurs. Thus, the operation READ (L, IntVal) would cause an error to occur if IntVal is of type INTEGER and L designates the line "ABC".

For each predefined data type there is one WRITE procedure declared in package TEXTIO. Each of these has at least two parameters: L, the line to which to write; and VALUE, the value to be written. The additional parameters JUSTIFIED, FIELD, DIGITS, and UNIT control the formatting of output data. Each write operation appends data to a line formatted within a *field* that is at least as long as required to represent the data value. Parameter FIELD specifies the desired field width. Since the actual field width will always be at least large enough to hold the string representation of the data value, the default value 0 for the FIELD parameter has the effect of causing the data value to be written out in a field of exactly the right width (i.e., no leading or trailing spaces). Parameter JUSTIFIED specifies whether values are to be right- or left-justified within the field; the default is right-justified. If the FIELD parameter describes a field width larger than the number of characters necessary for a given value, blanks are used to fill the remaining characters in the field.

Parameter DIGITS specifies how many digits to the right of the decimal point are to be output when writing a real number; the default value 0 indicates that the number should be output in standard form, consisting of a normalized mantissa plus exponent (e.g., 1.079236E-23). If DIGITS is nonzero, then the real number is output as an integer part followed by '.' followed by the fractional part, using the specified number of digits (e.g., 3.14159).

Parameter UNIT specifies how values of type TIME are to be formatted. The value of this parameter must be equal to one of the units declared as part of the declaration of type TIME; the result is that the TIME value is formatted as an integer or real literal representing the number of multiples of this unit, followed by the name of the unit itself. The name of the unit is formatted using only lowercase characters. Thus the procedure call WRITE(Line, 5 ns, UNIT=>us) would result in the string value "0.005 us" being appended to the string value designated by Line, whereas WRITE(Line, 5 ns) would result in the string value "5 ns" being appended (since the default UNIT value is ns).

Function ENDFILE is defined for files of type TEXT by the implicit declaration of that function as part of the declaration of the file type.

## NOTES

1—For a variable L of type Line, attribute L'Length gives the current length of the line, whether that line is being read or written. For a line L that is being written, the value of L'Length gives the number of characters that have already been written to the line; this is equivalent to the column number of the last character of the line. For a line L that is being read, the value of L'Length gives the number of characters on that line remaining to be read. In particular, the expression L'Length = 0 is true precisely when the end of the current line has been reached.

2—The execution of a read or write operation may modify or even deallocate the string object designated by input parameter L of type Line for that operation; thus, a dangling reference may result if the value of a variable L of type Line is assigned to another access variable and then a read or write operation is performed on L.

## 15. Simultaneous statements

NOTE—The material in this clause is related to material in Clause 8 and Clause 9; it is included here due to avoid perturbing the numbering scheme of the IEEE 1076 VHDL LRM.

Simultaneous statements express explicit differential and algebraic equations that together with implicit equations constrain the values of the quantities of a model.

```
simultaneous_statement_part ::=
    { simultaneous_statement }

simultaneous_statement ::=
    simple_simultaneous_statement
  | simultaneous_if_statement
  | simultaneous_case_statement
  | simultaneous_procedural_statement
  | simultaneous_null_statement
```

The evaluation of a simultaneous statement part consists of the evaluation of its simultaneous statements. Any characteristic expression created during the evaluation of a simultaneous statement part is said to be in an *explicit set*.

### 15.1 Simple simultaneous statement

The evaluation of a simple simultaneous statement creates one or more characteristic expressions of an explicit set.

```
simple_simultaneous_statement ::=
    [ label : ] simple_expression == simple_expression [ tolerance_aspect ] ;
```

The base type of each simple expression must be the same natural type. If the type of the simple expressions is a scalar type then the statement has a single characteristic expression which is the difference between the value of the right-hand simple expression and the value of the left-hand simple expression. If the type of the simple expressions is composite, then there must be a matching scalar subelement of the right-hand value for each scalar subelement of the left-hand value, and the characteristic expressions are the differences of the matching scalar subelements of the simple expression values.

Some simple simultaneous statements have an associated *tolerance quantity* that is determined as follows. If the simple expression on the left hand side of the "==" sign is a name (including a slice name) that denotes a quantity, then this quantity is the tolerance quantity of the simple simultaneous statement. Otherwise, if the simple expression on the right hand side of the "==" sign is a name (including a slice name) that denotes a quantity, then this quantity is the tolerance quantity of the simple simultaneous statement. Otherwise, the simple simultaneous statement has no associated tolerance quantity. It is an error if a simple simultaneous statement that does not include a tolerance aspect has no associated tolerance quantity.

If the simple simultaneous statement does not include a tolerance aspect, then tolerance group of each scalar subelement of the characteristic expression created by the statement is the tolerance group of the corresponding scalar subelement of the tolerance quantity associated with the statement. If the simple simultaneous statement does include a tolerance aspect, then the tolerance group of each scalar subelement of the characteristic expression created by the statement is the value of the string expression of the tolerance aspect.

Example:

-- A diode described by simple simultaneous statements

```

entity Diode is
  generic (Is0 : REAL := 1.0e-14; Tau, Rd : REAL := 0.0);
  port (terminal Anode, Cathode : Electrical);
end entity Diode;

architecture Simultaneous of Diode is
  quantity Vd across Id, Ic through Anode to Cathode;
  quantity Charge : REAL;
  constant Vt: Voltage := 0.0258;
begin
  Id == Is0*(exp((Vd-Rd*Id)/Vt) - 1.0);
  Charge == Tau*Id tolerance "charge";           -- tolerance group
                                                    -- defined by explicit tolerance aspect

  Ic == Charge'Dot;
end architecture Simultaneous;

```

## 15.2 Simultaneous if statement

A simultaneous if statement selects for evaluation one of the enclosed simultaneous statement parts depending on the value of one or more conditions.

```

simultaneous_if_statement ::=
  [ if_label : ]
  if condition use
    simultaneous_statement_part
  { elsif condition use
    simultaneous_statement_part }
  [ else
    simultaneous_statement_part ]
  end use [ if_label ] ;

```

For the evaluation of a simultaneous if statement, the condition specified after **if** and any conditions specified after **elsif** are evaluated in succession (treating a final **else** as **elsif TRUE use**) until one evaluates to TRUE or all conditions are evaluated and yield FALSE. If one condition evaluates to TRUE, then the corresponding simultaneous statement part is evaluated; otherwise, none of the simultaneous statement parts is evaluated.

## 15.3 Simultaneous case statement

A simultaneous case statement selects for evaluation one of a number of alternative simultaneous statement parts; the chosen alternative is defined by the value of an expression.

```

simultaneous_case_statement ::=
    [ case_label : ]
    case expression use
        simultaneous_alternative
        { simultaneous_alternative }
    end case [ case_label ] ;

```

```

simultaneous_alternative ::=
    when choices =>
        simultaneous_statement_part

```

The expression of the simultaneous case statement, the expressions of the choices of the simultaneous alternatives and the case label must follow the rules of 8.8 for the corresponding parts of the sequential case statement.

The evaluation of a simultaneous case statement consists of the evaluation of the expression followed by the evaluation of the chosen simultaneous statement part.

## 15.4 Simultaneous procedural statement

The simultaneous procedural statement provides a sequential notation for expressing differential and algebraic equations.

```

simultaneous_procedural_statement ::=
    [ procedural_label : ]
    procedural [ is ]
        procedural_declarative_part
    begin
        procedural_statement_part
    end procedural [ procedural_label ] ;

```

```

procedural_declarative_part ::=
    { procedural_declarative_item }

```

```

procedural_declarative_item ::=
    subprogram_declaration
    | subprogram_body
    | type_declaration
    | subtype_declaration
    | constant_declaration
    | variable_declaration
    | alias_declaration
    | attribute_declaration
    | attribute_specification
    | use_clause
    | group_template_declaration
    | group_declaration

```

```

procedural_statement_part ::=
    { sequential_statement }

```

The simultaneous procedural statement is defined by a series of transformations. For the longest static prefix of each quantity name that occurs in the procedural statement part, the following transformations are defined:

- The *interface name* of the quantity is a unique identifier that does not hide any named entity visible within the simultaneous procedural statement. The quantity is called the *replaced quantity*.
- The *variable name* of the quantity is another unique identifier that does not hide any named entity visible within the simultaneous procedural statement. Similarly, the quantity is called the *replaced quantity*.
- For either an interface name or a variable name, the *replacement declaration* is the name, followed by a colon, followed by the subtype indication of the replaced quantity.
- For a given variable name, the *replacement variable declaration* of the name consists of the keyword **variable**, followed by the replacement declaration, followed by the assignment character (:=), followed by the interface name whose replaced quantity is the same as the variable name, followed by a semicolon.

For the simultaneous procedural statement itself, the following lists of quantities are defined:

- The *assigned quantity list* is formed from the longest static prefix of each quantity name that is either the target of any variable assignment statement or an actual in any procedure call whose corresponding formal has mode **out** or **inout** in the procedural statement part of the simultaneous procedural statement, in any order. A simultaneous procedural statement with a null assigned quantity list is equivalent to a simultaneous null statement.
- The *referenced quantity list* consists of quantity names of the following forms: the longest static prefix of each quantity name appearing in any statement in the procedural statement part of the simultaneous procedural statement; and the longest static prefix of any quantity name appearing in any default expression in the procedural declarative part of the simultaneous procedural statement. These quantity names occur in any order.

The following textual constructs are defined using the definitions given above.

- The *assigned quantity declaration* consists of the replacement declaration for the variable name of each quantity in the assigned quantity list, in that order, separated by semicolons.
- The *interface quantity declaration* consists of the replacement declaration for the interface name of each quantity in the assigned quantity list, in that order, separated by semicolons.
- The *altered procedural declarative part* consists of the procedural declarative part of the simultaneous procedural statement where the longest static prefix of each of the quantity names is replaced by its interface name.
- The *replaced variable declaration list* consists of the replacement variable declaration for the variable name of each quantity in the referenced quantity list.
- The *altered procedural statement part* consists of the procedural statement part of the simultaneous procedural statement where the longest static prefix of each of the quantity names is replaced by its variable name.
- The *textual replaced quantity list* consists of each of the variable names for each quantity in the assigned quantity list, separated by commas, in the order in which they occur.
- The *textual assigned quantity list* consists of the variable name for each quantity in the assigned quantity list, separated by commas, in the order in which they occur.
- The *textual referenced quantity list* consists of the names of all the quantities in the referenced quantity list, separated by commas, in the order in which they occur.
- *Quantity record name* and *new name* are names that, like the replacement names, are unique and are not visible from anywhere in the simultaneous procedural statement.

The simultaneous procedural statement has an equivalent simple simultaneous statement, and creates an accompanying implied subprogram body. The subprogram body (along with an accompanying record type definition) is created from the simultaneous procedural statement as follows:

```
type quantity_record_name is record assigned_quantity_declaration; end record;
```

```

function new_name (interface_quantity_declaration)
  return (quantity_record_name) is
    altered_procedural_declarative_part
    replaced_variable_declaration_list;
begin
  altered_procedural_statement_part
  return (textual_replaced_quantity_list);
end function;

```

The implied simple simultaneous statement is:

```

procedural_label: (textual_assigned_quantity_list) == new_name (textual_referenced_quantity_list);

```

where *procedural\_label* is the label of the simultaneous procedural statement, and it and the following colon are omitted if there is no label attached to the simultaneous procedural statement.

It is an error if a return statement occurs in the procedural statement part that does not, when executed, have the same effect as the statement at the end of the statement part of the implied subprogram declared as above. It is also an error if a wait statement, a break statement, or a signal assignment statement occurs in the procedural statement part.

Example:

A procedural description of the diode model

```

architecture Proc of Diode is
  quantity Vd across Id, Ic through Anode to Cathode;
  quantity Charge : REAL;
  constant Vt: Voltage := 0.0258;
begin
  p1: procedural begin
    Id := Is0*(exp((Vd-Rd*Id)/Vt) - 1.0);
    Charge := Tau*Id;
    Ic := Charge'Dot;
  end procedural;
end architecture Proc;

```

-- Its equivalent statements are

```

type \p1_type\ is
  record
    \Id\: Electrical'Through;
    \Charge\: REAL;
    \Ic\: Electrical'Through;
  end record;

function \p1_function\ (Vd: Electrical'Across,
  Id: Electrical'Through,
  Ic: Electrical'Through,
  Charge: REAL,
  \Charge'Dot\: REAL)
  return \p1_type\ is
  variable \Vd\: Electrical'Across := Vd;
  variable \Id\: Electrical'Through := Id;

```

```
    variable \Ic\: ElectricalThrough := Ic;
    variable \Charge\: REAL := Charge;
    variable \\\Charge'Dot\\\: REAL := \Charge'Dot\
begin
    \Id\:= Is0*(exp((\Vd\ - Rd*\Id)/Vt) - 1.0);
    \Charge\:= Tau*\Id\
    \Ic\:= \\\Charge'Dot\\
    return (\Id\, \Charge\, \Ic\);
end function;

p1: (Id, Charge, Ic) == \p1_function\(\Vd, Id, Ic, Charge, Charge'Dot);
```

NOTE—It is a consequence of the above definitions that subtype constraints are not checked on the quantities within the subprogram declaration defined above until the return statement is executed.

### 15.5 Simultaneous null statement

The evaluation of a simultaneous null statement has no effect. Simultaneous null statements are always considered cycle pure.

```
simultaneous_null_statement ::=
    [ label : ] null ;
```

## Annex A

(informative)

### Syntax summary

This annex provides a summary of the syntax for VHDL. Productions are ordered alphabetically by left-hand nonterminal name. The clause number indicates the clause where the production is given.

|   |             |
|---|-------------|
| abstract_literal ::= decimal_literal   based_literal                                | [§ 13.4]    |
| access_type_definition ::= <b>access</b> subtype_indication                         | [§ 3.3]     |
| across_aspect ::=   | [§ 4.3.1.6] |
| identifier_list [tolerance_aspect] [ := expression ] <b>across</b>                  |             |
| actual_designator ::=   | [§ 4.3.2.2] |
| expression  |             |
| <i>signal_name</i>  |             |
| <i>variable_name</i>  |             |
| <i>file_name</i>  |             |
| <i>terminal_name</i>  |             |
| <i>quantity_name</i>  |             |
| <b>open</b>   |             |
| actual_parameter_part ::= parameter_association_list                                | [§ 7.3.3]   |
| actual_part ::=   | [§ 4.3.2.2] |
| actual_designator   |             |
| <i>function_name</i> ( actual_designator )  |             |
| type_mark ( actual_designator )   |             |
| adding_operator ::= +   -   &   | [§ 7.2]     |
| aggregate ::=   | [§ 7.3.2]   |
| ( element_association { , element_association } )                                   |             |
| alias_declaration ::=   | [§ 4.3.3]   |
| <b>alias</b> alias_designator [ : alias_indication ] <b>is</b> name [ signature ] ; |             |
| alias_designator ::= identifier   character_literal   operator_symbol               | [§ 4.3.3]   |
| alias_indication ::= subtype_indication   subnature_indication                      | [§ 4.3.3]   |
| allocator ::=   | [§ 7.3.6]   |
| <b>new</b> subtype_indication   |             |
| <b>new</b> qualified_expression   |             |
| architecture_body ::=   | [§ 1.2]     |
| <b>architecture</b> identifier <b>of</b> <i>entity_name</i> <b>is</b>               |             |
| architecture_declarative_part   |             |
| <b>begin</b>  |             |
| architecture_statement_part   |             |
| <b>end</b> [ <b>architecture</b> ] [ <i>architecture_simple_name</i> ] ;            |             |
| architecture_declarative_part ::=   | [§ 1.2.1]   |
| { block_declarative_item }  |             |
| architecture_statement ::=  | [§ 1.2.2]   |
| simultaneous_statement   concurrent_statement                                       |             |
| architecture_statement_part ::=   | [§ 1.2.2]   |
| { architecture_statement }  |             |
| array_nature_definition ::=   | [§ 3.5.2.1] |
| unconstrained_nature_definition   constrained_nature_definition                     |             |
| array_type_definition ::=   | [§ 3.2.1]   |
| unconstrained_array_definition   constrained_array_definition                       |             |

assertion ::= [§ 8.2]  
     **assert** condition  
         [ **report** expression ]  
         [ **severity** expression ]  
 assertion\_statement ::= [ label : ] assertion ; [§ 8.2]  
 association\_element ::= [§ 4.3.2.2]  
     [ formal\_part => ] actual\_part  
 association\_list ::= [§ 4.3.2.2]  
     association\_element { , association\_element }  
 attribute\_declaration ::= [§ 4.4]  
     **attribute** identifier : type\_mark ;  
 attribute\_designator ::= *attribute\_simple\_name* [§ 6.6]  
 attribute\_name ::= [§ 6.6]  
     prefix [ signature ] ' attribute\_designator [ ( expression { , expression } ) ]  
 attribute\_specification ::= [§ 5.1]  
     **attribute** attribute\_designator **of** entity\_specification **is** expression ;  
 base ::= integer [§ 13.4.2]  
 base\_specifier ::= B | O | X [§ 13.7]  
 base\_unit\_declaration ::= identifier ; [§ 3.1.3]  
 based\_integer ::= [§ 13.4.2]  
     extended\_digit { [ underline ] extended\_digit }  
 based\_literal ::= [§ 13.4.2]  
     base # based\_integer [ . based\_integer ] # [ exponent ]  
 basic\_character ::= [§ 13.1]  
     basic\_graphic\_character | format\_effector  
 basic\_graphic\_character ::= [§ 13.1]  
     upper\_case\_letter | digit | special\_character | space\_character  
 basic\_identifier ::= letter { [ underline ] letter\_or\_digit } [§ 13.3.1]  
 binding\_indication ::= [§ 5.2.1]  
     [ **use** entity\_aspect ]  
     [ generic\_map\_aspect ]  
     [ port\_map\_aspect ]  
 bit\_string\_literal ::= base\_specifier " [ bit\_value ] " [§ 13.7]  
 bit\_value ::= extended\_digit { [ underline ] extended\_digit } [§ 13.7]  
 block\_configuration ::= [§ 1.3.1]  
     **for** block\_specification  
         { use\_clause }  
         { configuration\_item }  
     **end for** ;  
 block\_declarative\_item ::= [§ 1.2.1]  
     subprogram\_declaration  
     | subprogram\_body  
     | type\_declaration  
     | subtype\_declaration  
     | constant\_declaration  
     | signal\_declaration  
     | *shared\_variable\_declaration*  
     | file\_declaration  
     | alias\_declaration  
     | component\_declaration  
     | attribute\_declaration  
     | attribute\_specification  
     | configuration\_specification  
     | disconnection\_specification

```

| step_limit_specification
| use_clause
| group_template_declaration
| group_declaration
| nature_declaration
| subnature_declaration
| quantity_declaration
| terminal_declaration
block_declarative_part ::=                                [§ 9.1]
    { block_declarative_item }
block_header ::=                                        [§ 9.1]
    [ generic_clause
    [ generic_map_aspect ; ] ]
    [ port_clause
    [ port_map_aspect ; ] ]
block_specification ::=                                [§ 1.3.1]
    architecture_name
| block_statement_label
| generate_statement_label [ ( index_specification ) ]
block_statement ::=                                    [§ 9.1]
    block_label :
        block [ ( guard_expression ) ] [ is ]
            block_header
            block_declarative_part
        begin
            block_statement_part
        end block [ block_label ] ;
block_statement_part ::=                                [§ 9.1]
    { architecture_statement }
branch_quantity_declaration ::=                        [§ 4.3.1.6]
    quantity [ across_aspect ] [ through_aspect ] terminal_aspect ;
break_element ::= [ break_selector_clause ] quantity_name => expression    [§ 8.14]
break_list ::= break_element { , break_element }    [§ 8.14]
break_selector_clause ::= for quantity_name use    [§ 8.14]
break_statement ::=                                    [§ 8.14]
    [ label : ] break [ break_list ] [ when condition ] ;
case_statement ::=                                    [§ 8.8]
    [ case_label : ]
        case expression is
            case_statement_alternative
            { case_statement_alternative }
        end case [ case_label ] ;
case_statement_alternative ::=                        [§ 8.8]
    when choices =>
        sequence_of_statements
character_literal ::= ' graphic_character '        [§ 13.5]
choice ::=                                            [§ 7.3.2]
    simple_expression
| discrete_range
| element_simple_name
| others
choices ::= choice { | choice }                    [§ 7.3.2]
component_configuration ::=                          [§ 1.3.2]
    for component_specification

```

```

        [ binding_indication ; ]
        [ block_configuration ]
    end for ;
component_declaration ::=                                [§ 4.5]
    component identifier [ is ]
        [ local_generic_clause ]
        [ local_port_clause ]
    end component [ component_simple_name ] ;
component_instantiation_statement ::=                    [§ 9.6]
    instantiation_label :
        instantiated_unit
            [ generic_map_aspect ]
            [ port_map_aspect ] ;
component_specification ::=                              [§ 5.2]
    instantiation_list : component_name
composite_nature_definition ::=                          [§ 3.5.2]
    array_nature_definition | record_nature_definition
composite_type_definition ::=                            [§ 3.2]
    array_type_definition
    | record_type_definition
concurrent_assertion_statement ::=                       [§ 9.4]
    [ label : ] [ postponed ] assertion ;
concurrent_break_statement ::=                           [§ 9.8]
    [ label : ] break [ break_list ] [ sensitivity_clause ] [ when condition ] ;
concurrent_procedure_call_statement ::=                  [§ 9.3]
    [ label : ] [ postponed ] procedure_call ;
concurrent_signal_assignment_statement ::=               [§ 9.5]
    [ label : ] [ postponed ] conditional_signal_assignment
    | [ label : ] [ postponed ] selected_signal_assignment
concurrent_statement ::=                                 [§ 9]
    block_statement
    | process_statement
    | concurrent_procedure_call_statement
    | concurrent_assertion_statement
    | concurrent_signal_assignment_statement
    | component_instantiation_statement
    | generate_statement
    | concurrent_break_statement
condition ::= boolean_expression                        [§ 8.1]
condition_clause ::= until condition                    [§ 8.1]
conditional_signal_assignment ::=                        [§ 9.5.1]
    target <= options conditional_waveforms ;
conditional_waveforms ::=                                [§ 9.5.1]
    { waveform when condition else }
    waveform [ when condition ]
configuration_declaration ::=                            [§ 1.3]
    configuration identifier of entity_name is
        configuration_declarative_part
        block_configuration
    end [ configuration ] [ configuration_simple_name ] ;
configuration_declarative_item ::=                      [§ 1.3]
    use_clause
    | attribute_specification
    | group_declaration

```

|   |             |
|---|-------------|
| configuration_declarative_part ::=  | [§ 1.3]     |
| { configuration_declarative_item }  |             |
| configuration_item ::=  | [§ 1.3.1]   |
| block_configuration   |             |
| component_configuration   |             |
| configuration_specification ::=   | [§ 5.2]     |
| <b>for</b> component_specification binding_indication ;                       |             |
| constant_declaration ::=  | [§ 4.3.1.1] |
| <b>constant</b> identifier_list : subtype_indication [ := expression ] ;      |             |
| constrained_array_definition ::=  | [§ 3.2.1]   |
| <b>array</b> index_constraint <b>of</b> element_subtype_indication            |             |
| constrained_nature_definition ::=   | [§ 3.5.2.1] |
| <b>array</b> index_constraint <b>of</b> subnature_indication                  |             |
| constraint ::=  | [§ 4.2]     |
| range_constraint  |             |
| index_constraint  |             |
| context_clause ::= { context_item }   | [§ 11.3]    |
| context_item ::=  | [§ 11.3]    |
| library_clause  |             |
| use_clause  |             |
| decimal_literal ::= integer [ . integer ] [ exponent ]                        | [§ 13.4.1]  |
| declaration ::=   | [§ 4]       |
| type_declaration  |             |
| subtype_declaration   |             |
| object_declaration  |             |
| interface_declaration   |             |
| alias_declaration   |             |
| attribute_declaration   |             |
| component_declaration   |             |
| group_template_declaration  |             |
| group_declaration   |             |
| entity_declaration  |             |
| configuration_declaration   |             |
| subprogram_declaration  |             |
| package_declaration   |             |
| nature_declaration  |             |
| subnature_declaration   |             |
| quantity_declaration  |             |
| terminal_declaration  |             |
| delay_mechanism ::=   | [§ 8.4]     |
| <b>transport</b>  |             |
| [ <b>reject</b> time_expression ] <b>inertial</b>                             |             |
| design_file ::= design_unit { design_unit }                                   | [§ 11.1]    |
| design_unit ::= context_clause library_unit                                   | [§ 11.1]    |
| designator ::= identifier   operator_symbol                                   | [§ 2.1]     |
| direction ::= <b>to</b>   <b>downto</b>                                       | [§ 3.1]     |
| disconnection_specification ::=   | [§ 5.3]     |
| <b>disconnect</b> guarded_signal_specification <b>after</b> time_expression ; |             |
| discrete_range ::= discrete_subtype_indication   range                        | [§ 3.2.1]   |
| element_association ::=   | [§ 7.3.2]   |
| [ choices => ] expression   |             |
| element_declaration ::=   | [§ 3.2.2]   |
| identifier_list : element_subtype_definition ;                                |             |
| element_subnature_definition ::=  | [§ 3.5.2.2] |

```

    subnature_indication
element_subtype_definition ::= subtype_indication           [§ 3.2.2]
entity_aspect ::=                                           [§ 5.2.1.1]
    entity entity_name [ ( architecture_identifier ) ]
    | configuration configuration_name
    | open
entity_class ::=                                           [§ 5.1]
    entity          | architecture   | configuration
    | procedure     | function       | package
    | type          | subtype       | constant
    | signal       | variable     | component
    | label        | literal      | units
    | group        | file         | nature
    | subnature    | quantity    | terminal

entity_class_entry ::= entity_class [ <> ]                 [§ 4.6]
entity_class_entry_list ::=                                [§ 4.6]
    entity_class_entry { , entity_class_entry }
entity_declaration ::=                                     [§ 1.1]
    entity identifier is
        entity_header
        entity_declarative_part
    [ begin
        entity_statement_part ]
    end [ entity ] [ entity_simple_name ];
entity_declarative_item ::=                               [§ 1.1.2]
    subprogram_declaration
    | subprogram_body
    | type_declaration
    | subtype_declaration
    | constant_declaration
    | signal_declaration
    | shared_variable_declaration
    | file_declaration
    | alias_declaration
    | attribute_declaration
    | attribute_specification
    | disconnection_specification
    | step_limit_specification
    | use_clause
    | group_template_declaration
    | group_declaration
    | nature_declaration
    | subnature_declaration
    | quantity_declaration
    | terminal_declaration
entity_declarative_part ::=                               [§ 1.1.2]
    { entity_declarative_item }
entity_designator ::= entity_tag [ signature ]             [§ 5.1]
entity_header ::=                                        [§ 1.1.1]
    [ formal_generic_clause ]
    [ formal_port_clause ]
entity_name_list ::=                                     [§ 5.1]
    entity_designator { , entity_designator }

```

|  |             |
|--|-------------|
| <b>others</b>  |             |
| <b>all</b>   |             |
| entity_specification ::=   | [§ 5.1]     |
| entity_name_list : entity_class  |             |
| entity_statement ::=   | [§ 1.1.3]   |
| concurrent_assertion_statement   |             |
| <i>passive_concurrent_procedure_call_statement</i>                           |             |
| <i>passive_process_statement</i>   |             |
| entity_statement_part ::=  | [§ 1.1.3]   |
| { entity_statement }   |             |
| entity_tag ::= simple_name   character_literal   operator_symbol             | [§ 5.1]     |
| enumeration_literal ::= identifier   character_literal                       | [§ 3.1.1]   |
| enumeration_type_definition ::=  | [§ 3.1.1]   |
| ( enumeration_literal { , enumeration_literal } )                            |             |
| exit_statement ::=   | [§ 8.11]    |
| [ label : ] <b>exit</b> [ <i>loop_label</i> ] [ <b>when</b> condition ] ;    |             |
| exponent ::= E [ + ] integer   E – integer                                   | [§ 13.4.1]  |
| expression ::=   | [§ 7.1]     |
| relation { <b>and</b> relation }   |             |
| relation { <b>or</b> relation }  |             |
| relation { <b>xor</b> relation }   |             |
| relation [ <b>nand</b> relation ]  |             |
| relation [ <b>nor</b> relation ]   |             |
| relation { <b>xnor</b> relation }  |             |
| extended_digit ::= digit   letter  | [§ 13.4.2]  |
| extended_identifier ::= graphic_character { graphic_character } \            | [§ 13.3.2]  |
| factor ::=   | [§ 7.1]     |
| primary [ ** primary ]   |             |
| <b>abs</b> primary   |             |
| <b>not</b> primary   |             |
| file_declaration ::=   | [§ 4.3.1.4] |
| <b>file</b> identifier_list : subtype_indication [ file_open_information ] ; |             |
| file_logical_name ::= <i>string_expression</i>                               | [§ 4.3.1.4] |
| file_open_information ::=  | [§ 4.3.1.4] |
| [ <b>open</b> <i>file_open_kind_expression</i> ] <b>is</b> file_logical_name |             |
| file_type_definition ::=   | [§ 3.4]     |
| <b>file of</b> type_mark   |             |
| floating_type_definition ::= range_constraint                                | [§ 3.1.4]   |
| formal_designator ::=  | [§ 4.3.2.2] |
| <i>generic_name</i>  |             |
| <i>port_name</i>   |             |
| <i>parameter_name</i>  |             |
| formal_parameter_list ::= <i>parameter_interface_list</i>                    | [§ 2.1.1]   |
| formal_part ::=  | [§ 4.3.2.2] |
| formal_designator  |             |
| <i>function_name</i> ( formal_designator )                                   |             |
| type_mark ( formal_designator )  |             |
| free_quantity_declaration ::=  | [§ 4.3.1.6] |
| <b>quantity</b> identifier_list : subtype_indication [ := expression ] ;     |             |
| full_type_declaration ::=  | [§ 4.1]     |
| <b>type</b> identifier <b>is</b> type_definition ;                           |             |
| function_call ::=  | [§ 7.3.3]   |
| <i>function_name</i> [ ( actual_parameter_part ) ]                           |             |
| generate_statement ::=   | [§ 9.7]     |

```

    generate_label :
        generation_scheme generate
            [ { block_declarative_item }
            begin ]
            { architecture_statement }
        end generate [ generate_label ] ;
generation_scheme ::= [§ 9.7]
    for generate_parameter_specification
    | if condition
generic_clause ::= [§ 1.1.1]
    generic ( generic_list ) ;
generic_list ::= generic_interface_list [§ 1.1.1.1]
generic_map_aspect ::= [§ 5.2.1.2]
    generic map ( generic_association_list )
graphic_character ::= [§ 13.1]
    basic_graphic_character | lower_case_letter | other_special_character
group_constituent ::= name | character_literal [§ 4.7]
group_constituent_list ::= group_constituent { , group_constituent } [§ 4.7]
group_declaration ::= [§ 4.7]
    group identifier : group_template_name ( group_constituent_list ) ;
group_template_declaration ::= [§ 4.6]
    group identifier is ( entity_class_entry_list ) ;
guarded_signal_specification ::= [§ 5.3]
    guarded_signal_list : type_mark
identifier ::= basic_identifier | extended_identifier [§ 13.3]
identifier_list ::= identifier { , identifier } [§ 3.2.2]
if_statement ::= [§ 8.7]
    [ if_label : ]
    if condition then
        sequence_of_statements
    { elsif condition then
        sequence_of_statements }
    [ else
        sequence_of_statements ]
    end if [ if_label ] ;
incomplete_type_declaration ::= type identifier ; [§ 3.3.1]
index_constraint ::= ( discrete_range { , discrete_range } ) [§ 3.2.1]
index_specification ::= [§ 1.3.1]
    discrete_range
    | static_expression
index_subtype_definition ::= type_mark range <> [§ 3.2.1]
indexed_name ::= prefix ( expression { , expression } ) [§ 6.4]
instantiated_unit ::= [§ 9.6]
    [ component ] component_name
    | entity entity_name [ ( architecture_identifier ) ]
    | configuration configuration_name
instantiation_list ::= [§ 5.2]
    instantiation_label { , instantiation_label }
    | others
    | all
integer ::= digit { [ underline ] digit } [§ 13.4.1]
integer_type_definition ::= range_constraint [§ 3.1.2]
interface_constant_declaration ::= [§ 4.3.2]
    [ constant ] identifier_list : [ in ] subtype_indication [ := static_expression ]

```

|   |             |
|---|-------------|
| interface_declaration ::=   | [§ 4.3.2]   |
| interface_constant_declaration  |             |
| interface_signal_declaration  |             |
| interface_variable_declaration  |             |
| interface_file_declaration  |             |
| interface_terminal_declaration  |             |
| interface_quantity_declaration  |             |
| interface_element ::= interface_declaration   | [§ 4.3.2.1] |
| interface_file_declaration ::=  | [§ 4.3.2]   |
| <b>file</b> identifier_list : subtype_indication  |             |
| interface_list ::=  | [§ 4.3.2.1] |
| interface_element { ; interface_element }   |             |
| interface_quantity_declaration ::=  | [§ 4.3.2]   |
| <b>quantity</b> identifier_list : [ <b>in</b>   <b>out</b> ] subtype_indication [ := <i>static_expression</i> ] |             |
| interface_signal_declaration ::=  | [§ 4.3.2]   |
| [ <b>signal</b> ] identifier_list : [ mode ] subtype_indication [ <b>bus</b> ] [ := <i>static_expression</i> ]  |             |
| interface_terminal_declaration ::=  | [§ 4.3.2]   |
| <b>terminal</b> identifier_list : subnature_indication  |             |
| interface_variable_declaration ::=  | [§ 4.3.2]   |
| [ <b>variable</b> ] identifier_list : [ mode ] subtype_indication [ := <i>static_expression</i> ]               |             |
| iteration_scheme ::=  | [§ 8.9]     |
| <b>while</b> condition  |             |
| <b>for</b> <i>loop_parameter_specification</i>  |             |
| label ::= identifier  | [§ 9.7]     |
| letter ::= upper_case_letter   lower_case_letter  | [§ 13.3.1]  |
| letter_or_digit ::= letter   digit  | [§ 13.3.1]  |
| library_clause ::= <b>library</b> logical_name_list ;   | [§ 11.2]    |
| library_unit ::=  | [§ 11.1]    |
| primary_unit  |             |
| secondary_unit  |             |
| literal ::=   | [§ 7.3.1]   |
| numeric_literal   |             |
| enumeration_literal   |             |
| string_literal  |             |
| bit_string_literal  |             |
| <b>null</b>   |             |
| logical_name ::= identifier   | [§ 11.2]    |
| logical_name_list ::= logical_name { , logical_name }   | [§ 11.2]    |
| logical_operator ::= <b>and</b>   <b>or</b>   <b>nand</b>   <b>nor</b>   <b>xor</b>   <b>xnor</b>               | [§ 7.2]     |
| loop_statement ::=  | [§ 8.9]     |
| [ <i>loop_label</i> : ]   |             |
| [ iteration_scheme ] <b>loop</b>  |             |
| sequence_of_statements  |             |
| <b>end loop</b> [ <i>loop_label</i> ] ;   |             |
| miscellaneous_operator ::= **   <b>abs</b>   <b>not</b>   | [§ 7.2]     |
| mode ::= <b>in</b>   <b>out</b>   <b>inout</b>   <b>buffer</b>   <b>linkage</b>                                 | [§ 4.3.2]   |
| multiplying_operator ::= *   /   <b>mod</b>   <b>rem</b>  | [§ 7.2]     |
| name ::=  | [§ 6.1]     |
| simple_name   |             |
| operator_symbol   |             |
| selected_name   |             |
| indexed_name  |             |
| slice_name  |             |
| attribute_name  |             |

|   |             |
|---|-------------|
| nature_declaration ::=  | [§ 4.8]     |
| <b>nature</b> identifier <b>is</b> nature_definition ;                    |             |
| nature_definition ::=   | [§ 4.8]     |
| scalar_nature_definition   composite_nature_definition                    |             |
| nature_element_declaration ::=  | [§ 3.5.2.2] |
| identifier_list : element_subnature_definition                            |             |
| nature_mark ::=   | [§ 4.8]     |
| <i>nature_name</i>   <i>subnature_name</i>                                |             |
| next_statement ::=  | [§ 8.10]    |
| [ label : ] <b>next</b> [ <i>loop_label</i> ] [ <b>when</b> condition ] ; |             |
| null_statement ::= [ label : ] <b>null</b> ;                              | [§ 8.13]    |
| numeric_literal ::=   | [§ 7.3.1]   |
| abstract_literal  |             |
| physical_literal  |             |
| object_declaration ::=  | [§ 4.3.1]   |
| constant_declaration  |             |
| signal_declaration  |             |
| variable_declaration  |             |
| file_declaration  |             |
| terminal_declaration  |             |
| quantity_declaration  |             |
| operator_symbol ::= string_literal  | [§ 2.1]     |
| options ::= [ <b>guarded</b> ] [ delay_mechanism ]                        | [§ 9.5]     |
| package_body ::=  | [§ 2.6]     |
| <b>package body</b> <i>package_simple_name</i> <b>is</b>                  |             |
| package_body_declarative_part   |             |
| <b>end [ package body ]</b> [ <i>package_simple_name</i> ] ;              |             |
| package_body_declarative_item ::=   | [§ 2.6]     |
| subprogram_declaration  |             |
| subprogram_body   |             |
| type_declaration  |             |
| subtype_declaration   |             |
| constant_declaration  |             |
| <i>shared_variable_declaration</i>  |             |
| file_declaration  |             |
| alias_declaration   |             |
| use_clause  |             |
| group_template_declaration  |             |
| group_declaration   |             |
| package_body_declarative_part ::=   | [§ 2.6]     |
| { package_body_declarative_item }   |             |
| package_declaration ::=   | [§ 2.5]     |
| <b>package</b> identifier <b>is</b>                                       |             |
| package_declarative_part  |             |
| <b>end [ package ]</b> [ <i>package_simple_name</i> ] ;                   |             |
| package_declarative_item ::=  | [§ 2.5]     |
| subprogram_declaration  |             |
| type_declaration  |             |
| subtype_declaration   |             |
| constant_declaration  |             |
| signal_declaration  |             |
| <i>shared_variable_declaration</i>  |             |
| file_declaration  |             |
| alias_declaration   |             |

|  |             |
|--|-------------|
| component_declaration                                      |             |
| attribute_declaration                                      |             |
| attribute_specification                                    |             |
| disconnection_specification                                |             |
| use_clause   |             |
| group_template_declaration                                 |             |
| group_declaration  |             |
| nature_declaration   |             |
| subnature_declaration                                      |             |
| terminal_declaration                                       |             |
| package_declarative_part ::=                               | [§ 2.5]     |
| { package_declarative_item }                               |             |
| parameter_specification ::=                                | [§ 8.9]     |
| identifier <b>in</b> discrete_range                        |             |
| physical_literal ::= [ abstract_literal ] <i>unit_name</i> | [§ 3.1.3]   |
| physical_type_definition ::=                               | [§ 3.1.3]   |
| range_constraint   |             |
| <b>units</b>   |             |
| base_unit_declaration                                      |             |
| { secondary_unit_declaration }                             |             |
| <b>end units</b> [ <i>physical_type_simple_name</i> ]      |             |
| port_clause ::=  | [§ 1.1.1]   |
| <b>port</b> ( port_list );                                 |             |
| port_list ::= <i>port_interface_list</i>                   | [§ 1.1.1.2] |
| port_map_aspect ::=  | [§ 5.2.1.2] |
| <b>port map</b> ( <i>port_association_list</i> )           |             |
| prefix ::=   | [§ 6.1]     |
| name   |             |
| function_call  |             |
| primary ::=  | [§ 7.1]     |
| name   |             |
| literal  |             |
| aggregate  |             |
| function_call  |             |
| qualified_expression                                       |             |
| type_conversion  |             |
| allocator  |             |
| ( expression )   |             |
| primary_unit ::=   | [§ 11.1]    |
| entity_declaration   |             |
| configuration_declaration                                  |             |
| package_declaration  |             |
| procedural_declarative_item ::=                            | [§ 15.4]    |
| subprogram_declaration                                     |             |
| subprogram_body  |             |
| type_declaration   |             |
| subtype_declaration  |             |
| constant_declaration                                       |             |
| variable_declaration                                       |             |
| alias_declaration  |             |
| attribute_declaration                                      |             |
| attribute_specification                                    |             |
| use_clause   |             |
| group_template_declaration                                 |             |

|  |             |
|--|-------------|
| group_declaration  |             |
| procedural_declarative_part ::=  | [§ 15.4]    |
| { procedural_declarative_item }  |             |
| procedural_statement_part ::=  | [§ 15.4]    |
| { sequential_statement }   |             |
| procedure_call ::= <i>procedure_name</i> [ ( actual_parameter_part ) ]     | [§ 8.6]     |
| procedure_call_statement ::= [ label : ] procedure_call ;                  | [§ 8.6]     |
| process_declarative_item ::=   | [§ 9.2]     |
| subprogram_declaration   |             |
| subprogram_body  |             |
| type_declaration   |             |
| subtype_declaration  |             |
| constant_declaration   |             |
| variable_declaration   |             |
| file_declaration   |             |
| alias_declaration  |             |
| attribute_declaration  |             |
| attribute_specification  |             |
| use_clause   |             |
| group_template_declaration   |             |
| group_declaration  |             |
| process_declarative_part ::=   | [§ 9.2]     |
| { process_declarative_item }   |             |
| process_statement ::=  | [§ 9.2]     |
| [ <i>process_label</i> : ]   |             |
| [ <b>postponed</b> ] <b>process</b> [ ( sensitivity_list ) ] [ <b>is</b> ] |             |
| process_declarative_part   |             |
| <b>begin</b>   |             |
| process_statement_part   |             |
| <b>end</b> [ <b>postponed</b> ] <b>process</b> [ <i>process_label</i> ] ;  |             |
| process_statement_part ::=   | [§ 9.2]     |
| { sequential_statement }   |             |
| qualified_expression ::=   | [§ 7.3.4]   |
| type_mark ' ( expression )   |             |
| type_mark ' aggregate  |             |
| quantity_declaration ::=   | [§ 4.3.1.6] |
| free_quantity_declaration  |             |
| branch_quantity_declaration  |             |
| source_quantity_declaration  |             |
| quantity_list ::=  | [§ 5.4]     |
| <i>quantity_name</i> { , <i>quantity_name</i> }                            |             |
| <b>others</b>  |             |
| <b>all</b>   |             |
| quantity_specification ::=   | [§ 5.4]     |
| quantity_list : type_mark  |             |
| range ::=  | [§ 3.1]     |
| <i>range_attribute_name</i>  |             |
| simple_expression direction simple_expression                              |             |
| range_constraint ::= <b>range</b> range                                    | [§ 3.1]     |
| record_nature_definition ::=   | [§ 3.5.2.2] |
| <b>record</b>  |             |
| nature_element_declaration   |             |
| { nature_element_declaration }   |             |
| <b>end record</b> [ <i>record_nature_simple_name</i> ]                     |             |

|  |           |
|--|-----------|
| record_type_definition ::=   | [§ 3.2.2] |
| <b>record</b>  |           |
| element_declaration  |           |
| { element_declaration }  |           |
| <b>end record</b> [ <i>record_type_simple_name</i> ]   |           |
| relation ::=   | [§ 7.1]   |
| shift_expression [ relational_operator shift_expression ]                                      |           |
| relational_operator ::= =   /=   <   <=   >   >=   | [§ 7.2]   |
| report_statement ::=   | [§ 8.3]   |
| [ label : ]  |           |
| <b>report</b> expression   |           |
| [ <b>severity</b> expression ] ;   |           |
| return_statement ::=   | [§ 8.12]  |
| [ label : ] <b>return</b> [ expression ] ;   |           |
| scalar_nature_definition ::=   | [§ 3.5.1] |
| type_mark <b>across</b>  |           |
| type_mark <b>through</b>   |           |
| identifier <b>reference</b>  |           |
| scalar_type_definition ::=   | [§ 3.1]   |
| enumeration_type_definition   integer_type_definition  |           |
| floating_type_definition   physical_type_definition  |           |
| secondary_unit ::=   | [§ 11.1]  |
| architecture_body  |           |
| package_body   |           |
| secondary_unit_declaration ::= identifier = physical_literal ;                                 | [§ 3.1.3] |
| selected_name ::= prefix . suffix  | [§ 6.3]   |
| selected_signal_assignment ::=   | [§ 9.5.2] |
| <b>with</b> expression <b>select</b>   |           |
| target <= options selected_waveforms ;   |           |
| selected_waveforms ::=   | [§ 9.5.2] |
| { waveform <b>when</b> choices , }   |           |
| waveform <b>when</b> choices   |           |
| sensitivity_clause ::= <b>on</b> sensitivity_list  | [§ 8.1]   |
| sensitivity_list ::= <i>signal_name</i> { , <i>signal_name</i> }                               | [§ 8.1]   |
| sequence_of_statements ::=   | [§ 8]     |
| { sequential_statement }   |           |
| sequential_statement ::=   | [§ 8]     |
| wait_statement   |           |
| assertion_statement  |           |
| report_statement   |           |
| signal_assignment_statement  |           |
| variable_assignment_statement  |           |
| procedure_call_statement   |           |
| if_statement   |           |
| case_statement   |           |
| loop_statement   |           |
| next_statement   |           |
| exit_statement   |           |
| return_statement   |           |
| null_statement   |           |
| break_statement  |           |
| shift_expression ::=   | [§ 7.1]   |
| simple_expression [ shift_operator simple_expression ]   |           |
| shift_operator ::= <b>sll</b>   <b>srl</b>   <b>sla</b>   <b>sra</b>   <b>rol</b>   <b>ror</b> | [§ 7.2]   |

**sign** ::= + | - [§ 7.2]  
**signal\_assignment\_statement** ::= [§ 8.4]  
     [ **label** : ] **target** <= [ **delay\_mechanism** ] **waveform** ;  
**signal\_declaration** ::= [§ 4.3.1.2]  
     **signal** **identifier\_list** : **subtype\_indication** [ **signal\_kind** ] [ := **expression** ] ;  
**signal\_kind** ::= **register** | **bus** [§ 4.3.1.2]  
**signal\_list** ::= [§ 5.3]  
     *signal\_name* { , *signal\_name* }  
     | **others**  
     | **all**  
**signature** ::= [ [ **type\_mark** { , **type\_mark** } ] [ **return type\_mark** ] ] [§ 2.3.2]  
**simple\_expression** ::= [§ 7.1]  
     [ **sign** ] **term** { **adding\_operator** **term** }  
**simple\_name** ::= **identifier** [§ 6.2]  
**simple\_simultaneous\_statement** ::= [§ 15.1]  
     [ **label** : ] **simple\_expression** == **simple\_expression** [ **tolerance\_aspect** ] ;  
**simultaneous\_alternative** ::= [§ 15.3]  
     **when** **choices** =>  
         **simultaneous\_statement\_part**  
**simultaneous\_case\_statement** ::= [§ 15.3]  
     [ **case\_label** : ]  
         **case** **expression** **use**  
             **simultaneous\_alternative**  
             { **simultaneous\_alternative** }  
         **end case** [ **case\_label** ] ;  
**simultaneous\_if\_statement** ::= [§ 15.2]  
     [ **if\_label** : ]  
         **if** **condition** **use**  
             **simultaneous\_statement\_part**  
             { **elsif** **condition** **use**  
                 **simultaneous\_statement\_part** }  
             [ **else**  
                 **simultaneous\_statement\_part** ]  
         **end use** [ **if\_label** ] ;  
**simultaneous\_null\_statement** ::= [§ 15.4]  
     [ **label** : ] **null** ;  
**simultaneous\_procedural\_statement** ::= [§ 15.4]  
     [ **procedural\_label** : ]  
         **procedural** [ **is** ]  
             **procedural\_declarative\_part**  
         **begin**  
             **procedural\_statement\_part**  
         **end procedural** [ **procedural\_label** ] ;  
**simultaneous\_statement** ::= [§ 15]  
     **simple\_simultaneous\_statement**  
     | **simultaneous\_if\_statement**  
     | **simultaneous\_case\_statement**  
     | **simultaneous\_procedural\_statement**  
     | **simultaneous\_null\_statement**  
**simultaneous\_statement\_part** ::= [§ 15]  
     { **simultaneous\_statement** }  
**slice\_name** ::= **prefix** ( **discrete\_range** ) [§ 6.5]  
**source\_aspect** ::= [§ 4.3.1.6]  
     **spectrum** **magnitude\_simple\_expression** , **phase\_simple\_expression**

|   |                              |
|---|------------------------------|
| <pre>   <b>noise</b> <i>power_simple_expression</i> source_quantity_declaration ::= </pre>  | <pre> [§ 4.3.1.6] </pre>     |
| <pre>     <b>quantity</b> identifier_list : subtype_indication source_aspect ; step_limit_specification ::= </pre>  | <pre> [§ 5.4] </pre>         |
| <pre>     <b>limit</b> quantity_specification <b>with</b> <i>real_expression</i> ; string_literal ::= " { graphic_character } " </pre>  | <pre> [§ 13.6] </pre>        |
| <pre> subnature_declaration ::= </pre>  | <pre> [§ 4.8] </pre>         |
| <pre>     <b>subnature</b> identifier <b>is</b> subnature_indication ; subnature_indication ::= </pre>  | <pre> [§ 4.8] </pre>         |
| <pre>     nature_mark [ index_constraint ]     [ <b>tolerance</b> <i>string_expression</i> <b>across</b> <i>string_expression</i> <b>through</b> ] subprogram_body ::= </pre>   | <pre> [§ 2.2] </pre>         |
| <pre>     subprogram_specification <b>is</b>     subprogram_declarative_part     <b>begin</b>     subprogram_statement_part     <b>end</b> [ subprogram_kind ] [ designator ] ; subprogram_declaration ::= </pre>   | <pre> [§ 2.1] </pre>         |
| <pre>     subprogram_specification ; subprogram_declarative_item ::= </pre>   | <pre> [§ 2.2] </pre>         |
| <pre>     subprogram_declaration       subprogram_body       type_declaration       subtype_declaration       constant_declaration       variable_declaration       file_declaration       alias_declaration       attribute_declaration       attribute_specification       use_clause       group_template_declaration       group_declaration subprogram_declarative_part ::= </pre> | <pre> [§ 2.2] </pre>         |
| <pre>     { subprogram_declarative_item } subprogram_kind ::= <b>procedure</b>   <b>function</b> subprogram_specification ::= </pre>  | <pre> [§ 2.2] [§ 2.1] </pre> |
| <pre>     <b>procedure</b> designator [ ( formal_parameter_list ) ]       [ <b>pure</b>   <b>impure</b> ] <b>function</b> designator [ ( formal_parameter_list ) ]     <b>return</b> type_mark subprogram_statement_part ::= </pre>   | <pre> [§ 2.2] </pre>         |
| <pre>     { sequential_statement } subtype_declaration ::= </pre>   | <pre> [§ 4.2] </pre>         |
| <pre>     <b>subtype</b> identifier <b>is</b> subtype_indication ; subtype_indication ::= </pre>  | <pre> [§ 4.2] </pre>         |
| <pre>     [ <i>resolution_function_name</i> ] type_mark [ constraint ] [tolerance_aspect] suffix ::= </pre>   | <pre> [§ 6.3] </pre>         |
| <pre>     simple_name       character_literal       operator_symbol       <b>all</b> target ::= </pre>  | <pre> [§ 8.4] </pre>         |
| <pre>     name       aggregate </pre>   |                              |

|  |             |
|--|-------------|
| term ::=   | [§ 7.1]     |
| factor { multiplying_operator factor }   |             |
| terminal_aspect ::=  | [§ 4.3.1.6] |
| <i>plus_terminal_name</i> [ <b>to</b> <i>minus_terminal_name</i> ]                         |             |
| terminal_declaration ::=   | [§ 4.3.1.5] |
| <b>terminal</b> identifier_list : subnature_indication ;                                   |             |
| through_aspect ::=   | [§ 4.3.1.6] |
| identifier_list [tolerance_aspect] [ := expression ] <b>through</b>                        |             |
| timeout_clause ::= <b>for</b> <i>time_or_real_expression</i>                               | [§ 8.1]     |
| tolerance_aspect ::=   | [§ 4.2]     |
| <b>tolerance</b> <i>string_expression</i>  |             |
| type_conversion ::= type_mark ( expression )   | [§ 7.3.5]   |
| type_declaration ::=   | [§ 4.1]     |
| full_type_declaration  |             |
| incomplete_type_declaration  |             |
| type_definition ::=  | [§ 4.1]     |
| scalar_type_definition   |             |
| composite_type_definition  |             |
| access_type_definition   |             |
| file_type_definition   |             |
| type_mark ::=  | [§ 4.2]     |
| <i>type_name</i>   |             |
| <i>subtype_name</i>  |             |
| unconstrained_array_definition ::=   | [§ 3.2.1]   |
| <b>array</b> ( index_subtype_definition { , index_subtype_definition } )                   |             |
| <b>of</b> <i>element_subtype_indication</i>  |             |
| unconstrained_nature_definition ::=  | [§ 3.5.2.1] |
| <b>array</b> ( index_subtype_definition { , index_subtype_definition } )                   |             |
| <b>of</b> subnature_indication   |             |
| use_clause ::=   | [§ 10.4]    |
| <b>use</b> selected_name { , selected_name } ;   |             |
| variable_assignment_statement ::=  | [§ 8.5]     |
| [ label : ] target := expression ;   |             |
| variable_declaration ::=   | [§ 4.3.1.3] |
| [ <b>shared</b> ] <b>variable</b> identifier_list : subtype_indication [ := expression ] ; |             |
| wait_statement ::=   | [§ 8.1]     |
| [ label : ] <b>wait</b> [ sensitivity_clause ] [ condition_clause ] [ timeout_clause ] ;   |             |
| waveform ::=   | [§ 8.4]     |
| waveform_element { , waveform_element }  |             |
| <b>unaffected</b>  |             |
| waveform_element ::=   | [8.4.1]     |
| <i>value_expression</i> [ <b>after</b> <i>time_expression</i> ]                            |             |
| <b>null</b> [ <b>after</b> <i>time_expression</i> ]  |             |

## Annex B

(informative)

### Glossary

This glossary contains brief, informal descriptions for a number of terms and phrases used to define this language. The complete, formal definition of each term or phrase is provided in the main body of the standard.

For each entry, the relevant clause numbers in the text are given. Some descriptions refer to multiple clauses in which the single concept is discussed; for these, the clause number containing the definition of the concept is given in italics. Other descriptions contain multiple clause numbers when they refer to multiple concepts; for these, none of the clause numbers are italicized.

**B.1 abstract literal:** A literal of the *universal\_real* abstract type or the *universal\_integer* abstract type. (§13.2, §13.4)

**B.2 access mode:** The mode in which a file object is opened, which can be either *read-only* or *write-only*. The access mode depends on the value supplied to the *Open\_Kind* parameter. (§3.4.1, §14.3)

**B.3 access type:** A type that provides access to an object of a given type. Access to such an object is achieved by an access value returned by an allocator; the access value is said to *designate* the object. (§3, §3.3)

**B.4 access value:** A value of an access type. This value is returned by an allocator and designates an object (which must be a variable) of a given type. A null access value designates no object. An access value can only designate an object created by an allocator; it cannot designate an object declared by an object declaration. (§3, §3.3)

**B.5 across quantity:** A quantity named in an across aspect; the quantity of a terminal that represents the potential between the terminal and the reference terminal. (§4.3.6.1)

**B.6 across type:** One of the two types associated with a nature, this measures a value between a terminal and the reference terminal of the nature. (§3.5)

**B.7 active driver:** A driver that acquires a new value during a simulation cycle regardless of whether the new value is different from the previous value. (§12.6.2, §12.6.4)

**B.8 actual:** An expression, a port, a signal, or a variable associated with a formal port, formal parameter, or formal generic. (§1.1.1.1, §1.1.1.2, §3.2.1.1, §4.3.1.2, §4.3.2.2, §5.2.1, §5.2.1.2)

**B.9 aggregate:** **(A)** The kind of expression, denoting a value of a composite type. The value is specified by giving the value of each of the elements of the composite type. Either a positional association or a named association may be used to indicate which value is associated with which element. **(B)** A kind of target of a variable assignment statement or signal assignment statement assigning a composite value. The target is then said to *be in the form of an aggregate*. (§7.3.1, §7.3.2, §7.3.4, §7.3.5, §7.5.2)

**B.10 alias:** An alternate name for a named entity. (§4.3.3)

**B.11 allocator:** An operation used to create anonymous, variable objects accessible by means of access values. (§3.3, §7.3.6)

**B.12 analog solution point:** A consistent assignment of values to the quantities of a model, performed by the analog solver as a part of the simulation cycle. (§12.6)

**B.13 analog solver:** A conceptual representation of a simulator that can produce values for all the quantities of a model. (§12.6)

**B.14 analysis:** The syntactic and semantic analysis of source code in a VHDL design file and the insertion of intermediate form representations of design units into a design library. (§11.1, §11.2, §11.4)

**B.15 anonymous:** The undefined simple name of an item, which is created implicitly. The base type of a numeric type or an array type is anonymous; similarly, the object denoted by an access value is anonymous. (§4.1)

**B.16 appropriate:** A prefix is said to be appropriate for a type if the type of the prefix is the type considered, or if the type of the prefix is an access type whose designated type is the type considered. (§6.1)

**B.17 architecture body:** A body associated with an entity declaration to describe the internal organization or operation of a design entity. An architecture body is used to describe the behavior, data flow, or structure of a design entity. (§1, §1.2)

**B.18 array object:** An object of an array type. (§3)

**B.19 array type:** A type, the value of which consists of elements that are all of the same subtype (and hence, of the same type). Each element is uniquely distinguished by an index (for a one-dimensional array) or by a sequence of indexes (for a multidimensional array). Each index must be a value of a discrete type and must lie in the correct index range. (§3.2.1)

**B.20 ascending range:** A range L to R. (§3.1)

**B.21 ASCII:** The American Standard Code for Information Interchange. The package Standard contains the definition of the type character, the first 128 values of which represent the ASCII character set. (§3.1.1, §14.2)

**B.22 assertion violation:** A violation that occurs when the condition of an assertion statement evaluates to false. (§8.2)

**B.23 associated driver:** The single driver for a signal in the (explicit or equivalent) process statement containing the signal assignment statement. (§12.6.1)

**B.24 associated individually:** A property of a formal port, generic, or parameter of a composite type with respect to some association list. A composite formal whose association is defined by multiple association elements in a single association list is said to be *associated individually* in that list. The formats of such association elements must denote non-overlapping subelements or slices of the formal. (§4.3.2.2)

**B.25 associated in whole:** When a single association element of a composite formal supplies the association for the entire formal. (§4.3.2.2)

**B.26 association element:** An element that associates an actual or local with a local or formal. (§4.3.2.2)

**B.27 association list:** A list that establishes correspondences between formal or local port or parameter names and local or actual names or expressions. (§4.3.2.2)

**B.28 attribute:** A definition of some characteristic of a named entity. Some attributes are predefined for types, ranges, values, signals, and functions. The remaining attributes are user defined and are always constants. (§4.4)

**B.29 augmentation set:** A set of characteristic expressions, each corresponding to some quantity or the scalar subelement thereof, used to determine an analog solution point. (§12.6.5)

**B.30 base specifier:** A lexical element that indicates whether a bit string literal is to be interpreted as a binary, octal, or hexadecimal value. (§13.7)

**B.31 base type:** The type from which a subtype defines a subset of possible values, otherwise known as a *constraint*. This subset is not required to be proper. The base type of a type is the type itself. The base type of a subtype is found by recursively examining the type mark in the subtype indication defining the subtype. If the type mark denotes a type, that type is the base type of the subtype; otherwise, the type mark is a subtype, and this procedure is repeated on that subtype. (§3) *See also:* **subtype**.

**B.32 based literal:** An abstract literal expressed in a form that specifies the base explicitly. The base is restricted to the range 2 to 16. (§13.4.2)

**B.33 basic operation:** An operation that is inherent in one of the following:

- An assignment (in an assignment statement or initialization);
- An allocator;
- A selected name, an indexed name, or a slice name;
- A qualification (in a qualified expression), an explicit type conversion, a formal or actual designator in the form of a type conversion, or an implicit type conversion of a value of type *universal\_integer* or *universal\_real* to the corresponding value of another numeric type; or
- A numeric literal (for a universal type), the literal null (for an access type), a string literal, a bit string literal, an aggregate, or a predefined attribute. (§3)

**B.34 basic signal:** A signal that determines the driving values for all other signals. A basic signal is

- Either a scalar signal or a resolved signal;
- Not a subelement of a resolved signal;
- Not an implicit signal of the form S'Stable(T), S'Quiet(T), or S'Transaction; and
- Not an implicit signal GUARD. (§12.6.2)

**B.35 belong (A) (to a range):** A property of a value with respect to some range. The value V is said to *belong to a range* if the relations (lower bound  $\leq$  V) and (V  $\leq$  upper bound) are both true, where lower bound and upper bound are the lower and upper bounds, respectively, of the range. (§3.1, §3.2.1) **(B) (to a subtype):** A property of a value with respect to some subtype. A value is said to *belong to a subtype* of a given type if it belongs to the type and satisfies the applicable constraint. (§3, §3.2.1)

**B.36 binding:** The process of associating a design entity and, optionally, an architecture with an instance of a component. A binding can be specified in an explicit or a default binding indication. (§1.3, §5.2.1, §5.2.2, §12.3.2.2, §12.4.3)

**B.37 bit string literal:** A literal formed by a sequence of extended digits enclosed between two quotation (") characters and preceded by a base specifier. The type of a bit string literal is determined from the context. (§7.3.1, §13.7)

**B.38 block:** The representation of a portion of the hierarchy of a design. A block is either an external block or an internal block. (§1, §1.1.1.1, §1.1.1.2, §1.2.1, §1.3, §1.3.1, §1.3.2)

- B.39 bound:** A label that is identified in the instantiation list of a configuration specification. (§5.2)
- B.40 box:** The symbol  $\langle \rangle$  in an index subtype definition, which stands for an undefined range. Different objects of the type need not have the same bounds and direction. (§3.2.1)
- B.41 branch quantity:** Either an across quantity or a through quantity. (§4.3.6.1)
- B.42 branch type:** The combination of the across type and through type of a nature. (§3.5)
- B.43 break quantity:** The break quantity is part of the operation of a break statement; it specifies the break quantity as one where a discontinuity has occurred. (§8.14)
- B.44 break set:** A set of triples, consisting of the break quantity, the selector quantity, and the value that is determined by each break statement evaluated in a simulation cycle. (§12.6.6.1)
- B.45 bus:** One kind of guarded signal. A bus floats to a user-specified value when all of its drivers are turned off. (§4.3.1.2, §4.3.2)
- B.46 characteristic expression:** An expression, specified either by a simultaneous statement or by the declaration or association of quantities or terminals, used by the analog solver to determine the values of quantities at analog solution points. (§12.1)
- B.47 character literal:** A literal of the character type. Character literals are formed by enclosing one of the graphic characters (including the space and nonbreaking space characters) between two apostrophe (') characters. (§13.2, §13.5)
- B.48 character type:** An enumeration type with at least one of its enumeration literals as a character literal. (§3.1.1, §3.1.1.1)
- B.49 closely related types:** Two type marks that denote the same type or two numeric types. Two array types may also be closely related if they have the same dimensionality, if their index types at each position are closely related, and if the array types have the same element types. Explicit type conversion is only allowed between closely related types. (§7.3.5)
- B.50 complete:** A loop that has finished executing. Similarly, an iteration scheme of a loop is complete when the condition of a while iteration scheme is FALSE or all of the values of the discrete range of a for iteration scheme have been assigned to the iteration parameter. (§8.9)
- B.51 complete context:** A declaration, a specification, or a statement; complete contexts are used in overload resolution. (§10.5)
- B.52 composite type:** A type whose values have elements. There are two classes of composite types: *array types* and *record types*. (§3, §3.2)
- B.53 concurrent statement:** A statement that executes asynchronously, with no defined relative order. Concurrent statements are used for dataflow and structural descriptions. (§9)
- B.54 configuration:** A construct that defines how component instances in a given block are bound to design entities in order to describe how design entities are put together to form a complete design. (§1, §1.3, §5.2)
- B.55 conform:** Two subprogram specifications, are said to conform if, apart from certain allowed minor variations, both specifications are formed by the same sequence of lexical elements, and corresponding lexical elements are given the same meaning by the visibility rules. Conformance is defined similarly for deferred constant declarations. (§2.7)

**B.56 connected:** A formal port associated with an actual port or signal. A formal port associated with the reserved word **open** is said to be *unconnected*. (§1.1.1.2)

**B.57 constant:** An object whose value may not be changed. Constants may be *explicitly declared*, subelements of explicitly declared constants, or interface constants. Constants declared in packages may also be *deferred constants*. (§4.3.1.1)

**B.58 constraint:** A subset of the values of a type. The set of possible values for an object of a given type that can be subjected to a condition is called a *constraint*. A value is said to *satisfy* the constraint if it satisfies the corresponding condition. There are index constraints, range constraints, and size constraints. (§3)

**B.59 contribution expression:** An expression created by the elaboration of a terminal declaration that is set according to the associations of the terminal. (§12.3.1.4)

**B.60 contribution quantity:** One of the two quantities defined by a terminal, the contribution quantity is a through quantity, and measures the amount “flowing through” the terminal. (§4.3.1.5)

**B.61 conversion function:** A function used to convert values flowing through associations. For interface objects of mode **in**, conversion functions are allowed only on actuals. For interface objects of mode **out** or **buffer**, conversion functions are allowed only on formals. For interface objects of mode **inout** or **linkage**, conversion functions are allowed on both formals and actuals. Conversion functions have a single parameter. A conversion function associated with an actual accepts the type of the actual and returns the type of the formal. A conversion function associated with a formal accepts the type of the formal and returns the type of the actual. (§4.3.2.2)

**B.62 convertible:** A property of an operand with respect to some type. An operand is convertible to some type if there exists an implicit conversion to that type. (§7.3.5)

**B.63 current augmentation set:** The augmentation set used by the analog solver, together with the structural set and a given explicit set, to determine an analog solution point. (§12.6.5)

**B.64 current value:** The value component of the single transaction of a driver whose time component is not greater than the current simulation time. (§12.6, §12.6.1, §12.6.2, §12.6.3)

**B.65 cycle pure:** An expression is cycle pure if its value does not change when evaluated, repeatedly, within a given analog solution point with identical values for all its quantities. (§12.6, §12.6.1, §12.6.2, §12.6.3)

**B.66 decimal literal:** An abstract literal that is expressed in decimal notation. The base of the literal is implicitly 10. The literal may optionally contain an exponent or a decimal point and fractional part. (§13.4.1)

**B.67 declaration:** A construct that defines a declared entity and associates an identifier (or some other notation) with it. This association is in effect within a region of text that is called the *scope* of the declaration. Within the scope of a declaration, there are places where it is possible to use the identifier to refer to the associated declared entity; at such places, the identifier is said to be the *simple name* of the named entity. The simple name is said to *denote* the associated named entity. (§4)

**B.68 declarative part:** A syntactic component of certain declarations or statements (such as entity declarations, architecture bodies, and block statements). The declarative part defines the lexical area (usually introduced by a keyword such as **is** and terminated with another keyword such as **begin**) within which declarations may occur. (§1.1.2, §1.2.1, §1.3, §2.6, §9.1, §9.2, §9.6.1, §9.6.2)

**B.69 declarative region:** A semantic component of certain declarations or statements. A declarative region may include disjoint parts, such as the declarative region of an entity declaration, which extends to the end of any architecture body for that entity. (§10.1)

**B.70 decorate:** To associate a user-defined attribute with a named entity and to define the value of that attribute. (§5.1)

**B.71 default expression:** A default value that is used for a formal generic, port, or parameter if the interface object is unassociated. A default expression is also used to provide an initial value for signals and their drivers. (§4.3.1.2, §4.3.2.2)

**B.72 deferred constant:** A constant that is declared without an assignment symbol ( $:=$ ) and expression in a package declaration. A corresponding full declaration of the constant must exist in the package body to define the value of the constant. (§4.3.1.1)

**B.73 delta cycle:** A simulation cycle in which the simulation time at the beginning of the cycle is the same as at the end of the cycle. That is, simulation time is not advanced in a delta cycle. Only nonpostponed processes can be executed during a delta cycle. (§12.6.4)

**B.74 denote:** A property of the identifier given in a declaration. Where the declaration is visible, the identifier given in the declaration is said to *denote* the named entity declared in the declaration. (§4)

**B.75 depend:** **(A) (on a library unit):** A design unit that explicitly or implicitly mentions other library units in a use clause. These dependencies affect the allowed order of analysis of design units. (§11.4) **(B) (on a signal value):** A property of an implicit signal with respect to some other signal. The current value of an implicit signal R is said to *depend on* the current value of another signal S if R denotes an implicit signal S'Stable(T), S'Quiet(T), or S'Transaction, or if R denotes an implicit GUARD signal and S is any other implicit signal named within the guard expression that defines the current value of R. (§12.6.3)

**B.76 descending range:** A range L *downto* R. (§3.1)

**B.77 design entity:** An entity declaration together with an associated architecture body. Different design entities may share the same entity declaration, thus describing different components with the same interface or different views of the same component. (§1)

**B.78 design file:** One or more design units in sequence. (§11.1)

**B.79 design hierarchy:** The complete representation of a design that results from the successive decomposition of a design entity into subcomponents and binding of those components to other design entities that may be decomposed in a similar manner. (§1)

**B.80 design library:** A host-dependent storage facility for intermediate-form representations of analyzed design units. (§11.2)

**B.81 design unit:** A construct that can be independently analyzed and stored in a design library. A design unit may be an entity declaration, an architecture body, a configuration declaration, a package declaration, or a package body declaration. (§11.1)

**B.82 designate:** A property of access values that relates the value to some object when the access value is nonnull. A nonnull access value is said to *designate* an object. (§3.3)

**B.83 designated type:** For an access type, the base type of the subtype defined by the subtype indication of the access type definition. (§3.3)

**B.84 designated subtype:** For an access type, the subtype defined by the subtype indication of the access type definition. (§3.3)

**B.85 designator:** (A) Syntax that forms part of an association element. A formal designator specifies which formal parameter, port, or generic (or which subelement or slice of a parameter, port, or generic) is to be associated with an actual by the given association element. An actual designator specifies which actual expression, signal, or variable is to be associated with a formal (or subelement or subelements of a formal). An actual designator may also specify that the formal in the given association element is to be left unassociated (with an actual designator of **open**). (§4.3.2.2) (B) An identifier, character literal, or operator symbol that defines an alias for some other name. (§4.3.3) (C) A simple name that denotes a predefined or user-defined attribute in an attribute name, or a user-defined attribute in an attribute specification. (§5.1, §6.6) (D) A simple name, character literal, or operator symbol, and possibly a signature, that denotes a named entity in the entity name list of an attribute specification. (§5.1) (E) An identifier or operator symbol that defines the name of a subprogram. (§2.1)

**B.86 directly visible:** A visible declaration that is not visible by selection. A declaration is directly visible within its immediate scope, excluding any places where the declaration is hidden. A declaration occurring immediately within the visible part of a package can be made directly visible by means of a use clause. (§10.3, §10.4). *See also:* **visible**.

**B.87 discrete array:** A one-dimensional array whose elements are of a discrete type. (§7.2.3)

**B.88 discrete range:** A range whose bounds are of a discrete type. (§3.2.1, §3.2.1.1)

**B.89 discrete type:** An enumeration type or an integer type. Each value of a discrete type has a position number that is an integer value. Indexing and iteration rules use values of discrete types. (§3.1)

**B.90 driver:** A container for a projected output waveform of a signal. The value of the signal is a function of the current values of its drivers. Each process that assigns to a given signal implicitly contains a driver for that signal. A signal assignment statement affects only the associated driver(s). (§12.4.4, §12.6.1, §12.6.2, §12.6.3)

**B.91 driving value:** The value a signal provides as a source of other signals. (§12.6.2)

**B.92 effective value:** The value obtained by evaluating a reference to the signal within an expression. (§12.6.2)

**B.93 elaboration:** The process by which a declaration achieves its effect. Prior to the completion of its elaboration (including before the elaboration), a declaration is not yet elaborated. (§12)

**B.94 element:** A constituent of a composite type. (§3) *See also:* **subelement**.

**B.95 entity declaration:** A definition of the interface between a given design entity and the environment in which it is used. It may also specify declarations and statements that are part of the design entity. A given entity declaration may be shared by many design entities, each of which has a different architecture. Thus, an entity declaration can potentially represent a class of design entities, each with the same interface. (§1, §1.1)

**B.96 enumeration literal:** A literal of an enumeration type. An enumeration literal may be either an identifier or a character literal. (§3.1.1, §7.3.1)

**B.97 enumeration type:** A type whose values are defined by listing (enumerating) them. The values of the type are represented by enumeration literals. (§3.1, §3.1.1)

**B.98 erroneous:** An error condition that cannot always be detected. (§2.1.1.1, §2.2)

**B.99 error:** A condition that makes the source description illegal. If an error is detected at the time of analysis of a design unit, it prevents the creation of a library unit for the given design unit. A run-time error causes simulation to terminate. (§11.4)

**B.100 event:** A change in the current value of a signal, which occurs when the signal is updated with its effective value. (§12.6.2)

**B.101 execute:** (A) When first the design hierarchy of a model is elaborated, then its nets are initialized, and finally simulation proceeds with repetitive execution of the simulation cycle, during which processes are executed and nets are updated. (B) When a process performs the actions specified by the algorithm described in its statement part. (§12, §12.6)

**B.102 expanded name:** A selected name (in the syntactic sense) that denotes one or all of the primary units in a library or any named entity within a primary unit. (§6.3, §8.1) *See also:* **selected name**.

**B.103 explicit ancestor:** The parent of the implicit signal that is defined by the predefined attributes 'DELAYED, 'QUIET, 'STABLE, or 'TRANSACTION. It is determined using the prefix of the attribute. If the prefix denotes an explicit signal or a slice or subelement (or member thereof), then that is the explicit ancestor of the implicit signal. If the prefix is one of the implicit signals defined by the predefined attributes 'DELAYED, 'QUIET, 'STABLE, or 'TRANSACTION, this rule is applied recursively. If the prefix is an implicit signal GUARD, the signal has no explicit ancestor. (§2.2)

**B.104 explicit set:** The set of characteristic expressions determined by evaluating the simultaneous statements appearing in the statement part of each block of the model. (§12.6.6)

**B.105 explicit signal:** A signal defined by the predefined attributes 'DELAYED, 'QUIET, 'STABLE, or 'TRANSACTION. (§2.2)

**B.106 explicitly declared constant:** A constant of a specified type that is declared by a constant declaration. (§4.3.1.1)

**B.107 explicitly declared object:** An object of a specified type that is declared by an object declaration. An object declaration is called a *single-object declaration* if its identifier list has a single identifier; it is called a *multiple-object declaration* if the identifier list has two or more identifiers. (§4.3, §4.3.1) *See also:* **implicitly declared object**.

**B.108 expression:** A formula that defines the computation of a value. (§7.1)

**B.109 extend:** A property of source text forming a declarative region with disjoint parts. In a declarative region with disjoint parts, if a portion of text is said to *extend* from some specific point of a declarative region to the end of the region, then this portion is the corresponding subset of the declarative region (and does not include intermediate declarative items between an interface declaration and a corresponding body declaration). (§10.1)

**B.110 extended digit:** A lexical element that is either a digit or a letter. (§13.4.2)

**B.111 external block:** A top-level design entity that resides in a library and may be used as a component in other designs. (§1)

**B.112 file type:** A type that provides access to objects containing a sequence of values of a given type. File types are typically used to access files in the host system environment. The value of a file object is the sequence of values contained in the host system file. (§3, §3.4)

**B.113 floating point types:** A discrete scalar type whose values approximate real numbers. The representation of a floating point type includes a minimum of six decimal digits of precision. (§3.1, §3.1.4)

**B.114 foreign subprogram:** A subprogram that is decorated with the attribute 'FOREIGN, defined in package STANDARD. The STRING value of the attribute may specify implementation-dependent information about the foreign subprogram. Foreign subprograms may have non-VHDL implementations. An implementation may place restrictions on the allowable modes, classes, and types of the formal parameters to a foreign subprogram, such as constraints on the number and allowable order of the parameters. (§2.2)

**B.115 formal:** A formal port or formal generic of a design entity, a block statement, or a formal parameter of a subprogram. (§2.1.1, §4.3.2.2, §5.2.1.2, §9.1)

**B.116 full declaration:** A constant declaration occurring in a package body with the same identifier as that of a deferred constant declaration in the corresponding package declaration. A full type declaration is a type declaration corresponding to an incomplete type declaration. (§2.6)

**B.117 fully bound:** A binding indication for the component instance implies an entity interface and an architecture. (§5.2.1.1)

**B.118 generate parameter:** A constant object whose type is the base type of the discrete range of a generate parameter specification. A generate parameter is declared by a generate statement. (§9.7)

**B.119 generic:** An interface constant declared in the block header of a block statement, a component declaration, or an entity declaration. Generics provide a channel for static information to be communicated to a block from its environment. Unlike constants, however, the value of a generic can be supplied externally, either in a component instantiation statement or in a configuration specification. (§1.1.1.1)

**B.120 generic interface list:** A list that defines local or formal generic constants. (§1.1.1.1, §4.3.2.1)

**B.121 globally static expression:** An expression that can be evaluated as soon as the design hierarchy in which it appears is elaborated. A locally static expression is also globally static unless the expression appears in a dynamically elaborated context. (§7.4)

**B.122 globally static primary:** A primary whose value can be determined during the elaboration of its complete context and that does not thereafter change. Globally static primaries can only appear within statically elaborated contexts. (§7.4.2)

**B.123 group:** A named collection of named entities. Groups relate different named entities for the purposes not specified by the language. In particular, groups may be decorated with attributes. (§4.6, §4.7)

**B.124 guard:** *See:* guard expression.

**B.125 guard expression:** A Boolean-valued expression associated with a block statement that controls assignments to guarded signals within the block. A guard expression defines an implicit signal GUARD that may be used to control the operation of certain statements within the block. (§4.3.1.2, §9.1, §9.5)

**B.126 guarded assignment:** A concurrent signal assignment statement that includes the option guarded, which specifies that the signal assignment statement is executed when a signal GUARD changes from FALSE to TRUE, or when that signal has been TRUE and an event occurs on one of the signals referenced in the corresponding GUARD expression. The signal GUARD may be one of the implicitly declared GUARD signals associated with block statements that have guard expressions, or it may be an explicitly declared signal of type Boolean that is visible at the point of the concurrent signal assignment statement. (§9.5)

**B.127 guarded signal:** A signal declared as a register or a bus. Such signals have special semantics when their drivers are updated from within guarded signal assignment statements. (§4.3.1.2)

**B.128 guarded target:** A signal assignment target consisting only of guarded signals. An unguarded target is a target consisting only of unguarded signals. (§9.5)

**B.129 hidden:** A declaration that is not directly visible. A declaration may be *hidden* in its scope by a homograph of the declaration. (§10.3)

**B.130 homograph:** A reflexive property of two declarations. Each of two declarations is said to be a *homograph* of the other if both declarations have the same identifier and overloading is allowed for at most one of the two. If overloading is allowed for both declarations, then each of the two is a homograph of the other if they have the same identifier, operator symbol, or character literal, as well as the same parameter and result type profile. (§1.3.1, §10.3)

**B.131 identify:** A property of a name appearing in an element association of an assignment target in the form of an aggregate. The name is said to *identify* a signal or variable and any subelements of that signal or variable. (§8.4, 8.5)

**B.132 immediately within:** A property of a declaration with respect to some declarative region. A declaration is said to occur *immediately within* a declarative region if this region is the innermost region that encloses the declaration, not counting the declarative region (if any) associated with the declaration itself. (§10.1)

**B.133 immediate scope:** A property of a declaration with respect to the declarative region within which the declaration immediately occurs. The immediate scope of the declaration extends from the beginning of the declaration to the end of the declarative region. (§10.2)

**B.134 implicitly declared object:** An object whose declaration is not explicit in the source description, but is a consequence of other constructs; for example, signal GUARD. (§4.3, §9.1, §14.1) *See also:* **declared object.**

**B.135 implicit signal:** Any signal S'Stable(T), S'Quiet(T), S'Delayed, or S'Transaction, or any implicit GUARD signal. A slice or subelement (or slice thereof) of an implicit signal is also an implicit signal. (§12.6.2, §12.6.3, §12.6.4)

**B.136 imply:** A property of a binding indication in a configuration specification with respect to the design entity indicated by the binding specification. The binding indication is said to *imply* the design entity; the design entity may be indicated directly, indirectly, or by default. (§5.2.1.1)

**B.137 impure function:** A function that may return a different value each time it is called, even when different calls have the same actual parameter values. A pure function returns the same value each time it is called using the same values as actual parameters. An impure function can update objects outside of its scope and can access a broader class of values than a pure function. (§2)

**B.138 incomplete type declaration:** A type declaration that is used to define mutually dependent and recursive access types. (§3.3.1)

**B.139 index constraint:** A constraint that determines the index range for every index of an array type, and thereby the bounds of the array. An index constraint is *compatible* with an array type if and only if the constraint defined by each discrete range in the index constraint is compatible with the corresponding index subtype in the array type. An array value *satisfies* an index constraint if the array value and the index constraint have the same index range at each index position. (§3.1, §3.2.1.1)

**B.140 index range:** A multidimensional array has a distinct element for each possible sequence of index values that can be formed by selecting one value for each index (in the given order). The possible values for a given index are all the values that belong to the corresponding range. This range of values is called the *index range*. (§3.2.1)

**B.141 index subtype:** For a given index position of an array, the *index subtype* is denoted by the type mark of the corresponding index subtype definition. (§3.2.1)

**B.142 inertial delay:** A delay model used for switching circuits; a pulse whose duration is shorter than the switching time of the circuit will not be transmitted. Inertial delay is the default delay mode for signal assignment statements. (§8.4) *See also:* **transport delay**.

**B.143 initial value expression:** An expression that specifies the initial value to be assigned to a variable. (§4.3.1.3)

**B.144 inputs:** The signals identified by the longest static prefix of each signal name appearing as a primary in each expression (other than time expressions) within a concurrent signal assignment statement. (§9.5)

**B.145 instance:** A subcomponent of a design entity whose prototype is a component declaration, design entity, or configuration declaration. Each instance of a component may have different actuals associated with its local ports and generics. A component instantiation statement whose instantiated unit denotes a component creates an instance of the corresponding component. A component instantiation statement whose instantiated unit denotes either a design entity or a configuration declaration creates an instance of the denoted design entity. (§9.6, §9.6.1, §9.6.2)

**B.146 integer literal:** An abstract literal of the type *universal\_integer* that does not contain a base point. (§13.4)

**B.147 integer type:** A discrete scalar type whose values represent integer numbers within a specified range. (§3.1, §3.1.2)

**B.148 interface list:** A list that declares the interface objects required by a subprogram, component, design entity, or block statement. (§4.3.2.1)

**B.149 internal block:** A nested block in a design unit, as defined by a block statement. (§1)

**B.150 ISO:** The International Organization for Standardization.

**B.151 ISO 8859-1:** The ISO Latin-1 character set. Package Standard contains the definition of type Character, which represents the ISO Latin-1 character set. (§3.1.1, §14.2)

**B.152 kernel process:** A conceptual representation of the agent that coordinates the activity of user-defined processes during a simulation. The kernel process causes the execution of I/O operations, the propagation of signal values, and the updating of values of implicit signals [such as S'Stable(T)]; in addition, it detects events that occur and causes the appropriate processes to execute in response to those events. (§12.6)

**B.153 left of:** When both a value V1 and a value V2 belong to a range and either the range is an ascending range and V2 is the successor of V1, or the range is a descending range and V2 is the predecessor of V1. (§3.1)

**B.154 left-to-right order:** When each value in a list of values is to the left of the next value in the list within that range, except for the last value in the list. (§3.1)

**B.155 library:** *See:* **design library**.

**B.156 library unit:** The representation in a design library of an analyzed design unit. (§11.1)

**B.157 linearized form:** A transformation of an expression that allows the expression to be used in linear models such as frequency and noise analysis. (§7.6)

**B.158 literal:** A value that is directly specified in the description of a design. A literal can be a bit string literal, enumeration literal, numeric literal, string literal, or the literal **null**. (§7.3.1)

**B.159 local generic:** An interface object declared in a component declaration that serves to connect a formal generic in the interface list of an entity and an actual generic or value in the design unit instantiating that entity. (§4.3, §4.3.2.2, §4.5)

**B.160 local port:** A signal declared in the interface list of a component declaration that serves to connect a formal port in the interface list of an entity and an actual port or signal in the design unit instantiating that entity. (§4.3, §4.3.2.2, §4.5)

**B.161 locally static expression:** An expression that can be evaluated during the analysis of the design unit in which it appears. (§7.4, §7.4.1)

**B.162 locally static name:** A name in which every expression is locally static (if every discrete range that appears as part of the name denotes a locally static range or subtype and if no prefix within the name is either an object or value of an access type or a function call). (§6.1)

**B.163 locally static primary:** One of a certain group of primaries that includes literals, certain constants, and certain attributes. (§7.4)

**B.164 locally static subtype:** A subtype whose bounds and direction can be determined during the analysis of the design unit in which it appears. (§7.4.1)

**B.165 longest static prefix:** The name of a signal or a variable name, if the name is a static signal or variable name. Otherwise, the longest static prefix is the longest prefix of the name that is a static signal or variable name. (§6.1) *See also:* **static signal name**.

**B.166 loop parameter:** A constant, implicitly declared by the for clause of a loop statement, used to count the number of iterations of a loop. (§8.9)

**B.167 lower bound:** For a range L to R or L **downto** R, the smaller of L and R. (§3.1)

**B.168 match:** A property of a signature with respect to the parameter and subtype profile of a subprogram or enumeration literal. The signature is said to *match* the parameter and result type profile if certain conditions are true. (§2.3.2)

**B.169 matching elements:** Corresponding elements of two composite type values that are used for certain logical and relational operations. (§7.2.3)

**B.170 member:** A slice of an object, a subelement, or an object; or a slice of a subelement of an object. (§3)

**B.171 minus terminal:** One of the two terminals named in a branch quantity declaration, together with the plus terminal the minus terminal determines the “direction” of the flow between the terminals. (§4.3.1.6)

**B.172 mode:** The direction of information flow through the port or parameter. Modes are **in**, **out**, **inout**, **buffer**, or **linkage**. (§4.3.2)

**B.173 model:** The result of the elaboration of a design hierarchy. The *model* can be executed in order to simulate the design it represents. (§12, §12.6)

**B.174 name:** A property of an identifier with respect to some named entity. Each form of declaration associates an identifier with a named entity. In certain places within the scope of a declaration, it is valid to use the identifier to refer to the associated named entity; these places are defined by the visibility rules. At such places, the identifier is said to be the *name* of the named entity. (§4, §6.1)

**B.175 named association:** An association element in which the formal designator appears explicitly. (§4.3.2.2, §7.3.2)

**B.176 named entity:** An item associated with an identifier, character literal, or operator symbol as the result of an explicit or implicit declaration. (§4) *See also:* **name**.

**B.177 nature:** A definition that specifies values which may be accessed through the attributes of the terminal. (§3.5) *See also:* **across type; branch type; reference terminal; through type**.

**B.178 nature type:** A type that may be one of the two types associated with a nature; a floating point type or a composite type whose elements are a nature type.

**B.179 net:** A collection of drivers, signals (including ports and implicit signals), conversion functions, and resolution functions that connect different processes. Initialization of a net occurs after elaboration, and a net is updated during each simulation cycle. (§12, §12.1, §12.6.2)

**B.180 noise source quantity:** A quantity that serves as a source in a frequency domain model. (§4.3.1.6)

**B.181 nonobject alias:** An alias whose designator denotes some named entity other than an object. (§4.3.3, §4.3.3.2) *See also:* **object alias**.

**B.182 nonpostponed process:** An explicit or implicit process whose source statement does not contain the reserved word **postponed**. When a nonpostponed process is resumed, it executes in the current simulation cycle. Thus, nonpostponed processes have access to the current values of signals, whether or not those values are stable at the current model time. (§ 9.2)

**B.183 null array:** Any of the discrete ranges in the index constraint of an array that define a null range. (§3.2.1.1)

**B.184 null range:** A range that specifies an empty subset of values. A range **L to R** is a null range if  $L > R$ , and range **L downto R** is a null range if  $L < R$ . (§3.1)

**B.185 null slice:** A slice whose discrete range is a null range. (§6.5)

**B.186 null transaction:** A transaction produced by evaluating a null waveform element. (§8.4.1)

**B.187 null waveform element:** A waveform element that is used to turn off a driver of a guarded signal. (§8.4.1)

**B.188 numeric literal:** An abstract literal, or a literal of a physical type. (§7.3.1)

**B.189 numeric type:** An integer type, a floating point type, or a physical type. (§3.1)

**B.190 object:** A named entity that has a value of a given type. An object can be a constant, signal, variable, or file. (§4.3.3)

**B.191 object alias:** An alias whose alias designator denotes an object (that is, a constant, signal, variable, or file). (§4.3.3, §4.3.3.1) *See also:* **nonobject alias.**

**B.192 overloaded:** Identifiers or enumeration literals that denote two different named entities. Enumeration literals, subprograms, and predefined operators may be overloaded. At any place where an overloaded enumeration literal occurs in the text of a program, the type of the enumeration literal must be determinable from the context. (§2.1, §2.3, §2.3.1, §2.3.2, §3.1.1)

**B.193 parameter:** A constant, signal, variable, or file declared in the interface list of a subprogram specification. The characteristics of the class of objects to which a given parameter belongs are also characteristics of the parameter. In addition, a parameter has an associated mode that specifies the direction of data flow allowed through the parameter. (§2.1.1, §2.1.1.1, §2.1.1.2, §2.1.1.3, §2.3, §2.6)

**B.194 parameter and result type profile:** Two subprograms that have the same parameter type profile, and either both are functions with the same result base type, or neither of the two is a function. (§2.3)

**B.195 parameter interface list:** An interface list that declares the parameters for a subprogram. It may contain interface constant declarations, interface signal declarations, interface variable declarations, interface file declarations, or any combination thereof. (§4.3.2.1)

**B.196 parameter type profile:** Two formal parameter lists that have the same number of parameters, and at each parameter position the corresponding parameters have the same base type. (§2.3)

**B.197 parent:** A process or a subprogram that contains a procedure call statement for a given procedure or for a parent of the given procedure. (§2.2)

**B.198 passive process:** A process statement where neither the process itself, nor any procedure of which the process is a parent, contains a signal assignment statement. (§9.2)

**B.199 physical literal:** A numeric literal of a physical type. (§3.1.3)

**B.200 physical type:** A numeric scalar type that is used to represent measurements of some quantity. Each value of a physical type has a position number that is an integer value. Any value of a physical type is an integral multiple of the primary unit of measurement for that type. (§3.1, §3.1.3)

**B.201 plus terminal:** One of the terminals named in a branch quantity declaration, the plus and minus terminals determine the “direction” of the flow between the terminals. (§4.3.1.6)

**B.202 port:** A channel for dynamic communication between a block and its environment. A signal declared in the interface list of an entity declaration, in the header of a block statement, or in the interface list of a component declaration. In addition to the characteristics of signals, ports also have an associated mode; the mode constrains the directions of data flow allowed through the port. (§1.1.1.2, §4.3.1.2)

**B.203 port interface list:** An interface list that declares the inputs and outputs of a block, component, or design entity. It consists entirely of interface signal declarations. (§1.1.1, §1.1.1.2, §4.3.2.1, §4.3.2.2, §9.1)

**B.204 positional association:** An association element that does not contain an explicit appearance of the formal designator. An actual designator at a given position in an association list corresponds to the interface element at the same position in the interface list. (§4.3.2.2, §7.3.2)

**B.205 postponed process:** An explicit or implicit process whose source statement contains the reserved word **postponed**. When a postponed process is resumed, it does not execute until the final simulation cycle at the current modeled time. Thus, a postponed process accesses the values of signals that are the “stable” values at the current simulated time. (§9.2)

**B.206 predefined operators:** Implicitly defined operators that operate on the predefined types. Every predefined operator is a pure function. No predefined operators have named formal parameters; therefore, named association may not be used when invoking a predefined operation. (§7.2, §14.2)

**B.207 primary:** One of the elements making up an expression. Each primary has a value and a type. (§7.1)

**B.208 projected output waveform:** A sequence of one or more transactions representing the current and projected future values of the driver. (§12.6.1)

**B.209 pulse rejection limit:** The threshold time limit for which a signal value whose duration is greater than the limit will be propagated. A pulse rejection limit is specified by the reserved word **reject** in an inertially delayed signal assignment statement. (§8.4)

**B.210 pure function:** A function that returns the same value each time it is called with the same values as actual parameters. An *impure* function may return a different value each time it is called, even when different calls have the same actual parameter values. (§2.1)

**B.211 quiescent point:** A time when the value returned by DOMAIN'EVENT is True; intuitively, a point that can be used as a DC operating point in a simulation. (§12.6.4)

**B.212 quiet:** In a given simulation cycle, a signal that is not active. (§12.6.2)

**B.213 range:** A specified subset of values of a scalar type. (§3.1) *See also:* **ascending range; belong (to a range); descending range; lower bound; upper bound.**

**B.214 range constraint:** A construct that specifies the range of values in a type. A range constraint is *compatible* with a subtype if each bound of the range belongs to the subtype or if the range constraint defines a null range. The direction of a range constraint is the same as the direction of its range. (§3.1, 3.1.2, §3.1.3, §3.1.4)

**B.215 read:** The value of an object is said to be *read* when its value is referenced or when certain of its attributes are referenced. (§4.3.2)

**B.216 real literal:** An abstract literal of the type *universal\_real* that contains a base point. (§13.4)

**B.217 record type:** A composite type whose values consist of named elements. (§3.2.2, §7.3.2.1)

**B.218 reference:** Access to a named entity. Every appearance of a designator (a name, character literal, or operator symbol) is a reference to the named entity denoted by the designator, unless the designator appears in a library clause or use clause. (§10.4, §11.2)

**B.219 reference quantity:** One of the quantities defined by a terminal, the reference quantity is an across quantity that represents the potential between that terminal and the reference terminal for the nature of the terminal. (§4.3.1.5)

**B.220 reference terminal:** A terminal that is used by all terminals of a given nature as the “zero” for the values of its across type. Intuitively, the ground terminal for all terminals of that nature. (§3.5)

**B.221 register:** A kind of guarded signal that retains its last driven value when all of its drivers are turned off. (§4.3.1.2)

**B.222 regular structure:** Instances of one or more components arranged and interconnected (via signals) in a repetitive way. Each instance may have characteristics that depend upon its position within the group of instances. Regular structures may be represented through the use of the generate statement. (§9.7)

**B.223 resolution:** The process of determining the resolved value of a resolved signal based on the values of multiple sources for that signal. (§2.4, §4.3.1.2)

**B.224 resolution function:** A user-defined function that computes the resolved value of a resolved signal. (§2.4, §4.3.1.2)

**B.225 resolution limit:** The primary unit of type TIME (by default, 1 femtosecond). Any TIME value whose absolute value is smaller than this limit is truncated to zero (0) time units. (§3.1.3.1)

**B.226 resolved signal:** A signal that has an associated resolution function. (§4.3.1.2)

**B.227 resolved value:** The output of the resolution function associated with the resolved signal, which is determined as a function of the collection of inputs from the multiple sources of the signal. (§2.4, §4.3.1.2)

**B.228 resource library:** A library containing library units that are referenced within the design unit being analyzed. (§11.2)

**B.229 result subtype:** The subtype of the returned value of a function. (§2.1)

**B.230 resume:** The action of a wait statement upon an enclosing process when the conditions on which the wait statement is waiting are satisfied. If the enclosing process is a nonpostponed process, the process will subsequently execute during the current simulation cycle. Otherwise, the process is a postponed process, which will execute during the final simulation cycle at the current simulated time. (§12.6.3)

**B.231 right of:** When a value V1 and a value V2 belong to a range and either the range is an ascending range and V2 is the predecessor of V1, or the range is a descending range and V2 is the successor of V1. (§14.1)

**B.232 root terminal:** A terminal that is not a reference terminal or connected terminal; intuitively, a terminal at the root of the connection tree. (§12.4.1)

**B.233 satisfy:** A property of a value with respect to some constraint. The value is said to *satisfy* a constraint if the value is in the subset of values determined by the constraint. (§3, §3.2.1.1)

**B.234 scalar nature:** A nature whose branch types are floating point types (i.e., not composite). (3.5)

**B.235 scalar quantity:** A quantity of a scalar type (i.e., not composite). (4.3.1.6)

**B.236 scalar terminal:** A terminal whose nature is a scalar nature. (4.3.1.5)

**B.237 scalar type:** A type whose values have no elements. Scalar types consist of *enumeration types*, *integer types*, *physical types*, and *floating point types*. Enumeration types and integer types are called *discrete types*. Integer types, floating point types, and physical types are called *numeric types*. All scalar types are ordered; that is, all relational operators are predefined for their values. (§3, §3.1)

**B.238 scope:** A portion of the text in which a declaration may be visible. This portion is defined by visibility and overloading rules. (§10.2)

**B.239 selected name:** Syntactically, a name having a prefix and suffix separated by a dot. Certain selected names are used to denote record elements or objects denoted by an access value. The remaining selected names are referred to as *expanded names*. (§6.3, §8.1) *See also:* **expanded name**.

**B.240 selector quantity:** The selector quantity is part of the operation of a break statement; it specifies the selector quantity as one used in the discontinuity augmentation set to “replace” the break quantity in the determination of the values for the quantities. (§8.14)

**B.241 sensitivity set:** The set of signals to which a wait statement is sensitive. The sensitivity set is given explicitly in an **on** clause, or is implied by an **until** clause. (§8.1)

**B.242 sequential statements:** Statements that execute in sequence in the order in which they appear. Sequential statements are used for algorithmic descriptions. (§8)

**B.243 short-circuit operation:** An operation for which the right operand is evaluated only if the left operand has a certain value. The short-circuit operations are the predefined logical operations **and**, **or**, **nand**, and **nor** for operands of types BIT and BOOLEAN. (§7.2)

**B.244 signal:** An object with a past history of values. A signal may have multiple drivers, each with a current value and projected future values. The term *signal* refers to objects declared by signal declarations or port declarations. (§4.3.1.2)

**B.245 signal transform:** A sequential statement within a statement transform that determines which one of the alternative waveforms, if any, is to be assigned to an output signal. A signal transform can be a sequential signal assignment statement, an if statement, a case statement, or a null statement. (§9.5)

**B.246 simple name:** The identifier associated with a named entity, either in its own declaration or in an alias declaration. (§6:2)

**B.247 simple nature:** The nature of the reference terminal of a nature; intuitively, the “ultimate element type” of the nature (no matter how complex). (§3.5)

**B.248 simulation cycle:** One iteration in the repetitive execution of the processes defined by process statements in a model. The first simulation cycle occurs after initialization. A simulation cycle can be a delta cycle or a time-advance cycle. (§ 12.6.4)

**B.249 single-object declaration:** An object declaration whose identifier list contains a single identifier; it is called a multiple-object declaration if the identifier list contains two or more identifiers. (§4.3.1)

**B.250 slice:** A one-dimensional array of a sequence of consecutive elements of another one-dimensional array. (§6.5)

**B.251 small signal model:** The small signal model is a set of characteristic expressions obtained by linearizing some of the expressions in an explicit set using values determined at a quiescent point. It is used for frequency domain and noise domain analysis. (§12.8)

**B.252 source:** A contributor to the value of a signal. A source can be a driver or port of a block with which a signal is associated or a composite collection of sources. (§4.3.1.2)

**B.253 specification:** A class of construct that associates additional information with a named entity. There are three kinds of specifications: attribute specifications, configuration specifications, and disconnection specifications. (§5)

**B.254 spectral source quantity:** A quantity that serves as a source in a noise domain model. (§4.3.1.6)

**B.255 statement transform:** The first sequential statement in the process equivalent to the concurrent signal assignment statement. The statement transform defines the actions of the concurrent signal assignment statement when it executes. The statement transform is followed by a wait statement, which is the final statement in the equivalent process. (§9.5)

**B.256 static:** *See: locally static; globally static.*

**B.257 static name:** A name in which every expression that appears as part of the name (for example, as an index expression) is a static expression (if every discrete range that appears as part of the name denotes a static range or subtype and if no prefix within the name is either an object or value of an access type or a function call). (§6.1)

**B.258 static quantity name:** A static name that denotes a quantity. (§6.1)

**B.259 static range:** A range whose bounds are static expressions. (§7.4)

**B.260 static signal name:** A static name that denotes a signal. (§6.1)

**B.261 static terminal name:** A static name that denotes a terminal. (§6.1)

**B.262 static variable name:** A static name that denotes a variable. (§6.1)

**B.263 string literal:** A sequence of graphic characters, or possibly none, enclosed between two quotation marks (""). The type of a string literal is determined from the context. (§7.3.1, §13.6)

**B.264 structural set:** The set of characteristic expressions that is determined by the declaration and association of quantities and terminals, rather than simultaneous statements. (§12.1)

**B.265 subaggregate:** An aggregate appearing as the expression in an element association within another, multidimensional array aggregate. The subaggregate is an  $(n-1)$ -dimensional array aggregate, where  $n$  is the dimensionality of the outer aggregate. Aggregates of multidimensional arrays are expressed in row-major (right-most index varies fastest) order. (§7.3.2.2)

**B.266 subelement:** An element of another element. Where other subelements are excluded, the term *element* is used. (§3)

**B.267 subprogram specification:** Specifies the designator of the subprogram, any formal parameters of the subprogram, and the result type for a function subprogram. (§2.1)

**B.268 subtype:** A type together with a constraint. A value *belongs to* a subtype of a given type if it belongs to the type and satisfies the constraint; the given type is called the *base type* of the subtype. A type is a subtype of itself. Such a subtype is said to be *unconstrained* because it corresponds to a condition that imposes no restriction. (§3)

**B.269 suspend:** A process that stops executing and waits for an event or for a time period to elapse. (§12.6.4)

**B.270 tag:** The corresponding scalar subelement of a source quantity or of an implicit quantity of the form Q'DOT, Q'INTEG, and Q'DELAYED(T). (§12.6.5)

**B.271 terminal:** A combination of two quantities, the reference and contribution quantities, that is used to model a node in a given electrical circuit. (§4.3.1.5)

**B.272 through quantity:** A quantity named in a through aspect; the quantity of a terminal that represents the value “flowing through” the terminal. (§3.5)

**B.273 through type:** The type of the value, or quantity, that “flows through” terminals of a given nature. (§3.5)

**B.274 timeout interval:** The maximum time a process will be suspended, as specified by the timeout period in the **until** clause of a wait statement. (§8.1)

**B.275 to the left of:** *See:* **left of.**

**B.276 to the right of:** *See:* **right of.**

**B.277 tolerance group:** The tolerance group of a subtype is a string value that may be used by a model to group quantities that have similar requirements concerning the accuracy and tolerance of the values determined by the quantities. (§4.2)

**B.278 tolerance quantity:** A quantity that appears as a simple expression on the left or right side of a simple simultaneous statement, and that defines the tolerance group associated to the statement. (§15.1)

**B.279 transaction:** A pair consisting of a value and a time. The value represents a (current or) future value of the driver; the time represents the relative delay before the value becomes the current value. (§12.6.1)

**B.280 transport delay:** An optional delay model for signal assignment. Transport delay is characteristic of hardware devices (such as transmission lines) that exhibit nearly infinite frequency response: any pulse is transmitted, no matter how short its duration. (§8.4) *See also:* **inertial delay.**

**B.281 type:** A set of values and a set of operations. (§3)

**B.282 type conversion:** An expression that converts the value of a subexpression from one type to the designated type of the type conversion. Associations in the form of a type conversion are also allowed. These associations have functions and restrictions similar to conversion functions but can be used in places where conversion functions cannot. In both cases (expressions and associations), the converted type must be closely related to the designated type. (§4.3.2.2, §7.3.5) *See also:* **closely related types; conversion function.**

**B.283 unaffected:** A waveform in a concurrent signal assignment statement that does not affect the driver of the target. (§8.4, §9.5.1)

**B.284 unassociated formal:** A formal that is not associated with an actual. (§5.2.1.2)

**B.285 unconstrained subtype:** A subtype that corresponds to a condition that imposes no restriction. (§3, §4.2)

**B.286 unit name:** A name defined by a unit declaration (either the primary unit declaration or a secondary unit declaration) in a physical type declaration. (§3.1.3)

**B.287 universal\_integer:** An anonymous predefined integer type that is used for all integer literals. The position number of an integer value is the corresponding value of the type *universal\_integer*. (§3.1.2, §7.3.1, §7.3.5)

**B.288 universal\_real:** An anonymous predefined type that is used for literals of floating point types. Other floating point types have no literals. However, for each floating point type there exists an implicit conversion that converts a value of type *universal\_real* into the corresponding value (if any) of the floating point type. (§3.1.4, §7.3.1, §7.3.5)

**B.289 update:** An action on the value of a signal, variable, or file. The value of a signal is said to be *updated* when the signal appears as the target (or a component of the target) of a signal assignment statement (indirectly); when it is associated with an interface object of mode **out**, **buffer**, **inout**, or **linkage**; or when one of its subelements (individually or as part of a slice) is updated. The value of a signal is also said to be *updated* when it is subelement or slice of a resolved signal, and the resolved signal is updated. The value of a variable is said to be *updated* when the variable appears as the target (or a component of the target) of a variable assignment statement (indirectly), when it is associated with an interface object of mode **out** or **linkage**, or

when one of its subelements (individually or part of a slice) is updated. The value of a file is said to be *updated* when a WRITE operation is performed on the file object. (§4.3.2)

**B.290 upper bound:** For a range L to R or L **downto** R, the larger of L and R. (§3.1)

**B.291 variable:** An object with a single current value. (§4.3.1.3)

**B.292 visible:** When the declaration of an identifier defines a possible meaning of an occurrence of the identifier used in the declaration. A visible declaration is visible by selection (for example, by using an expanded name) or directly visible (for example, by using a simple name). (§10.3)

**B.293 waveform:** A series of transactions, each of which represents a future value of the driver of a signal. The transactions in a waveform are ordered with respect to time, so that one transaction appears before another if the first represents a value that will occur sooner than the value represented by the other. (§8.4)

**B.294 whitespace character:** A space, a nonbreaking space, or a horizontal tabulation character (SP, NBSP, or HT). (§14.3)

**B.295 working library:** A design library into which the library unit resulting from the analysis of a design unit is placed. (§11.2)

## Annex C

(informative)

### Potentially nonportable constructs

This annex lists those VHDL constructs whose use may result in nonportable descriptions.

A description is considered portable if it

- a) Compiles, elaborates, initializes, and simulates to termination of the simulation cycle on all conformant implementations, and
- b) The time-variant state of all signals and variables in the description are the same at all times during the simulation.

under the condition that the same stimuli are applied at the same times to the description. The stimuli applied to a model include the values supplied to generics and ports at the root of the design hierarchy of the model, if any.

Note that the content of files generated by a description are not part of the state of the description, but that the content of files consumed by a description are part of the state of the description.

The use of the following constructs may lead to nonportable VHDL descriptions:

- Resolution functions that do not treat all inputs symmetrically
- The comparison of floating point values
- Events on floating-point-valued signals
- The use of explicit type conversion to convert floating point values to integer values
- Any value that does not fall within the minimum guaranteed range for the type
- The use of architectures and subprogram bodies implemented via the foreign language interface (the 'FOREIGN attribute)
- Processes that communicate via file I/O, including TEXTIO
- Impure functions
- Linkage ports
- Ports and generics in the root of a design hierarchy
- Use of a time resolution greater than fs
- Shared variables
- Procedure calls passing a single object of an array or record type to multiple formals where at least one of the formals is of mode **out** or **inout**
- Models that depend on a particular format of T'Image
- Declarations of integer or physical types that have a secondary unit whose position number is outside of the range  $-(2^{31}-1)$  to  $2^{31}-1$
- The predefined attributes 'INSTANCE\_NAME or 'PATH\_NAME, if the behavior of the model is dependent on the values returned by the attributes
- Tolerance groups and tolerances

## Annex D

(informative)

### Changes from IEEE Std 1076-1987

This annex lists those clauses that have been changed from IEEE Std 1076-1987 during its revision. The clause numbers are from IEEE Std 1076-1987; where a new clause has been added, it is described as being added between or after existing clauses from IEEE Std 1076-1987.

**Clause 1:** 1.1, 1.1.1, 1.1.1.1, 1.1.1.2, 1.1.2, 1.1.3, 1.2, 1.2.1, 1.2.2, 1.3, 1.3.1, and 1.3.2.

**Clause 2:** 2.1, 2.1.1, 2.1.1.1, 2.1.1.2, 2.2, 2.3, 2.3.1, 2.4, 2.5, 2.6, and 2.7. In addition, the following new clauses have been added: 2.1.1.3, describing file parameters, has been added after 2.1.1.2; and 2.3.2, describing signatures, has been added after 2.3.1.

**Clause 3:** Introduction, 3.1, 3.1.1, 3.1.1.1, 3.1.3, 3.1.3.1, 3.1.4, 3.1.4.1, 3.2.1, 3.2.1.1, 3.2.2, 3.3, 3.3.1, and 3.4.1.

**Clause 4:** Introduction, 4.1, 4.2, 4.3, 4.3.1, 4.3.1.1, 4.3.1.2, 4.3.1.3, 4.3.2, 4.3.3, 4.3.3.1, 4.3.3.2, 4.3.4, 4.4, and 4.5. In addition, two new clauses, describing group template declarations and group declarations, have been added at the end of this chapter.

**Clause 5:** Introduction, 5.1, 5.2, 5.2.1, 5.2.1.1, 5.2.1.2, 5.2.2, and 5.3.

**Clause 6:** 6.1, 6.2, 6.3, 6.4, 6.5, and 6.6.

**Clause 7:** 7.1, 7.2, 7.2.1, 7.2.2, 7.2.3, 7.2.4, 7.3.1, 7.3.2, 7.3.2.1, 7.3.2.2, 7.3.3, 7.3.5, 7.3.6, 7.4, and 7.5. Additionally, a new clause describing the shift operators has been added between 7.2.1 and 7.2.2, and a new clause describing the sign operators has been added between 7.2.3 and 7.2.4.

**Clause 8:** Introduction, 8.1, 8.2, 8.3, 8.3.1, 8.4, 8.4.1, 8.5, 8.6, 8.7, 8.8, 8.9, 8.10, 8.11, and 8.12. Additionally, a new clause describing the report statement has been added between 8.2 and 8.3.

**Clause 9:** Introduction, 9.1, 9.2, 9.3, 9.4, 9.5, 9.5.1, 9.5.2, 9.6, 9.6.1, and 9.7. In addition, a new clause describing the instantiation of a design entity has been added between 9.6.1 and 9.7.

**Clause 10:** 10.1, 10.2, 10.3, 10.4, and 10.5.

**Clause 11:** 11.2, 11.3, and 11.4.

**Clause 12:** Introduction, 12.1, 12.2, 12.2.1, 12.2.2, 12.2.4, 12.3, 12.3.1, 12.3.1.2, 12.3.1.3, 12.3.1.4, 12.3.1.5, 12.3.2.1, 12.4, 12.4.1, 12.4.2, 12.4.3, 12.6.1, 12.6.2, and 12.6.3.

**Clause 13:** 13.1, 13.3, 13.4.2, 13.5, and 13.9. In addition, two new clauses describing basic and extended identifiers have been added between 13.3 and 13.4.

**Clause 14:** 14.1, 14.2, and 14.3.

## Annex E

(informative)

### Bibliography

[B1] ANSI/MIL-STD-1815A-1983, American National Standard Reference Manual for the Ada Programming Language.<sup>5</sup>

[B2] IEEE Std 1029.1-1998, IEEE Standard for Waveform and Vector Exchange (WAVES).<sup>6</sup>

[B3] IEEE Std 1164-1993, IEEE Standard Multivalued Logic System for VHDL Model Interoperability (Std\_logic\_1164).

[B4] ISO 8859-1: 1987, Information processing—8-bit single-byte coded graphic character sets—Part 1: Latin Alphabet No. 1.<sup>7</sup>

[B5] IEEE Std 1076-1993, IEEE Standard VHDL Language Reference Manual.

[B6] IEEE Std 1076.2-1996, IEEE Standard VHDL Mathematical Packages.

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<sup>5</sup>ANSI publications are available from the Sales Department, American National Standards Institute, 11 West 42nd Street, 13th Floor, New York, NY 10036, USA.

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